

THE CHRONICLES OF

EMBER

ADVENTURE MODULE

FROSTWIND GROTTO

ORIGINAL ADVENTURE BY MAD S HVELPLUND

ADAPTATION BY ALAN WORTMAN



Frostwind Grotto

INTRODUCTION

A small monastery in the Reyl'ur Spur mountains has fallen victim to foul weather and a cruel curse: a violent storm and a vengeful undead abbot have hit the poor monks hard, turning the secluded monastery into a frozen crypt.

PREPARATION

Frostwind Grotto is an adventure for 4-6 players of levels 1-2. The adventure takes place over three days and nights, which the PCs will spend in the monastery, trapped by a blizzard. The adventure does not have too many difficult battles – except for the final fight against the ice wraith – but it is still recommended that the party consists of at least a warrior and a cleric. After the first clashes, however, it will require brains, rather than brawn to save the PCs.

As *Frostwind Grotto* is a dungeon crawl, it is recommended that it be played with miniatures and a map, although this is not necessary to enjoy the adventure.

Also, two handouts (“The Librarian’s Prayer” and “The Diary”) are in the very back of this adventure, and should be printed out for your players.

ADVENTURE BACKGROUND

Hidden atop isolated mountain peaks lies what remains of the monastery of the Order of Supreme Light. The monks of the brotherhood devoted themselves to hard work and meditation to achieve enlightenment. The abbot was very literal in applying the order’s principles when choosing a site for the monastery – be as hard as stone and graceful as snowy peaks. He taught disciples that the way to true enlightenment required abstinence from emotions and earthly pleasures. Often secluding himself in a cave in the mountains, he would devote whole days to meditation and fasting. The novices had to make sure that during the period of the master’s withdrawal he was always provided with dried wood for maintaining a fire. However Jameson, the second abbot, grew tired of the tyranny of his

mentor: deeming himself to be the best person to occupy the position of head of the monastery, he saw to it that the wood deposited in the cave was wet, knowing that the abbot would interrupt his meditation to light the fire only if it became a matter of life and death. Two nights after the teacher went to the cave, in blew an unusually fierce ice storm. The abbot noticed the danger and tried to light a fire, but it was too late. Discovering the wood was wet and useless, the evil plan of his subordinate became clear. He tried to climb down from the mountains between the storm’s icy gales, but was thrown into a crevasse by the wind, and died uttering a curse against his brothers. That night, the abbot’s unquiet spirit arose, driven by a thirst for vengeance. The abbot, now an Ice Wraith, returned to the abbey and killed his former pupils.

These events happened one hundred years ago, and since then the monastery has become a lonely and frozen tomb for the bodies of the monks. Soon, however, Luna will be full again, and in three days the abbot’s ghost will rise to haunt the monastery once more.

SUMMARY

The adventure begins when the PCs seek shelter from a storm in the monastery (a map of the abbey appears on page 14). The storm is so violent that continuing to travel without seeking shelter would be suicide; thus, the characters are effectively trapped in the monastery for the next three nights. During the exploration of the complex, the PCs will come across some corpses, whose deaths should be easy to figure out. The important thing in these encounters is to build a crescendo of tension ahead of the encounter with the abbot. In fact, once the abbot materializes the monastery seems to become even more frigid. He will appear in his studio (Room 18) or out from the monastery, in the storm, depending on the location of the PCs (for the abbot’s statistics, see the description of Area 18). The abbot also reappears on the following two nights, even if slain. On the morning of the fourth day, the storm subsides, leaving the PCs free to continue on their

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journey. Should the PCs manage to defeat the creatures, the undead, and the statues during the first day; the Loremaster should advance time to the party's preparations for night; smart players will spend this time looking for clues to throw a little light on who attacked them the night before. It is possible that the party might be able to defeat the abbot by the second night, but it is recommended that he be allowed to survive until the climax of the adventure during the third night.

Ice Ghouls (Lv 2) If the PCs ignite the furnace in the basement, the smoke from the chimney will draw two Ice Ghouls. The creatures will try to sneak up to the monastery around noon. If the party has not encountered much opposition by this point (perhaps by remaining on the ground floor), introduce the ghouls. If presented with the opportunity, they will ambush the PCs, attacking them when they are isolated (should any PCs become separated from the main group), and will hide the bodies in the snow outside the monastery, to be devoured later. If they are discovered before reaching the monastery, they will pretend to be travelers seeking shelter – just like the PCs – and will try to win their trust. The Ice Ghouls are aware that a “powerful and hungry spirit” resides in the abbey, and will not stay for the night. If the PCs ask if they know of any other nearby shelters, the ghouls will answer that they do, and that they can lead them there. Obviously, this is a trap intended to let the storm kill the PCs so they can eat them later.

Ice Ghouls are not actually undead creatures, but rather depraved cannibals who eat careless wayfarers. They look like savages, with complexions which have been darkened by exposure to the sun, and possess very sharp teeth. They are very hirsute, with long black hair and tangled beards. They are garbed in the skins of various creatures (hide armor AC 14), and wear ornaments made of animal bones. They are cunning, but not especially intelligent, speaking little, and smiling when spoken to. Their names are Kevin and Peter; they never fight to the death if they have a chance of escape, nor do they harbor a sense of

HUMANOID - ICE GHoul

AL: Chaotic Evil
Init: -2 (fist) (x2); +2 (club)
Size: 5' 10" / 195 lbs. (Medium)
Move: 10
Att: Fist 1d2+1 (x2); Club 1d6/1d3
SA: None
SD: Immune to cold
Morale: 11 (Steady)
Ability Scores:
STR 18, DEX 14, CON 18, INT 7,
WIS 8, CHA 14, PER 14, COM 7

Saving Throws:

PPDM 7, RSW 5, PP 6, BW 4, SP 4

Skills: Escape (14), Hide (12), Orienteering (12), Alertness (15), Move Silently (10), Swimming (19)

Tactics: Will try to win the PCs trust and try to lead them into the cold to die of exposure. Will ambush isolated PCs if given the opportunity.

