



THE MOUNTAINS OF KAM'ARAG & THE ETERNAL FROST

By Anthony Vardakas of Dungeon Influence

A classic adventure in the frozen mountains of Kam'Arag in this one-shot adventure for the world's greatest roleplaying game.

Adaptable to all levels & settings.

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INTRODUCTION

The Frozen Mountains of Kam'Arag & the Eternal Frost is a classic, one-shot adventure that can easily be adjusted for any group or setting. This book aims to provide the Dungeon Master with the tools required to run the adventure smoothly, while also giving them a lot of room for improvisation.

The heroes are about to go on an exploration adventure in the frozen mountains, in search of a magical gate, in the company of a powerful wizard and some other adventurers.

"Once upon a time, an evil goddess of winter tried to unleash an eternal frost upon the world. Many brave heroes united, and with the help of some powerful frost giants, managed to banish the goddess behind a magical gate in the mountains. The years passed, and the heroes asked from the giants that live for centuries, to defend the gate when they are gone."

BEGINNING THE ADVENTURE

The characters arrive in a small town or village in the north. The weather is cold and windy. The first thing that they notice is the severed head of a powerful beast that is displayed on the gates of the settlement.

ADVENTURE HOOKS

There are four hooks that can slowly lure the characters into the adventure:

1) Head of the beast: If the characters ask about the head on the gates, the residents of the settlement mention that "Kalathos, the powerful wizard of the town single-handedly defeated the beast that was terrorizing our town for months!"

2) Posters: Posters of a quest in the mountains can be spotted all over the settlement: (see appendix A)

"Join me, adventurers, on this quest, and win a magical item of your choice from my wizard tower! Our mission will be to unlock a sealed gate in the mountains! Meet me at the inn tonight! - Kalathos"

3) Streets: People on the street are discussing the quest that is mentioned on the posters. Everyone appears to love the powerful wizard. A few groups of adventurers can also be spotted discussing the quest. The characters can overhear them talking about some cool magic items that the wizard has in his possession.

4) Inn: If the characters visit the inn before it becomes dark, they notice that other groups of adventurers and some other strong-looking individuals have gathered at the inn already.

THE RECRUITMENT

If the characters haven't visited the inn by night time, they notice that many are heading for the inn to learn more about the quest, even though most of them don't plan to participate. By that time, the inn is packed with people. (there is no sign of the wizard yet)

INN

Suggested music: [Peter Crowley - The Silver Dragon Inn](#)

About an hour later at the inn, the old bartender stands on the bar and shouts this message.

"Your attention ladies and gentlemen, someone wishes to speak with you about an adventure!"

As the bartender finishes his sentence, his voice and form begin to change to that of a middle-aged man that is wearing a cloak painted with weird symbols and is holding a long wood-crafted staff with a red gem at the tip.

THE ADVENTURE

"Welcome adventurers. This time I have a special adventure that requires your help. Oh yes, sometimes even powerful wizards need some help. I seek some knowledge that's hidden behind a sealed gate in the frozen mountains. As you've seen on the posters, if you follow me and survive the adventure, you can pick a magic item of your choice from my collection when we return. And yes, you can even pick my magic staff if you wish! The mountains will be cold and it'll take us at least several days to return! Make sure that you prepare well! If your group has what it takes, meet me here tomorrow at noon. In the meantime, enjoy your beer!"

As Kalathos finishes his sentence, his form and voice begin to change to that of the bartender again, and all drinks are magically refilled.

The characters can spend the night at the inn if they wish.

PREPARATION

The night passes. The heroes can spend the morning exploring in the city, gathering supplies, and information about the frozen mountains.

IDEAS YOU CAN FOCUS ON

- Winter equipment (clothes, snow goggles, etc)
- Mountain equipment (rope, tent, etc)
- Food & water supplies
- Gathering information about the mountains
- Mini encounter with another group

THE BEGINNING

Suggested music: [Peter Crowley - Soul Of The Celts](#)

When the group arrives at the inn at noon, they come across a good number of other groups of adventurers that are there for the same reason. Kalathos the wizard offers a shot of a hot alcohol drink before they begin. *"Gather, adventurers, around me, the adventure begins!"*

The wizard opens a portal, that teleports everyone to the frozen mountains, one group at a time.

DM NOTES

- Make the wizard seem tired during and after the teleportation process. The spell requires a lot of his energy, yet at the same time, the wizard also tries to fake tiredness to reserve his strength.
- The magic of the region prevents the use of long-distance teleportation spells at higher altitudes.

Everyone is teleported to the foothills of a high mountain. Everyone can easily spot that the group is already on a very high altitude. Even reaching this location would be incredibly difficult without that teleportation spell.

The weather is extremely cold, and thick snow covers the surface of the land. Kalathos appears to be exhausted from that teleportation spell that he used earlier. He mentions that he will need to reserve strength to open the sealed gate.

