

Fifth Edition Compatible

# Dungeons of Ice

Designed for a party of five level three or five adventurers



By Rowan & Doug Schultz

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We sincerely hope that you enjoy playing our adventure and welcome any comments, criticism or feedback. If at any time you have any questions or need clarification about something please don't hesitate to contact us.

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## Running the Adventure

### Encounter Levels

This Adventure is designed for a party of five adventurers who begin at level three or at level five. Balanced encounter numbers, including monsters, NPCs and treasure, have been provided for parties of both levels.

### Preparation

Before beginning play, it's recommended that the game master (GM) become familiar with the entire adventure. This will help in planning for the challenges the adventurers will face and allow time to gather all the materials necessary for things to run smoothly. Having the fifth edition core rulebooks handy will also be helpful. Many of the details have been accounted for, but it may be necessary to reference the books when more detail is needed. It will also be helpful to have your characters created in advance so the GM knows the strengths and weaknesses of your group.

### Reading the Entries

**Setup:** Various areas within the adventure contain short overviews or descriptions, including the number of monsters, creatures, animals or non-player characters. It also includes any traps, obstacles, magic items or anything else that needs to be specifically described. A page number in the core rulebooks is provided for all creatures and NPC statistics. Creatures or NPCs with modified statistics are contained within the Appendix.

**Features:** The text highlighted in blue typically contains detailed text that describes the setting, physical features, rooms, clues, objects, obstacles and items to be found in the encounter. This text is meant to be read aloud to the players. It can be read as is or paraphrased as necessary.

**Narrative:** The text highlighted in green contains a read-aloud as if one of the monsters, creatures or NPCs in the encounter is speaking. This text can be also be paraphrased if necessary to match the current condition of the storyline. We also encourage the GM to add any narrative to add color to the storyline.

**Tactics:** If needed, information is given about how the enemies in the encounter will act before or during combat. This might include their initial positions, if there's a chance they surprise the adventurers or any other tactical advantage they might have.

### Adventure Extras

There are also many maps, notes, letters and miniature grids included within the adventure or Appendix to provide all the materials you'll need for a rich visual experience.

## Adventure Outline

### 1. The Mountain Pass

The route over an old mountain pass leads the adventurers near a ruined castle that's rumored to be haunted. Little do they know they might encounter something flesh and blood high on the snow-covered peak.

### 2. The Stormholm Dungeons

After taking a tumble down an icy crevasse it seems the adventurers have no choice but to find their way through a frozen dungeon in order to escape.

### 3. The Queen's Chamber

Making their way through some tricky places the adventurers find themselves in the hidden chamber of the former queen. This could prove to be their most rewarding and most dangerous discovery yet.

### 4. Conclusion

The adventurers finally see daylight and path down the other side of the mountain.

## Introduction

Atop a snowy mountain, among soaring towers of ice, a great battle rages. In the midst of the melee, a female warrior calls out:

*“Summon the queen! We can’t hold on much longer!”*

A moment later an imposing woman appears carrying a white staff. She has pale skin and thick, wavy, auburn hair that’s loosely gathered in back. Her close-fitting dark green robes have gold buttons down the front, gold stitching and fox fur hood and trim. A snow leopard walks at her side.

*“What should we do my queen? They’re overtaking us.”*

*“They’ll never defeat us. My ancestors have ruled here for centuries.”*

*“But look, our forces have been weakened. We can’t hold them any longer.”*

*“They’ll never take this fortress while I’m alive!”*

She turns to the battle and commands the leopard to attack. Then she raises her arms, closes her eyes and begins chanting. The winds grow stronger, lifting snow and swirling it about so that it becomes a blizzard. Then, the ground starts to shake and there’s a deafening crack, like the sound of thunder. A large fissure opens under the feet of warriors from both sides and they’re swallowed by the earth as the ground gives way. All around ice is falling as the great towers of the fortress crumble. Just when it seems as if the queen will be left standing alone, a massive piece of ice from a nearby tower gives way. It lands near her and shatters the remnant of stable ground she’d been standing on, sending her careening into the abyss.

With all the warriors and the queen now gone, the winds begin to calm and the crack in the ground narrows. Night is falling as a light snow begins to fall on the ruined fortress.

## Adventure Background

Near a frigid pass at the top of Stormholm mountain lays a ruined castle that’s nothing more than crumbled walls and towers of rock and ice. The castle is named Stormholm Fortress, after the mountain it sits on, and is rumored to be haunted.

For hundreds of years the castle was home to a family of evil witch queens who ruled their mountain realm with a spite colder than the mountains themselves. Because of its location on an important mountain pass, travelers were forced to travel many treacherous miles around the mountain if they wanted to avoid the wrath of the ice queens. Many years ago, soldiers traveling on their way to a great war attacked the ice castle in hopes of unseating the queen and opening the route across the mountains. Their attempt was unsuccessful and the queen continued to rule. She rebuilt her army of female warriors, this time augmenting her forces with numerous undead creatures. Years later, under the rule of the last queen, Cyrene Verglas, another attempt was made to conquer the castle. During the final battle the queen unleashed a powerful spell wrought by her ancestors. The spell triggered a cataclysmic event that caused the castle to fall into ruin after it destroyed her enemies, as well as her own army.

The ghosts of the queens now haunt the dungeon below the castle ruins and can be found wandering within. They’ll make a stand against anyone who enters, attempting to guard their domain and the powerful magic items of their former life.

### Adventure Hooks

1. The adventurers must cross a mountain range on the way to their next destination. If they don’t take the pass the path around is miles out of their way.
2. The adventurers hear a story from an old man on the street or in a tavern about a haunted mountain castle. He adds that there must still be treasure there because no one dares enter.
3. The adventurers stumble upon a map of the ice castle’s dungeon in the secret compartment of an old map case. A players’ version of the map can be found on page 22.

## Setting

Below is a description of geography that can be used as the general setting for the beginning of the adventure. The description can also be modified to fit into an existing campaign.

- The distance from the small mountain town the adventurers start to the nearest town on the other side of the mountain range is 17 miles (27.4 km). The distance they'd have to travel to avoid the pass is four times as far.
- The height of the mountain at the peak near the castle is 14,259 feet (4,346 m).
- The route from the trailhead to the summit is halfway to the town on the other side is about 8.5 miles (13.68 km). That may not sound very far but the hike to the top has a total elevation gain of 4,875 feet (1,486 m), making it difficult terrain.
- The estimated time to reach the summit near the castle under the best conditions would be 9-10 hours.
- Once they reach the snow-covered ledge, snow and ice make it difficult terrain as well.
- Weather near the top of the pass becomes increasingly inhospitable with highs sometimes reaching 28° F (-2° C) during the day and lows that can reach -20° F (-29° C) at night with wind chills dropping to -30° F (-34° C). Refer to rules for extreme cold (page 110 DMG) and exhaustion (page 291 PH).

## The Mountain Pass

**S**irting the south and west side of the castle, a narrow, snow-covered ledge is the only way to pass by the ruins. On one side of the ledge is the towering curtain wall of the ice castle and on the other a sheer cliff with a thousand foot drop to the valley below. Both the wall or the cliff would require a DC 30 Strength (Athletics) check to climb.

While making their way around what's left of the castle, the adventurers encounter a crevasse covered by a layer of snow that drifted over it during the previous night's storm. If they fall into the crevasse it leads to a cavern and an incidental entrance to the dungeon beneath the castle.

### Yeti Encounter

**Monsters per character level:**

Level 3 = 2 Yetis

Level 5 = 4 Yetis (p. 305 MM)

If the way around the castle wasn't treacherous enough, the group is being stalked by yetis out hunting for food.

*As you're passing the castle on the ledge you hear a bone-chilling howl from the direction you just came. A few moments later the first howl is answered by a second equally horrific howl in the direction you're headed.*

When the adventurers are at the top of the pass with the old castle wall on one side and the steep cliff on the other a yeti (or two for fifth level) appears behind them. While the first yeti (or two) is closing in from behind a second (or another two for fifth level) appears in front of them, trapping them on the weak spot above the snow-covered crevasse.

The adventurers can't see the crevasse because it's covered with snow. When there's enough weight on the snow covering the crevasse gives way causing a small avalanche, sweeping them and one of the yetis (or two for fifth level) down into the cavern below. Any sudden movement the adventurers make to attack yetis or attempt to escape also causes the snow to collapse.

The way up and out of the cavern and crevasse is steep, ice covered and extremely slippery. It could only be climbed with the use of aids or possibly magic, and the yetis are at the top waiting for them. Any use of spells that cause heat, fire, shock waves, or tremors threatens to loosen more snow from above. Although they fall and slide about 200 feet down the crevasse into the cavern, assume that the adventurers only lose 2 (1d4) hit points each and are able to dig themselves out of the snow once they come to a stop at the bottom.

If the adventurers have horses or pack animals, they go down in the avalanche with them and are also half buried in snow and lose 3 (1d6) hit points on their descent.

For locations of all numbers see the GM's map on page 21.

### 1. Bottom of the Crevasse

As the adventurers come to rest at the bottom of the crevasse they have a chance to observe where they've landed.

*There is still some light and a little snow, filtering in from the opening above. The central area of the cavern is narrow at first but opens into a roomy cavern with a roof that's nearly 20 feet tall. As the cavern continues and turns east it narrows, the roof gets lower and it becomes filled with rocks and chunks of ice. There are some bones littering the floor of the cavern at the back of the crevasse.*

If they explore farther back in the cavern they'll find entrance to the dungeon. Over a pile of rubble, a small opening about three feet in diameter can be seen. With some work the rocks and ice could be moved to make the opening wider. Assume that it would take the adventurers a minimum of a half hour to make the opening big enough for medium characters to pass through, or an hour and a half to make it big enough for horses.

## The Stormholm Dungeons

For centuries the queens' dungeons were used as a place to perform rituals, hold prisoners, and store weapons and goods. Before the fall of the castle there were only two ways in or out of the dungeons: one at the main entrance in the middle of the castle and the other a secret door in the queen's sub-chamber. In general, many of the walls, floors and ceilings have cracks in them and the floors have varying amounts of rubble. Most rooms have torch holders set in the walls but there are none in the passageways. Assume that a usable torch can be found 25% of the time.

