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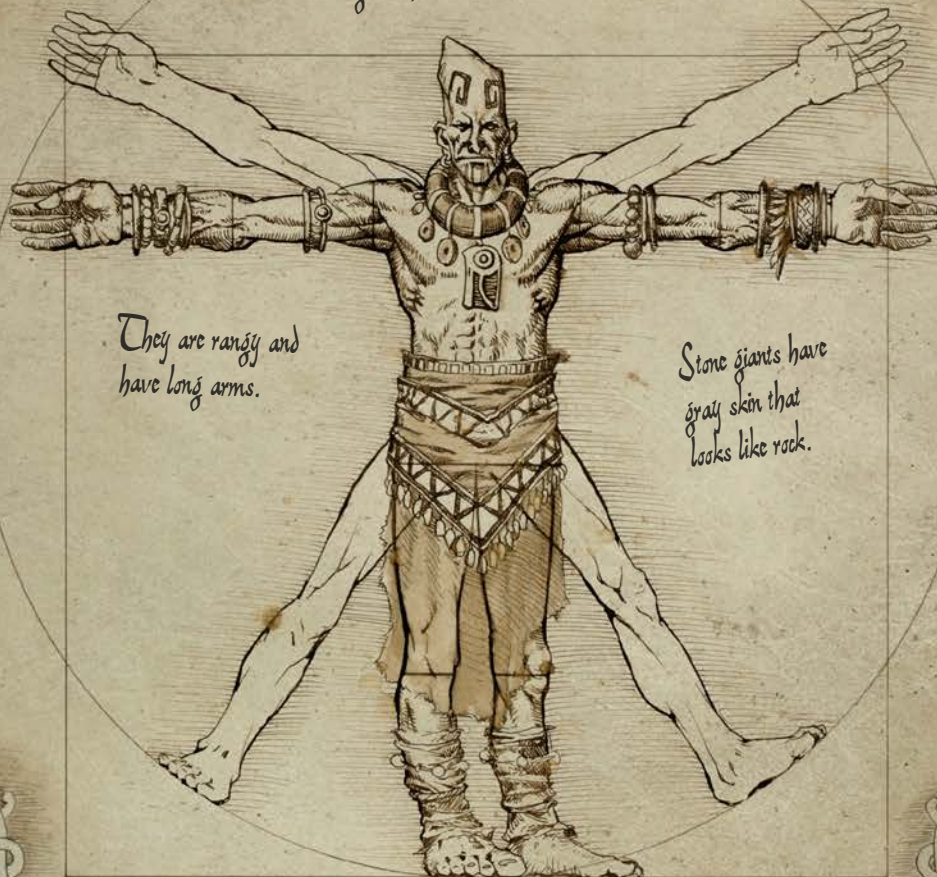


### GIANTSLAYER<sup>™</sup>

## FORGE OF THE GIANT GOD

by Tim Hitchcock

Stone giants have distinct, almost elongated heads.



They are rangy and have long arms.

Stone giants have gray skin that looks like rock.

2014  
CERAN

## Stone Giants

Unlike many other giants that adventurers frequently encounter, stone giants are not cruel, evil, or destructive. Stone giants claim that they were the first of giantkind, and they served as the template the gods used to make all of the other types of giants. Stone giants are plentiful in western Avistan, where the giants were once enslaved by powerful wizards and forced to build grand monuments.






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ADVENTURE PATH  PART 3 OF 6

**FORGE OF THE  
GIANT GOD**



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<i>Inner Sea Gods</i>	ISG	<i>Ultimate Equipment</i>	UE
<i>The Inner Sea World Guide</i>	ISWG	<i>Ultimate Magic</i>	UM

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## TO MARKET, TO MARKET

As the PCs begin this month's adventure, "Forge of the Giant God," they're now powerful enough to leave behind the orcs of Belkzen and face the ever-greater (and larger) giant threats waiting in the Mindspin Mountains. This mountain range stretching the length of Avistan—from Belkzen in the north to the borders of Cheliax in the south—provides the setting for the rest of the Giantslayer Adventure Path. Unfortunately, while the mountains are a perfect location to muster a giant army in relative secrecy, they don't host a lot of major population centers for the PCs to visit. As the campaign progresses, the PCs are likely going to want to head back to civilization to buy and sell gear or just take a breather from all of the giantslaying. So where can they go?

