

# FROZEN WASTES FORTRESS

*Frozen Waste Fortress clings precariously to the mountainside, a monument of ice and stone battling the relentless advance of the glacial age. Within its labyrinthine corridors, the Frostguard fiercely guards forgotten lore, their icy power the only defense against the encroaching cold and the unpredictable fury of blizzard storms that reshape the fortress with each passing season.*

## ADVENTURE HOOKS & RUMORS

- A desperate message, carried by a lone survivor emerging from a recent blizzard, speaks of a hidden chamber within the fortress containing a device capable of slowing the glacial advance – a secret the Frostguard are determined to keep buried.
- Whispers circulate among the dwindling settlements outside the fortress about a growing unrest within the Frostguard ranks, fueled by dissent over their increasingly draconian measures to control resources during the unending winter.
- Rumor has it that the blizzards are not merely natural phenomena, but manifestations of a powerful ice elemental, drawn to the fortress by the ancient knowledge it holds, and that the Frostguard are secretly attempting to appease it.

## LOCATIONS

### 1. The Frostfang Gate

The main entrance is a colossal archway carved from glacial ice, perpetually shrouded in swirling snow. Chunks of ice constantly break off from the arch's apex, plummeting into the courtyard below with thunderous crashes. The air is biting, and visibility is severely limited by the blizzard conditions that buffet the fortress. Ancient runes etched into the ice glow faintly, pulsing with a cold energy that warns intruders.

### 2. The Echoing Galleries

Long corridors resonate with the whispers of past Frostguards, hinting at forgotten rituals.

### 3. The Rune

Locked Vault A chamber filled with ancient texts, protected by a complex ice based puzzle.

### 4. The Blizzard Chamber

A chamber perpetually swept by simulated blizzard conditions, testing resilience and perception.

### 5. The Heart of the Glacier

This vast chamber lies at the core of the fortress, dominated by a towering ice spire that channels the glacial age's power. Frostguards, clad in shimmering ice armor, stand as sentinels around the spire, their icy powers radiating outwards. A massive crack has formed in the spire, threatening to unleash a catastrophic surge of glacial energy. The Frostguards are desperately attempting to

## ENCOUNTERS

Name	Details
Frozen Sentinels	Two Frostguards, heavily armored, patrol the Echoing Galleries, demanding proof of purpose.
Ice Elemental Swarm	A sudden blizzard unleashes a group of minor ice elementals within the Blizzard Chamber.
The Frozen Trial	A series of ice based pressure plates must be activated in the Rune Locked Vault to unlock the path forward.
Frostguard Ritual	Three Frostguards perform a ritual to reinforce the glacial energy channeling spire, aggressively defending the area.

## TREASURE

- **Frostshard Amulet:** Grants resistance to cold, but slowly drains the wearer's warmth.
- **Rune:** Etched Gauntlets Enhance strength, but inflict frostbite on enemies struck with each blow.
- **Glacial Focus:** Amplifies ice based spells, but risks attracting the attention of powerful ice elementals.

## NPCS

- **Elder Lyra:** A wise Frostguard scholar, seeking to preserve knowledge from the encroaching cold.
- **Kaelen:** A resourceful mountain hermit, knowledgeable about the fortress's hidden pathways and weaknesses.
- **Vorlag:** A power hungry Frostguard captain, fiercely loyal to the order and suspicious of outsiders.

## PLOT RESOLUTIONS

- The adventurers could choose to aid Elder Lyra in stabilizing the glacial energy spire, requiring them to engage in a dangerous ritual defense against summoned ice elementals. Successfully reinforcing the spire strengthens the fortress's defenses against the glacial age, but the ritual demands a personal sacrifice of warmth from the participants, potentially leading to long-term vulnerability.
- The PCs might decide to align with Kaelen, the mountain hermit, who reveals a hidden passage leading to a chamber containing the device to slow the glacial advance. Activating the device offers a chance to save the surrounding settlements, but it could disrupt the natural flow of glacial energy, triggering unforeseen consequences and potentially angering powerful ice elementals.
- The adventurers could confront Captain Vorlag about the Frostguard's increasingly draconian resource control measures, attempting to sway him to their side. Success in convincing Vorlag could lead to a unified effort against the glacial age, but failure risks a full-scale conflict with the Frostguard, potentially sealing the fortress's fate and the loss of its ancient knowledge.

