

# FROZEN HEART PALACE

Frozen Heart Palace pierces the sky like a jagged shard of ice, its spires perpetually shrouded in swirling snow. An unnatural chill emanates from its walls, a palpable weight of sorrow that threatens to engulf the surrounding lands in an unending winter.

## ADVENTURE HOOKS & RUMORS

- Whispers speak of a hidden chamber within the palace, said to contain the source of the curse – a relic the Frostguard fiercely protects, believing its power is the only thing holding back a greater darkness.
- A desperate plea has reached the outside world from a village caught in a sudden, unnatural blizzard, the intensity far exceeding typical winter storms, and rumored to be a deliberate act of the Frostguard to isolate the palace.
- A former member of the Frostguard, disillusioned with their methods, claims the curse isn't a necessary protection, but a festering wound that will eventually consume the entire world if left untreated.

## LOCATIONS

### 1. The Frostgate Threshold

The entrance is a colossal archway carved from ice, perpetually swirling with snow. A biting wind whips through the gate, instantly chilling anyone who steps beneath its icy embrace. Patches of frost rapidly form on exposed skin, and a deep, bone chilling cold permeates the air, a constant reminder of the palace's frozen heart. The ground is slick with ice, demanding careful footing.

### 2. The Hall of Frozen Memories

Echoes of the past linger here, showing visions of the royal family's tragedy.

### 3. The Frostforged Library

Ancient texts detailing the curse and the Frostgard's history are locked behind a magical barrier.

### 4. The Chamber of Whispers

A chilling wind carries whispers of despair, testing the adventurers' resolve and sanity.

### 5. The Throne of Frozen Despair

The heart of the palace, a vast chamber dominated by a throne sculpted from ice and sorrow. Before the throne stands a contingent of the Frostguard, clad in thick furs and wielding weapons that crackle with frost. They are fiercely protective of the royal family, believing their suffering is a necessary shield. The air is thick with palpable despair, and spectral figures of past sorrows flicker around the throne, feeding the palace's icy power. The central conflict is laid bare here: the adventurers must convince the Frostguard that lifting the curse will

## ENCOUNTERS

Name	Details
Frostguard Patrol	A group of Frostguard soldiers, vigilant and armed, attempt to stop the adventurers' progress.
Animated Snow Golem	A construct animated by sorrow and ice guards a crucial passage, requiring strategic thawing.
Despair Echoes	Spectral figures born from the royal family's sorrow attack, draining the adventurers' hope.
Frozen Beast Ambush	A creature warped by the eternal winter attacks, seeking to protect the palace's frozen heart.

