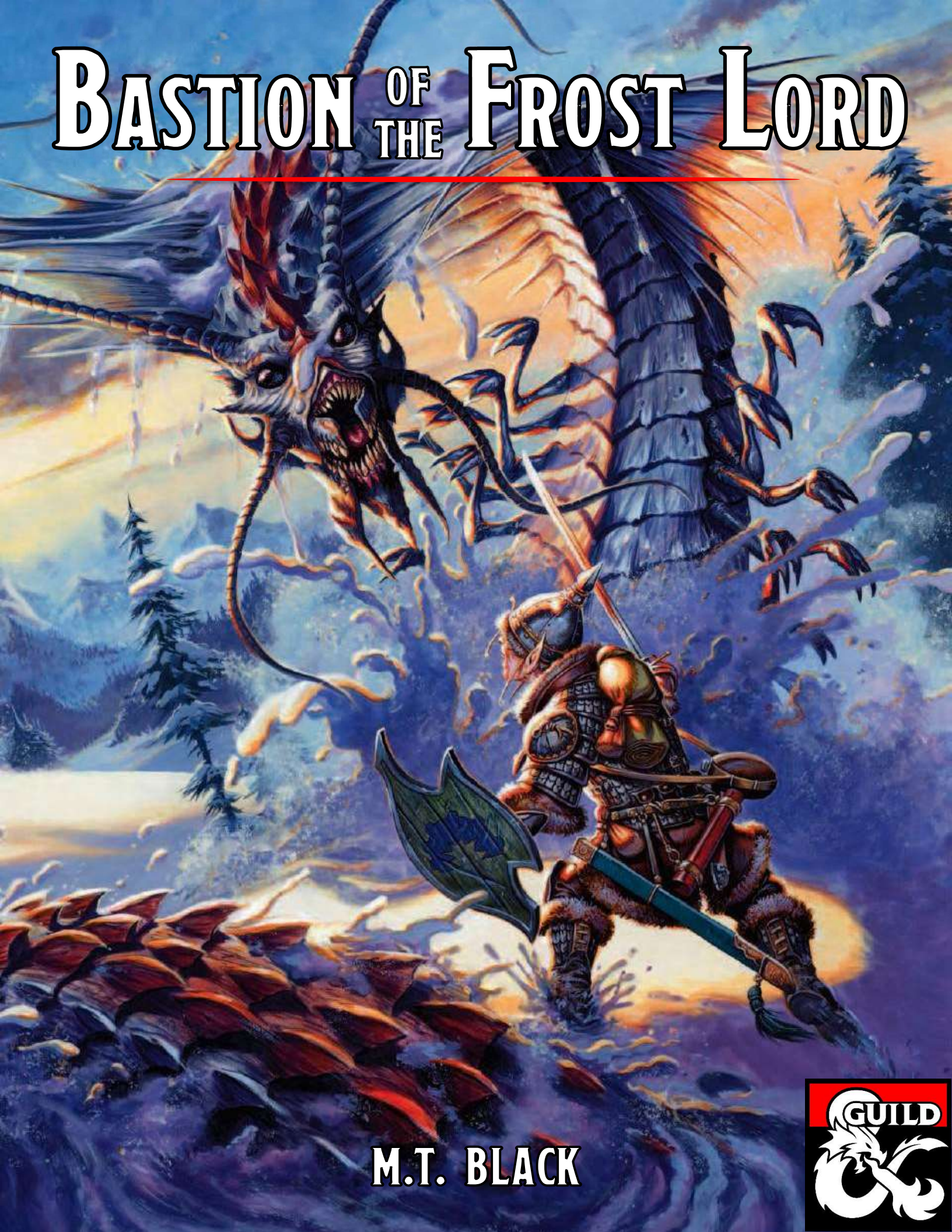


BASTION ^{OF} THE FROST LORD



M.T. BLACK



INTRODUCTION

Bastion of the Frost Lord is a DUNGEONS & DRAGONS adventure designed to be completed in about 4-8 hours of play. The combat encounters have been calculated to present a tough challenge to four adventurers of 5th level—that is, the target average party level (APL) is 5. Information is supplied in the text explaining how to scale the encounters for APL 6 through 10.

Not every loose end is tied up in the following text, nor every possible reaction accounted for. Be ready to improvise, and do so with confidence! Unless stated otherwise, assume NPCs have the stats of a **commoner**.

The adventure comprises six chapters.

- ⊕ Chapter 1: Hearth and Loam
- ⊕ Chapter 2: House of Clockwork Misfits
- ⊕ Chapter 3: Trip to the Spine
- ⊕ Chapter 4: Frostfall Demesne
- ⊕ Chapter 5: The Bastion of Ice and Snow
- ⊕ Chapter 6: Conclusions

Statistics for new creatures are provided in appendix A, new magic items are in appendix B, and handouts are in appendix C. A map is appended to the end of this document.

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CHAPTER 1: HEARTH AND LOAM

The adventure begins at *The Loamy Garden*, a tavern near Bluelake in the city of Neverwinter.

Read the following:

Frost borders the dawn-lit windows of the lively tavern called *The Loamy Garden*. The patrons are enjoying the tavern's specialty on this cold Midwinter morning—a hot mulled cider brewed with juniper and cinnamon. Aromatic wisps of steam curl lazily up from their mugs, filling the room with a sweet, peppery fragrance.

While it is dreadfully cold outside, the fire in the hearth burns warm and bright, casting a pleasant glow about the room.

MEETING CASYN

As the adventurers settle in, a gregarious and well-spoken man approaches them. He introduces himself as Casyn Wendigot, and states he is a former student at the local bard's college. He is a half-elf with short, dark hair, and a light beard. He is wearing what looks like a discount mockery of fine clothes.

The Recital

Casyn states he is down on his luck. He offers to recite a poem in exchange for the coin to buy a hearty meal and a warm bed. If the adventurers give him at least 1 gp, he recites the following poem:



THE Frost looked forth, one still, clear night,
And whispered, "Now I shall be out of sight;
So through the valley and over the height,
In silence I'll take my way:
I will not go on with that blustering train,
The wind and the snow, the hail and the rain,
Who make so much bustle and noise in vain,
But I'll be as busy as they."
Then he flew to the mountain and powdered its crest;
He lit on the trees, and their boughs he dressed
In diamond beads—and over the breast
Of the quivering lake he spread
A coat of mail, that it need not fear
The downward point of many a spear
That hung on its margin far and near,
Where a rock could rear its head.
He went to the windows of those who slept,
And over each pane, like a fairy, crept;
Wherever he breathed, wherever he stepped,
By the light of the moon were seen
Most beautiful things—there were flowers and trees;
There were beves of birds and swarms of bees;
There were cities with temples and towers, and these
All pictured in silver sheen!
But he did one thing that was hardly fair;
He peeped in the cupboard, and finding there
That all had forgotten for him to prepare—
"Now just to set them a-thinking,
I'll bite this basket of fruit," said he,
"This costly pitcher I'll burst in three,
And the glass of water they've left for me
Shall 'tchick!' to tell them I'm drinking."

Casyn ends with a moral, saying, "Frost is beautiful but mischievous".

Treasure

If the adventurers gave Casyn at least 5 gp, he gives them a gift—an iron knife with the name *Frostbane* inscribed on the blade (see appendix B). The knife is plain, though alarmingly sharp.

Casyn tells them it is a family heirloom, and insists they accept it. He then takes his leave.

Who is Casyn?

Casyn is not who he seems. He is really a fey noble known as the *Briar Knight*, and is an enemy of Lord Frost (see appendix A). If the adventurers attack or restrain him in anyway, he simply disappears back to the Feywild. In addition, the adventurers become cursed, and suffer disadvantage on their next initiative roll.

The machine resembles a small, asymmetric, metal bird, and it has something in its claws. After a few moments, it sputters and bursts apart in a shower of cogs, springs, and grease. A piece of parchment flutters to the ground and settles amidst the ruin. If the adventurers pick up the letter, give them Handout One from appendix C. This note directs them to the house of Sir Orin Farlight in the Tower District.

After the commotion settles the barkeep, Laird “Scrooge” Missmass, approaches the adventurers and demands recompense for the damage (5 gp for the window and 5 sp for the mess). He’s a bent old man, with moth-eaten clothes and age spots covering his scalp.

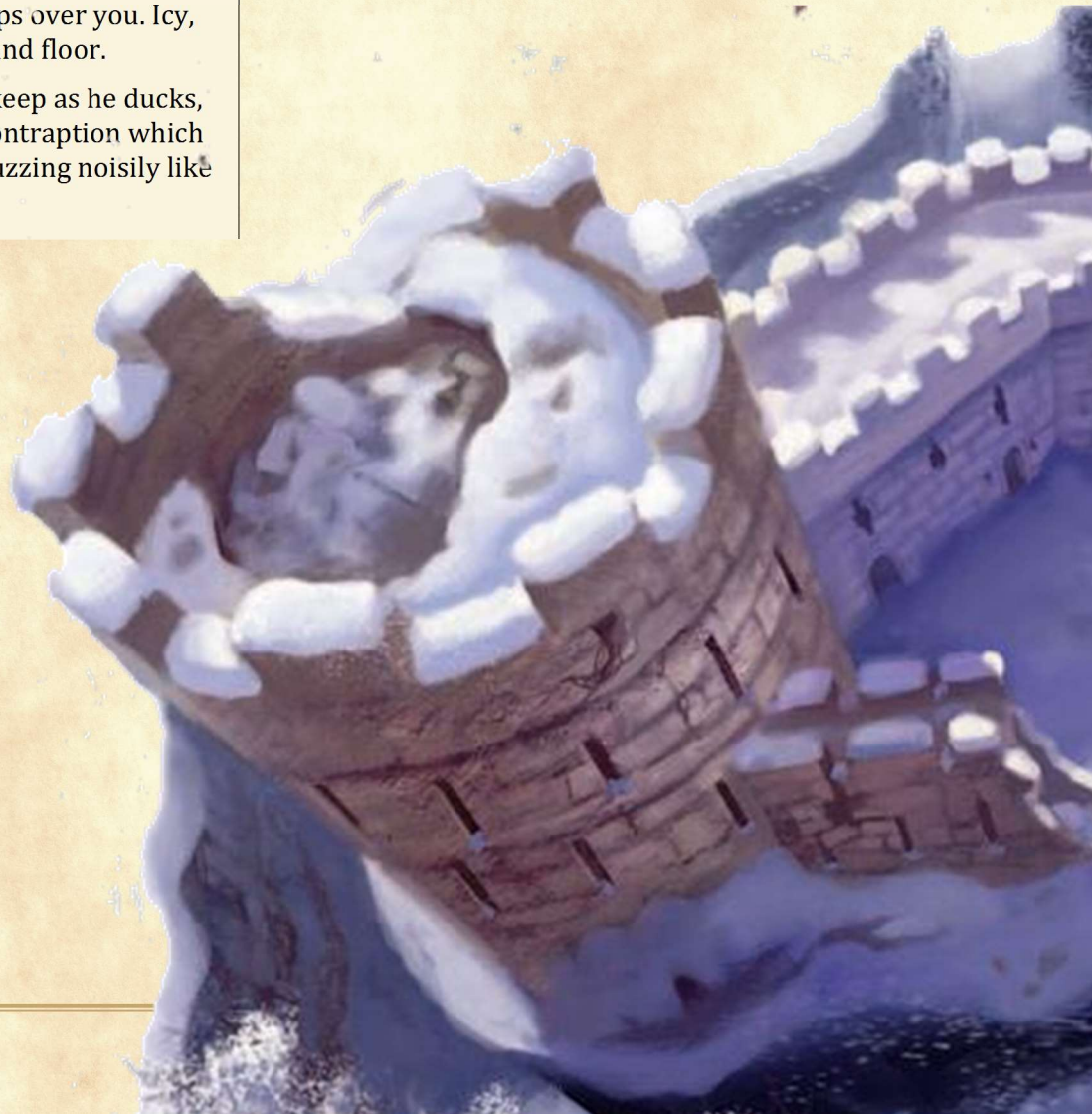
If the adventurers decide to visit the home of Sir Orin, go to the next chapter.

A RAUCOUS INTERLUDE

After Casyn leaves, read the following:

A shattering window hushes the din of the tavern, as a blast of freezing wind sweeps over you. Icy, splintered glass covers the bar and floor.

“Oi!” Shouts the elderly barkeep as he ducks, narrowly avoiding a whirring contraption which now zooms around the room, buzzing noisily like an angry, metallic bee.



CHAPTER 2: HOUSE OF CLOCKWORK MISFITS

Along the Neverwinter River lie villas catering to the more affluent citizens of the city. Successful merchants, grain and vegetable traders, and business owners, call the Tower District their home.

As the adventurers make their way east along the river, they may notice the heat emanating from its geothermal waters, the tall lacquered carriages drawn by well-manicured horses, or the vigilant patrols of Neverember's Guard, with their dark plate armor and grim expressions.

HALTED BY THE GATE

To find Sir Orin Farlight's estate, the adventurers may use the address at the bottom of his letter in conjunction with either a DC 12 Intelligence (Investigation or History) or a DC 12 Wisdom (Survival) check. Alternatively, the adventurers might consult a passing stranger (25% chance of being helpful).

When the adventurers arrive at Sir Orin's estate, a strange **clockwork gate** (see appendix A) bars their way. Read the following:

The estate entry is protected by a nine-foot-high wrought iron gate, overgrown with dense foliage, and flanked by two massive stone pillars along with an equally impressive fence. The gate is made of intricate machinery, which whirs and gyrates noisily. A brass plaque is fastened to one of the pillars.

The plaque reads:

Farlight Family Estate
Est. 15 Flamerule 1478
Enter as guests—leave as friends.

If anyone touches the gate or fence, a raspy, metallic voice says, "What do you want?" The voice comes from a small iron speaker-box attached to the gate.

Sir Orin constructed the **clockwork gate** to open upon request, but it seldom works. It has a mind of its own, and is a cranky and fickle machine. It speaks

quite rudely to the adventurers, and refuses any requests to open. Any attempt to force the **clockwork gate** open is met with violence.

If an adventurer succeeds on a DC 14 Wisdom (Perception) check, read the following:

Etched underneath the welcome message in a scrawling, hasty hand is written: "She'd rather be well-oiled than well-mannered."

The gate opens freely if oil or a similar substance is applied to its hinges. It also opens if it's given a compliment.

HOME SWEET JUNKYARD

Beyond the **clockwork gate** is a large, overgrown garden littered with junk. Read the following:

A thick haze covers the lawn of the estate, and it reeks of acrid metal and smog. Dense tangles of defoliated creepers blanket the misshapen lumps that lie strewn about like burial mounds. Fractured, jagged pipes and twisted sheets of metal jut precariously from the ground, while sad, discarded heaps of scrap lie rusting away along the path.

A dilapidated manor comes into view; its sagging dormers and slumping porch have seen better days.

A young girl plays on the porch with a jerking, wheeled, humanoid clockwork device. The girl is timid but introduces herself as Aramila, Sir Orin's youngest daughter. If asked for her father, Aramila replies that he is in his workshop "like he always is."

The mechanical device speaks in a grating, monotonous voice:

"NANNY-BUTLER-BARKLEY SHO...SHO...SHOWS YOU TO SIR ORIN FARLIGHT'S WORKSHOP. LITTLE MI...MI...MISS ARAMILA STAYS HERE. NO PROTEST PERMITTED."

A FATHER'S GRIEF

If the adventurers follow Nanny-Butler-Barkley, she leads them in a jerking, halting manner around the outside of the house. Along the way, they pass a pair of clockwork gardeners, and a clockwork maid. All of them move in the same jerky manner as Nanny-Butler-Barkley, and they all show evidence of crude repairs.

They arrive at a musty, dimly-lit workshop behind the house. An unkempt old man is standing at a bench, working on a clockwork device. He looks up from his work and, stammering a little, introduces himself as Sir Orin Farlight.

Sir Orin tells the adventurers that his daughter, Belma Farlight, is missing. He is desperate to find her, and offers 2000 gp for her safe return.

Roleplaying Orin Farlight

Sir Orin Farlight is a 50-something human male. He is short and bald, with a large, purple birthmark on his scalp.

Ideal: I always dreamed of being the greatest artificer in the world.

Bond: I would do anything to become better at my craft. Anything.

