



OUTSIDE THE MOUNTAIN IS JUST AS DANGEROUS AS INSIDE

A *White Plume Mountain* Web Enhancement

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INTRODUCTION

White Plume Mountain was one of the classic DUNGEONS & DRAGONS adventures from the early days of first edition, and I remember my times exploring this dangerous mountain. Now that you have access to it in the newest edition of D&D, new generations of players have the chance at those same thrills. As a Dungeon Master, you might wish to use *White Plume Mountain* as the centerpiece for a campaign, or at least for an extended setting for your heroes to explore. To do this, you'll look to the Great Swamp that surrounds *White Plume Mountain*, and perhaps to the mountains farther away, for additional quests and encounters to challenge your heroes.

The AD&D 2nd Edition adventure *Return to White Plume Mountain* introduced additional material into the region surrounding the mountain itself, including a new weapon and the Witch of the Fens, Thingizzard. Here below you will find *Frostrazor*, the fourth legacy weapon, and Thingizzard, converted to D&D 3.5. Additionally, consider using Dragotha the Undead Dragon (a dracolich) as a threat to be introduced now and battled later; he was introduced in the online adventure *Dragotha's Lair*. With these three, you can provide weeks of fun (or headache) for your players.

FROSTRAZOR

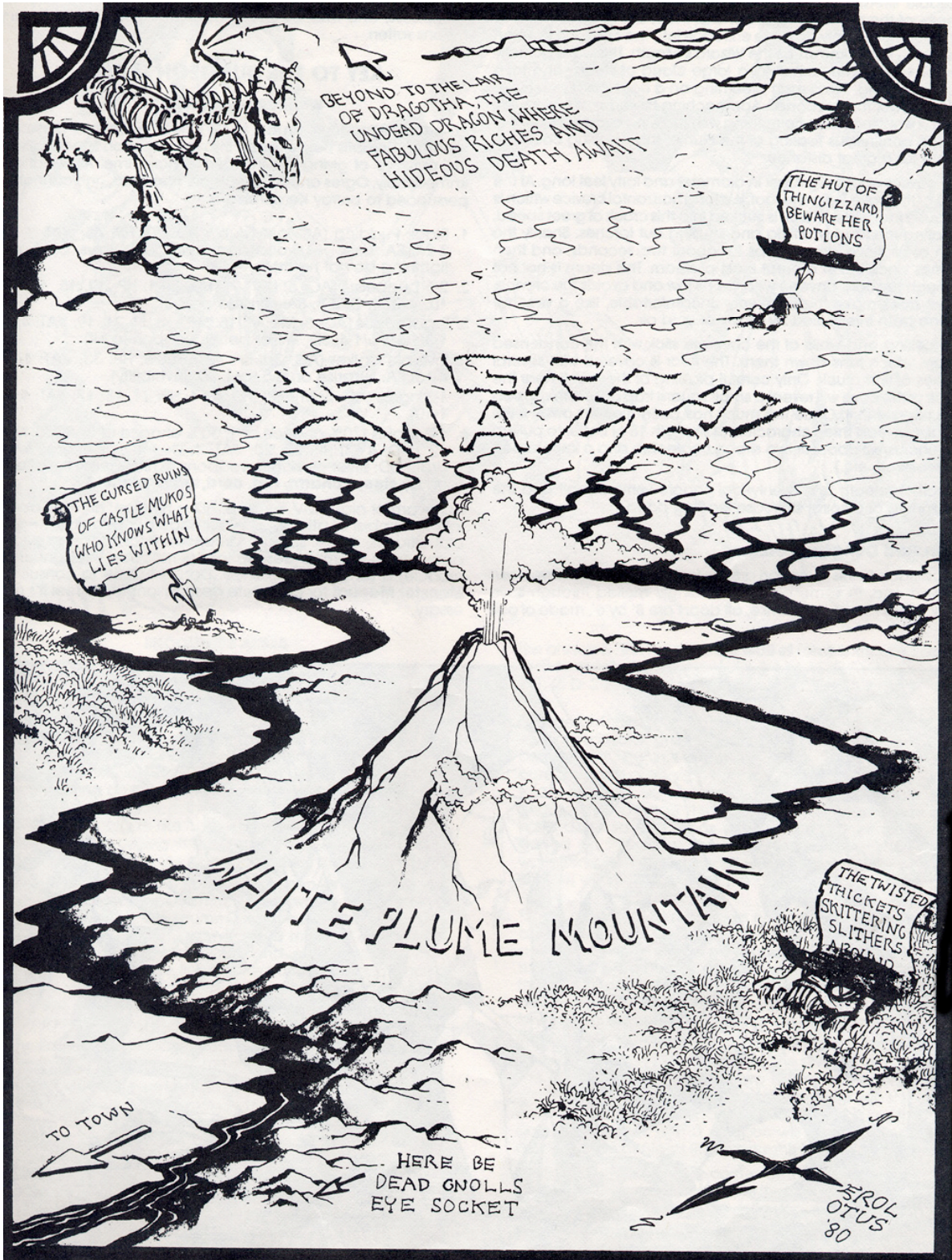
Frostrazor is greatsword forged of a single piece of unknown translucent white crystal. The white steel hilt is carved in an icicle motif. Its sheath is formed of the skin of a white dragon and decorated with the claws and teeth of the beast.