THE FROZEN MOUNTAINS

Kalathos mentions that the group's destination is the highest peak of this enormous mountain, and gives a map of the region to a member of the party that he believes could navigate everyone to the top of the mountain (see appendix B). Snow begins to fall, as the journey begins.

HISTORY OF THE REGION

Suggested music: [BrunuhVille - Northwind](#)

As the group travels through the snow-capped mountains, Kalathos asks the group if anyone has been in these mountains before. When no one replies with a positive answer, he grabs an old-looking book from his backpack and reads the following:

"Centuries ago, the Mountains of Kam'Arag were green and full of life. Dwarves, elves, and frost giants used to live together in these mountains, peacefully. Hearthforge was the iron fortress of the dwarves, and the town Shandarin was the home of the wood elves that used to live in the mountains. In the mountains, an orcish tribe also existed, that built a village on the islet of the mountain lake Wasern. The lake was later known as "Neverwas".

Then came the "Eternal winter", a cold winter that was felt all over the nearby regions. It wasn't eternal at all, since the cold only lasted for a month. Yet that was the doom for these mountains, that remain frozen since then."

The wizard mentions that the goal of the group is to discover knowledge about the magic that froze the region before years.

DM NOTES

Any magic user can sense that there are tracks of unstable ancient magic all over the place, powerful magic that was cast many years ago, that still hasn't completely faded.



OBSTACLES

Below you can find some obstacles that you can throw at the characters, as well as some events that happen during the adventure. You don't necessarily need to use all of the following ideas. Choose the ones that fit best for the group.

COLD WEATHER

Each character takes 1d6/8/10/12 cold damage at the end of each day, depending on their preparation and actions to warm themselves up.

DIFFICULT TERRAIN - THICK SNOW

The thick snow that covers the mountains makes traveling challenging. The characters move at half speed or at 2/3 speed depending on their preparation and abilities/resistances.

BECOMING LOST (DMG.P111)

The party's navigator makes a DC14 Wisdom (Survival) check when you decide it's appropriate. If the check fails, the party inadvertently travels in the wrong direction and becomes lost. The party's navigator can repeat the check after the party spends 1d6 hours trying to get back on course.

SPLITTING UP

If the team appears to have lost its path, some of the adventurer groups decide to split up. Most of the adventurers agree that a member of the team that reaches the destination (the sealed gate on the highest mountain peak) first, gets to choose the staff of the wizard as a reward at the end of the adventure.

POSSIBLE ENCOUNTERS ALONG THE WAY

- 2d6 Wolves
- 1x Winter Wolf + 1d12 Wolves
- 1d4 Yeti
- Combat with another team of the group
- 1x Bheur Hag
- 2d8 Ice/Air elementals
- 2d10 Ice Mephits
- 1 Giant Ice/Air elemental

MORAL ENCOUNTER: INJURED OR SICK ADVENTURERS

How will the group handle injured or sick adventurers?

SNOWSTORM

A strong snowstorm begins. The temperature seems to be continually dropping as the blistering wind begins to pick up. Characters need to succeed on a DC 14 Constitution saving throw or take 1d6 points of cold damage every 10 minutes.

FINDING SHELTER

When the sun sets, becoming lost and surviving the cold become difficult obstacles for the group. The characters need to find shelter to survive from the snowstorm.

DM NOTES - SHELTER OPTIONS

- If the characters can find a location that's covered with pine trees, they can set up a camp there. Kalathos can create a barrier around the camp, to provide some protection from the cold.
- As the altitude increases, multiple caves can be spotted in the mountains that can be used as a shelter.

EXTREME COLD (DMG.P110)

As the altitude increases, so does the cold. A creature exposed to the cold must succeed on a DC 10 Constitution saving throw at the end of each hour or gain one level of exhaustion.

DM NOTES - CHECKS FOR COLD DAMAGE

You can grant advantage to all constitution saving throws or add a bonus to constitution rolls made by characters with cold weather equipment.

VOICES IN THE HEAD

While the group rests, one of the characters hears a deep, male voice in their head, speaking the words *"Leave, you have no place here!"*.

LOCATIONS OF INTEREST

Suggested music: [Jeremy Soule - Tundra](#)

During the journey in the frozen mountains of Kam'Arag, the heroes will come across some unique locations of interest, which will also reveal parts of the history of the region.

It's up to you to decide how much you want to focus on each. All of the following locations of interest are also included on the map that Kalathos gave to the characters (see appendix B). You can also include your own.

SAMPLE LOCATIONS OF INTEREST

- Pass of Teramos (ancient dwarven tunnel)
- Hearthforge (fallen dwarven city)
- Woods of Shandarin (elven town ruins)
- Caves of Kam'Arag
- Frozen Bridge of Almeros
- Frozen Lake of Neverwas (fallen orc village)
- The Chance (highest mountain peak)

PASS OF TERAMOS

The pass of Teramos is an ancient dwarven tunnel. Centuries ago, when these mountains were still green, this tunnel was built by the dwarves to provide safe passage for both dwarves and elves to higher altitudes. The passage leads near the Woods of Shandarin, and can be used as a shortcut.

