

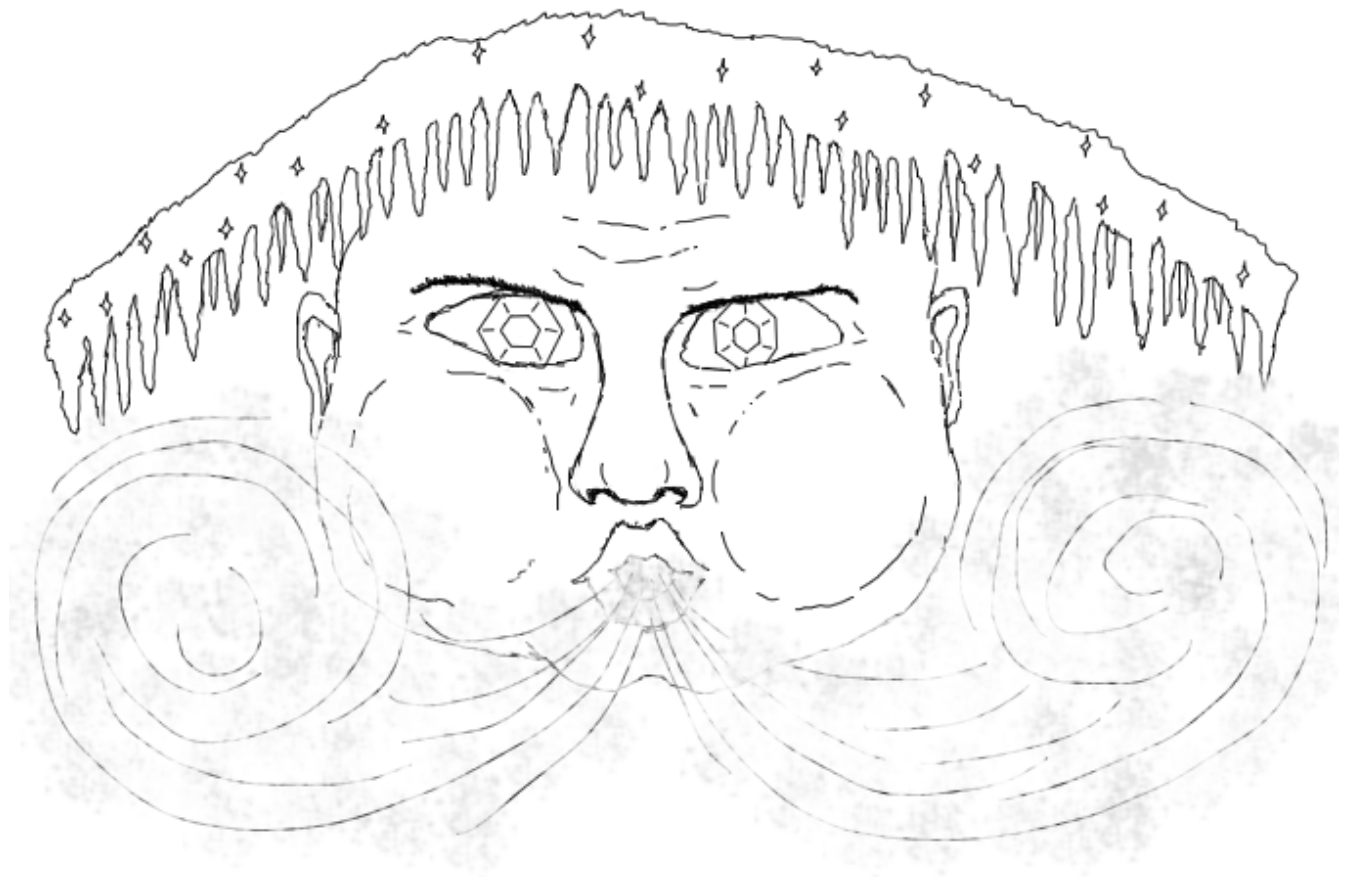
FIVE CATAclysms

Tomb of the Frost-Walker

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An Adventure for Low to Mid Level Characters

With Conversion instructions for old school versions of the original fantasy Role-Playing Game



Tomb of the Frost-Walker

There is but one mountain in these lands for which the frost never abates. Even in the height of Summer, when crops wilt in the heat, this peak continues to emanate a chill wind. There is a cave in the mountain, its crystalline walls and floors white with frost, with corpses of long dead things encased in the ice. Legend has it that a terrible evil is sealed there, an evil that would encase the world in ice. Where he walks, the frost follows.

