

# Frozen Fortress of the Winter Warlord

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**Labyrinth Lord**  
**Compatible Product**



# **Frozen Fortress of the Winter Warlord**

**An Adventure for Labyrinth Lord™  
and other old-school fantasy role-playing games  
for 4 – 6 characters of 9<sup>th</sup> - 12<sup>th</sup> level**

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## **Frozen Fortress of the Winter Warlord**

**Background:** The Frostfell Mountains are cold and bleak, but the men and women who settled there would not be daunted. Drawn into this snowy realm by a desire to live on their own terms and free from the heavy-handed rule of the lords of far off realms, they established a small village in the shadow of the mountain. There, to the surprise of all, they thrived. Hunting elk and building a strong lumber trade off the nearby woods, the village of Winterhome grew from a small collection of huts to a stout village of wooden homes surrounded by a strong palisade to keep out the cold winter winds and marauding monsters.

That was before the dragon in the caves of the Frostfell Mountains woke up. Polarax had slept for eons in the peaks of the Frostfells, but when he saw that men had come to dwell in his realm he brought all his wrath down upon them. His great white wings blocked out the sun and life-stealing frost breath destroyed any who fell under it. In a single night, half the citizens of Winterhome were slain.

But with the dawn came hope. Clad in shining mail and wielding a magical sword, the holy warrior Lucien came to Winterhome and ascended the perilous slopes of the Frostfell Mountains. He slew Polarax in single combat, driving his blade into the heart of the beast. As Polarax fell from the highest peaks, the great weight of his body crushed stone and earth.

The people of Winterhome honored Lucien by naming him their new lord and protector. For their lord they built a great castle in the very place where Polarax had been slain. Lord Lucien named it Wyrmsbane Keep to commemorate the slaying of the vile white dragon. Within a few years Winterhome once again flourished. Their new ruler took from the village, a fair and kind wife named Elsa and soon after there came both a daughter and a son.

But then tragedy struck. A great blizzard swept across the north and with it came a terrible plague known as the White Plague. It claimed a full third of the people of Winterhome, and even now-King Lucien was not spared the tragedy. While he had grown more aloof and distant in the years, the sudden death of his children by the White Plague drove

him into isolation. His rulership came in commands brought by servants who arrived by the narrow road to Wyrmsbane Keep. They brought harsh laws and heavy taxes. More and more King Lucien was an unseen iron fist wrapped in frost. It seems as though neither Winterhome nor its ruler ever truly recovered from the White Plague.

Fifty years have passed since the last White Plague came to Winterhome and King Lucien has come from behind the gates of Wyrmsbane Keep. On cold, clear nights, a eerie blue light can sometimes be seen from the towers of Wyrmsbane Keep. But it has been over a decade since even a servant of the king came to the village to collect taxes. Symptoms of the White Plague have begun to spread in Winterhome again and they have put out a call to heroes of the south to travel brave the mountain and plead King Lucien for aid after several villagers have gone to the now frozen castle and not returned.

While it is not known what has become of King Lucien, the great moat surrounding his Wyrmsbane Keep has frozen over and an unnatural cold now emanates from the stone walls. The cries of winter wolves and fell creatures can be heard on the icy winds that blow down from the Frostfell Mountains and those who would dare to approach, or even enter, his castle will undoubtedly face shadows and terrors long frozen by the past

*Frozen Fortress of the Winter Warlord* is an adventure module for use with the *Labyrinth Lord* fantasy role-playing game. Designed for 4 – 6 player characters of 9<sup>th</sup> – 12<sup>th</sup>, this large dungeon is a mixture of puzzles, traps, exploration, and role-playing encounters. It is suitable for several nights of adventure and the village of Winterhome can even be used as a springboard for future adventures.

**Preparing the Adventure:** Player characters should be an even mixture of classes, though having a thief or cleric will be particularly useful. The *Labyrinth Lord* is encouraged to read over the module and familiarize himself with the material presented.

*Frozen Fortress* contains one 53-page adventure module and three full color maps of the adventuring areas.

**Getting Started:** The player characters have received a summons from Hans Vlok, mayor of Winterhome. He is pleading for the aid of able-bodied adventurers who are willing to brave the climb up the Frostfell Mountains to Wyrmsbane Keep to discover the fate of King Lucien. If the King is alive, Hans asks the players to plead with him for aid against the constant storms and the return of the White Plague. Labyrinth Lords are encouraged to use “Vlok's Letter” in Notes

and Journals to draw the player characters into the adventure.

**Cold Environments:** The Frostfell Mountains, Winterhome, and Wyrmsbane Keep are all under the weight of a bitter winter that saps the energy from those who dwell here and can even kill if one is exposed to the elements for too long. Characters will be asked to make Cold Saves several times during the course of *Frozen Fortress of the Winter Warlord*. They simply make a saving throw vs. Petrify or Paralyze, modified by the conditions listed below. Modifiers are cumulative.

Situation	Cold Save Modifiers
Wearing Winter Clothes	+0
Carrying a Torch (limit one per character)	+2
Sitting Around a Camp Fire	+4
Currently under the effects of a <i>Resist Cold</i> spell	+6
Wielding a <i>Sword +1 Flame Tongue</i>	+4
Consuming an alcoholic beverage	+1 (see below)
Wearing Normal Clothes	-2
Wearing Studded Leather Armor	-1
Wearing Scale Mail, Chain Mail, Banded Mail or Splint Mail	-3
Wearing Plate Mail	-4
Carrying a Metal Shield	-1
Wearing a Metal Helmet	-1
Character is wet	-6
Character is in the Ice Crypts beneath Wyrmsbane Keep	-2





# of Failed Cold Saves	Cold Environment Effect
1	Numbness begins to set into the limbs. Characters suffer a -1 to all attack rolls and thieves suffer a -10% to all Pick Pockets, Open Locks, Find/Remove Traps, and Climb Walls checks. -2 penalty to all saving throws made to resist cold-based magical effects.
2	Deep cold has set in, slowing the character making and movement difficult and arduous. All characters suffer a -10 foot penalty to their movement rates and lose any bonus to Armor Class granted by a high Dexterity. -4 penalty to all saving throws made to resist cold-based magical effects
3	Chills and shivers. Teeth begin to chatter and speech becomes difficult. Clerics, Elves, and Magic-users have a 20% chance to mispronounce the verbal aspects of their spells and prayers. If they do, the spell is miscast and has no effect, expending the spell slot. -6 penalty made to resist all cold-based magical effects
4	Hypothermia has set in and the character may die if he doesn't get warm soon. He may only move 10' per round, and suffers a -4 on all attacks and ability checks. Spell casting is impossible. In addition, the character has the overwhelming desire to lay down and rest in the warm embrace of slumber. Each turn the character must make a saving throw vs. death or they lay down and sleep. Once they are asleep, they will need to make a saving throw vs. death each turn at a -4 penalty. If this save is failed, the character freezes to death. All saving throws made to resist cold-based magical effects automatically fail.

While in the village of Winterhome, characters are fine as long as they are wearing heavy winter clothing like fur-lined cloaks, thick boots, and heavy gloves and need only make a Cold Save if they are outside after the sun has set. It must be made once ever six hours.

During the trek up the Frostfell pass, the cold becomes even more difficult to weather. Characters will need to make a Cold Save once every six hours during the day and once every four hours at night.

Once inside Wyrmsbane Keep, the cold becomes almost unbearable. Characters must make a Cold Save once every two hours, whether day or night.

Each time a character fails a Cold Save they suffer ill effects, based on the number of failed saves. The effects are cumulative if they fail consecutive saves.

Alcohol is temporarily effective, but its effects are fleeting. Characters who may consume a number of alcoholic beverages equal to their current number of failed Cold Saves to ignore all the effects inflicted by the

environment. But for each drink consumed they suffer a cumulative -1 to their next Cold Save.

*Warming Up:* Characters can attempt to warm up once per day. When waking up in the morning the character makes a Cold Save if they are under the ill effects of the frosty environment. If this save is successful they may remove the most recent negative effect of a previously failed Cold Save. Failure of this Cold Save (and this Cold Save only) does not cause any negative effects.

Characters within the protective field of a *Cube of Frost Resistance* do not suffer the effects of the environment and do not need to make Cold Saves (whether to resist environmental effects or warm up), unless they have failed four saves. If hypothermia has set in they still need to make Cold Saves to warm up, but receive a +6 bonus.

In addition, they automatically succeed at any saving throw made to warm up and recover from the environment as long as hypothermia has not set in.

## Winterhome & the Wilderness

In the shadow of the Frostfell Mountains it the village of Winterhome. While life has never been easy for its citizens, the past few years have been particularly difficult. The White Plague has returned and the beasts who dwell in the woods and cliffs surrounding the village are becoming more and more aggressive. Messengers sent to Wyrmsbane Keep have not returned and a chill light can be seen from its icy towers. It is a settlement that may be on the verge of its final winter if aid does not come to its people.

Described below are specific locations

featured on the wilderness map of the Winterhome region. This area is designed to easily fit into an existing campaign. It can easily slipped into any location that features constant cold weather accented by mountain ranges and evergreen forests. Winterhome is described as being isolated and its people are fierce and independent. Their village was founded to escape oppressive rule by a long-dead noble over a

century ago. But it would seem that the their current lord, King Lucien, has abandoned them.

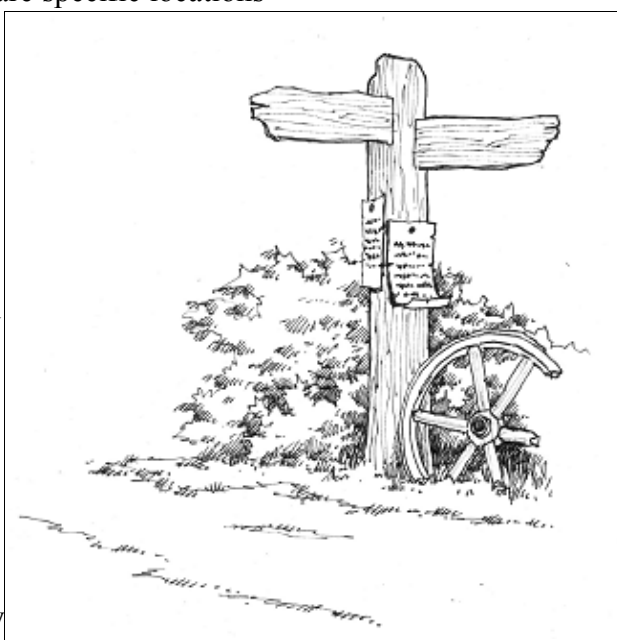
The player characters have received a letter from Mayor Hans Vlok, pleading for aid from skilled adventurers and as the adventure opens they have reached the borders of the Winterhome region, near Location One.

The Labyrinth Lord should remember the player characters may need to make Cold Saves if they spend extended time exposed to the harsh winter environment.

**Random Encounters:** Once per day there is a 1 in 6 chance that any characters who are travelling beyond the borders of the village of Winterhome will encounter one of the dangerous creatures who live in the wilds of the region. The Labyrinth Lord should use the chart below to determine what monster they

encounter.

Roll (1d6)	Creatures Encountered
1	Winter Wolves (2d4)
2	Frost Giant (1)
3	Frost Salamander (1d3)
4	Ice Toad (1d4)
5	Dire Wolf (1d4)
6	Polar Bear (1)



### Location One:

#### **Winterhome Woodlands**

*The dense evergreen forests are trimmed with a heavy layer of thick white snow. A chill wind sweeps down from the north, biting at your exposed skin with a ferocity only found in the harshest parts of the world. Initially the thinning of these woodlands is a welcome sight, but it only gives this fell wind less obstruction to bite at your flesh.*

*You trudge along what is little more than an animal path and the only sign that you are nearing any kind of settlement or civilization is a snowcapped wooden sign with wood burnt lettering that reads "Winterhome, 1 Mile." Pulling your cloak about you in a feeble attempt to stave off the cold, you continue plodding north.*

This location should be the beginning location of the adventure. Before the characters reach Location Two: The Village of Winterhome, the Labyrinth Lord should make a check for a random encounter.

### Location Two: The East Gate of Winterhome

*The grey smokes of hearth fires trickle into the cold grey skies from behind a tall wooden palisade. The road leads to a large gap*



*in the wall flanked on one side by a squat two-story stone tower. Beyond the wall you can see stout wooden homes with thatched roofs pierced by small stone chimneys in the distance. Beside the tower you see a single weather-worn guard wrapped in a heavy fur cloak and a second similarly clad man standing on the atop the tower. He holds a gloved hand out to you as you approach and leans on a long wooden spear.*

*“Halt,” he calls out. “What business brings you to Winterhome?”*

The guards are stern, but not rude to the player characters and if they present the letter they received from Mayor Vlok, the guards let them pass without any harassment. They tell the player characters that Vlok can usually be found in the Frosty Brew tavern in the center of town. If the characters do not show them the letter, the guards still allow them entry into the city but give them suspicious glances.

The tower itself is locked, though each of the guards has a key. Inside the tower there is a small fireplace in the center of the floor, along with a pair of simple beds and a weapon rack with spears and crossbows. The guards will not permit entry into the tower without permission from Mayor Vlok, even if the characters show them the letter.

**NPCs:** Guards (2, hp 6, 5), AL N, MV 120', AC 7, HD 1, #AT 1, DG 1d6 (spear), SV H0, ML 7, XP 15

### **Location Three: The Frosty Brew Tavern**

*At the center of Winterhome there is only a single two-story building. This long wooden building is set upon a stone foundation with broad stairs leading to a large heavy door. The front of the building is set with several windows of frosted glass and two large chimneys pierce the sloped oak ceiling. To one side of the stairs is a long hitch for tying horses beside a huge trough that has long since frozen over. Hanging above the door is an old wooden sign with the painted image of a tankard. The bottom of the sign is burnt with the lettering “The Frosty Brew.”*

*A stone well serves as the true centerpiece of the village. You see several locals going about their business and though they eye you with a curious eye, none approach or take*

*time to disturb you.*

The interior of the Frosty Brew Tavern is surprisingly warm, with a fireplace on each wall. The center of the room features long tables where various patrons take their meals and drinks. A long bar runs half the length of the wall across from the entrance and a single staircase leads to the second floor where four rooms are available for rent on the second floor.

The inn is lit by the fires and small lanterns that sit at intervals on the table. The scent of roast elk meat and pipe smoke fills the room. The innkeeper, Thorn, is a middle-aged man with a great red beard peppered with flecks of grey. He runs the tavern single-handedly, and will often look at the tattered painting of his long-dead wife that hangs over the bar. The inn offers a simple fair of breads, cheeses, mead, ale, and roasted elk. His prices are 25% higher than those listed in the Labyrinth Lord core rules.

Patrons of the inn include Mayor Hans Vlok, a local boy named Petr, and a dwarf named Dorn.

Mayor Vlok is nibbling absently at a meal, but when the player characters approach him his eyes brighten. He is a rugged middle-aged man with silver-blond hair and a matching beard. He wears heavy clothes that are nice, but have seen a lot of use. Once the player characters show him the letter, he asks them to sit and offers to buy them a meal. Labyrinth Lords can read or paraphrase the following text when they present the letter.

*“Greetings, greetings! My prayers be answered! Sit, let me get a meal.” The man turns and cries to the bartender, “Thorn, please get these travelers some food and ale – on my coin!”*

*He turns back to you and smiles awkwardly, “Forgive me. I am Hans Vlok, mayor of Winterhome Village. Though I am mayor, I am not the lord. That is King Lucien, though I fear the worst has befallen him. The king once came down from his keep several times a season to tend his people and see to their welfare. After the White Plague claimed his wife and children decades ago, his visits came less often until they ceased entirely over a ten years ago.*

*“He would send agents to collect taxes and declare laws, but he himself never came to his village. But this season has become a burden we cannot bare. The snows are ceaseless and the cold is making it impossible for us to harvest lumber of hunt. And the White Plague, a terrible disease that decimated our village before my time, has returned. We must find out what has become of our beloved lord. Will you not travel to Wyrmsbane Keep upon the Frostfell Mountains and find out what has become of our lord?”*

If the characters agree to aid the people of Winterhome, Mayor Vlok offers to pay them 500 gold pieces each. While to heroes of their experience and wealth this does not seem like much, he also offers them a parcel of land in Winterhome, which they will be free to rule as they see fit as long as they do not attempt to oppress the villagers. If they discover that King Lucien has been slain or some other ill fate has befallen him, then Mayor Vlok says that they may take whatever goods they find – but only on the condition that they defeat whatever evil has defiled their lord. Vlok admits that his rewards are meager, he pleads with the characters better nature.

Vlok tells the characters that several messengers have been sent to Wyrmsbane Keep, but none have returned. He fears they either died in their journey or some horrible evil has taken control of the castle. He admits he is loathe to ask for aid from outsiders, he is at his wits' end and fears that his people will die without some kind of help.

Assuming the characters accept his offer, Vlok tells them of the path that leads west out of the village and winds up the Frostfell Mountains to Wyrmsbane Keep. He offers to pay for their lodgings for up to three days before departing to

the frozen fortress.

Petr is a small boy of twelve years. He is eager and hopeful, and quite a deft little lad. He wears heavy, homespun clothing and carries a dagger. Fancying himself an adventurer, he has actually managed to learn a few useful skills – but he has no actual experience exploring the dangerous places of the world. He will ask the player characters to tell him stories of the “warm southern lands” and take him with them on their adventures.

Dorn, on the other hand, is a dour warrior – even for a dwarf. He came with a caravan of traders last spring but was left behind when he passed out in a drunken stupor behind the Frosty Brew on the morning his caravan was due to leave. He complains endlessly, though he is a stout fellow. He can be hired as a henchman by the party if he is given an equal share of the treasure and gets to keep any vintage wine or spirits they discover.

In addition, characters who spend time exploring Winterhome may learn interesting tidbits of information from the locals. The Labyrinth Lord is encouraged to use the rumor table below if the characters attempt any information gathering.

