

# KID’S HOME ALONE

Your yeti-hunting squad is all set for a peaceful trek when bam! Ice creatures everywhere and a creepy maybe-human kid who’s way too cozy in subzero temps. If you don’t yeet them into the snowstorm immediately, they’ll spill a sob story: “Mommy went to a scary monster and never came back,” and now you’re in a full-on horror movie.

The hunters? Hardcore “kill and move on” energy. You? Roll with the hunters or decide to be heroic and babysit your way to an ice devil’s lair with a trapped white dragon. Spoiler: That’s the child’s mom. Now things are getting even weirder.

And let’s not forget the animated snowmen stalkers following your every step. No one knows what they want, but please, no snowball fights with them – they’re weirdly sensitive about that.

## WHY BOTHER?

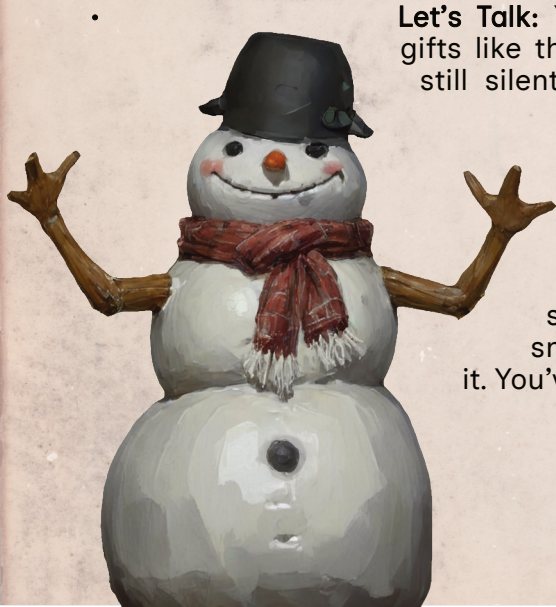
The yeti hunt? Just a cover. The real reason you’re out here freezing off your buttcheeks is...

- There is a tale about legendary ice flowers that only grow in the Frostbound Barrens. An alchemist wants 'em, and he’s offering stacks of cash and a secret potion recipe – so now you pretend to be yeti hunters, starting the wildest undercover mission ever.
- A heartbroken dad wants revenge for his son, an explorer who got wrecked by a yeti. He’s convinced Sakari, the elf fighter hired to help track the beast, is the real culprit. The reward? A humble payout and a family heirloom.
- Legend has it that if you survive the sabertooth cat’s frostbite, you’ll be immune to the cold forever. A local scholar offers a fat reward for anything adventurers can snag from this beast’s lair.

## DO YOU WANNA STALK A SNOWMAN?

The snowmen are definitely stalking you. They follow you from behind, but the moment you glance back, they freeze like little creeps. Sometimes they mimic your moves or giggle like schoolyard bullies. But... they don’t seem dangerous, right? So, snow busters, what’s the plan?

- **Ignore:** Whatever, just another day in the frost. The snowmen keep tailing you, but if anything’s about to go down, they toss a few snowballs. Are they saving you from trouble? Maybe. Sweet thanks, frosty pals.



**Let’s Talk:** You try asking them questions, offering gifts like the polite adventurer you are, but they’re still silent. But hey, they lead you to a shortcut straight to the ice devil’s lair. Not bad! And when you take on the devil? They’ve got your back (and some ice cones to stab the bad guy)!

- **Attack the Snowmen:** Ugh, enough of this nonsense! You attack the snowmen, and now you’re in an all-out snowball war. And trust me, they’re pros at it. You’ve crossed the line, no turning back now.

# HUNTERS SQUAD:

- **Kunik:** This walrusfolk ranger leads like a pro and cracks jokes like your drunk uncle at Thanksgiving, but beneath the booms and belly laughs is an “I was ready to die, like, yesterday” vibe. Once wrestled a polar bear and came out with mad respect for the bear, which says a lot about his character.
- **Tapeesa:** The goliath barbarian who has a loot lust bigger than your student debt. She’s all about the gold grind, but don’t be fooled – under the cheeky grins and bad-timing jokes, there’s a lonely heart that totally won’t admit it.
- **Sakari:** Winter elf fighter who’s a cinnamon roll with sharp edges. She writes fanfiction in the corner but also secretly judges you by your star sign. Catch her befriending wild porcupines or giggling uncontrollably.
- **Kova:** Dragonborn rogue with big “don’t talk to me” energy but will lose his cool if you compliment his scales. He’s the gruff, scary dude who secretly cries at puppy videos and pretends he’s too busy hunting to take credit for saving lives.
- **Flimp and Flump:** Gnome twins running a multiverse-spanning magic shop. They’re lowkey Great Old Ones, talk in chaotic unison, think purple and pink are “aesthetic,” and are probably plotting some cosmic prank that’ll ruin your day – but they’ll sell you a sick wand while they’re at it.

# FROSTBOUND FATE

A Cheat-Sheet DnD adventure by:  
Jakub Bańka, Maksym Mikołajczyk, Julia Nowak, Filip Polách & Janka Sobota.  
**Want the whole module?**  
[Click here](#) to download the entire pdf, including extended descriptions of the adventure plot points, NPCs, monsters, places and so much more!

Will you babysit the cursed kid to find their mom or ice them (literally) and pretend it never happened? Free the dragon or grab all the loot and go full “finders keepers”? Team up with the devil for some shady vibes, engage in an epic battle, or go all-in for a heroic sacrifice? OR skip all the drama, sip cocoa with gnomes, and pelt snowmen with snowballs until you’re crying and laughing? You decide, frosty hero!

## INTRODUCTION

Welcome to the Yeti Hunting Expedition, where things go from chill to way too extra real quick. Cursed not-quite-human kid? Check. Avalanche? Yup. Plus a random gnome shop, snowman stalkers, and a white dragon vs. ice devil drama. A lot to unpack...

## CHOOSE WISELY (OR NOT):

Depending on your choices, this story can twist in all kinds of ways:

- **Child’s Helper:** Save the kid, save their dragon mom, and figure out how to break that curse – nice and heroic.
- **Child’s Helper But Prefers Loot:** Save the kid, but ditch the dragon mom – she’s busy napping in a pile of treasure. Try convincing the kid you’ll help her later? Oops, kid’s mad now.
- **Ditch the Child, Save the Mom:** Stick to the yeti hunt and handle the “child problem” the old-fashioned way. Save the dragon mom and whoops – didn’t realize the kid was hers. Convince you’ve never seen the missing person poster or face her wrath.
- **Peace Was Never an Option:** Ditch the kid, ditch the dragon – heck, ditch everyone. Take all the loot you can carry, but uh-oh... the ice devil’s a little ticked now.

## DEAL WITH THE ICE DEVIL’S CURSE

Depending on your choices, this story can twist in all kinds of ways:

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