

# The Frozen Ridge

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## Introduction

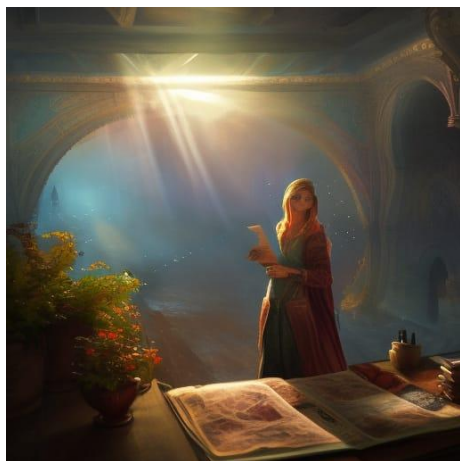
A TTRPG adventure compatible with Dungeons and Dragons 5e adventure for a party of level 10 characters.

*After the discoveries made at the tower of Andrasa the party uncovered something more. Three sites marked and labelled by the Arch mage herself in a language unknown to all. The closest being the Ice spire in the lands of Platara, a frigid region to the north.*

*These places could be a place of great opportunity, danger, or both but the adventurers will only find out once it's too late.*

## The Platara Ridge

### The Map



*After returning to Rastabar with the party spent a few days resting and seeing the sights. The markets were filled with local and exotic wares and they had access to almost any magical or mundane item they could wish for, the right amount of gold permitting of course. But the strange and exotic animals also drew them in. Wind cutters, hyenas, a fellgorger and something both chained, caged and contained in a giant wooden crate that occasionally rattled. All these weird and wonderful creatures are all up for sale.*

*But despite their shopping and rest it wasn't long until Lucile asked for them to join her at her warehouse.*

### NPC's:

Lucile Bedercuff

- Alex Portand

### Encounter: Escaped Animals

Creature: Fellgorger, Wind Cutter, Hyenas, Bulette

**Map - N/A**

While in the merchant district certain actions may cause the otherwise well contained

Discussion with Lucile.

*"Now I don't need to say thanks again, the payment should be enough for that, but I do have something else to offer. The land has changed since Andrasa drew her map but we believe we know where she was talking about. If they were placed Andrasa had pointed out or was drawn to they would certainly be placed of great interest. We have updated one of our modern maps with Andrasa's key points and I want to give it to you. While Andrasa will always be my favourite subject it's what she did with Rastabar that makes it special to me."*

### The Trip to the Ridge

*Although the ship had been paid for by Lucile the captain, Alex, seemed less sure of the job. "I don't really fly up that part of the Desert. Tribes in the desert have been known to attack merchants given the chance, flying ship or otherwise." he said as he looked over the helm and railing.*

*"There is a crate of supplies there, a gift from Lucile. You lot made that young woman's dreams come true by uncovering stuff about that old mage. She hasn't been this excited in years." he said with a nod as the party opened the crate and looked at the rations, climbing gear, warm clothes and tent. Just don't go do something stupid. These places were marked for a reason and it may not be the right one. The closest is the Spire, a spike of ice. I saw it*

once I did when I traded with some barbarian tribes of the ice plains. That was before I got the ship though. Magic plays up on the ice."

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The party looked over the edge of the flying ship as they approached the massive wall of stone and ice. "Well this is about as close as I can go before the ship won't fly any more. Weirdest thing. The whole land and Rastabarian desert and this wall of ice and rock shuts the magic from the ship off." Alex called out as he lowered the ship down a few miles off from the frigid divide.

"Are you sure you want to do this? I don't even know what you saw in that tower that would make you want to come here but surely it's long gone after all this time? Just saying, I wouldn't want to be caught out there in that weather for too long." Jessica added.

The Tower contained a map with several points marked out amongst the large piece of ancient parchment. One place was somewhere on the glacier here. Andrasa had named it "Ice Spire" and had listed some notes in an illegible script. Another was in the middle of a jungle which Andrasa had dubbed "Well of Souls" with more scribbles. And the third and last point which was furthest away was on a mountain which simply said "The Deep dark".

If it was points of interest for a powerful and wealthy mage then surely they would be points of interest for the party. The wealth they had seen in Andrasa's tower was beyond imagination so these three points seemed to be worth the risk and trip.

