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A BEGINNER ADVENTURE FOR LEVELS 2-3 BY DENNY EDWARDS

A detailed illustration of a white dragon with large, spiky wings and a long, flowing mane. A wizard with a long white beard and a blue robe is riding on its back, holding a staff with a glowing orb. The scene is set against a dark blue, misty background.

LAIR OF THE WINTER DRAGON МИЛЛЕВ ДРАГОИ

LAIR OF THE WINTER DRAGON

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Page 10 – Futuristic Crystal Golem (altered) – benshaniyzaya

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Page 22 – “Winter Dragon” (altered) – Sandara (original), Kusion08 (blue and white inversion)

Page 22 – “Green Fairy” (altered) – selenatopham

Page 24 – “Nothing But Garnets ...Necklace” (altered) – abrightshinyobject

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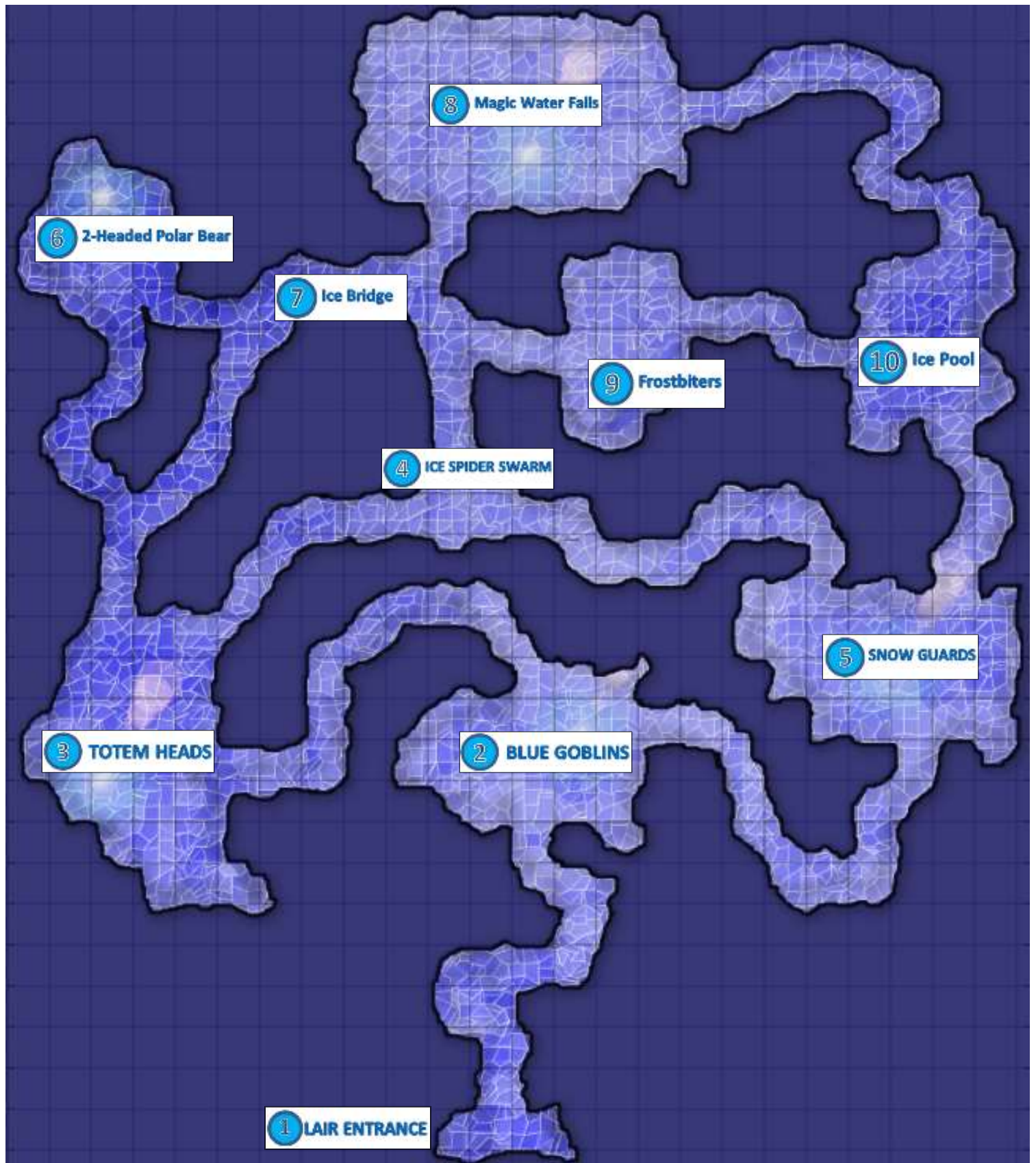
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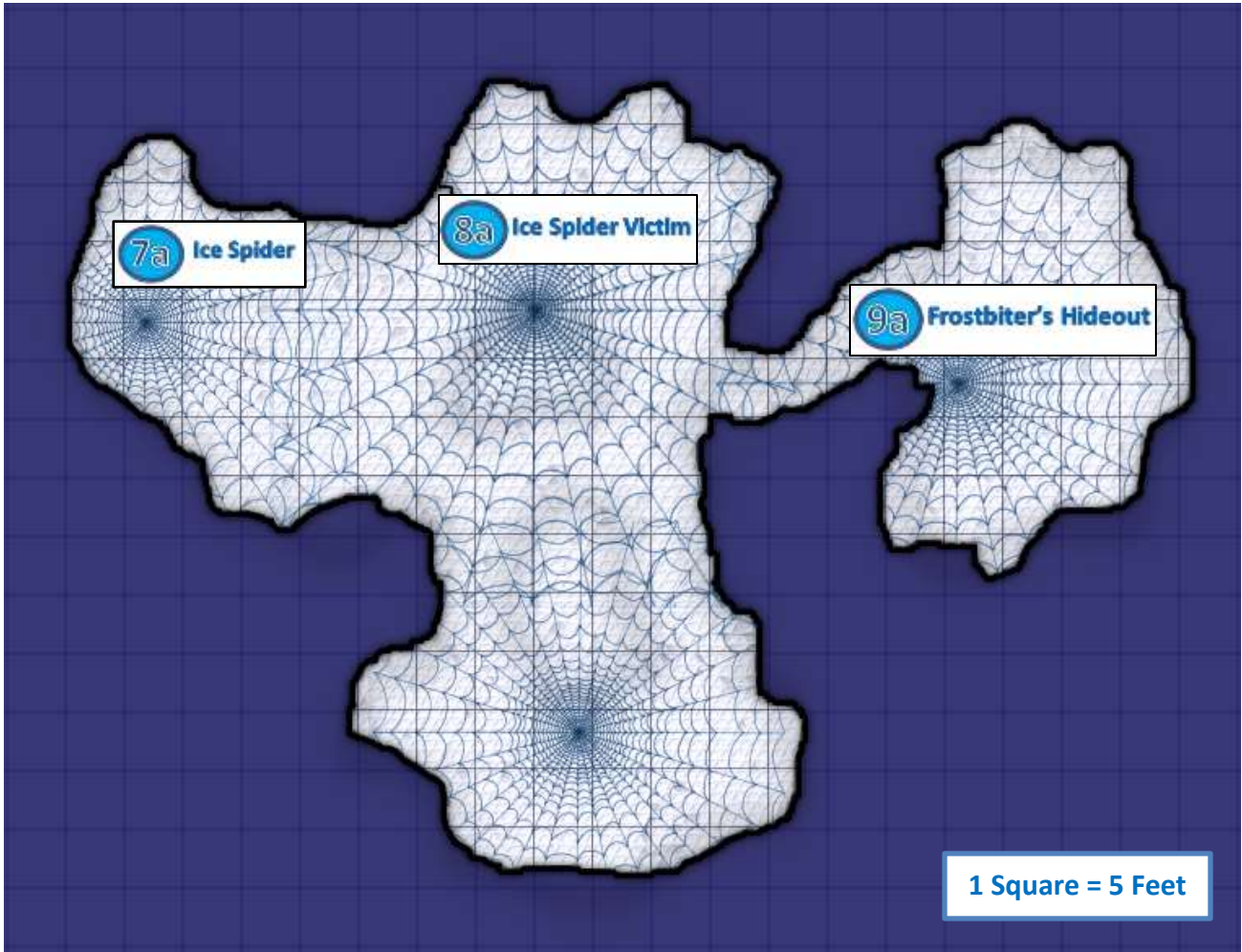
To my children: *Autumn, Anna and Thor.*

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LAIR OF THE WINTER DRAGON

1 Square = 5 Feet



ADVENTURE SUMMARY

A winter fairy named Glayshur kidnaps the newly anointed Spring Fairy and uses her powers to plunge the Kingdom into eternal winter. The magic has a side-affect preventing any fires from being started within 100 miles as well.

Finally, by harvesting the Spring Fairy's fire, Glayshur creates a magical fire brazier that lets him animate ice sculptures and he uses it to create a fearsome Winter Dragon to fend off any pesky adventurers that might make a rescue attempt.

The PCs are approached by a druid who wants their help to restore the natural balance. The druid gives the PCs directions to the Winter Dragon's lair and provides them a tiny bird as a guide.

RUNNING THE ADVENTURE

The adventure is divided into a number of chapters and each chapter represents an encounter; either combat, a trap, a puzzle, role-playing or a little bit of each.

The first few pages of this module contain maps with numbered areas that match encounter descriptions in the pages that follow. As a GM you can simply sketch out a rough map on a blank piece of paper as the PCs move from area to area or else you can print and use the Lair of the Winter Dragon: Map Pack to lay out each area and let the players use cardboard tokens, miniatures or other markers to represent their characters.

After you read the read-aloud text of each area, ask the players what their PCs are doing or would like to do. The adventure text may also ask you to make secret rolls to determine if the PCs notice anything or know some piece of information. Give the players all the information they need and help them along if they need a little more. If players seem stuck you can either freely offer suggestions, or else have the PCs make an Intelligence check against a DC 10, to see if something occurs to them.

STARTING THE ADVENTURE

The players should create 2nd or 3rd level PCs or else have them from previous adventures.

If you are using a 1" grid map or the Lair of the Winter Dragon: Map Pack, the players should have a representative token to place on the map.

If the players haven't played together before or if they are using new characters have the players give a brief description of their character.

When everyone is ready to start, you can sketch **Area 1**, use the **Area 1** map from the map-pack or simply describe the area.

Read the following to start the adventure:

Something is wrong. It is two weeks into Spring, and Winter shows no sign of letting up; snow is several feet high and snow-storms abound.

Two days ago in the small logging village of Woodside, you were approached by an elderly druid named Leafbeard. He claimed that the lands had been cursed by a Winter Dragon when it captured the first fairy of Spring and imprisoned her in its lair to the North.

To make matters worse, the curse has made it impossible to start fires—leaving Woodside and other nearby villages unable to cook or create heat to warm themselves.

Leafbeard gave each of you a pair of Spark Rocks that each produce heat for one hour when clicked together; he also gave you directions to the dragon's lair. To make sure you wouldn't get lost, he sent his songbird Warble with you as a guide.

After two days of trekking through thick snow and woods, you arrive at the lair. Warble sings a song of good luck and then flies off.