**NPCs:** Hans Vlok (hp 4) AL L, MV 120', AC 9, HD 1, #AT 1, DG 1d4 (dagger), SV H0, ML 7, XP 15; Petr (hp 6, Str 7, Dex 18, Con 16, Int 12, Wis 9, Cha 14) AL N, MV 120', AC 6, HD 1, #AT 1, DG 1d4-1 (dagger), SV T1, ML 7, XP 15; Dorn (hp 40, Str 14, Dex 9, Con 15, Int 9, Wis 8, Cha 7), AL N, MV 60', AC 3, HD 6, #AT 1, DG 1d8+2 (*battle axe+1*), SV D6, ML 7, XP 300, Gear: *Battle Axe +1*, Plate Mail Armor, bottle of cheap booze; Thorn (hp 4), AL N, MV 120', AC 9, HD 1, #AT 1, DG 1d6 (club), SV H0, ML 7, XP 15





1d12 Roll	Rumor
1	King Lucien is hidden away in his fortress because he is preparing a grand magical spell to save us all from the White Plague. Soon we shall all be saved! (False)
2	They say frost giants are massing on the far side of the mountain. I fear we will not survive the season if we are not prepared. (True)
3	Mayor Vlok spends his days in the Frosty Brew, hiding in the bottom of a tankard. He's a drunkard and a lout. If he were a true leader, he would go to Wyrmsbane Keep himself and find the truth! (Partially True)
4	King Lucien is dead! That's why no one has seen or heard from him in years! His servants are in control of Wyrmsbane Keep. They're going to sap Winterhome dry, if something isn't done. (Partially True)
5	They say the ghost Lucien's wife Elsa haunts the Frostfell Mountain and her mournful voice can be heard on the winds in the small watches of the night. (False, she haunts Wyrmsbane Keep)
6	The dragon Polarax has returned from the dead! His frozen, cursed breath is what has brought back the White Plague and these terrible storms. (False)
7	The wolves are getting more and more aggressive. It is as though they are guided by a new and evil master who is controlling them. (True)
8	Father Kristof's is secretly worshipping the forces of Chaos! His heathery has brought these dark times upon us! (False)
9	Mayor Vlok is secretly bedding Father Kristof's adopted daughter Anna. I heard that she may be pregnant. (True)
10	While Anna may be the most beautiful woman in Winterhome, she has no interest in local suitors. I have often seen her looking towards Wyrmsbane Tower. I often wonder if she's in love with the legend of King Lucien more than she is any living man. (True)
11	Strange ships have been seen on the shores of the Iceflow I fear that we may have to contend with pirates soon. (False)
12	They say that Polarax hid a clutch of eggs somewhere in the Frostfell Mountains. If they have hatched, then we are all doomed. (False)

#### **Location 4: General Store**

*This large, squat building has a woodcut sign posted before the door. It simply says "Svengen's Supplies." You see several items in the front window designed for cold-weather survival: rope, grappling hooks, heavy clothing and other simple tools.*

Svengen is a swarthy man who runs a small shop cramped all kinds of supplies. There is a 85% chance that the shop will have any item listed in Adventuring Gear on page 16 of the Labyrinth Lord core rule book. Hand axes, light hammers, daggers, staffs, short bows, spears, slings and arrows, are also always one hand. Any other weapon has a 75% chance of

being available. Wooden shields, padded armor, and leather armor are also available. Studded leather armor has a 75% chance of being available – though no metal armor is available due to the cold environment.

All items are sold at a 50% mark-up over the list price of the Labyrinth Lord core rule book.

**NPCs:** Svengen (hp 4), AL N, MV 120', AC 9, HD 1, #AT 1, DG 1d6 (club), SV H0, ML 7, XP 15

#### **Location 5: The Church of Law & Order**

*This stone building is a simple church*

*whose steeple that is topped with a sword-hilt. It is a simple Church of Law and Order. A heavy oak door holds the cold at bay and is framed by stained glass windows of blue and white depicting images of chivalry and valor.*

The doors to the church are unlocked and inside the characters find a simple room of worship. Small pews are set before a stone altar at the front of the room. Above the altar is a silver sword hilt of great size, the holy symbol of the Church of Law and Order. A single door leads into a storage room with a cot where Father Kristof rests in the evening. Beside the cot is a bookshelf with several holy books and trappings.

Father Kristof himself is a humble priest and is normally found in prayer or study at this location. He is meek and soft spoken, pious and aged. His long white hair and matching robes give him an air of piety and though he is a skilled cleric, he never took up the profession of adventurer. His little church offers no magical items, though he will provide holy water and holy symbols to the player characters who are making their way to Wyrmsbane Keep.

**NPCs:** Father Kristof (hp 25), AL L, MV 120', AC 9, HD 5, #AT 1, DG 1d6 (staff), SV C5, ML 9, XP 350

### **Location 6: Storehouses**

*Two long wooden buildings with massive doors sit here. You see several men bustling in and out, leading beasts of burden bearing large loads of freshly cut wood. They pay little heed to you, except for the occasional curious glance. These are clearly storehouses for the life-blood of trade in Winterhome: lumber.*

The workers here have little to do with the player characters and will direct them to speak with the mayor if they have pointed questions. Depending on their reaction adjustment, the characters may hear a rumor or two from the rumor table.

The storehouses have cut lumber inside along with a few benches and fire pits to warm the workers.

**NPCs:** Workers (6, hp 4, 4, 3, 3, 2, 2), AL N, MV 120', AC 7, HD 1, #AT 1, DG 1d4

(hand axe or small hammer), SV H0, ML 7, XP 15

### **Location 7: Smithy**

*This building is little more than a barn with all the trappings of metalwork. Even in the chill winds of winter, warmth can be felt emanating from its open doors. You see a barrel-chested man working a red-hot rod of iron inside. In spite of the cold, he is wearing only breeches, boots and a leather work apron. As you approach he plunges the rod into a nearby patch of snow and smiles at his own work. He smiles at you and cries out, "Hail and well met!"*

The metalsmith who works the forge is Klaus, a swarthy, sweaty, friendly man. He is perpetually cheerful and optimistic – even a bit simple. He can be does not have anything for sale, though. He sells his goods to Svengen, who then markets them to locals. He can, however, be commissioned to craft specific metal weapons and even armor – but this can take anywhere from several days to several months. It is particularly expensive to craft metal armor and shields and will cost twice the normal gold.

Perceptive characters may notice a young golden haired girl sitting in the rafters of the stable. She is shy and beautiful and polite to the player characters. Her name is Anna. She is the adopted daughter of Father Kristof, though she spends most of her days keeping Klaus company – whom she regards as a dear friend and big brother.

**NPCs:** Klaus (hp 6), AL N, MV 120', AC 7, HD 1, #AT 1, DG 1d6+2 (hammer), SV H0, ML 7, XP 15; Anna (hp 4) AL N, MV 120', AC 7, HD 1, #AT 1, DG 1d4 (dagger), SV H0, ML 7, XP 15

### **Location 8: Lumber Yard**

*A large wooden gate set in the southern palisade is open to the forests beyond. Beyond the gate you see trees gathered together. Several men with axes, and tools of the lumber trade are working at cutting them into a manageable size for storage and in preparation of trade.*

A dozen workers carving up and



carrying wood to the storehouses to protect it from the elements and prepare it for trade. Additionally, two guards are keeping a watchful eye on the forests for predators that might be reckless and hungry enough to attack men on the border of their own village. The gates are closed at night and the workers return to their homes, though two guards are stationed here. They build a camp fire each night to help stave off the cold.

The workers and the guards do not stop their duties, but do keep an eye on the characters if they approach. There is a 10% chance that while the characters are visiting this location that 1d4 Winter Wolves will emerge from the woods and attack. The men and guards will scramble to close the gates, though assistance from the player characters will certainly save lives.

If the characters come here at night, the guards will flat out refuse to open the gate. If the characters force them to open them through force or intimidation there is a 50% chance each hour that 1d4+1 Winter Wolves will approach and attack the village.

**NPCs:** Guards (2, hp 5, 5), AL N, MV 120', AC 7, HD 1, #AT 1, DG 1d6 (spear), SV H0, ML 7, XP 15, Workers (8, hp 4, 4, 4, 3, 3, 3, 2), AL N, MV 120', AC 7, HD 1, #AT 1, DG 1d4 (hand axe or small hammer), SV H0, ML 7, XP 15; Winter Wolves (hp 28) AL N, MV 180', AC 5, HD 6, #AT 1, DG 2d4, SA Breath Weapon, SV F6, ML 10, XP 820

### **Location 9: Lucien's Keep**

*This small stone keep serves as a gatehouse into the western wilderness of Winterhome. It rises two stories high with a frosted iron portcullis serving as a passage into the wild. A single wooden door is set in the wall that leads inside and large windows loom from the second floor.*

*A single guard lingers by the portcullis, occasionally gazing out to the wilderness to the west.*

This keep once served as a home away from home for King Lucien and his messengers who came to Winterhome. In the past ten years it has become an abandoned sign of an era lost to the people of the village. The door opens to a

spiralling stone stairwell that leads up to an elegant second-floor bedroom. However, years of neglect have taken their toll. The silken linens of a grand bed have become tattered and frayed. The finely carved furniture is worn and warped by cold and time.

The door is normally locked, and the guard has the key. However, it has been many years since anyone has bothered to enter the keep itself.

**NPCs:** Guard: (hp 6), AL N, MV 120', AC 7, HD 1, #AT 1, DG 1d6 (spear), SV H0, ML 7, XP 15

### **Location 10: Frostfell Woodlands**

*The road thins as you plunge into the dense woodlands west of Winterhome. As you draw closer to the Frostfell Mountains, rolling hills take the place of flat, snowy plains. The trail becomes very difficult to follow and long, gnarled roots clutter what little footing you find. The road takes a northerly turn, drawing you towards the icy peaks that surround Wyrmsbane Keep.*

Travelling through Frostfell Woods is slow and difficult. The Labyrinth Lord is encouraged to keep the players on edge by commenting that they hear evil whispers or inhuman howls on the winds.

### **Location 11: The Frozen Falls**

*The forests open up before you to reveal a large lake nestled between the mountains and the forest. A thick sheet of ice has frozen any beauty that may have once been in its rolling waters. Even the great falls that spill down from the north are nothing more than a snapshot of descending water, frozen in time.*

Characters who look across the waters of the lake have a chance to notice a small cave hidden behind the frozen waterfall. There is a 1 in 6 chance for the characters (or 2 in 6 for elves) to notice this cave. However, in order to get across the water they will need to proceed with caution.

While the lake is frozen, it is not completely solid. For each round 100 lbs or more of weight is put on the ice, there is a cumulative 5% chance that the ice will crack

and the character will plunge into the icy waters. Characters who fall into the water must immediately make a Cold Save (with the appropriate modifiers) and run the risk of drowning.

Once they reach the far end of the lake they will need to cut away the ice of the frozen falls to get to the small cave. The cave itself is only 30' x 30'. Inside they find a half-rotted sack, a frozen torch stick and the skeletal remains of some long dead thief or adventurer. Due to the dark energies that now permeate the and the black heart of the brigand he will guard his treasure even beyond death. If his sack of treasure is disturbed he will rise as a wight and attack the nearest character.

**NPCs:** Wight (hp 13), AL C, MV 90', AC 5, HD 3, #AT 1, DG Drain life energy, SV F3, ML 12, XP 110

**Treasure:** 40 pp, sapphire (200gp), amethyst necklace (35 gp), Ioun Stone (Dusty Rose)

#### **Location 12: The Frostfell Pass, South**

*The hills rise higher and higher until you are finally facing the Frostfell Mountains. A broad pass filled cluttered with trees marks the path up the mountain. The trees are bent by the constant wind funneled through the pass. As you and your companions make your way between the high stone peaks you turn your faces from the icy burn of the wind.*

Characters who take the time to investigate the the southern portion of the Frostfell Pass may attempt a Wisdom check. If successful they find signs of Winter Wolves passing through the area. If they camp in in the Frostfell Pass during their journey there is a 35% chance that they will be attacked by 2d4 Winter Wolves. This chance is increased to 85% if they light a camp fire in the night.

**NPCs:** Winter Wolves AL N, MV 180', AC 5, HD 6, #AT 1, DG 2d4, SA Breath Weapon, SV F6, ML 10, XP 820

#### **Location 13: The Frostfell Pass, North**

*The constant winds of the Frostfell Pass weaken as it opens to a rugged, mountainside forest. From your high vantage point you look*

*across the landscape to see the woodlands give way to snowy plains that are eventually claimed by an icy sea. The path turns in a north-eastern direction through the mountainous woods, marking an almost direct path to Wyrmsbane Keep, while your eye cannot help but notice a single spire on the coastline to the north west rising like a spike of snow-capped stone.*

Characters paying close attention to the lone peak in the distance to the north west may make a Wisdom check. If successful, they notice movement near the cave and see a massive humanoid creature with pale blue skin disappear behind a large stone. This is one of the frost giants that live in Giant's Tooth.

#### **Location 14: The Farwood**

*The constant biting winds blowing up from the seas to the north tear at your flesh as you slip between the trees in a feeble effort to protect your numb body. Mingled with the winds you hear the low howls of predatory beasts that dwell in the wilds of the woodlands.*

Like the southern pass of the Frostfell Mountains, these woodlands are plagued by Winter Wolves. The great lair of the Winter Wolves is nearby and if the player characters have a random encounter in this area they are attacked by the wolves while passing through this area. They will also encounter their leader, a lycanthropic winter wolf. He appears in humanoid form as a great white-haired humanoid wielding a deadly two-handed battle axe.

**NPCs:** Winter Wolves AL N, MV 180', AC 5, HD 6, #AT 1, DG 2d4, SA Breath Weapon, SV F6, ML 10, XP 820; Winter Werewolf (hp 45), AL C, MV 180', AC 5, HD 6, AT# 1 (bite), SA Breath Weapon, SV F6, ML 11, XP 920.

#### **Location 15: The Final Ascent**

*The thin dirt path eventually gives way to a rocky trail that winds and weaves precariously along the sides of various mountains and hill sides. You and your companions cling to the side of the unforgiving rock, knowing that if the cold does not claim you then a single strong wind might blow you*

*from the narrow roads cut along the rock face and casting you to the jagged rocks far below.*

Particularly malicious Labyrinth Lords might require characters to make Dexterity ability checks as they make their way along the precarious paths to Wyrmsbane Keep. Failure results in the character taking a nasty tumble down the mountainside, suffering 10d6 falling damage. Cautious players might take steps to prevent this through the use of gear such as climbing spikes, rope and other items to assist in traversing mountainous terrain.

### **Location 16: Wyrmsbane Keep**

*Your arduous journey across Winterhome and up the Frostfell Mountains has finally come to an end, but what greets you is no friendly sight. A great stone castle rises almost eighty feet into the sky. Its stony surfaces are covered in a sheen of ice and the narrow stone bridge crossing the wide moat is barely wide enough for two to stand abreast. The moat itself is easily one hundred feet below the castle, and is frozen solid. The portcullis leading inside is closed, as is the great pair of wooden doors behind it.*

*There are no signs of light or life around Wyrmsbane Keep, only the constant snapping wind offering the sorrowful song of winter.*

Characters who reach this location may now brave the dangers of Wyrmsbane Keep. The Labyrinth Lord should consult the Wyrmsbane Keep: Ground Floor map for more information.

### **Location 17: Iceflow**

*The snowy rolling lands of Winterhome give way to an icy sea. It stretches on to the north for as far as you can see and the biting salt wind tears at your skin.*

This location has nothing of

significance. Characters who attempt to cross the waters are likely to either freeze to death from the icy waters or have any raft or other seafaring vessel they somehow got to the shores turned over by the constant buffet of winds.

### **Location 18: The Giant's Tooth**

*This single stone peak rises fifty feet into the air, and surrounded by rocky, loose stone that is covered in snow and ice. You see a great fissure in the side of the peak, easily half the height of the mountain itself.*



Four frost giants are living in a great hollowed cave in this lone peak. They are alert and keep a wary eye on the surrounding terrain. They cannot be caught by surprise and attack any who approach their lair by throwing boulders before closing to melee attacks.

Their cave is massive, easily 90' x 90'. Inside the player characters find bedding and other trappings of residence as well as a large collection of treasure locked in a giant chest. The key is carried by one of the giants, or the lock can be picked.

**NPCs:** Frost Giants (4, hp 72, 65, 64, 52) AL C, MV 120', AC 4, HD 10+1, AT# 1, DMG 4d6, SV F10, ML 9, XP 1700.

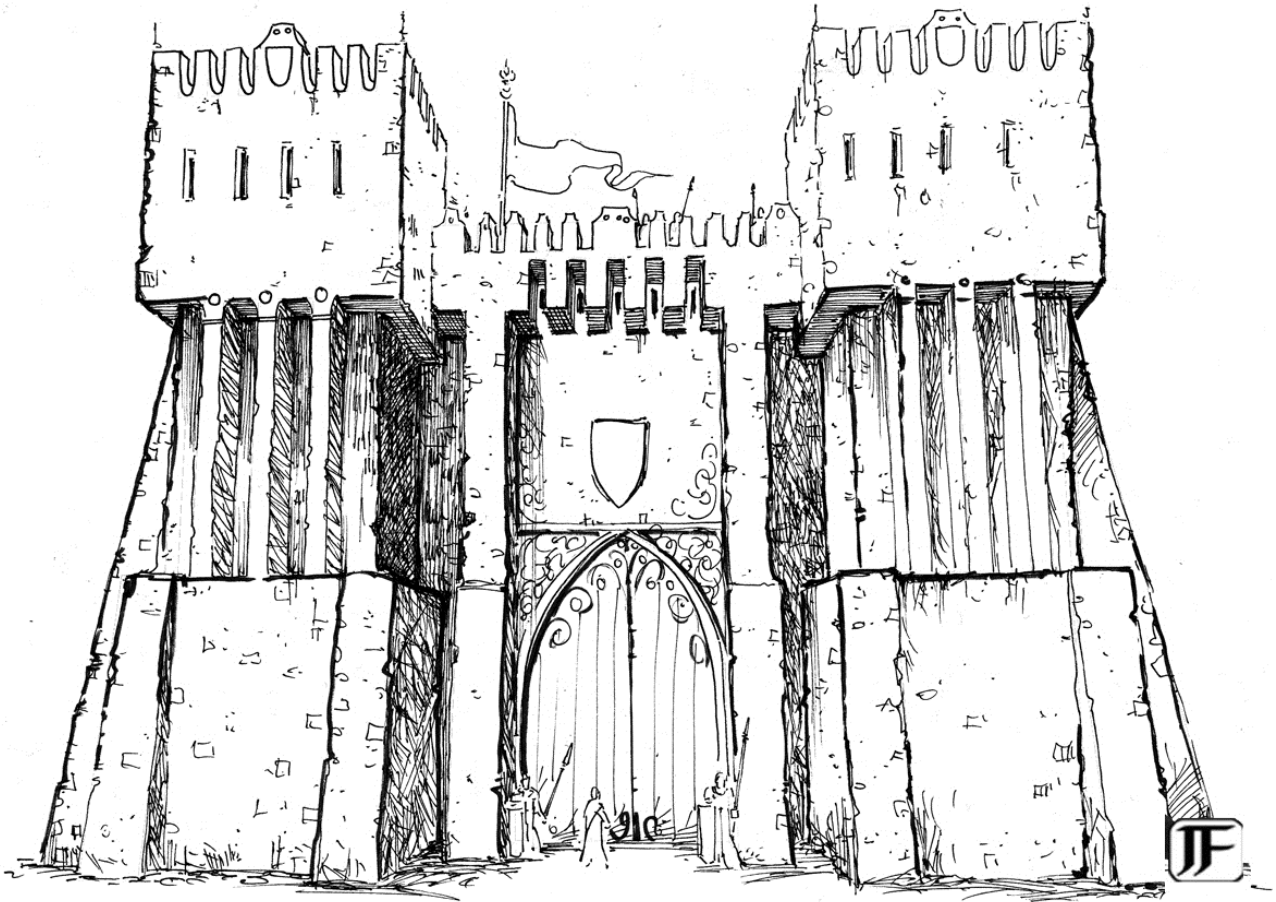
**Treasure:** 11000gp, 400gp Gems (7): Carnelian (75 gp), Azurite (50 gp), Sardonyx (75 gp), Diamond (1000 gp), Chrysoprase (75 gp), Tiger Eye Agate (50 gp), Aquamarine (750gp), *Potion of Extra-healing*, *Shield +1* (wood), *Scale Mail +1*, *Potion of Clairaudience*, Treasure Map (worth 1000 gp).