Trait: I am quite shy, and don't look people in the eye when I'm talking to them.

Flaw: I have neglected my daughters and late wife, and feel enormously guilty because of it.

Sir Orin readily shares the following:

- ⊕ He has two daughters, Belma and Aramila.
- ⊕ Belma went missing two days ago, on her fifteenth birthday.
- ⊕ He has thoroughly searched the estate, and is sure she is not here.
- ⊕ He has a means of tracking her via one of his devices (see The Iron Piglet, below).
- ⊕ He believes Aramila, who is eight, might know something more, but she has been silent.



If the adventurers dig, Sir Orin might disclose the following:

- ⊕ As far as he knows, the girls had no friends beside each other. He rarely leaves his estate, and does not permit his girls to either.
- ⊕ The grocer delivers food every day or two. It was she who advised he seek "professional help" to find Belma.
- ⊕ His late wife, **Mirri**, died about five years ago. He has been depressed since then.
- ⊕ He once served the Amnian house of Selemchant as their most esteemed artificer. Many acclaimed him the greatest artificer in the world at that time, and he became very wealthy.
- ⊕ He moved his family to Neverwinter soon after Aramila was born.

- ⊕ Lord Neverember knighted him some years ago, after he performed some service for the city.
- ⊕ If pressed, he looks around the piles of broken devices and ruefully admits, “I’m not quite the craftsman I once was. Old age has robbed me of my skill.”

If the adventurers ask what Belma looks like, Sir Orin tells them she resembles his late wife, whose portrait hangs in the main hall. If the adventurers seek out the portrait, read the following:

The painted woman is beautiful—tall and slender, with golden ochre skin, russet-brown hair, and large, dark eyes.

Sir Orin urges the adventurers to question Aramila first, then return to him quickly so he can show them his tracking device.

A SISTER’S SECRET

Aramila is still on the porch, and she desperately wants a playmate. If someone agrees to play with her (they need to nominate a fun game), she shares the following:

- ⊕ Belma had an invisible fairy friend named Jemma Jinglefrost.
- ⊕ This fairy told Belma that she would marry a prince when she turned fifteen.
- ⊕ Belma was eager to leave the estate (“our prison”) and marry her prince.
- ⊕ Aramila often saw Belma speaking into a mirror, and she thinks she used it to speak to either Jemma or the prince.

Aramila knows where the mirror was hidden (behind a wardrobe), and she fetches it for the adventurers. The *scrimshaw hand mirror* (see appendix B) is beautifully carved from knucklehead trout ivory.

If the adventurers relay this information to Sir Orin, he gets visibly upset. He had heard Belma talk

about Jemma Jinglefrost, but thought it was just a child’s game. He has never seen the *scrimshaw hand mirror* before. He hurries the adventurers back to his workshop so he can show them his “tracking device”.

THE IRON PIGLET

Standing on the workbench is a clockwork piglet, known as the **iron piglet** (see appendix A). Sir Orin made this creature to hunt for truffles, but has repurposed it to find his daughter by her scent. He made the **iron piglet** about five years ago, and considers it his “last, great, work”.

Sir Orin winds up the creature, points to a random adventurer, and says, “You will obey this person”. The **iron piglet** is now configured to obey their commands. He gives the adventurer the winding key, and tells them to wind the creature up every morning.

If the adventurers have no further questions or suggestions, Sir Orin tells the **iron piglet** to “find Belma.” It says “yes, master,” and takes off quickly, leading the adventurers out through the **clockwork gate** (which opens for it) and north through the city. Move on to chapter 3.

Roleplaying the Iron Piglet

The **iron piglet** is a remarkable clockwork construct, with excellent olfactory senses. It can understand reasonably complex commands, and can also speak a little.

Ideal: I like finding truffles.

Bond: I obey Sir Orin and whoever else I’ve been configured to obey.

Trait: I mostly just say “yes, master” in response to a command. Even though I’m made of iron, I like snuggling up to my master at night.

Flaw: If there are truffles nearby, they sometimes distract me from my assigned task. I’m protective of my master, and sometimes charge into battle without being asked to.

CHAPTER 3: FROZEN ROADS

The **iron piglet** leads the adventurers to the Spine of the World, a trip of around 200 miles that takes around 10 days on foot. This part of the adventure can be as long or as short as you wish.

For a one-shot adventure, or a short session, you can simply read the montage below and move on to chapter 4:

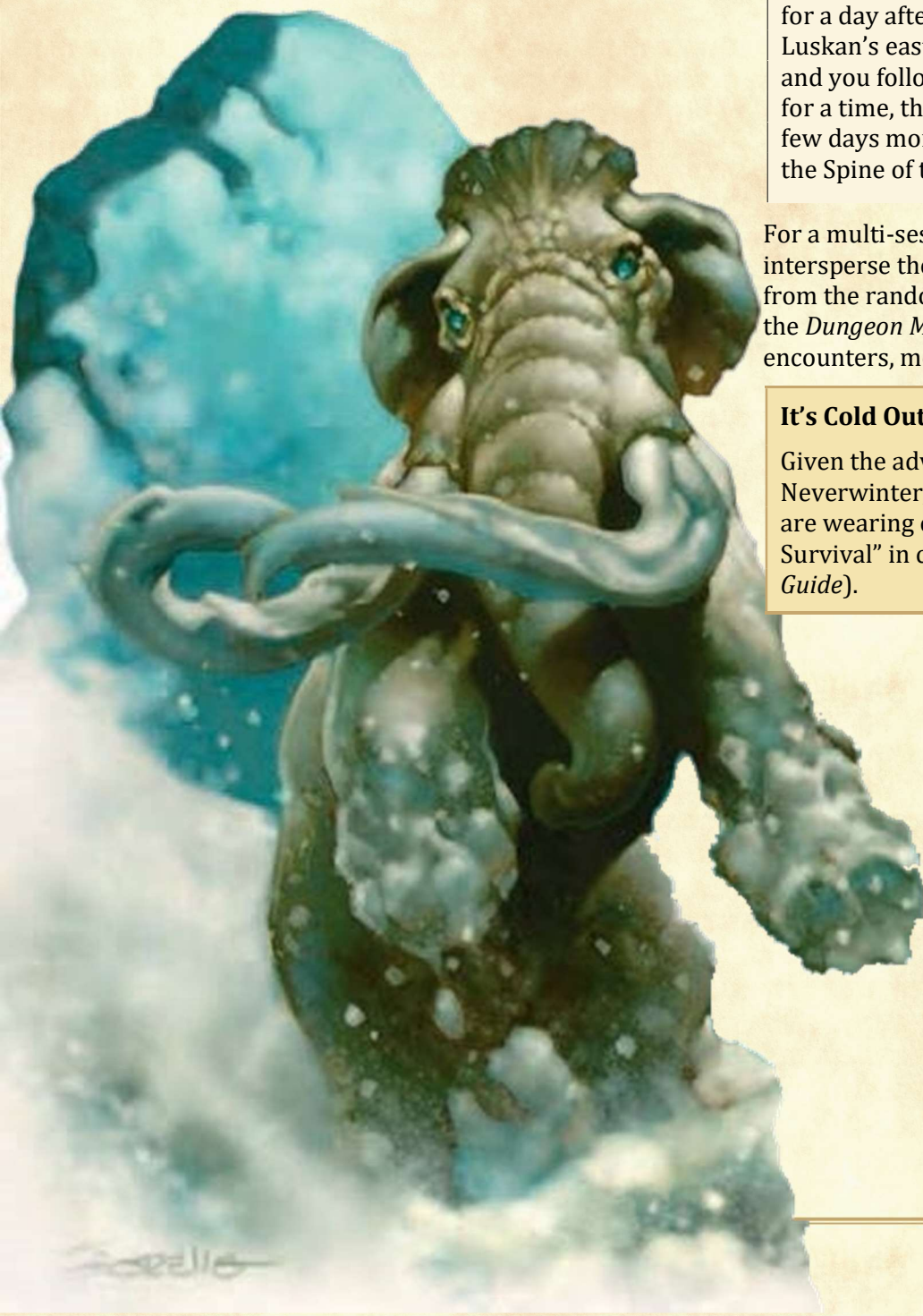
The iron piglet leads you north out of Neverwinter, along the High Road towards Luskan, the City of Sails. Days pass and you cross the icy River Mirar; sheer bluffs of gray stone rise out of waters that harbor blood-hawks, pirates, and islands of floating ice.

A blinding snowstorm slows your progress for a day after passing the impressive towers of Luskan's east gate. Then there is no more road, and you follow in the tracks of a mammoth herd for a time, their great tread the length of a man. A few days more, and you reach the snowy base of the Spine of the World mountains.

For a multi-session adventure, you may choose to intersperse the journey with one or two encounters from the random encounter tables in appendix B of the *Dungeon Master's Guide*. Upon completion of the encounters, move on to chapter 4.

It's Cold Outside

Given the adventurers have been questing around Neverwinter, you might reasonably assume they are wearing cold weather gear (see "Wilderness Survival" in chapter 5 of the *Dungeon Master's Guide*).



Bozelle



CHAPTER 4: FROSTFALL DEMESNE

The **iron piglet** leads the adventurers up into the mountains, following a narrow pass. There is a slightly surreal quality to everything, though it is hard to explain exactly what they find odd.

They are no longer in Faerûn and have passed into the Frostfall Demesne, a demi-plane suspended between the Feywild, the Plane of Ice and the Natural World. The Frostfall Demesne is about a dozen miles across, and wraps around at the edges. Anyone walking in a straight line comes back to where they started after a few hours. Ice and snow cover the entire plane. The sky is arctic blue and it is light, though there is no sign of a sun.

FROST GOBLIN MARKET

The adventurers soon come upon a riotous band of blue-skinned **goblins** (calling themselves “frost goblins”). They have pitched up a sea of colorful tents, and are selling all manner of oddities.

Items for Sale

The items range from the useless to the strange to the mildly valuable. For example:

1. Ivory flute, created in the form of a fanged serpent
2. Bag containing forty-seven humanoid teeth
3. Bent, rusty nail
4. Brass orb etched with strange runes
5. Bright green feather
6. Cracked mask of teak wood, colored in (chipped) blue and red paint depicting the face of a fairy
7. Crumpled page of parchment covered with columns of numbers
8. Dragon talon on a leather necklace
9. Glass orb filled with moving smoke
10. Goblin skull that has been dipped in molten copper
11. Hollowed unicorn horn
12. Jar of dried seeds
13. One-gallon cask of Demon's Vale Wine; a fiery red wine made from hot peppers
14. One-pound egg with a bright red shell
15. Onyx comb
16. Pipe that blows bubbles
17. Plush Orcus toy
18. Small wooden statuette of a smug halfling
19. Bronze holy symbol of an unknown god
20. Worn leather belt with 17 silver pieces sewn inside it

If the adventurers purchase one of these items (see Strange Payment, below), and later try to sell it, the DM must determine the market value.

Wondrous Items

In addition to be above, there are several genuinely useful items to be found. Any adventurer spending twenty minutes going through the stall may make a DC 17 Intelligence (Investigation) check. On success, the adventurer finds one of the following:



1. *Wind fan*
2. *Cloak of elvenkind*
3. *Pipes of the sewers*
4. *Dust of sneezing and choking*
5. *Eyes of charming*
6. *Driftglobe*

The adventurers may collect only a single item from this list. Further searching has no effect.

Strange Payment

The frost goblins refuse coin and prefer obscure forms of payment, such as:

1. Your firstborn child's first laugh
2. The color of your hair
3. Your ability to hiccup
4. Your ability to smell rain
5. One of your treasured memories
6. A minute of every day
7. Your feeling of wonderment
8. Your ability to dream

Goblin Chatter

The frost goblins are intelligent and happy to talk. They have names such as Olgshosh, Glokrump, Rudwhip, Gutwoob, Rorgsnooze, Yarpwurp, Nazrum, and Glignick. They share the following:

- ⊕ This land is known as the Frostfall Demesne.
- ⊕ Lord Frost, a powerful fey noble, rules over it.
- ⊕ They have never heard of Faerûn or any of its places.
- ⊕ Lord Frost has a palace known as the Bastion of Ice and Snow in the middle of the land.
- ⊕ The frost goblins themselves live in some ice caves, a few hours away.
- ⊕ They can vaguely point the way to the Bastion (it is the same direction the Iron piglet is going).
- ⊕ If asked what Lord Frost looks like, they giggle and respond, "it's hard to say".

If the adventurers stay at the market for several hours, several eladrin (see chapter 9 of the *Dungeon*

Master's Guide) show up to browse the wares, as well as a **yeti**.

SPECTRAL PROCESSION

After the adventurers leave (or bypass) the Frost Goblin Market, the **iron piglet** leads them through a sudden, heavy snow storm. As it clears, an ethereal caravan proceeds across their path. Strange, otherworldly creatures and vehicles in all shades of transparent colors march silently by, oblivious to the adventurers. These creatures cannot be interacted with by any means. They are shadows of shadows.

At the tail end of the procession marches a long line of spectral girls and boys, who look to be in their teens. Their hands are bound with silvery chains, and they are downcast.

If the adventurers investigate, they discover the procession leaves a residue in the snow. One vial of *rimy effluvium* (see appendix B) can be harvested from the residue, should the adventurers have containers on hand.

RANDOM ENCOUNTERS

Following the encounter with the Spectral Procession, the **iron piglet** leads them unerringly onwards. For each hour of travel, roll once on the table to determine what they encounter. After three hours, go to chapter 5.

d12	Encounter
1	Opalescent Ice Fog
2	Freezia Flower Field
3	Bag Lady
4	Hunting Party
5	Icy Boneyard
6	Frozen Forest
7-12	None

The adventurers may attempt to bypass a certain encounter and pick up the trail on the other side (for example, they may try to skirt the Frozen Forest). Doing so adds two hours to their travel time (and two more encounter rolls).

Opalescent Ice Fog

The adventurers come upon a very light snowfall and a dense fog. The fog is so thick it seems to be tangible, as if one could grab a handful. It has eerie mirrorlike qualities, and is very disorienting. For the first time since the adventure started, the **iron piglet** has difficulty following Belma Farlight's scent, and so he simply stops moving.

The adventurers must nominate someone to lead them through the fog, in the same direction they have been moving. This adventurer must make a DC 15 Wisdom (Survival) check. On success, the adventurers come out of the fog after a few more minutes, and the **iron piglet** picks up the trail again. On failure, they become lost and come out of the fog an hour later to find they are back at the Frost Goblin Market!

Canny players might realize that someone can assist the nominated leader, and gain advantage on the check. See chapter 7 of the *Player's Handbook* for more details.

Freezia Flower Field

The **iron piglet** leads them down into an enormous ice cavern, with a floor covered by ghostly blue flowers. Upon inspection, the flowers' petals are a phosphorescent blue-green and seem to be composed of thin, sharp, sheets of ice. The cavern exit is clearly visible, about a mile away.

When the adventurers are about half-way across the field, a **young remorhaz** appears some distance behind them, but closing fast. The adventurers may choose to stand and fight, or may try to outrun it. If they try to outrun it, they must make an extended skill check. They need to make a DC 13 group Strength (Athletics) check (see chapter 7 of the *Player's Handbook*) each round. If the group check succeeds three times before it fails twice, they outpace the **young remorhaz**, and it gives up. If they fail, the creature catches them, and they must fight.

The flowers are called *freezia flowers*, and they can be harvested to create a magical draft (see appendix B). A successful DC 14 Intelligence (Arcana) or Intelligence (Nature) check allows an



adventurer to recall or infer this knowledge.

Adjusting this Encounter

Here are some suggestions for adjusting this encounter, according to your group. These are not cumulative.

APL 6: No change.

APL 7: Add a **young remorhaz**.

APL 8: Add a **young remorhaz**.

APL 9: Add a **young remorhaz**.

APL 10: Remove the **young remorhaz** and add a remorhaz.

Bag Lady

The adventurers stumble upon an old woman slumped against a sign post. Strapped to her back is a pack twice the size of her body. As they approach, she rouses herself and struggles to stand.

Should they help her up, she thanks them sweetly in a croaking voice and gives them a *potion of healing* by way of thanks. Should the adventurers not help her, she offers to sell them a *potion of healing* for 10 gp, though its true nature is a *potion of poison* (see chapter 7 in the *Dungeon Master's Guide*). The bag lady is an entrepreneurial **green hag**, and has little interest in fighting the adventurers. She can share the same information as the frost goblins (see Goblin Chatter, above).