Treasure: Peter has a bag with 60Bb and Kevin has a buckler +1 (giving him an AC of 15) with an inscription in Dethek which reads: *"This shield has been forged by Thurgood for his Lord, the Noble Gegginthorp of Ironfeld Hall. These runes allow the wearer to face a storm of axes."*

Combat Statistics by Type

| TYPE | HP | AC | TAB | DMG | XP |
|---------|----|----|-----|-----|-------|
| Weenie | 12 | 14 | +3 | +2 | 120 |
| Normal | 24 | 14 | +6 | +4 | 480 |
| Hero | 36 | 15 | +7 | +6 | 650 |
| Legend | 48 | 16 | +8 | +8 | 900 |
| Paragon | 60 | 17 | +9 | +8 | 1,200 |

ADVENTURE HOOKS

The easiest way to hook the PCs is to get them caught in the storm while crossing a steep mountain. The intensity of the storm will push them to find shelter, or risk death from being caught in bad weather. You could have the PCs accompany an experienced guide,

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who – just for a bit of dark atmosphere – would be interested in studying reports of unnatural phenomena in the area, such as the existence of evil spirits. The guide could then mysteriously disappear, only to reappear later (as an undead) in the monastery. Alternatively, the PCs may have heard stories about the haunted and abandoned monastery nestled high in the mountains. Finally, it is said that the monk who founded the abbey was once an adventurer himself. Building the monastery was an expensive task. Thus, it is plausible to think that a great treasure lies hidden there. And since the monks not been heard from in a long time, those riches are free for the taking. As the Loremaster, you should feel free to employ whatever incentives you feel would best tailor the adventure to your group.

Adapting the Adventure: The creatures in this adventure are intended to be ran at “Normal” difficulty, but you may want to adjust things on the fly. One way to make things tougher is to “rank up” the monsters to to Hero or higher, or add a few zombies and skeletons in every encounter if your party is greater than 2nd level or consists of more than 4 players. Alternatively, you can have monsters that are normally confined to certain rooms (5, 13 and 16) wandering about the ruins. You might even have the skeletons and zombies which have been defeated perk back up every night (or maybe even every 4 hours!): this could lead the PCs to fortify a position somewhere in the abbey (using tools and materials found in the basement) with barricades and shelters before nightfall. For groups of 3rd level, double the number of the Ice Ghouls, who will be more active at night, and will not hesitate to engage the party. Most important of all is to keep the tension high: if the PCs go around easily defeating the monsters, you will lose good part of the atmosphere. The creatures should aim to ambush the PCs, just like in horror movies.

Entrance to the Monastery: The monastery is located on the mountainside above the pass along a dry creek. It is visible to traffic crossing the mountains, but is decidedly out of the way. As they approach the dark silhouette

of the monastery that rises over the snowy side of the mountain, the PCs recognize shapes typical of a building built by man. Suddenly, the storm becomes more vigorous, and the wind begins howling and whistling. The falling snowflakes are transformed from soft snow into miniature ice blades by the fierce gusts of wind, which should suggest to the PCs to find shelter as soon as possible or risk death from exposure. Moving down the path along the dry creek in the direction of the building glimpsed in the distance earlier, they come across a rusty gate leading to Area 1.

THE ADVENTURE STARTS HERE

Read or paraphrase the following text to the players:

“Mountains rise on either side of the pass like stony, gray fingers. Snow begins to fall from a steel-gray sky, and the wind rises to a howl. The pass will close soon, and anyone trapped outside most likely won’t survive. Nobody expected this storm, but now here you are. Before, the snow was just white powder, but driven by the fierce winds, each flake has become a miniature knife. Through the rapidly deteriorating conditions, a low stone wall, almost completely covered by snowdrifts, can just be made out against the blinding white snow. The ancient iron gate stands upright covering a large crack which seems to grant entry to a courtyard beyond. The gate’s lock and chain are still present, although horribly rusted. It appears that no one has used it for a long, long time. The monastery itself appears to have been partially built directly into the mountainside. No plume of smoke rises from the chimneys and no lights are seen in the windows. The structure seems solid enough to provide shelter from the storm, if you could gain entry.”

Allow any reasonable attempt at opening the gate to succeed.

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1. The Courtyard

"On the far side of the gate, the crack widens into a small courtyard sheltered from the wind. To your storm-deafened ears, the sudden silence seems disturbing. In the center of the courtyard is a small raised pond surrounded by stones, beside which stands a bench, half covered in snow. At the far end of the courtyard lies a short stairway leading to an iron-bound wooden door into the side of the mountain."

Sweeping away the snow covering the pond reveals, a dark shape trapped in the ice. The pond cannot be thawed without magical intervention, but it can be excavated with brute force by determined adventurers. If this is done, the party finds the frozen body of a young man dressed in monastic robes, with an expression of horror frozen on his face.

