

WINTER ETERNAL

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A Lands of Lunacy adventure
for 3-6 characters level 3-4



Fail Squad
Games

Fifth Edition

Some treasures bring you riches, others happiness.

And some bring you to the Lands of Lunacy.

Such is the case with a peculiar snow globe.

Inside the globe, snowflakes swirl around an icy tower on an island centered on a frozen lake. A short gaze brings repose, taking thoughts of hard adventuring away and conjuring memories of youthful innocence. Lingering gazes fall prey to the enchantment of the globe and the mystery within.

Winter Eternal is a Lands of Lunacy short adventure. Like many Lands of Lunacy adventures, it is designed to be run as a one-shot adventure or to be interjected into a longer campaign without disrupting the balance of the current game world. On those game nights when the chaos of the real-world interrupts gaming plans, the Lands of Lunacy are waiting.



WINTER ETERNAL

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A Lands of Lunacy quest for 4–6 characters level 3–4. One of the characters should be a holy character in possession of a holy symbol. This adventure is intended for use with the **Lands of Lunacy** setting available primarily from **FailSquadGames.com**. You can also find it on Amazon, Barnes & Noble, and many other fine RPG retailers.

How to use this module

Flavor text is boxed and intended to be read aloud to players to aid you (the GM) in describing the setting and scenes. Monster details are listed in the Appendix and complete details of standard monsters refer to a page in your favorite Manual of Monsters when available. Because of the condensed nature of this adventure, in-line statistics of monsters are omitted.

Winter Eternal Afflictions

Lands of Lunacy (Winter Eternal) Afflictions Table 1-1 is provided as a suggested replacement for the Lands of Lunacy setting afflictions in this domain. Afflictions come and go in the Lands of Lunacy and begin affecting banals (player characters) within an hour of entering the domain. Afflictions may shift randomly while within the domain at GM discretion or during particularly stressful situations.

Magic is generally more predictable in the Winter Eternal domain, only spinning out of control 10% of the time (roll of 1 on 1d10). Use the magic and divine tables provided in the Lands of Lunacy setting guide for effects of wild magic and casting.



Table 1-1 Lands of Lunacy (Winter Eternal) Afflictions (2d6)	
2	Victim cannot stand the sight of their own hands. Must either wear gloves, mittens, or hide their hands always. Bare hands result in the following on a failed Intelligence save DC 12, (1d8): 1–3 Fleeing in terror 4–6 Dumbfounded amazement (cannot act, only stares at hands) 7–8 Attempt to remove hands
3	Victim finds hair incredibly distracting and burdensome. Has an all-consuming desire to remove all their hair. Ignoring the urge costs 1 Sanity Point per hour.
4	Victim believes they are a yeti (still susceptible to effects of cold, although they believe they are not).
5–6	Victim has an overwhelming urge to remove or ask divine members of the party for holy symbol(s), which they then feel obligated to give to servants of the domain as gifts.
7–8	No Effect
9	Victim believes they are an undead wizard named Maldin who laments the loss of his love frozen in ice. The sense of lost love and constant sorrow is overwhelming.
10	The victim turns a bluish-white color and forms harmless ice crystals that blend into snowy surroundings. The crystals shift and bend light, often making them difficult to see in arctic conditions. (+2 on all hide or surprise checks). -1 on social interactions as the shocking hue is unsettling.
11	The victim abhors violence and feels enlightened that there must always be a peaceable solution to any conflict. Victim will always attempt parlay or negotiations instead of violence. If forced, victim may enter battle by sheer force of will (WIS save DC 12). However, the guilt over their actions after the battle may become disabling and require a short rest.
12	Victim identifies with the ice mephits and believes to be from their icy plane of existence. Victim feels a kinship to the mephits and will not attack them (unless successful WIS save DC 12).

Adventure Overview

The party of heroes comes into possession of a wintry glass snow globe. Within the globe, a tower of ice rises from the center of a frozen lake. The globe is a portal into the Lands of Lunacy.

Touching the globe for more than 10 seconds while staring into it transports the viewer to the Winter Eternal domain.

This small domain has been assumed by a **wizard wight** (see *Appendix*) who is served by weaker ice mephit minions that are native to the domain.

The wizard wight is in a state of constant torment over the loss of his love Felicia Elmbow. The maiden was encased in an icy casket when she and the wizard gazed into the globe as lovers and were brought to the domain long ago.

He seeks resolution of his eternal curse within the domain: be it waking his beloved, returning her to their home realm, or simply the sweet release of true death.

He believes he has discovered a spell to release his slumbering love from her icy tomb. The final element is the destruction of a true holy symbol over the entombed Felicia, something that he believes doesn't exist within the domain—until the heroes arrive.

If the party arrives without a cleric or divine character, the hunger for new resources, along with the burning offense of the living from the banal world, is enough to draw the wrath of the domain's lord.

Can the heroes find a way out of the domain? Or will they be trapped here forever sharing the eternal torture of Maldin the Wizard Wight?



An Unexpected Treasure

The snow globe that is the domain in this adventure may come into the possession of the party through numerous channels. Choose something that seamlessly fits into your ongoing campaign. This entire adventure takes place nearly instantaneously on the Prime Material Plane, regardless of the number of days spent within the globe. Discovery of the globe could even be in the middle of a pressing situation of the characters' current adventure.

Some suggestions follow:

- Part of a treasure hoard in the current adventure
- A mysterious item left behind by a stranger
- A gift from a matronly crone of a gypsy troupe
- A locked box inherited from a family member
- Dropped by a rogue fleeing authorities

However the heroes come into possession of the mysterious glass globe, the adventure begins when they pull back the cloth covering the treasure they have recently acquired.

The rounded object wrapped in soft fine cloth feels cold to the touch. Pulling back the veil reveals a 5" perfect glass globe set into a teakwood stand. Swirling white bits within the glass look like snow and they fall upon an icy tower on an island centered in a mirror lake. Frost forms around the base while you observe it.

Staring into the globe for 10 seconds while touching it will instantly transport the possessor to the Winter Eternal domain. The glass sphere appears delicate, but will not shatter if dropped while the wizard wight exists within. It is assumed 5 seconds are spent staring at the globe to reveal the description above.