The signpost has two arrows pointing in opposite directions. One is labelled “Frost Goblin Market”, and the other is labelled “The Bastion of Ice and Snow”.

Hunting Party

As the adventurers make their way across a snowy drift, an incessant yapping can be heard, rapidly approaching from the west. A sleigh pulled by a dozen pure-white dogs zooms past the adventurers before doubling back. (The dogs are known as *durr*, and have the statistics of a **mastiff**).

Three eladrin **knights** pilot the dog sled. They have wide, violet eyes, pale skin, and blonde hair. Their names are Lorthallas, Aelthonriel, and Saerarmir, and they demand to know what business the adventurers have in these lands. If the answer is at all plausible, they become friendly, and share the following information:

- ⊕ This is the Frostfall Demesne, the domain of Lord Frost, nobleman of the Unseelie Court.
- ⊕ The eladrin are his subjects.
- ⊕ Those who seek him should head to the Bastion of Ice and Snow.
- ⊕ If they enter the bastion, they should be careful not to wake the **abominable yeti**, as it has a rather nasty temper.
- ⊕ Enter the fireplaces to move about the bastion.

If the adventurers are polite, the eladrin **knights** offer them some of their *dragon's blood soup*—made from a spicy, red-hued root. This warm broth removes 1d4 exhaustion levels. If an adventurer is not exhausted, the soup grants 1d4-1 healing.



Adjusting this Encounter

Here are some suggestions for adjusting this encounter, according to your group. These are not cumulative.

APL 6: No change.

APL 7: Add an eladrin **knight**.

APL 8: Add an eladrin **knight**.

APL 9: Add two eladrin **knight**s.

APL 10: Add three eladrin **knight**s.

The names of the additional **knight**s are Faerolion, Meransil and Elbthonien.

Icy Boneyard

The adventurers must make a difficult climb down a 50' icy bluff. A terrible moaning sound haunts them as they descend. Anyone free-climbing down must make a DC 12 Strength (Athletics) check, or fall 1d4 x 10 feet.

At the base are hundreds of skeletal remains, mostly humanoid. Frozen weapons and various bits of ruined jewellery can be found here as well. For every 10 minutes the adventurers spend scavenging, they find 2d10 gp worth of precious scraps, up to a maximum of 100 gp. The howling steadily increases in volume, however, and every 10 minutes they spend in the boneyard, there is a 20% chance that a **revenant** appears and attacks them.

Adjusting this Encounter

Here are some suggestions for adjusting this encounter, according to your group. These are not cumulative.

APL 6: No change.

APL 7: No change.

APL 8: Add a **revenant**.

APL 9: Add a **revenant**.

APL 10: Add two **revenants**.

Frozen Forest

The adventurers come upon an expansive ice-covered timberland, and the **iron piglet** hesitates

slightly before entering it. The ground trembles as they travel through the frozen trees, and a noxious-smelling blue-green mist clings to the forest floor.

After a mile or so of travel, a fissure in the ground suddenly spews forth ghastly vapors around them, to a radius of 60'. Each round they are within the noxious fumes, they must succeed on a DC 10 Constitution saving throw or take 3d6 poison damage and be *poisoned* for the next hour. On a successful save they take half damage, and are not *poisoned*.

Amid the fumes, they see a prone body on the frozen ground. Anyone trying to carry the body out from the cloud of gas might be slowed down (see "Lifting and Carrying" in chapter 7 of the *Player's Handbook*). The body is that of a female human, though the corpse is too desiccated to determine her age. She is wearing leather armor, has a shortsword, and is holding a *potion of healing* in her hand. In her backpack are:

- ⊕ thieves' tools
- ⊕ a purse holding 35 gp and 80 sp
- ⊕ a potion of growth
- ⊕ a miniature portrait of a teenage girl, with the name "Natali" inscribed on the back
- ⊕ a piece of parchment with a map

Anyone succeeding on a DC 12 Wisdom (Survival) check deduces that the map shows the narrow mountain pass used to enter the Frostfall Demesne. Written on the back of the map is the following:

Beware the bastion bears—they are not what they seem

Ring the bells in order

Remember - Frost is tricky!

As might be inferred, this unfortunate woman lost her daughter to Lord Frost. The words on the back of her map were given to her by a seer (who also warned that her quest was hopeless).

Adjusting this Encounter

For each APL above 5, the noxious fumes do an addition 1d6 poison damage.

CHAPTER 5: THE BASTION OF ICE AND SNOW

ENTRANCE

Read the following:

A towering fortress of ice and snow stands against the arctic-blue of the cloudless winter sky. Its snow-formed walls are bedecked with frozen crenellations and battlements, each held fast with massive crystal spikes. Where hazy sunlight strikes the icy spires, a cold but colorful light illuminates the surroundings.

Three **bastion polar bears** (see appendix A) guard the gate. If the adventurers approach with weapons drawn, the **bastion polar bears** attack. Should the adventurers try to speak with them, the bears cross their spears over the gate and growl. Any attempt to get past is answered with violence.

The polar bears aren't quite what they seem. A *detect magic*, *speak with animals*, or *detect thoughts* spell show that the bears are actually transformed eladrin. A successful DC 18 Wisdom (Insight) or Intelligence (Arcana) check reveals the same thing. If the adventurers discover this fact and reveal it to the bears, the bears resume their true forms as eladrin **druids**, and allow the adventurers to pass.

If a fight breaks out and the adventurers suffer defeat, the bears knock them unconscious and drag them a few hundred feet away from the bastion. Should the bears be reduced to 0 hit points, they do not die but resume their true form. They then compose themselves, and gesture for the adventurers to pass. However, they remain silent and refuse to acknowledge the adventurers further.

Adjusting this Encounter

Here are some suggestions for adjusting this encounter, according to your group. These are not cumulative.

APL 6: No change.

APL 7: Add a **bastion polar bear**.

APL 8: Add two **bastion polar bears**.

APL 9: Add three **bastion polar bears**.

APL 10: Add three **bastion polar bears**.

Treasure

The spears of the **bastion polar bears** are inlaid with topaz, and are worth 25 gp each.



Bastion Features

The Bastion of Ice and Snow is Lord Frost's residence in this demi-plane, and has the same surreal air that the adventurers noticed when first entering the Frostfall Demesne. The bastion reflects the whimsy of its master, and makes little architectural sense when judged by the standards of the natural world.

The rooms each have a color theme, and are traversable only by means of the magical fireplaces that link them. There are three fireplaces in each of the rooms, except for the foyer and the throne room, which each have only a single fireplace.

The ceilings, floors and walls are all made of uncovered ice, unless specified differently in the room description. The ice is very smooth and reflective, and so the room blurrily takes on the color of the furniture inside it. The rooms are very cold.

The gargantuan ice blocks used to construct the stronghold are magically hardened to have the same consistency as stone. If the adventurers attack any part of the structure, only the surface layer of ice is destroyed.

Puzzled Players

Moving through the bastion requires the players to solve several puzzles. Players who are inexperienced at puzzles may need a few hints.

1. FOYER (COLORLESS)

Read the following:

Through the gates is a large hexagonal room with a tall ceiling. It is well-lit by the light filtering through the icy walls, as well as by the impressive ice-sculpted fireplace at the room's center. The flames crackling within are a luminous green, and give off no smoke.

On the far side of the room is a beautiful golden harp, resting on a pedestal of white marble. A soft and sleepy tune can be heard from its strings, though no musician is evident.

There are no exits, save for the front gate.

Harp

The instrument is *Lord Frost's Enchanted Harp* (see appendix B); he uses it to control the weather in his domain. After two minutes of listening to the music, an adventurer starts to feel a little sleepy. After five minutes of listening, the harp casts *sleep* on the adventurer.

Fireplace

Examining the fireplace reveals a message embossed into the hearth, reading:

Greetings from Lord Frost! It is
Requested that all
Visitors should ring the
Bells six times in
Order that
You may be admitted.

Give the players Handout Two from appendix C.

The path ahead lies through the flickering green flames of the fireplace. The flames give off no heat, and do no harm when touched. Instead, they transport an adventurer to location 2. Emerald Ballroom.

Entering the Throne Room

Each of the six colored chambers in the bastion (locations 2-7) have a corresponding bell. When these bells are rung in the correct order, the players are transported to location 8. Throne Room.

The correct order is Green-Red-Violet-Blue-Orange-Yellow. The message embossed on the fireplace gives a clue to this order, via the first letter of each line. A bell cannot be rung (as the clapper is fixed in place) if the bell preceding it in the order has not already been rung.

2. EMERALD BALLROOM

If the adventurers entered from location 1. Foyer, they appear near the red fire. Otherwise, they emerge from the fire matching their last location. Read the following:

This circular room is lined with magnificent columns, each one decked in greenery and mistletoe. The columns hold aloft a domed ceiling made of glittering green crystal, and stand on a dance floor made of polished greenstone. Soft music can be heard from an unknown source.

Two **helmed horrors**, dressed in chainmail gowns, are waltzing on the dance floor. If the adventurers attempt to pass them, they pull their swords and attack in a whirling, bladed dance. The constructs carry no shield, but the chainmail gowns give the same defensive bonus as a shield.

If an adventurer approaches one of the constructs and asks it to dance, it gracefully bows and holds out its hands to commence. The adventurer must make two DC 7 Charisma (Performance) or Dexterity (Acrobatics) checks. On success, the dance goes well and the creature finishes with another bow, and permits the adventurers to pass (and ring the bell). On failure, the creature attacks.

Adjusting this Encounter

Here are some suggestions for adjusting this encounter, according to your group. These are not cumulative.

APL 6: No change.

APL 7: No change.

APL 8: Add a **helmed horror**.

APL 9: Add a **helmed horror**.

APL 10: Add two **helmed horrors**.

Bell

One of the **helmed horrors** is wearing a small green handbell on a chain around its neck. The green handbell can be rung at any time—it is first in the sequence and does not require any previous bells be rung.

Fireplaces

There are three fireplaces in this room, each with a different colored fire. The DM is free to choose which fireplace is which color on the map. This table shows where each fireplace leads:

Color	Destination
Yellow	7. Mustard Drawing Room
Red	5. Crimson Library
Blue	3. Azure Bedroom

Treasure

The chainmail gowns the **helmed horrors** wear are worth 100 gp each.

3. AZURE BEDROOM

The adventurers emerge from the fire matching their last location. Read the following:

This oval room lies dappled in cool blue light, as if at the bottom of a clear pool. Stately wardrobes and several mirrors stand against the wall, and the whole chamber is open to the blue sky above. A large bed commands the middle of the room, made up with a patterned azure coverlet. An empty bedside table sits nearby.

Strange Sky

Anyone examining the “sky” notices an occasional “ripple” run across it, and sees that it is a darker shade of blue than the sky outside the Bastion was.

Bothersome Sprites

The room is not open to the sky at all. Rather, six **sprites** hold aloft a gauzy blue canopy that looks sky-like. The sprites throw the canopy down when anyone attempts to cross the room. Any adventurers in the room must succeed on a DC 15 Dexterity saving throw, or be *restrained* by the canopy. A creature can use its action to make a DC 13 Strength check, freeing itself or another creature within its reach on a success. Dealing 8 slashing damage to the canopy (AC 12) also frees a creature.

The **sprites** make no other attacks, but laugh in delight if they have managed to trap any intruders, and call down teasing insults, such as, “We’ve caught some big fish here!” and “Looks like you’re trapped—you better *net* used to it!” When everyone is free, they swoop down, pick up the canopy, and then attempt to net the adventurers again.

Mirror Menace

If the **sprites** are attacked, they immediately fly up to the roof and turn invisible. At the same time, several of the mirrors reveal themselves to be **mirror menaces** (see appendix A). There is one **mirror menace** per adventurer, and each one takes the shape of an adventurer before attacking.

Adjusting this Encounter

For each APL above 5, add 5 hp to each **mirror menace**.



Bell

The blue handbell is located on the bedside table, but it is invisible. However, it can be seen clearly when looked at using any of the mirrors in the room.

The bell can only be rung if the violet handbell (in location 4. Magenta Kitchen) has previously been rung. Otherwise its clapper is fixed in place and does not ring.

Fireplaces

There are three fireplaces in this room, each with a different colored fire. The DM is free to choose which fireplace is which color on the map. This table shows where each fireplace leads:

Color	Destination
Violet	4. Magenta Kitchen
Orange	6. Gold Dining Hall
Green	2. Emerald Ballroom

Treasure

The wardrobes are stuffed with clothing. Two pairs of *boots of the winterlands* rest at the foot of the bed. An adventurer making a successful DC 12 Wisdom (Perception) check spots a ring on a necklace draped over one of the bedposts. It is a *ring of naked invisibility* (see appendix B).

4. MAGENTA KITCHEN

The adventurers emerge from the fire matching their last location. Read the following:

The smell of hot baked goods hangs thickly in the air, with hints of allspice, cinnamon, and nutmeg. This immaculate room contains pristine metal tables, spotless hanging pots, flawless utensils, and a gleaming copper oven finished with magenta highlights. A violet colored handbell sits atop the oven.

In the corner of the room is an ice sculpture of a fat man with a kind face, holding a basin full of water.

Pudding Time

If an adventurer walks near the oven, three **white puddings** burst out and attack. Although deadly, they smell delicious and are edible.

Adjusting this Encounter

Here are some suggestions for adjusting this encounter, according to your group. These are not cumulative.

APL 6: No change.

APL 7: Add a **white pudding**.

APL 8: Add a **white pudding**.

APL 9: Add two **white puddings**.

APL 10: Add three **white puddings**.

Statue and Basin

Engraved on the base of the statue are the words: “The Basin of Well-Being”. Anyone washing their hands in the basin (or drinking the water) is fully cured of any damage and exhaustion. However, they are unable to attack any creature, due to a strong feeling of equanimity and peacefulness, and this effect is not apparent until they attempt to enter combat. The effect disappears after the adventurer takes a short rest.

Bell

The violet handbell is extremely hot, and anyone touching it with bare skin or cloth gloves takes 1d4 fire damage. They must also succeed on a DC 12 Constitution saving throw, or drop the bell immediately.

The bell has been magically enchanted to weigh roughly 30 pounds. It can only be rung if the red handbell (in location 5. Crimson Library) has previously been rung. Otherwise its clapper is fixed in place and it does not ring.

Fireplaces

There are three fireplaces in this room, each with a different colored fire. The DM is free to choose which fireplace is which color on the map. This table shows where each fireplace leads:

Color	Destination
Red	5. Crimson Library
Yellow	7. Mustard Drawing Room
Blue	3. Azure Bedroom

Treasure

The enormous baking dish containing the **white puddings** is rimmed with silver and studded with amethysts. It is worth 150 gp.

5. CRIMSON LIBRARY

The adventurers emerge from the fire matching their last location. Read the following:

Twenty-foot-tall bookcases line the walls and piles of exotic, moldy tomes lie scattered across the floor. There are several plush chairs and divans here, all upholstered in dark red velvet. A red hand bell stands atop one of the bookcases, while a long-haired dog lies quietly next to a hearth.

Book Titles

The adventurers may wish to examine the books. Following are some example titles:

1. 1052 Useless Magic Tricks
2. A Child's Guide to Fantastic Shrubs
3. Advanced History of Caring for Fairies
4. Be Afraid, Be Fairy Afraid
5. Breeding Unicorns for Fun and Profit
6. Collectible Spoons of the Lower Planes—A Guide
7. Fey Watch
8. Frost in Translation
9. Help! A Dragon Is Eating Me!
10. Hexing for Duffers
11. Highlights in The History of Fungus
12. How to Survive a Garden Gnome Attack
13. Knitting with Yeti Hair
14. Moonlight May Be Extracted from Asparagus, But the Process Is Tedious
15. Never Fey Never Again
16. Of Ice and Men
17. So, You've Bought a Basilisk
18. Star-Frost Lovers
19. The Fairy Widow
20. The Nitwit's Companion to Spells

If they wish to read one of these books, you need to make up the content yourself. Perhaps ask the players to help by suggesting chapter titles.

Long-haired Dog

The dog is named Chloe, and she is friendly. If anyone speaks to her using magic, she says that she likes the new girl who sometimes reads in the library. She says there have been many other girls and boys visit before, though none of them seem to stay for very long.

