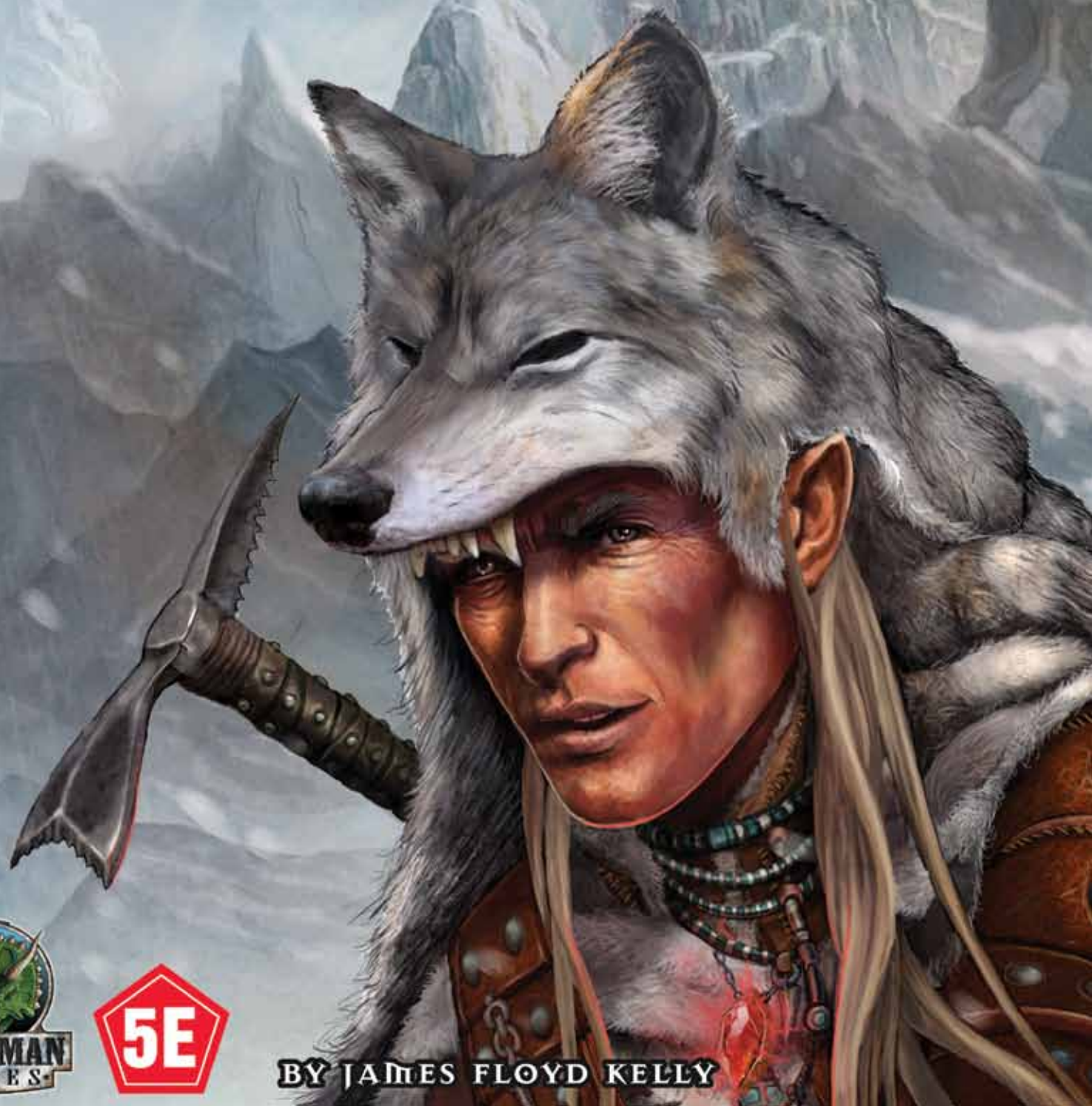


LEVEL 10 ADVENTURE MODULE

FIFTH EDITION FANTASY #9

◆ THE FALLEN TEMPLE ◆



BY JAMES FLOYD KELLY

THE FALLEN TEMPLE

BY JAMES FLOYD KELLY • COVER ARTIST: DAVID GRIFFITH • EDITOR: TIM WADZINSKI

ART DIRECTOR: JEREMY MOHLER • INTERIOR ARTIST: ROB PIX

CARTOGRAPHER: KEITH CURTIS • GRAPHIC DESIGN: JAMIE WALLIS

PLAYTESTERS: JORG QUADRINO, EDNA WARREN, SEAN STEED, AND MATT CALE.

A SPECIAL THANKS TO TITAN GAMES & COMICS FOR HOSTING THE PLAYTEST EVENT.



VISIT US ONLINE AT:

WWW.GOODMAN-GAMES.COM



Get digital updates and corrections free! Use the coupon code below on this title at www.rpgnow.com to receive a free digital copy of this module plus any updated editions as they are published.

This printing of **Fifth Edition Fantasy #9: The Fallen Temple** is done under version 1.0 of the Open Gaming License, and the System Reference Document by permission from Wizards of the Coast, Inc. Designation of Product Identity: The following items are hereby designated as Product Identity in accordance with Section 1(e) of the Open Game License, version 1.0: **Fifth Edition Fantasy #9: The Fallen Temple**, all proper nouns, capitalized terms, italicized terms, artwork, maps, symbols, depictions, and illustrations, except such elements that already appear in the System Reference Document or have been released as Open Content.

Designation of Open Content: Subject to the Product Identity designation above, such sections of creature and NPC statistics as derive from the SRD are designated as Open Gaming Content.

Some of the portions of this book which are delineated OGC originate from the System Reference Document and are copyright © 1999, 2000 Wizards of the Coast, Inc. The remainder of these OGC portions of these book are hereby added to Open Game Content and, if so used, should bear the COPYRIGHT NOTICE "Fifth Edition Fantasy #9: The Fallen Temple, copyright © 2016 Goodman Games, all rights reserved, visit www.goodman-games.com or contact info@goodman-games.com"

Fifth Edition Fantasy #9: The Fallen Temple is copyright © 2016 Goodman Games. Open game content may only be used under and in the terms of the Open Game License. Goodman Games is not affiliated with Wizards of the Coast™. Goodman Games makes no claim to or challenge to any trademarks held by Wizards of the Coast™.

OPEN GAME LICENSE Version 1.0a
The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogues, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities;

places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product Identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent

that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License. 6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content. 9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game

Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE
Open Game License v 1.0 Copyright 2000, Wizards of the Coast, Inc.
System Rules Document Copyright 2000 Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on original material by E. Gary Gygax and Dave Arneson.

Fifth Edition Fantasy #9: The Fallen Temple, copyright © 2016 Goodman Games, all rights reserved, visit www.goodman-games.com or contact info@goodman-games.com

THE FALLEN TEMPLE

By James Floyd Kelly

The Fallen Temple is an adventure designed for use with the 5th edition of the first fantasy roleplaying game. It is intended for four to six 10th-level characters and can be completed in a single session. A variety of character classes is suggested to tackle the challenges presented herein, but a character with the ability to heal large amounts of damage is useful given the

lethality of the traps encountered as well as the punishing weather conditions. There are no specific language requirements but players should be made aware that some armor types are difficult to wear or use in the cold-weather setting. The main adventure is set in a long-lost temple buried beneath the ice, but the action begins on a desolate snow-covered trail between two mountains.

BACKGROUND

Surviving in the harsh wintry conditions of the northern mountain ranges known as the Demon's Teeth has never been easy for the hard-working Neej-ree, an ancient community of half-elven hunters. Most of the Neej-ree folklore consists of common-sense stories told to children, to pass on lessons related to foods that are safe to eat, the safest techniques for climbing, what kinds of ice are safe to walk across, and the proper methods for treating frostbite. Neej-ree villages are scattered across hundreds of miles of mountainous terrain, so all the stories tend to vary in small ways. Except for one.

The Neej-ree are a devout people, worshiping Veditha, the goddess of stone and ice, and typically only asking for protection from the elements and good hunting in the non-storm months. But for centuries, the Neej-ree have also given thanks for the continued protection from Phair VenJalla.

Over 12 centuries ago, the various Neej-ree tribes provided supplies and offerings for a shared temple dedicated to Veditha. The temple was carved from ice and granite, right in the heart of a mountain. The temple provided shelter to travelers and protection during aggressive snowstorms, and all Neej-ree were encouraged to make a pilgrimage to the temple during their lifetimes.

A young girl named Phair VenJalla, born with ice-blue eyes (unheard of in the brown- and green-eyed Neej-ree), was identified early as someone blessed by Veditha; the young girl was unharmed by exposure to the cold, she had uncanny climbing abilities, and a pack of three granite wolves arrived kneeling at her tent on her fifth birth-

day and guarded her as if she were their alpha. It seemed inevitable that young Phair would inherit the lone position of temple priestess, and on the girl's 15th birthday she was called to the side of the dying priestess where the temple duties were finally transferred. For over 10 years, Phair alone communed with Veditha and respectfully brought the Neej-ree's needs and concerns to their goddess for consideration. Veditha bestowed numerous powers and gifts to Phair for her faithful service, powers to provide protection to followers and punishment to enemies as well as gifts to share with the most devoted Neej-ree. But the authority given to Phair began to take its toll on the young priestess, and on the 15th anniversary of her ordination, the Neej-ree received word from their priestess that there would be no access to the temple for six months. When the temple doors opened again, the first Neej-ree pilgrims to enter discovered the extent of Phair's sacrilege and vanity.

Thinking herself worthy of worship, she had rebuilt the temple. Gone were all references to the Veditha. Instead, the Neej-ree were instructed to bow to Phair VenJalla, the new goddess of the mountain. She demanded the Neej-ree worship her, and used her powers to enforce obedience and subservience for four long years. Believing Veditha's powers had withered as the number of her faithful followers diminished, Phair's arrogance blossomed and kept her blind to a small, fervent group of Veditha followers who raced into the temple one night to confront her, and called upon Veditha for justice. Veditha responded as only a true goddess of flesh-peeling winds, heart-stopping ice and snow, and unbending rock could to a fallen priestess.

Inside the temple, walls and floors cracked and shattered, ice water flowed and froze, and devastating winds ripped and pounded. As the followers fled the temple, one of them stole a glance back to see a defiant Phair standing her ground, holding her mace over her head as water flowed around her waist and the wind whipped her long black hair. The temple's fate was sealed when a crack appeared in the rock above the temple's entrance and two colossal slabs of granite dropped. Phair VenJalla was punished, and the Neej-ree added another cautionary tale to their collected lore.

Today, travelers wishing to cross the Demon's Teeth are encouraged to hire a *vojja*, a Neej-ree guide who knows the best trails through the dangerous mountain range. The Neej-ree love to share their stories around the fires at night during the trips, and the legend of Phair VenJalla is a favorite tale to tell prior to passing two ancient stone slabs—ancient, but not indestructible. A series of earthquakes and tremors over the last few weeks have forced the *vojja* to postpone travel due to an increase in avalanches. The quakes and tremors have finally stopped, and a small number of *vojja* have returned after inspecting the trails and determining them to be safe. One *vojja*, however, has failed to share his additional discovery: the two slabs have cracked, and the temple is open once again.

