

FROSTFANG'S MAW

Frostfang's Maw is a cathedral of ice and shadow, a labyrinth carved by millennia of glacial movement and now choked with the spectral echoes of a forgotten war. Jagged walls drip with frozen streams, punctuated by sporadic eruptions of supercooled steam and shards of crystalline magma – a brutal dance of heat and bitter cold within the heart of a...

HOOKS & RUMORS

- A Winterguard scout reports a surge in cryovolcanic activity near the Rune-Carving Circle, coinciding with increased spectral aggression; they suspect Frostfang's influence is strengthening.
- Local miners whisper of a newly discovered vein of 'frost-stone' exhibiting unnatural heat, radiating a chilling aura – potentially connected to the glacial heart's instability.
- The Winterguard elder, Lyra Stonehand, seeks a party willing to infiltrate the deepest chamber, claiming a ritual requires a specific, volatile mineral found only during a vent eruption.
- A tattered map recovered from a frozen corpse depicts a hidden passage leading beneath a recent eruption, promising access to a forgotten chamber said to hold Frostfang's original binding runes.
- Spectral warriors, animated by Frostfang's will, are systematically looting a nearby village, demanding offerings of warmth and life – a desperate plea for release from their icy prison.

RANDOM EVENTS (D6)

1	Icy Cascade	Entrance Room: A sudden, localized ice cascade slams down from the ceiling, forcing players to make Dexterity saving throws to avoid being knocked prone.
2	Steam Vent Collapse	Echoing Corridors: A section of the ceiling collapses, unleashing a wave of supercooled steam and forcing players to navigate a narrow, shifting passage.
3	Spectral Gathering	Geothermal Grotto: A group of spectral Frost Giants converge on the Grotto, drawn by the geothermal activity. Tactical Considerations: A challenging combat encounter with limited cover.
4	Rune Resonance	Entrance Room: The rune stones begin to emit a discordant hum, causing a temporary surge of psychic energy. Players must make Wisdom saving throws to resist disorientation and madness.
5	Frozen Echoes	Echoing Corridors: A ghostly image of a past battle plays out before the players, revealing a hidden alcove containing a valuable item. Tactical Considerations: A moment of distraction, requiring q...
6	Geothermal Tremor	Geothermal Grotto: The ground shakes violently, triggering a secondary eruption of supercooled steam and magma. Tactical Considerations: A chaotic and unpredictable event demanding immediate adapta...

LOCATIONS

The Frozen Vestibule

A biting wind whips through the entrance, carrying the scent of ozone and glacial ice.

Echoing Corridors

The air is heavy with the scent of ozone and decay.

The Geothermal Grotto

Warm, sulfurous steam billows from fissures in the walls, creating a hazy, orange glow.

The Heart Chamber

The air shimmers with supercooled steam, thick with the metallic tang of blood and frost.

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	Winterguard Patrol	Two Winterguard rune carvers, Lyra and Torin, are attempting to reinforce a crumbling section of the wall. They're wary of outsiders and will attack if provoked. A collapsed section of the corridor offers partial cover; failure to assist them results in a minor penalty to the party's reputation.
3	Spectral Wraith	A spectral Frost Giant warrior, clad in shimmering ice armor, attacks the party, driven mad by Frostfang's influence. The geothermal vents provide a temporary area of concealment; players can use the steam to their advantage. Defeating the Wraith reveals a fragmented map detailing a hidden cache of supplies.
4	Rune Carver's Plea	Elder Silas, a desperate Winterguard rune-carver, begs the party for assistance in completing the binding ritual. He reveals that a vital component – a shard of pure glacial ice – is locked within the Grotto and requires a dangerous expedition to retrieve. Failure to aid him results in increased spectral activity throughout the dungeon.
5	Cryovolcanic Surge	A sudden, violent eruption of supercooled steam and magma rocks the chamber. Players must navigate the chaotic environment while avoiding being crushed or frozen. Successful rolls allow players to find a small, undamaged gem amidst the debris.
6	Frostfang's Echo	A psychic projection of Frostfang manifests, attempting to corrupt the party with promises of power and dominance. Players must succeed on a Wisdom saving throw or be temporarily influenced by his will, suffering disadvantage on attack rolls for a short duration.

TREASURE

Frostfang's Shard – A pulsating fragment of glacial ice radiating intense cold. Found within the Geothermal Grotto, it's crucial for completing the binding ritual. Cursed: prolonged contact causes frostbite and slowly drains the wielder's warmth.

Rune-Carver's Toolkit – A finely crafted set of rune-carving tools, inlaid with shimmering ice crystals. Found in the Echoing Corridors, it grants advantage on all Intelligence (Arcana) checks related to rune magic.

Ironbound Chest of Provisions – A heavy, iron-bound chest filled with dried rations, healing potions, and torches. Found in the Entrance Room. Contains a map fragment leading to a hidden cache of supplies.

The Whisperstone – A smooth, grey stone that emits faint whispers when held. Found within the Frostfang's Echo encounter. Grants advantage on Insight checks but slowly drains the wielder's willpower.

Shard of Frozen Flame – A small, pulsating shard of frozen magma. Found within the Geothermal Grotto. Can be used to create a temporary heat source or a powerful ranged attack, but overheating can trigger a localized eruption.

NPCs

Elder Silas: A weathered Winterguard rune carver, his face etched with worry. He is the primary faction leader and desperately seeks a way to permanently bind Frostfang, sacrificing everything for his order's survival. He offers cryptic advice and a partial schematic for the binding ritual.

Lyra Stonehand: A young, pragmatic Winterguard rune carver. She is suspicious of outsiders and focused on immediate defense. She can provide information about the dungeon's layout and the spectral guardians but is reluctant to share her knowledge freely.

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.

Vorlag the Shadow: A rogue spectral Frost Giant, partially consumed by Frostfang's influence. He seeks to sow chaos and weaken the Winterguard's efforts. He is motivated by a desire to experience the full extent of Frostfang's power and offers a dark bargain to those willing to serve him.

PLOT RESOLUTIONS

The adventurers could complete the binding ritual, permanently weakening Frostfang but potentially triggering a cata...

The adventurers might choose to destroy the Glacial Heart, releasing Frostfang's essence but permanently ending his i...

The adventurers could align with Vorlag the Shadow, gaining Frostfang's power but becoming instruments of chaos and a...

The adventurers might assist Elder Silas in discovering a hidden artifact capable of bolstering the binding ritual, e...

The adventurers could betray the Winterguard, exploiting their desperation to steal Frostfang's Shard, gaining a powe...