Nonlegacy Game Statistics: +1 greatsword; Cost 2,350 gp.

Omen: When drawn, *Frostrazor* freezes over with ice. When it scores a critical hit, it makes a sound like ice cracking.

HISTORY

In ages past, a great wizard battled against forces from the Elemental Plane of Fire. To best these foes, he lured an ancient wyrm white dragon to a cavern of ice in the far north, where he killed it by causing a mammoth icicle to spear the creature all the way through. Acting quickly, the wizard began to incant a ritual even as the dragon's blood was oozing over the icy instrument of its destruction. When finished, this wizard held a crystal sword. This he gave to his general because its icy properties would instantly destroy any fire-based creature. The general immediately turned on the wizard and



stabbed him through the heart, for he secretly served the efreet pasha that was the enemy of the wizard. **(DC 15)**

This general faded into history, and so did *Frostrazor* for more than 1,000 years. A few hundred years ago, an adventurer of mediocre talent called Merathal found it and discovered its powers upon thrusting it through the heart of a foe. **(DC 20; Piercing the Heart)**

Merathal was consumed by lust for power after this, and he slew many a friend as well as enemy trying to unlock more hidden powers in the sword. All his efforts failed, and he was driven from civilization. He wandered for years, frustrated by his inability to gain more powers. Finally, he learned how the sword was created, then made the journey to the cavern where the wizard had fashioned it in the blood of the ancient white wyrm. Finding nothing of use and falling into a deep, dark despair, Merathal threw himself into the freezing waters of the arctic sea under the great wyrm's resting place. However, he did not drown, and when he climbed back out of the water, he found himself holding a shard of ice instead of a sword. **(DC 25; Bathing in the Waters of Origin)**

Merathal passed into history as well, and the sword passed from hand to hand. About one hundred years ago, it fell into the hands of Garice Dragonslayer, a great hero. Garice carried the sword for three years, taking on greater and more powerful dragons in her quest to rid the world of all dragons. As she did so, she discovered the powers of *Frostrazor*. She became foolhardy, and this led to her downfall. She engaged a great white wyrm called Vixnaldnysa in battle, a child of the original dragon whose blood helped create *Frostrazor*. The dragon recognized the sword due to its own research into the past and became enraged. Though it was grievously injured, it slew Garice and consumed her. The sword was lost again until it surfaced in the hands of an adventurer who traveled to White Plume Mountain but did not return. **(DC 30; Vengeance of Garice)**

LEGACY RITUALS

Three rituals are required to unlock all the abilities of *Frostrazor*.

Piercing the Heart: You must kill a foe with a single blow by stabbing *Frostrazor* through the foe's heart. While the foe bleeds over the sword, you must incant a 1-hour ritual that draws the blood into the sword. *Cost:* 2,500 gp. *Feat Granted:* Least Legacy (*Frostrazor*).