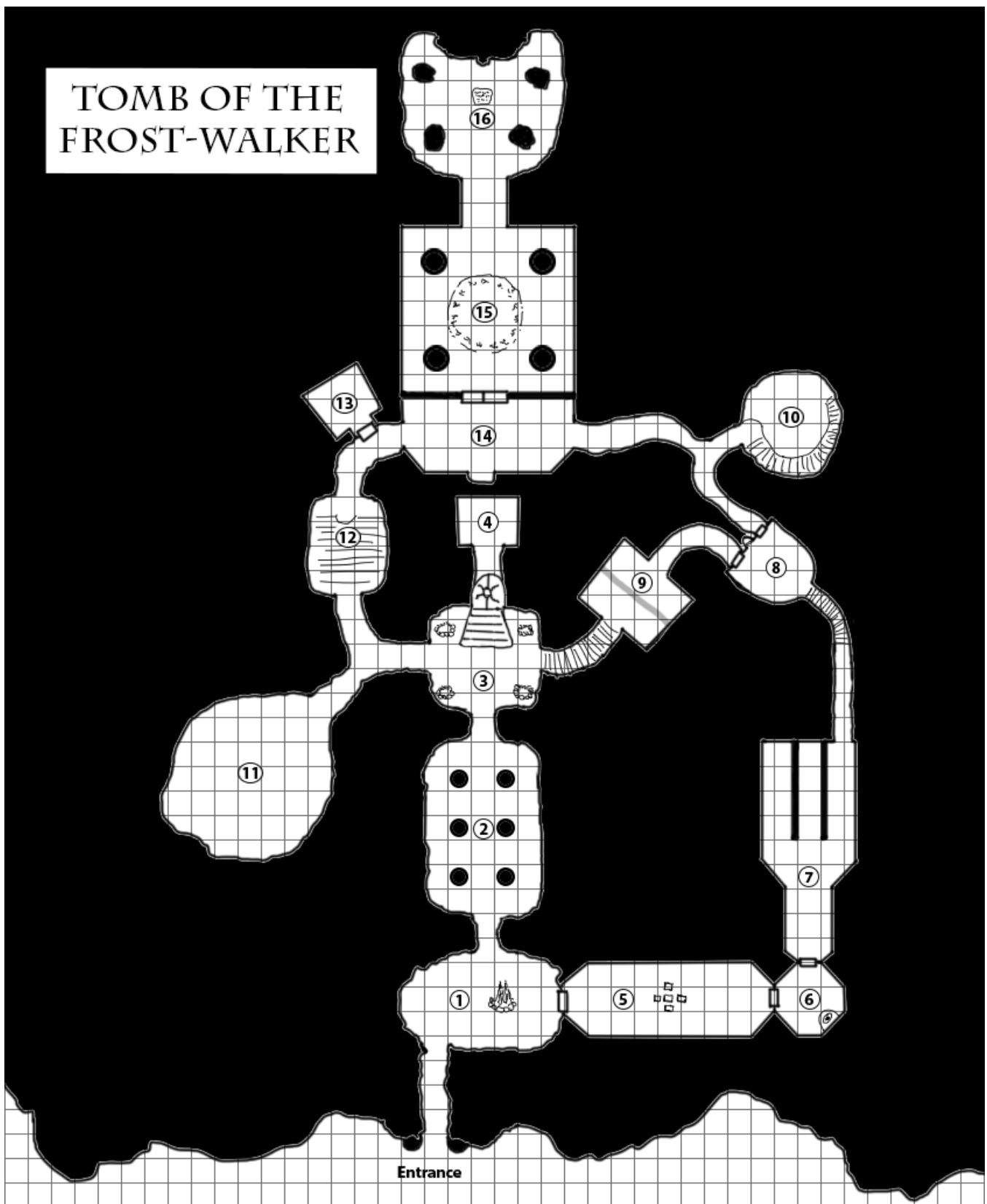
This dungeon is ideal as a second or third adventure for a group which has gained a few levels and is looking for more. However, if the big bad is released and is given time to gather his power, he may become a terrible world-changing force.