LAIR PROPERTIES

Ceilings: Are 15' high on average unless otherwise noted.

Fire Curse: Natural and magical fires (or spells) fail to start.

Light: The lair is filled with magical ice created by frostbiters that provide bright light throughout.

Walls: Made of ice and stone and essentially unpassable by any means the PCs might have at low levels.



1 LAIR ENTRANCE

400 XP

Following the druid's directions, the PCs arrive at a cave entrance – the Lair of the Winter Dragon. Read the following:

The entrance is blocked by a thick sheet of glowing green ice. There are three square indentations in the snow just in front of the ice wall and four 5-foot by 5-foot by 5-foot ice blocks lying in a semi-circle near them; two green, one yellow and one blue. The cubes glow as well, shedding light like a torch.

MAGIC ICE WALL

For those that wish to attempt to smash through the wall, it is 25 feet wide by 10 feet tall by 1 foot thick, has a hardness of 0 and 36 hit points. The magic that sustains the Ice Wall allows it to regenerate 5 hit points of damage each round. Any brute force attacks alert the Blue goblins in [Area 2](#) as well as trigger the Trap (as if the puzzle was failed, see below). If destroyed, the wall reforms after 1 minute.

PUZZLE - COLORED ICE BLOCK KEYS

The cubes are magic keys to bypass the ice wall.

Solution: The two green cubes can be placed in any two of the three indentations while the third indentation must have a blue cube with a yellow cube on top or else a yellow cube with a blue cube on top. If this is done correctly the yellow and blue cubes both turn green and then the ice wall disappears for 1 minute, after which the cubes teleport to their starting positions and the ice wall reappears.

One Solution:



Moving the Ice Blocks: Each ice block weighs 100 pounds, but easily slides in the snow. Lifting one requires a DC 15 Strength check; outside of combat, a PC can take 10 on this check if desired. If other PCs aid, add +2 to the roll for each.

Clues: A Perception check against a DC 20 will reveal tiny slivers of ice from the blue block on top of the yellow block.

A Perception check against a DC 15 will reveal small bootprints of numerous creatures coming and going through the ice wall, but none near the ice blocks. These footprints are from the Blue goblins in [Area 2](#)—they can pass freely through the magical ice wall because of the Winter Dragon Fang Amulets they wear (see [Area 2](#)).



Incorrect Solution (Trap): If a green block touches a yellow or blue block or else if the yellow and blue blocks are placed in separate indentations, a trap is sprung.

Trap: If activated (see above), all creatures within 30 feet of an ice block must attempt a Will saving throw with a DC of 13. If a creature fails, it is stunned and teleported inside one of the ice blocks.

If there are more creatures that fail the saving throw than ice blocks, those creatures are unaffected.

If the trap is triggered, the Blue goblins in [Area 2](#) are alerted by an *alarm* spell that creates a ringing in their area.

The trap resets after 1 hour.

Inside an Ice Block: Each round on its turn, a trapped creature takes 2 points of cold damage until it is below 0 hit points, at which point it automatically become stable, but remain unconscious.

Each round, if it is stunned, it can attempt a Will saving throw against a DC of 13. On a success, the creature is no longer stunned but is still trapped.

The ice blocks have a Hardness of 0 and 16 hit points. It is difficult for a trapped creature inside a cube to break out, but a successful Strength check against DC 22 will break the ice.

Creatures can breathe normally inside an ice block due to its magical design.

📖 RULES - EXTREME COLD

Cold within the lair deals 1d6 points of non-lethal damage per minute, with no saving throw. PCs with appropriate cold weather clothing (or a Winter Dragon's Fang amulet) are immune. Any character who takes cold damage from the weather is fatigued. The fatigue penalty ends when the character heals the damage taken from the cold weather.

2

BLUE GOBLINS

810 XP

This is the area where the Winter Dragon’s goblin guards make their home. If the PCs didn’t alert the guards in Area 1, Read the following:

Six small blue-skinned creatures with large pointed ears, red eyes and lots of sharp teeth are in this area. These creatures look like goblins, except that they are blue, perhaps due to the glowing icicle amulets they are wearing.

Two are lying down resting on a bed of ice and snow, while four are arguing near a large iron pot with a lid arguing why the others are too dumb to make a fire.

The lid occasionally rattles as if something inside were trying to get out!



If the lid is taken off of the iron pot, the rainbow fish releases a brilliant, blinding light. All creatures within 30 feet, must make a DC 14 Fortitude saving throw or else be blinded for 1d4 rounds.

BLUE GOBLINS

These goblins each wear a magic fang amulet from the Winter Dragon (see the Treasure Appendix). The amulet turns their skin blue, provides them with protection from the cold and allows them access to certain areas of the lair.

The goblins have been instructed to do as little harm to intruders as possible, capturing them if possible and taking prisoners to be guarded by the Snow Guards in Area 5.

If they are alerted to the PCs: Two of the goblins armed with icicles will move towards the entrance, while the other four will take cover behind ice-sculpted furniture, armed with snow balls.

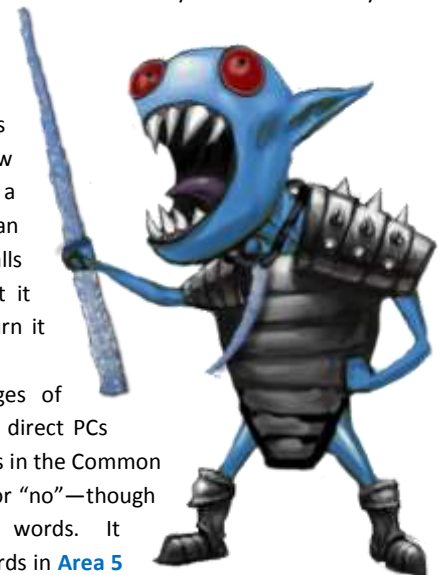
BLUE GOBLINS (6)		HIT POINTS 4
INITIATIVE +6	SPEED 30 FT. (6 Squares)	
DEFENSE		
Armor Class 13, touch 13, flat-footed 11		
Fortitude Save +3, Reflex Save +2, Will Save -1		
OFFENSE		
Melee (standard action) icicle -2 (1d2 damage); icicles break on an attack roll of 1		
Ranged (standard action) snowball +2 (1 damage)		
EQUIPMENT		
Fur boots (1 gp), 2 gold pieces, snow balls, Winter Dragon Fang Amulet		

RAINBOW FISH

This fish is intelligent (Intelligence score of 8) and communicates through projecting images of light. It will smack those that try to grab it (hp 2, AC 13, attack bonus +2, 1 point of damage), unless they convince it they aren’t hostile.

The rainbow fish knows a number of things and if the PCs befriend it, it will show them an image of a flaming hammer and an image of the waterfalls that is its home—that it wants the PCs to return it to.

It can project images of arrows on the wall to direct PCs and can projects words in the Common tongue such as “yes” or “no”—though it prefers not to use words. It knows there are 2 guards in Area 5 and can lead from here to Area 5 to its home in Area 10.



THE IRON POT

Inside the iron pot is a large rainbow fish that the goblins were trying to cook. This fish is no ordinary fish, it’s magic! One of the goblins managed to catch it off-guard and knocked it unconscious with a club before it could defend itself. It is jumping inside the pot trying to get out.

TREASURE

Two of the ice beds have Potions of cure light wounds frozen inside. The beds need to be melted or chipped away to get the potions. The beds have 10 hit points and 0 hardness. If the ice is hit roll 1d20, on even number the potion is destroyed from the force of blow.

3

TOTEM HEADS

500 XP

This area contains five ice heads of a disassembled totem pole. The PCs need to solve a puzzle in the area to escape the trap. Read the following:

Five heads chiseled out of ice make an eerie circle in the center of this chamber. Then without warning, the passages are sealed with magical green ice similar to the ice wall at the entrance. One of the ice heads turns around and says, "now what are you going to do?"

PUZZLE – TOTEM HEADS

Each head is 3 feet tall and 3 feet in diameter. Each has a different personality and all of them want to be on top.

- **Head 1: Grumpy** – complains about how cold it is, how small it is in here, how the others smell, etc.
- **Head 2: Eager/Happy** – Wants to know all about the PCs, complements them frequently and wants nothing else other than to help—and to be on top of the others. It lets PCs touch him, no problem.
- **Head 3: Suspicious** – doesn't trust anyone and will question why the PCs are here
- **Head 4: Quiet** – doesn't say anything, but doesn't like to be touched.
- **Head 5: Liar** – Acts like it is friendly, but it's a compulsive liar.

Happy will truthfully tell the PCs that in order to escape this area, they must assemble the heads into a large pole and then fit the pole into a hole in the center of the area and turn it clockwise like a giant key. It doesn't know the right order.

Liar will tell the PCs that Happy is lying.

Suspicious will say don't trust any of the heads.

Grumpy will tell them to stick their heads in the snow.

Clues: Each of the totem heads has a rune on its top and bottom. The runes show the order that the heads need to be placed to correctly complete the totem pole key.

Since the heads and runes are both made of clear ice and are somewhat small, spotting them takes a DC 15 Perception check. Anyone that is holding a head can see the mark automatically.

The 6 inch holes in the ceiling in floor are obvious.

Complication: None of the heads, except Happy will allow the PCs to touch them unless the PCs promise to put that head on top. Attempting to lie to a head requires a Bluff skill check against a Totem Head's +5 Sense Motive Skill (the suspicious head has +10 Sense Motive bonus). If a PC's Bluff check beats (i.e. is higher) than a Totem Head's Sense Motive check, the head will allow a PC to pick it up without biting the PC.

Grabbing a Totem Head: To grab a Totem Head, a PC must make an unarmed attack with both hands (i.e. with no weapons). Whether the grab is successful or not, the Totem Head (except Happy) makes a bite attack against the grabber.

A grabbed Totem Head will attempt to bite its grabber every round until it is put down or until it is placed above or below the correct head as listed under the solution. Once correctly placed, the connected heads no longer move or bite—though they can still talk.

Attacking a Totem Head: If a Totem Head is reduced to 0 hit points or less, it crumbles. It reforms in 10 rounds.

TOTEM HEADS (5)		HIT POINTS 10
INITIATIVE +5	SPEED 30 FT. (6 Squares)	
DEFENSE		
Armor Class 15, touch 15, flat-footed 10		
Fortitude Save NA, Reflex Save +5, Will Save +1		
Hardness 5		
OFFENSE		
Melee (standard action) bite +5 (1d3 damage)		

Solution:



- Grumpy
- Eager/Happy
- Suspicious
- Quiet
- Liar

HOW TO ROLL 1d3?

Roll 1d6:

- 1-2 = 1 point of damage
- 3-4 = 2 points of damage
- 5-6 = 3 points of damage

After solving the puzzle: The ice spears (see below) recede. One minute later, the totem pole disassembles and each head is teleported to its original position.

TREASURE

If the PCs successfully complete the Totem Key and turn it clockwise, a giant Red Ruby worth 300 gold pieces appears in the quiet head's mouth; Quiet allows a PC to take it.

TRAP – ICE SPEARS

Give the PCs a moment or two to converse with the totem heads when they first arrive and then read the following:

As the heads continue to talk and bicker, the large ice spears in the floor and ceiling begin to grow. Any moment the cave will be impassable with razor sharp ice.