ADVENTURE HOOKS

The adventure begins in the middle of a chase scene, with the party attempting to escape from a black yeti. How the adventurers have arrived at this point, however, is up to the GM. Start with Beginning the Adventure but players can be provided with an adventure hook of the GM's devising, or feel free to incorporate one of the hooks below and modify as needed to fit the situation:

- The adventurers have received a letter from an old colleague that indicates north of the Demon's Teeth mountain range lies a vein of riches in a newly discovered mine. The adventurers are requested to gather at the mine to stake a claim before the gypsy-like Thunderclap Clan of dwarves migrates through the valley in the spring and makes its own claim. The guides for this area, the *vojja*, are resistant to moving through the Iced Veins this late in the season, but one is willing to make the trip for a darker purpose; this secretive acolyte has been anxiously awaiting the arrival of a worthy group of adventurers to sacrifice to a recently awakened evil. Allow the adventurer with the highest

Wisdom to make a DC 18 Wisdom (Insight) check. Success will provide that hero with a slight distrust of Ixleem.

- The adventurers have been hired by a wealthy patron named Histno Parajon who has identified a possible location for a long-lost temple beneath the ice. Parajon is only interested in the small library rumored to exist in the temple; the adventurers may have whatever else is recovered, including four magical rings that are supposed to provide ability enhancements to a wearer. What Parajon failed to mention to the players is that the temple is also rumored to be the resting place for a dangerous priestess who angered her goddess.
- After attempting to cross the Demon's Teeth mountain range on their own, the heroes were caught in a punishing snowstorm. Short on food and water, the party was rescued by a group of Neej-ree guides led by a half-elf named Ixleem, who arrives with five sleds and pitch tents to protect the adventurers from the elements. During the night, he explains that he has been sent by his tribe to convince a fellow Neej-ree named Hidmeel to abandon his exploration of a recently discovered ancient temple and return home. The guides are turning back due to the storm, but Ixleem does not want to give up and will provide sleds, tents, and supplies to the adventurers and escort them as far as the temple where he'll attempt to locate Hidmeel.

BEGINNING THE ADVENTURE

When the adventure begins, the characters find themselves strapped into two-man sleds and fleeing from a **black yeti** down a snow-covered trail. A single **voija** (guide) named **Ixleem** is paired with one of the adventurers. Ixleem will have advantage on all rolls related to steering a sled and avoiding obstacles; remaining adventurers have been given basic instructions on the sled. Read or paraphrase the text below:

After a difficult day of travel that had you pulling sleds filled with food, water, and other supplies, you and your fellow travelers enjoyed the warmth of the campfire and a hearty meal prepared by Ixleem, the Neej-ree voija hired to guide you through the Demon's Teeth. You looked forward to the next day's travels that would be easier, riding in the sleds down a safe passage chosen by Ixleem, and you knew sleep would come fast in your warm tents after the day's exertion. A well-earned rest, however, was not to be. Pulled from your tents in the middle of the night, you were dragged and shoved into a sled. "Heel-jee-ja! Heel-jee-ja!" was all Ixleem could yell. None of your group recognized the word, but a horrendous roar was heard on a peak high on the left. Jumping down from ledge to ledge, a large creature with black fur and razor-sharp claws edged closer towards the camp. Ixleem's sled nosed down onto the snow-packed path and he waved his arm to motion for all to follow...

ROLEPLAYING IXLEEM

Ixleem is a half-elf male, 42 years of age and his skin is dark and leathery; years of sun and cold weather exposure have given him the appearance of someone 15 years older. He is strong and fast, but not too bright. His clothing consists of a number of custom leathers that are tight to prevent chafing and moisture, and over it all is a heavy coat of wolf hide and fur with a deep, large hood made from a wolf's head that is often used by voija to scare away lone predators. Ixleem is highly skilled voija, with advanced survival skills. He is missing two fingers on his left hand, the result of an encounter with a snow leopard at a young age.

Ixleem comes from a family that swore allegiance to Phair VenJalla, and was given special treatment by the young priestess in exchange for information and gossip relat-

ed to the Neej-ree communities. When the temple was sealed by Veditha, a family member who served as an acolyte to VenJalla received a vision that the goddess would return to the world of the living one day when "Veditha's seal was broken." Ixleem's family has taken this to mean the two stone slabs that dropped down over the temple's entrance. Ixleem recently discovered the broken slabs and made his way into the temple where he successfully revived Phair VenJalla and assisted in her recovery. VenJalla is weak but still powerful, and she requires sacrifices to awaken the defiled temple. It is Ixleem's intention to lure the party into the temple by requesting their assistance in locating a missing voija named Hidmeel, who reportedly entered the temple a week earlier and has not been heard from since. (This is a lie, and is intended to appeal to the adventurers' good will.) If the story of Hidmeel isn't enough to convince the adventurers, Ixleem will mention the wealth and magic items that were rumored to exist inside the temple in the hopes of luring them inside for VenJalla's dark purposes.

Ixleem will call stops during the three-day trip to force an arrival at the temple at sunset, when it will be time to pitch tents so he can encourage a short expedition into the open temple. Enticing the adventurers to explore the temple will not be required by Ixleem, however, as the arrival at the temple will coincide with another massive snowstorm and the appearance of an injured and angry black yeti who knows more about Ixleem's black heart than the adventurers.

IXLEEM

Medium humanoid (half-elf), lawful evil

AC: 16 (leather armor, heavy fur coat)

Hit Points: 90 (12d8 + 36)

Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	17 (+3)	8 (-1)	12 (+1)	9 (-1)

Saving Throws: Strength +5, Dexterity +6

Skills: Perception +4 Athletics +5, Survival +4

Senses: darkvision 60 ft., passive Perception 14

Languages: Common, Elvish, Neej-ree

Challenge: 5 (1,800 XP)

Special Equipment: Ixleem has two explorer's kits strapped to a belt, a +2 *heavy pickaxe*, a light crossbow and 20 bolts, and two *potions of cold resistance* tucked in the kits that he will not share with anyone.

ACTIONS

+2 Heavy Pickaxe: *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 17 (3d8 + 4) piercing damage.

Light Crossbow: *Ranged Weapon Attack:* +6 to hit, range 80/320 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

ROLEPLAYING THE BLACK YETI

The black yeti is after Ixleem only and will follow Ixleem's sled. (During one of Ixleem's previous visits to the closed temple, he left meat at the temple door as an offering; the meat was poisoned, killing the black yeti's mate who collected and ate it.) The black yeti will attempt to attack the vojja and his sled only, but will strike with its claws at any adventurer who defends Ixleem.

The black yeti is not an evil creature like its white-furred brethren. Blessed with a higher intelligence, the black yeti suffers from an easy-to-spot fur color in the snow and does most of its hunting at night. The black yeti hunts smaller wildlife for sustenance and avoids humanoid contact whenever possible due to knowledge that its fur fetches high prices and its horns are prized for their magical properties. Black yetis are rare (1 in 100) and not territorial, occasionally forming small groups with other black yetis for purposes of protection, hunting, and to conceal their actual numbers.

If the adventurers stop (or are forced to stop) during the chase and the black yeti is fought, it will run away when its total hit points are reduced to below half. The black yeti will also run away when the adventurers are within 150 feet of area 1 on the map but will return later in the adventure. Ixleem will attempt to push on but the storm will reach its maximum intensity at area 1, forcing a stop.

BLACK YETI

Huge monstrosity, chaotic neutral

AC: 17 (natural armor)

Hit Points: 231 (22d12 + 88)

Speed: 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	14 (+2)	18 (+4)	16 (+3)	10 (+0)	7 (-2)

Skills: Perception +4

Damage Resistances: slashing

Damage Immunities: cold

Senses: darkvision 60 ft., passive Perception 14

Languages: Yeti

Challenge: 11 (7,200 XP)

Keen Hearing: The black yeti has advantage on Wisdom (Perception) checks that rely on hearing.

ACTIONS

Multiattack: The black yeti makes either a horn or claw attack and, if it can, uses its Terror Bellow.

Horn: *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 32 (4d12 + 6) piercing damage.

Claw: *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 28 (5d8 + 6) slashing damage.

Terror Bellow (Recharge 5-6): The black yeti issues a deep roar that is felt in the bones. All creatures within 40 feet of it that can hear it must succeed on a DC 17 Constitution saving throw or become frightened for 2 rounds.

Just as fearsome as its white-furred cousin but more intelligent, the black yeti prefers solitude and tries to avoid confrontation. Its furs and horns are valuable and highly sought-after, but any encounter with the beast is best avoided; its horns and claws are a deadly combination when it is provoked.

GENERAL FEATURES

Weather. The adventure begins early in the morning with a light snowfall and no sunlight. Maximum visibility is 50 feet. At the end of the chase (see The Chase), the weather has changed to a brutal snowstorm with reduced visibility of 30 feet.

Sound. A light wind is all that the adventurers can hear (beyond the howls of the black yeti during the opening chase sequence), until the storm peaks at the end of the chase when it will be impossible for any conversation or casting of spells with a verbal component.

Food and Water. Each sled is outfitted with enough food rations and water to support each adventurer for three days' travel. Food and water are not a concern for this adventure.

Armor and Movement. All adventurers are assumed to be wearing fur-lined clothing provided by the voija. This clothing acts as standard leather armor and normal movement speed is not affected. Metallic armor (such as plate) can be worn, but movement speed will be reduced by 20 feet and all combat is done at disadvantage due to the armor freezing up in the cold and wind. When inside any structure, the clothing may be removed and personal armor may be used without penalty.