### Features

**Ceilings:** The ceilings of all passageways are arched and measure 10 feet to the apex unless otherwise stated.

**Doors:** Most doors in the dungeon are made of wood with iron hinges. Details about whether doors are locked, unlocked, trapped, etc. and their difficulty to break or unlock can be found with each room description.

**Floors:** The floors within the dungeon are either carved stone or covered with stone pavers.

**Light:** Most of the corridors and rooms are dark except when the ceiling of a room is made of ice. If the room's ceiling is made of ice it has the faint glow of light filtering in from above. If special lighting conditions are present, they will be described in relationship to a specific room when necessary. Unless the adventurers have darkvision they'll need a light source in most areas.

**Walls:** The walls of the passageways are a combination of hewn stone, masonry construction and/or carved ice. If the condition of the walls in certain area are important it will be included as part of that area's description.

**Temperature:** The temperature in the dungeon is a constant 0° F (-18° C).

**Random Sights and Sounds:** Because the dungeon is haunted, strange things can be seen or heard randomly. To keep things interesting as the adventurers are wandering through the dungeon, the GM can roll for a random haunted result.

#### d12 roll Result

1. A harsh metallic scraping
2. The sound of rocks falling
3. The sound of chains clinking
4. The adventurers' torches or lanterns are snuffed out by a sudden blast of wind
5. The sound of whistling wind
6. The sound of footsteps receding
7. The creaking sound of a door on old hinges being opened or closed
8. A low moaning can be heard

9. A ghost loosens a piece of rock or ice that falls near the adventurers, which is accompanied by a taunt or laugh
10. The high pitched laughter of the ice queen's ghost
11. The adventurers see one the queens' ghosts
12. The adventurers hear a whispered threat from a ghost queen

## The Dungeon

### 2. Jailer's Chamber

Once the jailer's chamber this room is now abandoned. The north and east entries have wooden doors that are locked. Each door would require a DC 20 Strength check to force open and has an AC 15 and HP 12. To pick either lock requires a successful DC 15 Dexterity check. Each failed attempt to pick the lock results in a 10-minute time delay.

*The room has hewn stone walls and a rough stone ceiling that's about eight feet high. Within the chamber there's a wooden bed, a nightstand with a candle on it, a chair, a wardrobe, a privacy screen, and an old wooden chest. There's also a small fireplace in the south wall with a few pieces of wood sitting next to it.*

The wardrobe contains a wool cloak, a few light cotton shirts, and a few pairs of cotton pants. The wooden chest has a lock that requires a DC 10 Dexterity check to open and contains an old tattered blanket, an old pair of boots, a flask, a bottle, a pouch, and a scroll case (unless they already have a map then there's no case). The scroll case contains a faded map of the dungeon. The pouch contains 10sp and 22cp.

### 3. Garderobe

This room was once a toilet room. It has a plain, unlocked wooden door. Poison gas emanates from the room when the door is opened. The gas effects all targets within a 10-foot square area, anyone in the area must succeed a DC 14 constitution saving throw or take 5 (2d10) points of poison damage and be poisoned for 10 minutes. The gas dissipates after one minute, but, until then anyone ending their turn in the 10-foot area must repeat the saving throw.

### 4. Prison Cell

This is one of the small prison cells scattered throughout the dungeon where the queen would hold prisoners. The door is made of wood with a six-inch square window fitted with iron bars. The door is also locked and would require a DC 20 Strength check to force open and has an AC 15 and HP 12. To pick the lock requires a successful DC 15 Dexterity check.

The prisoners are chained in the south end of the hallway and wouldn't be visible to anyone looking through the window on the door. The adventurers would be able to see empty sets of manacles hanging from the walls where other prisoners could be held. This is what they see if the adventurers enter the cell:

*In a narrow prison cell, the frozen skeletal remains of three prisoners are chained to the wall. They're wearing nothing but the remnants of tattered clothing.*

If the adventurers search the remains and succeed at a DC 10 Wisdom (Perception) check they find that one of the prisoners has a gold tooth (1 gpv).

### 5. Remains of the Jailer

The woman who was once the jailer is nothing more than a skeleton now.

*Laying to the side of the corridor are the remains of someone. It appears that it was a female who once had blonde hair. She's wearing studded leather armor over heavy fur-lined clothing and heavy boots. She's face down and there's a large slash in the back of her armor.*

If they search the remains and succeed in a DC 10 Wisdom (Perception) check, the adventurers find a key ring attached to her belt with two large keys and five small keys on it, a pouch containing 5 gp, 22 sp, and 46 cp, and a pair of turquoise earrings (1gpv).

One of the large keys opens the doors to the armory (room 40). The other large key opens the doors to all the prison cells. The small keys unlock the manacles of the prisoners chained in the four prison cells. Another one of the small keys opens the jailer's wooden chest.

### 6. Ghost Sighting

When the adventurers look down the long passage they get a glimpse of the ghost of Queen Cyrene.

*When you look down the corridor leading to the north you see the transparent image of a woman dressed in dark green robes with long wavy auburn hair walking in the opposite direction. About halfway down the hall she turns to face you. The pale, chiseled features of her face must have been beautiful once but now her sunken eyes and hollow cheeks are frightening to behold. She must have wielded great power in life because even the presence of her ghost is enough to chill the soul. Before she disappears through the west wall of the corridor she speaks:*

*"Welcome to my icy tomb. I hope you're comfortable, because you're going to be here for a very long time."*

*After she vanishes a high pitched laugh echoes through the corridors.*

The Ghost of Queen Cyrene roams the dungeons. Using her incorporeal movement, she floats through walls, floors and ceilings guarding the icy dungeons and the ruins of the castle above. She won't always directly attack but uses her influence to direct monsters still within the dungeon to do her dirty work. She also has the power to speak, make sounds, move objects or create small disturbances in the air. Using these powers, she'll shut and lock doors or do other tricks aimed at making life more difficult for anyone traveling through the dungeon.

### 7. Alcove

#### Monsters per character level:

Level 3 = 1 Gargoyle

Level 5 = 2 Gargoyles (p. 140 MM)

A Gargoyle (or Gargoyles) has been placed in this alcove to attack trespassers.

*In the middle of the corridor you come upon an alcove. In it is a menacing stone carving of gargoyle (or gargoyles) crouched on the top of a short pillar. The gargoyle has curved ram-like horns, an underbite with huge fangs protruding from the lower jaw, massive talons, and large bat-like wings.*

The gargoyle waits until the adventurers are near, then attacks the strongest-looking person in the group and fights until it's destroyed.

### 8. Sloping Passageway

#### Monsters per character level:

Level 3 = 1 Shadow

Level 5 = 1 Shadow (p. 269 MM)

A Shadow is hiding the corner (near the number 5) as the adventurers pass by. A Wisdom (Perception) check opposing the Shadow's Dexterity (Stealth) check would be needed to detect it. The shadow would most likely go undetected unless the adventurers are actively searching.

*The passageway begins to slope downward here and becomes increasingly dark as it goes down. A slight updraft can also be felt coming from up ahead.*

The shadow waits to attack until the adventurers are about to cross the ice bridge (number 12) or lingering in the passage contemplating what to do next.



## 9. Hall of Ancestors

### Monsters per character level:

Level 3 = 1 Ghast (p. 148 MM) and 4 Skeletons (p. 272 MM)

Level 5 = 1 Ghast and 8 Skeletons

This room acts as a tomb for the queens of the past. Both doors to this room are made of stone but are well balanced so they can be opened easily without a strength check. A Ghast and a group of Skeletons guard this room and will immediately attack anyone who enters.

*Upon entering the room, you can see the ceiling is vaulted and carved entirely of ice. The walls are plain and carved out of stone. The dominant feature of the room is five sarcophagi made of ice. Remains can be seen in four of the sarcophagi but the fifth is empty. On the west wall, at the head of each sarcophagus, hangs a tapestry with a portrait of the ice queen entombed within, along with her name and the dates she lived. One thing that stands out in the portraits is that all the queens have piercing blue eyes.*

In this room four witch queens of the past can be seen through the frosted ice of their magically sealed sarcophagi. Below are the names of the queens, the dates each lived (Cyrene's portrait has no deceased date) and a physical description. The dates can be modified at the GM's discretion to fit any campaign setting.

All the queens have extremely pale, almost white, skin. They're all wearing dark eye makeup that accentuates their pale blue eyes and either dark-colored or red lipstick. They're either sitting in or standing near an ornate throne of ice. Three items can be seen repeated in all the portraits: a crown that looks like it's made of ice, a staff with a pale blue gem at the top, and a ring with three sapphires.

- Cyrene Verglas (1174 - ) – In her portrait Cyrene is standing next to the throne. She has thick, wavy auburn hair that's loosely gathered in back. She's wearing close-fitting dark green robes with gold buttons down the front, gold stitching and a fox fur hood and trim. Her familiar, a snow leopard, is pictured with her.
- Nissa Verglas (1081 - 1174) – Nissa looks very relaxed as she sits with her legs crossed on the ice throne. She's holding the white staff in her right hand and her exceeding long thick red hair is arranged a large braid that falls over her right shoulder. Her dark red dress has gold clasps, a dark gray fur hood and trim. She's pictured with her familiar, a winter wolf.
- Morgana Verglas (993 - 1081) – Morgana is sitting on the throne with her legs crossed, revealing high black leather boots beneath black robes with silver buttons, lined with white fur. She has long, black hair with a silver streak in her bangs. Her hair is left loose in the front and braided into a thick braid the back. Perched on her arm is her familiar, a snowy owl.

- Levana Verglas (901 - 993) – In her portrait Levana is sitting on the throne in a very upright, formal pose. She's holding the white staff in one hand with her other arm on the armrest of the ice throne. On her resting hand the ring with three blue stones can be plainly seen. Her long blonde hair is braided and arranged on top of her head. She's wearing a long blue dress, a gold corset and a white fur wrap over her shoulders. She's pictured with her familiar, a white tiger.
- Sabine Verglas (795 - 901) – In her portrait Sabine is standing in front the throne with one hand on her hip and the other clutching the white staff. Her tight black robes have no decoration except for a high collar in the back made of long black feathers. Her short white hair with black highlights is spiked so that it looks a white flame on top of her head. She's pictured with her familiar, a raven, sitting on her shoulder.