Bathing in the Waters of Origin: You must take *Frostrazor* to the icy cavern where it was created and bathe it for an hour in the freezing waters that you find

underneath the cavern. You must bathe yourself in those waters at the same time, and survive with at least half your hit points remaining. *Cost:* 12,500 gp. *Feat Granted:* Lesser Legacy (*Frostrazor*).

Vengeance of Garice: You must find and slay a direct descendant of the ancient white wyrm dragon that the item's creator originally killed; this dragon must be at least 800 years old. When this is completed, you must bathe *Frostrazor* in the creature's blood and complete an 8-hour long ritual. *Cost:* 40,500 gp. *Feat Granted:* Greater Legacy (*Frostrazor*).

WIELDER REQUIREMENTS

Frostrazor always seeks powerful warriors, particularly those from cold climates, to carry it into battle. Its wielder requirement is not one that nonwarriors usually meet.

FROSTRAZOR WIELDER REQUIREMENTS

Improved Critical (greatsword)

LEGACY ITEM ABILITIES

All the following are legacy item abilities of *Frostrazor*.

Implanted Shard: When *Frostrazor*'s wielder scores a critical hit against a foe that is subject to critical hits, a small sliver of the sword breaks off and implants itself in the wound. Each subsequent round, the shard deals 1 point of damage as it burrows deeper into the host. Removing the shard takes 1 full-round action per round that the shard has been implanted in the victim. Thus, if the shard has been in the victim for 3 rounds, the victim or anyone else assisting the victim must take 3 full-round actions to remove it.

Frostrazor can implant three shards at a time. A shard's energy returns to *Frostrazor* when its victim dies or when it is removed from the victim—even if the shard is somehow destroyed.

Enfeebling Shard (Sp): When a shard is implanted in a victim, the wielder of *Frostrazor* may cause a *ray of enfeeblement* spell effect as a swift action to affect that victim. This ability can be used once per day at 6th level, and three times per day at 10th level. Additionally, it can be activated every time the wielder scores a critical hit against any foe. Caster level 6th.

Winter Warding (Sp): *Frostrazor* can be commanded to bestow a *resist energy (cold)* spell upon its wielder once per day. Caster level 8th.

True Form Revealed: *Frostrazor*'s true form is that of a single crystal of magically enchanted ice. This form is revealed once the wielder reaches 11th level and performs the lesser legacy ritual.



Wounding Shard: When the wielder reaches 15th level, the implanted shards do 1 point of damage per round and deal 1 point of Constitution damage per round as well. This damage is automatic and lasts as long as the shard is implanted.

Life-Stealing Shard (Sp): If *Frostrazor* has implanted a shard in a victim, the wielder can activate

an *enervation* effect as a swift action. The *enervation* affects a victim with an implanted shard at the wielder's choosing. This ability can be used twice per day, plus one additional time every time the wielder scores a critical hit against any foe. Caster level 10th.

Chill of the North (Sp): Three times per day, *Frostrazor's* wielder can command the sword to cover an area with an *ice storm* effect. Caster level 12th.

Death Shard (Sp): If *Frostrazor* has implanted a shard in a victim, the wielder can activate a *finger of death* effect in that victim as a swift action. This ability can be used once per day, plus one additional time every time the wielder scores a critical hit against any foe. Caster level 14th.

TABLE 1-1: FROSTRAZOR

Wielder Level	Personal Costs			Abilities
	Attack Penalty	Save Penalty	Hit Point Loss	
5th	—	—	—	Implanted shard
6th	-1	—	—	Enfeebling shard 1/day
7th	—	-1	2	+2 greatsword
8th	—	—	2	Winter warding 1/day
9th	—	-2	—	—
10th	—	—	2	Enfeebling shard 3/day
11th	—	—	—	True form revealed
12th	-2	—	—	+3 greatsword
13th	—	—	—	—
14th	—	—	2	—
15th	—	-3	—	Wounding shard
16th	—	—	2	Life-stealing shard
17th	—	—	—	—
18th	-3	—	—	Chill of the north 3/day
19th	—	—	—	—
20th	—	-4	—	Death shard

DRAGOTHA THE DRACOLICH

Dragotha the Undead Dragon lairs in a deep cave at the far edge of the Great Swamp. Dragotha is a very tough foe, and your heroes might not be able to best him even after acquiring Keraptis's legacy weapons. However, he has vast treasures (add as much as you want) and may be a tempting target. In all likelihood, you'll have your heroes wanting to come back in a few levels after facing this horror.

