

THE DM TOOL CHEST

THE FROST KING



ENTER THE GOBLIN WARREN TO DEFEAT THE FROST KING
AND FREE THE LAND FROM ENDLESS WINTER



THE FROST KING

The *Frost King* is a Fifth Edition adventure intended for **three to five characters of 1st to 3rd level** and optimized for **four characters with an average party level (APL) of 2**. A goblin tribe stumbled across an ancient tomb holding an evil spirit known as the Frost King. Now the land is gripped by a wintery curse, threatening the town of Myrefall and the surrounding lands. This adventure takes place in the [FREELANDS CAMPAIGN SETTING](#) but fits into any existing campaign with only a few modifications.

BACKSTORY

Myrefall is a frontier town that's had its fair share of troubles since its founding just over a decade ago. Nestled in the Black Hills at the base of the Motionless Mountains, the townsfolk have become used to the occasional clash with monsters that wander down from the heights and the bandits that stalk the roadways. They know it's the price they pay for access to some of the best logging timber and iron deposits in the Freelands.

The perpetual snow and winter that has gripped the area for the better part of a year was not something they expected to have to face. Logging has ceased, and they've abandoned their mining as they huddle for warmth. They do not know what has caused the icy curse, but they fear what it means for the future of their fledgling town.

What the fearful settlers do not realize is that they are in even graver danger than they know. The Greyclaw goblin tribe recently stumbled across an ancient crypt while digging in their warren and unleashed the evil entity known as the frost king trapped within. The spirit used its wintery powers to

change the weather and transformed the goblin tribe into icy monsters. It will soon emerge to threaten the nearby town and then the world.

ADVENTURE SUMMARY

The characters investigate the unnatural winter that grips the area around the town of Myrefall. The mayor is concerned that they must abandon the settlement if the characters do not discover the source of the curse soon. A half-frozen goblin named Vrizzt stumbled her way into town recently and is babbling about a "great evil" that has taken over her tribe and is causing the perpetual snow and ice. She's currently locked in a cell overlooked by the sheriff for her—and the town's—safety. Vrizzt guides the characters to the goblin warrens, where they must work their way through the frozen dangers. They eventually come face to face with a goblin shaman possessed by the spirit of the frost king, a malevolent evil that wants to blanket the world in ice.

ADVENTURE HOOKS

Here are a few ways to get your characters hooked into this adventure:

Snowy Rumors. Rumors have circulated about a nearby town trapped in an endless winter, even in the middle of the summer. No one knows what's causing the ice and snow, but nobody will go near the town out of fear of what it might be. Perhaps a band of brave adventurers could visit and try to help?

Refugees. An unnatural winter grips the frontier town of Myrefall, and the townsfolk are starting to abandon their homes. The local church in Brackensworth—the nearest city—provides them temporary shelter, but supplies are beginning to run low. The priests reach out to the characters and ask

them to travel to Myrefall and seek out what is causing the cursed snow.

Heroes for Hire. The notice board at the characters' favorite tavern holds a request from the mayor of Myrefall. Their town has come under the effects of a terrible curse that has trapped them in neverending winter. There is a reward of two hundred gold pieces for any adventurers brave enough to save the town from the curse's icy grip.

TRAVELING TO MYREFALL

Whatever their reason for heading to the frontier town (see Adventure Hooks), when the characters begin their journey, read aloud or paraphrase the following:

The journey to Myrefall takes you through the wildlands of the Black Hills and into the notorious monster-infested forest that hugs the base of the Motionless Mountains. The road is little more than a rough path that winds its way through the trees, leading you deeper into the lush woods. The leaves on the canopy above slowly change to autumnal shades the further you go, and the air grows colder. Snowflakes fall around you as you round the bend of the muddy road leading into Myrefall. The frontier town sits built from the very trees felled to make the clearing in which it sits.

Dirty snow covers the town's wooden palisade and the thatched roofs of the rough-and-tumble frontier town. The guards standing at the gate look dejected and weary as they huddle next to a small brazier for warmth. The settlement appears almost entirely abandoned, and only a few careworn townsfolk walk the streets bundled in heavy coats and scarves.