In 5 rounds, the ice stalagmites and stalactites will extend from the floor to the ceiling and moving about in the cavern will require an Acrobatics check against DC 15 or else those that fail will take 1d4 slashing damage. The heads are not affected.

MAGIC ICE WALLS

10 feet by 10 feet by 1 foot thick, has a Hardness of 0 and 36 hit points. The magic that sustains the Ice Wall allows it to regenerate 5 hit points of damage each round.

Attacking the walls will not draw any additional attention.



4

ICE SPIDER SWARM

800 XP

At a juncture in a long winding passage is an area roamed by swarms of tiny ice spiders. Read the following.

The light fog and wisps of cold that have been coming off of the cavern floor seems particularly thick up ahead, almost as if it is moving with a mind of its own.

Give the PCs a chance to decide what they want to do. They can turn back, prepare some gear or try and get a closer look at what it is exactly in front of them. After giving them this time, read the following.

Hundreds of tiny clear spiders climb over one another and quickly spill forward scurrying on the floor and walls. The air is noticeably colder around them.



ICE SPIDER SWARMS (4)

HIT POINTS 9

INITIATIVE +3

SPEED 30 FT. (6 Squares), climb 30 FT.

DEFENSE

Armor Class 17, touch 17, flat-footed 14

Fortitude Save +3, Reflex Save +3, Will Save +0

Immune Weapon damage

OFFENSE

Melee Swarm attack (1d3 cold damage plus Freeze)

SWARM ATTACK

A swarm doesn't make a normal attack roll, it simple does damage to any targets in its area when it completes its movement for the turn. Swarms are not affected by cover or concealment.

FREEZE

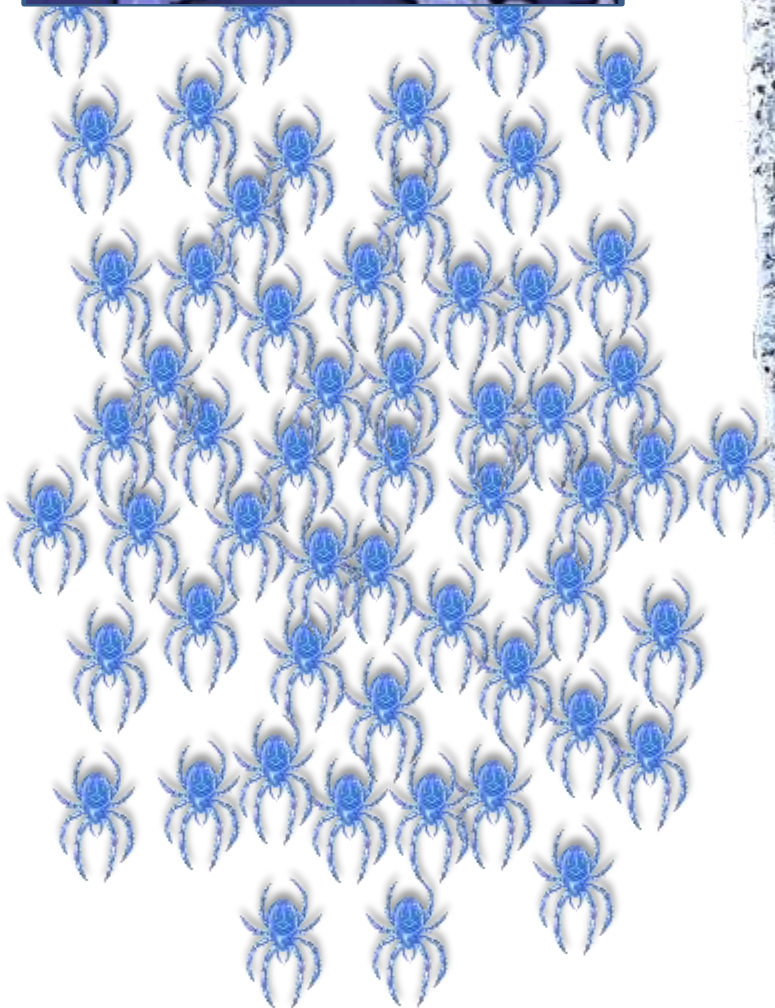
Any target in the swarm's area when they stop moving must make a Fortitude Saving Throw against DC 14 or be frozen in place—meaning Speed becomes 0. The target can make another saving throw at the beginning of its turn to become unfrozen and have their Speed returned to normal.

The swarms are 5'x5' each and attack until destroyed. They ignore blue goblins as long as the goblins have Winter Fang Amulets on.

LIGHT FOG/CONCEALMENT

The light-gray cloud area on the map represents a fog that provides concealment. Any attacks made by the PCs inside of this area have a 20% of missing.

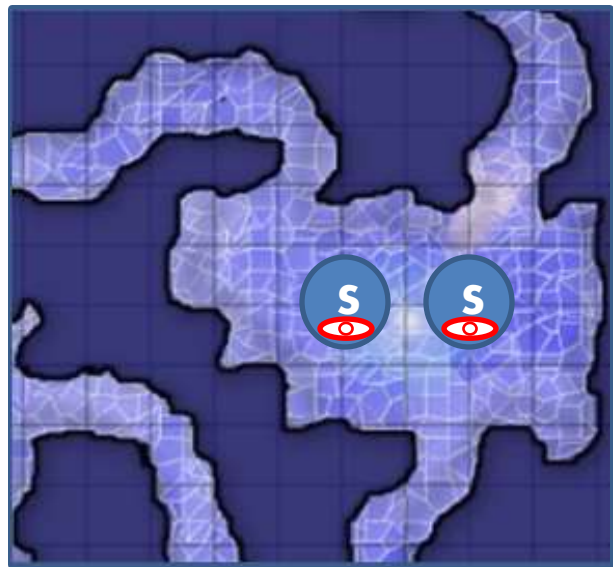
The ice spider swarm is unaffected by the concealment.



5 SNOW GUARDS 1,200 XP

This area is another chamber with the Winter Dragon's guardians. Read the following.

This chamber has several passages leading in and out. Two crude 10-foot statues of snow and ice stand shoulder to shoulder, threatening to topple over on any intruders that would dare pass through their shadows. The eyes of the statues are beautifully cut blue sapphires. A bright red bull's-eye has been painted on the chest of each statue. A pile of snow balls is piled up near each entrance.



SNOW GUARDS (2)		HIT POINTS 22
INITIATIVE -1	SPEED 20 FT. (4 Squares)	
DEFENSE		
Armor Class 17, touch 9, flat-footed 17		
Fortitude Save +5, Reflex Save +0, Will Save +3		
Fast Healing 5 (while in contact with ice and snow)		
IMMUNE cold, critical hits, flanking, paralysis, poison, <i>sleep</i> , sneak attack, stun		
OFFENSE		
Burrow 20 ft.		
Melee (standard action) slam +7 (1d8+5 damage)		
SPECIAL ABILITIES		
Frost Breath (standard action) 30 foot cone, 2d8 cold damage, a DC 13 Reflex reduces this damage in half.		

TREASURE

The two eyes of each Snow Guard are perfectly cut round sapphires. If a Snow Guard is destroyed and the eyes are removed, each one is worth 300 gold pieces.

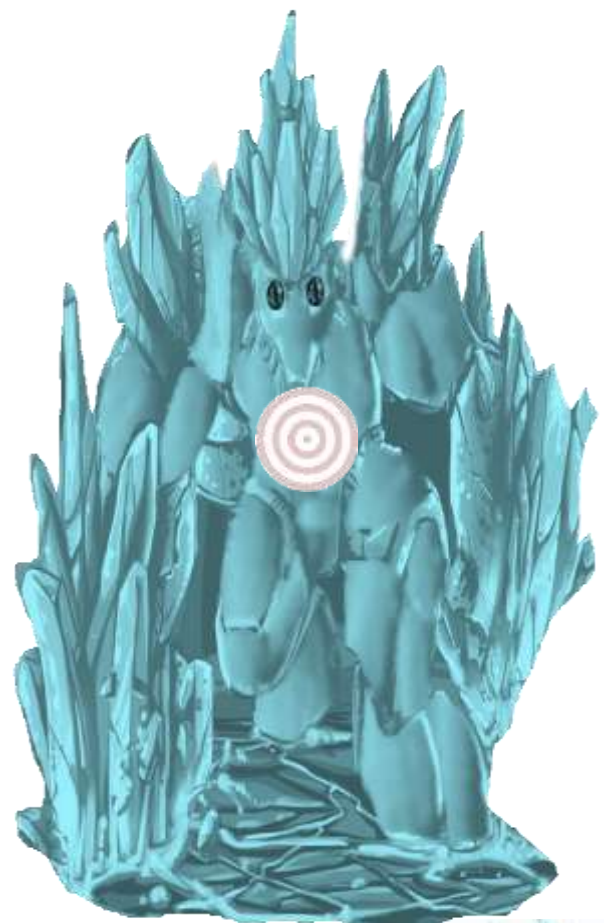
The guards remain motionless unless they are attacked or any creatures approach within 15 feet of them.

The Snow Guards ignore those wearing Winter Dragon Fangs. However, if they are touched or attacked, they attack everyone in the area regardless of the amulets.

SNOWBALLS AND BULL'S-EYES

The bull's-eyes and snowballs were put there by mischievous little fey creatures called frostbiters (see Area 9). The PCs don't need to do anything to pass through the area, but if they throw snowballs or otherwise attack or disturb the guards, the guards animate and attack.

If the rainbow fish is with the PCs: it doesn't have any knowledge about the guardians or this area (other than that North passage is the way to its home).



6

2-Headed Polar Bear

800 XP

A reluctant guardian, this creature would rather be free than attack.

A large polar bear with two-heads rests in the back of this area. Its deep breathing and low growl cause the walls to tremble. Both of its heads have an iron collar; a single chain holds it fast to the wall.

If the PCs enter the area, the creature slowly gets up and growls, but it clearly stumbles when it stands.

Knowledge – Nature: A skill check vs. DC 13 reveals that the creature is a cub.

Poisoned: The creature has been poisoned which has Sickened it, giving it a -2 to all checks. If the creature is observed for one round it is clearly lethargic.

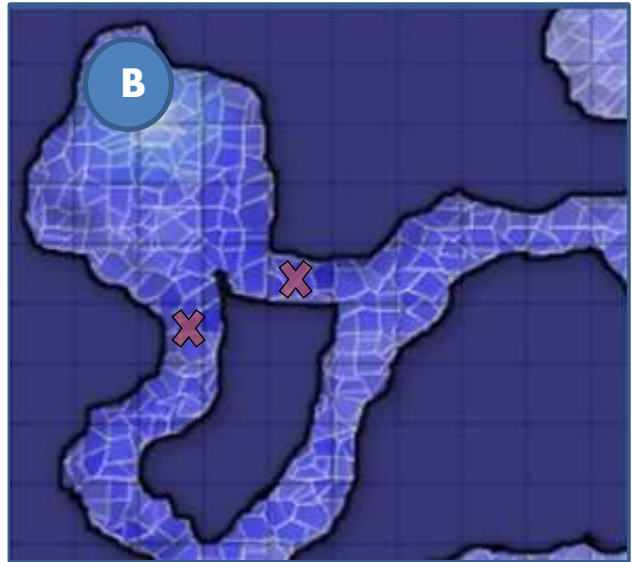
Chain: The chain gives the creature enough slack to reach anywhere in its area. It can't reach the squares marked 'X'.

