

AN ADVENTURE FOR YOUR TABLE

The Fortress of Two Seasons

A mountain fortress has split along its central bridge: summer storms lash one half while deep winter seals the other. A failed planar transit has trapped travelers and drawn a predatory frost court toward the breach. The characters enter to evacuate the stranded before a second transit tears the fortress apart. Summer’s commander wants the bridge destroyed; winter’s custodian knows the same mechanism shelters people on both sides. Open aerial approaches, environmental exploration, bargaining, and a defensive set piece lead to evacuation, negotiated passage, or a controlled closure. Paired site maps and a single clearly tracked transit procedure support high-level abilities.

Inside the adventure

- A spoiler-filled introduction for the Dungeon Master
- Six developed encounters and multiple ways forward
- Keyed maps, complete opponent rules, and separate handouts
- Concrete rewards and endings shaped by player decisions

Four level 9 characters • 5E compatible

FAMILIAR • Original adventures by bandolek

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An expedition through summer storms and winter siege



bandolek