The townsfolk gladly point the characters in the direction of the town hall to meet the mayor to the Flaming Wagon for lodging.

MYREFALL

Myrefall is a remote frontier town on the edge of civilization in the Black Hills. This area is well-known as a dangerous place that most people avoid, yet the hardy people who have staked a claim here have no fear. A wooden palisade surrounding the rough-and-tumble town keeps the monsters that roam the wilds here at bay but does nothing to protect the settlement from the unnatural winter that blankets the area. Inside the walls is a cluster of rough-hewn log homes with thatched roofs surrounding an open plaza. The town's only inn (The Flaming Wagon) sits on one end of the space while the town hall sits opposite—the only two buildings topped with fired clay tiles.

THE FLAMING WAGON

A wooden sign carved with a careening, blazing wagon hangs displayed outside the second largest building in Myrefall. As the only Inn and Tavern in town, the locals gather here to spend their time drinking away their fears. The atmosphere here is solemn, but the hint of hope shines in some patrons' eyes when they notice the characters' arrival.

Perry Whiteplume (NG human **veteran**) is a former soldier who fought in the Great War and built the Flaming Wagon with his savings after it ended. A quiet man, he is fearful like the rest of the townsfolk. The Wagon also acts as a supply store, and the characters can purchase any adventuring gear they need here worth 25 gp or less, including cold-weather gear for 10 gp each.

TOWN HALL

The town hall consists of a large open room with simple desks and chairs at one end and iron bars sectioning off a jail cell at the other. Loud snoring rumbles from a small figure lying under a blanket in the corner of the cell. A dwarven woman looks up from the papers on her desk and wearily asks, "Yes? Can I help you?"

Marta Barrelstone (LN halfling **commoner**) is both the mayor and sheriff of Myrefall. She is young for such a position of authority but is well-liked and highly regarded for her insight and no-nonsense approach to getting things done. Marta is currently agonizing over supply chain paperwork at her desk.

Sleeping in a cell near her is **Vrizzt** (see Roleplaying Vrizzt sidebar, page 4), a goblin of the Greyclaw tribe who stumbled her way to the town yesterday, half-frozen and near death. The only thing stopping the guards from killing her outright was her repeated mumbling about an "ice ghost" before passing out. Vrizzt is currently resting and recovering from her escape from the goblin warrens.

THE MAYOR & THE GOBLIN

Marta eagerly explains the town's desperate situation and introduces them to Vrizzt, the sleeping goblin in the jail cell. Vrizzt explains in broken Common that the "peaceful" Greyclaw tribe found something evil under their home in the mountains. A spirit has possessed the tribe's shaman, and even though she is a "mighty wizard" (she is not) and almost defeated the spirit (she did not), but she was captured and barely escaped (she hid for months and ran when she was able to get away). Vrizzt eagerly volunteers to take the characters to the warren to free her tribe and defeat the evil spirit. A character who succeeds on a DC 12 Wisdom (Insight)

check can determine that the goblin is not being completely honest, but she angrily insists she is telling the truth if confronted. She is hiding her knowledge of the treasure the goblins found hidden in the tomb along with the spirit. If questioned, she knows the following helpful information:

- “Greyclaw tribe has changed! They are blue and mean now!”
- “We find hidden room! Big secret! Inside was shiny crown. Fizgut is shaman of Greyclaws. He take crown and turn nasty. He make everything cold.”
- “Greyclaws different now. They turn furry and blue!”

Marta warily releases Vrizzt into the characters’ custody if they agree to take her with them, and she places the responsibility for anything the goblin does while in town squarely on their shoulders. She also offers a reward of 200 gp if they can defeat this spirit and end the curse.

TRAVELING TO THE WARREN

Vrizzt warns the characters that the ice and snow cover the warren, and they will need warmer clothing. The characters can purchase cold-weather gear at the Flaming Wagon for 10 gp each. Alternatively, if a character succeeds on a DC 15 Charisma (Persuasion) check, Marta will outfit the party before heading out as a show of good faith.

With the overly cheerful goblin’s help, it takes four hours of traveling north through the snowy forest to reach the entrance to the warren at the base of the Motionless Mountains. The temperature drops down to extreme cold temperatures, and the party must each succeed on a DC 10 Constitution saving throw or gain 1 level of exhaustion. Characters who are immune or resistant to cold damage, wearing cold-weather gear, or are naturally adapted to cold weather automatically succeed.

