

FROSTBOUND TOMB OF LIES

The Frostbound Tomb of Lies rises from a glacial plateau, a cyclopean monument of ice and shadowed stone perpetually choked with swirling snow. Within, the air thrums with a chilling dissonance, punctuated by the spectral echoes of a frozen battle and the unsettling awareness of an ancient, imprisoned wrath.

HOOKS & RUMORS

- "The Emperor stirs! Seal the vault before the Northern Winds claim our valley – we require aid, and a skilled mage."
- A local shepherd claims to have witnessed phantom soldiers, clad in tarnished silver armor, patrolling the approaches to the tomb, repeating a suicidal charge.
- Rumor speaks of a hidden chamber within the tomb's depths, accessible only during a specific "Frozen Echo" replay, containing schematics for stabilizing the Emperor's icy form.
- A scholar specializing in ancient weather magic believes the Heart of Winter wasn't stolen, but deliberately placed within the tomb to contain the Emperor's destructive potential.
- A desperate villager seeks adventurers to retrieve a family heirloom – a small, frozen wolf statuette – said to ward off the "Frozen Echoes" and grant temporary protection from the tomb's chilling influence.

RANDOM EVENTS (D6)

1	Frozen Tempest	A sudden, localized blizzard erupts, reducing visibility to near zero and intensifying the echoes in the Chamber of Echoes. Players must find shelter or risk being trapped by the swirling snow.
2	Spectral Shift	The layout of the Echoing Cisterns dramatically shifts, creating new passages and blocking off old ones, triggered by a surge of magical energy.
3	The Emperor's Lament	A wave of sorrowful, ethereal music washes over the Warden's Hold, briefly weakening the players' resolve and causing them to relive moments of personal loss.
4	Ice Elemental Surge	A sudden influx of ice elementals pours from the walls of the Chamber of Echoes, overwhelming the party with a relentless assault.
5	Time Loop Echo	The Chamber of Echoes becomes trapped in a repeating 30-second loop of the Emperor's death, forcing players to react to the same events over and over again – a challenging test of reflexes.
6	Whispers of the Past	The spectral whispers from Lyra intensify, revealing a crucial piece of information about the Heart of Winter's location – a warning delivered in a cryptic riddle.

LOCATIONS

The Frozen Gate

The entrance hall is dominated by a colossal ice archway, shimmering with trapped frost and emitt...

Echoing Cisterns

Water drips constantly from stalactites, creating a chilling mist and a low, echoing drip.

The Warden's Hold

This circular chamber is lined with frost covered stone reliefs depicting scenes of the Order of...

Emperor's Core Chamber

This vast chamber is the heart of the tomb, dominated by the Emperor's ice sarcophagus a swirli...

ENCOUNTERS (D6)

1	Guardian Golem	The golem activates when the lever is pulled, blocking the exit. It's vulnerable to water damage from the dripping stalactites. Players can use the pillars for cover or try to disable it by breaking the rune on its back. If defeated peacefully, it reveals a hidden passage.
2	White Hand Patrol	Two White Hand warriors, clad in icy white armor, are meticulously examining the chamber for signs of intrusion. They are highly suspicious and will immediately attack if they sense danger, utilizing frost-based weaponry. Cover is limited by the water and crumbling stone.
3	Spectral Soldier Assault	A phantom wave of soldiers, replaying the Emperor's final battle, erupts from the brazier's frozen echoes. The blizzard intensifies, and the room rapidly shifts with phantom soldiers attempting to flank the players.
4	Kaelen the Warden – Paranoia	Kaelen, nervously clutching a frost-covered shield, accuses the party of being spies for the Order of the White Hand. He will only cooperate if the party agrees to help him escape the tomb, offering cryptic warnings.
5	Frost Elemental Ambush	Three ice elementals, summoned by the intensifying echoes, attack from the darkness, utilizing their chilling touch to freeze players in place. Utilizing the water to weaken them is crucial.
6	The Emperor's Whisper	As the players approach the brazier, a spectral whisper – the Emperor's voice – attempts to influence their decisions, offering tempting promises of power and knowledge in exchange for their allegiance.

TREASURE

The Froststone Shard — A fragment of solidified winter energy, pulsing with a cold light. It can be used to temporarily suppress magical effects but slowly drains the wielder's warmth.

White Hand Battle Standard — A tarnished silver standard emblazoned with the Order's sigil. Grants advantage on saving throws against fear and psychic effects – it's heavily guarded by Vorlag.

Emperor's Ice Seal — A small, intricately carved seal made of frozen obsidian, radiating an unnerving chill. It can be used to temporarily stabilize the Emperor's sarcophagus but releases a burst of freezing energy on activation.

Resonance Amplifier — A small, intricate device crafted from crystal and ice. It can amplify the power of spells or magical items, but the effect is unpredictable and potentially dangerous.

NPCS

Master Silas Thorne: A grizzled, stoic leader of the Order of the White Hand, obsessed with containing the Emperor's spirit. He is a brilliant strategist and a formidable ice mage, prioritizing the safety of his order above all else he relentlessly pursues the party, viewing them as a dangerous threat.

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, the Echo Weaver: A spectral figure, a remnant of the Emperor's court, trapped within the tomb. She offers cryptic warnings and insights into the Emperor's motivations, occasionally providing clues to the Heart of Winter's location she's partially formed and fragile, easily disrupted.

Vorlag: White Hand Scout A hardened warrior, loyal to Master Thorne, specializing in tracking and reconnaissance. Vorlag is cautious, observant, and carries a frost infused crossbow, prioritizing defensive positions.

PLOT RESOLUTIONS

The adventurers could choose to permanently seal the Emperor's sarcophagus, earning the Order of the White Hand's gra...

The adventurers might attempt to negotiate with Lyra, the Echo Weaver, to understand the Emperor's motives and potent...

The adventurers could side with Kaelen the Warden, aiding his escape from the tomb, receiving a valuable map fragment...

The adventurers might directly confront Master Thorne and the Order of the White Hand in a desperate battle for the H...

The adventurers could exploit the "Frozen Echoes" to their advantage, disrupting the Order's defenses and gaining tac...

