

5TH LEVEL



THE DM TOOL CHEST

# ICEGUARD PASS

FIFTH EDITION ADVENTURE

A trek through an icy mountain pass reveals a deadly threat to the town below

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# CREDITS

This adventure module was created with the help of all of these talented people:

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**Interior Illustrations:** Dreamstime

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## ABOUT THIS ADVENTURE

This is a one-shot or side-trek adventure that can be fit into an existing campaign to space out a story arc or to help introduce new characters join an existing group. It can fit into any arctic style campaign or be used to introduce an arctic area. While the lore that is mentioned in the adventure comes from the Freelands campaign setting, it can be adjusted and fit to any existing campaign quite easily.

# RUNNING THIS ADVENTURE

In order to run this adventure, you will need the Fifth Edition core rulebooks.

Boxed text like this present descriptions meant to be read aloud or paraphrased for the players. These are just prompts and may be used or not at the DM's discretion.

In this adventure you will come across references that point to information that is presented outside of this module.

*Magic Items, Spells, and Equipment* will be italicized and will be found described in either the core DM guidebook or the core player's rulebook.

**Monster** names will be in bold and the appropriate stat block will be found in the core fifth edition monster guidebook if not already presented in an attached Appendix.



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# ABBREVIATIONS

Common abbreviations used in this adventure:

pp - Platinum Piece(s)	LG Lawful good
gp - Gold Piece(s)	CG Chaotic good
ep - Electrum Piece(s)	NG Neutral good
sp - Silver Piece(s)	LN Lawful neutral
cp - Copper Piece(s)	N Neutral
NPC - Nonplayer Character	CN Chaotic neutral
DC - Difficulty Class	LE Lawful evil
AC - Armor Class	NE Neutral evil
xp - Experience Points	CE - Chaotic evil
hp - Hit Points	





## ADVENTURE PRIMER

**I**ceguard Pass is a one-shot or side trek winter adventure made for a party of **four to six adventurers of 4th to 6th level**; it's optimized for **four adventurers with an average party level (APL) of 5**. It's been written within the Freelands campaign setting but can fit into any campaign setting. Feel free to use the content as is or plug-and-play with it in your own campaign! You have ultimate control of how this story will be played out so, as always, have fun with it!

## STORY OVERVIEW

As winter hits the black hills, the snow-covered forests and blocked mountain passes force the citizens of Rothecall indoors. A small village in the foothills of the Motionless Mountains, Rothecall is normally a quiet village. But this winter they have some unexpected and not altogether welcome guests in the area. A group of hunters who call themselves the White Flames have been ambushing travelers along the roads and hunting what little game there is left in the area. They come into town and cause a ruckus in the tavern, drinking and brawling at any opportunity. The townspeople are used to the occasional orcish raid but these hunters are much fiercer than the typical orc raiding party and technically they haven't harmed any of the villagers so the guards aren't eager to confront them.

In hopes of finding a solution, they've put out the call in search of adventurers to help deal with this problem. Once they arrive, the adventurers speak to the mayor of the village who promises them a reward for removing the threat of the hunters. They believe that the White Flames are operating out of an old lookout post overlooking Iceguard Pass on Mount Fargeth to the west. It's a treacherous trading route in the winter but it's a well defendable position.

The adventurers trek through the snowy pass, dodging obstacles and monsters along the way until they reach the lookout post. Working their way to clear out the White Flames, they discover that they are actually followers and devotees of a young white dragon named Teiret. She had picked this location as her new home and was just getting settled in before the adventurers showed up. Her lair connects to the lookout post at the top of the pass, overlooking the valley below.

## HISTORY OF ICEGUARD PASS

Rothecall is a small village in the Black Hills of the Freelands. A typical village of farmers and lumber traders, they've led relatively quiet lives. The area is prone to Orc raids every few years when the Orcs of the Motionless Mountains come down to remind everyone that they are still there and still a threat to everyone.

