

# TOMBS OF FROSTHEIM



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ROLEPLAYING GAME COMPATIBLE



# CREDITS

# Tombs of Frostheim

## CREDITS

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# ADVENTURE INTRODUCTION

Tribal chief GORWIN KLUMM has summoned you for a meeting in the Great Cold Reaches. He has heard of your skills, and is in need of them. You've headed north and have located the camp without any delay or problems, and are soon met with a half dozen mounted guardsmen. One of the guardsmen plainly informs you that they will lead you to the man that summoned you. You follow the guards and are led to a small, wooded keep. You dismount and are led inside. A tall and muscular man resembling a nomadic warlord stands and greets you as you enter. Stocky bodyguards stand at either side of this impressive-looking man. The man's voice is loud and deep.

"Welcome, gentlemen. I will get right to the point, as time is short. There is a *scourge* among us, I'm afraid. This *scourge* that I speak of is not what we usually come across in these lands. This *scourge* isn't a group of nomads, barbarians or Yeti that we could easily dispatch with a skilled war party or two. This is something that I must be completely honest with you. After all, I would hate for you to get to the location in question and turn tail at that point. That would be a waste of my time, and believe me, I am not a man that likes to have his time wasted."

"You will be armed and well-equipped. You will be given magical items as a necessary part of your journey. But I think that the reward you will receive upon successful *completion* of this mission is a reward that would be able to put all of you in a tower such as this - for all of you. 20,000 coins of gold. *Each.*"

"The target in question is a lone figure that has been imprisoned by his very own people. Or, should I say *giants*? A *single* Frost Giant is the target here. You *know* you have done something profoundly evil when your own wicked race has you imprisoned. He is to be executed, but I will *not* be denied satisfaction. *I want justice.*"

"This *scourge* has been *far more* than just a thorn in my side. This outlaw killer has raided our village on *numerous* occasions and has defiled several members of this tribe. He has stolen treasures from our coffers, and he has slain innocent men, women, and children that try to live and dwell in peace here. The bastard that I am speaking of has a name. His name is HELVATH VORPNIR, and I want him brought to me to atone for the numerous pains he has heartlessly delivered to these peace loving people. As I said, he has been imprisoned by his own kind, and my spies tell me that the execution will be made within a few days. *Helvath Vorpnir must pay dearly for his sins and crimes.* Remember, this is a filthy, cowardly criminal and killer. Whatever you do, make no mention of my name. Upon your return, I will make sure that you are known as a true hero throughout these lands, as well as receiving 20,000 pieces of gold apiece. *Bring Helvath Vorpnir to me alive.*"

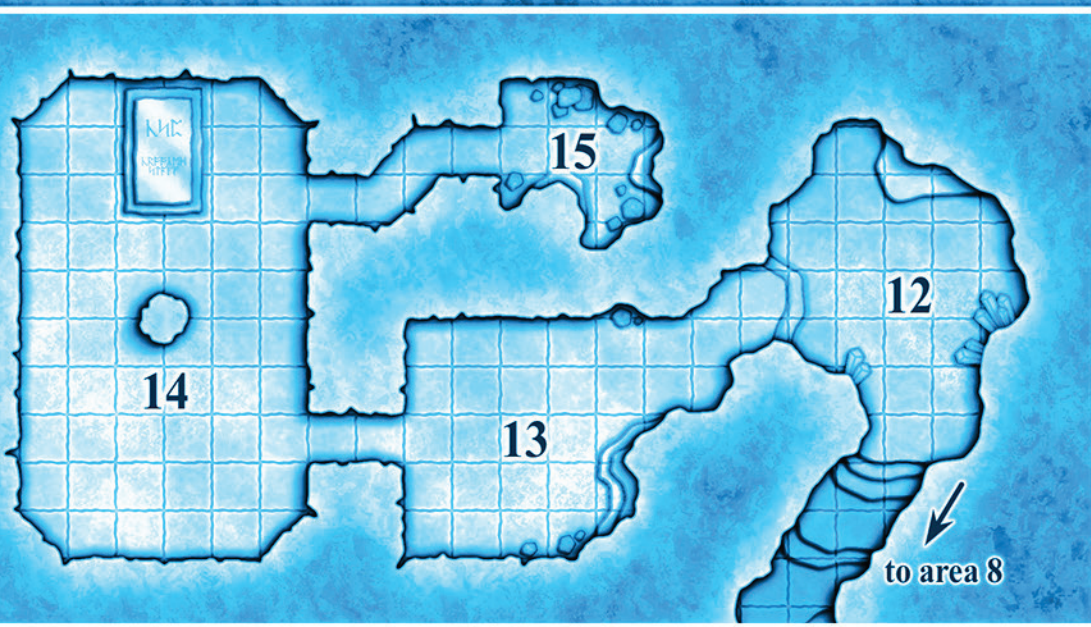
Shortly after your meeting, you gear up and are shown the gifts that Klumm has provided for you. Klumm has provided elongated sleighs to carry Helvath Vorpnir back to the encampment, as well as several magic items to aid in this "recovery mission."

In all, Klumm has provided the party with the following rare and exotic items:

- Maps for each PC, to and from the location.
- A pack sleigh for each party member.
- One elongated pack sleigh (5x normal size).
- **2 Bags of Holding** 35 lbs., 1,000 lbs., 150 cu. ft.
- **Ivory Goat Figurines of Wondrous Power - TRAVELING GOAT** (1 for each sleigh and 2 for the elongated sleigh).
- **MITHRAL CHAINS OF WEAKNESS** - Similar to CHAINS OF LIGHT. The only way to take the chains off is (no saving throw each round) for the key that comes with it to be used on the lock or Wish, Dispel Magic, Knock, etc. These chains



# THE FROZEN CAVES





# THE FROZEN CAVES

make the prisoner follow single word commands. Treat as the spell **COMMAND** and GM ingenuity.

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**1. CAVERN ENTRYWAY** - You made your trek up the treacherous slope and hid your sleighs. The map you've been provided with allows you to find the cave mouth with ease. You enter with caution, and the subtle sounds that you make reverberate louder than what is normal. Every step you take and every breath you make seems significantly amplified. The ceiling is 30 feet high, and water drops down from the ice-covered stalactites high above. This entryway leads to the west and winds south, leading you to large, icy steps that are just too big to be regularly used by average-sized humanoids. Beyond the stairs leading up, you peer into a cavern chamber that is 20 feet by 25 feet in size. The wind whistles loudly into the cave mouth.

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**GM NOTES** - The trusted Frost Giant guardian **Gnarlz** and his faithful polar bear **Regroar** are here to guard this area. If the PCs decide to move up the steps, Regroar will be cut loose to attack the party and hopefully make them take a spill down the icy steps. **DC 15 (Reflex)** avoids a fall for 1d4 damage.

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You cautiously move up the steps, and your momentary feeling of accomplishment is rudely interrupted by a bellowing command, followed by a growl. An enormous polar bear comes rushing from behind the cavern's craggy walls and outcroppings. An enormous, bearded-man is hunched over at the back of the cavern. Huge clouds of mist billow forth from his mouth. His eyes are burning with rage as he steps forward, wielding a massive battleaxe.

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On any successful hit that the polar bear or giant might make, the PC(s) would have to make a

successful **DC 15 (Reflex)** check to avoid spilling down the stairs. There is an additional 25% chance per PC that is next to the attacked PC, that they too will fall to the hard, icy floor for 1d4 points of damage. These checks apply throughout this particular adventure. This is a 10-foot spill, but it is not as treacherous as a free-falling 10-foot fall directly from above. The damage for each PC spilling to the hard ice is 1d4 for each ten-foot section of stairs, or for each fall upon the slippery ice. **Any of the areas on the map that are marked with a more bright white color indicates very slippery and dangerous patches of ice.**

The GM should use their judgment where these areas are specifically. The giants and other creatures that lurk here have no problem traversing these slick patches of ice, but the PCs will have to make successful **DC 15 (Reflex)** checks when they travel over these icy patches. If these checks fail, the PC takes an unexpected fall to the hard, icy floor. This fall can sometimes make noises that could alert any guardians within 40 feet of the fall, in any direction. This will alert others 60% of the time.

Gnarlz has a fatal flaw, and that is his pride. He is considered one of the deadliest of Grimthrok's men, and will only use his alarm whistle if he reaches 10 hit points or less. To prevent Gnarlz from using his whistle, the PCs must make a final killing blow. Gnarlz has the following treasures:

1. Crystal alarm whistle Gnarlz took pride in never having to make use of, worth 360gp.
2. Belt pouch with 22pp and 84gp.
3. Ruby studded, silver shot glass worth 450gp.

**FROST GIANT** CR 9 - AC 21 - HP 133 - XP 6,400

STR 29, DEX 9, CON 20, INT 10, WIS 14, CHA 11

**DIRE POLAR BEAR** CR 8 - AC 22 - HP 115 - XP 4,800

STR 29, DEX 17, CON 25, INT 2, WIS 16, CHA 14





2. **CHAMBER OF DEATH** - You carefully descend on one massive, icy step that leads to a dimly-lit chamber. A true horror stands before you encased in a transparent pillar of ice. This cube measures 20 feet wide by 30 feet in height before vanishing into the deep blue darkness of the stalactite-encrusted ceiling. Encased within this cylinder of ice can be described as nothing short of an atrocity. You see the hacked and severed limbs and heads of dozens of humans, dwarves, and elves. The victims seem to have been dumped into a mass, watery grave and frozen solid to create some free-form art piece contrived by some madman's deepest and most horrific nightmares. All of the victims are undoubtedly dead, and these corpses were all warriors, both male and female. All of them

are still wearing their blood-soaked battle armor, and their swords, bows, arrows, and battleaxes are also suspended in the ice. Something that you all notice is that every one of the hacked and fallen warriors has their weapons just barely out of reach. Another thing that occurs to you from your knowledge of battle is that not all warriors die in the same way. The looks on the faces of these victims here clearly convey *sheer agony*. If they were not obviously dead, *you'd think they were still suffering*. Every partially clenched fist, and every grimace is almost unnaturally exaggerated to create some kind of a macabre art statement. Every single one of the fallen here has another thing in common. They all have their eyes wide open, as if they've seen their greatest and deep-



# CHAMBER OF DEATH

est fears unfold before them at the very instant of their deaths. Perhaps even more terrifying than the death cube that looms before you are the cubes that are much smaller, and are suspended from thick iron chains hanging from the ceiling. Encased in a dozen and a half of these cubes are the severed heads of other unfortunate victims. Much like the massive cube, these victims too have their eyes wide open, and their looks of terror permanently etched upon their frozen faces.

You are instantly interrupted by a sudden flash of torchlight, followed by a harsh verbal order and a couple of inhuman grunts. Coming from the south are two Bugbears with white fur. One is holding a spear, and the other wields an axe. Behind them is a Frost Giant. This is obviously a patrol making their way right towards you.

**GM NOTES** - There are 2 **WIKKAWAKS** and 1 **FROST GIANT**. The trio is taking their routine patrol to secure the area, and also to marvel at the grisly trophies in the area that the PCs are now in. The collective treasures that can be found on these beasts are the following:

1. Silver necklace of a one-eyed bat worth 130gp.
2. Gold necklace of a one-eyed bat worth 450gp.
3. 10 pearls worth 200gp each. 1 is worth 600gp.

Two separate and successful **DC 18 Spellcraft** rolls will allow the PC(s) to notice 2 magic wands encased in the mammoth cylinder of ice. These 2 magic wands are:

- **WAND OF FIREBALLS** (26 charges)
- **WAND OF FLAME ARROW** (31 charges)

**WIKKAWAK** CR 4 ~ AC 19 ~ HP 39 ~ XP 1,200

STR 20, DEX 17, CON 15, INT 12, WIS 13, CHA 12

**FROST GIANT** CR 9 ~ AC 21 ~ HP 133 ~ XP 6,400

STR 29, DEX 9, CON 20, INT 10, WIS 14, CHA 11



**3. ARMORY** - You head northwest up a slope that is actually more manageable than the other areas of these caves. The cavern is 15 feet wide and 90 feet long, and at the very end of this natural cave hallway are four blue-skinned humanoids with unkempt, silvery hair and enormous tusks. These four beasts are seated at a table playing some kind of a dice game using a large tumbler. Along this hallway and between you and the creatures, dozens of giant's weapons are perched high along both walls.

**GM NOTES** - These are 4 **ICE TROLLS** playing a game of Old Troll Bones. The game makes little sense and changes continually depending on the whims of the strongest troll, but the dice themselves are quite valuable. Each of these 2 oversized silver dice are worth 125gp apiece.

**ICE TROLL** CR 4 ~ AC 17 ~ HP 45 ~ XP 1,200

STR 19, DEX 18, CON 16, INT 9, WIS 10, CHA 7





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# ICE TROLL ARMORY

The trolls are constantly fed humans, both living and dead. In exchange, the trolls oversee this area, which is the FROST GIANT'S ARMORY. They keep track of these weapons and make sure that no greedy giants take more than what they are allowed. This is a very serious issue that initially had other Frost Giants fighting and killing each other. The Jarl cares little for these trolls, and sees them as expendable. For now, these trolls serve a function until The Jarl can find a better way to keep track of things.

The inventory of giant-sized weapons here are:

12 Greataxes, 24 throwing boulders, 36 ice rocks, 34 javelins, 24 daggers and 22 short swords.

The 4 Ice Trolls at this particular location are aware of the Frost Giant's disdain for them. An extremely intuitive or enterprising party member might wish to make a deal with these Ice Trolls. If that were to be the case, the trolls would ask for human meat, as Frost Giant meat is something to be had only in the most dire circumstances. They know the entire area inside and out, and *they know where the famed prisoner Helvath Vorpnir is located.*

They will accompany the party and help the party locate and release the prisoner, but they will then, in turn, demand that the party turns over any other prisoners that are being kept within The Jarl's icy prison walls. They also demand a full 20% of all treasure, as well as the magic axe found in **area 15**. If the PCs ask the Ice Trolls up front what they want, the leader troll, **Bogneresh**, will flash a knowing grin and simply say, "**You'll see.**" The individual treasures of these beasts are as follows:

1. **TRIPANZO** - 36gp, 28sp, 11cp.
2. **DRADZDUL** - 40gp, 17sp, 8cp.
3. **BENARKEN** - 44gp, 5sp, 19cp.
4. **BOGNERESH** - Skeleton key to every area on this upper level only. 48gp, 13sp, 14cp.

