

# FROZEN TOMB COMPLEX

The Frozen Tomb Complex yawns beneath the glacial peaks, a labyrinth of ice-chilled chambers and forgotten halls. Within, an unnatural cold permeates every surface, a constant threat to any who dare trespass, and the air itself crackles with the promise of a glacial age should the ancient slumbering giant awaken.

## ADVENTURE HOOKS & RUMORS

- Whispers among the Frostguard speak of a newly discovered chamber deep within the complex, radiating an unnatural chill and pulsing with a faint, rhythmic thrum – a sign the artifact’s influence is growing. They fear it’s accelerating the giant’s awakening.
- A desperate plea has reached the surface from a small expedition team attempting to reinforce the tomb’s defenses. Their messages are fragmented, filled with tales of sudden, debilitating cold and equipment freezing solid, hinting at a catastrophic failure.
- A shadowy merchant offers a rare, ancient amulet, claiming it can offer protection against the tomb’s chilling effects. He insists it was recovered from a Frostguard outpost overrun by unnatural cold and desperate monks.

## LOCATIONS

### 1. The Frostgate Antechamber

The entrance to the Frozen Tomb Complex is a vast, ice carved antechamber. Towering pillars of glacial ice reach towards a vaulted ceiling lost in shadow. A biting wind, seemingly emanating from nowhere, whips through the chamber, carrying with it a palpable chill that seeps into bone and marrow. Patches of frost rapidly bloom on exposed surfaces, and adventurers must make regular Constitution saving throws to avoid accumulating frostbite, which progressively slows movement and imposes disadvantage on skill checks. The air hums with a low, resonant frequency, a subtle indication of the unnatural cold permeating the complex.

### 2. The Frozen Gallery

A long hall lined with ice sculptures depicting scenes of glacial battles, concealing a pressure plate puzzle.

### 3. The Echoing Chasm

A deep chasm filled with swirling icy winds, requiring a skillful jump or magical aid to cross.

### 4. The Scriptorium of Frost

A library containing ancient texts detailing the giant’s history and the Frostgard’s rituals.

### 5. The Heart of Winter

Deep within the tomb, the adventurers find themselves in a colossal chamber dominated by a massive ice crystal pulsating with an eerie blue light. This is the chamber where the cursed artifact rests a glacial heart said to contain

## ENCOUNTERS

Name	Details
Frostguard Patrol	Three Frostguard warriors, heavily armored and wielding frost imbued weapons, are maintaining a ward against the artifact’s influence.
Animated Ice Constructs	Three animated statues of ice guardians awoken to defend a blocked passage, triggered by a misplaced step.
Frozen Horror	A creature warped and frozen by the artifact’s power, now a monstrous amalgamation of ice and flesh, attacks intruders.
The Cursed Reflection	A shimmering pool reflects distorted images of the adventurers’ deepest fears, inflicting psychic damage.

## TREASURE

- Frostbrand Amulet:** A necklace that grants resistance to cold damage, but slowly drains the wearer’s warmth over time.
- Ice Shard Dagger:** A sharp dagger made from a piece of the ancient giant’s ice, capable of inflicting frostbite on a critical hit.
- Scroll of Glacial Shielding:** A scroll that creates a temporary barrier of ice, but risks attracting the attention of the animated ice constructs.

## NPCs

- Elder Lyra:** A wise Frostguard elder, burdened by the order’s failing defenses and seeking aid.
- Kaelen:** A reclusive ice mage, knowledgeable about the artifact’s history and potential weaknesses.
- Vorlag:** A power hungry cultist, seeking to harness the giant’s power for personal gain and actively sabotaging the Frostgard.

## PLOT RESOLUTIONS

- The adventurers could choose to destroy the glacial heart, risking a catastrophic release of the giant’s power that could reshape the surrounding landscape, but potentially ending the immediate threat. This action would require a powerful, focused attack and could trigger a final, desperate defense from the remaining Frostguard.
- The PCs might attempt to sever the artifact’s connection to the slumbering giant by delving into the Scriptorium of Frost and performing a ritual detailed in the ancient texts. Success could stabilize the giant, but failure might inadvertently strengthen its slumber, leading to unforeseen consequences later.
- The adventurers could decide to take the Frostbrand Amulet, gaining resistance to the tomb’s chilling effects, but at the cost of slowly losing their own warmth and potentially becoming vulnerable to further cold exposure. This choice presents a constant trade-off between protection and endurance throughout their exploration.

