

A PACT OF BLOOD AND ICE



The village of Greenhaven lies in a fertile mountain valley with a delightfully mild climate and a long growing season with deep, rich soil that grows almost anything the farmers plant. Even in the winter, hardy plants thrive in Greenhaven, and the village never wants for food. Even the local stream is slow, sweet, and polite enough to never overrun its banks. So it has been for the last few decades—but it was not always so.

Suggested Level: 11

Unknown to all but the village elders, Greenhaven's bounty is reliant on an infernal deal struck thirty years prior. Now, every year, adventurers must unwittingly pay the price, and traverse the mountain's trials and horrors along the way.

BACKGROUND

Thirty years ago, the villagers of Greenhaven were at the end of their ropes. Fields were barren, livestock infertile, fishing lines empty, and the trade routes had veered away from them.

In a bid to reclaim some of their prosperity, the village elders set out to climb to the summit of nearby Mount Dobrien. It was rumored a great power dwelt there, which would grant a boon to any who could reach it. Whether they had to beg or bargain, the elders were determined to improve the fortune of their village.

The journey was arduous, and only two of the five elders survived the trip to the summit. There, they were greeted not by a benevolent power, but by an ice devil, Voglomog.

All too willing to make a deal after their perilous journey, Voglomog had little trouble getting the elders to agree to a bargain: for the prosperity of their village, the elders would send an envoy of powerful souls up the mountain every year to become a sacrifice.

The only thing left to do was seal the pact in blood. The devil bid the elders to fight to the death. With the gnashing of teeth and the swinging of a large rock, the deal was done and sealed in blood.

Calum, the last surviving elder, made his way shaken and frostbitten down the mountain, to

find Greenhaven's fortunes had turned overnight. Fields were fertile and growing crops, livestock had given birth, and a caravan of traders was just pulling in.

Since then, Calum and a rebuilt council of elders has conned many adventuring parties to climb the slopes of Mount Dobrien. None have ever returned, and Greenhaven's prosperity has only grown—all the while, surrounding villages have hit upon hard times as their fields and livestock begin to fail.

DEVIL IN THE DETAILS

The nearby towns and villages have suffered the consequences of Greenhaven's deal. While Greenhaven prospers, their villages feel the negative effects of Voglomog's intervention. Widespread flooding, harsh winter storms, and a bleak climate of short, mild summers and long winters have shortened their growing season to the point that it is unsustainable even for their small populations. Beasts on the mountain have grown stronger, seemingly magically enhanced. Those who haven't fled suffer, and the close proximity of the prosperous Greenhaven—whose Council of Elders refuses to send aid or accept those fleeing the decimated villages—has turned to bitter resentment.

RUNNING THIS ADVENTURE

This adventure is divided into three chapters:

Chapter I: Mountain Exploration. The characters begin their expedition up Mount Dobrien, and must deal with several encounters and skill checks along the way.

Chapter II: Mountain Lair. The path up the mountain goes through an ice cave, where characters must face more challenges. In order to leave the cave, they must get past two starving white dragons.

Chapter III: The Devil in the Details. After reaching the summit of the mountain, the characters come face-to-face with the devil Voglomog. This encounter may resolve in one of several ways that have far-reaching consequences.

EXTREME COLD RULES

The extreme cold on Mount Dobrien is fueled by Voglomog's power, and is unlike the cold found anywhere else.

After each short rest, long rest, or combat encounter, characters must succeed on a DC 10 Constitution saving throw or gain one level of exhaustion. Creatures wearing cold weather clothing make this saving throw with advantage. Creatures with resistance or immunity to cold damage automatically succeed on this saving throw. Exhaustion gained this way can only be removed by casting *greater restoration* or by taking a long rest off the mountain.

Additionally, roll on the "Environmental Effects" table any time the characters disturb the mountain by casting a spell of 5th level or higher, by making a loud noise, or by dealing physical damage to the environment at your discretion. Voglomog can also trigger these effects at your discretion, typically when the adventurers have lingered too long or are getting too comfortable.

ADVENTURE HOOKS

Use one of the following adventure hooks to draw characters into this adventure:

- The village elders have hired the characters to rescue a group of missing villagers who were headed for the mountain peak. Elder Agatha, having grown uncomfortable with the lie they tell adventurers every year, gives the characters two *potions of cold resistance* for their journey.
- You have been hired by a village farmer to be their escort up the mountain. They believe the village's prosperity is due to a benevolent mountain spirit, and they wish to make a pilgrimage to the summit to visit the spirit and give thanks. The village elders encourage your presence on the pilgrimage.
- The elders of the nearby (and faltering) Willowdale village are fed up with Greenhaven's prosperity, and the Greenhaven elders' unwillingness to share their bounty. You have been hired to determine the source of Greenhaven's prosperity and steal it for Willowdale. If asked or intimidated, the Greenhaven elders will recite the story of a benevolent mountain spirit on the summit of Mount Dobrien.