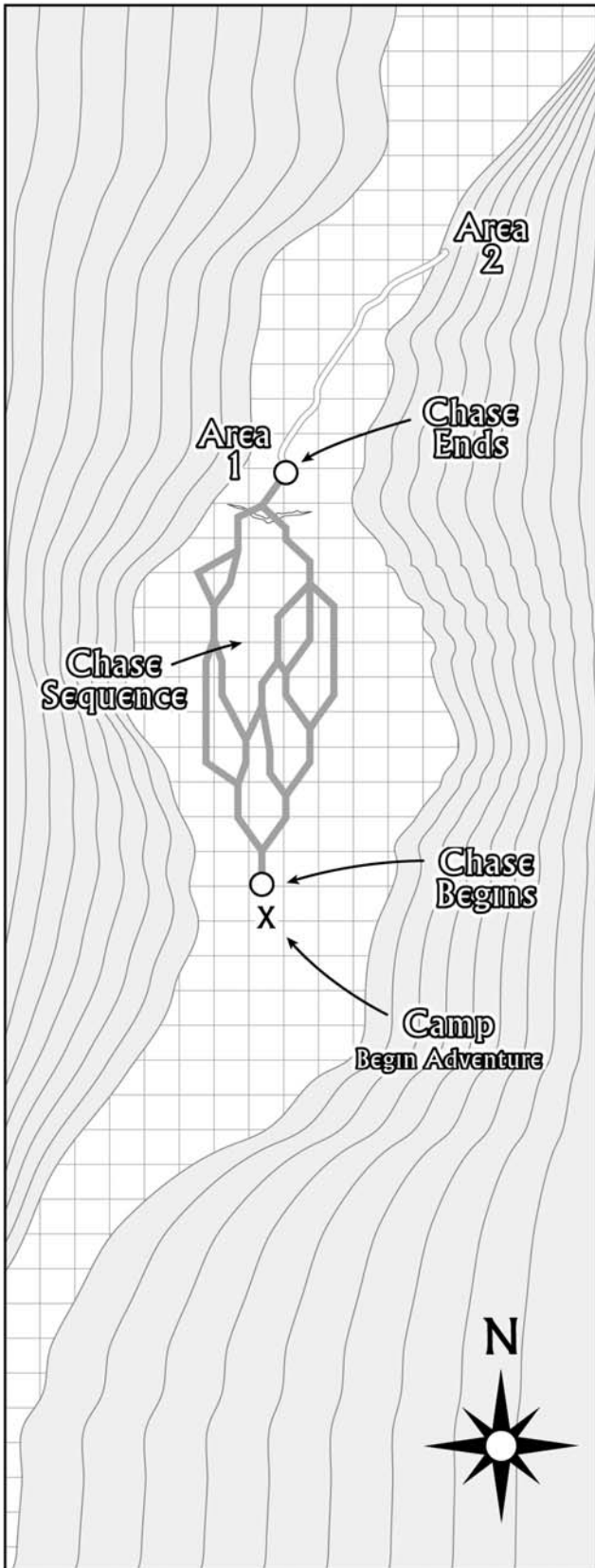
THE CHASE

The chase sequence will use the Demon's Teeth Chase Complications table found in appendix C, and the Chase Tracking Chart showing the potential path choices. Movement can be tracked using the Chase Tracking Chart, with each small dot representing 10 feet of travel. The following rules will apply to the chase:

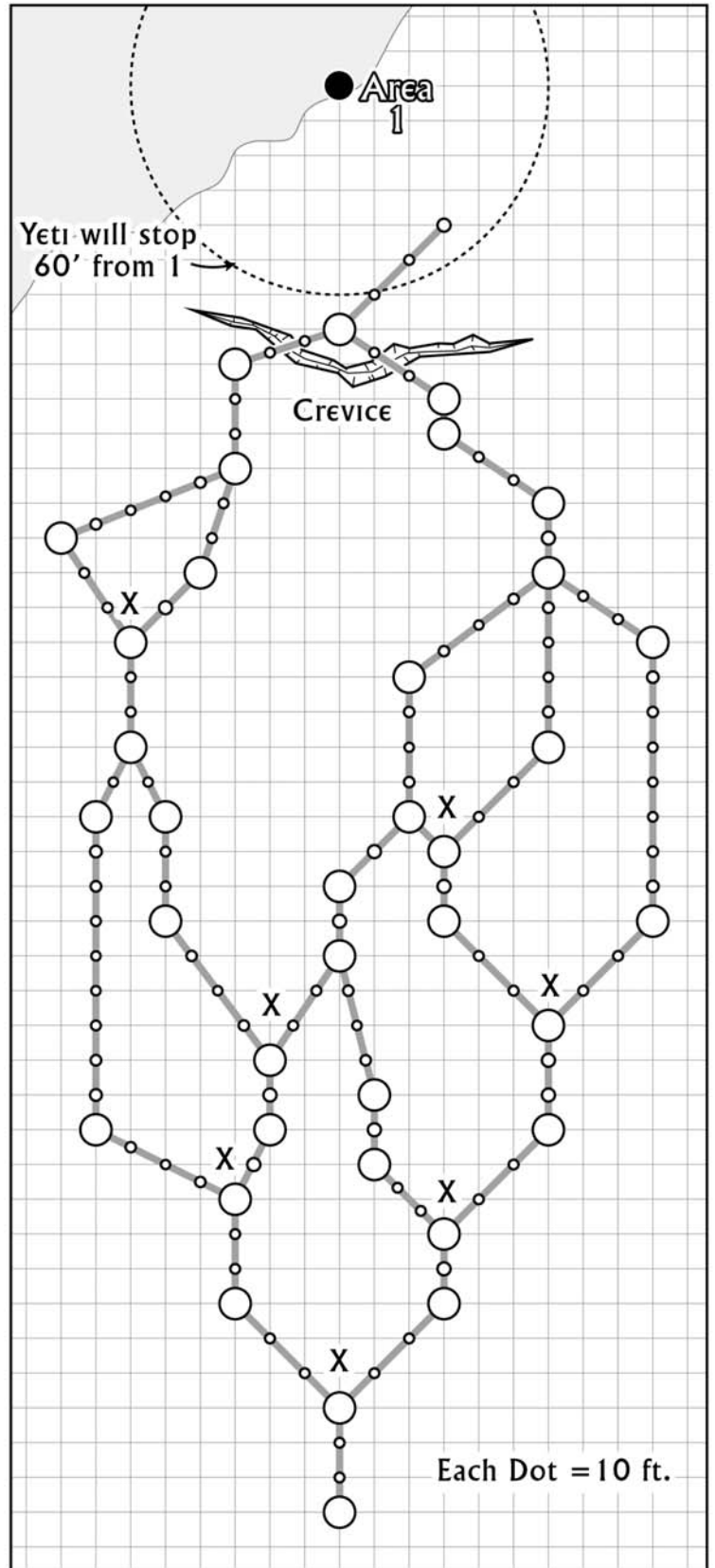
- **Sled.** A sled has a maximum movement speed of 40 feet on snow. During the chase, the driver may choose to allow the sled's speed to increase by 10 feet (up to its maximum speed). Each sled has 20 hit points; when it is reduced to 0 hit points the sled breaks apart and spills adventurers and equipment. GMs will need to note which adventurer is in front (driver/steering) or back (free to observe/free movement and fighting ability).



The Chase



Chase Tracking Chart



- **Passengers.** Loaded with supplies, each sled can carry two Medium or one Large humanoid. Empty, each sled can carry four Medium or two Large humanoids.
- **Multiple Trails.** When the Chase Tracking Chart indicates two or more possible trails, the adventurer steering must make a choice of direction on the turn in which the sled will move onto a particular trail. To steer a sled left or right at a split, the adventurer in front must make a DC 15 Dexterity check when the sled's movement speed is 30 feet or higher (below 30 feet, no check is needed). On a failed check, the sled will take 4 (1d8) damage from the impact against rock or packed snow and the sled's speed is reduced by 10 feet.
- **Chase Encounters.** Any time a sled nears a chase encounter location (indicated by an "X" on the Chase Tracking Chart), roll a d20 and consult the Demon's Teeth Chase Complications table.
- **Stopping a Sled.** Each sled has a brake mechanism that can reduce the sled's speed by 10 feet. Treat walking/sprinting movement across snow as difficult terrain.
- **Black Yeti.** The black yeti will start the chase 120 feet behind the rear-most sled. The black yeti will ignore all chase complications as well as any stopped/damaged sleds that do not have Ixleem inside.
- **Jumping the Crevice.** The final action all surviving sleds must make is a jump over a large crevice south of area 1. Each sled driver must make a DC 15 Dexterity check to successfully land the sled upright. On failure, the sled will be destroyed and all occupants will take 18 (4d8) bludgeoning damage from the impact.

DEVELOPMENTS

The chase sequence ends when the black yeti runs away or the adventurers complete the crevice jump 60 feet from the entrance to the frost hag's lair (area 1). If the black yeti is still chasing the adventurers, it will turn and begin climbing until it is out of view. Any adventurer making a DC 18 Wisdom (Perception) check will be able to determine that the black yeti did not run away from exhaustion or lack of interest. (The black yeti will return later in the adventure.)

Outside the entrance to the lair, the solid stone surface at area 1 will force the sleds to slow to a complete stop. At

this point, the snowstorm has reached maximum intensity and all adventurers must make a DC 10 Constitution saving throw every hour or gain one level of exhaustion. The lair's entrance is not hidden and is easily seen by any adventurer moving within 40 feet of the opening.

AWARDING EXPERIENCE

For each sled that reaches area 1 intact, divide 500 XP between the survivors. Additionally, for each chase encounter triggered (from the Demon's Teeth Chase Complications table), award a bonus 100 XP to each adventurer if the encounter does not result in a destroyed sled.

AREA 1 – THE FROST HAG'S LAIR

As the temperature continues to drop, Ixleem points at a small 8-foot-wide cave entrance and motions for the sleds to be pulled inside. The whipping of the wind is threatening to overturn the sleds with all of your supplies and equipment. The cold on your skin is painful, and you suspect if you don't take shelter now, the elements will likely be fatal.

If the players wish to avoid the cave and instead pitch tents, they may do so, but the winds will make the process difficult. Each tent can hold four size Medium travelers and takes 30 minutes to pitch in the high winds; each hero must succeed on a DC 10 Constitution saving throw every hour he or she is outside or gain one level of exhaustion. For each tent being pitched, roll 1d20 every half hour; a roll of 12 or higher results in that tent being carried away by the winds before it can be completed and secured. There is one tent per sled.

