

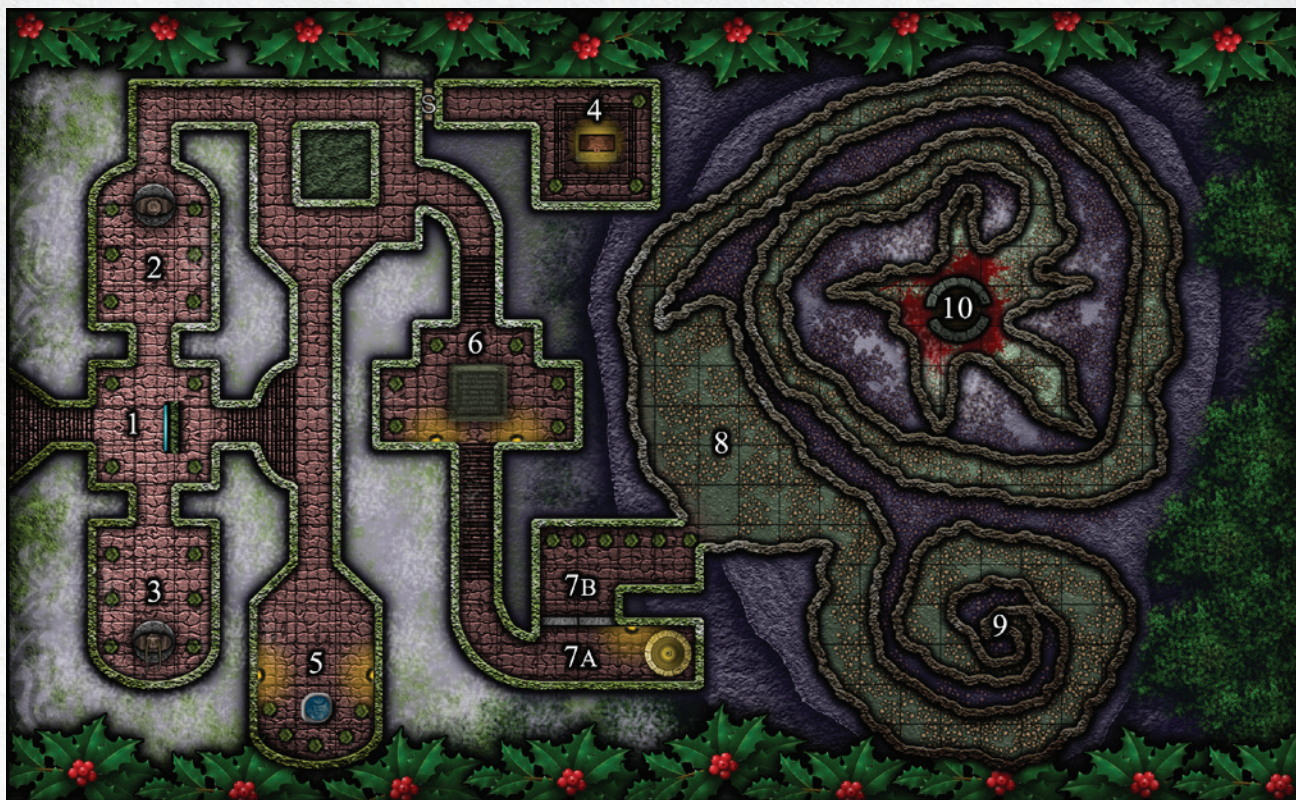


# Mini-Dungeon Collection

**DISASTER ON BLUEGALE GLACIER**  
BY JUSTIN ANDREW MASON



**HMD-003**



## Disaster on Bluegale Glacier

JUSTIN ANDREW MASON

Every year, upon the eve of the Winter Solstice, the beloved priest of the Temple of Bluegale Glacier visits the nearby village of Winteredge to bless the denizens, provide a magnificent feast, and gift small magical baubles to children. The celebration attracts visitors from small villages throughout the region.

The Temple of Bluegale Glacier was established over four hundred years ago when the founders of the order discovered a colony of *far darrig* - wild fey herders - located within an icy glacier cave. The fey were revolted by the younger races who had begun migrating to the region to harvest the lumber from the thick forest

surrounding their home. In an attempt to drive the intruders out, the far darrig began to poison the glacial runoff that provided the settlements with flowing fresh water.

The temple founders were unwilling to eradicate the fey for defending their home, but were also obligated to protect the villagers. They used powerful magic to bind the fey within the glacier, and built their temple surrounding the entrance to their icy caverns. As the centuries passed and the villages thrived, the fey suffered through perpetual bondage; growing more infuriated with each passing solstice.

Centuries of anger twisted the far derrigs' souls, turning them into violent vengeful creatures. However, they remained helplessly imprisoned until one among them, fueled by exceptional hate, became a being unlike its brethren and woke the Winter Terror: a winter hag (use statistics for a **sand hag** but substitute "snow" for sand and change any fire damage to cold damage). The arcane seals binding the fey to their icy prison were no match for this evil being, and the twisted fey were released from their perpetual prison – taking the first of their vengeance upon the priests within the temple.

The Winter Terror and her thralls of fiendish fey made the temple their new home, and plan on terrorizing the surrounding villages as they slowly slaughter every last one of the inhabitants.

The snow falls heavy, and the horizon his blanketed in a field of white. People from miles around (including the adventurers) have gathered this Solstice's Eve in Winteredge; however as the night grows later and the priests fail to make their scheduled arrival, an air of concern settles over the crowd.

