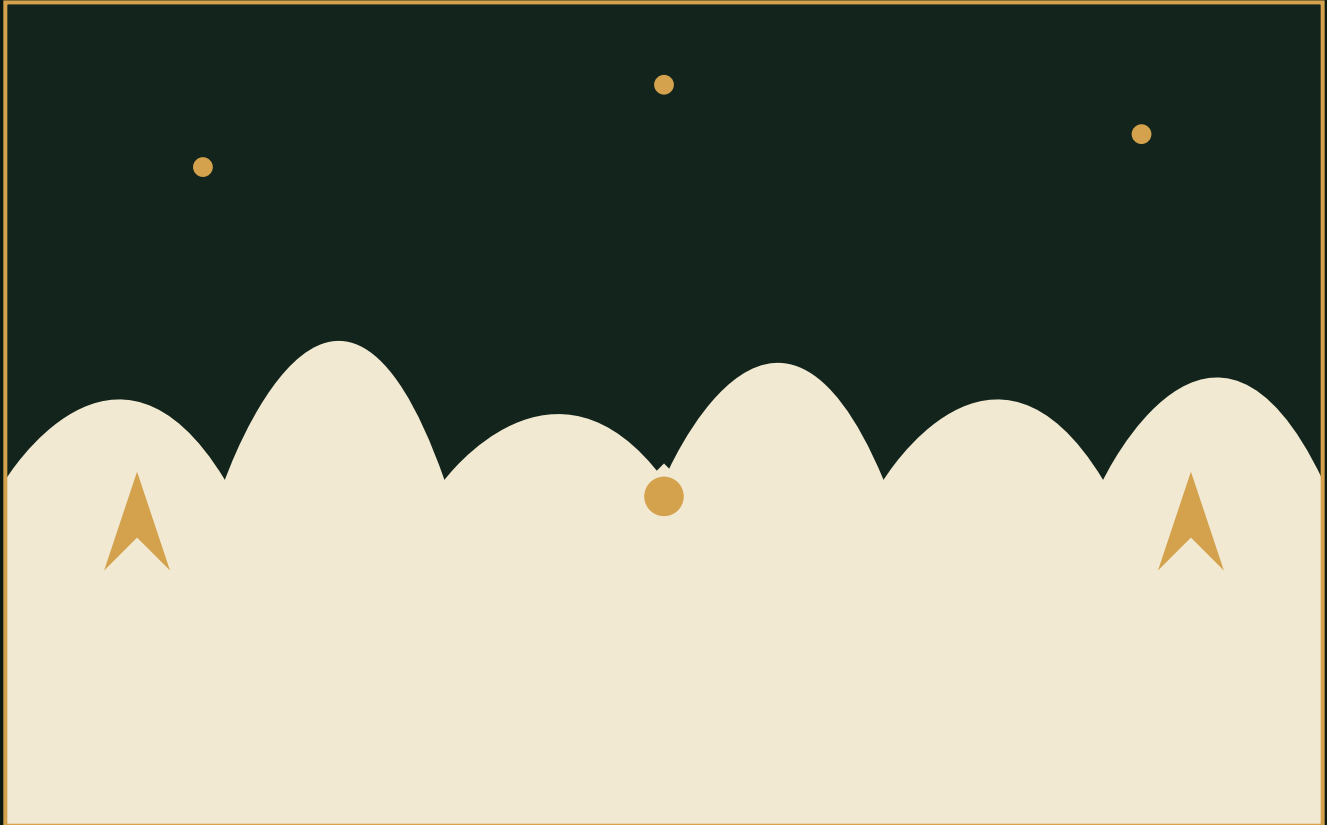


The Waystation Watch

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 is pushing hungry frost wolves down toward Kestra Windwhistle's mountain waystation — the only shelter before the real climb begins. She needs help tonight before she'll guide anyone further up.

Who's in this adventure

Frost Wolf

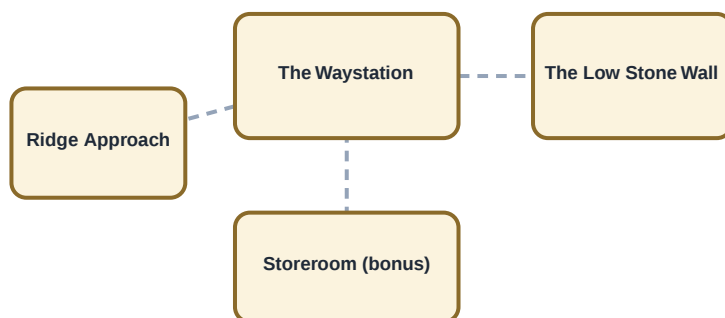
Heart Points 6 · Guard 12

Bite +3 (1d6 Heart Points)

Tips for running this one

- Kestra is gruff on the surface, genuinely warm underneath — closer to a favorite crusty relative than an authority figure. Let her banter.
- This chapter is deliberately the gentlest of the three — it's the campaign's introduction, not its centerpiece.
- Track (even just a mental note) whether the party was kind or practical with the wolves — Chapter 2's opening line references it.

Map



A short ridge trail leads to the waystation itself, with the storeroom as an optional side room and the low stone wall as the climax set piece.

SHOW YOUR PLAYERS THIS

A Page From Kestra's Guide-Ledger

Weathered handwriting, decades of ink: "Cistern route still holds, but something's changed — claw marks near the ice this season, deep ones, though nothing's attacked a soul. Go careful. Go quiet." Underlined twice, like she wanted to remember it herself.