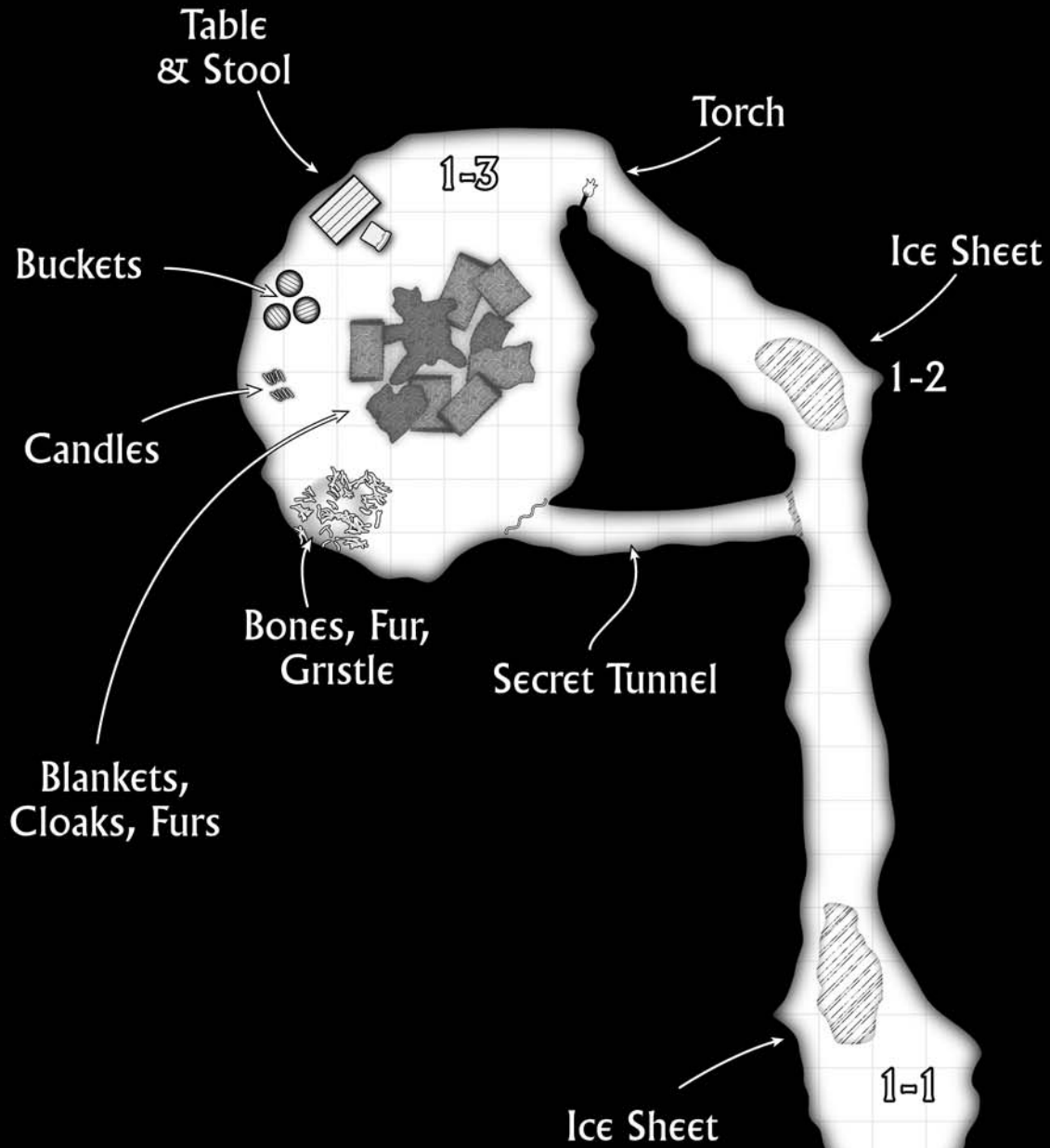
AREA 1-1 – CAVE ENTRANCE AND TRAP

The cave's low entrance widens into a passageway that leads deeper into the core of the mountain. The walls and ground consist of rough granite covered in large, random sections of ice and smaller sections with a light coat of frost. Snow continues to blow into the entrance, making it difficult to see and slippery to stand.

Adventurers must continue to succeed on cold weather DC 10 Constitution saving throws (every hour to avoid gaining one level of exhaustion) until they are at least 15 feet from the entrance. Players with darkvision will be able to determine that the angled passageway continues straight and down for 60 feet before turning to the left.

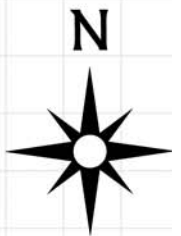
The frost hag applied a thin ice sheet mixed with grav-

Area 1 - The Frost Hag's Lair



5 feet

Cave Entrance



el to the floor that is rough in appearance and covers a 15-foot-deep pit filled with ice stalagmites. The ice sheet will break if any creature sized Medium or larger steps on it, alerting the frost hag and two granite wolves in area 1-3 who will prepare an ambush. To spot the ice sheet, the observer closest to the sheet must make a DC 15 Wisdom (Perception) check. A 3-foot-wide area of safe walkway exists to the left and right of the covered pit. If the ice sheet breaks, anyone on top of the sheet must make a DC 15 Dexterity save or fall into the pit and take 9 (2d8) piercing damage. A rope will be needed to pull someone from pit.

AREA 1-2 – ICE SHEET

The dark passageway is 5 feet wide and turns to the left and angles gently upward for 30 feet. A soft glow can be seen emanating from the left-hand passage, but no light source is visible.

The frost hag has applied a large, thin ice sheet to the floor that is crystal clear and follows the contour of the granite; the ice sheet will crack loudly if any Medium or larger creature steps on it, alerting the frost hag and two granite wolves in area 1-3 (if the creatures have not already been alerted by the trap in area 1-1). To spot the ice sheet, the observer closest to the sheet must make a DC 15 Wisdom (Perception) check. If the ice sheet is discovered, the observer will also notice a 2-foot-wide area of ground to the right and left of the ice sheet that is clear of ice and safe for walking.

AREA 1-3 – FROST HAG LIVING QUARTERS

A single torch is wedged into a break in the granite where the passageway widens into a round cavern. A mismatched collection of blankets, rugs, and robes covers the stone floor. Three small buckets rest against the western wall, and a small, rickety table and stool sit in the northwest corner. A large blanket hangs on the south wall, held in place by two hand-sized blocks of ice frozen to the stone. Bones, gristle, and remnants of various colors of fur are visible in the southwestern corner of the cavern. A small pile of candles rests next to a single lit candle that is stuck to the west wall with a finger-sized block of ice.

If the **frost hag** and **granite wolves** were alerted to the adventurers' presence, the frost hag will use the secret tunnel behind the hanging blanket on the south wall to ambush the trespassers from behind, leaving the granite wolves in the room and ready to attack. The secret tun-

nel leads back to area 1-2, with the exit camouflaged by a thin covering of ice on the western passageway. If neither trap (area 1-1 or area 1-2) is triggered, the adventurers will surprise the frost hag who is sitting at the table while the wolves sleep in the southwest corner.

The three buckets contain a mix of scavenged roots and plants. If Ixleem is asked to examine the buckets, he will discover two edible bulbs known for their medicinal effect as well as their ability to grant heightened alertness for 1 hour. Each bulb may be eaten and will restore 1d4 hit points and the recipient of the healing also has advantage on all initiative rolls for 1 hour.

If the floor coverings are pulled up, the adventurers will discover a small pit containing three trinkets (a broken bell with three scratches on its surface, a tiny skeleton carved from granite, and a leather necklace with an unidentifiable bone fragment attached), a small leather pouch holding a fist-sized ice opal worth 150 gp (or 250 gp to a wizard looking to fashion a magical staff), and two *potions of cold resistance*.

Any adventurers examining the floor coverings may make a DC 13 Intelligence (Investigation) check to identify a cloak of unusual design and value. The red cloak is lined with orange fur and has a large tear in the side. Ixleem will recognize it as a *cloak of warmth* (see appendix A) and it has retained its special abilities despite the tear.

If the frost hag and granite wolves are defeated, the cave will provide shelter for a long rest should the adventurers choose to take one. The snowstorm will subside after 12 hours. When the snowstorm is finished, Ixleem will lead the adventurers out of the cave and back to the snow trail.

FROST HAG

Medium fiend, chaotic evil

AC: 15 (natural armor)

Hit Points: 150 (20d8 + 60)

Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	16 (+3)	12 (+1)	9 (-1)	14 (+2)

Skills: Perception +2, Deception +5, Stealth +4

Damage Vulnerabilities: fire

Damage Immunities: cold

Senses: darkvision 60 ft., passive Perception 12

Languages: Common, Granite Wolf

Challenge 6 (2,300 XP)

Innate Spellcasting: The hag's innate spellcasting ability is Constitution (spell save DC 14, +6 to hit with spell attacks). The hag can innately cast the following spells, requiring no material components:

At will: *fear*, *fog cloud*, *ray of frost*

1/day each: *gust of wind*, *sleet storm*

ACTIONS

Multiattack: The hag makes three melee attacks: one with her bite and two with her claws.

Bite: *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 14 (2d10 + 3) piercing damage plus 5 (2d4) cold damage.

Claws: *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage plus 4 (1d8) cold damage. The target is grappled (escape DC 13) if it is a Large or smaller creature and the hag doesn't have two other creatures grappled.

Ice Creep: When the hag successfully grapples a target, she may create instant ice to restrain it. A creature can break the ice's hold by succeeding on a DC 15 Strength check. The ice may also be used on an opening (such as a door or pit), and the coverage may be applied as a flat sheet or as rock-shaped lump and will adhere to any surface. A successful DC 15 Strength check is also required to shatter any ice applied to an object or opening.

The frost hag defends her territory with deadly resolve, providing no mercy to trespassers who enter her domain. She will often surround herself with wild animals that are trained to guard her lair.



GRANITE WOLF (2)

Large monstrosity, neutral evil

AC: 14 (natural armor)

Hit Points: 120 (16d10 + 32)

Speed: 50 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	15 (+2)	8 (-1)	10 (+0)	10 (+0)

Skills: Perception +2

Senses: darkvision 60 ft., passive Perception 12

Languages: Common, Granite Wolf

Challenge: 4 (1,100 XP)

Frost Bite (Recharge 5-6): If the wolf hits with its bite attack, the target must succeed on a DC 14 Constitution saving throw or take an extra 4 (1d8) cold damage and makes its next attack at disadvantage.

Pack Tactics: The wolf has advantage on an attack roll against a creature if at least one of the wolf's allies is within 5 feet of the creature and the ally isn't incapacitated.

Snow Passage: The granite wolf's speed is 40 in difficult terrain composed of snow.

ACTIONS

Bite: *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 31 (6d8 + 4) piercing damage.

Savage Tackle: *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 26 (4d10 + 4) bludgeoning damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be knocked prone.

A harsh living environment has allowed the granite wolves to grow stronger and faster as weaker members of the pack are killed off before breeding. Known for using pack tactics in combat, a low intelligence will keep them in the fight even after taking massive amounts of damage.

AWARDING EXPERIENCE

Divide 2,300 XP for defeating the frost hag and 1,100 XP for each granite wolf defeated. Divide 100 XP for discovering the contents of the small pit and 50 XP for identifying the red cloak. Award a bonus 100 XP (to each of the adventurers) if both ice sheets are discovered and avoided, and the frost hag and wolves are surprised.

AREA 2 – THE TEMPLE

The trip to the temple area will take approximately 12 hours, allowing Ixleem to stop the sleds near the temple and make camp. If the adventurers have not already heard the tale of Phair VenJalla and her hoarded treasure and magic items in the temple, Ixleem will tell the story once tents are pitched and a fire is made, sending the adventurers to their tents for rest when the story is completed. Ixleem will feign concern over a missing voija (Hidmeel) and will point out a passable entrance into the temple with sufficient width and suggest that the party investigate the temple in the morning. It is Ixleem's intent to ambush the sleeping players, tie them up, and bring them into the temple as sacrifices.

During the night, however, the black yeti returns to capture Ixleem. If all players are in their tents, Ixleem will be heard screaming but by the time the players exit the tents, he is gone and the black yeti's roar will be heard in the distance and an accurate direction will be impossible to determine.

