

DEATHLY FROST



6TH LEVEL BOUNTY



AUTHOR: [PHILIP ALEXANDRIS](#)

MAP ART: [THE GOBLIN EXPLORER](#)

NPC ART: [PRINTABLE HEROES](#)

ART CREDITS

Frosted: Kaarina Dillabough 1
Adapted and licensed under CC BY-SA 2.0.

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:** ~4,000
- **General Theme:** Bounty
- **Setting:** Any
- **Time to Finish:** ~3 hours

GOBLIN EXPLORER'S MAPS

The **Bounty** 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 - [Bounty 3](#) - or visit any of the Goblin Explorer's links to get the full-sized version of it.

QUEST INFORMATION

With the once-prison cleared, the people of the nearby villages thought that this was the end of their troubles. It was not to be, however.

With nobody to stop it, the spirit of the dungeon's warden has risen once more, sending out its thralls to abduct villagers from nearby.

The wraith needs to be stopped before it is too late.

ACQUIRING THE QUEST

The players get the quest from one of the nearby villages.

QUEST OBJECTIVE

The players must eliminate the prison warden's wraith.

REWARD

The players will each receive 700 gold pieces.



THE DUNGEON

The wraith is found in a building adjacent to the old prison. It has the following characteristics:

- The walls are made of frosted stone.
- The area is lit only by the arcane sigil on the floor.
- The ceilings are 30 feet high.

ROOM 1: THE FROST WRAITH

The players enter the crypt from the stairs to the south and must confront the wraith at **1. on the map**. Read the following once they approach:

The weather was not good outside of the structure, but it is even worse inside. A blizzard rages on across the whole room.

Suddenly, the blizzard parts, allowing you better visibility. At that moment, you can see a wraith standing across from you, surrounded by undead zombies.

The wraith does not speak, but somehow you are certain that it has seen you. Wordlessly, it moves forward.

► **"Encounter!"** The players encounter the **Frost Wraith**. It is guarded by x5 **Zombies**.

As in life, the prison warden's spirit lives only to cause pain to others. As such, the Frost Wraith relishes the fight and fights to the death.

In terms of tactics, the Wraith tries to focus down a single player before moving on to the next one. To do that, it swoops in to *Life Drain* them up close, before using *Fade out*, *Fade in* to move away and hit them with its *Hand of Death*.

If a player approaches the wraith, it relies on its *Cold as the Grave* ability to damage them and its *Zombies* to absorb the worst of the damage. If the *Zombies* are depleted, the Wraith summons more as needed.

THE BLIZZARD

From the moment the players step into the Wraith's lair, a blizzard rages inside the whole room. At the start of their turn, the players must make a **DC 14 Constitution Saving Throw** or take **2d8 Cold Damage**.

The blizzard emanates from the arcane sigil in the middle of the room. To stop it, the players can either cast *Dispell Magic* (the blizzard is a 5th level spell) or simply deface the sigil by carving out parts of it.

QUEST COMPLETED

The quest is completed once the players have defeated the Frost Wraith. After they do so, they can return to the village where they got the quest to receive their 700 gold pieces each.

Moreover, once the Frost Wraith is defeated, it simply dematerializes. In its place, it leaves 3 **Goblin Coins**.



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

ZOMBIE

Medium undead, neutral evil

Armor Class 8

Hit Points 22 (3d8 + 9)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	6 (-2)	16 (+3)	3 (-4)	6 (-2)	5 (-3)

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 8

Languages understands all languages it spoke in life but can't speak

Challenge 1/4 (50 XP)

Undead Fortitude. If damage reduces the zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5+the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 hit point instead.

Actions

Slam. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) bludgeoning damage.

Get more beautiful art, tokens and printable minis from [Printable Heroes](#).



FROST WRAITH

Medium undead, neutral evil

Armor Class 13

Hit Points 97 (13d8 + 39)

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, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical weapons that aren't silvered

Damage Immunities cold, necrotic, poison

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

Senses darkvision 60 ft., passive Perception 12

Languages Common

Challenge 7 (2,900 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.

Cold as the Grave. Anybody who starts their turn within 10 ft. of the wraith or enter that space must make a **DC 14 Constitution Saving Throw**. They take 3d8 cold damage on a failure or half as much on a success.

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.

Legendary Actions

The wraith can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The wraith regains spent legendary actions at the start of its turn.

Hand of Death. A spectral hand rises to attack a player within 30 ft. of the wraith. The attack has a +6 to hit and deals 18 (4d8) cold damage.

Fade out, Fade in. The wraith teleports up to 40 ft. away from its position. It does not need to see the place where it teleports.

Summon Prisoners (Costs 2 Actions). The wraith summons 1d8 **Zombies**. On top of their usual abilities, they are also immune to cold.

Notice of Open Game Content: This product contains Open Game Content, as defined in the Open Game License Version 1.0a, below. Open Game Content may only be Used under and in terms of the Open Game License version 1.0a. No portion of this work other than previously designated Open Game Content may be reproduced in any form without written permission.

Designation of Open Game Content: Subject to the Product Identity Designation herein, the following material is designated as Open Game Content. (1) all monster statistics, descriptions of special abilities, and sentences including game mechanics such as die rolls, probabilities, and/or other material required to be Open Game Content as part of the game rules, or previously released as Open Game Content, (2) all portions of spell descriptions that include rules-specific definitions of the effect of the spells, and all material previously released as Open Game Content, (3) all other descriptions of game-rule effects specifying die rolls or other mechanic features of the game, whether in traps, magic items, hazards, or anywhere else in the text, (4) all previously released Open Game Content, material required to be Open Game Content under the terms of the Open Game License, and public domain material anywhere in the text. Product Identity Designation: This Product Identity Designation includes, but is not limited to, the following items that are hereby identified as Product Identity, as defined in the Open Game License version 1.0a, Section 1(e): All trademarks, registered trademarks, proper names (characters, artifacts, place names, new deities, monsters, organizations, etc.), dialogue, plots, story elements, locations, characters, artwork, sidebars, logos, and trade dress. These items are not Open Game Content. Elements that have previously been designated as Open Game Content are not included in this declaration.

OPEN GAME LICENSE VERSION 1.0A

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other forms in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphics, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.
2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.
3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.
4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.
5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.
6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.
7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or coadaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title, and interest in and to that Product Identity.
8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.
9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.
10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.
12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.
13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.
14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.
15. COPYRIGHT NOTICE Open Game License v 1.0a Copyright 2000, Wizards of the Coast, LLC.

System Reference Document 5.0 Copyright 2016, Wizards of the Coast, Inc.; Authors Mike Mearls, Jeremy Crawford, Chris Perkins, Rodney Thompson, Peter Lee, James Wyatt, Robert J. Schwalb, Bruce R. Cordell, Chris Sims, and Steve Townshend, based on original material by E.Gary Gygax and Dave Arneson. Kraken Beach Scavengers: Copyright 2020, Hamrick Brands, LLC

END OF LICENSE

CHECK OUT **KELFECIL'S TALES** FOR TONS OF ADVENTURES OR **THE GOBLIN EXPLORER** FOR ENDLESS DUNGEONS!