Bell

Any attempt to touch or move the bell (including by magic) causes it to teleport 20' away to the top of another bookshelf. When this happens, 1d4+2 **voracious readers** (see appendix A) fly out from the bookshelves and attack the adventurers.

The secret lies in one of the books stacked on the floor. In the third or fourth stack they examine, the adventurers find a book called *The Complete Cretins Guide to Summoning Bells*. The pages are blank, but if you open the book up, the red bell teleports on top of the open page, and can henceforth be handled normally.

The red handbell can only be rung if the green handbell (in location 2. Emerald Ballroom) has previously been rung. Otherwise its clapper is fixed in place and it does not ring.

Adjusting this Encounter

Here are some suggestions for adjusting this encounter, according to your group. These are not cumulative.

APL 6: No change.

APL 7: Add a **voracious reader**.

APL 8: Add two **voracious readers**.

APL 9: Add three **voracious readers**.

APL 10: Add four **voracious readers**.

Fireplaces

There are three fireplaces in this room, each with a different colored fire. The DM is free to choose which fireplace is which color on the map. This table shows where each fireplace leads:

Color	Destination
Violet	4. Magenta Kitchen
Green	2. Emerald Ballroom
Orange	6. Gold Dining Hall

Treasure

There are three spell scrolls hidden amongst the books. Each one requires a successful DC 12 Wisdom (Perception) check to locate. They have the following spells: *Warding Bond*, *Leomund's Tiny Hut*, and *Mirror Image*.

6. GOLD DINING HALL

The adventurers emerge from the fire matching their last location. Read the following:

A table of solid ice extends the length of this room, and is set with gleaming, golden tableware. A breath-taking crystalline chandelier hangs from the ceiling, glowing with an otherworldly light.

Sitting at the table, a golden goblet in her hand, is a small fey creature dressed in mismatching winter clothes. Her name is Jemma Jinglefrost. She grins when she sees the adventurers and says brightly, "Dinner will be served shortly—please take a seat, and ask for what you want!"

Roleplaying Jemma Jinglefrost

Jemma is a sprite-like creature in the service of Lord Frost. She is about 2' tall, has multi-hued wings, and skin as pale as snow.

Ideal: Everything must change. The only real evil is constancy.

Bond: I am utterly committed to serving Lord Frost.

Trait: I am good-natured and charming.

Flaw: I have trouble concentrating on anything for very long. I get easily distracted.

If the adventurers attack Jemma or attempt to use magic on her, she simply disappears. In addition, three **will-o'-wisps**, which are currently lighting the chandelier, fly down and attack.

Adjusting this Encounter

Here are some suggestions for adjusting this encounter, according to your group. These are not cumulative.

APL 6: No change.

APL 7: Add a **will-o'-wisp**.

APL 8: Add two **will-o'-wisps**.

APL 9: Add three **will-o'-wisps**.

APL 10: Add three **will-o'-wisps**.

Magic Meal

If any adventurers sit, Jemma tells them they need merely think of their favorite meal and drink, and it will appear before them. This works as she describes. Anyone eating or drinking the fairy meal receives 1d8 healing, but is unable to attack either Lord Frost or Jemma Jinglefrost until after they complete a long rest.

Jemma cheerfully eats a meal of multi-colored fruit, regardless of whether the adventurers eat or not.

A Fairy Generous Offer

Once they have completed the meal, Jemma congratulates the adventurers on their progress to date and asks some questions about their encounters. She gives vague and misdirecting answers to any questions they have.

After a minute or two of chit-chat, Jemma says, "We have been very impressed with you, and so Lord Frost has authorised me to make the following offer. You can have all of the golden items at this table (worth a fortune in your world), if you will give up your quest and return home."

Jemma spends a few minutes attempting to convince the adventurers to take up the offer. If she fails to convince them, she claps her hands and disappears, along with the tableware. If they accept her offer, she takes out a flute, plays a small tune, and the adventurers are transported outside the bastion, with all the tableware at their feet.

Bell

Examining the table reveals an orange handbell amongst the golden tableware. It does not ring,

however, and closer examination shows it to be a piece of sugary confectionary.

If an adventurer sits at the table and asks for the bell ("ask for what you wish"), the orange handbell appears on their plate. This handbell can only be rung if the blue handbell (in location 3. Azure Bedroom) has previously been rung. Otherwise its clapper is fixed in place and it does not ring.

Fireplaces

There are three fireplaces in this room, each with a different colored fire. The DM is free to choose which fireplace is which color on the map. This table shows where each fireplace leads:

Color	Destination
Red	5. Crimson Library
Blue	3. Azure Bedroom
Yellow	7. Mustard Drawing Room

Treasure

The tableware consists of 20 full dinner sets, as well as golden candlesticks, pitchers, napkin holders and so on. The items are merely covered in a cheap gold-plate, and are not nearly as valuable as they might appear. Altogether, they are worth 150 gp.

A successful DC 10 Wisdom (Perception) check of the table reveals a small golden lump near one of the fireplaces. This is a magical *golden tongue* (see appendix B).

7. MUSTARD DRAWING ROOM

The adventurers emerge from the fire matching their last location. Read the following:

Faded mustard-colored couches line the walls of this small room, and a polished wooden table spans the diagonal. A shiny brass lantern sits on the table.

Along one entire wall lies an enormous, white-haired creature. Its eyes are closed and a low, guttural snoring is coming from it. The creature is an **abominable yeti**, and each adventurer must make a

successful DC 8 Dexterity (Stealth) check to move without waking it.

If woken, the **abominable yeti** roars angrily. It acts threateningly for two rounds, trying to scare off the adventurers. If they leave, it doesn't follow them through the fireplace, but settles back down to sleep. If the adventurers remain, the creature attacks.

Making any loud noise (such as ringing the yellow handbell) also wakes it.

Adjusting this Encounter

Higher level parties may be able to defeat this powerful creature, but lower level parties should sneak past it or retreat.

Bell

The **abominable yeti** is nursing the yellow handbell in one enormous paw. It can be removed from the arm of the sleeping creature, without disturbing it, with a successful DC 13 Dexterity (Sleight of Hand) check. On failure, the yeti wakes.

The bell can only be rung if the orange handbell (in location 6. Gold Dining Hall) has previously been rung. Otherwise its clapper is fixed in place and it does not ring. If the bell is rung, the entire party is instantly transported to location 8. Throne Room.

Fireplaces

There are three fireplaces in this room, each with a different colored fire. The DM is free to choose which fireplace is which color on the map. This table shows where each fireplace leads:

Color	Destination
Orange	6. Gold Dining Hall
Violet	4. Magenta Kitchen
Green	2. Emerald Ballroom

Treasure

The **abominable yeti** is wearing an ornate golden bracelet, which is a *bracelet of animal speech* (see appendix B). The bracelet can be removed from the arm of the sleeping creature, without disturbing it, with a successful DC 13 Dexterity (Sleight of Hand) check. On failure, the yeti wakes.

The lantern is a *screaming lantern* (see appendix B), and has its shutters closed. If the shutters are opened it starts screaming. After a few moments, the yeti rolls over, slams the shutters closed, mumbles "it's not my shift yet", and then fall back to sleep.

8. THRONE ROOM

When the adventurers are transported here from location 7. Mustard Drawing Room, read the following:

This is a grand vaulted room, fashioned entirely of glittering ice. Columns twist upwards, abutting graceful archways and dazzling sculptures, while light filters through a crystal ceiling, far above. Two curving staircases, beset by glistening balustrades, climb to a gallery high above the floor, while a great hearth burns with colorless flames below.

A delicate melody drifts down from the gallery, through the crisp, frigid air.

A 5-foot-wide royal-blue carpet runs the length and center of the room, splits into a "Y," and runs up



both staircases before meeting together at the gallery and up to the throne. All other surfaces in the throne room are slippery ice (see “Wilderness Hazards” in chapter 5 of the *Dungeon Master’s Guide*). The gallery is 30’ above the floor. The entire room is directly above the foyer, though separated from it by 50’ of solid ice.

Fireplace

There is a single fireplace on the ground floor, burning with colorless flames. It leads back to location 1. Foyer.

Our Lady of Frostfall

If an adventurer reaches the gallery at the top of the staircase, read the following:

A small fey creature dressed in mis-matching winter clothes plays a silver flute. Her audience is a girl wrapped in pure white furs, and sitting atop a frozen throne.

The fey creature is Jemma Jinglefrost (see location 7. Mustard Drawing Room). When she sees the adventurers, she finishes her song and says to the girl:

“What a delight it is to entertain your first guests, my lady! Should we call for a feast, throw a party, throw them out—or perhaps all three?”

Before allowing anyone else to speak, the girl furrows her brow and says:

“I have no intentions of returning to my father’s wretched house! But please, let’s talk.”

The girl on the throne is Belma Farlight. Anyone who saw the picture of Mirri Farlight (see A Father’s Grief, above) instantly sees the resemblance.

At any time, if the adventurers act in an excessively disrespectful or threatening manner, Jemma transforms into **Lord Frost** and attacks (see Fighting Frost, below).

A Secret Story

If the adventurers agree to talk, Jemma gestures with her flute. A hexagonal table, complete with enough high-backed chairs for everyone present, grows out

from the icy floor. Belma and Jemma take a seat at the table, and Belma says:

I assume my father sent you? Before we start, there’s something I must tell you. You see, I don’t believe he has given you the whole story...

Belma then shares the following:

- ⊕ Twenty-five years ago, Orin Farlight was a young artificer living in Neverwinter.
- ⊕ He wanted nothing more than to be a great craftsman, but he possessed very mediocre ability.
- ⊕ In great desperation, he cried out to whatever gods were listening. He promised anything in exchange for his heart’s desire.
- ⊕ Lord Frost instantly appeared before him, promising to make him the greatest artificer in the world for a period of twenty years—in exchange for his firstborn.
- ⊕ Orin was a man who lacked both prospects and charm, and assumed he would never marry or have children. He readily agreed to Frost’s bargain.
- ⊕ Orin became a highly skilled artificer. He migrated to Amn where he acquired great fame and wealth.
- ⊕ To his surprise, he also married and had two daughters. He was very happy until the death of his wife.
- ⊕ Five years ago, his skill evaporated. In great shame, he left Amn and returned to Neverwinter with his daughters, still a wealthy man.

Bargaining with Belma

Belma finishes her story, and says:

As you can plainly see, it is Lord Frost who has acted honorably, and my father who is in the wrong. Frost has done his part, and now I must do mine. In four days we will be wed, and our union will be complete.

As for myself, I have known and loved Lord Frost my whole life, by means of a magic mirror that his servant, Jemma Jinglefrost, brought me when I was young. All happiness fled my father's house the day my mother died, and it has been like a prison ever since. Here, in the Frostfall Demesnes, I will be with my love and will have this beautiful domain to rule over. I will not go back.

But you must have some questions. Please ask them.

Following are some questions that the adventurers might ask and the responses. Belma does most of the talking. If Jemma is asked anything, she prattles on and soon forgets the question.

- ⊕ **Did Orin ever discuss the bargain with her?** No, and she is not even sure if he remembers it. She thinks he may have suppressed the memory, or put it down to a hallucination.
- ⊕ **How did she hear about her father's bargain with Lord Frost?** Lord Frost told her the story, and it fit with her own knowledge of his circumstances and history.
- ⊕ **Where is Lord Frost?** He is nearby, and will be here when needed.
- ⊕ **What does Lord Frost look like?** "He is very beautiful!"
- ⊕ **Has she seen the Spectral Procession?** No, and she doubts its existence if described to her. "This realm can do strange things to the mind, if you are not used to it."
- ⊕ **Does she miss her father and sister?** Her sister very much; her father less so, though she does love him.
- ⊕ **Is she lonely here?** No, she has many friends and servants, such as the frost goblins, the eladrin, and Jemma Jinglefrost. The Bastion of

Ice and Snow is also very interesting, and she is good friends with the **abominable yeti**, Chloe the dog, and the **sprites**.

- ⊕ **Will she return to Neverwinter, just for a visit?** No, she must stay and wed Lord Frost.

After she has answered their questions, she offers them a pouch of *Frostfallian diamond dust* (see appendix B) if they will leave without causing any further trouble. If they accept this offer, she gives them the pouch and sends them on their way through the magic fireplace. The pouch has 12 pinches of dust in it.

Roleplaying Belma Farlight

Belma Farlight is a 15-year-old human female.

Ideal: I want a life of freedom and opportunity.

Bond: I am deeply in love with Lord Frost, and have been my whole life.

Trait: I am very intelligent and very mature for my age, having raised my sister and run the household since my mother died.

Flaw: I sometimes pretend to be more certain of things than I really am.

The Simulacrum

If they refuse this offer, she looks at them with narrow eyes, and says there is another way. Jemma can create a *simulacrum* (as the spell) of Belma, and they can return with that to her father. "He will never know, as he paid little attention to me anyway". If they accept this offer, Jemma begins playing a tune, and a *simulacrum* of Belma slowly forms from the ice.

Belma will not willingly leave the Bastion. As Lord Frost's betrothed, she is immune to the effects of *charm* and *suggestion* spells. They may be able to get her to create the simulacrum, and then leave it there while taking Belma with them. They need to be clever, as Jemma Jinglefrost stays close by Belma's side.

Frostbane

If the adventurers have *Frostbane* (see appendix B) in their possession, it begins to shake soon after they begin talking to Belma and Jemma.

If the conversation bogs down, you may elect to have the knife levitate in the air and hangs there,

pointing at Jemma. The adventurer in possession of the knife feels it begin to levitate, and can prevent it with a successful DC 8 Strength check, made every round.

If Jemma sees *Frostbane*, she transforms into **Lord Frost** and attacks (see Fighting Frost, below).

Fighting Frost

Jemma Jinglefrost is **Lord Frost** in disguise. In the event of a threat, Lord Frost dispels the disguise and reverts to his favored appearance—a tall, humanoid creature made of jagged ice shards. Jemma's flute transforms into a *staff of frost*, which he uses to shatter the ice table before flying into a rage. See appendix A for more information on **Lord Frost**. As combat commences a ferocious **winter wolf** enters through the fireplace, and races up to the gallery to engage the adventurers.

In combat, **Lord Frost** uses his *skate* legendary action to move out of melee range as often as necessary. He uses *mirror image* first to create decoys, and then moves on to his powerful offensive spells, such as *cone of cold*. When they are depleted, he uses the powers of his *staff of frost*.

If the adventurers are struggling, he might use *skate* to move in amongst them and then *disguise self* to pretend to be one of the adventurers. It's a dangerous trick, but one that he loves.

If he drops below a third of his hit points, he attempts to escape. He casts *wall of ice* to cut the adventurers off, *greater invisibility* to protect himself, and then uses *skate* to flee into the Frostfall Demesne and heal.

During the combat, Belma retreats as far from the fighting as possible. If the adventurers try and use her as a human shield, this impedes some of **Lord Frost's** attacks, as he does not wish to harm her. If **Lord Frost** is defeated, she screams in anguish and begins attacking the adventurers bare-handed.

Adjusting this Encounter

Here are some suggestions for adjusting this encounter, according to your group. These are not cumulative.

APL 6: No change.

APL 7: Add a **winter wolf**.

APL 8: Add a **winter wolf**.

APL 9: Add two **winter wolves**.

APL 10: Add three **winter wolves**.

Treasure

The adventurers can walk away with a *simulacrum*, a pouch of *Frostfallian diamond dust* (see appendix B) or a *staff of frost*, depending on the decisions they have made.

A FINAL FIGHT?

It's possible for the adventurers to resolve the confrontation in the throne room without needing to fight **Lord Frost**. While some players may find this satisfying, there are other groups who will wish for a climactic fight.

If such a climax is required, you can have **Lord Frost** and his **winter wolves** ambush the adventurers as they are leaving the Frostfall Demesne.



CHAPTER 6: CONCLUSIONS

The **iron piglet** leads the adventurers back to Neverwinter without trouble. Having toiled valiantly the whole adventure, the poor creature sputters and dies as it comes in sight of the city, quietly sighing, "I brought you home." It cannot be easily repaired, requiring skill far beyond that which Sir Orin currently possesses.

Should the adventurers return to Sir Orin with Belma or her *simulacrum*, he happily rewards them with the promised fee. Belma's sister Aramila can detect a difference between the *simulacrum* and her sister, but her father refuses to believe her.

