



HAUNTS OF THE ICE CAVERN

Haunts of the Ice Cavern is a Fifth Edition adventure optimized for **four to five characters with an average party level of 1 or 3**. Characters who successfully clear the cavern should earn enough experience to reach the 2nd level, or enough experience to make it halfway to the 4th level. The adventure is set in an icy part of any campaign world of your choice, especially those that suffer from endless nights. In the Legends of Omeria campaign setting, this cavern could be placed in the Syhros Peninsula near the town of Borgstrand.

BACKGROUND AND HOOK

The citizens of a small, snow-blanketed hamlet have a problem. While the characters are staying in a small, icy hamlet, the town's representative approaches them requesting help with the problem:

1st-Level Version: Grusa, the White Dragon Wyrmling. Grusa, an orphaned white dragon wyrmling has bullied a group of goblins into doing her dirty work for her. Although Grusa is small, she recognizes that the humanoids of the ice realms rarely have the strength to combat threats such as she. Thus, she employs the goblins to raid and rob the local settlements so she can amass her burgeoning dragon's hoard.

3rd-Level Version: Makwa, the Were-Polar-Bear. Makwa, a rather ornery were-polar-bear, has bullied a group of orcs into doing his dirty work for him. Makwa once lived among the humans. As such, the lycanthrope knows that the humanoids of the ice realms rarely have the strength to combat threats such as he. Thus, he employs the orc to raid and rob the local settlements so he can amass a small fortune of ill-gotten gains. The townsfolk are not aware that Makwa is actually a humanoid that can change into a polar bear.

Brazen, the raiders have done little to cover their tracks. As such, the hamlet's residents know that they are hiding in a cavern tucked behind a frozen waterfall a few miles along the lake shore.

If the characters can clear out the dragon and return with what she stole from the hamlet, the citizens are willing to split the ill-gotten gains with the characters.

THE ICY CAVERN

The Icy Cavern is a small, icy cavern hiding behind a frozen waterfall. The characters will have no trouble following the raiders' tracks to the cavern. The raiders dug the entrance to the cavern out of the thick snow descending from the cliff above the lake. As the characters approach, they hear the echoes of wolf growls and cackling goblins within.

The cavern's walls, floors, and ceilings are made from natural stone. The ceilings in any given room or corridor are approximately as high as the area is wide. Slick ice covers the entire complex. Characters who lack crampons will be subjected to the slippery ice feature detailed in Chapter 3 of the DMG. The goblins, orcs, wolves, Grusa, and Makwa can move on the ice without any issue.

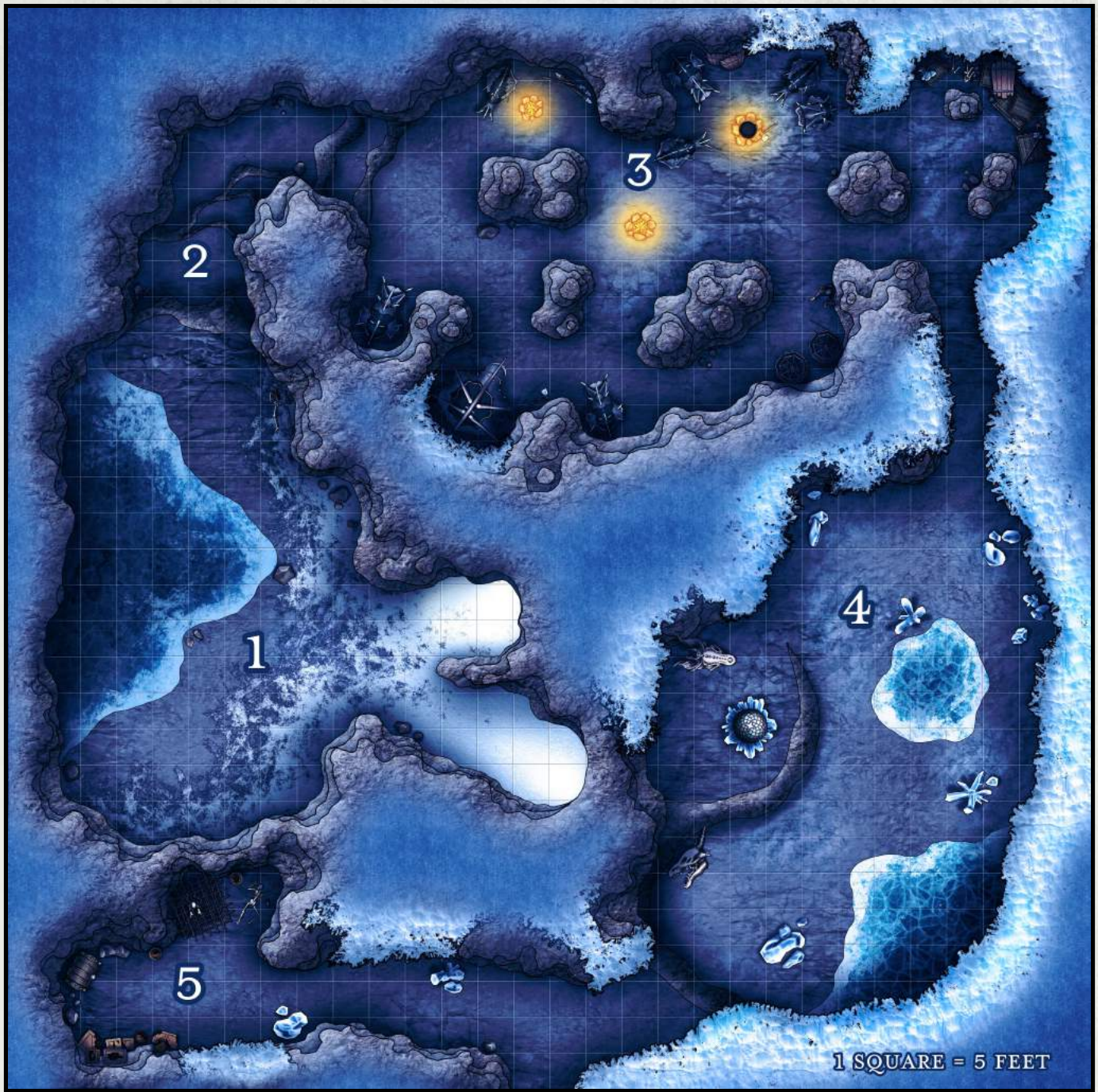
Other than the raiders' campfires, the cavern is dark.

