



# FROZEN TEMPLE OF THE ICE PRIEST

**3RD LEVEL**



Track down the source of a terrible blizzard and destroy a powerful evil in this 3rd-level adventure for the world's greatest roleplaying game!

# Frozen Temple of the Ice Priest

**F**rozen Temple of the Ice Priest is intended for four characters with an average party level (APL) of 3. Characters who complete this adventure should earn enough experience to reach halfway to 4th-level. A terrible blizzard has appeared out of nowhere and our heroes are forced to seek shelter in a nearby ruin. This campaign takes place in Arden, although it can be set in your own world. Any party composition should be able to finish the adventure with intelligent play.

## Background

The ice priests of Zhazadune once blanketed the north in a never-ending ice storm. All seemed lost until a band of intrepid adventurers assaulted their temple compound and destroyed the structure and all within it. Gravely injured, and trapped in the halls beneath the temple, the last of the ice priests sealed himself away in their ritual chamber and entered a frozen stasis to heal and wait for the day he could seek his revenge. Recently, a group of cultists have discovered the ruins and are trying to revive the priest. Their actions have caused the temple's ice magic to run amok and summon forth a blizzard of incredible ferocity. Unless our heroes can stop them, they'll awaken the priest from his frozen slumber and unleash his magic upon the world.

## Adventure Hooks

**Just Another Ruin.** The characters heard of the ruins from a local bartender and set off to explore them. On the way, a sudden blizzard sets in. Needing to find shelter, they continue their trek towards the safety of the ruins' stone walls.

**A Local Legend.** The characters heard the legend of the ice priests and their temple and decided to see what remained of the complex. On the way, a sudden blizzard sets in. Needing to find shelter, they continue their trek towards the safety of the ruins' stone walls.

**Just Passing By.** The characters were passing through the area when a sudden blizzard sets in. Needing to find shelter, they trek towards the safety of the nearby ruins' stone walls.

## The Blizzard and the Ruins

The characters were travelling along the road when suddenly a massive blizzard swept in out of nowhere. Within moments, visibility became near zero and the temperature plummeted to below freezing. With nowhere to shelter from the storm, they had no choice but to push forward to the nearby ruins. Have the characters make a group Wisdom (Survival) check (DC 14) to reach the ruins safely. Success means they arrive safely while failure means they overexert themselves doing so and they each gain a level of exhaustion.

As they reach the ruins, read the following.

As you make your way through the storm, you suddenly see walls of stone appear out of the whiteness. Seeking shelter from the snow and freezing rain, you approach.

**Encounter: Gnolls.** There are currently five **gnolls** holed up in the ruins waiting out the storm. When the characters arrive, have them make DC 14 Wisdom (Perception) checks with disadvantage. If they succeed, they overhear the sound of the gnolls bickering in their native tongue, otherwise they are just as surprised to see the gnolls as the gnolls are to see them. The entire area is lightly obscured due to the storm. The characters can attempt to parley with the gnolls instead of fight. With a successful DC 18 Charisma (Persuasion) check they can convince the gnolls to stand down and let them enter the ruins. The gnolls, fearful of the legends surrounding the place and eager to leave it, will abandon the safety of the stone walls and seek shelter elsewhere.

## Frozen Temple of the Ice Priest

The temple complex above ground was destroyed when a group of adventurers descended upon it centuries ago in an effort to wipe out the ice priests. The underground portion, however, survived mostly unscathed. Now, it's home to some oozes that were drawn to the cool damp corridors as well as a small cult looking to resurrect the ice priests. The complex has the following features unless stated otherwise.

**Ceilings.** The ceilings are made of well worked stone and rise 10 ft. above the floor.

**Floors and Walls.** The floors are made of neatly cut stone while the walls are made of a cobbled granite.

**Doors.** The doors are made of solid oak with metal reinforcements. They're all unlocked unless otherwise stated.

**Lighting.** The complex is pitch black, however, the cultists all carry torches.

### 1. Entry Hall

Rubble is scattered all about this chamber and a thin layer of frost coats everything. Skeletal corpses lie crushed under large stones and pieces of ceiling.