One tip that the GM may use to instill the fact that these Ice Trolls are very unhappy is when the PCs actually engage them in battle, the lead Ice Troll Bogneresh will say,

**"So, has our ungrateful bastard of a Jarl had to hire *outsiders* to kill us, then? *We're ready!*"**

**3A. POLAR BEAR DEN** - This small, 20-foot by 10-foot chamber is the den of an underfed polar bear. The polar bear seems to have been mistreated by the Ice Trolls just outside of this den and seems to be in no condition to fight. It is chained firmly to the wall, and it covers away as you gaze upon this poor creature. It is obvious that it has been beaten as well.

**GM NOTES** - A PC could befriend or charm this polar bear and use it as an ally for the rest of this adventure. The GM may opt to have this beast still at full strength, but very hungry. There is some fish in a pail just outside of the reach of the bear. Undoubtedly, another intentional cruelty enacted by the trolls. If the trolls are questioned about this polar bear, they play dumb, of course. They actually say that this "watch dog" is the property of the Frost Giants here. *This is a lie.*

This polar bear is named **MAURIE**. She is the animal companion and friend to **MAURICK**, the Dwarf Ranger that has been caught coming too close to these caves and has been **imprisoned in area 8**. If Maurie is with the party when they discover Mauvrick, it will become quite evident to anyone that there is an undeniable and very real, loving bond between the polar bear and Mauvrick.

GM's discretion as to how Maurie reacts when the PCs find Mauvrick, and if the trolls are with them.

**POLAR BEAR** CR 5 ~ AC 20 ~ HP 52 ~ XP 1,600  
STR 25, DEX 17, CON 23, INT 2, WIS 16, CHA 10



# THE TROPHY CHAMBER

**3B. SPRING** - This is a source of water for the denizens of these caves. This 30-foot by 20-foot room has no ledges around the spring. The only way to traverse it is by swimming through it. The water here appears to be 10-12 feet deep.

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**GM NOTES** - The water is quite good here. It can obviously be used as a source to replenish the party's water supply in full. If Maurie is with the party, she will rush to the spring and eagerly quench her thirst. *It appears the Ice Trolls have enjoyed depriving Maurie of water as well.*

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**4. TROPHY CHAMBER** - This 50-foot by 35-foot cavern chamber is obviously a trophy room. In the very center of the chamber is a 20-foot by 15-foot ice dais with a rough stone pillar that rises all the way up to the ceiling, some 40 feet high. The stone pillar depicts a fierce battle scene between a White Dragon and a heavily-muscled Frost Giant wielding a greataxe. The dragon has been subdued and lies at the mercy of the giant. There are rune-like letters above the depiction of the giant as well as to the side. It is obviously written in the giant language.

A variety of other souvenirs, trinkets and trophies line the walls of this trophy chamber. The vast majority of these seem to be items that have been taken by fallen foes of some reknown. There are human and dwarf-sized weapons affixed to the walls, as well as enormous suits of battle armor that are occupied by skeletons of fallen Frost Giants. The room is dimly-lit, and there seems to be no one guarding this area.

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**GM NOTES** - The room is indeed guarded, but not by anything living. There are 8 ceremonial armors that are in the nooks of this room. These are **GIANT PHANTOM ARMORS**. These constructs will react and attack if anything besides

Frost Giants comes to within 5 feet of the dais.

The words written upon the stone pillar are indeed written in giant, and anyone that has the means to comprehend these texts will discover that the message written here states,

**JARL GRIMTHROK  
FELLS MORGWICK, NOW OUR SLAVE!**

The other items of note in this trophy chamber include the following:

- 3 standing, engraved gravestones of 3 fallen dwarven warriors named **Storn Dregnar, Korbin Dregg and Lanny Morgo**.
- A petrified wooden log table with 4 enormous pipes carved from what appears to be a white wood of some sort. A closer examination reveals these pipes to be the severed heads of 4 dwarves, *whose heads were turned to wood, then petrified*.
- Frost Giant drinking horn set of 10 (125gp ea.)
- A sight that makes the PCs question what they are seeing. A *thing* that has been somehow trapped between the transmutation process of changing from human form to the form of a polar bear. (5,000gp)

**GIANT PHANTOM ARMOR** CR 4 - AC 18 - HP 37 - XP 1,200

STR 20, DEX 11, CON —, INT 7, WIS 11, CHA 15

**5. THE CRYSTAL CAVE** - This expansive cave is 100 feet by 50 feet, and you are instantly taken aback by the beauty that comes from two separate rock and ice formations that support clusters of crystals larger than a human man's thigh bone. There are about a dozen of these crystals, and the purity of these crystals is undeniable. Sparkles of every color imaginable gleam over the surface of these beautiful treasures. Your sense of wonder is quickly interrupted as you notice a pair of Frost Giant guards posted at the opposite wall, approximately 70



# JARL GRIMTHROK VS. MORGWICK





# THE HEALING CRYSTALS OF FROSTHEIM

feet away from your party. You also notice a mammoth tusk that is hanging from a peg, nailed into the wall.

**GM NOTES** - A DC 15 Perception check will be needed for the PCs to realize that the tusk is actually an **alarm horn**. The tactics of these 2 giants are up to the GM. This is a very important and valuable room and it is definitely guarded well. **This horn has a range of 90 feet** and will alert all living denizens of these caverns to come rushing to the aid of these 2 giants. The GM may opt to have this alarm horn 20 or even 30 feet away - to give the PCs a more fair chance. **This alarm will alert the dozen YETI at area 7.**

This room is a natural wonder and treasure chamber whose only items of value are these rare and beautiful crystals of enormous size and value. In all, there are a total of 11 of these crystals. 10 of these crystals vary in value, and these values are listed below. The GM may cut these values by 10-50%.

01 - 1,500gp	06 - 2,500gp
02 - 1,750gp	07 - 2,800gp
03 - 2,000gp	08 - 3,100gp
04 - 2,100gp	09 - 3,300gp
05 - 2,300gp	10 - 3,600gp

The largest and most beautiful of these crystals has special healing powers. These potent healing powers include:

- **CURE LIGHT WOUNDS** - 1 charge
- **CURE MODERATE WOUNDS** - 2 charges
- **CURE SERIOUS WOUNDS** - 3 charges
- **CURE CRITICAL WOUNDS** - 4 charges

In order for a PC to take possession of this crystal, it would require it to be severed from its base, leaving a solid crystal that is the size of a magic rod, or a very long wand measuring 24 inches in length. **This magic crystal wand has 44 charges.**

An **18 DC Knowledge (Arcana)** check must be made for the PC to have the knowledge to sever the crystal from its base, and to cast **Permanency** on it within 48 hours for it to be able to keep its power.

The GM may also ponder if this “wand” should be something that can be recharged or just fizzle out like a normal wand. If the GM elects for this potent item to be able to be recharged, he or she may opt to have the “wand” charge at 50% capacity each time. For example, the first recharge would give the crystal 25 charges, the second recharge 12, the third recharge 6, etc.

**FROST GIANT** CR 9 - AC 21 - HP 133 - XP 6,400

STR 29, DEX 9, CON 20, INT 10, WIS 14, CHA 11

**6. MAKESHIFT BARRACKS** - You come upon an area that is about 30 feet wide by 40 feet and serves as some sort of barracks or sleeping chamber. Heaps of dirty furs are crammed into the south end of the chamber and dirtier and even smellier heaps of furs are flush against the north wall. A small body of water measuring 20 feet by 15 feet separates the two heaps of furs. Beyond this area is another cave slightly sunken, and even from here you can tell exactly what this 40-foot by 30-foot chamber serves as. A latrine.

**GM NOTES** - Perhaps the bad blood that exists between the Frost Giants and the Ice Trolls here is the complete lack of planning or respect that Jarl Grimthrok Oaken Rock has for his soldiers. This area is actually shared by the giants and the trolls. They never get too close to each other, and their sleeping nests are at least 25-30 feet away from each other. There are no beds for the giants that patrol here, only thick, heavy furs. The area is cramped for giants to sleep here, and due to the nature of these shabby living conditions, no one keeps any treasure laying about here. Morale is low, and the GM may allow for an alliance of sorts to be formed between the trolls from area 3 and the PCs. This area is currently completely devoid of any life.



# YETI DEN AND PRISON

**7. YETI DEN AND PRISON** - The two things that you notice immediately upon entering this room are the overpowering musky smell of some rare or exotic animal, and the very air itself is distinctively colder than normal. You peer into a 40-foot by 40-foot room, and then...

**GM NOTES** - The **YETI** that dwell here have very keen senses. The GM must make mental notes as to what has preceded this encounter. Even if the alarm horn from area 5 has never been used, there is a base 50% chance that the Yeti here are lying in wait for the party. This option offers an interesting scenario possibility, as there is another cave that acts as a prison for 2 adventurers that have been captured by the wandering Frost Giant patrols.

These 2 prisoners are **MAUVRICK** and **JOSH THAFT**. 2 tough and hearty dwarves that are no stranger to these icy wastelands, but were taken by surprise and overpowered by 6 Frost Giants on patrol. They have every intention of thwarting the plans of the Yeti, despite risking the possibility of getting skewered through the icy prison bars by long and deadly Yeti spears.

**YETI** CR 4 ~ AC 17 ~ HP 45 ~ XP 1,200

STR 19, DEX 12, CON 15, INT 9, WIS 12, CHA 10

**7A. TWO DWARF PRISON** - This 15-foot by 10-foot prison holds two *very* angry dwarves.

**GM NOTES** - The dwarf Ranger Mauvrick will fight the fiercest if he is allowed to join the party.

As he gathers himself together to accompany the party, his eyes bulge out involuntarily, and he curls his lower lip downward in a menacing sneer. He points a shaky hand to a crude cave drawing made on the prison wall, right in front of Maurek's temporary prion.

"They were telling me my Maurie was going to be eaten next. *Right in front of my very eyes!*"









# MAUVRICK STAT BLOCKS

**MAUVRICK** - Dwarf CR 11 - XP 12,800  
Lawful Good Medium Humanoid  
**Ranger level 12** Woodland Tracker  
Init +3; Senses Darkvision 60; Perception +17

## DEFENSE

**AC 25**, Touch 14, flat footed 21 (+2 Scale mail, +2 Shield, heavy steel)  
(+3 Dex, +7 armour, +4 shield, +1 feats)  
**hp 106** (0d8+12d10+24+12);  
Fort +10, Ref +11, Will +6  
Resistance to poison +2, Resistance to spells +2

## OFFENSE

Speed 25

### Melee

Single Attack(+2/+2) Spear +17  
(1d8+5 X3) Wounding  
or Bomb +16 (0) +1 to hit and +1 dam if with 30ft

### Full Attack

(+2/+2) Spear +17/12/7 (1d8+5 X3) Wounding  
(+1/+1) Dagger +10 (1d4+2/19-20)  
or Bomb +16 (0) range 20 +1 to hit and +1 damage  
if within 30ft

Space 5ft.; Reach 5

### Special Attacks

Hatred +1 attack Orcs,goblinoids,  
Weapon Familiarity Dwarven waraxes and  
urgroshes  
Favored Enemy (+2 attack pathfinder only)  
+2 damage. Number of Favored enemies = 3  
Favored Enemy -2 +2 bonus on Bluff, Knowledge,  
Perception, Sense Motive, and Survival checks  
against Fav Enemy

### Ranger Spells

CL 12 Concentration 14

#### Level 1 (3) DC 13

Alarm, Charm Animal, Detect Snares and Pits

#### Level 2 (3) DC 14

Cure Light Wounds x2, Ice Slick

**Level 3** (1) DC 15

Burst of Speed

## STATISTICS

Str 16, Dex 16, Con 14, Int 12, Wis 15, Cha 14  
Base Attack 12 CMB 15 ; CMD 29

### Feats

Improved Precise shot: Targets do not gain AC  
from cover,  
Pinpoint Targeting: As a standard action make a  
single attack, target loses armor, shield and natural  
bonus. Can not move if you use this feat,  
Point Blank Shot: +1 to hit +1 damage if within  
30 ft,

Armour Prof Light,

Armour Prof Medium,

Deadly Aim: -1 to hit with ranged attacks +2  
damage per every +4 base attack,

Dodge: Add 1 to AC ,

Endurance: +4 on checks to resist non-lethal  
damage,

Evasion: No damage on reflex save,

Fleet: Base speed + 5 feet,

Martial Weap Prof,

Precise Shot: Can shoot into melee without  
-4 penalty,

Shield Proficiency: Can use shields,

Simple Weapon Proficiency,

Skill Focus (Stealth): +3 Stealth,

Weapon Focus(Ranged): +1 attack rolls

**Skills** Climb 6, Handle Animal 8, Heal 11,

Intimidate 2, Know Dungeon 1,

Know Geography 16, Know Nature 16, Perception

17, Ride 12, Stealth 20, Survival 17, Swim 3

**Languages** Common, Dwarven

## SPECIAL ABILITIES

Defensive Training +4 Dodge AC against Giant

Greed +2 Appraise related to stone or metal work

Slow and Steady Base speed of 20 ft, speed is never  
modified by armor or encumbrance.

Stability +4 bonus on being bullrushed or tripped

Stonecunning +2 bonus on Perception for unusual



# MAVRICK STAT BLOCK CONTINUED

stonework

Camouflage Can hide in any sort of terrain

Evasion Reflex save no damage instead of 1/2

Favored Terrain +2 bonus on init, know geog,

Perception, Stealth, Survival in selected terrain 2

Hunters Bond Either animal companion or bond with party that allows 1/2 favorite enemy bonus to be added to party for WIS bonus number of rounds, this takes a move action.

