

# DEATHLY FROST



## 6TH LEVEL DUNGEON TALE



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### INTRODUCTION - DUNGEON TALES

**Kelfecil's Tales** is all about stories and adventures inspired by art. Each **Dungeon Tale** is meant to be used in whatever way you want in your games. Unlike the adventures, **Dungeon Tales** do not have a full background story or enough material to run a full session with them. They can be used as:

- A straightforward Dungeon Crawl experience.
- An extra quest or mission in your own campaign.
- Inspiration to start your own adventure.
- Drop-in content to fill in the gaps in various locations.
- Drop-in encounters for any situation.

### QUICK INFO

- **Recommended Average Party Level (APL):** 6
- **Experience from Completion:** 15,950
- **General Theme:** Bounty
- **Setting:** Any
- **Time to Finish:** ~3 hours

### GOBLIN EXPLORER'S MAPS

The **Dungeon Tales** would not be possible without the awesome maps by **The Goblin Explorer**. Make sure you check out their [Patreon](#) for amazing content.

Get the map at the following link - [Endless Dungeon 20](#) - or visit any of the Goblin Explorer's links to get the full-sized version of it.

### QUEST INFORMATION

A building stands in the mountains that separate central and eastern Latakar. Although the building has no name, it is known as a place of sadness and horror.

At first, about a century ago, the building was a prison. However, the prison warden went mad and killed the prisoners before disappearing forever.

Next, the building became a rest stop for travelers crossing the mountains. However, some of the travelers died unexpectedly from the cold, even though there was a fire burning in the building. Other travelers seemingly died from monster attacks.

Eventually, the building was abandoned. However, recently people from the surrounding towns and villages have been hearing strange noises and screams coming from there.

In reality, the screams began upon the arrival of Brida, a Frost Giantess. Brida recently lost her family, and her sorrow led her to travel the mountains. Now, she has found a building full of ghosts that share her pain, and she has taken refuge there.

### ACQUIRING THE QUEST

The players are asked to help upon visiting one of the surrounding villages.

### QUEST OBJECTIVE

The players must clear out the building of whatever is causing the disturbances.

### REWARD

The players will each receive 600 gold pieces for their efforts.



## THE DUNGEON

The dungeon has some characteristics which are shared between all rooms:

- The walls are made of hewn stone.
- The rooms are lit by braziers.
- The ceilings are 30 feet high.
- The temperature is cold.

The players enter the base from the **arrow on the map**.

### BRIDA'S BARRIER

All entrances leading to **Room 7** are barred by an ethereal wall. It cannot be dispelled and it cannot be bypassed in any way.

The wall is sustained through the efforts of the area's undead, who wish - some consciously, some acting on instinct - to protect Brida.

The wall can only go down, allowing access into Brida's room, if all other undead in the dungeon are either eliminated or helped, thus passing into the afterlife.

### ROOM 1: THE PRISON

Read the following as your players enter the dungeon:

*As you enter the room, you immediately see three cells to your right, skeletons still inside.*

*To your left, you see a door, covered by an ethereal sheen.*

*Straight ahead, you see another set of doors, but far more heavily reinforced than anything you've seen thus far. Faint thuds are coming from beyond them.*

☉ **"Perception."** The players are free to search the room. Although the cells are locked, their iron bars are so thoroughly rusted that they break easily.

With a successful **DC 14 Perception Check**, the players can find a small leather sack buried inside a crack in the wall. Inside are two silver rings, each worth 20 gold pieces.

In the event of a fight, Hiram's troops also raise the alarm, meaning that the people in **Room 5** hear them and rush to their aid.

## ROOM 2: THE ANKHEGS

☉ **"Thieves' Tools."** The doors leading to Room 2 are locked. A DC 15 Thieves' Tools Check is needed to open them. Alternatively, the players can break the doors down. They are reinforced and have an AC of 16 and 50 HP.

