

# Icebound

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A Fantasy Roleplaying Adventure  
For Low-Level Gameplay

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# Using This Book

This module is intended for use by a Game Master to direct low-level players through a short wilderness adventure. For any encounter used within, the creatures and numbers encountered should only be used as a rough guide and can be adjusted based on the level or make-up of the party to scale the difficulty up or down. The same rules should apply to treasures, rewards, and difficulty checks – use whatever feels reasonable for the group or to reflect any edits made to the content.

There are a few sections of read aloud text that can be used by the Game Master as a narrative aid, but feel free to skip these or paraphrase for yourself. Reward for this adventure will be left at the discretion of the Game Master. If using an experience point system, players can be granted points based on the monsters encountered throughout with any other bonuses or penalties seen fit.

On occasion new or optional rules may be provided to enhance the game based on the location or situation. These are only intended to add a wrinkle to standard game play and make each scenario unique – if you feel they don't quite fit or you have a better idea on how to handle them modifications can be made. Any unique monster, item, or rule will have details included here, however all other content can be found within the 5<sup>th</sup> Edition System Reference Document (SRD).

## Starting the Adventure

This adventure could be started through various methods. As a side quest or optional in a larger campaign, this could be introduced as a location the players happen to come across when navigating any sort of arctic location. This could be done by introducing a set of tracks leading off in the distance for the players to follow (leading to the nomad's village) or more directly by finding the village itself.

Alternatively, the villager's plight could be announced through a messenger travelling from the village for aid, via word of mouth, or a job board/adventurers for hire mechanic in their current location. Any of these options would encourage the players to investigate but ultimately leave the decision to undertake this quest up to them.

For a more direct approach, someone or something is required of these villagers and their plight is, as of yet unknown. Perhaps a disgraced guard captain or outlawed priest or wizard has been in exile with this tribe but now the city needs their help again. The adventure could start as a diplomatic mission to bring them back, however the price of help is aiding the village before they will return.

Any reward for this adventure should be determined by the context of how it begins. The villagers will be unable to provide any material reward, but other terms may be negotiated and arranged prior to the outset.



# Adventure Introduction

Deep in the harsh glacial plains townships are few and far between, yet even here civilization still takes hold. Small bands of nomads can be found dotting the landscape taking refuge from the elements in crude tents made from hides stretched over wooden frames. This sort of mobile lifestyle isn't glamorous but it is necessary to avoid the harshest weather and ensure an adequate supply of food.

One clan in particular however has received a very unexpected boon. While taking refuge in a cave from a particularly nasty storm, one of the elders discovered a strange crystal. As if through some primal source of magic, this crystal emanates a soft blue light and radiates a warmth strong enough to allow for a more permanent habitat. With basic agriculture a possibility, basic fortifications were erected and tents were eventually traded for small houses. Life prospered in the most unlikely of locations and the tribe began to enjoy a more domestic lifestyle. As the party happens upon this settlement though, something clearly seems amiss.

## The Nomad's Village

### Read Aloud Text

Following a well worn set of tracks, you come upon a squat wooden wall surrounding what must be a settlement contained within under the protection of cliffs at the rear. A small gate lies ahead on the path, encrusted with frost and ice, wedged open in a drift of snow. Only the faintest signs of life can be heard from within the walls.

The nomad's village marks one of the only permanent settlements in these snowy wastes that has fallen on hard times. The path forward into the village is clear for now, but one good snowfall will cover the trail and erase its existence.

The gate is unguarded and on the inside of the wall there is a small guardhouse that looks to have been abandoned some time ago. Evidence of better times can be seen on closer inspection: the path is inlaid with some rudimentary stonework as it gets closer to the village and outside the guardhouse there is a planter with frost covered plants that have died out. Upon entering the village, the party can see small houses forming the semblance of a basic village with a small town square at center. At one point this may have been a quaint and peaceful village but has now become snowed in and desolate. None of the villagers can be seen, although low voices can be heard from a few of the houses. If called to or found, the villagers will respond and exit their houses telling of their plight. All of them now look to be malnourished and victims of the severe weather barely clinging to life.

## The Villager's Plight

Just over a decade ago, the villagers of this town were nomads of the snowy plains, moving their animals and tents from location to location following the favorable weather and what little food the landscape offered. That all ended while sheltering in a nearby cave waiting out a brutal winter storm. In this cave, the air felt warmer and plants grew even more abundantly than anywhere else on the plains – almost as if it was a magical paradise of



warmth and bounty. Investigating deeper into the cave, a tribe elder found the source of this warmth – a magical crystal that seemed to repel the cold weather.

After the storm subsided, the villagers left the cave with their crystal in hand. As if magic, the snow began to melt and recede from its influence. Although it was difficult at first, the tribe set up a permanent residence within this aura of warmth building a wall to protect them from invaders and then small houses to replace their tents.

