

FROZEN THRONE'S ASCENT

The Frozen Throne's Ascent is a realm sculpted from glacial fury, a labyrinth of shimmering ice and howling winds. Jagged spires pierce the perpetually twilight sky, and treacherous blizzards reshape the very pathways, making each step a gamble against the encroaching winter and the entity's icy influence.

ADVENTURE HOOKS & RUMORS

- Whispers circulate among the Frostguard that a newly discovered ice fissure pulses with the entity's power, and a desperate mission is needed to seal it before the next blizzard permanently alters the dungeon's layout.
- A frantic messenger claims to have witnessed a Frostguard patrol disappearing within a sudden, unnatural blizzard, and rumors suggest they were pursuing a rogue mage attempting to harness the chaotic ice formations for personal gain.
- An old hermit speaks of a hidden chamber within the Frozen Throne, said to contain a relic capable of weakening the corrupted ice entity, but the path to it is guarded by shifting ice traps and relentless, magically animated ice constructs.

LOCATIONS

1. The Frostgate Threshold

The entrance is a colossal archway carved from blue ice, perpetually coated in frost. Howling winds buffet those who enter, carrying stinging ice particles that inflict minor damage. The floor is a treacherous sheet of slick ice, requiring careful footing to avoid falling into a deep chasm shrouded in swirling snow. Visibility is severely limited by the blizzard conditions, and the air bites with an unnatural cold.

2. The Chasm of Whispering Winds

A deep, icy chasm where spectral voices whisper forgotten prophecies.

3. The Frostforged Gauntlet

A series of magically animated ice constructs guard a crucial pathway.

4. The Crystal Labyrinth

Shifting crystal walls obscure the path, requiring spatial reasoning to navigate.

5. The Throne of Eternal Winter

A vast cavern dominated by a throne sculpted from pure ice, radiating an intense chill. The corrupted ice entity, a towering figure of frost and shadow, sits upon it, channeling power to solidify the eternal winter. The Frostguard, clad in heavy ice forged armor, engages in a desperate, brutal battle against the entity's icy minions. The cavern floor is constantly shifting, with ice spikes erupting and pathways collapsing under the entity's influence. The fate of the realm hangs in the balance, dependent on the Frostguard's ability to defeat the entity and

ENCOUNTERS

Name	Details
Frostguard Patrol	Three heavily armored Frostguard mages attempt to arrest intruders for trespassing.
Ice Golem Guardians	Two powerful ice golems animated by the corrupted entity defend a frozen bridge.
Blizzard Specters	Ethereal beings born from the blizzard attack, draining warmth and vitality.
Frozen Horror	A grotesque creature formed from ice and frozen remains ambushes in a narrow passage.

TREASURE

- Frostshard Amulet:** Grants resistance to cold, but slowly drains the wearer's life force.
- Ice:** Forged Gauntlet Enhances strength, but causes frostbite with prolonged use.
- Shifting Compass:** Points towards the safest path through the Crystal Labyrinth, but can lead to dead ends.

NPCS

- Elder Lyra:** A wise Frostguard mage, fiercely dedicated to her duty, but wary of outsiders.
- Kaelen:** A resourceful hunter who understands the blizzard's patterns and offers guidance.
- Vorlag:** A power hungry Frostguard captain, willing to sacrifice anyone to achieve his goals.

PLOT RESOLUTIONS

- The adventurers could choose to confront Vorlag, the power-hungry Frostguard captain, directly, attempting to sway him to their cause with promises of a more merciful approach to the entity's threat. This might lead to an uneasy alliance, but also carries the risk of betrayal if Vorlag prioritizes his own ambition.
- The PCs might decide to seek out Elder Lyra, hoping to gain knowledge of the relic said to weaken the corrupted entity, but must navigate her suspicion and prove their worth to earn her trust. Success could grant a powerful weapon, but failure could earn them her outright hostility and a dangerous pursuit.
- The adventurers could attempt to rescue the missing Frostguard patrol, following rumors of a rogue mage and the unnatural blizzard, potentially uncovering a hidden plot or a new weakness in the entity's defenses. This risky endeavor could yield valuable information or powerful allies, but also expose them to unforeseen dangers within the storm.