The Portal: This door is not locked or barred. However, it is literally frozen shut. An Open Doors check will open the door without damaging it. Otherwise, the door can be beaten off the hinges with melee attacks. It is AC 15, and possesses 30 hit points with a damage reduction of 4.

GROUND FLOOR

All rooms on this floor are windowless and pitch black; unless the PCs have a source of light (or possess Darkvision), do not read the place descriptions. Almost all the rooms, however, have torches on the walls that can be lit.

2. Stairwell - base (Lv 1)

Read or paraphrase the following to your players:

"You are at the bottom of a very high staircase; a flight of stairs leads up to the first floor of the monastery. The floor of the room is made of rough flagstone, worn smooth by time and foot traffic."

Two archways open to the north and east, while the wooden portal south leads back out to the courtyard. A small door is hidden in the shadows of a recess in the eastern wall. If the PCs have left the front door open (or they've beaten it apart), there is enough light to see what appears in the description, but not enough to notice what is on the ceiling.

Creatures: a Darkmantle has recently set up a lair in the monastery. Having not eaten for months, the beast is ravenous. 10 ticks after the PCs enter, it will drop from its place on the ceiling directly down onto the PC closest to the center the room.

FEY BEAST - DARKMANTLE

AL: Neutral

Init: -4

Size: 5' diameter / 95 lbs. (Medium)

Move: 5, 15 (fly)

Att: Crush 1d4+4

SA: Darkness, Blood Drain (1d4+4)

SD: Darkvision

Morale: 20 (Fanatic – Does not check morale)

Ability Scores:

STR 16, DEX 10, CON 13, INT 2,
WIS 10, CHA 10, PER 14, COM 7

Saving Throws:

PPDM 7, RSW 5, PP 6, BW 4, SP 4

Skills: Hide (19), Detect Noise (10)

Tactics: Blinded by hunger, the darkmantle will not abandon the fight until it has completely drained (read: killed) at least one PC. The creature begins combat by using its special Darkness ability and dropping onto the PC closest to the center of the room. The magical darkness lasts 50 minutes (or until dispelled), and covers the entire room, *except for the very corners.*

Treasure: None

Combat Statistics by Type

| TYPE | HP | AC | TAB | DMG | XP |
|---------|----|----|-----|-----|-------|
| Weenie | 3 | 14 | +2 | +4 | 100 |
| Normal | 6 | 17 | +5 | +4 | 200 |
| Hero | 18 | 17 | +5 | +4 | 600 |
| Legend | 24 | 17 | +6 | +5 | 800 |
| Paragon | 41 | 17 | +6 | +6 | 1,200 |

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3. Hall of Idols

“Five niches are carved into the walls. Every alcove contains the idol of a deity, and small clay bowls are placed at the foot of the figurines as offerings.”

It was in this hall that the monks received pilgrims to the abbey; several straw prayer mats are stacked in a corner of the room. The idols (representing Nanawen, Larian, Patrakius, Vellis, and Damsinorlay), are made of wood, and all possess visible cracks from frost and moisture. There is nothing of value here. No zombie or skeleton will follow PCs fleeing into this room, but the Abbot and the Ice Ghouls do not have this restriction.

4. Kitchen

“Two large ovens are located against the far wall. Pots, pans, lids, and kitchen utensils cover the walls, and a great cistern occupies the center of the room. It’s full of water, albeit frozen, beneath which some simple clay dishes can be seen. Two small flights of stairs lead to the floors above and below.”

This was the kitchen of the monastery. Hidden in a cabinet under the stairs leading to the upper floor are several clay jars of oil. The oil does not easily ignite unless it is exposed to extreme heat, but will burn profusely when poured on an existing flame. It can also be used for improvised lanterns if a wick (possibly one made of twisted fabric) is inserted into the jar. There are 8 sealed jars in total.

5. Dining Hall

“A large wooden table almost completely fills the room. The stools that were once neatly arranged alongside the table are now scattered haphazardly around the room, suggesting a fight occurred here. The table remains set for dinner with 10 empty place-settings; a thin layer of frost covers everything.”

Two skeletons lie on the floor, hidden by debris. Their clothing has been reduced to shreds by scavenging rats and general rot; a Perception check at -4 is required to notice them.

Creatures: The curse that has befallen the monastery prevents the remains of the monks from resting in peace. The skeletons are the remains of two dead novices slain by the Abbot during the first full moon one hundred years ago, just as they sat down to dinner. They remain motionless until a PC comes close: then they animate and attack.

UNDEAD - SKELETAL MONKS

AL: Neutral
Init: +5
Size: 5' 10" / 40 lbs. (Medium)
Move: 5
Att: Claw (x2) 1d4 each
SA: None
SD: Undead immunities, ½ damage from edged & piercing weaponry
Morale: 20 (Fanatic – Does not check morale)
Ability Scores:
STR 10, DEX 12, CON –, INT –,
WIS 10, CHA 11, PER 10, COM -4
Saving Throws:
PPDM 6, RSW 4, PP 5, BW 3, SP 3
Skills: Darkvision
Tactics: The skeletal monks attack whichever PC is closest without regard for their own safety.
Treasure: None

Combat Statistics by Type

| TYPE | HP | AC | TAB | DMG | XP |
|---------|----|----|-----|-----|-----|
| Weenie | 3 | 11 | +0 | +0 | 30 |
| Normal | 6 | 13 | +0 | +0 | 50 |
| Hero | 12 | 13 | +1 | +1 | 65 |
| Legend | 24 | 14 | +2 | +2 | 100 |
| Paragon | 36 | 15 | +3 | +3 | 150 |

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6. Patio

"The eastern part of the monastery opens into a large patio. Six statues depicting monks in combat poses adorn the east side. To the south, a high cliff overlooks the courtyard below. The storm rages wildly at this height, and the wind howls steadily as it cuts through the craggy cliffs."