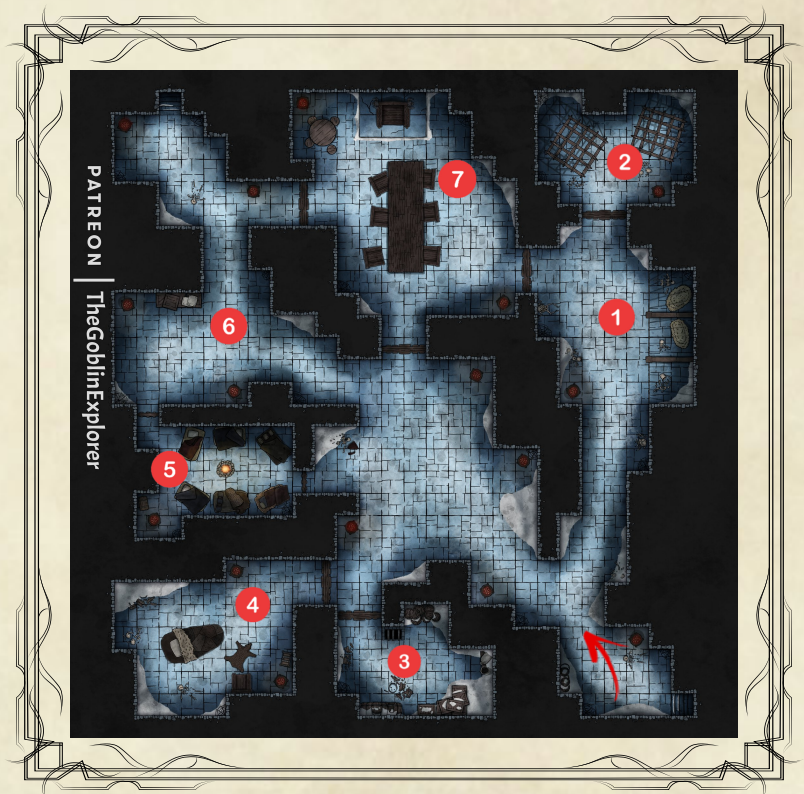
Read the following once the players gain access to the room:

*You see two large cages. Currently, both are broken open.*

*You also see what was once inside those cages. Two insect-like beings roam the room, looking angry but in a pitiful state, having dug small holes everywhere, but unable to get through the frosty ground.*

► **"Encounter!"** The players encounter x2 **Ankhegs**. Once, they belonged to a trader who lost his life in the dungeon. With nobody left to care for them, the Ankhegs eventually broke out from their cage but were unable to leave the room as the door was too strong for them and the ground too cold to burrow through.

The Ankheg do not want to fight the players. They merely want to escape, and with the doors either open or broken, they see their opening. If the players attack them, however, they will fight back.



Get a full-sized version of this map (plus gridless and other variants) from [The Goblin Explorer's Patreon](#).



### ROOM 3: THE SUPPLIES ROOM

Read the following as the players enter the room:

*You enter a small room full of crates and barrels. Snow and ice has covered most of them.*

☉ **"Perception."** The players are free to search the room. Most barrels and crates are difficult to open on account of all the ice that has accumulated on them, but with enough strength, they can be opened.

Most of the containers have food inside of them, which is still relatively fresh thanks to all the ice. With a **DC 14 Perception Check**, the players can also find a small metal box. Inside, there is a single **Goblin Coin**.

### ROOM 4: THE TRADER

Once inside, read the following:

*The room is mostly devoid of items, but there is one point of interest: A heavy sleeping bag is in the middle of the area.*

*Right over the sleeping bag, there is an ethereal shape, hovering there. It seems to you that as you enter the room, it turns and looks at you.*

➤ **"Encounter!"** The players are met by the **Wraith** of a trader who once stopped in this building and died here. He is named Maun, and he was also the Ankhegs' owner.

In fact, it is because of the Ankheg that he remains in the dungeon. In a gravelly, deathly rasp, he asks the players about his beasties.