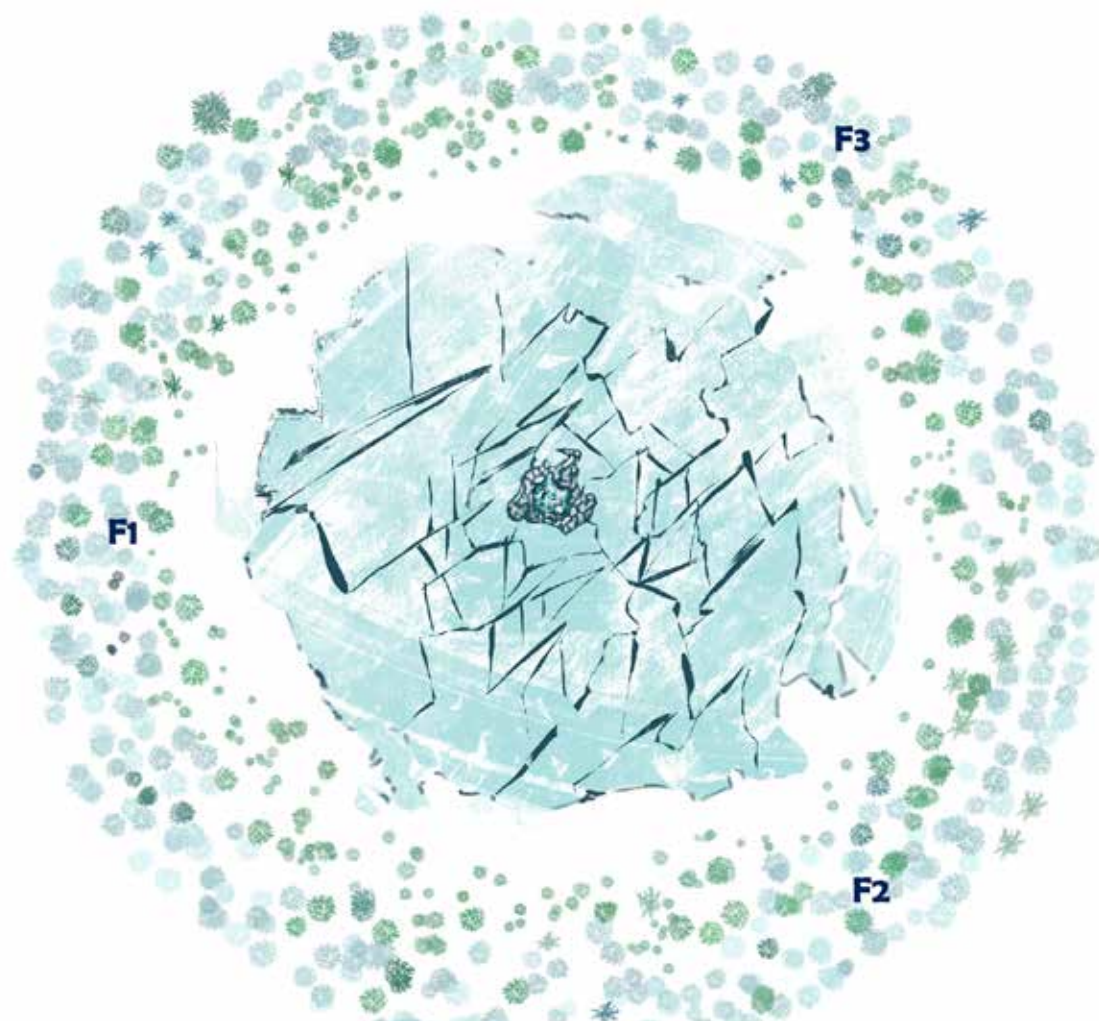
Attempts to probe or destroy the sphere are ultimately useless. Though the sphere may appear to be destroyed, it will reemerge somewhere else. The only way to permanently destroy the globe is to destroy Maldin or set him to rest.

Welcome to Winter Eternal

You are transported to the edge of a frozen lake amid snow covered evergreens. A half mile away, a small island dominated by an icy tower rises out of the lake. The tower very closely resembles the one you were studying within the globe.

The wind bites through your garments and the heavy snow sticks to everything. The sky, barely discernable through the clouds and swirling snow, is an unusual blur of color.





The Winter Eternal domain is 2 miles across. The lake is a mile wide surrounded by a half mile of evergreen forest on all sides. Traveling away from the lake results in arriving in the forest on the opposing shore. All natural living creatures of the domain, except for fish and a murder of crows, have been slain by the wizard wight.

The sky, if it can be seen, appears as a pale blur of colors that surround the snow globe on whatever plane or realm it is in.

Zombies in the Winter Eternal domain are past victims of the globe who were slain, raised, and now controlled by Maldin the Wizard Wight. A typical wight can control 12 zombies in this way. Maldin is the ruling lord of the domain which gives him more power over the quantity and control of his created minions.

Ice mephits are natural residents of the domain and servants to chaos but allow themselves to be directed by the wight. They fear him, but are also entertained by his suffering in their realm. There is no doubt that he is the dominant power of the domain and the thread that keeps the Chaos Void from crashing in around them.

The party may travel in any direction they like from here, but there is only one way out—through the tower. To get to the tower, they must traverse the thin, unpredictable ice. GMs wishing to extend adventures within the Winter Eternal domain could easily add in a small side quest or additional dungeon crawl. To make most sense in the setting, encounters would either be undead, ethereal, or extraplanar creatures. The wizard wight hates all living things and has cleansed most of his realm of such entities.

Seeking the Holy

Maldin is aware of the party's arrival as soon as they enter his domain. He will immediately send 2 unseen servants to determine if there is a cleric, paladin, druid, or other holy character among them carrying a holy symbol. Maldin's unseen servants have free range over his entire domain to carry out his orders without his concentration. They are, in all ways, the same as unseen servants summoned by the level 1 spell (AC 10, 1 HP, Strength 2). Defeating or destroying one only temporarily disables it for an hour.

If there is a holy symbol among the party, Maldin is immediately aware of it, and the unseen servants will attempt to remove the symbol from the party. Characters may see their symbols float up from around their necks, be tugged on, or possibly stolen if left unattended.

Zombies and ice mephits likewise focus their attacks and attention on any creature with a true holy symbol. It is their ultimate goal to obtain such an item and bring it straight to Maldin at the top of his ice tower by any means at their disposal.

If any of Maldin’s minions manage to obtain a holy symbol and bring it to the top of the tower, Maldin immediately begins the final stage of casting the spell that will release his beloved.

Set Love Free

If at any time Maldin manages to complete the spell to set his love free, the effects are not as he intends. Upon destroying the holy symbol, the spell completes. The ice encasing Felicia Elmbow falls away, as does the delicate façade of her flesh. Much to Maldin’s horror, she is raised as a wight. In this state Felicia is a mindless undead entity of chaos and hate bent on destroying any living thing within the domain.

Eventually, Felicia will turn on Maldin and seek to cast him into the Chaos Void to usurp mastery of the domain when her hunger for flesh can no longer be satiated.

The only way to release the curse of Winter Eternal is to destroy Maldin, his scrying globe, and Felicia if she is animated.

They Came from the Forest

While in the forests or on the lake ice, roll 1d6 every hour at night, every 2 hours during daylight. A result of 1 or 2 indicates a wandering encounter from the table.

The combination of cold, chaos, and Maldin’s scrying device causes a strain on sanity. Each wandering encounter causes 1d3 points of sanity damage when entering battle.

Wandering Encounters (1d6)	
1	4 ice mephits
2	1d6 zombies
3	2 ice mephits, 4 skeletons
4	6 zombies emerge from the lake (slain adventurers with gear). The zombies carry silver or minor magical weapons as treasure (if the party has none) and 3 healing potions. The GM should determine the power and usefulness of the magical items based on the party’s current ability to deal with mephits, zombies, and ultimately, wights. The zombies will be wearing or wielding the items as they did in life.
5	3 zombies
6	2 ice mephits



F1. A Last Hope

An upright stone catches your attention. The unusual object contrasts the smooth blanket of snow throughout the forest, but is obscured by the boughs of an evergreen. It appears to have some inscriptions on its face, and on closer scrutiny, a skeletal hand can be seen clinging to the stone from the opposite side.