Quarry 1/day as a standard action 1 target +2

attack, criticals confirmed and can take 10 on track  
Swift Tracker Can follow tracks at normal speed no penalty

Track (Ex) Adds half level on Survival skill checks made to follow or identify tracks.

Wild Empathy A druid can improve the attitude of an animal. This ability functions just like a

Diplomacy check made to improve the attitude of a person. The druid rolls 1d20 and adds her druid level and her Charisma modifier to determine the wild empathy check result.

To use wild empathy, the druid and the animal must be able to study each other, which means that they must be within 30 feet of one another under normal conditions. Generally, influencing an animal in this way takes 1 minute but, as with influencing people, it might take more or less time.

A druid can also use this ability to influence a magical beast with an Intelligence score of 1 or 2, but she takes a -4 penalty on the check.

Woodland Stride Can move through undergrowth at normal speed

## MAGIC ITEMS

+2 **Scale mail**

+2 **Shield**, heavy steel Arrow Deflection:  
DC 20 Reflex save to reflect (+2 bonus)

+2 **Spear of Wounding**: +1 point of bleed damage. can be stopped by a DC 15 Heal check or any healing spell. (+2 bonus)

+1 **Dagger**

**MAVRICK** almost always has a knowing smile on his face. The wrinkles and crow's feet are not nearly as noticeable as other Dwarves his age, largely due to his eternally optimistic attitude. His mind immediately gravitates towards fixing a problem as soon as possible, and in the most efficient and permanent manner. He has seen quite a lot in his travels, and he has a quiet confidence that instills a true sense of security in others.

Mauvrick finds the good in nearly everyone and is not quick to judge. As a matter of fact, if someone portrays himself as being evil, he assumes that this person may very well be just misguided, or going through a rebellious phase. He will keep a watchful eye on people like this, however.

Mauvrick does not eat meat, but he understands the spirit and needs of The True Hunter. Mauvrick is a true animal lover, and he loves all peaceful life. The one thing that would turn Mauv into a whirlwind of justice is if he were to witness someone harming or killing any innocent animal. Mauv will still play things fair as he can possibly muster, and will challenge any offender to a duel to the death. *If anyone were to ever intentionally hurt his best animal companion MAURIE, may the Gods help them, as there will be no mercy offered.*

**JOSHUA THAFT** is Mauvrick's closest dwarf friend and ally. They have helped defend the surrounding lands from orcs, ogres and worse. Joshua think himself a good cook, and he is. He is such a good cook that Mauvrick playfully puts Josh in charge of all foodstuffs to be cooked and carried. This list of these things includes rare spices and proper eating utensils. All of which Joshua is "allowed" to carry. Joshua makes a magnificent stuffed wild boar, and for his friend, he also makes an equally satisfying black bean pie.

**POLAR BEAR** CR 5 ~ AC 20 ~ HP 52 ~ XP 1,600

STR 25, DEX 17, CON 23, INT 2, WIS 16, CHA 10



# JOSHUA THAFT STAT BLOCKS

**JOSHUA "THE SHAFT" THAFT** - Dwarf CR 9  
XP 6,400 Chaotic Good Medium Humanoid  
**Barbarian level 10 Scout**  
Init 0; Senses Darkvision 60; Perception +12

## DEFENSE

**AC 16**, Touch 10, flat footed 16 (+2 Hide, Shield, none) (+6 armour)  
**hp 100** (0d8+10d12+20+10);  
Fort +9, Ref +3, Will +4  
Resistance to poison +2, Resistance to spells +2

## OFFENSE

Speed 35

### Melee

Single Attack(+2/+2) Waraxe, dwarven +16  
(1d10+5 X3)  
or (+1/+1) Dart +11 (1d4+4)

### Full Attack

(+2/+2) Waraxe, dwarven +16/11 (1d10+5 X3)  
(+1/+1) Sword, short +8 (1d6+2/19-20)  
or (+1/+1) Dart +11/6 (1d4+4) range 20  
Space 5ft.; Reach 5

### Special Attacks

Hatred +1 attack Orcs, goblinoids,  
Weapon Familiarity Dwarven waraxes  
and urgroshes  
Rage (Ex) +4 Con +4 Str +2 Will save -2 AC. Per  
day = Con mod + 22  
Rage Power Last as long as raging. Number = 5

## STATISTICS

Str 17, Dex 11, Con 15, Int 11, Wis 13, Cha 10  
Base Attack 10 CMB 13 ; CMD 23

### Feats

No Escape: Can move double movement to pursue  
a withdraw as immediate action,  
Powerful Blow: Gain +1 and +1 per 4 levels on  
damage 1/rage,  
Quick Reflexes: Gain 1 additional attack of oppor-  
tunity per round while raging,  
Raging Leaper: Adds level to Acrobatics skill when  
jumping while raging. Always considered to have  
running start,

Swift Foot -1: Gains 5ft movement while raging,  
Alertness: +2 Perception +2 Sense motive,  
Armour Prof Light,  
Armour Prof Medium,  
Cleave: Get extra attack if hit monster to adjacent  
foe, -2 AC until your next turn,  
Martial Weap Prof,  
Power Attack: You can choose to take a -1 penalty  
on all melee attacks and combat maneuver checks  
to gain a +2 bonus on all melee damage rolls. Every  
+4 base attack penalty increases by -1  
and damage by +2,  
Shield Proficiency: Can use shields,  
Simple Weapon Proficiency,  
Skill Focus (Stealth): +3 Stealth,  
Weapon Focus: +1 to attack rolls  
**Skills** Acrobatics 8, Climb 8, Handle Animal 10,  
Intimidate 0, Know Nature 7, Perception 12, Ride  
0, Sense Motive 3, Stealth 7, Survival 10, Swim -1

**Languages** Common, Dwarven

## SPECIAL ABILITIES

Defensive Training +4 Dodge AC  
against Giant type  
Greed +2 Appraise related to stone or metal work  
Slow and Steady Base speed of 20 ft, speed is  
never modified by armor or encumbrance.  
Stability +4 bonus on being bullrushed or tripped  
Stonecunning +2 bonus on Perception for unusual  
stonework  
Damage Reduction Reduced damage from  
weapons 2  
Fast Movement Land Movement raised by 10  
Improved Uncanny Dodge Can no longer  
be flanked 1  
Trap Sense Reflex save and AC when dealing with  
traps bonus 3  
Uncanny Dodge Retains Dex bonus if flat footed 1

## MAGIC ITEMS

+2 **Hide**  
+2 **Waraxe, dwarven**  
+1 **Sword, short**  
+1 **Dart (8)**



# SCYTHE THE BLIZZARD DRAGON

**8. THE DRAGON SCYTHE** - This grand cavern chamber is absolutely enormous. The room's size is nearly 200 feet from west to east, and 100 feet from north to south. The skeleton of a dragon of the largest size lays partially buried in the powdery snow. There is evidence of a bloody battle that had taken place here, and there are streaks and smears of blood on the floor and walls captured forever under a thick layer of hard ice. A natural monolith that stands in the center of the room has a crudely-drawn sequential art story that wraps around the entirety of the monolith. The artwork is more symbolic rather than realistic, but it clearly conveys that a great Frost Giant warrior defeated an equally formidable foe in the form of a great White Dragon. The story unfolds in a way that makes you uncertain as to what exactly came of the dragon. The story vaguely implies that the dragon felled here was indeed slain, yet is now a slave. Your uncertainty turns to that sharp and immediate *fear* that you get when you instantly realize you are up to your heads in danger. You see a quick motion from the corner of your eye. *The giant dead dragon is moving and coming to life!* The sounds of ice breaking in large chunks mingles with the sounds of the creature coming to life. An intake of air seems to come from the dragon that sounds something like shards of ice, snow and gravel being pelted against a hard stone wall. A raspy voice fills your ears and makes your entire body tremble in fear.

"You *pitiful*, tiny humans with your *tiny minds* and *tinier bodies*. I may have lost one battle, but I have no intention of losing to the likes of you!"

The undead dragon coils its massive head back like some gigantic cobra poised to snatch a helpless rodent into its mouth. The dragon lurches forward and attacks!

"I will encase you in ice, forever to revive and kill you again and again *and AGAIN!*"

**GM NOTES** - This undead dragon is now a **BLIZZARD DRAGON**. In life, this dragon was known as the great White Dragon MORGWICK. It has since taken on the identity that calls himself **SCYTHE**. This undead creature has been brought to life by Jarl Grimthrok's court necromancer, **KORAG THE COLD**. KORAG has spent years hunting for the magics that were needed to create such a horror. Scythe's treasures are largely hidden from view but can be found in area 8A. Scythe will fight to the bitter end.

**8A. SCYTHE'S TREASURE CHAMBER** - This small chamber is *filled* with treasures. The most prominent treasure seems to be a hoard of loose silver pieces surrounding a variety of coffers, chests and bladed weapons. Every one of these swords and daggers is face down, with the blade part stabbed into this realm of coins, all with their handles and hilts exposed. Other than that, you can see a variety of scrolls, tapestries, rugs and small tables holding a wide variety of gems.

**GM NOTES** - Scythe's treasure hoard includes:

- 2,660pp, 5,580gp, 16,880sp and 4,080cp
- **GREATSWORD +2**
- **RAPIER +3**
- **DAGGER +2**
- 3 White marble vases worth 400gp each
- 4, 10-foot by 10-foot tapestries worth 800gp each
- 3 Cleric Scrolls - GM's choice - levels 4, 6 & 8
- 4 Mage Scrolls - GM's choice - levels 3(x2), 6, 7
- 8 Rugs with gold thread worth 250gp each
- **2 Silver throwing knives +2**
- **Bag of Holding** (bag 4 type)
- **Portable Hole**
- **MATTOCK +2**
- 6 sets of 10 Gems (60 total) of differing values. To calculate, roll 1d4 x 60, 1d6 x 50, 1d8 x 40, etc.
- A black-bladed **+3 SCYTHE** named REAPER, with silver runes and a petrified birch bark shaft.



# SCYTHER'S STAT BLOCKS

## SCYTHER, BLIZZARD DRAGON

White Old Dread Zombie (Huge) CR 15  
XP 51,200  
Chaotic evil Huge Dragon (Undead)  
Init +3; Senses Blindsight 60, Darkvision 120;  
Perception +27  
Aura Frightful Presence DC(20),  
Unnatural Aura 30ft

## DEFENSE

**AC 34**, Touch 7, flat footed 34  
(No Armour, Shield, none)  
(-1 Dex, +27 Natural, -2 size)  
**hp 120** (16d8+2d8+18+18);  
Fort +6, Ref +4, Will +15  
Damage reduction 10/magic, Immunity to cold,  
Spell Resistance 24, Vulnerability to fire,  
channel resistance 2

## OFFENSE

Speed 60, fly 200ft., swim 60ft., burrow 30ft.,  
Speed Cannot run

### Melee

Single Attack Bite, Dragon +26 (2d8+15)

### Full Attack

Bite, Dragon +26 (2d8+15)  
2 Claw +25 (2d6+10)  
Crush +20 (2d8+5)  
Tail +20 (2d6+5)  
2 Wing Slap +20 (1d8+5)  
Space 15ft.; Reach 10

### Special Attacks

Breath Weapon DC(20) 16d4 Cold 30ft cone,  
Sorcerer 5,  
Brain Consumption (Ex) DC(29)  
Command Zombies (Su)  
Spell-like Abilities Sorcerer level 5  
Spell-like Abilities (CHR) 1st DC(12)  
Fog cloud 3/day  
Spell-like Abilities (CHR) 3rd DC(14)  
Gust of wind 3/day  
Spell-like Abilities (CHR) 5th DC(16)  
Freezing fog like solid fog + grease spell (ice) 3/day  
Spell like abilities water breathing

## Spells

CL 5 Concentration 6  
**Level 0** (4) DC 11  
Bleed, Ghost Sound, Haunted Fey Aspect,  
Ray of Frost, Read Magic, Touch of Fatigue

### Level 1 (7) DC 12

Chill Touch, Corrosive Touch, Detect Thoughts,  
Sculpt Corpse

### Level 2 (4) DC 13

Fog Cloud, Summon Monster II,

## STATISTICS

Str 30, Dex 8, Con 0, Int 14, Wis 15, Cha 12  
Base Attack 17 CMB 29 ; CMD 38

## Feats

Blind-fight: Re-roll miss chance for concealment,  
Cleave: Get extra attack if hit monster to adjacent  
foe, -2 AC until your next turn ,  
Flyby Attack: Can make standard action  
during move,  
Hover: Can Hover,  
Improved Initiative: +4 Initiative checks,  
Power Attack: You can choose to take a -1 penalty  
on all melee attacks and combat maneuver checks  
to gain a +2 bonus on all melee damage rolls. Every  
+4 base attack penalty increases by -1 and damage  
by +2,  
Skill Focus (Perception): +3 perception,  
Toughness: +3 Hit points or +1 per hit dice,  
Weapon Focus: +1 to attack rolls,  
Wingover: Can change directions quickly while  
flying  
**Skills** Climb 17, Diplomacy 20, Fly 10, Intimidate  
20, Know Arcana 21, Perception 27, Spellcraft 21,  
Stealth 10, Swim 29

**Languages** Aquan, Arian, Common, Draconic

## SPECIAL ABILITIES

**Frightful Presence:** This special quality makes a  
creatures very presence unsettling to foes. Activat-  
ing this ability is a free action that is usually part of



# SCYTHER'S STAT BLOCKS CONT'D

an attack or charge. Opponents within range who witness the action may become frightened or shaken. The range is usually 30 feet, and the duration is usually 5d6 rounds. This ability affects only opponents with fewer Hit Dice than the creature has. An opponent can resist the effects with a successful Will save (DC 10 + 1/2 the frightful creatures racial HD + the frightful creatures Cha modifier; the exact DC is given in the creatures descriptive text). An opponent that succeeds on the saving throw is immune to that same creatures frightful presence for 24 hours. On a failed save, the opponent is shaken, or panicked if it has 4 Hit Dice or fewer. Frightful presence is a mind-affecting fear effect.