## 10. Passageway Opening

The passageway ends abruptly as it opens into the chasm. Use the description of the chasm (number 11) to describe what the adventurers see.

*At the end of the corridor that leads to the north, the passageway opens into nothing. The ice bridge can be seen about five feet to the left of the opening.*

It would be difficult for an adventurer to jump to the bridge because the floor is broken at a 45° angle facing away from it. If the adventurers decide to jump across the gap see rules for jumping (page 182 PH) and the description of the bridge. If an adventurer lands on the bridge, it causes a 5-foot section to break away under them.

## 11. Chasm

The cave-in opened a chasm under the castle, isolating the northwest corner of the dungeon. It also took with it some of the connecting corridors. Something dropped can't be heard hitting the bottom.

*The stone walls are sheer and virtually devoid of any feature that could be used to climb. There are also sheets of ice covering large sections of the walls. A small amount of light and snow is filtering down from somewhere high above.*

Because of the condition of the walls it would require a DC 30 Strength (Athletics) check to climb.

## 12. Ice Bridge

Over the years after the cave in, a thin ice bridge formed across the chasm.

*The tunnel opens into the chasm and a narrow bridge about two feet wide made entirely of ice spans the gap. The bridge has a thin layer of snow covering it.*

The bridge should be considered difficult terrain and anyone attempting to move faster across it must make a DC 15 Dexterity (Acrobatics) check or fall prone. The bridge makes cracking noises whenever a medium sized adventurer crosses. The bridge will only hold a maximum of 230 lbs. or it collapses. As the last adventurer is crossing over the bridge it collapses behind them.

### 13. Stairs Down

Just beyond the bridge, stone stairs lead farther down into the dungeon.

### 14. Door with a Guillotine Blade Trap

The wooden door is locked. It would require a DC 20 Strength check to force open and has an AC 15 and HP 12. To pick the lock requires a successful DC 15 Dexterity check. Each failed attempt to pick the lock results in a 10-minute time delay.

If the adventurers step through the door there's a 2-foot square floor pressure plate located on the north side of the doorway in the middle of the opening that activates the trap.

A guillotine blade drops from above. The blade has a +8 melee AB and deals 5 (2d10) slashing damage; passive Wisdom (Perception) check to notice without searching DC 20; Wisdom (Perception) to detect if actively searching DC 15; Dexterity (Acrobatics) DC 15 avoids; Dexterity (Sleight of Hand) to disable DC 15. Trap resets when pressure plate is released.

### 15. Pool Antechamber

The wooden door in the northeast corner of the room is locked. It would require a DC 20 Strength check to force open and has an AC 15 and HP 12. To pick the lock requires a successful DC 15 Dexterity check. Each failed attempt to pick the lock results in a 10-minute time delay. The other doorway in the north wall has no door, only an arch.

*Skulls encased in ice line the walls from floor to ceiling in this room. The ceiling is carved stone and low, only about eight feet high. There are eight stone benches parallel with the east and west walls, each 4-feet wide. A low murmuring can be heard in this room, like voices chanting some sort of incantation.*

This room was used as a preparation room for those about to enter the Ritual Pool Room. What can be heard are the echoes of the voices of those preparing to perform whatever rituals were carried out in the pool room.

### 16. Passageway Opening

The passageway ends abruptly as it opens into the chasm. Use the description of the chasm (number 11) to describe what the adventurers see.

*At the end of the short corridor to the north the passageway opens into nothing. A small gold idol lies at the edge of the abyss as if someone dropped it as they fell.*

While the idol is in someone's possession they can't be frightened or charmed. The idol is made in the image of Obad-hai, God of nature and wilderness (750 gpv). The idol requires attunement.

### 17. Ritual Pool Room

#### Monsters per character level:

Level 3 = 1 Water Weird

Level 5 = 2 Water Weirids (p. 299 MM)

A Water Weird (or Water Weirids) lurk in the pool waiting to attack intruders. Both the south and west entrances to the room have no doors but archways at their entrances.

*In the middle of the room there's a 15 by 25-foot pool with 5 feet between the pool and the walls. The edge of the pool is 2-feet tall and made of stone covered with ice. Carved into the ice that makes up the walls are sculptures in relief of dragon turtles, dragons, elementals, ice gods and ships. A vaulted ceiling reaches a height of 20-feet in the middle of the room. The pool itself isn't frozen, as would be expected, but is full of dark calm water.*

The Water Weird will attack if the adventurers bend over to investigate the water or if they disturb the water's surface. If the adventurers simply try to walk or sneak past the pool the ghost of the queen loosens a small piece of the ceiling that drops into the pool alerting the Water Weird.

### 18. Door with a Frost Spray Trap

A 2-foot square floor pressure plate located on the east side of the doorway below the lock activates the trap.

*Approaching the door, you see that it's ajar. Carved in the keystone above the door, facing east, is a small gargoyle head.*

Frost Spray emanates from a vent in the mouth of a gargoyle carved into the keystone above the door. All ll targets within a 20 ft. cone take 5 (2d10) cold damage; passive Wisdom (Perception) check to notice without searching DC 20; Wisdom (Perception) to detect if actively searching DC 15; Dexterity (Acrobatics) DC 15 avoids; Dexterity (Sleight of Hand) to disable DC 15. Trap resets when pressure plate is released.

### 19. Door with a Frost Spray Trap

The door is locked and a 2-foot square floor pressure plate located on the north side of the doorway below the lock activates the trap.

*When you arrive at the door you find that it's locked. Carved in the keystone above the door, facing east, is a small gargoyle head.*

Frost Spray emanates from a vent in the mouth of a gargoyle carved into the keystone above the door. All targets within a 20 ft. cone take 5 (2d10) cold damage; passive Wisdom (Perception) check to notice without searching DC 20; Wisdom (Perception) to detect if actively searching DC 15; Dexterity (Acrobatics) DC 15 avoids; Dexterity (Sleight of Hand) to disable DC 15. Trap resets when pressure plate is released.

The door would require a DC 20 Strength check to force open and has an AC 15 and HP 12. To pick the lock requires a successful DC 15 Dexterity check. Each failed attempt to pick the lock results in a 10-minute time delay. The ceiling is vaulted and carved entirely of ice and the walls are carved stone.

### 20. Portal Room

This room contains an arch that's a magical portal. When portal is activated it has the ability to transport anyone who walks through it to the secret cipher room (room 25).

*The walls of this room are made of hewn stone with no decoration. The ceiling is carved out of ice and is about 20 feet high at the apex. There are large cracks in the ceiling where large columns of ice have formed over the years, running down the walls like waterfalls in suspended animation. In the center of the room is a raised, rectangular ice dais. On the dais is an arch, also made of ice, with no markings or symbols. The arch is large, about ten feet tall with an opening five feet wide.*

The adventures must use some sort of magic to activate the portal. Examples are:

- An Identify spell reveals that it's a portal activated by magic
- Thrusting a magic weapon through the opening
- Using a Detect Magic spell on the arch will activate it
- Any magic spell that can be used to cast something through the opening will activate the portal including: Flaming Sphere, Magic Missile, Fire Bolt, Ray of Frost, or any other at the GM's discretion.

Once the portal is activated the cipher room can be dimly seen in the opening of the arch. The adventurers must walk through the arch when it's active to be transported. The

portal stays open for one minute after it's activated and can be passed through in either direction.

### 21. Frozen Body

Frozen like a statue in the south end of the room lays a soldier or adventurer covered with dust and frost, his body and face contorted as if in pain. He's wearing splint mail and his short sword and spear are laying nearby, both of which are rusted. There's not much that can be found on him except a gold signet ring (5gpv) and 6 gp, 7 sp and 20 cp.

### 22. Partial Bridge

The tunnel opens into the chasm and the rock floor forms a partial bridge across the opening. In the middle of the span there is a 5-foot gap and what's left of the path tapers to a point on either side. If the adventurers decide to jump across the gap see rules for jumping (page 182 PH). After each adventurer jumps a 1-foot piece of rock breaks away on either the near or far side of the gap.

If the adventurers look down, they can see a white staff is located on a narrow ledge 100-feet below the partial bridge on the east wall of the chasm. The adventurers can see it if they look down while at the partial bridge or if they look down into the chasm from location number 30. It's the queen's Staff of Frost (p. 202 DMG) and it landed there when she fell in battle during the great collapse. If they decide to retrieve it they can see that it's a highly polished white staff with a large pale blue gem set in the top.

### 23. Stairs Up

#### Monsters per character level:

Level 3 = 5 Swarms

Level 5 = 10 Swarms (p. 337 MM)

The stairs beyond the partial bridge lead up. There are four landings before the stairs reach the top of the winding passageway. In the middle section (where the number 23 is located) the stairs have crumbled into rubble making the terrain difficult.

After all the adventurers have left the Partial Bridge and are making their way up the stairs they're attacked by a Swarm of Bats.

### 24. Frozen Body

Frozen like a statue at the top of the stairs is a soldier or adventurer covered with dust and frost. This dwarf is on his knees with his shield raised and a look of fear on his face. In his other hand is a battle axe and he's wearing armor, both of which are rusted. There's not much that can be found in his weathered saddle bags except an old rusted lantern and 5 gp, 11 sp and 33 cp.

## 25. Cipher Room

The only way to enter is through the magic portal in room 15. When an adventurer is teleported to the room they land standing on its west side with the floor puzzle between them and the iron door. A map of the room is included in the maps section.

*Upon entering the room, you get a clearer view of what you saw in the ice portal. In the middle of the floor is a 15 by 20-foot grid of stone pavers, each with a letter carved into it. The rest of the room is fairly nondescript. The ceiling is masonry and has a slight arch to it, coming to a height of about 10 feet in the center. The floor surrounding the grid with the letters is stone. There are four braziers, one on each corner of the lettered grid. The walls are masonry like the ceiling, except for the holes. There must be a hundred holes, all at different levels, lining the walls all around the room.*

This room is the entrance to the Queen's Chamber and is not on the player's map. The room has three doors, two of which are secret doors, that can only be opened from inside the room. The third door on the east wall that leads to the Queen's Chamber is made of iron and has no visible lock.

If the adventurers want to open the door they must solve the puzzle in the middle of the floor and then step on each letter in the correct order. Each letter is a floor-pressure plate that depresses slightly when stepped on.

