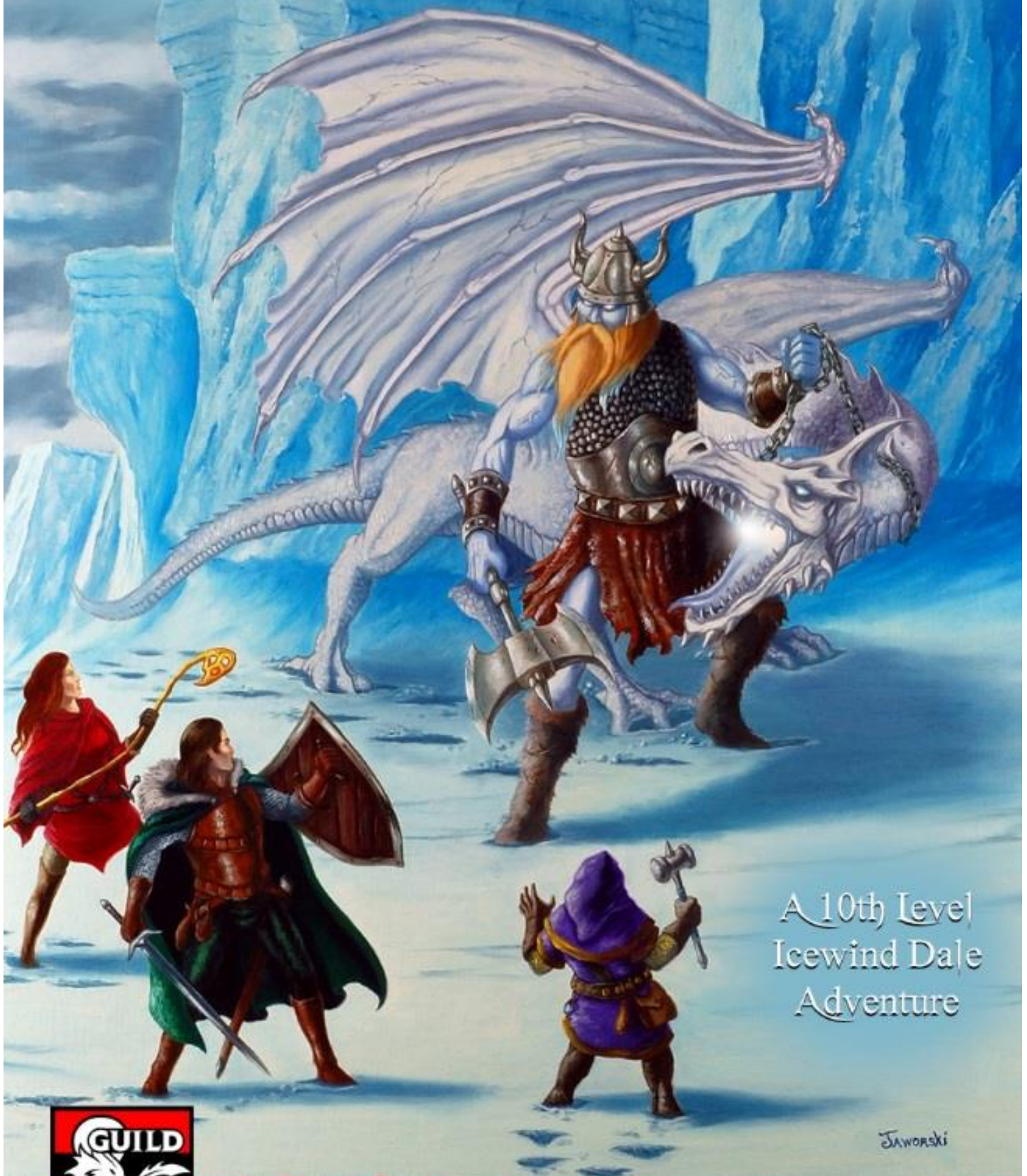


REIGN OF THE ICE KING

BY PATRICK E. PULLEN



A 10th Level
Icewind Dale
Adventure

Jaworski



Pullen

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REIGN OF THE ICE KING

An 8th to 10th level adventure

by Patrick E. Pullen

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About the Cover: Frost Giant by Artist: Eugene Jaworski

Eugene Jaworski is a freelance artist and illustrator. His ideas come from years of playing Dungeons & Dragons and reading fantastic tales by authors such as Tolkien, Moorcock, Lovecraft, Howard and many others. He likes to work with pencils and oil paint to create his images, as he loves the effect he gets with these traditional mediums. Eugene is available for illustrative and commissioned work.