This room contains signs of the battle from ages ago. Scattered skeletal corpses lie crushed under stones and pieces of the ceiling.



## 2. Storage

Large crates and barrels occupy the majority of this room. Assorted figures can be seen digging through them.

**Encounter: Cultists.** The figures are six **cultists**. They're currently sorting through the remaining temple storage. They're fanatics so they fight to the death once they notice the characters.

## 3. Western Pillar Room

This room is oddly cold. Brownish mold covers the back wall.

**Hazard: Brown Mold.** The mold is **brown mold**. Creatures that come within 10 feet of brown mold, or start their turn within 10 feet of the mold must succeed on a DC 12 Constitution saving throw. A failed save results in 22 (4d10) cold damage, or half as much on a successful saving throw. Exposure to fire causes the brown mold to rapidly expand and grow in the direction of the fire. Exposure to cold will instantly destroy brown mold.

**Encounter: Black Pudding.** There is a **black pudding** lurking on the ceiling above the mold. It attacks anyone who approaches the mold.

## 4. Lost Treasury

This room contains dusty coffers and small chests. It appears as though this room hasn't seen the light of day in centuries.

**Encounter: Mimic.** One of the chests is a **mimic**. It waits for someone to touch it before it animates and attacks them.

**Treasure: Coffers.** The chests contain 3,200 cp.

**Secret Door.** The door to this room is hidden in a stone wall. It can be noticed with a DC 16 Wisdom (Perception) check and opened with a DC 16 Intelligence (Investigation) check.

## 5. Western Tapestry Room

A large tapestry dominates the western wall of this room. It depicts a warrior surrounded by ice crystals.

**Trick: Cold Vulnerability.** If someone touches the tapestry, the images on it appear to flow into them. They gain vulnerability to cold damage and resistance to fire damage for the next 2d4 hours. The tapestry then dissolves and reveals a small alcove behind it.

**Treasure: Key.** The small alcove contains the first of three keys needed to access the ritual chamber.

**Secret Door.** The door to this room is hidden in a stone wall. It can be noticed with a DC 16 Wisdom (Perception) check and opened with a DC 16 Intelligence (Investigation) check.

## 6. Eastern Pillar Room

This room is oddly cold. Brownish mold covers the back wall. A skeleton can be seen embedded in the mold.

**Hazard: Brown Mold.** The mold is **brown mold**. Creatures that come within 10 feet of brown mold, or start their turn within 10 feet of the mold must succeed on a DC 12 Constitution saving throw. A failed save results in 22 (4d10) cold damage, or half as much on a successful saving throw. Exposure to fire causes the brown mold to rapidly expand and grow in the direction of the fire. Exposure to cold will instantly destroy brown mold.

**Encounter: Black Pudding.** There is a **black pudding** lurking on the ceiling above the mold. It attacks anyone who approaches the mold.

**Treasure: Magic Sword.** The skeletal corpse has a *mind's eye shortsword*.

**Mind's Eye Shortsword Weapon (short sword), uncommon (requires attunement)** The bearer may choose to deal Psychic damage with this weapon and gain a +1 bonus to damage.

## 7. Eastern Tapestry Room

A large tapestry dominates the eastern wall of this room. It depicts a wizard surrounded by ice crystals.

**Trick: Intelligence Swap.** If someone touches the tapestry, the images on it appear to flow into them. Their Intelligence is reduced by 1d4 and their Strength increases by 1d4 for the next 2d4 hours. The tapestry then dissolves and reveals a small alcove behind it.

**Treasure: Key.** The small alcove contains the second of three keys needed to access the ritual chamber.

## 8. Northern Tapestry

A large tapestry dominates the northern wall of this room. It depicts a rogue surrounded by ice crystals.

**Trick: Intelligence Swap.** If someone touches the tapestry, the images on it appear to flow into them. Their maximum speed is reduced by 2d10 ft. and their max hp increases by 2d10 for the next 2d4 hours. The tapestry then dissolves and reveals a small alcove behind it.