DRAGOTHA

CR 23

Male wyrm black dracolich (augmented black wyrm)

CE Gargantuan undead (water)

Init +4; **Senses** blindsense 60 ft., darkvision 120 ft., keen senses; Listen +41, Spot +41

Aura frightful presence (330 ft., DC 32)

Languages Draconic

AC 41, touch 6, flat-footed 41

(-4 size, +35 natural)

hp 221 (34 HD); **DR** 20/magic, 5/bludgeoning

Immune acid; undead immunities

SR 29

Fort —, **Ref** +19, **Will** +23

Speed 60 ft. (12 squares), fly 200 ft. (clumsy), swim 60 ft.; Flyby Attack, Hover, Wingover

Melee bite +42 (4d6+12 plus 1d6 cold plus paralysis) and

2 claws each +42 (2d8+6 plus 1d6 cold plus paralysis) and

2 wings each +42 (2d6+6 plus 1d6 cold plus paralysis) and

tail slap +40 (2d8+18 plus 1d6 cold plus paralysis)

Space 20 ft.; **Reach** 15 ft. (20 ft. with bite)

Base Atk +34; **Grp** +58

Atk Options Cleave, Power Attack; tail sweep

Special Actions breath weapon, paralyzing gaze, paralyzing touch

Sorcerer Spells Known (CL 13th):

6th (4/day)—*greater dispel magic*, *summon monster VI*

5th (7/day)—*baleful polymorph* (DC 20), *feeblemind* (DC 20), *mirage arcana* (DC 20)

4th (7/day)—*animate dead*, *dimension door*, *lesser globe of invulnerability*, *wall of ice* (DC 19)

3rd (7/day)—*displacement* (DC 18), *haste*, *lightning bolt* (DC 18), *wind wall*

2nd (7/day)—*blur*, *glitterdust* (DC 17), *resist energy*, *scorching ray* (ranged touch +30), *see invisibility*

1st (8/day)—*expeditious retreat*, *mage armor*, *magic missile*, *ray of enfeeblement* (ranged touch +30), *shield*

0 (6/day)—*acid splash* (ranged touch +30), *dancing lights*, *detect magic*, *ghost sound* (DC 15), *mage hand*, *message*, *prestidigitation*, *ray of frost* (ranged touch +30), *read magic*

Spell-Like Abilities (CL 13th):

3/day—*darkness* (radius 110 ft., quickened by feat), *insect plague*

1/day—*plant growth*

1/3 days—*control undead* (CL 15th, DC 22)

Abilities Str 35, Dex 10, Con —, Int 18, Wis 19, Cha 20

SQ corrupt water, frightful presence, invulnerability, undead traits, water breathing

Feats Cleave, Eschew Materials, Extend Spell, Flyby Attack, Hover, Improved Critical (bite), Improved Initiative, Improved Natural Attack (bite), Multiattack, Power Attack, Quicken Spell-Like Ability (*darkness*), Wingover

Skills Concentration +37, Knowledge (arcana) +41, Knowledge (local) +41, Knowledge (nature) +41, Knowledge (religion) +41, Listen +41, Search +41, Sense Motive +41, Spot +41, Use Magic Device +42

Possessions *hat of disguise*, *pearl of power* (2nd-level spells), *decanter of endless water*, *dust of tracelessness* (13 uses), *gauntlets of swimming and climbing*, *Heward's handy haversack*, *incandescent blue sphere ioun stone*, *vibrant purple prism ioun stone*, *scarlet and blue sphere ioun stone*, *pink and green sphere ioun stone*, diamond worth 2,000 gp, 3-ft. statue of a rampant dragon carved from a ruby worth 5,000 gp, 5,000 gp in gems, 7,433 rare coins (worth 52,000 gp total to collectors, worth 6,303 gp on the street)

Hook "I will burn you to your bones, and your bones will serve me."

