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The Frozen Cistern | Scene 1 of 6

The Sealed Cistern

Cistern Approach

What the heroes want

Find out what made the scratches, and how to get at the water.

Ways to try it

1. Study the scratches. What do they tell you?
2. Follow the giant footprints. Are you brave enough?

What did your heroes do? Write it or draw it here

Scene 1 of 6

The Sealed Cistern

Read this scene in: Quick Quest, Short Session, One-Sitting Session, Full Session, Epic Session

Read aloud

Crunch, crunch, crunch. The path climbs into a wide bowl of snow, and there it is: the frozen cistern. It is a big round pool, frozen solid and shining blue. "Our water for the whole climb," says Kestra. "Under all that ice." Then she stops. Long, deep scratches cover the ice, round and round, as if something huge has been digging. Kestra whistles. "Now what made those?"

What the heroes want

Find out what made the scratches, and how to get at the water.

Ask your players

Ask the table	What do you think made the scratches?
Ask the quietest player	Kestra hands your hero the water flask. "You carry it," she says. Where does your hero keep it safe?

Ways to try it

Study the scratches

Clever, DN 10

It works

The scratches go round and round in one spot, out on the far side. Nothing was fighting here. Something was digging, trying to get in.

It doesn't

Scratches, scratches everywhere. It makes you dizzy. But the biggest ones are all out on the far side of the ice.

Follow the footprints

Brave, DN 10

It works

Huge footprints lead across the ice, bigger than Kestra's sled. You follow them anyway, step by careful step, toward the far bank.

It doesn't

Whoops! Your feet slide out from under you, and you spin across the ice on your bottom. You stop right next to the footprints. They lead to the far bank.

Just for you, not to read out

Kestra opens with how Chapter 1 ended. Fed the wolves: "Three wolves fed and a good night's sleep. Best start to a climb in years." Sent them home: "Clever lot. Let's see if you're clever on ice." Faced them: "No wolves today, thank goodness. Just ice." Nothing on the ice can hurt the heroes: it creaks, but it holds.