Climbing off the ship they grabbed their supplies, a magical tent that would keep them warm and safe and food and drink for a few weeks. Turning towards the divide they head towards a man made structure that was attached to the cliff and head towards it. A way up, a pulley system that would hoist them and their cargo to the top of the rocks. The local populace of the Platara ranges use it to come and trade with some of the desert's tribal people. But the party will use it to ascend to the top where they hope to find something worth the effort.

So off the party went, in search of the Ice Spire.

### **NPC's:**

- Hisha
- Jardi Icespeaker

### **Encounter: Meeting the Platara Plains tribes people**

Creature: Jardi and Hisha

#### **Map - N/A**

The party meet and talk to Jardi and Hisha. They find out that the only way up the ridge, unless you want to climb, is a pulley system that hoists a giant platform up and over the ridge itself.

The party had reached the edge of the Platara ranges. The steep cold stone surface was a stark comparison from the desert that they had travelled through that morning. However the shift in temperature wasn't the thing that shocked them. The drow that stood there waiting for the platform to lower down was the most shocking appearance.

Both were female drow and despite their age difference, one much older and one appearing young, they both were dressed the same. Both were clad in thick furs and appeared as if they were heading back with a few backpacks filled with goods.

"Greetings travellers, do not mind us as we pose no threat. We are From the Jandari tribe. I am Hisha and this is Jardi" the older woman said as she gestured to each in turn. "We are traders primarily and are on our way back up the Ridge to return home."

The younger looked towards them and at the platform as she constantly pulled on a sturdy rope that rose far into the sky. "The only way up and down is through a pulley system. There is a crossover point half way where we move to another platform but this one takes us there" Jardi responded.

"We have a few rules, sacred oaths to grant our god's blessing that we try to obey when on the trek up. We go at a constant speed and we don't make noise. It will take a full day to get up to the top including a stopover for a short rest."

The party watched as the platform neared the base. It was certainly big enough for them all but a full day of silence and the slow ascent would be difficult to say the least.

## Danger on the Ridge

### Holes in the ice



As the party returned from the little hut, carved into the edge of the Platara ranges steep cliffside they wearily looked at the second platform and pulley. The younger Drow, Jardi, had gone off as she had seen something suspicious in the snow. Well that's what they gathered as neither her nor Hisha had spoken a word since they had begun the ascent. They communicated with hand gestures and symbols primarily.

A few dozen minutes had passed and Hisha was looking distressed. She had pointed out the direction that she believed that Jardi had gone but was concerned about how long she was taking to return. As the party followed the track they noticed a darting figure coming back this way very quickly. Immediately they recognised Jardi.

As she got close she gestured for them to follow here, but for Hisha to stay. The next few hundred feet was slow going as the ledge was uneven and the fall, significant. But eventually she stopped in front of a cave entrance that was about five feet wide. Leaning in close she whispered.

"This isn't normally here. We see these out on the ice but never on the wall and where they appear animals and people leave quickly." she said, glancing at the sky as if she were to be struck by lightning. "Be alert and alarmed. These holes bring death."

As she hurried back to Hisha the party noticed several inch deep claw marks into the frozen fragments of stone, the ice above and beyond appeared as though it had been carved through with expertise and ease. The height and constant chill wasn't the only thing that was deadly on this mountain.

### NPC's:

- Hisha
- Jardi Icespeaker

### Encounter: Ice Tunneller

Creature: 1 Remorhaz

#### Map - 35ThPIRi

The ridges range between 5 and 10 feet wide enabling people to walk across them. Most are covered in snow which can make trekking across them dangerous as snow can hide a nasty fall. But overall they are sturdy and stable enough to have someone walk across them. For now that is.

The ice cave is relatively small, a bit over 5 feet in diameter but it poses a threat that the party may not be willing to ignore, or explore. The ropes leading up hold a reinforced wooden platform that can transport around a dozen people if required or about 6 if they each have some space on there. However despite it being reasonably large it is very slow to move so may not be the best mode of transport if speed is of the essence.

