

SF 6

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Splinters of Faith

— Adventure 6: Morning of Tears —

By Gary Schotter & Jeff Harkness

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This book is dedicated to the memory of Dustin “Lanky” Ray Cook, 1985-2009.

Special Thanks

Jeff would like to dedicate this book to Tammy, Kaitlyn and Alyssa. Gary would like to dedicate this work to Christina, Brooklyn, Kaden and Amberlyn. We also want to thank Greg Wilson for his wisdom and advice in solving many dilemmas and game mechanics issues.

And a special dedication to the 32 PCs who lost their lives during playtesting.



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**TOUGH
ADVENTURES
FOR TOUGH
PLAYERS**

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Splinters of Faith

— Adventure 6: Morning of Tears —

By Gary Schotter & Jeff Harkness

PCs travel into an icy wasteland to visit a lost monastery, only to find that a statue needed for a blessing ceremony has been stolen by a group of yetis. The adventure is for PCs of 5th to 7th levels.

A frozen wasteland, the air filled with icy snow driven through the air in blasts powerful enough to tear flesh from bone. A banshee's wail washes out of the mountain of the glacier hanging ominously overhead, rivulets of water melting glyphs in the ice wall. Every so often, a chunk of ice calves off the massive glacier and falls, the impact shaking the ground as ice shards explode outward.

The Monastery of World Sundering looks like disaster has already caught up to it. The stone structure is half-engulfed in the massive glacier that is slowly retreating across the land as warm air washes over the frozen surface. Despite the massive glacier splitting the temple in half, a thriving brotherhood of misfits is hard at work in the marshy, waterlogged fields surrounding their home.

Monastery of World Sundering

Location: Frozen waste lands, glacier

Deity: Voard, God of Anguish, suffering, perseverance, patience, poverty

Leader: Moovtu Huglish, male half-orc Mnk7/Ftr5

Dress: Monks wear heavy wool clothing and dress in layers to protect against the cold.

Unique characteristic: Years ago, the Wailing Glacier covered the structure. Half the monastery remains encased in a wall of melting ice.



How to Use This Adventure

This adventure is a small part of the *Splinters of Faith* campaign, which leads PCs to restore a broken scepter and destroy a reawakened death-priest named Akruel Rathamon. The first nine adventures require PCs to obtain a ritual to restore the relic. The final adventure finds the PCs and the reformed scepter facing off against a death-priest on his home turf. (For more information on the overall campaign, see *Splinters of Faith 1: It Started with a Chicken ...*)

At this point in the campaign, the relic — called the *Scepter of Faiths* — is equivalent to a +2 *adamantine heavy mace*, with the ability to cast *bless* (3/day) and *protection from evil* 10 ft. radius (at will). It can also *detect undead* (30-ft. radius) and is able to locate the death-priest Akruel with no range limits as long as the wielder and Akruel are on the same plane.

If you don't want to run the full campaign, don't worry. This adventure is complete on its own. Each adventure in the campaign follows a similar setup where the PCs visit a good temple, then are recruited/hired/asked to take part in an adventure before receiving the blessing they seek. The PCs must then travel to an "evil" temple to complete their mission.

If you plan to run the adventure without the others that precede it, you'll need to devise a way to get the PCs started. Since each adventure starts with a "good" temple, this could be as simple as having the temple elders request aid against the "evil" temple. Of course, the promise of gold, magic and the thrill of adventure also might not hurt.

Background

The Monastery of World Sundering met an ironic end. Far removed from the troubles of the early kingdoms, the monastery sat in a deep ravine high in the mountains. From the beginning, the monastery survived devastating winter storms, fierce assaults by raiders, and the perils of isolation in an uncaring environment.

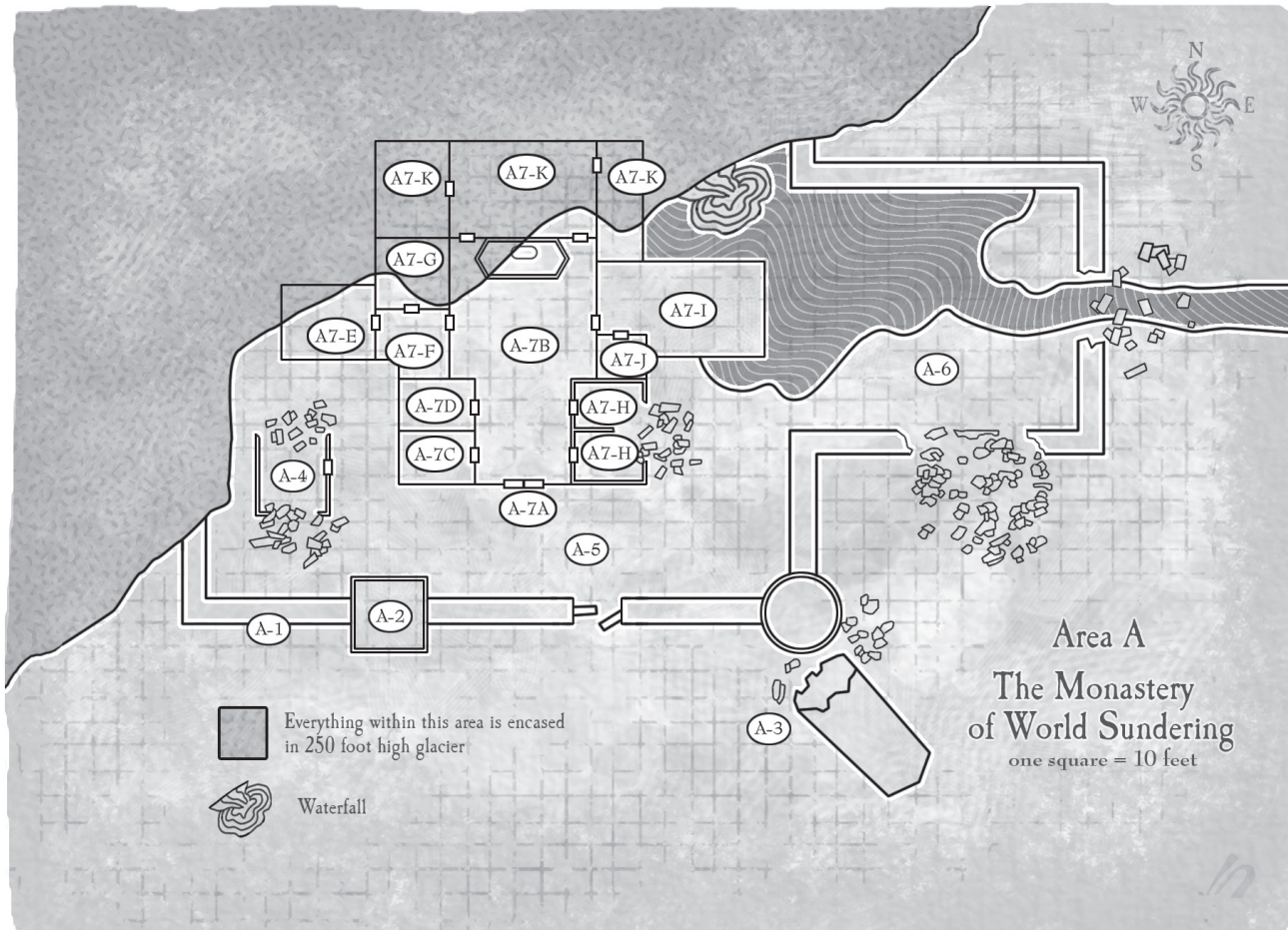
When Akruel Rathamon began the War of Divine Discord, the climate temporarily changed for the worst as a black cloud rolled over the land. The northern reaches bore the brunt of the changes, with heavy ice and snow falling for a full month. Ice built up throughout the northern lands at an unprecedented rate. The monastery was cut off, and eventually an unnatural glacier surrounded and encased the structure.

Now, the Wailing Glacier is retreating almost as fast as it was formed, uncovering the forgotten monastery and its secrets.

Moovtu Huglish, a half-orc monk, recently rediscovered the ancient temple. He studied the murals and surviving literature and uncovered details of a forgotten god of sorrow whom the previous monks venerated. Seeking his own path in life, Moovtu became the last follower of Voard. Moovtu only partly understands Voard's philosophy, so he "fills in" any missing pieces in the beliefs and history of the lost religion. He eagerly beseeches wanderers to worship the god, despite the fact that Voard disappeared long ago.

A new monk colony — a few outcasts who found safety in numbers in the icy wastes — follows Moovtu's faith and is resurrecting the monastery's former religion. While they don't pray for the end of the world as the monks before them, they do worship Moovtu's newly created version of Voard.

The monks shelter within the monastery's stone walls, reveling in new wonders revealed each day by the retreating wall of ice. The outcasts live a spartan existence, existing on meager rations and



ADVENTURE 6: MORNING OF TEARS

wearing worn clothing.

More than half of the monastery is now uncovered, but the rest remains buried within a 200-foot-tall wall of glacial ice. Snowdrifts and ice still press against the walls of the monastery, and thawed and rotting vegetation lies scattered around the structure. Rivers of glacial runoff cut trenches through the frozen earth, the crystal water roaring downstream as if celebrating its freedom from the ice wall.

Area A: The Monastery of World Sundering

The stone walls of the battered monastery disappear into the Wailing Glacier's ice wall. Time and the icy environment have not been kind to the old monastery, which lies mostly in ruin.

Area A-1: Stone wall

A 30-foot-tall granite block wall rises out of the snowdrifts, a gray expanse in the wasteland. The wall is rough and pitted, but coated with ice and snow. A 20-foot-wide opening leads into the monastery's inner courtyard. The wall disappears into the 200-foot wall of ice on both sides of the main building.

The wall's interior is decorated with carvings showing the destructive forces of the world: Mages blast towns with balls of fire, earthquakes swallow cities and great dragons devastate civilizations. One elaborate 50-foot-long carving shows a great black orb devouring a world.

Area A-2: The Bell Tower

This stone tower rises three stories to where three silver bells hang. A knotted rope dangles from the bells, allowing the monks to ring the bells for daily prayers. They often have to knock ice off the bells before they sound the chimes.

Area A-3: The Fallen Tower

The former monks used this four-story stone tower as an observatory and as a lookout post to watch over the paths leading to the main building. The Wailing Glacier shifted the structure's base, causing the tower to collapse when the ice retreated. The monks now gather the shattered stones to rebuild the main building and outer wall.

Area A-4: The Hothouse

The monks use this partially collapsed building as a sauna and bathhouse. The monks dump buckets of snow onto hot coals burning in clay-lined pits to create steam. Despite the collapsed look of the building, the monks rebuilt the inner chamber to contain the steam and keep out the cold.

Area A-5: The Paving Stones

A walkway of granite paving stones leads from the opening in the wall through the muddy yard to the monastery. The monks clear the paving stones daily of drifting snow. Each stone is 2-feet-wide by 3-feet-long and engraved with tales of fearsome destructions being visited on the lands.

Area A-6: The Garden

Wooden planks supported by sturdy poles keep the worst of the snow off of a meager garden. The monks grow winter varieties of

corn, squash and potatoes. They cover the beds in manure for warmth and fertilizer.

Area A-7: The Monastery

The monastery is as tall as a two-story stone building, although it has only a single level within. Rooms have arching ceilings supported by heavy oaken beams. The beams are still frozen from years in the ice, and as solid as rock.

Area A-7A: The Entry

The monastery's 20-foot-tall weighted granite doorways swing easily open. Two 20-foot-tall glass hourglasses flank the door. The glass tube on the left is shattered, its upper reservoir of sand scattered. The tube on the right still functions, with a few grains of sand falling every day into the lower glass chamber. The monastery's former monks believed the world would end when the upper reservoir emptied of sand.

Area A-7B: Impoverish Hall

This 100-foot-long by 60-foot-wide room is the heart of the monastery, a place where the monks meditate and spar. Sand-colored wicker and reed mats cover the floor, providing a cushioned surface to sit upon. These are new, brought in by the monastery's "founder," a half-orc monk named **Moovtu Huglish** (Lawful male half-orc Monk 6). The ceiling arches 30 feet overhead, giving the room a spacious feel. Stone doors open onto the monks' chambers.

A 5-foot-tall crystal idol — still partially covered by the Wailing Glacier's ice — sits at the room's far end. The idol weighs about 500 pounds. Candles and incense burn before its crossed legs. An inscription in the stone base is worn away, leaving only the word "Voard." Moovtu read the word and now "worships" the god of sorrow by that name. The statue weeps icy tears that run down its cheeks and drip into its cupped hands. A basin in the statue's hands collects the water, and each monk sips the liquid during morning prayers. The water is cold and invigorating, but provides no special abilities.

The room's stone walls bear nicks and scratches from weapon "training sessions." The monks hone their skills and welcome skilled visitors. Fights are to subdue, never to kill.

Initiate Chund (Neutral male bugbear Ftr6) sleeps in the corner. Chund cares for the idol and is "on probation" to join the brothers permanently. The monks rescued Chund after his bugbear hunting party ran afoul of **Katarrh**, a white dragon living within the Wailing Glacier. Chund survived, but was buried in a massive fall of ice. When the brothers dug him out, they found the bugbear severely injured from several hits to the head by ice chunks. Chund remembers little of his warlike past and thinks of himself as Voard's faithful servant.

MOOVТУ HUGLISH, LAWFUL MALE HALF-ORC MONK
6: HD 3+1; hp 17; AC 5[14]; Atk 2 strikes (2d6); Save 9; Move 12; CL/XP 9/1,100 XP. Special: Monk abilities.

INITIATE CHUND, NEUTRAL MALE BUGBEAR FIGHTER
6: HD 6; hp 31; AC 7[12]; Atk 1 bite (2d4) or sickle (1d6+1); Save 9; Move 12; CL/XP 6/400 XP. Special: Surprise opponents, 50% chance
Combat gear sickle, leather armor

Area A-7C: Moovtu's Room

Moovtu Huglish wandered into the icy wastes to die, unwanted by his orcish mother because of his "tainted blood." Instead, years on the frigid plains strengthened the half-orc's body and purified his

New Deity: Voard

God of Anguish

Alignment: Lawful Neutral, Lawful Good

Domains: Destruction, Law, Strength, Travel

Typical Worshipers: Outcasts, hermits, monks

Favored Weapon: Sickle or scythe

Voard represents the end of everything, but his popularity came and went with the whims of mortals. Voard's followers believed in self-sacrifice, suffering, mourning and the end of the world. They often had no concept of self-preservation and placed themselves in adverse situations. They were often seen as strange and peculiar, outcasts from normal society.