Freeing the Bear: There are a few ways to free the cub.

- **Pulling the chain:** A Strength check against DC 25 will release the spike from the wall and free it. If the cub sees the PCs trying to pull the chain, it will aid them granting a +2 to their checks. Each PC that aids the main PC that is pulling the chain also grants a +2 to the Strength check. PCs can take 10.
- **Winter Dragon Fang Key:** There is an indentation above the chain in the wall that is the perfect shape of one of the Winter Dragon's Fangs. If one of the amulets is placed in the wall, the collar on the beast is released, but the amulet melts away to nothing afterwards.
- **Hacking the chain:** The iron chain has hardness 10 and 30 hit points. Bludgeoning and piercing weapons are ineffective against the chain. Hitting the chain may spook the cub though and cause it to attack—if it isn't already attacking.



If the cub is freed: the creature charges out of the area onto the ice bridge in **Area 7** and then it slides off the bridge into the darkness below. It lands safely in the ice webs of the Ice Spider in **Area 7A**.



TWO-HEADED POLAR BEAR CUB (1)

HIT POINTS 36

INITIATIVE +2

SPEED 40 FT. (8 Squares)

DEFENSE

Armor Class 17, touch 12, flat-footed 15

Fortitude Save +7, Reflex Save +4, Will Save +2

OFFENSE

Melee (standard action) bite +8 (1d8+5 damage) AND bite +8 (1d8+5 damage)

Melee (standard action) claw +8 (1d6+5 damage) AND claw +8 (1d6+5) PLUS Bear Hug

SPECIAL ABILITIES

Two-headed attack – This allows the creature to make two attacks as a standard action.

Bear Hug – If both claw attacks hit the same target, the target is **grabbed**. If the cub can't use its claws to attack other targets while grabbing a target and the target takes no additional damage each round. If the cub takes damage while grabbing a target it automatically lets the target go.

CONDITION – GRABBED



You have been grabbed by a monster (such as a boggard, mimic, or reefclaw) using the grab special ability. You can't move from your current square until the monster is killed or lets you go. You lose your DEX Mod to Armor Class (if positive) and you take a -2 penalty on attack rolls.

7

Ice Bridge

400 XP

This area contains a treacherous ice bridge over a seemingly bottomless pit. A trap protects the bridge from trespassers.

A long narrow bridge made of solid ice leads off into the darkness. Far below is a thick fog of frozen mist that looks like fluffy clouds.

The bridge is 5 feet wide for its entire length. While it may look bottomless, those that fall off the bridge find themselves saved by a thick layer of cold webbing 50 feet below the bridge. See Area 7a.

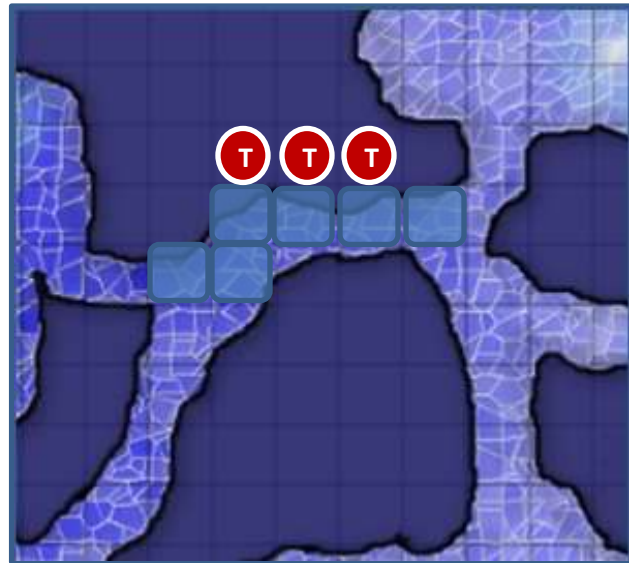
Crossing the bridge: Each single Move action that a creature takes to move its Speed, requires an Acrobatics skill check against a DC of 15. Creatures running across the bridge take a -5 penalty to this check. Moving at half speed grants a +2 to the check. Failing the check leaves the target prone. Failing by 5 or more results in the creatures falling.

TRAP – ICE DARTS

When one or more PCs reach the area marked **T** on the map, there is a chance that they spring a trap!

Spotting the Trap: Have each PC make a Perception skill check against DC 20. Any PC that makes the check sees thin footprint indentations in the ice bridge.

Stepping in the footprints: causes them to glow with a magic green light. As long as each PC walks in the exact footprint indentations they are safe. If any PC walks along the bridge outside of the tracks the trap on either side of where the offending PC is walking is sprung, shooting ice



darts into that square and the squares directly behind and in front of that square. Attack each PC in those squares once. The trap continues to shoot darts each round a creature is in a marked square outside of the footprints.

ICE DART TRAP CR 1 (XP 400)

Type magical; **Perception** DC 20; **Disable Device** DC 20

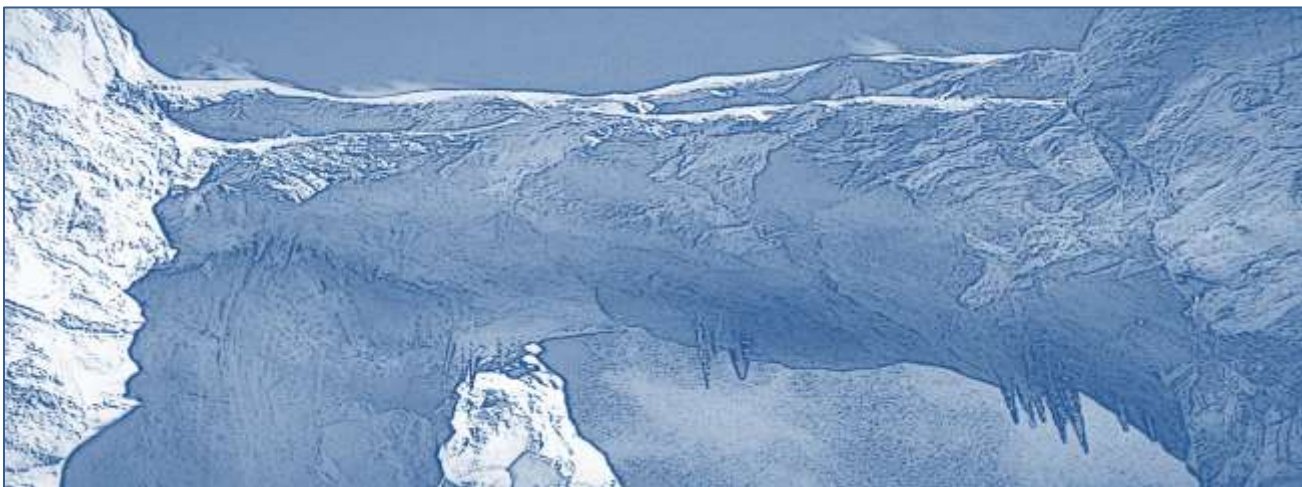
Trigger touch; **Reset** 1 round

EFFECTS

Attack +10 ranged (1d3 plus Fort DC 13 or 5 cold damage)

Targets that are hit take a -2 to Acrobatics checks on the next check they make on the bridge.

Disabling the trap: A rogue can use the Disable Device ability to attempt to disable the magical trap. This requires 2d4 rounds and a check against DC 20. On a success the trap is disabled for 1 minute (10 rounds) before resetting.

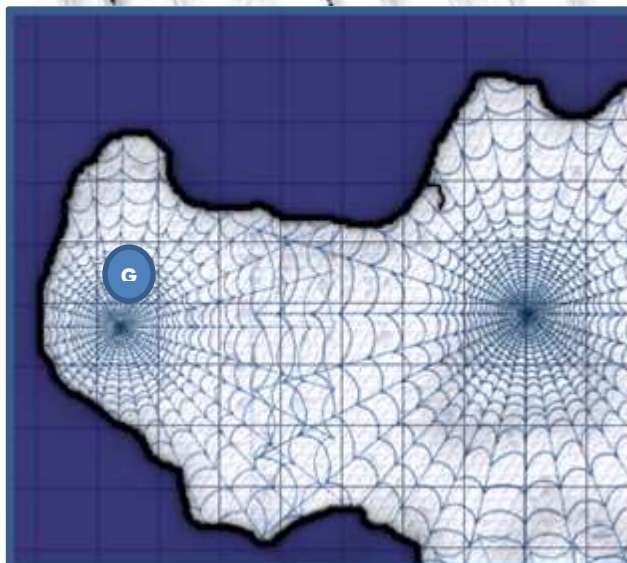


7a Ice Spider

800 XP

This lair belongs to a monstrous ice spider. PCs may either find a secret passage to here or else have fallen here from another area.

The thick, frigid webbing seems to go on forever in all directions. Surprisingly the webs aren't sticky, but they are cold to the touch. A tremble in the web indicates that there is something else down here.



CREATURE – SNOT THE GOBLIN

The movement in the webs comes from Snot, a goblin who was thrown to the Ice Spider when he proved to be too greedy—even by goblin standards.

The PCs will quickly spot a large sack of webbing wriggling nearby. A muffled cry for help will come from the sack.

Cutting the Webs: The webbing has hardness 0 and 5 hit points.

Snot is fatigued and very cold. He has 1 hit point, but is otherwise like a Blue Goblin in [Area 2](#). Putting a Winter Dragon Fang amulet around his neck for 3 rounds will heal him of his cold damage and remove his Fatigue.

What Snot Knows:

- First and foremost he wants to be free. Next he wants 100 gold—though he'll take his freedom and be happy. If the PCs free him, he will reveal two of the things he knows. If they pay him too, he will reveal everything. Attempting Intimidation will net the PCs one or two items, but he will do his best to hold back.
- He knows about the lever in [Area 8](#) that must be switched to get up the Falls.
- He knows the PCs should use the Winter Dragon Fangs to protect themselves.
- He knows not to trust the creatures called frostbiters in [Area 9](#)--they came and looted him soon after he fell into the webs
- He knows the Winter Dragon won't kill the Spring Fairy or else a new one will just be born next year



- He knows about the magical hammer "Volcano" at the bottom of the pool in [Area 10](#).
- He can sketch a crude map of the cave as he knows it (see Snot's Cave Map in the Handouts section).
- He really doesn't know much about the Winter Dragon or the magical brazier in its lair.

ICE SPIDER (1)		HIT POINTS 34
INITIATIVE +2	SPEED 40 FT. (8 Squares)	
DEFENSE		
Armor Class 17, touch 12, flat-footed 15		
Fortitude Save +5, Reflex Save +4, Will Save +2		
Immune Cold		
OFFENSE		
Melee (standard action) bite +7 (1d8+5 plus 1d4 cold)		
SPECIAL ABILITIES		
Large – The Ice spider takes up 2 squares by 2 squares Ice Web – As a standard action, an ice spider can shoot a freezing web at a creature within 30 feet by making a +7 ranged touch attack. If the web hits, the target cannot move from its current space until it spends a standard action to make a DC 15 STR check to break free. The target takes 1d4 points of cold damage each round if it doesn't free itself.		