To satiate Maun, the players must free the Ankhegs. If, however, they have killed them already, Maun flies into a rage and attacks them.

### ROOM 5: FINAL RESTING PLACE

Read the following as the players enter the room:

*This room seems as if its inhabitants just left it to stretch their legs. There is a fire burning in the middle, surrounded by sleeping bags that seem brand new.*

*And yet, some details give away just how old the scene is. Some food has rotted away on a plate. A weapon lies discarded to the side, with blood still on it.*

➤ **"Encounter!"** Immediately after the players enter the room, x4 Ghosts appear. Once, they were a traveling party that got attacked by monsters and died in this dungeon. Now, in death, they still believe they're fighting that battle, and attack the players.

### ROOM 6: THE FLESH GOLEMS

Read the following as you enter the room.

*From somewhere to the north, you hear a crashing sound, like stone breaking away. But as you enter the room, you see nothing of the sort. Instead, you find three wisps floating around.*

*The wisps seem to notice you, and start to fly around you in circles.*

➤ **"Encounter!"** The x3 **Will-O'-Wisps** are the remnants of the souls of prisoners who died in the dungeon. When the players enter the area, they try to grab their attention, not to fight them but to lead them to the north end of the room. There, x2 **Flesh Golems** are trying to dig through the ice.

The Flesh Golems were created at the moment of the prisoners' death, back when the dungeon was a prison. They share the prisoners' desire for escape, but not the intelligence to simply leave. Instead, they have been trying to punch through the frozen stone for years now.

The Wisps try to make the players understand all of this, and indicate that they need to take the Golems out of the dungeon.

The players can deal with the Golems as they wish. If they manage to catch their attention, they can try to lead them out, as the Wisps want. If that happens, both the Golems and the Wisps simply vanish.

The players can also attack, at which point the Wisps join in the fighting as well to protect the Golems.





## ROOM 7: BRIDA

Once the players have dealt with the undead of the dungeon, they can finally enter **Room 7**. Read the following once they do:

*The room is cold, even colder than the outside. Beyond a grand dining table, you see an elevated platform with a large chair.*

*There, a Frost Giantess sits. Her face is marked with tears, and her eyes seem vacant. Yet, she turns to look at you, despair and anger evident on her face.*

*"What do you want?" she shouts, her voice breaking.*

► **"Encounter!"** The players come face to face with Brida, a **Frost Giant**. Brida recently lost her tribe in a fight against a dragon, and she was the only survivor. She escaped into the dungeon, where the undead protected her. The players have two choices. They can either speak to Brida, learn of her pain, and try to help her or attack her.

In the latter case, Brida is quick to lash out. She initially targets the player who attacked her first and then moves on to the others.

● **"Persuasion."** If the players attempt to speak to Brida, they must empathize with her and offer her a way out of her sadness. The DC for such an attempt depends entirely on what the players say to her. Moreover, the players might try to use some other skill. If they do so and have justification for it, let them.

## QUEST COMPLETED

The quest is completed once the players clear out the dungeon, in whatever way they ultimately chose to do so.

## REWARDS

Upon returning to the settlement where they got their quest, the players receive 600 gold pieces. They also get a *Crystal Mace* from Brida, either as a gift for helping her or from her dead body.

### CRYSTAL MACE

A heavy mace with crystal growths in place of where the head should be. The mace functions as a +1 Mace.

**1/Day:** After a successful hit with the Mace, the wielder can speak the command word. If that is done, the mace's crystal bursts, sending crystal fragments everywhere. Everyone but the wielder within 5 ft. of the attack's target must make a DC 14 Dexterity Saving Throw. They take 4d8 slashing damage on a failure, or half as much on a success.





