

SHADOWS OF WINTERHALF

The Greyfen Basin lies choked with perpetual twilight, a landscape of jagged, frost-carved peaks and black, shale formations perpetually slick with the Frozen Veins' icy flow. Twisted pines, their branches burdened with glittering frost, claw at the bruised sky above, while the air itself crackles with a bone-deep chill and the distant, guttural roars of corrupted beasts.

HOOKS & RUMORS

- A surviving member of the Order of the Silver Flame whispers of a ritual site near the largest Frozen Vein, where the Giants' influence seems to originate, demanding a reconnaissance mission.
- Local villagers speak of "Winter's Children," monstrous, frost-covered wolves increasingly aggressive, exhibiting unnaturally intelligent behavior near the Order's dwindling outpost.
- the Frozen Veins will only cease their flow when the source of the Winter's Embrace is cleansed, suggesting a perilous delve into a corrupted shrine.
- Scholars at the ruined academy of Veritas claim the Giants' return is tied to fluctuations within the Frozen Veins, proposing a team to monitor and predict the next eruption.
- A desperate farmer offers a reward for anyone who can neutralize a particularly virulent patch of Winter's Embrace, now transforming his livestock into grotesque, frozen statues.

RANDOM EVENTS (D6)

1	Vein Surge	Chamber of the Frozen Vein Cascade: A massive surge of the Frozen Vein erupts, flooding the chamber with a torrent of ice and freezing spray. Players must quickly find cover or risk being instantly...
2	Spectral Echoes	Echoing Stone Galleries: Ethereal echoes of the Frost Giants' battle resonate through the galleries, momentarily disorienting and distracting the players.
3	Corrupted Beast Herd	The Shattered Sentinel's Hold: A herd of corrupted beasts – dire wolves and frost boars – stampedes through the debris, seeking shelter. Players must navigate the chaotic melee while dealing with t...
4	Shaman's Ritual	Echoing Stone Galleries: Vorlag attempts to perform a ritual to strengthen the Giants' return, summoning a swirling vortex of icy energy. The players must interrupt the ritual before it's too late.
5	Frozen Time Bubble	Chamber of the Frozen Vein Cascade: A localized bubble of frozen time appears, slowing down all movement within its radius. Players must quickly overcome the temporal distortion or be trapped in a...
6	Whispering Winds	The Shattered Sentinel's Hold: A sudden gust of freezing wind carries whispers from the past, revealing fragments of the Frost Giants' history and the origins of the Winter's Embrace.

LOCATIONS

Frozen Hearth's Embrace

The doorway opens into a vast, circular chamber dominated by a massive, frozen hearth its stone...

The Frozen Vein Cascade

Jagged ice formations funnel water from a colossal, pulsating vein, creating a deafening roar and...

Echoing Stone Galleries

Walls lined with intricate, frost covered carvings depict scenes of the Frost Giant's reign, part...

The Shattered Sentinel's Hold

A collapsed chamber choked with glacial debris, dominated by the frozen statue of the warrior i...

The Giants' Heart Chamber

The room is a colossal cavern, dominated by a swirling vortex of the Frozen Veins, pulsing with a...

ENCOUNTERS (D6)