Visit his website at: <http://eugenejaworski.wixsite.com/gallery>

Reign of the Ice King is a Forgotten Realms adventure made for 4 to 6 players of 8th to 10th level. The difficulty can be scaled by subtracting from or adding to the number of monsters in each encounter, especially the Frost Giant's lair.

This quest takes place in the Ten Towns region of Icewind Dale. Most of the adventure occurs in the town of Termalaine and the area of Kelvin's Cairn. The setting can be changed to any similar sized town or city that the players are visiting. It should be set in a cold or wintery area, very close to a mountain base. With slight adjustments, the adventure can be used as a follow-up to **Storm King's Thunder** by **Wizards of the Coast**.

SUMMARY

Icewind Dale; The mad mage Akar Kessel has long been defeated, along with his evil army.

After the death of Shimmergloom and her dark-dwarf minions, Most of the dwarves of clan Battlehammer have migrated east to their ancient home of Mithral Hall. The Ten Towns valley has prospered over the years but has also seen the leaving of many of its heroes.

Now, a new menace has moved in, beneath the shadow of Kelvin's Cairn and threatens devastation to the townsfolk of Termalaine.

The adventurers are visiting the frozen region of Ten Towns when they see smoke rising from the town of Termalaine. Upon entering the town they find unimaginable destruction and many casualties.

A Frost Giant, named Hrimnar has moved into the old Verbeeg Lair at the

foot of Kelvin's Cairn. He has demanded tribute from the poor peoples of Termalaine and let them know what happens if they do not pay him adequately.

The quest to save a town from a tyrannical, giant overlord may spell the doom of the adventures as they face off against Hrimnar's minions and even worse, his pet dragon, Ormfrost.

BACKGROUND

Hrimnar, the frost giant, was kicked out of his longstanding tribe in the north and has wandered south to the Icewind Dale region. He and his white dragon pet have gathered a few minions from the wilderness, and have recently occupied the old verbeeg Lair beneath Kelvin's Cairn. The frost giant has demanded food and goods from the townsfolk of Termalaine. They tried to appease the giant. However, Hrimnar felt that the latest offering was not sufficient. He had his minions attack the town and raze a few buildings to let them know he was not satisfied.

BEGINNING THE ADVENTURE

The PCs should be in the area of Ten Towns. They can be in the wilderness or visiting a neighboring town. As long as they are close enough to see the smoke rising from Termalaine, it will work.

As written, the adventure starts as the group is leaving Lonelywood and traveling south-east toward Termalaine. You may change the starting area to another location as you see fit.

Read or paraphrase the following boxed text to your players.

Snow crunches beneath your feet as you leave the cover of Lonely Wood and crest the hillside. You are confronted with a truly magnificent site. Mirrored in the shimmering waters of Maer Dualdon, Kelvin's Cairn dominates the horizon. It towers high above you to the south-east. As you admire the beautiful scene, the erratic gong of a bell drifts on the icy wind. It's an alarm in the distance. That's when you notice a plume of smoke rising into the air. It is coming from a town at the base of the mountain. Termalaine is burning.

Without the aid of magic, it will take the adventurers a couple of hours to reach Termalaine. By then, the fires are mostly extinguished and the townsfolk are in a state of shock.

TERMALAINE

Three buildings are completely destroyed and smoldering. Two others are moderately damaged. Women are crying, and terrified children are screaming. The men of the town are mostly exhausted and some are injured. If the adventures interview the townsfolk on what happened, roll or choose a random response from below. Otherwise, you can have a person recount what happened from the Background section above.

Random responses:

1: This person is in shock and near the point of hyperventilating. They are very accusing and not very helpful. They respond with things such as; "Who are you? Why are you here? Are you one of them? Please don't hurt me. I'll give you what you want."