**Blindsense:** Using nonvisual senses, such as acute smell or hearing, a creature with blindsense notices things it cannot see. The creature usually does not need to make Perception checks to pinpoint the location of a creature within range of its blindsense ability, provided that it has line of effect to that creature. Any opponent the creature cannot see still has total concealment against the creature with blindsense, and the creature still has the normal miss chance when attacking foes that have concealment. Visibility still affects the movement of a creature with blindsense. A creature with blindsense is still denied its Dexterity bonus to Armor Class against attacks from creatures it cannot see.

**Vulnerability to:** A creature with vulnerabilities takes half again as much damage (+50%) from a specific energy type, regardless of whether a saving throw is allowed or if the save is a success or failure. Creatures with a vulnerability that is not an energy type instead take a -4 penalty on saves against spells and effects that cause or use the listed vulnerability (such as spells with the light descriptor). Some creatures might suffer additional effects, as noted in their descriptions.

**Unnatural Aura:** Animals do not willingly approach the creature unless the animals master makes a DC 25 Handle Animal, Ride, or wild empathy check.

This entire cavernous lair used to belong to the great dragon **MORGWICK**. The cruel and eager Grimthrok found much of these caves to be ideal for his stronghold. One night, he crept into this lair to see the dragon for himself. Upon seeing the size of the dragon, he ordered another Frost Giant by the name of **HELVATH** into the dragon's lair. Grimthrok made it quite clear to Helvath,

**"You slay this wyrm, or my men will slay you!"**

Helvath had few options available to him. To appease his cruel commander and chieftain, Helvath strode boldly into the dragon's lair. He bravely woke the dragon, giving the great beast a fair chance to defend itself. With some measure of trepidation, Helvath attacked the dragon and finally subdued the beast. Helvath stood victorious over the dragon, and turned to show his Jarl that the deed was done and that the dragon would no longer be a threat.

To Helvath's surprise and horror, Jarl Grimthrok rushed forward and plunged his blade into the dragon's throat, killing it instantly. *Helvath was outraged!* Despite his fear of punishment, despite his fear of potential execution, *Helvath screamed,*

**"You Bastard! You filthy, foul and murdering BASTARD! The thing was helpless! There is no honor in slaying the helpless! There is no honor in killing those that cannot defend themselves!"**

Jarl Grimthrok's men swarmed over Helvath, and though Helvath slew many of the giants, he was indeed eventually subdued and rendered motionless. A captive to Jarl Grimthrok Oaken Rock, *and an embarrassment to his entire clan.*

From that day forth, Helvath's name was changed to **HELVATH VORPNIR**. This surname, in Frost Giant culture, means **"TRAITOR."**

Grimthrok Oakenrock is Helvath's twin brother.



# GUARD ROOM AND LARDER

**8B. STEPS TO JARL GRIMTHROK'S ROOM** - Large slabs of uneven and slippery ice make up the steps that lead below. The steps extend some 90 feet, and curl toward the northeast direction.

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**GM NOTES** - These steps descend 90 feet to **area 12, THE ROYAL GUARD CHAMBER.**

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**9. GUARD ROOM** - This icy cavern chamber is approximately 80 feet by 40 feet in size. Three burly Frost Giants are standing guard here. One is barring the open cavern path at the west side of the room, and two are guarding the 20-foot wide icy steps heading south. The giants look bored and extremely irritable.

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**GM NOTES** - These 3 Frost Giants are in charge of watching over the guard room of the 2 champions **GUNNIS & GUNNAR.** Large and irregular sets of icy shelves protrude from the northeast corner of the room, and acts as a massive bunk bed of sorts. There are heaps of dirty furs and hides at each of the 3 bed levels, and there are 3 footlockers stuffed beneath these shelves. Each of these chests is locked but can be opened by using a key that each of the Frost Giants wears around their necks. These few treasures include:

- **CHEST #1** - 42gp, 28sp and 18cp.
- **CHEST #2** - 40gp, 26sp and 22cp.
- **CHEST #3** - 36gp, 32sp and 24cp. A cookbook labeled: **HOW TO COOK EPIC DWARF!** This book is not printed, but is a one-of-a-kind and complete original. This work is a collection of odd recipes that feature dwarves as the main course.

**FROST GIANT** CR 9 - AC 21 - HP 133 - XP 6,400

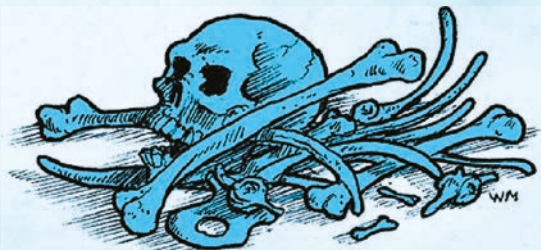
STR 29, DEX 9, CON 20, INT 10, WIS 14, CHA 11

**10. DARK LARDER** - You enter into a cavern hallway that measures 20 feet wide by 60 feet in length. It is colder here than in any other area you have ventured in so far. Live goats, rams and a half dozen dead halflings are all chained to the walls. There is an alcove cut into the east wall. As you peer in, you see several crates, barrels, and sacks of provisions and something else that you wish you hadn't noticed. On a large, oaken table, several sausages have been pressed, rolled and wrapped, ready to eat. In a cast iron sausage grinder, the size of a witch's cauldron, is the meat that has been used to make these sausages. The meat is from a dwarf that has been stripped of his arms, armor, and clothing. His beard has been shaved off roughly, and you can see only his upper body protruding from the sausage press. What happens next is something entirely unexpected. *The dwarf is still struggling to be set free from the press.* The fact that he makes no sound is perhaps even more surreal. Moments pass as you watch this dwarf struggling in sheer agony and shock. The dwarf looks at you blankly and dies.

You wonder how such a torturous death could happen and there be so little blood. Piles of humanoid bones have been lazily swept into the corners of this gruesome larder chamber.

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**GM NOTES** - This is the Frost Giant's larder. There are 6 goats, 6 rams and 6 dead halflings here. There are also several sacks of oats, grains, barley, wheat and corn. Hanging from chains from the ceiling are a variety of meats. There are also 12 barrels of beer and 6 barrels of *very bitter* ale.





# KORAG THE COLD'S CHAMBERS

**11. THE WINTER WIZARD'S ROOM** - You walk up the massive slabs of ice and you realize that the chamber you are approaching seems much warmer than other areas of these caves. You peer into the chamber, and you see a human-sized man dressed in white, cyan, and navy blue robes. The man is frail and clean shaven and has long dark hair that seems to have a tinge of deep blue. The man is in the center of the room, surrounded by many things that would suggest that this man is a wizard of some sort. He has his hands wrapped around a large chunk of ice that resembles an ice blue crystal. A wry smile instantly spreads across the face of this man as he looks up at you from what he is doing and speaks in a commanding voice,

"I would like to take this moment to welcome you gentlemen. I have been watching your progress since you've arrived and I'm quite glad that you've made it this far. Frankly, I did not think it were even a possibility. I have been *aching* to please my lord and master and to show him what I could do. After all, being an elf in a Frost Giant's lair does not allow for many opportunities for *advancement*, does it?"

The elf then quickly raises his hands to cast a spell as bolts of blue energy fill the air.

**GM NOTES - KORAG THE COLD** has noticed the party's arrival by making use of his **CRYSTAL SHARD**, which acts in the same way as a Crystal Ball. Korag has every intent on mangling and destroying each and every member of the party so severely, that he hopes to gain the praise of The Jarl. He simply *craves* the adoration and attention from his "foster father" Grimthrok. He intends on taking the results of this massacre he has envisioned and using it as leverage for Korag to gain more freedom within his new and chosen home. GM's discretion may be used to determine if Korag blasts a frozen but still living victim to pieces for show.

**KORAG THE COLD** - Elf - CR 12 - XP 19200

Chaotic Evil Medium Humanoid

**Sorcerer level 13**

Init +3; Senses Low-light Vision; Perception +1

## DEFENSE

**AC 14**, Touch 14, flat footed 10

(No Armour, Shield, none)

(+3 Dex, +1 feats)

**hp 87** (0d8+13d6+26+13);

Fort +6, Ref +7, Will +7

Immunity to Sleep,

Resistance to Enchantments +2

## OFFENSE

Speed 30

### Melee

Single Attack(+2/+2) Mace, Heavy +9 (1d8+3)

Disruption

or (+1/+1) Crossbow, light +10 (1d8+1 /19-20 X2)

Distance

### Full Attack

(+2/+2) Mace, Heavy +9/4 (1d8+3) Disruption

(+2/+2) Bayonet +3 (1d6+2)

or (+1/+1) Crossbow, light +10 (1d8+1 /19-20 X2)

range 160 Distance

Space 5ft.; Reach 5

### Special Attacks

Bloodline Undead Corporeal Undead that were humanoids are treated as humanoids for spell effects

Grave Touch (Sp) As touch attack shakens creature for round = 1/2 level. per day = 3 + CHA bonus

### Sorcerer Spells

CL 13 Concentration 17

**Level 0** (6) DC 14

Arcane Mark, Dancing Lights, Light, Ray of Frost, Read Magic, Touch of Fatigue

**Level 1** (7) DC 15

Burning Hands, Cause Fear, Chill Touch, Comprehend Languages, Magic Missile, Ventriloquism



# KORAG THE COLD'S STAT BLOCK

## Level 2 (7) DC 16

Arcane Lock, Arrow Eruption, Disfiguring Touch, False Life, Mad Hallucination, Silent Vanish

## Level 3 (7) DC 17

Black Sword Of War, Blade Snare, Draconic Reservoir, Lightning Bolt, Vampiric Touch

## Level 4 (7) DC 18

Animate Dead, Ball Lightning, Beast Shape II, Ice Storm, Silent Sheet Lightning

## Level 5 (6) DC 19

Devil Snare, Icy Prison, Maximized Ghoul Touch, Waves of Fatigue

## Level 6 (4) DC 20

Silent Telekinesis, Undead Anatomy III, Undeath to Death

## STATISTICS

Str 13, Dex 16, Con 14, Int 13, Wis 8, Cha 18  
Base Attack 6 CMB 7 ; CMD 21

## Feats

Combat Casting: +4 Concentration checks for Defensive casting,

Dodge: Add 1 to AC ,

Empower Spell: Numeric effects are increased by one-half,

Eschew Materials: Cast spells without material components,

Maximize Spell: All variable, numeric effects of a spell modified by this feat are maximized.

Saving throws and opposed rolls are not affected, nor are spells without random variables.

A maximized spell uses up a spell slot three levels higher than the spells actual level.,

Persuasive: +2 Diplomacy +2 Intimidate,

Silent Spell: Cast spell without verbal components, Simple Weapon Proficiency,

Spell Focus: +1 to DC for save against 1 school of magic

**Skills** Appraise 1, Bluff 18, Diplomacy 6, Fly 10,

Intimidate 6, Know Arcana 8, Perception 1, Spellcraft 14, Stealth 16, Use Magic Device 4

**Languages** Common, Elven, Sylvan

## SPECIAL ABILITIES

Deaths Gift (Su) Resist Cold, DR 5/- against non lethal, At 9th cold 10, DR10/- non lethal

Eschew Materials Gives feat

Grasp of the Death (Sp) Range 60ft Skeletal arms 20ft burst 1d6 slashing/level Reflex DC 10+level/2 + CHA bonus per day= 1

Low-light Vision:A creature with low-light vision can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of dim light. It retains the ability to distinguish color and detail under these conditions.

## MAGIC ITEMS

**+2 Heavy Mace of Disruption** - Undead struck must succeed on a DC 14 Will save or be destroyed.

**+1 Light Crossbow of Distance** - Doubles the range increment.

**+2 Bayonet**

**KORAG THE COLD.** This is the name that the freakish elf **Versimilus Durvin** envisioned himself having someday. Versimilus, or "**Vercy**", as his tormentors called him, shunned other humanoids and held a deep and dark resentment for nearly anyone with two legs. Born extremely thin and never developing any truly desirable physique, Vercy was shunned in nearly every way while growing up as a child. His father was of little help, as he expected a stout and powerful warrior such as himself. The only being that Vercy seemed to have any kinship with was his delicate elven mother, who had some latent magical powers herself. Seeing the same things in Vercy, his mother encouraged him to study magic and to give every ounce of power and energy that he could, and to focus his hatred into creating spells that would suit him and his family. Living in the birchwoods far to



# KORAG'S STORY & TREASURE

the north, Vercy decided to study spells that reflected his cold desires. In time, the elders in his village realized his abilities, as well as his potential, and let Vercy learn at will. He quickly superceded all magical practitioners in his village, and was put to the test when the Northern Nomads came to wreak havoc upon their village. Vercy was prepared and destroyed the entire raiding party nearly all by himself. Sadly, very little credit was awarded Vercy and the bitterness and rage that he felt made him realize that he simply was *never* going to be accepted by his elven lineage, or anyone, for that matter. Vercy then made a harsh decision. He volunteered to lead his fellow elves to a treasure beyond measure. In reality, Vercy had led them into the coldest and deadliest trap of all. That of the lair of the Frost Giants. Vercy knew the area through scrying, and had intentionally led his party to be captured. Boldly, and right in front of his brethren, the brazen and wicked elf mage offered a deal.