The patio is covered with snow, and the full strength of the storm rages here; any PCs standing near the edge risk being hurled down to the courtyard below. The statues are purely decorative, but if the PCs have already fought the animated statues Area 17, these might seem highly suspicious.

Any PCs looking over the edge of the patio have a 1 in 3 chance of being buffeted by the winds. Such characters must roll a successful Dex check to avoid being swept off.

BASEMENT

There is no illumination here. The walls are roughly hewn from the solid stone of the mountain; the ceiling is only 65" high, and most PCs can only move forward by crouching. Those carrying or brandishing large weapons such as pike mauls, halberds, two-handed swords, or weapons that require ammunition suffer a -2 penalty to attack rolls in these cramped conditions.

7. Armory

Many javelins and other more exotic weapons, as well as three suits of reinforced leather armor (AC 3), hang upon on the wall of this narrow room. The three suits of armor were sent as a gift from a local lord, after the abbot had complained of attacks from ice ghouls. They have never been used, and are of perfect quality (25 durability). The rack contains 10d10 shuriken – 53 total; 1d3/1d2 (20 / x2 crit), and a single katana 1d10/1d8 (18/20 / x3 crit). All weapons are brand new.

8. Warehouse

"Large barrels and sacks of supplies are stacked to the ceiling, dividing the room into narrow corridors. The stench of mold and stale air is especially strong ... "

This room contains the supplies (food and cloakrooms) of the monastery. A cursory search will reveal clothes, bags of grain, barrels of salted meat and fish, torches, and blankets. There are also bags of flour and salt, but the humidity has reduced them to a single solid block. Performing a more thorough search (ten minutes or more, or use of the looting skill), will reveal one of the following:

- 3 meat hooks, robust enough to suspend the weight of a full grown cow carcass (exotic weapon, 1d4/1d2 (19-20 / x2 crit))
- 50 sheets of paper
- 100 rolls of parchment
- A large supply of ink and pens.

If a PC specifically searches for one of these objects, they gain a +2 bonus to find what they're looking for. The smell of mold is harmless, although the Loremaster may present it as an ominous smell, possibly causing curious PCs to seek its origin. Kobolds find the odor overpowering in any case.

9. Furnace

"A large stone furnace dominates the room. Heavy bronze pipes snake out from the boiler and disappear into the ceiling. The doors to the furnace are open, but no fire is lit within. Stacks of coal are piled to the corners of the room."

If lit, the furnace will heat the monastery fairly rapidly, bringing it to a temperature of 60° F in about an hour. Keeping the fire burning requires that someone spends 15 minutes every hour shoveling coal. The heat bothers the former Abbot considerably (see description Area 18), who will attempt to turn off the furnace when it materializes at midnight before beginning to hunt the PCs. He

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UNDEAD - ZOMBIE MONK

AL: Neutral
Init: -1
Size: 5' 10" / 150 lbs. (Medium)
Move: 9
Att: Fist (1d6+1 damage)
SA: None
SD: Undead immunities, Robustness (a zombie cannot be killed unless it fails a STR check when reduced to 0 hp or less.
Morale: 20 (Fanatic – Does not check morale)
Ability Scores:
 STR 13, DEX 8, CON –, INT –,
 WIS 10, CHA 1, PER 6, COM -8
Saving Throws:
 PPDM 6, RSW 4, PP 5, BW 3, SP 3
Skills: Darkvision
Tactics: Zombies can only take individual actions. They attack the closest PC without regard for their own safety.
Treasure: None

Combat Statistics by Type

| TYPE | HP | AC | TAB | DMG | XP |
|---------|----|----|-----|-----|-------|
| Weenie | 8 | 10 | +0 | +0 | 75 |
| Normal | 16 | 11 | +2 | +1 | 300 |
| Hero | 24 | 11 | +4 | +2 | 600 |
| Legend | 36 | 12 | +8 | +4 | 975 |
| Paragon | 48 | 12 | +10 | +8 | 1,250 |

will head straight for the furnace, attacking anyone who gets in his way and demolishing all closed doors that lead to this room.

When the furnace is turned on, the Abbot suffers a -2 penalty to AC and TAB. The heat will also thaw any frozen objects in the monastery, and will cause organic materials that were frozen to start to decay. The Loremaster should alter the descriptions of the affected environments in this case.

Creatures: Half-buried under a pile of coal rests the corpse of a monk who had hidden there believing – obviously incorrectly – that he could save himself from the Ice Wraith. Gray flesh still hangs on his bones, although only his face can be seen through the coal. Whoever makes eye contact (Perception check at -8) will suffer a minor scare. The corpse will

remain motionless until someone approaches the pile of coal to light the furnace, at which point it suddenly attacks. If no one has noticed him at this point, he gets a surprise attack at +4 to hit before initiative is rolled.

FIRST FLOOR

The rooms on this floor are not illuminated by torches or oil lamps, but many have open windows letting in light (and the snow).