2: This woman is mildly helpful but distracted, as she is looking for her missing daughter. The lady responds with things such as; "We were attacked... something big with two heads... I'm looking for a girl with long brown hair. Have you seen her? I need to find my daughter. (You can have the adventurers help to find the little girl as a quick side quest, or after a moment of searching around, have the little girl come running up.) The mother is so excited and joyful that she all-together forgets about the adventurer's questions and focuses solely on her daughter.

3: This man is exhausted from fighting the fires, but is able to shed some light on the situation. "We were attacked. I was over by the lake when I heard the commotion. Goblins and a giant with two heads were attacking the cooper's shop when I arrived. They set it on fire. Everything was a blur after that. I'm just glad we got the fire out."

4: This man is badly hurt and in need of medical help. "I tried to stop those monsters, but they were just too strong. One of them picked me up and threw me like a child's doll. I am pretty sure both my legs are broken." Any attempts to help or heal the man will be gratefully accepted. The man will offer a jade carving of a horse worth 5 GP for their help, saying thanks and telling them the statuette is the only thing of value he has to offer.

5: This woman is accommodating and willing to help out as best as possible. She says that the town was attacked by two, two-headed giants that came to town with a group of goblins. They began burning buildings with torches. She also explains that a much larger giant with white hair came into town two days ago demanding food and valuables. He said he would return today for them and the townsfolk would

be sorry if we did not please him. I can only assume that what we offered was not enough. She remembers the white-haired giant called himself Hrimnar.

6: This man has been mortally wounded and is unconscious. He will die if not immediately helped by healing magic.

7: This lady is hysterical and of no help. She simply screams over and over; “Murderers! Murderers!!! Someone must stop them! Murdering goblins! Murdering giants!” The adventurers may make some medicine checks or persuasion checks to calm her. DC 15 should be enough to at least stop her from screaming.

8: This older man is tired and slightly injured but refuses help saying it is only a scratch and that there are others who need help worse than him. He will cooperate with the adventures though and explain what happened. He tells them that a frost giant named Hrimnar, came into the town two days ago demanding that the town pay homage to him, as he was their new king. He vowed to return today to get his compensation. We gave him two bushels of wheat, a basket of silver trinkets and jewelry, a cow, some chickens and two goats. That was more than we could afford to give, but it obviously wasn’t enough. Hrimnar sent two ettins and about a dozen goblins to burn down and trash some of our buildings. One of the goblins yelled out “There better be more next time or you’ll get worse!” and then they left.

Termalaine Needs Help

The current authority figure is Councilman Alder Agorwal, grandson of the Councilman Agorwal which was killed years ago by Kessell’s minions in the battle of Icewind Dale.

Alder is a fair and wise representative. He is very wealthy, as he inherited his grandfather’s estate, as well as, the Termalaine gem mine.

Alder comes to the adventurers, asking for help. He wishes the party to venture to Kelvin’s Cairn and stop the frost giant, Hrimnar, any way possible. He tells the adventurers that the frost giant has made a base in the old Verbeeg caves at the base of the mountain. Alder will provide the heroes with any basic equipment they may need for the quest such as warm clothing, rope, rations, pitons etc. If they do not have horses, he can also arrange for the use of some from the town stables. Alder stresses the urgency and begs the adventurers to save his town.

HOOKS

If the players need more convincing than doing it for the sake of goodness, or defeating evil, try one of these hooks.

*Alder offers 5,000 gp worth of gems to kill the frost giant and his minions. Feel free to reasonably up the amount offered if you need to.

*Have Hrimnar kill one of the PC’s loved ones and invoke a sense of revenge.

*Have hostages taken during the attack and their lives depend on the heroes to save them.

You can come up with other hooks as you see fit. Using your character’s backstories is always useful.

If the players waste time or hang around town for more than a day, have a band of orcs and goblins attack.

If they leave town in a timely manner, you may still use this fight as a “random patrol” when the adventures head out on their quest.

War Party:

1 Ogre (Page 237 of the 5th Edition Monster Manual)

4 Orc War Chiefs (Page 246 of the 5th Edition Monster Manual)

10 Goblins (Page 166 of the 5th Edition Monster Manual)

Treasure: The foe's weapons, 2 potions of healing, a potion of gaseous form, 42 GP, 69 SP, 77 CP, 240 Gold pieces worth of assorted gems, a wooden carving of an elk worth 10 SP, a bag of caltrops.