THE FROZEN GATE

When the group reaches the pass, they notice that the iron gate at the entrance of the tunnel is blocked by thick ice. You can treat the wall of ice as a natural obstacle with AC13 and 100-300 Hit Points depending on the level of the characters and number of total adventurers in the group.

THE RIDDLE

When the group breaks the wall of ice, a durable-looking iron gate is revealed, and green colored runes start to form on the gate. Kalathos the wizard reveals some of his knowledge.

"This dwarven tunnel has been sealed for years. Centuries ago, dwarves and elves agreed to place a magical lock on the iron gates of both entrances of the tunnel, so that the orcs couldn't access it. It appears that the elven magic that used to seal the gate has persisted until this day."

It appears that the runes are words that form a riddle in the elven language. If there is no one in the group that can understand elvish, Kalathos translates the riddle to the common language.

THE RIDDLE

*"ELVEN TOWER, IN THE EAST,
DWARVEN FORTRESS, IN THE NORTH,
ORCS DON'T KNOW ELVISH, STUPID THEY SEEM,
CAN'T SEE THAT ON THESE MOUNTAINS,
ELVES AND DWARVES, ARE A"*

Answer: The word "team" on the elven language. When the word is spoken aloud, the iron gate opens.

If the characters can't solve the riddle and choose to take the longer route, their journey will require six extra hours to reach the top.

DM NOTES

You can adjust the difficulty by using the "Snowstorm" obstacle while the characters are trying to break the ice or figure out the riddle.



HEARTHFORGE

Hearthforge used to be an enormous dwarven city fortress. All that remains from the city is now ruins. Reaching the ruins of the city is almost impossible.

The characters may notice Hearthforge on their map. A dwarf of the group tells the story of the city if the characters seem curious about the city, or while the group is traveling through the Pass of Teramos. (If there is a dwarf in the party, they already know about the legend of Hearthforge.)

"Many years ago, the proud dwarves had built a big city high in the mountains of Kam'Arag. It was called Hearthforge, also known as the City of Ale. According to the dwarven history, the city fell to the cold. The mountains that used to be green became frozen, and the cold managed to breach the fortress. According to the legend, the dwarves, knowing that this would be their last day, gathered all their courage, and tried to fight the cold with their axes and shields, in an effort to keep themselves warm. It is said that these dwarves can still be found frozen in Hearthforge, still fighting against the never ending frost of the mountains."

WOODS OF SHANDARIN

Suggested music: [Celtic Music - Eyes of the Forest](#)

Shandarin was an elven town, home of the wood elves. The town was surrounded by thick woods. Unlike lower altitudes, some trees and vegetation can be seen in this location.

Unstable temperature. Even though the altitude is high, the cold seems softer on this location when the group arrives.

DM NOTES

The reason is because all this cold is the result of ancient magic that was cast centuries ago. The magic didn't equally affect the whole region.

When the characters arrive at the location, they come across a woodland scene. If they further explore the small woods, they discover the ruins of a small elven town. The only structure that has survived the years, is a ruined elven tower.

MURAL OF THE PAST

Runes can be spotted all over the elven ruins, but most of them have been eroded by the years. If the characters succeed on a DC 10 investigation check, they discover a mural in the ruined tower.

The mural displays a female-looking figure, standing in front of an elven tower, in a snow-covered forest. This mural has been enchanted with elven magic to survive for years. The magic has almost faded. It seems that similar magic had allowed the tower to survive for that many years. The magic on the tower faded many years ago.



ECHOES OF THE PAST

The group can't spot anything interesting in the ruined tower, but they can use the tower as a shelter from the cold. If they decide to stay in the tower for the night, they get attacked by 1d10 specters and a wraith. The specters appear to have elven characteristics, and the wraith keeps whispering the words "*She.. must.. be.. stopped!*"

CAVES OF KAM'ARAG

On the higher altitudes of the mountains, used to live some powerful frost giants. The frost giants were using the caves and cavern complexes of the mountains as settlements. Many of these caves can still be spotted on high altitudes.

During the adventure, the characters will most likely discover a few of these caves. The caves can be used as a shelter for the night, providing some protection from the cold. The group can also find refuge in the caves in the case of a snowstorm.

A COMMON ENEMY

In a few of the caves, the characters will discover some ancient murals, painted on the ceilings of the caves. The murals all portrait the same scene. A scene of dwarves, elves, humans, orcs, and giants, fighting together against a common enemy.

DM NOTES

If you wish to increase difficulty, you can include a combat encounter in one of the caves. You could include one or two Yetis or even a Hag coven.



FROZEN BRIDGE OF ALMEROS

Suggested music: [Jeremy Soule — Kyne's Peace](#)

Centuries ago, the frost giants of these mountains had a king named Almeros, the Icemaker. The frozen bridge of Almeros, is a huge bridge that was forged with ice and magic centuries ago by Almeros and his tribe. The bridge was built during the "Eternal winter", to provide passage near the highest mountain peak. This is where the king of the frost giants fell in battle.

