

*The Frozen Shard*

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# Introduction

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

After rescuing the people from the Icewalker tribe, the party looked through the snowstorm that had blanketed the landscape when they entered the Den of the Lost souls. The Ice Spire towered above them, so close that its frozen form called to them.

The Frozen shard of ice, the first in several places that Andrasa called and singled out as important places. Would it hold treasure, wealth or powerful artefacts? Was it a bastion of knowledge or a prison for one of her enemies. Time would tell and the party was within walking distance of it.

## The Ice Spire

### Trudging through the snow



Leaving the glacier was a relief and the snow storm had died down after leaving the cave but what greeted them chilled them more than the winds could. A monolith of ice rose high above them nearly piercing the sky like a frozen spear. The Ice spire was both terrible and beautiful and as they stared more into its frozen form a pulse like energy could be felt.

The source of curiosity from Andrasa's map held untold promise of what could lie within its chilled walls. The script on the map around the spire itself didn't reveal anything about its construction, purpose or history but suggested it held great power and importance. Andrasa had studied it, this was clear and from the information that Lucile had given them on not only this place but the well of souls and deep dark also held such power.

Each place was obviously significant and in the shadow of the Ice Spire the party could not but wonder what lay within its frozen walls. With the howls of winter wolves nearby driving home the point that they were far from both civilisation and safety they began to trudge through the glacial walls and passages towards the Ice spire. However, as they progressed forwards something ancient and predatorial watched them eagerly as they moved across the ice sheets. After so long the promise of warmth was close yet not close enough as the sun rose across the glacier causing the light to refract from the spire of ice.

Dozens of eyes watched from the frozen cliff above the glacier eager and sparkling with hunger. Saliva dripped from white lips and froze mid air to form jagged sharp pillars that mirrored the spire before them. As the people walked towards the frozen spike the other members of the pack moved forward and began to climb down. The hungry creatures are drawn to hunt around the spire of ice as they had for many generations. But this hunt was different to the others.

Normally they hunt the corrupted and the tainted that were drawn to the shard of ice that rose from the ground. This time they were hunting something different, something warm who's flavours danced upon their tongue from the air that they inhaled. The leader looked across the pack of winter wolves and it was filled with a sense of duty and belonging. But they weren't quite winter wolves; they too, like the spire were something more than what they seemed.

The winter wolves found purchase in the steep ice cliff, using their sharp durable claws to carve paw-holds into the ice, rock and snow. As they began to close in on the people they let out their

mournful hunting howls. Their prey heard the calls to the hunt too late.

But a darker, more sinister presence began to creep forward on ethereal winds towards the same humanoids. The people were only just now realising they were the prey and were forming battle-ready lines. But despite the adrenaline they felt they also felt something cast its eye upon them, something deeper. From beyond the veil an ancient evil stirred and watched eagerly as the guardians faced off against would be aggressors to their cause. The other guardians in the spire awoke and began to prepare for their sacred duty. The evil had long awaited this moment when the naive tribes people were not around or had forgotten their ancient oaths.

That mage, Andrasa had discovered the truth of the spire and had attempted to seal the secrets of the spire away so none would be tempted for its power or wealth. But her wisdom was long forgotten and those that had fought with the mage in the battle so long ago were no longer around. Soon the wait would be over but only if the puppets played their part.

### **NPC's:**

- N/A

### **Encounter: Fighting off the Wolves**

Creature: 4 of Winter Wolves

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

The winter wolves attack ferociously and target the creatures closest to the Spire initially before targeting the highest threat with 2 per character. Despite being intelligent they will attack until they die which anyone familiar with animals will find is very odd.

## **Entering the Spire**

### **The Spire**



The blood of the Winter Wolves still cooling on the ice outside the party moved towards the spire. An archway that nearly glowed with a blue light was carved into the side of the ice and the party wasn't quite ready to wait around to see if there were more members to the pack. Despite being tired and cold, the party were pleased to find that inside the spire there was no wind and it even felt a bit warmer than outside.

After a hundred feet or so the hallway they were moving down opened up into a large dome with jagged ice walls. In the centre of the otherwise smooth flat room was a platform made from ice and a statue rose from the middle. The statue looked like it had parts broken from it as cracks in the ice had worn away at the appendages of what it used to be.

But the bulk of the statue appeared to be male, some would consider him attractive. With the damage around his arms, torso and hairline it was impossible to see what he would have looked like and as they drew closer to the statue it looked like a few drops of water would occasionally drip from the ceiling and freeze into the cracks forming on its torso, acting like glue to hold it all together.