This should be a fairly easy fight. Feel free to add numbers, to better challenge your players, or change the foes to higher CR creatures.



THE TRIP TO KELVIN'S CAIRN

When the party is ready to embark upon their quest to stop Hrimnar and his minions, have them leave out of Termalaine. The distance from Termalaine to the base of Kelvin's Cairn

is approximately 5 miles, and it is about another mile up the steep, snowy ascent to the old Verbeeg caves. The entire trek will take up to 5 hours due to the snow and weather conditions. Be sure to read the section; **Wilderness Survival** in the **5th Edition Dungeon Masters Guide** for the dangers of cold weather and high altitudes. It starts on **Page 109** and continues to **Page 110**.

If you would like to add a little randomness to the journey, use the Weather Chart on **Page 109**. After the companions have traveled for about two hours, read or paraphrase the following.

The hike to Kelvin's Cairn is slow and aggravating. The snow makes travel difficult and the frigid wind cuts through your clothing. As if your journey was not miserable enough, you spy a couple of two-headed giants ahead. They are lumbering towards you as one lets out a hollow battle cry. Something tells you that they are not looking to make new friends.

The two Ettins will not willingly negotiate or enter into talks with the heroes. They are a scouting patrol tasked by Hrimnar to keep people away from the caves. If they are placed under a spell or intimidated after being significantly hurt, they may give up some details about the frost giant's lair or at least tell the heroes about the white dragon.

Both groups notice each other at the same time so have the players roll initiative to begin the battle.

Ettins (2) Page 132 of the 5th Edition Monster Manual.

Treasure: 2 morning stars, 1 potion of healing, 1 potion of superior sealing, 40 GP, 67 SP, 88 CP, 130 Gold pieces worth of assorted gems.

BATTLE ON THE ICE BRIDGE

When the party reaches the base of Kelvin's Cairn, they begin ascending around the mountain's southern side. The path is fairly wide and should pose no threats to the travelers as long as they stay to the inside. The outside of the path drops off a cliff down into Icewind Pass. The cliff rises to 60 feet above the pass when the heroes come to an ice bridge. A section of the path crumbled away long ago, when Akar Kessel's crystal palace collapsed from the Cairn's peak. Hrimnar had his pet dragon, Ormfrost, create an ice bridge to fill the gap.

As you ascend Kelvin's Cairn, you come to an area of the path which has collapsed from an avalanche long ago. The gap has been replaced by what appears to be an arched bridge completely sculpted from ice. The ice is thick and appears to be more than strong enough to support all of you.

The bridge has a slight 5% grade running south east to east, above the pass. It is 130 feet to the other end. The bridge is 25 feet wide and will support the weight of giants, so the PCs should not fear the bridge breaking under their weight. The bridge is covered in about a half foot of snow. The snow is not very slippery and the adventures can cross in safety as long as they take their time and tread carefully. However, Ormfrost is out hunting for food when he sees the PCs crossing the bridge. He immediately dives down to attack. Wait until the players are about halfway across before he attacks. Ormfrost leads the strike by flying over and using his breath weapon. Have the players make wisdom perception checks to avoid being surprised by the attack. If anyone falls off the bridge during the

fight, they will take 6d6 points of bludgeoning damage and end up in Icewind pass, below them. Once Ormfrost loses half of his HP in damage, he retreats to the caverns to warn Hrimnar of the intruders and waits to rejoin the battle when the heroes arrive.

Ormfrost; Young White Dragon; Page 101 of the 5th Edition Monster Manual.

Ormfrost has no treasure on him. His small hoard is in the old Verbeeg caves.

THE OLD VERBEEG CAVES

You should encourage the players to take a break and heal up some before they reach frost giant's lair. They will need to be prepared for the fight ahead. Hrimnar is waiting on them and although his pet, Ormfrost is wounded, he is still a worthy adversary.

Waiting outside at Area 1 is the last of Hrimnar's minions. They attack as soon as the adventurers come into sight. This should be an easy fight but will drain some resources for the fight with Hrimnar and Ormfrost.