ROLEPLAYING VRIZZT

Vrizzt Greyclaw (she does not share her last name) is a female **goblin charlatan** (see Appendix) with a spiked burnt orange mohawk and mottled green and black leathery skin. She wears earrings made of bone and pieces of junk metal and an overly large patchwork stitched hide coat adorned with filthy fox fur at the neck. Her most prized possession is a large haversack bulging with odd shapes. Vrizzt is very protective of her “magics bag” and is suspicious of anyone who shows too much interest in what’s inside.

The excitable goblin is very energetic and constantly chatting, often to the annoyance of those around her. She has an insatiable curiosity and continuously rambles on about her own (usually imagined) accomplishments and capabilities. Vrizzt sees herself as the “leader” of the party and stays well behind the characters and out of harm’s way during combat, occasionally shouting unnecessary (and unhelpful) directions to the characters. She hides that she was the chief of the Greyclaw tribe and her shame in opening the crypt that let the frost king free.

Once the characters reach the warren, read aloud or paraphrase the following:

The snow-covered trees begin to thin as the path starts to climb the foothills towards the mountain peaks to the north. The air grows colder with every step, and the snowdrifts deepen. Eventually, your goblin guide stops and points to a cave mouth in the rocky mountain face. “Greyclaw tribe lives there!” she says with pride. A display of humanoid skulls adorn the rocks above the entrance, and a crude wooden gate stands open, its door swinging in the chill wind coming from the cave.

FROST GOBLIN WARREN

The Greyclaw goblins discovered this cavern two years ago by accident while roaming the mountain range. They quickly turned the caves into their new home, using the river that flows through it to catch fish and building bridges and other structures within the caves. Eventually, they dug further to expand the tunnels and create more room. They uncovered a series of rooms and hallways leading to a long-buried crypt with a magically sealed door. Undaunted, the goblins broke into the vault by excavating through the walls instead. Inside was a treasure trove and an ancient spirit trapped within an icy crown. The tribe’s shaman claimed the crown, and the spirit instantly possessed him. He then began to use the crown’s power to transform the goblin tribe and their wolf companions, giving them icy abilities and controlling their minds. The frost king used his power to encase the warren in ice, freezing everything inside.