The following is a handy reference guide to some of the settlements neighboring the Mindspin Mountains, as well as where you can find more details on these communities.

Some of these cities have full settlement stat blocks (as presented in the *Pathfinder RPG GameMastery Guide*); others haven't yet been fully detailed, but do have established sizes, which enables you to determine their base values, purchase limits, and available magic items using Table 7–36 in the *GameMastery Guide* (this information is also available in the Pathfinder Reference Document online at [paizo.com/pathfinderRPG/prd](http://paizo.com/pathfinderRPG/prd)).

Toward the beginning of the Adventure Path, when the PCs are in Belkzen, the most obvious settlement is of course Trunau (small town; *Pathfinder Campaign Setting: Towns of the Inner Sea* and *Giantslayer Player's Guide*), but the PCs might also want to visit Freedom Town (small town; *Pathfinder Campaign Setting: Belkzen, Hold of the Orc Hordes*). PCs looking for a more cosmopolitan settlement can travel across the border to Lastwall's capital of Vigil (small city; *Pathfinder Campaign Setting: Cities of Golarion*).

As the PCs venture farther south into the Mindspin Mountains, opportunities open up for them to visit more neighboring cities. The tiny community of Shinnerman's Fortune (village; see page 17) lies near Minderhal's Valley, and is thus a convenient option in this adventure for PCs who don't have much to buy or sell, but the Sky Citadel of Janderhoff (large city; *Pathfinder Player Companion: Varisia, Birthplace of Legends*) in Varisia is not too far to the west. The city of Korvosa (large city; *Varisia, Birthplace of Legends*) lies farther south and west and can provide an alternative to trading with the dwarves.

On the other side of the mountains in Nirmathas, there is Skelt (small city; *Pathfinder Campaign Setting: The Inner Sea World Guide*), and the dwarven settlements of Glimmerhold (small city; *Pathfinder Module: Clash of the Kingslayers*) and Kraggodan. Kraggodan hasn't yet been explored in detail, but it's similar to Janderhoff and other Sky Citadels. If your PCs go to Kraggodan, either take the opportunity to create your own settlement or use the statistics for Janderhoff.

As the Adventure Path draws closer to its conclusion, the PCs will journey even farther south into the Mindspins, bringing them within range of the cities of Molthune and Nidal. The closest Molthuni settlement of note is Braganza (small city; *The Inner Sea World Guide*). A bit closer to the west is the Nidalese town of Brimstone Springs (small town; *The Inner Sea World Guide*). By this point, the PCs might want to visit a larger settlement, however. In this case, the capital of Nidal, Pangolais (large city; *The Inner Sea World Guide*), might be worth the longer trek.

Of course, you can also make up your own settlements and drop them wherever you want, either in the Mindspin Mountains or in a neighboring country. The point is to give the PCs options for buying new gear and selling the loot they've acquired throughout the campaign, while at the same time creating opportunities for you to expand your campaign beyond what's printed in the Adventure Path volumes.

I recommend that you take the time to determine exactly which magic items are for sale in a given settlement, either by rolling randomly or by choosing specific items that your players might be interested in or that address shortfalls in PC gear. This not only presents a greater variety of items for the PCs to choose from, but can also encourage them to visit multiple settlements in the hope of finding more interesting or useful equipment to purchase.

## THE COMING STORM

The Giantslayer Adventure Path kicks into high gear in this month's volume, "Forge of the Giant God." Earlier, the PCs had to deal with lower-level threats like orcs, with a few weaker giants such as ogres, trolls, and hill giants thrown in. Starting now, and for the rest of the campaign, the PCs are going to be encountering giants—lots of giants.

## ON THE COVER

The stone giant inquisitor Urathash appears on this month's cover. Although he serves as a recruiter for the Storm Tyrant's giant armies at the ancient Cathedral of Minderhal, Urathash has his own ambitions—namely, restoring Minderhal's worship among the giant races and bringing about a resurgence of giant domination over Golarion. Whether or not he achieves these lofty goals is up to the heroes.