Possible Lead-in Quest

The local Lord has become distraught, as his entire tobacco crop has wilted under the sudden winter winds originating from ever-frost peak. After consulting with the local constabulary and merchant's guilds, it has been decided that pressing charges against the mountain and its undead denizens would be unwise, so the Lord has instead posted a bounty. 20,000gp and a Magic Sword to whomever puts an end to this dreadful cold, and avenges the innocent Tobacco farmers!

(Magic Sword would be a +1/+1 Sword of Rushing flame. For every opponent the sword slays, the sword builds 1 charge of fire. Fire charges may be expended to deal 1 extra damage to an enemy. The sword may carry up to 10 charges.)

TOMB OF THE FROST-WALKER



HOW TO USE THIS KEY

Preparation: None required! Any interconnections in the dungeon arise out of interaction, so you can go in just as blind as your players.

Room Keys: Any text not italicized or (parenthesized) may be read aloud to the players. (Parenthesized text is for DM eyes only, typically explaining an unseen item or function.) **Bold** text will refer to deeper explanations provided outside of this paragraph, for example:

Bold – (The bolded item would be described here.)

In addition, you may use the ctrl-f feature to find any room by typing the room # and a ‘:’ such as ‘05:’

Monster Keys: Listed within each room key, and codified as per the terms below:

HD – Hit dice. Determines attack bonus, hp, and saving throw. For example, an HD3+2 Monster has (3d6+2) hit points; +3 to attack rolls, and a saving throw of (18-3=15).

Hp – A creature with an Hp value has a set Hp total, and an attack bonus of 0 unless otherwise specified.

AC – Armor Class. Attacks must match or exceed this value to hit. Monster touch AC is reliant upon AC source. Armored targets have touch AC of 10, but a dodgy bat with an AC of 14 will have touch AC of 14.

SPD – Indicates the Speed of the creature. If not listed, assume speed is 12. 12 is considered unencumbered.

ATT# - The number of attack rolls a creature may make.

Xtra1dmg – Deals one extra damage on attack.
“SvSpells” Means “Save versus spells”

CONVERSION FOR OTHER SYSTEMS

If you’re not using the Five Cataclysms rule set, that’s fine. The module works well with any od&d or whitebox editions, and should work for the most part with d&d 5e. All HD values are d6, but you may change these as you see fit. All AC values match the creatures thematically, so you may adjust them accordingly.

Armor Class is Ascending

Armor Class starts at 10 (typically)

Attack Bonus = Monster HD

Save = 18 minus Monster HD

Speed of 12 is Human Average

Morale Checks are rolled using 2d6; rolling above 6 means failure.

A Turn is about 10 minutes, a combat round is anywhere between 10 seconds and 1 minute.

Always remember that as a Dungeon Master you have the power to change whatever you want; the contents of this module are merely suggestions. If a combat is too easy/hard for your liking, tweak it. Have an idea that’ll make a room even more fun? Put it in! Do whatever you need for you and your players to have fun!

EXP HOW

This module is designed for a treasure-as-exp system. EXP is rewarded 1 point per each gold-piece worth of treasure extracted from the dungeon. This way, avoiding or tricking monsters is just as viable as murdering them.

For any feedback, please send an email to FiveCataclysms@gmail.com We’d love to hear from you!

WANDERING MONSTERS

For wandering monster checks, roll a d8 every turn (or ten minutes). On a result of 1, roll a d6 for the table to determine what monster appears. If no monster appears or the 1 is not rolled, increase the threshold for the d8 from 1 to 2, making wandering monsters more likely to appear as time passes.

Be sure to reduce the population counter on the right as monsters are destroyed.

If an entire population is slain, remove that monster from the list. If subsequent checks roll an empty result, no monster shows up.