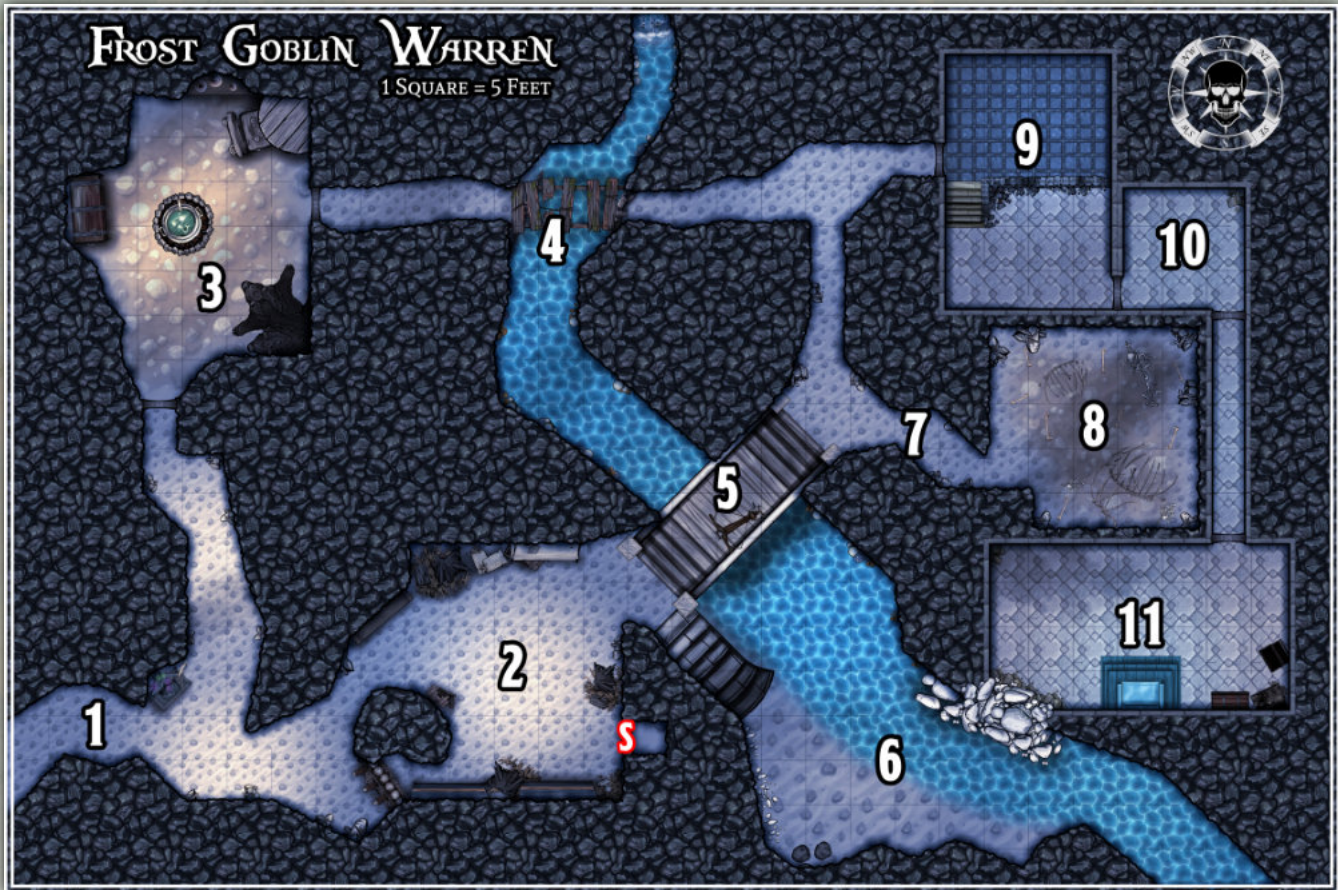
GENERAL FEATURES

These general features are prominent throughout the frost goblin warren unless otherwise noted in the area descriptions.

Ceilings, Floors, and Walls. The warren is a cave complex with rough sandstone walls and floors covered in a layer of ice and snow. In some areas, the goblins have built rough wooden walls and partitions using canvas and branches. Frozen stalactites hang from the ceiling that ranges from 10 to 30 feet high. The slippery patches of ice are considered difficult terrain.

Doors. The doors in the warren made by the goblins are wooden planks and branches poorly nailed and strapped together. They can be easily broken down with a successful DC 12 Strength check. The crypt doors are made of 4-inch-thick stone, have an AC of 17, 18 hit points, and are immune to poison and psychic damage.

Lights. The newly empowered frost goblins avoid fire and eat their fish raw. Therefore, there are light sources in the warren, and all location descriptions assume the characters provide their own or have



assisted vision. The exception is the Ogre Harold's cooking fire in area 3.

Climate. The frozen warren is under the effects of extreme cold conditions due to the frost king's power. After each hour spent in the warren, characters must succeed a DC 10 Constitution saving throw or gain 1 level of exhaustion. Characters who are immune or resistant to cold damage, wearing cold-weather gear, or are naturally adapted to cold weather automatically succeed.

Hypothermia. The river that runs through the warren moves too fast for it to be completely frozen over. Anyone falling into the river must succeed on a DC 12 Constitution saving throw or gain 1 level of exhaustion. Characters must repeat this saving throw with disadvantage every hour until they have spent at least 1 hour in dry clothes next to a heat source equal to or greater than a campfire. Levels of exhaustion gained in this manner can only be removed through a long rest.

KEYED LOCATIONS

The following descriptions correspond to the keyed locations on the provided map of the goblin warren:

1. ENTRANCE

A biting wind blowing from deeper within the cave carries muffled laughter and angry snarling from the east. Twenty

feet past the entrance stands a stern-faced statue decorated with garish paint splashes and holding a frozen fish guarding a tunnel leading north.

