

THE FROZEN MIRROR

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The mirror can be found in any inn, manor, or castle in your game. The room the mirror is in is slightly chill, just a few degrees colder than any other room in the building, and upon inspection, there is the slight imprint of frost along the edges of the mirror. The mirror itself is long, about 5ft by 3ft, and is encased in an ornate, but slightly tarnished, silver frame. There appears to be a segment of the frame which is slightly out of place. It pushes back into place easily with a click and the frost grows, covering the entire surface of the mirror. At this point, the players can now move through the mirror as a portal, though they still cannot see what is on the other side. Stepping through the mirror places the players at the far end of a throne room. Turning back, they can see through to the room where they came from, but cannot interact with it in any way.

THRONE ROOM

The ceiling is high and vaulted, though chunks of it have fallen. Icicles hang from the ceiling and ice and snow cover the floor. The tatters of banners, which once lined the walls, look like they have been ripped away from their rods by strong winds. Across the way are two thrones on a raised dais. Behind them is a semi-circular apse with gothic-style, floor-to-ceiling windows which have been shattered inward, leaving glass on the floor. Nestled in the apse is a ceremonial pool, which has frozen solid and is covered in snow and broken glass. If investigated, each throne seat has a small notch for a key and the right throne has a small puddle at the base.

Many people look to have flash frozen in an attempt to run towards the frozen pool. There are about 10 of them in different places around the throne room. Upon investigation, they are all wearing two gold necklaces, one with the arcane symbol for fire and the other for ice (protection amulets for if the orrery breaks). Two figures will have an additional necklace tucked into their clothes (a key to the throne seat), as well as a crown. To get at these necklaces, the players must carefully chisel away the ice. If they do so without being careful, they can injure or kill the frozen human.

ENVIRONMENT

The world through the mirror is completely frozen. As such, there are some environmental effects to players. The Weather and Icicles can be used on a real-time clock, alternating as the DM sees fit every five minutes, while the Ice triggers when players move through it. If the blue sphere is removed, the environmental effect of Weather will no longer be in effect, and the environment will warm slightly. This will cause the Icicles effect to speed up to once every three minutes.

Weather. The Frozen World is filled with a biting, chill wind that cuts to the bone. This cold will leach the life out of players slowly.

Icicles. Icicles will break off from outside and come in through the broken glass windows or fall from the ceiling. These then become flying projectiles which can impale players.

Ice. Ice and snow cover sections of the floor. If a player moves through a space with ice or snow, they could slip and fall down.

Fire. Fire will burn, but the environment is actively trying to smother it. Fire cannot catch objects or creatures on fire.

ORRERY ROOM

A handful of frozen workers are on the right end of the room, interacting with an intricate device of some sort. It looks like an orrery. There are metal casings for two round balls, about the size of a grapefruit, one of which is broken in two, though it is still in its frame, and is charcoal in color. It doesn't have any frost on it, and if touched, it crumples into ash. The other is a swirling blue that lets off a soft glow.

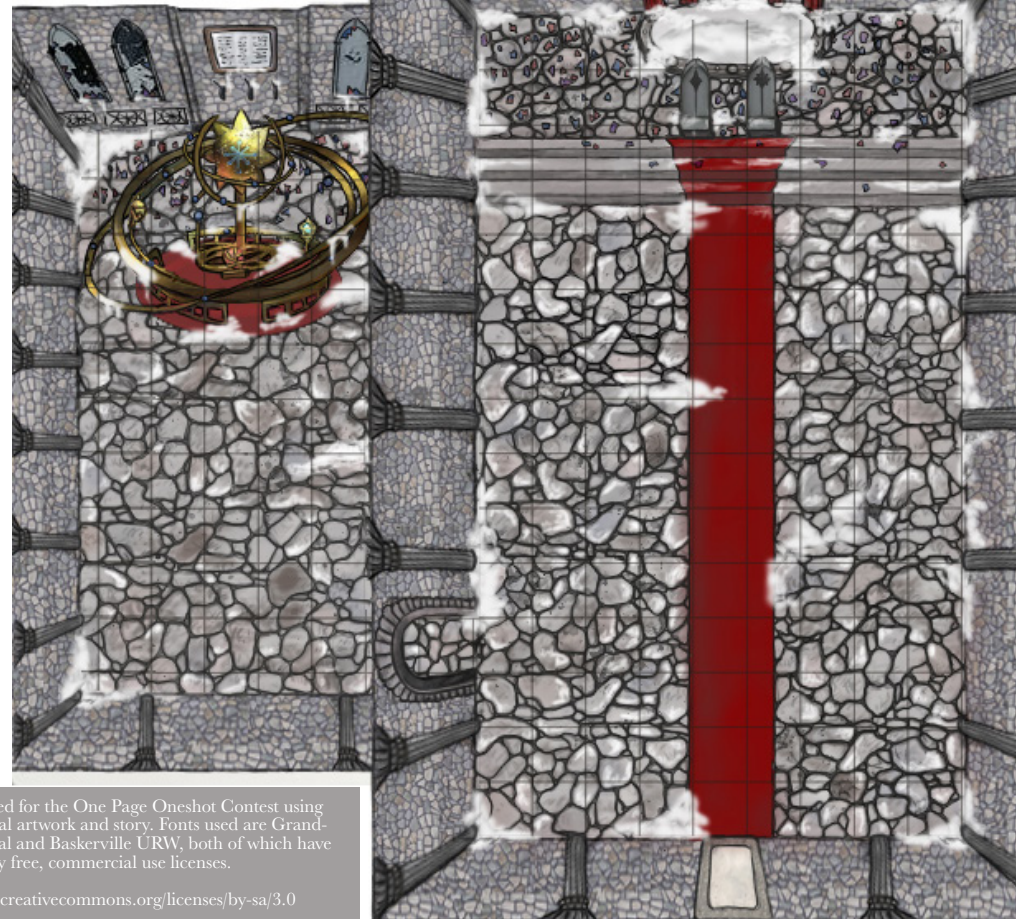
One of the workers was in the process of removing it, but he froze before finishing the act. There are a set of levers against the wall that appear to control this device. If investigated, the levers can disconnect from the wall and become a pair of tongs, which are needed to move the active balls safely. There also are instructions stamped on the control panel which has a list of dates, a forecast, and the corresponding lever movements to achieve it. If the players attempt one of these lever movements, the weather will not change, as the Heat stone is broken.

Touching the active balls will have devastating effects. The player who touches the ball will be fused to the ball and over the course of five rounds, fire or ice will encapsulate their body.

SOLVING THE PUZZLE

The orrery device was used by the civilization to maintain the weather. The broken ball heated, while the blue ball cools. The Heat ball suddenly breaking caused the Cold ball to be the only working part of the device, flash freezing everything. The worker who attempted to remove the ball lifted it slightly off the device making the current environment slightly more temperate, but in the few moments that it was 100% on the device, it froze the world. Players must retrieve the back-up Heat ball and replace the broken one in order to thaw the world and escape through the pool portal, which will take them back to the room they came from. The backup Heat and Cold balls can be found in the thrones.

The left seat (the Queen's) has the Cold ball; the right seat (the King's) has the Heat ball. Players must solve this puzzle and escape before they too freeze.



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