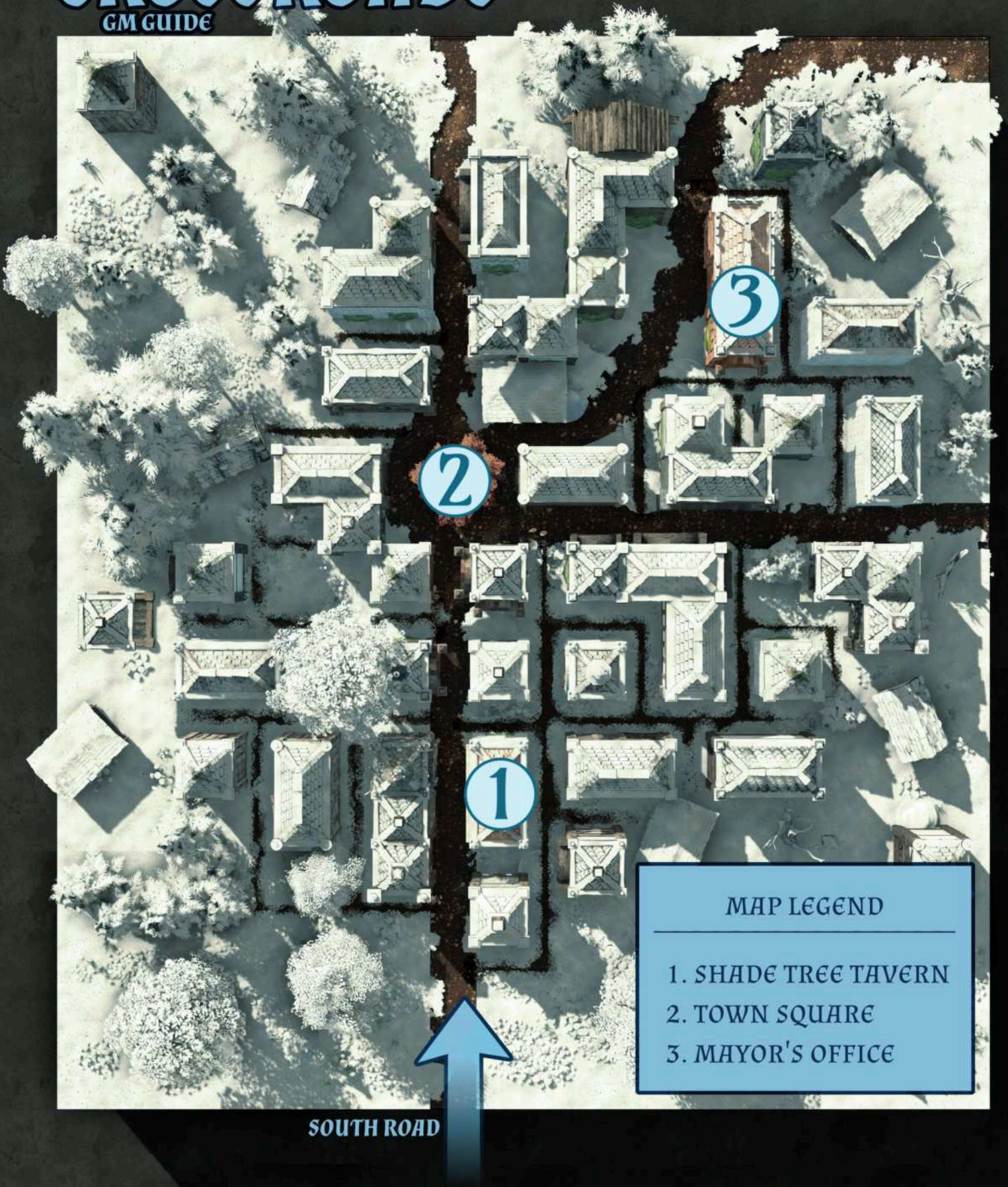


CROSSROADS

GM GUIDE



CURSE OF THE WINTERMANCER

TABLE OF CONTENTS

OVERVIEW.....	2	APPENDIX: NPCs.....	16
1. ABANDONED TOWN.....	4	APPENDIX: LOOT.....	21
1.1 EMPTY STREETS.....	5	APPENDIX: SPELLS.....	22
1.2 SHADE TREE TAVERN.....	5	APPENDIX: MONOLOGUES.....	22
1.3 TOWN SQUARE.....	6	TOWN MAP: CROSSROADS.....	23
ENCOUNTER ONE SETUP.....	6	BATTLEMAP: MAYOR'S OFFICE.....	24
2. MAYOR'S OFFICE.....	7	BATTLEMAP: TOWN SQUARE.....	25
2.1 WINTERMANCER'S WELCOME...9		BATTLEMAP: ICE PALACE.....	26
ENCOUNTER TWO SETUP.....	9		
3. INSIDE THE SNOW GLOBE.....	11		
ENCOUNTER THREE SETUP.....	13		
4. CONSEQUENCES.....	15		

APPROXIMATE RUN TIME: 6-8 HRS

PLAYER CHARACTER LEVEL: 3-8

This independent oneshot offers a complete adventure that fits easily into any fantasy campaign setting. Perfect as a standalone quest or as a gap-filler between larger adventures, such as the Westfall campaign series!