### **Location 19: The White Waste**

*Endless wind sweeps across this valley, blowing loose snow and making it nearly impossible to see what dangers lay in this vast trackless land.*

There is nothing here of note but endless tracks of snow and ice. Characters who linger here too long are sure to draw the ire of a wandering monster.

## Wyrmshane Keep



After a dangerous trek across the wilds of Winterhome, the player characters have finally arrived at the gates of Wyrmshane Keep. The castle looms almost eighty feet high, with crafted stone walls that are several feet thick. The entire area is unnaturally cold and unless otherwise stated the floors and walls are heavy carved stone. The exterior walls of the castle have a thin layer of ice covering them and are painfully cold to the touch. Any character who touches the wall with their bare hands suffers a single point of cold damage for each turn they remain in contact with the wall surface. The interior of the castle quite icy as well, but without the biting winds and while endless snow that buffets the exterior locations, it's not immediately dangerous.

The Labyrinth Lord is reminded to keep track of when the player characters will need to make Cold Saves to resist the effects of the unnatural winter effects that permeate throughout Wyrmshane Keep.

Unless otherwise stated, Wyrmshane Keep has no light sources and all doors are made of wood. The player characters will need to use their own torches and lanterns, while some demihumans may rely on infravision.

### Ground Floor

Described below are the various locations on the ground floor of Wyrmshane Keep. The Labyrinth Lord is encouraged to modify them as they see fit to suit their individual campaigns.

**Random Encounters:** Once every eight hours there is a 1 in 6 chance that any characters

exploring the ground floor of Wyrmshane will encounter one of the dangerous creatures who patrol its halls. The Labyrinth Lord should use the chart below to determine what monster they encounter. If the player characters encounter the Flesh Golem in a wandering encounter there is no chance that they will randomly encounter it at Location Twenty-Two on ground floor of



## Wyrmsbane Keep.

Roll (1d6)	Creatures Encountered
1	Ghouls (1d6)
2	Ghast (1d6)
3	Wights (1d6)
4	Wraiths (1d4)
5	Snow Elemental (1)
6	Flesh Golem (1)

### **Location One: Landing and Bridge**

*As if protest of your ascent of the Frostfell Mountains, a great gust of wind blows as you take in your view of the foreboding Wyrmsbane Keep. A narrow span of crafted stone crosses over a swiftly flowing moat that once cut a channel through the mountain, but has long since been frozen solid. The icy surface would present a cold hard end to a fall that easily surpasses one-hundred feet if one were to slip while crossing the thin walkway. The railing that once prevented such tragedy has long been worn away by age and time, making the span look thin and feeble. On the far side of the long, narrow bridge you see two huge stone towers flanking a massive pair of oaken doors that look as though they haven't opened in ages. An iron portcullis has become a web of ice over the doors and stone walls run nearly flush to the cliff on the other side of the moat.*

The thin stone bridge has been covered by a sheet of ice, making crossing it rather difficult. Characters will need to proceed at half their standard movement to cross safely. Characters who try to cross at their full movement speed must make a Dexterity ability check each round to avoid tumbling to the frozen moat below.

Each round there is a 10% chance that a gust of wind will sweep across the mountain, potentially casting unwary adventurers onto the hard ice far below. If a gust of wind does occur, characters caught in the winds will need to make a Strength check to avoid being tossed off. Those who fail fall to the hard ice far below and take 10d6 points of falling damage as it is easily a 100' drop to the ice below.

Once they have crossed, they can take

cover from the winds in the corners of the keep's massive towers.

### **Location Two: Frozen Moat**

Characters who fall from the stone bridge will land in this area. In addition to suffering the falling damage there is a cumulative 10% chance each round that the weight of their body will cause the ice to crack and plunge them into the icy waters below. Characters who fall into the water will need to make a Cold Save (with all appropriate modifiers) each round while in the water. In addition, they run the normal risks related to drowning.

### **Location Three: Gate**

*The great doors here are flanked by massive guard towers and a latticework of a portcullis covered in ice blocks your entry into Wyrmsbane Keep. Rising a the iron bars would be difficult in the best of circumstances, but they appear to be frozen shut. Even the great geared wheel nearby is cloaked in a heavy frost. Its as if these doors have not been opened in years.*

To open the gates the characters will need to melt the ice that now prevents the mechanism from turning. If they spend one turn holding a torch or other similar large flame near the gear, the ice will melt away. But even after doing this they will need to begin the difficult process of turning the crank. This requires a combined Strength of 35, meaning several characters will need to work together to pull the lever.

Once the portcullis begins to shake the crack the ice and rise, the loud and echoing sound of grinding gears can be heard reverberating through the Frostfell Mountains, destroying any chance of entering the keep stealthily.

The characters can attempt to scale the keep's icy stone walls in lieu of opening the gate, but they will need suitable climbing gear and any thieves who attempt to climb these slick stones suffer a -20% penalty to their Climb Walls check.

### **Location Four: Guard Tower**

*Clearly a utilitarian room for the guards once watched over Wyrmsbane Keep, this room*

*now sits cold and abandoned. A pair of simple beds are set against the western wall with a small pair of footlockers set between them. Three racks of rusted and pitted weapons are against the southern wall and spiralling staves rises from the center of the stone floor. Heavy wooden doors, lead both north and east.*

The weapons in the room are useless and broken, but characters who make a thorough search of the room will discover a sheathed dagger hidden beneath the pillow of one of the beds.

**Treasure:** *dagger+2*

### **Location Five: Entrance Way**

*The massive wooden doors open with a loud yawn that echoes through the great arch of the central foyer. To both the east and west you see heavy doors that lead into the flanking towers while the open arch serves as a threshold into the courtyard of the castle. What should serve as protection from the wind seems to only create a small maelstrom that buffets your clothes about randomly.*

Player characters who take the time to look around before walking into the room have a 1 in 6 chance of noticing the large icy stalactites hanging from the roof 40' above them. Thieves who specifically state they are looking at the roof and succeed in a Find Traps ability check also notice a few odd looking stalactites hanging from the roof. These are actually Piercers covered in ice who will fall on anyone who crosses the archway.

**NPCs:** Piercers (4, hp 24, 22, 18, 16) AL N, MV 10', AC 3, HD 4, AT# 1, DMG 4d6, SV F4, ML 10, XP 80.

### **Location Six: Guard Tower**

*This room was used to house the guards once watched over Wyrmsbane Keep. The room is now devoid of life and have a chilling air to it. A pair of simple beds are set against the northern wall with a pair of footlockers set between them. One of the footlockers is old and rotted, while the other appears new and pristine, its polished brass hinges and fittings gleaming. Three racks of rusted and pitted weapons are against the southern wall and*

*spiralling staves rises from the center of the stone floor. A heavy wooden doors leads back into the grand archway of the keep.*

The well-preserved chest is actually a mimic who took up residence in Wyrmsbane Keep several months ago. While the mimic is very hungry, it is also lonely and rather surly. If the characters prod it with an object before touching it, it will grumble a complaint and ask them how they like being poked. It will then attempt to strike up a conversation with the characters, primarily attempting to negotiate the sacrifice of one of the characters in return for its treasure. It doesn't actually *have* any treasure, but the characters don't know that and it wants to keep it that way. The mimic just wants a nice conversation before having lunch.

If they touch it with their bare hands before investigating it, the mimic immediately attacks.

**NPCs:** Mimic (hp 34) AL N, MV 30', AC 7, HD 7, AT# 1, DMG 3d4, SV F7, ML 8, XP 790.

### **Location Seven: Western Passage**

*This long stone passage runs north to south. Two long lines of snow have blown in through windows on the eastern walls. As wind slips through these long broken openings, the room is filled with a mournful howl.*

This room is empty.

### **Location Eight: Stables**

*These once grand stables have rotted to broken timbers from years of neglect. A small wooden building and a single stall gate remain, but even the gate to that stable teeters on a single hinge in the far corner of the ramshackle little building. Much to your surprise, you see a large white destrier with its head down in that stall. The swish of its tail tells you that the creature is indeed alive, though it does not seem to have taken notice of you yet.*

The steed resting here is the warhorse of King Lucien. It was once a nightmare that he summoned from the infernal planes and bound to his service before being corrupted by his icy magic. It will remain calm and tame until a

player character draws close enough to touch it, then it will rear up and attack ruthlessly. It has all the same abilities and statistics as a standard nightmare, save that its main is one of mercurial ice and the creature's breath weapon chokes with an icy cold.

Hidden in the small hut underneath a pile of hay and old feeding sacks are a set of *Horseshoes of the Zephyr* and a small pouch of gold coins.

**NPCs:** Nightmare (hp 39) AL C, MV 150' (360' fly), AC -4, HD 6+6, AT# 3, DMG 2d4/1d6+4/1d6+4, SV F6, ML 10, XP 980.

**Treasure:** *Horseshoes of the Zephyr*, 38 gp.

### **Location Nine: Frozen Garden**

*To your surprise you see a lush garden nestled in the corner of the courtyard with evergreen foliage. A tiny grove of pine trees, covered in thick vegetation and vines, sits upon the soil and a bed of pine needles covers the ground here. At the grove is a large stone well whose water has not been frozen over by the ceaseless winter that plagues this place.*

Characters who enter the small grove and look into the well see all manner of gold and jewels as well as several trinkets of value laying in the water. They may notice the shambling with a 1 in 6 chance of success, as they are laying among the overgrowth and lichen. If the characters disturb the waters, the shambling mounds rise to attack and the water fountain elemental also attempts to drag them into the drowning waters of its pool.

If the character is grabbed by the water fountain elemental, they are considered wet, as per the cold environment rules as shown on pages 4-5.

**NPCs:** Shambling Mound (2 hp 48, 43) AL N, MV 60', AC 0, HD 8, AT# 2, DMG 2d8/2d8, SV F12, ML 12, XP 1,820; Water Fountain Elemental (hp 32) AL C, MV Special, AC 5, HD 4+4, AT# Special, DMG Nil, SV F4, ML 12, XP 400.

**Treasure:** *Potion of Diminution*, *Potion of Invisibility*, *Potion of Extra-Healing*, Golden Bracelet (800 gp), Ruby Cuff Links (1300 gp), Silver Medallion (1000gp), Banded Agate (10

gp), Malachite (10 gp), Eye Agate (2, 10 gp each), Tourmaline (500 gp), Turquoise (10gp), Bronze Pin (70 gp), Electrium Chain (800 gp), Silver Chain (500 gp), Copper Armband (10 gp), Sword-shaped Silver Pin (200 gp), Gold & Topaz Necklace (1300 gp), Etched Goblet (1000gp), 1000 sp, 500 gp.

### **Location Ten: Main Entranceway**

*These massive wooden doors serve as passage from the courtyard into Wyrmsbane Keep proper. Heavy and well-crafted they have endured decades of biting cold quite well. You see a series of sharp, jagged runes in a strange language carved across the front in pale blue lettering.*

The runes of this door are highly magical and detect as such, radiating an aura of necromancy. They are not locked. When pushed open, the character must immediately make a saving throw vs. spells or immediately lose one level. In addition, they will need to make an immediate Cold Save as the chilling necrotic energy shoots through their body.

*Dispel Magic* will not disenchant this foul ward, however if a Lawful-aligned cleric casts *Dispel Evil* on the door it immediately bursts into flames and quickly crumble to a pile of ash.

### **Location Eleven: Northern Tower**

*Clearly a utilitarian room for the guards once watched over Wyrmsbane Keep, this room now sits cold and abandoned. A pair of simple beds are set against the western wall with a small footlocker set between them. Three racks of rusted and pitted weapons are against the southern wall and spiralling stairs rises from the center of the stone floor. Heavy wooden doors, lead both north and east.*

*Two shambling humanoid creatures with gaunt, skeletal faces lumber towards you as you enter the room. They wear the crumbled remains of what was once chain mail.*

These ghosts are the animated remains of the guards who once served as watchmen in this tower decades ago. They attack the characters as soon as they enter. While the weapons in the weapon rack are ruined, one of the footlockers contains a small stash of gold that one of them

kept in life. Characters who search the chest closely (and succeed in detecting secret doors) discover the chest has a false bottom that contains a pouch with a magical ring and a potion.

**NPCs:** Ghast (hp 28, 22) AL C, MV 150', AC 4, HD 4, AT# 3, DMG 1d4/1d4/1d8, SV F4, ML 9, XP 190.

**Treasure:** 78 gp. *Ring of Protection*+2, *Potion of Ring of Spell-Storing* (currently has a *Detect Magic* spell stored in it).

#### **Location Twelve: Northern Passage**

*The northern wall of this passage has been broken away, exposing it to the elements. Rubble fills a portion of the hall and as you draw closer you see a far below there is a small valley in the otherwise impassable rock walls of the Frostfell Mountains.*

Characters wishing to descend into Location Thirteen will need the appropriate climbing gear and proceed cautiously. Thieves who attempt to use their Climb Walls ability to descend do so at a -20% chance. The descent is 50' and those who fall take 5d6 falling damage.

#### **Location Thirteen: Small Valley**

*This valley is filled with jagged natural rock and a lake with a thin layer of ice fills the western half of it. Large rocks and rubble have tumbled from the mountainside to form a natural cairn along the eastern side of valley.*

Perceptive characters may notice that the ice on the lake here is thinner than everywhere else surrounding the keep. This is because a remorhaz makes its lair in a small fissure behind the lake. If the characters spend more than one turn in the valley, it will spring forth from the lake and attack, attempting to swallow the nearest player character for a meal. The remorhaz's treasure is laying at the bottom of the lake and any characters attempting to retrieve it will suffer the penalties to their Cold Saves for being wet if they attempt to retrieve it.

Characters investigating the eastern rock face discover natural cave that descends and eventually opens up into the Ice Crypts at Location One: Natural Cave.

**NPCs:** Remorhaz (hp 53) AL N, MV 120', AC 0/4 (belly)/2 (head), HD 8, AT# 1, DMG 6d6, SV F8, ML 10, XP 1140.

**Treasure:** 2000 ep, agate (75 gp), *Potion of Invisibility*, *War hammer*+1

#### **Location Fourteen: Eastern Tower**

*The walls of this room are lined with countless weapon racks where trappings of war are held. They have weathered the years well and still look polished and sharp. Doors lead in the four directions of the compass.*

These weapons animate and attack any living creature who enters the room. They fight until destroyed.

**NPCs:** Animated Weapons (4, hp 20, 15, 12, 11), AL N, MV 120' fly (only), AC 3, HD 3, AT# 1, DMG 1d8+1, SV F3, ML 12, XP 65

#### **Location Fifteen: Entrance Hall**

*This grand hall has stone columns that run from floor to ceiling. The walls are decorated with frayed tapestries depicting images of valor and chivalry. Several of these tapestries show a knight in full armor battling a dragon. The largest of these hangs on the northern wall, easily thirty feet across. It shows an armored warrior standing on the corpse of a slain white dragon, his sword plunged deep into its heart.*

The large tapestry depicts Lucien's slaying of Polarax and was given to him as a gift some time after he became the lord of Winterhome. However, it has become the nesting place of a dangerous yellow mold. If the tapestry is disturbed the yellow mold growing between it and the wall will fall to the stone floor and immediately release spores.

The yellow mold in the room has damaged the tapestries, making them worthless.

**NPCs:** Yellow Mold (hp 12) AL N, MV 0', AC Always hit, HD 2, AT# Special, DMG 1d6 special, SV F2, ML n/a, XP 38.

#### **Location Sixteen: Museum/Hall of Relics**

*Four great statues are set upon pedestals in this room, carved in the image of*



*noble knights. At the center of the room is an even grander stone edifice of chivalry, flanked on all four sides by great glass display cases. Inside the display cases you see priceless jewellery, elegant weapons and masterfully sown raiment. The northern wall of the room is covered by a massive floor-to-ceiling painting of a warrior clad in shining plate armor and holding a gleaming sword. His chiselled features and grim visage are as timeless as stone.*

The statues will actually turn on their pedestals, watching the player characters if they enter the room but they do not act unless one of the display cases is touched. As soon as this happens, the four crafted gargoyles spring to life and attack until either they are destroyed or until the characters leave the room. The great stone knight in the center is actually a stone golem who only comes to life if any of the glass cases are damaged. The golem will then attack all intruders until it is destroyed.

Once the creatures are destroyed, the player characters will have access to some of the greatest treasures housed in Wyrmsbane Keep, both magical and mundane. If characters take the large painting down and successfully search for secret doors on the northern wall they discover a hidden catch in the wall that leads to location twenty-two.

**NPCs:** Crafted Gargoyles (4, hp 28, 26, 22, 16) AL C, MV 90', AC 5, HD 4, AT# 1, DMG 1d8, SV F8, ML 12, XP 440; Stone Golem (hp 80) AL N, MV 60', AC 5, HD 4, AT# 1, DMG 3d8, SV F8, ML 12, XP 4200.

