

IVERNICASTE RISING

The malevolent greatsword *Ivernica*st*e*, *Eternal Winter* has awoken in his wintry tomb. At the start of the adventure, roll initiative; players have 15 rounds to find and defeat *Ivernica*st*e* before he summons an apocalyptic blizzard.

AREA 1: DOORS OF THE HEAVENS

- Three massive **doors** are set into the frozen mountainside leading into *Ivernica*st*e*'s tomb. One is inscribed with a star, one a moon, and one a sun.

DEVELOPMENT

- The **doors** are magical and locked (all lead to Area 2). They can be opened with a DC 20 Strength check or a DC 23 Dexterity check by a character proficient in thieves' tools.
- Touching the **sun** door summons an indifferent **fire giant**. Touching the **moon** door summons a hostile **oni**. Touching the **star** door summons a friendly **young copper dragon** who tries to summon the other two to engage in a philosophical debate.

DRAMATIC QUESTION

Can the characters get through the doors?

AREA 2: CREVASSE CHAMBER

- Multi-faceted walls of ice swirl up into darkness. The glassy floor provides a thin layer of ice over a deep **crevasse**.
- A **tunnel** is eighty feet away across the room.

DEVELOPMENT

- A hostile **air elemental** swoops from above to harry the characters when they enter.
- Any character walking on the ice must pass a DC 16 Dexterity check, or a crack forms. If three or more cracks form, the character who last failed must pass a DC 16 Dexterity save or fall into the 80-foot deep **crevasse**.

DRAMATIC QUESTION

Can the group cross the ice?

Treasure

A frosty **Wand of Magic Missiles** lies at the bottom of the crevasse.

AREA 3: FALSE SWORD

- A short fire giant stands behind a marble pedestal housing a serrated **greatsword**. Shattered chains of iron snake around the floor. The giant shakes her head and smiles, saying she has already defeated *Ivernica*st*e*.
- A large **hole** in the 40-foot high ceiling lets in blasts of wind and eddies of snow.

DEVELOPMENT

- The Large-sized fire giant is actually a hostile **oni** who has used its Change Shape ability.
- The **greatsword** is the oni's own weapon, a false duplicate of *Ivernica*st*e*.

DRAMATIC QUESTION

Can the characters defeat the oni?

AREA 4: SNOWY SUMMIT

- The ice-rimed **greatsword** *Ivernica*st*e* plunges into the small plateau at the peak of the mountain. He laughs maniacally.
- A howling **blizzard** whips ice through the air.

DRAMATIC QUESTION

Can the characters stop *Ivernica*st*e*?

COMBAT

- Treat *Ivernica*st*e* as an **ice devil** with 17 AC, 150 HP, and a fly speed of 30 ft. Replace his Bite, Claws, and Tail attack with a Sword Slash attack that is identical to Claws.
- Characters in the **blizzard** must pass a DC 15 Constitution save at the start of their turns or their speed is halved for one round.



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