Minion Guards

2 Minotaur (Page 223 of the 5th Edition Monster Manual)

2 Orc War Chiefs (Page 246 of the 5th Edition Monster Manual)

10 Goblins (Page 166 of the 5th Edition Monster Manual)

5 Treasure: Note: The key to the cave entrance is on one of the Orc War Chiefs, 2 potions of greater healing, a ring of evasion, 30 GP, 67 SP, 58 CP,

100 Gold pieces worth of assorted gems.

Entering the caves

The Players may enter the frost giant's lair through the front entrance at Area 1, the secret door entrance (if they find it) at Area 2 or if they climb a little higher, they may notice the dragon's entrance at Area 10.

1: Cave Entrance

The cave entrance is blocked by two large stone doors. The doors are locked and Hrimnar has had a trap installed in the locking mechanism. The key to the door can be found on one of the orc war chiefs fought outside.

Two huge stone doors block the entrance to the frost giant's lair. They are made of heavy and thick granite. The doors appear to be locked tight.

If the PCs can open the doors with a key or attempt to cast knock on the door. Neither of these methods will set off the trap. However, a failed attempt at picking the lock will activate the trap.

TRAP: Search; wisdom perception check DC 18. Disarm DC 18. Inside the locking mechanism is a spring that is cleverly disguised as part of the lock. When someone tries to open the lock without the proper key, the spring activates and releases an arrow trap that shoots 6 arrows from the top of the door down at random PCs. Each arrow has +8 to hit and does 1d8 piercing damage per arrow.

2: Secret Door

This side of the cliff face appears to be solid rock. However, a wisdom

perception check of DC 18 or better will allow a PC to notice a cleverly cut section of the stone wall is actually a secret door that leads to Area 4.

3: Minion's Dining Room

This large room reeks of orc and is in quite a mess. Food scraps and garbage litter the area. Two large wooden tables dominate the room. Dinnerware and chicken bones are scattered about the tabletops. The chairs are old and rickety and there are a few that lie broken in the corners.

This large area is where Hrimnar's underlings feast and hangout. There are food scraps and dinnerware on the two tables. Among the trash the adventurers can find a sack with loot from the town. In it are vases, silverware, art objects and the like. The total value is 280 GP. The townsfolk would be grateful if the PCs returned these goods.

4: Loot Storage

This area has hay scattered about the floor and smells like a barn. There are four chickens and two goats pinned in this area. These must be animals stolen from the citizens of Termalaine.

If inspected, the adventurers find nothing of value in this area. The animals are all that's left of the stolen livestock from town.

6



5 Minion's Kitchen

This room is a poorly maintained kitchen with a wood stove and some shelves. Pots and pans are scattered about the area. On the shelves are some salted pork, cracked plates and a couple of vials with various liquids in them.

Most of the vials have oils or vinegar in them, but with a wisdom perception check or investigation check of DC 18 or better, the PCs can determine that one of the vials contains a potion. It is magical and can be identified as a potion of restoration. Nothing else of value can be found here unless the players would like some of the pots and pans that are scattered about the room.

6: Barracks

These rooms are basically all the same. They contain bunk beds and a chest each. For the most part, there is nothing of great value in the barrack rooms. The minions are untrusting of their bunkmates, and keep most of their belongings with them. However, you may roll randomly on the following chart to see if the PCs find something of interest. Roll 1d6

1. Nothing
2. A child's Toy
3. A pouch with a wizard's material components
4. A pouch with 22 GP inside
5. A ruby worth 200 GP wrapped in a ratty cloth
6. A silvered dagger

7: Storage

These two areas are where most of the town's stolen supplies are kept. The townsfolk will be grateful to recover their supplies.

In the southernmost storage room, a goblin is hiding behind some barrels.

Looking around this storage room, you see many supplies that were reported stolen from Termalaine. As you look through the room, you notice a slight whimpering sound coming from behind some barrels. It sounds like a child softly sobbing.

The goblin's name is Skink and he is terrified. He begs the adventurers not to harm him. He explains that he was taken from his home and forced to work for the orcs and Hrimnar. He is Hrimnar's personal cook and not combative at all. He hates working for the giant and Skink will help the PCs in any way he can, short of being overly reckless or putting himself in danger of immediate death. It is possible to talk him into going to Hrimnar and reporting that the adventurers have left or a similar plan that may lower the giant's guard. The giant may even send his dragon Ormfrost out of the lair to search for the adventurers. This would make fighting Hrimnar much easier.