10. Library

“Snow has made its way into this room from the open windows, piling up into drifts which partially block the doors. A somewhat thinner layer of snow covers the floor of what must have been the abbey library. Several tables stand covered in white snow, while sheets of vellum, paper, and parchment poke out from the wintry blanket. Near a doorway in the northeast, a human figure lying against the wall still clutches a burned out torch, as if it were a holy symbol used to drive away evil. The monk's face is well preserved, frozen in an expression of terror and hatred.”

The body is the only one in the monastery which does not reanimate; the remains of Jameson, the second abbot, and the last to die at the hands of the vengeful spirit. The abbot arrived at midnight – fortunately for it (and unfortunately for Jameson), the wind blew open the windows and extinguished Jameson's torch. The various pieces of paper and parchment sprouting from the snow are blank, and slightly greasy to the touch. The shelves along the walls contain thousands of scrolls, now rendered unreadable due to moisture.

11. Librarian's Chambers

“The walls of this small room are lined in bookshelves. A broken figure wrapped in tattered monk's robes lies slumped over a table in the western end of the room. Cloves of garlic are scattered in a semicircle nearby.”

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This is the body of the librarian, who mistook the spirit of the abbot for a vampire. On the table in front of him lies a bottle of ink, a pen and an incomplete prayer to Solari, the god of the sun. The parchment has been damaged from moisture and written in an unsteady hand (see Appendix 1). Give this handout to the players at this time.

Creatures: The librarian is a zombie, like most of the dead monks in the monastery. He will remain motionless until a PC comes close enough to be attacked.

UNDEAD - ZOMBIE MONK

This zombie has the same statistics as the creature on page 7.

Treasure: This room contains several masterworks and rare texts, although moisture has reduced their words into an unreadable smudge. However, if the PCs spend a bit of time studying the damaged books (and make a successful Intelligence check), they will find some entries in a ledger, detailing a list of books and scrolls loaned to Abbot Alluzin; of these texts, many deal with the occult.

12. Jameson's Room:

"This was once the room of an important monk: although spartan, the furniture is of good quality, and the floor is covered with carpets. On a small table by the bed are some scrolls and an oil lamp."

The scrolls seem to be pages of a diary of sorts, of which only the last page can be read (see Appendix 2). The rest have been water damaged and bleached white by the weather.

Treasure: A drawer in the table (locked – OL -6, Damage Reduction 5, HP 10) contains 20 Adamant bits and a key ring. The keys fit the locks on several doors in the monastery; a small silver key, in particular, opens the doors in Area 18.

13. Meditation Room

"The door of this room was barricaded from the inside, but to no avail: the doors have been torn from their hinges and shattered into splinters, along with everything else in the room. Two corpses lie in unnatural poses atop shredded meditation mats, with their broken bones protruding from the skin."

This was the room (mentioned in the Librarian's prayer), where the monks made their doomed last stand against the Abbot.

UNDEAD - ZOMBIE MONKS

These zombies have the same statistics as the creature on page 7.

Creatures: the two bodies are zombies that animate as soon as someone enters the room.

Treasure: A silver bell worth 6 bronze bits is hidden in the chaotic mess on the floor. Those searching the room for at least 10 minutes have a 1 in 6 chance to find it.

14. Wardrobe

"This small room has two doors; various articles of white and brown clothing are hung upon hooks on the wall, while numerous sandals lie stacked on the floor. As you enter, the door on the opposite side of the room closes suddenly..."

There is nothing special here; the door on the far side closes due to air pressure from the PCs opening the door to this room. But by all means, let the player's minds run wild about spooks moving about with them in the abbey!

Treasure: In one of the white robes there is a small key that opens the drawer of the table in the Area 12.

15. Stairwell - top

If the darkness effect of the Darkmantle (Area 2) is still active, there will not be a

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whole lot to see here, otherwise read the following:

"The environment is dominated by a spiral staircase leading downstairs. The railing that accompanies the stairs has been cleverly fashioned to resemble a coiled snake."

The PCs have probably already defeated the Darkmantle when they entered the monastery; if not, the battle occurs here. The door leading to the stairs to the floor above is locked and boarded shut. It appears to have been repaired many times.

Creatures: see Area 2.

16. Laboratory

"The room looks like a shop: a large frame is in one corner, while a counter and several woodworking tools occupy the other side of the room. The bones of four human skeletons are scattered on the floor; three seem to be died fighting, while the last lying in a corner, as if he was laughing at the death of his companions."

There is nothing of value here. All evidence suggests that the monks were taken by surprise and killed after a brief but brutal struggle. PCs with the carpentry skill (or those that plan to create a trap for the Ice Wraith) can have fun with the tools and materials in this room.

Creatures: The skeletons animate and attack the PCs as soon as they step into the room.

UNDEAD - SKELETAL MONKS

These skeletons have the same statistics as the creatures on page 8.

SECOND FLOOR

This is the top floor of the complex. The ceilings of all the rooms have a very aggressive slope, forcing those who approach the East or West ends of the halls to crouch. Conversely

the middle is so high that two medium-sized humanoids, one on top of the other, would not be able to touch the ceiling. There are no windows on this floor, and the PCs must have a source of light (or Darkvision) to be able to see.

17. Antechamber

"This large room is completely bare. The stairs leading down emerge at the center of the room, while the two doors leading to the next room are flanked by two stone statues of monks with stern faces."