**Treasure:** *Figurine of Wondrous Power (Onyx Wolf)*, *Spear+2*, *Pearl of Wisdom*, *Plate Mail +1*, *Short Sword+2*, *Shield +1*, golden crown (5000 gp), fur-lined mantle (500 gp), golden bracers (1000 gp).

### **Location Seventeen: Library**

*This room is a great library with floor to ceiling shelves filled with all kinds of texts, scrolls and books. A single long table segments the room at the center and runs nearly its entire length. You see, sitting at the table, thumbing through a book is a tiny creature with bat-like wings and red horns protruding from its head. It looks up at you with beady yellow eyes.*

The creature in this room is a quasit, a minor devil of the infernal planes. It was bound here by Lucien to serve as his “librarian,” though it loathes the job. Because of the nature of its summoning, it cannot leave the room. If it is attacked, it will use its ability to turn *invisible* and hide from the party. However, it would rather break free from its current condition. It will offer to aid the party if they have a magic-user among them, but only on the condition that the magic-user accept them as a familiar.

If they refuse or continue to attack it, it will commune with its current master (Lucien) and telepathically provide the dark king as much information as he can before being slain.

Once the characters have either slain the quasit or accepted it as a familiar they can freely investigate the library. There are several rare books worth a great deal to the correct collectors and if the characters make a thorough search of the library by spending over an hour pouring over the countless books they find a *Book of Lawful Wisdom* which has been hidden between the bookshelves and the wall. In addition, the characters find a small handwritten note (see Notes & Journals: Imp's Note).

**NPCs:** Quasit (hp 13) AL C, MV 150', AC 2, HD 3, AT# 3, DMG 1d2/1d2/1d4, SV F3, ML 10, XP 95.

**Treasure:** *Book of Lawful Wisdom*, “Draconic Instruction, by Cowl Cassa” (1000 gp), “The Journal of Wills by G. Walton Lukes” (750 gp), “Facial Hair: A Practical Guide for Dwarves by Lagnar Fullbeard” (500 gp), “Grand Feasts from Gammer's Kitchen: A Traditional Book of Halfling Recipes by Fitch Rifflo” (250 gp), Handwritten Journal.

### **Location Eighteen: Ballroom & Balcony**

*This grand room was undoubtedly once used to host great social affairs, but it has fallen to ruin. The massive window that runs almost the entire length of the eastern wall was shattered long ago. Snow has blown in, piled on long balcony that once offered an inspiring view of the land far below.*

*Now, the room is a relic of an era which has passed. The grand fountains towers the center of the room are cloaked in ice and the*

*fine furniture has rotted to shredded fabric and wood.*

A dozen ghosts will materialize when the characters move ten feet into the room and beautiful, haunting music will fill the hall. The ghosts dance around the room to the music, though characters will notice that several are doing a partnered dance without a partner. The ghosts are beautiful and tragic and as long as the characters do not disturb them, they will not suffer the normal *fear* and aging effects caused by seeing a ghost.

If the characters wish to cross the room they must join in the dance as one of the solitary dancers passes by. This requires no rolls, as the characters do not need to be skilled dancers – they only need to make an effort.

By participating in the dance they can slowly cross the room and either reach the balcony or any other exit to the room. Once they reach either of these locations they can break from the dance and either explore the balcony or exit the room.

The balcony is covered in snow and hides the corpse of a very rich noble who once visited Wyrmsbane Keep. When the first player character reaches the balcony the snow swirls and takes a vague, active shape and reveals itself to be a Snow Elemental. It attacks until slain.

Once it has been defeated the creature they can investigate the frozen corpse. He has a velvet pouch containing several useful items.

**NPCs:** Ghosts (hp 77, 74, 66, 62, 59, 55, 51, 48, 44, 44, 43, 35) AL C, MV 90', AC 0, HD 10, AT# 1, DMG Special, SV F10, ML 10, XP 3100; Snow Elemental (hp 54) AL N, MV 60', AC 2, HD 8, AT# 1, DMG 1d8, SV F8, ML 10, XP 1570.

**Treasure:** *Scarab of Protection* (4 uses), a pair of glasses that function as *Eyes of Charming*, 45 gp, and an emerald ring (335 gp).

### **Location Nineteen: Feasting Hall**

*Long rows of heavy tables run the length of this room with matching benches. In the southern corner of the room is a larger, grander table set upon a raised platform with a beautifully carved throne set behind it. This was undoubtedly where King Lucien hosted his*

*grand feasting halls. Unfortunately this hall is now filled with vile undead, who sit in mockery at the tables. They turn towards you as you step in the room and shamle forward with a foul hunger in their eyes.*

This horde of ghouls will fight until slain. After they are defeated it is clear that they were feasting on frozen human remains. Characters who search carefully through the room can piece together a complete set of fine silverware worth quite a pretty penny – but gathering up all the pieces will require at least an hour of searching.

**NPCs:** Ghouls (20, hp 16, 15, 15, 15, 14, 14, 14, 13, 13, 12, 12, 12, 12, 11, 10, 10, 9, 7, 6, 5) AL C, MV 90', AC 6, HD 2, AT# 3, DMG 1d3/1d3/1d3 + special, SV F2, ML 9, XP 47.

**Treasure:** Silverware Set (250 gp)

### **Location Twenty: Kitchen & Wine Cellar**

*This large kitchen sits cold and abandoned. Shelves line the walls containing corked bottles containing herbs, spices and seasoning and rusted cutlery hangs above a pair of long preparation tables. On the far side of the room is a great pit with a huge lidded iron pot – a long unused cooking hearth. Next to it on the floor is a heavy wooden trap door.*

The only danger in this room is the huge iron pot. Inside is a grey ooze that will successfully surprise anyone opening the pot on a roll of 1-5 on a d6, attacking them immediately.

Careful investigation of the spice rack reveals that there is actually a *Potion of Extra Healing* in one of the spice jars. Almost all of the kitchen tools have rusted to uselessness, except for one sturdy oak-handled butcher knife. This functions as *dagger+1*, unless wielded by a halfling – in which case it functions as a *dagger +2* that can detect the presence of food and potable drink within 120' When either such food or drink is within twenty feet of the dagger the faint smell of roasted chicken fills the halfling's nostrils. The words "Feast Keeper" are burnt into the wooden handle.

If the characters open the wine cellar they find a great surprise: a hiding adventurer! An thief named Maltho is hiding in the win

cellar after he was nearly overwhelmed by the ghouls and other horrors of the castle. Though skilled, he is greedy and hoped to sneak into Lucien's castle and make off with a few choice baubles. He's been trapped down here for days. He offers the party his services if they will give him a fair cut of the treasure, though he is more interested in leaving Wyrmsbane Keep than remaining. Still, he's no fool and knows there is strength in numbers.

Characters who investigate the wine cellar further may detect a secret door in the tiny room. Opening it reveals a great wooden coffin that lays empty. This is where the vampire steward of Lucien, Viktor, hides when he is injured or must flee the light of the sun. He will not be here unless the characters have already been to location thirty-eight and slain him. If they have, his body can be found sleeping here, much to the terror of Maltho.

**NPCs:** Grey Ooze (hp 16) AL N, MV 10', AC 8, HD 3, AT# 1, DMG 2d8, SV F2, ML 12, XP 80; Maltho (see page 47 ), Viktor (see page 24).

**Treasure:** *Potion of Extra-healing, Dagger+1, +2 when wielded by halflings (Detect Food & Drink 120' "Feast Keeper").*

#### **Location Twenty-three: Guard Room**

*This is a simple but elegant bedroom of a warrior. A simple bed rests in the corner with a footlocker. On the wall opposite the bed is an armor stand and a weapon rack, along with a holy symbol of the Church of Law and Order is nailed above the bed.*

Both the weapon rack and armor stand are empty. The footlocker contains a whetstone, a set of heavy winter clothes and a pouch containing 30 silver pieces.

**Treasure:** 30 sp.

#### **Location Twenty-two: Guard Captain Room**

*This large bedroom once served a warrior-scholar. His spartan bed sits in the corner with a heavy, locked chest sits at the foot of it. A large map of ink depicting the Winterhome region sits on a table against the north wall. Books on war, tactics and history fill a small bookshelf are beside it and a rack of well-polished and preserved weapons and*

*armor sit opposite the door into the room.*

Most of the time this room is unoccupied, but when the characters first arrive there is a 20% chance that the captain of the guard will be here reviewing his maps. When they see the captain of the guard, they will see why no other living guards patrol the area. He is a flesh golem stitched together from the bodies of several guards and given life by Lucien's dark magic. His commands are simple, slay any living creatures he finds. He carries them out with terrible efficiency.

However, because he no longer requires the trappings of his profession and the fact that they are magical in nature, they remain preserved here and can be retrieved by the characters when they enter the room. They are listed below.

**NPCs:** Flesh Golem (hp 60), AL N, MV 90', AC 9, HD 9, AT# 2, DMG 2d8/2d8, SV F9, ML 12, XP 2400.

**Treasure:** *Long Sword +2, Short Sword +1, Plate Mail +1, Shield +1, Cloak of Cold Resistance, 150 gp, silver signet ring (45 gp).*

#### **Location Twenty-three: Guard Room**

*This is a simple but elegant bedroom of a warrior. A simple bed rests in the corner with a footlocker. On the wall opposite the bed is an armor stand and a weapon rack. A long rug runs the length of the room, but it has long deteriorated beyond its original worth or purpose.*

This room is empty. The footlocker contains only a heavy cloak and a wineskin full of wine that has long since turned to vinegar. Characters who investigate under the rug will find a loose brick where the guard once stashed his valuables. In the niche they find a large opal worth 100 gp.

**Treasure:** Opal (100 gp).

**Notes to the Labyrinth Lord:** To prevent repetitive text, the first Servant's Room (Location Twenty-four) is given a description and unless otherwise stated, the remaining locations of the same name have a matching description at a cursory glance. There is no treasure of not unless described otherwise.

These rooms are now used by Lucien to contain his undead experiments and all doors are locked, but not trapped.

#### **Location Twenty-four: Servants Room**

*These meager quarters contain only a small cot and a plain dresser.*

This room is empty.

#### **Location Twenty-five: Servants Room**

The skeleton in this room is still wearing the rags that were once the clothes of a servant. It lumbers towards the party and attacks as soon as the door is opened.

**NPCs:** Skeleton (hp 5), AL C, MV 60', AC 7, HD 1, AT# 1, DMG 1d6, SV F1, ML 12, XP 13.

#### **Location Twenty-six: Servants Room**

The remains of a long devoured corpse litter the floor of this room. They undoubtedly served as the last meal this zombie ate. He turns towards the player characters and attacks as soon as the door opens. Characters who search the remains find a thin gold ring. The zombie also wears a matching ring.

**NPCs:** Zombie (hp 9), AL C, MV 120', AC 8, HD 2, AT# 1, DMG 1d8, SV F1, ML 12, XP 29.

**Treasure:** Gold Rings (2, 20 gp each).

#### **Location Twenty-seven: Servants Room**

Other than one very hungry ghoul, this room has nothing out of the ordinary in it.

**NPCs:** Ghoul (hp 14) AL C, MV 90', AC 6, HD 2, AT# 3, DMG 1d3/1d3/1d3 + special, SV F2, ML 9, XP 47.

#### **Location Twenty-eight: Servants Room**

The shadow in this room is hiding under the bed, waiting to strike. Unless characters specifically examine the bed, move it, or otherwise look in that area, they will be surprised by its attack.

**NPCs:** Shadow (hp 11), AL C, MV 90', AC 7, HD 2+2, AT# 1, DMG 1d4 + special, SV F2, ML 12, XP 83.

#### **Location Twenty-nine: Servants Room**

This room is empty.

#### **Location Thirty: Servants Room**

This room is empty, except for the wight who is eager to drain the life essence of any who enter.

**NPCs:** Wight (hp 13), AL C, MV 90', AC 5, HD 3, #AT 1, DG Drain life energy, SV F3, ML 12, XP 110.

#### **Location Thirty-one: Servants Room**

This room is empty, except for the wraith, who attack immediately when he door is opened.

**NPCs:** Wraith (hp 13), AL C, MV 120' (240' fly), AC 3, HD 4, #AT 1, DG 1d6 + Drain life energy, SV F4, ML 12, XP 300.

#### **Location Thirty-two: Servants Room**

The servant who once lived in these quarters was a pious worshipper of the Church of Law & Order. A small holy book dedicated to the church can be found in their mattress. Stuffed into the pages is a Cleric Scroll, though the servant never found it while they were alive.

**NPCs:** Spectre (hp 13), AL C, MV 150' (300' fly), AC 2, HD 6, #AT 1, DG 1d8 + level drain, SV F6, ML 11, XP 1070.

**Treasure:** *Cleric Scroll (Protection from Evil, Remove Curse, Raise Dead)*

#### **Location Thirty-three: Servants Room**

This room is empty.

#### **Location Thirty-four: Servants Room**

The ghost in this room is kneeling, facing the northern wall and weeping. If it is undisturbed, it will not attack. However, if any player character enters the room or calls out to, it will turn and become aggressive. A small cloth journal lays in tatters on the old bed. In the event that the player characters acquire the journal show read them the Servant's Journal in the Notes & Journals section.

**NPCs:** Ghost (hp 44) AL C, MV 90', AC 0, HD 10, AT# 1, DMG Special, SV F10, ML



10, XP 3100.

**Treasure:** Servant's Journal (See Notes & Journals)

### **Location Thirty-Five: Chapel**

*A grand chapel is nestled in the corner of Wyrmsbane Keep. Several pairs of pews lead to a large altar with a large silver sword-hilt mounted on the wall behind it – the symbol of the Church of Law and Order. It has begun to tarnish with age. A statue depicting a valiant knight kneeling in piety is standing near the southern wall, its decapitated head laying on the floor beside it. A tiny water basin juts from the wall near the door and a row of closed confessional boots lines the northern wall.*

*A door in the south-eastern corner of the room has the same holy symbol burnt into it.*

The water in the basin is indeed holy, and there is enough to fill three empty flasks. Characters who investigate the altar find two magical potions tucked away on a small alcove on its back side. Lawful characters who spend one round praying before the altar or before the holy symbol receive the benefits of a *Bless* spell for once hour. This may only be done once per day.

### **Location Thirty-Six: Priest's Room**

*These quarters were probably the where the cleric who once tended this chapel laid his head. A fine bed rests against the eastern wall, though it is broken and covered in blood as does the once elegant couch on the southern wall. There is a large bookshelf in this room and to your shock you see ancient holy books sitting on shelves beside black tomes of dark incantations. A large wardrobe is near the bed and a heavy crimson curtain is pulled across a small opening leading to the north.*

Unless characters take extra care to remain stealthy when they enter this room they will alert the Nuit the Ur, a clerical lich, in the private chapel will hear them enter. Nuit the Ur was once an advisor to Lucien who followed into the worship of the forces of Chaos and has been corrupted into an unholy undead thing. While he cannot cast spells without alerting them to his presence, he will simply quietly listen.

The books on the shelf are a mixture of holy books dedicated to the Church of Law & Order and infernal texts on communing with demons, creating and summoning undead and other vile subjects. The books are not inherently magical, though any Lawful-aligned cleric will be bound by his faith to destroy the infernal texts.

The wardrobe is locked and warded with a *Symbol of Death*. Anyone who attempts to opening it without first casting *Dispel Magic* activates the symbol. When the *Symbol* is activated, the clerical lich will reveal himself and attack the party. All of the Nuit the Ur's treasure is stored in the wardrobe and he carries the key. If the key is used to open the wardrobe, the *Symbol* does not activate.

**Treasure:** 1145 cp, 9852 gp, Bloodstone (100 gp), Eye Agate (10 gp), Coral (500 gp), Coral (500 gp), Sardonyx (100 gp), Moonstone (75 gp), Jasper (75 gp), Blue Quartz (50 gp), Banded Agate (10 gp), Banded Agate (25 gp), Hematite (25 gp), Eye Agate (2, 25 gp), Banded Agate (35 gp), Moss Agate (25 gp), Jade Statuette (50 gp), Obsidian (25 gp), Star Ruby (1000 gp), Blue Quartz (10gp). *Mace+1, Leather Armor+3, Wooden Shield+3, Quarterstaff+2.*

### **Location Thirty-Seven: Private Chapel**

*You are appalled to see an altar that is a corruption of the broken temple statue. The knight shown here is wearing wickedly spiked plate mail. His face is that of a skeleton and forever carved with a malicious smile. The altar beneath it has a black basin filled with a coagulated red liquid.*

The liquid in the basin is, in fact, blood. The Clerical Lich, who is known as Nuit the Ur, will attack if the players pull back the curtain if he hasn't already. Nuit will not fight until slain, instead of the battle begins to go poorly for him, he will use his *Word of Recall* to instantly transport to Location 22: Prayer Room in the Ice Crypts.

**NPCs:** Nuit the Ur, Clerical Lich (hp 78), AL C, MV 60', AC 0, HD 12, AT# 1, DMG 1d10, SV C15, ML 10, XP 4400. For a full listing of the Clerical Lich's spells and abilities

see page 41. The spells presented there represent what Nait the Ur currently has received in prayer for the day.

### **Location Thirty-Eight: Throne Room**

*Easily the grandest room of you have seen on the first floor of Wyrmsbane Keep. Perfectly carved columns carved in the image of a warrior's salute run the length of the room, flanking a perfectly preserved red velvet carpet. On the very far end of the room you see a grand throne of silver and ivory, set with gems of unimaginable worth. While no creature sits upon the throne, a tall, gaunt man with predatory features stands beside it. He is dressed in the expensive finery of a noble and has a long sword sheathed at his hip. He bows low and offers a predatory smile as you enter.*

*"Greetings, guests. What brings you to my lord's humble home?"*

This grand throne room has no traps or incantations. It is simple the audience chamber for a once noble king. Now his steward, Sir Viktor Nacht guards his lord's throne day and night. He is arrogant, but skilled in battle. He will fight until reduced to gaseous form, at which point his misty form will return to the coffin hidden in the wine cellar of Location Twenty-Two: The Kitchen. If his coffin has already been destroyed then Sir Nacht too shall perish.

In battle, Sir Nacht fancies himself a gentleman and fights with a magical short sword, tempting his opponents to engage him in melee before attacking with his level-draining touch. Unbeknownst to Sir Nacht, his sword is intelligent and actually wishes to be wielded in the service of good, but does not have the psyche to take control of him. Finally Sir Nacht does not cower at the sight of holy symbols and cannot be affected by uses of Turn Undead.

