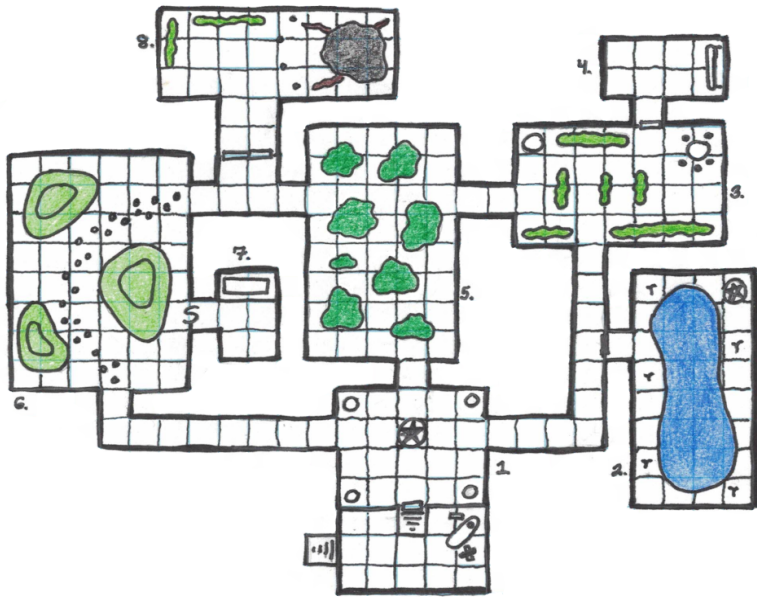


The House of Sun and Snow by Cameron Badnell

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Strange happenings are sighted near a Ranger sanctuary dedicated to Summer and Winter: a mysterious dryad, a destructive shaman, and forgotten treasure. Players can change the weather and the environment of the dungeon by turning the wheel in Room 4. Summer is written in **Green** and Winter is written in **Blue**.



Icicle - Shortsword +1, icy blue blade with a pitch black handle. Blade can freeze any liquid (with time).

Summer Horn - Old wooden horn with gold around its bell. Blowing on the horn summons daylight 20' around the wielder for ten minutes. Snow melts, flowers bloom, temperatures stabilize, etc. 2x/day.

Mossy Ring - Wearing this ring will cause moss to grow on your body. Cannot be removed. Wearers are never clean, but druids, rangers, and dryads respect them.



1 - **Atrium**: Small camp with a journal about someone's journey in search of magic. Statue of old ranger in center. **Crystal Stone** (70 gp) in Left Eye. If removed carelessly, an electric bolt shoots from the other eye. **d2 Mold Men** lurk on the walls, waiting for prey. Cold air fills the room. **5d4** coins in a **Winter Offering Bowl** appear.

2 - **Lake Room**: Humid, muddy floor with a large lake in the center of room. The Stone Fish statue spits water in the lake. Lots of bugs fly around the room, a **Giant Toad** swims looking for a meal. Misty, the lake is frozen, and the **Giant Frog** is sleeping in the mud near the statue. **Icicle** is seen under the ice.

3 - **Garden**: Decorated room with bushes. The NE corner has a table of fresh food. Bushes are lush and green. A dryad named **Saluia** tends to the garden and helps if shown kindness. Disappears if attacked. The garden becomes bleak, except in the NW corner, a Frostlily plant blooms.

4 - **Wheel**: Dozens of rocks twinkle in a dark room, showing the current night sky. A large wheel depicting summer and winter is on an axis, currently on the Summer side. Does not work unless the door is closed. A **sapphire** (50gp) adds to a constellation in the summer sky. The rocks shift to depict a winter sky.

5 - **Forest**: Large trees tower high, room resembles woodland. **d4+1 Ants** patrol the forest looking for food. Signs of mold are present. Cold breeze, trees lose leaves. **d2 Ants** are patrolling, but a **Giant Bird** is hunting. A **jeweled egg** (60gp) can be found in the largest nest.

6 - **Hills**: Large hills surround the large room. There is a stone hand stretched out from the East wall. A plaque reads, "Seed's womb, Man's Tomb, Rock's Doom" under it. Placing dirt in the hand opens the Tomb. **d8+1 Birds** peck a clean skeleton in the middle of the room. It wears travelers clothes, holding a key. Snow blankets the hills, making movement difficult. **d6 Snow Golems** wander aimlessly.

7 - **Tomb**: Large sarcophagus dedicated to "Costric, the First". A tall skeleton and the **Mossy Ring** are found inside. Little black flowers bloom around the tomb. A snowfall gently falls in the room.

8 - **Blackwood Tree**: Doors are locked (key found by the lost traveler) and covered in vines (weaker in Winter). **Drazzerak the Hobgoblin** is poisoning the Blackwood with his spells. Wields the **Summer Horn**. **d4 Mold Men** feasts on the Blackwood's bark, Drazzerak is casting spells to defend them. **d6 Mold Men** protect Drazzerak chanting a powerful spell.