THE TRUTH WILL OUT

If, by chance, characters discover the truth of Greenhaven's prosperity before they even begin the adventure (e.g., by casting *zone of truth* on the elders), do your best to roll with it. Allow the elders to come clean and beg the characters to intervene in the infernal pact.

d8	Environmental Effect
1	The ground gives a violent quake and a glacial cliff rises in front of the characters, which must be scaled to proceed. If the glacial cliff cuts through a creature's space when it appears, they must make a Dexterity saving throw. On a failed save, the creature takes 28 (8d6) cold damage, or half as much damage on a successful one. The glacial cliff can be climbed with a successful DC 12 Strength (Athletics) check.
2	A blizzard kicks up, heavily obscuring the area. Every minute a creature continues without shelter, they must succeed on a DC 10 Constitution saving throw or take 7 (2d6) cold damage. The blizzard passes after 10 minutes.
3	Pick a spot on the ground. Each creature within 20 feet must make a DC 15 Dexterity saving throw or fall through the snow into an icy pond that was hidden beneath. Roll for initiative. Any characters who escape or are rescued with a relevant DC 15 skill check in the first round have their immunity to cold damage reduced to resistance, or resistance negated if applicable. In the second round, they have hypothermia and gain the poisoned condition for the next hour. In the third round, they gain a level of exhaustion. If rescued in the fourth round or beyond, their maximum hit points are reduced by 22 (4d10). This reduction lasts until they take a long rest off the mountain.
4	A 15-foot crevasse splits the path ahead. The crevasse drops down 100 feet. See jumping rules in the core rulebook to clear the obstacle.
5	The cold makes it difficult to speak through chattering teeth. Spellcasters without cold resistance or immunity cannot perform somatic components of spells and the adventurers cannot verbally communicate. This effect passes after 10 minutes.
6	An ice shelf slides off the mountain toward you. Each creature in a 20-foot radius must make a DC 15 Dexterity saving throw, taking 2d8 bludgeoning damage and 14 (4d6) cold damage on a failed save, or half as much damage on a successful one. The area the ice landed in becomes difficult terrain.
7	A strong gust of wind threatens to knock the adventurers off the mountain. Each creature in a 20-foot radius must make a DC 15 Dexterity saving throw or slide prone to the edge of the mountain. Roll for initiative. Any creatures who are prone on the edge of the path must make a successful DC 13 Strength (Athletics) or Dexterity (Acrobatics) check as an action on their turn, or otherwise be helped up by a creature who was not knocked prone as their action. On initiative count 20 of the second round, all creatures who have not been helped or made a successful save fall and plummet 200 feet.
8	The adventurers find a natural sanctuary, a small cave seemingly untouched by the elements. They can take a long or short rest there (though this long rest does not cure exhaustion incurred on the mountain) without needing to make a Constitution saving throw to avoid exhaustion. Inside, however, they find the corpses of a traveling merchant group that was seemingly stranded while attempting to pass through the mountains—a successful DC 13 Wisdom (Medicine) check reveals the merchants turned on each other, with the freshest corpse sporting bloodied knuckles, a gut wound, and a cache of frozen foodstuffs large enough to sustain the group for several weeks.

CHAPTER I

MOUNTAIN EXPLORATION

Allow characters to meander around Greenhaven for a time, speaking with locals and preparing for their journey up the mountain. Cold weather clothing is available for 10 gp per set, which offers them advantage on the requisite cold weather exhaustion Constitution saving throws they will face. Villagers know and can relay the following information:

- Greenhaven “grows like a weed!” Its people are prosperous, its crops thrive, and they have for the past thirty years. The townsfolk are proud of this and believe it is a result of their labors, as well as the blessing of a benevolent nature spirit.
- The mountain is dangerous, in part because of Greenhaven’s jealous neighbors who attack travelers and traders alike. It is possible to cross the mountains, but dangerous to cross above the treeline.
- A white dragon called Frostmir used to terrorize the valleys from time to time—particularly in the spring—but thankfully always passed over Greenhaven. Their neighbors were not so lucky.
- The mountain has many dangers: natural and bestial. Traders and travelers crossing the mountains too close to winter often never reach their destination. Adventurers seeking fame and fortune have scaled the mountain before to seek the village’s benefactor, but none have returned.
- There is a path up the mountain built long ago to honor the nature spirit at the top. It’s rumored to be the safest path, warded by generations of pilgrims, but no one in the village has ever traveled to its end.

This adventure’s exploration phase begins as the characters reach the alpine tree line. Once the characters proceed up the mountain, read or paraphrase the following:

The slopes are bare and covered with snow above you, bouncing back light from a bright blue sky. Greenhaven is further away with each step. Looking from afar, it’s clear how Greenhaven got its name: the valleys surrounding it are brown and dry, and the land surrounding Greenhaven is lush and verdant, with an ice blue stream running down the center—an idyllic oasis.

Clouds cross the peak, providing a respite from the blinding sunshine off snow. Ahead of you, a stone archway looms overhead, marking the start of the Pilgrim’s Crest Trail: the fastest route up the mountain.