Voard is represented by a pitiful, gaunt male wearing a loincloth. He is often depicted on his knees with arms and palms raised upward. The crying god is usually shown weeping.

His temples were always monasteries built on the edge of disaster. They could be found along fault lines, at the base of volcanoes, on flood plains or in other hazardous settings.

Not so ironically, Voard's prophecies often came true, at least to his faithful followers and their temples when inevitable disasters struck. Only ruins of scattered monasteries, forgotten tomes and a few relics remain of the lost god. Scholars speculate Voard never really existed except as the will of suicidal fanatics.

His followers typically dress in simple attire; they see no need for luxuries. They believe everything will end soon, so why worry? Piety and poverty are trademarks of Voard's followers, who believe they must suffer for the sins of others.

mind. Moovtu "rediscovered" the monastery as he sought a cave in which to weather a deadly ice storm. The glacier only recently began melting away from the monastery, but the building provided shelter from the biting winds. Moovtu explored the ruins, finding the seated statue and deciphering its "name" from the only word on its base. Moovtu worships the "god" for providing for his survival.

Over the past year, other outcasts joined Moovtu. The monks maintain the grounds as the glacier continues to steadily retreat.

Area A-7D: Decenatus' Room

Heaps of blankets and moldy hay fill one corner, with cloth blankets spread atop them. **Brother Decenatus** (Lawful male centaur Monk 5) sleeps here. Decenatus bears a black shape in the dark fur on his flank that resembles a black mosquito, the unholy symbol of Rachiss. (See *Splinters of Faith 8: Pains of Scalded Glass* for more on Rachiss' followers.) The nomadic centaur tribe considered the symbol an evil omen and exiled Decenatus after he led a group of hunters into a mole-infested field. Half of the hunters suffered broken legs, and Decenatus was chased away by their angry wives. Decenatus eventually fell in with Moovtu's order and now worships

Horseshoe spikes

Decenatus' spiked horseshoes resemble thick steel spikes radiating around the bottom of his hooves. Decenatus has mastered moving about on the points on stone, ice and snow, and is able to move at his normal speed on all surfaces. They also add 1d6 points of damage to kick attacks. The shoes can be placed on any horse or animal with hooves.

Voard as his "savior."

Decenatus fashions three-inch metal spikes for his horseshoes to improve his traction in the icy wastes. The centaur sharpens the spikes each week to maintain his traction. Moovtu reshods Decenatus' hooves each year with newly created spikes.

BROTHER DECENATUS, LAWFUL MALE CENTAUR

MONK 5: HD 7; hp 41; AC 5[14]; Atk 4/2 kicks (2d6+1) or sickle (1d6+1); Save 9; Move 18; CL/XP 8/800 XP.

Special: Monk abilities.

Combat gear horseshoe spikes, sickle

Area A-7E: Brother Silas

Brother Silas (Neutral male fox monk) took a lifetime vow of silence six months ago after lapsing into a brief coma and experiencing a vision of Voard. The other monks blame Moovtu's cooking.

Known as the Silent One, Silas was wrongly accused of helping organize a raid on a town's larders. The townsfolk suspected him simply because the fox monk looked odd. Silas was imprisoned, but escaped by wriggling through a window. He is small with completely white fur, and resembles an overgrown fox. A detriment in the forest, the white fur is perfectly suited for hiding in the snow around the monastery.

Brother Silas speaks using elaborate hand gestures. Thieves notice his "language" is based on an old thieves' cant that he "picked up."

Silas' room is immaculately maintained, with a hammock strung across the corner behind the door. The fox monk's meager belongings are stacked in neat bookshelves. Mysteriously, he keeps a rusty set of thieves tools in a special spot on one shelf, although he won't say whether he even knows what they are or how to use them.

BROTHER SILAS, FOX MONK: HD 2+3; AC 7[12]; Atk 1 bite (1d4) or 1 strike (1d3 + spasms); Move 15; Save 16; CL/XP 3/60; **Special:** Spells, monkish strike.

Area A-7F: Brothers Stonegrip and Oonda

Brother Stonegrip (Neutral male Dwarfven Warrior 5) sleeps in this room, which also serves as a storage closet. Various weapons, rags, candles and incense are housed here. Stonegrip curls up in a cubby beneath the rags to stay warm. Stonegrip is a particularly ugly dwarf exiled from his village for courting a judge's daughter. Brother Stonegrip is ill-tempered and always spoiling for a fight. The other monks are trying to help the recent convert come to grips with his anger. Brother Stonegrip has been working with Brother Silas on an unarmed strike to stun opponents. He has become quite proficient at taking out some of his lingering anger on chunks of stone around the monastery.

Brother Oonda (Lawful male satyr) also stays in the room after his living quarters were destroyed when the melting ice weakened the outer wall of his room. The satyr has wildly curving horns that give him a decidedly evil appearance. Despite this, he is a peaceful being, preferring to sit quietly and read.

BROTHER STONEGRIP, NEUTRAL MALE DWARVEN WARRIOR 5: HD 5; hp 33; AC 7[12]; Atk 1 monkish strike (1d3 + spasms); Move 9; Save 10; CL/XP 5/240; **Special:** monkish strike.

BROTHER OONDA, LAWFUL MALE SATYR: HD 5; hp 35; AC 5[14]; Atk 1 weapon (1d8); Move 18; Save 12; CL/XP 6/400; **Special:** Magic resistance (50%), pipes, concealment.

Area A-7G: Brother Cold

This rear room of the monastery is still covered by the slowly retreating ice wall. Encased in the clear ice is **Brother Cold**, a monk who lived in the monastery and was trapped when the ice moved in. The current inhabitants consider Brother Cold an active member of their order. Moovtu is sure the monk will awaken once the ice covering his body fully retreats. Moovtu expects the ice to naturally clear Brother Cold's body within another 6 months. The monks don't want to hasten the procedure, knowing the torture of anxiety is a valuable lesson.

The monk in the icebound room stands in the center of the small chamber, his hands folded into his robes and his face relaxed in quiet contemplation. His long beard flows past his waist. He appears to be in a deep trance. The expression on his face is inscrutable.

Brother Cold

Need a villain to terrorize PCs in the future? Looking for a source of ancient information to lead PCs onto further adventures after they complete the *Scepter of Faiths* adventure? Brother Cold can serve these purposes and more. Game Referees are encouraged to use the icebound monk to suit whatever purposes are needed in the campaign.

If you decide to use Brother Cold, PCs could receive a summons from Moovtu when the ice is about to fully release the icebound monk. It's up to the Referee to decide what PCs find if they return to the monastery.

Area A-7H: Vacant Rooms

Brother Stonegrip and Brother Oonda lived in these rooms until the outer stone walls collapsed. The rooms are open to the elements, and drifts of snow fill the chambers.

Area A-7I: Dining Hall

Crude tables fill this room. The monks take their meals here, all eating at the same time to share their stories of the day. Trickles of water run across the floor, freezing in long icy strands. The room extends into a new lake created by water melting off the glacier outside. The monks plug the holes in the wall as best they can with cloth strips, but water still finds a way to seep through.

Monks prepare food in one corner of the room. They eat potatoes, soggy vegetables and caribou.

Area A-7J: Pantry

This room contains fine porcelain plates, silverware and carved bone serving trays. The monks are careful with the dishes, placing them in cloth-lined trays to protect them.

Area A-7K: Ice-filled Rooms

These chambers are completely encased in the Wailing Glacier. The thawing ice is slowly revealing more details about each room to the monks. The Referee is free to fill the rooms with whatever items or clues are needed for future adventures.

Adventure Background

As if Moovtu's luck isn't bad enough, he and his band recently returned from gathering supplies to find that marauding yetis had ransacked the monastery and stolen the Weeping Statue of Voard. Moovtu tracked the yetis to an ice cave, but feared confronting the beasts in their lair. He suspects there is a yeti stronghold deep within the Wailing Glacier, but he doesn't want to risk his small group tackling such a deadly force.

Moovtu knows little of the order he follows and he makes up quite a bit to fill in the gaps. But he has studied murals scattered about the monastery for years and can answer some questions honestly. If asked about the *Scepter of Faiths*, Moovtu points out a mural depicting the Weeping Statue of Voard. In the mural, the statue's tears fall upon a glowing scepter. He correctly assumes that the statue is the key to the *Remembrance of Angst* blessing needed to further anoint the scepter.

Area B: The Kajaani Forest

This dense forest brims with evergreens and shrubs. Moss and thick lichens cover rocks left by the receding glacier. Wildlife thrives in the abundant vegetation.

Area B-1: Lions' Den

Boulders covering a mound near the base of the hill is the burrow of **5 lions**. The lions are content and rarely hunt, only attacking to protect the lair and their young. The lions recently killed an adventurer's pack mule. The adventurer's gear lies within the den and includes: a 10-ft. pole, 50-ft. rope (x4), saddle bags (x2), bull's-eye lantern, flasks of oil (x4), human-size winter coats (x5), 6 large bags, pitons (x10), small hammer, grappling hook, winter boots (x5), heavy blankets and bed rolls (x5), wine skin with water (x3) and a small unlocked chest with 139 gp and a *potion of extra healing*.

LIONS (5): HD 5+2; hp 40; AC 6[13]; Atk 2 claws (1d4), 1 bite (1d8); Move 12; Save 12; CL/XP 5/240; Special: None.

Area B-2: Grebru's Tree House

A grand tree house sits 80 feet above the forest floor. A rope ladder is visible, but has been pulled up to the loft. **Grebru** (Neutral male

Wandering Monsters

Many deadly beasts wander the icy wastelands around the Monastery of World Sundering. The weather also shifts frequently, pelting travelers with freezing rain and heavy snow. Roll 1d20 every three hours the PCs are outside and consult the following table:

d20 Encounter

1 YETI WAR BAND (2d4): HD 5; hp 35; AC 6[13]; Atk 2 fists (1d6); Move 14; Save 12; CL/XP 7/600; Special: Immune to cold, hug, fear.

This war band is scouting outside the glacier in search of slaves and food. They were part of the group that attacked the monastery and stole the statue of Voard.

2-3 OGRE RAIDERS (1d4+1): HD 4+1; AC 5[14]; Atk 1 weapon (1d10+1); Move 9; Save 13; CL/XP 4/120; Special: None.

This band of ogres climbed down the Wailing Glacier in search of easy treasure. They had a recent run in with the monks of the monastery, and were turned away quite easily.

4 GREBRU AND BUCKY: See Area B-2.

5 SENID FRETCH: See Area C-2.

6 REMORHAZ (9HD): HD 9; hp 65; AC 0[19], head/underside 2 [17]; Atk 1 bite (5d6); Move 12; Save 6; CL/XP 11/1700; Special: swallow whole on natural 20, melt weapons.

This polar worm is wandering outside the glacier, slicing through the semi-frozen tundra. It investigates any disturbances and rises up under its prey.

7-8 MASTODON HERD (2D10): Elephant: HD 10; hp 71; AC 5[14]; Atk 1 trunk (1d10), 2 gore (1d10), 2 trample (2d6); Move 12; Save 5; CL/XP 11/1700; Special: None.

These mastodons recently ran into a pack of lions and some of the elephants were injured. The bull elephant is frightened and angry, and tramples anything that bothers the group.

9-10 POLAR BEARS (2): HD 7; hp 52; AC 6[13]; Atk 2 claws (1d6+1), 1 bite (1d10+1); Move 12; Save 9; CL/XP 7/600; Special: Hug.

These bears are recently displaced from their ice cave on the glacier. They are thriving in the grasslands, and recently adopted a small cub that washed down the glacier to them.

11-12 LIONS (1d6+2): HD 5+2; hp 40; AC 6[13]; Atk 2 claws (1d4), 1 bite (1d8); Move 12; Save 12; CL/XP 5/240; Special: None.

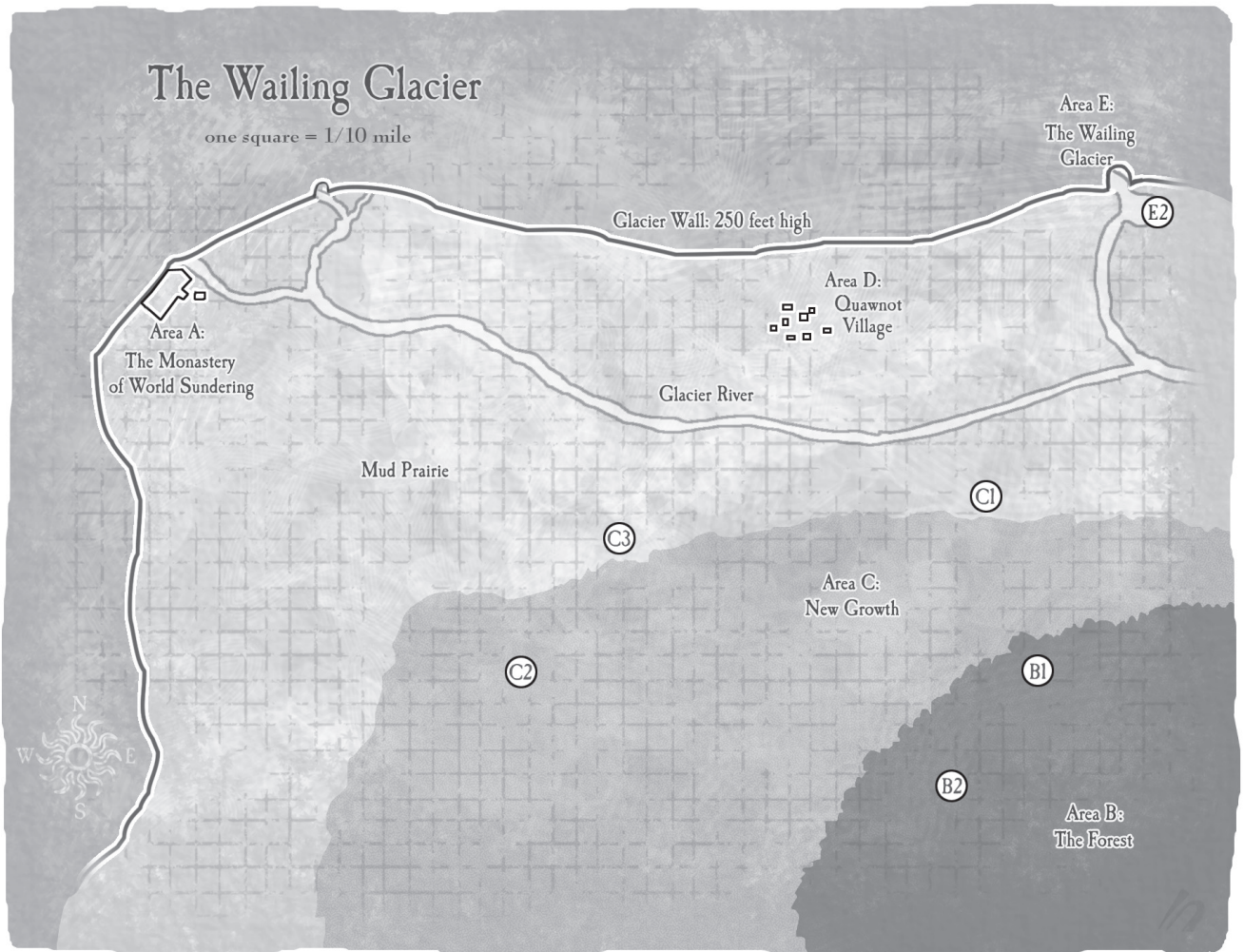
These lions are new to the emerging grasslands, and prowl the region looking for game.

