

Frozen Depths



A Duet Adventure for PCs of levels 4-5

Introduction

This adventure takes place in the new port city of Overgate near the dwarven settlement at Hammerfell in Azuria.

This adventure is scaled for PCs of levels 4-5. If you prefer to run the adventure outside the world of Azuria, we suggest setting it in or near a mountain region or any environment with frozen water.

How to Use this Adventure

This adventure assumes that you have access to the 5E SRD. Items or creatures that are not part of the SRD can be found in the appendix.

Text box example: Text that appears in a box like this may be read aloud, paraphrased, or omitted as you prefer. It is intended to help describe scenarios and environments.

Sidebar example

Text that appears in sidebars is also optional and/or intended to provide extra background information or lore that may be helpful as you flesh out the adventure.

Creatures with stat blocks appear in bold, magic items appear in italics.

[Notes for GMs on scale or RP appear in brackets.]

Adjusting Combat

Regardless of whether you are running this adventure 1-on-1 or for a group, one of the most important roles of the GM is balancing and tweaking encounters to suit the PC. The combat should feel weighty, but fun. Some strategies include reducing or raising hit points or changing the number of combatants before the session begins or making adjustments during combat.

For more information and resources about playing this one-on-one style, please see dndduet.com.

Adventure Premise

Dwarves and deep gnomes have come together to make Overgate a welcoming trade hub in which surface-dwellers and the folk of the Underland may comfortably exchange goods and information. Much diplomacy and effort have gone into the creation of the city, and its atmosphere has sparked the minds and hearts of many.

In this adventure, a young dwarven mage, Glabrobelle, has perhaps gotten herself, quite literally, in over her head. Her aunt, a famous ranger and explorer, seeks the party's aid in recovering her niece. To do so, they'll need to travel through a partially flooded dwarven mine where an apprentice conjurer faces off against a fierce, watery being.

Adventure Hooks

You might push your players into the adventure in a few ways.

- The party has concluded some business in Overgate and has decided to toast a job well done at the Glittering Promise Taproom when, overhearing their celebration, Rangwynn Frostbraid approaches.
- The party answers a missing persons ad that reads: *Urgent assistance requested in locating a headstrong fool. 100gp reward. See Rangwynn Frostbraid at the Glittering Promise for details.*

Adventure Background

Rangwynn Frostbraid led an exciting life as a ranger roaming the Underland from the upper layers of the dwarven kingdom of Hammerfell to the edges of the Dark Depths. Tales of her adventures and exploits fueled the imagination of her niece, Glabrobelle, whose more bookish inclinations ultimately left her feeling like she was missing excitement and adventure.

Instead, Rangwynn's niece turned to arcane explorations and has recently discovered an affinity for Conjuration. Two days ago, Glabrobelle left Overgate and has not returned. Rangwynn found a note reading: *I am seizing my own destiny. No more will I wonder if I can. If I can't, at least I'll have tried.*

The ranger is certain that Glabrobelle "can't" and found clues to her whereabouts that point to a long-abandoned mine. She'd go get Glabrobelle herself, but the entrance to these mines is underwater, and Rangwynn does not swim.

[**GM's note:** If your PC is adventuring alone, and you would like a companion character for them, amend Rangwynn's hesitancy for her looking for someone to accompany her in her search for her niece instead.]



Part One: Deep-Delve

After meeting with Rangwynn Frostbraid (Appendix), she agrees to accompany the party to the frozen lake that leads to the mine. On the way across the frigid frontier, the party and Rangwynn come across a **yeti** prowling the frosty landscape.

A few hours' trudge after the yeti encounter, a frozen lake appears in the distance.

The Frozen Lake

"The sound of the snow crunching under your boots changes subtly as you make your way out onto the frozen lake nestled at the foot of the northern mountains. There are no trees to cut the whistling of the frigid wind as it screams down from the peaks and blows snow off of the ice."

A successful DC 14 Wisdom (Perception) check reveals a hole in the ice on the eastern edge of the

lake. Succeeding on a DC 14 Intelligence (Investigation or Arcana) check allows a character to determine that the ice was magicked away by a *control water* spell. Peering into the lake, a PC can see the carved opening of an old mine 60 ft. away. In the entrance, there is a magical blue light. Rangwynn is excited to see the light and entrance, as they suggest her niece still lives, but can proceed no further.

As the characters swim down to the entrance, the blue light (which is actually a **will-o'-wisp**) drifts and illuminates the way into the Mine Entrance.

Can't Feel My Fingers

Dexterity (Sleight of Hand) checks made in the mine are made with disadvantage unless the characters specify how they warm their hands.

Additionally, at the GM's discretion, characters that become immersed in water and then emerge without spending at least half an hour drying off and warming themselves must succeed on a DC 15 Con save or take a level of exhaustion from the cold.

Parts of the mine are submerged beneath the lake, but several rooms remain above water level underground. The upper portion of the mine map in the Appendix shows the rooms and their elevations, keyed to the following areas:

Mine Entrance

"You surface at the opposite end of the tunnel, freezing, on the western edge of a long room, illuminated only by the magical blue light. Signs of long-abandoned mining work, destroyed and rusted iron tracks, broken tools, and upset carts litter the area."

In this room are **4x zombies** that are half frozen. Unless near a source of warmth, these undead dwarves move at half speed. When the zombies attack the party, the magical blue light reveals its malicious **will-o'-wisp** nature and attacks as well.

[**GM's note:** Keep an eye on action economy here depending on whether your PC has companions or not. If they are alone, consider eliminating at least two of the zombies.]

After the **will-o'-wisp** has been defeated, the rest of the mine is in complete darkness unless the PC supplies light.

Map

Below, you'll find the GM's reference map for running the adventure. At the end of this supplement, you'll find a full-page version of the map.