Frightful Presence (Ex) Dragotha can inspire terror by charging, attacking, or flying overhead. Creatures within 330 feet of the dragon that have 34 HD or fewer must attempt a DC 32 Will save. Success indicates that the target is immune to Dragotha's frightful presence for 24 hours. On a failure, creatures with 4 or fewer HD become panicked for 4d6 rounds. Those with 5 or more HD become shaken for 4d6 rounds.

Tail Sweep (Ex) Half-circle 30 ft. in diameter; Small or smaller opponents take 2d6+18 points of bludgeoning damage plus 1d6 points of cold damage (Reflex DC 32 half).

Breath Weapon (Su) 120-ft. line, once every 1d4 rounds, damage 22d4 acid, Reflex DC 32 half.

Paralyzing Gaze (Su) Fear, range 40 feet. A creature that meets Dragotha's gaze must succeed on a DC 32 Fortitude save or be paralyzed with fear for 2d6 rounds. Whether or not the save is successful, that creature cannot be affected again by Dragotha's gaze for 24 hours. This is a mind-affecting fear effect. The save DC is Charisma-based.

Paralyzing Touch (Su) A creature struck by any of Dragotha's natural attacks must succeed on a DC 32 Fortitude save or be paralyzed for 2d6 rounds. A successful save does not confer immunity on subsequent attacks.

Corrupt Water (Sp) Once per day Dragotha can stagnate 10 cubic feet of water, making it become still, foul, and unable to support animal life. The ability spoils liquids containing water. Magic items (such as potions) and items in a creature's possession must succeed on a Will save (DC 32) or become fouled. This ability is the equivalent of a 1st-level spell. Its range is 330 feet.

Invulnerability (Su) If Dragotha is slain, his spirit immediately returns to his phylactery. If no dragon-type corpse lies within 90 feet for his spirit to possess, Dragotha is trapped in the phylactery until such a time—if ever—that a corpse becomes available. Dragotha is difficult to destroy. If his spirit is currently contained in his phylactery, destroying that item when a suitable corpse is not within range effectively destroys him. Likewise, an active Dragotha is unable to attempt further possessions if his phylactery is destroyed. The fate of a disembodied dracolich spirit—that is, a spirit with no body or phylactery—is unknown.

Water Breathing (Ex) Dragotha can breathe underwater indefinitely and can freely use its breath weapon, spells, and other abilities while submerged.

THINGIZZARD, WITCH OF THE FENS

Thingizzard lives in the heart of the Great Swamp, and she is known throughout the region for her prowess with potions. She is also a powerful wizard and not one to mess with lightly. In addition to serving as a foe or ally of your heroes while they are in the area, she could be in possession of the sword *Frostrazor*, and she might even have unlocked its least legacy abilities.

THINGIZZARD

CR 12

Female green hag wizard 11

CE Medium monstrous humanoid

Init +6; **Senses** darkvision 60 ft.; Listen +8, Spot +8

Languages Common, Giant, empathic link

AC 34, touch 17, flat-footed 31

(+3 Dex, +6 armor, +4 deflection, +11 natural)

hp 90 (20 HD)

SR 18

Fort +10, **Ref** +15, **Will** +19

Speed 30 ft. (6 squares), swim 30 ft.

Melee 2 claws +18 (1d4+4)

Base Atk +14; **Grp** +18

Atk Options Blind-Fight, Point Blank Shot, Precise Shot, Strength damage

Combat Gear *wand of ice storm* (50 charges), *wand of magic missile* (9th, 50 charges), 10 *potions of cure serious wounds*, 10 *potions of cure moderate wounds*

Wizard Spells Prepared (CL 11th):

6th—*greater dispel magic*, *empowered ice storm*, *repulsion* (DC 22)

5th—*baleful polymorph* (DC 21), *cone of cold* (DC 21), *dominate person* (2) (DC 21)

4th—*animate dead*, *bestow curse* (DC 21), *Evard's black tentacles*, *hallucinatory terrain* (DC 20)

3rd—*dispel magic*, *displacement* (DC 19), *lightning bolt* (2) (DC 19), *ray of exhaustion* (ranged touch +17; DC 20), *suggestion* (DC 19)

2nd—*command undead* (DC 19), *ghoul touch* (melee touch +18; DC 19), *glitterdust* (DC 18), *mirror image*, *protection from arrows*, *scorching ray* (ranged touch +17)