"I will have to ask you to stop there and turn away. The power of this tower is not for little folk like you." a loud masculine voice rolled over them like

thunder. "So turn around and flee like the vermin that are drawn to power like you are." The owner of the voice revealed himself, a large frost giant that had an uncanny resemblance to the statue that Jardi had made offerings to at the top of the Platara Ridge. A giant great axe that thrummed with power rested on the ground in front of him as he sat against the wall, a giant winter wolf lay at his feet and licked his jaws at the party.

"Like I told that bitch Andrasa, I don't bow to no man or woman. I will continue my sacred duty and watch over this cursed place. So you run along now lest I cut you apart with Fjedrisil and feed you to Platara." he said calmly as he scratched behind the wolf's ears.

### NPC's:

- Oskarg
- Platara

### Encounter: The Guardians of the Spire

Creature: Oskarg & Platara, Frost Walkers

**Map - 337ThInTicSp**  
Map (room)

The walls of the room are sharp and harsh because they look like they are chipped back at jagged angles. A raised platform of ice, maybe 10 feet above the flat floor, holds a statue that is in the stages of cracking and healing from a small trickle of water that drops from the roof above.

A smoother section of the wall lays behind the statue which looks like it's purposefully been kept smooth and flat. Two large braziers shed flickering blue light around the room from either side of the statue's platform from magical flames. Despite the room itself being well looked after and worn in places the hallway has several different bones thrown against the wall and partially buried from snow that made its way down the hall.

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If the party talks to Oskarg, (Goliaths have advantage on charisma based checks) they can learn a few things.

1. Oskarg was cursed to guard this place by Andrasa. She called it his sacred duty and put a powerful Geas upon him to prevent anyone from reaching the Statue.

2. Oskarg used to serve a devil. He was head of the ice legions and commanded thousands of warriors. Andrasa and the adventurers who helped her then stopped him and broke the sway of power and influence the demon had over him. He hated her for stopping his blood lust and carnage but he could not overpower her magic and compulsion. But he misses the feeling of cutting men and beasts in half.

3. The statue is the source of power. He doesn't understand it but its presence calms his mind and prevents the demon from reaching him. He is compelled to guard it but he also wants it to be broken. He will challenge the party to break it as it is failing, but warns them that he will stop them.

4. Platara is a spiritual guardian. Immortal and much like a phoenix she will be reborn. Platara dies the night before a full moon and her flesh sustains Oskarg. But on the night after the full moon, Platara returns once more.

If the party decides to fight Oskarg then they fight just him and Platara.

If a creature attacks the Statue then Oskarg suffers 4d10 Psychic damage at the point it takes damage to a max of once per round. If it is broken he will suffer 10d10 Psychic damage.

If the party decides to heed his warning then they are suddenly attacked by dozens of Frost Walkers. The frost walkers rush towards the statue and Oskarg calls "They seek to release their dark master! Protect the Statue!"

The encounter is then turned from a fight between Oskarg and Platara then turns towards The Statue has AC 10, Immune to non-magical Slashing and Piercing damage, Resistant to non-magical Bludgeoning damage. **Hardness 0 (36 Hp)**

4 Frost walkers will charge the statue but will attack the PCs if they get in the way. A fifth will attack the statue (running at it) and will ignore the party, and then 4 will attack Oskarg and Platara each. Each round the Frost Walkers will deal their average damage to Oskarg until they are killed. Each round each Frost walker attacking the statue will deal half its damage to the statue (change

damage type to magical-bludgeoning whilst they attack the statue).

This gives a time limit of 6 rounds before the statue breaks. If Oskarg dies in his dying rage he will kill the Frost walkers attacking him before falling backwards onto the statue, smashing it to rubble. The Frost walkers will continue to attack the party and Platara.

If the Frost Walkers are all slain before the statue is destroyed (one way or another) then more will come, but they decrease by 1 each time. If the party defeats all the waves of Frost walkers (6 rounds) then Oskarg and Platara are saved but the statue will be too damaged. Oskarg will thank the party however advised them to leave the ice fields as the statue is damaged beyond saving. With that he picks up his axe and says farewell to Platara. Once the party leaves the spire he bids them farewell before smashing the entrance to the spire, collapsing it. His Axe, Fjedrisil, will fly out from the doorway spinning on the floor. Platara will walk away, whining, sniffing the dead winter wolves before running off towards the Ice Walker Tribe.