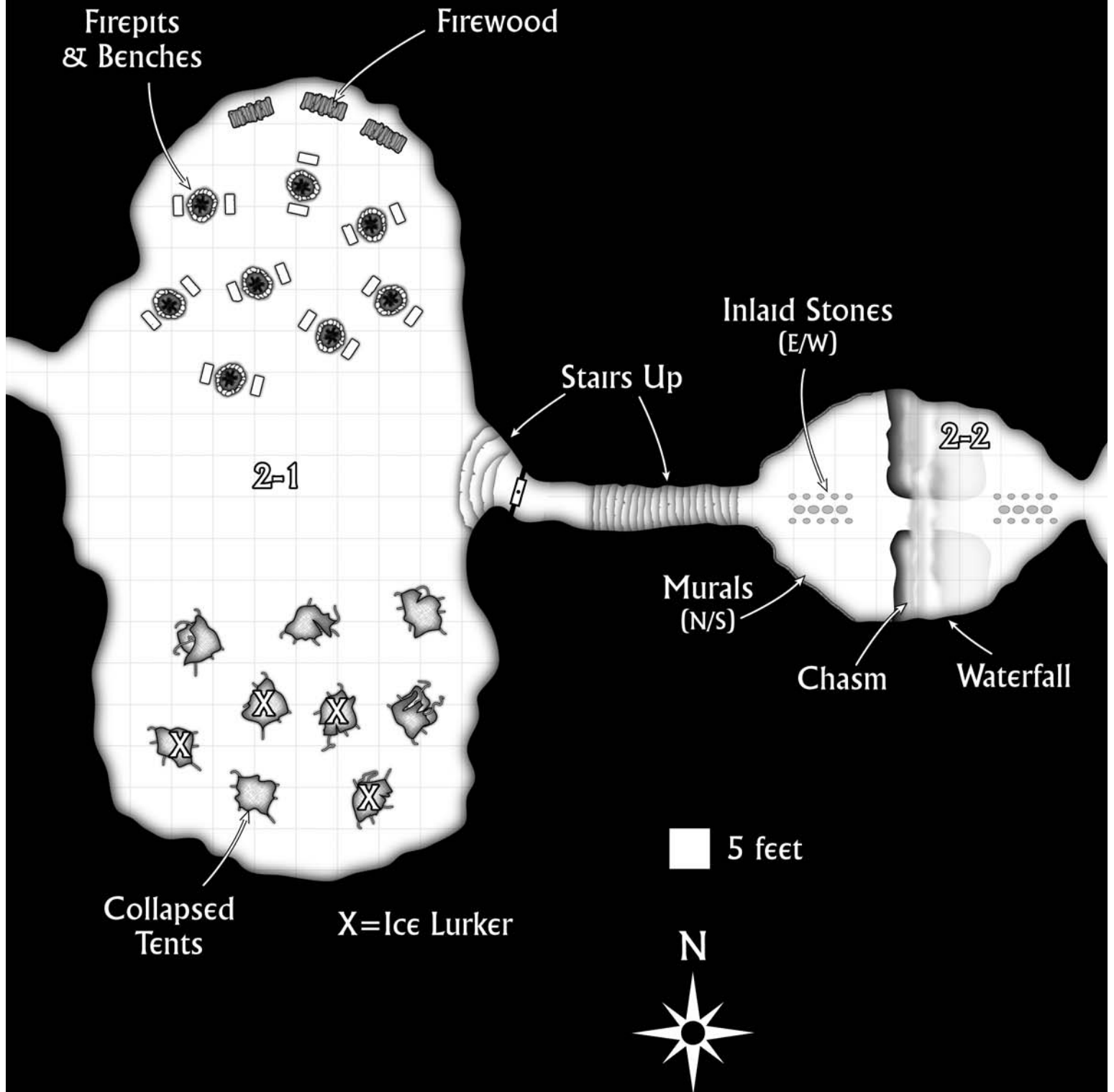
If the adventurers instead choose to take turns on guard duty, the black yeti will get a surprise attack, grabbing Ixleem, and attempting to run away. Any attacks against the black yeti will be ignored as it only wishes to escape with the voija. It will race to the nearest sheer wall and climb with the screaming voija in its arms.

At the same time that the black yeti and Ixleem disappear, the storm reaches its maximum intensity. (This storm is not natural, as the adventurers will soon discover.) The heroes once again find the temperature dropping fast and must succeed on a DC 10 Constitution saving throw every hour or gain one level of exhaustion. The wind speeds also increase; for each minute spent outside the temple, roll 1d20 for each tent and on a roll of 11 or higher that tent is ripped open, exposing anyone inside. Sleds are also at risk: for each minute spent outside the temple, roll 1d20 for each sled and on a roll of 15 or higher that sled is rolled and carried away along with any supplies and equipment on it. The adventurers must seek shelter in the temple or they will most certainly die of exposure.

Read the following once Ixleem and the black yeti are gone:

Ixleem is gone and the storm is intensifying. Your sleds are beginning to be pushed or tipped by the strong winds, and one of the tents was just carried away. The temperature has dropped again, and sunrise is six hours away. The temple ap-

Area 2a - The Temple



pears to be the only sanctuary. Through the opening now visible between the two slabs, you can see a tunnel that curves sharply to the right.

If the adventurers choose to stay in their tents and weather the storm, one tent is destroyed every 30 minutes. Once all tents are gone, the adventurers discover that only two sleds remain, the rest carried away with all equipment and supplies gone. These two sleds can be pulled into area 2-1.

AREA 2-1 – ARRIVAL AND CAMPING AREA

The large tunnel curves and narrows, reducing the wind and snow flurries and leading you into a large chamber. It is carved from the granite and widens to the north and south, and narrows to the east where a stone-carved set of steps leads up to a giant wooden door covered in ice. To the north, eight small firepits can be seen surrounded by small stone benches, with cracks in the ceiling for ventilation. Iron racks of rotted firewood are against the northern wall. To the south, the remnants of nine tents can be seen, collapsed and torn. A single, empty sled is pushed against the southwestern wall.

This area is where visitors to the temple were expected to camp. Food preparation was done in the north chamber and sleeping to the south. Some of the rotted wood can still be used to start a single fire that can be sustained for 12 hours. All but three of the tents are completely empty, and the material remaining is damaged and useless for most purposes but can be used to conceal the sleds. Underneath four tents marked with an “X” on the map are **ice lurkers**. An ice lurker will not attack until the tent under which it is hiding is disturbed.

The wooden door is locked, and the ice must be melted from it before the lock mechanism is exposed. A successful DC 12 Dexterity check using thieves’ tools will be enough to unlock the door and reveal a narrow stone passageway and steps that continue up for 25 feet (ending at area 2-2). If the wooden door is not successfully unlocked, 20 points of bludgeoning damage will be enough to destroy it. The sound of flowing water is heard on the stairs.

ICE LURKER (4)

Large ooze, unaligned

AC: 14 (natural armor)

Hit Points: 117 (18d10 + 18)

Speed: 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	8 (-1)	12 (+1)	3 (-4)	6 (-2)	2 (-4)

Damage Vulnerabilities: fire

Damage Immunities: bludgeoning, cold, slashing

Condition Immunities: blinded, charmed, frightened, prone

Senses: blindsight 30 ft. (blind beyond this radius), passive Perception 8

Languages: –

Challenge: 4 (1,100 XP)

Free Flow: When a target is within 15 feet, the ice lurker can instantly turn to liquid form, flow beneath the target, and then solidify using its Frost Envelope action.

Steel Shatter: Any nonmagical weapon made of metal that hits the ice lurker freezes solid. On the next successful hit with the weapon, roll 1d6; a roll of 6 results in the weapon shattering on impact and dealing no damage.

ACTIONS

Multiattack: The ice lurker makes two ice tentacle attacks or uses its Frost Envelope (after a Free Flow).

Ice Tentacles: *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 15 (3d8 + 2) piercing damage and 5 (2d4) cold damage.

Frost Envelope: Whenever the ice lurker uses Free Flow to enter a creature’s space, the creature must make a DC 14 Dexterity saving throw. On a successful save, the creature is shoved 5 feet to the side of the ice lurker and takes 9 (2d8) cold damage. On a failed save, the creature is enveloped by the ice lurker. While enveloped the creature is restrained and takes 27 (6d8) cold damage at the start of each of its turns. A creature restrained in this way can end the condition by using an action, succeeding on a DC 14 Strength check. On a success, the creature escapes, enters a space of its choice, and delivers 18 (4d8) damage to the ice lurker.



Slow and dumb, the ice lurker is often underestimated by an opponent until it has him engulfed in its icy embrace. Appearing as nothing more than an ice patch, the ice lurker's advantage is surprise.

AWARDING EXPERIENCE

For each ice lurker defeated, divide 1,100 XP between the adventurers.

AREA 2-2 – TEMPLE ENTRY

The sound of rushing water is louder as you reach the top of the stairs. Through the opening, you first spot an immense waterfall dropping from the stone ceiling. Continuing up the stairs, a large chamber is revealed, with the water falling into a chasm in the middle of the chamber.

A DC 10 Intelligence (Investigation) check alerts an adventurer to both the speed and the volume of water falling from the ceiling. The volume of water obscures any attempt to see behind the waterfall but a stone bridge can be seen entering the middle of the waterfall. As the adventurers enter the room, continue reading:

Inside the chamber, the sound of the rushing water overpowers any attempts at communication. On the north and south walls are large murals with beautiful colors and artwork. In the center of the chamber is a pattern of smooth stones of various sizes inlaid into the stone floor just a few feet from the waterfall. A 3-foot-wide stone path can be seen going through the middle of the waterfall.

The force of the water requires a DC 23 Strength check to resist and walk through to the opposite side. Failure re-

sults in being pushed off the path and into the 100-foot-deep chasm (and ultimately drowning in the freezing water that exits the mountain through a narrow tunnel). If the adventurers use a rope tied around an individual, a successful DC 23 Strength check pulls the tied-off adventurer back up and out of the flowing water; the adventurer pulled out of the water takes 13 (3d8) cold damage and 7 (3d4) bludgeoning damage.

The stones inlaid in the floor have an unusual pattern as shown on the floor in the Player Handout. Four large stones run perpendicular to the waterfall. Ten smaller stones, five to the left and five to the right of the larger stones, also run perpendicular to the waterfall. Anyone “bowing” before the waterfall and placing their head, hands, elbows, knees, and feet on the proper stones turns off the waterfall for 2 minutes. The proper placement of body parts is indicated in the mural also shown in the Player Handout (see climbing figure at upper left).

The murals tell aspects of the story of Phair VenJalla’s life as well as her assuming the role of goddess of the mountain. The position of the climber reveals the proper placement of body parts on the small stones.

When the waterfall stops, a DC 5 Dexterity check is required to safely cross the slippery stone walkway; failure will result in a fall into the 100-foot-deep chasm. The waterfall resumes after 2 minutes. On the opposite side of the waterfall is an identical set of stones required to turn off the waterfall to exit the temple.

AWARDING EXPERIENCE

If the heroes are successful in stopping the waterfall and crossing the bridge, award each adventurer 500 XP.