THE TRAIL

Long before Voglomog reigned over Mount Dobrien and its surroundings, a stone path with occasional archways led to its peak. Called the Pilgrim’s Crest Trail, it was a common pilgrimage in the late springtime, providing a breathtaking view of both sides of the mountain range. Now the path’s markers are buried in snow, defaced, and worn away with age. Despite this, the path is still the fastest way up the mountain—if you can stay on it.

Characters or NPCs from Greenhaven or other nearby mountain communities know where the trail starts and can provide directions.

As the characters proceed, they need to succeed on five group Wisdom (Survival) checks to stay on the trail. These start at DC 15, and increase by 1 on each success or failure.

Roll on the “Alpine Events” table after any failed group Wisdom (Survival) check. Reroll on any duplicate results.

Once the characters have succeeded on five group Wisdom (Survival) checks or experienced all of the events in the “Alpine Events” table, they may proceed to Chapter II.

d6	Alpine Events
1	1d4 enhanced polar bears hunch in a shallow cave. They will not attack unless provoked or if the characters attempt to enter the cave. The cave can be used to take a short or long rest without a Constitution save.
2	The corner of an overturned cart can be seen sticking out of the ice. Excavating the cart takes one hour. Inside the wreckage are two <i>potions of greater healing</i> , one <i>potion of comprehend languages</i> , and three sets of cold weather clothing.
3	A group of frozen corpses have turned into 1d4 ice husks that attack the party as they move past in an attempt to surprise them. A successful DC 15 Wisdom (Medicine) check made as the characters approach determines that the zombie positions require active muscle movement corpses should not have. They’re waiting.
4	Another group of adventurers (an assassin , gladiator , mage , and priest) is on the mountain. They are dressed for the weather and searching for an abandoned dragon’s lair. They’re aggressive and have no interest in sharing their loot. The assassin leader wears <i>boots of the winterlands</i> .
5	The characters meet 1d4 frost pilgrims from the other side of the mountain. They are friendly and happy to give directions or share rations, but they attempt to slaughter the party while they rest as a sacrifice to the mountain spirits.
6	The characters find a small shrine with dedications from hundreds of years ago, as well as a few that seem more recent. Amongst the 100 gp worth of ancient coins, gemstones, and small wooden idols, there are also a few ears, toes, and fingers shriveled and blackened by the cold. The characters can safely take a short rest here without incurring exhaustion, but make a note of anything they say while resting: Voglomog hears it through the sacrificed ears.

CHAPTER II

MOUNTAIN LAIR

This chapter begins when characters reach the entrance to a cave, through which the Pilgrim’s Crest Trail passes. In order to progress, they must enter the darkness of the ice cave and make their way to the other side.

The characters are protected from the worst of the elements while inside the cave, but other dangers await.

ENTRANCE

Read or paraphrase the following:

A yawning cave stretches into the mountain at the end of your path, but another immense stone archway stands before it, promising a path forward. Carved into the stone archway is a dragon whose tail wraps around the column, cracks of age spreading out from its grip.

The cave is the former lair of the deceased ancient white dragon, Frostmir, whose young are still chained inside. There are opportunities for treasure and exploration throughout, but most importantly: ascent. This cave rises through the mountain, ending at a vantage point over the whole valley that the ancient dragon used to survey its territory.

The cave promises relative safety from the cold. It’s dimly lit throughout, only catching indirect sunlight reflected off snow or small streams of light through overhead gaps.

Once characters enter the cave, read or paraphrase the following:

The cave is large, with a high ceiling of shockingly blue ice that resembles an internally lit, frozen lava flow. Blown snow has settled in deep ridges of the gray rock, but the cave itself is sheltered from the howling wind and temperamental weather outside. The cave burrows upward, and a sluggish, icy stream covers much of the small path.

EXPLORATION

As the characters proceed, they must maneuver their way around the icy waters that drain through the cave, which make the smooth stone slick. The entire area is difficult terrain. They need to succeed on five group Dexterity (Acrobatics) or Strength (Athletics) checks to traverse the path through the cave. These start at DC 15, increasing by 1 on each success or failure. Characters can use pitons, rope, or climbing equipment to give an individual advantage on the roll.

Roll on the “Cave Events” table after any failed group checks. If you reroll an event, roll again. In addition, every individual creature who failed in the group check must succeed on DC 15 Dexterity saving throw or fall into the icy waters. The first time a creature falls in, they lose any resistance to cold damage or their immunity to cold damage is reduced to resistance for 1 hour. The second time a creature falls in, they take 7 (2d6) cold damage from the icy water. The third time a creature falls in, they gain a point of exhaustion as the icy waters sap away their energy.