The puzzle is a transposition cipher that reads "Beware the blue eyes of the ice queen." By starting the southwest corner of the grid the letters will spell the message if read starting from that corner heading east.

If the letters aren't pressed in the right order or if the iron door is tampered with it will trigger an arrow trap.

**Arrow Trap:** The walls are lined with holes, which are ports for the arrow trap. Two arrows are released from holes in the wall each time an incorrect combination of three letters is pressed. Four arrows will fire at anyone who tries to tamper with the queen's iron door. Arrows +5 ranged; 3 (1d6) piercing damage each; Wisdom (Perception) to detect if actively searching DC 15; Dexterity (Acrobatics) DC 20 avoids; Dexterity (Sleight of Hand) to disable DC 25, although disabling the device would mean the door wouldn't open. The trap resets when the pressure plates are released.

Beyond the iron door a stone staircase winds down to another unlocked wooden door to the queen's chamber.

The secret doors on the west side of the room are made of stone to look just like the walls of the passageway on the outside so they're almost impossible to detect and can only

be opened from the inside. Each door is magically concealed and could only be detected with a Detect Magic spell. Once someone is on the inside the doors can easily be opened by unlatching them.

If the adventurers detect the door and then try to break it down each door has an AC 17 and HP60.

## 26. Frozen Body

Frozen like a statue in the middle of the corridor, with a look of surprise and fear on his face, is a soldier or adventurer covered with dust and frost. He's holding a long sword in his hand and wearing armor, both of which are rusted. There's not much that can be found in his pack either except a small strange looking doll, a 50-foot coil of help rope and 4 gp, 15 sp and 19 cp.

## 27. Prison Cell

This is one of the small prison cells scattered throughout the dungeon where the queen would hold prisoners. The door is made of wood with a six-inch square window fitted with iron bars. The door is also locked and would require a DC 20 Strength check to force open and has an AC 15 and HP 12. To pick the lock requires a successful DC 15 Dexterity check.

The prisoners are chained in the south end of the hallway and wouldn't be visible to anyone looking through the window on the door. The adventurers would be able to see empty sets of manacles hanging from the walls where other prisoners could be held. This is what they see if the adventurers enter the cell:

*In a narrow prison cell, the frozen skeletal remains of three prisoners are chained to the wall. They're wearing nothing but the remnants of tattered clothing.*

If the adventurers search the remains and succeed at a DC 10 Wisdom (Perception) check they find that one of the prisoners has a gem in his pocket. The gem looks like coal to anyone but the owner (50 gpv).

## 28. Entrance Chamber

### Monsters per character level:

Level 3 = 2 Dust Mephits and 2 Ice Mephits  
Level 5 = 5 Dust Mephits and 5 Ice Mephits (p. 215 MM)

This chamber was once the entrance to the dungeon from the castle above. Both doors of the entrance chamber hang unlocked from their hinges. Each heavy iron door can be barred shut from outside the entrance chamber.

*The room has masonry walls and floor and a vaulted ceiling that reaches an apex at 20 feet. Larger than life statues of female warriors are carved in relief on the north wall.*

*The walls and ceiling in southwest corner of the room have large cracks, making them look unstable. The stairs in the southwest corner of the room once led to the castle above but are now blocked by rocks and ice. Rocks and ice also litter the floor at the base of the stairs, making a 20-foot square section of floor in the corner of the room difficult terrain.*

A group of Mephits that wander the dungeons enter and attack the adventurers while they're investigating the entrance chamber.

### 29. Iron Door

If the adventurers open this door they feel a slight updraft. Roll for a random sight or sound here.

### 30. Passageway Opening

The passageway ends abruptly as it opens into the chasm. Use the description of the chasm (number 11) and the bridge (number 22) to describe what the adventurers see.

*About 25-feet straight ahead and 30 or 40-feet below, a partial bridge of stone can be seen in the dim light.*

*While you're looking down at the partial stone bridge, the auburn-haired ghost appears from the corridor on the east. When she reaches the middle of the gap, and is standing in thin air, she stops and looks up at you, giving you an evil smile before turning and disappearing to the west. After she's gone her high-pitched laughter can be heard echoing through the chasm.*

See number 22 for the location and description of the white staff.

### 31. Worship Chamber

The east and west entries have wooden doors that are locked. Each door would require a DC 20 Strength check to force open and has an AC 15 and HP 12. To pick the lock requires a successful DC 15 Dexterity check. Each failed attempt to pick the lock results in a 10-minute time delay.

*This room appears to be some sort of worship chamber. There's a raised dais on the south side of the room with a large statue of a Goddess made entirely of ice. In front of the statue is altar, also made of ice. There are six stone benches arranged in two rows in front of the dais and a six-pointed snowflake is carved in the floor.*

*On the altar is an obsidian goblet with six pieces of jade around the base and a carved ivory statuette of the same Goddess depicted by the large statue.*

The statuette and the statue in the room are of the God Auril, the neutral evil Goddess of Winter (Forgotten

Realms). This can also be any God or Goddess of ice or winter that fits into an existing campaign. The six-pointed snowflake on the floor is her symbol. At the GM's discretion, an Intelligence (Religion) can be made to reveal the identity of the Goddess and her symbol to the adventurers. The goblet has a value of 600 gp and the ivory statuette 250 gp. If the adventurers touch anything that's on the altar they begin to hear ghostly chanting that gradually increases in volume until it becomes maddening. If they leave the room it stops and doesn't start when they re-enter, unless they touch something on the altar again. If they take any of the objects the chanting continues as long as they possess it.

### 32. Frozen Body

Sitting on one of the stone benches in the north end of the room is a frozen soldier or adventurer covered with dust and frost. He's looking up and his face has a look of resignation on it. He's carrying a long sword that still in its sheath and wearing chain mail, both of which are rusted. His helmet appears to be of quality and is still in good condition. It's masterwork and gives the wearer a +1 to AC. There's not much more that can be found on him except a map case with three moth-eaten maps and a pouch containing five six-sided dice, 7 gp, 5 sp and 10 cp.

### 33. Arrow Trap

The arrow is released from the mouth of a relief sculpture of a screaming gargoyle on the west wall of this short hallway. A 2-foot square pressure plate in the middle of the floor on the east end of the hallway activates the trap. Arrow +5 ranged; 3 (1d6) piercing damage; passive Wisdom (Perception) check to notice without searching DC 20; Wisdom (Perception) to detect if actively searching DC 15; Dexterity (Acrobatics) DC 15 avoids; Dexterity (Sleight of Hand) to disable DC 15. Trap resets when pressure plate is released.

### 34. Stairs Up

Here a long flight of slightly crumbled stone stairs lead up.

### 35. Alcove

A statue of Bane, God of Tyranny (Forgotten Realms), sits in this alcove. This can also be any God or Goddess of ice or winter that fits into an existing campaign.

*The statue in this alcove is obviously of a God and not the carving of a gargoyle. It's a little larger than life-sized, about 8 feet tall and carved entirely of black marble except for the eyes. A pair of large amethyst eyes stare from the darkness.*

At the GM's discretion an Intelligence (Religion) can be made to reveal the identity of the God to the adventurers. The amethysts are worth 100 gp each.

**36. Prison Cell**

This is another one of the small prison cells scattered throughout the dungeon. Like the other cells the door is made of wood with a six-inch square window fitted with iron bars. The door is also locked and would require a DC 20 Strength check to force open and has an AC 15 and HP 12. To pick the lock requires a successful DC 15 Dexterity check.

The prisoners are chained in the south end of the hallway and wouldn't be visible to anyone looking through the window on the door. The adventurers would be able to see empty sets of manacles hanging from the walls where other prisoners could be held. This is what they see if the adventurers enter the cell:

*In a narrow prison cell, the frozen skeletal remains of three prisoners are chained to the wall. They're wearing nothing but the remnants of tattered clothing.*

If the adventurers search the remains and succeed at a DC 10 Wisdom (Perception) check they find the following items on the prisoners: a set of pan pipes made of bone and an old, ragged handkerchief that when unfolded turns into a llama fur hat (5gpv).

**37. Stairs Down****Monsters per character level:**

Level 3 = 6 Zombies

Level 5 = 7 Zombies and 1 Ogre Zombie (p. 316 MM)

The stairs beyond the ritual chamber lead down. There are three landings before the stairs reach the bottom of the winding passageway. In the middle section (where the number 37 is located) the stairs have crumbled into rubble making the terrain difficult.

After all the adventurers have left the Ritual Chamber and are making their way down the stairs they're attacked by Zombies. When the zombies attack the auburn-haired ghost appears inside the doorway at the top of the stairs. She gives them a sinister smile and door slams shut. The door is now stuck shut and would require a DC 20 Strength check to force open and has an AC 15 and HP 12.

**38. Garderobe**

This room was once a toilet room. It has a plain, unlocked wooden door. Poison gas emanates from the room when the door is opened. The gas effects all targets within a 10 ft. square area, anyone in the area must succeed a DC 14 constitution saving throw or take 2d10 poison damage and be poisoned for 10 minutes. The gas dissipates after 1 minute, but, until then anyone ending their turn in the 10-foot area must repeat the saving throw.

**39. Prison Cell**

This is one of the small prison cells scattered throughout the dungeon where the queen would hold prisoners. The door is made of wood with a six-inch square window fitted with iron bars. The door is also locked and would require a DC 20 Strength check to force open and has an AC 15 and HP 12. To pick the lock requires a successful DC 15 Dexterity check.

The prisoners are chained along the east-west section of hallway and wouldn't be visible to anyone just looking through the window on the door. This is what they see if the adventurers enter the cell:

*The frozen skeletal remains of nine prisoners are chained to the wall in this hallway. They're wearing nothing but the remnants of tattered clothing.*

If the adventurers search the remains and succeed at a DC 10 Wisdom (Perception) check they find the following items on the prisoners: a wolf tooth on a leather cord, a small gold orb that has a spell written on it in Draconic (5gpv) and an electrum spoon with a copper inlay of the letters A and S (1gpv).

**40. Armory**

The north and west entries have strong wooden doors that are locked. Each door would require a DC 25 Strength check to force open and has an AC 15 and HP 20. To pick the lock requires a successful DC 20 Dexterity check. Each failed attempt to pick the lock results in a 15-minute time delay.