KEYED LOCATIONS

The following locations are keyed to the map of the Icy Cavern below.

1 - ENTRANCE

The raiders' footprints turn north and vanish into a dark cavern. Their laughter echoes throughout the chamber.



Encounter: Wolves. The raiders' pet wolves are chained to a spike that's been hammered into the southern wall. The wolves cannot move more than 15 feet from the wall. However, if they are riled up enough, they might try to break the chain. A riled-up wolf can use its action to break the chain with a successful Strength check. Even if the wolves don't break free of their chains, their barks alert the raiders in area 3 to the presence of intruders. See the table below for the wolves' details.

WOLVES DETAILS

Level	Creatures	Strength Check
1	3 wolves	DC 10
3	2 dire wolves	DC 15

Trap: Concealed Pit Trap. There is a natural pit near the front of the cavern. The hole is 10-feet by 10-feet and the pit itself is 10 feet deep. A creature that falls in takes damage from the fall. Because of the walls' slippery surfaces, the character must succeed on a Strength (Athletics) check to successfully climb out. The raiders concealed the pit with a blanket and topped it with snow. They even went so far as to place fake footprints into the snow to make it look like they've been walking through it. A character who succeeds on a Wisdom (Perception) check notices the trap. See the table below for damage and check difficulties.

TRAP DETAILS

Level	Damage	Wisdom (Perception) Check	Strength Check
1	3 (1d6) bludgeoning	DC 13	DC 10
3	7 (2d6) bludgeoning	DC 15	DC 12

2 - DESCENT

This corridor drops dramatically, descending a full 15 feet down to the chamber below. Checks aren't needed to descend so long as the characters are careful. If they were alerted by the wolves' barking, some of the goblins from area 3 might use the difficult descent as the perfect spot to pin down the characters with their bows.

3 - RAIDER CAVERN

Three campfires illuminate this large cavern. Columns of natural stone offer long shadows, perfect for the raiders here to hide behind.

Encounter: Raiders. The boss's raiders camp in this cavern. Likely, the wolves in area 1 will alert the raiders to the characters' presence. If so, the raiders use the cavern to hide. Since they had time to prepare, only characters whose passive (Wisdom) Perception checks are 15 or better will notice the raiders. If the characters circumvented the wolves without making them bark, the raiders are gathered around the campfire, telling bad jokes to each other in their own language. See the table below for the details on the raiders

RAIDER DETAILS

Level	Creatures
1	6 goblins
3	5 orcs

Treasure: Raider Coins. The raiders bosses don't share, but some of the raiders have managed to snatch and hide a few coins from their raids. Each goblin carries 2d4 sp. Each orc carries 1d8 gp.

4 - THE BOSS'S CAVERN

Grusa or Makwa sleeps in this large cavern.

1st-Level Encounter: Grusa the White Wyrmling. Like the goblins before her, she probably heard the characters making their entrance. If this is the case, Grusa, a **white dragon wyrmling**, waits near the northern entrance to this cavern to surprise characters with a blast of her cold breath. Grusa is a stubborn bully and extremely jealous of her hoard. She fights to the death.

3rd-Level Encounter: Makwa the Were-Polar-Bear. Like the orcs before him, Makwa probably heard the characters making their entrance. If this is the case, he waits at the center of the cavern with a torch in hand. He is in his hybrid form. Makwa is a stubborn bully and extremely jealous of his treasure. He fights to the death. Makwa uses the **werebear** stat block, except his alignment is neutral evil and he is immune to cold damage.

Treasure: Headband of Intellect. The boss owes some of their success to this magic item, which they stole from a fighter who tried to slay her on the tundra.

5 - THE BOSS'S HOARD

The Boss's hoard is tucked into a chilly chamber at the southernmost point of the ice cavern.

Treasure: The Boss's Hoard. The hoard contains a chest with 1,000 cp, 500 sp, 50 gp, and two chalcedony gems, each worth 50 gp. There is also a *broom of flying* hidden among the treasure. Finally, there is 250 gp worth of trade goods kept here.

AFTERMATH

Once the characters defeat the raiders and their boss, the hamlet's leader offers to split the coins and gems with the characters. They will also pay 125 gp for the recovered trade goods. The *broom of flying* is a valued possession with which they do not wish to part, but will offer an additional 200 gp as compensation. The hamlet is not aware of the *headband of intellect*. So long as the characters don't mention it, it's theirs to keep. Ω

CREDITS

This adventure was brought to you by these amazing folks:

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