FROZEN BRIDGE

The characters come across a large natural-looking uphill bridge that appears to be the only path to higher altitudes. The bridge is about 200ft long and 40ft wide and appears to be extremely slippery. On the left and right sides of the bridge, two big stone pillars can be spotted (one on each side), that indicate that it is not a natural bridge.

The pillars are surrounded by powerful frost giant magic that appears to be cast centuries ago. Any member of the group that activates a spell that detects magic, can also sense magical properties of the same magic, being mixed with the frozen surface of the bridge.

THE ROAD BACK DOWN - SKILL CHALLENGE

The surface of the uphill bridge is extremely slippery. To navigate to the other side of the bridge, all members of the group must succeed on five DC15 balance/athletics checks, before four failures. With each successful check, a character can move 40ft on the bridge, and with every failed check, a character slides down 50ft. On a 5th success (regardless of position on the bridge), assume that the character reaches the other side of the bridge. On a 4th failure, a character needs to roll another DC15 balance/athletics check. If it is a failure, they drop off the bridge.

Any character that pierces their weapons in the ice to climb the bridge or uses abilities that assist them, has advantage on all balance/athletics checks they make while navigating through the bridge.

DM NOTES - HIGH LEVEL PCs

If the party consists of high-level characters, you can use the environment against them, or add a combat encounter while they are climbing on the bridge. Be careful with this one though!

At the center of the bridge, the characters notice a huge crack on the frozen bridge. This doesn't affect navigation through the bridge. The bridge is thick and stable, and can withstand any attack or spell.

FROZEN LAKE OF NEVERWAS

Suggested music: [Jeremy Soule — Dawn](#)

The lake was originally named Wasern, and is located at the top of a mountain peak near the Frozen Bridge of Almeros. A small orcish village was built there, on a small islet in the middle of the lake.

THE ISLET IN THE ICE

As the characters travel to higher altitudes, the weather becomes extremely cold and windy. Some of the adventurers mention that *"The group needs to return, there is no way we can continue to higher altitudes. This is suicide!"* Kalathos replies that they are close to their destination and casts a barrier, adding some protection from the cold.

The group comes across a frozen mountain peak, which is the final peak before the top. All that stands between the group and the top is a lake, that appears to be completely frozen. As the characters pass through/near the frozen lake, they can spot the ruins of an orcish village at the bottom of the frozen lake. Those who succeed on a DC16 perception check, spot an entire islet that is buried in the ice.



THE CHANCE

Suggested music: [BrunuhVille - Northwind](#)

"The Chance". This is how adventurers and frost giants named the highest mountain peak in the mountains of Kam'Arag. This is where the fate of the world changed, centuries ago.

The characters are finally near their destination, the highest peak. They need to pass through the powerful wind and snow of the cold mountain to reach the top. Even with the magical barrier that Kalathos cast, reaching the top of the mountain appears to be extremely difficult. The destination is close, yet some of the adventurers of the group decide to quit the mission and return.

"This mission sounded too good to be true from the beginning. I should have guessed that this is a suicide mission! There's no way that this greedy wizard would give away his magic items. I may be a fool, but I won't die for the sake of a magic item. Our team is out. Will anyone follow us? There is still a long journey to return."

Some of the adventurers from the other teams also decide to follow those who return. Those who choose to continue the adventure, reach the top of the mountain within a few hours of traveling through the difficult terrain.

ROLEPLAYING KALATHOS

Probably the most unique character in the adventure is Kalathos, the wizard that recruited the heroes for this adventure. By roleplaying him well, the dungeon master can build synergy between the elements of the story.

CHARACTERISTICS

Kalathos is a human, middle-aged wizard. He wears a cloak that is painted with weird symbols and holds a long wood-crafted staff with a red gem at the tip.

He is great at inspiring and motivating people, even though he often achieves that with lies and fake compliments. Kalathos loves to experiment and try new projects that involve magic. He is currently obsessed with the idea of acquiring magical powers that exceed those of mortals.

His biggest secret is that the most powerful magic weapon in his possession is not this magic staff as everyone believes, but his cloak. His greatest flaw, is that he can't hide his emotions, especially his excitement about important projects.

THE PLAN

Kalathos' plan is to open a sealed gate at the highest mountain peak. His objective isn't knowledge, as he mentions at the beginning of the adventure, but power that exceeds mortal limits. He will try to keep his objective secret until the very end of the adventure.

Kalathos is the one who organized the adventure, and he has an important reason for bringing that many adventurers with him. He knows that to complete his mission, he needs to preserve his strength in order to unlock that sealed gate, and to face any unexpected enemy.

BEHAVIOR

Here are some traits that will help you roleplay Kalathos during the adventure:

Traits

Tries his best to protect the adventurers, and he does it in a way that makes him look like he actually cares.