In addition to the treasure Sir Nacht carries he also has an enchanted key that will allow entry into the upper level of Wyrmsbane Keep.

**NPCs:** Sir Viktor Nacht, Vampire (hp 50), AL C, MV 120' (180' fly), AC 2, HD 7, AT# 1 (touch or magical sword), DMG 1d10 + drain life energy or 1d6+1 (*Short Sword+1, Flame Tongue*), SV F7, ML 11, XP 3150.

**Treasure:** 1585 gp, *Short Sword+1, Flame Tongue "Snowpiercer", Bag of Holding, Staff of Healing, Potion of Growth, Potion of Invisibility, , Potion of Extra-healing, Magic-user/Elf Scroll (Fireball, Detect Magic), Portcullis Key.*

### **Location Thirty-Nine: King's Council Chamber**

*The corners of this room have large bookshelves with massive tomes jutting from its shelves. A great table is at the center with several maps, books, candles, inkwells and quills.*

The maps and books are tomes of lore and history regarding Winterhome and the castle. Many of the ledgers contain shipping manifests from travelers who came to the village long ago and supply manifests that inventory the necessary goods to maintain life in Wyrmsbane Keep.

While the books themselves are not of any particular value because of their specific nature, the candlesticks are made of fine silver and the detailed map that sits upon the table could be of use if the right cartographer were found to purchase it.

**Treasure:** Silver candlesticks (300 gp), Map of Winterhome (350 gp)

### **Location Forty: Ambassador's Guest Room**

*This lavish room has weathered the cold very well. A grand and curtained four-post bed is the centerpiece of this room. An elaborately carved wardrobe is set against one wall and another is decorated with a tapestry depicting a beautiful winter skyline.*

*A small small stone archway with the fragments of a curtain partition opens into a simple reflection of this room – undoubtedly servant's quarters.*

The spirit of a visiting noble haunts this room, though it is not evil. It will appear as the phantom of a beautiful young woman in a noble's finery. However, her throat has been cut and the permanent incorporeal stain of blood runs down her throat. She cries out for help for several moments incoherently before fading away. If the characters attempt to attack her, she

simply begins weeping and fades away.

If the characters search the room they will discover an scrap of nearly crumbling parchment that has fallen under the bed. Show them the note labelled “Ambassador's Journal” when they find this.

#### **Location Forty-One: Ambassador's Guest Room**

*This lavish room has weathered the cold very well. A grand and curtained four-post bed is the centerpiece of this room. An elaborately carved wardrobe is set against one wall and another is decorated with a tapestry depicting a noble knight kneeling before the sword hilt of the Church of Law and Order.*

*A small small stone archway with the fragments of a curtain partition opens into a simple reflection of this room – undoubtedly servant's quarters.*

This room is cold and empty, though the furniture here seems to have weathered the long winter admirably over the years.

#### **Location Forty-Two: Stairs to the Second Floor**

*A heavy iron portcullis blocks theses ascending spiral stairs. Even in the chill halls of this keep you can feel the cold emanating from them and they seem to have a soft blue glow. Obviously some enchantment has been set upon them. A single keyhole is set into the stone wall nearby, surrounded by a circle of pale blue runes.*

Characters who touch the portcullis must immediately make a Cold Save at a -10 penalty. Those who fail immediately move one step further down the Cold Environment Effects chart as shown on page 5. In addition they take 3d6 points of cold damage as an icy discharge shoots through their body. This enchantment cannot be undone or dispelled. The only way to undo this frozen magic is by using the portcullis key found in Location Thirty-Eight: Throne Room to open the door. This immediately causes the portcullis to swing open on its hinges and the ice to fall away. The stairs rise to the eastern side of second floor of Wyrmsbane Keep.

#### **Location Forty-Three: Stairs down**

*These stairs wind down into the whatever dark cellars lay beneath Wyrmsbane Keep. A frozen wind can be felt emanating from the stone, colder still than any other place you've encountered in Winterhome.*

These stairs descend to Location Twenty-Six: Ice and Stairwell, in the Ice Crypts.

#### **Second Floor**

The second floor of Wyrmsbane Keep has no random encounters, but otherwise functions exactly as the ground floor.

#### **Location One: Northern Guard Tower**

*This cold, empty tower has a thin layer of ice on the interior walls. Two long open air windows out on the Frostfell Mountains – one to the north and the other to the west. The darkness just beyond your torchlight reveals hints of rafters in the high ceiling of the tower.*

Hidden in the rafters are a flock of shadow-bats, who attack when the party reaches the center of the room. Because they are hidden in the rafters there is only a 1 in 6 chance that even those actively searching for any kind of trap or ambush will detect them. The shadow-bats fight until slain.

#### **Location Two: Northern Hall**

*A thin fissure in the center of the northern wall before disappearing to the first floor. A lean spike of wind slips through the stones filling the room with a low, moaning howl of winter wind.*

This cold, drafty room is empty.

#### **Location Three: Guard Barracks**

*This room was obviously the barracks for the guards who once protected Wyrmsbane Keep. Weather-battered cots line the southern wall while a row of lock boxes and wardrobes are pressed against the northern wall. Opposite the only door in this room is a row of weapon racks, still filled with frost-glazed swords, polearms and other hand weapons.*

When the first character steps into this room the incorporeal spirit of a man in a guard's

uniform materializes. He approaches and bows the first person to enter the room, then vanishes. This spirit is the last remnant of a ghost who died in service to King Lucien, but he does not have the power to manifest beyond the same repeated action. He does not attack and cannot be defeated.

Most of the weapons and gear in this room have been frozen so thoroughly that they will shatter upon use. However, characters who spend time investigating the room discover

#### **Location Four: Western Hall**

*Snow has blown in through a pair of long open windows cut in the western stone walls.*

A nest of black widow spiders is hidden against the ceiling in the south-western corner of this room, but characters who take the time to investigate the room may find it on a 1-2 on 1d6. If not, the spiders make a surprise strike as the player characters pass under it.

**NPCs:** Black Widow Spiders (3, hp 16, 12, 10), AL N, MV 60' (120' web), AC 6, HD 3, AT# 1 (bite), DMG 2d6 + poison, SV F2, ML 8, XP 80.

#### **Location Five: Southern Guard Tower**

*Other than the stairs descending down to the first floor, the second floor of this tower is empty, save for the doors that go to the north and the east.*

This room is empty.

#### **Location Six: Gatehouse Watch**

*This broad stone walkway is open to the frigid air of the Frostfell Mountains with a stone wall half the height of a man rising on each side. Two large iron pots are set on top of this stone half-wall, now filled with snow from years of neglect.*

The pots, once used to house boiling oil for the defense of Wyrmsbane Keep in the event of a siege, are now filled with snow. Characters who investigate the pots find that the snow within them rises to take the shape of two snow elementals who attack the party.

**NPCs:** Snow Elementals (2 (hp 51, 48), AL N, MV 60', AC 2, HD 8, AT# 1, DMG 1d8, SV F8, ML 10, XP 1,570).

#### **Location Seven: South-Eastern Guard Tower**

*Both the north and south wall are lined with simple cots that have long deteriorated to ruin. Opposite the door leading into the room is a row of large cabinets filled with potions, decanters and other mundane trappings of the healing arts. Above the cabinets hangs the silver holy symbol in the image of a sword-hilt – the image of the Church of Law and Order.*

This room served as a kind of hospital for wounded men-at-arms. While no monsters dwell here, investigation reveals that several magical potions among the decanters and mundane healing draughts.

**Treasure:** *Potion of Extra-Healing, Potion of Healing, Potion of Heroism*

#### **Location Eight: Hall of Mirrors**

*This grand audience chamber is flanked on each side by a row of floor-to-ceiling mirrors that swirl with a maddening light as if made of some liquid drawn from a midnight sky. At the far end of the room on a grand throne of ice you see a wicked and terrible man clad in mail of metal and ice, covered in the skulls of his slain adversaries.*

*He stands, raising the massive great sword he holds in his skeletal hand in a knight's salute. He bows low. "I knew the fools in the village below would eventually send a group skilled enough to find me. So be it, once you are slain my army will have its proper commanders. You will serve well as the Lords of Winter, once your corpses have been prepared. Long have I watched, now is the time to act. I will give you one chance to bow before your new king and accept your willing fealty. If you refuse, your service will be conscripted one way or another."*

This is King Lucien, Death Knight. The mirrors of his grand hall are used by the king to spy on various locations through out his keep and across Winterhome. He has known long that the party was coming to face him and in his confidence, he has quietly awaited their arrival.



He fights brutally and mercilessly, slaying them systematically and fighting with the skill of a master tactician and veteran commander.

The mirrors are invulnerable to any forms of attack, magical or mundane and seem to gaze into an infinite darkness, drawing in any heat that draws near. If a character stands next to one of the mirrors they will need to make a Cold Save each round as it drains the warmth from their bodies.

If the party manages to slay the king his bones crumble to the floor and a great freezing howl rips through the room. The mirrors in the room shatter and a great warmth sweeps over the castle. There is a cold silence, with only a set of rusted armor and the lord's mighty blade surviving his terrible rule.

Lucien carries several magical items that can be taken by the adventurers if they manage to defeat him.

**NPCs:** For more information on Lucien, see pages 49-50.

**Treasure:** *Frostburn, Tome of Leadership & Influence, Rod of Resurrection* (10 Charges), Crown of Wyrmsbane (30,000 gp)

#### **Location Nine: Hall of Sorrows**

*The cold in this long hall is almost unbearable. Your fingers start to numb and the chill cuts to the bone. You see on each side of the room are a pair of massive stone doors carved with jagged runes that glow with a pale blue magic. As the hallway continues to the west you see great blocks of ice that rise from floor-to-ceiling set into the wall. Behind them you see the wavy image of a suit of armor covered in frost. Each of them holds a great two-handed sword, as immobile and cold as time and ice. The hall ends in a huge pair of stone doors cloaked in an unnatural snow. Iron rings can be seen poking through the frost - long icicles hanging like fangs poking from an open maw hanging down,*

**Notes to the Labyrinth Lord:** To prevent repetitive text, the first Iceheart Warrior (Location Ten) is given a description and unless otherwise stated, the remaining locations of the same name have a matching description at a cursory glance. There is no treasure of not unless described otherwise. These rooms house

the personal guard for Lucien, animated suits of armor crafted by his own mixture of cryomancy and infernal magic.

#### **Location Ten: Iceheart Warrior**

*Through the block of ice you see a set of unmoving full plate armor of archaic design. Clutched in its mail-covered hands is a massive two-handed sword. For a moment you see a flicker of blue light behind its metal visor.*

These chambers are sealed off by a barrier of magical ice that radiates unnatural. Any character touching the ice must immediately make a Cold Save. Touching the ice walls also cause them to immediately melt and bring the Iceheart Warriors to life. In addition, characters who touch the double door on the western end of the hall causes all of the ice walls to melt, animating all of the Iceheart Warriors at the same time, who immediately attack any living creature in the area.

**NPC:** Iceheart Warrior (hp 40), AL C, MV 90', AC 0, HD 6, AT# 1, DMG 1d8+1 cold damage, SV F8, ML 12, XP 1580

#### **Location Eleven: Iceheart Warrior**

**NPC:** Iceheart Warrior (hp 38), AL C, MV 90', AC 0, HD 6, AT# 1, DMG 1d8+1 cold damage, SV F8, ML 12, XP 1580

#### **Location Twelve: Iceheart Warrior**

**NPC:** Iceheart Warrior (hp 41), AL C, MV 90', AC 0, HD 6, AT# 1, DMG 1d8+1 cold damage, SV F8, ML 12, XP 1580

#### **Location Thirteen: Iceheart Warrior**

**NPC:** Iceheart Warrior (hp 22), AL C, MV 90', AC 0, HD 6, AT# 1, DMG 1d8+1 cold damage, SV F8, ML 12, XP 1580

#### **Location Fourteen: Northern Iceheart Chamber**

*Etched in the floor of this room are complex magical runes that glow with a pale blue light. A long table runs along the back wall, stained with blood and covered with bones. Another wall has several bookcases*

*filled with the trappings of magical creation and taxidermy. Tomes of lore bound in black leather and human flesh sit next to surgical blades and small glass decanters filled with exotic liquids and reagents.*

**Location Fifteen: Iceheart Warrior**

**NPC:** Iceheart Warrior (hp 30), AL C, MV 90', AC 0, HD 6, AT# 1, DMG 1d8+1 cold damage, SV F8, ML 12, XP 1580

**Location Sixteen: Iceheart Warrior**

**NPC:** Iceheart Warrior (hp 34), AL C, MV 90', AC 0, HD 6, AT# 1, DMG 1d8+1 cold damage, SV F8, ML 12, XP 1580

**Location Seventeen: Iceheart Warrior**

**NPC:** Iceheart Warrior (hp 37), AL C, MV 90', AC 0, HD 6, AT# 1, DMG 1d8+1 cold damage, SV F8, ML 12, XP 1580

**Location Eighteen: Iceheart Warrior**

**NPC:** Iceheart Warrior (hp 46), AL C, MV 90', AC 0, HD 6, AT# 1, DMG 1d8+1 cold damage, SV F8, ML 12, XP 1580

**Location Nineteen: Southern Iceheart Chamber**

*Etched in the floor of this room are complex magical runes that glow with a pale blue light. A long table runs along the back wall, stained with blood and covered with bones. Another wall has several bookcases filled with the trappings of magical creation and taxidermy. Tomes of lore bound in black leather and human flesh sit next to surgical blades and small glass decanters filled with exotic liquids and reagents.*

The jars, flasks and decanters contain various alchemical agents used to make golems or create undead. Several hand written notes can be seen in the margins. The large book is a *Golem Manual* designed to craft a Bone Golem.

**Treasure:** *Golem Manual*

**Location Twenty: Master Bedroom**

*This lavish bedroom is frozen in time and fit for a king. Two heavy wooden doors open and you see a massive four-post, curtained bed serving at the centerpiece of the room. Against the northern wall is a row of large wardrobes and dressers, all carved with beautiful artistry. Near them is a long table surrounded by several mahogany chairs.*

*The southern wall is dominated by a huge fireplace flanked by lush cushioned chairs. A small collection of books rest on a shelf in the corner and a small altar to the Church of Law and Order is nestled in a far shadow.*

*The entire room seems untouched by the ravages of time, though it is still unnaturally cold.*

This was once the bedroom of King Lucien and Queen Elsa. Lucien has not come here in decades, as it reminds of him of all that he has lost and his former glory. Indeed, the kindness of his wife and children still lingers here, offering this room a kind of piece. Lucien's journal can be found among the books, and if the characters rest or take refuge in this room they will have no chance of encountering a wandering monster as long as everyone in the party is of good alignment (or lawful alignment, for *Labyrinth Lord* basic rules). If a member of the party is not of this alignment or if they forget to secure themselves in the room before resting, random encounters may occur as normal.

**Treasure:** Lucien's Journal (see Notes and Journals)

**Location Twenty-One: Wife's Sitting Room**

*This lavish parlor is filled with comfortable chairs, brimming bookshelves and an elegant sitting couch – all of it designed to draw warmth from the long cold fireplace that has been carved into the northern wall.*

As the characters enter this room the spectre of a beautiful young woman will materialize in one of the chairs. She is singing softly to herself and reading a ghostly book. She does not seem to notice the party at first. However, once they make any noise, she looks to them and puts a finger to her lips in a motion of silence. If they do not leave the room within

the next three rounds, she gets very angry and her form changes into that of a twisted banshee and she attacks.

**NPC:** Groaning Spirit (hp 40), AL C, MV 150' (fly), AC 0, HD 7, AT# 1, DMG 1d8, SV F8, ML 10, XP 1490

### **Location Twenty-Two: Summoning Chamber**

*The air itself crackles with magical energy. A great spiral of infernal runes covers the floor of all but the edges of this room. To your sheer terror you see sitting in the center of these horrible symbols a creature of unimaginable power: A demonic creature writhed in flame crowned with black horns upon its head stands nearly twelve feet tall. Its eyes burn like embers. It clutches a fiery whip in one and hand growls, cracking the weapon at you and your companions.*

*In spite of the flaming demon standing before you, the room is still icy cold.*

The demon here is a balor, bound by the circle in the center of the room. He will command the party to break the circle and free him – at first attempting to intimidate them into granting him escape. If that does not work, he will attempt to negotiate his freedom with false promises. If any any time the runes on the floor are disturbed or crossed, his imprisonment is broken and he attacks.

**NPC:** Balor (hp 63), AL C, MV 60' (150' fly), AC -2, HD 8+7, AT# 1, DMG 1d8+1 or 1d6 and 3d6 fire damage, SV F8, ML 10, XP 1820

### **Location Twenty-Three: Armory**

*This room is filled with weapons and armor, all of excellent craftsmanship. Full suits of plate armor stand proudly between displays of elegant weaponry.*

This room is empty of creatures, though characters who take their time and investigate the weapons here can find a quite powerful weapon that has fallen behind a weapon rack. Discovering the lost weapon requires a successful search for secret doors.

The remaining weapons and armor are finely crafted, but not magical.

**Treasure:** Long Sword+1, Dancing

### **Location Twenty-Four: Dueling Hall**

*The walls of this long hall are draped with an unbelievably curtain of crimson silk. Near each entrance is a pair of weapon racks containing long swords, maces, and other melee weapons.*

When the party first enters this room a single sword levitates and waits for someone to approach. If a character draws a melee weapon and engages the animated weapon in single combat, it fights for three rounds before dropping to the ground.

If the party does not draw a weapon, the sword simply hovers in the air, but if more than one person steps into the room with a weapon drawn seven more animated weapons spring to life and attack the party.

Once they are defeated the party can search the arms and armor to discover several items useful to martial characters.

**NPCs:** Animated Weapons (8, hp 22, 20, 18, 16, 15, 12, 11, 8), AL N, MV 120' fly (only), AC 3, HD 3, AT# 1, DMG 1d8+1, SV F3, ML 12, XP 65

**Treasure:** Long Sword+4 Defender, Tome of Martial Knowledge

### **Location Twenty-Five: Library**

*Cold blue runes run in a thick line on the western floor of this room. Beyond them are rows of bookshelves filled with all manner of ancient tomes. A grand table flanked by simple wooden chairs is set in the center of this room.*

This opulent dining room has no food or beverages present. However, if a character sits at the table and says a prayer to the gods of light, then the table magically fills with a feast that will provide enough food to feed everyone in the party. The food is very good, but not magical. This effect can only be done once.

If the characters attempt to steal any of the decorations or silverware the enchantment is broken, though the cutlery is quite valuable.

