

FROSTBOUND DEPTHS

The Frostbound Depths exhaled a perpetual, biting chill, the air thick with the scent of ancient ice and the unsettling whispers of Cryo-Echoes. Towering columns of sapphire-blue ice, riddled with jagged frost and pulsing with an unnatural cold, dominated the cavernous space, guarded by the crumbling remnants of the Order of the White Flame's desperate defenses.

HOOKS & RUMORS

- A frantic messenger from the Order speaks of a surge in Cryo-Echo activity near the shattered Ward of Aethelred – they believe a particularly potent Echo is feeding the Giants' resurgence.
- Locals whisper of a "Frozen Prophet," a spectral figure appearing within Echo storms, seemingly attempting to communicate a forgotten ritual to awaken the Heart of the Glacier.
- A group of miners discovered a vein of solidified, luminous ice – its extraction triggered a massive Cryo-Echo, revealing a hidden passage leading deeper into the Giants' lairs.
- The Order's Master Abbot seeks an audience, claiming the Heart of the Glacier is actively projecting thoughts, attempting to sway the minds of those near it with promises of eternal winter.
- A recovered scroll details a method for temporarily suppressing Cryo-Echoes, but requires a rare, volcanic bloom found only within the most dangerous, frozen tunnels.

RANDOM EVENTS (D6)

1	Frozen Cascade	The floor beneath the party suddenly gives way, triggering a localized avalanche of ice and snow. Players must make Dexterity saving throws to avoid being buried and potentially trapped.
2	Echoing Plea	A spectral figure, a woman frozen in a moment of terror, appears briefly, repeating a desperate plea for help before dissolving back into the Echoes.
3	Rune Storm	A sudden surge of Cryo-Echoes intensifies, causing the runes on the east wall to flare with unstable energy, creating a localized storm of ice shards.
4	Giant's Cache	The Frost Giants have left behind a hidden cache of supplies – rations, healing potions, and rudimentary weapons – within a collapsed chamber.
5	Whispering Winds	A chilling wind sweeps through the galleries, carrying fragments of memories – voices, laughter, and screams – from past blizzards. Players must make Wisdom saving throws to resist the psychological...
6	Echoes of the Past	Echoes of past events manifest, providing clues or complications.

LOCATIONS

The Frozen Ward

The entrance is a vast, naturally formed cavern dominated by a colossal, partially collapsed arch...

Echoing Galleries

Narrow, winding corridors are lined with crystalline formations that amplify even the slightest s...

The Warden's Bastion

A partially collapsed stone structure, once a command post, features a frozen fountain and rusted...

The Heart's Chamber

The chamber's centerpiece is the Heart of the Glacier a towering, pulsating mass of sapphire bl...

ENCOUNTERS (D6)

1	Guardian Golem	A towering stone golem, animated by ancient runes, rises from the frost, blocking the exit. It's vulnerable to fire damage and the rhythmic pulses of the Heart's energy, offering limited cover amongst shattered pillars.
2	Order Initiate Silas	Silas, a young Order initiate, frantically repairs a damaged ward, desperately trying to contain a spreading Cryo-Echo. He's terrified and offers assistance in exchange for protection from the Echoes, potentially revealing a secret escape route.
3	Frost Giant Scout	A hulking Frost Giant scout, clad in scavenged armor, patrols the galleries, wielding a massive ice hammer. He's aggressive and territorial, seeking to disrupt the party's progress, offering a challenging melee encounter.
4	Sister Lyra's Vigil	Sister Lyra, a grizzled warrior-monk, meticulously cleanses a ritual circle, attempting to bolster the remaining wards. She's wary of outsiders and demands proof of the party's intentions before offering guidance or assistance.
5	Echo Wraith Pack	Spectral frost giants, remnants of past blizzards, coalesce into a swirling pack of wraiths, attacking the party with icy blasts. They are vulnerable to radiant damage and the focused light of braziers.
6	The Warden's Last Stand	A single, heavily armored Warden, Commander Theron, desperately defends a crucial support column, battling against a relentless wave of Echoes. He's exhausted and wounded, but offers a vital clue about the Heart's weakness.

TREASURE

The Frostweaver's Shard – A fragment of crystallized magic that emits a constant, chilling aura. When held, it grants a temporary resistance to cold damage, but drains the wielder's warmth, inflicting fatigue.

Order's Sigil Ring – A silver ring bearing the Order of the White Flame's symbol. It grants the wearer advantage on saving throws against cold-based effects, but attracts the attention of hostile Cryo-Echoes.

Ancient Alchemist's Formula – A sealed vial containing a potent formula for creating a temporary shield against the cold, requiring a successful alchemy check to properly brew. The formula is volatile and may backfire.

The Warden's Heavy Gauntlets – Reinforced steel gauntlets that offer significant protection against physical damage and provide a bonus to armor class, discovered within Commander Theron's personal belongings.

Heartstone Fragment – A pulsing shard of sapphire ice, radiating a faint warmth. It can be used to disrupt the flow of Cryo-Echoes, but triggers a temporary surge of intense cold.

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.

Sister Lyra, Vigil: A grizzled warrior monk, nearing the end of her life, dedicated to preserving the Order's knowledge. She possesses detailed schematics of the warding system and a surprising understanding of Cryo Echoes, offering valuable tactical advice.

Vorlag the Scavenger: A gaunt, opportunistic human scavenger who has been picking over the ruins for months. He seeks to acquire any valuables and is willing to trade information or betray the party for a suitable reward.

Commander Theron, Last Stand: A veteran warrior monk, once a respected leader, now consumed by grief and exhaustion. He clings to his duty, fiercely protecting the last bastion of the Order's defense, offering a final, desperate push against the encroaching cold.

Maelstrom: Voice of the Glacier An ancient, sentient fragment of the Heart of the Glacier itself, manifesting as a swirling vortex of icy energy. It speaks in whispers, offering cryptic warnings and tempting the party with promises of power a dangerous, alluring presence.

PLOT RESOLUTIONS

The adventurers could attempt to suppress the Cryo-Echoes using the recovered scroll, triggering a localized storm an...

The adventurers might negotiate with Kaelen the Warden, securing safe passage through hidden tunnels but simultaneous...

The adventurers could choose to destroy the Heart of the Glacier, fulfilling the Order's primary objective but unlea...

The adventurers might align with Maelstrom, the Voice of the Glacier, accepting its promises of power but risking bei...

The adventurers could prioritize aiding Commander Theron, bolstering the last Warden's Bastion and uncovering a vital...