*This room looks like an armory and is small and plain, with plain hewn stone walls and a low ceiling. There are wooden weapon racks arranged around the room holding weapons and armor that still look useful.*

The room contains gear once used by the soldiers and guards of the castle. The armory contains the following weapons and gear:

- 2 - long swords
- 2 - short swords
- 1 - hand and a half sword
- 4 - wooden shields
- 1 - tower shield
- 3 - long spears
- 2 - short spears
- 2 - heavy crossbows with 10 bolts each
- 2 - chain shirts (medium)
- 1 - quiver with 30 +1 arrows

**41. Frozen Body**

Just outside the west door to the armory lays a frozen soldier or adventurer covered with dust and frost, his body and face contorted as if in pain. He's wearing armor that is rusted

and useless but near his body is a sword with pale blue gems in the hilt that looks special. It has runic letters on the blade that name it Gleich. When using this weapon against a foe with an evil alignment it has a +2 AB and if the target is hit it takes an extra 1d6 of slashing damage. This weapon requires attunement (1,200 gpv). There's not much more that can be found on him except a stone amulet with a tiger's image on it and 4 gp, 10 sp and 26 cp.

A page with a drawing of the sword is provided at the end of the maps section of this document.

#### 42. Storeroom

##### Monsters per character level:

Level 3 = 1 Mimic

Level 5 = 1 Mimic (p. 220 MM)

The wooden doors on the north and south side the storeroom are unlocked. In the storeroom of the dungeon there are many supplies that have been there for a long time, possibly generations. The room's walls and ceiling are hewn stone. The room contains:

- Wooden shelves against the north and south walls with earthenware jars of frozen canned food in them and a few loaves of frozen bread.
- Ten empty barrels stacked against the west wall – The barrels are all partially full of wine, cider, ale, etc., all of which is frozen.
- Bags of frozen grain, flour and beans scattered on the floor between the barrels and the north shelves and along the east wall on either side of the barrel (Mimic).
- A large trunk with four wool cloaks, five wool blankets, and three pairs of gloves inside.
- A Mimic disguised as a barrel sits waiting upright against the east wall of the room.

#### 43. Vestment Room

In the vestment room there's a metal bar extending from one end of the room to the other with a few old chasubles hanging from it. It also contains a small dresser with what looks like a ceremonial helm sitting on top of it. The helm is made of steel and is set with gems of turquoise and smoky gray quartz (360 gpv). The dresser is unlocked and contains a silver circlet set with four aquamarines so light in color they are almost clear (2,500 gpv) and a silvered dagger set with azurite (750 gpv).

## The Queen's Chamber

The room at the bottom of the stairs, beyond the iron door in the Cipher Room, is the Queen's Chamber. The room is richly furnished and there are many treasures to be found. Along with a hoard of coins, jewelry, and gems there are a few powerful magic heirlooms that were once wielded by the queen and her ancestors. A map of this room is included in the maps section.

### Monsters per character level:

Level 3 = 1 Ghost (see the NPC section for statistics)

Level 5 = 2 Ghosts

*There's a large fireplace with an iron cauldron set in the east wall. The chamber is full of furniture and the queen's possessions, including her four-poster bed, nightstand, bookshelves lined with books, a vanity and chair, a full-length mirror, three wardrobes, two screens to partition the room, large tapestries, braziers, a large bird cage, a large wooden chest, a couch and a desk and with a chair.*

When an adventurer touches any of the queen's possessions Queen Cyrene's ghost appears through the ceiling of the room and finally attacks the adventurers directly. She's angry that they were able to make it through the dungeon and find their way to her secret chamber. For fifth level adventures the ghost of Queen Nissa will also appear and attack after the first round of combat with Queen Cyrene's ghost.

### 1. Entrance

The entrance into the chamber is flanked by two braziers and two tapestries on the walls.

### 2. Bookshelves (southeast wall)

This bookshelf contains books on herbology, languages, chemistry, spell craft, legends, arcana, lore, history, etc. We leave it to the GM's discretion as to any specific titles that can be found.

### 3. Large Rug

There's a large wool rug under the queen's desk with a snowflake design in tones of blue.

### 4. Fireplace

The queen's fireplace is large, about 10 feet wide with an iron cauldron hanging from a large iron hook. The hook is fashioned in such a way that the cauldron can easily be swung in and out of the fire. The cauldron has some crust in the bottom that looks like something was left in it and then dried long ago. The fireplace is also flanked by two braziers.

### 5. Desk

Located on the queen's desk, along with a candle holder, some papers and other books, is a log book chronicling the most recent history of the castle is. The final entry reads:

*Cursed raiders! They've entered the castle! I thought we were winning and holding them at bay, then this morning something changed. Their wrath seems redoubled, like they've gone mad. They're also showing an amazing resistance to fear in the face of my undead warriors. There's no more time to write now. I think I hear them in the dungeon!*

### 6. Couch

There is a couch facing the queen's desk. It has a wooden frame with stuffed cushions on the seat.

### 7. Shelves (west wall)

Next to the west wall there are two shelves, the right is a bookshelf. Along with many other books on the shelf there's a series of books that are dated and arranged in chronological order. If they adventurers investigate the books they find they contain a record of the history of the castle kept through the ages by the queens themselves.

If the adventurers take some time to read through some of the log books they learn the following information about the castle's history:

*Many years ago, during Queen Morgana's rule, soldiers traveling to a Great War attacked the ice castle in hopes of unseating the queen and opening the route across the mountains. Though their attempt was unsuccessful and the queen continued to rule, the castle was damaged, her army was destroyed, and she was seriously wounded.*

*After the attack she considered her chambers in the main castle vulnerable and decided to move her chamber to the dungeon beneath the castle and designed an elaborate entry system to protect herself from intruders if another attack were to occur.*

*Many years later, Queen Cyrene, granddaughter of Morgana ruled as last in the line of the powerful witch queens. When she was 35 years old she died during a great battle when a war band of hobgoblin and bandit raiders attacked the castle. During the final battle with the raiders the queen used a powerful magic spell, devised by her ancestors, to cause a massive cave in. The event was so violent it caused the castle to fall into ruin and a chasm of unknown depth to open in the dungeons. During the event the queen, all of her enemies, and most from her own army were consumed and never seen alive again.*

Behind the right bookshelf is a secret door that leads to the



exterior of the castle. To reveal the door, the bookshelf can be pushed to the right and slides easily on hidden rollers. Through the dust on the floor there are two marks that give a clue to the door's existence. They can be seen with a DC 12 passive Wisdom (Perception) check. If someone is actively searching the area, the marks can be seen with a DC 8 Wisdom (Perception) check. The marks are about 3 feet long, spaced evenly apart and are parallel to the wall.

The left shelf contains some books but also has a number of containers of various sizes. The shelf contains some items per character level:

- Level 3 = Containers full of spell components that are still usable and a Potion of Greater Healing (p. 187-188 DMG).
- Level 5 = Containers full of spell components that are still usable, Potion of Poison (p. 188 DMG), Potion of Greater Healing (p. 187-188 DMG), Dust of Dryness – 9 pinches (p. 166 DMG), Level 3 Spell Scroll – Sleet Storm (p. 200 DMG).

### 8. Privacy Screens

There are two screens that separate the queen's bedroom area from the rest of the chamber. The screens are constructed of a wooden frame with stretched fabric.

### 9. Full-length Mirror

The queen's full-length mirror has an ornately carved wooden frame.

### 10. Small Rug

There's a smaller wool rug near the queen's bed that also has a snowflake design in tones of blue.

### 11. Wardrobes

The queen has three wardrobes full of clothing. If searching through the clothes, there are only two things that have survived in tact, a black silk robe with gold embroidery (250 gpv) and a black cloak stitched with shiny blue thread that's slightly translucent (25 gpv).

### 12. Vanity

The queen's vanity has a mirror and many other things you'd typically see on a woman's dressing table. There's also a black marble mannequin head that holds a crown made of crystal that looks like ice. It's the queen's Crown of Ice (properties like Boots of the Winterlands p.156 DMG). The vanity drawer also contains some items per character level:

- Level 3 = A black velvet mask stitched with blue shiny thread (5 gpv).
- Level 5 = A black velvet mask stitched with blue shiny thread (5 gpv), a gold locket with the image of Queen Nissa inside (25 gpv), a silk handkerchief that's embroidered with the initials CV (25 gpv), and a silver necklace with a black pearl (250 gpv).

### 13. Four-poster Bed

The queen's bed is a large four-poster the has a canopy embroidered with snowflakes of various sizes.

### 14. Large Chest

At the foot of the queen's bed is a large iron-bound wooden chest. To pick the lock requires a successful DC 20 Dexterity check. Each failed attempt to pick the lock results in a 15-minute time delay. The chest contains a treasure hoard per character level:

- Level 3 = Coins: 21 pp, 842 gp, 114 ep, 561 sp, and 787 cp.
- Level 5 = 72 pp, 1,923 gp, 284 ep, 8,134 sp, 993 cp.

A wooden box within the chest contains the queen's jewelry. It contains a platinum ring with three sapphires set into it. The ring is cold to the touch and has patterns of ice covering its surface. The ring is a Ring of Resistance to Fire (p. 192 DMG). It also contains the following items per character level:

- Level 3 = A white gold necklace with a Peridot pendant (700 gpv), a silver bracelet with a Carnelian stone (100 gpv), a gold ring set with a Black Pearl (200 gpv).
- Level 5 = Everything from level three plus a pair of gold earrings with Chrysoprase stones (150 gpv), a platinum necklace with a Citrine pendant (150 gpv), a gold necklace with a Jasper pendant (100 gpv), a pair of white gold earrings with Moonstones (75 gpv), a gold necklace with a Sardonyx pendant (100 gpv), a white gold bracelet with a Star Rose Quartz (75 gpv), a platinum ring with a Black Zircon stone (150 gpv).

### 15. Night Stand

Near the queen's bed there's a night stand with a candle and a few random books.

### 16. Birdcage

Near the queen's bed there's a gold plated bird cage with electrum filigree (250 gpv). The bird cage first belonged to Sabine and was used for her raven and the used later by Morgana for her snowy owl.

## Conclusion

After their encounter in the Queen's Chamber the adventurers will likely want to spend some time searching for treasure. During their search they should be able to find the way out through the secret door behind the bookshelf in the west wall.

