

Lair of the Winter Wyrn

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Background

In the land of Ithilor, 4 dragon-gods each control a season of the year.

Drakkormur, the god of winter, has always been the most reluctant to give up his power. The adventurers head to the dragon cult as bodyguards to Princess **Nisal**. Her mission is the plead for the end of the bitter winter that has gone on three months too long.

Environment

Drakkormur lies in a pool of freezing liquid at the base of a cryovolcano. The magical chill is lethal, and it will take more than fur clothes and warm fires to survive. After the PCs pass area 2, every 30 minutes (real-time) the players must make a freeze check. Each failed check increases the penalty.

- | | |
|--------------------------------------|---------------------------------------|
| 1 - Minor chills. No penalty | 4 - Delusions and slurred speech. |
| 2 - Frostbite. Max hp lowered | 5 - Severe Chills. Major def. penalty |
| 3 - Shivering. Minor defense penalty | 6 - Death |

Dungeon

1. Temple to Drakkormor PCs arrive at the Temple. **Nisal** gives a sealed letter from the king, her father, to High Exarch **Rasur**. She does not know the contents. The letter states that **Nisal** is to be sacrificed to **Drakkormur** in three days. Afterwards, the guard captain, **Bronn**, states that **Rasur** is mad with power and that she can have a guide show the PCs a way inside the mountain to speak to **Drakkormur** directly.

2. Yeti Nest PCs climb a steep mountain path in the midst of a blizzard until they hear the rumble of four yeti guarding the dungeon entrance.

Eruption #1

PCs finds a room with all black walls which can be sealed from the inside. 2 guards turn the corner and shout alarm. Before combat starts, an earthquake strikes. Cold "magma" flow comes from behind guards and instantly freezes them. PCs must hide in the black room or be killed. "Magma" evaporates quickly after the magma flow ends. These sealable rooms can be found intermittently throughout the dungeon.

3. Overlook PCs stand at the edge of a precipice. 50 ft below, **Eban**, a thief looking for dragon's tears, walks among pools singing a song. An elevator can lower the PCs to area 4. The elevator looks sturdy, but careful study reveals a broken brace. If more than 2 human-sized creatures stand on the unrepaired elevator, it collapses.

4. Nixie Pools 20 corrupted nixies are sleeping in the pool unless PCs sing a

lullaby to calm them. If the PCs stop singing, they crawl out and attack.

5a. Shrine. If either of the 2 large emeralds (200 gp each) are removed from eyesockets of dragon statue, the mouth spews frost harming all in the room. If PCs destroy 100gp worth of coins, items or potions, in the brazier in front of the statue or discover the secret door, a small panel opens below the statue revealing a stash of magic items.

b. Barracks There are 3 rows of 6 cots in this room with footlockers at the end. Five of them contain mundane items. The sixth contains a deadly fireball trap. If the trap is removed, the chest contains six flasks of oil.

c. Dining Hall There are 2 tables. The leader's table has nice silverware (for 50gp) and 2 candlesticks (one is worth 100gp, the second is a Mimic).

d. Food Prep Area Caracasses (some human) hang from ceiling hooks.

6. Leader's Quarters A half giant named **Sergeant Krek** and 3 guards have been holed up in this room for weeks. They say the dragon has gone mad and **Rasur** has double-crossed them. Unless spoken to cordially in Giant language, he attacks with his magic polearm.

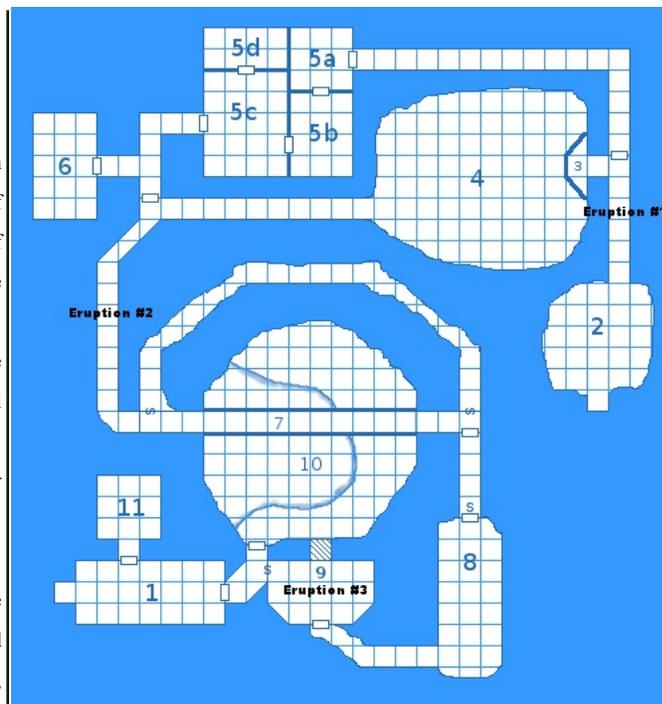
Eruption #2

PCs must find a sealable room by looking for secret doors or running to one 150' uphill. The slowest character must pass freeze check or perish.

7. Ice Bridge Freeze check upon entering room. **Eban** stands in middle of the ice bridge holding an efreeti bottle aloft. If PC's attack, he smashes the bottle and flees. The released efreeti fights for three rounds before it melts the ice bridge and falls. **Eban** might join the party if the PC's persuade him.

8. Misty Room The door to this room is cursed with a powerful necrotic energy spell. A secret door underfoot reveals a narrow tunnel into the next room. This room is a long corridor with twelve 50' statues of half-dragon creatures. The room is clouded with mist generated by special wraiths. If the mist is cleared, they appear as white shadows on the floor. These creatures can shape the mist into sharp claws with which they attack. In the middle of the room, 2 statues wield falchions that swing down if a diamond (1000gp) is taken from the pedestal between them or if the attempt to disable the trap fails.

9. Ossuary Freeze check upon entering room. Piles of ancient bones line the walls. If not in the party or already deceased, **Eban** is here, dying from cold. He tells the PCs he deals in rare creatures. After hearing of sale of an ichneumon, a small creature whose poison can kill a dragon, he came to find dragon tears to free his wife from sorcerous sleep. He dies. 4 coffins in the



center of the room contain treasure and 1 wight. The floor is made of stone grates beneath which blue magma can be seen. A secret door opens on the corridor that leads between areas 1 (Temple) and 10 (Magma chamber).

Eruption #3

Before the PCs have opened all the coffins, a third eruption occurs. PC's must open the rest of the coffins or climb statues in the previous room or else die. The eruption blows open the weak wall between the ossuary and magma chamber.

10. Lair of the Winter Wyrn Large ice magma chamber guarded by **Pyrixxa**, spawn of **Drakkormur**. He claims to be the dragon god. Diplomacy attempts will end in combat. After he is defeated, **Drakkormur** will rise out of the magma. The land the PCs fought on was actually **Drakkormur**'s back. He tells the PCs that **Rasur**, along with **Pyrixxa**, poisoned him with an ichneumon, thinking **Drakkormur**'s power would transfer to him.

11. Rasur's Chambers Angred with **Rasur**'s cruelty, **Bronn** and her guards will not stop the PC's confrontation with **Rasur**. He can be found in a corridor chasing **Nisal** and laughing madly. If given mercy, he will betray PCs when it is most opportune. He will lead PCs to the ichneumon from which an antidote is distilled that will heal **Drakkormur**.

End of Adventure