**Treasure:** Silverware Set (2000 gp)

### **Location Twenty-Six: Kitchen**

*This kitchen is filled with cabinets, pantries and two large cooking hearths on each wall. Two doors lead into the rooms to the east.*

This small kitchen was once well stocked, but now lays empty and cold. Careful investigation of the room and a successful search for secret doors allows the party to discover a bottle of wine that would be worth quite a sum to the right collector.

**Treasure:** Fine Bottle of Wine (500 gp)

### **Location Twenty-Seven: Family Parlour**

*This is a small parlour where the noble residents who once lived here take their meals. A long table dominates the room and two large cabinets containing crystal, silverware and delicately crafted teacups seen through the frosted glass.*

The trappings in this room have been ruined by the frost and break into brittle detritus if touched. There is nothing of value here.

### **Location Twenty-Eight: Cold Storage**

*This room is some kind of cold storage used to house meat or other delicacies are stored. Heavy chains that end in hooks for meat hang from the ceiling and large ice chests line the northern wall. A long butcher's table of heavy wood dominates the center of the room and great piles of ice and snow line the floor.*

Two snow elementals will rise to take shape and attack anyone who enters this room. After they are slain, and much to the surprise of the player characters, they discover a large shank of pork meat has actually survived, frozen, in this area for several decades. It will need to be thawed and cooked, but will taste quite well.

**NPCs:** Snow Elementals (2 (hp 49, 42), AL N, MV 60', AC 2, HD 8, AT# 1, DMG 1d8, SV F8, ML 10, XP 1,570.

### **Location Twenty-Nine: Alchemy Lab**

*This room is filled with the pungent scent of exotic concoctions. A large fire pit is in the center of the room with several cauldrons*

*and glass beakers hanging from chains above a long-dead fire. Two long tables surround it, covered with bottles containing powders, liquids and other less savory reagents. The eastern and western walls are lined with work tables covered with small hand tools. Each end of the tables is a large set of shelves containing books, mortar and pestles, and other trappings of alchemical craftsmanship.*

The labels marking the various potions and alchemical tools in this room have long faded or torn, making identification of the objects almost impossible. It will be very difficult to discover any useful items among the lab, discovered only on a 1 in 1d6 attempt to discover hidden objects, in spite of keen senses that might be possessed by the demihumans of the party.

**Treasure:** *Potion of Polymorph Self, Potion of Poison, Mortar and Pestle of Alchemical Refinement*

### **Location Thirty: Hall of Art**

*This long hall has its walls decorated with beautiful paintings of noble men and women whose lifeless eyes seem to turn and watch you as you enter the room.*

The odd gazes of the paintings continue to follow the characters to as they cross the room. Only when the party reaches the center of the room do they attack.

**NPCs:** Living Paintings (8, hp 16, 14, 12, 12, 10, 10, 8, 8) AL N, MV 0', AC 8, HD 2, AT 1, DMG 1d8, SV F2, ML 12, XP 47

### **Location Thirty-One: Torture Chamber**

*This room is a place of unimaginable horror. At its center is a long wooden table with chains and manacles bolted to it and covered in blood. Two iron chairs lined with wicked spikes surround an unholy altar on the western wall and you see two small fire-places with long cold metal pokers sitting in them. The other walls are lined with weapon racks filled with wicked implements of torture and on the wall you see tanned animal hides with ink sketches depicting human anatomy stained with blood.*

The tools and objects of torture in this room are absolutely horrifying. However, careful investigation reveals a unique set of chain mail armor known as *Interrogator's Mail*. This magical chain armor is evil in nature. It is laying on one of the spiked chairs. However, as soon as it is touched, the various pools of dried blood coagulate and form a a terrible spirit composed of the countless souls who were slain by King Lucien as he questioned them.

**NPCs:** Blood Spirit (hp 60) AL C, MV 120', AC 4, HD 8, AT 1 + choking, DMG 3D4 + special, SV F8, ML 11, XP 47

**Treasure:** *Interrogator's Mail*

### **Location Thirty-Two: Son's Room**

*This room has a small but elegantly carved bed on the far wall with silk linens. Next to it you see a small reading table with a journal. Against the wall opposite the entrance you see a book shelf and a wooden mannequin. Armor hangs off it, crafted to fit a child instead of a man and a matching rack with tiny weapons. Next to it is a small book case filled with toys, trinkets and little books. A large fireplace dominates the northern wall.*

*Before the bed you see what appears to be a small human boy, kneeling in prayer before the bed. His clothes are fine, but have deteriorated with age. His blonde hair is matted and wild and he appears to be whispering to himself.*

The boy is an abomination, a flesh golem crafted from the remains of Lucien's son by the king in a horrible effort to keep his son alive. The golem is only four feet tall and when it turns to look at the player characters they see the horrible stitching an empty eye-sockets of the terrible creature. It simply repeats the phrases "Let's play" and "I'm a knight like my father!" as it attacks the party - giggling wildly as it does so. In spite of its small size, it has all the abilities and features of a flesh golem.

Characters who search the room for secret doors discover a hidden passage that leads into Location Thirty-three: Daughter's room via the fireplace.

**NPCs:** Flesh Golem (hp 48), AL N, MV

90', AC 9, HD 9, AT# 2, DMG 2d8/2d8, SV F9, ML 12, XP 2400.

### **Location Thirty-Three: Daughter's Room**

*A bed decorated in gentle linens is set against the northern wall of this room. A table surrounded by several tiny chairs is set up in the center. A tiny statue of the Church of Law and Order's Saint Oswald is set in the corner of the room while a large fireplace fills the stones of the southern wall. A small shelf displaying several expensive porcelain dolls is next to the door and a wooden wardrobe is closed beside the bed.*

The dolls animate and attack if the players disturb anything in the room. They sing an eerie lullaby as they attack, similar to the classic "Ring Around the Roses." They fight until slain.

**NPCs:** Doll Golems (4, hp 22, 20, 18, 12), AL N, MV 60', AC 4, HD 4, AT 1, DMG 2D4 or special, SV F6, ML 11, XP 465

### **Location: Thirty-Four: Private Dining Hall**

*A massive oak table dominates this room, each side lined with wood-etched chairs of unimaginable value. The table is set with silver and other finery that is easily worth several thousand gold pieces and a large throne-like seat is at the head. Four small serving tables are nestled in the corners of this massive dining hall.*

This was the family's private dining hall. The flatware and finery in the room is quite valuable, but if it is disturbed, two spirits manifest in the image of servants and attack the party, calling them thieves and demanding that they apologize for disturbing their lord's meal.

**NPCs:** Ghosts (2, hp 64, 58) AL C, MV 90', AC 0, HD 10, AT# 1, DMG Special, SV F10, ML 10, XP 3100

**Treasure:** Dining Set (1000 gp)

### **Location Thirty-Five: Family Chapel**

*A simple chapel, the pews and statues of the Church of Law and Order that fill this room are centered around an untouched stone altar which draws your eye. A few simple holy books*

*and religious trinkets fill bookshelves to the east of the entrance.*

This room is undisturbed by the ravages of winter, but still very cold. Holy water sits in a small basin on the altar next to simple prayer books. Characters who are of lawful good (or lawful alignment if using *Labyrinth Lord* basic rules), receive the benefits of a *Bless* spell once per day for one hour.

**Treasure:** Holy Water (3)

**Location Thirty Six: Children's Play Room**

*This long hall is filled with extravagant play things meant for the richest of children. A huge wooden replica of a castle has been constructed here to serve as a play house and toys are scattered across the floor. A reading table, piled with books sits near several shelves and on the far end of the room you can see a child-sized mannequin on display next to a rack of blunted wood weapons.*

The toys animate and attack anyone who enters the room, fighting until destroyed. Once they have been defeated, characters can investigate the room and may discover a surprising toy sword that radiates magic.

**NPCs:** Animated Toys (12, hp 24, 22, 20, 19, 18, 17, 16, 15, 12, 11, 9, 8), AL N, MV 120' fly (only), AC 3, HD 3, AT# 1, DMG

1d8+1, SV F3, ML 12, XP 65

**Treasure:** The Blunted Blade

**Location Thirty-Seven: Observatory**

*The northern and western walls of this room are made entirely of glass and the floor is covered with a mixture of snow, dirt and dead vegetation. Quite obviously, this used to be a greenhouse. The glass is broken or cracked in several places and gusts of wind from the Frostfells occasionally force their way into the room.*

One round after entering the room the characters hear the soft singing of a child coming from the western part of the room. Making their way through the frozen vegetation, they see the spirit of a small girl looking through the broken glass at the mountains beyond. She smiles sadly and asks them to sit with her and tell her a story about knights, dragons and princesses. If the characters do this and succeed in a Charisma ability check, she smiles and gives one of them a kiss on the cheek before disappearing.

If they refuse, she pouts, tells them they are no fun, and disappears. One round later, various frozen vegetation in the room animates and attacks as if it were shambling mounds.

**NPCs:** Shambling Mounds (4, hp 48, 43, 40, 39) AL N, MV 60', AC 0, HD 8, AT# 2, DMG 2d8/2d8, SV F12, ML 12, XP 1,820



## Ice Crypts



These great crypts of ice were created by Lucien to house the slain body of Polarax. They are carved from solid ice and these chambers are remarkably cold. Unless otherwise described, all structures and walls are made of solid ice, including the floors and ceiling. The Labyrinth Lord should note that all characters suffer an additional -2 to their Cold Save in this area of the castle, as described in the rules on page 5.

Melting the ice to get to the doors in which they are encased takes a lot of effort. The characters will need to spend one turn using a torch to slowly melt the ice away that has encased the doors of most areas. If a torch is actually touched to the ice it goes out and cannot be relit. Use of a magical fire such as a *Flame Tongue* weapon or *Fireball* spell melts the ice immediately. Only the ice in front of doors can be melted in this fashion, as the rest has been enchanted to resist all forms of intrusion.

### **Location One: Valley Entranceway**

*This narrow cavern twists and turns, your light barely keeping the darkness at bay. A cold wind bites at you, blowing in as you make your way further into the darkness.*

This area is empty.

### **Location Two: Frozen Cave Entry**

*The rock walls of the natural passage become glazed with a thickening sheet of ice until finally it is as though the passage itself is carved from a single frozen block. The walls are frosted white and it looks like someone went to great lengths to build the great and vast cavern before you from the frozen heart of the Frostfell Mountains. As the narrow passage opens into a vast chamber you see two statues carved of ice staring down at you from pedestals. They are immobile images of knights holding great broadswords above your head as if to herald your arrival.*

The statues have been animated by magic to protect the ice crypts. Any but Lucien or those he serves are immediately attacked when they walk past. The statues climb off their pedestals and attempt to slay the intruders.

**NPCs:** Ice Sentinels (2 , hp 50, 45), AL N, MV 60', AC -2, HD 7, AT# 1, DMG 2d6 cold damage, SV F9, ML 12, XP 1490.

**Notes to the Labyrinth Lord:** To prevent repetitive text, the first Small Crypt (Location Three) is given a description and unless otherwise stated, the remaining locations of the same name have a matching description at a cursory glance. There is no treasure of not unless described otherwise. These rooms are enchanted crypts used to house those slain by Lucien in his servant so that can be infused with a frozen kind of necromancy and then rise again as Iceheart Warriors or other vile servants of the

death knight.

### **Locations Three: Small Crypt**

*This tiny crypt of stone is now covered in a sheet of ice several feet thick. Through the wavering distortion of solid water you can see a door that opens into a small crypt. There is an inscription on the door, though you cannot make it out through the thick layer of frost.*

If the tomb is opened and the ice is melted, the characters discover the tomb is empty.

### **Location Four: Ice Temple**

*In the icy confines of this room you see it is a temple dedicated to the cold eternity of death. The carved image of two wicked demons is cut from the ice along the northern wall, flanking an altar that, though frozen solid, houses a basin containing some steaming liquid. Two sarcophagi are on each side of the entrance and though they are made of stone and covered with a thin layer of frost, they are not encased like nearly every other thing in this frozen place.*

This small tempt is used by Lucien to worship and empower the eternal winter. The statues are ice sentinels and will attack anyone who disturbs the crypts or approaches the altar. The crypts themselves are trapped. While there is nothing inside except long-frozen bones, if they are opened it activates an *Ice Storm* spell centered around the crypt.

**NPCs:** Ice Sentinel (hp 41), AL N, MV 60', AC -2, HD 7, AT# 1, DMG 2d6 cold damage, SV F9, ML 12, XP 1490.

### **Location Five: Scrying Room**

*Infernal statues of ice are stuffed in the corner of this room and beside them altars to dark powers beyond light and life. On the floor is a circle of magical runes that glow and waver in a distorting and scintillating power when you look too long upon them.*

This is Lucien's scrying chamber where he comes to look out onto his realm and even into the far planes of existence. He consults with evil spirits and foul infernal forces for guidance.

However, this room is anything but safe. Any player character who looks into the waters for more than one round must make a saving throw vs. spells as visions of horror and unknowable creatures rip into his psyche. Those who fail are driven mad by what they see and lose 3d6 points of Wisdom, permanently. If their Wisdom is reduced to 1 or 2, then they become a gibbering madman, incapable of coherent action, while those reduced to zero are killed by the sheer horror of their own mind's eye.

If a character touches the swirling liquid they must make a saving throw vs. spells at a -4 penalty or immediately be transported to a random plane of existence.

### **Location Six: Small Crypt**

An iceheart warrior is here and will animate and attack anyone who disturbs its rest.

**NPCs:** Iceheart Warrior (hp 40), AL C, MV 90', AC 0, HD 6, AT# 1, DMG 1d8+1 cold damage, SV F8, ML 12, XP 1580

### **Location Seven: Small Crypt**

This tomb is empty.

### **Location Eight: Small Crypt**

The iceheart warrior in this crypt is incomplete. It will attempt to shamle forward when the crypt is open and attack before crumbling to ruins.

### **Location Nine: Small Crypt**

This crypt is empty.

### **Location Ten: Small Crypt**

An iceheart warrior is here and will animate and attack anyone who disturbs its rest.

**NPCs:** Iceheart Warrior (hp 39), AL C, MV 90', AC 0, HD 6, AT# 1, DMG 1d8+1 cold damage, SV F8, ML 12, XP 1580

### **Location Eleven: Small Crypt**

This crypt is empty.

### **Location Twelve: Small Crypt**

This crypt has no iceheart warrior in it, but instead has the frozen corpse of some slain explorer who managed to delve deep into Wyrmsbane Keep. The poor soul is long dead,

but has a few useful trinkets on him, one of which is the key that opens the icewall doors at location 17.

**Treasure:**

**Location Thirteen: Small Crypt**

This crypt is empty.

**Location Fourteen: Small Crypt**

An iceheart warrior is here and will animate and attack anyone who disturbs its rest.

**NPCs:** Iceheart Warrior (hp 44), AL C, MV 90', AC 0, HD 6, AT# 1, DMG 1d8+1 cold damage, SV F8, ML 12, XP 1580

**Location Fifteen: Grand Tomb**

*The grand chamber is filled with solid stone coffins carved from the floor. They run in two rows from end to end of the room until meeting a pair of evil looking altars at cut from the northern and southern walls of the chamber.*

This tomb serves as the resting place for those slain by Sir Victor Nacht. Four of the coffins contain vampires who are sleeping. If any of the coffins are opened, the characters discover a sleeping vampire who will awaken one round after being disturbed and attack the party.

**NPCs:** Vampires (4, hp 49, 44, 42, 40), AL C, MV 120' (180' fly), AC 2, HD 7, AT 1, DMG 1d10, drain life energy, SV F7, ML 11, XP 3150

**Treasure:** 8000 sp, 11000 gp, bloodstone (100 gp), malachite (50 gp), diadem (40 gp), ivory statuette (400 gp), bronze medallion (40 gp), *Bracers of Armor* (AC 5), *Potion of Plant Control*, Scroll (Ward Against Undead), Scroll (Ward Against Lycanthrope)

**Location Sixteen: Family Tomb**

*This great stone mausoleum is the only structure in these caverns you see not carved of ice. Its stone walls are etched with the images of the saints and warriors of the Church of Law and Order and above the stone door is the single word: Callius.*

*When you open the doors you feel a sudden and surprising warmth and see an iron brazier in each corner of the tomb, crackling*

*with fire. Two statues carved into the image of noble knights kneel piously before three sarcophagi. An altar to the Gods of Light is on the far end of the room, untouched by cold or time. A large book with the silver hilt of the Church of Law and Order sits on the altar.*

This room is the warmest place in the castle and is where the bodies of King Lucien's family now rest. Their presence keeps the room warm and free of intrusion from wandering monsters. The book on the altar is a great tome following the history of the Callius line back over one thousand years. The most recent entry marks the birth of Lucien's daughter, Aurora. It is dated several decades ago. The book is in perfect condition, and though it is not magical, it is very valuable for both its craftsmanship and the history contained within its pages.

Characters may rest freely in this room without the need to make Cold Saves or fear wandering monsters.

**Treasure:** The History of the Callius Bloodline (3000 gp)

**Location Seventeen: Icewall Doors**

*This pair of massive frozen doors are cut into the immensely thick ice wall. Obviously magical runes have been carved into the door and the cold arcane energy radiating from them dwarfs even that of the rest of the Ice Crypts of Wyrmsbane Keep.*

These doors can only be opened by the key contained on the body of the dead explorer found at location twelve. Any attempts to pick the lock, disarm the enchantment, or even touch the door cause an icy blast of magical energy to surge forth from the doors, doing 5d6 points of cold damage to anyone who is standing within ten feet of the doors. Though this magical trap can be found, attempting to disarm it requires a thief to succeed in their find & remove traps skill at a -35% penalty. Even with the trap disarmed, the door is still impossible to open without the key.

**Location Eighteen: Ice Cathedral Entrance**

*Rising in unholy dedication to an eternal winter you see before you a cathedral cut from the infernal ice that plagues these caverns. No*

*windows offer a view inside and the distortion of the frozen walls prevent you from seeing what lays inside. A few low stairs rise to meet simple, but expertly cut doors that lead into this chilling temple.*

Other than needing to melt away the ice encasing this door, there is nothing preventing the characters from entering the cathedral.

#### **Location Nineteen: Cathedral Foyer**

*Cut from the frozen walls are four statues of demonic looking warriors clad in armor decorated with unholy symbols. Each of them holds a different melee weapon and all have their eyes set upon whomever should pass through the northern threshold and enter this icy temple.*

The four statues are indeed ice sentinels, but they do not attack the characters when they enter the room. Instead they do so whenever a living creature leaves the cathedral. The only other circumstance in which they will attack is if they are disturbed or if someone attempts to damage them.