1st—*charm person* (DC 17), *chill touch* (melee touch +18; DC 18), *expeditious retreat*, *obscuring mist*, *ray of enfeeblement* (ranged touch +17), *shield*

0—*acid splash* (ranged touch +17), *detect magic*, *mage hand*, *prestidigitation*

Spell-Like Abilities (CL 9th):

At will—*dancing lights*, *disguise self*, *ghost sound* (DC 12), *invisibility*, *pass without trace*, *tongues*, *water breathing*

Abilities Str 19, Dex 16, Con 12, Int 22, Wis 13, Cha 14
SQ familiar, mimicry, share spells

Feats Alertness^B (if familiar within 5 ft.), Blind-Fight, Brew Potion, Craft Wand, Combat Casting, Empower Spell, Great Fortitude, Point Blank Shot, Precise Shot, Scribe Scroll, Spell Focus (necromancy)

Skills Concentration +13, Craft (alchemy) +12, Hide +9, Knowledge (arcana) +19, Knowledge (local) +14, Knowledge (nature) +14, Listen +8, Spellcraft +16, Spot +8, Swim +12 (+20 special swim actions or avoid hazard)

Possessions combat gear plus *hand of glory*, *headband of intellect* +6, *gloves of Dexterity* +4, *ring of protection* +4, *bracers of armor* +6, *cloak of resistance* +3, *ring of wizardry II*, *ring of wizardry I*, *wand of bull's strength* (50 charges)

Spellbook spells prepared plus 0—all in *Player's Handbook*; 1st—*alarm*, *mage armor*, *magic missile*, *unseen servant*, *ventriloquism*; 2nd—*alter self*, *blur*, *bull's strength*, *invisibility*, *rope trick*, *see invisibility*, *spectral hand*, *Tasha's hideous laughter*; 3rd—*haste*, *heroism*, *nondetection*, *sleet storm*, *tongues*, *vampiric touch*, *water breathing*; 4th—*dimension door*, *Leomund's secure shelter*, *phantasmal killer*, *polymorph*, *remove curse*;



5th—*dream, mirage arcana, persistent image, teleport, wall of force*; 6th—*Bigby's forceful hand, permanent image, programmed image, true seeing, veil*

Hook "Taste my potions, if you dare."

Strength Damage (Su) A green hag can weaken a foe by making a special touch attack. The opponent must succeed on a DC 16 Fortitude save or take 2d4 points of Strength damage. The save DC is Charisma-based.

Mimicry (Ex) A green hag can imitate the sounds of almost any animal found near its lair.

TOAD FAMILIAR

CR —

N Diminutive magical beast (augmented animal)

Init +1; **Senses** low-light vision; Listen +9, Spot +9
Languages empathic link, speak with master, speak with amphibians

AC 21, touch 15, flat-footed 20
(+4 size, +1 Dex, +6 natural)

hp 45 (11 HD)

Resist improved evasion; **SR** 16

Fort +6, **Ref** +10, **Will** +17

Speed 5 ft. (1 square)

Melee —

Space 1 ft.; **Reach** 0 ft.

Base Atk +14; **Grp** -3

Atk Options deliver touch spells

Abilities Str 1, Dex 12, Con 11, Int 11, Wis 14, Cha 4
SQ amphibious

Feats Alertness

Skills Concentration +12, Craft (alchemy) +6, Hide +19, Knowledge (arcana) +13, Knowledge (local) +8, Knowledge (nature) +8, Listen +9, Spellcraft +10, Spot +9

ABOUT THE AUTHOR

Robert Wiese entered the gaming hobby through the Boy Scouts and progressed from green recruit to head of the most powerful gaming fan organization in the world. He served as head of the RPGA® Network for almost seven years, overseeing the creation of the LIVING GREYHAWK™ and LIVING FORCE™ campaigns, among other achievements. Eventually, he returned to private life in Reno, Nevada, where he spends as much time as possible with his wife, new son Owen, and many pets.

He is still involved in writing, organizing conventions, and playing, and he models proteins for the Biochemistry Department of the University of Nevada, Reno.