If the players just let Skink go, he thanks them and runs out.

Alternatively, if you feel like helping the players out, have Skink offer to help in return for freeing him. Have him suggest that he can go to "Big Boss" and tell him that intruders have left. Ultimately, as DM, it is up to you on how to handle the situation with Skink.

8: Private Dining Area

This dining area is smaller and better kept than the one you saw earlier. The dinnerware and table settings are of much better quality. A large Decanter of Wine sits upon the table, a little over halfway filled.

This is Hrimnar's personal dining area. There is nothing of interest here, beyond the description above.

9: Kitchen

This is Hrimnar's personal kitchen. It is much cleaner and organized than the minion's kitchen. Skink cooks for Hrimnar here and keeps it clean. There is a stove and a cupboard as well as some shelves. On the shelves are vegetables of all sorts and a salted boar shank. Various herbs and spices line the cupboard. There are pots and pans stacked neatly in the corner and a barrel full of ale. There is nothing else of interest here.

10: Dragon Lair

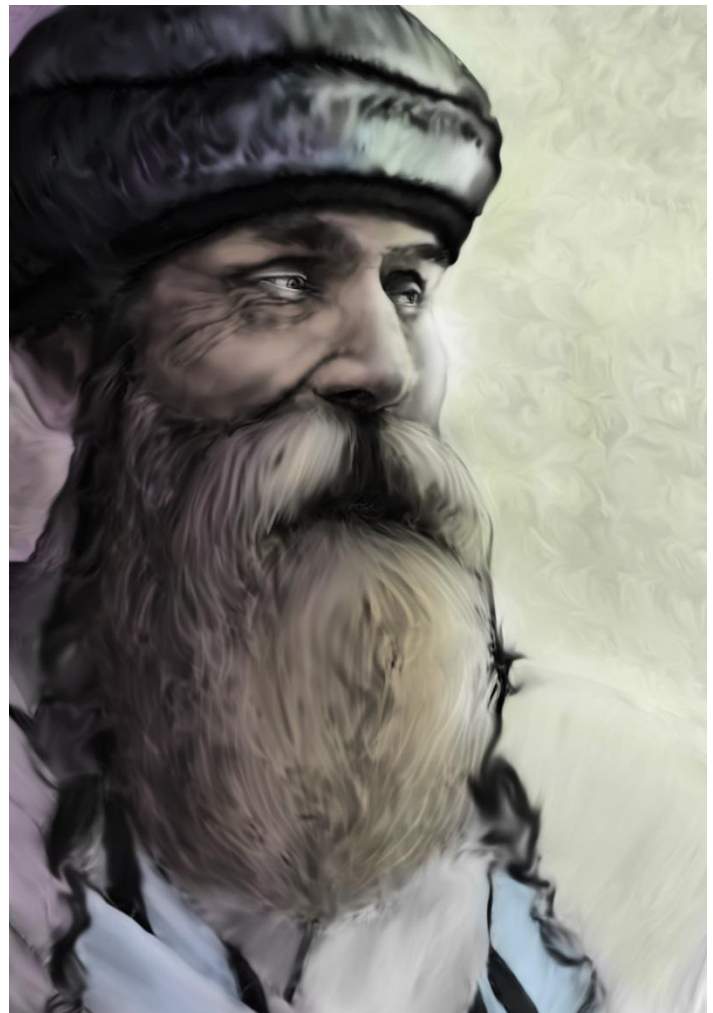
If Hrimnar and Ormfrost are aware that the intruders are still in the lair, this is where they will be. Both waiting and ready for battle.

If the players have found the dragon's hole in the ceiling of this chamber and enter here instead of Areas 1 or 2, Place Hrimnar and Ormfrost in Area 3 instead of here.

Ormfrost; Young White Dragon; Page 101 of the 5th Edition Monster Manual. He should still be hurt from the fight at the ice bridge.

Hrimnar; Frost Giant; Page 155 of the 5th Edition Monster Manual. Hrimnar has a +1 greataxe, +1 studded leather armor, a sack with 220GP, mixed gems worth 413 GP.

Treasure: Ormfrost's hoard. A rod of the pact keeper (+2), slippers of spider climbing, 1 potion of greater healing, ring of regeneration, 101 PP, 1,120 GP, 2,467 SP, 3,358 CP, 400 Gold pieces worth of assorted gems, 200 GP of Art Objects.