Tries to preserve his strength. He mostly uses protective spells like an area of effect barrier that grants some protection from the cold.

Encourages the adventurers to stay strong when the situation gets bad.

Appears to know a lot about the region. It's as if he has been on these mountains before. If asked, he replies that all of his knowledge is from books.

Loves to tell stories about his adventures and the magic items he has collected during them.

Can't hide the fact that he is excited about this mission, and that his excitement increases as the groups reaches higher altitudes.

Avoids questions regarding the sealed gate.

RUNNING THE ADVENTURE

Before you get to know the finale of this adventure, here are some optional tips that will help you run the adventure up to this point.

- Your job as the dungeon master is to "guide" the adventurers to the highest mountain peak.

- The locations of interest that are mentioned will help you keep things interesting, but you can always also include your own if you wish.
- Between the locations of interest, make sure that characters face some unique obstacles. The "Obstacles" section will help you achieve this.
- Roleplay the other adventurer teams. Make sure that at least a few of the other adventurers have interesting personalities.
- Make sure that at least some of the other adventurers that are traveling with the group die during some of the obstacles. That will keep the tension high.
- Keep the mystery going! Have the characters learn only small chunks of information at a time, as they travel from one location of interest to the next.



FINALE

The group is now a lot smaller than the original group of adventurers that started the adventure. After a few days of traveling through difficult terrain while facing many obstacles, the adventuring group finally reaches the highest mountain peak.

THE HIGHEST PEAK

Suggested music: [Jeremy Soule - Jata](#)

The moment the characters set foot on the highest peak, they notice that the weather is a lot more manageable than it was a few seconds ago. The peak is actually a large ice plateau. The plateau is covered with thick snow, and there is only a light snowfall in the atmosphere. The characters can also spot a few snow-covered rocks.

About 100ft ahead, a huge, dark-colored runestone can be spotted. Around the runestone, the frozen figures of about twenty adventurers can be seen, surrounding the runestone. Among them, a few frozen giant figures. All figures appear realistic, hold weapons, and are holding an offensive stance towards the position of the runestone. (see appendix B)

DM NOTES

- Any character with an active detect magic spell can sense powerful ancient magic surrounding the frozen figures.
- Since the moment the group set foot on the plateau, Kalathos appears excited.

THE LAST GUARDIAN

As the characters move closer to the runestone, they can spot runes that cover its surface. Any character that succeeds on a DC15 knowledge check (Arcana, History, Religion, or The Planes), understands that the purpose of this stone is to keep a portal closed. The other adventurers of the group draw their weapons.

INTRODUCTION

As everyone passes among the frozen figures that surround the runestone, they notice a big figure that is sitting on a rock just in front of the runestone. This one isn't frozen and has about the same size as the large frozen figures.

The large figure stands. It's a male frost giant, and looks like a powerful one. His skin appears pale, leather armor covers parts of his body, and some strange symbols are carved on his forehead. He holds a huge hammer that's covered with runes, and a shortsword is attached to his belt. Kalathos smiles and gets an offensive stance. So do the other adventurers.

TALES OF THE PAST

Suggested music: [BrunuhVille - Song of the North](#)

The frost giant slowly moves towards the adventurers that point their weapons towards him, and stops about 10ft away from them. The giant speaks the following in a serious tone:

*"Adventurers! Many of them have tried..
and in a way, they succeeded.*

*Once upon a time, we frost giants fought alongside you,
against the common enemy. Back then, you had honor.. you
had.. purpose!*

*Together we fought against the goddess of winter, that
appeared from this very stone. Orcs, Humans, Elves, Dwarves
and Giants. Together!*

*That's when the Eternal Frost began. The goddess first
attacked the dwarven fortress, then the elven town, then that
orcish camp. With a gaze of her eyes, she could freeze an
entire region to death.*

*Heroes from every race united, in a final effort to defeat the
goddess, but everyone knew.. they could never win against
such a threat.*

*Together, the heroes and giants managed to imprison the
goddess behind this runestone. Many died, including Almeros,
the king of the frost giants. But the evil.. was defeated.*

*The years passed, and the heroes asked from the frost giants
to protect the gate when they were gone. During those years,
many naive adventurers have tried to break the runestone and
release the goddess, believing that they could use her power.*

*I am now the last guardian of this stone. Everyone else has
died, protecting this stone. If you still wish to release that evil
again in our world, I will fight hard to stop you, even if that kills
me.*

I.. am Tar'Og, the last guardian!"



THE DILEMMA

Suggested music: [BBC's Sherlock OST - Grimm Fairy Tales](#)

The moment the giant finishes his speech, several flame missiles hit him and push him back near the runestone. He falls back, accidentally hitting the runestone with his body and slightly damaging it. The moment the runestone is damaged, the temperature drops dramatically. The flame missiles were cast by Kalathos, the Wizard.

Kalathos accuses the giant of lying and asks the adventurers to prepare for battle. About half of the adventurers side with the giant, assisting him to stand, while the other half of the group prepares for battle at the side of Kalathos.