**NPCs: Ice Sentinels** (4, hp 52, 43, 41, 40), AL N, MV 60', AC -2, HD 7, AT# 1, DMG 2d6 cold damage, SV F9, ML 12, XP 1490.

#### **Location Twenty: Confessional**

*A long curtain runs the length of the northern wall of this room. It is dark and heavily and like everything else in this place, covered in a layer of ice. Just before the curtain is a small wooden stool.*

This room serves as a confessional. On the other side of the curtain is a small prayer book of the gods of light that has been written over in black ink with profane prayers to evil and darkness. Any cleric or character of good (or lawful if using *Labyrinth Lord* basic rules) alignment who attempts to read the book must make a saving throw vs. spells or lose a level.

**Treasure:** Corrupted prayer book

#### **Location Twenty-One: Cathedral Storage**

*Small cabinets line the wall opposite the entrance to this room and a row of iron pegs*

*burdened with icicles. Several tattered cloaks still hang here, destroyed by the cold.*

The cabinets here contain several liquids frozen in their containers. Among them the players will find a *Potion of Fire Breathing* still bubbling in its flask. In addition, careful examination of the cloaks on the pegs will reveal one of them to be a *Cloak of Cold Resistance*. However, the long icicles are actually small piercers, who will attack anyone who reaches for the cloaks

**NPCs: Piercers** (3 hp 6, 4, 3) AL N, MV 10', AC 3, HD 1, AT# 1, DMG 1d6, SV F4, ML 10, XP 15

**Treasure:** *Potion of Fire Breathing, Cloak of Cold Resistance*

#### **Location Twenty-Two: Prayer Room**

*A small altar of ice holding a single candle is all you find in this room. The candle burns with a cold, blue light.*

The flame of the candle radiates an unnatural cold. Anyone within 30' of it suffers a -2 penalty to all Cold Saves. The candle can easily be blown out, but doing so causes a chilling wind to sweep through the room that bites at the flesh, inflicting 1d4 points of cold damage to everyone in the room. The candle can be relit, but only by having its wick touched to ice.

**Treasure:** *Candle of Cold*

#### **Location Twenty-Three: Prayer Room**

*A statue depicting a wickedly armored warrior with a great sword raised to strike a killing blow dominates this room. The pedestal beneath it is carved with wicked, jagged runes.*

This room is where Nuit the Ur hides his phylactery. It is hidden in a secret compartment in the altar that can only be discovered with a successful search for secret doors. However, the secret door is trapped. If opened it unleashes a piercing cry that functions exactly as the cry of a groaning spirit (banshee), requiring a saving throw vs. spells. If the spell is failed, everyone within thirty feet of the altar is immediately slain. In addition, the cry awakens the ice

sentinel poised here and it attacks immediately. The trap can be found with a successful use of a thief's find traps ability and disarmed at a -20% penalty.

The phylactery itself is enchanted with a *trap the soul* spell. Anyone touching it immediately has their essence trapped within it. No saving throw is made to resist this effect. Destroying the object is a simple matter of shattering it. It is an icy blue sapphire that can easily be destroyed by a single blow from any magical weapon.

**NPCs:** Ice Sentinel (hp 49), AL N, MV 60', AC -2, HD 7, AT# 1, DMG 2d6 cold damage, SV F9, ML 12, XP 1490.

**Treasure:** Nuit the Ur's phylactery

#### **Location Twenty-Four: Central Hall**

*The central hall opens on each side, only to be flanked by tattered curtains caked in snow and ice. A soft wind causes them to blow gently in the breeze.*

This room is empty.

#### **Location Twenty-Five: Main Worship Room**

*A great altar serves at the focal point for this room of worship. In one great piece of ice the image of a dragon skull is carved with the armored foot of a knight holding a great sword stands upon it, dominating the far end of the room. The knight is covered in plate mail carved with wicked spikes and his helmet is the image of a great skull cut into a death's head grin.*

*Pews covered in ice lay before it. Smaller altars topped with candles that flicker with an icy blue flame sit against opposite walls and smaller statues of the wicked knight fill the corners of this room.*

This room is Nuit the Ur's place of worship. The knight here is an Ice Sentinel, but he is not alone. When the characters enter the room, the sentinel attacks, but also the icy dragon skull levitates into the air and attacks with a terrible bite and chilling breath weapon.

Because of the close proximity of the *candles of cold*, all saving throws made to resist cold-based damage, effects and Cold Saves are at a -4 penalty while in this room. For each

candle blown out that penalty is reduced by two points.

The church's treasures have been hidden in secret panels of the smaller altars and can be discovered on a successful search for secret doors.

**NPCs:** Ice Sentinel (hp 55), AL N, MV 60', AC -2, HD 7, AT# 1, DMG 2d6 cold damage, SV F9, ML 12, XP 1490; Animated Dragon Head (hp 38), AL N, MV 120' (fly), AC 2, HD 7, AT 1 or breath weapon, DMG 2d6 cold damage, SV F7, XP 1490

**Treasure:** 12000 gp, 100 gp, *Candle of Cold* (2), *Banded Mail* +1, *Wooden Shield* +1, Cleric Scroll (*Restoration*, *Resurrection*)

#### **Location Twenty-Six: Stairs and Icewall**

*Stone stairs ascend to Wyrmsbane Keep while a long stone passage seems to wind on forever before coming to a great wall of ice several feet thick. Encased within is a massive stone door. Runes are etched upon the door, glowing with a pale blue light that seems to be captured and reflected in the ice.*

This door functions similar to the one at location seventeen and can only be opened with the proper key. The key can be found on the corpse at location twelve. Any attempts to pick the lock, disarm the enchantment, or even touch the door cause an icy blast of magical energy to surge forth from the doors, doing 5d6 points of cold damage to anyone who is standing within ten feet of the doors. Though this magical trap can be found, attempting to disarm it requires a thief to succeed in their find & remove traps skill at a -35% penalty. Even with the trap disarmed, the door is still impossible to open without the key.

#### **Location Twenty-Seven: Slumbering Dragon**

*A great tomb of ice fills this massive cavern from floor to ceiling. It runs beyond the sight of your light source and you see through the wavering frozen water that it serves as some kind of prison for the remains of great white dragon. The beast is curled into a slumbering position, or once was. Now only its bones remain enshrined here, buried forever in a frozen prison. Whether by tools or by magic, it would take weeks or even months of work to*

*carve the carcass away. What is more disturbing is the magical sigils that run the length of this long wall, throwing pale blue light on the floor that only serves to give the darkness of the ice crypts a kind of clawing form that pulls at you as you pass.*

Encased in this massive mound of ice is

the remains of the dragon Polarax. The ice cannot be melted or damaged by any spells short of a *Wish* or the power of an artifact. If by some chance the player characters do manage to break the ice trapping the dragon's corpse, it will cause Wyrmsbane Keep to crumble to ruin immediately, trapping them all in a rocky, frozen grave.

## **Epilogue**

After the player characters defeat King Lucien and return to Winterhome with news of his ultimate fate the snow storms subside and the signs of the White Plague begin to disappear from the village. Mayor Vlok, though saddened by the fate of his lord, is thankful to the player characters. He pays them the sum he promised and tells them that they may keep whatever goods they found in Wyrmsbane Keep. He doubts the villagers will return to the castle, given the stories the player characters have told about what lies inside.

Instead the people of Winterhome will once again take to ruling themselves. That is, unless, one of the heroic saviors wants to take up residence here. Any of the player characters who asks is provided a fine home and a plot of land as a gift from the townsfolk. They will be looked upon with admiration by the townsfolk for their heroic deeds and in time they may even find themselves elected mayor after Vlok retires. It is quite an opportunity for an adventurer looking to retire.

But, just because King Lucien has been slain does not necessarily mean that Winterhome is safe. It's quite possible that Sir Viktor Nacht or Nuit the Ur still dwell in the dark places of Wyrmsbane Keep and might seek to create their own army of undead to plague the land. Or if one of the player characters took the king's blade *Frostburn* as their own weapon that the sword may begin working its dark magic upon them.

The Labyrinth Lord is encouraged to develop plot ideas from the surrounding area and could easily expand Winterhome into an area suitable for a longer campaign.





## New Monsters

### Animated Dragon Head



**No. Enc:** 1 (1)  
**Alignment:** Neutral  
**Movement:** 120' (fly)  
**Armor Class:** 2  
**Hit Dice:** 7  
**Attacks:** 1 or breath weapon  
**Damage:** 2d6 cold damage  
**Save:** F7  
**Morale:** 12  
**Horde Class:** None  
**XP:** 1,490

An animated dragon skull has been empowered by dark magic to act as a protector, typically of a wizard or cleric's private sanctum. They can sense the presence of their creator and do not attack an creature while their creator within 120 feet of them. However, if anyone other than their creator, or those the creator deems trustworthy, draws within 120 feet of the animated dragon skull, it rises to life and begins to attack.

It floats through the air through magical means, biting or breathing an icy breath weapon on its foe. This breath weapon is a line of cold that is 10 feet wide with a range of 60'. All within its path must make a saving throw vs. breath attacks or take cold-based damage equal to the animated dragon skull's current hit points. It can use this attack every 1d4 rounds.

Alternately the dragon may bite for 2d6 points of damage with its powerful, teeth. Because it is not undead, the animated dragon skull cannot be destroyed. It is not a living

creature and is immune to all mind-affecting spells like *Cause Fear* or *Charm Person*. It never makes morale checks and fights until destroyed.

### Animated Toys & Animated Weapons

**No. Enc:** 2d6 (0)  
**Alignment:** Neutral  
**Movement:** 120' (fly)  
**Armor Class:** 3  
**Hit Dice:** 3  
**Attacks:** 1  
**Damage:** 1d8+1  
**Save:** F3  
**Morale:** 12  
**Horde Class:** None  
**XP:** 65

Small objects ranging from hand tools to children's toys are sometimes animated via magical means. These animated objects attack once per round by whatever means they can. An animated knife may stab at a foe, while an animated toy will attack by bludgeoning a target with its body. All animated objects can fly at a speed of 120 feet per round. It is not a living creature and is immune to all mind-affecting spells like *Cause Fear* or *Charm Person*. It never makes morale checks and fights until destroyed.

Due to the rituals used to create them, animated objects can only be damaged by +1 weapons or better.

## **Blood Spirit**



**No. Enc:** 1 (1)  
**Alignment:** Chaotic Evil  
**Movement:** 120'  
**Armor Class:** 4  
**Hit Dice:** 8  
**Attacks:** 1 + Choking  
**Damage:** 3d4 + special (see below)  
**Save:** F8  
**Morale:** 11  
**Horde Class:** None  
**XP:** 1,160

Blood spirits are created when several living creatures are tortured with such hate and malice that though they are long dead, the pain of their death lingers on and mingles with the pain of other beings who have died in a similar fashion. This combination of hatred possesses the blood of those who were tortured to death and rises to new life, bent on destroying all who are still alive.

Blood spirits are vaguely humanoid in shape, but appear to be composed entirely of blood – some fresh and some partially coagulated. When they attack with their massive limbs, they attempt to strike a foe in the face and fill their mouth with a choking blood. Anyone struck by an attack from a blood spirit must make a saving throw vs. paralyze or begin choking as the blood fills their lungs. While choking they suffer a -4 to all attacks and ability checks. Each round the victim takes 1d6 points of damage as the blood expands in their lungs, until they are slain. This effect can be countered with a *Cure Light Wounds*, *Cure Disease*, or *Neutralize Poison* spell.

Blood Spirits are undead and can be

turned as 8 HD creatures. They benefit from all the standard immunities of other undead.

## **Doll Golem**



**No. Enc:** 1d6 (3d4)  
**Alignment:** Neutral  
**Movement:** 60'  
**Armor Class:** 4  
**Hit Dice:** 4  
**Attacks:** 1 or special  
**Damage:** 2d4 or special (see below)  
**Save:** F6  
**Morale:** 11  
**Horde Class:** None  
**XP:** 465

Children often regard their toys as dear friends and living creatures and when they die in tragic ways, the toys sometimes rise in a corrupted desire to avenge the death of their friends. These toys come to an unnatural life, seeking to avenge the death of their “friend.” Doll golems attack any living creature they encounter, but giggle and laugh while committing horrible acts of violence and murder. They simply believe they are “playing a game.”

This laughter is unnerving to any who hear it and all creatures within 60' of a doll golem who spends the round laughing in such a fashion must make a saving throw vs. spells or fall under the effects of a *Confusion* spell. Because of their magical nature, doll golems cannot be damaged by non-magical weapons.

## Clerical Lich



**No. Enc.:** 1 (1)

**Alignment:** Chaotic Evil

**Movement:** 60' (20')

**Armor Class:** 0

**Hit Dice:** 12+

**Attacks:** 1 (cold touch)

**Damage:** 1d10 cold damage

**Save:** C15+

**Morale:** 10

**Hoard Class:** XXII

**XP:** 4,400

Much like its magic user counterpart, a cleric lich has found unnatural means to prolong its life. Clerical liches always serve gods of Chaos and typically cast spells as a cleric of 15th level (or higher). It is a gaunt and skeletal humanoid with withered flesh stretched tight across horribly visible bones. Its eyes have long ago been lost to decay, but bright pinpoints of crimson light burn on in the empty sockets. A cleric lich usually lives in a secluded churches or holy sights dedicated to evil deities or deep in a labyrinth, where it conducts divine research. Its powerful undead nature grants it a better natural AC and more HD than a typical cleric. Clerical liches are only vulnerable to attack by creatures of 6 HD or more (or creatures of a magical nature), magical attack forms, and they are unaffected by non-magical weapons. In addition to having undead immunity to charm and sleep, cleric liches are immune to the following spells or forms of damage: cold-based and electrical-based attacks, death spells, enfeeblement, polymorph, and any effects that

cause insanity. A cleric lich may attack by spell, or with a cold touch attack that deals 1d10 hp damage. Victims must also save versus paralyze or become paralyzed permanently, unless magically cured. A cleric lich cannot be turned by the turn undead ability, though it may attempt to control nearby undead with a successful turn attempt. Any creatures that would normally be turned or destroyed are instead under the command of the cleric lich. Finally, all beings with 4 or fewer HD that see a cleric lich will be affected with fear, and no saving throw is permitted.

Listed below is the typical array of spells memorized by a cleric lich who is of equivalent power to a 15th level cleric.

**1st:** 7 (Cure Light Wounds (reversed) x 3, Remove Fear (reversed) x3, Detect Magic)

**2nd:** 6 (Bless, Bless (reversed), Resist Fire, Know Alignment, Hold Person x2)

**3rd:** 5 (Animate Dead, Cure Disease (reversed), Remove Curse (reversed), Continual Light (reversed), Dispel Magic)

**4th:** 4 (Cure Serious Wounds (reversed) x3, Detect Lie)

**5th:** 4 (Cure Critical Wounds (reversed), Flame Strike, Insect Plague)

**6th:** 3 (Blade Barrier, Heal (reversed), Word of Recall)

**7th:** 1 (Holy Word (reversed))

### Ice Sentinel



**No. Enc.:** 1 (0)  
**Alignment:** Neutral  
**Movement:** 60' (20')  
**Armor Class:** -2  
**Hit Dice:** 7  
**Attacks:** 1  
**Damage:** 2d6 cold damage  
**Save:** F9  
**Morale:** 12  
**Hoard Class:** None  
**XP:** 1,490

These icy golems are created by an exotic mixture of necromancy and cryomancy. Typically they appear as armored knights and attack with great two-handed swords. They are made entirely of ice. As such they are very difficult to damage and have a very high armor class. They are immune to all forms of magic except for spells that do fire-damage. Against these spells they receive no saving throw. However, *Cone of Cold* and *Ice Storm* do not damage, but instead heal them for whatever amount of damage they would normally suffer.

Their great two-handed swords inflict cold-based damage and any time they successfully inflict damage in melee their target

must make a Cold Save. They cannot be damaged by any weapon of less than a +2 enchantment bonus.

Like other golems they are immune to mind-affecting spells like *Cause Fear* and *Charm Person*.

### Iceheart Warrior



**No. Enc.:** 1d4 (0)  
**Alignment:** Chaotic Evil  
**Movement:** 90'  
**Armor Class:** 0  
**Hit Dice:** 6  
**Attacks:** 1  
**Damage:** 1d8+1 cold damage  
**Save:** F8  
**Morale:** 12  
**Hoard Class:** VI  
**XP:** 1,580

These undead warriors are a form of lesser death knights crafted by King Lucien to serve as officers in his army. Like their master, they wear infernal armor and wield a sword with brutal efficiency in battle.

Iceheart warriors have an effective Strength of 15, and receive a +1 bonus to all melee attack and damage rolls. They possess a magic resistance of 35% and can only be hit by +1 or better magic weapons. Any spell that fails to break the warrior's magic resistance is turned on the caster. They are also capable of casting *Dispel Magic* once per day as a 10<sup>th</sup> level magic-user.

Though they are undead and have all the immunities associated with these creatures, they cannot be turned.

### Living Painting

**No. Enc.:** 1 (0)  
**Alignment:** Neutral  
**Movement:** 0'  
**Armor Class:** 8  
**Hit Dice:** 2  
**Attacks:** 1  
**Damage:** 1d8  
**Save:** F2  
**Morale:** 12  
**Hoard Class:** None  
**XP:** 47

Appearing a normal works of art or portraits depicting people, these paints have gained a kind of bizarre semblance of life by some unknown enchantment. They attempt to attack any living creatures who come near them, as they have a kind of insane jealousy of the living for what they call their ability to live "unframed."

They attack by letting out a terrible scream that does 1d8 points of damage to anyone within 60 feet who can hear their cry. In addition, anyone who hears their screams must make a saving throw vs. spells or be rendered deaf for the next hour. A deafened character has a -2 penalty to all attacks as well as their armor class. In addition, any time a deaf character attempts to cast a spell there is a 50% chance that they will mispronounce the spell or prayer, thus wasting the spell with no effect.

Animated paintings cannot move, but their enchanted nature means they are immune to attacks from non-magical weapons.