Iceguard Pass is a trading route that runs near Rothecall and cuts through the mountains, leading to Port Ryker to the far west. It is so named because at the highest point of the pass, the ice and snow become extremely treacherous, especially during winter. In order to help keep the pass clear and safe for traveling merchants, a small lookout post was built many years ago. Until somewhat recently it was regularly manned by troops from the capital city Haven. Without the troops stationed there, the trade route has become increasingly more dangerous to traverse but it has not stopped the most adventurous.

The outpost itself is a fairly smaller tower that connects to an underground cavern. Teiret was able to widen a small cave into a shelf leading into the cavern, giving her a large perch in the mountainside. She's been transferring her small but considerable hoard to her new lair and having her followers help build her defenses.

## THE WHITE FLAMES

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The White Flames were a group of mercenaries who turned to banditry after a few jobs went sour and they didn't receive enough pay to keep them going. Teiret found them living off of rabbits in the woods near the mountain in which she was living. A bit more pragmatic than most white dragons, she took leadership of the group after devouring the former captain. The others quickly fell in line and she now has a devoted group of heavily armed and dangerous people to help defend her and provide for her comforts.

## COMMON FEATURES

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**Recommended Ambiance:** Michael Ghelfi - [Blizzard](#)

**Environment & Terrain:** Winter has arrived and blanketed the world in fresh white snow and freezing temperatures. The weather and temperature changes will affect the adventurers abilities.

**Sounds & Smells:** The crisp, cold air is filled with the sounds of crackling branches heavy with ice and snow. For those that don't have stuffy noses, strong smells, as well as sounds, carry further in cold air giving any creature with a disadvantage on Wisdom (Perception) checks that rely on smell.

**Lights:** The snowstorm will limit visibility and will cause all creatures to have disadvantage on Wisdom (Perception) checks that rely on sight

## ADVENTURE HOOKS

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Here are a few ideas on how to get your adventurers hooked into this story:

### MISSING CARAVAN

A trader has put out word that his caravan is weeks overdue and would like someone to find out what happened. He is willing to negotiate a fee if the adventurers will go to Rothecall village where it was supposedly last seen before disappearing over the mountain passes.

## CRY FOR HELP

Amyra, a young townswoman from Rothecall, has come to the adventurers' city begging for help at the Inn that they just happen to be staying at. She is frantic and nobody is giving her any attention because she looks like a beggar. She explains her town is being harrassed by a group of warriors and they need help evicting them permanently.

## PATRONAGE

The adventurers' Patron has just received a letter that a second cousin who lives in the small town of Rothecall seems to need some help. A band of miscreants has taken up residence and now travelers and traders are being reported missing. The Patron will pay some traveling costs if they'll check out the problem and see if they can help

## REACHING ROTHECALL

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Once the adventurers reach Rothecall, they will make their way to speak to Jaxon, the town mayor, and owner of the town's only Tavern and Inn. He explains how the White Flames, a uniformed and heavily armed group of hunters and warriors, have been seen in the woods and in the passes where people have just so happened to start disappearing. They've also been overhunting the area of what little game is left for the winter and they haven't been selling it in town.

Jaxon believes that the group has taken up residence in the Lookout Post at the top of Iceguard Pass. He recommends the group purchase some cold-weather gear, giving them a discount at 6 gp each for thick boots, a coat, gloves, a scarf, and a furred lined hooded cloak coming to about 10 lbs total. While wearing these clothes, the adventurers will have advantage on saving throws to resist the effects of cold weather.

If the adventurers canvas the town for any more information they find everyone pretty much says the same thing; there are about eight men and women total and they are well trained and armed. Except for old man Milson Eagle-Eye, an old hunter who lost his left eye and leg in an orcish raid years ago. He claims he's seen something in the clouds above Iceguard Pass, something big but too far away to make out what it was. No one has given him any second thought but it still leaves people feeling a little uneasy.