This stone is a makeshift altar in honor of an obscure halfling god of travel and fortune. The text is scribed in an elder-halfling language. The message was presumably penned by the expired skeletal halfling who still clutches a canister of black wheel grease in its opposite hand. The text reads as follows:

“He seeks the holy to free his love.”

Those who dig through the snow discover that luck has preserved this area within the domain. A small sack is found within the ribcage of the halfling skeleton containing:

8 platinum pieces and a small ring with a blue opal at the center (treat as Wand of Wonder, 2 charges).

**note that using the Ring of Wonder carries the risk of a 10% wild magic surge as if casting a spell in the Lands of Lunacy.*

Moving the skeleton or walking behind the stone creates an unusual hollow sound beneath any footfalls in the area. An 8'x8' area covered in old timbers is easily discovered beneath the snow.

The back of the stone also has writing on it in axle grease proclaiming, “Death to Maldin”.

Moving the logs requires a combined 16 Strength. The logs are small and made of pine, but have been frozen by the edge of the lake for many years.

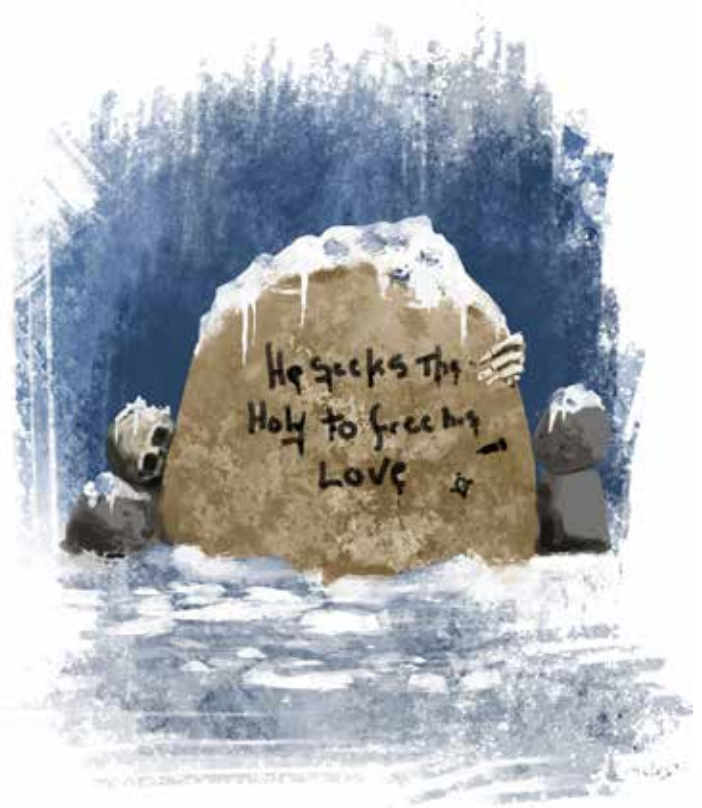
A roughhewn stairway is beneath the logs, every inch of the steps covered in a thick wet layer of ice. Traversing the stairs requires a Dexterity save DC 10 to avoid falling the length of the stairs for 1d4 points of damage.

The Forgotten Sanctuary

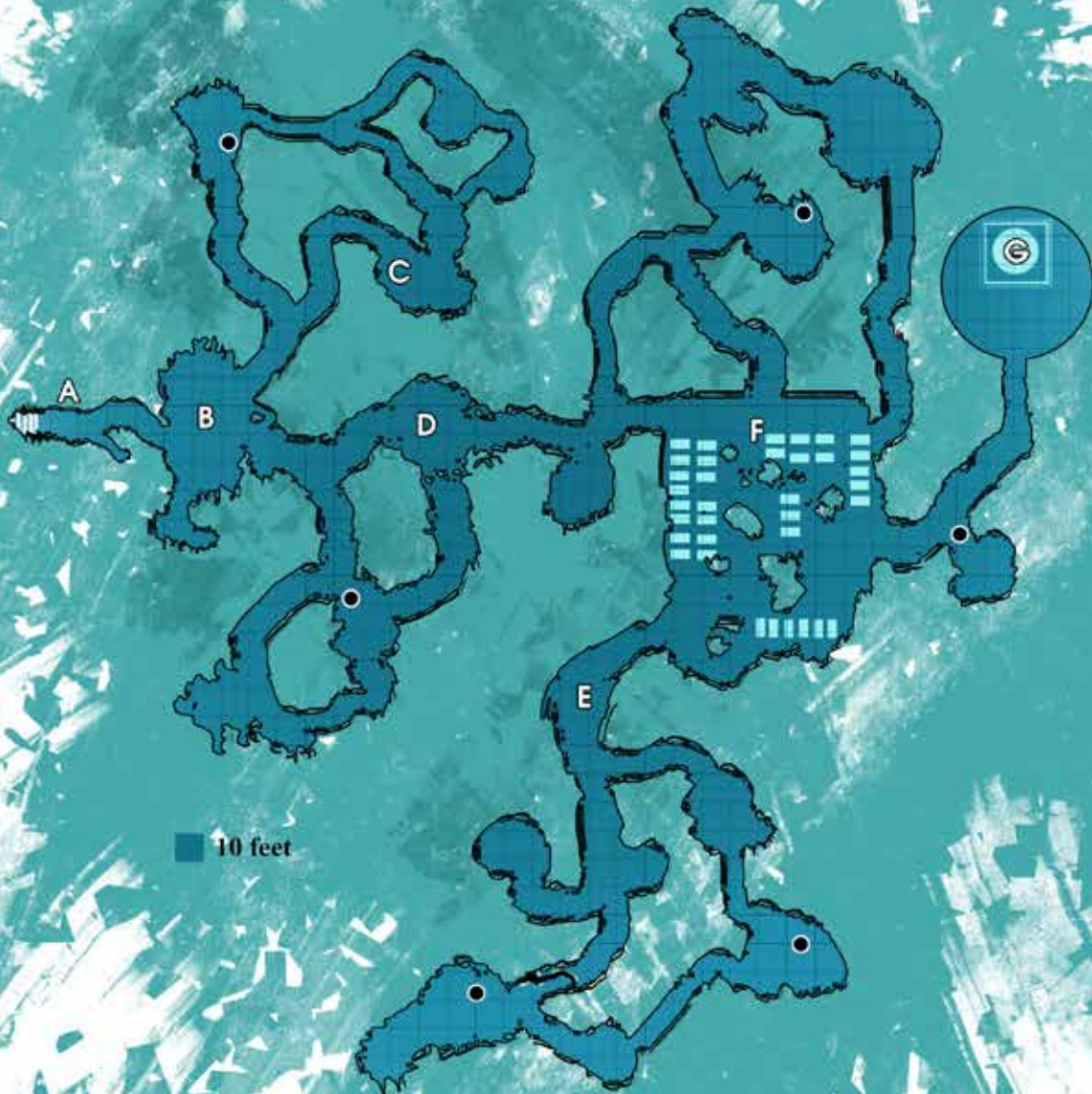
The sanctuary is a burial chamber discovered by a party of heroes who came to the domain many years ago. In desperation their cleric, the halfling at the altar above, cast a protection on the area. The spell went wild with better results than anticipated and became a protected sanctuary invisible to Maldin and his scrying orb. Unfortunately, the tunnels became the tomb of the past heroes.