## ANKHEG

*Large monstrosity, unaligned*

**Armor Class** 14 (natural armor), 11 while prone  
**Hit Points** 39 (6d10 + 6)  
**Speed** 30 ft., burrow 10 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	11 (+0)	13 (+1)	1 (-5)	13 (+1)	6 (-2)

**Senses** darkvision 60 ft., tremorsense 60 ft., passive Perception 11  
**Languages** —  
**Challenge** 2 (450 XP)

### Actions

**Bite.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage plus 3 (1d6) acid damage. If the target is a Large or smaller creature, it is grappled (escape DC 13). Until this grapple ends, the ankheg can bite only the grappled creature and has advantage on attack rolls to do so.

**Acid Spray (Recharge 6).** The ankheg spits acid in a line that is 30 ft. long and 5 ft. wide, provided that it has no creature grappled. Each creature in that line must make a DC 13 Dexterity saving throw, taking 10 (3d6) acid damage on a failed save, or half as much damage on a successful one.

Strange beasts from distant lands.



## WRAITH

*Medium undead, neutral evil*

**Armor Class** 13  
**Hit Points** 67 (9d8 + 27)  
**Speed** 0 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
6 (-2)	16 (+3)	16 (+3)	12 (+1)	14 (+2)	15 (+2)

**Damage Resistances** acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical weapons that aren't silvered

**Damage Immunities** necrotic, poison

**Condition Immunities** charmed, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained

**Senses** darkvision 60 ft., passive Perception 12

**Languages** the languages it knew in life

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

**Incorporeal Movement.** The wraith can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

**Sunlight Sensitivity.** While in sunlight, the wraith has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

### Actions

**Life Drain.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 21 (4d8 + 3) necrotic damage. The target must succeed on a DC 14 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

**Create Specter.** The wraith targets a humanoid within 10 feet of it that has been dead for no longer than 1 minute and died violently. The target's spirit rises as a specter in the space of its corpse or in the nearest unoccupied space. The specter is under the wraith's control. The wraith can have no more than seven specters under its control at one time.

Remnants of the living.

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# GHOST

Medium undead, any alignment

**Armor Class** 11

**Hit Points** 45 (10d8)

**Speed** 0 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
7 (-2)	13 (+1)	10 (+0)	10 (+0)	12 (+1)	17 (+3)

**Damage Resistances** acid, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical weapons

**Damage Immunities** cold, necrotic, poison

**Condition Immunities** charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained

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

**Languages** any languages it knew in life

**Challenge** 4 (1,100 XP)

**Ethereal Sight.** The ghost can see 60 ft. into the Ethereal Plane when it is on the Material Plane, and vice versa.

**Incorporeal Movement.** The ghost can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

## Actions

**Withering Touch.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 17 (4d6 + 3) necrotic damage.

**Etherealness.** The ghost enters the Ethereal Plane from the Material Plane, or vice versa. It is visible on the Material Plane while it is in the Border Ethereal, and vice versa, yet it can't affect or be affected by anything on the other plane.

**Horrifying Visage.** Each non-undead creature within 60 ft. of the ghost that can see it must succeed on a DC 13 Wisdom saving throw or be frightened for 1 minute. If the save fails by 5 or more, the target also ages 1d4 x 10 years. A frightened target can repeat the saving throw at the end of each of its turns, ending the frightened condition on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to this ghost's Horrifying Visage for the next 24 hours. The aging effect can be reversed with a greater restoration spell, but only within 24 hours of it occurring.

**Possession (Recharge 6).** One humanoid that the ghost can see within 5 ft. of it must succeed on a DC 13 Charisma saving throw or be possessed by the ghost; the ghost then disappears, and the target is incapacitated and loses control of its body. The ghost now controls the body but doesn't deprive the target of awareness. The ghost can't be targeted by any attack, spell, or other effect, except ones that turn undead, and it retains its alignment, Intelligence, Wisdom, Charisma, and immunity to being charmed and frightened. It otherwise uses the possessed target's statistics, but doesn't gain access to the target's knowledge, class features, or proficiencies.