They can also be allowed a short rest in the queen's chamber but should be given the sense that they shouldn't linger because they may be attacked by the ghosts of the other queens. The ghosts of the older queens are less powerful (see NPC statistics) but will attack the adventurers if they stay too long. When fighting, the less powerful ghosts will make good use of their incorporeal movement by attacking and retreating instead of just standing to fight. The ghosts can also use their powers to cause things to happen to annoy the adventurers while they're in the queen's chamber. They can loosen stones in the ceiling to drop on them, put out their fires, wake them when they're trying to rest by talking loudly, laughing, screaming, etc.

Beyond the secret door, stairs wind their way up to a door in the side of the mountain. The door is made of stone but is well balanced so it can simply be pushed open. Over time some ice and snow has accumulated outside the door, making it somewhat harder to open than it normally would be, but can be opened fairly easily with a DC 10 Strength check. If they simply let the door close behind them it magically blends in with the surrounding rock and has no visible latch, keyhole or handle.

When the adventurers exit they find themselves on the other side of the mountain. The path leading down can be seen a short distance away. On their way down they see yeti tracks and hear howling far in the distance once or twice. Further down the trail they see an elk carcass with yeti tracks all around.

Hopefully they find their way to the nearby town without any further delays.

## Monsters & NPCs

### Ghosts of Queens Cyrene and Nissa (Ghost)

*Medium Humanoid (human), Lawful Evil*

**Armor Class:** 11

**Hit Points:** 45 (10d8)

**Speed:** 0 ft., fly 40 ft.

Str	Dex	Con	Int	Wis	Cha
7 (-2)	13 (+1)	10 (0)	14 (+2)	12 (+1)	17 (+3)

**Damage Resistance:** acid, fire, lightning, thunder, bludgeoning, and slashing from non-magical weapons

**Damage Immunities:** cold, necrotic, poison

**Condition Immunities:** charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained

**Senses:** darkvision 60 ft., passive Perception 9

**Languages:** any languages it knew in life

**Challenge:** 4 (1,100 XP)

**Ethereal Sight.** The ghost can see 60 feet into the Ethereal Plane when it's on the Material Plane and vice versa.

**Incorporeal Movement.** The ghost can move to other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

#### Actions

**Withering Touch:** Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 17 (4d6 + 3) necrotic damage.

**Etherealness:** The ghost enters the Ethereal Plane from the Material Plane, or vice versa. It is visible on the Material Plane while it's in the Border Ethereal, and vice versa, yet it can't affect or be affected by anything on the other plane.

**Horrifying Visage:** Each non-undead feature within 60 feet of the ghost that can see it must succeed on a DC 13 Wisdom saving throw or frightened for one minute. If the save fails by five or more, the target also ages 1d4 x 10 years. A frightened target can repeat the saving throw at the end of each of its turns, ending the frightened condition on itself on a success. If a target's saving throw is successful for the effect ends for it, the target is immune to this ghost's Horrifying Visage for the next 24 hours. The aging effect can be reversed with a Greater Restoration spell, but only within 24 hours of it occurring.

**Possession (recharge 6):** One humanoid at the ghost can see within 5 feet of it must succeed on a charisma saving throw or be possessed by the ghost; the ghost then disappears, and the target is incapacitated and loses control of its body. The ghost now controls the body but doesn't deprive the target awareness. The ghost can't be targeted by an attack, spell, or other effect, except ones that turn undead, and it retains its alignment, Intelligence, Wisdom, Charisma, and immunity to being charmed and frightened. It otherwise uses the possessed targets statistics, but doesn't gain access to the target knowledge, class features, or proficiencies.

The possession last until the body drops to zero hit points, the ghost ends it as a bonus action, or the ghost is turned or forced out by an effect like the Dispel Evil and Good spell. When the possession ends, the ghost reappears in an occupied space within 5 feet of the body. The target is immune to this ghost's Possession for 24 hours after succeeding on the saving throw or after the possession ends.

**Chilling Gaze:** The ghost targets one creature it can see within 30 feet of it. If the target can see the ghost, the target must succeed on a DC 15 Constitution saving throw against this magic or take 10 (3d6) cold damage and then be paralyzed for one minute, unless it's immune to cold damage. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If the target's saving throw is successful, or if the effect ends on it, the target is immune to the chilling gaze of the ghost for one hour.

p. 147 MM (modified)

### Older Ghost Queens (Ghost)

*Medium Humanoid (human), Lawful Evil*

**Armor Class:** 11

**Hit Points:** 23 (5d8)

**Speed:** 0 ft., fly 40 ft.

Str	Dex	Con	Int	Wis	Cha
7 (-2)	13 (+1)	10 (0)	14 (+2)	12 (+1)	17 (+3)

**Damage Resistance:** acid, fire, lightning, thunder, bludgeoning, and slashing from non-magical weapons

**Damage Immunities:** cold, necrotic, poison

**Condition Immunities:** charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained

**Senses:** darkvision 60 ft., passive Perception 9

**Languages:** any languages it knew in life

**Challenge:** 2 (550 XP)

**Ethereal Sight.** The ghost can see 60 feet into the Ethereal Plane when it's on the Material Plane and vice versa.

**Incorporeal Movement.** The ghost can move to other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

#### Actions

**Withering Touch:** Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 17 (4d6 + 3) necrotic damage.

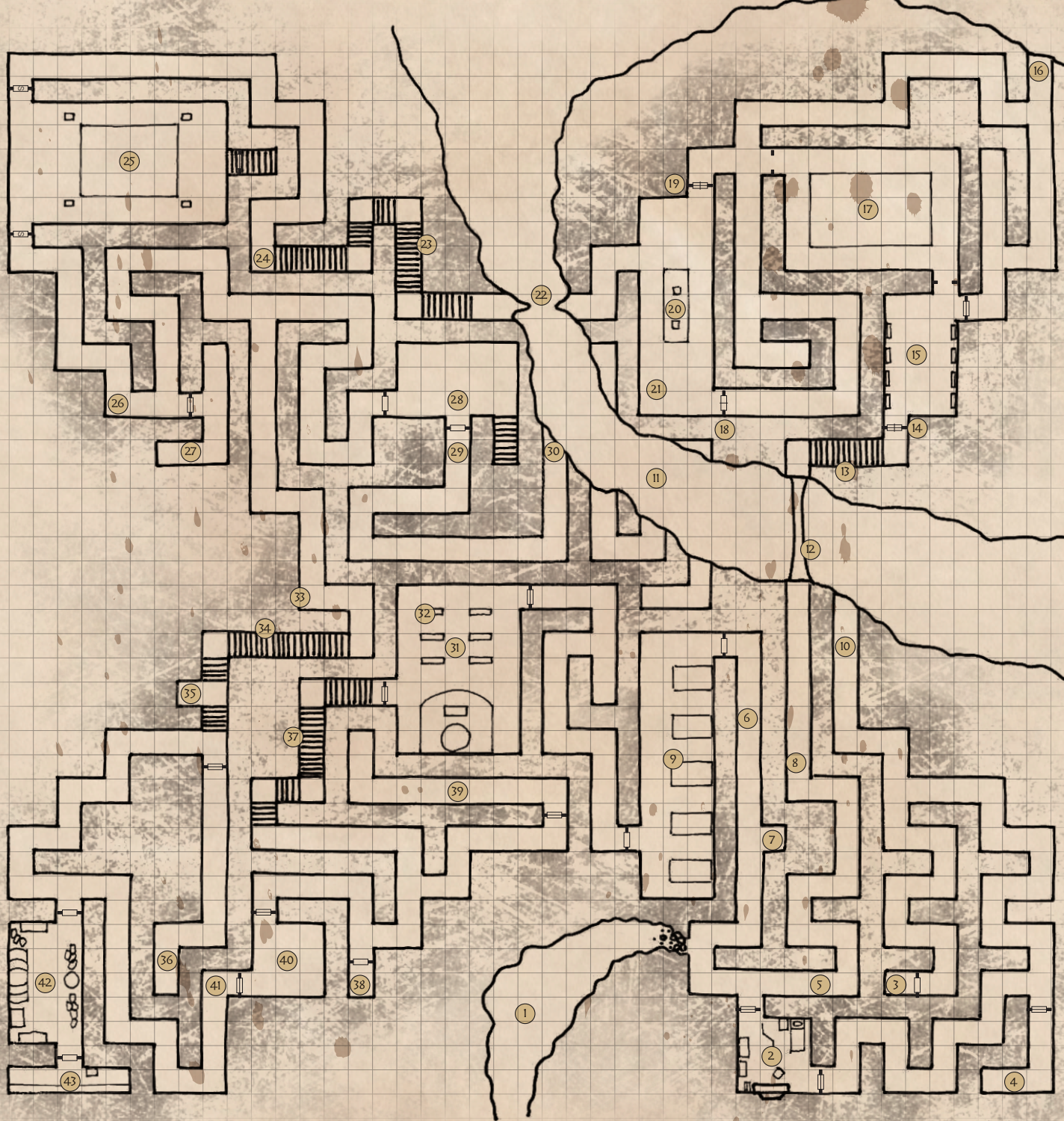
**Etherealness:** The ghost enters the Ethereal Plane from the Material Plane, or vice versa. It is visible on the Material Plane while it's in the Border Ethereal, and vice versa, yet it can't affect or be affected by anything on the other plane.