**Treasure: Key.** The small alcove contains the third of three keys needed to access the ritual chamber.

**Secret Door.** The door to this room is hidden in a stone wall. It can be noticed with a DC 16 Wisdom (Perception) check and opened with a DC 16 Intelligence (Investigation) check.

## 9. Treasury

This room contains a large chest surrounded by rubble.

The door to this room is locked. It requires a DC 16 Dexterity (Sleight of Hand) check to unlock.

**Treasure: Chest.** The chest contains 800 sp, 30 gp, and five random art objects worth 25 gp each.

## 10. Library

This chamber contains floor to ceiling bookshelves along its walls.

**Trap: Glyph of Warding.** The books here are trapped. If a creature without cold resistance or immunity opens one of the books it triggers a *glyph of warding*. Everyone in the room must succeed on a DC 14 Dexterity saving throw taking 3d10 cold damage on a failure or half as much on a success.

## 11. Priest's Chambers

This small bedchamber contains a bed, armoire, desk and a small footlocker. The room is oddly cold.

**Treasure: Ring of Cold.** The footlocker contains various robes and vestments. Hidden at the bottom is a *ring of biting cold*.

**Ring of Biting Cold** *Ring, Uncommon (requires attunement)* This ring is always frosted and cold to the touch. Once attuned to it, a creature can use their action to cast *ray of frost* from it. They can do this a number of times each day equal to their proficiency bonus.

## 12. Ritual Chamber

This massive chamber contains 50 ft. vaulted ceilings and a large ice crystal in the center of the room. Six robed figures stand about the crystal chanting. All of a sudden, the crystal shatters and a figure in glowing white robes floats down the the floor.

"I. Am. FREE!" the figure exclaims. "Now, I will have my vengeance!"

The door to this chamber is locked. The three keys needed to open it are in rooms 5, 7, and 8. The locks cannot be picked.

**Encounter: Ice Priest.** The figure is an **ice priest** and the robed figures are six **cultists**. The ice priest is immediately hostile to the characters and commands the cultists to attack them. He cannot be reasoned with and the cultists are fanatically loyal to him.

**Treasure: Robes of the Ice Priests.** The ice priest's robes are an uncommon magic item that requires attunement. They grant resistance to cold damage.

## Aftermath

Once the ice priest is slain, the last vestiges of the temple's magics fade away. The blizzard disperses and any remaining cultists in the area flee into the hills. The gnolls, if they weren't killed previously, are waiting for the characters when they exit the ruins. They fight until reduced to 10 hp, at which point they flee into the forest.



# Ice Priest

Medium humanoid (any race), lawful evil

**Armor Class** 13 (chain shirt)

**Hit Points** 55 (10d8 + 10)

**Speed** 25 ft.

| STR     | DEX     | CON     | INT     | WIS     | CHA     |
|---------|---------|---------|---------|---------|---------|
| 10 (+0) | 10 (+0) | 12 (+1) | 13 (+1) | 16 (+3) | 13 (+1) |

**Skills** Medicine +7, Persuasion +3, Religion +5

**Damage Immunities** cold

**Senses** passive Perception 13

**Languages** any two languages

**Challenge** 2 (450 XP)

**Frigid Soul.** As a bonus action, the priest can expend a spell slot to cause its melee weapon attacks to magically deal an extra 10 (3d6) cold damage to a target on a hit. This benefit lasts until the end of the turn. If the priest expends a spell slot of 2nd level or higher, the extra damage increases by 1d6 for each level above 1st.

**Ice Mastery.** The priest can have any of its damage dealing spells deal cold damage instead of their regular damage type.

**Spellcasting.** The priest is a 5th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). The priest has the following cleric spells prepared:

Cantrips (at will): *light, sacred flame, thaumaturgy*

1st level (4 slots): *cure wounds, guiding bolt, sanctuary*

2nd level (3 slots): *lesser restoration, spiritual weapon*

3rd level (2 slots): *dispel magic, spirit guardians*

## Actions

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



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