The statues are magical, and if someone tries to open the doors without the proper key, they come to life and attack. Otherwise the room is empty.

Creatures: The statues may animate once per day. Once animated, they fight without respite for 100 ticks (1 minute), before returning to their original positions and becoming motionless once more. If they are not destroyed, they will animate again the following day. When the statues are defeated, they fall to the floor and their heads split open, revealing a sheet of parchment with the words: *"To my brother: may these two faithful guardians watch over your dreams, now that I am no longer with you."* Arcane symbols are engraved on the back of the parchment. A cleric or priest will recognize these symbols as part of a magic ritual.

This fight can be difficult for a small group of overconfident first-level PCs, having faced only weak undead thus far. But should the PCs be clever and exhaust the time the statues are animated, they can destroy them while they are motionless and still earn full XP as if they defeated them "normally".

The Stone Guardians will not follow PCs downstairs, and return to their posts once everything in the room is dead, or everyone has fled.

The statues are made of stone and are considered objects; subtract 8 points from all instances of damage received.

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CONSTRUCT - STONE GUARDIANS

AL: Neutral
Init: +0
Size: 6' 2" / 750 lbs. (Medium)
Move: 10
Att: Bash (1d6 damage)
SA: None
SD: Damage reduction 8, Immune to fire, ice, lightning, gas attacks, mental attacks, and illusions.
Morale: 20 (Fanatic – Does not check morale)
Ability Scores:
 STR 24, DEX 6, CON –, INT –,
 WIS 1, CHA 1, PER 16, COM 10
Saving Throws:
 PPDM 6, RSW 4, PP 5, BW 3, SP 3
Skills: None
Tactics: The Stone Guardians will remain stationary and passive unless a PC attempts to open either door without the key (except the abbot). Once activated, they attack immediately as if they were holding their action. Unless the PCs declare that they are defending against the statues, the Stone Guardians get a free attack before initiative is rolled.
Treasure: None

Combat Statistics by Type

| TYPE | HP | AC | TAB | DMG | XP |
|---------|----|----|-----|-----|-------|
| Weenie | 5 | 12 | +1 | +0 | 40 |
| Normal | 11 | 14 | +2 | +1 | 80 |
| Hero | 16 | 16 | +4 | +2 | 200 |
| Legend | 25 | 18 | +6 | +3 | 800 |
| Paragon | 40 | 20 | +6 | +4 | 1,920 |

18. The Abbot's Study

"This rectangular room measures roughly 15'x30', with a low sloped ceiling. An ornately carved mahogany bed is located in front of the south wall. Tables with large stacks of documents rest in various corners of the room. On the west wall, you note that a large amount of snow has accumulated in the fireplace, and a deadly chill fills the room. Outside, the fury of the storm seems to intensify, crashing against the monastery walls."

This room was the study of Abbot Alluzin (the monk who founded the monastery), and it is here that his specter materializes each year, for three nights (the last of which is during the full moon). As soon as he materializes, the abbot knows if someone has broken into his study.

Creatures: the Abbot Alluzin is a creature known as an Ice Wraith. It resembles a tall, emaciated man, covered with tattered monastic robes which are little more than rags. His withered skin is the color of snow, and black veins can be glimpsed beneath the surface. The creature's fingers end in wicked claws, and his broken teeth appear ominously sharp. Otherworldly orange flames burn within his empty eye sockets. As long as it is within the confines of the monastery, the Ice Wraith cannot be turned as could a normal undead creature.

The old abbot is a very tough nut to crack for a Level 1 group, and more than one PC will likely be massacred unless they are very lucky. Smart PCs will use fire against the former abbot (clues to this effect are in area 12, but they may also learn of his weakness in an indirect way by lighting the furnace and noting the Ice Wraith's behavior). If a PC calls the creature by his real name (Alluzin), this causes the abbot to be stunned – he is taken aback for a 10-count, when he must roll again for initiative. This ploy will only work once.

Death has not been kind to the abbot. He retains almost none of his former intelligence, and will easily fall into any traps that are laid out for him, except those that involve exposure to large heat sources. During the adventure, the abbot will materialize three times (once per night); during the first and second nights. He will flee after losing 20 HP, taking refuge either in his study, or outside the monastery. If he is somehow trapped in the study, he will fight to the death, even ignoring small fires (such as those of lamps or torches).

FROSTWIND GROTTO

UNDEAD - ICE WRAITH

AL: Chaotic Evil
Init: -6
Size: 6' 2" / 165 lbs. (Medium)
Move: 10
Att: Bite (1d8 damage); Claw (x2) (1d8)
SA: Numbing Touch (See below)
SD: Immune to cold, lightning and gas attacks.
Morale: 20 (Fanatic - Does not check morale)
Ability Scores:
 STR 16, DEX 17, CON 15, INT 6,
 WIS 5, CHA 2, PER 15, COM -10
Saving Throws:
 PPDM 13, RSW 9, PP 10, BW 7, SP 8
Skills: Climb Walls (14), Hide (13), Detect Noise (15),
 Move Silently (10), Mountaineering (14)
Talents: Detect Living (always active), Enhanced Initiative
 Parry: The Abbot can parry any melee or non-magical missile attack with a successful save vs PPDM.
 Numbing touch: A victim touching or grabbed by an Ice Wraith must make a saving throw vs paralysis or become so numb that it loses all sensitivity in the extremities for 1d20 segments. A numb creature must pass a Dexterity check each time it acts to be able to maintain a hold on weapons, shields, chopsticks etc., and to be able to cast spells with a somatic component.
Vulnerability: The Ice Wraith receives double damage from fire-based attacks.
Tactics: If possible, the Ice Wraith surprises its victims when they are alone or separated from the others. If outnumbered, it will use Numbing Touch on as many of its enemies as possible, and then kill them slowly one at a time. It fears only fire, which it avoids at all costs.
Treasure: None