#	# of Enemies	Monster Description	Population
1	2d6 Frost Wisps	FROST WISP – <i>A small mote of pure cold, it seeks to collide with living flesh.</i> Hp1 AC10 SPD12Flying Only deal 1d3 damage. Targets struck must Save vs Paralysis or be stunned for 1 round. Targets slain will rise as Frost Ghouls after 1d6 rounds.	So long as a blue fire burns, they are infinite.
2	A Hand of Ice Erupts from the Floor!	ICE HAND – <i>A gigantic hand, the size of a person, wrought from pure crystalline ice. It pulls hapless opponents under the ice, where they will freeze & suffocate. Will retreat if less than half health.</i> HD6 AC15 +2HD for grapple rolls. Will reach out from the ice and attempt to pull targets into the ice, where they will take 1d6 suffocation and 1d6 frost damage per round. It takes 1 round to grapple, and 1 round to pull under, giving others an opportunity to rescue them. The Ice Hand then seeks other prey. Floor/Wall Ice has Hp20 to bust through to rescue someone.	3 remain
3	1d6 Frost Wraiths	FROST WRAITH – <i>Similar to the Frost Wisps, but tougher. They resemble a humanoid skeleton, though they embody the essence of Winter chill.</i> HD3 AC15 SPD12Flying Targets struck must Save vs Paralysis or be stunned for 1 round. Targets slain will rise as Frost Ghouls after 1d6 rounds.	So long as a blue fire burns, they are infinite.
4	1d6+2 Frost Ghouls	FROST GHOUL – <i>They either burst from the walls, or shamble into the chamber. These humanoid corpses are imbued with ice, with crystals protruding from their flesh. At least the living are spared from the scent of decay.</i> HD3 AC12 SPD6 Targets struck must SvParalysis or be stunned for 1d4 combat rounds.	90 remain. <i>The walls are full of the damned.</i>
5	1d4 Yeti Adolescent	YETI ADOLESCENT – <i>Noisy, rambunctious, and somehow at home amongst these frosty undead. Highly aggressive and violent.</i> HD5 AC13 Xtra2dmg Noisy: If party is surprised, combat starts like normal. If the party is not surprised, they'll get an extra round to prepare before the Yetis arrive. Yetis drag their defeated enemies back to the yeti kill cave, which is room 17.	12 remain
6	Adreneyis the Flintblade	ADRENEYIS THE FLINTBLADE – <i>Wields a blade of flint, and wears an intricately woven robe of silver chainmail that glitters with magical frost. He is adorned with a LOT of jewelry. Patrols the Tomb, attacking any intruders who are not Frost-Walkers. Incapable of speech, he only stares.</i> HD17 AC16 ATT#3 Xtra3dmg. Treasure Monger: Will always stop if players drop 500gp or more worth of treasure, a viable tactic for distracting him or weighing him down. He starts at SPD12, but as he picks up more gold he will become slower. Magic Chainmail: +2Chainmail that inflicts slow effect on those who fail a save when striking him. A person must only save once per round. (Slow reduces the afflicted's attack # by 1, and their speed by half) Upon Death: the Magical Flintblade will shatter. Carries 20,000gp worth of jewelry. This amount may increase as he picks up more treasure.	Just the one.

DUNGEON ROOM KEYS

01: Two **icy wraith**-like creatures hover next to a **blue bonfire**, itself surrounded by icy stones. You can feel a deathly chill emanating from the blue flames, which emit no light. The wraiths give you a cold stare.

Icy Wraiths – (If party seeks passage through the room, they will attack. Will not pursue party outside of the dungeon. If slain, they will reappear in 6 turns, spawning from the fire itself.)

Blue Bonfire – (Endothermic, deals frost damage to whatever it touches. Can only be extinguished by intense heat. Combustible objects will burst into blue flame upon contact with the blue fire.)

2 x FROST WRAITH – *Resembles a humanoid skeleton, it embodies the essence of Winter chill.*

HD3 AC15 SPD12Flying

Targets struck must Save vs Paralysis or be stunned for 1 round.

Targets slain will rise as Frost Ghouls after 1d6 rounds.

02: Before you are 6 **icy pillars**. A cold mist tumbles down their sides. Embedded at the top of each pillar you can see **gemstones** glittering in the frost.

Icy Pillars – (60' high. Touching a pillar, even with gloves, you must SvParalysis or be stunned, taking 1d6/rd frost damage until pulled off by an ally. The person will remain stunned, taking no damage, until re-heated by flame or 6 turns having passed.

Gemstones - (800gp worth of gems atop each pillar, so 4800gp total.)