The statue is Lohaen the Frost King, the long-forgotten wizard who once lived in this cavern and whose spirit now possesses Fizgut the shaman (see area 11). The Greyclaws decided the statue needed some extra pizzazz and Vrizzt proudly claims it was all her work.

Treasure. A character searching the statue who succeeds on a DC 12 Wisdom (Perception) check notices a fine line at the base of the statue's neck. The stone head can be unscrewed, revealing a hollow space containing a silver necklace with a snowflake-shaped charm (25 gp) and a *spell scroll* of *blur*.

2. WOLF TRAINING

If the characters are moving stealthily, they can observe the goblins in this cave from area 1 and take them by surprise. When the characters reach this area, read aloud the following:

This chamber holds a collection of crude living spaces built from sticks and patchwork canvas. A group of furry blue-skinned goblins stands in a circle around a snarling wolf chained to a spike in the center of the chamber. The goblins jeer as they take turns jabbing at it with icy spears as it dodges back and forth.

FISH LAUNCHER

Sitting on the fishing bridge (area 5) is a makeshift ballista that the goblins used to catch fish in the river. They are poor shots and lost all of their bolts this way but have a pile of ten large half-frozen trout they use for ammunition (*Ranged Weapon Attack*: +6 to hit, range 20/60 ft., one target. *Hit*: 2 (1d4) bludgeoning damage).

Two goblins from area 2 keep watch over the river and use the ballista to attack characters they can see in area 2 or area 6. One goblin uses its action to load the ballista while the other fires it.

This chamber is the Greyclaw tribe's main living and sleeping area. Vrizzt begs the characters not to kill the goblins, and if the characters kill more than two, she grows withdrawn and disagreeable towards them.

Encounter: Frost Goblins. The chained **wolf** attacks any creature that steps within melee range. A character that succeeds on a successful DC 15 Wisdom (Animal Handling) check can calm it long enough to unhook the collar around its neck. If released, the wolf attacks the frost goblin closest to it until it dies before dashing out of the cave to escape.

The five **frost goblins** in this chamber use the **goblin** stat block with the following changes:

- They are resistant to cold damage.
- They wield ice spears that deal 5 (1d6+2) piercing damage and 2 (1d4) cold damage.



Two of the frost goblins stand near the fishing bridge (area 5) and rush to use the makeshift ballista (see Fish Launcher sidebar) sitting on the bridge (as shown on the provided map). The frost goblins are fanatics that fight to the death unless knocked unconscious, jeering at both the characters and Vrizzt.

Treasure. Searching the living spaces uncovers a random collection of junk along with a total of 9 gp, 17 sp, and 36 cp. Vrizzt will demand the characters hand over any treasure they take from the goblins, but a character who succeeds on a DC 15 Charisma (Persuasion) check convinces her to let them keep it.

Secret Door. A character who actively searches for secret doors and succeeds on a DC 12 Intelligence (Investigation) check will find a cleverly balanced boulder that swings open to reveal a small hiding hole. This little room is where Vrizzt hid for weeks before seeing her opportunity to escape. It's filled with stinking refuse and old fish bones. Digging through the garbage uncovers a small iron lockbox that Vrizzt grabbed from the crypt (area 11) before running away to hide. She declares that it is her property and demands it is returned to her if found, but she will admit that she can't open it. A successful DC 15 Dexterity check made with thieves' tools reveals it contains 20 gp. Vrizzt can be convinced to split the loot by a character who succeeds on a DC 18 Charisma (Persuasion) check.

3. OGRE CAVE

A character listening through either door to this room will hear a rumbling voice say, "Iz okay, lil' buddy, iz gunna be better right quick," and firelight flickers through cracks in the crudely assembled planks. When the characters open a door for the first time, read aloud the following:

A wave of unwashed body odor hits you first as the crude door swings open. Next is the warmth of the cookfire blazing in the center of this large cave. A hulking figure wearing a fur loincloth uses a spoon to stir a large pot with one hand while it holds a struggling, gagged, and bound gnome in the other. "Waz all dis den? You'z no gobbers!" the brute says before tossing the gnome onto a pile of furs and picking up a thick club. "Dis gnomers is mine!" it roars.