The statue cant be repaired by anything short of a wish spell and even then there won't be a guardian to protect it.

## Lore & NPCs

### Oskarg



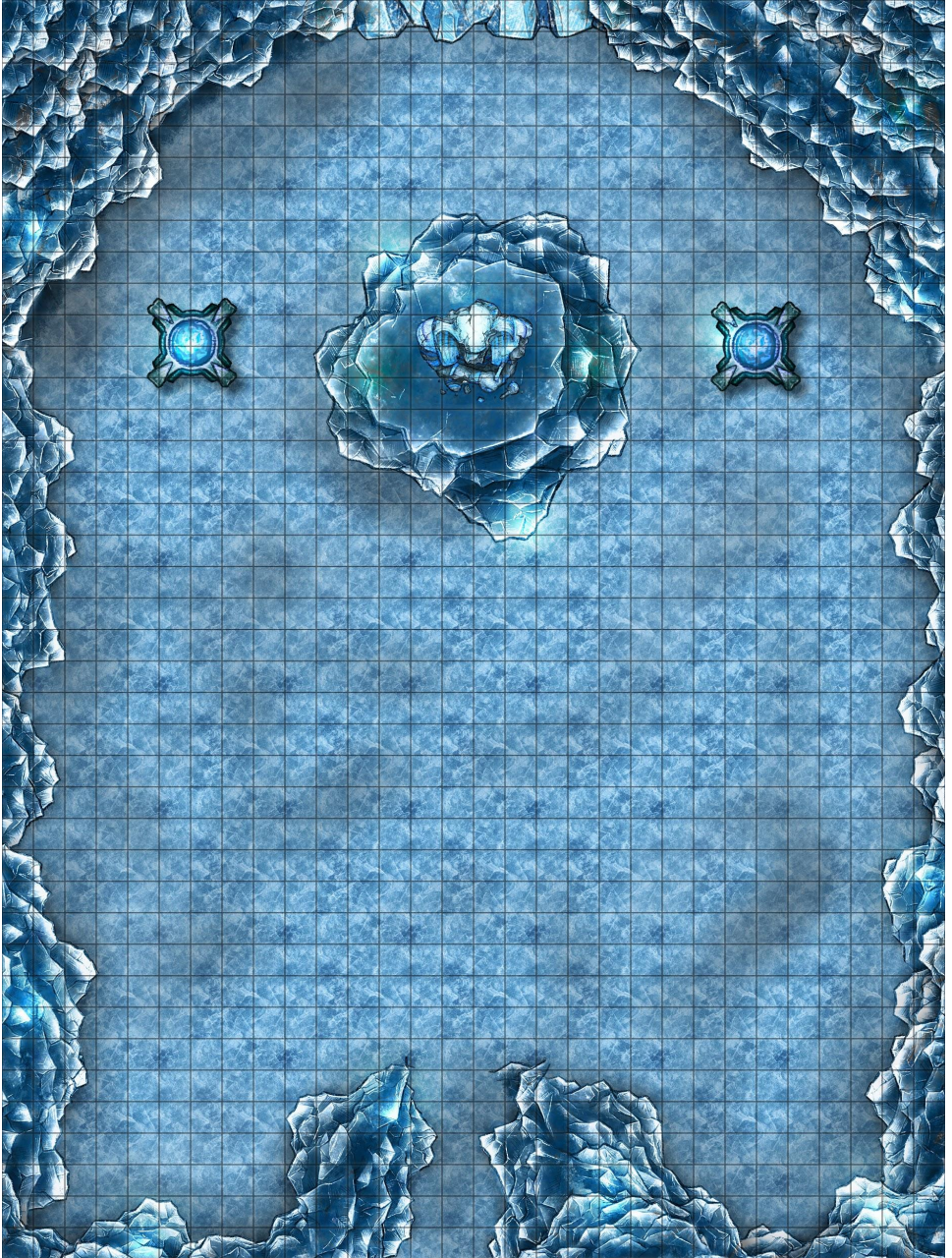
The giant known as Oskarg is a deity to the people who live on the ice fields of Platara. Some think him immortal, a demi-god but only he and one other knows the truth. Oskarg sided with an ancient evil in a battle with heroes from a lost age, and he was defeated.

In his rage and his refusal to accept defeat the great mage Andrasa cursed him to reside within the frozen lands and to guard an unholy site until he was relieved of his duty, or until he defeated the evil master that he once served. This time is still yet to come.