03: Stairs lead to a raised platform against the far wall, whereupon is a **large door** of pure white ice. The door glimmers with magic. In each corner of the room is an **icy stone circle**. There is an enormous **yeti** sprawled across the stairs, fast asleep and snoring loudly. It wears a **blue metal helmet**.

Large Door – (There is a socket in the middle for some object. If the 'Frost Focus' from room 11 is inserted, the door shall open. Anyone who touches the door must SvParalysis or be stunned, taking 1d6/rd frost damage until pulled off by an ally. The person will remain stunned, taking no damage, until re-heated by flame or 6 turns having passed. Touching the door also activates the **Icy Stone Circles**. Locked by powerful magic.)

Icy Stone Circles – (A blue fire will alight in each of these if the magical ice door is tampered with or touched, each fire ejecting a single **Frost Wraith** that will immediately attack. These fires will extinguish after 6 turns.)

FROST WRAITH – *Resembles a humanoid skeleton, it embodies the essence of Winter chill.*

HD3 AC15 SPD12Flying

Targets struck must Save vs Paralysis or be stunned for 1 round.

Targets slain will rise as Frost Ghouls after 1d6 rounds.

Yeti – (10' tall, will awaken to loud noises or if otherwise disturbed. It's nearly impossible to squeeze past it on the stairs.)

YETI – *It'll be VERY grumpy if you ruin its nap.*

HD10 AC14 ATT#2

deals 2d6 damage.

Blue Metal Helmet – (Extremely cold to the touch, inflicting frostbite. Weighs 10 stones, can be sold for 1000gp as an oddity.)

04: A grand **casket** of ice is embedded in the far wall, flanked on either side by 2 **Onyx Obelisks**. Each of the obelisks are inscribed with a single **rune**.

Onyx Obelisks – (4 total, worth 800gp each if removed. Weigh 5 stones each. Inscribed with **runes**.)

Runes – (The final sealing mechanisms keeping the **Frostwalker King** entombed. The runes each face the grand casket. So long as a single rune shines upon the casket, it will not open. But the moment this is not so, the **casket** will crack, and then shatter.)

Casket – (Holds the **Frostwalker King**. When the **runes** are interrupted, the casket will crack, then shatter, dealing 1d6 damage to anyone nearby. The **Frost-Walker King** will then emerge, and begin attacking, cackling gleefully at the slaughter.)

JHAG'NIFFOL, FROSTWALKER KING – *Deathly white skin, sharp features and burning blue eyes. Heavy armor, with a jagged crown of ice. He grins gleefully and thanks the adventurers for releasing him while smashing in their skulls. He is a tad insane.*

HD20+20 AC17 ATT#3

Immune to Ice, charms, fear. Resistant to fire.

Melee attack: Frostmaul deals 2d6+2 damage, half of it frost damage.

Touch attack: Target must SvParalysis or be stunned for 1d6 rounds.

After the fight, will gather up unconscious foes and drag them to room 14 for forced conversion into Frostwalkers. He will begin building his army.

Upon death: +1/+1 Frostmaul (deals xtra1d6 cold damage) may be looted, but it also deals 1d6 cold damage to the wielder each round. Ice Crown may also be looted, grants the ability to stun others with a touch, but it also deals 1d6 frost damage to wearer per round.

So the Frost-Walker King is released. He is imbued with latent power of cold, and is the champion of the God of Frost. He is able to imbue both corpses and golems with a sort of frozen spirit, animating undead and constructs with his icy power. They are all loyal to him, and he can telepathically command them. Ice spreads under his feet where he goes, and the bulk of his forces pull a winter storm in their wake. After a few weeks, the mountain becomes a fortress. After a year, he will begin assaulting nearby settlements and cities. Those who are powerful enough to survive will be forcibly converted into frostwalkers. While still living, they will still be puppets of the King.

05: This frigid hall has false arches carved into the white ice of the walls, and the floor is a slick **blue ice**. Within each archway is a **mural** of a different humanoid face. There are 12 total. In the middle of the hall is a sort of **altar** on a raised platform.

Blue Ice – (If the group lingers for more than 5 minutes, an **Ice Hand** will reach out from the ice and attempt to pull someone back under. If slain, reduce **Ice Hand** population on wandering monsters.)

ICE HAND – *A gigantic hand, the size of a person, wrought from pure crystalline ice. It pulls hapless opponents under the ice, where they will freeze & suffocate.*

HD6 AC15 +2HD for grapple rolls.