11: Hrimnar's Bedroom

This is where Hrimnar relaxes and runs the show. If the PCs used Skink to trick him, he will be in here relaxing instead of at Area 10. (See Area 10 for info on Hrimnar.) He may be caught off-guard.

A large straw bed and a makeshift desk of giant size are about the only pieces of furniture here. There is a map of Ten Towns on the desk. This is where Hrimnar planned his attacks. The town of Termalaine is circled and Lonelywood appears to have been his next target. Inside the desk is a hidden compartment (search; wisdom perception DC 16) containing a cleric spell; Scroll of Death Ward (level 4) and a potion of superior Healing.

CONCLUDING THE ADVENTURE

At this point, the adventurers should return to town and let the townsfolk know that the threat of Hrimnar is no more. Have Councilman Alder Agorwal offer the PCs 2,000 GP worth of gems and perhaps a nice magic item for their help. The adventurers will now be held in regards as heroes of Termalaine and Ten Towns, much as Drizzt and company before them.

If they did not kill Hrimnar and/or Ormfrost, they will return and wreak havoc on Termalaine until they are finally killed.

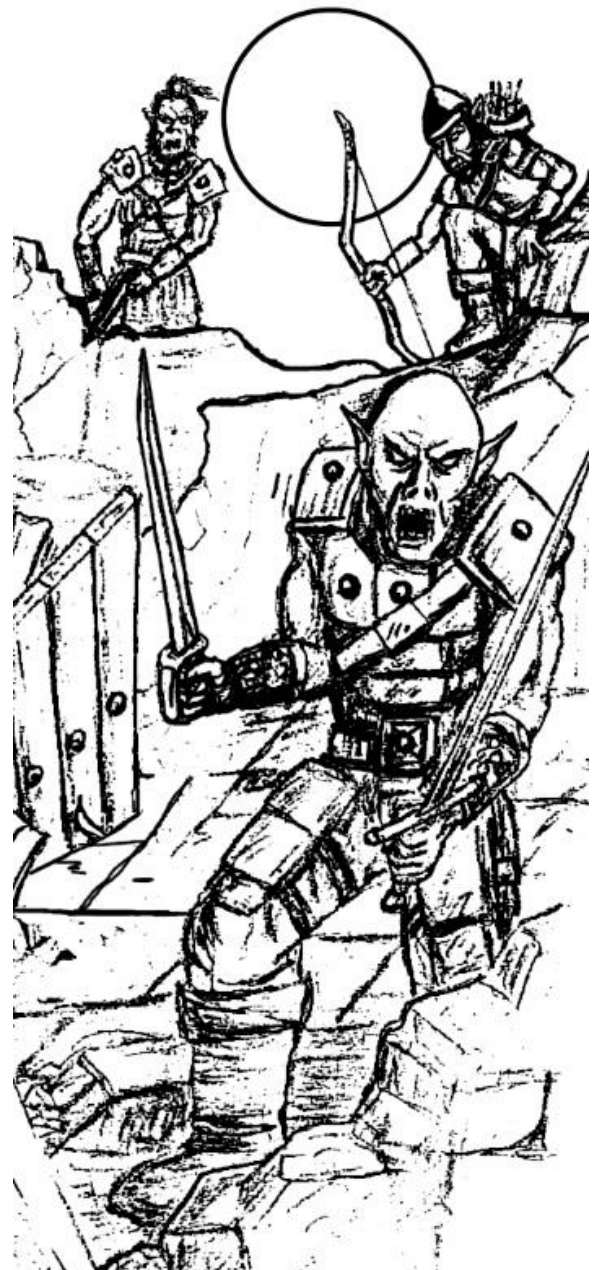
CONTINUING THE ADVENTURE

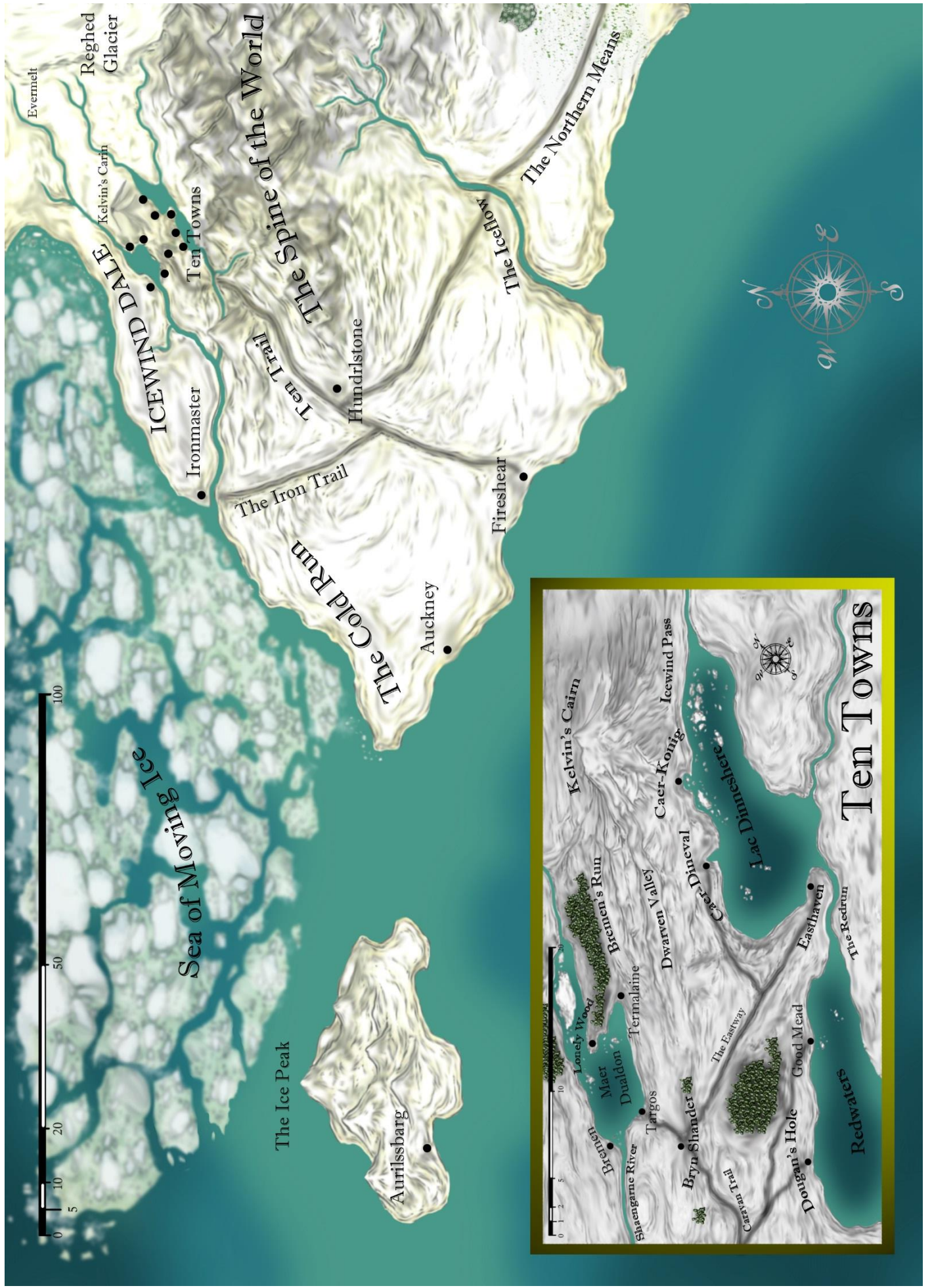
If your players seem to like the storyline and wish to continue, here are some suggestions.

*Have a necromancer find Ormfrost's corpse and make him into a Dracolich that tries to take over where Hrimnar failed.

* You could have Akar Kessell return from the grave and the PCs find out he was behind the giant's attack. Now, they must find his hidden base of operations and bring his undead reign of terror to an end.

*Have the players find clues that imply a shady noble of ten towns actually hired Hrimnar and his minions to attack Termalaine. Now the adventurers must hunt the noble down and bring him or her to justice.





CUT-AWAY OF THE OLD VERBEEG LAIR

Kelvin's Cairn



This concludes Reign of the Ice King. I hope you and your players enjoy the story. I wrote it for you.

Patrick E. Pullen

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