## Maps

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# 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).

### Winter Wolf

#### WINTER WOLF

Large monstrosity, neutral evil

**Armor Class** 13 (natural armor)

**Hit Points** 75 (10d10 + 20)

**Speed** 50 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	14 (+2)	7 (-2)	12 (+1)	8 (-1)

**Skills** Perception +5, Stealth +3

**Damage Immunities** cold

**Senses** passive Perception 15

**Languages** Common, Giant, Winter Wolf

**Challenge** 3 (700 XP)

**Keen Hearing and Smell.** The wolf has advantage on Wisdom (Perception) checks that rely on hearing or smell.

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

**Snow Camouflage.** The wolf has advantage on Dexterity (Stealth) checks made to hide in snowy terrain.

#### ACTIONS

**Bite.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be knocked prone.

**Cold Breath (Recharge 5-6).** The wolf exhales a blast of freezing wind in a 15-foot cone. Each creature in that area must make a DC 12 Dexterity saving throw, taking 18 (4d8) cold damage on a failed save, or half as much damage on a successful one.

### Oskarg

#### OSKARG

Huge Giant (Frost Giant), neutral evil

**Armor Class** 16 (patchwork armor)

**Hit Points** 161 (14d12 + 70)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	9 (-1)	21 (+5)	9 (-1)	10 (+0)	12 (+1)

**Saving Throws** Con +8, Wis +3, Cha +4

**Skills** Athletics +9, Perception +3

**Damage Immunities** cold

**Senses** passive Perception 13

**Languages** Giant

**Challenge** 8 (3,900 XP)

**Feast Platara.** As a bonus action Oskarg can grant Platara advantage for the first attack against one creature that both Oskarg and Platara can see.

#### ACTIONS

**Multiattack.** Oskarg makes two attacks with Fjedrisil.

**Fjedrisil.** *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 25 (3d12 + 6) slashing damage + 7 (2d6) cold damage.

**Frozen Rock.** *Ranged Weapon Attack:* +9 to hit, range 60/240 ft., one target. *Hit:* 28 (4d10 + 6) bludgeoning damage + 11 (3d6) cold damage.



## Platara

### PLATARA

Large Monstrosity (Winter Wolf), True neutral

**Armor Class** 14 (natural armor)

**Hit Points** 90 (12d10 + 24)

**Speed** 50 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	14 (+2)	7 (-2)	12 (+1)	8 (-1)

**Skills** Perception +5, Stealth +3

**Damage Immunities** cold

**Senses** passive Perception 15

**Languages** Common, Giant, Winter Wolf

**Challenge** 3 (700 XP)

**Legendary Hearing and Smell (1/day).** If Platara fails a perception check, she can choose to succeed instead.

**Blessed by Frost.** Platara has advantage on saving throws vs magic while she can see or hear Oskarg.

**Keen Hearing and Smell.** The wolf has advantage on Wisdom (Perception) checks that rely on hearing or smell.

**Snow Camouflage.** Platara has advantage on Dexterity (Stealth) checks made to hide in snowy terrain.

### ACTIONS

**Multiattack.** Platara makes two bite attacks

**Bite.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be knocked prone.

**Cold Breath (Recharge 5-6).** Platara exhales a blast of freezing wind in a 15-foot cone. Each creature in that area must make a DC 12 Dexterity saving throw, taking 18 (4d8) cold damage on a failed save, or half as much damage on a successful one.

### REACTIONS

**Loyal Companion.** When a creature Platara can see attacks Oskarg while she is within 10 feet, Platara can use her reaction to impose disadvantage on the attack roll.

## Frost Walker

### FROST WALKER

Medium Undead, chaotic evil

**Armor Class** 14

**Hit Points** 66 (12d8 + 12)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	18 (+4)	12 (+1)	12 (+1)	10 (+0)	10 (+0)

**Damage Resistances** necrotic

**Damage Immunities** cold, poison

**Condition Immunities** charmed, exhaustion, poisoned

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

**Languages** Common

**Challenge** 3 (700 XP)

**Chill.** Any creature that starts its turn within 15 ft. of the Frost Walker must succeed on a DC 12 Constitution saving throw or half their speed reduced by half until the start of its next turn. On a successful saving throw, the creature is unaffected.

**Turn Defiance.** The Frost Walker has advantage on saving throws against effects that turn undead.

### ACTIONS

**Bite.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 13 (2d8 + 4) piercing damage plus 7 (2d6) cold damage.

**Claws.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.