Casyn Returns

As the adventurers leave Sir Orin's estate, a hooded and cloaked figure approaches them, saying, "Spare a coin so a pauper can have a hot meal and a bed?" If the adventurers stop and talk with him, they realise he is Casyn, the bard they met at the start of the adventure. He then reveals that he is a fey noble called the Briar Knight (see "Who is Casyn?" in chapter 1).

If the adventurers defeated **Lord Frost** in battle, the Briar Knight congratulates them, and says that he is in their debt. He also warns them that Frost is not destroyed, but rather vanquished to his home plane, the Feywild.

If the adventurers did not defeat **Lord Frost**, the Briar Knight is most displeased, and asks for *Frostbane* to be returned. If Belma remains in the Frostfall Demesne, he tells them that her vitality will slowly sap away, and within a few months all that remains of her will join the Spectral Procession. **Lord Frost**, meanwhile, is already grooming his next mortal consorts.

Epilogue

Some weeks later, the adventurers wake up one chilly morning to see this message written in the frost on the window: "We will meet again. Soon."



APPENDIX A: NEW CREATURES

BASTION POLAR BEAR

Large beast, unaligned

Armor Class 14 (breastplate)

Hit Points 42 (5d10 + 15)

Speed 40 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	16 (+3)	2 (-4)	13 (+1)	7 (-2)

Skills Perception +3

Senses passive Perception 13

Languages —

Challenge 2 (450 XP)

Keen Smell. The bear has advantage on Wisdom (Perception) checks that rely on smell.

ACTIONS

Multiattack. The bastion bear makes two attacks: one with its bite and one with its spear.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) piercing damage.

Spear. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) piercing damage.

These creatures stand and fight upon their hind quarters. They wear a breastplate, and wield a topaz-inlaid spear.

CLOCKWORK GATE

Large construct, unaligned

Armor Class 17 (natural armor)

Hit Points 142 (15d10 + 60)

Speed 0 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	8 (-1)	18 (+4)	7 (-2)	10 (+0)	3 (-4)

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 10

Damage Immunities poison

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned

Languages Common

Challenge 7 (2,900 XP)

Regeneration. The clockwork gate regains 10 hit points at the start of its turn if it has at least 1 hit point.

ACTIONS

Multiattack. The clockwork gate makes two attacks with its spiked iron railings.

Iron railing. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage.

IRON PIGLET

Small construct, unaligned

Armor Class 11 (natural armor)

Hit Points 11 (2d8 + 2)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	11 (+0)	12 (+1)	11 (+0)	14 (+2)	5 (-3)

Senses passive Perception 12

Languages Common

Challenge 1/4 (50 XP)

Charge. If the iron piglet moves at least 20 feet straight toward a target and then hits it with a ram attack on the same turn, the target takes an extra 3 (1d6) bludgeoning damage. If the target is a creature, it must succeed on a DC 11 Strength saving throw or be knocked prone.

Keen Hearing and Smell. The iron piglet has advantage on Wisdom [Perception] checks that rely on hearing or smell.

ACTIONS

Ram. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) bludgeoning damage.

This small, clockwork construct was originally designed to hunt truffles.

LORD FROST

Medium Fey, unaligned

Armor Class 17 (natural armor)

Hit Points 91 (14d8 + 28)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	16 (+3)	14 (+2)	12 (+1)	13 (+1)	16 (+3)

Saving Throws Dex +6, Cha +6

Skills Acrobatics +6, Stealth +6, Insight +4, Deception +6, Intimidation +6, Persuasion +6

Damage Resistance lightning, psychic

Damage Immunities cold, poison, necrotic

Damage Vulnerabilities fire

Condition Immunities charmed, frightened, magical sleep

Senses darkvision 60 ft., passive Perception 11

Languages all, telepathy 120 ft.

Challenge 5 (1800 XP)

Ice Walk. Lord Frost can move across and climb icy surfaces without needing to make an ability check. Additionally, difficult terrain composed of ice or snow doesn't cost him extra movement.

Innate Spellcasting. Lord Frost's innate spellcasting ability is Charisma (spell save DC 16, +7 to hit with spell attacks). He can innately cast the following spells, requiring no material components:

- ⊕ *At will: disguise self, ray of frost, ice knife, silent image, frostbite*
- ⊕ *3/day each: mirror image, shatter, fear, dispel magic*
- ⊕ *2/day each: greater invisibility, ice storm, cone of cold*
- ⊕ *1/day each: wall of ice, investiture of ice*
- ⊕ *1/month each: simulacrum, mirage arcane, seeming, geas*

ACTIONS

Staff. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d8 + 1) bludgeoning damage plus 3 (1d6) cold damage.

LEGENDARY ACTIONS

Lord Frost can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The lord frost regains spent legendary actions at the start of its turn.

Smoke and Mirrors. Lord Frost takes the Hide action or casts disguise self, greater invisibility, mirror image, or silent image

Winter Authority. Lord Frost casts ice knife or ray of frost.

Skate. Lord Frost moves up to twice his speed along icy or snowy terrain, without provoking opportunity attacks.

This creature's true title is Lord Hoarfrost, and he is a minor fey noble from the Feywild, aligned with the Unseelie Court. Lord Hoarfrost aspires to usurp the fading Prince of Frost, and has hence taken to styling himself Lord Frost.

MIRROR MENACE

Medium construct, unaligned

Armor Class 16 (natural armor)

Hit Points 33 (6d8 + 6)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	11 (+0)	13 (+1)	1 (-5)	3 (-4)	1 (-5)

Damage Immunities poison, psychic, cold, radiant

Damage Vulnerabilities bludgeoning

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 6

Languages —

Challenge 1 (200 XP)

False Appearance. While the mirror menace remains motionless, it is indistinguishable from a normal mirror.

ACTIONS

Multiattack. The mirror menace makes two melee attacks.

Slam. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage.

This construct normally appears to be a large sheet of reflective glass. However, it can morph into the shape of any creature that has passed before it (though it must remain medium sized). The surface of the mirror menace remains glassy and reflective, regardless of the shape it takes.

VORACIOUS READER

Small construct, unaligned

Armor Class 15 (natural armor, size and speed)

Hit Points 34 (10d6)

Speed 0 ft., fly 70 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	11 (+0)	1 (-5)	5 (-3)	1 (-5)

Saving Throws Dex +4

Damage Immunities poison, psychic

Damage Vulnerabilities fire, lightning

Condition Immunities blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned

Senses blindsight 60 ft. (blind beyond this radius),

passive Perception 7

Languages —

Challenge 1 (200 XP)

Antimagic Susceptibility. The voracious reader is incapacitated while in the area of an antimagic field. If targeted by dispel magic, the voracious reader must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.

False Appearance. While the voracious reader remains motionless and isn't flying, it is indistinguishable from a normal book.

ACTIONS

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d12 + 1) piercing damage.

These small constructs look like regular books. But when animated, they grow several rows of very sharp teeth, and fly swiftly by flapping their covers.

WHITE PUDDING

Large ooze, unaligned

Armor Class 8

Hit Points 45 (6d10 + 12)

Speed 10 ft., climb 10 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	6 (-2)	14 (+2)	2 (-4)	6 (-2)	1 (-5)

Damage Resistance cold

Damage Immunities lightning, slashing

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, prone

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 8

Languages —

Challenge 2 (450 XP)

Amorphous. The pudding can move through a space as narrow as 1-inch wide without squeezing.

Spider Climb. The pudding can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Taste. The pudding is edible and delicious.

ACTIONS

Pseudopod. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) bludgeoning damage plus 3 (1d6) cold damage.

REACTIONS

Split. When a pudding that is Medium or larger is subjected to lightning or slashing damage, it splits into two new puddings if it has at least 10 hit points. Each new pudding has hit points equal to half the original pudding's, rounded down. New puddings are one size smaller than the original pudding.

This creature resembles a heaving mound of white dough. It is aggressive, amorphous, and delicious.

APPENDIX B: MAGIC ITEMS

This appendix describes magic items discovered in this adventure.

Bracelet of Animal Speech

Wondrous item, rare

When you place this item on your wrist, you gain the ability to comprehend and verbally communicate with one beast of your choice. A side effect is that you can no longer speak any other language, but can only bark, meow, etc. This effect lasts while you have the bracelet on your wrist. The bracelet cannot be removed until after you complete a long rest.

The knowledge and awareness of many beasts is limited by their intelligence, but at minimum, beasts can give you information about nearby locations and monsters, including whatever they can perceive or have perceived within the past day. You might be able to persuade a beast to perform a small favor for you, at the DM's discretion.

Freezia Flower Draft

Potion, uncommon

To brew this magic draft requires one freezia flower and one flask of strong spirits. When you drink this, you gain resistance to cold damage for 1 hour.

Frostfallian Diamond Dust

Wondrous item, very rare

This dust appears as ultra-fine translucent sand. A pinch of this dust thrown into a fireplace creates a magical link between it and another fireplace, at any distance, on the same plane of existence. You must have seen or touched the destination fireplace at least once before. For 1 month, any creature can step into the target fireplace and exit from the destination fireplace by using 5 feet of movement.

To the right buyer, each pinch of dust is worth 100 gp.

Golden Tongue

Wondrous Item, rare (requires attunement)

This charm is the shape of a small golden tongue. It grants you advantage on Charisma (Persuasion) checks—however you are required to make your argument in rhyming couplets. If you fail to speak in

rhyme when making the check, you take 1d8 psychic damage.

Frostbane

Weapon, very rare

This appears to be a large kitchen knife, though it can be wielded exactly like a dagger. It resonates faintly with abjuration magic, and is uncomfortable for any fey to touch with their bare skin. It glows faintly when fey creatures are within 120 feet of it, and it deals an extra 1d6 piercing damage when used against them.

The Briar Knight has imbued the knife with an additional enchantment. The bearer has advantage on attack rolls against Lord Frost, and the knife does an additional 4d6 radiant damage when it strikes him.

Lord Frost's Enchanted Harp

Wondrous item, very rare (requires attunement)

This is an *instrument of the bards* with the following additional spells: *control weather* (5th level), *sleep* (5th level), and *suggestion*.

Rimy Effluvium

Ingredient, rare

This phosphorescent, goopy residue can be bottled and has the same properties as a *potion of invulnerability* (for 1 minute after you drink this potion, you have resistance to all damage).

Ring of Naked Invisibility

Ring, very rare (requires attunement)

This ring is identical to the regular *ring of invisibility*, except that it does not turn your clothing or belongings invisible.

Screaming Lantern

Wondrous item, rare

This brass lantern has shutters. When the shutters are opened no light is emitted, but an ear-splitting scream comes from the lantern, and continues until the shutters are closed. Anyone within 20' of the lantern while it is screaming suffers 1 point of thunder damage each round, unless they cover or block their ears.

Scrimshaw Hand Mirror

Wondrous item, rare (requires attunement)

This ornate mirror, carved from knucklehead trout ivory, has a peculiar silver surface. While holding this mirror, you can use a bonus action to cause it to animate. The mirror's surface ripples briefly and you see a faint aura around any reflected creature or object in the area that bears magic, and you learn its school of magic, if any.

Additionally, while the mirror remains animated, you can use an action to cast *sending*. If a reflective surface is within 30 feet of your target, the mirror allows you to see and hear the target as if you had cast *clairvoyance*. The mirror regains this ability again at the next dawn.

The mirror remains animated for 1 minute, until you use a bonus action to end this effect, or the mirror leaves your hand.



APPENDIX C: HANDOUTS

My Dearest Adventurers,
I can only hope my little birdy was able to
make its way safely and deliver my urgent
message before breaking down as all my creations
do before long.
I have heard tell of your exploits and
have need of your talents in a most urgent &
delicate matter. Please make your way
to my estate with due haste. You all
will be compensated richly for your time.

With Utmost Sincerity,
 Sir Orin Farlight

SIR ORIN FARLIGHT
502 KINGSBERRY COURT
NEVER WINTER CITY, TOWER DISTRICT

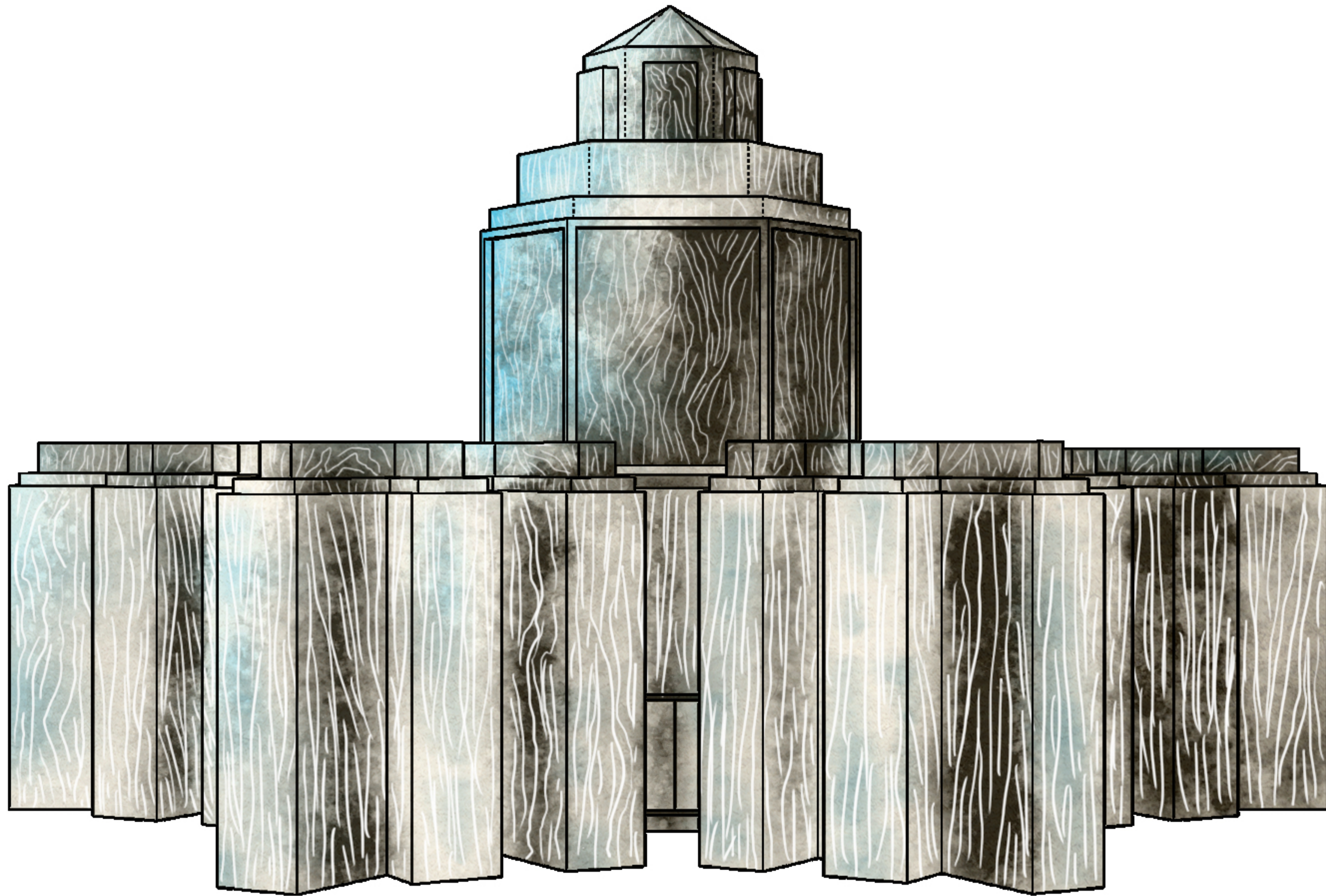
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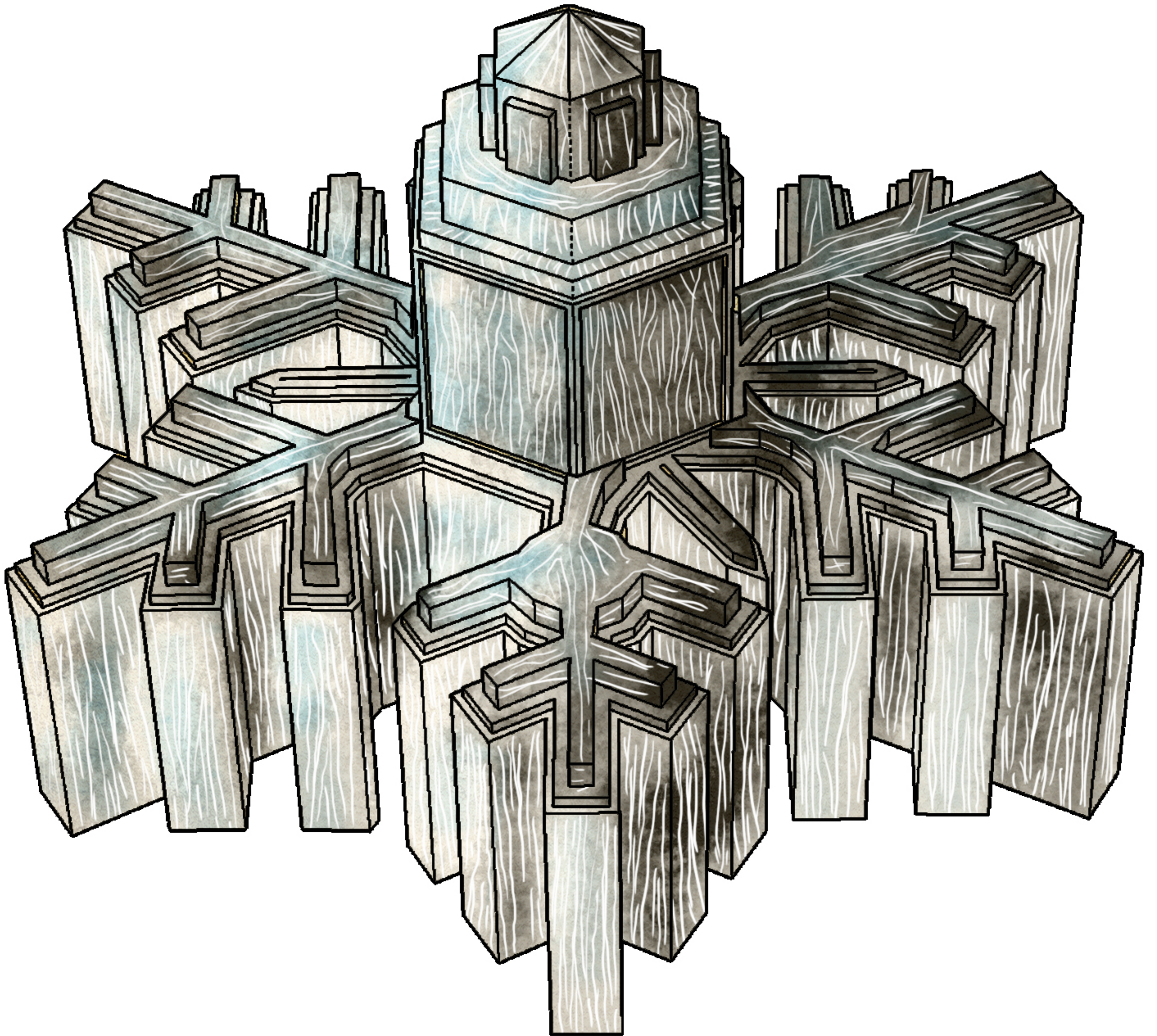