Will reach out from the ice and attempt to pull targets into the ice, where they will take 1d6 suffocation and 1d6 frost damage per round. It takes 1 round to grapple, and 1 round to pull under, giving others an opportunity to rescue them. The Ice Hand then seeks other prey. Floor/Wall Ice has Hp20 to bust through to rescue someone.

Will retreat if less than half health.

Mural – (Each mural is a secret sliding door that reveals a small chamber within which lurk **Frost Wraiths**. All 12 will slide open if the central **Altar** is forced open (via magic or otherwise) without first dispelling its cold charge.)

12 x FROST WRAITH – *Resembles a humanoid skeleton, it embodies the essence of Winter chill.*

HD3 AC15 SPD12Flying

Targets struck must Save vs Paralysis or be stunned for 1 round.

Targets slain will rise as Frost Ghouls after 1d6 rounds.

Altar – Four square pedestals at cardinal points around a central square pedestal. On the four surrounding pedestals is a sword that appears to be able to swivel; they are all pointed away from the central pedestal. The central pedestal

appears to have a closed compartment at the top. (The swords perform no function. The central compartment will open if someone lays their hand upon it, and survives 10d6 of frost damage. This damage can be split if multiple hands are placed simultaneously. Inside is a **red octahedral gem** worth 800gp.)

Red Octahedron – (Detects as magic, functions as a key for the vault in room 7.)

06: Engraved upon the southeast wall is a life-size soldier who has impaled 3 humanoids upon a spear. Before the **mural** sits a basin of cool **blood**, still wet.

Blood – (Detects as magic, will never clot. If removed from room, it will attempt to return by flowing back to the basin.)

Mural – (If fully painted with the blood, the soldier will peacefully step out of the mural, impaled corpses still squirming, which reveals a small chamber with a **red box**. The soldier will return to the mural after the loot is removed. If the mural is **attacked**, the soldier will step out and attack, causing surprise. If he is not defeated, he will remain animate in the room for up to 1 month before returning to the mural.)

IMPALER SOLDIER

HD8 AC16 ATT#2 xtra1dmg

Impaled corpses: each will attempt to grapple the soldier's target, and if successful, grant the Soldier a +5 to strike that target. Each has HD2 worth of grapple ability.

Slain targets will be added to the spear, granting additional HD2 to its grapple potential.

Red Box – (Inside is 1500gp, and an elaborate crystal engraved with intricate martial imagery worth 2000gp.)

07: (Cannot map immediately due to fog)

The air is extremely **cold** and the floors and walls emit a frosty fog that limits vision down each of 3 **hallways** before you. Dozens of **Frozen corpses** poke out of the fog.

Cold – (Without serious winter clothing, creatures take 1 cold damage/rd while in this chamber.)

Frozen Corpses – (Brittle, and can be shattered upon touch. Some will animate if gem removed from central hall.)

Hallways – There is a **left hall**, a **central hall**, and a **right hall**. (At the entrance to each is a **trap** that will only activate upon creatures exiting the hall going south. If the trap activates, creatures at the entrance of the hall take 2d6 frost damage, SvBurst for half. Trap takes 1 turn to reset.)

Left Hall – (At the end of the left hall is a mural of a snowflake with 3 jagged points, which shimmers with magic. It is highly resistant to breaking, and a Magic User must be level 8 for their knock spell to open it. Each of the three points has a socket for a red octahedral gem. Once each socket is filled, it will open revealing 3 chests, filled to the brim with gold and gemstones. Each chest is worth 4500gp, and weighs 10 stones.)

Central Hall – (At the end is a ghoulish face carved into the ice, and lodged in its mouth is a red octahedral gem worth 800gp. Functions as key for mural in left hall. **If removed, 8 Frost Ghouls** will animate, and they will be hostile. If the gem is returned to the mouth, the ghouls will return to the veils of frost.)

Right Hall – (Nothing special, just some stairs at the end.)

FROST GHOUL – *These corpses are imbued with ice, with crystals protruding from their flesh.*

HD3 AC12 SPD6

Targets struck must SvParalysis or be stunned for 1d4 combat rounds.

08: A small alcove between the two doors holds a **chalice** filled with sloshing blue flame.