It is up to the players to decide which side they will support.

Sample motives to support Kalathos and destroy the gate

Completing the mission

Choosing a magic item from the wizard's tower

Assisting Kalathos who has been kind towards them

Not trusting the giant enough to believe him

Sample motives to support the giant and protect the gate

Potentially saving the world

It appears that the wizard lied about his objective

The giant appears trustworthy and honorable

THE FINAL BATTLE

Suggested music: [Peter Crowley - Eternal Ice of Winter](#)

If the characters stall, the battle begins without them.

RUNNING THE FIGHT

Some tips to make the fight a rewarding experience:

- To make the fight more interesting, you can make the enemy side stronger. The protagonists will most likely find a way to defeat their enemies.
- You can use the attached battlemat for this final battle. (see appendix B)
- You can find sample stat blocks for Kalathos the Wizard and Tar'Og the Last Guardian in Appendix C. Make sure that you use their unique abilities.
- All characters in the fight can use the rocks that exist around them for cover. Small rocks grant half cover (+2 Bonus to AC), while bigger rocks grant 3/4 cover (+5 Bonus to AC). The characters can also hide behind the frozen figures that surround the runestone for half cover, or behind the runestone itself for full cover.
- At some point, Kalathos orders the adventurers on his side to attack the runestone. At the same time, Tar'Og (the guardian) asks for the adventurers on his side to protect the stone.

THE RUNESTONE

With each successful attack/damaging spell on the runestone (AC15), the temperature drops dramatically, and every character that doesn't succeed on a DC12 Constitution save takes 1d8 damage. If the runestone is hit more than 10 times, it cracks. If it's hit more than 15 times, it shatters and creates a powerful blast of cold energy, that deals 1d10+5 cold damage to everyone in a 100ft radius and knocks everyone prone.

CONCLUSION

If the characters remain alive during the fight, they will most likely get to experience one of the following conclusions.

Suggested music: [BrunuhVille - Age of Wonders](#)

CONCLUSION 1: THE ETERNAL FROST

No matter which side the characters have chosen, if the runestone shatters, the battle stops, and a powerful female entity emerges, that whispers the following words.

"Thank you for releasing me. As a reward, you will be the last ones to die. The Eternal Frost, begins now!"

And the goddess vanishes on the horizon. A few weeks later, the characters learn that one by one, entire kingdoms have been frozen.

CONCLUSION 2: THE NEW GUARDIANS

No matter which side the characters have chosen, if the wizard Kalathos is defeated before the runestone is broken, the other adventurers on his side surrender and throw their weapons to the ground. If the guardian is still alive during that moment, he thanks everyone that assisted him in defending the stone.

"Thank you. Because of you, the world is safe again, at least for now. It seems that some of you still share the same honor that those heroes had. From this moment, you, are the new guardians!"

LOOT

After the fight ends and everything seems to be over, some of the adventurers ask the question *"What about those magic items that we were promised?"*

- If Kalathos is alive and the runestone is destroyed, he angrily replies that *"I didn't get anything from this adventure either, and we are about to get frozen to death by a goddess. If you still expect a magic item, try coming to my tower to get it! I'll burn you to ash!"*
- If Kalathos was killed during the fight, the adventurers prepare for a "race". *"Whoever gets there first, he gets them all, including his staff and cloak! Let the race begin!"*

In any case, the adventurers will also be able to get some weapons and valuable items from the frozen figures of the heroes who sealed the goddess in the past, and from anyone that died during the final battle.



ADJUSTING THE ADVENTURE

So now you know how to run this adventure. This adventure can be run for any group (any level or number of characters), in any setting. Here are some ideas for adjusting the adventure so that it works well for your group.

STARTING LOCATION

If you already have an active campaign, the starting village or town can be any village or town in your campaign. If you can pick a settlement that is located in a cold region, that is even better. You can also change the name of the mountains if that could make more sense for your world. The mountains could be located anywhere in your world since the adventurers get there with a teleportation spell.

ENEMY

The enemy of this adventure is described as a "goddess of winter" or "powerful female entity", but you can easily replace the enemy with a different entity that has some magical powers. It doesn't have to be a god or goddess either.

DIFFICULTY

One of the easiest ways to adjust the difficulty is by skipping, stacking, nerfing, or boosting some of the obstacles that were mentioned in the "Obstacles" section. For example, for a low-level group, you could lower the DC of fortitude checks a bit, or you could ask for checks against the cold less often than you would for a group that can handle it. You can also combine obstacles with the challenges that the characters face at the locations of interest, especially for higher-level groups.

Another way to adjust difficulty is by adjusting the number and difficulty of combat encounters on the way, or the number and abilities of the other adventurers in the group.

Lastly, you can increase or decrease the powers of Kalathos the Wizard, and Tar'Og the Guardian. These characters need to be of almost similar strength, and be stronger than the player characters.

