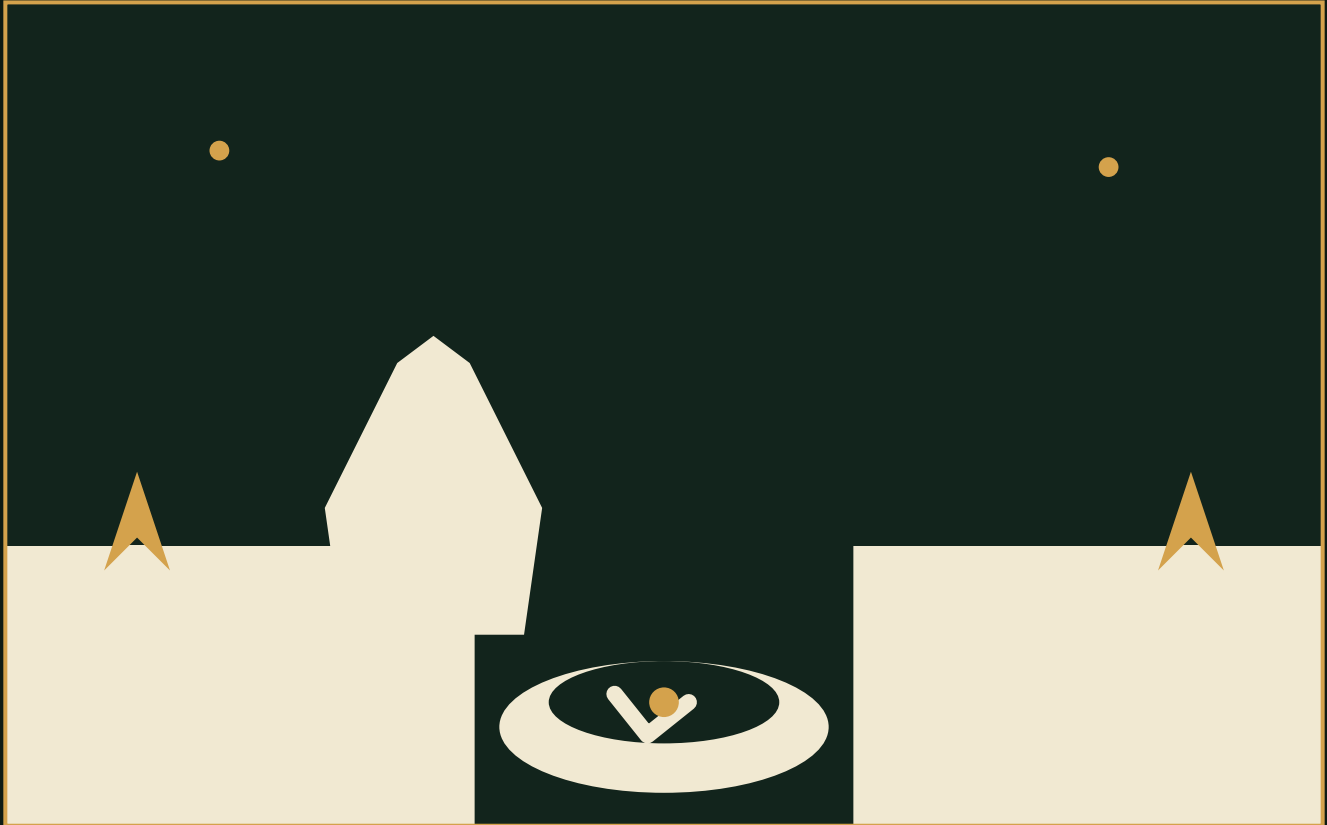


The Frozen Cistern

The frozen cistern, mid-slope Frostpeak Mountain



The expedition's water supply is sealed under ice — and something is guarding it.

Read this to your players to start

The cistern is the climb's water, and it is frozen solid under deep claw marks. Something big has been digging at the ice. Opening it, and finding out why, is the job today.

Who's in this adventure

Torvind, the Cistern Yeti

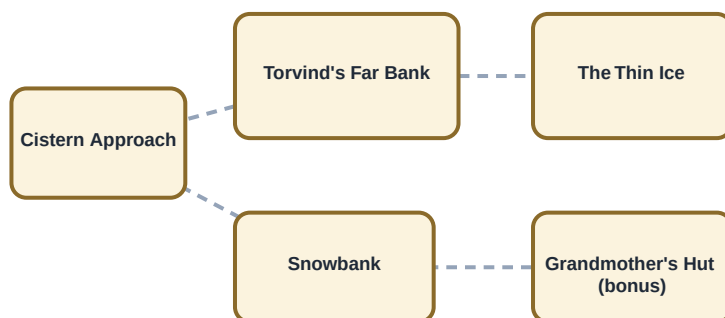
Heart Points 16 · Guard 13

Big Swipe +3 (1d6 Heart Points)

Tips for running this one

- Torvind is big, loud and worried, not mean. He never attacks first, and every way through this chapter, the fight included, frees his friend.
- Short on time? The Quick Quest is the first scene and the climax, and it still has the twist: the climax read-aloud shows his friend under the ice.
- Playing with 5- and 6-year-olds? Take 3 off every DN and skip the roll for anything kind. For 9- and 10-year-olds, add 2.

Map



The path into the cistern bowl splits toward the snowbank, where the compass lies, and the far bank, where Torvind stands guard. The thin ice past him is where his friend is trapped, and where the climax happens. Grandmother's old hut, by the snowbank, is the Epic Session bonus.

SHOW YOUR PLAYERS THIS

Windwhistle's Compass, As You Found It

Dented brass, cracked glass, and a needle that still turns. Scratched on the back, in careful old writing: "For K., so you always find your way back. Grandmother." It has not pointed north in years. But it has never once been wrong about what its holder needed to find.