AREA 2-3 – PREPARATION ROOM

Behind the waterfall, single closed wooden doors are visible on the north and south walls, and a small, expertly chiseled set of stairs leads up to a pair of closed iron doors. Two buckets hang on chains, one large bucket to the left of the stairs and resting on the ground and a smaller bucket to the right hanging 5 feet above the ground. The floor is polished granite, smooth and completely covered with a light frost that crunches beneath your feet. Instead of torches, soft light glows from four hand-sized crystals mounted in the 10-foot-high ceiling.

A DC 10 Wisdom (Perception) check reveals two distinct and recent sets of impressions in the light frost. One of the impressions was made by boots and moves left and

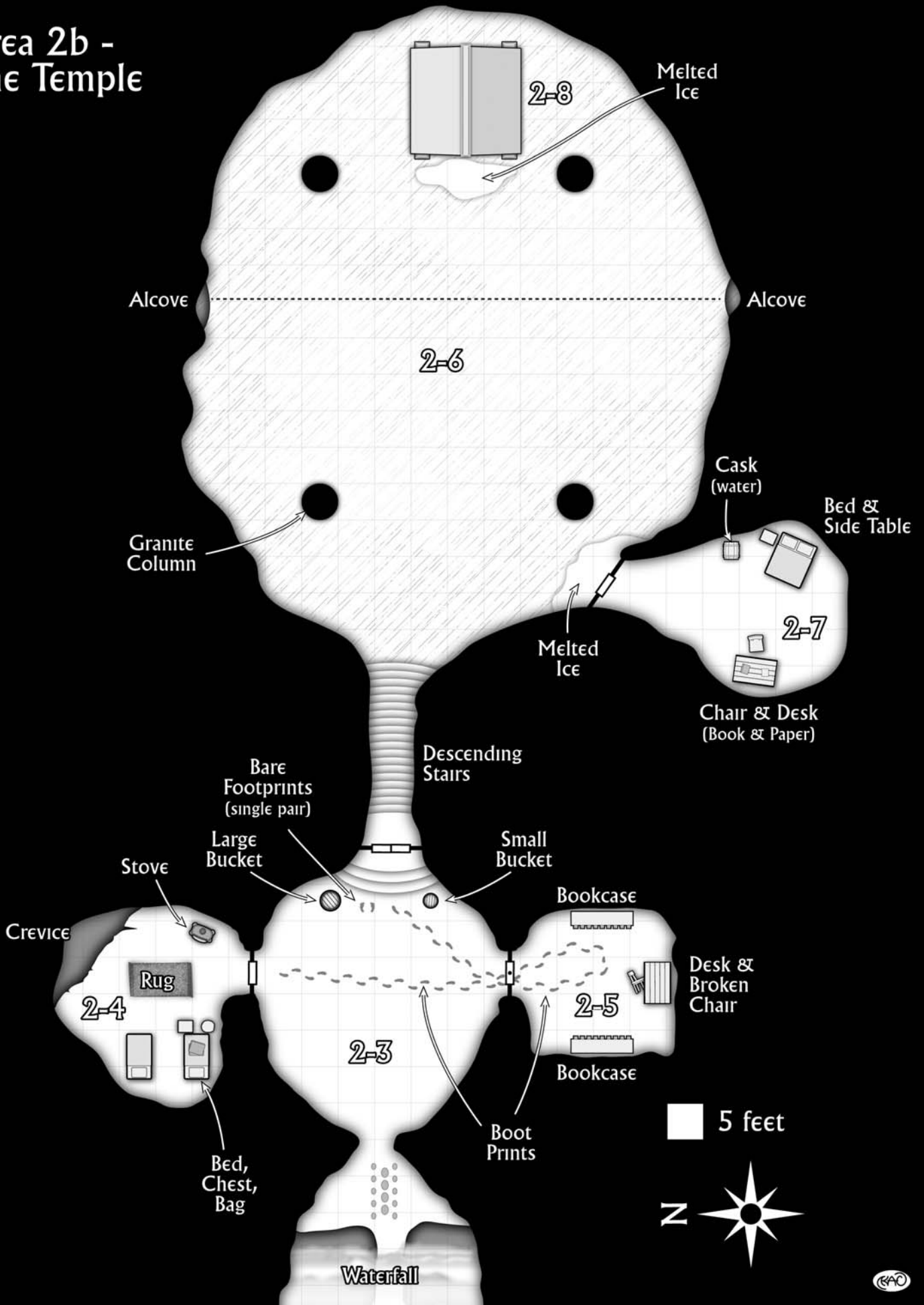
right between the wooden doors and in the direction of the stairs. The other impression was made by bare feet and does not move any further than 5 feet from the stairs. Further investigation of the ground beneath the frost layer will reveal hundreds of short, thin cracks in the granite that completely cover the floor

If a crystal is pried from the ceiling, it immediately ceases emitting light. Each crystal is worth 25 gp and has no magical properties other than providing a soft glow when touching the mountain’s granite. The wooden doors have lock mechanisms but only the one to the library (area 2-5) is currently locked. The hinges on both doors are lightly rusted and squeak loudly when opened; this noise will alert Phair VenJalla in area 2-8 only if the double iron doors are already open. The locked door can be opened with thieves’ tools and a successful DC 18 Dexterity check, or forced open with a successful DC 23 Strength; these techniques will not alert VenJalla. It takes 20 points of bludgeoning damage to destroy the door; this alerts VenJalla, even if the double iron doors are closed.

To unlock the double iron doors, the adventurers must make an offering by filling the large bucket completely with water or ice. The smaller bucket must be filled with enough rock and gravel so that the two buckets are balanced in weight and hanging the same distance from the ground. An examination of the iron doors or the buckets reveals that a single chain connects the buckets and the words “A Harmony of Stone and Ice” are covered in a thick layer of frost over the doors. If any materials or objects are placed in the buckets other than ice or water in the large bucket or rock and gravel in the smaller bucket, a blast of near-freezing water shoots up from the cracks in the floor covering all creatures in the room. Following the water blast, the temperature in the room drops immediately, dealing 27 (6d8) cold damage to any creature covered in the freezing water. A DC 18 Constitution save will reduce the damage by half.

The double iron doors are strong, requiring a DC 25 Strength check to force open and alerting VenJalla. When opened, a descending 20-foot-long staircase is revealed that leads to area 2-6.

Area 2b - The Temple



AWARDING EXPERIENCE

If the adventurers successfully balance the two buckets and unlock the double iron doors without triggering the trap, award each hero 250 XP. If the locked wooden door is successfully picked, award 25 XP to each hero for not alerting VenJalla.

AREA 2-4 – ACOLYTES' QUARTERS

Two small beds are visible along the west wall of the room. The furthest bed from the door is covered with a thick frost while the nearest bed has two folded blankets resting on top of a fur-filled mattress. A small bag rests at the foot of this bed next to an open chest. In the northeast corner of the room, part of the floor has collapsed, creating a 3-foot-wide crevice that drops down into the granite floor. On the wall above the crevice is a small iron shelf with four hooks beneath it. The shelf has come loose from the wall and a single metal pin has kept it from falling into the crevice. A small stove rests against the southeastern wall and a tattered rug covers the center floor.

These quarters were recently used by Ixleem while he stayed in the temple and tended to the recovering Phair VenJalla, after having another Neej-ree follower revive her with a *resurrection* scroll. The bag contains two water sacks, a week's rations for a single person, and three small clear vials with red liquid inside (each is a *potion of melting*; see appendix A). Underneath the bag is a blank

scroll, with evidence of a *resurrection* spell rolled up inside it—some ashes and fragments of a crushed gemstone—that might be recognizable by a cleric. Upon examination, a successful DC 16 Intelligence (Investigation) check determines that the scroll was used recently.

In the open chest is a series of small wooden slats that crisscross to form 12 compartments. Inside the compartments are nine glass vials, six filled with red liquid (*potions of melting*) and three vials that are empty. Three of the compartments are empty.

The crevice is dark but creatures with darkvision can see the bottom of the 20-foot-deep pit. A DC 13 Dexterity (Acrobatics) check is required to safely climb down into the crevice without rope. At the bottom of the crevice are an iron key, two sets of fur-lined gloves, and a two pairs of tread-spikes. Each pair of tread-spikes may be attached to the bottom of a pair of boots and removes any movement penalties when walking or running on ice. The iron key opens the lock on the door for area 2-5.

AWARDING EXPERIENCE

Award each adventurer 50 XP for identifying that a *scroll of resurrection* was used, 100 XP for recovering the remaining *potions of melting*, and 200 XP for recovering the iron key and tread-spikes.



AREA 2-5 – LIBRARY

What appears to have been a humble library is now covered with a thick coating of ice. A set of booted footprints extends to a bookcase against the east wall and then exits the room. A small bit of ice has been chiseled away from the bookshelf where it appears a book has been removed from between two frozen leather-covered tomes. A table and chair are placed near the south wall and a second bookshelf is against the west wall. The table is covered in ice and the chair is on its side with two broken legs.

Ixleem intended to use a *potion of melting* to defrost a portion of the room and save the library on his return. If the adventurers use a single vial mixed with a bucket of water, they can melt the ice covering the shelves in less than 15 minutes, revealing a number of books (undamaged) that could be valuable to a collector. There are 42 books in total, 34 of which are valued at 2d10 gold pieces each to antique book collectors.

Any person performing a careful search of the bookcase will find seven history books about the Devil's Teeth, the Neej-ree, and Veditha (each worth 100 gp to the Neej-ree), as well as a small handwritten note describing the benefits of *Hapnur's rings of enhancement* (see appendix A). The note has sketches of four different rings, each with unique carvings but all possessing an ornately carved "V" on the top.

A DC 15 Wisdom (Perception) check by any cleric will discover one thin book that focuses on *Veditha's Mace* (see appendix A) and describes its unusual powers. Any member of a Neej-ree community will offer up 12 ice opals (100 gp each) for the book, but only if it is delivered along with *Veditha's Mace*.

A DC 15 Intelligence (Investigation) check by any adventurer within 10 feet of the southern bookshelf will spot a slight void in the ice behind the bookshelf. A DC 10 Strength check pulls the bookshelf away from the stone and reveals a hollow. In the hollow are four gold rings, each resting on its own small flat stone. These are *Hapnur's rings of enhancement* and were gifted to Phair VenJalla from Veditha as rewards to be given to the most devout Neej-ree followers, but VenJalla hoarded them instead.

AWARDING EXPERIENCE

Award each adventurer 200 XP for using a *potion of melting* to free books from the ice, 300 XP for recovering and examining the seven history books and note, 300 XP for finding the book on *Veditha's Mace*, and 500 XP for discovering the four concealed *Hapnur's rings of enhancement*.

