



 **DMDAVE**

# **THE FROSTGAUNTLET**

**FIFTH EDITION COMPATIBLE**

A greedy dragon rules a chilly mountain pass.  
*Featuring art by Cze & Peku, Paper Forge, and The Griffon's Saddlebag.*



## THE FROSTGAUNTLET

**T**he *Frostgauntlet* is a side trek adventure for Fifth Edition. The adventure is intended for **three to seven characters of 8th to 11th level**, and it is optimized for **five characters with an average party level (APL) of 9**. The adventure features maps by Cze & Peku, paper miniatures by Paper Forge, and a new magic

item by The Griffon's Saddlebag. All of these items are included in the original posting of this adventure which you can find on [DMDave's Patreon](#).

### BACKGROUND

The Frostgauntlet offers a shortcut between two important stretches of arctic territory that would otherwise require magical means to cross. Treacherous and nigh impassable, many who know of its perils would rather take the long way 'round before setting foot within its icy passages. To make matters worse, the cavern is now home to a dreadful white dragon named Pulraess, The Prince of Winter. Understanding the value the shortcut offers adventurers and explorers, Pulraess uses The Frostgauntlet as an ambush point. Pulraess' minions then gather the looted treasure from the dead and add it to the dragon's ever growing pile which it keeps below a thick layer of ice.

Until the dragon and its minions are forcibly removed from the area, The Frostgauntlet is effectively off-limits.

### ADVENTURE HOOKS

If you need some ideas on how to add this adventure to your campaign, here are a few hooks to get you started:

#### DEATH TO PULRAESS!

The dragon Pulraess and its loyal minions obstruct all travel through The Frostgauntlet. This has hurt trade, exploration,

and adventuring in the north, and until the dragon is defeated, all who once used The Frostgauntlet shall suffer. The adventurers must enter The Frostgauntlet and defeat the dragon. And if the dragon's hoard isn't enough, the icy nations are willing to pay the first party that returns with the dragon's severed head 5,000 gp.

### THROUGH THE FROSTGAUNTLET

The characters have limited time to reach an important destination in an arctic environment. Powerful winds prevent flight and the northern lights make teleportation magic unreliable. Their best bet is to travel through The Frostgauntlet. In doing so, they might arouse the ire of the white dragon Pulraess and its minions.

### THURID TRANDILDOTTIR'S LOST PARTY

Thurid Trandildottir, the infamous frost warrior, vanished as she and her party traveled through The Frostgauntlet a month ago. Her father, Trandil Gardarsson challenges brave adventurers to bring back proof that she is, in fact, dead. And if she isn't dead, he challenges them to bring her back in one piece.

If you choose this adventure hook, Trandildottir's chalice can be found among Pulraess' hoard in area 8. The chalice bears her name and the name of her clan. Alternatively, you can replace the five petrified bugbear statues in area 3 with five **berserkers**, one of whom is Thurid Trandildottir.

### GENERAL FEATURES

The Frostgauntlet is a series of outdoor glacier-carved ice canyons connected by a series of narrow, hard-ice passages. The water at the base of each canyon's chamber stays frozen year around.

Unless stated otherwise in the keyed location descriptions, The Frostgauntlet has the following features.

## SLIPPERY ICE

All of the frozen ice and lakes within the Frostgauntlet count as difficult terrain. When a creature moves onto or through an area of slippery ice for the first time on a turn, it must succeed on a DC 10 (Acrobatics) check or fall prone. A creature with resistance or immunity to cold damage automatically passes their check to avoid falling prone. Similarly, a creature moving through the area at half speed doesn't need to make the check.

The walls that surround the lakes and passages are made from thick ice that rises 30 to 60 above The Frostgauntlet.

A 10-foot section of ice has AC 5, 15 hit points, vulnerability to fire damage, and immunity to acid, cold, necrotic, poison, and psychic damage.

## THIN ICE

Some of the areas within The Frostgauntlet are covered in thin ice, noted in the area descriptions. The Frostgauntlet's thin ice has a weight tolerance of 200 pounds per 10-foot-square area. Whenever the total weight on an area of thin ice exceeds its tolerance, the ice in that area breaks. All creatures on broken ice fall through into frigid water.

## FRIGID WATER

If a creature falls through an area of thin ice or is otherwise pushed into The Frostgauntlet's freezing water, the creature can be immersed within the water for a number of minutes equal to its Constitution score before suffering any negative effects. Each additional minute spent in the frigid water requires the creature to succeed on a DC 10 Constitution saving throw or gain one level of exhaustion. Creatures with resistance or immunity to cold damage automatically succeed on the saving throw, as do creatures that are naturally adapted to living in the freezing water.