ONESHOTS ARE SELF-CONTAINED PDFS. VTT PACKS WITH SEPARATE IMAGE FILES (TOKENS/
PORTRAITS/MAPS) MAY BE INCLUDED WITH SOME ADVENTURES.

VISIT US @BBEGADVENTURES.COM



CURSE OF THE WINTERMANCER © 2025 BBEG ADVENTURES

VERSION 2.0 (12/2025)

ALL RIGHTS RESERVED. NO PORTION OF THIS WORK MAY BE COPIED OR TRANSMITTED WITHOUT PERMISSION, EXCEPT FOR BRIEF EXCERPTS USED IN REVIEWS OR FOR PERSONAL USE IN TABLETOP OR VIRTUAL TABLETOP GAME SESSIONS. VIOLATORS MAY BE CURSED BY FATE—OR BY LAW.

BBEG ADVENTURES AND THE BBEG ADVENTURES LOGO ARE TRADEMARKS OF BBEG ADVENTURES.

THIS PRODUCT USES THE OPEN GAME LICENSE (OGL) AND ASSOCIATED SYSTEM REFERENCE DOCUMENT (SRD) CONTENT. IT IS DESIGNED FOR USE WITH 5E RULESET UNDER THE OPEN GAME LICENSE. THIS SUPPLEMENT IS THIRD-PARTY CONTENT AND IS NOT PRODUCED, APPROVED, OR ENDORSED BY ANY OFFICIAL GAME PUBLISHER. (SEE FULL OGL END OF BOOK)

OVERVIEW

The Winter Festival of the small town of Crossroads is a beloved seasonal tradition. Upon arriving, the adventurers find Crossroads eerily empty, its streets patrolled by icy ghoulish creatures.

The Winter Festival of the small town of Crossroads is a beloved seasonal tradition. Upon arriving, the adventurers find Crossroads eerily empty, its streets patrolled by icy ghoulish creatures.

Investigation reveals that a vengeful wizard, the Wintermancer, has used his powerful magic to trap the townsfolk inside a massive enchanted snow globe.

To save break the enchantment and save the villagers from their icy doom, the adventurers must enter the snow globe, navigate its treacherous landscape and foes, and confront the Wintermancer in his Ice Palace.

This adventure is a oneshot set in the Wylderlands world and part of the Westfall campaign, but can easily be dropped into any campaign and can be played as a standalone or used as part of a continuing story arc.

ADVENTURE HOOKS

HOOK ONE

The adventurers have been contracted remotely by the mayor of Crossroads (or one of their patrons) , to provide extra security for its annual Winter Festival . They have been offered an ample sum (GM's discretion) to travel to Crossroads for what should be a simple and entertaining gig.

HOOK TWO

The adventurers have heard tell of a the famous Winter Festival held annually in the town of Crossroads . It's the perfect opportunity to find information, supplies, and possibly even rare items as vendors, performers, and travelers from across the kingdom attend the week long festival.

SCALING TO PARTY LEVEL

This adventure is designed for a party of four adventurers from levels 3-8. Each encounter has options for parties with an Average Party Level (APL):

- » APL 3-5
- » APL 6-8

ENCOUNTERS

Use the higher level APL encounters for parties that are:

- » Larger than 4 PCs .
- » Have strong PCs and the players are experienced.
- » The party easily dispatches the first encounter.

Alternatively you can use a lower level APL encounter if you have fewer than four players or if the party struggles with the encounters designed for their level.

SKILL CHECKS

Skill checks and saves are also scaled and noted in the GM Information for the encounter.

To keep things easy for the GM, the skills and saves are scaled for Average Party Level (APL) as follows:

Avg Party Level (APL)	Skill/Save DCs	Spell DCs
3-5	13	13
6-8	15	15



2. MAYOR'S OFFICE

"The mayor's office looms at the end of the street, its stone facade dusted with fresh snow. A simple wooden sign, carved with the words 'Mayor Meister,' swings lazily in the wind, creaking with each gust. Frost clings to the edges of the windows, obscuring any view inside, and the building's sturdy oak door bears a thick coat of ice, its brass handle tarnished and cold to the touch.

In the fresh snow outside, tracks lead to and from the door"

After players find a way to enter the office read the following:

"Inside the mayor's office, papers are scattered across a desk, frozen solid as if time stopped mid-chaos. A snow globe the size of a large watermelon sits prominently on the desk glowing faintly with an unnatural light.

Peering into the snow globe reveals a miniature, snow-covered village eerily similar to Crossroads. However, closer inspection reveals something off: the figures are covered with snow and ice, and their faces are frozen in expressions of fear."