**Horrifying Visage:** Each non-undead feature within 60 feet of

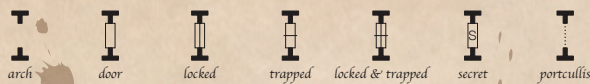
the ghost that can see it must succeed on a DC 13 Wisdom saving throw or frightened for one minute. If the save fails by five or more, the target also ages 1d4 x 10 years. A frightened target can repeat the saving throw at the end of each of its turns, ending the frightened condition on itself on a success. If a target's saving throw is successful for the effect ends for it, the target is immune to this ghost's Horrifying Visage for the next 24 hours. The aging effect can be reversed with a Greater Restoration spell, but only within 24 hours of it occurring.

p. 147 MM (modified)

Game Master's Map

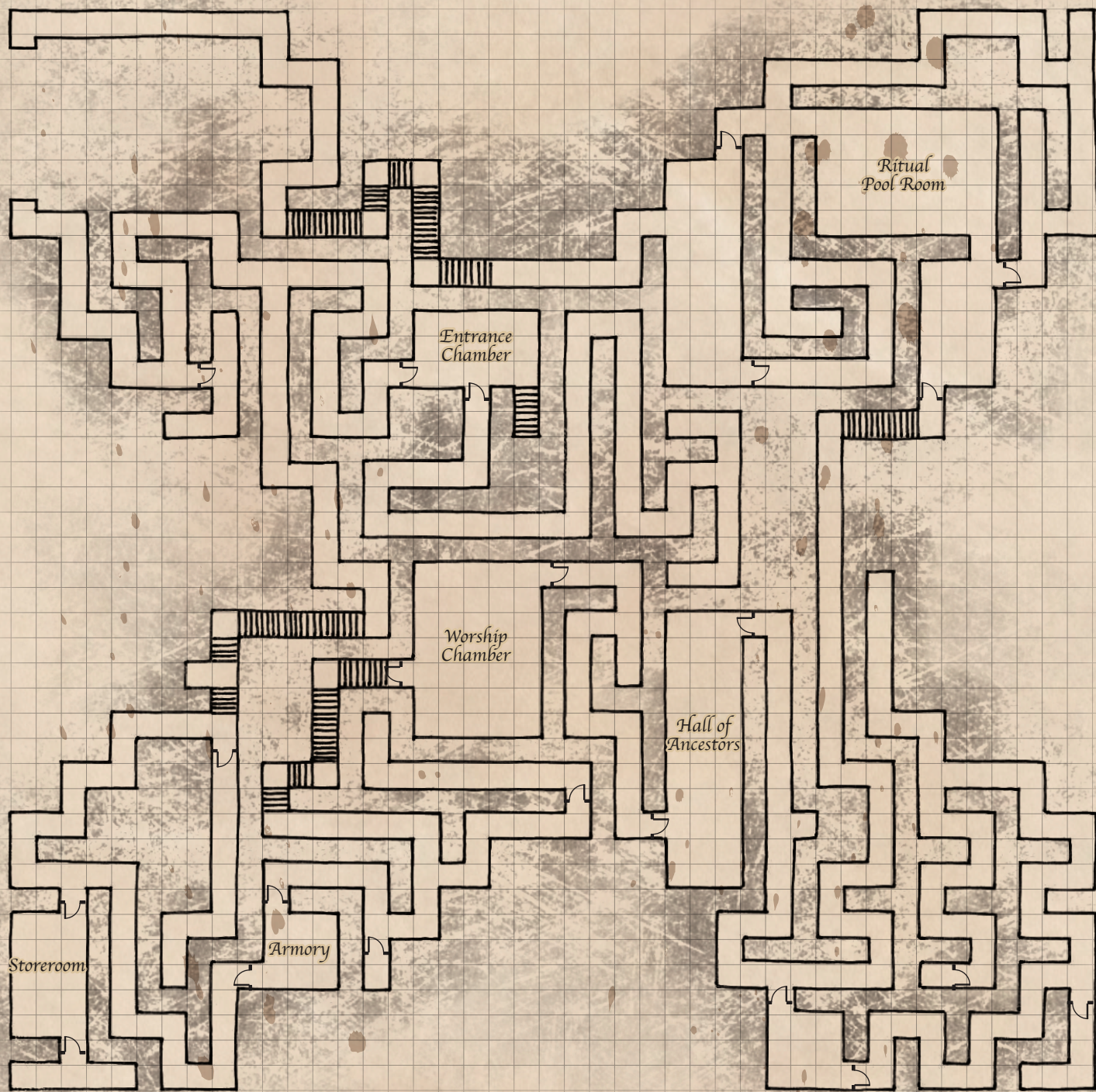


# Stormholm Dungeons



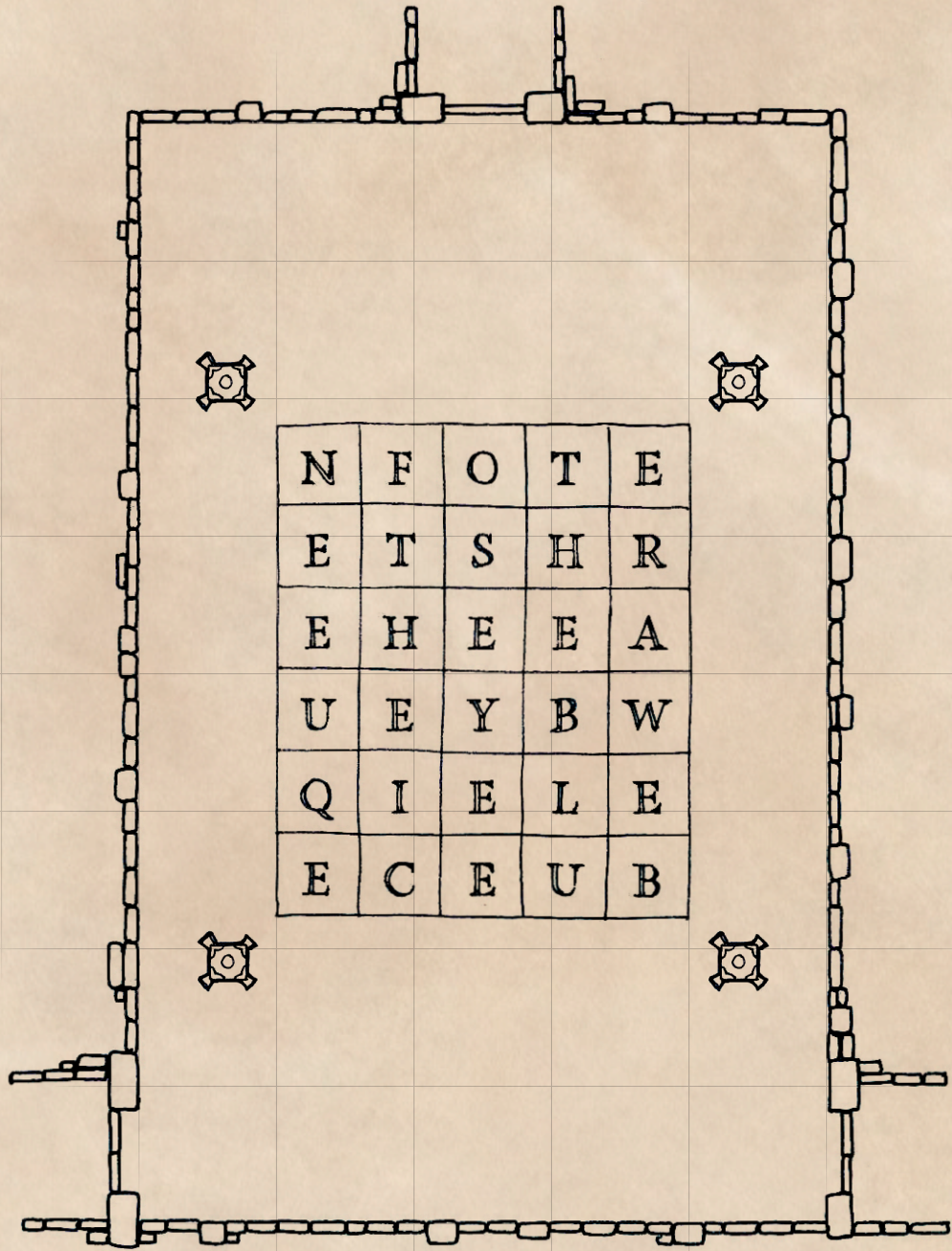
1 square = 5 feet

Player's Map

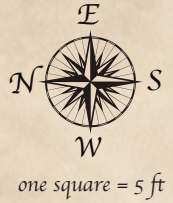


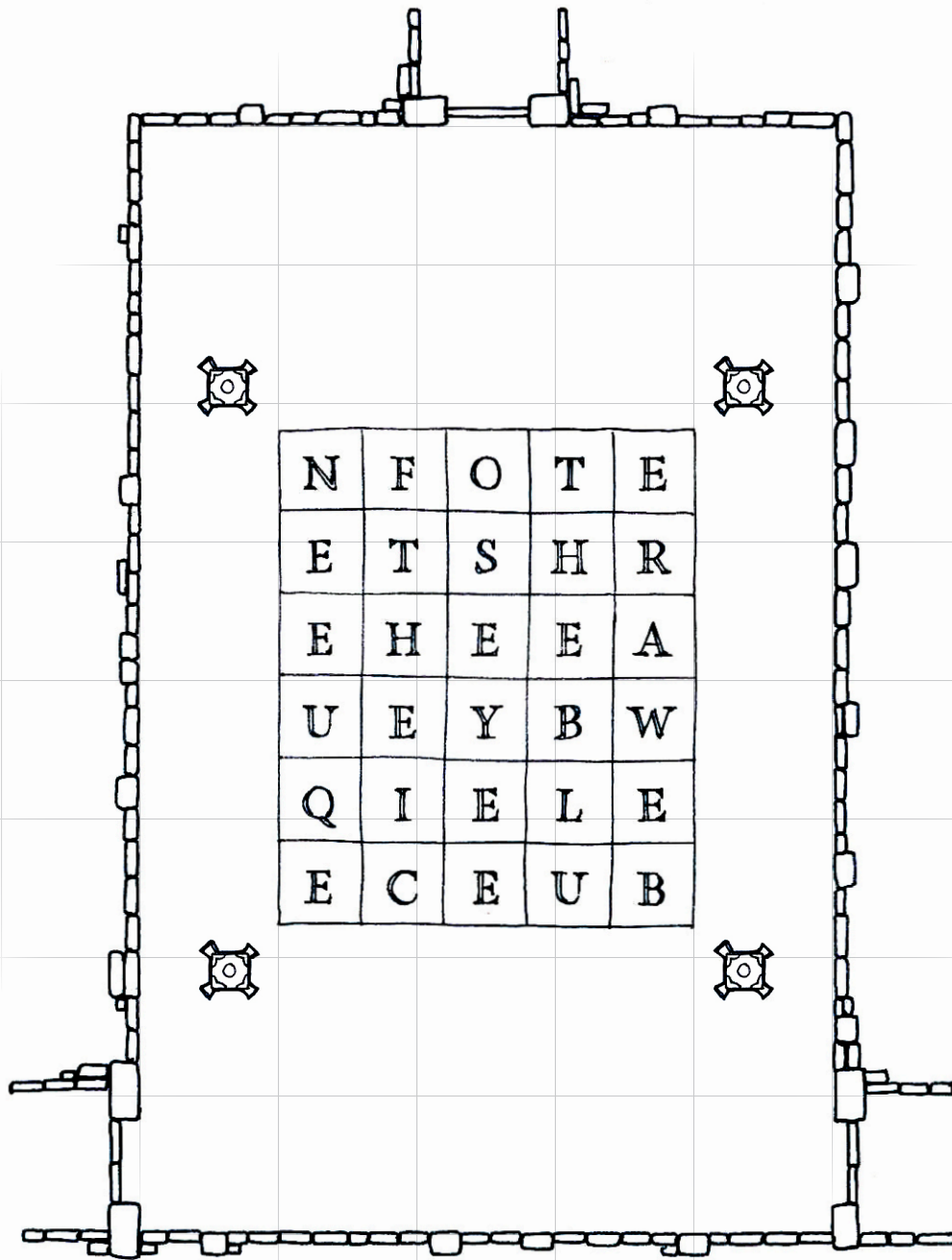
# Stormholm Dungeons



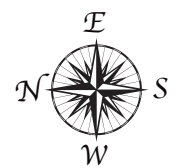