Combat Statistics by Type

| TYPE | HP | AC | TAB | DMG | XP |
|---------|-----|----|-----|-----|-------|
| Weenie | 50 | 11 | +4 | +1 | 1,000 |
| Normal | 98 | 13 | +6 | +3 | 2,300 |
| Hero | 110 | 14 | +6 | +4 | 3,000 |
| Legend | 125 | 14 | +6 | +5 | 5,000 |
| Paragon | 130 | 15 | +7 | +6 | 8,000 |

Treasure: Above the fireplace hangs a good quality bow (15/25 durability), and just beneath it on the mantelpiece rests a quiver with 10 bodkin arrows; 40 more are placed in a corner of the room, tied in a single bundle. A small iron-bound chest about the size of a jewelry box contains the monastery's funds in the following denominations:

| | |
|-----------------------|-----|
| Freemarch Gold Pieces | 355 |
| Silver Myr | 111 |
| Red Pyramids | 41 |
| Adamant Bars | 6 |
| Dwarven Trade Bars | 3 |
| Flawed blue diamond | 1 |

Two chests are filled with clothes: the first contains a finely decorated black monk's robe, along with a pair of sandals; at first glance, the second chest appears to contain common clothing, but within the stack lies a carefully folded gray cloak. It is an Elkan mantle, with Futharken characters woven into the trim. Those able to read Futharken know the mantle to be a gift from the Prince of Glades to his devout human friend. If a PC wearing the cloak meets the Prince of Glades in the future, he will discover the treatment that the Elkan reserve for those who kill and rob their friends...!

Developments: if the PCs manage to defeat the Ice Wraith, he will simply return the following year as if nothing it happened (granting half XP). To permanently kill the Ice Wraith, the *coup de grace* must be delivered with fire.

19. Balcony

There are no doors or windows leading here, but the PCs might be crazy enough to brave the storm and climb the walls of the monastery anyway. Unfortunately, there is nothing of interest to the PCs on this ledge. However, it is a long way down to the courtyard in the event of a fall. (30' - 6d6 damage. 5 in 6 chance of a gust of wind blowing a PC off during the storm. Dex check at -4 to resist being blown off.)

Conclusion: The best way to end the adventure is to drive the Ice Wraith into a trap and

Free Adventure!

defeat him with fire (the PCs can also defeat him with weapons, but would not give rest to his tormented soul). If the PCs are not exactly heroic, they can also hide and wait for the storm to end (Day 4), and then leave. If the PCs defeat the abbot with fire, putting his soul to rest, all of the undead creatures of the monastery find peace and will rise no more.

Appendix 1 – The Librarian’s Prayer:

Frostfall 5, 490 CY

Oh, Great Solen, who watches over the lands of men with thine golden countenance. Look in mercy upon our accursed monastery in this, our hour of need! For we are beset by a nameless evil, against which there seems no defense. It comes at the stroke of midnight and kills without discrimination. Only four of us remain now. Brother Cook and brother Apothecary have retreated to the meditation room and seem resigned to death. Only ~~brother~~ abbot Jameson still works feverishly on a solution. I, Lord Solen, put my fate in your hands and repent my sins in the name of St. Tomlin, who once walked like us in the lands of men. I rem...

– He comes!

Appendix 2 – The Diary:

(The diary entry has today’s date, but a century previous):

Frostfall 6, 490 CY

I know him for who he is... Solen have mercy on my soul, for it is I who have brought this curse upon our house, thus it is up to me to save us... those who are still alive... whether it is the light or the heat of it that he fears I know not, but my trap will give him plenty of both tonight.

– Abbot Jameson

EXPERIENCE AWARDS!

This is the fun part where everybody gets a reward based on how well they’ve played! Total up the XP value for each creature they’ve faced and defeated (or ran off), and then divide by the total number of players who participated to get your base experience award. You can add additional awards for clever ideas, good roleplaying, bringing snacks, or any number of things. Be creative!

To make things a little easier, the following base award totals have been calculated for you depending on the level at which you decided to run the adventure and how many players you had. Of course, you can add to, modify, or ignore this completely for your group if you like.

Base Experience Point Award Table

| Tier | Total XP | 4 Players | 6 Players |
|---------|----------|-----------|-----------|
| Weenie | 1,740 | 435 | 290 |
| Normal | 4,920 | 1,230 | 820 |
| Hero | 7,895 | 1,975 | 1,300 |
| Legend | 13,400 | 3,350 | 2,235 |
| Paragon | 20,740 | 5,185 | 3,460 |

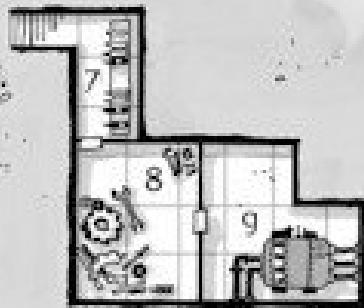
Before we go, don’t forget to print off a copy of the two handouts (The Librarian’s Prayer and The Diary) at the back of this adventure!