Life was great until recently when a fledgling band of orcs stormed their happy little village and stole the crystal. It was to be a prize for their master – Harrell Frost-Axe, a ruthless Frost Giant residing over the wintry realm in his icy fortress atop a rocky spire in the middle of the glacial plains. These brazen orcs are hoping this gift will get them into Harrell's favor so they may accompany him on his next raid. This is your only chance – you must retrieve the crystal from these orcs before it is handed over to Harrell upon his return or these villagers will surely perish. A small scouting party tracked them to their icy lair on the northern side of Harrell's spire, but unfortunately the band was too strong for them to retrieve the gem themselves.

## A Snowy Ambush

As the villagers and the party are discussing their dire situation, two Sabre-Tooth Tigers have stealthily entered the village gate and have mounted an ambush. The first will pounce on an unwary villager (they will suffer wounds that will prove fatal without curative magic) while the other moves in to attack the party.

This sort of attack highlights the villager's plight and dire circumstances even further – without the magical stone returned this entire village will perish in short time.

## The Ice Caves

### Read Aloud

As you approach the base of the huge rock spire jutting out of the glacier, you have mixed feelings of dread and relief. At last you have your first bit of shelter from the bitter wind since setting off across the icy landscape and warmth just barely returns to your aching bodies. No time to savor this small comfort though – Harrell and his war band may return at any minute and there is still work to be done before returning to the villagers across the ice.

From this vantage point a keen eye can just make out the details of an icy castle high up in the summit of the peak looming ahead. A well worn rocky path through the snow winds upwards skirting treacherous cliffs and ledges. Although one wrong step would spell disaster, the path is wide enough to accommodate crude carts and of course, Harrell himself. Small cave entrances can be seen dotting the mountainside, no doubt the home to Harrell's current war-band. Although Harrell is off on a raid, players should be encouraged to stay away from his domain and directed towards their objective. If the players were to be found by Harrell, he'd prove too great an adversary so they best be quick to not encounter him.

On the more northern side of the spire, away from the main pathway up, lies another small cave entrance and the party's destination. This cavern lies at the base of the spire and leads into a cave that looks to be made equally of ice and rock. At the mouth of the cave, tattered hides are strung up to keep as much of the frigid wind out as possible while also concealing the entrance. In such a barren and desolate location, the orcs residing within feel secure enough with only meagre fortifying measures and without active guards on duty.

## Room Descriptions

1) The two small defensive structures at the mouth of the cave are of no concern to anyone wanting to enter – the tattered hides strung up behind them offers more resistance. The howling winds subside in this entryway and the air inside is still, cold, silent, and carries the smell of smoke.

The walls of this cave system are partially carved into the smooth ice with rocky sections where boulders are jutting out of the ice. Water drips from the roof and condenses on the walls hinting at a heat source inside slowly melting the icy domain.

2) Although there are no sentries posted at the mouth of the cave, the entrance is not totally unguarded. This small chamber serves as a makeshift guard station fully sheltered by the elements. Two Orcs with a Wolf reside in this chamber as an advance watch huddled around a smouldering fire that struggles in the cold of the glacial cavern. The conversation of these orcs can be heard by a vigilant ear (DC 10 Perception Check to hear the voices, DC 14 Perception Check to identify them as Orcish).

3) This small room serves as the main stockroom for the war-band. Crates and barrels containing crude rations and supplies line the walls and are covered with frost and snow. Most of the contents within have not escaped the effects of the cold with some of the barrels and crates frozen solid and bursting at the seams.

Two weapon and supply racks here house some crude weapons and armor covered in frost. They still look to be serviceable, made from a competent but not overly skilled craftsmen (basic armor and weaponry is available at GM discretion for specific items).

4) Water drips from the roof of this chamber into a small pool on the cold rocky floor that is crusting over with ice. Gathered around a small campfire sit members of the war-band huddled in furs for warmth (3 Orcs, 1 Orc Shaman, 1 Orc Archer – Reference Appendix A for monster statistics).

On approaching the chamber, sparse conversation can be heard (DC 10 Perception Check to hear the voices, DC 14 Perception Check to identify them as Orcish and what is being discussed). For anyone understanding Orcish, much of the talk focuses around complaints over the cold and curses towards someone named Tuggert for not allowing them access to the 'warming stone'.

5) This cavern serves as the chamber of the war-band leader – Tuggert the Fierce. A foul stench emanates from a bearskin mat in the middle of the room serving as the Orc commander's bed – even from a distance you can see chunks of rotting flesh on the underside of the skin although he seems to pay it no heed. A fire pit in the back of the cavern gives off faint wisps of smoke. The air here is warmer than the rest of the cave due to the proximity of the crystal so the fire is only needed for cooking and not warmth.

Accompanying Tuggert in his cavern is an Orc Shaman, and two Orcs he commands as his servants (refer to Appendix A for monster statistics). As commander of the war-band, Tuggert has collected any valuables from his soldiers for himself to spend on the band's behalf. He has stashed a small leather bag containing 42(8d8) GP under his bear skin rug which serves as the bands meagre funding. Tuggert has also managed to raid a magical sword (+1 Greatsword) that he wields in battle that may be looted by the party.