### Shadow-bat



**No. Enc.:** 2d4 (3d6)  
**Alignment:** Chaotic Evil  
**Movement:** 120' (fly)  
**Armor Class:** 6  
**Hit Dice:** 2  
**Attacks:** 1 (cold touch)  
**Damage:** 1d4 + special  
**Save:** F2  
**Morale:** 12  
**Hoard Class:** XVII  
**XP:** 83

These tiny flittering creatures composed of shadow possess traits similar to the creature of the same name. They typically hide in high and dark places, blending in perfectly. They are immune to damage from non-magical weapons and though often mistaken for undead, they are actually creatures from the plane of shadows and thus cannot be turned, though they are immune to mind-affecting spells like *Charm Person* and *Cause Fear*. They will surprise on a surprise check roll of 1-5 on 1d6. When a shadow successfully attacks an opponent, the victim suffers 1d4 hit points of damage, and 1 point of STR is drained for 8 turns. Should a being be drained to STR 0, it permanently transforms into a normal shadow under the control of the shadow-bats.

### Snow Elemental



**No. Enc.:** 1 (1)  
**Alignment:** N  
**Movement:** 60' (20')  
**Armor Class:** 2  
**Hit Dice:** 8  
**Attacks:** 1  
**Damage:** 1d8 cold damage  
**Save:** F8  
**Morale:** 10  
**Hoard Class:** None  
**XP:** 1,570

These rare elementals are native to the coldest regions of the world. Standing almost eight feet high, these lumbering creatures are

summoned by spellcasters to serve a frozen guardians of their secret hide aways. In combat they move with a slow deliberateness and strike with a cold, heavy fist. In addition to the damage inflicted, the target must make a Cold Save whenever they are successfully attacked by a Snow Elemental.

### Water Fountain Elemental

(originally appearing in *Barrowmaze*, by Greg Gillespie – used with permission)

**No. Enc:** 1  
**Alignment:** Chaotic  
**Movement:** Special  
**Armor Class:** 5  
**Hit Dice:** 4+4  
**Attacks:** Special  
**Damage:** Nil  
**Save:** F4  
**Morale:** 12  
**Hoard Class:** XIV, XIII, XII  
**XP:** 400

A water fountain elemental is an elemental creature that has been bound by a magic-user to a deep fountain, pool, or cistern for the purpose of protection or defense.

When provoked, these elementals form a watery snake-like appendage (in 1d3 rounds) and attempt to drown a passersby by striking out at their opponents as a monster with 6 hit dice. PCs must save (Paralyze) or be dragged into the fountain in one round and face drowning.

As a water-based creature, this elemental takes only half damage from fire and is Slowed by cold spells as per the third level magic-user spell (see page 32 of the *Labyrinth Lord* Core Rulebook)



## New Magic Items

### **The Blunted Blade**

Appearing as a wooden waster, or blunted practice sword, this weapon actually possess a powerful enchantment. It functions as a *Long Sword*+2, but because it is a blunt weapon it may be wielded by a cleric. In addition, the wielder can choose to do non-lethal damage with the blunted blade, rendering a foe unconscious when they reach zero hit points instead of killing them.

### **Candle of Cold**



These magical candles flicker with a small blue flame when lit and radiate an unnatural cold. All creatures within 30 feet of a *Candle of Cold* suffer a -2 penalty to all Cold Saves as well as any saving throws made to resist cold-based damage. These candles can burn for six hours before being expended. Multiple candles can be lit in close proximity, each increasing the penalty by another -2 points, to a maximum of three *Candles of Cold* within 30 feet of each other, causing a -6 penalty to all Cold Saves and any roll made to resist cold damage.

### **Cloak of Cold Resistance**



These heavy fur cloaks are enchanted to provide their wearer extraordinary resistance to cold. A character wearing a *Cloak of Cold Resistance* receives a +6 bonus to all Cold Saves as well as a +4 bonus to all saving throws made to resist damage from cold-based spells.

### **Feast Keeper**



This carving knife appears to be perfectly ordinary, old but well-crafted and sharp. It functions as a *dagger*+1 unless wielded by a halfling. In the hands of a halfling it functions as a *dagger*+2 and the halfling is able to detect edible food and drink with a range of 120'. This ability manifests itself by the halfling suddenly smelling golden roasted chicken regardless of what time of food or drink the blade is able to sense.

The name "feast keeper" is written on the handle in a flowing halfling script.

### **Interrogator's Mail**

This suit of chain mail appears to be rusted and covered in blood, but is actually a suit of *Chain Mail*+3 that has a unique property. Once per day the wearer of the armor can command a length of wickedly barbed chain to spring forth from the sleeve to serve as a weapon. This length of chain acts as a *Flail*+1 in combat and any foe struck by the chain must make a saving throw vs. petrify or begin bleeding from the terrible barbs. The bleeding does 1d2 points of damage per round and continues for 1d6+1 rounds after the wound has been inflicted, though magical healing such as *Cure Light Wounds* can stop the bleeding. A character cannot suffer from more than one such bleeding effect at any given time.

This item is considered to be evil and cannot be used by a paladin or other deeply

pious character.

### Mortar and Pestle of Alchemical Refinement



This magical mortar and pestle set can be used by a cleric or magic-user of 10<sup>th</sup> level or higher to refine a magical potion and improve its properties. In addition to having the *Mortar and Pestle of Alchemical Refinement*, the character will also need 100 gold pieces in other reagents to improve the potion. These components are consumed each time the potion is used

Clerics may use it to improve the healing properties of any *Potion of Healing* or *Potion of Extra-healing*. Doing so takes one four hours of uninterrupted work. At the end of that time a refined *Potion of Healing* will heal 1d8+1 points of damage while a *Potion of Extra-healing* will heal 3d8+6 points of damage.

Magic-users may use the mortar and

pestle to refine *Potions of Longevity*. A refined *Potion of Longevity* will restore 3d6 years to the imbiber instead of the normal 1d12. Do so requires eight hours of uninterrupted work.

The Labyrinth Lord is encouraged to develop other ideas for how a *Mortar and Pestle of Alchemical Refinement* might be used to improve other potions.

### Snowpiercer



This *Short Sword+1, Flame Tongue* is actually a sapient sword with the weakened psyche of a roguish thief bound within it. The sword can *Detect Gems & Jewellery* at a range of 60' once per day as well as *Detect Secret Doors* at a 10' range three times per day. The sword is neutral in alignment and can be wielded by anyone who is permitted use of short swords. However, in the hands of a thief it grants that character an additional +2 bonus to hit when *Snowpiercer* is used to back stab a target.

Because of the weapon's weakened psyche it will never attempt to take control of its wielder and has no defined purpose. This weapon is incapable of communicating via telepathy or communion.

## Non-Player Characters

### **Maltho Shufflebottom**

**Class:** Halfling

**Level:** 8<sup>th</sup>

**Alignment:** Neutral (Good)

**Hit Points:** 38

Strength	13 (+1 to melee attack & damage)
Dexterity	16 (+2 to ranged attack, -2 to AC)
Constitution	12
Intelligence	13
Wisdom	9
Charisma	13

**Special Abilities:**

Hide in Wilderness (90%)

Hide in Dungeon/Underground (1-2 on d6)

+1 to attack with missile weapons

+1 to initiative when alone or with halflings

**Equipment:** *Short Sword*+1, *Sling*+2, 40 bullets, *Studded Leather Armor*+2, Wooden Shield, *Elven Boots*, 50' of silk rope, grappling hook, 8 torches, backpack, 35 gold pieces



### **Dorn the Dour**

**Class:** Dwarf

**Level:** 6<sup>th</sup>

**Alignment:** Neutral

**Hit Points:** 48

Strength	14 (+1 to melee attack & damage)
Dexterity	9
Constitution	15 (+2 hit point per level)
Intelligence	9
Wisdom	8
Charisma	7

**Special Abilities:**

Infravision 60'

Detect Sloping Passages & Unusual Stonework (1-2 on 1d6)

**Equipment:** *Battle Axe*+1, Plate Mail Armor, bottle of cheap booze, 7 sp.



## **Notes & Journals**

Detailed below are several documents the players may find during the course of their adventure. The Labyrinth Lord is encouraged to either read them aloud or print a copy of this page and tear it into individual parts to provide to the player characters as they discover the lost notes scattered across Winterhome and Wyrmsbane Keep.

Vlok's Letter: Hail and well-met goodly heroes! Please come as fast as you are able to the village of Winterhome in the far northern lands. We are a land without a king and fear that our beloved ruler has fallen ill by some malady or foul fate. Those of the village brave enough to travel to his ancient home of Wyrmsbane Keep have not returned and nigh on several years have passed since even a servant of our lord has come down from the Frostfell Mountains. I, mayor of Winterhome, seek aid and offer reward to any who would travel to our lord's keep and discover his fate and if he is well. Winter winds and hints of the returning White Plague are upon us and surely without the aid of our lord-protector we will not survive the winter. Again, I plead with you to come to my home as soon as you are able.

Imp's Note: "The Master has been watching. He does not visit the library often anymore, but he has summoned a lord of fire and shadow - soon I will escape him."

Servant's Journal: "Lord Lucien still mourns the loss of Elsa. He will not eat and has spent long hours in the library of the high halls. I saw him pouring over a tome most foul not a fortnight ago."

Ambassador's Journal: "King Lucien is mad! He's holding us prisoner here and I swear that I can hear terrible chanting echoing across the castle! My husband has not returned in several days and the king's attempts at falsehood and imprisonment shall be known to all of Winterhome and beyond, should I ever escape this wretched place!"

Lucien's Journal: "They are gone, but not lost! Long have I fought against the darkness and I am deep in the council of that which is vile - but I am strong of spirit and the Light protects me! Soon I shall know the secrets of darkness and death, of a frozen heart and a forgotten soul! Soon I shall turn them back to the light and my beloved Elsa and I shall again hold our children! For certain those poor souls who died in the experiments know that their sacrifice was not without merit! When their queen has returned, they shall know they gave their lives for more than just a ritual."

## Lucien Callius, Death Knight

**Alignment:** Chaotic

**Movement:** 60' (20')

**Armor Class:** 0

**Hit Dice:** 12 (85 hp)

**Attacks:** 2

**Damage:** 1d10+6 (*Frostburn*)

**Saves:** F12

**Morale:** 12

**Hoard Class:** None

**XP:** 4000



Lucien was once a good and noble warrior dedicated to the Church of Law and Order. After slaying Polarax and taking up the mantle as ruler of Winterhome he served as a just liege for many years. But when the White Plague claimed his wife and children, he believed the forces of Light had turned their back on him and spurned his devotion. Refusing to be separated from those he loved, Lucien began to study the texts of Chaos in hopes that he might bridge the void between life and death in hopes of being reunited with his family.

But as he studied forbidden tomes in the cold hours of the night and began to practice evil incantations, a dark malice took hold of him. Within a few years he had cast off all vestiges of humanity. In a final, terrible ritual, he surrendered his immortal soul to the forces of Chaos and became a Death Knight so that he could spend eternity with the tortured spirits of his dead family. If they must suffer to be with him, so be it – they would all suffer together.

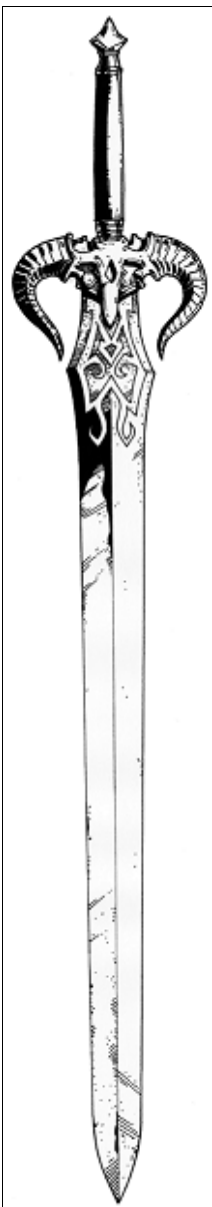
Now he looks to his once loyal subjects of Winterhome and hates them for being alive. He has sent a great storm down from the north and hopes that with the return of the White Plague borne upon its icy winds that the people he once served might die and rise again as his undead slaves. Mad and dedicated, Lucien will see to it that no one stands in his way. He is fierce and terrible in battle.

Lucien has an effective strength of 18, and this is added to his attack and damage rolls (+3). He possesses a magic resistance of 85% and can only be hit by +1 or better magic weapons. Any spell that fails to break the knight's magic resistance is turned on the caster.

He cannot be turned and can command undead below its hit dice at will. He can cast *Dispel Magic* (1/day), *Wall of Ice* (1/day), and use a *Symbol* (1/day). These are cast as an 18<sup>th</sup> level magic-user.

Lucien is immune to cold and all cold-based sources of damage, though he loathes fire and heat. He suffers a -4 to any saving throw made to resist fire-based damage and his magic resistance is reduced to a mere 35% when resisting fire-based magic. Because of this weakness, Lucien covets his sword, *Frostburn*, which is always by his side.

He wears *Plate Mail* +3 and wields the dreaded two-handed sword *Frostburn* in battle. *Frostburn* is an intelligent *Two-Handed Sword*+3 *Frostbrand*. When Lucien used it ages ago to slay the dragon Polarax, the dragon's soul became bound to the blade and the corrupted soul of the dragon has been working since its death to sow chaos and sorrow by Lucien's hand. Detailed statistics for *Frostburn* are listed below.



## **Frostburn**

*Two-Handed Sword+3, Frostbrand*

*This sword is a +6 sword against monsters that live in a hot environment or use a fire-based attack. The sword sheds light as a torch when the temperature drops below 0°F. At such times it cannot be concealed when drawn, nor can its light be shut off. Its wielder is protected from fire in the same manner as wearing a *Ring of Fire Resistance*. A frost brand extinguishes all non-magical fires in a 10' area when touched to a flame.*

**Alignment:** Chaotic

**Communication:** Communion, Telepathic (to wielder only), *Read Magic*

**Languages:** Common, Draconic, Chaotic, Infernal,

**Intelligence:** 12

**Psyche:** 20

**Purpose:** Destroy Lawful Beings\*

**Detection Powers:** Detect Good, Detect Invisible

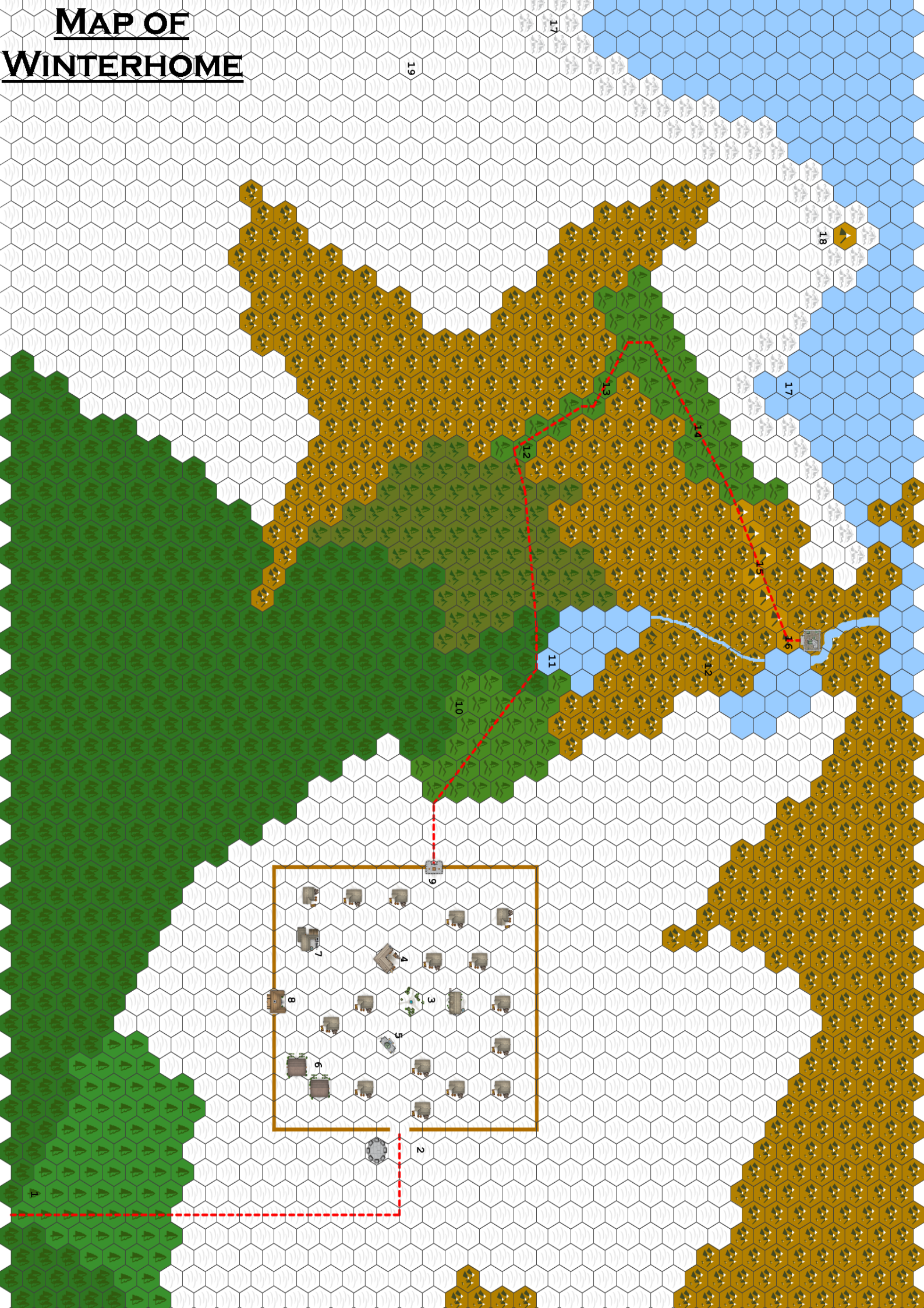
**Spell-Like Powers:** Clairvoyance, Double-damage

\*Because Frostburn is dedicated to the special purpose of destroying Lawful beings any time it strikes a foe who is Lawful alignment that being must make a saving throw vs. spells or immediately be turned to stone per the Labyrinth Lord core rules (page 122).

The immortal soul of the evil dragon Polarax lives on in the blade of the once noble warrior Lucien. Now known as *Frostburn*, the sword seeks to corrupt all servants of the forces of Law, particularly those dedicated to the Church of Law and Order. If they cannot be corrupted, *Frostburn* seeks to destroy them. *Frostburn* is subtle, often whispering telepathically to its wielder to guide them gently towards making choices that are self-serving and eventually downright evil – all in the name of some illusionary greater good. Often these telepathic communications are so subtle that the wielder believes they are actually his own thoughts – and that is just how *Frostburn* wants it.



# MAP OF WINTERHOME



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