13-14 WORGs (3): HD 4; hp 27; AC 6[13]; Atk 1 bite (1d6+1); Move 18; Save 13; CL/XP 4/120; Special: None.

These winter wolves live in the forest, but are skittish around humans after a run-in with Grebru and Bucky. They fight if threatened.

15 SNOWSTORM: Visibility and movement halved, and temperature drops to freezing. Storms last 1d6 hours.

16-20 No encounter.



human Ranger 8), a ranger who shuns civilization, lives in the simple structure. Grebru detests intrusion, humanity and especially magic-users. He is belligerent and rude if disturbed. He enjoys being the forest “bully” and is hostile if threatened. Grebru is quick to take offense if PCs make fun of or upset him. He warily watches adventurers but otherwise leaves them alone. Grebru’s companion, **Bucky**, a **sabre-tooth tiger**, stays close when Grebru roams the forest. After killing its mother years ago Grebru has raised Bucky since the giant cat was a kitten. In fact Grebru often refers to the tiger as his “Lil’ Kitten”.

Grebru’s home offers PCs little aside from shelter. The ranger carries his valuables with him when he leaves the tree house. He has little use for money or magic.

GREBRU: HD 7; hp 48; AC 5[14]; Atk +2 battle axe (1d8+2) or +2 hand axe (1d6+2); Move 12; Save 9; CL/XP 9/1,100; Special: Ranger abilities, Spells (1—*cure light wounds*).

Combat Gear chain shirt, +2 battleaxe, +2 hand axe, ring of *mammal control*, long bow, quiver, 36 arrows.

SABRE-TOOTH TIGER: HD 7; hp 51; AC 6[13]; Atk 2 claws (1d4+1), 1 bite (2d6); Move 12 (Swim 6); Save 10; CL/XP 8/800; Special: Rear claws

Area C: New Growth

A band of new vegetation is reclaiming the land as the glacier vanishes. The terrain is soft and spongy, almost marsh-like. Run-off streams cover every soggy acre.

Area C-1: The Shambling Mound

The leathery, skeletal remains of a man rests atop a pile of boulders. The body is draped in rusted chain armor and clutches a +1 *flaming long sword*. A **shambling mound** that lairs nearby discovered long ago that the body is tempting bait for passers-by. The creature waits in a water-filled pit north of the boulders. It is almost completely submerged and hard to see. The mound attacks anything disturbing the body.

SHAMBLING MOUND (7HD): HD 7; hp 50; AC 1[18]; Atk 2 fists (2d8); Move 6; Save 9; CL/XP 10/1400; Special: Damage immunities, enfold and suffocate victims.

Area C-2: The Fen Witch

A hut sits among tall reeds. The structure is difficult to see at a distance of more than 50 feet. Bone wind chimes hanging from the thatched roof offer a clue of its whereabouts. An extinguished firepit sits before the hut’s entrance, with the half-eaten remains of an unidentifiable humanoid impaled upon a spit. **The fen witch Senid Frech**, a priestess of Hel, goddess of disease and plague, inhabits this remote dwelling. Senid chose this area to begin spreading seeds of disease and evil through the budding forest.

The hut contains her possessions and treasures from her victims. Scattered among piles of gnawed bones, decaying corpses and other unpleasant remains are a human-sized dragonhide (white) suit of

ADVENTURE BACKGROUND

plate mail, *gauntlets of dexterity*, *wand of web* (5 charges) and a *potion of invisibility*. The filthy treasure items and the body parts are covered with a disease that causes a creature touching the items to bleed profusely (1d6 additional points of damage when injured, save avoids).

Senid mostly commonly rides atop her **young adult white dragon zombie** to wreak havoc on everything she meets. She stays safely atop her mount while casting spells and using her horrific appearance and death-speak abilities. After she exhausts her spells, she enters melee combat.

The **white dragon Kartarrh** (Area E-13) slew a sibling in a territorial dispute many years ago, and the ecstatic Senid found the frozen corpse within the melting glacier.

SENID FRECH, FEN WITCH: HD 8; hp 59; AC 4[15]; Atk 2 claws (1d4); Move 12; Save 8; CL/XP 10/1,400; Special: death speak, horrific appearance, mind probe, telepathy, spells (1—*cure light wounds* (x2); 2—*hold person*, *silence 15 ft. radius*; 3—*cure disease*, *speak with dead*; 4—*cure serious wounds*; 5—*finger of death*).

Combat Gear *bracers of defense* AC 4[15], *potions of extra healing* (x3), *gaseous form*, *wand of paralyzing* (21 charges), unholy symbol of Hel.

YOUNG ADULT WHITE DRAGON ZOMBIE (6HD): HD 6; hp 43; AC 2[17]; Atk 2 claws (1d4), 1 bite (2d8); Move 9 (Fly 24); Save 11; CL/XP 8/800; Special: Immune to sleep and charm

New Monster: Fen Witch

Armor Class: 6 [13]

Hit Dice: 8

Attacks: 2 claws (1d4)

Saving Throw: 12

Special: Death speak, horrific appearance, telepathy, casts spells as 7th-level cleric

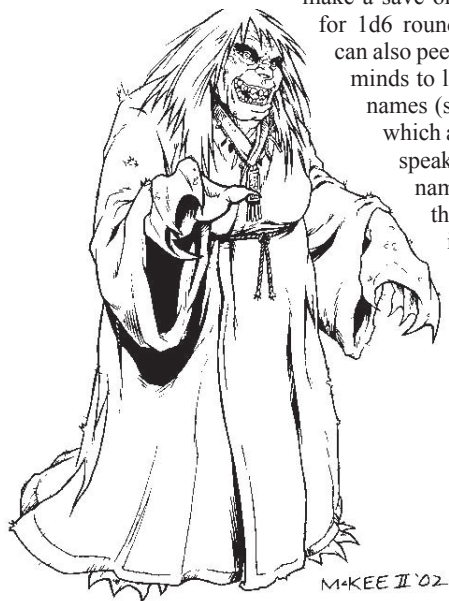
Move: 12

Alignment: Chaos

Challenge Level/XP: 10/1,400

A fen witch is a female humanoid with one nostril, webbed feet and hands and fiery eyes. The ugly woman wears tattered robes. Her hands end in razor-sharp claws. Her appearance of a fen witch is so revolting that anyone who sees one must

make a save or be paralyzed for 1d6 rounds. The witch can also peer into people's minds to learn their true names (save to avoid), which allows them to speak the person's name and cause them to die instantly (save avoids).



Area C-3: Swill of Ochre

Corroded armor and weapons litter this old swampy battlefield. A thin crust of ice covers the land, the frost crunching with every step. Despite the abundance of items, no corpses are evident. There are thousands of ruined weapons and armor littering the land. Nothing of value or use can be found here. The battlefield is the home of a **huge ochre jelly** that lies in wait in a low depression under the ice. The jelly greedily attacks anyone entering the grim graveyard. The creature was frozen long ago and only recently thawed. It summoned long ago as a guardian for Cerulean's tower. It escaped and has wandered the marshy plains ever since.

HUGE OCHRE JELLY: HD 10; hp 72; AC 8[11]; Atk 1 acid-laden strike (3d4); Move 3; Save 11; CL/XP 10/1,400; Special: Lightning divides creature.

Area D: Quawnot Village

Quawnot (village): Conventional; AL Neutral (with Chaotic tendencies); 10-gp limit; Assets 100 gp; **Population** 100; ice gnomes (100%)

Authority figures: **King Waldron**, Neutral male ice gnome (ruler)

The rapidly melting glacier has left a village of ice gnomes homeless. Quawnot was once a pueblo-style ice settlement built across the face of the Wailing Glacier. With the glacier rapidly melting around them, the gnomes have lost many lives and homes.

The ice gnomes have built a makeshift village of stone and mud where their grand settlement recently fell. They scour the muddy plains looking for remains and salvageable possessions still dropping from the glacier town's former site. The gnomes are preparing to move en masse deeper into the mountains to a more-suitable environment. The lack of shelter and protection leaves the gnomes at the mercy of the dragon Kartarrh (Area E-13). Luckily, the dragon does not need to eat often and has had her fill of gnomes. But her attacks over the past weeks have killed almost a third of the gnomes who survived the town's fall.

During the day, the barbegazi stay in their ramshackle shelters. The villagers are depressed and don't trust strangers. PCs poking around asking questions cause distress, fear and anger.

Only the current king, **Waldron**, ventures to speak with visitors. He tells of Quawnot's misfortune and says that treasure still lies in the ice caves. He tempts adventurers to explore the caves in the hope they'll slay Kartarrh. Of course, he intentionally neglects to mention the dragon.

Quawnot has little to offer. The destitute gnomes happily trade any meager equipment for food and weapons. Regrettably, all the gnomes' equipment is of Small size and little use to Medium-size creatures.

Area E: The Wailing Glacier

The Wailing Glacier rises more than 250 feet in a sheer wall of ice. Its name comes from a low moaning sound caused by wind blowing constantly over the upper edge and through a network of small caves dotting its outer surface. The great wall of ice stretches almost a mile across the entire vale. Clouds of ice crystals and snow gust over the edge, raining down harmlessly on the barren lands.

Recently, warmer winds circulated over the land, slowly eroding the glacier. The wall of ice glistens with water during the day, the water refreezing each night. Rivulets of water pour off the glacier's surface during the day, and icy streams burst forth from interior pockets when the sun strikes the icy wall. The water is just above freezing from traveling through tunnels cored through the glacier. Many water-carved caves pockmark the glacier, although most are

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too small to explore.

The Wailing Glacier is home to many creatures that make their lairs within the ice wall. The newly melting glacier is causing many of those creatures to abandon their homes, however. Constant ice-quakes shake the mass, and ice shelves collapse due to thawing. The weight of the upper ice pressing down on the eroding foundation means disaster is inevitable for the current ice caves.

Hearing while in the ice caves is difficult because of the moaning wind that whips through the cold passages.

The temperature inside the ice hovers at 30 degrees, and humidity is about 99 percent. PCs who don't take appropriate precautions may face hypothermia and freezing as they explore.

Rich sunlight filters through the ice, illuminating the interior with a diffused radiance. The light has a blue tint, making it hard to differentiate colors.

Moving over the ice inside the glacier reduces movement by 3.

Area E-1: Large Cave Entrance

The trail proceeds through thick mud surrounding a rapid river spewing from the glacier's face. The river has carved a 10-foot-wide trench through the soft earth and is filled with 6 feet of swift, clear water. Grass and moss sprout over the surface of the terrain. Tracks in the muddy ledge lead to an ice cave 5 feet above the river.

Area E-2: The Pool

Downstream, the river carved out a 50-foot-deep depression filled

with icy water. A **5-headed cryohydra** lives in the pit. Collapsing ice caused the foul-tempered creature to abandon its cave several days ago. It investigates any disturbance in the pool or river and pursues PCs into the ice caves. It has no treasure.

5-HEADED CRYOHYDRA: HD 5; AC 5[14]; Atk 5 heads (1d6); Move 9; Save 12; CL/XP 9/1,100; Special: Regenerate heads

New Monster: Cryohydra

Armor Class: 5 [14]

Hit Dice: 5

Attacks: 5 heads (1d6)

Saving Throw: 12

Special: Regenerate heads

Move: 9

Alignment: Neutrality

Challenge Level/XP: 9/1,100

Cryohydras are hydras that prefer the cold and often live in icy wastelands. When a cryohydra's head is destroyed, two heads regrow in 1d4 rounds. A hydra cannot have more than twice its original number of heads at any one time. To prevent new heads from growing, at least 5 points of acid or fire damage must be dealt to the stump before they appear.

Wandering Monsters

Many beasts and hazards await inside the Wailing Glacier. Roll 1d20 every three hours the PCs travel inside the glacier and consult the following table:

d20 Encounter

1-3 ICE GNOME EXPLORERS (1d4+1): HD 2; hp 10; AC 7[12]; Atk short sword (1d6); Move 6; Save 16; CL/XP 2/30; Special: None.

These gnomes are investigating the many ice crevasses opening within the glacier as it melts. They are seeking an ancient gnomish treasure, but are reluctant to share information about the item unless PCs convince them of their good intentions and willingness to help. The missing item is left to the GM's choosing.

4 FROST GIANT: HD 10+3; hp 75; AC 4[15]; Atk 1 weapon (4d6); Move 12; Save 5; CL/XP 11/1700; Special: Hurl boulders, immune to cold.

As the Wailing Glacier retreated, a clan of frost giants found its home crumbling around them. The patriarch of the clan sent this scout out to find what is causing the glacier to melt – and to stop it and anyone he thinks is involved. Gori is angry about his mission, and takes out his frustration on anyone he meets. He recently made his way into the glacier to take refuge for the night.