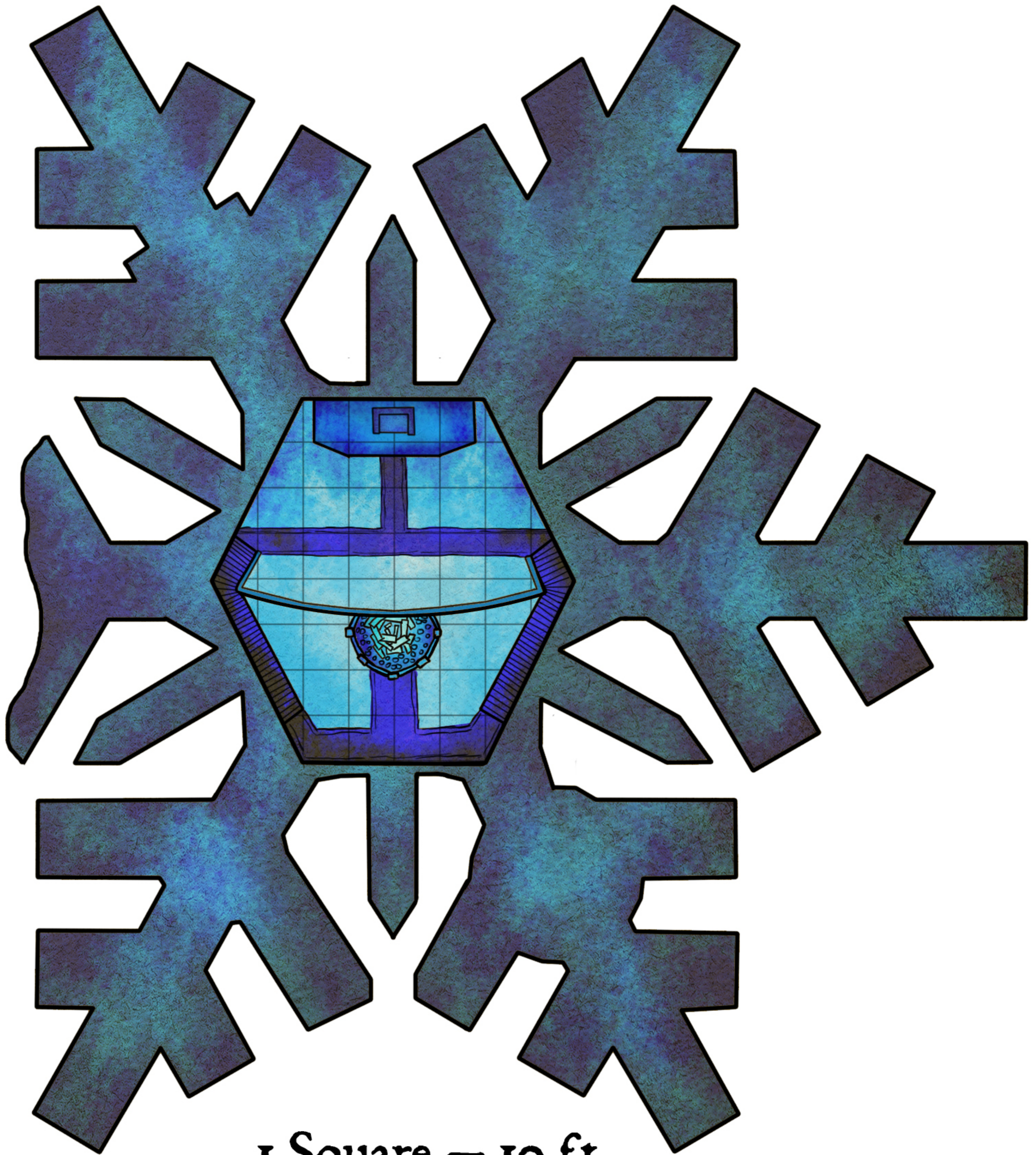
Greetings from Lord Frost! It is
Requested that all
Visitors should ring the
Bells six times in
Order that
You may be admitted.

Handout Two

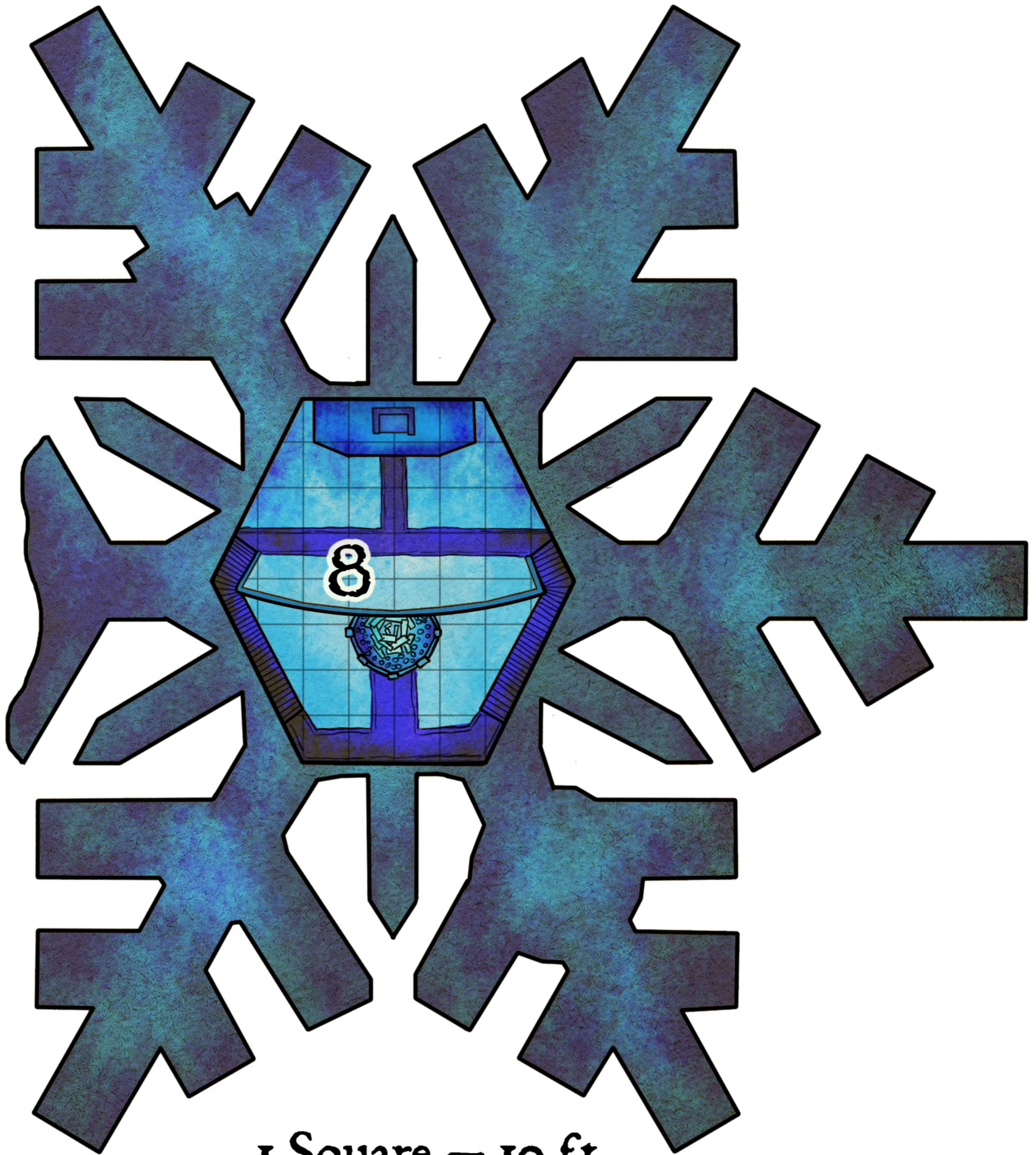




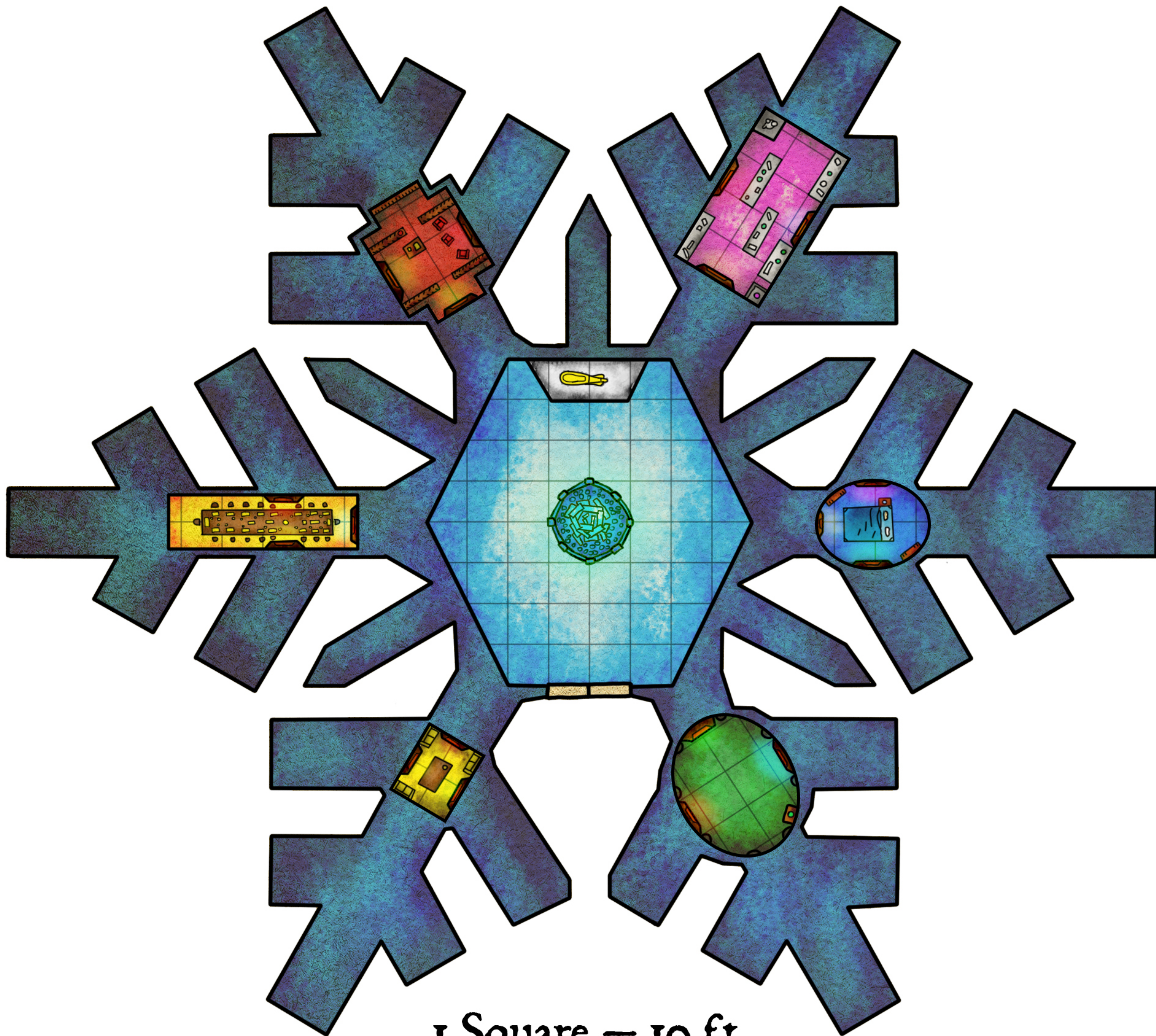




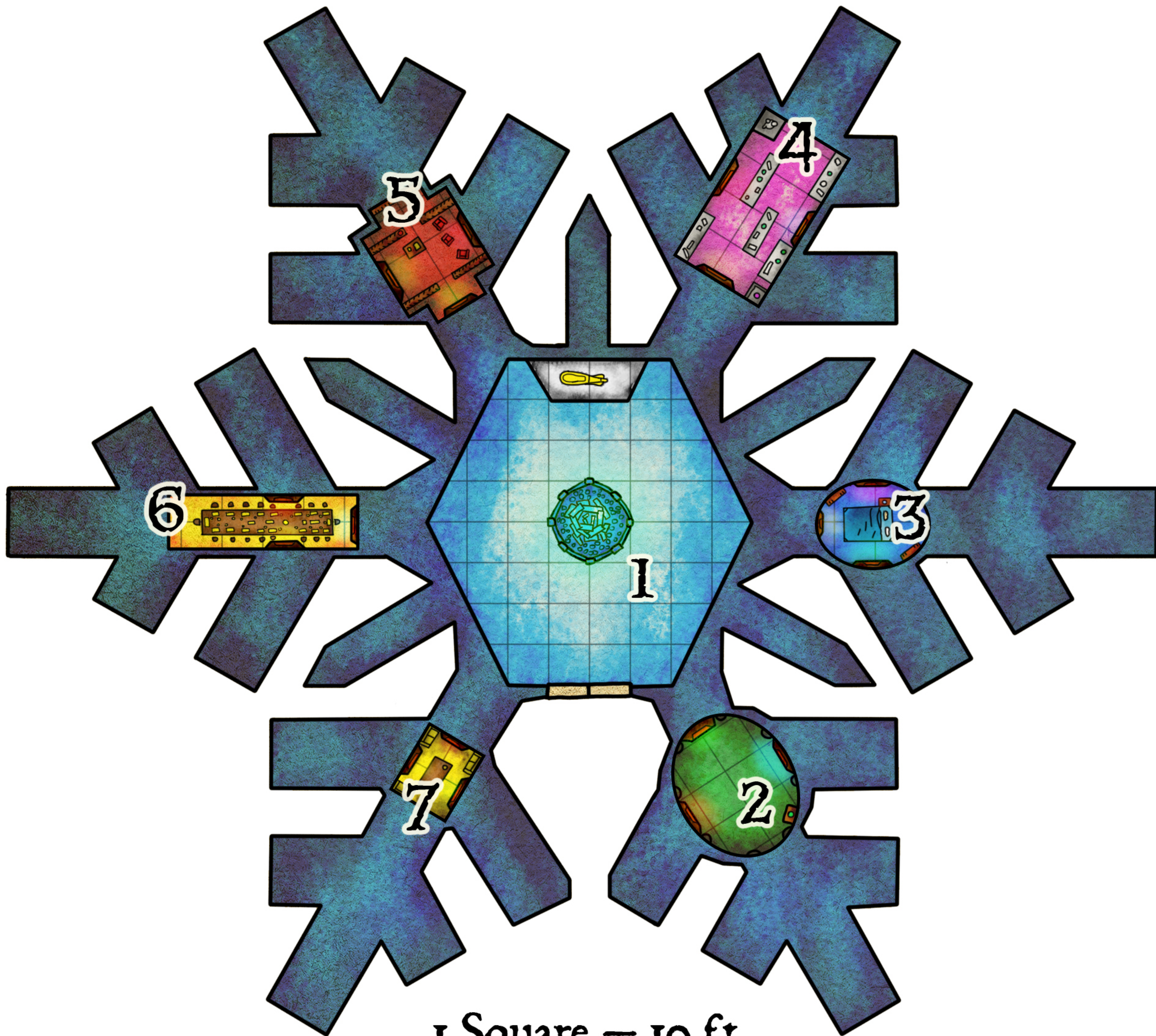
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1 Square = 10 ft.

