

A blue dragon with a crown of spikes is breathing fire at a man whose head and shoulders are encased in a block of ice. The scene is set on a stone staircase. The dragon's scales are detailed, and its eyes are glowing. The man's face is visible through the ice, looking towards the dragon. The background shows a rocky cliffside.

 **MONKEYDM**

# THE FROZEN CURSE

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5TH EDITION ADVENTURE

UNEARTH SECRETS THAT WILL FREEZE YOUR BLOOD AND BONES

*EAN BENDER*



MONKEYDM

## THE FROZEN CURSE

THE FROZEN CURSE IS AN ADVENTURE DESIGNED FOR 4-5 LEVEL 5 CHARACTERS FOR USE WITH THE 5TH EDITION RULESET.



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## INTRODUCTION

You are mercenaries, adventurers that traverse the frozen wastes of the northern part of the continent in order to make a living, working for food, money and fame. Now, you are to go to the village of Iih (*If you're playing an officially published 5e adventure that takes place in the frozen north, you can use this town instead of one of the ten cities, or add it as a secret 11th town*). People missing, trails of blood leading to a place where no one seems to know or is willing to enter. The villager elder wants you to help them and stop this phenomenon.

### 1. THE VILLAGE OF IIH.

The village of Iih is a remote village in the northern Frostwing Plateau, with a few resilient villagers, their numbers not dwindling despite the conditions. It seems that people are kidnapped during the night and dragged somewhere through the tundra. Your players are traveling there from a village of your choice.

#### 1.1. GLACIAL JOURNEY

Their travel time is of 2h with a dog sleigh, 4h with winter gear or 6h without winter gear. Every hour a designated party member must succeed a **DC 11 (wisdom) survival check** or face a random encounter and not make progress. If they fail the roll by 5 or more they have the encounter and their progress is set back by 1 hour.

#### RANDOM ENCOUNTER TABLE

d4	Encounter
1	Winter Wolf x 2
2	Frost Giant x 1
3	Air elemental x 1
4	Nothing

#### MECHANIC: FROSTBITE

Travelling through the Frostwing Plateau takes its toll. For every 2 hours of travel, players need to make a DC 12 Constitution saving throw or take one frostbite point. Accumulating frostbite has various effects. Player Characters that have cold resistance always succeed this roll.

- **Mild Frostbite** - 1 Frost Bite point - The weather takes its toll, exposed skin becomes frost nipped. The skin becomes reddish and numb.
- **Intermediate Frostbite** - 2 Frostbite points - The previously exposed skin become white and painful, blisters now forming. The player takes 5 (2d4) damage upon getting
- **Severe Frostbite** - 3 Frostbite points - The pain becomes unbearable, skin is now dead and gangrened and cannot be saved, you take 7 (2d6) cold damage. In addition you have disadvantage on all attack rolls until you cure this condition.

Read this:

The village elder sees you approaching and comes to greet you, as the winds blow harshly and continuously. You see an elderly woman, braided, gray hair, wrapped in animal skins patched together helped by a young man. Near the entrance in the village she says loudly: "COME IN, COME IN! NO USE TALKING HERE!" As she points to a bigger igloo in the center of the village!"

#### TARRAH, VILLAGE ELDER

Inside they are greeted by a slew of villagers all cuddled together around a small fire. The cold seems to subside inside but nonetheless, the weather takes its toll on the people so far north. Scarcely furnished, only two wooden chairs are present as all other "furniture" is made of ice and covered with pelts so they can provide some sort of comfort. On the floor, a mishmash of pelts and blankets create a communal sleeping place. It seems that everyone is sleeping here during the night.

The gray haired elderly human woman looks like she has seen her fair share of troubles in her life. Her wrinkled face showing a warm, but cautious smile to everyone she encounters. Her clothes are patched together and her pelts come from various animals, most likely gifts from the villagers or maybe thank you presents for her guidance and wisdom. Old as she may be, her eyes are vibrant and her voice still loud. Leadership suits her well.

