

FROZEN WASTES LAIR

Frozen Waste's Lair is a realm perpetually gripped by glacial advance, a landscape of jagged ice spires and frozen canyons slowly being swallowed by an unending white tide. Blizzards rage with unnatural ferocity, and ice storms reshape the treacherous terrain daily, making navigation a perilous gamble against the encroaching cold and the relentless forces of nature.

ADVENTURE HOOKS & RUMORS

- Whispers speak of a hidden Frostguard outpost, buried beneath a newly formed glacier, rumored to be guarding an ancient artifact capable of accelerating the glacial advance and ensuring their dominion over the frozen wastes.
- A desperate plea for aid reaches the settlements clinging to the edges of the Laiir, claiming that a particularly violent ice storm has cleaved a path through the frozen landscape, opening a route for the Frostguard to overrun their last bastion of hope.
- Scouts returning from the frozen north report sightings of Frostguard warriors performing ritualistic ceremonies amidst colossal ice formations, seemingly attempting to appease the glacial spirits and hasten the end of the world as they know it.

LOCATIONS

1. The Frostfang Chasm

The entrance is a gaping maw in a wall of blue ice, perpetually shrouded in swirling snow. The air bites with an unnatural cold, and the ground is slick with frost. A constant, low groan echoes from the depths, the sound of the glacier shifting and swallowing the land. Visibility is severely limited due to the blizzard conditions, and treacherous ice patches hide beneath the snow, making every step a gamble. The path forward is barely discernible, marked only by faint, wind sculpted ice formations.

2. The Frostwind Gallery

A hall of frozen murals depicting the Frostguaard's history, concealing a pressure plate puzzle.

3. The Icelabyrinth

A shifting maze of ice corridors, constantly reshaped by localized ice storms, testing navigation skills.

4. The Frozen Shrine

A chamber dedicated to ancient ice spirits, requiring a ritual to appease them and reveal a hidden passage.

5. The Glacier Citadel

A vast cavern carved deep within a towering ice spire, the Glacier Citadel is the heart of the Frostguard's power. Frozen banners bearing the Frostguard sigil a stylized snowflake hang from the ice walls. In the center stands a colossal ice throne, upon which the Frostlord

ENCOUNTERS

Name	Details
Frostguard Patrol	Three Frostguaard warriors guarding a vital ice bridge, demanding tribute or combat.
Ice Elemental	A powerful elemental guardian animated by the glacial energy, blocking a path with freezing attacks.
Frozen Beast Pack	A group of ice adapted predators hunting in the blizzard, posing a threat to unwary travelers.
Trapped Explorer	A lone explorer frozen in a time locked ice cocoon, needing rescue to gain information.

TREASURE

- Frostshard Amulet:** Grants resistance to cold but slowly drains the wearer's warmth.
- Glacial Blade:** A sharp weapon that can freeze enemies on hit, but it attracts ice elementals.
- Ice Rune Scroll:** Contains a powerful freezing spell, but miscasting it can cause a localized ice storm.

NPCS

- Anya Frostwhisper:** A Frostguaard sorceress, fiercely loyal to the Frostlord and skilled in ice magic.
- Kaelen Stonehand:** A grizzled hermit, knowledgeable about the dungeon's history and potential escape routes.
- Vorlag the Ruthless:** A rival Frostguaard captain, seeking to eliminate any threats to the Frostlord's authority.

PLOT RESOLUTIONS

- The adventurers could choose to confront the Frostlord directly in the Glacier Citadel, attempting to reason with him or seize the artifact he guards. This risky maneuver could lead to a desperate battle for the fate of the world, with victory granting a fragile peace or utter annihilation.
- The PCs might decide to rescue the trapped explorer from the ice cocoon, gaining vital information about the Frostguard's plans and a potential weakness in their defenses. However, freeing the explorer could inadvertently alert Vorlag the Ruthless, leading to a dangerous pursuit through the Ice Labyrinth.
- The adventurers could attempt to appease the ancient ice spirits in the Frozen Shrine, seeking a powerful artifact or a hidden passage that could disrupt the Frostguard's rituals. Success might grant them a powerful advantage, but failure could awaken a vengeful spirit, unleashing a devastating ice storm upon the dungeon.