Steam and moisture fill the tunnels of the sanctuary. Most of the caverns are natural formations and few, if any, tool marks are present unless otherwise indicated. Entering the chambers brings the party close to the barrier of the domain and afflictions should be reassigned or rearranged upon entry.

Undead and creatures in the chambers are NOT under command of Maldin and he cannot scry on heroes within the caverns. The creatures here are no less deadly and are still heavily affected by the Chaos Void and the Lands of Lunacy.



Hidden Sanctuary



Encounters

Entries marked with a ● on the map are potential encounter areas. You may roll at random or choose from the table below to assign encounters to these locations. If the characters are having too difficult a time surviving the domain, you may omit or alter some of these encounters.

Sanctuary Encounters	
1	Writing on the wall here in axle grease reads, "Down with Maldin! Steam knows the way."
2	3 skeletons here are clawing at a corpse trapped in the ice, when they see you, they turn to attack the living instead. The corpse is clutching a handful of gold coins (40). Freeing it releases a horrid stench as per "Stinking Cloud Spell".
3	Ceiling collapse! Dexterity save (DC 13) to avoid 5 (2d6) bludgeoning damage. The noise attracts 2d4 zombies.
4	Bones are scattered about the hallway. When you approach, they begin rolling and sliding across the floor to form complete skeletons. (Party has one round to act before 2d4 skeletons form.)
5	4 large mushrooms 1–3 ft. high emit loud shrieks whenever a living creature approaches within 10ft. The shrieks attract 1d6 zombies if not silenced within 1 round. (AC 12, 5 HP each)
6	1d6 skeletons emerge from the mists. One has a shield with axle grease writing, "Kill Maldin". Tangled on the shield is a holy symbol of a halfling god.

A. Entry

The air is chilled and moist, but far warmer than the wintery world above. Heavy mists and steam obscure all vision beyond 15' in the dark tunnel ahead. The walls, ceiling, and floor are slick with melting ice. With the passage open above, the steam creeps past you and up the stairs.

B. Ice from Above

The floor, ceiling, and walls of this natural cavern are covered in a heavy layer of wet, slippery, melting ice. The sound of water dripping and what you hope is only groaning ice echoes off the walls. The mists are so thick you can hardly see anything beyond 10' away.

This entire area is a precarious melting chamber. Any sound above a normal speaking voice will trigger a collapse of the 12"–20" thick ice covering the ceiling. Fighting in the room, clashing swords, or hitting the walls also causes the ceiling to drop.

Any character within 10' of an exit must make an acrobatics check – Dexterity saving throw DC 12 to avoid the collapse (Crushing/bludgeoning damage 6 (1d8 + 3 HP)). If they succeed, it is assumed the character fled to the nearest passage to avoid damage. Those beyond 10' into the chamber suffer 11 (3d4 + 3 damage), save vs. Dexterity DC 16 for half damage.

C. Warning Signs

The walls of the cavern here are bare natural stone worn smooth. Writing in black axle grease proclaims "Death to Maldin".

D. Steam Cleaner

(1 lesser steam elemental)



The mists begin to swirl around you slowly and close in. The air temperature suddenly drops then warms. A stern whisper echoes through the chamber with no discernable source.

“Why have you come here!? Mortals must leave NOW!”

The voice belongs to a lesser steam elemental that has been trapped in the sanctuary. If the party does not answer the question or return to the exit within 2 rounds, the elemental attacks.

If anyone responds with the name Maldin and the intent to kill, destroy, or remove him from the domain in some way, the elemental is pleased and hisses a reply, “Good. I ssshhall help you mortalsssss. You mussst follow me exactly to life.”

The steam elemental then leads the party through the burial chamber to the pool (area G) and advises them that they must satisfy the haunts. It will not answer any detailed questions about Maldin except to say that he is HATED by the true residents of the domain. If asked, it will relay that heroes have come and gone, but Friar Thistleton the Stout has made this place a sanctuary for Maldin. The elemental only knows that Thistleton guards the entrance and has no knowledge of his fate.

With the elemental’s guidance, the party is invisible to the undead in the burial chamber. Any character holding a Stone of Wisdom is also ignored by the residents of area F.

(see *Lands of Lunacy Setting Guide*).

E. Spores

The air is much warmer here and dirt among the stones of the walls and floor is no longer frozen. A huge nightcrawler over 3 feet long burrows into the ground at your approach, and beetles scatter at your feet. Giant mushrooms between one and three feet tall pepper the hallway ahead.

Anything that disturbs the fungi causes them to burst forth a great cloud of spores. Each mushroom burst triggers another. 12 total mushrooms are set to spore in the hallways.

Resisting the poisonous spores can be done with a Constitution saving throw DC 14. Otherwise the victim suffers 5 (1d10) poison damage at the beginning of each of their turns for 1d6 rounds. A saving throw may be made each round to halt the effects.

F. Burial Chamber

(9 zombies, 8 skeletons)

This large chamber contains numerous skeletal and semi-preserved corpses on open stone slabs in various stages of decay. Due to the shifting mists, it is difficult to ascertain just how many corpses. You can count at least a dozen for sure. At your approach, some of the corpses seem to shift, one near you even tumbles off its slab. With grinding bones and mealy flexion of moist flesh, many of the corpses move and begin to stand on their own.

If the party is guided by the steam elemental, the corpses stand and sway while staring at the trespassers. They may pass as close as 5 feet from the undead without causing an attack. Even with the elemental’s guidance, if any of the party attacks or is noticed within 5 feet of any of the undead, they will all simultaneously move to kill the intruders.

The elemental assumes it is obvious to all that the party is under its protection, it will explain this to anyone who asks, but it does not offer this information. If the undead attack, it will not join in the battle for either side—it will continue to guide survivors to the pool (area G). It will reiterate, “You mussst follow me exactly to LIFE!”

Note the wording is very important. No one must be **noticed within 5’ of the undead. If the animated dead do not notice a being approaching, they do not attack.*

If the party does not have the protection of the elemental, the undead in the chamber view them as intruders on their sacred ground and will immediately attack anyone in the chamber.

One of the zombies stands on its slab above the mists to reveal that it is wearing unusually fine and undamaged knee-high boots with fur around the cuff (**Boots of the Northlands**, see appendix).

An undead lady in a tattered white gown is wearing a silver Ring of Protection +1 bearing an intricate wave design around the band. This is the ring required by the sentry in area G.

A rogue MAY be able to relieve the ring from the zombie by means of a combination of successful Stealth (DC 16) and Sleight of Hand (DC 12) rolls without being noticed by any of the creatures in the lair.

Among the numerous slabs and inanimate dead is the following:

450 CP, 402 SP, 221 GP, 15 PP, 3 gems (10 GP, 70 GP, 100 GP), a finely crafted medium shield, 3 longswords, 2 silver shortwords, **Boots of the Northlands** (worn by one of the zombies, see appendix), Ring of Protection +1 (on one zombie) with a wave pattern on the band.

G. Sentries of the Water

Six specters drift in a ghostly circle around a steaming pool of water atop a short dais of steps, their solemnity a stark contrast with the ebullience of the waters. Their gaunt ethereal faces stare unblinkingly forward on their never-ending journey.