Five rounds after the PC enter its webbing, the Ice Spider, travelling underneath the web at their feet, pops up looking for new victims to put on ice to feed to its young.

It is more interested in trapping live victims than killing them outright.

If reduced to half of its hit points or lower, the Ice Spider will flee by climbing under the web and creating a web-line to descend lower into the cave.

📖 RULES – EXTREME COLD

Like the rest of the cave, cold within the web lair deals 1d6 points of non-lethal damage per minute, with no saving throw if the PCs don't not have appropriate cold weather clothing (or a Winter Dragon's Fang amulet). Any character who takes cold damage from the weather is fatigued. The fatigue penalty ends when the character heals the damage taken from the cold weather.

8

Magic Water Falls

800 XP

A powerful water falls pours down into this area and into an underground river. To reach the Winter Dragon, PCs must enter the river and pull a lever which reverses the direction of the falls—the level however, is guarded by a water elemental.

Two water falls create an almost deafening roar. One water falls comes from above which leads to an underground river that quickly spills into another falls and into a large hole leading somewhere deep below. Large claw marks have scratched the ice in this area and are visible leading up the ice wall near the falls that pour down from above.

It should be clear to the PCs that to get to the Winter Dragon, they need to ascend the falls or at least the ice wall near the falls.

CLUE – DIAGRAM IN THE ICE

A Perception check against a DC 15 reveals a diagram of some sort in the ice near the river. The diagram is a clue regarding the lever in the river that needs to be switched in order to get the falls to reverse. See the Handouts section.

THE FALLS

The falls above the PC is at the top of the cavern some 50 feet above the ground. The force of the falls makes it practically impossible to enter the falls and move forward.

Climbing the Ice Wall under the Falls: Requires a DC 20 Climb check. PCs cannot take 10 or 20. Failure results in the PC falling into the falls and being moved along the river at 10 feet per round until they fall into the other falls and into the hole.

The falls leading into the hole: leads to the Ice Spider’s lair in Area 7A. PCs that fall through the hole land safely in the webbing below.

THE RIVER

Swimming in the fast moving river is a challenge, requiring a Swim Skill check against a DC 15 in order to swim against the current and move where the PC desires. Failure results in the PC being moved 10 feet towards the hole in

Area 8. Once they reach the hole they fall as described above.

RULES - SUFFOCATION

A character with no air to breathe can hold her breath for 2 rounds per point of Constitution. If a character takes a standard or full-round action, the remaining duration that the character can hold her breath is reduced by 1 round. After this period of time, the character must make a CON check (DC 10, +1 for each success) in order to continue holding her breath. When the character fails one of these Constitution checks, she begins to suffocate. In the first round, she falls unconscious (0 hit points). In the following round, she drops to -1 hit points and is dying. In the third round, she dies.

CREATURE – WATER ELEMENTAL

The lever is guarded by a water elemental. Any creature that enters the river or the falls is attacked by it. The water elemental does not follow any creatures that leave the water.

The water elementals Vortex ability will make it harder for PCs to swim in the river.

WATER ELEMENTAL (1)		HIT POINTS 30
INITIATIVE +1	SWIM 90 FT. (18 Squares)	
DEFENSE		
Armor Class 17, touch 11, flat-footed 17		
Fortitude Save +6, Reflex Save +5, Will Save +1		
OFFENSE		
Melee (standard action) slam +7 (1d8+4) OR power attack +6 (1d8+7)		
SPECIAL ABILITIES		
Vortex – Whenever the water elemental uses a move action to swim, the DC of all Swim checks within 30 feet of the water elemental increases by +5 until the water elemental’s next turn.		

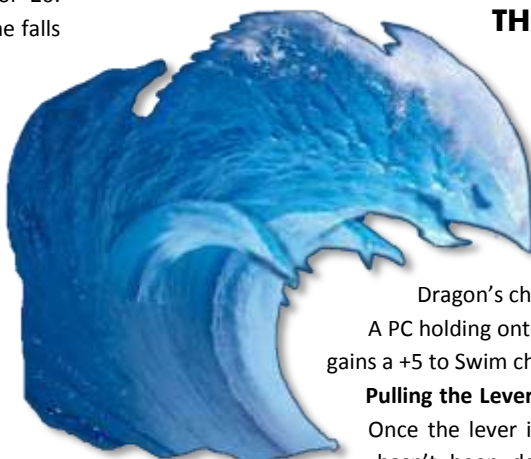
THE LEVER

Below the surface of the river at the location marked “Lever” on the map is a lever that must be switched in order for the magical water falls to be reversed—allowing the PCs to ascend into the Winter

Dragon’s chambers.

A PC holding onto the lever and attempting to pull it gains a +5 to Swim checks to remain in place.

Pulling the Lever: Requires a DC 15 Strength check. Once the lever is pulled, the water elemental, if it hasn’t been defeated, disappears. It reappears when the lever in Area 11 is pulled reversing the direction of the falls again.



8a Ice Spider Victim

400 XP

An unfortunate victim that fell down the hole in Area 8 was wrapped in an icy web cocoon by the Ice Spider to be food for its young.

A torrent of water roars from a hole in the ceiling and down through the thick icy webs. In a corner of this area, a large icy web cocoon shakes with movement as something seems to struggle within.

ARRIVING TO THIS AREA

From the waterfalls in Area 8: If one or more PCs falls into the hole from Area 8, they appear in the square marked with the red arrow. ↓

TRAPPED BY THE FALLS

The waterfall flows through the ice webs and into the darkness below. The force of the falls pins any PCs that either fell into or enter this area.

Escaping the Falls: Moving from this area requires a DC 22 Strength check. A PC can take 20 on this check, which requires 2 minutes. Any other PC that aids a trapped PC adds a +2 bonus to the strength check.

ICE WEB COCOON S

The cocoon is roughly 5 foot tall and humanoid shaped. It has hardness 0 and 5 hit points. If it is cut open, a puff of cold air releases several of the Ice Spider's young (2 swarms). The young human male inside is dead.

CREATURES – ICE SPIDER SWARMS

ICE SPIDER SWARM (2)		HIT POINTS 9
INITIATIVE +3	SPEED 30 FT. (6 Squares), climb 30 FT.	
DEFENSE		
Armor Class 17, touch 17, flat-footed 14		
Fortitude Save +3, Reflex Save +3, Will Save +0		
Immune Cold, Weapon damage		
OFFENSE		
Melee Swarm attack (1d3 cold damage plus Freeze)		
SWARM ATTACK		
A swarm doesn't make a normal attack roll, it simple does damage to any targets in its area when it completes its movement for the turn. Swarms are not affected by cover or concealment.		



FREEZE

Any target in the swarm's area when they stop moving must make a Fortitude Saving Throw against DC 14 or be frozen in place—meaning Speed becomes 0. The target can make another saving throw at the beginning of its turn to become unfrozen and have their Speed returned to normal.

Each swarm takes up 1 square; it will attack until destroyed.

Ice Spider: Five rounds after the cocoon is opened, if the Ice Spider wasn't defeated earlier, it will appear and attack any creatures in the area (see area 7A for the Ice Spider's statistics).

TREASURE

The victim inside the cocoon has the following:

- Ring of Swimming (1,500 gold pieces; provides a continuous +5 bonus to Swim checks)
- Masterwork Dagger (302 gold pieces; provides a +1 bonus to attacks, but not damage)
- 50 gold pieces
- 50 feet or rope, a hammer and a dozen pitons (climbing spikes)
- A gold locket (worth 10 gold pieces) with a picture of beautiful elven woman

ESCAPING THE SPIDER LAIR

There is a small home in the ice wall 30 feet high from the web floor at the green arrow. ↑ This hole leads to the hole in Area 9.

Climbing the ice wall: the wall is slick, but has several imperfection, that make it possible, if difficult, to climb. Climbing the wall requires a DC 20 Climb skill check.

Using pitons to assist in the climb reduces the DC to 15.

PCs that fall from a height greater than 20 feet take 1d6 damage.

9

Frostbiters

1,200 XP

This was the goblins original home, until a bunch of mischievous ice fairies called frostbiters drove them out. Read the following.

Broken wooden furniture and bedding are completely ripped up and broken, scattered all throughout this area. In the center of the room is a large wooden structure with a round disk made of ice hanging from it. A wooden rod hangs from a leather cord next to the disk. It appears to be some kind of signal. There is a large hole on the East wall and next to that, etched into the wall in Common are the words, "Goblins Get OWT!"

CREATURES – FROSTBITERS

Six tiny ice fairies are hiding in this area as indicated on the map. When the PCs first enter the area, one of frostbiters, Shivertoe, will fly up to them. It is holding what appears to be blue mud. Read the following.

From behind the ice disk, a tiny blue creature with wings of ice flies out. It is smiling and holding a large handful of blue goo. "Greetings friends! My name is Shivertoe, are you here to rescue the Spring Fairy? Well, I can help, but first you need to put this magic goo on your face—it will protect you from the evil Winter Dragon!"

The frostbiter is lying. Secretly roll a Sense Motive skill check for each PC against a DC 20. If any of the PCs succeed tell them they think something is fishy.

In reality, the blue goo is the, um, droppings of the frostbiter. It doesn't smell from a distance, but if it is applied it makes the PC smell horrible and causes the frostbiters to fall over themselves laughing.

If the PCs don't sense the deception, Shivertoe will give them each a smudge of goo to apply to themselves.

Once the PCs apply the goo or call the fairy out on its shenanigans, the other fairies come out of their hiding places.

The frostbiters attempt to grab items off of the PCs. All frostbiters except one, that will move to the Ice Gong and try to lure one or more PCs close to it. Winter Dragon Fangs are shiny and interesting to them.

Once a frostbiter has taken something, such as an article of clothing, weapon or other item from a PC it attempts to flee through the hole.

Negotiating with the frostbiters. If the PCs attempt to bargain—and haven't killed any frostbiters—Shivertoe will

offer to return their gear and leave them alone if the PCs agree to sing them a song.

As DM, make the PLAYERS sing, hum, whistle a tune or maybe recite a rhyme. The frostbiters expect all PCs to participate; otherwise, the frostbiters are bored and pass on the deal.

TREASURE – SILK ROPE

If the PCs agree, Shivertoe gives one of them 50 feet of Silk Rope (worth 10 gold pieces)—with a lasso on it. He says they'll need it soon, but won't elaborate. See Area 10.

If a frostbiter is killed, the others become much more serious and pull out their Frostbite Swords and attack to kill. They will fight to the death and won't negotiate.