Once the characters have either succeeded on five group Dexterity (Acrobatics) or Strength (Athletics) checks or experienced all of the events in the “Cave Events” table, they may proceed to The Dragon’s Lair, which bars the cave’s exit.

d6	Cave Events
1	The ice of the cave turns to puddles around the characters’ feet as they approach a remorhaz guarding a smaller cache of the dragon’s hoard. The remorhaz guards a <i>belt of frost giant strength</i> and a <i>flame tongue longsword</i> .
2	1d4 ice husks crawl toward the party, moaning in misery and shredding themselves over the jagged ice.
3	The characters find the skeleton of a white dragon wyrmling picked clean by scavengers and its fledgling hoard of 1 gp and 12 sp.
4	The characters notice a knocking sound coming from the nearby ice wall. Behind it, an ice husk pounds their head and fists into the wall, attempting to reach the characters. The husk scratches the ice, peeling away their fingernails. Blood smears the ice, and after 1d6 more hits the ice husk stops. The path falls silent once more.
5	The characters must make a DC 17 Dexterity saving throw as their movement shakes immense icicles loose from the ceiling, which plummet to impale them. On a failure a character takes 21 (6d6) piercing damage and 7 (2d6) cold damage.
6	The characters find a small, level alcove that has managed to stay dry. They can take a long or short rest there (though this long rest does not cure exhaustion incurred on the mountain) without needing to make a Constitution saving throw. Inside the alcove they find two corpses, frozen as if sleeping; one is a noblewoman who holds a <i>potion of comprehend languages</i> and the other is her traveling companion who wears blue boots. The boots are <i>boots of elvenkind</i> , but any attempts to take them cause the two corpses to rise as ice husks and attack.

EGRESS

In order to progress toward the mountain summit and exit the ice cave, characters must pass through the lair of Frostmir.

THE DRAGON'S LAIR

This 100-by-100 foot area was Frostmir's primary lair and home to the dragon's young. Like the rest of the cave, it is difficult terrain.

The stream cascades from a crack in the rock, creating a roar that fills the tunnel system. Ahead of you, there's a large opening that faces the mountain valley and a path further upward toward distant peaks and bright snow reflecting a clear blue sky. Two dragon young—small by dragon standards, but still large—are chained to the entrance. Solid collars of dark metal bite into their necks, dried blood crusted around them. The long chain connects the collars through a large ring embedded in the ice. A smaller dragon lies dead between them.

When the **starved white dragons** notice the characters, they spread their wings to look more intimidating. The dragons are malnourished, and the panicked, desperate look in their eyes is evident to characters with a passive Perception score of 15 or higher.

A successful DC 14 Wisdom (Medicine) check reveals that the dragons' collars were put on when they were much younger, and have begun to painfully cut into them as they've grown.

Calming the dragons requires a DC 15 Charisma (Persuasion or Intimidation) check, made at advantage if the characters succeeded on a Wisdom (Medicine) check about the collars. If unsuccessful, the dragons attack.

The collars can be removed with a successful DC 25 Strength (Athletics) check. Characters can reduce this DC by 5 with actions taken to prepare, such as heating the collar up or examining the metal's composition. Freeing one dragon reduces the DC of the other collar by 5.

If the dragons have been calmed down and their collars removed, they reveal the following information:

- They don't remember their names, if they ever had them. They merely refer to each other as "sister" and "brother."
- Their parent was Frostmir, who disappeared many years ago, leaving them and their weakest sibling inside the lair.
- After Frostmir's disappearance, the evil being from the mountain's summit appeared, chained the three siblings to the cave, and forced them to guard the exit.
- Their youngest sibling starved to death. Brother and Sister could not escape their chains, so they consumed him to survive.
- When they began to starve again, the evil being appeared once more. It cast a spell on their sibling's corpse that caused it to regenerate daily, allowing them to feed from it every morning.
- Other adventurers have come through over the years. Some managed to escape the young dragons, some snuck past, and others have made better meals than their unfortunate sibling.

Developments. The characters have a path further upward, which leads them to Chapter III. If freed, both dragons leave to find their own way, but not before taking any remaining treasure from Frostmir's hoard to start their own. The dragons grow rapidly, becoming adult white dragons. They become terrors who lair in a nearby mountain peak, and their favorite prey is other dragons. They consider the characters allies and can be called upon for aid once without further compensation.

Treasure. The hoard is piled in the corner of the room, some of it frozen under a thin layer of ice. Frostmir's hoard was small for a dragon of his age, but still contains 17,000 gp, 1,500 pp, and two diamonds worth 1,000 gp each. It takes one hour to chip the hoard from the ice.

CHAPTER III

THE DEVIL IN THE DETAILS

The characters ascend the final stretch of the Pilgrim's Crest Trail and reach the summit. There, they must make a horrific choice that will determine Greenhaven and the wider area's fate.

TO THE SLAUGHTER

Read or paraphrase the following text as the characters climb:

A stone arch stands halfway up a navigable path. The air gets colder the further you climb. As you ascend the final stretch, you can see over the side of the mountain opposite Greenhaven. The little villages and the fields around them look like yellowed parchment, scorched by the sun and unproductive. The buildings—like so many dollhouses—have crumbled, roofs collapsed as their inhabitants abandoned them for safer ground. You can see another village's ruins barely peeking above the waterline of a swollen riverbank.

When they reach the top, read or paraphrase the following:

A gruesome scene awaits you at the summit. Corpses of adventurers litter the ground, their gear and weapons shining in the harsh mountain sunlight. Some are splattered with gore or ripped in half, entrails trailing, and others appear peaceful—as if they simply laid down and went to sleep. All of them are crusted with a thick layer of frost, their desiccated faces haunting and forever still. Before them, as if guarding a hoard even in death, an ancient white dragon waits, impaled on a spear of ice. One ragged wing flaps in the wind. Beyond the field of death, a shimmering standing stone seems to exude magical energy.

