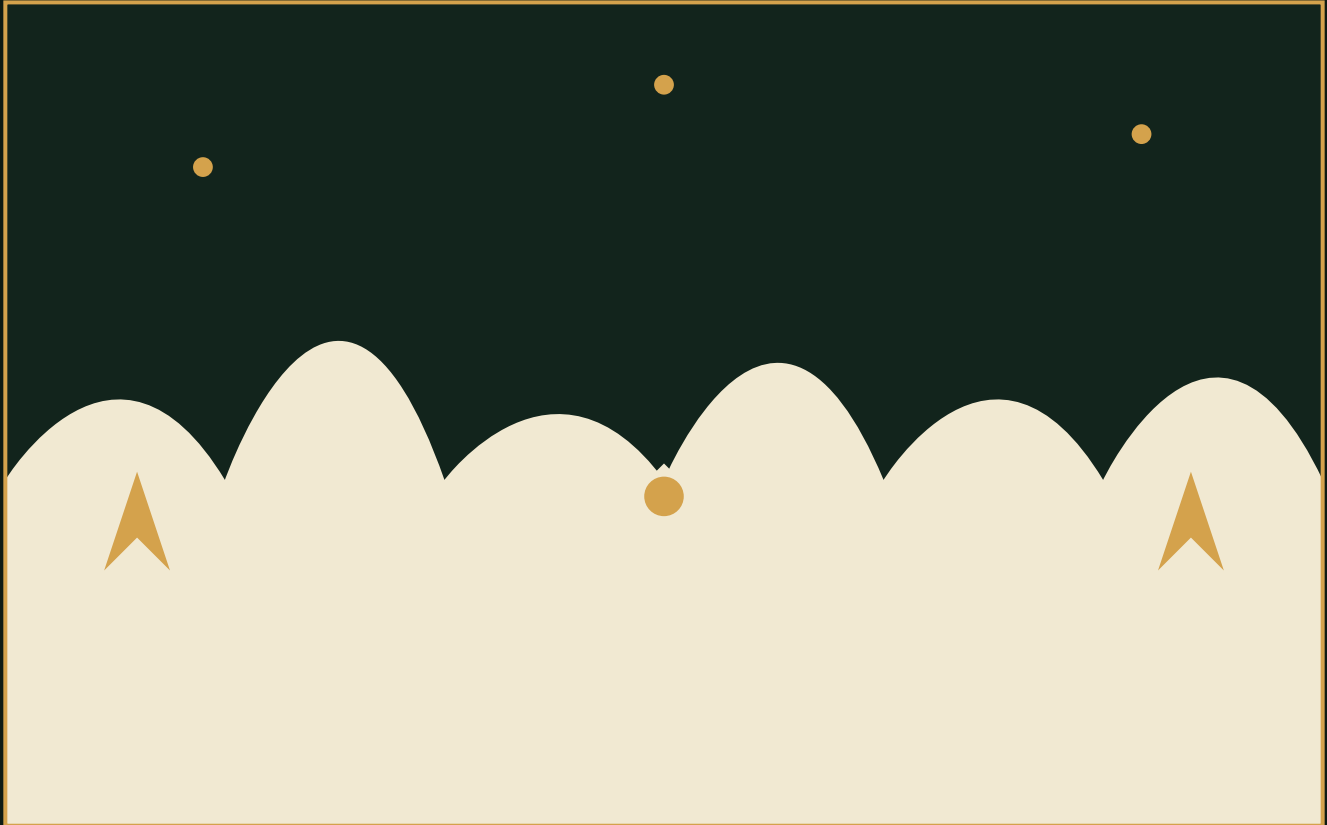


The Waystation Watch

Kestra Windwhistle's waystation, lower Frostpeak Mountain



A guide with thirty winters of stories needs help before you can even begin the climb.

Read this to your players to start

An early winter storm has pushed three hungry frost wolves down to Kestra Windwhistle's waystation, the last shelter before the real climb. Kestra will guide the heroes up Frostpeak Mountain, but first she needs help tonight.

Who's in this adventure

Frost Wolf

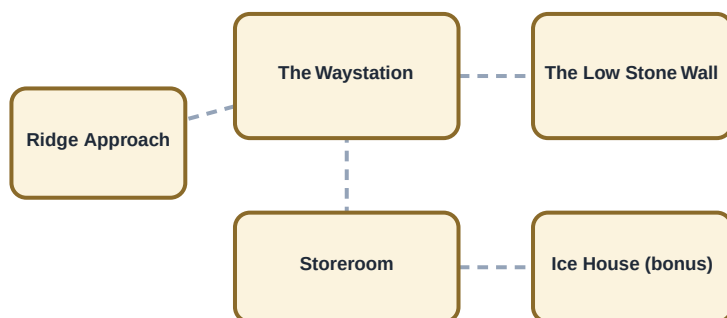
Heart Points 4 · Guard 12

Snappy Bite +2 (1d4 Heart Points)

Tips for running this one

- Kestra is gruff on the surface and warm underneath, more favourite grumpy aunt than boss. Let her banter, grumble and secretly enjoy the company.
- This is the gentlest chapter of the three: it starts the campaign, so keep it cosy.
- Short on time? The Quick Quest is the first scene and the climax, and it still has the twist: see the climax's DM notes.

Map



A short ridge path leads to the waystation. The storeroom opens off the hut, the ice house sits behind it for the Epic Session bonus, and the low stone wall is where the climax happens.

SHOW YOUR PLAYERS THIS

A Page From Kestra's Guide-Ledger

Kestra's wobbly handwriting, thirty years of ink: "Cistern path still good. But something has changed. Claw marks by the ice this winter, big deep ones. Nobody hurt, not once. Go careful. Go quiet." Underlined twice, as if she wanted to remember it herself.