Encounter: Harold. The **ogre** living here is named Harold and is a new addition to the warren that Vrizzt does not know. He does not know what the frost king's plans are and prefers to stick to himself, ignoring the goblins and the rest of the warren. Harold is not particularly interested in conversation or a fight, so he lets the characters peacefully leave if they do so immediately. If the party attempts to chat with him or show hostility, he fights until he is dropped below half his hit points. At that point, he will plead for his life, saying, "Youz bullies can have da gnomerz, jus let poor



Harold go!” He leaves the warren in a huff if allowed or dashes away if the party continues to attack.

Regus Highbridge. Regus (LN gnome **commoner**) is a merchant who found himself caught in a snowstorm while on his way to Myrefall. Harold found him lost in the snow and brought him back here for supper. He doesn’t know anything about the warrens and just wants to get to Myrefall as fast as possible. Regus is grateful to be rescued and gives the party a *potion of healing* he has tucked into his knapsack. If any of the characters are missing cold-weather gear, he will sell it to them for 5 gp each (a gnome’s still gotta make a living, right?).

4. ICEY BRIDGE

A haphazard wooden bridge crosses a crevasse that cuts across the tunnel. The ice-covered bridge hangs ten feet above a rushing river that cuts through the cavern.

Hazard: Slippery Bridge. Any creature walking across the bridge must succeed on a DC 12 Dexterity saving throw or slip and fall into the river below, taking 3 (1d6) bludgeoning damage from the impact. Falling into the river in this manner results in a risk of hypothermia (see General Features) and finding themselves washed up prone on the southern bank of area 6.

5. FISHING BRIDGE

An ancient stone bridge crosses over a crevasse that cuts through the cavern, and an icy river rushes past ten feet below. Crude carved are hewn into the rock and lead down the south end of the bridge to a small bank at the river’s edge. The path forks to the north and east on the north side.

A makeshift ballista (see Fish Launcher sidebar, page 6) sits on the bridge’s center. Vrizzt will proudly take credit for it as her invention (it was already here when the Greyclaws moved in).

6. ICY RIVER

A swift-moving river cuts through the bottom of a wide crevasse. A simple set of steps leads from the southern bank to a stone bridge overlooking the rushing water.

Any creature that falls into the river will be subject to hypothermia effects (see General Features).

Ice Wall. A character standing on the southern bank who succeeds on a DC 12 Wisdom (Perception) check notices that part of the wall on the northern side of the river (as shown on the provided map) is solid ice. This spot is where the goblins broke through into the crypt (area 11). The frost king used his power to create a wall of ice to plug the hole. The wall is 10-feet-wide and has an AC of 12, 30 hit points, and it is vulnerable to fire damage. The ice wall comes right to the river, and if characters wish to come within melee range, they will need to do so from the water. Reducing the barrier to 0 hit points eradicates it, opening the way to the crypt.

Vrizzt’s Help. Vrizzt knows the goblins entered through the gap now plugged with the ice wall, but she takes them to the Puzzle Room (area 10), believing the party will be smart enough to figure it out.

7. ICE SLIDE

The floor of this tunnel angles down and around a bend to the east.

A character who succeeds on a DC 12 Wisdom (Perception) check notices the ground is particularly icy in this tunnel.

Hazard: Ice Slide. Any creature walking down the tunnel must succeed on a DC 12 Dexterity saving throw or slip on the ice and slide down the rest of the way to the Wolf Pit (area 8), taking 1 (1d3) bludgeoning damage from the fall and landing prone. Characters who walk at half speed can make this throw with advantage.

8. WOLF PIT

Humanoid bones of all types fill this pit, and the scent of canine hangs heavy in the air.

Encounter: Hungry Like a Wolf. Three starving **wolves** nest in this pit, frantic with hunger. The goblins use the slide to keep them trapped here and pull them out with ropes.

Treasure. A character who searches the remains in the pit and succeeds on a DC 12 Intelligence (Investigation) check uncovers a pouch hidden in a boot with 10 gp and a piece of parchment with a hastily scribbled note saying, “Take the gold and run! They are on to you! We will meet again in Myrefall. ~ T.” GM’s Note: This note can be used as a seed for your next adventure or replaced by another object or note that better suits your needs.