"Welcome, welcome. I wish you could have found us in better times. But sit, drink, eat, it's not much but at least it will keep you warm"

*The players can now rest and remove all their frostbite points. Severe Frostbite can only be reversed by a short rest in conjunction with a healing spell using a 2nd level spell slot or higher on the PC.*

The village elder tells the party that villagers have started to disappear during the night, while most villagers stay inside during night time, sometimes hunters or fishermen need to go out and start preparing for the day. There is always a trail of blood leading further north, but every time someone wants to follow it they always seem to get lost and start circling around leading nowhere. Some of the villagers believe that dark magic is at hand, some villagers believe that the dragons in the ice are to blame. But they can certainly say that people are missing.



## 1.2. THE FROZEN HARVEST

The players need to wait until night falls, allowing them to prepare for another missing person.

The players can become bait themselves or use a villager as bait.

If the players will become bait, they are attacked and taken away by **ice mephits** (8-12 ice mephits)

If they use a villager as bait, the villager is taken away by ice mephits and the players need to succeed a **DC 14 Wisdom (Perception)** check to see where the ice mephits are going. On a success they follow the mephits to the next map. On a failure, they still manage to follow it, but lose themselves to the magic, they must each roll for frostbite once, as they try to keep following the trail. If they fail the roll by 5 or more they completely lose track of the mephits, and come back to the village empty handed. The next day the villagers will refuse to cooperate and one of the characters has to offer themselves as bait, or succeed a DC 18 Charisma (persuasion or intimidation) check to convince another of the villagers.

## 2. THE RITUAL STONES

Read this.

The frigid air now envelops you with the metallic scent of blood, you see bodies hanged on the stone formation arranged in a circle dangling and swaying in what seems to be a breeze brought by Death itself. One figure stand hunched over a table mumbling and growling while moving her hands while arcane energy swirls around it.

The circle of rocks stand tall in the eye of the storm, bodies swaying in the breeze, their blood falling to the frozen ground forming icicles. Suspended you see what seems to be hunters and fishermen from the village flayed, some of them seemingly here for a long time, some of them just freshly flayed.

In the middle of the circle they see an *Ice Hag* chanting a ritual, as the corpses animate and move towards the players, they hear the following:

"And I shall give the blood of many, the blood of strong to bring the prison to a stop. And so our lord shall rise again and brings his wrath upon the world. Frozen blood and frozen thought, winds heed my call and answer now, break the ice and make the bow. I Harrah, command you now, free the lord and free him now"

### HARRAH THE ICE HAG

## 2.1 A FRIGID GROUP

Roll for initiative. The encounter consist of **8 Frozen Zombies**, if the encounter goes further than 5 rounds, at initiative order 20 every players makes a frost bite saving throw at the start of every round.

At the beginning of the battle the hag teleports and leaves towards a towering monument like structure and leaves the party to deal with the zombies.

Moving towards the monument-like structure takes time, once the battle is over. The players realize that the only way is forward, as a blizzard has lifted behind them, making traveling back near impossible without putting themselves in grave danger. They make a frostbite roll.

MAP 2





## FROZEN ZOMBIE

Medium humanoid (undead), neutral evil

**Armor Class** 11 (natural armor)

**Hit Points** 26 (4d8 + 8)

**Speed** 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	7 (-2)	15 (+2)	3 (-4)	7 (-2)	5 (-3)

**Skills** Athletics +4, Survival +2

**Senses** passive Perception 8

**Languages** Draconic

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

**Undead Fortitude.** If damage reduces the frozen 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 frozen zombie drops to 1 hit point instead.

**Frozen Curse.** If the frozen zombie kills a humanoid, it raises as a frozen zombie 1d4 minutes later.

### Actions

**Multiattack.** The frozen zombie makes two melee attacks one with its bite and one with its claw

**Bite.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage and the target must succeed a DC 12 or have their speed slowed by 10 feet for one minute as ice encases them. If the targets speed reaches 0, they are fully enveloped by ice and are considered petrified but can still be damaged by the frozen zombie. Exposing the creature to a source of heat (campfire, chimney,...) for 1 minute frees them from this condition.

**Claw.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage.

## 3. SUMMONING THE END

The cold here seems to hit harder than usual. Two frozen dragons statues are imposing, sculpted as if their battle was taking place, two gigantic ice sculptures, light passing through and hitting the shining white scales of the dragons. The freezing cold swirling around them.