## WEATHER

At the start of each day adventuring through the gauntlet, choose or roll on the Weather table to determine the weather conditions for the current adventuring day. Descriptions of each of the weather condition are given after the tables. Conditions on the table marked with an asterisk offer no negative effects.

### WEATHER

d20	Temperature
1–16	Extreme cold
17–19	Warmer than usual*
20	Direfrost

d20	Wind
1–5	None*
6–15	Light*
16–20	Strong

d20	Precipitation
1–12	None*
13–17	Light snowfall*
18–20	Heavy snowfall

**Extreme Cold.** Extreme cold conditions are temperatures at 0 to -50 degrees Fahrenheit. A creature exposed to such temperatures must succeed on a DC 10 Constitution saving throw at the end of each hour or gain one level of exhaustion. Creatures with resistance or immunity to cold damage automatically succeed on the saving throw, as do creatures wearing cold weather gear (thick coats, gloves, and the like) and creatures naturally adapted to cold climates.

**Dire Frost.** A few times each season, The Frostgauntlet is subjected to dire frost conditions, when temperatures drop below -50 degrees Fahrenheit. A creature can be exposed to such conditions for a number of minutes equal to its Constitution modifier before suffering any ill effects. Each additional minute spent in deathfrost conditions requires the creature to succeed on a DC 10 Constitution saving throw or gain one level of exhaustion. Creatures with resistance or immunity to cold damage automatically succeed on the saving throw. Creatures wearing cold weather gear (thick coats, gloves, and the like) and creatures naturally adapted to cold climates, but not inherently resistant or immune, have advantage on the saving throw.

**Strong Winds.** Strong winds impose disadvantage on ranged weapon attack rolls and Wisdom (Perception) checks that rely on hearing. A strong wind also extinguishes open flames, disperses fog, and makes flying by nonmagical means nearly impossible. A flying creature in a strong wind must land at the end of its turn or fall.

**Heavy Snowfall.** During a heavy snowfall, everything in The Frost Gauntlet is lightly obscured, and creatures in the area have disadvantage on Wisdom (Perception) checks that rely on sight.

## KEYED LOCATIONS

The following locations are keyed to the map of The Frostgauntlet on page 3.

### 1 - SOUTHERN ENTRANCE

The southern entrance is the easiest way to enter The Frostgauntlet.

**Possible Encounter: Bugbear.** Unless the area is currently under the effects of a dire frost, a **bugbear** from area 2 keeps watch in the small tunnel that connects this area with area 2. Have the bugbear make a Dexterity (Stealth) check contested by the characters' passive Perception scores. If successful, the bugbear slips away before he is noticed to warn the others in area 2. Otherwise, the characters spot the sentry.

### 2 - BUGBEAR AND OGRE CAMP

Four large tents dominate this icy cavern.

**Encounter: Bugbears and Ogres.** Six **bugbears** and two **ogres** guard the southern entrance. One of the bugbears keeps a watch on area 1 to ensure no trespassers sneak into The Frostgauntlet. All of the bugbears and ogres wear warm

# THE FROSTGAUNTLET

1 SQUARE = 10 FEET



Get a full-sized version of this map (plus variants) from [Cze & Peku's Patreon](#).

clothing to prevent the effects of exposure.

If there is a dire frost happening, the bugbears and ogres are gathered in tents and only emerge if The Frostgauntlet comes under attack.

## 3 - FROZEN MEDUSA

Six 6-foot-tall icicles jut out of the frozen lake like stalagmites.

**Items of Interest: Petrified Statues.** Five of the statues are a group of bugbears who tried to take the medusa on themselves. A greater restoration spell returns each statue back to its normal state.

**Hazard: Frozen Medusa.** The sixth statue is actually a medusa who Pulraess froze with his icy breath. If a character clears away the ice and snow around her face, they will discover that her gaze still functions as normal (despite the fact that she's dead). Refer to the **medusa's** Petrifying Gaze feature in its stat block for details.

## 4 - EMPTY CAVERN

There is nothing of interest in this part of The Frostgauntlet.

## 5 - THIN ICE

This large, icy chamber appears to be empty.

The moment the characters set foot in this section of The Frostgauntlet, they will notice that each step they take causes the ice to crack.

**Hazard: Thin Ice.** This area is subjected to the thin ice hazard described in General Features. If the ice breaks, the bugbears and ogres in area 2 will hear it.

## 6 - WINTER WOLVES

The ice in this chamber is littered with the bones of humanoids and frozen carcasses of trespassers.