If the party is guided by the steam elemental, it gestures to the specters and says, “You musssstttt satissffy the lordsss to enter life.”

The specters emit a chilling cold fog in their solemn march. They maintain a spectral barrier around the pool, and any creature touching the specters or attempting to move through or past them suffers 11 (3d6) points of cold damage per round until exiting the area. Wisdom save DC 15 for half.

The specters cannot be turned or otherwise affected by spells or attacks. They continue to drift in a slow circle around the pool. Scrutiny of the specters reveals all but one of the spirits walks with a stern solemn face. This single specter appears distraught, carrying a worried look. Upon careful inspection (Perception DC 12), it is noticed that the other 5 solemn spirits drift silently by with a silver ring on their left hand bearing a wave pattern around the band.

If the Ring of Protection +1 from area F is offered to the single distraught spirit, the specters cease their circling and step aside.

Once able to approach the pool, the warmth of the water can be felt. The warm water (95°F) is a healing pool. Being immersed in the waters will heal all wounds within 5 rounds and relieve most afflictions (GM discretion). After basking in the pool for ten minutes, spell users will find clarity of mind. This will allow them to regain spell slots in half the normal time required. Any creature immersed in the water for ten minutes or more will also

be relieved of the Lands of Lunacy affects for 1–2 hours. Furthermore, basking in the waters for 20 minutes or more grants players a +2 to all cold based attack saves for 30 minutes.

Once having been immersed in the pool, the undead of the chamber take no notice of the party for a day (24 hours).

If the steam elemental is alive, it delights in witnessing the invigorated party. Hissing and swirling with excitement, it implores the heroes to hurry forth to destroy Maldin.



F2. The Circling Watchers

(2 ice mephits, 4 zombies)

Your nerves are set on edge by the distress calls from a murder of black crows. They dive, caw, and squawk frantically as they pass above you, attempting to avoid a reflective object that can be seen swirling around them.

The murder of crows, 40 feet above the party, is being hunted by ice mephits. With a freezing breath from the mephit, four of the birds are frozen solid and drop from the air near the heroes. One mephit flies among the crows and another is unmoving in the treetops nearby.

As soon as the treetop mephit notices the party near their quarry, he raises a fog bank around the heroes and directs 4 zombies nearby to attack the living.



F3. The Calling

Maldin has a globe similar to that which calls victims to the domain. His globe, however, is a scrying device. At any time the party is near the edge of the lake, the following will occur to the chosen divine character or possessor of a holy symbol.

A ghostly wretch of a rotting wizard appears before you and whispers in a cracked voice, “Swim to me!”

He points toward the ice tower on the island with a bony claw.

The victim must save vs. Intelligence DC 15 (DC 13 if elven) to avoid the command. Failure means the victim

immediately begins walking toward the tower with the intent of entering the frigid waters as soon as possible.

Once the character is dead, zombies in the lake or ice mephits retrieve the holy symbol and bring it to Maldin at the top of the tower.

Travel to the Island

The island is half a mile from all shores of the lake. The lake has 1”–3” of ice on its surface. The lake is windswept and slick requiring a DEX save DC 10 to remain standing, and all movement is halved. There is a 10% chance that the ice will crack in a 10’x10’ area, then break the following round, when a creature 100 lbs. or over falls from a standing position.

Distributing weight by lying flat on the ice will halt the cracking for creatures under 275 lbs.

The last 50 feet of ice before the island consists of broken sheets of ice floating and jostling on the frigid waters.

Without added magical or mundane solutions, jumping across the shifting ice sheets requires 3 DEX saves DC 14 to reach the solid ground of the island. Crampons, ropes, or other clever solutions may reduce the difficulty (GM option).

The water is just above freezing. Any living creature immersed in the icy water suffers 1d4 HP cold damage per round (CON save DC 12 for half). Victims suffer 1 HP of cold damage every 3 rounds (after emerging) until dry or warmed to room temperature. If a victim falls to ¼ original HP from cold damage, hypothermia sets in, and all mental tasks are at disadvantage until warmed.

Into the Tower

The chilling tower of ice looms above the frigid waters, and groaning shards of ice make the entire island a haunting song of lament and instability. A heavy chill mist pours from the tower through a doorless archway and cascades down the stairs leading up to it.

The entire tower is made of ice, shaped by the mystical domain and the mephits at the command of Maldin the Wizard Wight.

The rooms have little in the way of furniture or creature comforts, unless so desired by the mephits.

All floors within the tower should be assumed to be slick ice unless otherwise defined. All movement related checks within the tower are at -1 unless some adaptation is made to improve traction.

1. Shards of Peril

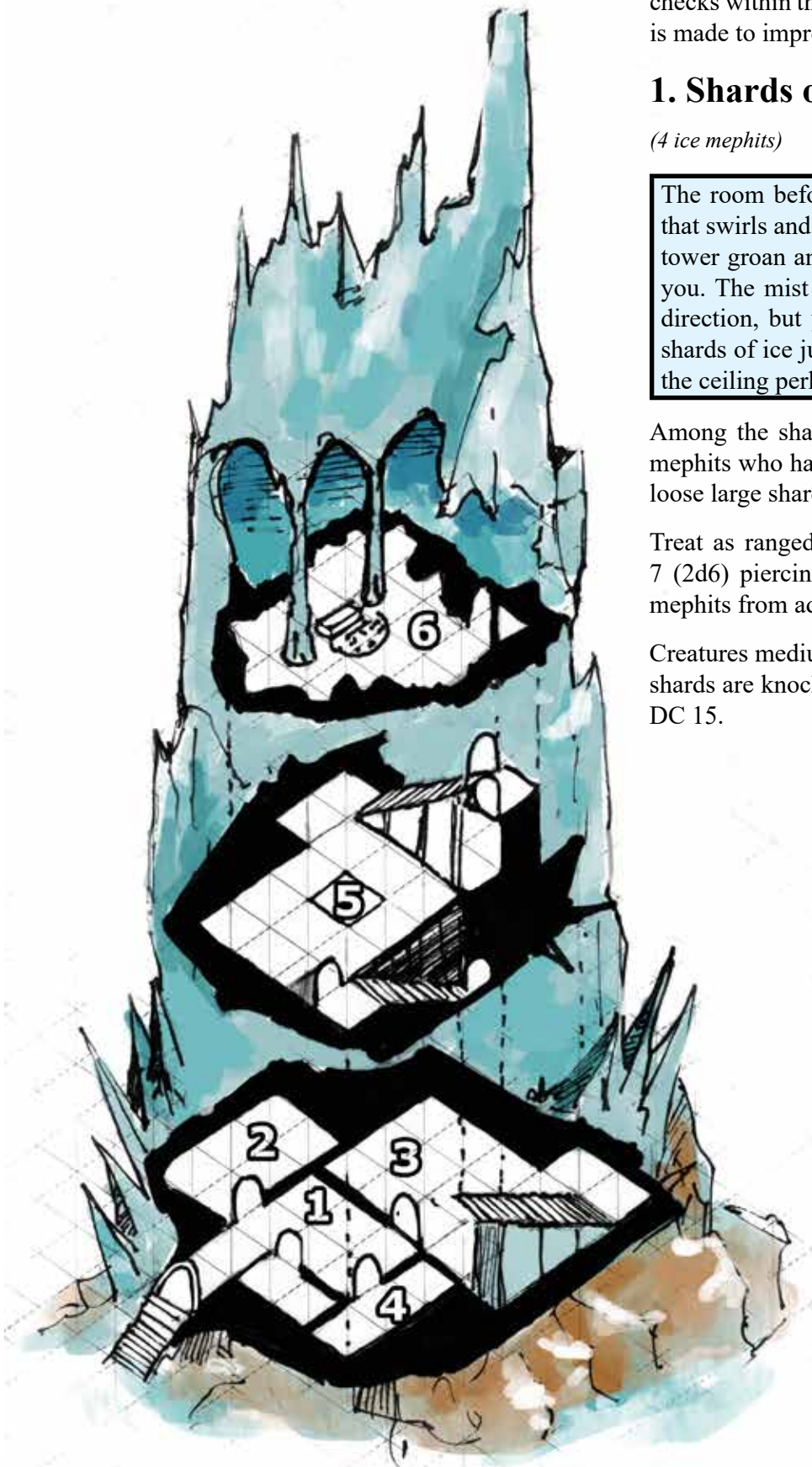
(4 ice mephits)

