The Lair of Cruxis the Cryomancer

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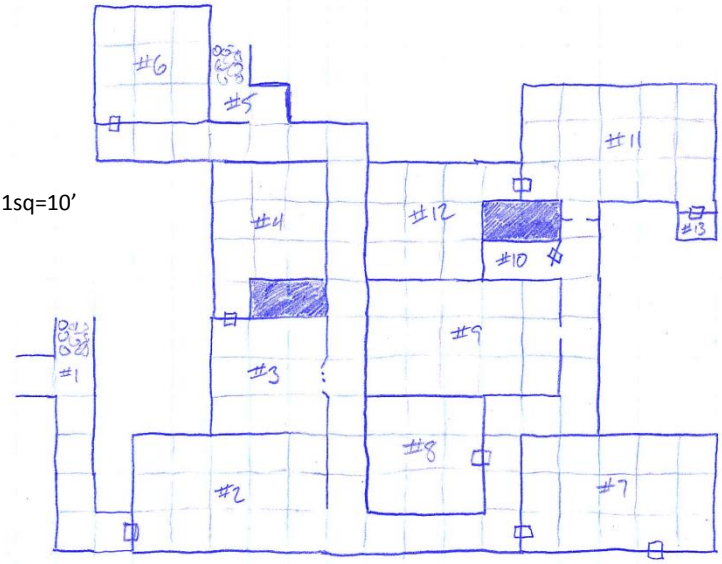
The party finds a passage leading deep into a glaciar, reputed to once have been the home of the ice mage, Cruxis. It is said that a party of adventurers came to the region, a century past, to slay the foul mage but there could still be some adventure to be had after all this time.

The walls of the dungeon are carved directly from the ice of the glaciar, and a wiley party may find it possible to bypass locked doors with the use of fire. Prolonged fire, however, will begin to cause melting of the party's surroundings and could cause sections of the small dungeon to collapse.

This adventure is meant for a small party of relatively inexperienced adventurers.

1sq=10'



#1 – Collapsed Hall - Entering through the underground tunnel the party encounters a section of tunnel that has collapsed. This collapsed area, filled with cracked, glacial, ice is impassible. The tunnel, as the rest of the area, is lit by strange, metal torches that give off a heatless, blue, flame.

#2 – The Library – This large library is lined with bookshelves containing materials of a mundane nature. Treatise on history, warfare, and politics, take up the majority of space. A thick rug takes up a third of the room. If closely examined, the rug appears to be of thick, colorful, leather. (MONSTER - Rug Monster – The creature's underside is covered in tens of thousands of chitinous legs.) [TREASURE – A low level spellbook may be found hidden amidst all the dull tomes]

#3 – The Lab – This room is obviously a laboratory for dark experimentation. Two metal tables, grooved for the drainage of blood, dominate the room. The air here is colder than elsewhere, and the blue light of the torches flickers. A rolling tray covered in foul looking implements of vivisection and torture sits next to one of the tables.

#4 – The Pens – There is no light in this room. In the darkness can be heard a strange, fluttering, whirring noise. As light is brought to bear, dozens of cages, of varying sizes, can be seen. The tormented inhabitants of the cages are long dead, several of them having battered themselves against the sides of their cages. (MONSTER - Frozen Faerie – An icy creature created by infusing a small sylvan being with Cryomagics. The beast has been driven insane by torture and loneliness.)

#5 – The Entryway – This collapsed passage leads towards the front of the glacier. It obviously was the main entrance for those seeking audience with Cruxis. (Clearing the debris is possible, but will take 24-48 hours of labor)

#6 – The Audience Chamber – A round table with 8 chairs and an carved throne, bearing the likeness of an owl, fill the central portion of the chamber. All of the chairs are carved of faintly blue ice, and even the white inclusions within the ice appear to have been intentionally woven in to give the appearance of woodgrain.

#7 – Servant's Area – This large room once did multiple duty as kitchen, closet, and quarters for the servants. A long table takes up the Western wall, its surface scarred from the cleaving and preparation of meats for meals. Along the north wall are shelves of dishes and fine settings, obviously for meals with distinguished guests. The Eastern wall holds rags and holystones for cleaning. The door to the south opens into a panty full of foods preserved within blocks of ice. (MONSTER - Icy Kobolds (4) – These creatures are torpid beneath rags at the base of the Eastern wall. They will awaken two rounds after the party enters the room. They will initially attack with icy breath before resorting to small knives) [TREASURE – Silver candlesticks and place settings of rare craftsmanship]

#8 – The Playroom – A torture rack of ice is situated upon the Western wall of this room. Other devices, such as a transparent iron maiden made of ice, and other incasement devices of agony, are scattered about the room, still waiting to be used again. Peering closely at the iron maiden reveals a reddishness to some of the ice, where a victim had died screaming.

#9 – The Dining Room – This lavish dining room is laid out as if for a full state dinner. Food, now frost-burned, sits heaped upon silver trays. Several figures, mummified by the cold, lie on the floor near their overturned chairs. Broken arrows litter the floor, and it is apparently that there was a sudden and decisive attack made upon those in this room. (MONSTER - Frozen Mummies – Will attack with their bare hands. Treat as zombies taking double damage from fire-based attacks and no damage from cold based attacks) [TREASURE – Silver platters, each mummy has a fine quality weapon hanging unused at their side]

#10 – The Jakes – The door to this small chamber hangs open, having been smashed in. The cold air here masks much of the smell that would emanate from this century old privy. [TREASURE – Seriously, no.]

#11 – The Alchemical Workshop – Passing through a chill-blue curtain the party enters the remains of a once grand alchemical workshop. Shattered glassware sparkles from the floor and scorch marks from combat magic scar the walls. Frozen puddles of magical ingredients sparkle and catch the flickering blue light. A number of the magical torches here have been smashed beyond use. (HAZARD – The icy components are truly dangerous. Those exposed must save against the magics contained therein or be turned to frozen statues)[TREASURE – 2 potions of healing may be found amidst the wreckage. The effect of the potion will appear as ice covering the wound and slowly coloring to flesh-tone]

#12 – The Bedchamber – The ceiling of the entryway to this chamber is lined with a number of small holes. The room beyond appears to have been untouched by the battle that waged here. A four post bed with curtains that appear to be made of frost, sits in the Southwest corner, while a large wardrobe sits opposite to the Northwest corner. (MONSTER – Ice Worms – These icy flesh boring creatures will shower down through the holes onto the first person to enter the room. They will immediately begin to chill the flesh of their victim and burrow into their victim's flesh) Once in the room, a writing desk, covered in notes and containing a large spellbook can be seen in the Southeast corner of the room. [TREASURE – The spellbook of Cruxis the Cryomancer, the Journal of Cruxis the Cryomancer].

#13 – The Panic Room – The door to this room is barred and must be broken in. Even after, the door only opens halfway, being blocked by something on the other side. The interior of the room is lined with protective circles, charms, wards, and runes meant to protect a caster from outside magical attack. Within the room is a figure, stuck to the floor, made entirely of colored ice. It appears to be the remains of Cruxis, his body badly injured by weapons and spells before being transformed. [NOTE – As originally play tested, Cruxis is still alive, having transformed himself into ice to preserve himself while he slowly heals. If left undisturbed, he can seek out the party later for having plundered the ruins of his home. If the figure is destroyed, the magic of the torches ends and the dungeon is plunged into darkness]

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