The players now can see, that these are in fact not statues, but two adult white dragons firing their breath weapons frozen in ice and time, the hag chanting at their feet.



### 3.1 BREAKING THE ICE

Read this:

“And now the ice shall break and we shall see what we do to break and break and break. Come forth, my lords, come forth and let them see what you are and what we are meant to be!”

#### HARRAT THE ICE HAG

A blood orb is now forming in the hands of the hag, this being the central piece to break the ice. As it forms you can tell your players that the ice covering the dragons is starting to crack as tendrils of blood extrude from the orb, and start breaking the ice. You can now roll for initiative.

MAP 2





## 3.2 BOSS FIGHT: HARRAH THE ICE HAG

### HARRAH, THE ICE HAG

*Medium fey, chaotic evil*

**Armor Class** 17 (natural armor)  
**Hit Points** 104 (16d8 + 32)  
**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	16 (+3)	14 (+2)	12 (+1)	14 (+2)	17 (+3)

**Saving Throws** Wis +5  
**Skills** Nature +4, Perception +5, Stealth +6, Survival +5  
**Damage Immunities** cold  
**Senses** darkvision 120 ft., passive Perception 15  
**Languages** Common, Giant, Sylvan  
**Challenge** 7 (2,900 XP)

**Ice Walk.** Harrah can move across and climb icy surfaces without needing to make an ability check. Additionally, difficult terrain composed of ice or snow doesn't cost it extra movement.

**Innate Spellcasting.** The hag's innate spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). She can innately cast the following spells, requiring no material components:

At will: *hold person*, *ray of frost*  
3/day each: *cone of cold*, *ice storm*, *wall of ice*  
1/day each: *control weather*

#### Actions

**Slam.** Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 10 (2d8+1) bludgeoning damage plus 3 (1d6) cold damage.

**Maddening Appearance.** The hag reveals her true form. Each creature of the hag's choice that is within 60 feet of her and able to see her must succeed on a DC 15 Wisdom saving throw or be frightened of her for 1 minute. While frightened in this way, a creature is incapacitated, can't understand what others say, can't read, and speaks only in gibberish; the DM controls the creature's movement, which is erratic. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the hag's Maddening Appearance for the next 24 hours.

#### LAIR ACTIONS

When fighting surrounded by ice, Harrah can invoke the ambient magic to take lair actions. On initiative count 20 (losing initiative ties), the hag can take one lair action to cause one of the following effects, Harrah can't use the same effect two rounds in a row:

- **Draconic Presence.** Each creature that is within 120 ft. of the Dragons and aware of it must succeed on a **DC 14 Wisdom saving throw** or become Frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the Effect on itself on a success. If a creature's saving throw is successful or the Effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.
- **Blood syphon.** The Hag uses the orb to fill it up by siphoning blood from the players. They must succeed a **DC 14 Constitution saving throw** to resist the siphon. Characters with frost bites have disadvantage on the roll. On a failed save, the blood orb deal 3 (1d6) cold damage to the players. And the blood orb starts to grow stronger. Every time the blood orb siphons a player its damage increase by 1d6 to a maximum of 5d6 damage.

When the blood orb is at maximum damage and a player is siphoned by it, they then are trapped inside the orb. A **DC 16 Strength saving throw** can be made as an action in order to escape the Orb Prison. The orb has AC 21, 30HP, and is immune to all damage from spells or magical effects, and can only be targeted from the outside.

## 4. CONCLUSION

If all players are captured in the Ice Prison the hag manages to free the dragons which continue their battle and bring destruction in the north. The village of Iih being the first one hit by the violent and rage fueled combat.

If the players manage to kill the hag before the blood orb captures all players, they manage to stop the release of the dragons. The village of Iih grows stronger and manages to survive with a story of the ones that stopped the hag.

MAP 3





# THANK YOU !

A big thank you to the reddit community, as well as all of those who follow and support me, without you I couldn't have brought this project to life.

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Covert art from Dean Spencer and Art on page 5.

Maps created by [CzePeku on Patreon](#).

And now onto the next project...

Cheers !

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