## TREASURE

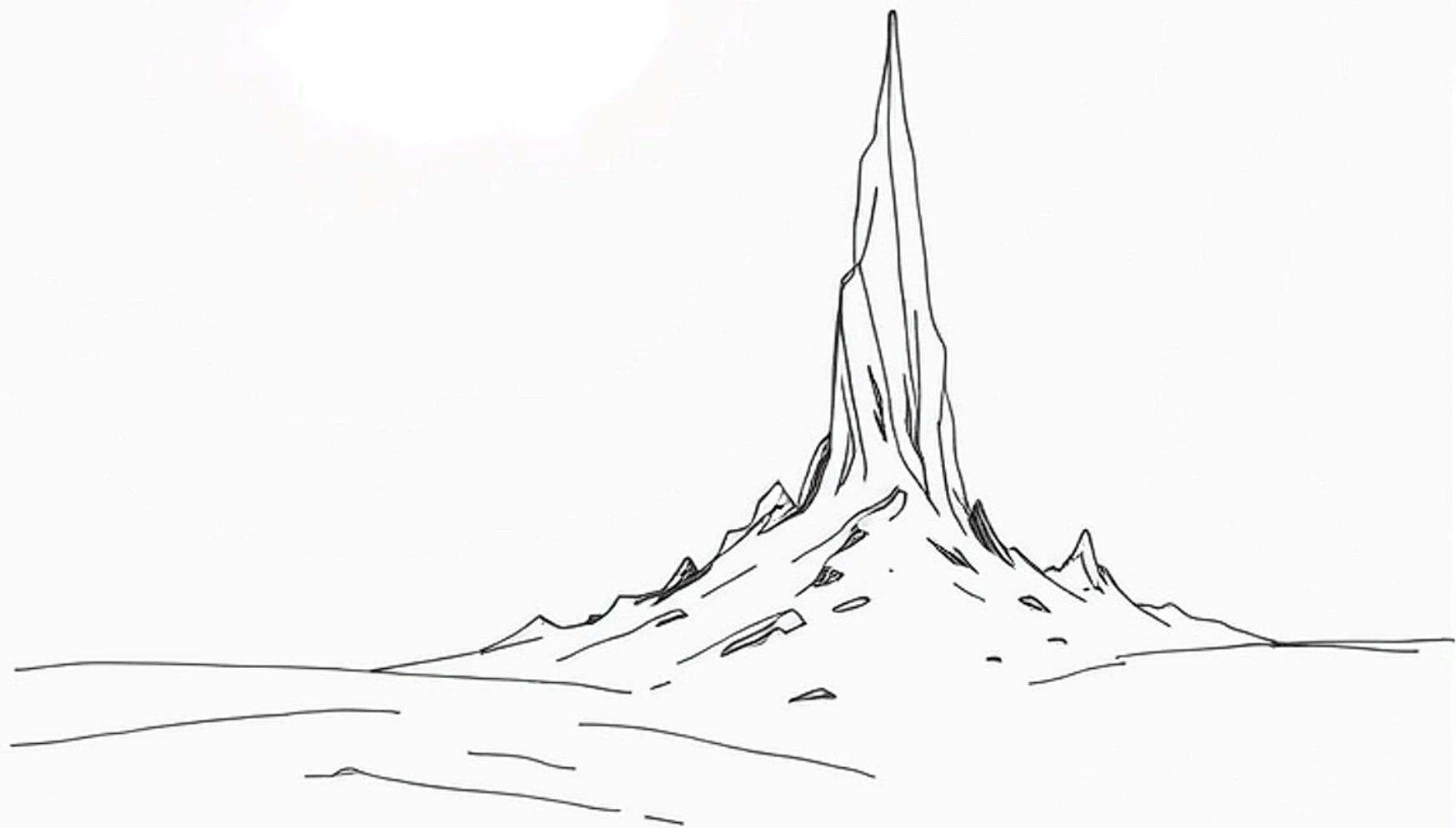
- Frostshard Amulet:** Grants resistance to cold but slowly saps the wearer's warmth, causing fatigue.
- Scroll of Thawing:** Can temporarily melt ice and dispel cold, but requires a significant amount of energy to use.
- Heartstone Pendant:** Radiates warmth and hope, but attracts the attention of despair echoes.

## NPCS

- Commander Lyra:** A stern Frostguard captain, fiercely loyal to the order and suspicious of outsiders.
- Elara Meadowlight:** A reclusive herbalist, knowledgeable about ancient remedies and the palace's history.
- Kael Frostblade:** A disgraced Frostguard warrior, seeking redemption by ending the curse.

## PLOT RESOLUTIONS

- The adventurers could convince Commander Lyra of the curse's true nature by presenting evidence from Elara Meadowlight's research, requiring a persuasive argument and potentially a demonstration of the curse's harmful effects on the surrounding lands. This success would lead to the Frostguard offering assistance in breaking the curse, but at the cost of their own rigid traditions and authority.
- The PCs might discover a ritual within the Frostforged Library detailing a way to alleviate the royal family's despair, but performing it requires a sacrifice of a powerful artifact – perhaps the Frostshard Amulet – significantly impacting the party's combat capabilities and resilience to cold. This choice directly confronts the Frostguard's belief that suffering is necessary for protection.
- The adventurers could confront Kael Frostblade, the disgraced warrior, and choose to either help him find a way to end the curse, potentially earning his powerful aid and knowledge, or refuse, condemning him to a life of regret and potentially losing a valuable ally against the Frostguard. This decision highlights the moral ambiguity surrounding the Frostguard's methods and the potential for redemption.



RIANEN