1	Guardian Golem	A towering golem animated by the Frozen Vein's energy rises from the rubble, defending the galleries. It's resistant to slashing damage but vulnerable to fire and sonic attacks, making a strategic use of the environment crucial. The golem periodically emits a freezing blast, requiring players to find cover.
2	Silver Flame Patrol	Two Silver Flame Paladins, Kaelen and Lyra, desperately attempt to contain a surging Frozen Vein eruption. They're exhausted and disoriented, and their armor is damaged, offering a chance for a tactical advantage to the players. Their Silver Flame abilities can inflict burning damage, but they are vulnerable in melee.
3	Corrupted Winter Wolf Pack	A pack of six corrupted winter wolves, warped by the Winter's Embrace, attacks the players. They move swiftly through the debris and use the narrow passages to their advantage, creating bottlenecks and flanking opportunities. The wolves have resistance to cold damage and a tendency to bite, inflicting bleeding wounds.
4	Order of the Silver Flame Scout	Silas, a young, nervous scout, is frantically searching for a way to stabilize the Frozen Vein. He's carrying a map fragment showing a potential rune activation point, but he's easily panicked and prone to giving inaccurate directions. He offers information on the order's tactics and vulnerabilities.
5	Frost Giant Shaman – Vorlag	Vorlag, a gaunt shaman attempting to bolster the Giants' return, chants in a guttural tongue, summoning a wave of frost shards. He is protected by a shimmering, icy shield and can cast debilitating frost spells, requiring strategic positioning and careful targeting.
6	Corrupted Frost Giant – Grond	A hulking Frost Giant, partially encased in ice, emerges from the Vein's flow, bellowing a challenge. Its attacks inflict massive frost damage and can temporarily freeze players solid, requiring swift reactions and coordinated attacks.

TREASURE

Frost-Touched Amulet – A silver amulet radiating a chilling aura. Grants temporary resistance to cold damage and can briefly slow an opponent's movements. However, prolonged use drains the wearer's warmth, inflicting exhaustion.

Rune-Engraved Hammerhead – A heavy warhammer covered in glowing runes. When struck against a Frozen Vein, it releases a concentrated blast of icy energy, dealing significant damage. But each use weakens the hammer, eventually shattering it.

Fragment of the Silver Blade – A shard of the warrior's shattered silver blade. When held aloft, it emits a faint, protective glow, offering minor resistance to psychic attacks. However, the shard is fragile and easily broken.

Icebloom Potion – A shimmering blue potion containing a rare flower that grows only in the Frozen Vein's depths. It rapidly heals frostbite and restores warmth, but its effects are fleeting. The potion has a lingering, bitter taste.

Frozen Heart Shard – A crystalline fragment from the giant's heart, pulsating with residual magical energy. If consumed, it grants temporary immunity to the Winter's Embrace, but at the cost of slowly turning the consumer into a frozen statue.

NPCS

Kaelen the Warden: A former guard who was left behind when the faction retreated. He knows the secret passages but demands the party help him escape. He's paranoid and checks over his shoulder constantly. Can be bribed with food or convinced through shared stories of betrayal. Will turn on the party if he thinks they're working with the faction.

Lyra Silverhand: A seasoned paladin of the Order, hardened by years of combat. She's pragmatic and focused on the mission, prioritizing the safety of the party above all else. She's fiercely loyal to the Order and deeply suspicious of outsiders.

Silas the Scout: A young, inexperienced scout eager to prove himself. He's prone to making mistakes and needs guidance, but his youthful enthusiasm can be a valuable asset. He's easily frightened but fiercely loyal to those who show him kindness.

Vorlag the Shaman: A twisted Frost Giant shaman, driven mad by the Winter's Embrace. He speaks in fragmented prophecies and commands the corrupted creatures with unsettling fervor. He seeks to amplify the blight and hasten the Giants' return.

Jorek Stonehand: A grizzled veteran of the Order, carrying a massive warhammer. He's weary and disillusioned, but his combat experience and tactical insight make him a valuable asset. He's skeptical of the party's motives but willing to fight alongside them if necessary.

PLOT RESOLUTIONS

The adventurers could disrupt the Frozen Vein's vortex, triggering a catastrophic eruption and potentially sealing of...

The adventurers might cleanse the corrupted shrine, earning the Order's gratitude and a powerful artifact, yet angeri...

The adventurers could align with Kaelen the Warden, securing vital knowledge of hidden passages, but risking betrayal...

The adventurers might choose to permanently neutralize the Winter's Embrace's source, halting the Giants' return but...

The adventurers could exploit Silas's inexperience, gaining valuable intel while inadvertently triggering a dangerous...