## Lore & NPCs

### Jardi Icespeaker



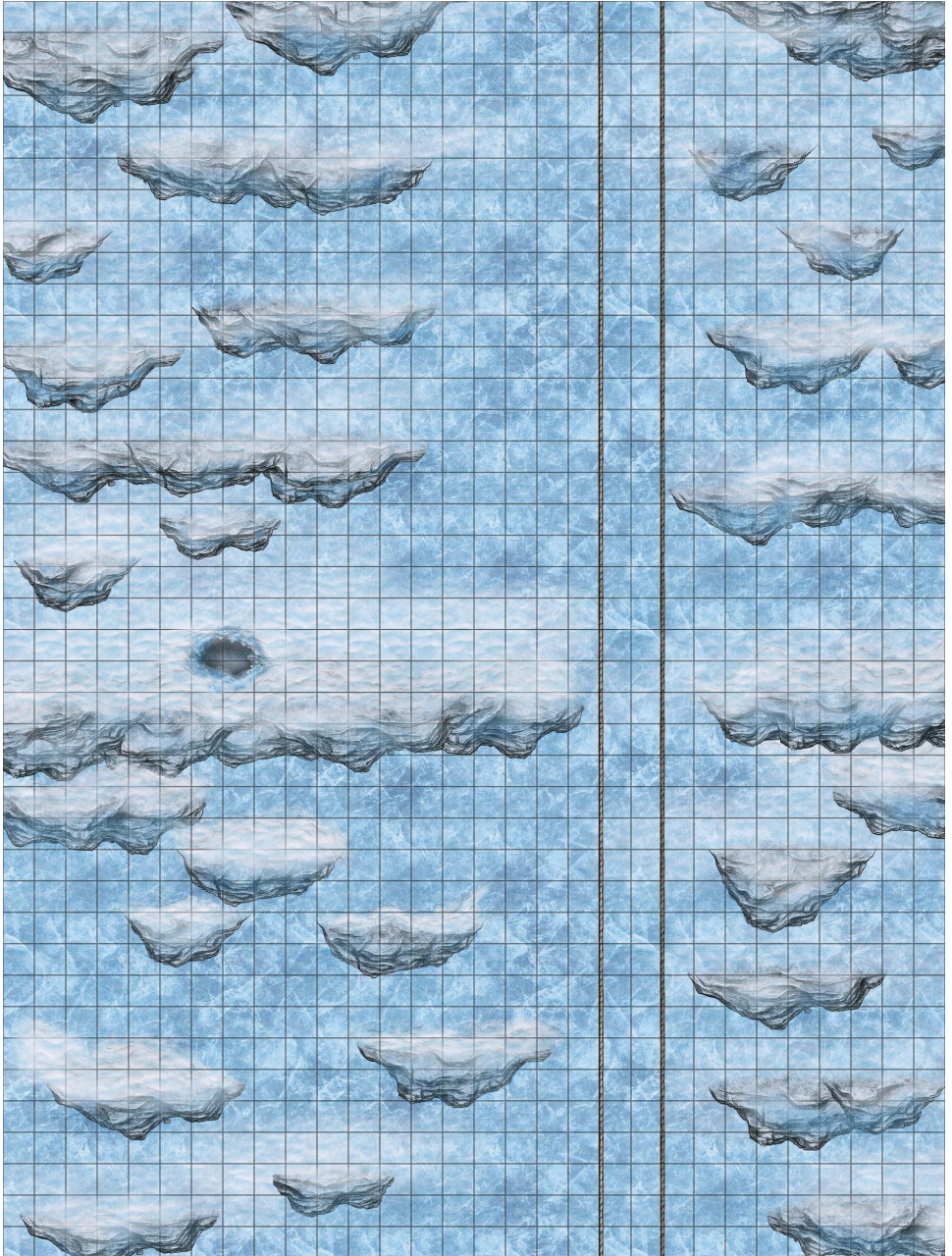
### Hisha





## Maps

335ThPIRi



# Monsters

## Adventure Encounters

These stat blocks relate directly to the progression of the adventure (and will likely be encountered in order of them laid out below).

## Remorhaz

### REMORHAZ

*Huge Monstrosity, unaligned*

**Armor Class** 17 (natural armor)

**Hit Points** 195 (17d12 + 85)

**Speed** 30 ft., burrow 20 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	13 (+1)	21 (+5)	4 (-3)	10 (+0)	5 (-3)

**Damage Immunities** cold, fire

**Senses** darkvision 60 ft., tremorsense 60 ft., passive Perception 10

**Languages** —

**Challenge** 11 (7,200 XP)

**Heated Body.** A creature that touches the remorhaz or hits it with a melee attack while within 5 feet of it takes 10 (3d6) fire damage.

### ACTIONS

**Bite.** *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 40 (6d10 + 7) piercing damage plus 10 (3d6) fire damage. If the target is a creature, it is grappled (escape DC 17). Until this grapple ends, the target is restrained, and the remorhaz can't bite another target.

