

## The Frostbound Gift

### A One-Shot Adventure for 6 Level 2 Characters

#### Adventure Summary

The winter solstice approaches in the village of Frostmere, a snowbound settlement nestled in the icy foothills of the Skyreach Mountains. Every year, the villagers rely on the magical Hearthstone, a radiant gem that powers the Solstice Fire, to survive the harshest nights of winter. This year, however, a mischievous Snow Gremlin named **Tinkerfrost** has stolen the Hearthstone and fled to the abandoned Silverhollow Mine.

The adventurers are tasked with recovering the Hearthstone before a deadly blizzard arrives at nightfall. The journey involves battling icy creatures, navigating dangerous terrain, solving puzzles, and facing off against Tinkerfrost and his frosty minions.

#### Adventure Hooks

The characters may find themselves in Frostmere for any of the following reasons:

- They are mercenaries passing through, hired to protect the village during the harsh winter months.
- They are travelers stranded by the worsening weather and seeking shelter.
- One or more of them has family in Frostmere and came home for the Solstice Festival.

#### Part 1: Frostmere in Peril

##### Read Aloud:

The snow falls gently over Frostmere as the Solstice Festival approaches. Villagers scurry through the streets, hanging garlands and wreaths, preparing for the biggest celebration of the year. But today, the air is filled with worry instead of cheer. A crowd has gathered around the town square, where Elder Thane Frostbloom, wrapped in a thick fur cloak, speaks in a somber voice:

“My friends, the Hearthstone has been stolen! Without its warmth, the Solstice Fire will die, and the blizzard will claim our homes and lives. Brave adventurers, we need your help! We saw tracks leading to Silverhollow Mine. Find the Hearthstone, and bring it back before nightfall!”

##### What the Players Learn:

- The Hearthstone is a magical gem that radiates warmth and magic, keeping Frostmere habitable during the harshest nights of winter.
- The Hearthstone was stolen during the night, and the tracks leading from the village square point toward the abandoned **Silverhollow Mine**, a two-hour trek away.

- The mayor offers **20 gold pieces each**, free lodging, and a seat of honor at the Solstice feast if they succeed.

## Part 2: The Journey to the Mine

### Read Aloud:

The path to Silverhollow Mine winds through snow-covered forests and icy ravines. The cold bites at your skin as the wind howls through the trees.

### Encounters:

#### 1. Snowdrift Ambush:

Two **Ice Mephits** leap out from a snowbank, pelting the party with icy breath.

- **Tactics:** The Mephits use their Frost Breath to start, then retreat behind snowbanks, forcing the party to pursue.
- **Mephits' Taunt:** "The Hearthstone? You'll never get it back! Tinkerfrost is too clever!"

#### 2. Slippery Trail Skill Challenge:

A narrow, icy trail must be crossed to reach the mine.

- **DC 12 Dexterity (Acrobatics) Check:** Characters who fail slip and fall, taking 1d6 bludgeoning damage.

## Part 3: Exploring Silverhollow Mine

### Read Aloud:

The mine entrance looms before you, jagged and dark, with icicles hanging like teeth from its roof. A faint blue glow emanates from deeper within.

The mine is a network of narrow tunnels and open chambers. As the party progresses, they face traps, minions, and puzzles.

### Encounter 1: Traps in the Mine

- **Falling Icicles Trap:** A pressure plate triggers falling icicles (2d6 piercing damage, DC 13 Dexterity saving throw for half).
- **Net Trap:** A tripwire triggers a falling net. A restrained creature can escape with a DC 13 Strength (Athletics) or Dexterity (Acrobatics) check.

### Encounter 2: Frost Goblins

Four **Frost Goblins** guard the main tunnel leading to Tinkerfrost's lair.

- **Tactics:** The goblins pelt the party with snowballs (1d4 cold damage) and retreat to icy cover, trying to divide the party.

### Encounter 3: Frozen Barrier Puzzle

A magical ice wall blocks the way to Tinkerfrost's lair. Inscribed on the wall are glowing runes that read:

"With warmth in your hand and heart, the path shall open."

**Solution:**

- Lighting a torch or using any fire-based spell melts the barrier.

**Part 4: Tinkerfrost's Lair**

**Read Aloud:**

The final chamber glows with an eerie blue light. Stolen garlands, Solstice decorations, and piles of glittering treasure are scattered around. Atop a mound of snow sits Tinkerfrost, the mischievous Snow Gremlin. He cackles as you enter.

"Ah, my uninvited guests! You're just in time to become part of my winter wonderland!"

**Tinkerfrost (CR 1)**

**Tactics:**

- **Illusory Duplicate:** Tinkerfrost creates false images of himself to confuse the party.
- **Snowball Barrage:** Tinkerfrost hurls magical snowballs (ranged attack: +4 to hit, 1d8 cold damage).
- **Battlefield Hazards:** The chamber floor has unstable ice patches (DC 12 Dexterity save or fall prone).