If any of the characters know someone who has gone missing on the mountain, their body can be found here at the summit with a DC 15 Wisdom (Perception or Investigation) check.

The characters must cross the field of bodies to continue. This area is difficult terrain. Have each character make a DC 15 Dexterity saving throw as they move through. On a failed save, one of the corpses reaches out and grasps one of their limbs. The character is restrained, but the corpse otherwise takes no actions. The character can free themselves with a successful DC 15 Strength (Athletics) check, which rips the attached limb from the restraining corpse, or by standing still for one minute.

The standing stone shimmers, a hum emanating from within it. Characters who can read Infernal can read the stone's inscription. If they also have an Intelligence of 12 or greater, they can tell there is also a large amount of text below the inscription in small print that seems to eliminate loopholes, negotiate the boundary of Greenhaven, and allow the signatories to change via election to the Council of Elders.

"With the people of Greenhaven and their descendants, I seal this pact.

Their coffers will fill, their lands will flourish, and their harvests will be bountiful.

Once a year, the village of Greenhaven will send a cadre of its champions—emissaries of this deal—up the mountain paths.

Their terror and misery will feed the mountain's magic for another year."

Anyone with an Intelligence of 12 or greater who knows the content of the text realizes that "emissaries" denotes a level of negotiating power.

Once the characters have had a chance to examine the standing stone and its inscription, read or paraphrase the following:

A hateful, fiendish creature materializes before you in a swirl of snow. The devil appears almost insectoid, and its belly laughs echo through your mind and reverberate through your bones. “Mmm, finally! The heroes arrive! Your fears have been delicious, but your deaths will feed me for a year,” it says, advancing toward you.

The creature is the ice devil, **Voglomog**. Characters only have a moment to change the direction this is heading. Give the players some time to talk through their options. They can buy some time to negotiate with a successful DC 13 Charisma (Persuasion) check or similar—the ice devil has no loyalty to Greenhaven. By the contract, the people of Greenhaven have sent adventurers with negotiating power, and Voglomog is happy to negotiate.

Voglomog knows and may relay the following information:

- His common name is Voglomog. He will not, however, reveal his true name: Helsifestus.
- The characters have been sent up the mountain to fulfill a contract that Greenhaven’s elders made with the devil thirty years ago.
- The elders of Greenhaven all know of the deal, but the villagers are blissfully unaware.
- The surrounding valley suffers so that Greenhaven may prosper.

If any character realizes that they have negotiating power in their role as emissary, they may point this out to Voglomog. If they wish to change the terms of the deal, the devil is listening, albeit begrudgingly.

Potential outcomes of the deal are as follows:

- **End the contract.** Voglomog is satisfied with this; Greenhaven has grown fat and ripe for the harvest. With a successful DC 17 Wisdom (Insight) check, the characters can determine the devil’s contract stipulates that on termination Greenhaven will be destroyed and the souls within are forfeit.
- **Change the terms.** Voglomog will never be satisfied by less than the current offering, but would agree to expand the range of climate shelter and prosperity to cover the other villages in the valley. Rather than one group of powerful souls, such as the characters, the devil will accept ten normal souls from each of the five local villages every year. If a village is unable to supply their sacrifice, Voglomog will take the souls from the other villages.
- **Accept the terms.** Voglomog leans into this option, hungry for the characters’ souls. He lies and says that the villagers all know the characters are never coming back, that they know the cost of their prosperity, and that the character’s lives are a cost the villagers are happy to pay. The characters can determine this is a half truth with a DC 17 Wisdom (Insight) check. If the characters sacrifice themselves, the devil will be satisfied for another year and Greenhaven will continue to grow, though the surrounding villages will continue to suffer.

If the characters successfully renegotiate or end the contract, Voglomog places a claw on the stone and additional engraved text describing those terms appears.

If combat proceeds (either because the characters decide not to negotiate or at least one decides to sacrifice themselves), the devil prioritizes downing—rather than killing—the characters. He looks forward to their suffering if it prolongs their deaths.

Treasure. If the characters spend one hour looting the field of corpses, they discover a *frost brand dagger*, an empty iron flask, and a *ring of mind shielding* containing the soul of a previous adventurer who died by Voglomog's hand.

CONCLUSION

If the characters choose to end the contract, the climate immediately rebounds from its magical shackles, causing massive devastation to Greenhaven. Riverbanks overflow, houses collapse in mudslides, sinkholes open up, and more. All inhabitants—including livestock and even the fish in the river—die immediately, their souls forfeit to Voglomog.

If Voglomog was killed, the climate slowly returns to what it was thirty years ago over the next year: tough, but survivable, as long as the villages all support each other. Some villagers die over the coming winters, and many move away to more verdant areas, but enough adapt to ensure Greenhaven survives. When Voglomog dies, the villagers of Greenhaven immediately become aware of the terms of the magical agreement they had with it. Before the characters even return to the village they've punished the Council of Elders; their bodies hang from the tree at the center of town square, and a member of the Guild of Artisans pays the characters' fee out of the town coffers instead.