Nearly all of the giants encountered in Minderhal's Valley have gathered there in the name of the mysterious storm giant warlord Volstus the Storm Tyrant, and this holds true for most of the locations in later adventures. As the PCs move ever closer to their final confrontation with Volstus, it's important to build a sense of urgency concerning the growing threat of this would-be conqueror. You can accomplish this by allowing the PCs to overhear some of the giants' conversations that center around their eagerness to serve in the Storm Tyrant's army, the building of a new empire of giants, giants ruling over lesser humanoids through the might of the Storm Tyrant, and Volstus's incredible abilities—especially his mastery over fire-breathing dragons and the power of his immense flying cloud citadel. Such exaggerated tales make the Storm Tyrant sound dangerous, powerful, and almost invincible, which will make the story of the PCs' triumph over him all that much more rewarding.

Since many of the giants in this adventure (and later volumes) use the same statistics, another thing to remember is that it's important to keep encounters with them fresh and interesting. Keep in mind that giants, like people, have names and can vary greatly in appearance and mannerisms. You should make every effort to breathe life into the giants' statistics and give the giant characters memorable portrayals. For unnamed giants, particularly ones the PCs might interact with outside of combat, come up with unique names or choose names from the following list: Bathark, Brokk, Dugo, Elangora, Grangolorg, Hurd, Kagaz, Korth, Mog, Morilkor, Nux, Ranthag, Tulrot, Urvol, and Wothur. For more details on various types of giants and how to roleplay them, check out *Pathfinder Campaign Setting: Giants Revisited*, available at your local gaming store or from [paizo.com](http://paizo.com).



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# GIANTSLAYER™



## FORGE OF THE GIANT GOD

### PART 1: TOMB OF THE GIANTSLAYER

PAGE 7

The heroes visit the tomb of Nargrym Steelhand, but they must defeat the famous giantslayer's immortal murderer before they can claim Steelhand's giantslaying treasures for themselves.

### PART 2: MINDERHAL'S VALLEY

PAGE 16

The heroes make their way through the remote valley where the Storm Tyrant is gathering his army, facing a variety of giants and other beasts. Along the way, they have the opportunity to gather the components necessary for relighting the sacred forge in the Cathedral of Minderhal.

### PART 3: CATHEDRAL OF MINDERHAL

PAGE 38

The heroes must infiltrate the ruined temple of an ancient giant god and defeat the Storm Tyrant's lieutenant to prevent the warlord from gathering an even larger army. Within the cathedral, the adventurers also discover a powerful artifact that they must reactivate before they can make use of its magic.

### ADVANCEMENT TRACK

"Forge of the Giant God" is designed for four characters and uses the Medium XP track.

**7** The PCs begin this adventure at 7th level.

**8** The PCs should be 8th level soon after entering Minderhal's Valley.

**9** The PCs should be 9th level before passing through the Valley Gates and entering the Cathedral of Minderhal.

The PCs should be 10th level by the time they face the stone giant inquisitor Urathash in the Cathedral of Minderhal.



## ADVENTURE BACKGROUND

In times lost, ancient stone giants claimed a secluded valley in the Mindspin Mountains as their own. The giants believed themselves a free people, descendants of the first giants to walk the earth and the chosen ones of their god Minderhal. In his honor, they erected a massive cathedral on the face of a mountain they called Utgorheim at the very heart of the valley. Within the cathedral, the giants enshrined two powerful artifacts sacred to their patron: *Minderhal's Forge* and *Agrimmosh, the Hammer of Unmaking*.

In the centuries that followed, hundreds of tribes of nearly every type of giant came to Minderhal's Valley to pay their respects. While some of these giants simply moved on, others stayed and built settlements, and the valley grew into a center of giant culture. Unlike Minderhal's Anvil in Varisia, the Cathedral of Minderhal never fell under the domination of Thassilon's Runelords, but as centuries became millennia, the giant civilization in Minderhal's Valley faded. The reasons for the decline in giant culture were as varied as the types of giants themselves—infighting, drought, disease, and war, among other calamities—but they all contributed to the same end results: the giants abandoned their settlements, the *Hammer of Unmaking* was stolen from the cathedral, and *Minderhal's Forge* went cold, leaving the Cathedral of Minderhal all but deserted.