## WEATHER

The lookout post is normally three hours away from Rotheccall but a recent storm has covered the terrain in snow, making it difficult terrain to traverse. About three hours into the journey they will reach the bottom of the pass and a blizzard starts up, dropping to -10 degrees Fahrenheit with heavy wind and snowfall. The snowfall, temperature, and high altitude result in an additional two hours of travel. Each hour the adventurers will need to make a successful DC 10 Constitution saving throw or gain one level of exhaustion as per the **Extreme Cold** (DMG 110) rules. If they are wearing cold-weather gear, they have advantage on this roll.

## ICEGUARD PASS LOOKOUT POST

While traveling along the pass, the adventures will be attacked at some point by a pack of three hungry **dire wolves** led by a **winter wolf**. They've taken up residence in a shallow cave along the trail while they hunt for food.

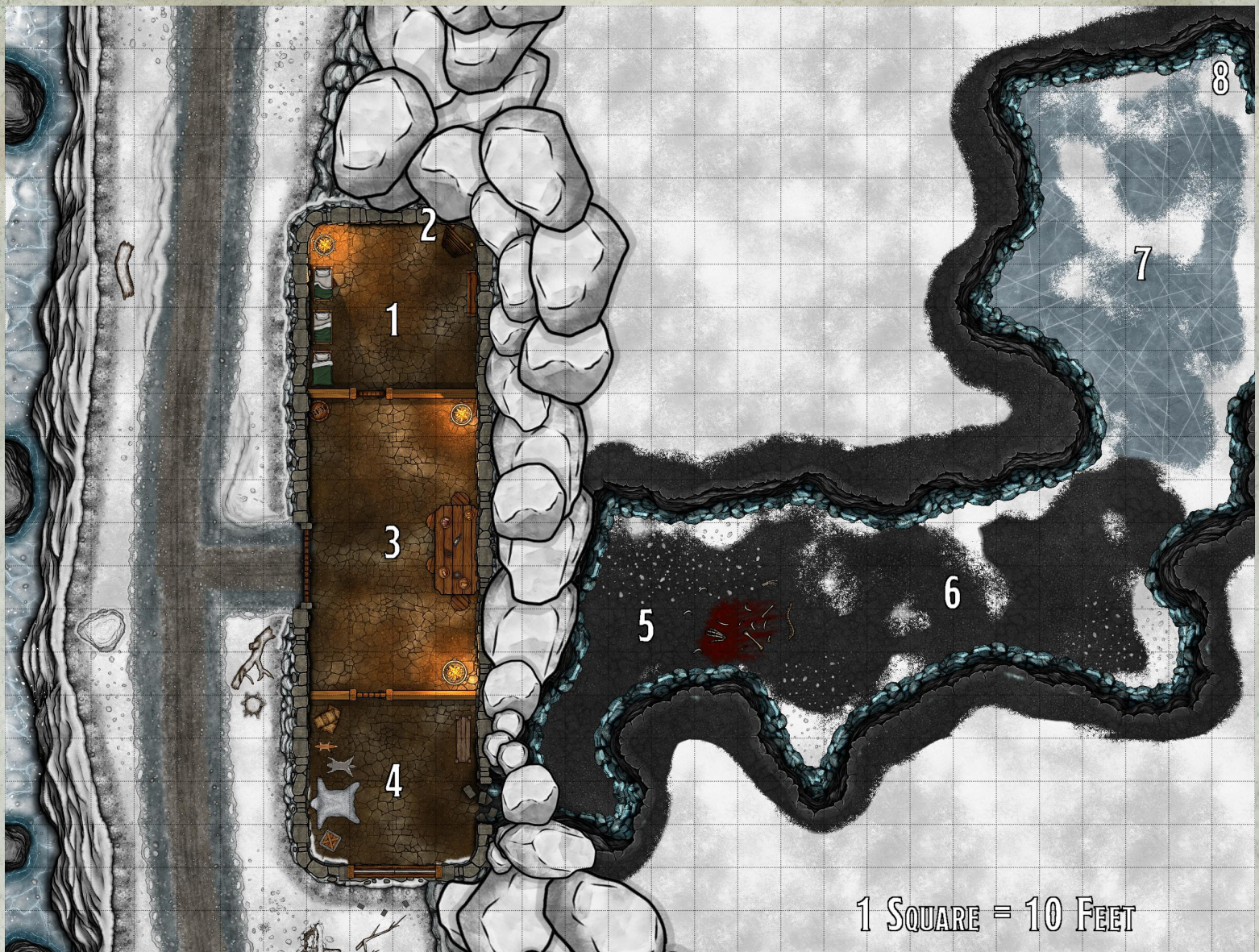
"The bitter howl of the wind in your ears becomes mixed with the howl of wolves at your heels. The snarls and growls of a pack of wolves seem to be surrounding your group. One of the wolves stalks closer with its shoulders hunched and ready to lunge. It's white fur blends into the snow, making it hard to see but you cannot miss its pale blue eyes staring directly at the pulse in your throat"