If the characters choose to change the terms of the contract, the effect on the surrounding area is immediate, and the Council of Elders welcomes them back to Greenhaven warily. They throw a party, and warn the characters against sharing the details of the deal for fear of what it would do to the villagers' psyches. The five surrounding villages will need to supply ten souls each year. For some of those villages even the loss of one life will be devastating—ten will quickly decimate their population, and Voglomog will be able to harvest even more souls from the others, year by year depriving them of all life until it's finally able to demand fifty sacrifices per year from Greenhaven.

If the characters die in the fight against Voglomog or sacrifice themselves as the Council of Elders intended, the devil is satisfied for another year. The climb is less treacherous due to their actions, and perhaps the next group of adventures will take a stronger stance or survive.



ICE CAVE & DRAGON LAIR



MOUNTAIN SUMMIT

ADVENTURE STAT BLOCKS

CR
8

Assassin

Medium Humanoid, Any Non-Good Alignment

Hit Points	AC	Prof. Bonus	Pass. Perc.			
78	15	+3	13			
STR	DEX	CON	INT	WIS	CHA	
11	16	14	13	11	10	
+0	+3	+2	+2	+0	+0	

Damage Resistances: Poison

Languages: Thieves' cant plus any two languages

Saving Throws: DEX +6, INT +4

Skill Bonuses: Skills Acrobatics +6, Deception +3, Perception +3, Stealth +9

Speed: 30 ft.

Features

Assassinate. During its first turn, the assassin has advantage on attack rolls against any creature that hasn't taken a turn. Any hit the assassin scores against a surprised creature is a critical hit.

Evasion. If the assassin is subjected to an effect that allows it to make a Dexterity saving throw to take only

half damage, the assassin instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Sneak Attack. Once per turn, the assassin deals an extra 14 (4d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the assassin that isn't incapacitated and the assassin doesn't have disadvantage on the attack roll.

Actions

Multiattack. The assassin makes two shortsword attacks.

Shortsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage, and the target must make a DC 15 Constitution saving throw, taking 24 (7d6) poison damage on a failed save, or half as much damage on a successful one.

Light Crossbow. *Ranged Weapon Attack:* +6 to hit, range 80/320 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage, and the target must make a DC 15 Constitution saving throw, taking 24 (7d6) poison damage on a failed save, or half as much damage on a successful one.

CR
6

Enhanced Polar Bear

Large Monstrosity, Unaligned

Hit Points	AC	Prof. Bonus	Pass. Perc.			
105	14	+3	15			
STR	DEX	CON	INT	WIS	CHA	
21	14	20	3	14	7	
+5	+2	+5	-4	+2	-2	

Damage Immunities: Cold

Damage Resistances: Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Languages: —

Saving Throws: CON +8

Senses: Darkvision 60 ft.

Skill Bonuses: Athletics +8, Perception +5

Speed: 40 ft., swim 30 ft.

Features

Keen Smell. The bear has advantage on Wisdom (Perception) checks that rely on smell.

Actions

Multiattack. The bear makes two attacks: one with its bite and one with its claws.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) piercing damage, plus 7 (2d6) cold damage.

Claws. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage, plus 7 (2d6) cold damage.

CR
7

Frost Pilgrim

Medium Humanoid (Any Race), Neutral Evil

Hit Points		AC	Prof. Bonus	Pass. Perc.	
65		12	+3	14	
STR	DEX	CON	INT	WIS	CHA
10	14	15	16	12	12
+0	+2	+2	+3	+1	+1

Damage Resistances: Cold

Languages: Common

Saving Throws: INT +6, WIS +4

Skill Bonuses: Arcana +6, Deception +4,

Perception +4, Survival +4

Speed: 30 ft.

Features

Spellcasting. The frost pilgrim is a 5th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks).

- **At will:** *chill touch, minor illusion, light, ray of frost*
- **1/day each:** *cone of cold, confusion, ice storm*
- **3/day each:** *charm person, mage armor, magic missile, misty step, fly, lightning bolt, sleep*

Actions

Staff. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) bludgeoning damage, or 4 (1d8) bludgeoning damage if used with two hands, plus 3 (1d6) cold damage.

Reactions

Devilish Vengeance. When damaged by a creature within 60 feet of it that it can see, the pilgrim points its finger at the creature that damaged it, and the creature is momentarily encased in shards of ice. The creature must make a Constitution saving throw. It takes 11 (2d10) cold damage on a failed save, or half as much damage on a successful one.

CR
5

Gladiator

Medium Humanoid (Any Race), Any Alignment

Hit Points		AC	Prof. Bonus		Pass. Perc.
112		16	+3		11
STR	DEX	CON	INT	WIS	CHA
18	15	16	10	12	15
+4	+2	+3	+0	+1	+2

Languages: Any one language (usually Common)

Saving Throws: STR +7, DEX +5, CON +6

Skill Bonuses: Athletics +10, Intimidation +5

Speed: 30 ft.

