

THE DANCER'S COLD REVENGE

Discovering Herself: Orphaned by an overly harsh sentence handed to her parents, Arwell found herself hungry and homeless in a small farming village. She wandered the woods, often to avoid contact with the townspeople. Dancing and performing for her meals, she grew resentful of the townspeople that took her parents away. She discovered her gift of magic in the midst of a white wolf attack. Having sworn revenge on the small village of Tachosh, she returned some years later to destroy all within.

Scene 1: The party learns of Arwell, as a local official tacks a wanted poster on the bulletin board. He has little information on her, but knows she is dangerous. He is certain to state that, "would be bounty hunters", must pay for qualification and a license to do so. (Failure to obtain the license prior to seeking out Arwell will result in forfeiture of the reward.)

Scene 2: The party meets a group of adventurers seeking to collect Arwell's bounty. The adventurers are eager for the party to join them in the task, even going so far as to offer for the group a ride in their extra wagon. This group consists of a young noble born human with a magic sword (leader), an elf cleric charged with protecting the leader, a dwarf folk hero who knows the area, and a female gladiator who is simply along for the reward money.

Scene 3: Halfway into the journey to Tachosh, the leader of the adventurers gets "cold feet" and decides maybe they should head back. If provoked, he will attack the party. All but the cleric will participate in the battle if necessary. He often states, "I'm just here for the boy's safe return to his family." Should the party find themselves in possession of the leader's sword, they'll examine a finely crafted sword with the previous owners name inscribed upon the blade. It gives off a dull green glow, and functions as a +1 shortsword.

Scene 4: With the village in the distance, a goblin scout with a looking glass is discovered on the side of the road hidden in shrubbery. Using the looking glass, the party can see the village people all frozen and hanging from a large tree in the plaza. Several goblins run about, pelting one another with the piles of snow all around the village. If they watch for 10 minutes or longer, at the longhouse (likely the town meeting place) they'll catch the first glimpse of Arwell as she comes out and twirls with the goblins, before returning into the longhouse.

Combat: Arwell has no loyalty to the goblins. She has no desire to die, but refuses to be taken alive. Her goblin entourage protects her fiercely.

ARWELL "ICY DANCER" GALORINA

Medium humanoid (elf), unaligned

Armor Class 12 (15 with mage armor)

Hit Points 65 (10d8 + 20)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	16 (+3)	14 (+2)	13 (+1)	13 (+1)	15 (+2)

Skills Arcana +3, Deception +5, Perception +3, Stealth +5

Damage Resistances cold

Senses passive Perception 11

Languages Common, Elvish

Challenge 3 (700 XP)

Fey Ancestry. Arwell "Icy Dancer" Galorina has advantage on saving throws against being charmed, and magic can't put her to sleep.

Elemental Adept. Arwell ignores resistance to cold damage, and creatures with immunity to cold damage are instead treated as having resistance to cold. In addition, when she rolls damage for a spell that deals cold damage, treat any 1 on a damage die as a 2.

Innate Spellcasting. The arwell "icy dancer" galorina's spellcasting ability is Charisma (spell save DC 12). The arwell "icy dancer" galorina can innately cast the following spells, requiring no material components:

At will: *Chill Touch*, *Friends*, *Frostbite*, *Mage Hand*, *Ray of Frost*
3/day each: *Absorb Elements*, *Hold Person*, *Ice Knife*, *Shield*
2/day each: *Mage Armor*, *Misty Step*, *Snillloc's Snowball Swarm*

ACTIONS

Shortsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6+3) piercing damage plus 2 (1d4) cold damage.

Optional Modifications

Wolves: *Instead of Arwell's followers consisting of lowly goblins, consider altering her story to allow for the use of wolves instead. The pretty elf lady, raised by wolves, with a penchant for icy murder.*

No Surprise: *The goblins may have discovered the party long before they laid eyes on Tachosh. Consider setting up multiple ambushes for the group to encounter during their travel to the village.*

