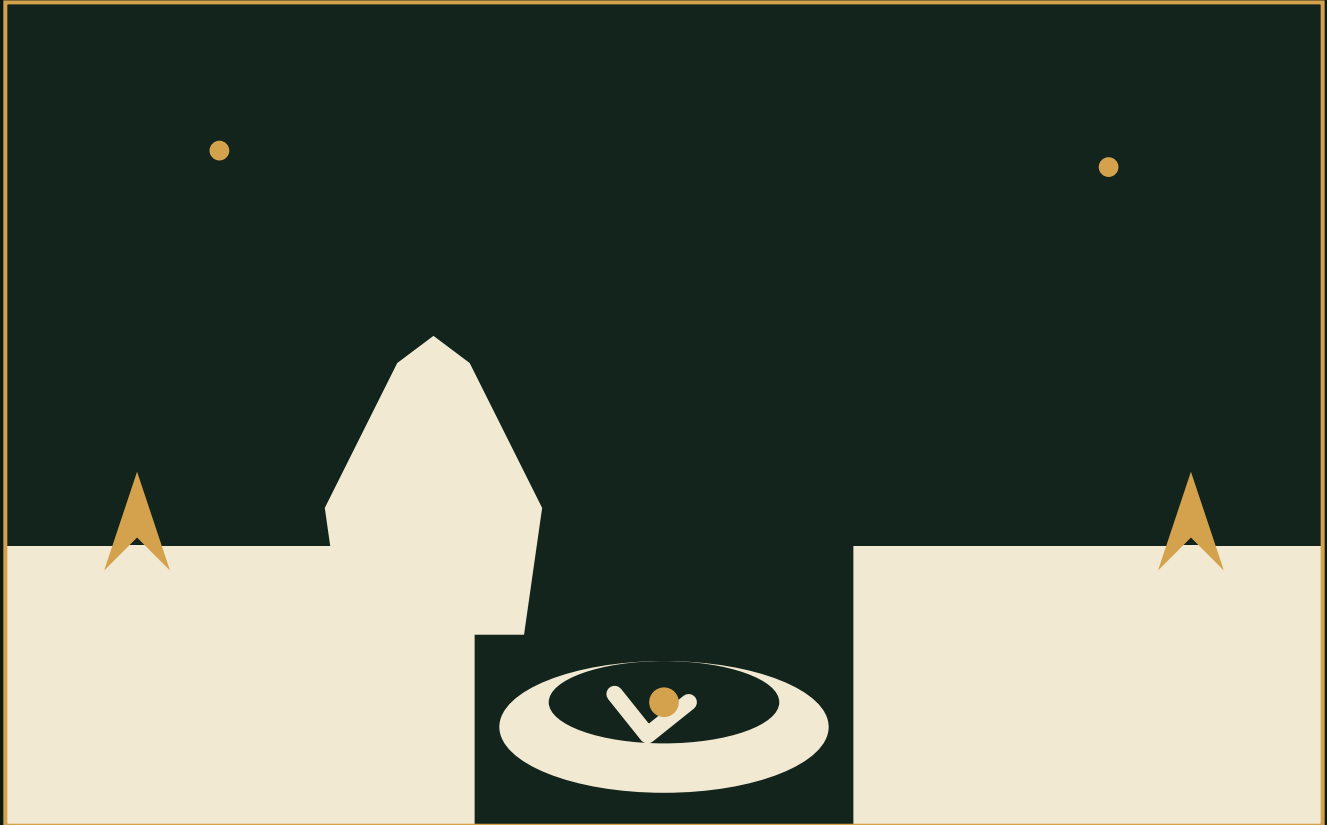


The Frozen Cistern

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 expedition's water source — a broad frozen cistern — is sealed under solid ice, with claw marks gouged near the far bank. Getting it open, and safe, is the whole job today.

Who's in this adventure

Torvind, the Cistern Yeti

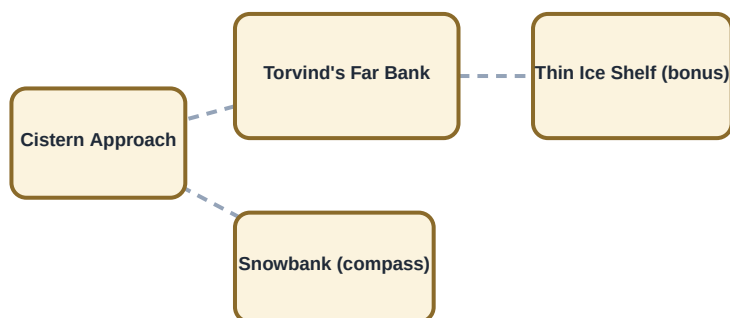
Heart Points 18 · Guard 14

Claws +4 (1d8 Heart Points)

Tips for running this one

- Torvind should read as intimidating at first glance, sympathetic on closer look — the same "monster with a real reason" pattern as Grubnak/Emberwing/Mossback, deliberately consistent across the whole catalog.
- Don't let Torvind become a required fight — every approach in this chapter is written to work without one.
- The compass is the important prop to hand players physically if you print the handout — it pays off directly in Chapter 3.

Map



The cistern approach splits toward the snowbank (where the compass is found) and the far bank where Torvind waits, with the thin ice shelf as the trapped-mate side room.

SHOW YOUR PLAYERS THIS

Windwhistle's Compass, As You Found It

Dented brass, glass cracked but the needle still turning. Scratched into the underside of the casing, in careful old handwriting: "For K., so you always find your way back. — Grandmother." It hasn't pointed north in years — but it's never once been wrong about what its holder needed to find.