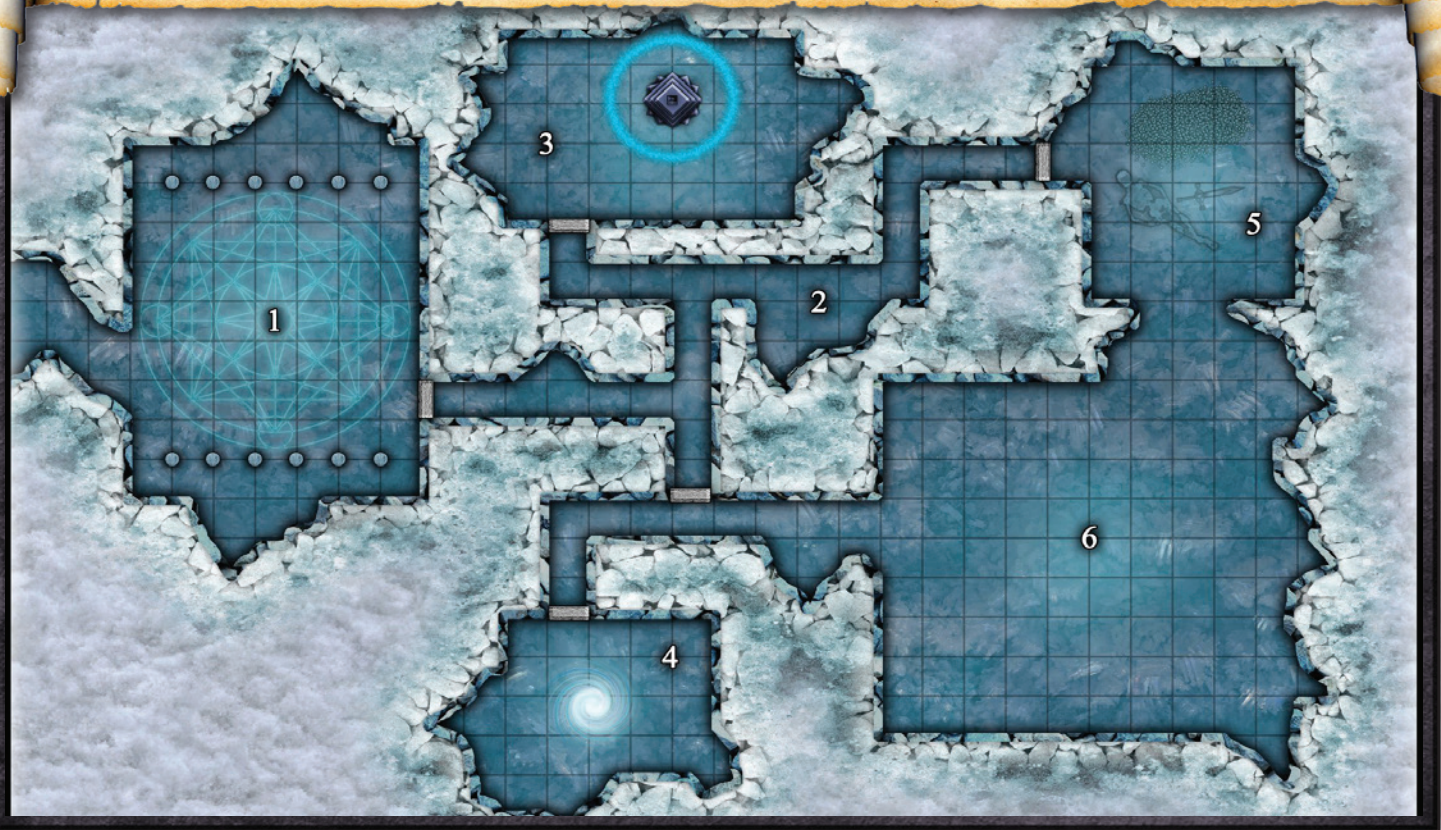


# PLIGHT OF THE WINTER WINDS

AN ADVENTUREAWEK.COM MINI-DUNGEON BY MICHAEL O. HOLLAND



Each summer the people of the Sempir Vale send tribute to the archmage, Gonran. The wizard was once a hero who drove frost giant raiders from the region but over time, he proved to be as unscrupulous as the giants before him. This past season was a lean one and there was no surplus to support the tribute. Soon after, the wizard's wintery minions began to terrorize the vale. His lair, formerly the lair of the frost giant jarl, is situated high in the snow-covered mountain peaks north of the vale. The vale has no militia and the call for adventurers has gone out.

