

The Frostpeak Spire

FAOS One-Shot
V1.2 (2026-10-24)

System: FAOS (Fantasy Adventure Operating System) Version 3.0+

Target: 4-5 Players at Level 1, progressing to Level 2 upon completing the adventure.

Style: Mountainous wilderness exploration, an ancient stone dungeon puzzle, and tactical combat.

Adventure Background

High in the craggy, snow-swept passes of the **Frostpeak Mountains**, the dwarven monastery and outpost of **Kragmora** has gone completely silent. Caravans carrying iron ore have stopped arriving, and travellers report a bitter, unnatural blizzard howling from the ruins of an ancient subterranean dungeon carved directly into the mountain face—known locally as the **Spire of Echoes**.

The desperate guild master of the valley, **Boran Stonechin**, offers a pooled reward of **150 GP total** (30 GP per hero) to a brave party adventurers willing to brave the freezing heights, clear out whatever has claimed the dungeons beneath the peak, and restore trade. **Boran** mentions that he has sent a raven to **Scout Captain Vondar** at the mountain base outpost to authorize him to make arrangements for payment to the Heroes and any required up-front deposit can be negotiated with him.



Act 1: Mountain Ascent – The Gate of Kragmora

Before reaching the dungeon entrance, the heroes must scale the treacherous mountain path and speak with the outpost scouts camped at the base of the Frostpeak.

Key Encounters & Roleplay

- **Scout Captain Vondar:** Huddled by a dying campfire, Vondar warns the party that the mountain paths are freezing and guarded by feral beasts driven down by a dark presence inside the Spire. Heroes can attempt a **Charisma Check (Persuasion)** to negotiate a higher upfront deposit. Success increases the payout by 10 GP total, while failed attempts add a *Disadvantage* to subsequent checks.

- **Supplies & Gear:** Heroes can purchase standard gear, weapons, armor, or *Grit Gum* / *Mana Berries* (10 GP each) using their starting 50 GP.

- **Lodging:** Staying at the fortified mountain camp costs 2 GP for basic lodging and hot rations before braving the icy dungeon.



Act 2: The Runic Mountain Gate

The entrance to the Spire of Echoes is a massive, frost-covered stone door set into the cliffside, flanked by sheer drops.

The Obstacle

The stone door is sealed tight by ancient magical runes that glow with a pale blue light. Carved into the lintel is a riddle:

> *"I move so slow, a frozen stream. Carving valleys, a chilly dream. A mountain's giant, frosty gleam."*

Mechanics & Solution

- **The Riddle Answer:** Saying the word "Glacier" will have the heavy stone door slide open.
- **Interacting with the Door:**
    - Players can roll a **Focus Check** to interpret the weathering and structural clues on the rune stones.
    - Entering the correct sequence requires an interaction action during exploration or combat.
- **Failure Consequence:** If a player triggers a critical failure or fails a Handywork/Focus check while trying to force the mechanism, a trap releases a wave of frost, triggering a **Dodge Check** against a **Freeze** effect (causing 1 HP of damage and the *Slowed* Condition for 1 hour).

Act 3: The Frozen Crypt

Beyond the heavy stone door lies a subterranean dungeon of damp, carved granite and frost-slicked flagstones. A freezing underground draft sweeps through the halls.

Traps

The stone cut halls of the crypt are completely dark requiring light to navigate. Create some fun traps for your adventurer's to overcome such as a falling spiked log or the walls closing in to squish them. A successful Focus check discovers the traps. A successful Handywork check disarms them.

Encounter Setup

- **Adversaries:**
    - **1x Ogre** (Tier 2 - a brutal brute occupying the inner hall. Has become the Alpha to the wolves).
    - **4x Wolves** (Tier 1 - vicious mountain hunters serving as the Ogre's pack).
- **Environmental Features:**
    - Patches of the dungeon floor are coated in ice, functioning as difficult terrain causing each Hero to roll a Dexterity Skill Check at the start of their turns. On a failure they fall prone. The Ogre and Wolves have claws and are accustomed to the icy floor so they do not have to do a skill check.

Conclusion & Rewards

Upon defeating the Ogre and its pack, the party discovers a corrupted obsidian altar at the back of the mountain vault. Smashing it (requiring a successful **Strength Check**) shatters the dark magic causing the unnatural mountain blizzards.

Rewards & Milestone Leveling

- **Loot:** The Ogre carries **8 GP** and a *Basic Healing Potion* (restores 5 HP to distribute across body parts). a giant club, and oversized hide armour. A successful Tinkering Skill Check can make the hide armour fit a Hero. On a fail, the hide armour is ruined but can still be used as a Hero's Winter Outfit.

- **Milestone Level Up:** Returning to Boran Stonechin at the camp brings safety back to Kragmora. Boran rewards the party with the remaining GP to be paid and the GM formally announces that they **level up from Level 1 to Level 2**.

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Images

As a free TTRPG, FAOS was created as inexpensively as possible with a lot of love and long hours. All the artwork was created using either artificial intelligence image generators or a combination of many other images.

GM Combat Sheet

Creature Name	Tier	Type	Action Tokens	Head HP AP	Arms HP AP	Legs HP AP	Torso HP AP	Mana Points	Grit Points	Attacks & Items
Ogre	2	Large Humanoid	3	OOOO O	OOOO O	OOO OO	OOOO OOOO OO		OOOO OOOO OO	5' Free Movement in First Round, Giant Club (3 Damage), Crush (2 Damage), Bite (2 Damage), 5-8GP, 40' Movement
Wolf	1	Medium Beast	3	OO	OO	OO	OOOO O			10' Free Movement in First Round, Bite (2 Damage), Pack Tactics, 40' Movement. Pack Howl (once per day), causes 1d4 additional wolves to appear.
Wolf	1	Medium Beast	3	OO	OO	OO	OOOO O			10' Free Movement in First Round, Bite (2 Damage), Pack Tactics, 40' Movement. Pack Howl (once per day), causes 1d4 additional wolves to appear.
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