Chalice – (This is a Frost-Breath Chalice. Can be drank to gain 1 use of Frost Breath which deals 5d6 frost damage in a 30' cone. However, it deals 1d6 frost damage to the drinker, and will continue dealing 1d6 frost damage per round until released. The chalice has 10 uses, OR user must roll a d10: on a result of 1, this use is the last use.)

09: A wall of transparent **ice** divides the chamber in two.

Ice – (If closely monitored for 1 turn, a person can see that the wall is slowly moving downwards, thus replenishing itself. Wall has 20Hp if busted through, but it is noisy to break down by force, causing wandering monster checks for every round of attacks.)

10: A staircase winds along the wall, descending 30' downward to an area where 5 skeletal **bodies** are standing entombed in **caskets of ice**, their arms crossing their chests. In the center of the floor is a 5-sided obelisk of black stone. It stands 4' high, and the tip is inscribed with **text**.

Caskets of Ice – (20th level enchantment makes this ice practically indestructible. Will shatter once **text** is all read aloud).

Text – (The text begins with a name and then a summary of deeds. If read aloud, the corresponding undead's eyes will glow. Once all 5 texts are read, the ice will shatter, and the 5 undead will attack.

Bodies – (Can be seen through the ice, each is listed below with their name):

Berendyk – A heavily armored figure wielding a flail and a shield. Around his neck is an exquisite piece of jewelry worth 5000gp. (Shield is of Mastercraft +1 quality.)

Pikfyrth – A medium-armored figure holds a pike in both hands. He wears a bracelet of a red metal (Magical bracelet, increases damage by 1 while holding a weapon with two hands.)

Fork'rula – Wears naught besides wrap-pants and a beautiful sapphire amulet worth 3000gp. In its hand is grasped a glowing, rune ice crystal (This is the frost focus that unlocks the large door in room 3. Players will recognize it if the door has been examined.)

Khazadyki – A lightly armored figure wielding two ornate war axes, each looks to be worth 1000gp.

Perenelde – Wrapped in thick linens, head to toe. In one hand is a small gilded tome worth 300gp.

BERENDYK – *The Tank.*
HD9 AC19 ATT#3

PIKFYRTH – *The Second Rank.*
HD7 AC14 ATT#2 xtra2dmg

FORK'RULA – *The Monk.*
HD7 touchAC16 ATT#2
Targets struck must SvParalysis or be stunned 1d3 rounds.
Prioritizes attacking back rank casters and other easy targets.
Holds the focus to the door of room 3, and will protect it with his life.

KHAZADYKI – *The Barbarian.*
HD7 AC12 ATT#4 +1accuracy
Prioritizes nearest target, will continue to hack corpses until they are in pieces.

PERENELDE – *The Mage.*
HD5+2 AC10
Spell Slots:
1st lvl: 4
2nd lvl: 3
3rd lvl: 2
4th lvl: 1

Upon Death, it will be revealed that 8000gp worth of jewelry is hidden under the robe.

These frost-walkers have no intention of releasing the frost-walker king in room 4, and are content to keep him sealed away. If released and not defeated, they may wander outside the dungeon and terrorize the countryside until stopped. They will spread a magical permafrost, causing a permanent winter to spread out from their domain. This could get carried away, as they could become lords of the land, raising the dead to bolster their armies. Ideally, players should not let this happen.

11: This cavernous chamber holds many carcasses; some creature appears to be stashing its kills here. Amongst the dead are mostly animals, but also a handful of humans that were clearly foolish **adventurers**.

Adventurers – (Most of their gear is busted, but they are holding 2000 silver pieces, 500 gold pieces, and a red octahedral gem worth 800gp. The gem is meant for unlocking the mural in room 7.)

12: A wide flight of icy steps leads 30' upwards. An Ice-**sculpture** of a humanoid with his hand raised, palm outwards, stands at the top of the stairs.

Sculpture – (Will launch a projectile at any non-frost-walkers who attempt to ascend the stairs. SvBurst or take 1d6 frost damage and make an additional SvBurst to determine if they fall back down the stairs. Statue can be destroyed with magic weapons or spells of 3rd level or greater.)

13: **Door is locked.** Requires basic lockpick check to open.

This appears to have been a kitchen, long since frozen over. A slight glow can be seen from a **cauldron**.