Gonran protects his lair with a *guards and wards* spell. See each area for their special magical properties. The lair was carved from an icy block which covered a frigid river. The flowing water can be seen below the lair's floors.

## 1. FROZEN ENTRANCE

Etched in the floor is the glowing rune of the *guards and wards* spell (see above). When the first character enters the room a *magic mouth* appears and welcomes them. It asks if the adventurers have an invitation and when they cannot produce one, it disappears. Three *air elementals* appear and attack.

## 2. CENTRAL CORRIDOR

The central corridor has several twists and turns. Goran's magical fog fills this area, and everything is heavily obscured. There is a 50% chance when a character turns a corner, they will go a different direction than they intended.

Three *invisible stalkers* hover against the ceiling and follow the adventurers using their faultless tracker ability. They attack once the characters fall out of marching order or attempt to open one of the doors.



The door to area 4 is obfuscated by a *minor illusion*. This illusion makes the location of the door look as if it were a solid wall of ice.

### 3. GONRAN'S GRIMOIRE

The room is protected by a *stinking cloud* but the effect is suppressed until most of the adventurers have entered the room.

An ornate obsidian altar stands in the center of this chamber and is surrounded by an arcane field of magic. This field of magic is impervious to damage and prevents anyone but Gonran from touching the altar. It can be dispersed with *dispel magic* or does so automatically when Gonran is defeated.

Sitting atop the altar is a blackened leather grimoire. This is *Gonran's Grimoire* which is famous for being one of the most exhaustive tomes of magic in existence. The grimoire is sentient and can communicate telepathically with any creature in line of sight. Unfortunately, the tome is very rude and does not like to share its secrets willingly. It will only cooperate if Gonran has been defeated and if an important task has been completed for it. It has grown tired of the cold and wishes to go somewhere warm. Once in a warm climate, it will reluctantly begin to share its magical knowledge.

### 4. PLANAR PORTAL

The swirling vortex of cold air is a portal to the elemental plane of air. Any creature which passes through the center of the vortex is transported to that plane. A creature forced into the vortex must make a successful **DC 15 Dexterity saving throw** to avoid being transported.

One minute after the characters enter this chamber, a pair of **air elementals** emerge from the portal. They immediately attack the adventurers and try to force them into the portal with their whirlwind ability.

### 5. THE FROST GIANT JARL'S GRAVE

An emaciated frost giant corpse is suspended just under the surface of the ice, his weapon frozen just a few feet away from where the warrior fell in battle. Lying upon a heap of coins carved from ice is a **young white dragon** named Rindu the Voiceless. Gonran has enslaved the dragon and does not allow it to collect a hoard so that the young dragon has taken to carving its own hoard of coins from the ice of its chamber. Despite the worthless value of the hoard, Rindu will protect it at all costs.

The *minor illusion* of a wall of ice separates **area 5** from **area 6**. Gonran can see through the illusion and will study the adventurers to learn their strengths and weaknesses.

### 6. GONRAN'S CHAMBER

This large chamber is filled with furniture constructed from pure air. Sitting atop a throne of air is the wizard Gonran (elven **archmage**), an **ice mephit** rests upon his shoulders and a **shield guardian** stands nearby. The archmage has round, gray eyes like silver coins and fine, straight brown hair; his build is slender, and wardrobe attractive and risqué with a completely blue and purple color scheme. Nothing covers the bare skin of his chest and arms and he appears unaffected by the cold.

Gonran has been watching the characters for quite some time and is very interested in them. He prefers to avoid a fight if at all possible. Gonran is arrogant and narcissistic but is not above taking a bribe (in the form of the tribute). If a truce cannot be reached or if it is obvious the characters intend to be aggressive, he orders his minions to attack and unleashes his magic upon them. When he reaches 15 hit points, he casts teleport on his turn to escape. Perhaps the characters may encounter Gonran again in the future.