FROSTBITERS (6)		HIT POINTS 10
INITIATIVE +5	SPEED 20 FT. (4 Squares), fly 50 FT.	
DEFENSE		
Armor Class 20, touch 15, flat-footed 15		
Fortitude Save +2, Reflex Save +7, Will Save +4		
Immune cold		
OFFENSE		
Melee (standard action) frost bite sword +8 (1d6 nonlethal cold, plus Fortitude save vs. DC 15 or Fatigued)		
Melee (standard action) grab item +8 vs. touch AC (see below)		
GRAB ITEM		
Frostbiters can target an item worn by a target and cause that item to teleport off the target to the frostbiter hand. At the same time the items shrinks to 1/16 th its original size and its weight becomes negligible. The item remains shrunk until a non-frostbiter touches it, a frostbiter changes it back or the frostbiter that shrunk the item dies.		
A targeted creature of this attack gets to make a Will Saving Throw against a DC 17 to avoid this effect.		
FROSTBITER BLUE GOO		
If applied to a creature, all other creatures, except frostbiters, within 30 feet must make a Fortitude Saving Throw against DC 13 or be Sickened for 1 minute (10 rounds). Once a creature has made a successful saving throw against any blue goo, it is immune to all blue goo for 24 hours.		
FIRE WEAKNESS		
Frostbiters hate and fear fire and are weakened in its presence. They take a -2 to attacks, saving throws, skills checks and ability checks within 15 feet of heat or flame.		

ICE GONG

When struck with the wooden rod, all creatures within 10 feet must make a Fortitude Saving Throw against DC 15 or become frozen and stunned for 1 round. Creatures with cold resistance or immunity to cold are immune to this effect.

THE HOLE

This hole is 3 feet in diameter and is a chute that leads to the Ice Spider's lair below. See Area 9A.



Frostbiters' Home

400 XP

The frostbiters in Area 9 make their home in the Ice Spider's webbing. Many of the items they have stolen can be found intertwined in the webbing here.

The entire area is a giant canvas of frosty, thick spider webs and walking on them creates a bouncing motion. Hanging nearby are several small globes woven into the webbing looking like beautiful birdhouses made of ice. Inside the globes appear to be several tiny objects.

These ice globes are the frostbiters' homes. Inside are many of the shrunken items they have stolen. If an item is touched by a creature, it returns to its normal size, destroying the globe.

TREASURE

- Globe 1: Potion of Cure Moderate Wounds
- Globe 2: An onyx worth 100 gold pieces.
- Globe 3: Fire pit (see below), magic music box
- Globe 4: Wizard Scroll - *lightning bolt* (caster level 5th)
- Globe 5: +1 Shield with the picture of a lion on it

ICE GLOBES

Each globe is hollow, 1-foot in diameter, has a 5-inch diameter hole on the side and has walls of 2-inch thick ice (hardness 0, 10 hit points).

The globes are set about 10 feet off of the web-floor. Each globe has tiny ice furnishings (of no real value) and etchings that have no real meaning

Destroying a globe destroys the contents inside.

FROSTBITERS

Roll 1d6, on a result of 5 or 6, there is a frostbiter in Globe 2. It will remain in the globe hiding. If a PC put's a hand into the globe, the frostbiter will poke the PC with its sword.

It isn't interested in a fight and will flee as soon as possible.

TRAP – SHRUNKEN FIRE PIT

One of the several items inside the glass balls is a small lit campfire that one of the frostbiters had shrunk as a trap before the Winter Dragon captured the Spring Fairy.

Spotting the Trap: Have each PC make a Perception skill check against DC 15. On success, the PC sees a tiny little



flickering light in globe #3. A small ornate box can be seen behind it as well.

Avoiding the Trap: If the PCs have already extracted other items from other globes they may realize that touching the flickering light may cause it to grow rapidly; potentially burning the PCs and burning a hole through the webbing, or worse setting the webs on fire. If a PC spots the light, but doesn't come to correct conclusion allow the PC to make a DC 10 Intelligence check to understand the danger.

Reaching past the fire pit to get the tiny box behind requires a DC 15 Dexterity check or Disable Device check.

Blowing into the ice globe puts the fire out.

If the fire pit is enlarged: The globe and book are destroyed. The PC that touched the fire pit takes 1d6 points of fire damage (no saving throw). All creatures within 5 feet of the globe take 1d6 points of fire damage (DC 13 Reflex saving throw for half damage).

The webs under the globe and within 5 feet begin to burn. Anyone standing in a square of web that is on fire takes 1d6 points of damage (no saving throw). If not put out (with snow, ice, water or other means), all squares around a square that is on fire also catch fire at the beginning of the following round.

ICE WEB PROPERTIES

The massive, multi-layer ice webs are cold, thick and fibrous, but they are not sticky. While they can burn, they have a cold core that prevents them from burning through, unless burned for a long time (more than 10 minutes). Climbing Ice Web walls required a DC 5 Climb check.

10

Ice Pool

600 XP

This entire area appears to be a frozen underground pond, but magically turns to water if it is stepped on too heavily.

This entire area seems to be a frozen underground pool. Amazingly, six small flasks appear to be floating a few inches above the ice in the center of the ice.

FLOATING FLASKS

Each flask is a Potion of Levitate, placed here as part of a challenge by the frostbiters. The potions move freely if struck—or perhaps lassoed with a rope.

Lassoing the flasks: A PC can make a Dexterity check against a DC 13. On success, the PC has lassoed all six flasks and can pull them in.

Using the potions: PCs that drink the potion can float just above the ice pond and push off of it just enough without setting off the trap.

POTION OF LEVITATE

You can move upward or downward and can move up to 20 feet each round as a move action. You cannot move sideways unless you are close to the ground or the ceiling to move yourself along. The potion lasts for 1 minute.

HIDDEN TREASURE

One of the Frostbiters hid a valuable necklace on one of the ice stalactites in the area here. Each PC should make a Perception check against DC 20 (or DC 15 if they specifically say they look up).

A PC can reach the **necklace** by using one of the potions of levitation or possibly by using a ranged weapon or spell against the stalactite the holds the necklace.

Hitting the stalactite in the ice ceiling: Armor class 9. Hit points 10. If the necklace falls there is a 50% chance (a roll of 01-50 on d100), that the necklace is damaged—in which case its value is reduced to 50 gold pieces.

TREASURE

- A jeweled necklace of a peacock (250 gold pieces)
- Magic warhammer “Volcano” at the bottom of the pond

TRAP – ICE POOL TURNS TO WATER

If a PC steps on the ice tell them they have a brief feeling of vertigo and the ice feels unsafe. If a PC is still on the ice after 1 round, the entire pond turns to water, dropping any PCs on the ice pond below and then the ice reforms trapping them underneath.

PCs within 5 feet of the edge of the pond can attempt a Reflex Saving Throw against a DC 15 to jump to safety.

BENEATH THE ICE POND

Read the following.

The ice instantly turned to water and then back to ice. Below is a warm inviting orange light in the darkness of the cold water.

Breaking through the ice: The ice is six-inches thick, has hardness 0 and 18 hit points. Damaged ice magically reappears after one minute.

UNDERWATER

EFFECTS

MELEE WEAPONS –2 attack penalty, half damage

RANGED WEAPONS –2 attack penalty for every 5 feet

SPELLS Spellcraft DC 15 to successfully cast

THROWN WEAPONS can't be used

See the Suffocation rules in [Area 8](#).

CREATURE - DWARF SKELETON

20 feet beneath the surface of the ice pond is the source of the orange light, a magic hammer ([see Volcano in the Magic Items section](#)); its former owner, now a dwarf skeleton attacks anyone that approaches. The skeleton cannot swim and can only move along the bottom of the pond.

DWARF SKELETON

HIT POINTS 17

INITIATIVE +5 SPEED 30 FT. (6 Squares)

DEFENSE

Armor Class 21, touch 12, flat-footed 19

Fortitude Save +3, **Reflex Save** +1, **Will Save** +3

Immune cold, disease, paralysis, poison, *sleep*, stun, anything that doesn't affect mindless creatures, anything that requires a Fortitude save

OFFENSE

Melee (standard action) long sword +7 (1d8+3/19-20)

DAMAGE REDUCTION

Whenever the skeleton takes damage from a piercing or slashing melee or ranged weapon, reduce the damage by 5 (to a minimum of 0).

RETURNING THE RAINBOW FISH

If the PCs have the rainbow fish from [Area 2](#) with them, it will project a warning image of cracking ice. If they place it on the ice, a small hole appears and it sinks below as the ice reappears.

If the fish is under the ice when any of the PCs fall through, it can project misleading images of goblins or whatever to distract the skeleton and the fish can create a hole in the ice to help trapped PCs escape.

11 Winter Dragon

1,600 XP

This is the lair of the Winter Dragon. The Spring Fairy is caged nearby. Read the following.

A large metal lever is at the top of the falls. The large ice cavern is entirely empty save for a giant iron brazier roaring with a white flame. It is surrounded by several unlit wooden torches. The cave leads off to the East where the muffled sound of ice scraping on ice draws closer. A thick white fog precedes it.

THE OTHER WATER FALLS LEVER

This lever is similar to the lever in [Area 8](#). Switching it from its current position causes the water falls to switch directions.

THE WINTER DRAGON

This monstrous creature of sculpted snow and ice is not what it seems. In reality, it is merely a construct created by the leader of the Frostbiters, Glayshur. He magically controls the dragon from within a cavity in its head.

The magic of the white flame allows it to remain animated, but it also causes the sculpture to slowly melt, so when Glayshur is not using the dragon sculpture he covers the brazier with the lid to preserve it. If used continuously the dragon sculpture would completely melt within 24 hours.

Glayshur's motives: He wants to maintain winter forever, but he is not inherently evil. If he can capture PCs he will. However, if he is exposed and is outside the protection of the Winter Dragon, he will fight to the death if the PCs actually hurt him.

Other than imprisoning the Spring Fairy, Glayshur will not harm her. If the Winter Dragon is defeated and he can't get to another sculpture ([see Area 12](#)), he attempt to flee down the water falls and out of the lair altogether—leaving the other Frostbiters behind.

WHAT DO THE PC'S DO?

After they first arrive, give the PCs a chance to decide what they would like to do. There are several ice stalagmites and columns of snow that they can use to attempt to hide or else they may want to check out the brazier.

After giving them a moment, the Winter Dragon appears from the East corridor. Read the following:

A ten-foot tall dragon of living ice appears from a nearby tunnel. Its frozen eyes look lifeless, but a white mist rises from its nostrils and mouth making it seem truly alive.

If the PCs are hidden, the Winter Dragon stops, picks up a metal cover for the brazier and moves to cover it.

The dragon actually has limited senses because of its nature (see below), so its Perception is actually at a total bonus of -2. Make a Perception Check for it against the PCs Stealth checks to see if it discovers the PCs.

If the PCs are not discovered, read the following:

The Winter Dragon places a metal cover over the brazier extinguishing the flames. The dragon then becomes completely still. A moment later a tiny blue fairy flies out of the dragon's mouth.

THE IRON BRAZIER

The cold iron brazier is 5 feet high and 5 feet in diameter. The white flames are magical. The brazier has hardness 10 and 50 hit points. It weighs 500 pounds.

Spring Fairy Throne: The flames of the brazier actually come from this tiny 6-inch throne, but it can't be seen while the fires are lit.

Magical link to the Winter Dragon: The magic flames of the brazier allow the Winter Dragon to move. The flames cause the Winter Dragon to drip as if melting.

If the white flames are put out, the dragon is *slowed* and then becomes *paralyzed* after 10 rounds.