The room before you is filled with supercooled mist that swirls and rolls around your feet. The walls of the tower groan and pop as ice forms or shifts all around you. The mist obscures all vision beyond 15' in any direction, but you are sure there are numerous large shards of ice jutting up from the floor and down from the ceiling perhaps 20' above the slippery floor.

Among the shards of the ceiling are 2 motionless ice mephits who have surprise when they attempt to knock loose large shards overhead.

Treat as ranged attack (Dexterity modifiers apply) hit 7 (2d6) piercing damage. This attack attracts 2 more mephits from adjacent rooms.

Creatures medium size or smaller who are hit by falling shards are knocked prone if they fail on a strength save DC 15.



2. Party on Ice

This icy room has the frozen remains of an adventuring party embedded into the shimmering ice of the floor. What appears to be the wizard has been stripped and dismembered and the pages of his spell book have been torn from the spine and scattered.

A dwarven warrior and two humans have been slain and left to be consumed by the ice of the tower, their faces frozen with expressions of pain and horror.

There is a 15% chance that the destroyed spell book pages will be readable and reveal 1–2 first level spells and a 10% chance of a second level spell.

The dwarven warrior is wearing banded mail which is still serviceable. A +2 Shortsword lies next to what was once a rogue, and Bracers +1 remain clamped to the decaying body. The remaining human was a ranger and is clad in serviceable chainmail.

Feel free to add in useable or useless equipment for the party as you see fit to maintain balance for your game. This room may be used for a brief resting point if the door is barricaded in some way.

3. Silent Sentries

(5 or 8 zombies)

This large room is silent save for the groans and complaints of the living ice that surrounds you.

The walls and outer edges of the room are a chaotic mix of unusual ice shapes, formations, and jagged shards. A stairway leads farther up into the tower.

There are no mephits or other hazards among the shards of this room; the hazard is the 10'x20' section in the center. Along the stairway are 5 motionless zombies encased in a thin layer of ice. They do not move unless someone falls through the pit in the floor or begins climbing the stairway.

Once the zombies break free of their 1/8" thick ice encasement, they release a thick fog that pours forth for ten minutes. The mist behaves similarly to evaporating dry ice. All creatures who are touched by this frigid fog must make a Wisdom (Willpower) save DC 12 to avoid the magical effects of the fog.

Those stricken by the frigid mists are slowed and move at half their usual rate and further suffer a -2 penalty to

their armor class until they are no longer in contact with the mists. Any creatures remaining in contact with the mists who succeeded on the save, must continue to save every other round that they remain in contact with it.

The center of the icy floor looks like all other areas of the tower, but is 1/2" thick and will only support 30 lbs. of weight. Any creature walking more than 5' into the area must make a Dexterity saving throw DC 15 or fall 20' down a slick ice shaft into icy water. The resulting splash at the bottom of the pit awakens 3 zombies who rise up from the chilled water to attack. The walls of the icy pit are sheer and very slick and not climbable by normal means. (See *Travel to the Island* section for icy water effects.)



4. Whispering Beauty

Beyond the arch of this long narrow room, a delicate ice sculpture of an elven maid holding a bow faces outward. She has a raised finger to her lips as if asking for quiet with a “Shhh...”

Leaning in toward the sculpture, you CAN hear a very soft “shhh...” coming from the dainty lips of the statue.



Up to 2 creatures less than 5th level within a 20' cone in front of the statue must make a save vs. Wisdom DC 13 or be charmed by Maldin's likeness of Felicia Elmbow (as Charm Person spell when 2 slots used).

Those charmed try to convince anyone with a holy symbol to allow them to look at it, hold it, or be given it as a gift. The victims become overcome with infatuation for Felicia Elmbow and their only wish is to find her.

If the charmed person already has a holy symbol in their possession, Maldin will be believed to have been chosen by their deity. The person will become distant in social interactions and immediately make way to the top of the tower (area 6). Those charmed and holding their holy symbol before them are not to be attacked by any of the tower residents.

Once within Maldin's chamber, he snatches the symbol from the victim and immediately works to complete the spell to free his beloved Felicia. While doing so, he commands the charmed victim to defend him.

A rogue may discover the thumb of the hand on the statue can be lifted to release the bow, which is much more than a delicate work of ice (as per Finding Traps, Dexterity DC 16).

It is obvious that the bow is enchanted once it is released from the grasp of the statue and held in hand.
(See *Bow of Shards* in Appendix.)

5. Seize the Cleric

(4 ice mephits, 1 unseen servant)

Within this area are several ice mephits lying in wait for the holy member of the party bearing a holy symbol (if one exists). If such a party member doesn't exist, they will choose a wizard, or the last option is the character that appears to be the most dangerous threat.

The floor beneath the cleric (or other) liquefies to water that is knee deep, while an ice cage instantly forms around the victim. Two unassuming lumps of ice slide toward the fresh liquid and emit a frigid blast that solidifies it instantly.

Two mephits are in the cage with the victim and immediately begin clawing at the holy symbol to break it free. Two more drop from the ceiling to guard or distract rescuers away from the cage. An unseen servant is also present to scoop up and flee away with the holy symbol should it be freed from the divine victim.

6. Maldin the Wizard Wight

(Wizard wight, plus possibly wight and ice mephits)

This large room appears to have been formed from the solid ice that is the tower. Two great columns run from ceiling to floor fifteen feet apart at the center of the room.

A clear icy capsule rests between the columns, and within lies a beautiful elf maiden with her hands folded over her chest. A magical circle has been etched into the floor with complex symbols and commands.

A ghastly creature that may have once been a wizard glares at you with soulless eyes from behind a glass orb, larger but otherwise exactly like the one that brought you here.

The globe before Maldin is a powerful scrying device connected to the domain. It is significantly larger than the one that transported the party to the domain. It weighs 30 lbs. and can be moved.

Small zombies and mephits can be seen within the globe patrolling the grounds and carrying out orders. Destroying the globe requires 38 points of bludgeoning damage.