But even after the giants' departure, their legacies survived, hidden in the valley and the tales of their descendants. When the megalomaniacal storm giant warlord Volstus the Storm Tyrant embarked on his mission to gather an army of giants to conquer western Avistan, he chose the Cathedral of Minderhal as a mustering point for his fledgling horde, realizing that its storied past would be well known to the giants he sought to unite. To rally these soldiers to his cause, Volstus appointed a stone giant inquisitor named Urathash.

Weaned on the legends and myths of his forebears, Urathash has made it his life's work to reclaim the Cathedral of Minderhal and restore his people to their former glory. Urathash eagerly accepted the Storm Tyrant's patronage, and though his ultimate goal is not the same as Volstus's, the stone giant has proven to be a successful administrator and military commander, transforming Minderhal's Valley into a proving ground for the Storm Tyrant's new recruits.

## PART 1: TOMB OF THE GIANTSLAYER

As the adventure begins, the Player Characters have learned that the storm giant warlord Volstus the Storm Tyrant is gathering an army of giants in a hidden valley in the Mindspin Mountains. So extensive are the Storm Tyrant's efforts that this army would threaten not only Belkzen (and the town of Trunau), but also the other human nations bordering the huge mountain range, including Lastwall, Molthune, Nidal, Nirmathas, and Varisia. If the PCs returned

to Trunau after the conclusion of "The Hill Giant's Pledge," Halgra and Silvermane should encourage them to travel to the valley to try to stop Volstus before he can assemble his army, thus preventing untold bloodshed and destruction across western Avistan. Fortunately, the PCs found a map to this "valley of giants" among the dowry of the hill giant chieftain Grenseldek in Redlake Fort.

In addition, the PCs now hold both halves of the geode treasure map that leads to the tomb of the fabled dwarven giantslayer Nargrym Steelhand. Adventurers and treasure-seekers have long sought the tomb, as according to dwarven custom, Nargrym was laid to rest with his armor, weapons, and riches—including the magical steel hand that allowed the hero to wield the giants' own weapons against them. According to the map, the tomb lies on the way to the giants' valley, and if it still exists, recovering such a cache would prove invaluable in a fight against the Storm Tyrant's giant horde.

Nargrym Steelhand's tomb lies approximately 90 miles southwest of Trunau, a journey of just over a week on foot through the mountains (assuming a speed of 30 feet). This adventure assumes the trip is uneventful, but feel free to roll for random encounters on the Minderhal's Valley Encounters table on page 93 if you wish to liven up the PCs' journey.

## THE CURSE OF STEELHAND'S TOMB

Nargrym Steelhand was a famed giantslayer from the dwarven Sky Citadel of Janderhoff in Varisia. He slew many giants to defend Janderhoff's mining interests in the Mindspin Mountains—even the fire giant Gunderoth, called Dwarfskinner, who scorched the living flesh from nearly 30 dwarven miners. But though Nargrym's legend remains strong, the circumstances surrounding his death were grim and mysterious.

After Gunderoth's defeat, Nargrym's own squire and kinsman, Lokmorr Edergun, cravenly stabbed Nargrym in the back out of spite and jealousy. Lokmorr took credit for slaying the giant himself, claiming it had killed Nargrym, and was heralded as a hero. But a priest of Torag named Byrim Forgepride discovered Lokmorr's crime and confronted the kinslayer about his betrayal and deception. Believing he might still pull off his ruse, Lokmorr turned upon the priest and slew him as well. Although Lokmorr tried again to cover up his dark deeds, he was unsuccessful, and the ruling council of Janderhoff branded his forehead with the mark of the betrayer, struck his family name from the dwarven histories, and sentenced Lokmorr to be trapped alive in the tomb of the hero he had murdered. But Lokmorr's punishment did not end there, for his brutal acts of blasphemy and murder so offended Torag that the god of the forge cursed Lokmorr with immortality, condemning him to eternal imprisonment in Nargrym's tomb. Because of these events, many believe that Nargrym's tomb is cursed; in the centuries since his passing, few have come to his

**SLOW NECTAR**

The ettercaps collect the sap of small white flowers that grow on the nearby cliffs to create a paralytic poison known as slow nectar, which the creatures use in their traps.