Cauldron – Within is a bright blue liquid. (This is a liquefied form of the blue fire. It deals frost damage to whatever it touches, freezing it and potentially having it burst into blue flame as the temperature plummets. If drank, will deal 5d6 frost damage and puts the drinker into shock, where they must spend 1d6 turns recovering.)

14: **Northern door is locked**

There is a long wooden dining table, scarred by decades of misuse. Ancient silver **tableware** is scattered all over the room; on the table, on the chairs, across the floor, and across shelves. Built into the southern wall is a grand fire pit with an abnormally large heap of **ash**. The massive **double doors** to the north are adorned with panels of warriors performing brutal feats.

Tableware – (If gathered up, there'll be 10 stones of tableware worth 500gp total, and in a stray chalice is held a key that unlocks the northern double doors.)

Ash – (Disturbing these ashes will awaken a malicious ash spirit that will proclaim that "The flame of life is doomed to sputter and die!" and "Red fire is dead fire in waiting!" It will attempt to kill the party, though it will likely fail.)

ASH SPIRIT – *An animate whirl of ash.*
HD3 AC10

Each round, the ashes will fly in the faces of opponents who must SvBurst or be blinded for 1d6 rounds.

Double Doors – (Locked, key found in chalice. Requires Strength mod of +2 to open solo, otherwise multiple people must band together to push open this door. It is heavy, but the hinges are frozen, and the door scrapes against the rough icy floor.)

15: A large **circle of runes**, flanked by four immense columns that hold up the high ceiling. The 40' columns are carved in imitation of great bearded warriors holding the ceiling upon their shoulders. They gaze down towards the circle. The left wall has a mural of a man walking on water, which freezes beneath his feet, allowing passage. The right wall has a mural of a man wincing at flame, but taking comfort in a howling icy wind.

Circle of Runes – (This is where a person can be transformed into a **frost-walker**. The spell can be activated with the casting of 'Read Magic'. The statue-columns will light up, their mouths opening and blowing a magical gust that infuses the receiver with the blessing of frost, transforming them into a **frost-walker**.)

Frost-Walker – What it means to be chill

- Immune to cold, and gain the ability to project cold, voluntarily freezing all they touch.
- Vulnerability to fire, taking extra 1 damage per d6 of fire damage.
- In hot environments, will struggle as if under the effects of a 'slow' spell, where they move at half speed and attack 1 fewer time per round.
- The new frost-walker will also gain 1 hallow from the God of Frost.
- All Frost-Walkers are magically bound to and commanded by the Frost-Walker King, so if the frost-walker desires freedom, they should prevent the release of this King.
- Still alive when transformed! If they die, their corpse acts as normal until a necromancer animates them. Since the frost-spirit is still within, the new undead will not be loyal to the necromancer who raised it.

16: An enormous **stern face** spans the far wall, 50' away. Its lips are pursed, as if ready to blow air outwards. Its eyes are inset with 2 grand sapphires, each worth 3000gp. 30' into the room is a small platform inscribed with words of **prayer**. The air is **frigid**, you can feel it tumbling past you into the chamber beyond. Deeper in the room, you can see slight shimmers in the air.

Frigid – (The deeper your go into the room, the colder it gets. After 10', creatures are dealt 1d6 frost damage/rd. After 20', this increases to 2d6. At 40', when you're within 10' of the face, this damage value is 4d6. Coats will not save you.)

Stern Face – (Emits the terrible coldness that has frozen this mountain. It is also a shrine to the God of Frost, a holy place for all Frost-Walkers. The face itself is immune to non-magic weapons, and only 3rd level spells and higher can damage it. It has 100Hp, and will regenerate 10Hp/turn. The **sapphires** are locked into the face, and cannot be easily removed without destroying the face. Behind the face is a small hoard of treasure: 20,000gp, 200 gems worth 50gp each, and 5,000gp worth of jewelry.)

Prayer – (It would be easy for Frost-Walkers to walk up to the face and damage it, but they are compelled to defend this holy site with their lives. If they are somehow used to destroy the shrine, they will lose 1 point of hallow and their frost-walker abilities will disappear.)

This is the source of the chill wind that has brought an early winter to the surrounding lands, and its destruction will bring an end to this icy cave, though the frost-walker king will still pose a threat.