The possession lasts until the body drops to 0 hit points, the ghost ends it as a bonus action, or the ghost is turned or forced out by an effect like the dispel evil and good spell. When the possession ends, the ghost reappears in an unoccupied space within 5 ft. of the body. The target is immune to this ghost's Possession for 24 hours after succeeding on the saving throw or after the possession ends.

Undead spectres that haunt the living.





## WILL-O'-WISP

*Tiny undead, chaotic evil*

**Armor Class** 19

**Hit Points** 22 (9d4)

**Speed** 0 ft., fly 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
1 (-5)	28 (+9)	10 (+0)	13 (+1)	14 (+2)	11 (+0)

**Damage Resistances** acid, cold, fire, necrotic, thunder; bludgeoning, piercing, and slashing from nonmagical weapons

**Damage Immunities** lightning, poison

**Condition Immunities** exhaustion, grappled, paralyzed, poisoned, prone, restrained, unconscious

**Senses** darkvision 120 ft., passive Perception 12

**Languages** the languages it knew in life

**Challenge** 2 (450 XP)

**Consume Life.** As a bonus action, the will-o'-wisp can target one creature it can see within 5 ft. of it that has 0 hit points and is still alive. The target must succeed on a DC 10 Constitution saving throw against this magic or die. If the target dies, the will-o'-wisp regains 10 (3d6) hit points.

**Ephemeral.** The will-o'-wisp can't wear or carry anything.

**Incorporeal Movement.** The will-o'-wisp can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

**Variable Illumination.** The will-o'-wisp sheds bright light in a 5- to 20-foot radius and dim light for an additional number of ft. equal to the chosen radius. The will-o'-wisp can alter the radius as a bonus action.

### Actions

**Shock.** *Melee Spell Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 9 (2d8) lightning damage.

**Invisibility.** The will-o'-wisp and its light magically become invisible until it attacks or uses its Consume Life, or until its concentration ends (as if concentrating on a spell).

Soul remnants with their own goals.



## FLESH GOLEM

*Medium construct, neutral*

**Armor Class** 9

**Hit Points** 93 (11d8 + 44)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	9 (-1)	18 (+4)	6 (-2)	10 (+0)	5 (-3)

**Damage Immunities** lightning, poison; bludgeoning, piercing, and slashing from nonmagical weapons that aren't adamantite

**Condition Immunities** charmed, exhaustion, frightened, paralyzed, petrified, poisoned

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

**Languages** understands the languages of its creator but can't speak

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

**Berserk.** Whenever the golem starts its turn with 40 hit points or fewer, roll a d6. On a 6, the golem goes berserk. On each of its turns while berserk, the golem attacks the nearest creature it can see. If no creature is near enough to move to and attack, the golem attacks an object, with preference for an object smaller than itself. Once the golem goes berserk, it continues to do so until it is destroyed or regains all its hit points.

The golem's creator, if within 60 feet of the berserk golem, can try to calm it by speaking firmly and persuasively. The golem must be able to hear its creator, who must take an action to make a DC 15 Charisma (Persuasion) check. If the check succeeds, the golem ceases being berserk. If it takes damage while still at 40 hit points or fewer, the golem might go berserk again.

**Aversion of Fire.** If the golem takes fire damage, it has disadvantage on attack rolls and ability checks until the end of its next turn.

**Immutable Form.** The golem is immune to any spell or effect that would alter its form.

**Lightning Absorption.** Whenever the golem is subjected to lightning damage, it takes no damage and instead regains a number of hit points equal to the lightning damage dealt.

**Magic Resistance.** The golem has advantage on saving throws against spells and other magical effects.

**Magic Weapons.** The golem's weapon attacks are magical.

### Actions

**Multiattack.** The golem makes two slam attacks.

**Slam.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage.

Grotesque creations of the living.



## BRIDA

*Huge giant, neutral*

**Armor Class** 15 (patchwork armor)

**Hit Points** 138 (12d12 + 60)

**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)

### Actions

**Multiattack.** Brida makes two greataxe attacks.

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

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

The last of her tribe.





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