DURATION OF THE ADVENTURE

This adventure is originally meant for a long one-shot session (3-6 days in-game), or two smaller sessions. But you can always adjust that duration by including or removing some plot hooks from some of the locations of interest, or including more or less combat encounters on the way. You could also include your own locations of interest and hooks, or even entirely remove some of the mentioned ones. For combat encounters, I would recommend running only a few of them, since it's a one-shot session.

APPENDIX A: ADVENTURE POSTER

You can also find this poster in PDF format in the product folder. You can print and hand it to your players during the adventure.

YOUR ATTENTION ADVENTURERS!

JOIN ME ADVENTURERS, ON THIS QUEST, AND WIN A
MAGICAL ITEM OF YOUR CHOICE FROM MY WIZARD
TOWER!

OUR MISSION WILL BE TO UNLOCK A SEALED GATE IN
THE MOUNTAINS!

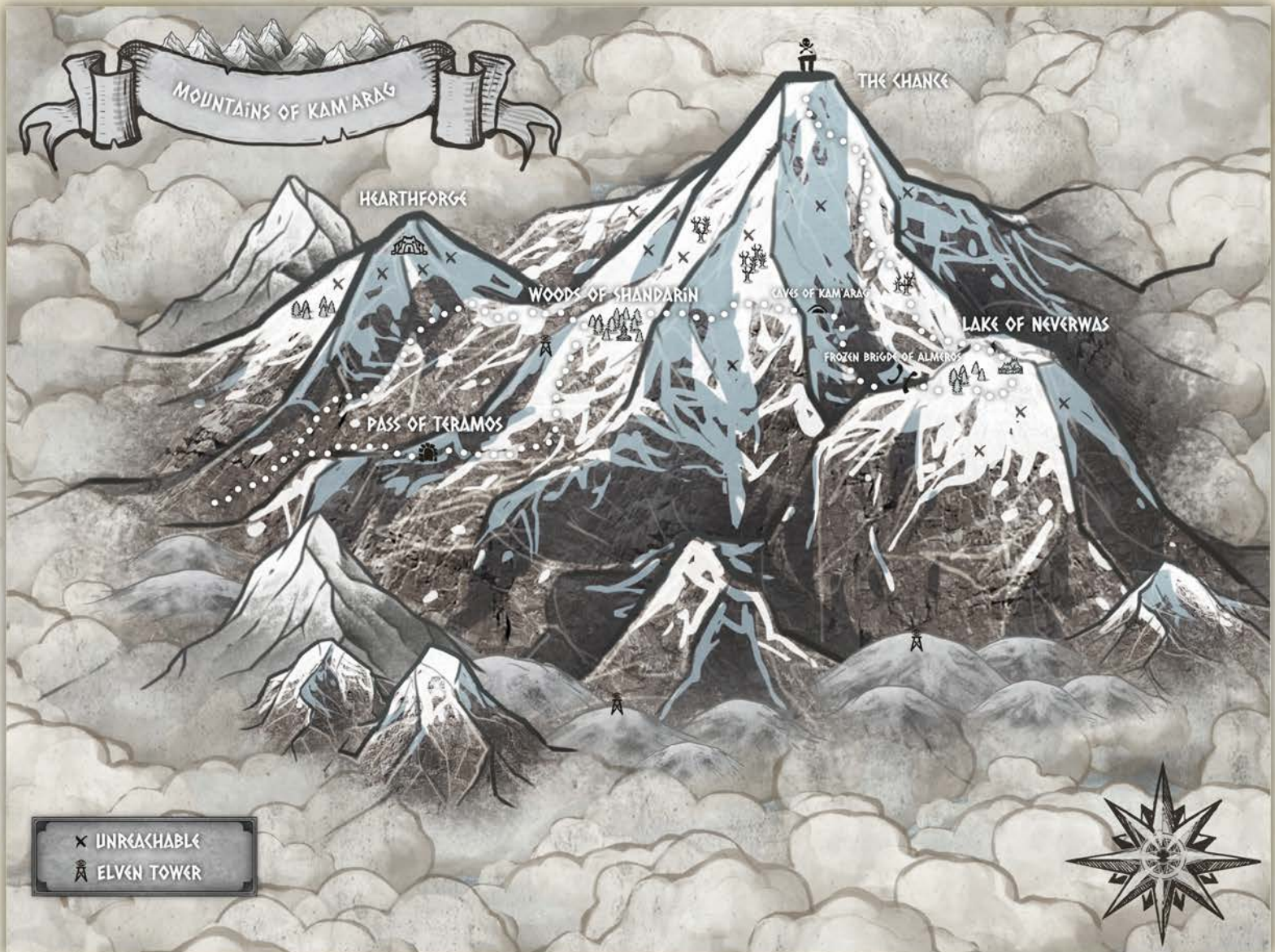
MEET ME AT THE INN TONIGHT!

— KALATHOS

APPENDIX B: MAPS

You can also find these maps in PDF format in the product folder. You can print and hand them to your players during the adventure.