Jarl Grimthrok asked the name of this insane elf that has just delivered his brethren into the hands of certain death. Grimthrok bellowed,

**“And what is the name of this *cockroach* that has had the balls to offer *me* a deal? What is your name, foolish little elf boy?”**

After a pause, the terrified elf managed to gather himself together and answered back,

**“My name is Korag, milord. *Korag The Cold!*”**

Korag's treasures and belongings include:

- 6 frozen human faces inlaid with 12 pearl “third eyes” (200gp each)
- 3 tapestries depicting different scenes involving bands of Frost Giants raiding villages absent of any male warriors. (1,000gp each to ghoulish buyers)
- 2 spell scrolls: **COMMAND UNDEAD**

**CONTROL UNDEAD** - Korag yearns for the day when he can memorize this spell as one of his own.

- 6 wands that Korag wears strapped to his legs to intimidate his enemies. Korag is a true wand aficionado, but this passion is something he has little control over. Each of the following 6 wands has very few charges left.

**OBSCURING MIST** - (3 charges)

**COMPREHEND LANGUAGES** - (3 charges)

**DETECT SECRET DOORS** - (2 charges)

**SHIELD** - (4 charges)

**SNOWBALL** - (3 charges)

**BURNING HANDS** - (3 charges)

- **MITHRAL CHAIN OF WEAKNESS** - This potent magic item allows for the user to imprison powerful foes, like **CHAINS OF LIGHT**, except for no save & must follow single word commands.

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**12. THE ROYAL GUARD CHAMBER** - **You descend the steps, and you hear a booming voice coming from the icy depths below.**

**“That’s right. That’s right, *fight!* Fight as hard as you can!”**

**With that, raucous laughter erupts from several large beings. It doesn’t sound right in any way, shape or form. It is not coming from a normal man. The voice and laughter come from women. As you peer into the chamber, you see 3 Frost Giant women surrounding a helpless victim. One of the giants is holding a chain in one meaty hand, hanging a human male from his neck. The victim’s eyes are bulging, and he is kicking wildly. He kicks so hard and viciously; he inadvertently kicks over 4 frozen objects that fall to the hard icy floor that smash and splinter into dozens of large broken *chunks*. The pieces are frozen human beings that have just been inadvertently destroyed by this man hanging from the chain. The man screams and you**



# GRIMTHROK'S GUARDIANS

swear that you can somehow discern that this man is crying uncontrollably while he is being hung to death. Some verification of this comes from one of the gnarled female giants,

“Awwww, isn't that just *too bad!* You kicked over your entire family, ya dolt! We could have brought them back out of their icy slumber *if you would have just kept your cool!*”

The giants are clearly enjoying themselves and lift the struggling man higher into the air. A few more moments like this and the man will die.

**GM NOTES** - These 3 female giants are the wives of the bodyguard twins and Grimthrok himself. Treat this threesome as regular Frost Giants. Their treasures are mixed in with the hoard found in area 13, and they fight to the death. The man is a Fighter level 8, but has only 5 hp left. His name is **Baggro**, and he normally has 88 hp.

**13. BODYGUARD'S CHAMBER** - You enter into a large, square-shaped chamber that measures 50 feet square. Situated in the southwest corner are two extremely stocky Frost Giants seated on huge, sturdy wooden chairs. The pair are hunkered over their drinks like they are protecting the rarest treasures in this world.

**GM NOTES** - The way the giant's table and chairs are situated makes it easy for the pair to notice any sign of movement coming into the room. If the PCs distinctly mention exercising extreme caution and stealth while entering the room, the GM rolls for proper initiative, but these guards are quite frosty (alert) indeed. If the party is noticed, read the following description to the players.

The giants notice you as you enter the room.

Looks of sheer disgust stretch across their faces. Larger than normal clouds of their frosty breath streams forth from their mouths as they bellow,

“Who in the frozen 'ells are YOU lot, then?”

“*Jarl! Intruders! Alert!*”

**GM NOTES** - The Jarl is sleeping soundly in the next room. There is a 75% chance that The Jarl will be wakened by the bellowing and combat taking place outside of his room. If Grimthrok is in fact wakened, it will take him 1d4 rounds to enter the battle, as he is waking from a bout of drinking the stout Frost Giant liqueur known as **NORDWAN**. The 2 bodyguards have been enjoying a bit of Nordwan as well, but they are far from feeling any side effects from the potent alcoholic beverage.

The two giants shove their chairs aside and grab their axes. The pair of giants trample forth, intent on chopping you to pieces.

**GM NOTES** - The two bodyguards are The Jarl's fiercest warriors. The pair are also twins. **GUNNIS and GUNNAR** attack savagely, and to the death. The room serves as their bedroom and guard room as the last line of defense to protect Grimthrok, but perhaps more importantly, this is also the guard room to the vertical underground tower prison that extends 80 feet deep into the earth's frozen ground. **Steps lead down to the prison tower to area 16.** The treasures that can be found in this room are:

- **NORDWAN LIQUEUR** - Treat as **OPIUM**.
- 380pp, 222gp, 1,234sp and 3,033cp

**GUNNIS & GUNNAR** CR 9 ~ AC 21 ~ HP 144 ~ XP 6,400

STR 29, DEX 9, CON 20, INT 10, WIS 14, CHA 11



# JARL GRIMTHROK'S CHAMBER

**14. JARL GRIMTHROK'S CHAMBER** - This massive chamber is surely fit for a king. It is 60 feet wide by 100 feet in length.

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**GM NOTES** - If The Jarl was alerted by his pair of elite guards, he will join the fight in 1d4 rounds. If The Jarl has slept through the battle just outside of his chambers, please read the description below. He still has made sure that his most inner sanctum is as secure as he could have made it. Anyone crossing the threshold of this chamber will sound an alarm in the form of a **MAGIC MOUTH**. This Magic Mouth will bellow an exaggerated command to wake and alert Jarl Grimthrok Oakenrock.

*"Thieves, assassins, grave robbers! It is time to awake and fight for the honor of your family!"*

You see something stir 40 feet away from you and partially obscured by a massive pillar of ice from the very center of the chamber. You see a massive Frost Giant leap from his bed. He grabs an axe and rod and dons a helmet as he rushes forward, bellowing in garbled rage as he comes.

*"You insects DARE to enter my prison! I will have you tortured for weeks!"*

---

**GM NOTES** - The Jarl keeps a neat stack of ice boulders on the floor next to his bed. There are 6 of these boulders, and the GM may opt to allow for him to throw a boulder or two before engaging in brutal melee combat.

If Grimthrok is on his last legs, (20 hp or lower) and it looks like he is going to surely perish, the dying giant will retrieve his **ROD OF CONTROL UNDEAD**. Please read the following to the party.

---

There is that split second moment when engaged in dire combat, when you know that you are not

only winning, but that you *will* indeed win the battle. It is just a matter of time. You now feel that the death stroke is within reach. You feel that telltale jolt of excitement, exhilaration, and just as you grit your teeth and furrow your brow with grim determination, the wounded giant throws his axe to the icy floor. Breathing heavily, he dips his head acknowledging defeat. There is a brief pause as the giant retrieves something from behind his back. A shiny black rod is now in the giant's hand. A grin forms upon his face and just one word emerges from his bloody lips.

*"ARISE!"*

A split second after this word is spoken, a marble slab at the north side of the chamber splits in half. A reek of death fills your nostrils, and a giant, black slimy hand clumsily grasps hold of the rim of the sepulchre beneath the now broken slab. A hideous groan ushers forth from the gaping hole, and then comes a roar that sounds like some wind you might hear coming from the deepest pits of hell. A massive *thing* slithers up and over the lip of the opened crypt, you marvel at not only how large it is, but *what* it is. Melded together in the most gruesome ways imaginable, are at least a dozen decayed and gelatinous giant bodies that emerge as one. Hands, feet, parts of arms, legs and even heads make up the creatures form. With surprising speed, *the thing slides towards you*, black slime trailing behind it. You almost regurgitate at the sight and smell, and then it speaks. The thing sounds like slimy stones being grated together.

*"YOOOUUUUU.... We know why you're here. You cannot have the giant. He is ours!"*

The giant then laughs maniacally and a look of sheer *madness* has replaced the warrior's visage you noticed mere moments ago. The shambling, undead ooze slithers its way towards you. Howls of laughter pour forth from the mad giant.



# THE GRAVESLUDGE

**GRAVESLUDGE** - CR 12 - XP 19,200

NE Medium Ooze

Init +10; Senses blindsight 60 ft., lifesense;  
Perception +19

## DEFENSE

**AC 27**, touch 21, flat-footed 21 (+5 deflection, +6 Dex, +6 natural)

**hp 161** (14d8+98)

Fort +11, Ref +15, Will +11

Defensive Abilities haunted, negative energy affinity; DR 10/good; Immune acid, cold, death effects, energy drain, fear, negative energy, ooze traits

## OFFENSE

Speed 30 ft., burrow 30 ft.

**Melee** 2 slams +20 (2d8+10/19–20 plus 2d6 negative energy and lifeleech)

Space 5 ft.; Reach 10 ft.

Special Attacks create spawn, lifeleech, swift slam  
Spell-Like Abilities (CL 12th; concentration +17)

At will—ghost sound (DC 15), telekinesis (DC 20)

3/day—quicken death knell (DC 17), phantasmal killer (DC 19), wall of ectoplasm (DC 20)

1/day—harm (DC 21)

## STATISTICS

Str 31, Dex 22, Con 24, Int 15, Wis 21, Cha 20

Base Atk +10; CMB +20; CMD 41

Feats Combat Casting, Combat Reflexes, Improved Critical (slam), Improved Initiative, Iron Will, Power Attack, Quicken Spell-Like Ability (death knell)

**Skills** Climb +24, Knowledge (religion) +16, Perception +19, Stealth +20

**Languages** Common; telepathy 100 ft.

## SPECIAL ABILITIES

Create Spawn (Su)

A creature slain by a gravesludge animates as a free-willed juju zombie 1d4 rounds after it is slain.

Haunted (Su)

The eldritch spiritual energy that infuses a gravesludge grants it a deflection bonus to its AC and a resistance bonus on Reflex saves equal to its Charisma modifier (+5 for the typical gravesludge).

Lifeleech (Su)

When a gravesludge deals negative energy damage to a creature, that creature continues to take 1d6 points of negative energy damage at the start of its turn each round. This effect can be stopped via magical healing, and otherwise stops on its own 3 rounds after the initial slam attack. Multiple slam attacks extend the duration of this ongoing negative energy damage but do not increase the amount of damage.

Swift Slam (Ex)

A gravesludge can attack twice with its slam attack as a standard action.

## ECOLOGY

Environment any land

Organization solitary, pair, or haunt (3–5)

Treasure standard

Gravesludges straddle the line between oozes and undead.

Primarily made of ectoplasm and grave dirt, gravesludges spontaneously arise in areas where a grave is desecrated, near strong haunt activity, and in the defiled graves of unhallowed cemeteries. Intelligent undead often entreat gravesludges to bolster their defenses, but solitary gravesludges wander cemeteries, charnel houses, and ossuaries, driven by little more than a burning jealousy and hatred for the living.

Occasionally, living creatures work with a gravesludge to secure a grisly form of life after death as juju zombies.

The average gravesludge measures 6 feet across and weighs 750 pounds.



# TOMBS OF FROSTHEIM PLANS

**GM NOTES** - Jarl Grimthrok always keeps a very special rod nearby at all times. This is a **ROD OF CONTROL UNDEAD** that Korag has quested for and found to gain the favor of the wicked giant.

Grimthrok has been keeping Korag busy with questing for magical items that can control the undead. The area where the Gravesludge emerged is filled with deceased family members of Grimthrok. The giant may have figured out a way to create Gravesludges with the aid of the dark magic of Korag. GM's discretion as to this being true, a pipe dream that had one single stroke of random good luck, or by use of now-expired spell scrolls.

*Grimthrok plans on raising the intentionally desecrated bodies of his own fallen clan in a deranged effort to have them serve his plans of building an undead army.* The area that the Gravesludge rises from are **THE TOMBS OF FROSTHEIM** in the north part of the chamber.

**THE TOMBS OF FROSTHEIM** - Icy steps lead down to the darkness below. The ice is covered with a slick, black slime that covers the entire length of the steps. As you reach the bottom, you see a chamber 50 feet square. There are four shallow pits that have been cut into the icy floor. Each pit is around 4 feet deep and each pit holds a mass of dead bodies that have been cleaved and hacked up and have been immersed in a frozen sludge consisting of what appears to be ice, snow and grave dirt. Parts of the bodies still wear bits and pieces of armor and there is even a massive sword and axe in view as well. At the lip of each of the pits is a long spike that has been thrust into the ground. Atop each spike is a platform holding an open book. All four books are opened to the same page.

A successful 15 Knowledge (Arcana) roll reveals that this spell is called **RAISE GRAVESLUDGE**. GM's discretion as to its authenticity.

## JARL GRIMTHROK OAKEN ROCK

Frost Giant CR 14

XP 38,400

Chaotic Evil Large Humanoid Cold Subtype

**Barbarian level 5** Viking

Init 0; Senses Low-light Vision; Perception +11

### DEFENSE

**AC 25**, Touch 10, flat footed 24

(+2 Hide, Shield, none)

(+9 Natural, -1 size, +6 armour, +1 feats)

**hp 200** (14d8+5d12+95+5);

Fort +18, Ref +5, Will +5

Immunity to Cold, Rock catching,

Vulnerability to Fire

### OFFENSE

Speed 45

#### Melee

Single Attack(+1/+1) Greataxe +26

(3d6+17/19-20 X3) Frost

or Giant Rock +14 (1d8+16) Rock Throwing (Ex)

+1 to hit Rock 120ft increment

#### Full Attack

(+1/+1) Greataxe +26/21/16 (3d6+17/19-20 X3)

Frost or Giant Rock +14 (1d8+16) range 120 Rock

Throwing (Ex) +1 to hit Rock 120ft increment

Space 10ft.; Reach 10

#### Special Attacks

Rage (Ex) +4 Con +4 Str +2 Will save -2 AC.