Features

Brave. The gladiator has advantage on saving throws against being frightened.

Brute. A melee weapon deals one extra die of its damage when the gladiator hits with it (included in the attack).

Actions

Multiattack. The gladiator makes three melee attacks or two ranged attacks.

Spear. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. and range 20/60 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage, or 13 (2d8 + 4) piercing damage if used with two hands to make a melee attack.

Shield Bash. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 9 (2d4 + 4) bludgeoning damage. If the target is a Medium or smaller creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

Reactions

Parry. The gladiator adds 3 to its AC against one melee attack that would hit it. To do so, the gladiator must see the attacker and be wielding a melee weapon.

CR
6

Ice Husk

Medium Undead, Neutral Evil

Hit Points		AC	Prof. Bonus		Pass. Perc.
115		14	+3		15
STR	DEX	CON	INT	WIS	CHA
19	11	18	3	14	10
+4	+0	+4	-4	+2	+0

Condition Immunities: Poisoned**Damage Immunities:** Cold, Poison**Damage Resistances:** Bludgeoning, Piercing, and Slashing from Nonmagical Attacks**Languages:** —**Senses:** Darkvision 60 ft.**Skill Bonuses:** Perception +5**Speed:** 30 ft.

Features

Undead Fortitude. If damage reduces the husk 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 husk drops to 1 hit point instead.

Actions

Multiattack. The husk makes one bite attack and two slam attacks. It can use its life drain in place of one slam attack.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage, plus 3 (1d6) cold damage.

Slam. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage, plus 3 (1d6) cold damage.

Life Drain. *Melee Weapon Attack:* +7 to hit, reach 50 ft., one creature. *Hit:* 11 (2d6 + 4) necrotic damage. The target must succeed on a DC 15 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. A humanoid slain by this attack rises 24 hours later as an ice husk under the ice devil's control, unless the humanoid is restored to life or its body is destroyed.

CR
6

Mage

Medium Humanoid (Any Race), Any Alignment

Hit Points		AC	Prof. Bonus		Pass. Perc.
40		12	+3		11
STR	DEX	CON	INT	WIS	CHA
9	14	11	17	12	11
-1	+2	+0	+3	+1	+0

Languages: Any four languages**Saving Throws:** INT +6, WIS +4**Skill Bonuses:** Arcana +6, History +6**Speed:** 30 ft.

Features

Spellcasting. The mage is a 9th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). The mage has the following wizard spells prepared:

- **Cantrips (at will):** *fire bolt, light, mage hand, prestidigitation*
- **1st level (4 slots):** *detect magic, mage armor, magic missile, shield*
- **2nd level (3 slots):** *misty step, suggestion*
- **3rd level (3 slots):** *counterspell, fireball, fly*
- **4th level (3 slots):** *greater invisibility, ice storm*
- **5th level (1 slot):** *cone of cold*

Actions

Dagger. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

CR
2

Priest

Medium Humanoid (Any Race), Any Alignment

Hit Points		AC	Prof. Bonus		Pass. Perc.
27		13	+2		13
STR	DEX	CON	INT	WIS	CHA
10	10	12	13	16	13
+0	+0	+1	+1	+3	+1

Languages: Any two languages

Skill Bonuses: Medicine +7, Persuasion +3, Religion +5

Speed: 30 ft.

Features

Divine Eminence. As a bonus action, the priest can expend a spell slot to cause its melee weapon attacks to magically deal an extra 10 (3d6) radiant damage to a target on a hit. This benefit lasts until the end of the turn. If the priest expends a spell slot of 2nd level or higher, the extra damage increases by 1d6 for each level above 1st.

Spellcasting. The priest is a 5th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). The priest has the following cleric spells prepared:

- **Cantrips (at will):** *light, sacred flame, thaumaturgy*
- **1st level (4 slots):** *cure wounds, guiding bolt, sanctuary*
- **2nd level (3 slots):** *lesser restoration, spiritual weapon*
- **3rd level (2 slots):** *dispel magic, spirit guardians*

Actions

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

CR
11

Remorhaz

Huge Monstrosity, Unaligned

Hit Points		AC	Prof. Bonus		Pass. Perc.
195		17	+4		10
STR	DEX	CON	INT	WIS	CHA
24	13	21	4	10	5
+7	+2	+5	-3	+0	-3

Damage Immunities: Cold, Fire

Languages: —

Senses: Darkvision 60 ft., Tremorsense 60 ft.

Speed: 30 ft., burrow 20 ft.

Features

Heated Body. A creature that touches the remorhaz or hits it with a melee attack while within 5 feet of it takes 10 (3d6) fire damage.

Actions

Bite. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 40 (6d10 + 7) piercing damage plus 10 (3d6) fire damage. If the target is a creature, it is grappled (escape DC 17). Until this grapple ends, the target is restrained, and the remorhaz can't bite another target.

Swallow. The remorhaz makes one bite attack against a Medium or smaller creature it is grappling. If the attack hits, that creature takes the bite's damage and is swallowed, and the grapple ends. While swallowed, the creature is blinded and restrained, it has total cover against attacks and other effects outside the remorhaz, and it takes 21 (6d6) acid damage at the start of each of the remorhaz's turns.

