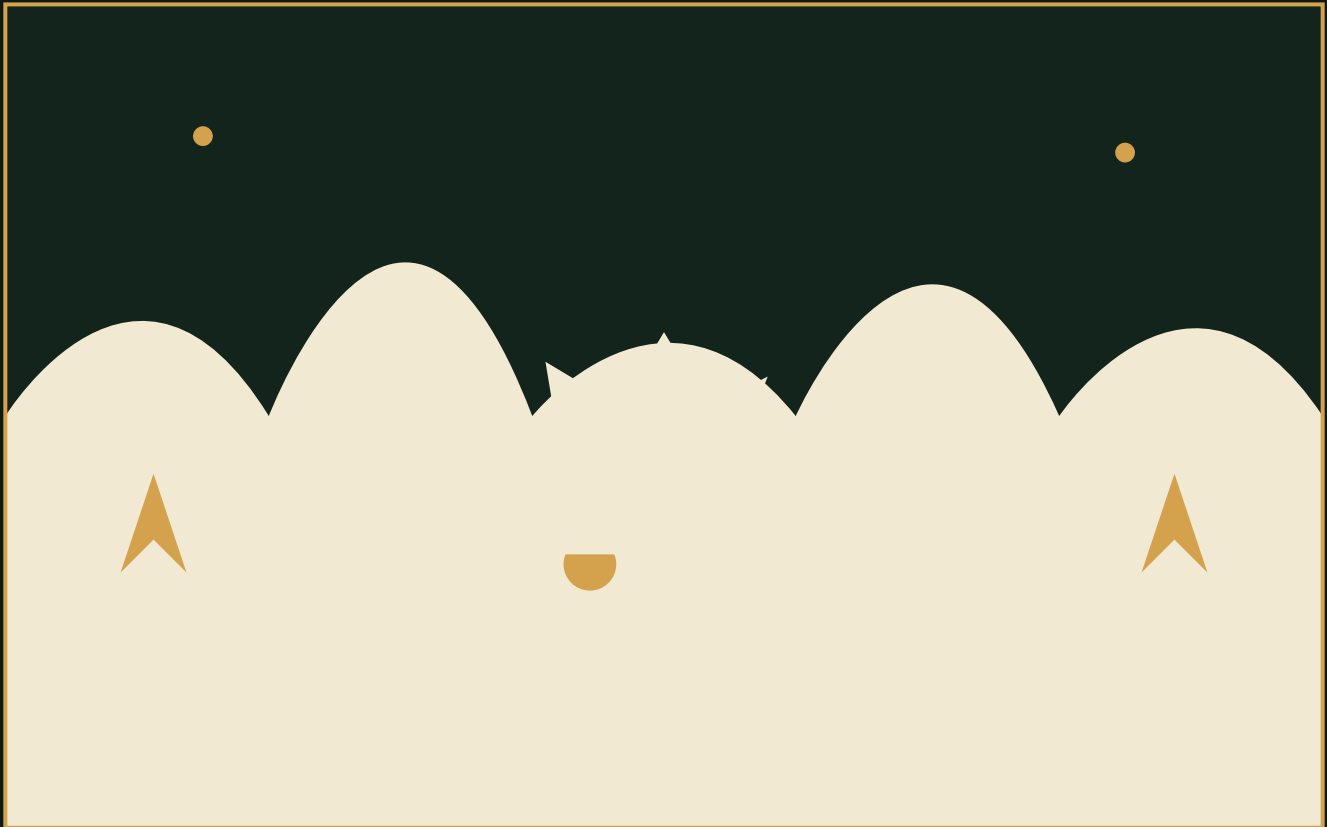


The Summit Cairn

Frostpeak Mountain's summit



The compass leads to a shrine older than Kestra's family — and the campaign's answer.

Read this to your players to start

Kestra's old compass has stopped wandering — it points straight up, toward the true summit, and a cairn shrine nobody in her lifetime has ever reached.

Who's in this adventure

Snowmane, the Elder Yeti

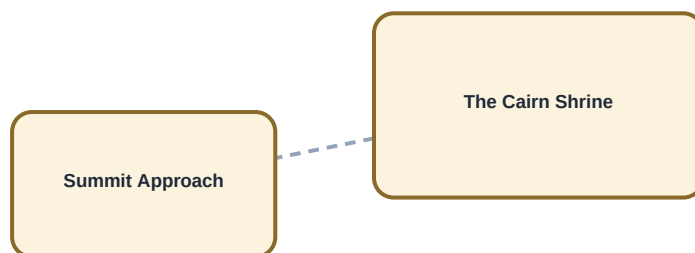
Heart Points 24 · Guard 15

Claws +4 (1d8 Heart Points)

Tips for running this one

- This chapter is intentionally shorter than Chapters 1-2 — say so if a sharp-eyed player asks, per the honesty standard the whole build is held to. It's still a complete, satisfying finale, just a lighter one.
- Kestra should get real spotlight time here — this is her story as much as the party's.
- Snowmane is written to be very hard to accidentally turn into a real fight — lean into that if your table is younger or newer to the table.

Map



A short, single approach to the cairn shrine — deliberately the simplest map in the campaign, since this chapter is the finale, not a fresh dungeon to explore.

SHOW YOUR PLAYERS THIS

The Ribbon From the Cairn

A faded ribbon, tied fresh to the compass's worn strap. The handwriting matches the compass's own inscription, but newer: "The mountain remembers kindness longer than it remembers anything else. — S."