Per day = Con mod + 12

Rage Power Last as long as raging. Number = 2

### STATISTICS

Str 33, Dex 11, Con 21, Int 11, Wis 11, Cha 14

Base Attack 15 CMB 27 ; CMD 38

#### Feats

Guarded Stance: Gains +1 dodge bonus to AC (and

+1 / 6 levels) for con bonus rounds (move action) ,

Knockback: Can make a bull rush attempt if

successful target takes STR mod damage and

knocked back (No Att of Opp),

Armour Prof Light,

Armour Prof Medium,



# JARL GRIMTHROK'S STAT BLOCKS

Cleave: Get extra attack if hit monster to adjacent foe, -2 AC until your next turn ,  
Combat Reflexes: DEX mod additional attacks of opportunity,  
Dodge: Add 1 to AC ,  
Fleet: Base speed + 5 feet,  
Great Cleave: Can make extra attacks to adjacent foes if you hit opponents can continue until you miss or none within reach, -2 AC until next turn,  
Improved Critical: Doubles critical chance of weapon,  
Improved Overrun: +2 to Overrun CM and CMD; no attacks of opportunity,  
Improved Sunder: +2 to Sunder CM and CMD; No attacks of opportunity,  
Martial Weap Prof,  
Power Attack: You can choose to take a -1 penalty on all melee attacks and combat maneuver checks to gain a +2 bonus on all melee damage rolls. Every +4 base attack penalty increases by -1 and damage by +2,  
Shield Proficiency: Can use shields,  
Simple Weapon Proficiency,  
Skill Focus (Stealth): +3 Stealth  
**Skills** Acrobatics 8, Climb 18, Craft 7, Craft Wood Working 5, Handle Animal 2, Intimidate 13, Know Nature 4, Perception 11, Ride 0, Stealth 6 (Stealth in snow 10), Survival 4, Swim 16

**Languages** Common, Giant

## SPECIAL ABILITIES

Fast Movement Land Movement raised by 10  
Improved Uncanny Dodge Cannot be flanked 1  
Trap Sense Reflex save and AC when dealing with traps bonus 1  
Uncanny Dodge Retains Dex bonus if flat footed 1  
Rock Throwing (Ex): This creature is an accomplished rock thrower and has a +1 racial bonus on attack rolls with thrown rocks. A creature can hurl rocks up to two categories smaller than its size; for example, a Large hill giant can hurl Small rocks. A rock is any large, bulky, and relatively regularly shaped object made of any material with a hard-

ness of at least 5. The creature can hurl the rock up to five range increments. The size of the range increment varies with the creature. Damage from a thrown rock is generally twice the creatures base slam damage plus 1-1/2 times its Strength bonus.  
Cold Subtype: A creature with the cold subtype has immunity to cold and vulnerability to fire.  
Giant Subtype: A giant is a humanoid creature of great strength, usually of at least Large size. Giants have a number of racial Hit Dice and never substitute such Hit Dice for class levels like some humanoids. Giants have low-light vision, and treat Intimidate and Perception as class skills.  
Low-light Vision: A creature with low-light vision can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of dim light. It retains the ability to distinguish color and detail under these conditions.  
Vulnerability to: A creature with vulnerabilities takes half again as much damage (+50%) from a specific energy type, regardless of whether a saving throw is allowed or if the save is a success or failure. Creatures with a vulnerability that is not an energy type instead take a -4 penalty on saves against spells and effects that cause or use the listed vulnerability (such as spells with the light descriptor). Some creatures might suffer additional effects, as noted in their descriptions.

## MAGIC ITEMS

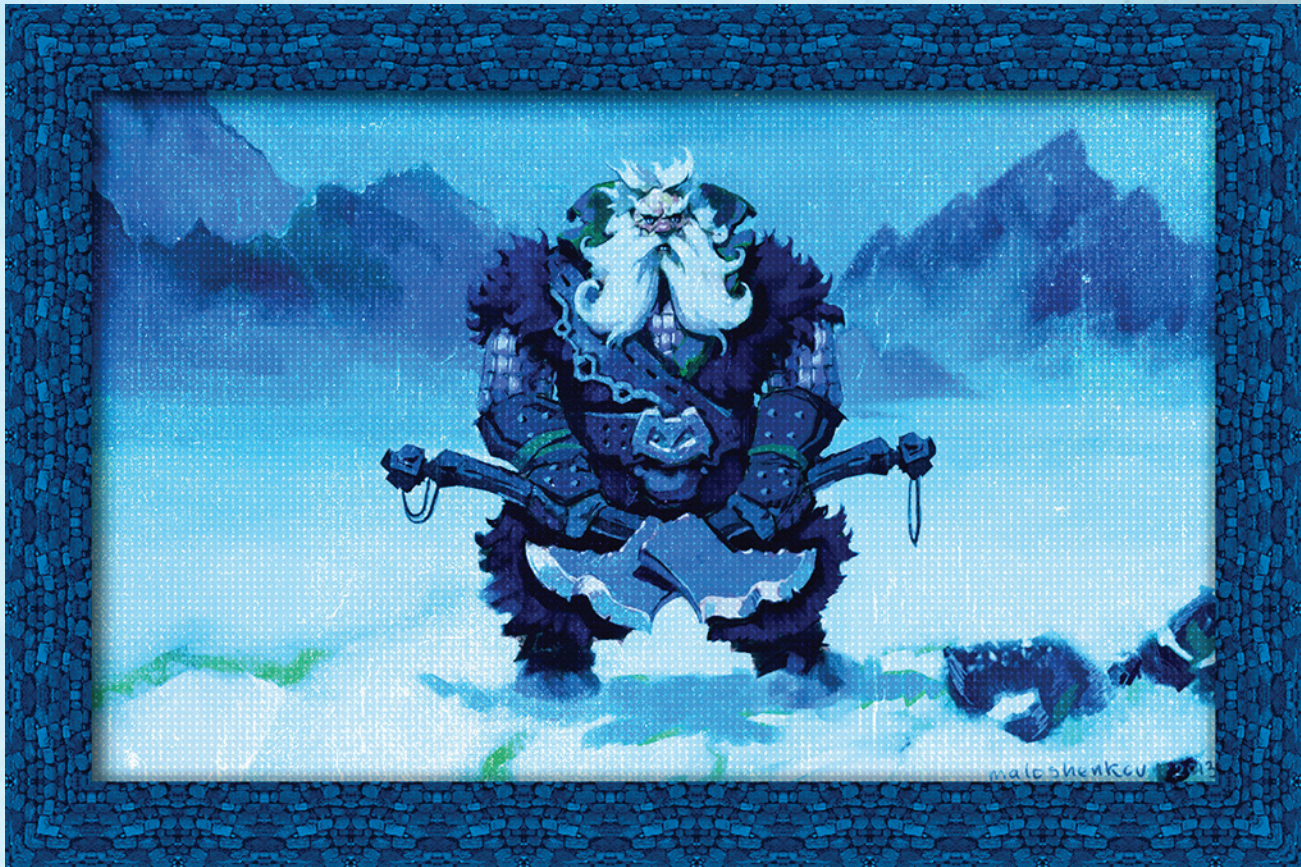
+2 Hide

+1 Greataxe - Frost : +1d6 cold damage

**JARL GRIMTHROK** is the typical bully. He is filled with hate for everything that is not very much like himself. The Jarl has chosen his private chambers far away from the entrance to these caverns. He has many layers of defense, and he feels very secure. At the same time, if a party does infiltrate his quarters, he is trapped. There is no way out. It is for this reason that he will go to great extremes and unleash the *thing* from **THE TOMBS OF FROSTHEIM** and make his final stand.



# GRIMTHROK'S TREASURE CHAMBER



**15. JARL GRIMTHROK'S TREASURES** - A corridor winds to the east, then slants slightly to the northeast, then evens out heading east again. The icy hallway leads to an open treasure chamber with a wide variety of valuables resting on natural ice shelves, that are all in plain sight. The room is 30 feet by 20 feet with a rough triangular alcove carved into the south wall.

**GM NOTES** - The Jarl's treasure includes:

- 880pp, 3,036gp, 11,050sp and 8,080cp
- 3 Bolts of ice blue silk (125gp each)
- 12" x 12" solid silver cross (350gp)
- 13, +1 ballista bolts
- Crystal sceptre with sapphire (400gp)
- Giant White Werewolf skin w/opal eyes (1,500gp)
- **ROD OF ICE** (Jarl used as a torture wand)
- 4 Tankards of silver and gold (350gp each)
- Velvet bag of 10 diamonds (200gp each)

- 6 foot x 4 foot painting of The Jarl (1,500gp)
- Giant skull with 2 sapphires (2,500gp each)
- 5 severed Dwarven heads with weaponry.

**RENDEL STREWTH** - Maul +1, Scale Mail +1

**KONNAR BURT** - Mattock +1, Shield +2

**PALIN ARBROUGH** - HAMMER +2

**ARMBRUST PELINORE** - **Axe -1**, Chain +2

**AUGUSTUS GLUMP** - Pickaxe +2, Chain +1

- **BLUE FANGE** - An enchanted axe head that is human-sized, yet is not connected to any visible shaft. The blade itself is *magnificent*, and is etched with beautifully-crafted runes and designs that are commonly seen in the northern reaches, but not as far as the lawless barbaric or nomadic tribes. *This blade adjusts to the size of the one that touches it. It is the weapon to be used to slay Helvath Vorpnir.* It is **THE FROST GIANT SLAYING BLADE** +2 Two shafts for this magic item can be found on both of the Frost Giant executioners at **area 18**. **A pit in the alcove drops PCs 20 feet to area 16.**



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# UNDERGROUND PRISON TOWER MAP





# THE UNDERGROUND PRISON TOWER

## UNDERGROUND PRISON TOWER

The depth of this underground giant prison runs 80 feet into the earth. There are 4 prison levels that are all 20 feet high. These 4 levels are labeled 16-19. Each of the 4 prison hallways is 60 feet long, and the only way out is up.

There are 2 practical ways to get into this frozen underground tower prison. One way is to fall down through the icy chute from **area 15**. The second way is to descend the steps voluntarily from **area 13**. Both of the giant-sized doors here can be unlocked by two human-sized beings standing atop each other, or levitating, and using a key. The key holders to these prison doors are the Frost Giants here, from **area 13** and Grimthrok himself. If the use of force is required, treat the doors as shown.



**16. A SCREAMING SKULL** - You've entered an underground inverted tower, and the first thing that you notice is that the air has become even colder now. The 60-foot long hallway ends in a dead end to the left. A set of stairs behind massive pillars to your right leads down to the level below. Before you stands a gargantuan double door made of iron. The door is 10 feet wide and 18 feet high. Affixed to the top of the door is a giant skull decorated with ornate Frost Giant runes that have been painted upon it. The skull seems to be that of a Titan, or something similar, as it is literally five times the size of the average Frost Giant's head. The head *nods* as if it has a mind of its own. Its mouth opens slightly, almost painfully, then an ear-splitting scream assaults your ears. The titanic skull separates itself from the top of the door and swoops down to kill!

**GIANT BEHEADED** CR 2 - AC 13 - HP 19 - XP 600  
STR 16, DEX 13, CON —, INT —, WIS 9, CHA 15

**GM NOTES** - The locked doors lead to a dark antechamber 40 feet square, with steps leading up to area 13, the twin guards.

**17. CRAWLING HANDS AND MIMICS** - As you proceed down the steps, you see no movement. The only thing that seems to have any importance on this level are four enormous shields fit for giants. You also notice a half a dozen holes along the area where the floor meets with the walls. A flock of dismembered, gigantic hands burst forth from these holes, and assault your party! The four massive shields leap from the wall where they were perched upon and transform into monsters with teeth and claws. What was once a set of shields is now a group of very hungry MIMICS.

**GIANT CRAWLING HAND** CR 5 - AC 19 - HP 52 - XP 1,600  
STR 21, DEX 15, CON —, INT 2, WIS 13, CHA 14

**MIMIC** CR 4 - AC 16 - HP 52 - XP 1,200  
STR 19, DEX 12, CON 17, INT 10, WIS 13, CHA 10

**18-19. ENTER, HELVATH VORPNIR** - Far before you get down the stairs, you see a pair of Frost Giants waiting for you, not moving an inch from the massive iron door that they guard. They are clenching their teeth and urging you to come down,

“Well, come on, *you bastards*, we don't have all bleeding *night* to wait for the likes of *you!*”

**GM NOTES** - The pair has no missile weapons, but if the party fires upon them or takes one more step, the nearest giant bolts into action while the other giant continues to guard the door to the cell that holds **HELVATH VORPNIR**. If the first giant appears to be losing, the second will join in. If the last giant standing feels as if he is going to expire, he will pull a switch that is part of the door that unlocks the kennels below, unleashing the pack of



# HELVATH VORPNIR

4 **WINTER WOLVES** from the bottommost level. There is no treasure at all in this inverted tower, but each of the giant guardians here have keys that will easily open the heavy door to Helvath Vorpnir's cell, as well as the lock that holds the **MITHRAL CHAIN OF WEAKNESS** that is wrapped around Vorpnir's powerful frame.

**FROST GIANT** CR 9 - AC 21 - HP 133 - XP 6,400

STR 29, DEX 9, CON 20, INT 10, WIS 14, CHA 11

**WINTER WOLF** CR 5 - AC 17 - HP 58 - XP 1,600

STR 20, DEX 13, CON 18, INT 9, WIS 13, CHA 10

You manage to get past the stout doors of iron, and it took some effort. The doors creak fully ajar and you immediately notice the only thing occupying this small, 20-foot square room is a massive Frost Giant bound in glowing magical chains. The giant has his head down as if sleeping or acknowledging defeat. Without moving, and as if somehow knowing who you are, the massive giant's voice rumbles forth.

"Come on in. I can tell you're not my two horses ass guards. Close the door, grab a seat and make yourself at home."