If the remorhaz takes 30 damage or more on a single turn from a creature inside it, the remorhaz must succeed on a DC 15 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of the remorhaz. If the remorhaz dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 15 feet of movement, exiting prone.

CR
9

Starved White Dragon

Large Dragon, Neutral Evil

Hit Points	AC	Prof. Bonus	Pass. Perc.		
140	18	+4	14		
STR	DEX	CON	INT	WIS	CHA
15	10	15	6	11	12
+2	+0	+2	-2	+0	+1

Damage Immunities: Cold

Languages: Common, Draconic

Saving Throws: DEX +4, CON +6, WIS+4, CHA +5

Senses: Blindsight 60 ft.

Speed: 40 ft., burrow 20 ft., fly 80 ft., swim 40 ft.

Features

Chained. There is 100 feet of chain total and the sibling dragons are connected to each end. Their movement is limited by the amount of movement the other dragon has taken.

Ice Walk. The dragon 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 extra movement.

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.

Actions

Multiattack. The dragon makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 15 (2d10 + 4) piercing damage plus 4 (1d8) cold damage.

Claw. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

Cold Breath (Recharge 5–6). The dragon exhales an icy blast in a 30-foot cone. Each creature in that area must make a DC 16 Constitution saving throw, taking 54 (12d8) cold damage on a failed save, or half as much on a successful one.

Reactions

Chain Reaction. If a character attempts to cross the chain between the sibling dragons, the dragon can use a reaction to pull the chain taut. The character needs to succeed on a DC 16 Dexterity saving throw or their speed is reduced to 0 at the point that they intersected the chain and they are knocked prone.

Connected Fate. The dragon can use a reaction to move 20 feet, pulling their sibling away from an attack. On a turn when the dragon's sibling would take damage, the dragon can make a DC 16 Strength (Athletics) check to move 20 feet, simultaneously pulling their connected sibling 20 feet closer to the axis point of their chain.

VOGLOMOG

An ice devil that has laired atop Mount Dobrien for the past two centuries, Voglomog has made a sport of collecting the souls of those who step foot onto “his mountain.” In order to encourage people to come to his mountain, the devil spreads rumors of a benevolent power at the mountain’s peak.

When the elders of a small village came and begged for prosperity, Voglomog proposed doing good for the village in exchange for powerful souls being sent to him.

CR
14

Voglomog

Large Fiend, Lawful Evil

Hit Points		AC	Prof. Bonus		Pass. Perc.
180		18	+5		12
STR	DEX	CON	INT	WIS	CHA
21	14	18	18	15	18
+5	+2	+4	+4	+2	+4

Damage Immunities: Cold, Fire, Poison

Damage Resistances: Bludgeoning, Piercing, and Slashing from Nonmagical Attacks that aren’t Silvered

Languages: Infernal, Telepathy 120 ft.

Saving Throws: DEX +7, CON +9, WIS +7, CHA +9

Senses: Blindsight 60 ft., Darkvision 120 ft.

Speed: 40 ft.

Features

Devil’s Sight. Magical darkness doesn’t impede the devil’s darkvision.

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

Actions

Multiattack. The devil makes three attacks: one with its bite, one with its claws, and one with its tail.

Bite. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) piercing damage plus 10 (3d6) cold damage.

LAIR ACTIONS

Atop Mount Dobrien, Voglomog wields great power. Every round, on initiative count 20, winning all ties, Voglomog can perform one of the following actions:

- **Summon ice husk.** One **ice husk** can be summoned from the field of bodies, acting on initiative count 10.
- **Gust of wind.** Voglomog casts *gust of wind*, requiring no material components and no concentration. It lasts for the duration of the round.

Claws. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 10 (2d4 + 5) slashing damage plus 10 (3d6) cold damage.

Tail. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 12 (2d6 + 5) bludgeoning damage plus 10 (3d6) cold damage.

Wall of Ice (Recharge 6). The devil magically forms an opaque wall of ice on a solid surface it can see within 60 feet. The wall is either 1 foot thick and up to 30 feet long and 10 feet high, or a hemispherical dome up to 20 feet in diameter. When the wall appears, each creature in its space is pushed out of it by the shortest route. The creature chooses which side of the wall to end up on, unless the creature is incapacitated. The creature then makes a DC 17 Dexterity saving throw, taking 35 (10d6) cold damage on a failed save, or half as much damage on a successful one. The wall lasts for 1 minute or until the devil is incapacitated or dies. The wall can be damaged and breached; each 10-foot section has AC 5, 30 hit points, vulnerability to fire damage, and immunity to acid, cold, necrotic, poison, and psychic damage. If a section is destroyed, it leaves behind a sheet of frigid air in the space the wall occupied. Whenever a creature finishes moving through the frigid air on a turn, willingly or otherwise, the creature must make a DC 17 Constitution saving throw, taking 17 (5d6) cold damage on a failed save, or half as much damage on a successful one. The frigid air dissipates when the rest of the wall vanishes.