LOCATION

Northeast quarter of town, Mayor Meister's office. (Use **Battlemap: Mayor's Office.**)

PARTY OBJECTIVES

EXTERIOR

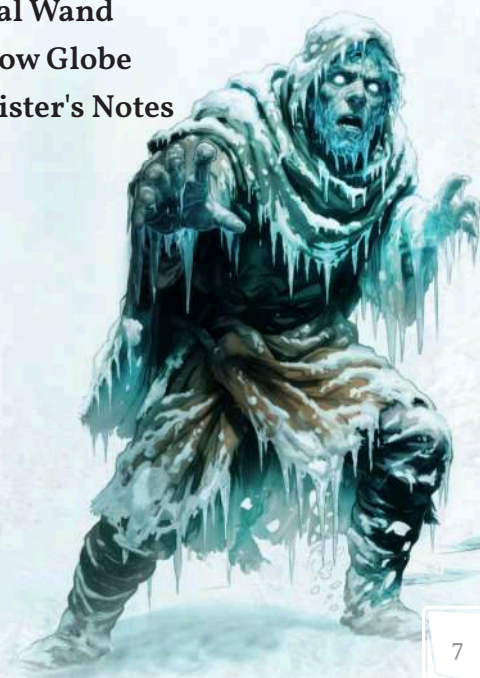
- » Find a way into the office.
- » Notice some of the fresh tracks don't belong to Snow Ghouls (the Wintermancer).

INTERIOR

- » Explore the office for clues.
- » Find the Ceremonial Wand.
- » Find Mayor Meister's notes.
- » Find and examine the Snow Globe.
- » Defeat the Wintermancer's minions and chase him into the Snow Globe.

LOOT

- » **Ceremonial Wand**
- » **Cursed Snow Globe**
- » **Mayor Meister's Notes**
- » **300 gp**



ICE GOLEM: APL 3-5 [APL 6-8]

CR 4 (1100 XP) [CR 5 (1800 XP)]
N / LARGE / CONSTRUCT
AC 12 [14]
HP 60 (8D8+24) [93 (11D8+44)]
SPEED 30 FT
INITIATIVE -1
IMMUNITIES COLD, POISON; BLUDGEONING, PIERCING, AND SLASHING FROM NONMAGICAL ATTACKS THAT AREN'T ADAMANTINE]
SENSES BLINDSIGHT 60 FT, PASSIVE PERCEPTION 10
LANGUAGES NONE (UNDERSTANDS CREATOR ONLY)

STR	19 / +4	INT	6 / -2
DEX	9 / -1	WIS	10 / +0
CON	18 / +4	CHA	5 / -3

TRAITS

AVERSION OF FIRE (APL 3-5 ONLY)
IF THE GOLEM TAKES FIRE DAMAGE, IT HAS DISADVANTAGE ON ATTACK ROLLS AND ABILITY CHECKS UNTIL THE END OF ITS NEXT TURN.

ICEWALKER
THE SNOW GHOUL CAN MOVE ACROSS ICY SURFACES *WITHOUT NEEDING TO MAKE A DEX SAVE*. IT IGNORES DIFFICULT TERRAIN CREATED BY SNOW OR ICE.

IMMUTABLE FORM
THE GOLEM IS IMMUNE TO ANY SPELL OR EFFECT THAT WOULD ALTER ITS FORM.

COLD ABSORPTION
WHENEVER THE GOLEM IS SUBJECTED TO COLD DAMAGE, IT TAKES NO DAMAGE AND INSTEAD REGAINS A NUMBER OF HIT POINTS EQUAL TO THE COLD DAMAGE DEALT.

[MAGIC RESISTANCE]
[THE GOLEM HAS ADVANTAGE ON SAVING THROWS AGAINST SPELLS AND OTHER MAGICAL EFFECTS.]

[MAGIC WEAPONS]
THE GOLEM'S WEAPON ATTACKS ARE MAGICAL.]

ACTIONS

MULTI-ATTACK
THE GOLEM MAKES TWO SLAM ATTACKS.

SLAM
MELEE WEAPON ATTACK: +5 TO HIT, REACH 5 FT, ONE CREATURE. HIT: 9 (1D8+4) BLUDGEONING DAMAGE.
[+7, 13 (2D8+4) PLUS 1D6 COLD DAMAGE]



DESCRIPTION

The ice golem is a towering figure of sculpted ice, its body formed from massive, uneven slabs of frozen crystal packed together like the pieces of a shattered glacier. Its surface is jagged and sharp in places, smooth and glass-like in others, catching the ambient light in cold blue reflections. Frost pours constantly from the seams of its body, drifting in slow, misty ribbons that curl around its heavy footsteps.

Where a face should be, the golem bears only a vaguely humanoid shape—hollow depressions for eyes that glow with faint, eerie blue light, and a mouth-like crack that groans and grinds as it moves.

It radiates an aura of deep, unnatural cold—so intense you feel the air tighten in your lungs the moment it draws near. Though mindless, the Ice Golem moves with chilling purpose, its massive arms flexing as if ready to hammer the life and warmth out of anything that stands before it.