Something about the tone and the pitch of the giant's voice sounds oddly familiar. You see the looks of confusion on your party mates and before you can muster another clear, conscious thought, the giant lifts his head, and smiles. You instantly *know* where you've heard this voice before, and it makes sense. The voice matches the face. *You are now looking at Jarl Grimthrok Oakenrock, yet again.* The giant speaks,

"Now hold on, kids. It's not what it looks like. Sorry to spoil your chance to spill more blood this eve. Judging by your garb and wounds, it is *definite* you have done a rather good job at that indeed. I applaud you, but I also know what you're thinking. And no, I'm not him. I'm *me*. **HELVATH VORPNIR, GIANT TRAITOR.**"

It hits all of you at the same instant. Your target, your prize is indeed Helvath Vorpnir, but no one told you that he was the brother of Jarl Grimthrok Oakenrock. *No one told you that this prisoner is The Jarl's identical twin.*

**GM NOTES** - The main mission that the party was hired to accomplish was to bring back Helvath Vorpnir in one piece and alive. This is very possible, thanks to the magic of **MITHRAL CHAINS OF WEAKNESS**. All one needs do is to command the subject in a firm manner, using single word commands. The secret to this magic is to use single word commands only.

Helvath Vorpnir has the exact same stat blocks as his twin brother Grimthrok. The only differences are Vorpnir's alignment and overall sense of honor. The GM may feel free to change Vorpnir's alignment any way he/she chooses, as well as choosing if Vorpnir is to become indebted to the party during and after this adventure. The GM may also elect to allow Vorpnir to tell a quick story about himself and *why* he is scheduled to be executed, and by whom.

The GM may elect to use the description found right after the undead dragon SCYTHE's stats on page 20, or, you can recite another version here:

"Who sent you lads then, eh?"

Vorpnir looks deep into your eyes as he asks these questions. Almost as if he will eventually find the answer he seeks.

"Was it Dearden? Ozlo? Blackaxe? *Klumm?*"

"Ahhhh, it was KLUMM, wasn't it? Heh. I'm going to tell you something here and now, and what you do with it will determine more than a few things. I think that's fair, don't you? Let me tell you the real story why you are here..."



# THE AMBUSH

“One fine *bloody day*, a loyal and faithful giant of *substance* made the rotting mistake of following his dearly beloved Jarl into a newly discovered cavern. This cavern seemed to be more than ideal for his entire tribe of giants.”

“They say they numbered a dozen. *A full dozen* to find and carve out a safe and new haven for their clan. They say that two were to guard the once-hidden cave entry, two more were to fall inside and make sure they slew anything that moved within several hundred feet. The remaining eight were to come to view the obstacle to their dreams. It was said there was a dragon of old living in those caves. A dragon that was indeed known for taking weekly flight and killing anything in sight. It is said that such a beast should be killed, and made an example of.”

“The party snuck into the cave. All of the warriors came upon what they had heard about - the dragon’s cave. The party knew a treasure was nearby, but what was of more importance to the Jarl was to take *all* of the caves for his tribe, and by force - if need be. The Jarl ordered his fiercest warrior into the dragon’s lair to slay the beast while it slept. The warrior did indeed venture forth, but to the shock and horror of The Jarl, the brave warrior shrieked and woke the dragon! The dragon awoke, and the Jarl’s greatest warrior issued forth a *fair warning* to leave or die. The dragon scoffed and attacked with a ferocity that few can even imagine. With great effort, The Jarl’s chosen one subdued the great white dragon and had it at his mercy. The battle was done, or so the warrior thought. After refusing to kill the helpless beast, The Jarl strode in and slashed the dragon’s throat, killing it instantly. Outraged, the warrior objected to the mercilessness of what The Jarl did, and much to his great demise. Within seconds, and with no mercy, a half dozen giants came in to subdue him. They came to arrest Helvath Vorpnir for being a TRAITOR. *I AM THAT TRAITOR!*”

20. THE AMBUSH - You emerge from the icy prison and into the freezing night air. The sleds that you’ve hidden are still completely intact and ready for your departure. You load up everything you can onto the sleigh and prepare to activate the figurines that bring the magical creatures to life. Just as you are ready to give the commands, you see movement coming from either side of you. To the west, you see a heavily muscled Half-Orc female carrying a spear with a massive war badger accompanying her. To the east, further away, a warrior woman with long, flowing red hair is being pulled on a sleigh with 4 enormous wolves pulling her sleigh. Just as you reach for your weapons, the red-haired warrior lets an arrow fly directly at you. *This isn’t a warning shot. This is clearly an ambush!*

GM NOTES - It turns out that just about everyone wants to kill Helvath Vorpnir on their own terms, and Gorwin Klumm, the man that hired the party, is no different. Gorwin smuggles illicit materials across these frigid lands far and wide. He has had quite enough with the giant’s past assaults on his evil smugglers, and has somehow fixated on Vorpnir. Klumm plans on making a very public and prime example of the renegade giant.

Frieda and Nardia are in the permanent employ of Klumm and have been given their mission directives a full day before Klumm met with the party. Frieda is the leader of this deadly pair, and they have a plan to attack the party and slay everyone. They have brought along 5 recently slain orcs on Frieda’s sleigh, and will then fabricate a “battle scene” to make it appear that the party came across an orc patrol and all were slain, while taking a handful of the disgusting creatures with them. Both Frieda and Nardia have a potent sleep poison that they intend to coat their weapons with to render Vorpnir completely unconscious. The 4 Winter Wolves that faithfully pull Frieda’s sleigh will have





DEAN SPENCER







# NARDIA HALF-ORC STAT BLOCKS

**NARDIA THE CRUEL** - Half-Orc - CR 12  
Chaotic Evil - XP 19,200 Medium Humanoid  
**Ranger level 13** Woodland Tracker  
Init +4; Senses Darkvision 60; Perception +17

## DEFENSE

**AC 22**, Touch 15, flat footed 17 (+2 Studded  
Leather, Shield, heavy wooden)

(+4 Dex, +5 armour, +2 shield, +1 feats)

**hp 115** (0d8+13d10+26+13);

Fort +10, Ref +12, Will +6

**Ferocity** Once per day, when a half-orc is brought below 0 hit points but not killed, he can fight on for one more round as if disabled. At the end of his next turn, unless brought to above 0 hit points, he immediately falls unconscious and begins dying.

## OFFENSE

Speed 45

### Melee

Single Attack(+2/+2) Spear, boar +17 (1d8+4)  
Flaming Burst

or (+1/+1) Longbow +19 (1d8+1 X3) +1 to hit and  
+1 damage if within 30ft

### Full Attack

(+2/+2) Spear, boar +17/12/7 (1d8+4) Flaming  
Burst

or (+1/+1) Longbow +19/14/9 (1d8+1 X3) range  
100 +1 to hit and +1 damage if within 30ft

Space 5ft.; Reach 5

### Special Attacks

**Favored Enemy** (+2 attack pathfinder only) +2  
damage. Number of Favored enemies = 3

**Favored Enemy** -2 +2 bonus on Bluff, Knowledge,  
Perception, Sense Motive, and Survival checks  
against Fav Enemy

### Ranger Spells

CL 13 Concentration 15

**Level 1** (4) DC 13

Abundant Ammunition, Calm Animals,  
Detect Thoughts, Magic Mouth

**Level 2** (3) DC 14

Bloodhound, Magic Mouth, Spike Growth

**Level 3** (1) DC 15

Black Sword Of War

## STATISTICS

Str 15, Dex 18, Con 15, Int 11, Wis 14, Cha 9

Base Attack 13 CMB 15 ; CMD 30

### Feats

**Improved Precise shot:** Targets do not gain  
AC from cover,

**Pinpoint Targeting:** As a standard action make a  
single attack, target loses armor, shield and natural  
bonus. Can not move if you use this feat,

**Point Blank Shot:** +1 to hit +1 damage if within  
30 ft,

**Armour Prof Light,**

**Armour Prof Medium,**

**Deadly Aim:** -1 to hit with ranged attacks +2  
damage per every +4 base attack,

**Dodge:** Add 1 to AC ,

**Endurance:** +4 on checks to resist non-lethal dam

**Evasion:** No damage on reflex save,

**Fleet:** Base speed + 5 feet,

**Martial Weap Prof,**

**Precise Shot:** Can shoot into melee without -4 pen

**Shield Proficiency:** Can use shields,

**Simple Weapon Proficiency,**

**Skill Focus (Stealth):** +3 Stealth,

**Weapon Focus(Ranged):** +1 attack rolls

**Skills** Acrobatics 7, Climb 0, Handle Animal -1,

Heal 11, Intimidate 1, Know Dungeon 0, Know

Geography 16, Know Nature 16, Perception 17,

Ride 12, Stealth 23, Survival 17, Swim 6

**Languages** Common, Orc

## SPECIAL ABILITIES

**Camouflage** Can hide in any sort of terrain

**Evasion** Reflex save no damage instead of 1/2

**Favored Terrain** +2 bonus on init, know geog,

**Perception, Stealth, Survival** in selected terrain 3



# NARDIA HALF-ORC HUNTRESS

Hunters Bond Either animal companion or bond with party that allows 1/2 favorite enemy bonus to be added to party for WIS bonus number of rounds, this takes a move action.

Quarry 1/day as a standard action 1 target +2 attack, criticals confirmed and can take 10 on track Swift Tracker Can follow tracks at normal speed no penalty

Track (Ex) Adds half level on Survival skill checks made to follow or identify tracks.

Wild Empathy A druid can improve the attitude of an animal. This ability functions just like a Diplomacy check made to improve the attitude of a person. The druid rolls 1d20 and adds her druid level and her Charisma modifier to determine the wild empathy check result.

The typical domestic animal has a starting attitude of indifferent, while wild animals are usually unfriendly.

To use wild empathy, the druid and the animal must be able to study each other, which means that they must be within 30 feet of one another under normal conditions. Generally, influencing an animal in this way takes 1 minute but, as with influencing people, it might take more or less time.

A druid can also use this ability to influence a magical beast with an Intelligence score of 1 or 2, but she takes a -4 penalty on the check.

Woodland Stride Can move through undergrowth at normal speed

Ferocity:A creature with ferocity remains conscious and can continue fighting even if its hit point total is below 0. The creature is still staggered and loses 1 hit point each round. A creature with ferocity still dies when its hit point total reaches a negative amount equal to its Constitution score.

## MAGIC ITEMS

+2 Studded Leather

Boots of striding and springing

+5 jump +10 move

**Ring of Animal friendship** Charm animal  
**+2 Boar Spear**, Flaming Burst:  
+1d6 fire damage,+1d10 on a critical hit  
**+1 Longbow**

**NARDIA THE HALF-ORC HUNTRESS** is predictably rude and crude. Her mannerisms are considered by most to be mannish and gruff. Oftentimes, when she wants something, she will grunt and motion for it, or simply get up and take it from whoever holds the items that she covets. She is a bully by nature, and is more orc than human. She is notoriously stubborn when someone tries to talk down her rates. In other words, if her fee to kill someone is 2,500gp, and you were to try to “bargain” with her at the rate of 2,000gp. She might pause for a moment, smile and then “warmly” say,

*“Okay. 3,000 gold pieces it is!”*

Nardia is also known as **THE SCARRED ONE**. This is due to a facial scar that is almost without equal. From the very top right corner of her forehead down to the underside of her chin, a hideous scar rudely decorates her face. Her tusks are longer than normal for a Half-Orc, and her hair is gnarled and unkempt. She takes great delight in moving her way through a civilized town that accepts her kind, and pays the dwellers of said town back by terrorizing the inhabitants in any number of ways. Her particular favorite is to go to a bar and find the biggest and meanest-looking patron there. She will then proceed to stare them down, and try to start a brutal fight. Nardia uses force at all times.

The only soft spot that she has is for her animal companion, **BANSHEE**, her Dire Wolverine.

Her treasures include 38pp, 222gp, 125sp & 80cp. She also owns a **HORN OF FOG**.

**DIRE WOLVERINE** CR 4 ~ AC 16 ~ HP 44 ~ XP 1,200

STR 19, DEX 17, CON 17, INT 2, WIS 12, CHA 10



# FRIEDA THE RED STAT BLOCKS

**FRIEDA THE RED** - Human - CR 13

Neutral Evil - XP 25,600

**Ranger level 14** Archer

Init +3; Senses ; Perception +19

## DEFENSE

**AC 17**, Touch 13, flat footed 14

(+2 Leather, Shield, none)

(+3 Dex, +4 armour)

**hp 109** (0d8+14d10+14+14);

Fort +10, Ref +12, Will +6

## OFFENSE

Speed 40

### Melee

Single Attack(+2/+2) Longsword +17

(1d8+3/19-20)

or (+2/+2) Longbow +20 (1d8+2 X3)

Anarchic Ranged +1 to hit and +1 damage if within 30ft

### Full Attack

(+2/+2) Longsword +15/10/5 (1d8+3/19-20)

or (+2/+2) Longbow +18/18/13/8 (1d8+2 X3)

range 150 Anarchic Ranged +1 to hit and +1 damage if within 30ft

Space 5ft.; Reach 5

### Special Attacks

Favored Enemy (+2 attack pathfinder only) +2 damage. Number of Favored enemies = 3

Favored Enemy -2 +2 bonus on Bluff, Knowledge, Perception, Sense Motive, and Survival checks against Fav Enemy

### Ranger Spells

CL 14 Concentration 16

**Level 1** (4) DC 13

Abundant Ammunition, Detect Poison,

Read Magic, Thorn Javelin

**Level 2** (3) DC 14

Animal Aspect, Bloodhound, Ice Slick

**Level 3** (1) DC 15 - Animal Aspect

**Level 4** (1) DC 16 - Aspect of the Wolf

## STATISTICS

Str 13, Dex 17, Con 12, Int 13, Wis 14, Cha 15

Base Attack 14 CMB 15 ; CMD 28

## Feats

Far Shot: -1 penalty per range Increment,

Many Shot: -4 =2 arrows -6 = 3 arrows -8 = 4

Rapid Shot: Gain extra ranged all attacks at -2,

Shot on the Run: Can split move action,

Armour Prof Light, Armour Prof Medium,

Deadly Aim: -1 to hit with ranged attacks +2 damage per every +4 base attack,

Endurance: +4 on checks to resist non-lethal dam,

Evasion: No damage on reflex save,

Fleet: Base speed + 5 feet,

Fleet 2: Base speed + 5 feet,

Martial Weap Prof,

Pinpoint Targeting: As a standard action make a single attack, target loses armor, shield and natural bonus. Can not move if you use this feat,

Point Blank Shot: +1 to hit +1 damage if within 30 ft,

Precise Shot: Can shoot into melee without -4 pen

Shield Proficiency: Can use shields,

Simple Weapon Proficiency,

Two-Weapon Fighting: Get extra att at -2 to all

Weapon Focus(Ranged): +1 attack rolls

**Skills** Climb 14, Craft Bowyer 12, Handle Animal 15,

Heal 12, Intimidate 2, Know Dungeon 11,

Know Geography 14, Know Nature 13, Perception

19, Ride 15, Stealth 20, Survival 19, Swim 1

**Languages** Common

## SPECIAL ABILITIES

Camouflage Can hide in any sort of terrain

Evasion Reflex save no damage instead of 1/2

Favored Terrain +2 bonus on init, know geog,

Perception, Stealth, Survival in selected terrain 3

Hunters Bond Either animal companion or bond

with party that allows 1/2 favorite enemy bonus

to be added to party for WIS bonus number of

rounds, this takes a move action.