9. ENTRY CHAMBER

A carved warning in elvish is above the stone door to this chamber from area 4. It states, “The Frost King rests within. Disturb not his slumber.” When the characters first enter the room, read aloud the following:

Two floors divide this room with a short staircase connecting them. Wrapping around the walls is a large mural depicting a forest as it goes through the changing seasons. In the center of the lower level are two green-skinned goblins who blankly look in your direction.

Vrizzt happily yells out, “Burhg and Flugh!” when she sees the two goblins and rushes to them. A character with a passive Perception of 12 or higher will recognize that the goblins are not alive.

Encounter: Goblin Zombies. The two **goblin zombies** (they use the **zombie** stat block but are size Small, have 16 (2d6+9) hit points, and their slam attack deals 6 (1d4+1) bludgeoning damage) guard this room. Burhg and Flugh attempted to resist the frost king and were killed and raised as zombies. Vrizzt is heartbroken over this because they were very close.

Puzzle Clue: The murals depict the four seasons of spring, summer, autumn, and winter on the north, east, south, and west walls, respectively. These correlate to the four rings in the puzzle door in area 10.

10. PUZZLE ROOM

It is impossible to open the puzzle door to this room (as described below) from area 11. When the characters first enter this room, read aloud the following:

Broken bits of pottery lie shattered on the ground in this otherwise bare room. A stone door sits on the southern wall. In the middle of the door is four concentric, metal rings set inside a four-pointed star with an embossed rose at the very center.

Each ring has four equidistant symbols enameled on them as described on the Ring Puzzle Table. The rings spin in place independently of each other, and the rose in the center can be pressed to unlock the door (the rose button does move otherwise). The correct placement is as follows:

- North - Flower for Spring

- East - Sun for Summer
- South - Leaf for Autumn
- West - Snowflake for Winter

Solving the puzzle unlocks the door, making it rumble and slide down into the floor, opening the way to the Frost Crypt (area 11).

Vrizzt’s Help. If the characters cannot figure out the puzzle, Vrizzt suggests they try to enter the same way the goblins did previously. If asked why she didn’t bring it up before, she shrugs and says, “I guess you’re not as smart as I thought you were.” before sauntering off.

11. FROST CRYPT

The stone door to this room has an icy skull painted on it. When the characters first open the door to this room, read aloud the following:

The temperature drops to arctic levels the instant you open the door. A thick sheen of ice covers every surface of this broad chamber, and icicles hang from the ceiling. There are iron chests stacked against one wall, and a short flight of steps leads up to a dais holding a throne carved from solid ice. Sitting on the throne is a large, blue-skinned goblin with glowing eyes grinning wickedly at you. The goblin grips a crooked staff topped with a horned skull and beaded feathers in one hand, and a silvery crown with a large blue gem sits on his brow, the gem glowing the same frosty hue as his eyes. “Back so soon, Vrizzt? And I see you brought friends! Ready to join my army, at last, hm?” he intones with a chuckle.

Vrizzt argues with the possessed shaman, and the characters learn through their conversation that Vrizzt was the chief of the tribe, something she has hidden from them, even though she is overly boastful of everything else. She expresses shame that her greed led her tribe to this destruction. The conversation quickly devolves into Vrizzt attacking the possessed shaman.

Encounter: The Frost King. Fizgut was the shaman of the Greyclaw tribe, led by Vrizzt, their chief. When Vrizzt managed to make her way into the crypt, he found the crown he now wears and was possessed by the spirit of Leone the Frost King.

The possessed shaman has a pet **ice mephit** using its false appearance to hide in the ceiling. It first uses its fog cloud ability and then maneuvers to utilize its

RING PUZZLE TABLE

Ring	Symbols
1	Sun, Bowl, Serpent, Hammer
2	Eyeball, Star, Snowflake, Spider
3	Moon, Leaf, Skull, Shield
4	Sword, Flower, Wolf, Raindrop



breath weapon effectively. **Fizgut** uses the **cult fanatic** stat block with the following changes:

- His size is Small.
- He wields a club that deals 4 (1d4+2) bludgeoning damage instead of daggers.
- His *spiritual weapons* spell appears as fists made of ice.
- His *shield of faith* spell appears as a layer of thick frost.
- His *sacred flame* spell appears as a blast of ice and snow.
- Where applicable, his spells deal cold damage instead of the listed damage type.