6) In a small alcove near the back of the cave stands a small stone pillar in the center of a glowing rune etched into the ground. On top of the pillar sits a shard of crystal pulsing with magical energy emitting a soft blue glow. The icy walls around the crystal appear to be melting at an accelerated rate from the rest of the caves with the walls coated in dripping water. Upon approach, the air warms – becoming rather pleasant – as the crystal radiates its magical warmth. This is the crystal the villagers have asked you to collect!

## Finishing the Adventure

Upon returning to the village, you can see the villagers have made the most of the remains of the Sabre-Tooth Tigers that attacked earlier. Hides are strung up to cure which will eventually be used for warmth. The meat roasts over a small fire of wood salvaged from the village gate that burns in the town square. Many desperate folk huddle around the fire for warmth and look forward to their first meal in a long time. An already boosted morale is increased as they see their precious crystal being returned.

As previously noted, the villagers are unable to provide any material reward to the party for finishing this quest. However, any negotiations should have been made and the reward will be dependent on those terms.



# Appendix A: Monsters

Listed below are any unique monsters used within this adventure module.

## Tuggert the Fierce

Medium humanoid (orc), chaotic evil

**Armor Class** 16 (chain mail)  
**Hit Points** 60 (8d8 + 24)  
**Speed** 30 ft.  
**Saving Throws** Str +5, Wis +1, Con +5  
**Skills** Intimidation +3, Survival +1  
**Senses** darkvision 60ft, passive Perception 9  
**Languages** Common, Orc  
**Challenge** 3 (700 XP)  
**Proficiency Bonus** +2

<b>STR</b>	16 (+3)	<b>INT</b>	8 (-1)
<b>DEX</b>	12 (+1)	<b>WIS</b>	9 (-1)
<b>CON</b>	17 (+3)	<b>CHA</b>	13 (+1)

**Aggressive.** As a bonus action, Tuggert the Fierce can move up to its speed toward a hostile creature that it can see.

**Blood Frenzy.** Tuggert the Fierce has advantage on melee attack rolls against any creature that doesn't have all its hit points.

### Actions

**Multiattack.** Tuggert the Fierce makes two attack with its Greatsword.

**+1 Greatsword.** Melee Weapon attack: +6 to hit, reach 5ft., One target. Hit: 10 (2d6 + 4) slashing damage

## Orc Shaman

Medium humanoid (orc), chaotic evil

**Armor Class** 13 (hide)  
**Hit Points** 26 (4d8 + 8)  
**Speed** 30 ft.  
**Saving Throws** Wis +4  
**Skills** Religion +1, Medicine +4  
**Senses** darkvision 60ft, passive Perception 12  
**Languages** Common, Orc  
**Challenge** 1 (200 XP)  
**Proficiency Bonus** +2

<b>STR</b>	13 (+1)	<b>INT</b>	8 (-1)
<b>DEX</b>	13 (+1)	<b>WIS</b>	15 (+2)
<b>CON</b>	15 (+2)	<b>CHA</b>	11 (0)

**Aggressive.** As a bonus action, the orc shaman can move up to its speed toward a hostile creature that it can see.

**Spell Casting.** The orc shaman is a 1st-level spellcaster. The orc shaman's spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). The orc shaman has the following cleric spells prepared:

Cantrip (at will): light, sacred flame, thaumaturgy  
1st level (2 slots): bane, cure wounds

### Actions

**Spear.** Melee or Ranged Weapon Attack: +3 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 4 (1d6 + 1) piercing damage in melee, or 4 (1d6 + 1) piercing damage at range, or 5 (1d8 + 1) piercing damage if used with two hands to make a melee attack.



# Orc Archer

Medium humanoid (orc), chaotic evil

**Armor Class** 14 (leather)

**Hit Points** 22 (3d8 + 9)

**Speed** 30 ft.

**Saving Throws** Dex +5

**Skills** Stealth +5, Survival +3

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

**Languages** Common, Orc

**Challenge** 1 (200 XP)

**Proficiency Bonus** +2

<b>STR</b>	<b>13 (+1)</b>	<b>INT</b>	<b>8 (-1)</b>
<b>DEX</b>	<b>17 (+3)</b>	<b>WIS</b>	<b>13 (+1)</b>
<b>CON</b>	<b>16 (+3)</b>	<b>CHA</b>	<b>9 (-1)</b>

**Aggressive.** As a bonus action, the orc archer can move up to its speed toward a hostile creature that it can see.

**Keen Senses.** the orc archer has advantage on Wisdom (Perception) checks that rely on sight, hearing or smell.

**Precise Shot (2/Day).** The Orc archer may add 1d6 to either the attack roll or the damage roll when making an attack with its Longbow. This can only be done once per turn.

## Actions

**Multiattack.** The Orc Archer makes two melee attacks or two ranged attacks.

**Longbow.** Ranged Weapon Attack: +5 to hit, range 150/600 ft., one target. Hit: 7 (1d8 + 3) piercing damage.

**Longsword.** Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 5 (1d8 + 1) slashing damage, or 6 (1d10 + 1) slashing damage if used with two hands to make a melee attack.