CONDITION – SLOWED

An affected creature moves and attacks at a drastically slowed rate. The creature is staggered and can take only a single move action or standard action each turn, but not both (nor may it take full-round actions). A *slowed* creature moves at half its normal speed (round down to the next 5-foot increment), which affects the creature's jumping distance as normal for decreased speed.

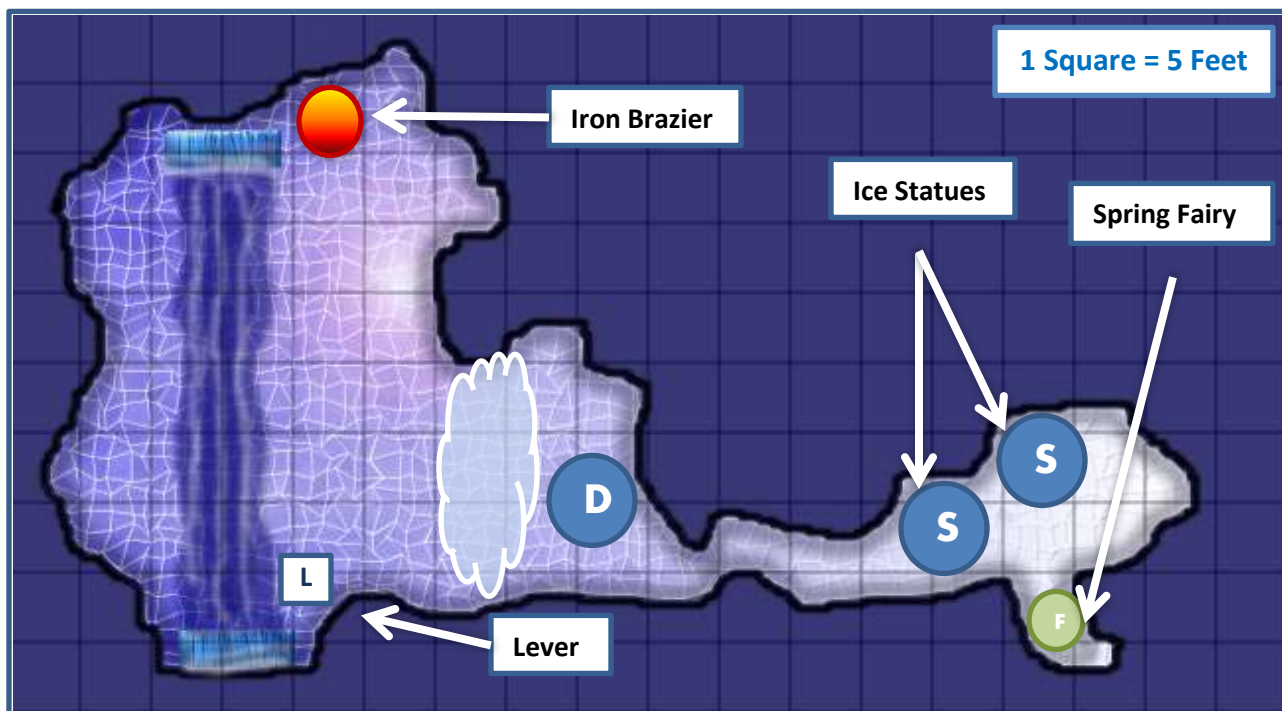
Using the white flame against the dragon: If the PCs get the idea to **light a torch** from the flames and use it against the dragon, the flames actually speed it up—granting it *haste* for 1 round after it is hit with the flame.

CONDITION – HASTED

The creature can spend a move action to make one extra attack per round using their normal attack bonus. Their speed increases by 30 feet.

Putting out the flames: A large metal lid lies against the wall as indicated on the map. If it is placed over the brazier the fire is temporary extinguished—until the lid is removed.

Destroying the brazier puts the flame out permanently.



WINTER DRAGON (1)		HIT POINTS 60
INITIATIVE +4	SPEED 40 FT. (8 Squares), fly 20 FT.	
DEFENSE		
Armor Class 21, touch 11, flat-footed 20		
Fortitude Save +2, Reflex Save +3, Will Save +1		
Defensive Abilities mindless		
Immune cold, sleep, anything that requires a Fort save		
Vulnerable fire (add 50% damage from fire attacks)		
OFFENSE		
Melee (standard action) bite +10 (1d10+5)		
Melee (standard and move action) bite +10 (1d10+5), 2 claws +9 (1d8+4), 2 wings (1d6+1)		
Long reach – The dragon is large and takes up 2 squares by 2 squares. It can attack creatures up to 2 squares away.		
FROST BREATH		
As a standard action, a Winter Dragon can fill the squares it occupies and the adjacent area up to 3 squares away with a frosty fog. The fog does 5d6 points of cold damage to any creatures in the area (DC 18 Fortitude save for half damage). The Winter Dragon can see through the fog and has concealment until its next turn.		
Once it was used this ability it must wait 1d4 rounds before it can use it again.		
ICY SHADOW		
Wherever the Winter Dragon moves, the ground within 5 feet (1 square) all around it becomes slick with ice. Creatures that move adjacent to the dragon on the ground must make a DC 10 acrobatics check or else fall prone.		

CONCEALMENT
Having concealment means the enemy has a 20% chance to miss you. If you have concealment and an enemy attacks you, the enemy has to roll d%. If the attacker rolls 21–100 on its d%, it gets to make its attack roll normally, but if it rolls 01–20, it misses and doesn't get to make its attack roll.

GLAYSHUR		HIT POINTS 20
INITIATIVE +5	SPEED 20 FT. (4 Squares), fly 50 FT.	
DEFENSE		
Armor Class 20, touch 15, flat-footed 15		
Fortitude Save +3, Reflex Save +7, Will Save +5		
Immune cold		
OFFENSE		
Melee (standard action) frost bite sword +8 (1d6 nonlethal cold, plus Fortitude save vs. DC 15 or Fatigued)		
Melee (standard action) grab item +8 vs. touch AC (see below)		
Spells (caster level 4 th)		
2 nd – <i>false life</i> , <i>hideous laughter</i> (DC 16), <i>invisibility</i>		
1 st – <i>charm person</i> (DC 15), <i>magic missile</i> , <i>sleep</i> (DC 15)		
cantrips – detect magic, mage hand, ray of frost, read magic		
GRAB ITEM		
Frostbiters can target an item worn by a target and cause that item to teleport to the frostbiter's hand. At the same time the items shrinks to 1/16 th its original size and its weight becomes negligible. The item remains shrunk until a non-frostbiter touches it, a frostbiter changes it back or the frostbiter that shrunk the item dies.		
A targeted creature of this attack gets to make a Will Saving Throw against a DC 17 to avoid this effect.		

FIRE WEAKNESS

Frostbiters hate and fear fire and are weakened in its presence. They take a -2 to attacks, saving throws, skills checks and ability checks within 15 feet of heat or flame.

ICE MAGIC

A dozen of more frostbiters have the power to shape and animate ice allowing them to create ice constructs, traps and other items that they can animate.

Frostbiters like to create puzzle and challenges for other creatures with their ice magic.

Frostbiters can color the ice objects they create or else have the ice objects glow with a faint light of any color.

Some frostbiters can create magic items from the objects that they create as well.

In this adventure, Glayshur uses the power of the Spring Fairy's throne within the iron brazier to power the Winter Dragon as well as other magical effects within the lair as it is less taxing, doesn't require his constant concentration and he really doesn't get along with the other frostbiters.

EQUIPMENT

Frostbite sword, Potion of *cure moderate wounds*, Scroll of *grease*, Scroll of *mage armor*

life before leaving the dragon. His main objective will be to move to the ice prison in [Area 12](#) to animate another Winter Dragon sculpture—however, if the PCs have put out the white fire in the brazier, those sculptures will be useless, since they won't be able to animate. In this case, Glayshur will attempt to flee down the falls.

Like other frostbiters, Glayshur is Chaotic Neutral and doesn't like killing. However, if he is in a fight for his life, he will use killing force to incapacitate PCs.

WATER FALLS AND RIVER

Swimming in the fast moving river is a challenge, requiring a Swim Skill check against a DC 15 in order to swim against the current and move where the PC desires. Failure results in the PC being moved 10 feet up the river towards the top of the map near the iron brazier—since the falls should be running in reverse. If for some reason the falls is flowing downward, a PC that fails a swim check moves toward the bottom of the map near lever (marked 'L' on the map). A PC that goes over the bottom edge winds up in [Area 8](#).

GLAYSHUR'S TACTICS



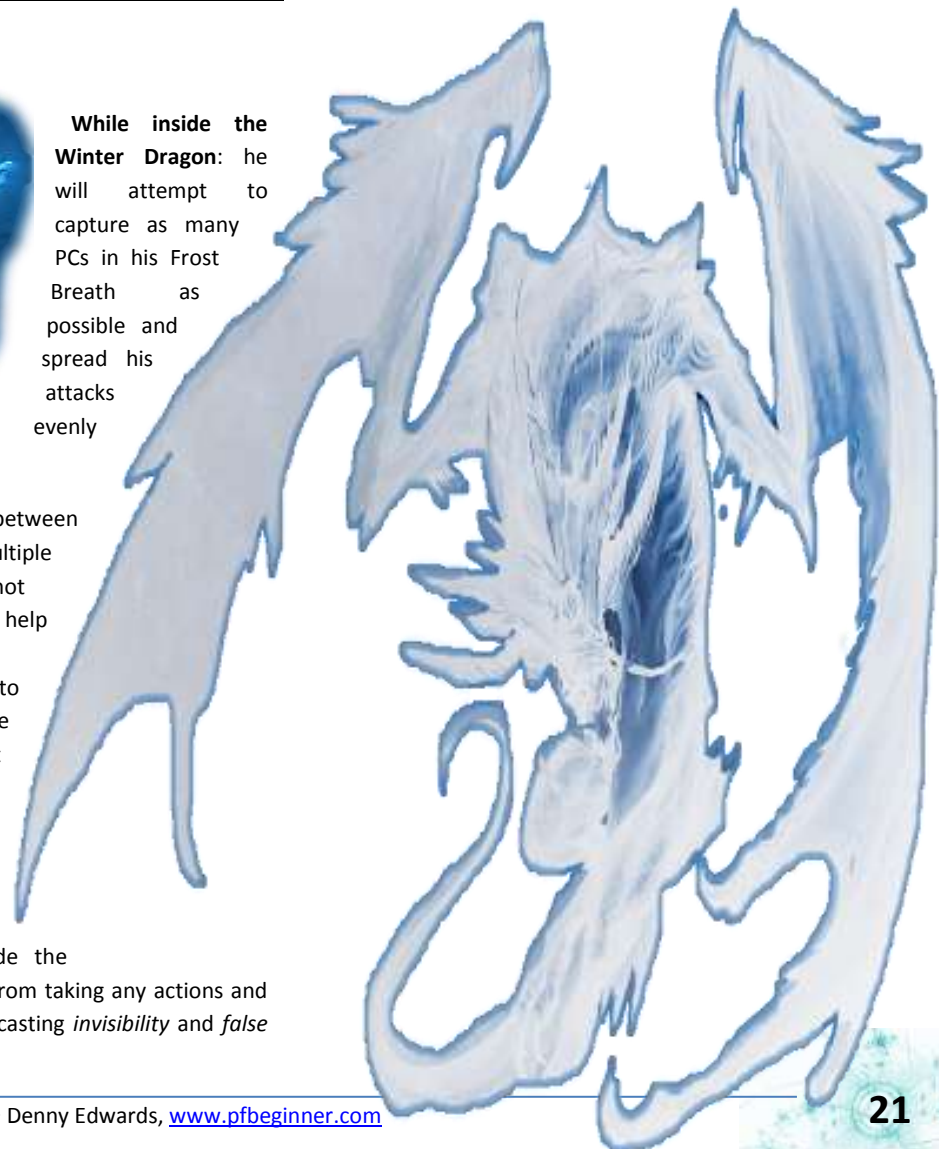
While inside the Winter Dragon: he will attempt to capture as many PCs in his Frost Breath as possible and spread his attacks evenly

between multiple PC—not wanting to kill any of them he can help it.

