

# FROZEN FORTRESS KEEP

*Frozen Fortress Keep clings precariously to the mountainside, a monument of ice and stone perpetually battling the encroaching glacial advance. Jagged peaks pierce the swirling snow, and the air itself bites with an unnatural chill, a constant reminder of the slumbering entity it was built to contain.*

## ADVENTURE HOOKS & RUMORS

- Whispers circulate of a newly discovered chamber deep within the Keep, rumored to contain a relic capable of amplifying the entity's power – a secret the Frostguard desperately wants to keep buried.
- A scouting party from the Frostguard has gone missing near the Whispering Peaks, a region notorious for sudden, devastating blizzards that seem to target those unprepared.
- A desperate plea has reached the Keep from a remote village, claiming a localized pocket of unnatural cold has sprung up, draining the life from the land and its inhabitants, and the Frostguard are slow to respond.

## LOCATIONS

### 1. The Frostgate

The entrance is a massive archway carved directly into the mountainside, half buried under a thick layer of ice and snow. A perpetual blizzard whips through the gate, visibility reduced to mere feet. The air is intensely cold, causing immediate numbness and a creeping feeling of exhaustion. Ice crystals constantly form on exposed skin, and the wind howls with an unnatural keenness, carrying whispers of ancient, frozen power.

### 2. The Ice Labyrinth

A maze of shifting ice corridors tests navigation and resilience against freezing temperatures.

### 3. The Echoing Vault

Ancient carvings depict the entity's history, requiring a sound based puzzle to unlock a passage.

### 4. The Frozen Library

Preserved scrolls detail the entity's weaknesses, guarded by animated ice constructs.

### 5. The Heart of the Glacier

A vast cavern carved deep within the fortress, dominated by a colossal ice structure pulsating with an eerie blue light. Frostguard soldiers, clad in heavy, insulated armor, desperately defend a ritual circle where they attempt to contain the awakening ice entity. The air crackles with frost, and localized pockets of extreme cold erupt periodically, freezing anything caught within their grasp. The entity's influence is palpable, causing the ice formations to shift and writhe, and the very stone of the cavern seems to be growing colder. The Frostguard fight

## ENCOUNTERS

Name	Details
Frostguard Patrol	Three heavily armored soldiers enforce the keep's regulations, suspicious of intruders.
Ice Wraith Specter	A spectral guardian animated by the entity's power attacks with chilling blasts.
Frozen Golem	A construct of ice and stone animated to defend a critical pathway, vulnerable to heat.
Ritual Sacrifice	A Frostguard ritual gone wrong, now animated as a grotesque, frost covered monstrosity.

## TREASURE

- Frostshard Amulet:** Grants resistance to cold, but slowly drains the wearer's warmth over time.
- Ancient Rune Stone:** Reveals a hidden passage, but triggers a localized blizzard upon activation.
- Frozen Heart Potion:** Restores stamina, but induces a brief period of extreme cold sensitivity.

## NPCs

- Commander Valerius:** A ruthless Frostguard commander, dedicated to containment at any cost.
- Anya Meadowlight:** A reclusive scholar seeking to understand the entity's origins and find a peaceful solution.
- Kael Frostbane:** A disgraced Frostguard soldier, exiled for questioning the order's methods, now seeking redemption.

## PLOT RESOLUTIONS

- The adventurers could choose to aid Commander Valerius in reinforcing the ritual circle at the Heart of the Glacier, bolstering the Frostguard's containment efforts. This would grant them valuable allies and knowledge of the entity's vulnerabilities, but require them to participate in morally questionable actions and potentially sacrifice innocents to appease the entity.
- The PCs might decide to seek out Anya Meadowlight, the reclusive scholar, hoping she possesses knowledge of a peaceful solution to the entity's awakening. Successfully assisting her could reveal a way to weaken the entity without violence, but might require a dangerous pilgrimage to a forgotten ruin and could anger the Frostguard who fear her unconventional methods.
- The adventurers could attempt to find Kael Frostbane, the disgraced soldier, and convince him to reveal the Frostguard's hidden weaknesses or a secret passage within the fortress. Gaining his trust could provide a powerful advantage, but might force them to betray the Frostguard and face their wrath, potentially becoming hunted fugitives.