# FRIEDA THE RED RANGER

Quarry 1/day as a standard action 1 target +2 attack, criticals confirmed and can take 10 on track Swift Tracker Can follow tracks at normal speed no penalty

Track (Ex) Adds half level on Survival skill checks made to follow or identify tracks.

Wild Empathy A druid can improve the attitude of an animal. This ability functions just like a Diplomacy check made to improve the attitude of a person. The druid rolls 1d20 and adds her druid level and her Charisma modifier to determine the wild empathy check result.

The typical domestic animal has a starting attitude of indifferent, while wild animals are usually unfriendly.

To use wild empathy, the druid and the animal must be able to study each other, which means that they must be within 30 feet of one another under normal conditions. Generally, influencing an animal in this way takes 1 minute but, as with influencing people, it might take more or less time.

A druid can also use this ability to influence a magical beast with an Intelligence score of 1 or 2, but she takes a -4 penalty on the check.

Woodland Stride Can move through undergrowth at normal speed

## MAGIC ITEMS

+2 Leather

Bracers of armour (+3)

Cloak of displacement (minor) 20% miss chance

Gloves of arrow snaring Snatch arrows feat twice per day

+2 Longsword

+2 Longbow - Anarchic Ranged:

+2d6 points of damage to lawful alignment.

## SLEEP POISON - DREAMING DEATH -

Triple strength and with 8 full doses.

**FRIEDA THE RED RANGER** is quite cold and calculating. She speaks very rarely, and when she does, it is in confident and commanding sentences with few words. She is blunt and has little patience for those that beat around the bush, or who are not direct themselves. It is difficult to say that she has a bad temper, as her presence and aura simply *commands* respect. It has been a very long time since she has had to “prove herself” in some way other than on the battlefield.

Her philosophy regarding combat is similar. Direct and to the point. In other words, she goes for the kill shot every time, and somehow seems to expend very little energy in doing so.

She is highly sensual, but makes a point to never cross paths with her lovers again. She just does not have any interest. This was one of the things that used to fill her with hopelessness. Since then, she has learned to embrace her coldness, but something very deep down inside wishes it were not true. She knows things could have worked out differently for her, and to kill the pain, she throws herself in the most seedy dens that exist throughout these very realms. She’s made it this far, and could care less about what happens next. *The only thing that she continually delights in is THE HUNT.*

There is a 10% chance that if she does manage to get to where she can kill the party members, she will pull back and insanely ask them,

**“How could you help me? How could you have EVER helped me?!? Where were you when I was young and defenseless!?”**

If you want a man that abuses women taken out of the picture, Frieda would be the one to call on. She takes a particularly nasty delight in slaying men such as this, *and she often leaves quite a mess.*

**WINTER WOLF** CR 5 ~ AC 17 ~ HP 58 ~ XP 1,600

STR 20, DEX 13, CON 18, INT 9, WIS 13, CHA 10



# CONFRONTING GORWIN KLUMM

no problem transporting Helvath back to Klumm's camp, which is entirely downhill from this point.

The following treasures are on Frieda's sleigh:

- 4 Quivers each filled with **20 Arrows +1**.
- **CONSTRUCTOR GAUNTLETS**.
- 44pp, 112gp, 200sp and 108cp.
- 2 rubies worth 150gp each.
- Freshly slain moose for her and her wolves.
- Hand drawn map to this lair with a written directive that reads,

**KILL THE PARTY THAT I SENT AND BRING VORPNIR TO ME DIRECTLY. STAGE A BATTLE WITH SLAIN ORCS AND MAKE IT LOOK LIKE AN AMBUSH. YOU WILL THEN RECEIVE THE BALANCE OF YOUR REWARD AT ONCE. - KLUMM.**

**CLOSING GM NOTES** - This is a fantasy adventure and tastes vary *drastically*. The GM is expected to invest a small amount of energy to tailor it to their precise needs. More has been added instead of less. If there is too much of any given element, the GM is encouraged to make a few notes and make it fit their particular campaign. All GMs are different, as well as all players and groups of PCs. You, the GM, knows better than anyone else what makes for the greatest amount of fun and challenges for your campaign. This also holds true for rewards, treasures, etc. If this adventure has too much of anything for your liking, simply remove it from this particular adventure.

If the PCs defeat Nardia and Frieda, the GM may opt to have a final encounter with Gorwin Klumm. Klumm is a level 11 Barbarian with six level 6 Barbarian bodyguards with a collective treasure of 88pp, 136gp, 110sp and 180 cp. Treat each of these bodyguards with these simplified statistics.

**BARBARIANS** CR 5 ~ AC 16 ~ HP 58 ~ XP 1,600

STR 16, DEX 11, CON 14, INT 13, WIS 13, CHA 8

**20. CONFRONTING GORWIN KLUMM** - After defeating the vicious duo of Nardia and Frieda, it took only a routine body search to figure out that the order to kill your entire party came from the man that hired you, Gorwin Klumm himself.

**You make it back to Klumm's town to confront the man that set you up to fail. You make your way to Klumm's tower and immediately notice a pair of his warriors standing guard outside Klumm's door.**

**GM NOTES** - If the party defeats the guards, it is the GM's discretion if anyone else is alerted. If the PCs gain access to Klumm's wooden tower, read the description that follows.

**You defeat the guards and open the door to Klumm's lair. You immediately lay eyes upon Klumm, who is smoking from a hookah as 4 of his warriors seem to be catering to his every whim. Klumm is so shocked at seeing you, the whites of his eyes can be seen all the way from where you stand. He barks orders to attack.**

**"YOU! How are you here? Guards, kill them!"**

**GM NOTES** - If the party has decided to free Helvath Vorpnir, the noble giant will not attack the party. He really does not even have a personal vendetta against Klumm, and considers him "a bug." At the same time, it is the GM's discretion to decide Vorpnir's actions. One thing that is likely is that if the party and Vorpnir survive the rest of the adventure, Vorpnir thanks the party,

**"I would like to give thanks to you for letting me go. You are true warriors, and I wish you well. If you are ever in this territory again and are in need of help, I will find you. Farewell."**



# GORWIN KLUMM STAT BLOCKS

**GORWINN KLUMM** - Human - CR 10 - LE

XP 9,600 Medium Humanoid

Barbarian level 11 Viking

Init 0; Senses ; Perception +14

## DEFENSE

**AC 18**, Touch 11, flat footed 17 (+1 Hide, Shield, heavy wooden)

( +5 armour, +2 shield, +1 feats)

**hp 111** (0d8+11d12+22+11);

Fort +9, Ref +3, Will +4

## OFFENSE

Speed 35

### Melee

Single Attack(+2/+2) Boarding pike  
+17 (1d8+5/19-20 X3)

or (+1/+1) Axe, Throwing (thrown) +12 (1d6+4)

### Full Attack

(+2/+2) Boarding pike +17/12/7

(1d8+5/19-20 X3)

(+1/+1) Axe, Boarding +9 (1d6+2 X3)

or (+1/+1) Axe, Throwing (thrown) +12 (1d6+4)  
range 10

Space 5ft.; Reach 5

### Special Attacks

Greater Rage Rage +6 Str +6 Con +3

Will save -2 AC 1

Rage (Ex) +4 Con +4 Str +2 Will save -2 AC.

Per day = Con mod + 24

Rage Power Last as long as raging. Number = 5

## STATISTICS

Str 17, Dex 11, Con 14, Int 12, Wis 12, Cha 13

Base Attack 11 CMB 14 ; CMD 25

### Feats

Guarded Stance: Gains +1 dodge bonus to AC (and +1 / 6 levels) for con bonus rounds (move action) ,  
Knockback: Can make a bull rush attempt if successful target takes STR mod damage and knocked back (No Att of Opp),

Night Vision: Gain 60ft darkvision (must have low-light vision),

Raging Climber: Adds level to climb when raging,

Rolling Dodge: Gain +1 (+1 every 6 levels) dodge to AC for no of rounds = CON modifier,

Armour Prof Light,

Armour Prof Medium,

Cleave: Get extra attack if hit monster to adjacent foe, -2 AC until your next turn ,

Combat Reflexes: DEX mod additional attacks of opportunity,

Dodge: Add 1 to AC ,

Fleet: Base speed + 5 feet,

Improved Critical: Doubles critical chance of weapon,

Martial Weap Prof,

Power Attack: You can choose to take a -1 penalty on all melee attacks and combat maneuver checks to gain a +2 bonus on all melee damage rolls. Every

+4 base attack penalty increases by -1 and damage by +2,

Shield Proficiency: Can use shields,

Simple Weapon Proficiency,

Weapon Focus: +1 to attack rolls

**Skills** Acrobatics 10, Climb 13, Craft Wood

Working 9, Handle Animal 1, Intimidate 15,

Know Nature 8, Perception 14, Ride 0,

Survival 8, Swim 8

## Languages Common

## SPECIAL ABILITIES

Damage Reduction Reduced damage from weapons 2

Fast Movement Land Movement raised by 10

Improved Uncanny Dodge Can no longer be flanked 1

Trap Sense Reflex save and AC when dealing with traps bonus 3

Uncanny Dodge Retains Dex bonus if flat footed 1

## MAGIC ITEMS

**+1 Hide**

**+2 Boarding pike**

**+1 Boarding Axe**

**+1 Throwing Axe**

Gorwin Klumm's treasures include 880pp, 2,480gp, 1,150sp, 640cp and a ruby ring worth 500gp.



# CONCLUSION

**GORWIN KLUMM's** worst enemy is his own pride. He has been a victim of giant raids for years, and **has taken upon himself to put a contract out on Helvath Vorpnir's head due to his reputation.**

Klumm's spies have discovered that Helvath is being imprisoned by the Frost Giants, but he has no idea that Helvath and Grimthrok are twins. He has merely heard stories about the **"massive barbarian giant"** that would wreak havoc on Klumm's illegal smuggling missions, and has caused Klumm so much trouble. The Frost Giant that is truly responsible for all of Klumm's intercepted contraband is in fact **JARL GRIMTHROK OAKEN ROCK.**

Gorwin Klumm has taken it upon himself to wipe this **"hero giant"** from his world once and for all. Klumm intends to have Helvath's head publicly sawn off by two of his burliest tribesmen. He is inviting head members of surrounding tribes to view this execution as a show of power and pride. Klumm then intends to display the severed head of Helvath for all that pass through Klumm's territory. He figures that this will instill fear in any future rivals that Klumm may ever have.

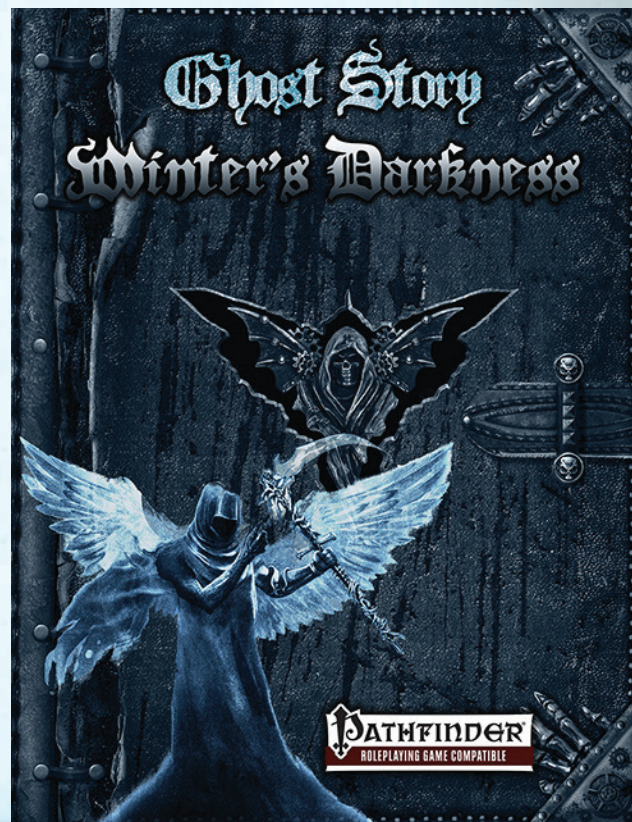


This concludes TOMBS OF FROSTHEIM. We at DARK BY DEZIGN hope you have enjoyed this "indie" adventure. We are truly grateful for you.

**TOMBS OF FROSTHEIM** can be played entirely on its own, or as a part of a 7-part PATHFINDER adventure series. The next book in this series is **GHOST STORY, WINTER'S DARKNESS**, and is for 4-7 player characters of levels 11-12.

This and other titles by **DARK BY DEZIGN** can be found here at DTRPG!

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