He is hesitant to clue the PCs into the link between the fire and the dragon, but if he is losing the fight he may attempt to get close to the brazier and place a claw into the fire in order to boost the dragon with haste.

Moving outside of the Winter Dragon

Dragon: If he has time inside the dragon, he can stop the dragon from taking any actions and take actions of his own, such as casting *invisibility* and *false*



12 Ice Prison

This is where the Spring Fairy is being held. There are also two other Winter Dragon constructs in this area.

Two massive ice sculptures in the form of winged dragons take up the majority of the space in this tiny cavern. Set into the South wall is a passage blocked by thick icicles that form bars.

DRAGON ICE SCULPTURES

These two 10 foot tall ice sculptures have Hardness 0 and 60 hit points. They are inanimate unless Glayshur uses the power of one of the braziers to merge with one.

ICICLE BARS

These bars of ice are 4 inches thick, have Hardness 0 and 12 hit points. The space between each bar of ice is also 4 inches (for PCs that may have a Potion of *reduce person*).

Hitting the bars: If the bars are hit, attacked or otherwise physically assaulted, sharp icicle stalactites above the passageway in a 10 foot radius fall on any creatures standing in the area.

FALLING ICICLE TRAP CR 2

Type natural; **Perception** DC 10; **Disable Device** DC 10; **Trigger** special (hitting ice bars); **Reset** none

EFFECTS

Attack + 10 ranged (2d6 piercing)

Disabling the icicle trap: Throwing stones or using a ranged weapon attack (AC 5) against the icicles causes them to fall.

SPRING FAIRY

If the PCs get past the icicle bars, read the following:

In the back of a small alcove behind the icicle bars is a 6 inch sphere of ice with a tiny female creature with butterfly wings frozen inside.

Freeing the Spring Fairy: The ice sphere is magically hardened and is immune to from flame (Hardness 15 and it

has 15 hit points). The white flames of the brazier will melt the sphere in 1 round.

What the fairy knows:

Once the fairy is free: The PCs can create normal fire again—which they may need to do if they haven't destroyed the Winter Dragon yet.

The fairy will heal the PCs of their wounds and offer to help them escape if they wish.

Escaping with the fairy: If the Spring Fairy can get to the Fire Brazier and to her throne inside of it, she can use her powers to teleport herself, the PCs and the Fire Brazier to her home forest. Glayshur is essentially powerless without the brazier and can't animate the Winter Dragon sculptures.

WRAPPING UP THE ADVENTURE

There are several possible outcomes to the adventure, here are few notes about a couple of them.

IF THE PCS ARE DEFEATED

If any of the PCs are captured or even killed, eventually Leafbeard will enter the cavern and can help them. He has the ability to heal injured PCs and can cast a powerful reincarnate spell that return dead PCs to life—though perhaps as something other than they were, like a goblin! Alternately, the players might create new heroes to enter the lair, defeat the Winter Dragon and free their original PCs.

IF THE PCS SUCCEED

If the PCs are successful in defeating Glayshur and freeing the Spring Fairy, the Spring Fairy will reward each of them with a Spring Blossom Necklace and offer her help in the future. If the PCs discovered "Volcano", the magical dwarven Warhammer, they should seek out its owner and return it—if not, the owner may come looking for them.



TREASURE

TREASURE

TREASURE – SPRING BLOSSOM NECKLACE

This necklace of holy berries and earthy stones has a simple leather cord that ties around the neck.

Once per day, the wearer can grasp the necklace and summon the power of nature to invigorate herself or one creature within 5 feet.

The target creature is healed 1d8+5 points of damage, removes the fatigued condition and if the target is under the effects of a poison, the target can make a new saving throw with a +2 bonus.

VALUE: 2,000 GP



TREASURE – WINTER DRAGON FANGS

- Turns the wearer's skin blue while worn
- Each time the wearer takes cold damage, reduce the damage by 5. After reducing 30 total points the amulet melts away and becomes non-magical.
- Removes Fatigue from Cold environments
- The wearer can pass through the Ice Wall
- The wearer is ignored by Snow Guards

VALUE: 500 GP



TREASURE – MAGIC HAMMER

- Name “Volcano”
- Warhammer, Bludgeoning, 1d8 damage, Critical: x3
- +1 Enchantment to attack and damage
- +3 Enchantment vs. Cold creatures
- Adds 1d6 Fire damage to each attack
- Provides Resist Cold 5 to wielder and all adjacent allies (i.e. within 5 feet)
- **Sheds light as a torch**
- Once per day, it can be struck on the ground to produce a *fireball* spell.

VALUE: 20,000 GP



FIREBALL

Range: 400 feet **Duration:** Instantaneous

Effect

You create a 20-foot-radius burst of fire. Creatures in the area take 5d6 points of fire damage. Each creature can make a Reflex saving throw against DC 16 to take only half damage.

Description

This exquisitely crafted iron warhammer shimmers as if made of solid gold. An inner flame flickers constantly within the hammer's head and a fire ruby in the handle gives off a constant heat that warms the wielder and those nearby. Engraved along the length of the handle are the words “Taalmar, Heus ald Khuzdaz”, dwarven for “Volcano, Hammer of the Dwarves”. Also, the name “Durgan” is scratched on the head. Durgan is the blacksmith of Woodside.

20,000 Gold Piece Treasure?!

Volcano is a major magical item with several abilities that will aid the PCs in their final confrontation against Glayshur and the Winter Dragon. However, it is not an item that the PCs are expected to keep. The Volcano should be returned to Durgan, its rightful owner, once the PCs return to town.

Reward: Durgan will give the PCs 500 gp each for the hammer's safe return.

If the PCs decide not to return the hammer, they will be hunted by a Durgan and a very upset clan of dwarves.

TREASURE – SPARK ROCKS

- When struck with another rock or metal this black rock produces heat like a small camp fire.
- Activating a spark rock is a Standard Action. The rock is cool to the touch when lit.
- A spark rock heats the square it is in and each adjacent square, lighting these squares with dim light like a candle. The heat is enough to protect those in the area from the effects of severe cold.
- Used against ice (or ice creatures), the spark rocks do 1d3 points of fire damage.

VALUE: 100 GP



HANDOUTS

HANDOUTS

"Ugly white hairy bear with 'nother ugly head next to first."

"Many stupid little blue fairy thieves"

"Floating bottles over ice pound. Light like fire under ice."

"Big Hole. Where Snot fall down."

"Me. Here."

"Blue goblins with Winter Dragon fangs."

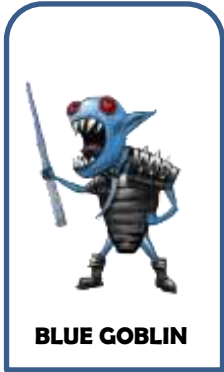
"Two big snow giants. Target on dem for snowballs."

"Green ice wall. Colorful ice blocks."

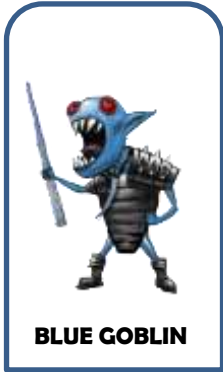
SNOT'S MAP

Waterfalls Diagram

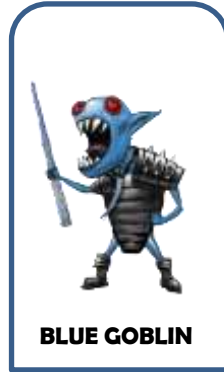




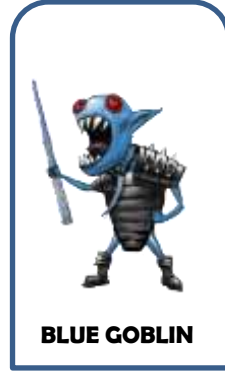
BLUE GOBLIN



BLUE GOBLIN



BLUE GOBLIN



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BLUE GOBLIN



FROSTBITER



FROSTBITER



FROSTBITER



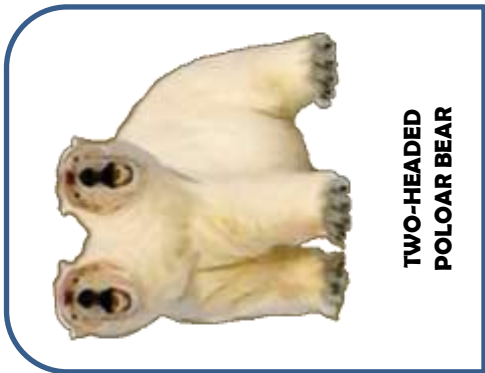
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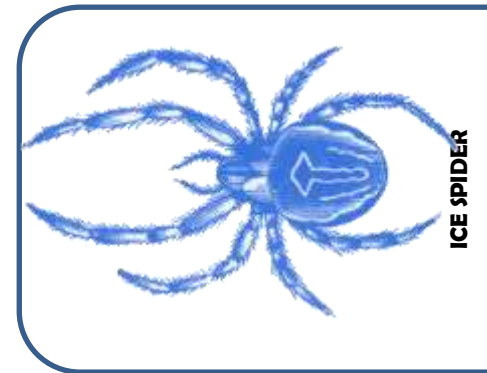
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**TWO-HEADED
POLOAR BEAR**



WINTER DRAGON



ICE SPIDER



SPRING FAIRY



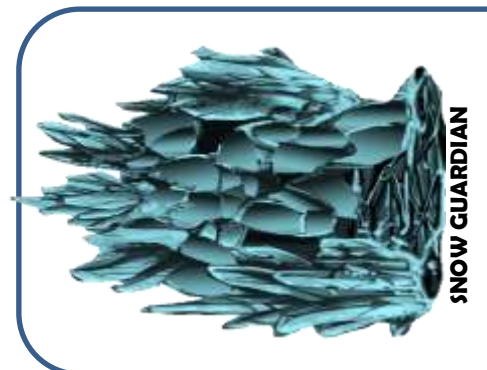
**ICE SPIDER
SWARM**



**ICE SPIDER
SWARM**



**DWARF
SKELETON**



SNOW GUARDIAN



**WATER
ELEMENTAL**



**ICE SPIDER
SWARM**



**ICE SPIDER
SWARM**



SNOW GUARDIAN

TOKENS

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