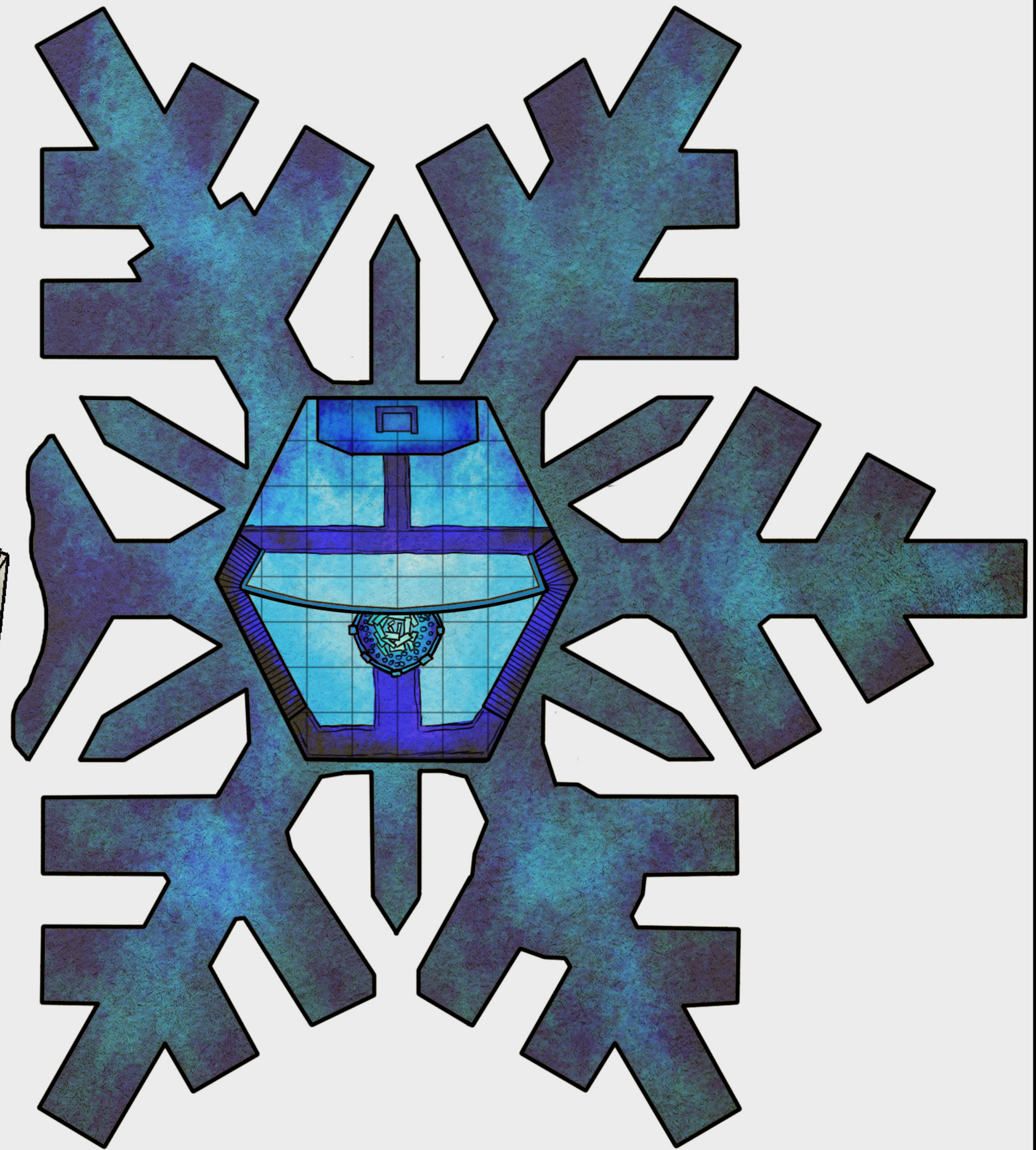
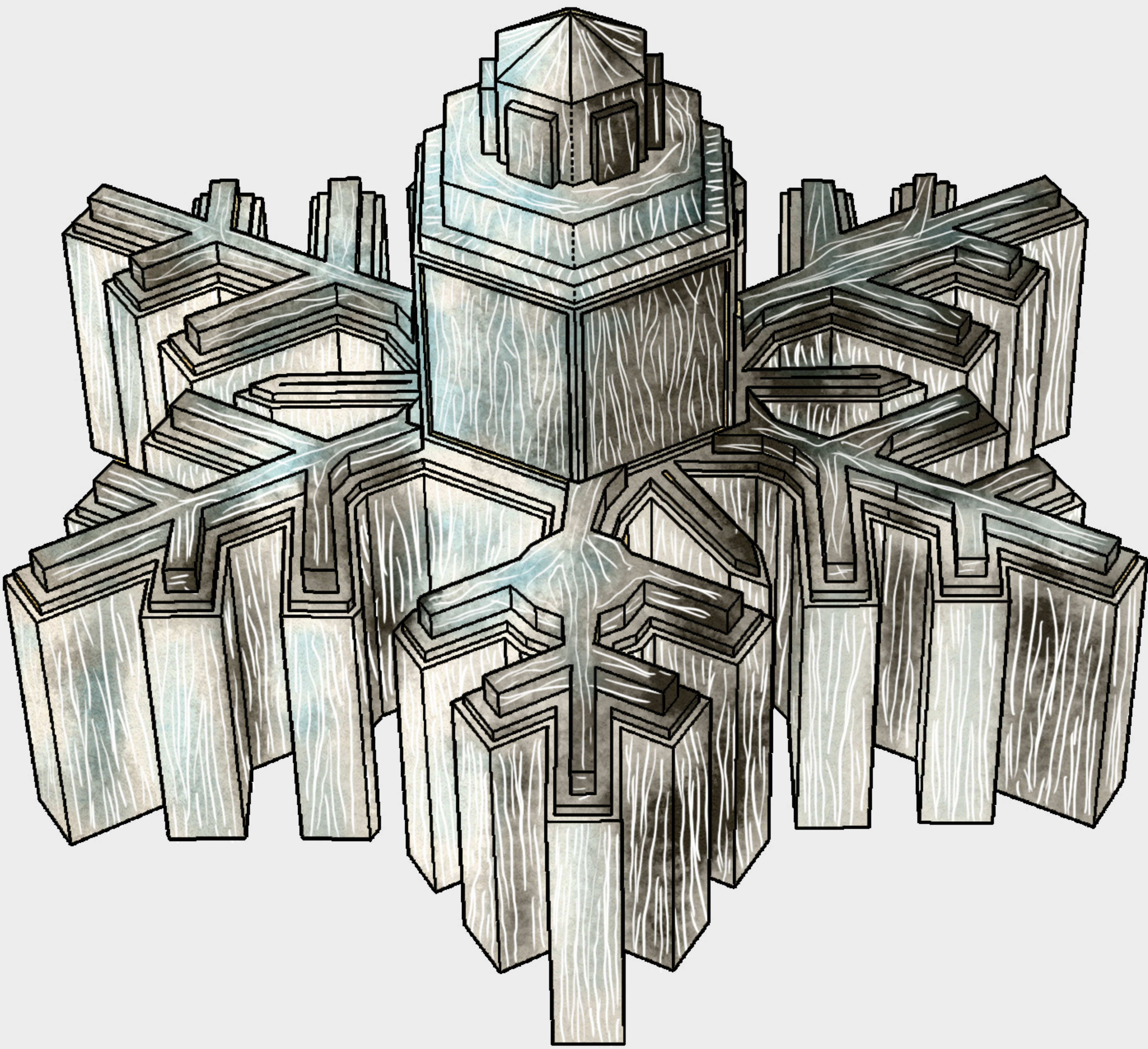
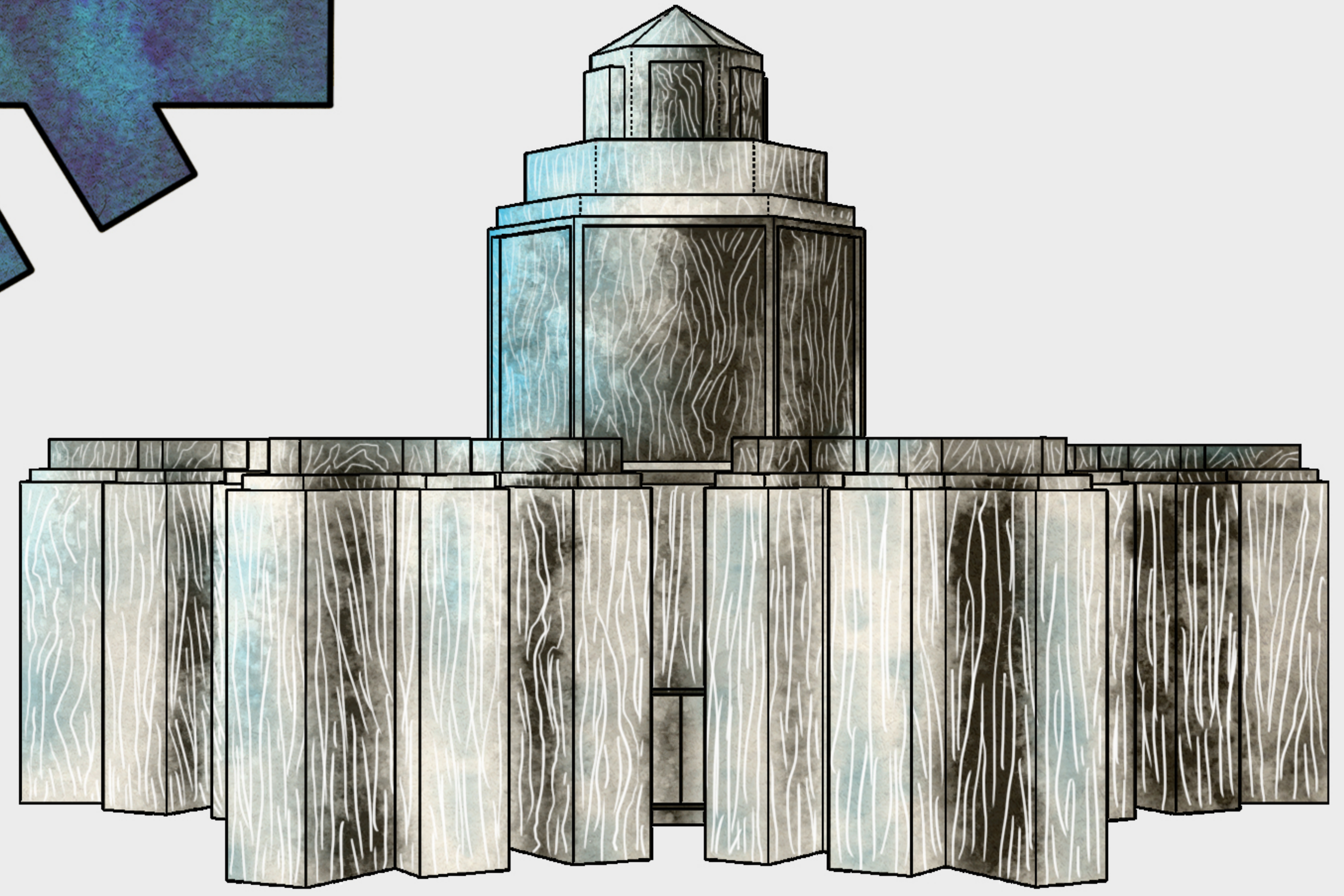
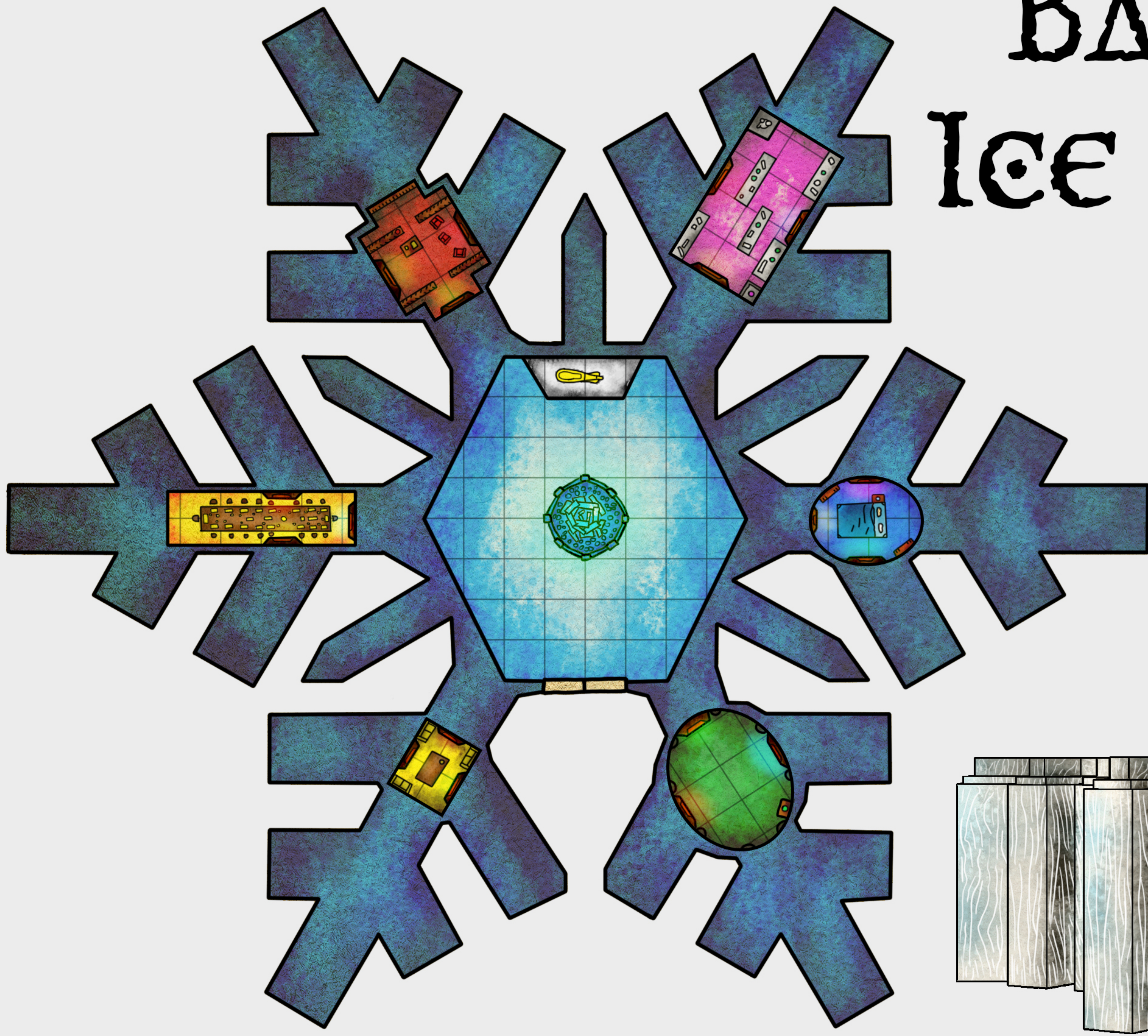