**Swallow.** The remorhaz makes one bite attack against a Medium or smaller creature it is grappling. If the attack hits, that creature takes the bite's damage and is swallowed, and the grapple ends. While swallowed, the creature is blinded and restrained, it has total cover against attacks and other effects outside the remorhaz, and it takes 21 (6d6) acid damage at the start of each of the remorhaz's turns.

If the remorhaz takes 30 damage or more on a single turn from a creature inside it, the remorhaz must succeed on a DC 15 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of the remorhaz. If the remorhaz dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 15 feet of movement, exiting prone.

## Random Encounters

### Wind Cutter

#### WIND CUTTER

*Large Beast (drake), unaligned*

**Armor Class** 13

**Hit Points** 32 (5d10 + 5)

**Speed** 10 ft., climb 10 ft., fly 70 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	16 (+3)	12 (+1)	2 (-4)	12 (+1)	6 (-2)

**Senses** blindsight 60 ft., passive Perception 11

**Languages** —

**Challenge** 1/2 (100 XP)

**Keen sight.** The Wind Cutter has advantage on Wisdom (Perception) checks that rely on sight.

**Dive.** If the Wind Cutter moves at least 20 ft. straight toward a creature and then hits it with a beak attack on the same turn, that target must succeed on a DC 12 Strength saving throw or be knocked prone. If the target is prone, the Wind Cutter can make one beak attack against it as a bonus action.

### ACTIONS

**Beak.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 6 (1d6 + 3) slashing damage.

## Hyena

### HYENA

*Medium beast, unaligned*

**Armor Class** 11

**Hit Points** 5 (1d8 + 1)

**Speed** 50 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	13 (+1)	12 (+1)	2 (-4)	12 (+1)	5 (-3)

**Skills** Perception +3

**Senses** passive Perception 13

**Languages** —

**Challenge** 0 (10 XP)

**Pack Tactics.** The hyena has advantage on an attack roll against a creature if at least one of the hyena's allies is within 5 ft. of the creature and the ally isn't incapacitated.

### ACTIONS

**Bite.** *Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) piercing damage.



## Fellgorger

### FELLGORGER

Large Beast, unaligned

**Armor Class** 12

**Hit Points** 65 (10d10 + 10)

**Speed** 50 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	13 (+1)	3 (-4)	12 (+1)	8 (-1)

**Saving Throws** Str +5

**Skills** Perception +3, Stealth +6

**Condition Immunities** poisoned

**Senses** passive Perception 13

**Languages** —

**Challenge** 3 (700 XP)

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

**Voracious eater.** Fellgorger has advantage on an attack rolls against a creature if none of the creatures allies are within 5ft of the creature.

**Pounce.** If the fellgorger moves at least 20 ft. straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 13 Strength saving throw or be knocked prone. If the target is prone, the fellgorger can make one bite attack against it as a bonus action.

**Running Leap.** With a 10-foot running start, the fellgorger can long jump up to 25 ft..

### ACTIONS

**Bite.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

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

## Bulette

### BULETTE

Large Monstrosity, unaligned

**Armor Class** 17 (natural armor)

**Hit Points** 94 (9d10 + 45)

**Speed** 40 ft., burrow 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	11 (+0)	21 (+5)	2 (-4)	10 (+0)	5 (-3)

**Skills** Perception +6

**Senses** darkvision 60 ft., tremorsense 60 ft., passive Perception 16

**Languages** —

**Challenge** 5 (1,800 XP)

**Standing Leap.** The bulette's long jump is up to 30 ft. and its high jump is up to 15 ft., with or without a running start.

### ACTIONS

**Bite.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 30 (4d12 + 4) piercing damage.

**Deadly Leap.** If the bulette jumps at least 15 ft. as part of its movement, it can then use this action to land on its ft. in a space that contains one or more other creatures. Each of those creatures must succeed on a DC 16 Strength or Dexterity saving throw (target's choice) or be knocked prone and take 14 (3d6 + 4) bludgeoning damage plus 14 (3d6 + 4) slashing damage. On a successful save, the creature takes only half the damage, isn't knocked prone, and is pushed 5 ft. out of the bulette's space into an unoccupied space of the creature's choice. If no unoccupied space is within range, the creature instead falls prone in the bulette's space.