Suddenly several of the children in the crowd begin to shouting as the through the snow appears the silhouettes of the tall-antlered reindeer the priests always ride to the celebration. The cheers quickly transform into screams of terror as the eight panicked **elk** charge into the crowd mauling and maiming spectators. The animals' bodies are twisted and contorted, and their eyes gaze in madness.

Dragged by one of the eight by a frayed rope is the bloody and mutilated corpse of Imaran, the high priest of the temple. Once the beasts are dealt with, the corpse of the

high priest opens its eyeless sockets and speaks in an otherworldly voice. In the Aklo tongue it says, "We are free. We remember. We are coming for you all." The corpse then falls once again lifeless and in 1d4+1 rounds bursts into a pyre of purple flame that consumes the corpse and deals 2d6 fire damage + 2d6 necrotic damage to any creature within 20 feet of it (creatures who succeed on a DC 15 Dexterity saving throw take half as much damage).

After the ordeal, Urimar, the residing elder of Winteredge, announces his intent to dispatch two parties of able-bodied persons to investigate. One party is to be dispatched to the temple, the other to warn the three nearby villages of Frostine, Belyyton, and Sniofall about the dangers.

The adventurers can decide which path they wish to pursue. Whichever they choose, a party of six local warriors (use statistics of a **guard**) will volunteer to do the other (or divide between the two parties should the adventures split).

If the NPCs dispatch to either task without accompanying adventurers, they are never heard from again, and may be discovered brutally slain at a later time.

### THE THREE VILLAGES

With most inhabitants gathered for the Solstice celebration in Winteredge, the three villages were left relatively undefended. When the adventurers arrive to each, they will discover the villages razed in flames with 90% of the inhabitants killed and the rest hiding in the surrounding forest. A lurking group of 1d4+2 far darrig waits at each village to attack the adventurers. Once

the fey are defeated, the few village survivors will exit their hiding spots in the forest in hopes of being escorted to Winteredge.

### 1. THE TEMPLE OF BLUEGALE GLACIER

A mirrored silver plaque etched with pictographs depicting the sealing of the fey caverns stands prominently in the center of this room. As the adventurers advance up the ice-laden steps of the temple they are attacked by 3 **far darrig** accompanied by 2 **white dragon wyrmlings** who have allied themselves with the liberated fey. More stairs to the east ascend to the grand hall of the temple.

### 2. NORTHERN ENTRANCE

A large stone statue depicting a male priest presiding over a chain-bound **far darrig** obscures the northern entrance to the grand hall. Cast about the statue's base are the mutilated corpses of half a dozen human priests in tattered sky blue robes.

### 3. SOUTHERN ENTRANCE

A large stone statue depicting a female priest presiding over a chain-bound **far darrig** dominates the southern wall. A group of 3 **far darrig** are distracted, singing loudly, as they carve obscene glyphs into the bodies of four slain priests.

### 4. HIDDEN CHAMBER

A character who succeeds on a DC 18 Wisdom (Perception) check notices a hidden chamber sealed upon the eastern wall of the temple's grand hall. To open the secret door a character must recite the phrase on the key stone in room #6 while holding a hand upon the secret door or make a DC 25 Dexterity check using thieves' tools. A large carved ivory chest (worth 2,000 gp) contains a silver urn with the remains of Opheran, the temple's founding high priest, and his sacred possessions: *scale mail of energy resistance* (cold), a *mace of smiting*, a *wand of fireballs*, and a *potion of heroism*.

### 5. STEAM FOUNTAIN

A steaming pool of water, supplied from a hot spring deep beneath the glacier, is encased in columns at the southern end of this room. Inside floats the dead body of a priest. A character who succeeds on a DC 17 Wisdom (Perception) check finds a small silver mallet obscured beneath the steaming water.

### 6. KEYSTONE CHAMBER

A large square keystone is set in the center of this chamber. Upon it in Common is written the phrase, "Flames of warmth protect from winter's wrath." A pair of **far darrig** lie in ambush, having become aware of the adventurer's intrusion.

## 7A. SILVER BELLS

A gigantic silver bell hangs from the ceiling in this room, next to two massive glyph-carved stone doors. The doors are closed and appear sealed - they were sealed by the Winter Terror when it detected the adventurers' intrusion. The doors automatically open inward when the silver bell is rung using the silver mallet located in room #5. A character can force the doors open with a successful DC 20 Strength (Athletics) check.

## 7B. AMBUSH!

On the other side of the sealed doors await 5 *far darrig* and 2 *white dragon wyrmlings*.

## 8. FROSTED LANDING

This area is trapped with an effect that constantly shifts around the area. Treat as a *fire-breathing statue* trap covering the entire space, which deals cold damage instead of fire damage and has a 50% chance of being triggered from any five foot square in the room. Check only once for each square.

## 9. DOWNWARD SPIRAL

The lone surviving *priest* is suspending upside-down from the ceiling here. Her name is Kaylan. She has been beaten unconscious while being interrogated by the Winter Terror. If stabilized and roused, the adventurers will find her in a poor mental state as she babbles unintelligibly about the "demon and the crone." It will take her several days of rest to regain her composure. If rescued, she will later restore the temple and begin recruiting new priests.

## 10. THRONE OF THE WINTER TERROR

Upon a makeshift throne carved from a massive stone stalagmite sits a winter hag (use statistics for a *sand hag* but substitute "snow" for sand and change any fire damage to cold damage) surrounded by nine guardian *far darrig* who feast on the bloody remains of several priests. The hag is presiding over a profane orgy of blood and carnage, in which the *far darrig* are gleeful participants. On their turn, roll 1d6 for each *far darrig*; on a roll of 4-6 it ignores the PCs and continues to feast. A *far darrig* will ignore the feast and engage the PCs if attacked.