**Minions:** Tinkerfrost is aided by 2 **Ice Mephits** and 2 **Frost Goblins**, who harass the party while he focuses on ranged attacks.

**Conclusion**

**Read Aloud:**

As the final blow lands on Tinkerfrost, his illusions shatter, and the Hearthstone tumbles from his grasp, its warm glow illuminating the chamber. The blizzard outside howls louder, reminding you that Frostmere is waiting.

The party can return the Hearthstone to the village, where the Solstice Fire roars to life. The villagers celebrate their saviors with a grand feast, offering the party their reward and a seat of honor.

**Rewards**

- **20 gold pieces each**

- A **Ring of Warmth** (grants resistance to cold damage and immunity to cold weather).
- The eternal gratitude of Frostmere's residents.

Here are all the stat blocks for the creatures and NPCs in **The Frostbound Gift** one-shot:

### **Elder Thane Frostbloom (NPC)**

Use the **Noble** stat block for Elder Thane Frostbloom.

#### **Noble (NPC)**

- **Medium humanoid (any race), any alignment**
- **Armor Class:** 15 (breastplate)
- **Hit Points:** 9 (2d8)
- **Speed:** 30 ft.
- **STR:** 11 (+0), **DEX:** 12 (+1), **CON:** 11 (+0), **INT:** 12 (+1), **WIS:** 14 (+2), **CHA:** 15 (+2)

**Skills:** Deception +4, Insight +4, Persuasion +4

**Senses:** Passive Perception 12

**Languages:** Common plus one other language

**Challenge:** 1/8 (25 XP)

#### **Actions:**

- **Rapier:** Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 5 (1d8 + 1) piercing damage.
- **Reactions (Parry):** Adds 2 to AC against one melee attack that would hit.

#### **Ice Mephit**

- **Small elemental, neutral evil**
- **Armor Class:** 11
- **Hit Points:** 21 (6d6)
- **Speed:** 30 ft., fly 30 ft.
- **STR:** 7 (-2), **DEX:** 13 (+1), **CON:** 10 (+0), **INT:** 9 (-1), **WIS:** 11 (+0), **CHA:** 12 (+1)

**Damage Vulnerabilities:** Bludgeoning, Fire

**Damage Immunities:** Cold, Poison

**Condition Immunities:** Poisoned

**Senses:** Darkvision 60 ft., Passive Perception 10

**Languages:** Aquan, Auran

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

#### **Actions:**

- **Claws:** Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 3 (1d4 + 1) slashing damage.
- **Frost Breath (Recharge 6):** The mephit exhales a 15-foot cone of cold. Each creature in the cone must succeed on a DC 10 Dexterity saving throw, taking 4 (1d8) cold damage on a failed save, or half as much damage on a successful one.

**Death Burst:** When the mephit dies, it explodes in a burst of jagged ice. Each creature within 5 feet of it must succeed on a DC 10 Dexterity saving throw or take 4 (1d8) slashing damage.

### Frost Goblin

Use the **Goblin** stat block with the following changes:

- **Damage Vulnerabilities:** Fire
- **Damage Resistance:** Cold
- **Weapons:** Frost Goblins throw enchanted snowballs for ranged attacks.

**Snowball Attack:** Ranged Weapon Attack: +4 to hit, range 20/60 ft., one target.

- **Hit:** 4 (1d4 + 2) cold damage.

### Tinkerfrost, the Snow Gremlin

- **Small fey, chaotic neutral**
- **Armor Class:** 13 (natural armor)
- **Hit Points:** 27 (6d6 + 6)
- **Speed:** 30 ft.
- **STR:** 7 (-2), **DEX:** 16 (+3), **CON:** 12 (+1), **INT:** 14 (+2), **WIS:** 10 (+0), **CHA:** 15 (+2)

**Skills:** Deception +4, Sleight of Hand +5, Stealth +5

**Damage Vulnerabilities:** Fire

**Damage Immunities:** Cold

**Senses:** Darkvision 60 ft., Passive Perception 10

**Languages:** Sylvan, Common

**Challenge:** 1 (200 XP)

#### Actions:

- **Snowball Barrage:** Ranged Weapon Attack: +5 to hit, range 20/60 ft., one target. Hit: 8 (2d4 + 3) cold damage.
- **Illusory Duplicate (1/Day):** Tinkerfrost creates 3 illusory duplicates of himself, as per the *Mirror Image* spell.

#### Lair Actions (in his chamber):

- On initiative count 20 (losing ties), Tinkerfrost can use one of the following lair actions:

- **Ice Slick:** The floor becomes icy. Each creature in the lair must make a DC 12 Dexterity saving throw or fall prone.
- **Frost Vortex:** A 10-foot radius area of the lair fills with swirling frost. Creatures in the area must make a DC 12 Constitution saving throw or take 6 (1d8 + 2) cold damage.

### **Additional Mechanics for the Puzzle**

**Frozen Barrier:** The magical ice wall can be melted using fire.

- Fire damage melts the barrier at a rate of 1 HP per point of fire damage. The barrier has **10 HP** and AC 10.