5-6 WORGs (1d6+3): HD 4; hp 27; AC 6[13]; Atk 1 bite (1d6+1); Move 18; Save 13; CL/XP 4/120; Special: None.

This small pack of dire wolves is on the move to find a new territory. They are hungry and vicious, turning on any creature they meet. The wolves flank

opponents, then close in as a group.

7 POLAR BEARS (2): HD 7; hp 49; AC 6[13]; Atk 2 claws (1d6+1), 1 bite (1d10+1); Move 12; Save 9; CL/XP 7/600; Special: Hug.

This mated pair of polar bears lost their cub in a glacial river that opened under them as they climbed atop the Wailing Glacier. They've made their way down into the glacier in search of the cub.

8 YETI HUNTING PARTY (2d4): HD 5; hp 33; AC 6[13]; Atk 2 fists (1d6); Move 14; Save 12; CL/XP 7/600; Special: Immune to cold, hug, fear.

These yetis are part of the defenses of the ice caves. They seek to capture PCs first, but don't hesitate to use deadly force if necessary.

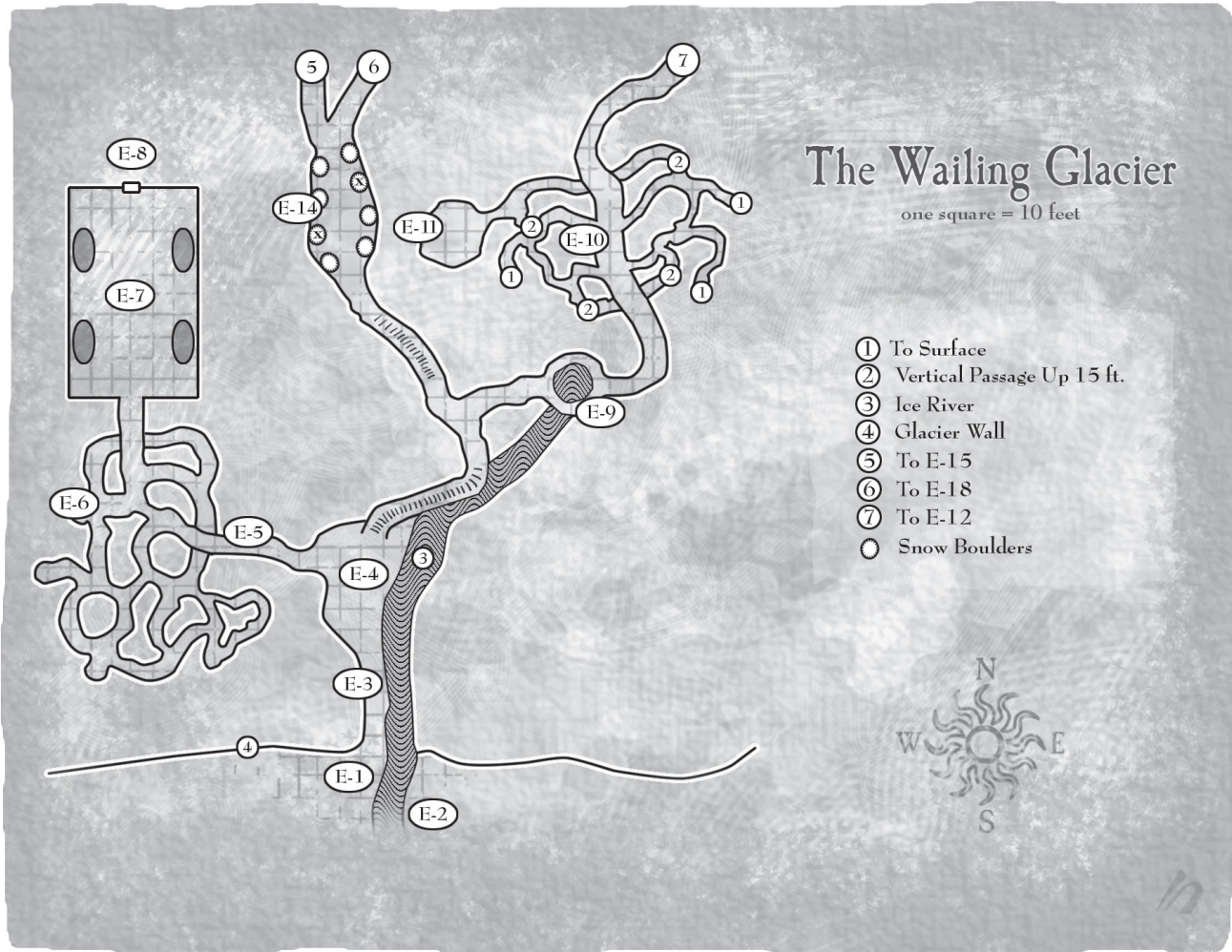
9 SABRE-TOOTH TIGER PRIDE (1d4+1): HD 7; hp 42; AC 6[13]; Atk 2 claws (1d4+1), 1 bite (2d6); Move 12 (Swim 6); Save 10; CL/XP 8/800; Special: Rear claws.

These tigers are on the move, looking to move on as the glacier melts. They are quick to attack to fill their bellies with fresh meat before moving on.

10 TROLL (1d4+1): HD 6+3; hp 45; AC 4[15]; Atk 2 claws (1d4), 1 bite (1d8); Move 12; Save 11; CL/XP 8/800; Special: Regenerate 3hp/round.

The monsters crawled through a cave opening and found themselves caught in the yeti tunnels. The groups are fighting running battles through the ice halls. The trolls attack if anyone discovers them.

11-20 No encounter



Area E-3: The Entrance Cavern.

A 20-foot-wide earthen ledge runs into the cave alongside the stream. The thick mud turns to frozen earth deeper within the glacier. Light filtering through the ice casts an azure hue on the walls, ceiling and floor. Strong winds blow into the tunnels through the cave entrance, creating a hollow keening. The passage continues to the north.

Area E-4: Domed Chamber

The passage ends in a domed chamber. Melting water flows into the chamber from a water-filled cave. A dirt passage exits to the west, and a crude ice staircase carved into the wall heads north. The stairs wind to the top of the 65-foot-tall chamber to an ice cave.

Area E-5: Rising Passage

This 15-foot-diameter passage's floor gradually rises, slowly changing from earthen floor to ice containing frozen bone fragments and water-polished stones.

Area E-6: Maze of the Cubes

The passage branches off in many directions, the wandering paths often doubling back. Small holes pepper the ice ceiling. During the

day, water trickles from the holes, carrying debris into the caves.

The maze is home to **5 giant gelatinous cubes** that roam the tunnels looking for meals. The cubes are stationary at night and appear to be huge blocks of ice as the dropping temperatures slow their metabolism. During the day, the creatures roam freely. When the temperature begins dropping, they freeze in place until they warm up again.

The caves are an ideal hunting ground for the creatures, despite the frigid temperatures that cause them to go dormant overnight. Filtered light and reflections off the ice make seeing the cubes difficult amid the shimmering caves. PCs caught between two flanking gelatinous cubes have no chance to escape being engulfed as the creatures collide in the tunnel. The cubes fill the passages from floor to ceiling and are large enough to completely engulf multiple man-sized creatures.

GIANT GELATINOUS CUBE (5): HD 10; AC 8[11]; Atk 1 (2d4); Move 6; Save 5; CL/XP 10/1,400; Special: Paralysis, immune to lightning and cold.

Area E-7: Hall of the Radiant Knights

The passage opens into a 60-foot-wide hallway extending 100 feet. The walls and ceiling are carved from the glacier, but the floor is frozen earth. The room's far end is a brick-hewn wall with a stone door in the center. Standing along the hall are **4 giant Marrosian statues** of knights wearing full armor that appear to be sculpted from the ice around them. A pair of 8-foot-tall statues stands along each wall. Magical flames glow brightly from the chest of each statue, approximately where the

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heart would be. The flickering flames illuminate the room in a purple hue as the red-glowing statues and blue-filtered light mix. These ancient guardians attack anyone disturbing the stone door. The wizard Cerulean and his companions (Area F) know a command word that lets them safely pass the ice knights.

MARROSIAN STATUE (4): HD 6; hp 42; AC 1[18]; Atk 1 stone weapon (2d8); Move 9; Save 11; CL/XP 8/800; Special: Soul Chill, Slashing/Piercing Resistance.

Area E-8: The Stone Door

This stone door in the center of a brick wall is the lower entrance to the frozen tower of Cerulean, a wizard of some repute and power. An inscription in Common carved into the stone above the door reads “Keep out! Or face the wrath of Cerulean, Master of the Wailing Glacier.”

The door is locked and trapped. It opens onto Area F1. Anyone approaching within 5 feet of the stone door has a 2 in 6 chance of setting off a fireball centered on the portal (5d6 points of damage, save for half).

Area E-9: The Ice Melt

The passage opens into a 30-foot-wide cylindrical pit into which a waterfall roars from 50 feet above. The walls are polished smooth by the waterfall, which originates from a sub-glacier lake. The pit is 65 feet deep and eventually empties into Area E-4. The passage continues across the room.

The pit’s polished ice walls cannot be climbed without equipment. Pitons and rope may be used, but this is slow and dangerous work. Climbing

with the aid of gear requires a Strength check as the falling water batters climbers. Failure by 5 or more means the PC is knocked off the wall.

PCs take 6d6 points of falling damage if they are swept off the wall, in addition to potential cold damage. PCs furthermore take 3d6 points of damage as the torrential stream of water sweeps them downstream into Area E-4. Tethered PCs suffer only 1d6 points of falling damage as they slam into the pit wall.

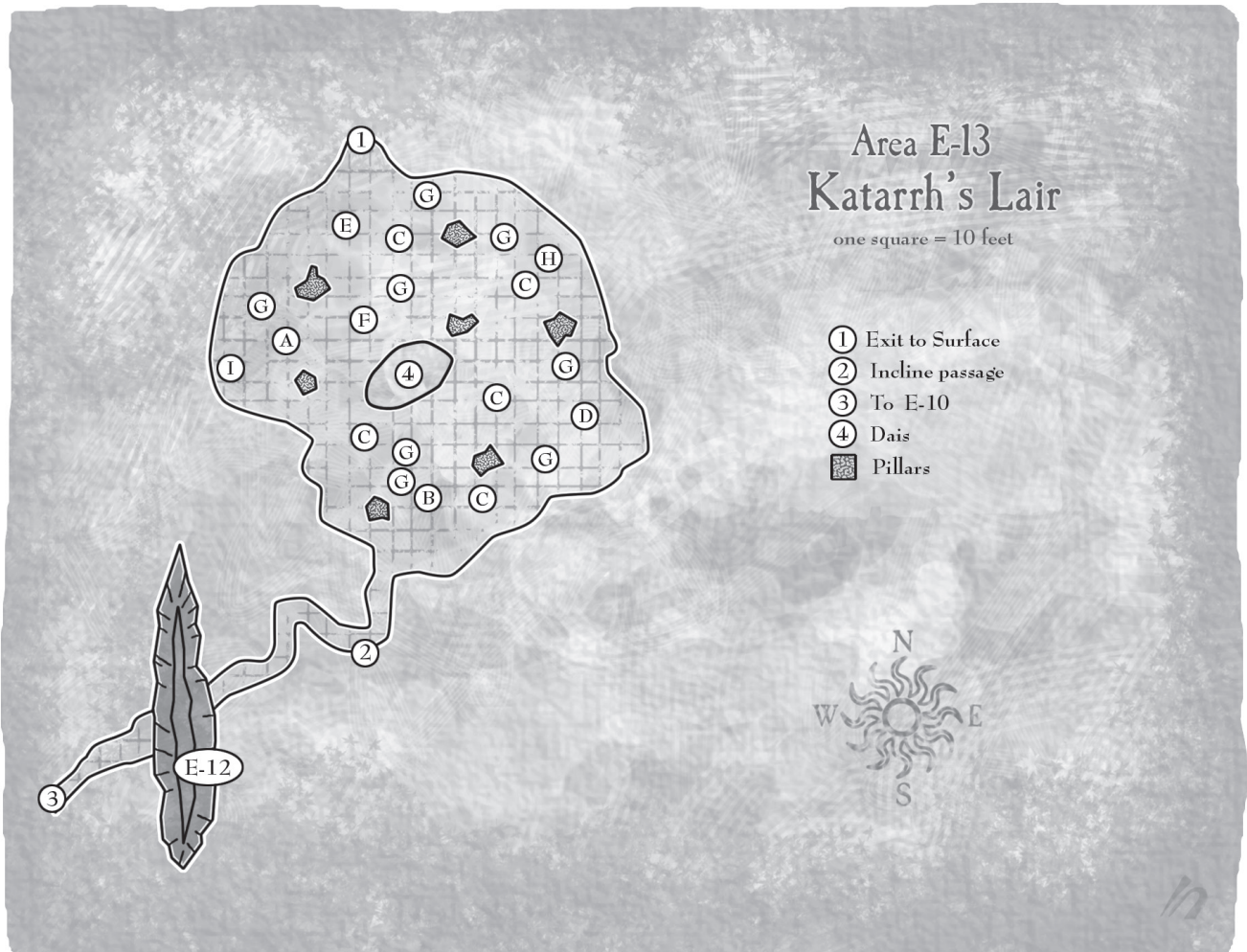
The cold waterfall soaks all who enter the pit, seeping instantly through any normal cold-weather gear. Drenched PCs must make a saving throw every 10 minutes or take 1d6 points of damage from the intense cold. This effect remains for as long as PCs remain cold and wet.

Area E-10: Polar Worm

Winding 5-foot-diameter tunnels riddle this 20-foot-wide passage. The tunnels travel in random directions, even vertically. Each smaller tunnel eventually ends in a 15-foot vertical passage. The ice tunnels are the home of a **remorhaz**. The remorhaz easily climbs the sheer ice walls due to its length and multiple legs. The polar worm stays close to the glacier’s surface as it hunts for prey. It investigates any disturbance in the tunnels within five rounds.

Quiet and careful PCs may travel through the main tunnel without alerting the remorhaz. If alerted, the remorhaz erupts from the ice ceiling to attack. It attempts to pull a PC into the tunnel and retreat to Area E-10 to digest its meal.