**Room 25**  
Enlarge 133% for 1" grid



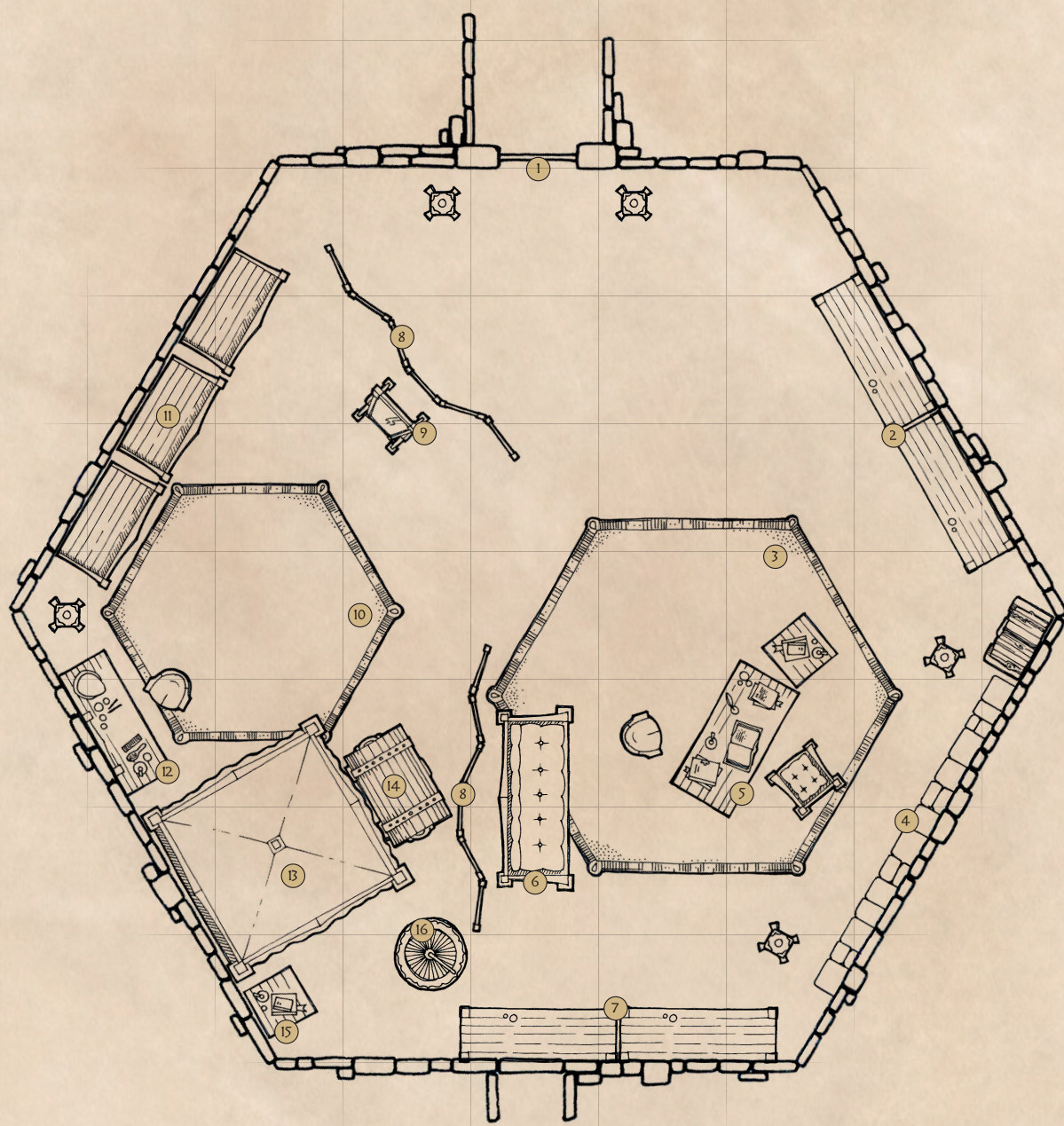


**Room 25**  
Enlarge 133% for 1" grid

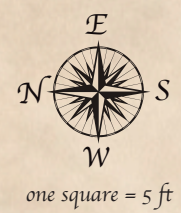


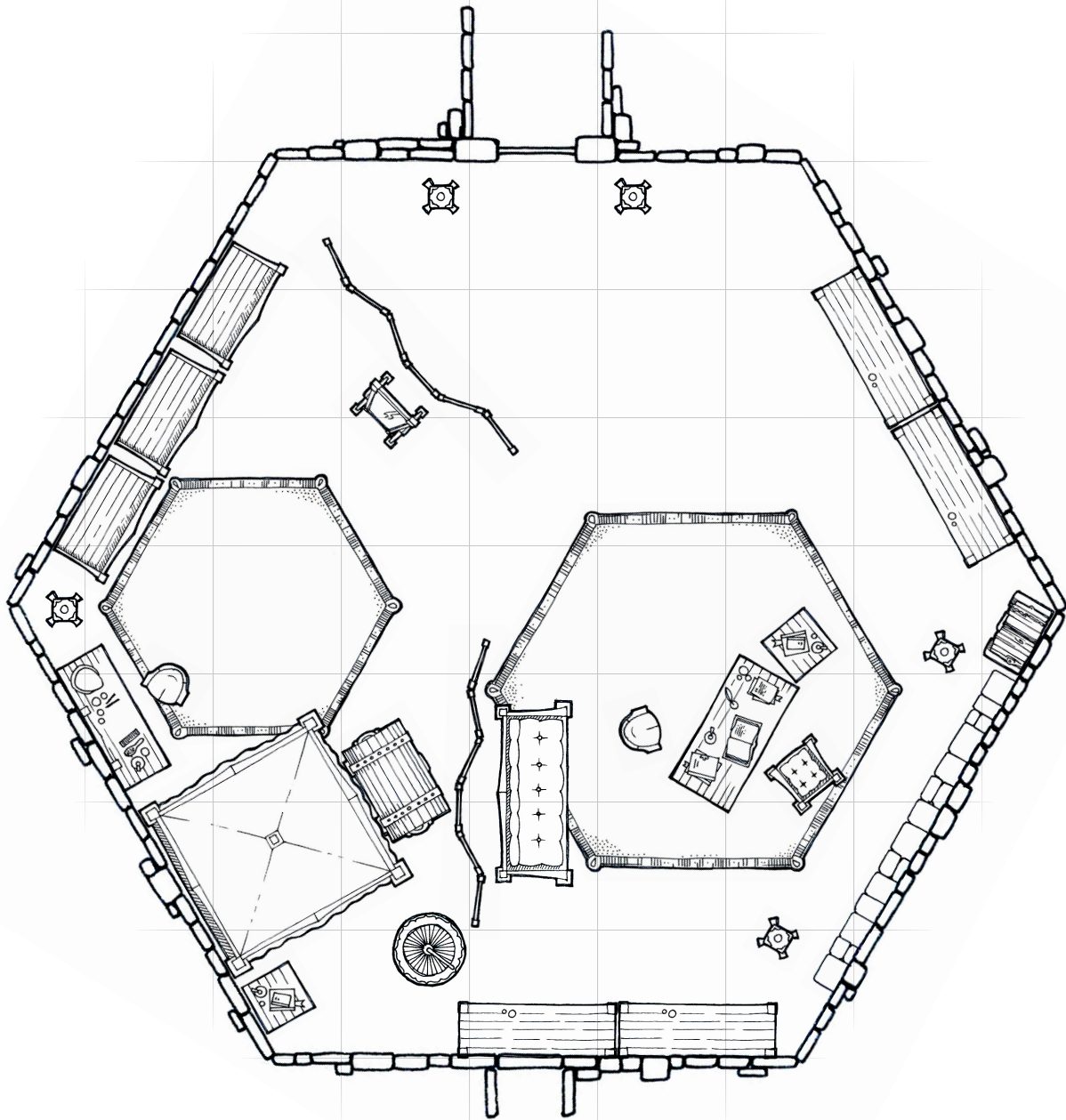
one square = 5 ft



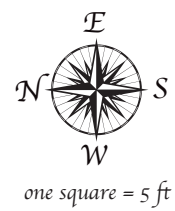


**Queen's Chamber**  
Enlarge 133% for 1" grid





**Queen's Chamber**  
Enlarge 133% for 1" grid



# Longsword Gleich

**Weapon:** Longsword

**Damage:** 1d8 (1d10) slashing

**Weight:** 3 lbs.

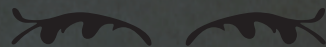
The sword is a masterwork weapon with a +2 attack bonus against all enemies. Plus it carries a magic enhancement bonus of an extra +1d6 points of slashing damage. The sword has runes on the blade that bear its name.



# Dungeons of Ice



Slipping into a crevasse while crossing a high mountain pass provides an unexpected entrance to a lost dungeon.



An Adventure to be played using rules from the fifth edition of the world's most popular roleplaying game.