**SLOW NECTAR**

**Type** poison, injury; **Save** Fortitude DC 17

**Frequency** 1/round for 6 rounds

**Effect** 1d3 Dex damage plus paralysis for 1 round; **Cure** 1 save

tomb to pay their respects, and the location of the famous giantslayer's grave has been mostly forgotten.

But Lokmorr's heinous acts affected others as well. Believing her son innocent of the crimes he was accused of, Lokmorr's mother, Gertid Ederhild, attempted to petition the council on his behalf and was publicly shamed and forced into exile for her actions. Despondent, Gertid lost much of her will to live and became a wandering vagrant, stopping only to sleep and eat whatever insects she could scavenge. Her sorrowful dreams attracted the attention of Mazmezz, the demon lord of vermin, who haunted Gertid's dreams and slowly pushed the dwarf from despair into insanity. Under Mazmezz's influence, Gertid eventually wandered into a nest of ettercaps. In her madness, she believed the ettercaps were her own children. The ettercaps came to view Gertid as their own mother and she, in turn, sought to care for her new "family." Gertid led the ettercaps on a pilgrimage to her son's grave and there erected a shrine in his honor, not knowing that Lokmorr still lived on in the tomb below.

Years later, amused by Gertid and her ettercap family, Mazmezz blessed the insane dwarf with another child, a daughter named Luggra. To Gertid, Luggra was no different from any other dwarf child, but Luggra's arachnid eyes and rudimentary spinnerets belied her true heritage. When Gertid died, Luggra became the new matriarch of the ettercaps. Luggra never knew Lokmorr, but she continued to maintain her mother's shrine, and in the centuries following her mother's death, her veneration of her half-brother turned into something akin to worship.

Luggra eventually gave birth to her own daughter, Stilgrit. But while Luggra was a dwarf who displayed only a few arachnid traits, Stilgrit was born a grotesque abomination, neither dwarf nor ettercap, but rather a hideous union of both. Upon Luggra's death, Stilgrit succeeded her mother, and believing herself favored by Mazmezz, calls herself the "Mother of Spiders." Today, she still leads the ettercaps in worshipping her uncle Lokmorr as the divine consort of her patron Mazmezz, while the webbed and mummified corpses of her mother and grandmother are venerated as divine prophets.

Unfortunately, Stilgrit's ettercap "children" have not fared well. A brood of spider eaters has recently moved into the area, and the creatures have decimated the ettercaps and their spider pets. The bizarre family is on the verge of dying out completely, and Stilgrit's prayers to Mazmezz, her uncle, grandmother, and mother have gone unanswered. But the arrival of adventurers to Lokmorr's shrine might be just the sacrifice Stilgrit needs to appease her gods and rebuild her family.

**A. NARGRYM STEELHAND'S TOMB**

Following the geode treasure map, the PC arrive at the base of Stag's Pike, a slender stone spire in the Mindspin Mountains near the border between Belkzen and Varisia. From Stag's Pike, a narrow footpath climbs into the high mountains where the dwarves of Janderhoff built their mining fortresses in past centuries. But the map points away from those settlements, instead indicating an overgrown trail that leads to a high and lonely plateau overlooking the source of the Runtash River. While little is left of the path, small, weatherworn stone markers placed every hundred feet or so still mark the route. Upon reaching the plateau, the trail heads into a secluded wood of pale, silvery aspens with golden leaves swaying slowly in the brisk and chilly mountain breeze. According to the map, the tomb of Nargrym Steelhand lies within the wood.

**A1. Perimeter Traps (CR 8)**

The aspen wood surrounding Nargrym's tomb is the territory of Stilgrit's ettercap family. Read or paraphrase the following when the PCs enter the wood.