REMORHAZ (9HD): HD 9; hp 69; AC 0[19], head/underside 2 [17]; Atk 1 bite (5d6); Move 12; Save 6; CL/XP 11/1700; Special: swallow whole on natural 20, melt weapons.



Area E-11: Remorhaz Lair

The tunnels finally reach a 35-foot-diameter spherical room with a smooth floor. The room appears polished due to the **remorhaz's** constant heat. Buried under the floor's thick ice are items excreted by the beast, including melted weapons, armor and equipment, glass bottles containing frozen potions of *heroism*, *invisibility*, *flying*, *animal control* and *plant control*, a +3 heavy mace, a *cloak of displacement* (in a stoneware urn) and a ceramic jug containing a viscous liquid.

The ceramic jug (which originally contained a *potion of growth*) passed through the remorhaz's digestive system and the beast's extreme temperature transformed the contents. The imbiber must make a saving throw or grow a permanent, but useless deformity such as a single wing, the horns of a ram, back feathers, a short curly tail, thick hair, inverted knees, etc. The growth is useless in combat but does not interfere with a creature's abilities. The imbiber suffers a -2 Charisma penalty.

Area E-12: The Crevasse

The passage ends in a 30-foot-wide crevasse over which extends an ice bridge. The bridge may be crossed without danger if PCs are careful. The chasm is 75 feet deep and a river flows along the bottom. Roaring water can be heard far below. The passage continues on the other side. The river below descends beneath the earth's surface to a submerged cave. The river cave is filled with frigid water and holds little to interest PCs. The river continues on and eventually empties miles away at the base of the mountains in a rock quarry. Assuming PCs survive the fall and cold, they may exit the caves by floating down the freezing river.

Area E-13: Katarrh, The White Dragon

The passage slowly inclines upward until it opens onto a pile of icy breakdown. The 200-foot-diameter natural ice cave once housed a lake. Columns of ice support the 120-foot-high ceiling, where the sun shines brightly through the thin ice to illuminate the expansive chamber in shimmering light. A 25-foot-diameter hole in the ceiling's corner is an exit to the outside world. Water drips from the ceiling throughout the chamber. The floor is smooth with shallow pools of standing water. Rigid corpses of humanoids stand around the floor. Fear and aggression are forever frozen on their faces.

A 25-foot-tall oval dais with sides of sheer ice sits in the center of the room. The top of the dais brims with gold and other treasure. Curled amid the treasure is the likeness of a colorless dragon. This is the lair of **Katarrh**, a female **adult white dragon**.

Katarrh is quite ingenious for a dragon of her color. She crudely sculpted her appearance from ice and snow upon the dais, then added the treasure to make the scene more appealing. Although the sculpture is easily discernable upon closer inspection, it makes for a sufficient decoy at a distance. Within 50 feet, an Intelligence check reveals the decoy. From the entrance tunnel, a -10 Intelligence check is required to spot the ruse.

Katarrh normally hides within the snow above her ice cavern, clearing just enough space to see her hoard through the thin ice. Her vantage point allows her to spot travelers outside as well as anyone using the tunnels to approach her lair. She smashes through the thin ice of the ceiling to attack



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once anyone falls for the trick and attacks the dragon sculpture. Crumbling blocks of ice and snow rain down upon the dais.

The collapsing ceiling deals 4d6 points of damage to anyone within 30 feet of the dais (save for half). After breaking through the ice ceiling, Kartarrh swoops above the PCs, targeting fighters with her breath weapon. With the glacier receding, the dragon fears for her lair and hoard. She dislikes the glacier's other inhabitants, seeing them as thieving vermin.

The dais holds 8,124 cp; 4,592 sp; 2,187 gp; 387 pp; 74 gems (25 gp each); 35 gems (50 gp each); 13 gems (100 gp each); a gold-and-emerald tiara (1,250 gp); a green wooden staff that has a hollowed upper end with a screw top containing an *arcane scroll* (*lightning bolt*, *charm monster* and *dimension door*), +1 *freezing morningstar*, +2 *plate mail*, +1 *small light steel shield*, *manual of quickness* and a *girdle of giant strength*.

Frozen in place around the dais are Kartarrh's "toys" — adventurers who attacked her and paid the price. Many are battered and chipped from falling ice and Kartarrh's aggression. A few still possess various magic items; getting to these trinkets, however, requires thawing the corpses or chipping away the ice. Kartarrh's former victims include:

A. Neutral Human Male Magic-User 5: He protectively embraces a black cat familiar whose hair is standing on end. A *wand of lightning bolts* (7 charges) is hidden within the wizard's robes.

B. Chaotic Elf Male Thief 8: His pose shows he tried to evade Kartarrh. He wears +2 *leather armor*.

C. Chaotic Ogres: This small group of nomadic ogres wandered in during a blizzard and never left.

D. Lawful Female Halfling Magic-User 3: She is screaming with her eyes squeezed tightly shut. She has a watertight pouch of 7 tinder twigs, acorns and 14 smoke sticks.

E. Lawful Male Human: This mountain climber kneels while coiling 200 feet of rope.

F. Lawful Male Human Fighter 4: This knight is dressed in full plate armor and holds a broken lance. He is in a riding position, but currently straddles a frozen boulder. His mount is missing.

G. Chaotic Orcs: These unfortunate creatures were sent down the ice tunnels as sacrifices to the white dragon by the yetis. They are the most recent additions to the menagerie.

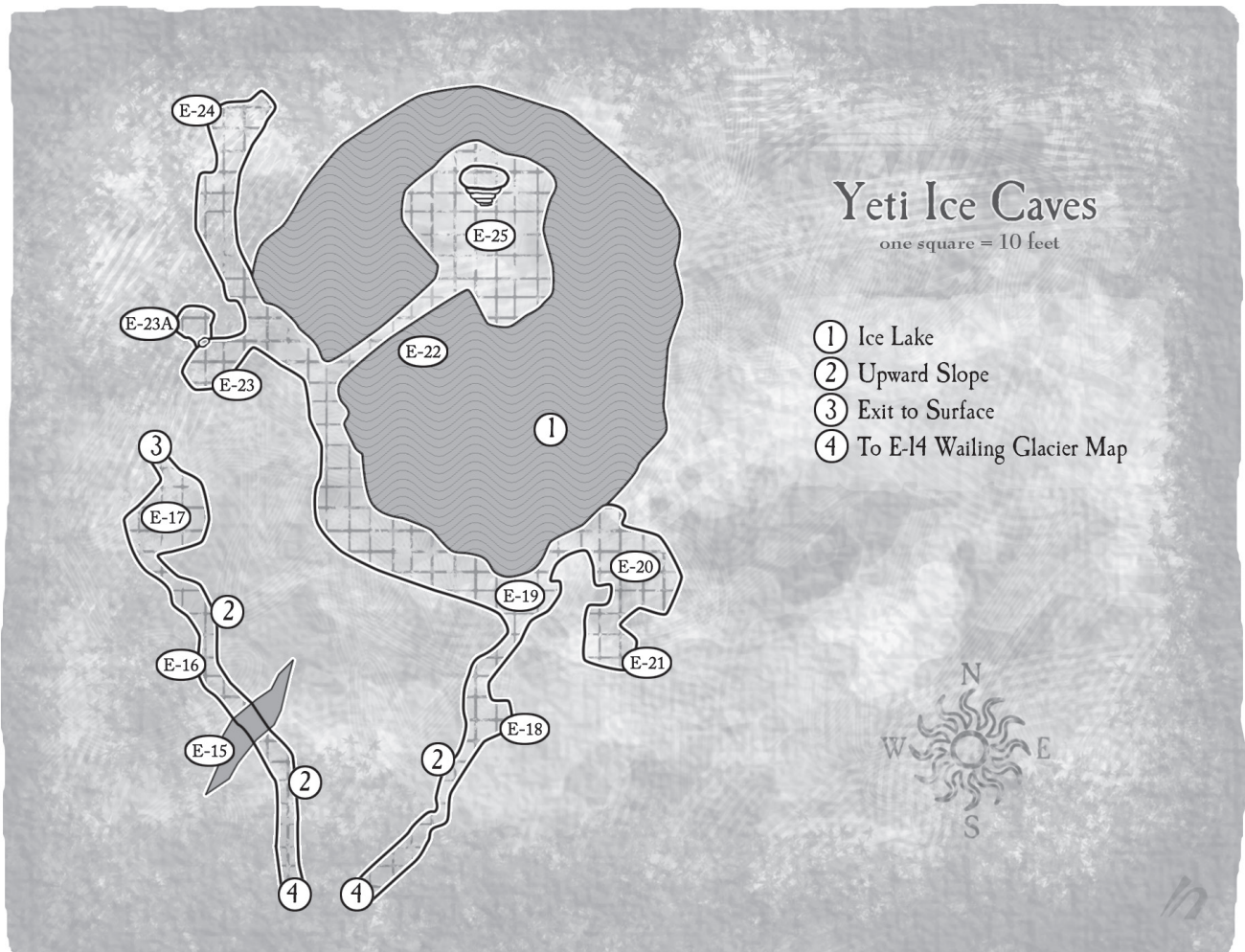
H. Neutral Female Elf Cleric 5: She holds a holy symbol of Muir and appears to be casting a spell. Her equipment is thoroughly damaged.

I. Thurnall Badden, Neutral Male Human Druid 7: He bears wounds of previous combat and holds an absent staff over his head. This druid reincarnated Thak Weevilmush into a dwarf and promised to find a way to help his former half-ogre friend (See *Splinters of Faith 2: Burning Desires* for more on Thak). Thurnall never made it back to keep his promise. Thurnall's backpack contains a *beaker of potions* (*animal control*, *clairvoyance*, *healing* and *heroism*) and 4 draughts of *diminution* in a ceramic jug.

ADULT WHITE DRAGON (7HD): HD 7; hp 42; AC 2[17]; Atk 2 claws (1d4), 1 bite (2d8); Move 9 (Fly 24); Save 9; CL/XP 9/1100; Special: Breathes frost.

Area E-14: Guard Post

The passage levels off at the top of a set of ice stairs, although it still has a slight incline. Eight 10-foot-diameter balls of packed snow sit along the room's walls. Hiding within two of the snow boulders (marked with an X) are 2 **frozen permanently hasted troll zombies**. The zombies burst from the spheres and attack once PCs are within reach. The troll zombies' frozen skin increases their natural armor class.





FROZEN PERMANENTLY HASTED TROLL ZOMBIES: HD 6+3; hp 45; AC 2[17]; Atk 2 claws (1d4), 2 bite (1d8); Move 24; Save 11; CL/XP 8/800; Special: None

Area E-15: Weak Floor

A dusting of snow covers the ice floor. A crevasse beneath the ice surface collapses if 100 pounds is placed atop it. The crevasse is 80 feet deep. Anyone falling into the pit suffers 8d6 points of damage.

Area E-16 Rising Passage

The passage slopes steeply upward. The light within the tunnel grows brighter as PCs approach the surface.

Area E-17: The Bear

The passage ends in the lair of a male **alpha polar bear** near the top of the glacier. This voracious predator is extremely hungry as most game animals have already fled the melting glacier. He is too lazy to move to a more stable home.

The bear recently devoured a sled dog team and its rider. The bloody equipment remains in tattered but useable condition and includes a large sled, 200 feet of rope, a grappling hook, 24 pitons, a small climbing hammer, a backpack, a short sword, 2 winter bedrolls, a long bow, a quiver of 24 arrows, 8 various animal traps (including bear), 3 sets of winter garb (human size), 8 tinder twigs, and a severed finger with a *ring of regeneration* still on it.

ALPHA POLAR BEAR: HD 10; hp 73; AC 6[13]; Atk 2 claws (1d8+1), 1 bite (1d10+1); Move 12; Save 9; CL/XP 10/1,400; Special: Hug.

Area E-18: Yeti Guards

The passage inclines sharply. Standing at the top of the incline are 2 **yeti guards**. The yetis gain a +1 melee bonus due to the higher ground.

YETI (2): HD 5; hp 37; AC 6[13]; Atk 2 fists (1d6); Move 14; Save 12; CL/XP 7/600; Special: Immune to cold, hug, fear.

Area E-19: The Lake

A lake sits within the glacier, collecting water from melting ice. The 300-foot-wide lake has a domed ceiling of clear ice that offers a slightly distorted view of the outside world. The water is just above freezing during the day but glazes over with a thin coating of ice at night. The lake feeds the icy rivers in the caves below. The 75-foot-deep lake has a bowl-like bottom.

On one side of the lake is a wide ice beach. The beach is solid and free of natural dangers. The room is brightly lit due to its proximity to the surface.

In the middle of the lake sits an island. An arching ice bridge crosses from the beach to the island.

Area E-20: The South Barracks

This room serves as barracks for 4 **yetis**. The creatures immediately respond to any disturbance in Area E-19. These yeti carry large nets attached to 100-pound rocks that they attempt to ensnare PCs in with a successful attack. If the yetis capture a PC using a net, they then throw the attached rock into the lake. Creatures snared can attempt to

escape (Strength check) to try to grasp the icy floor before they are dragged into the water by the weight of the stone. They may also try to escape the net (Dexterity check) before hitting the water.

Creatures dragged into the lake immediately suffer from exposure to the freezing water. PCs thrown into the lake take 1d6 points of damage from hypothermia. They suffer an additional 1d6 points each round in the water or that they remain cold and wet.

Swimming is impossible while tangled in the net. The net has 5 hit points and can be torn apart, but is more difficult because of the cold and disorientation (-5 Strength check).

The barracks contains 8 frozen bedrolls. Beneath each pile of furs are 10d10 sp, 5d8 gp and 2d4 gems (50 gp each).

YETI (4): HD 5; hp 37; AC 6[13]; Atk 2 fists (1d6) or net snare; Move 14; Save 12; CL/XP 7/600; Special: Immune to cold, hug, fear.

Area E-21: The Den

The yeti priest **Crohgan** uses 4 **worgs** to protect the tribe. The wolves attack if the yetis are in trouble. The wolves have no treasure.

WORGs (4): HD 4; hp 36; AC 6[13]; Atk 1 bite (1d6+1); Move 18; Save 13; CL/XP 4/120; Special: None.