MAP OF KAM'ARAG MOUNTAINS



THE FINAL BATTLE - BATTLEMAP



APPENDIX C: SAMPLE STAT BLOCKS

TAR'OG THE LAST GUARDIAN

Large giant, neutral good

Armor Class 16 (natural + leather armor)

Hit Points 130

Speed 40ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	10 (+0)	20 (+5)	12 (+1)	14 (+2)	11 (+0)

Saving Throws Con +8

Skills Survival +5

Damage Resistances cold

Senses passive Perception 12

Languages Common, Dwarvish, Giant

Massive. The giant can't dash. Attacks that push, trip, or grapple are made with disadvantage against him.

Actions

Multiattack. The giant makes two shortsword attacks.

Shortsword. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage.

Hammer. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 17 (2d12 + 4) bludgeoning damage. The target gets knocked 5ft away.

Rock. *Ranged Weapon Attack:* +4 to hit, reach 60/240 ft., one target. *Hit:* (3d10 + 6) bludgeoning damage.

Runehammer (Recharge 6). The runes on Tag'Og's hammer are activated, and the giant hits the ground with it, creating a blast that affects only the enemies of the giant. Each enemy creature within a 15ft radius must make a DC 16 Dexterity saving throw, taking 2d12 cold damage and getting knocked 5ft back on a failed save, or taking half as much damage on a successful one.

Frozen Mist (Recharge 6). The temperature drops and a thick mist covers the whole plateau. Creatures in the mist can't see further than 5ft. The giant is aware of the position and movement of all creatures in the mist, and all attacks he makes against them are made with advantage. The mist lasts for 1d4+1 rounds.

KALATHOS THE WIZARD

Medium humanoid, chaotic neutral

Armor Class 12 (15 with mage armor)

Hit Points 89

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	13 (+1)	19 (+4)	17 (+3)	14 (+2)

Saving Throws Int +7, Cha +5

Skills Arcana +7, History +7, Persuasion +5

Senses passive Perception 13

Languages Common, Dwarvish, Elvish

Spellcasting. The wizard is a 7th level spellcaster. Its spellcasting ability is intelligence (+7 to hit with spell attacks). The wizard knows the following spells:

Cantrips (at will): *Mage Hand, Mending, Prestidigitation*
 1st-level (4 slots): *Burning Hands, Detect Magic, Magic Missile, Mage Armor*

2nd-level (3 slots): *Continual Flame, Mirror Image, Identify*

3rd-level (3 slots): *Blink, Protection from Energy*

4th-level (1 slot): *Fire Shield*

Actions

Staff. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6+3) bludgeoning damage.

Staff of the Burning Chain. This staff has 3 Charges and regains 1d3 expended Charges daily at dawn. The wizard can expend a charge and use an action to cast the following spell:

The wizard points his finger towards a target, then hits the ground with his staff. Flaming chains appear from the ground below the target. The target must succeed on a Wisdom saving throw or be restrained by the chains for the duration, taking 1d6 fire damage at the start of its turn. At the end of each of its turns, the target can make another Wisdom saving throw. On a success, the chains break and the spell ends.

Cloak of the Sun. On the cloak of the wizard are painted 10 strange symbols that can be used as charges. As a bonus action, the wizard can expend a charge to enhance a weapon within a 20ft radius with a magical flame for 3 rounds, causing the weapon to deal 5 bonus fire damage on the next successful attack. After expending a charge, a symbol on the cloak fades. The cloak regains 1d10 expended charges daily at dawn.

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- KALATHOS

MOUNTAINS OF KAM'ARAG

HEARTHFORGE

WOODS OF SHANDARIN

THE CHANCE

CAVES OF KAM'ARAG

LAKE OF NEVERWAS

FROZEN BRIDGE OF ALMEROS

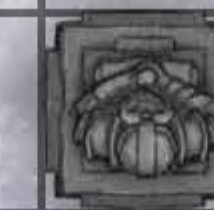
PASS OF TERAMOS

× UNREACHABLE

⦿ ELVEN TOWER



RUNESTONE





HALF COVER

3/4 COVER

FINAL THOUGHTS

Part of the journey is the end, and you've come to the end of this journey. I hope that you'll have a great time running this adventure with your friends.

Bonus!

The adventure isn't quite over yet!

- When this adventure receives the Electrum badge, all art of this book will be revised.
- When this adventure receives the Gold badge, a bonus page with ideas about the other adventurer teams that will follow the wizard will be added.

This is only my first adventure book.

If you wish to support my work and see more content, rate the adventure, and/or add a review.

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DUNGEON INFLUENCE

As for me, I'm Anthony, author of this adventure and founder of Dungeon Influence, one of the biggest communities of (~25K) Dungeon Masters on Instagram.

If you liked this adventure, you'll definitely like the Game Hooks, DM Tips, and Character Ideas I share there :) (I share info and coupons about upcoming products there as well)

Join the community!

Instagram: @dungeoninfluence

 DUNGEON INFLUENCE