Treasure. The iron chests in the crypt contain 100 gp, 250 sp, 300 cp, a *pearl of power.*, and a journal detailing out the life of Leone, a lonely wizard who bitterly wanted to freeze the whole world. It details how he purposefully trapped himself within the crown as a way to live forever, but his enemies learned of this and sealed him away in this tomb centuries ago.

DEFEATING THE FROST KING

There are a few ways the characters can defeat the frost king, as follows:

- Kill Fizgut, forcing the spirit back into the crown.
- Wrestle the crown off Fizgut's head, forcing the spirit back into the crown.

- Cast a remove curse spell or greater restoration spell on the crown, instantly destroying it.

If the spirit is forced back into the crown, the characters can smash it on the ground, and it shatters like ice, ending all enchantments. Any frost goblins still living will instantly revert to their usual selves, the ice wall between areas 6 and 11 vanishes, and the weather begins to return to normal.

A character attempting to wear the crown must succeed on a DC 20 Intelligence saving throw, becoming possessed by the spirit of the frost king on a failed save, or taking 27 (5d10) psychic damage and shattering the crown on a successful one.

CONCLUSION

If the characters destroyed the frost king's crown, the endless winter recedes over the next 1d3 days. The people of Myrefall hail the party as heroes, and Mayor Marta gladly pays them the promised 200 gp. She also pays for a week's worth of food and lodging at the Flaming Wagon, where the party finds Regus Highbridge if they rescued him from being eaten.

If the characters subdued the Greyclaw clan as Vrizzt wished, they revert to their usual selves and run far away from the warren, leaving Vrizzt behind. If the party stayed on good terms with her, she asks if she could join them as an adventurer. Otherwise, if they killed too many of her tribe, she coldly tells them they are no heroes and ventures off to find her own adventures.

If the frost king defeated the characters, their bodies are raised as zombies to bolster his army, which he unleashes on the town of Myrefall. Winter begins to spread across the eastern border of the Freelands, and his icy reign lasts for decades. Eventually, a bold and brave band of heroes defeats him and brings balance back to nature.

CREDITS

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THANK YOU TO ALL OUR PATRONS, YOU ALL ROCK!

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APPENDIX

GOBLIN CHARLATAN

Small humanoid (goblinoid), chaotic neutral

Armor Class 14 (hide armor)

Hit Points 21 (6d6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	10 (+0)	10 (+0)	8 (-1)	10 (+0)

Skills Deception +2, Sleight of Hand +4, Stealth +4

Senses darkvision 60 ft., passive Perception 9

Languages Common, Goblin

Challenge 1 (200 XP)

Proficiency Bonus: +2

Nimble Escape. The Goblin Charlatan can take the Disengage or Hide action as a bonus action on each of its turns.

ACTIONS

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

"Fireball!" (1/Day). The Goblin Charlatan pretends to cast a spell, while palming a small improvised explosive and throwing it at a point the Goblin Charlatan can see within 30 feet of it. Each creature within a 5-foot-radius of the blast must make a DC 13 Dexterity saving throw, taking 5(2d4) fire damage on a failed save or half as much damage on a successful save.

"Magic Missiles!" (1/Day). The Goblin Charlatan uses a hidden slingshot in their sleeve that shoots 3 stones at one or more targets within range that they choose. They do so with surprising speed and these attacks are made with advantage.

Ranged Weapon Attack: +4 to hit, range 20/60 ft., up to three targets. *Hit:* 2 (1d4) bludgeoning damage.

"Stun Ray!" (1/Day). The Goblin Charlatan throws a half-eaten, moldy sandwich at a single target within range, leaving a putrid trail of "sauce" behind in the air as it flies.

Ranged Weapon Attack: +4 to hit, range 20/60 ft., one target. *Hit:* 2 (1d4) bludgeoning damage, and the target must make a DC 13 Constitution saving throw (DC 13) or be stunned until the end of their next turn, as the foulness stops them in their tracks.

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