Area E-22: The Ice Bridge

An arching ice bridge without railings stretches 100 feet to an island in the lake. The bridge is smooth and treacherous to cross (Dexterity check for half movement). Running or charging is more difficult (-8 Dexterity check). Failing a check by 5 or more means the PC falls 20 feet into the lake and takes 2d6 points of damage, plus must deal with the freezing temperatures of the water.

Area E-23: The North Barracks

Sleeping in this barracks are 4 **yeti guards**. They watch the bridge and prison cell. If alerted, they wait until intruders are crossing the bridge before attacking. They carry nets in which they attempt to snare PCs (See Area E-20).

The barracks contain 6 frozen bedrolls. Beneath each pile of furs is 10d10 sp, 5d8 gp and 2d4 gems (50 gp each).

YETI (4): HD 5; HP 37; AC 6[13]; Atk 2 fists (1d6) or net snare; Move 14; Save 12; CL/XP 7/600; Special: Immune to cold, hug, fear.

Area E-23A: The Cell

This cell door has a ball of ice jammed into the entrance. The door is difficult to discover (1 in 8 chance) and is frozen into the wall. The boulder may be chipped or melted normally.

The cell holds **Murdo Vostok** (Lawful Male Human Fighter 6), a human barbarian who has been tortured for days by the yeti. The man is nearly senseless and does not put up a fight. The yetis are tenderizing Murdo for a grand feast to celebrate their successful raid on the Monastery of World Sundering.

Murdo is grateful for rescue. If released, he kindly rewards PCs with a *ring of protection* +2 hidden in a cave three miles up the glacier. It takes Murdo a few hours to retrieve this item. Murdo is part of a tribe that is in the process of moving to more stable lands.

MURDO VOSTOK (LAWFUL MALE HUMAN FIGHTER 6): HD 6; HP 47 (currently 16); AC 9[10]; Atk 2 fists (1d6+1) or club (1d4+1); Move 12; Save 9; CL/XP 6/400; Special: None.

Area E-24: Yeti Guards

The passage beyond this room inclines sharply until it reaches the Wailing Glacier's surface. Climbing this passage is hard but not difficult. Watching the passage are 2 **yeti guards**.

YETI (2): HD 5; HP 37; AC 6[13]; Atk 2 fists (1d6) or net snare; Move 14; Save 12; CL/XP 7/600; Special: Immune to cold, hug, fear.

Area E-25: The Temple of the Destroyer

The yeti's island houses a temple to a savage god known simply as "The Destroyer." While most commonly worshipped by ogres, the ogre mage **Karathool** brought knowledge of the god to the yetis in hopes of expanding The Destroyer's influence.

Around the island's perimeter are 12-foot-tall stalagmites that block the view into the temple. A broad set of ice stairs climbs a 10-foot-tall mound of ice to a 25-foot oval platform where a bloodstained ice altar sits. The *Weeping Statue of Voard* sits on the altar. Tears overflowing from the statue's eyes form cones of ice that encase the altar and statue's base. Other relics from the Monastery of World Sundering lie buried in the ice formed by the tears: 16 scroll tubes holding miraculously preserved parchments written in an ancient script detailing the teachings, history and woes of Voard; 2,945 gp; 218 pp; 8 small marble statues of Voard (50 gp each); 36 tile garden markers (describing plants); a silver chafing dish (350 gp); 12 ancient copper chamber pots (10 gp each); 8 gold nuggets (50 gp each); a spiked chain; a +1 *steel shield*; spiked full plate armor; and a helm. These items can be removed by carefully chipping or melting the ice (30 minutes to chip ice away or 20 minutes to melt the ice).

The statue of Voard is frozen to the altar and must be chipped away, melted free or yanked clear by brute force. It takes 3 hours to chip the statue free, although this time is reduced by 15 minutes per additional person working on the project (so 5 people chipping at the ice would require 2 hours to free it).

It takes 60 points of fire damage to melt the statue free. A single torch does 1d6 points of fire damage per 10 minutes it is held to the ice. A fire-based spell does normal damage to the ice, but runs the risk of destroying the fragile scrolls around the statue's base if they are not removed first. The chance of destruction is the same percent as the damage inflicted on the ice (for example, a *fireball* that does 18 points of damage has an 18% chance of completely destroying the items).

New Deity: The Destroyer

Lesser god of chaotic slaughter

Alignment: Chaotic

Typical Worshippers: Ogres, bugbears, trolls, evil barbarians

Favored Weapons: Morningstar

Not much is known of "The Destroyer," mainly due to his followers' inability to produce written scripture. His philosophy and history are passed down orally from generation to generation, each adding boastful details. "The Destroyer" has an insatiable lust for bloodshed and horrific sacrifice. His followers relish combat and seek out weak opponents to dominate.

The Destroyer appears differently to each group of followers. He typically appears as an enraged, muscular version of the race of worshipper he is appearing before. He rarely grants requests, preferring to let the strongest survive as fate weeds out the weak.

ADVENTURE BACKGROUND

The statue weighs 500 pounds, but can be slid across the ice to move it. Crohgan carried the statue onto the island himself.

Crohgan, a yeti devotee of The Destroyer, plots on the island with the **ogre mage Karathool** on how to deal with the white dragon Kartarrh. Karathool remains in the guise of a yeti at all times.

Karathool lets the yeti guards soften up intruders before he casts *invisibility* on himself and flies into combat. He uses his *cone of cold* on spellcasters, not caring if yetis are also in the area. He'll cast darkness over PCs straying near the edges of the bridge or island in the hopes they'll fall into the icy lake.

Crohgan guards his island temple, only attacking PCs once they make it onto the ice bridge. He then uses his *horn of blasting* to target the bridge's midpoint. The blast destroys the center portion of the bridge, and causes the entire span to collapse into the icy lake. PCs falling from the bridge into the lake suffer 1d6 points of nonlethal damage immediately from hypothermia. They suffer an additional 1d6 points of damage for each round in the water or that they remain cold and wet.

CROHGAN, YETI DEVOTEE OF THE DESTROYER: HD 7; hp 54; AC 4[15]; Atk 2 fists (1d6) or pick (2d6+2); Move 14; Save 9; CL/XP 10/1,400; Special: Immune to cold, hug, fear, casts spells as a 6th-level cleric (2211 1—*cure light wounds*, *detect magic*; 2—*hold person*, *silence 15 ft. radius*; 3—*cure disease*; 4—*cure serious wounds*).

Combat Gear: Huge pick, +2 *worg pelt cloak of protection* imbued with *fire resistance* (as per ring), *wand (elf bone) of dispel magic* (8 charges), *potions of extra healing*, unholy symbol of "The Destroyer."

Description: Crohgan is an elder yeti and a formidable foe. He guides the yeti band with wisdom and spirituality. He sees himself as the yeti incarnation of his newly accepted god and a tool to spread devastation and misery. He fears Karathool, but respects the ogre mage's leadership and power. If given ample opportunity, he prepares himself with spells before combat.

KARATHOOL, OGRE MAGE: HD 5+4; hp 39; AC 4[15]; Atk 1 weapon (1d12); Move 12 (Fly 18); Save 12; CL/XP 7/600; Special: Magic use.

Combat Gear +2 *bastard sword*, *ring of fire resistance*, chain shirt, long bow with 20 arrows.

Description: Karathool hails from Abhor Brazier, the temple of Hel (See *Splinters of Faith 9: Duel of Magic*), where he served as a guard until his greed overcame his loyalty. In his lust for invulnerability, he stole a *ring of fire resistance* and fled. He eventually murdered and replaced the chieftain of the Wailing Glacier

yeti band. He assumes the form of a yeti with flaming red eyes.

Karathool is tough and shrewd. He holds grudges and seeks retribution against all who defy him. He often stalks quarry in disguise or while *invisible*.

Area F: Cerulean's Tower

The Wailing Glacier long ago engulfed this remote tower. Its original inhabitants perished as the fast-moving glacier froze around them. The wizard Cerulean, his family and his serving staff currently occupy the structure.

The tower is made of thick rock that insulates the tower from the glacier, while preventing the tower's warmth from melting the surrounding ice. Natural gas deposits deep beneath the Wailing Glacier are siphoned to heat and illuminate the structure. The gas is piped into the tower and carefully burned. Unless otherwise noted, all floors within the tower have half-inch-thick iron plates covering the stone. This protects the stone from the **fire nymph Alanya's** heat (Area F-12), and also allows her to make use of her ability to heat metal against greater numbers.

While Cerulean is not evil, brash PCs might not discover this fact until they have raided deep into his tower, and destroyed his guards and servants, or worse, his family.

Cerulean dislikes Karathool and his cronies, but he leaves the brutes alone for now. Karathool likewise stays clear of Cerulean. Karathool secretly fears the magic-user, but never reveals this fact.

Cerulean fiercely protects his tower and reacts aggressively to unwanted intruders. Luckily for PCs, Cerulean is currently abroad seeking a suitable place to relocate his tower home before the glacier collapses completely around it.

Pipework Dangers

Iron pipes carrying natural gas can be found throughout Cerulean's tower. Rupturing a pipe fills the room with natural gas in 2 rounds. Any open flame brought into a room filled with natural gas erupts in a **fireball** doing 6d6 points of damage (save for half) in a 20-ft.-radius spread.

Area F-1: The Tower Base

The door opens onto a 50-foot-diameter stone room at the base of Cerulean's tower. An iron staircase follows the wall up to an opening in the ceiling 45 feet overhead. Iron-barred windows lining the walls look out on the Wailing Glacier's solid ice floe. A majestic frozen fountain in the center of the room sits flush with the metal plates covering the stone floor. Six small statues of dancing fey creatures sit along the water's edge. The fountain's centerpiece is a 30-foot crimson-cobalt tongue of flame upon a small pillar. Entombed in the unmoving flame is a woman of incredible beauty. The woman's arms are raised, her head is tilted back and her slender legs float above the stone base. Six stone pipes surrounding the pillar's base spew frozen water. Twelve iron pipes stretching from floor to ceiling line the walls.

The "woman" is a permanent illusion of Cerulean's concubine, Alanya. The tongue of flame is a **huge fire elemental** held in a stasis field that casts a blue hue upon the subject. When anyone approaches within five feet of the fountain, the stasis is dispelled, freeing the elemental. The elemental attacks all intruders but doesn't venture into the glacier. Once the elemental is freed, the frozen fountain immediately thaws and sprays water once more. The image of Alanya remains floating in the mist.

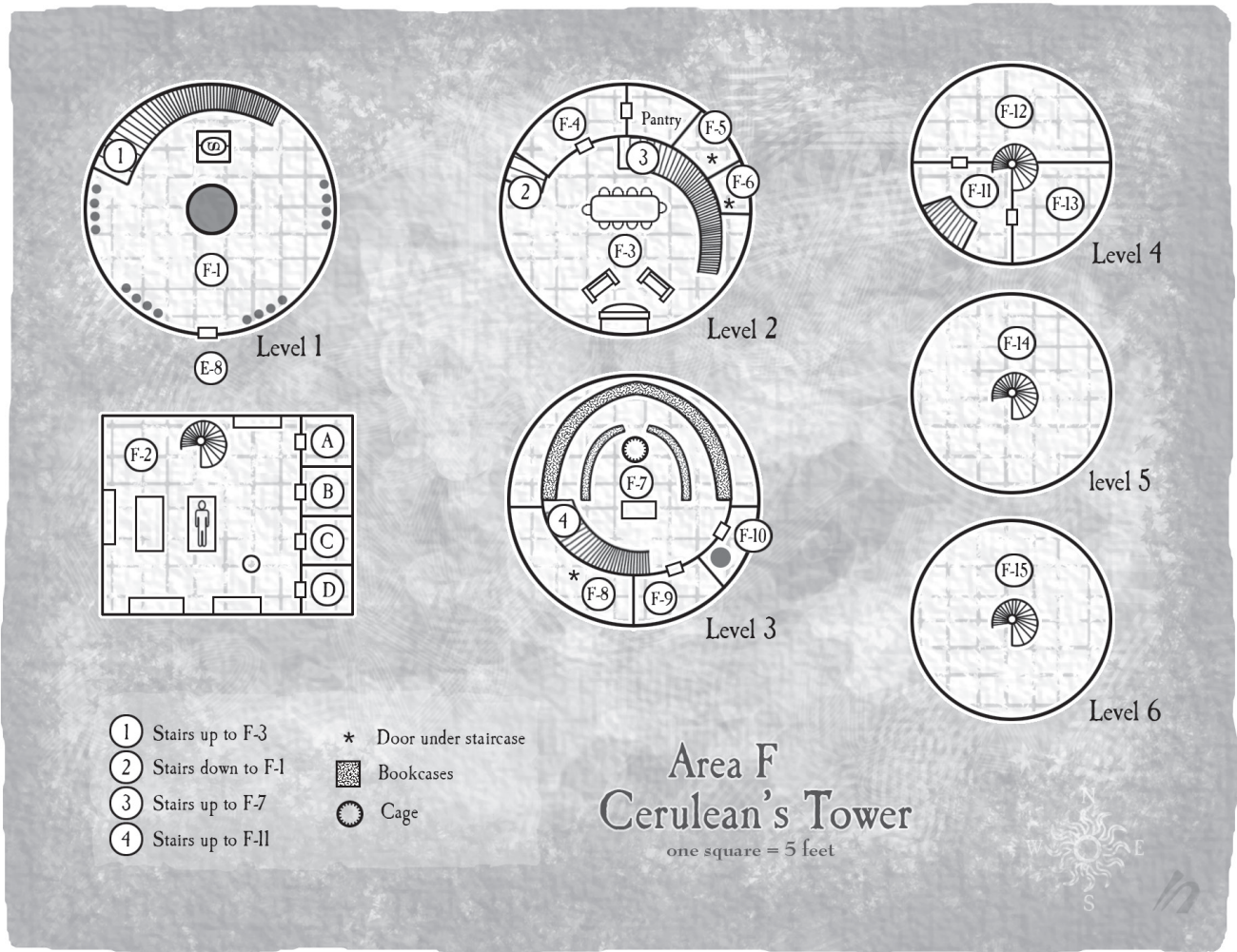
The fire elemental shuts the door behind fleeing PCs to prevent them from re-entering the tower. The elemental remains in the room until Cerulean commands otherwise.