Maldin does not attack if the approaching being(s) is carrying a holy symbol in outstretched hands and has been charmed or otherwise controlled. Instead, he snatches the object, commands the charmed character to defend him, and immediately finishes the spell to awaken Felicia Elmbow. The spell requires two rounds to complete as he freezes the symbol and smashes the brittle object over the capsule of ice.

If stopped and Felicia is not animated, Maldin signals to an ice mephit on the ceiling to create a bank of fog, and then begins his attack. He can easily locate living creatures obscured in the mists, while being unseen himself.

In any scenario where Maldin completes the spell, it does not go as planned. He wails in utter madness and agony when the ice drops away from his love, as does most of her flesh, and she rises as a starving wight with a hatred for all living things.

If Felicia Elmbow is raised, she will immediately attack any living creature with great hunger. Maldin will join his beloved in the attack, wailing in grief at the failure of his spell.

If left alive, she will eventually usurp Maldin's position and knowledge as the lord of the domain by utterly destroying him or casting him into the Chaos Void.



Freedom from Winter Eternal

Slaying Maldin is not enough to free the heroes from the Winter Eternal domain. They must utterly destroy any active wights AND destroy the snow globe scrying device. Destroying one (wight or globe) creates a deafening earthquake that shakes the tower to its core. Large blocks of ice and shards begin to fall as the tower lurches and shifts and begins to collapse. The tower collapses in on itself in $8 + 2d6$ rounds.

Any creatures within the shaking tower must make a Dexterity save every other round (DC 13) to avoid falling blocks of ice (5 (2d4) bludgeoning damage and be knocked prone).

If one or both wights or the scrying globe remains within the tower when it collapses, there is a 90% chance of their utter destruction. There is no escape from Winter Eternal until the globe and all active wights are destroyed.

Any soul or souls unfortunate enough to be left trapped within the domain with the globe intact but inaccessible will waste away to become a wight and eventually become the cursed victim of the domain awaiting living creatures from the banal planes.

Cast from the Globe

The following is for any who found themselves staring into the globe, and have now satisfied the conditions of being freed from Winter Eternal.

You blink your eyes and come to realize you are standing exactly where you were when you found this little snow globe. Something happened. The globe slips from your fingers and tumbles to the floor.

Almost in slow motion, you reach out when it shatters into hundreds of icy little shards of glass and frigid water.

The air temperature drops when an icy wind whips around you. It's as if you never left your world, but the memories of the Winter Eternal come flooding back to you. You have been freed from an icy curse, and possibly a horrible fate in the Lands of Lunacy.

As Game Master, you may decide if the magic and items found in the domain have returned to your campaign world with the heroes. It may be hard to determine if a valuable treasure has been lost with the shattering of the globe or a wicked curse ended. Either way, it has indeed ended.



Appendix

Felicia Elmbow (wight)

medium undead, chaotic evil

Similar to standard wight – MM Pg. 300

STR	DEX	CON	INT	WIS	CHR
15(+2)	14(+2)	16(+3)	10(0)	13(+1)	15(+2)

AC 14, HP 45 (6d8 + 18), Speed 30 ft.

Skills Perception +3, Stealth +4

Damage Resistances necrotic, bludgeoning, piercing, and slashing from non-magical attacks not made with silvered weapons.

Damage Immunities poison

Condition immunity exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 13

Languages languages she knew in life, Auran

CR 3 (700 XP)

Sunlight Sensitivity. While in direct sunlight has disadvantage on attack rolls and WIS checks that rely on sight.

Life Drain. *Melee Weapon:* +4 to hit, 5ft., one creature. *Hit:* 5 (1d6 + 2) necrotic. HP max reduced by damage taken (CON save DC 13 to avoid). If reduced to 0 HP rises in 24 hrs. as zombie under wight's control.

Actions

Longsword. *Melee Weapon:* +4 to hit, 5ft., one creature. *Hit:* 6 (1d8 + 2) slashing or 7 (1d10 + 2) slashing if 2-handed.

Seduce. Once per day Felicia can cast a powerful charm to infatuate any single living creature to serve her will, even if it is detrimental to their life. This charm affects even elven minds, but not undead or non-sentient beings. Felicia may only maintain the seduction over one creature at a time.

Ice Mephrit

small elemental, chaotic evil, MM Pg. 215

STR	DEX	CON	INT	WIS	CHR
7(-2)	14(+2)	10(0)	9(-1)	11(0)	10(0)

AC 11, HP 21 (6d6), Speed 30 ft. Fly 80 ft.

Skills Perception +2, Stealth +3

Damage Vulnerabilities bludgeoning, fire

Damage Immunities cold, poison

Condition immunity poisoned

Senses darkvision 60 ft., passive Perception 12

Languages Aquan, Auran

CR ½ (100 XP)

Death Burst. When the mephrit dies, it explodes in a burst of jagged ice. Each creature within 5' suffers 4 (1d8) slashing, Dex save (DC 10) for half damage.

False Appearance. When motionless mephrit is indistinguishable from any other shard of ice.

Innate casting. Mephrit can innately cast Fog Cloud with no material components once per day. (CHR) 1/day: *fog cloud*

Actions

Claws. *Melee weapon:* +3 to hit, 5ft, one creature. *Hit:* 3 (1d4 + 1) plus 2 (1d4) cold damage.

Frost Breath (Recharge 6). 15 ft. cone 5 (2d4) cold damage, DEX save DC 10 for half.

Frost breath may be sacrificed in the Winter Eternal domain for a "Shape Ice" ability. The mephrit may affect or create up to 8 cubic feet of ice into any basic shape.



Maldin (Wizard Wight)

medium undead, neutral evil

Similar to standard wight – MM Pg. 300

STR	DEX	CON	INT	WIS	CHR
15(+2)	14(+2)	16(+3)	10(0)	13(+1)	15(+2)

AC 14, **HP** 45 (6d8 + 18), **Speed** 30 ft.

Skills Perception +3, Stealth +4

Damage Resistances necrotic, bludgeoning, piercing, and slashing from non-magical attacks not made with silvered weapons.

Damage Immunities poison

Condition immunity exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 13

Languages languages he knew in life, Auran

CR 4 (1,100 XP)

Sunlight Sensitivity. While in direct sunlight has disadvantage on attack rolls and WIS checks that rely on sight.

Sanity Drain. Maldin's lament is tied to the domain and is such that any mortal sentient creature within 6' must make a Wisdom save DC12 or suffer 1d2 points of sanity loss per round.

Actions

Multiattack. Two longsword attacks, may replace one longsword attack with Life Drain. Cannot combine spell use with longsword attack.

Life Drain. *Melee Weapon:* +4 to hit, 5ft., one creature, *Hit:* 5 (1d6 + 2) necrotic. HP max reduced by damage taken (CON save DC 13 to avoid). If reduced to 0 HP, rises in 24 hrs. as zombie under wight's control.

Longsword. *Melee Weapon:* +4 to hit, 5ft., one creature, *Hit:* 6 (1d8 + 2) slashing or 7 (1d10 + 2) slashing if 2-handed.

Spell use (as level 2 wizard):

Cantrip (3) – *Chill touch*, *Light* (reversed – *Darkness*), *Ray of frost*

Level 1 (3) – *Ray of sickness*, *Charm person*, *Unseen servant*

Steam Elemental

medium elemental, neutral

STR	DEX	CON	INT	WIS	CHR
17(+3)	14(+2)	14(+2)	8(-1)	10(0)	8(-1)

AC 11, **HP** 50 (8d8 + 10), **Speed** 30 ft., Fly 30 ft.