1 Square = 10 ft.



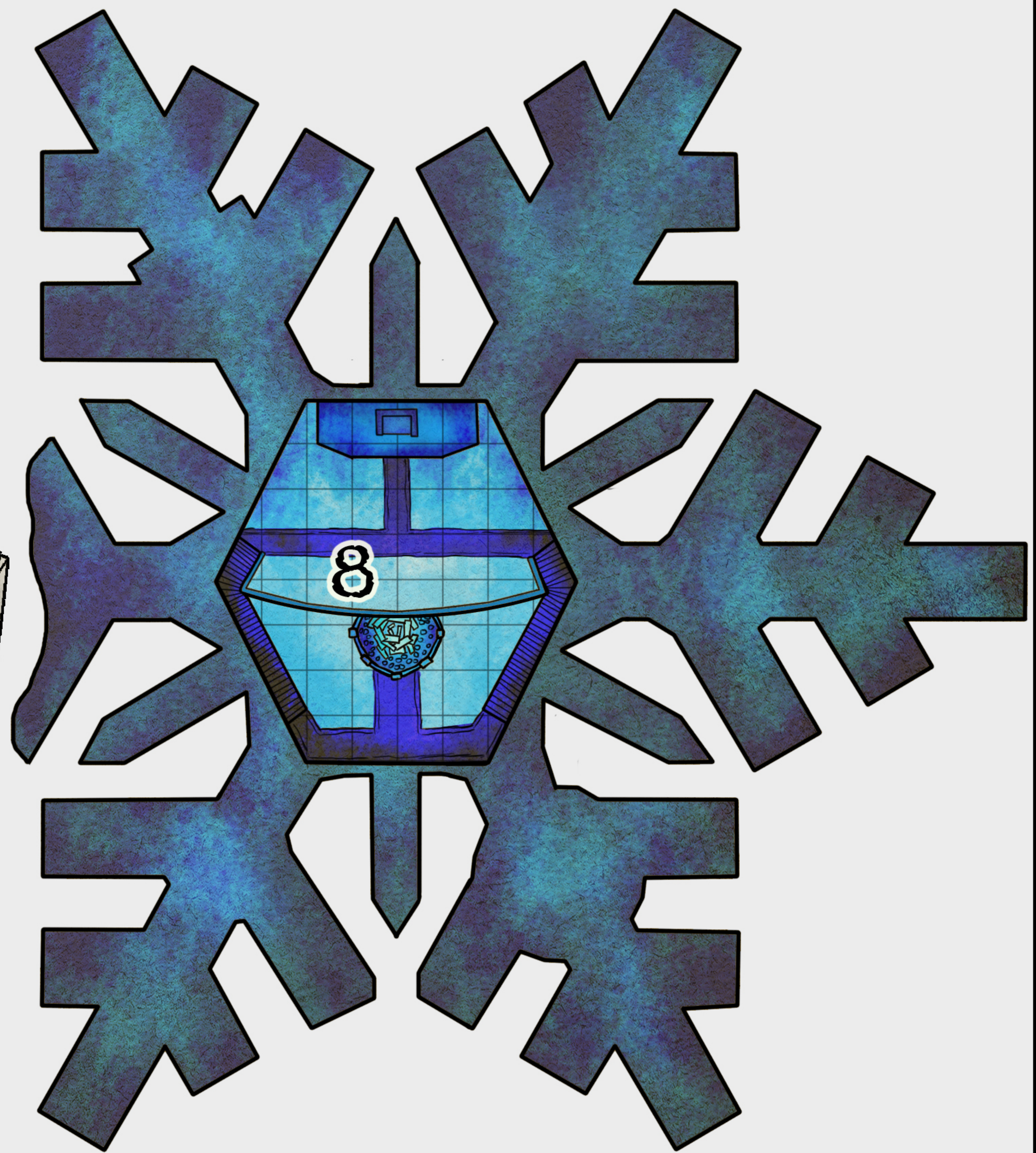
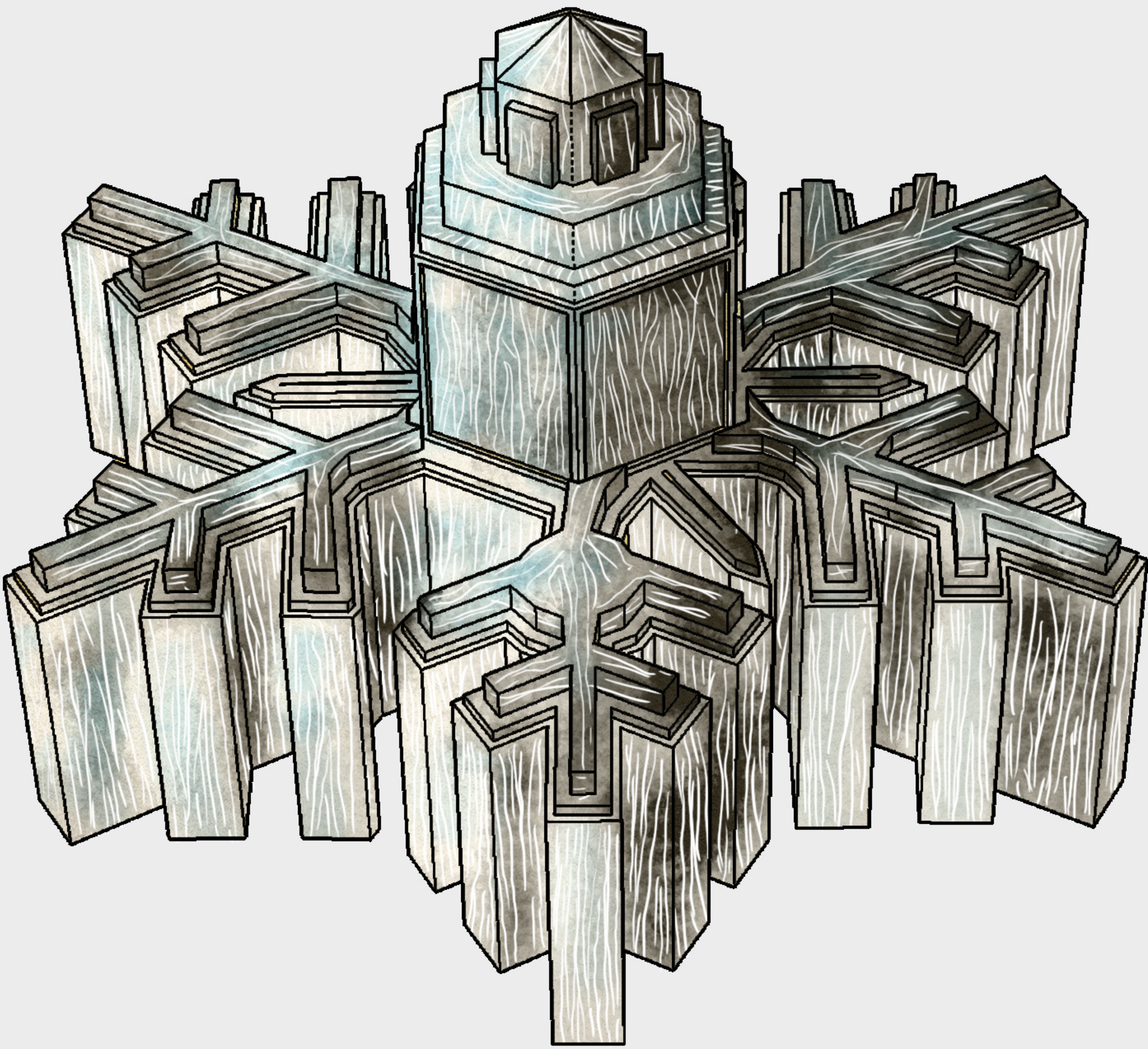
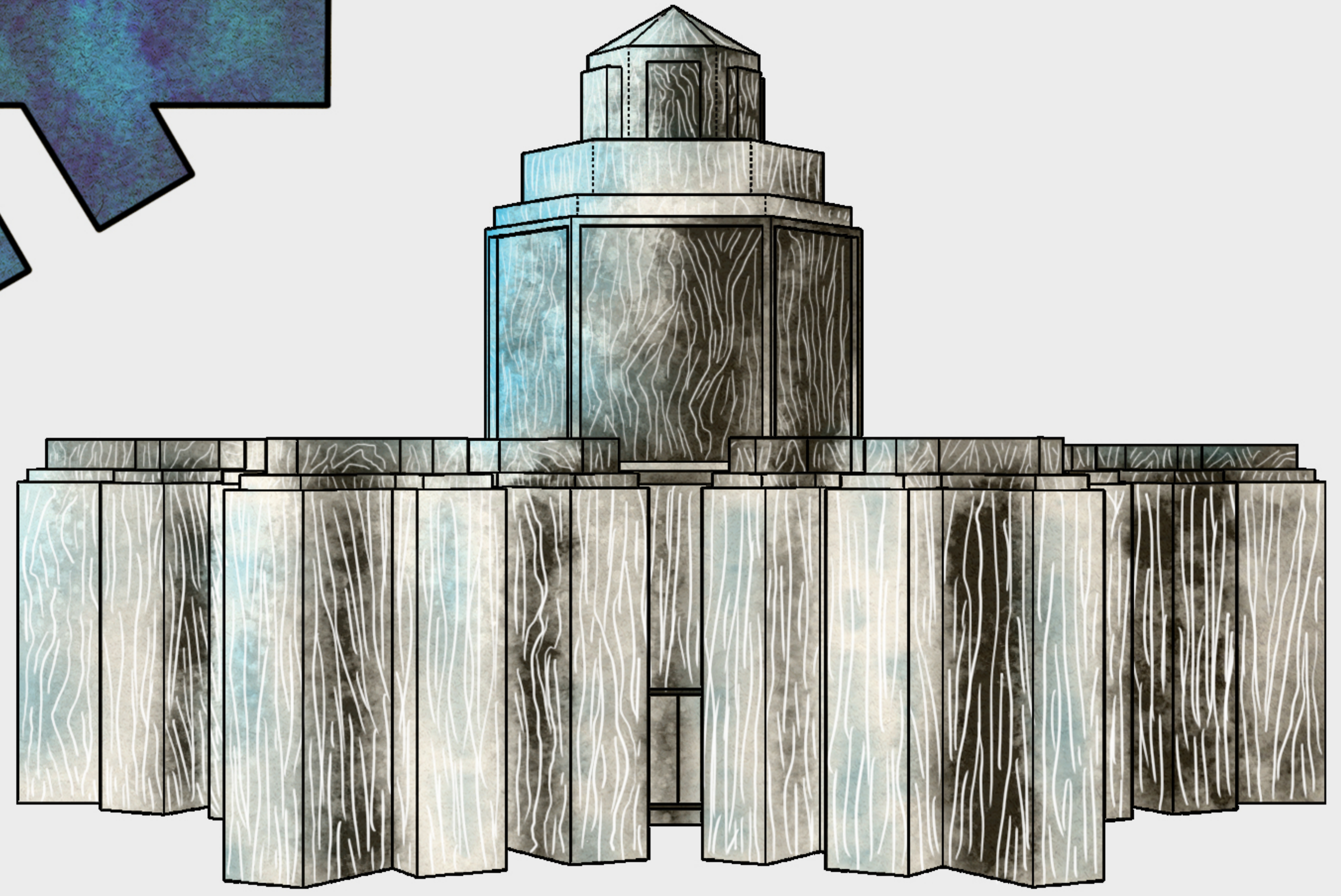
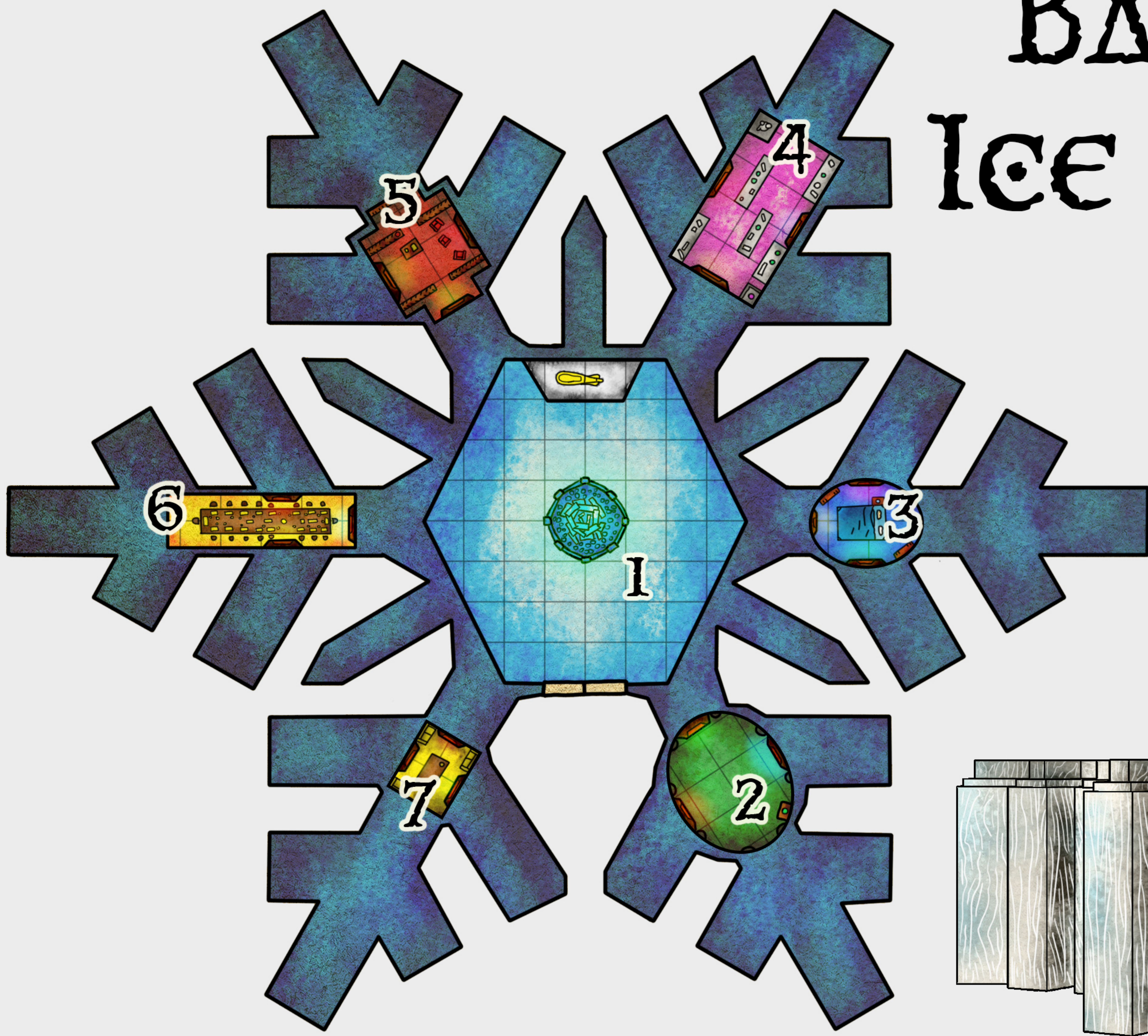
1 Square = 10 ft.

BASTION OF ICE AND SNOW



1 Square = 10 ft.

BASTION OF ICE AND SNOW



1 Square = 10 ft.