The Crying Statue of Voard

The statue radiates mild divination magic but has no known or obvious powers aside from a constant flow of tears streaming from its eyes. The tears become normal water once they lose contact with the statue. The statue perfectly cradles the *Scepter of Faiths* in its lap, in an ideal position for the tears of Voard to flow over the relic.

The stone statue weighs 500 pounds. It can be pushed across the ice, however, to remove it from the Wailing Glacier.

The lost scrolls of Voard (Area E-25) detail the deity's philosophies and morals. Despite making up a lot of things, Moovtu is not that far off from the god's actual teachings. Moovtu will have some explaining to do to his followers who have thus far believed all of his off-the-wall theories where he had to "fill in the gaps" in the lost religion. The scrolls tell of the end of mankind at the hands of a man who walks without a pulse under a stormy sky, whose soul dwells deep within a frozen heart. The references to Akruel Rathamon's return from the dead should be obvious to players.



A sliding secret door in the floor behind the fountain leads to Area F-2.

FIRE ELEMENTAL (12HD): HD 12; hp 90; AC 2[17]; Atk 1 strike (2d6); Move 12; Save 3; CL/XP 13/2300; Special: Ignite materials.

Area F-2: Laboratory

The sliding door opens to reveal stone stairs spiraling downward. The stairs have no railing. The stairs descend 30 feet to a laboratory filled with alchemical tools and research equipment. Several pipes emerging from the floor emit a small amount of natural gas, their vents hissing slightly. The gas pipes feed small, ever-burning flames that illuminate and heat the room. More cast-iron pipes extend from the floor and through the ceiling. Valves on the pipes allow the gas rising into the rest of the tower to be shut off completely. The pipes descend into the glacier to tap natural gas pockets.

Along the wall are 4 evenly spaced iron doors. The doors are locked, but keys hang from a hook at the base of the steps.

Tables and workbenches contain beakers, coils, odd components and other strange devices. This fully functional laboratory is worth 10,000 gp to a magic-user or alchemist if carefully removed and transported. Searching the laboratory yields virtually any normal spell component for 5th level and lower spells.

An iron table holds an ice sculpture that is an exact replica of Karathool, the ogre mage in Area E-25. The ice statue is an incomplete *simulacrum* Cerulean is crafting to rid the glacier of the yetis and their vile temple.

Area F-2A: Cell

The cell is empty.

Area F-2B: Cell

A yeti is manacled to the back wall, his hulking form cramped in the small chamber. The yeti pleads in its own language for freedom. It aids PCs until it can escape or gain an advantage over its rescuers.

YETI: HD 5; hp 33; AC 6[13]; Atk 2 fists (1d6); Move 14; Save 12; CL/XP 7/600; Special: Immune to cold, hug, fear.

Area F-2C: Cell

The cell appears empty, but actually holds an **invisible stalker**. Cerulean summoned the stalker to aid him in various tasks, but recently has not found much use for the creature. The irritated stalker waits patiently for further commands. It recognizes that PCs do not belong here and attacks, hoping to convince Cerulean to finally release it.

INVISIBLE STALKER: HD 8; hp 55; AC 3[16]; Atk 1 "bite" (4d4); Move 0 (Fly 12); Save 8; CL/XP 9/1100; Special: Invisible, flight.

Area F-2D: Cell

The cell contains a female human clad in furs. **Sedalia** is a **doppelganger** hired by the ice gnomes in Quawnot to rid the glacier of the yetis. She was instead imprisoned when she attempted to steal from Cerulean's tower. The doppelganger has been here only a few days but already knows not to anger the mage.

The doppelganger calls herself "Princess Sedalia" and claims she was captured by the "evil" Cerulean for his depraved experiments. She says she's from a small nomadic band of barbarians that roams the upper glacier and surrounding mountains. She promises a reward and the loyalty of her clan if rescued. Despite her tall muscular build, she is quite attractive. She plays the part of a rough and simple barbarian, even speaking in broken Common to accentuate her loose ties to civilization. Sedalia does not know Cerulean is absent but does know what he looks like (and thus fears the *simulacrum* in Area F-15). She attempts to persuade PCs into ransacking the tower and slaying the "evil" wizard.

DOPPELGANGER: HD 4; hp 28; AC 5[14]; Atk 1 claw (1d12); Move 9; Save 13 (5 vs magic); CL/XP 5/240; Special: Mimics shape, immune to sleep and charm.

Area F-3: Welcome Chamber

The stairs open onto a welcoming chamber. A marble dining table with seating for 12 sits in the middle of the room. One of the end chairs is made of marble for the fire nymph Alanya. Two comfortable couches surround an elaborate fireplace that blazes with a natural gas fire. Lavish tapestries of an imposing wizard defeating demons, dragons and other monstrosities hide iron pipes rising along the walls. Thick furs and skins cover the stone block floor. A sidewalk of iron plates meanders through the rugs.

A stone staircase winds up the 50-foot-tall wall and through an opening in the ceiling. Halfway up the staircase, a balcony overlooks the room.

Area F-4: The Kitchen

This well-stocked kitchen feeds the tower's inhabitants. **Chalfin Shackleford**, Cerulean's manservant, is normally hard at work preparing for the next meal. An overcrowded pantry sits off the kitchen and is stocked with fine food and drink from many cultures and countries. Chalfin attacks intruders on sight and fights to the death. More than 100 bottles of wine sit in racks, worth 5d10 gp each. He is hesitant to use his javelin of lightning in the confines of the tower unless the situation is dire. The javelin erupts into a 5d6 *lightning bolt* (as per the spell) when thrown and travels 60 feet from the wielder's hand. In the stone tower, the bolt ricochets wildly about the room until it hits someone or is spent.

CHALFIN SHACKLEFORD (HUMAN MALE FIGHTER 7): HD 7; hp 37; AC 7[12]; Atk rapier (1d6+3); Move 6; Save 8; CL/XP 8/800; Special: None.

Combat gear +2 *silver rapier* (concealed in his silver cane), leather armor, *bag of holding* (holds a *javelin of lightning*), and *potions of invisibility* and *extra healing* (x2).

Description Chalfin is an elderly man who hunches over and walks with the help of a cane. Chalfin bears horrible, disfiguring acid scars over his upper torso and face. He uses stained and worn ivory dentures and his hair grows in sparse clumps. His appalling features give him an inhuman appearance. Despite his condition, he is incredibly agile. He is a retired fighter who worked as a bodyguard for Cerulean for nearly half a century. Cerulean often requests Chalfin to aid in alchemy experiments and in deciphering ancient scripts. Chalfin is loyal to his employer. Chalfin is the father of **Harga Shackleford**, the chief constable of Bargarsport (See *Splinters of Faith 3: Culvert Operations*).

Area F-5: Chalfin's Room

This plain room contains a bed, wardrobe, desk and chair. The wardrobe holds Chalfin's garments, both work and formal. The bed has an open book face down on the top covers. The book is a biography about an illegitimate half-orc son of a human paladin.

The desk holds letters from Chalfin's daughter, **Harga**. Her letters discuss events in the city and a plan to visit her father soon. An unfinished letter Chalfin is writing describes his retirement and asks if she has found a man yet.

Under the bed are an unlocked chest and a clean chamber pot. The chest holds Chalfin's meager retirement fund of 1,950 gp, 550 pp and an aged cask of dwarven ale.

Area F-6: Storage

Equipment and mundane household furniture used infrequently in the tower are stored in this room. Unless PCs are planning on setting up house, little exists to interest them.

Area F-7: The Library

The stairs open into a 35-foot-tall room lined with bookcases. Ironwork scaffolding, spiral stairs and mesh walkways lead to three tiers of shelves. An iron ladder on rollers attached to the top tier sits on each level. Tens of thousands of books fill the shelves in neat and orderly rows. Glass-covered lanterns dotting the scaffolding fill the room with a warm glow.

An iron chain hangs from the ceiling holding a 5-foot-tall crystalline cage imprisoning **Kercur the imp**. Kercur commonly takes the form of a raven, especially when visitors are present.

The imp was the familiar of an arch-nemesis Cerulean defeated long ago. Cerulean keeps the imp as a trophy and conversation piece. The vengeful Kercur attempts to persuade PCs by deceit into sacking the tower and slaying its inhabitants. He says he disappointed the "master" and has been caged for nearly a year, unable to take to the glorious skies. The imp claims to be Cerulean's familiar if PCs detect its evil nature.

A desk with an intricately carved ivy pattern sits in the center of the room. The desk is neat and tidy, with an ink well, pen and stacks of white paper sitting on its surface. Six drawers are closed and locked and contain working notes on experiments into various cloning and imprisonment spells. The third drawer contains an *arcane scroll* (legend lore, *telekinesis* and *project image*). The fifth drawer holds *potions of dragon control* (white), *growth* and *heroism*, and a *wand of detect magic* (6 charges). A crystal key to the imp's cage sits in the felt-lined sixth drawer.

The books on the shelves cover almost every known topic, with sections devoted to obscure histories and cultures. None of the books is magical. A section of 10 books deal with Akruel Rathamon's rise to power and his defeat during the War of Divine Discord. Finding this information takes 2d6 hours and requires a PC to spend another 4d4+4 hours reading. The histories offer a mix of truth and rumors. One book speculates that Akruel's heart was not in his body when the *Scepter of Faiths* put a stop to his reign of terror. Another tome hints that his soul was held safely within a giant black heart.

KERCUR THE IMP: HD 2; hp 13; AC 2[17]; Atk 1 sting (1d4 + poison); Move 6 (Fly 16); Save 16; CL/XP 6/400; Special: Poison tail, polymorph, regenerate, immune to fire.

Area F-8: Golem Room

The work area houses a brass statue of a knight. The statue is a golem in the middle of its creation. It is inanimate and harmless, but nonetheless frightening, especially as some enchantments already

cast on the knight cause it to radiate magic. The room holds stone carving tools, spell components, and diagrams of the golem and its parts.

Area F-9: Guest Chambers

An extravagant bedroom is adorned with fine furniture and silks. White furs drape a four-poster bed pushed against the wall. A six-foot-tall mirror fills one wall. No guests are currently staying in Cerulean's tower.

Area F-10: Teleportation Room

This room is painted black, with silver runes and glyphs covering the walls, ceiling and floor. A five-foot-diameter disc of polished silver sits flush in the floor. The area inside the disc is also black, but wavers and moves. Illegible script is engraved in the disc's outer edge. The script is a language Cerulean created solely for his work and is not readable without the aid of magic. If deciphered, the words are command phrases to teleport an individual to specific locations. See the sidebar "Where Do You Want to Go?" for more information.

A thin band of a black rubbery substance appears around the neck of any PC stepping into the wavering darkness inside the teleportation disc. The "choker" cannot be removed, although it dissolves 24 hours after the PC teleports. A PC speaking aloud the command phrase for Cerulean's tower (also written on the teleportation disc) is instantly returned to the tower as long as he still wears the choker. Cerulean knows how to prolong the choker's duration, and often wanders for weeks before returning. Alternately, Cerulean can forcibly return anyone who still wears a choker to the tower by speaking a command word known only to him. PCs wearing a black circlet must make a saving throw with a -8 penalty to avoid being forcibly yanked back to the tower's teleportation disc — and Cerulean's displeasure.

Where Do You Want to Go?

The Game Referee should feel free to create destinations for Cerulean's teleportation disc. If the *Splinter of Faiths* adventure is used, some possibilities include Bargarsport, Anvil Plunge, the Shield Basilica of Muir and the temple of Thasizier. Cerulean has contacts in each of these temples and cities who frequently help him with his research. Remember, Cerulean isn't evil; many of these locales welcome his visits.

The Referee could also use the teleportation disc to drop PCs into another adventure, such as a forgotten city or somewhere deep underground. Cerulean is a world traveler, and has been to many hidden and exotic locales.

Players may come up with more interesting uses for the teleportation circle, but don't let the magic ruin the adventure. If you as Referee don't want the PCs heading to a certain locale, then the teleportation disc "fails" (roll some random dice to throw players off) and the PCs remain in the tower. It's up to you how to use the device in your campaign.

Area F-11: Foyer

A serving table and a ceramic water basin on a mirrored stand sit along one wall. Towels hang from dowels on the sides of the stand. The serving table holds the remains of a past meal (pheasant and potatoes). Stone stairs spiral upward to the next level. The ceiling here is significantly lower than in the tower's other rooms, just 20 feet above the floor.

Area F-12: Cerulean's Bed Chamber

Fine furnishings, silk drapes and animal furs fill this curving bed chamber. Furniture represents various cultures, but is all of the highest craftsmanship. A four-poster bed with a silk canopy sits along the wall, with a polar bear skin rug on the floor before it. Three massive wardrobes sit against the outer wall, each filled with exquisite robes and men's clothing. A crystal chandelier lights the room with many small gas flames. A bookcase holds atlases, almanacs and studies of anthropology.

Above a stone desk hangs a painting of Cerulean and Alanya. The painting depicts a deeply tanned, noble-looking man with long brown hair dressed in blue and black robes. A crimson lightning bolt is emblazoned on his chest. His powerful hands clutch a red staff and his stern face shows no signs of emotion. At his side stands a beautiful woman with long burgundy locks of hair. She holds his free arm in her graceful hands. She wears translucent white robes.

Lying on the bed is the woman shown in the painting. She has flowing, fiery-red hair. Her eyes are pale blue, and her skin is pale with a tint of red. She wears the same translucent gown as in the painting. **Alanya, a fire nymph**, is peaceful and kind, unless attacked. She loves Cerulean and bore him a son, Karsanti.

Alanya lies on the bed, a stack of books beside her. The books — which are treated with an enchantment to makes them immune to fire — and cover topics such as nobility, heraldry and diplomacy. The room's furnishings are likewise immune to fire.

The polar bearskin rug is an **animated object** that guards Cerulean and Alanya. It attempts to grapple and constrict as many opponents as possible. Alanya immediately screams for her son and uses her ability to heat metal on the iron-plated floor to affect intruders. She uses *fire shield* to protect herself, and casts defensive spells to allow her a chance to escape if threatened.