AREA 2-6 – ICE LAKE

At the bottom of the stairs is a vast cavern with frost covering the walls and ceiling. The stairs continue but are encased in a solid block of clear ice that stretches to the walls and forms a frozen lake that is 5 feet deep. At the rear of the cavern, the angled roof of a small temple is visible, with columns at the four corners that disappear into the solid ice. A section of the frozen lake appears to be missing in front of the temple as well as 20 feet south of the entry staircase. To the north and south are two large alcoves carved into the walls; a small snowstorm is visible in each but does not extend beyond the alcove. Four enormous granite columns, each 5 feet in diameter, drop from the ceiling and extend down into the ice lake.

The ice lake is considered difficult terrain. Additionally, once per turn an adventurer moving on the ice must succeed on a DC 15 Dexterity save or fall prone. Any adventurer wearing a pair of tread-spikes can ignore the movement penalties.

In each alcove is a **snow elemental**. The snow elementals attack any creatures that move in towards the small temple, and cross between them. While the elementals can be challenging to defeat with nonmagical weapons, a single *potion of melting* that successfully hits an elemental will destroy it instantly. A miss will result in a 10-foot-by-10-foot hole in the ice at the point of impact that is 5 feet deep.

If the snow elementals attack, **Phair VenJalla** will exit the temple (area 2-8) with two **chill golems** (or only one if area 2-7 is still being guarded); a successful DC 12 Wisdom (Perception) check will alert the adventurers to the presence of the priestess who will raise her hands and command the elementals to cease their attacks. Once the adventurers become aware of VenJalla, she speaks the following:

"My servant Ixleem promised worthy sacrifices for my altar, and here they are! A quick death for those of you who kneel before your goddess and beg for mercy!"

ROLEPLAYING PHAIR VENJALLA

At the beginning of combat, Phair VenJalla will use her mace's special ability to cast *control weather* or *earthquake*:

- If two or more adventurers are holding torches, then she will cast *control weather*. She will send a gust of high winds to extinguish the torches, and send any adventurers who fail a DC 15 Strength check sliding across the ice and into the granite wall for 18 (4d8) bludgeoning damage.
- If fewer than two adventurers are holding torches, then she will cast *earthquake*. The spell will create one 10-foot-deep fissure on the ice lake beneath each adventurer; a successful DC 16 Dexterity save (advantage for any adventurer wearing tread-spikes) must be made or the adventurer will fall in and take 9 (2d8) bludgeoning damage.

After using her mace's special ability, VenJalla will command the snow elementals and chill golems to attack.

VenJalla is arrogant and has shown no penitence towards Veditha since Ixleem awakened her. She does not realize that the longer she fights with opponents, the weaker she gets as Veditha slowly reduces her powers. Use the following modifications to VenJalla as the battle progresses:

- When VenJalla drops below 125 hit points, *Veditha's Mace* becomes hot to the touch and she drops it. Any cleric of good alignment may attempt to pick it up and use it as a +2 mace; if the mace strikes her, an additional 22 (4d10) points of psychic damage is dealt to the fallen priestess.
- If an adventurer under the effect of the *hot hands* cantrip (see appendix B) manages to touch VenJalla, she retreats 20 feet to the safest spot and makes no attack on her next turn as she inspects the damage done. She still casts defensive spells and directs the chill golems to attack the person who touched her with *hot hands*.
- When VenJalla drops below 100 hit points, she attempts to move within 20 feet of the temple to call two additional snow elementals that appear in the alcoves and attack at the beginning of the next round.
- VenJalla recovers an equal number of hit points of damage done to an opponent with her Heart Stop action.
- In combat, VenJalla will not stray too far from her temple, and will always direct snow elementals and chill golems to intercept any adventurers that attempt to target her.

SNOW ELEMENTAL (4)

Large elemental, neutral

AC: 14

Hit Points: 127 (15d10 + 45)

Speed: 0 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	16 (+3)	5 (-3)	10 (+0)	6 (-2)

Damage Vulnerabilities: fire

Damage Resistances: bludgeoning, lightning, piercing, slashing

Damage Immunities: cold

Condition Immunities: blinded, grappled, paralyzed, poisoned, prone, unconscious

Senses: darkvision 60 ft., passive Perception 10

Languages: –

Challenge: 5 (1,800 XP)

Fire Susceptibility: If the elemental is hit with a lit torch in melee, it takes 2 fire damage. If the torch remains stuck in the elemental, the elemental takes an additional 2 fire damage at the end of each of its turns.

Snowstorm Form: The elemental can enter a hostile creature's space and stop there. It can move through a space as narrow as 2 feet without squeezing.

ACTIONS

Multiattack: The elemental makes two gust attacks.

Gust: *Melee Weapon Attack:* +5 to hit, reach 15 ft., one target. *Hit:* 33 (7d8 + 2) cold damage.

Engulf: Each creature in the elemental's space must make a DC 15 Strength saving throw. On a failure, a target takes 11 (2d10) cold damage. At the start of each of the elemental's turns, each engulfed target takes 11 (2d10) cold damage.

A flurry of whipping snow and freezing temperatures will greet any hapless creature caught inside the fast moving snow elemental, although a strong heat source can often be used to hold the creature at bay.

PHAIR VENJALLA

Medium humanoid (half-elf), chaotic evil

AC: 14 (leather armor)

Hit Points: 195 (30d8 + 60)

Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	14 (+2)	14 (+2)	16 (+3)	18 (+4)

Saving Throws: Wisdom +7, Dexterity +7

Skills: Perception +7

Senses: darkvision 60 ft., passive Perception 17

Languages: Common, Elvish, Neej-ree

Challenge: 10 (5,900 XP)

Special Equipment: Phair has leather armor and *Venditha's Mace*.

Ice Walk: Moving through difficult terrain made of ice costs Phair no extra movement.

Spellcasting: Phair is a 9th-level spellcaster who uses Wisdom as her spellcasting ability (spell save DC 15, +7 to hit with spell attacks). Phair has the following spells prepared from the cleric spell list:

- Cantrips (at will): *light, mending, resistance, thaumaturgy*
- 1st level (4 slots): *cure wounds, inflict wounds, protection from evil and good, shield of faith*
- 2nd level (3 slots): *blindness/deafness, hold person, silence*
- 3rd level (3 slots): *bestow curse, create food and water, dispel magic*
- 4th level (3 slots): *guardian of faith, stone shape*
- 5th level (1 slot): *contagion*

ACTIONS

Multiattack: Phair makes two attacks: one with her mace and one Heart Stop. Alternatively, she casts one spell and uses her mace's special ability to knock prone targets within 30 feet.

Mace (*Venditha's Mace*): *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 20 (4d8 + 2) bludgeoning damage.

Heart Stop: *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 21 (4d8 + 3) psychic damage, and Phair regains hit points equal to the damage the creature takes.

CHILL GOLEM (2)

Large construct, neutral

AC: 18 (natural armor)

Hit Points: 114 (12d10 + 48)

Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	8 (-1)	18 (+4)	4 (-3)	10 (+0)	1 (-5)

Damage Vulnerabilities: bludgeoning, fire

Damage Immunities: cold, piercing, poison, slashing

Condition Immunities: blinded, charmed, grappled, paralyzed, petrified, poisoned, unconscious

Senses: darkvision 120 ft., passive Perception 10

Languages: understands the languages of its creator but can't speak

Challenge: 5 (1,800 XP)

Ice Walk: Moving through difficult terrain made of ice costs a chill golem no extra movement.

Immutable Form: The golem is immune to any spell or effect that would alter its form.

ACTIONS

Multiattack: The elemental makes two slam attacks.

Slam: *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 32 (6d8 + 5) bludgeoning damage plus 9 (2d8) cold damage.

Terrain Twister (Recharge 6): The golem sends out a spinning mix of stone and frost in a 60-foot line that is 5 feet wide. Each creature in that line must make a DC 16 Dexterity saving throw, taking 27 (6d8) bludgeoning damage on a failed save, or half as much damage on a successful one.

A mix of gravel and ice gives the chill golem a superior defense against sharp weapons, but fire and heat can devastate this magical creature. For distant targets, the chill golem can deal ravaging damage while protecting itself from torch-bearing opponents as well as fire magic.

AWARDING EXPERIENCE

Divide 1,800 XP for each defeated snow elemental and chill golem. Those who survive and defeat VenJalla will divide 5,900 XP. Divide a bonus 500 XP if *Venditha's Mace* dealt damage to VenJalla during combat.

AREA 2-7 – PHAIR VENJALLA’S QUARTERS

A set of steps has been chiseled from a section of melted ice. Through the open iron door, an elegant wood-framed bed is covered with beautiful hand-woven blankets and the floor is covered with an assortment of dark-fur pelts. The low light comes from a single large crystal behind the bed. On a small side table is a plate of expensive fresh fruits, and a small cask of fresh water sits beneath. On the opposite side of the room from the bed is a chair and desk. Sitting on the desk are a book and a single page of parchment.

Ixleem removed the frozen Phair VenJalla with a *potion of melting* from area 2-8 and brought her here; in his excitement at finding VenJalla, Ixleem left four sheets of parchment (which were scrolls he obtained from the library) on the desk. One is blank but three still have writing on them; any spellcaster who examines these and succeeds on a DC 16 Intelligence check will recognize the text of the simple yet effective spell *hot hands*. Ixleem and his Neej-ree ally cast the spell and carefully melted the remaining ice away from VenJalla before resurrecting her. (If the adventurers discover the three scrolls prior to encountering VenJalla, they will have a powerful weapon to use against her.)

The book is titled “Prayers of Veditha” and contains instructions for a priestess of Veditha to properly maintain a temple to the goddess of the mountain. The book is open to a page that concerns asking Veditha for forgiveness; the final paragraph explains that once Veditha removes her blessings from a priestess, those blessings will never be returned. The ink appears to be recently stained with tears. The book is in pristine condition and a Neej-ree community will provide each adventurer with a *cloak of warmth* and 50 gp worth of food or weapons for its safe return. The furs and blankets can be traded for a total of 50 gp worth of supplies with any Neej-ree merchant.

If VenJalla was not alerted to the adventurers’ presence in areas 2-3, 2-4, or 2-5, then a single **chill golem** is guarding this room and will attack any creatures that enter. The chill golem will not pursue any creature that runs out into area 2-6 but will exit the room when called by VenJalla when she discovers the adventurers.

CHILL GOLEM

Large construct, neutral

AC: 18 (natural armor)

Hit Points: 114 (12d10 + 48)

Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	8 (-1)	18 (+4)	4 (-3)	10 (+0)	1 (-5)

Damage Vulnerabilities: bludgeoning, fire

Damage Immunities: cold, piercing, poison, slashing

Condition Immunities: blinded, charmed, grappled, paralyzed, petrified, poisoned, unconscious

Senses: darkvision 120 ft., passive Perception 10

Languages: understands the languages of its creator but can’t speak

Challenge: 5 (1,800 XP)

Ice Walk: Moving through difficult terrain made of ice costs a chill golem no extra movement.

Immutable Form: The golem is immune to any spell or effect that would alter its form.

ACTIONS

Multiattack: The elemental makes two slam attacks.

Slam: *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 32 (6d8 + 5) bludgeoning damage plus 9 (2d8) cold damage.