And finally, thanks for downloading this adventure and giving the Chronicles of Ember a try. We all appreciate players just like you who make producing game content worth the work that goes into it. If you haven’t already, grab yourself a copy of “A Dark and Stormy Knight” from the official Chronicles of Ember website too! And if you don’t mind, we’d love to hear what you thought of our products.

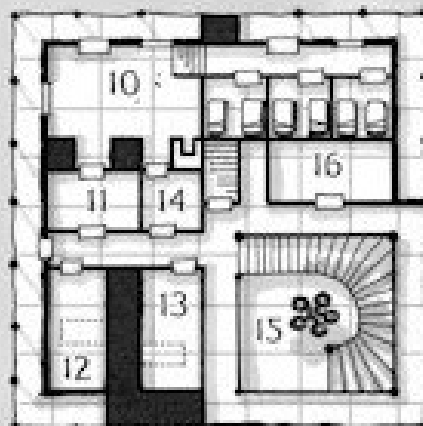
Sincerely,
-- The entire Ember staff

P.S. If anybody knows how to get in touch with Mads, we’d love to hear from him!

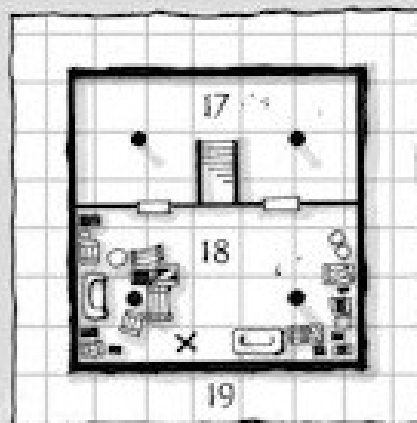
GROUND FLOOR



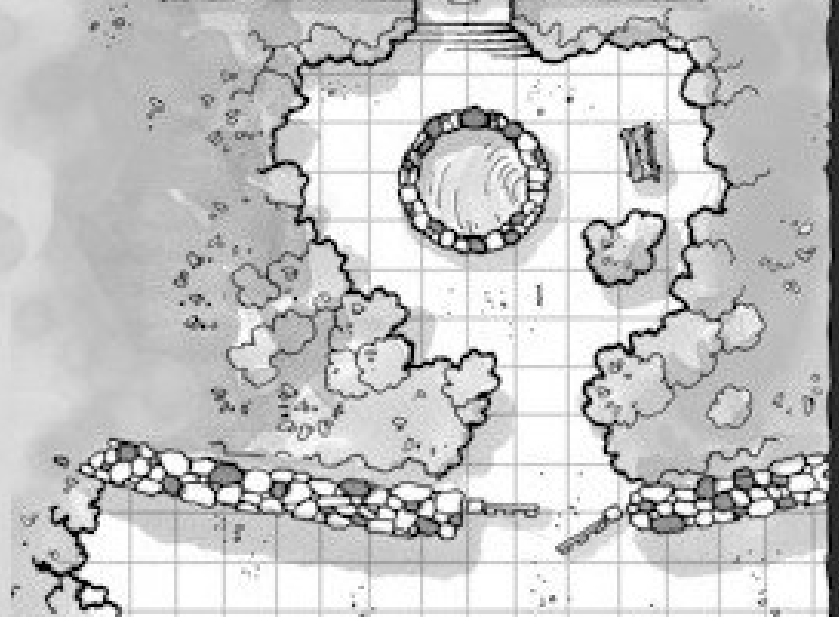
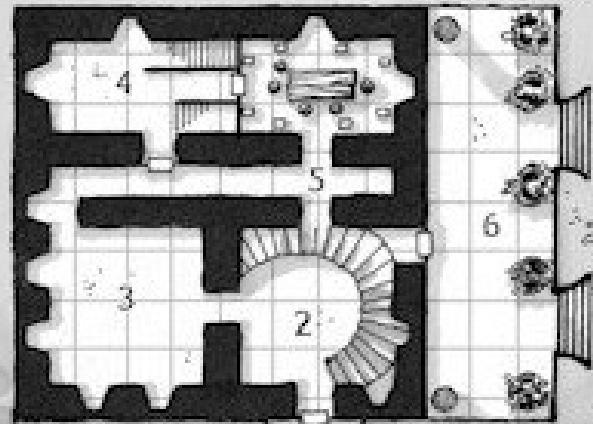
BASEMENT



FIRST FLOOR



SECOND FLOOR



MAP OF FROSTWIND GROTTO MONASTERY

Frostfall 5, 490 Cy

Oh, Great Solen, who watches over the lands of men with thine golden countenance Look in mercy upon our accursed monastery in this, our hour of need! For we are beset by a nameless evil, against which there seems no defense It comes at the stroke of midnight and kills without discrimination Only four of us remain now Brother Cook and brother Apothecary have retreated to the meditation room and seem resigned to death Only ~~brother~~ abbot Jameson still works feverishly on a solution I, Lord Solen, put my fate in your hands and repent my sins in the name of St. Tomlin, who once walked like us in the lands of men I rem...

-He comes!

Frostfall 6, 990 CY

I know him for who he is... Solen have mercy on my soul,
for it is I who have brought this curse upon our house, thus
it is up to me to save us... those who are still alive...
whether it is the light or the heat of it that he fears I
know not, but my trap will give him plenty of both tonight.

--Abbot Jameson