Once they reach the lookout, they see that firelight spilling from the thin cracks of closed shutters in the tower windows but there are no guards on top of the walls. They must then devise a plan on how they want to handle entering the post.

There is a hatch that leads down into the barracks room from the roof, there is an open window to the cold storage room that provides the easiest access, or they might even bang on the front door and try to trick their way in as travelers who need shelter. The White Flames will not instantly attack in this case, pretending to be the former guards from Haven, but they will surround the adventurers while they talk before finally attacking.

"The lookout post is finally coming into view at the top of the pass. Firelight can be faintly seen through slivers in the otherwise tightly sealed shutters. The walls are empty of guards and the great wooden doors are sealed shut."

The roaring winds of the blizzard causes enough noise that will cover most noises that the adventurers might make while climbing the stone walls or entering the window. If they do not have climbing gear and decide to climb the mountainside to gain access to the roof, the icy rockface will require a successful DC 15 Dexterity check or fall 10 feet and take 1d6 bludgeoning damage.



## KEYED MAP LOCATIONS

The following location descriptions correspond to the numbered positions on the main map above.

### 1 - BARRACKS ROOM

Former barracks for the Haven guards, these are now the living quarters for the White Flames.

There are two **scouts** and two **veteran** White Flames resting here in their bunks. Only one of them is awake and reading a book and the adventurers can gain surprise for the first round of combat.

Sifting through the belongings, the adventurers can find a small chest here containing 500 sp, 150 gp, and two *potions of healing*.

### 2 - ROOF ACCESS

This ladder leads to a small storage loft above the barracks as well as a hatch that accesses the roof. The loft holds crates filled with stolen goods marked with a trader's stamp worth 1500 gp stored here.

If the Missing Caravan adventure hook was used, these are what remains of the caravan they are looking for, proof the White Flames intercepted it on its way to Port Ryker. If not, the adventurers can later determine who the stamp belongs to and return it for a reward (see Conclusion & Wrap-up)

### 3 - MAIN HALL

This was used as a mustering and dining hall by the former guards. The White Flames have continued to use it as such, a large table dominating the room. Faded tapestries along with shields bearing various emblems adorn the walls. Two braziers keep the hall well lit and heated.

There are two **thugs**, two **veterans**, and two **scouts** enjoying a meal at the large table.

The wooden door to the room to the south has been sealed extra tight and the iron handle is cold to the touch.

## 4 - FOOD STORAGE

Once used as an armory and office for the commanding officer of the guards, this room has been repurposed for cold storage of the hunted meat held for Teiret. Racks of hanging wolf, bear, fox, and other animals line the walls. A slightly open window allows the cold air to enter the room, keeping it at a freezing temperature.