Terrain Twister (Recharge 6): The golem sends out a spinning mix of stone and frost in a 60-foot line that is 5 feet wide. Each creature in that line must make a DC 16 Dexterity saving throw, taking 27 (6d8) bludgeoning damage on a failed save, or half as much damage on a successful one.

AWARDING EXPERIENCE

Divide 1,800 XP if the adventurers successfully defeat a chill golem guarding the room.

AREA 2-8 – VEDITHA'S RUINED TEMPLE

A 20-foot-by-20-foot arched stone roof rises from the ice lake. Four 15-foot-tall carved granite columns, one per corner, support the roof and reach down into the ice. A section of ice is melted between the front two columns, and rough steps have been hastily chiseled into the ice and lead down.

At the bottom of the ice steps is a medium-sized section of ice that has been melted away. A granite altar—half revealed, half ice-covered—has a thick crack running through its top flat surface. On top of the altar is a dead Neej-ree who appears to have been sacrificed.

Ixleem used a *potion of melting* to clear out an area of ice in front of the temple and then cut steps down into the temple where he discovered Phair VenJalla frozen in a block of ice. The corpse is a Neej-ree cleric named Teesk, an ally of Ixleem whom VenJalla blinded and then sacrificed after being awakened. A search of the corpse reveals no valuable, but an ornate +1 *dagger* remains in the corpse's chest.

CONCLUDING THE ADVENTURE

Wpon leaving the temple, the adventurers discover that the snowstorm has passed and the sun is shining. Ixleem had explained that the temple was the final leg of the trip before reaching the northernmost Neej-ree settlement; the remaining sleds are in working order, and the final settlement is less than 6 hours' travel. Although the adventurers are on alert after the night attack by the black yeti, the creature does not reappear. A number of predators are spotted; they run away as soon as they see the sleds, almost as if the adventurers have been deemed off-limits.

The Neej-ree are grateful for news of the temple, but they make no attempt to reopen it. That temple is no longer suitable for the Neej-ree's purposes, but with the prayer book and *Veditha's Mace*, many believe it may be time to build a new temple and identify a new priestess. For the first time in over 1,000 years, the Neej-ree elders are hearing reports from vojja that the Hobja plants are blossoming and the rare highland deer have returned.

APPENDIX A: NEW MAGIC ITEMS

CLOAK OF WARMTH

Wondrous item, uncommon

While wearing the cloak, you have resistance to any attacks that deal cold damage as well as immunity to all weather-related cold damage. Once every 24 hours, you may reflect any cold damage received back on an attacker.

HARNUR'S RING OF ENHANCEMENT

Ring, very rare (requires attunement)

While wearing this ring you receive the next higher modifier on one of your primary attributes (e.g. Charisma for a sorcerer), without an increase in the actual attribute value (-1 becomes 0, +2 becomes +3, etc.). Only one *ring of enhancement* may be worn at a time.

POTION OF MELTING

Potion, uncommon

A single vial of this viscous liquid can be mixed with a bucket or bag of water and used to melt up to 1,000 cubic of solid ice when poured over the ice. When used without mixing, a single vial can also melt iron when poured directly on the metal. The liquid, however, has no negative effects on skin other than producing a deep warmth that lasts for 1 hour. Objects that would normally be damp and take water damage upon being thawed or defrosted will not suffer this penalty.

VEDITHA'S MACE

Weapon (mace), legendary (requires attunement)

Veditha's Mace acts as a +2 *mace* for all melee attacks and delivers (4d8 + 2) bludgeoning damage per attack. Twice per day you can use an action to cast one of the following spells: *control weather* (which can be cast in 1 action, and indoors) or *earthquake*. When you touch the mace to stone or ice, you may force anyone within 30 feet of the point of contact to make a successful DC 15 Dexterity save or fall prone. The mace will lose all power when it is more than 20 miles from the Devil's Teeth mountain range.

APPENDIX B: NEW SPELLS

HOT HANDS

Evocation cantrip

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Concentration, up to 1 minute

You touch a willing creature. Its non-dominant hand generates extreme heat, but will not damage cloth, armor, or weapons. The creature can make a melee spell attack or unarmed strike against another creature it can reach. On a hit, that creature takes 1d8 fire damage and its next attack will be made at disadvantage; the spell then ends.

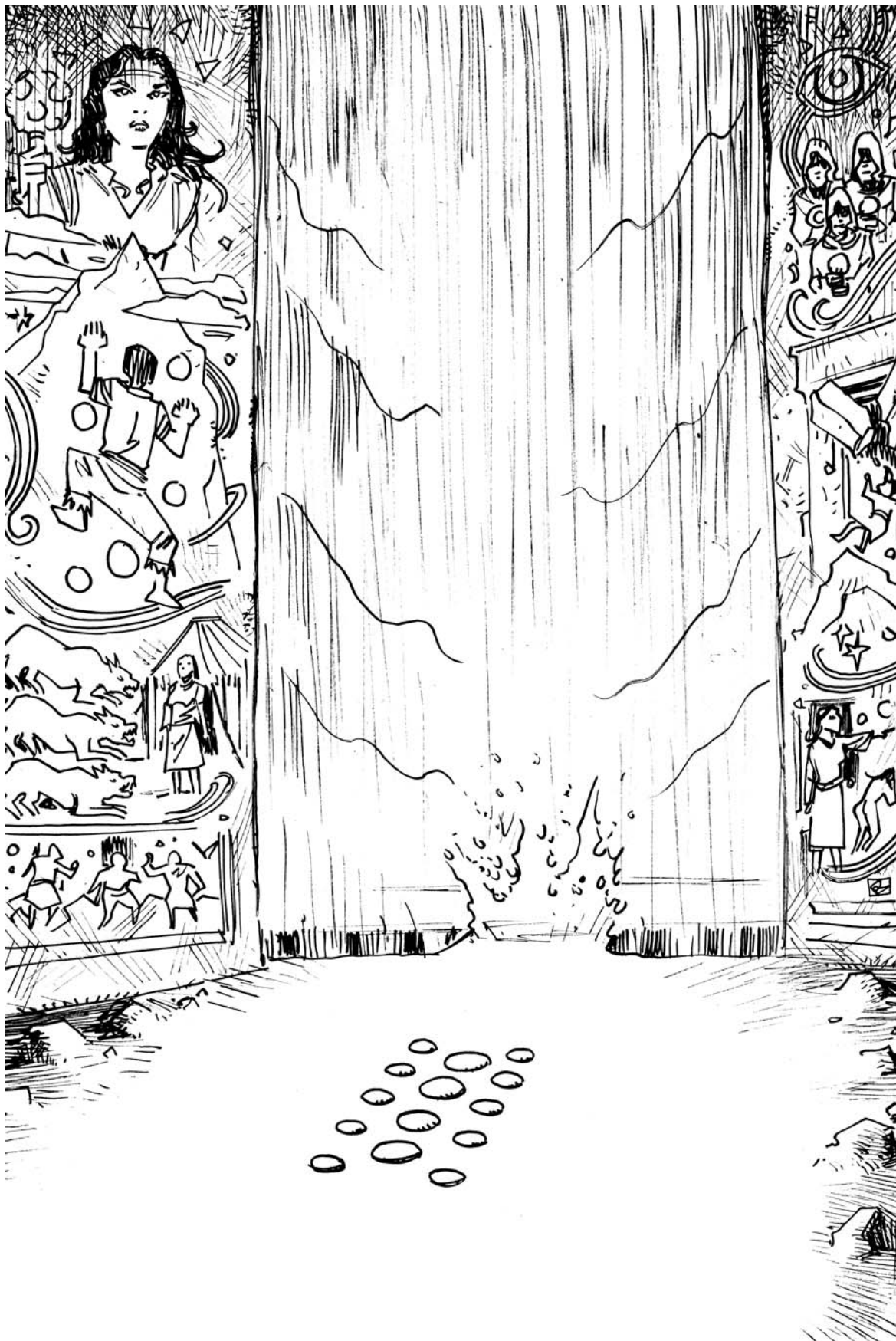
APPENDIX C:

DEMON'S TEETH CHASE COMPLICATIONS

D20 Complication

- 1 A pack of 1d4 + 1 **granite wolves** joins the chase. The wolves will run away if any member of the pack is injured. The wolves will start 120 feet behind the rearmost sled.
- 2 Your sled tips over, spilling all occupants and supplies. It will take 2 rounds to right the sled and begin moving with no supplies recovered. An additional 6 rounds are required to recover all supplies.
- 3 Your sled impacts a hardened snowdrift, reducing your sled's speed by 20 feet and delivering 4 (1d8) damage to the sled. All sleds behind this one skip a complication roll if they cross this spot on the map.
- 4 Crevice! Successful DC 5 Dexterity saves by the driver and passenger are required to jump off the sled in time and avoid the 80-foot-deep drop. The sled is destroyed and all supplies lost. Adding an extra passenger to a surviving sled reduces its maximum speed by 10 feet.
- 5 An abandoned sled juts up from the ice. A successful DC 12 Dexterity save by driver is required to avoid the sled taking 9 (2d8) damage. If damage is taken, any sleds behind this one skip a complication roll if they cross this spot on the map.
- 6 A 60-foot-long patch of rock has been exposed by strong winds. All sleds crossing this spot reduce speed by 40 feet. Occupants must exit and push sled for 2 rounds before resuming movement at a speed of 30 feet.
- 7 Your sled veers off the path and onto rocky terrain, taking 2 (1d4) damage and requiring a DC 15 Dexterity check (by driver) to return to the path. Failure deals another 4 (1d8) damage and the sled returns to the path with current speed reduced 10 feet.
- 8 Collision! Your sled impacts with another, delivering 4 (1d8) damage to both sleds and reducing current speed by 10 feet. Each occupant must succeed on a DC 12 Dexterity save or be thrown from the sled.
- 9 Your sled impacts a hidden boulder and becomes airborne, taking 4 (1d8) damage and requiring each occupant to succeed on a DC 15 Dexterity save or be tossed from the sled and take 6 (1d12) bludgeoning damage.
- 10 You lose control of the sled's steering momentarily. Roll 1d6; 1-3 sled goes right at next split, 4-6 sled goes left at next split.
- 11-20 No complication.

PLAYER HANDOUTS AREA 2-2



FIFTH EDITION FANTASY

THE FALLEN TEMPLE

A LEVEL 10 ADVENTURE

Fifth Edition Fantasy is here! This adventure module is fully compatible with the fifth edition of the world's first fantasy RPG, and is ready to play in your home campaign!

Fighting against the biting winds and relentless snow to reach the other side of the mountain range known as the Demon's Teeth, a team of adventurers passes the evenings around the campfire listening to your guide's folktales of horrific beasts, bottomless ice pits, and a forgotten temple and its corrupted priestess. And now, with temperatures dropping and a legendary beast in pursuit, these heroes must decide whether to push on or take shelter and fight against an awakened evil that demands worship or delivers death.



\$9.99

Gm G5559