**Encounter: Winter Wolves.** Five **winter wolves** live in this cavern. They revere Pulraess and act as additional protection for the white dragon's lair. As such, they fight to the death.

## 7 - FROST WISPS

The wind howls throughout this large, oblong cavern.

**Encounter: Frost Wisps.** When the characters enter this area, right away they should notice dim points of bluish light moving below the ice. The points of light are six frost wisps. A frost wisp uses the same statistics as a **will-o'-wisp**, but with the following changes:

- The frost wisp is immune to cold damage.
- Replace the frost wisp's shock attack with a *ray of frost* attack that functions exactly like the spell, dealing 9 (2d8) cold damage on a hit. Its spellcasting ability is Wisdom (+4 to hit) for this attack.

Because the ice here is five feet thick, a will-o'-wisp can use 10 feet of its movement to move between the surface and water below the ice and vice versa. A combat here is likely to garner the attention of Pulraess in area 9.

## 8 - PULRAESS' HORDE

This small, chilly niche appears to be devoid of anything of

interest.

**Hidden Treasure.** The dragon Pulraess keeps his treasure hoard below the ice of this area 10 feet under frigid water on the lake's floor. Noticing the treasure requires a successful DC 15 Wisdom (Perception) check. The characters can only access the hoard if they break through the ice or find another way to reach the bottom of the lake. The hoard contains 20,300 cp, 76,500 sp, 10,250 gp, and 2,000 pp in coins. It also holds the following gems: 2 black opals (1,000 gp each), 1 aquamarine (500 gp), 1 blue spinel (500 gp), 6 pearls (100 gp each), and 8 onyxes (50 gp each). There is also a golden goblet with diamonds worth 2,500 gp buried under the coins and *Winter's Embrace* (see below).



### NEW MAGIC ITEM: WINTER'S EMBRACE

Armor (breastplate), very rare (requires attunement)

This frosty breastplate and fur set is enchanted to keep its wearer at a constant, comfortable temperature. While wearing this armor, you have resistance to cold and fire damage and ignore difficult terrain created by ice or snow. In addition, you can cast the *ice storm* spell (save DC 16) at 6th level using the armor. When cast in this way, the spell is centered on your location and you are immune to its effects. Once this property of the armor has been used, it can't be used again until the following dawn.

Magic Item Design and Artwork by [The Griffon's Saddlebag](#).

## 9 - PULRAESS' LAIR

This large cavern is filled with the bones of various large creatures including mammoths, polar bears, and even a few frost giants.

**Hazard: Thin Ice.** This area is subjected to the thin ice hazard described in General Features. Pulraess has learned how to walk along the ice without breaking it.

**Encounter: Pulraess.** The **adult white dragon**, Pulraess claims this area as its lair. Stubborn and impatient, Pulraess views all adventurers as intruders and attacks without a second thought. Pulraess prefers to take to the skies and

keep 60 feet above the ice, using his cold breath to corral his foes to the same patch of ice in hopes they fall through.

Greedy to the point of lunacy, Pulraess will fight to the death to ensure his hoard (in area 8) goes untouched by trespassers.

## 10 - MORE THIN ICE

The moment the characters set foot in this section of The Frostgauntlet, they will notice that each step they take causes the ice to crack.

**Hazard: Thin Ice.** This ice that covers this lake is thin as described in General Features. Even if the characters don't fall through the ice here, each step they take causes the ice to crack loudly. If Pulraess is in area 9 and isn't otherwise distracted, the sound of the cracking ice alerts the dragon to the characters' presence.

## 11 - NORTH ENTRANCE

Less accessible than the southern entrance, the northern entrance is guarded by two, large, polar-bear-humanoid hybrids wielding oversized greataxes.

**Encounter: Polar Werebears.** Two polar werebears in hybrid form stand guard at the northern entrance of The Frostgauntlet. Their names are Kaskae (male) and Nukka (female). The polar werebears use the same stats as a **werebear** except they are chaotic evil and have resistance to cold damage in addition to their other immunities. These lycanthropes do not use their bite attack unless they have no other option.

**Treasure.** The were-polar-bears keep a stash of goods taken off adventurers who've tried to pass through The Frostgauntlet (and failed). Finding the stash requires a successful DC 15 Wisdom (Perception) check. The stash, held in a small cast-iron chest, consists of 70 pp, 100 gp, and three bits of amber worth 100 gp each. Kaskae also carries a *+1 hungry dagger*. The weapon functions like a normal *+1 dagger* so long as fresh blood from a humanoid has been applied to it within 24 hours. Otherwise, it becomes a mundane dagger until this requirement is met.

White dragon artwork by [Paper Forge](#).



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