The back wall of this room comprises the mountain itself; it was smoothed down originally but recently excavation work has been done on one section, opening up into a dark tunnel entrance from which an icy wind blows. Piles of dirt and stone from the digging lie on either side and are piled outside the open window.

## 5 - CAVERN ENTRANCE

The tunnel opens up into a small natural cavern covered in a thin layer of snow and icy patches. Frozen stalactites cover the ceiling and the bones of recently eaten animals litter the floor. The **ice mephits** in Area #6 eat whatever Teiret leaves on the bones of the offerings the White Flames leave here.

## 6 - ICE MEPHIT HIDEOUT

The original denizens of this cave, the six **ice mephits** living here hide themselves from Teiret. They were quick to learn that they could scavenge off of her leavings and remain for the easy food. Disguising themselves as stalactites using their **False Appearance** skill, they will swoop down onto the adventurers after casting *cloud fog* to take them by surprise.

## 7 - TEIRET'S LAIR

The young white dragon has made her new lair out of a cave complex that opens to an exposed shelf on the mountainside. She lounges on this shelf, enjoying the perpetual cold of the mountaintop. The area is filled with bones of animals she has hunted herself and covered in ice from her breath, turning the floor of the cave into a layer of slippery ice.

This makes the lair count as difficult terrain and when anyone 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. Teiret's *Ice Walk* enables her to walk without issue.

**Tactics:** Teiret loves to taunt the “food that walks itself to her”. She will use her breath weapon when adventurers are foolish enough to be too close together. She can also use an action to strike the ceiling one time to cause stalactites to fall and shatter. All adventurers will need to make a successful DC 10 Dexterity (Acrobatic) save or take 1d10 piercing damage. She will lose her intellect and turn more animalistic as the fight progresses and will fight to the death.

## 8 - DRAGON'S HOARD

Teiret has tucked her hoard into a niche in the cave wall and covered it with ice from her breath. It will take a successful DC 15 Wisdom (Perception) check to notice the hidden niche. The horde consists of 5000 sp, 500 ep, 100 pp, 2 moonstones (50 gp), 5 rock crystals (50 gp), 1 sapphire (1,000 gp), a *potion of cold resistance*, a *potion of growth*, and the *bracelet of ice magic*

**Teiret's Revenge:** If the adventurers neglect to explore the ice cave and defeat Teiret, she will later emerge from her lair and attack Rothecall in a fit of rage. This can happen before or after the adventurers leave the area and are able to defend the town (at the DM's discretion)



## NEW MAGIC ITEM: BRACELET OF ICE MAGIC

*Wondrous item, very rare, 1 lb. (requires attunement)*

While wearing this silver and gem encrusted bracelet, the wearer is granted immunity to cold and it allows the wearer to cast *ice knife* at 1st level spell slot (save DC 15) as an action. This can be cast a total of ten times before the gems shatter and the bracelet loses all its magic and protection.



## CONCLUSION & WRAP-UP

Once the adventurers make it back to RotheCALL they will be praised and hailed as “The Heroes of Iceguard Pass” by the locals at the tavern. They sing songs of their braveness and a promise to never pay for food or lodging ever again. The mayor pays the adventurers 1000 gp that the town pulled together for them. They also offer to stuff and hang the head of the dragon at the Inn if Teiret was defeated.

If the adventurer’s left the pass without defeating Teiret and were not there when the town was attacked, they will later hear the news that the village was completely wiped out in a dragon attack. This could lead to another assault on Iceguard Pass or possibly survivors looking for revenge on the adventurers for not killing the dragon.

Additionally, if the adventurers return the lost goods to the Trader in Hopewell Harbor, they will earn 500 gp and a 50% one time discount on goods the trader has for sale, including any possible magic weapons or items. The trader will offer handsome prices on any dragon parts that the adventurers may have harvested (all of this being at the DM’s discretion).

Thank you so much for playing **Iceguard Pass**! If you want to check out more of our content, please visit [www.theDMToolChest.com](http://www.theDMToolChest.com)

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