POLAR BEARSKIN RUG ANIMATED OBJECT: HD 6; hp 42; AC 6[13]; Atk 2 claws (1d6), 1 bite (1d10); Move 6; Save 11; CL/XP 6/400; Special: Grab.

ALANYA, FIRE NYMPH: HD 8; hp 59; AC 8[11]; Atk +1 dagger (1d6+1); Move 12; Save 14; CL/XP 5/240; Special: Heat abilities, stunning glare, spells (1—*detect magic*, *faerie fire*; 2—*produce flames*, *warp wood*; 3—*pyrotechnics*; 4—*produce fire*)
Combat gear: +1 dagger

Area F-13: Karsanti's Room

Although less lavish than the rest of the tower, this room is still furnished with finely crafted belongings. A single bed layered with fine silks and down pillows sits against the wall. A wardrobe holds tunics, pants and boots of various styles. All have a red lightning bolt crest emblazoned on them. An ornate chest sits at the foot of the bed. The chest is unlocked and contains boyhood treasures such as miniature stone monsters, toy knights, a slingshot, 3 wooden swords, a crude light shield, a bucket helmet, jars of dead bugs, and a spell book containing: 1st—*light*, *magic missile*, *read magic*, *shield*, *sleep*. Drawings of knights fighting monsters fill the book's margins and blank pages. This book was an early failed attempt by Cerulean to train Karsanti in magecraft.

Hanging above the bed are 4 scimitars. They surround a portrait of **Karsanti**, a young man with long, curly red hair. The image is some years old. A loose stone in the wall hides Karsanti's "secret" treasure: 350 gp in a leather sack, a rolled painting of a rather comely, scantily clad woman, *potions of fire resistance*, *flyng*, *heroism* and *invulnerability*, and a torn piece of parchment with the words: "I had a wonderful time, please come back and see me soon, love Harga Shackelford."

Karsanti rarely stays in his room.

New Monster: Fire Nymph

Armor Class: 8 [11]

Hit Dice: 8

Attacks: dagger

Saving Throw: 8

Special: Heat, casts spells as 6th-level druid, stunning glare

Move: 12

Alignment: Neutrality

Challenge Level/XP: 10/1,400.

Fire nymphs are often found near the world's hot spots — volcanoes, hot springs and desert oases. They are beautiful creatures, but their very touch is enough to ignite flammable objects, and causes 1d6 points of damage. Creatures attacking a fire nymph take fire damage each time their attacks hit. A fire nymph's metallic weapons conduct this heat. The fire nymph can also heat metal in a 30 foot radius, causing 1d6 points of damage. Her glare can stun a creature within 30 feet for 2d4 rounds (save avoids).



Area F-14: Recreation Room

A short 20-foot-tall staircase spirals up to the family room. The stairs continue up to the top level. This large open room has a 35-foot-high ceiling. Tapestries bearing the marks of many kingdoms are proudly displayed on the walls. Each was a gift from Cerulean's powerful friends. A stand along the wall holds 4 lutes, 3 mandolins, 2 sets of ornate drums and a pipe organ. A nearby shelf holds songbooks and sheet music.

Several board games sit on a felt-covered table. Four chairs surround the table; one of the chairs is made of stone.

The opposite side of the room is cleared to make space for combat practice. Several scorched wooden practice mannequins stand in a circle. **Karsanti** spends the majority of his time lounging here playing

music or practicing with the dummies. He is bored and desperately wishes to venture out of the tower on a "knightly" adventure. He investigates any noise made by PCs coming up the stairs.

Thanks to his mother's heritage, Karsanti has the ability to envelop his body at will in a field of intense heat that deals 1d6 points of fire damage. Creatures attacking Karsanti take damage with each successful hit. Karsanti's weapon radiates this heat.

KARSANTI, HUMAN MALE FIGHTER 6: HD 6; AC 4[15]; Atk +1 *short sword* (1d6+1 plus 1d6 fire damage); Move 9; Save 9; CL/XP 7/600; **Special:** Heat ability

Combat Gear +1 *short sword*, *cloak of protection* +2 (enchanted to be immune to fire), *ring mail armor*, *potions of extra healing*, *flying* and *heroism*.

Description: Karsanti is a handsome young man with curling, deep-crimson hair. He has a quick, fiery temper and blazes into fire when angered. He is the adult son of Cerulean and Alanya. He dresses in his father's colors of blue and black with the red lightning bolt motif. Aside from his fiery red eyes, he is indistinguishable from normal humans.

Area F-15: The Observatory

The stairs open onto the top of the tower. Vent pipes open to the sky, expelling the tower's heat, and in the process, melting a cylindrical ice chute that extends up to the surface from the rooftop. The ice rises 140 feet above the tower rooftop, like the tower was at the bottom of a deep well, but a bit of blue sky can be seen high above. The temperature is colder here, hovering right around freezing.

Cerulean's simulacrum stands guard here against intruders who might enter from above. The white dragon Kartarrh once used this ice chute to attack the tower, but Cerulean turned the creature away.

CERULEAN'S SIMULACRUM, MALE HUMAN MAGIC-USER 10: HD 10; AC 6[13]; Atk +1 *staff* (1d6+1); Move 12; Save 6; CL/XP 11/1,700; **Special:** Spells (1—*charm person*, *detect magic*, *magic missile*, *sleep*; 2—*detect evil*, *invisibility*, *mirror image*, *web*; 3—*dispel magic*, *fireball*, *hold person*; 4—*dimension door*, *wall of fire*; 5—*passwall*, *telekinesis*)

Combat gear staff, *bracers of defense* AC 6[13], *wand of charm monster* (10 charges), *wand of paralyzing*. **Other gear** *arcane scroll* (*fireball*, *wall of fire*), *arcane scroll* (*mirror image*, *hallucinatory terrain*, *phantasmal force*), *arcane scroll* (*enchant item*, *monster summoning VII*).

Description Cerulean is a tall human male with long brown hair worn in a long braid. He dresses in blue and black robes adorned with red lightning bolts. The real magic-user always carries a *staff of power*; his simulacrum carries a nonmagical duplicate.

Cerulean's simulacrum was created years ago, and thus is not a "true" duplicate of the current archmage and his powers. Cerulean thinks of this simulacrum as an old friend rather than a construct or tool.

If the PCs sack Cerulean's tower and slay his family and servants, they gain a powerful enemy with connections throughout the land. Once Cerulean returns to discover the devastation, he seeks vengeance. Cerulean first brings his family back to life to aid him, but this takes time and some favors. **Cerulean (Neutral Male Human Magic-User 21)** is a powerful archmage, and the Game Referee should use caution when bringing him into a campaign — especially if his goal is to track down and slay the PCs. Despite his power, Cerulean lacks divination spells and may spend months — possibly years — tracking PCs.

CERULEAN, NEUTRAL MALE HUMAN MAGIC-USER 21: HD 21; AC 1[18]; Atk *staff of power* (2d6); Move 12; Save 5; CL/XP 21/4,700; **Special:** Spells (1—*charm person*, *detect magic*, *hold portal*, *magic missile*, *protection from evil*, *shield*, *sleep*; 2—*detect evil*, *detect invisibility*, *invisibility*, *levitate*, *mirror image*, *strength*, *web*; 3—*darkvision*, *dispel magic*, *fireball*, *fly*, *haste*,

ADVENTURE BACKGROUND

hold person, slow; 4—charm monster, dimension door, fear, monster summoning II, remove curse, wall of fire, wizard eye; 5—contact other plane, conjure elemental, feblemind, hold monster, passwall, telekinesis, wall of stone; 6—death spell, disintegrate, enchant item, move earth, project image, repulsion, stone to flesh; 7—delayed fireball blast, phase door, simulacrum; 8—monster summoning VI, permanency, polymorph object; 9—meteor swarm, power word kill)

Combat gear *staff of power, bracers of defense AC 3[16]. Other gear* *ring of protection +2, ring of spell turning, robe of eyes, necklace of fireballs (8 uses).*

Concluding the Adventure

Once the Weeping Statue of Voard is replaced within the Monastery of World Sundering, Moovtu Huglish offers PCs his undying gratitude and a hearty slap on the back. Unfortunately, he has little else to offer besides some frozen potatoes. PCs should receive a 1,000 experience point bonus for successfully completing the adventure.

If played as part of the *Splinters of Faith* adventure, the *Remembrance of Angst* blessing requires the statue of Voard to be in the Impoverished Hall in the Monastery of World Sundering. Any follower of Voard may then place the *Scepter of Faiths* atop the statue's crossed legs while tears roll down into a stone basin. Voard blesses the scepter with the ability to prolong death and extend suffering. Afterward, the scepter can *cure serious wounds* 3 times per day. This ability can be cast upon undead creatures struck by the scepter.

Moovtu also can direct PCs to the next adventure if needed. Moovtu applied to study at the Shield Basilica of Muir, but was rejected due to his heritage and questionable background. He points out the Basilica's location on a map for inquiring PCs.

The PCs' next stop in the *Scepter of Faiths* campaign continues in *Splinters of Faith 7: Heir of Sin*, where they must travel into the high pinnacles of a mountain temple and face the horrid statues of a fiendish deity to rescue a paladin's missing daughter.

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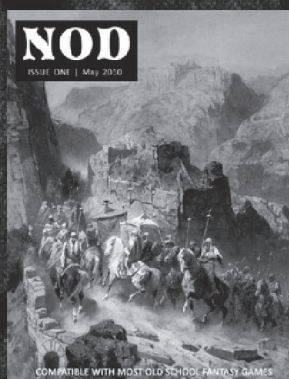
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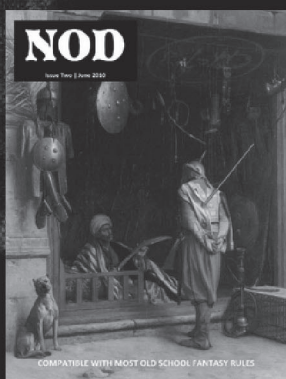
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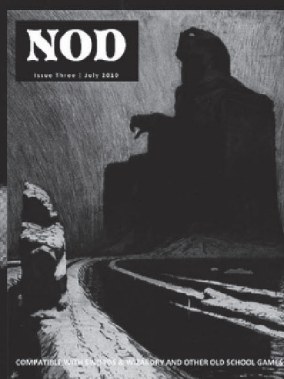
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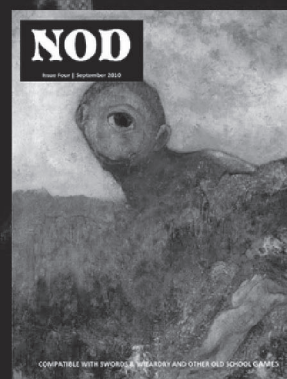
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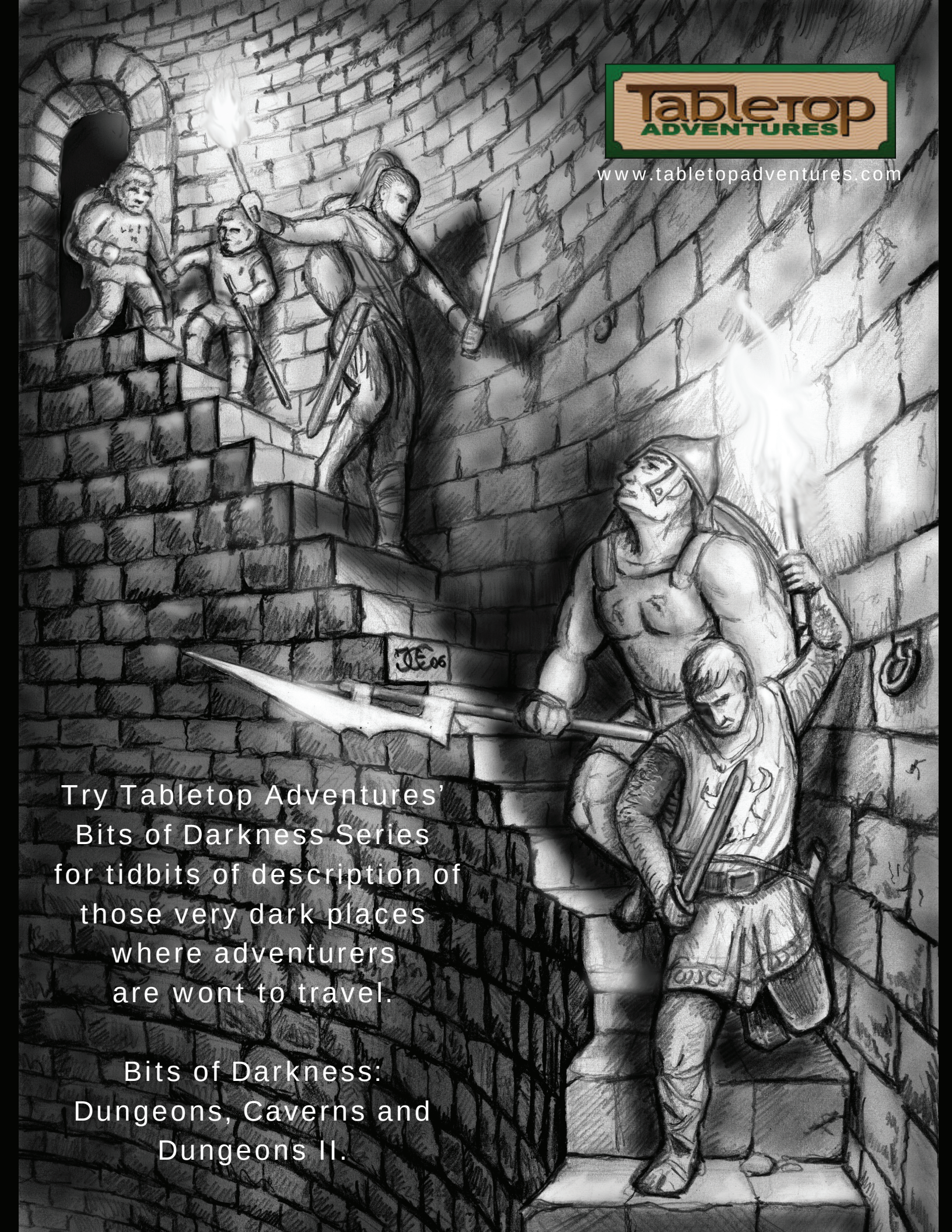


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