Skills Stealth +4

Damage Resistances acid, bludgeoning, piercing & slashing from non-magical weapons.

Damage Immunities poison

Condition immunity exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses darkvision 60 ft., passive Perception 10

Languages Aquan

CR 4 (1,100 XP)

Steam Form. The elemental can enter a hostile creature's space and stop there. It can move through a space as narrow as ½" wide.

Freeze. If the elemental takes cold damage, it liquefies and partially freezes; its speed is reduced by 20 ft. until the end of its next turn.

Actions

Multiattack. Elemental makes two slam attacks.

Slam. *Melee weapon:* +6 to hit, reach 5ft., one target
Hit: 7 (1d8 + 4) bludgeoning damage.

Whelm (Recharge 4–6). Each creature in the elemental's space must make a DC 15 Strength saving throw. On failure, target takes 7 (1d8 + 4) bludgeoning damage. If it is medium or smaller, it is also grappled (Escape DC 14). Until this grapple ends, target is restrained and also unable to breathe (superheated steam). If the saving throw is successful, the target is thrown out of the elemental's space.

Undead (lesser)

Skeleton

medium undead, lawful evil, MM Pg. 272

STR	DEX	CON	INT	WIS	CHR
10(0)	14(+2)	15(+2)	6(-2)	8(-1)	5(-3)

AC 13, **HP** 13 (2d8 + 4), **Speed** 30 ft.

Damage Vulnerabilities bludgeoning

Damage Immunities poison

Condition immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 9

Languages languages it knew in life, but can't speak

CR ¼ (50 XP)

Actions

Shortsword. *Melee Weapon:* +4 to hit, 5ft, one creature. *Hit:* 5 (1d6 + 2) slashing.

Zombie

medium undead, neutral evil, MM Pg. 316

STR	DEX	CON	INT	WIS	CHR
13(+1)	6(-2)	16(+3)	3(-4)	6(-2)	5(-3)

AC 8, **HP** 22 (3d8 + 9), **Speed** 20 ft.

Damage Immunities poison

Condition immunity poisoned

Senses darkvision 60ft., passive Perception 8

Languages languages it knew in life, but cannot speak

CR ¼ (50 XP)

Undead Fortitude. If damage reduces zombie to 0 HP, Con save (DC 5 + damage taken), drops to 1 HP instead of 0 on success (unless damage is critical or radiant).

Actions

Slam. *Melee weapon:* +3 to hit, 5ft, one creature. *Hit:* 4 (1d6 + 1) bludgeoning.

Magical Items

Bow of Shards

The Bow of Shards appears as a finely crafted bow sculpted from ice. The bow is enchanted as a +1 Bow (to hit) and may be used to shoot standard arrows. If pulled back without being pre-loaded, a +1 Arrow (to damage) of enchanted ice is formed on the string. This may be done up to 12 times per day.

Once formed, the ice arrows may ONLY be shot from the Bow of Shards. The magical ice becomes weak and useless when used with any other bow.

The bow acts as a +2 Bow (to hit) against infernal creatures created from planes of fire.

Unless the ambient temperature is 32° F or below, the bow is damp to the touch and slowly drips water.

The Bow of Shards is also self-healing. If any part is broken or cut, assembling all the pieces so that they are touching and leaving them for 24 hours will restore the bow. If the pieces remain disassembled, the bow melts into 2 pints of holy water.

Boots of the Northlands

These knee-high fine leather boots with fur at the cuffs size themselves to fit whomever puts them on.

They are warm and waterproof in all conditions save for being completely immersed. In which case, they dry out completely within 15 minutes after being removed from water. The boots have the additional following benefits when worn:

- Resistance to cold damage.
- Ignore difficult terrain due to ice or snow.
- Tolerate temperatures as low as -50 °F without additional protection, -80 °F with heavy warm clothing.

Character Name

Inspiration

Proficiency Bonus

Strength

Dexterity

Constitution

Intelligence

Wisdom

Charisma

○ — Strength

○ — Dexterity

○ — Constitution

○ — Intelligence

○ — Wisdom

○ — Charisma

Saving Throws

○ — Acrobatics(Dex)

○ — Animal Handling(Wis)

○ — Arcana (Int)

○ — Athletics(Str)

○ — Deception(Cha)

○ — History(Int)

○ — Insight(Wis)

○ — Intimidation(Cha)

○ — Investigation(Int)

○ — Medicine(Wis)

○ — Nature(Int)

○ — Perception(Wis)

○ — Performance(Cha)

○ — Persuasion(Cha)

○ — Religion(Int)

○ — Sleight of Hand(Dex)

○ — Stealth(Dex)

○ — Survival(Wis)

Skills

Charisma

Passive Perception

Proficiencies & Languages

Class & Level

Background

Player Name

Race

Alignment

Experience Points

Armor Class

Initiative

Speed

Hit Dice

Death Saves

Success ○○○○

Fail ○○○○

Hit Point Maximum

Current Hit Points

Temporary Hit Points

Name

Bonus

Damage/Type

Attacks & Spellcasting

Sanity - Wis + 3/ Level base

Equipment

Features/Traits

Personality Traits

Ideals

Bonds

Flaws

Character Sheet

The previous page contains a blank Fail Squad Games character sheet, when, erm... we mean, if characters meet their end facing the Lands of Lunacy, you may copy and provide your players with a fresh character sheet.

You may note that the sheet has a Sanity section, this is explained below borrowed directly from the Lands of Lunacy setting guide.

This and other products may be found at

FailSquadGames.com.

Sanity Points

Sanity is tracked much like hit points. In that, each banal has a pool of Sanity points and various events, creatures, or situations may attack and whittle away at the victim's grasp on sanity.

Some creatures within the Lands of Lunacy attack sanity directly, feeding off organized thought. Other times, sanity can slip away as the veil between the domain and the Chaos Void begins to break down. And, sometimes all it takes is the stress of adventure or the knowledge of what lies beyond to sap the willpower of the banal.

Keeping one's sanity is primarily a battle of willpower. Sanity points are calculated by adding the Wisdom score and 3 Sanity points per character level of experience. For example, a fifth level character with a Wisdom of 12 would have 27 Sanity points.

It is up to the GM or the adventure module in use to determine when Sanity points are at a risk for loss and whether or not a saving throw to prevent the loss applies. Many Lands of Lunacy adventures will have built-in mechanics for Sanity point loss, but the GM is encouraged to adjudicate Sanity point loss for characters exploring these unhinging worlds whenever deemed fit.

Sanity points may be restored with quiet rest removed from stress or trauma. Sanity points restore themselves at 1d4 plus Wisdom modifier per long rest unless they reach 2 or less (*see levels of madness section in Lands of Lunacy setting guide*). Clerical curative spells for physical wounds do not cure sanity. Clerics of the domains however, may have mental healing spells that do heal sanity in similar ways.

For more adventures, modules and RPG supplements from Fail Squad Games, visit:



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Thank you for your support.

"I hope gaming can bring us together as friends."
~Lloyd M

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