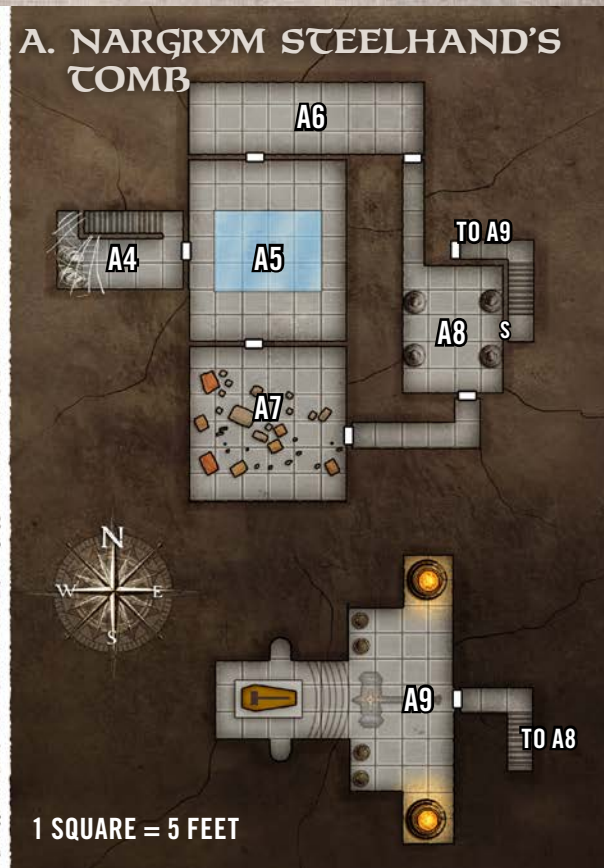
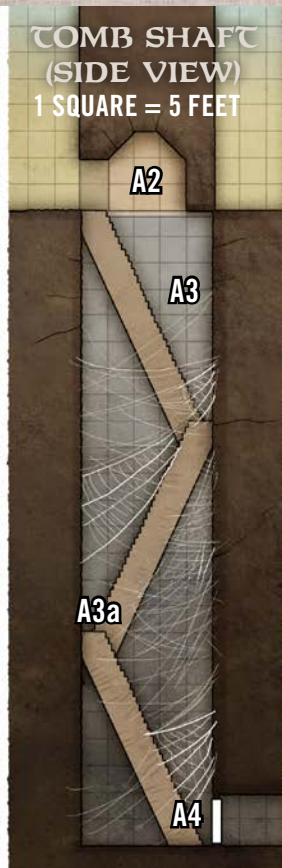
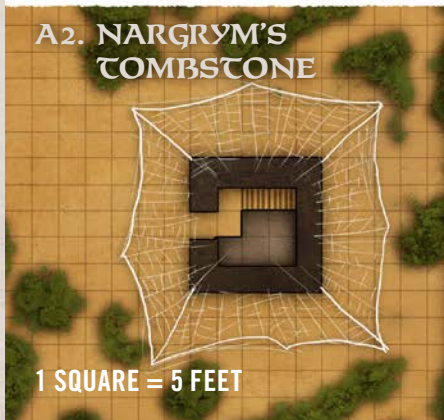
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Aspen leaves rustle gently, glittering like the pale, golden embers of a forge fire. The wood seems peaceful and quiet.

---

**Traps:** The wily ettercaps have rigged the perimeter of their territory with a series of traps linked together with web tripwires. The traps are made from bent saplings that hurl wickedly sharp shards of slate coated with a paralytic poison in all directions. As the PCs move through the wood, there is a cumulative 10% chance per 25-foot square entered of stumbling across one of the traps. As soon as a single trap is triggered, additional traps suddenly trigger in a chain reaction throughout the wood, potentially striking anyone walking through the area.

**SLATE SHARD SPRING TRAP****CR 8****XP 4,800****Type** mechanical; **Perception** DC 25; **Disable Device** DC 25**EFFECTS****Trigger** location; **Reset** manual**Effect** Atk +15 ranged (2d6 plus slow nectar [see sidebar]); multiple targets (all targets in a 25-ft. square)



**A2. Nargrym's Tombstone (CR 7)**

The aspen wood thins here, forming a small clearing around a large granite obelisk covered with runes. Pillars flank a small, dark archway leading inside the obelisk. Above the pillars, the symbol of a clenched fist is carved into the stone. A strange structure, resembling a tent of shimmering gray webs woven between logs, surrounds the obelisk.

This obelisk, a pillar nearly 100 feet tall, is Nargrym Steelhand's gravestone, marking the location of his tomb in the ground below. A PC who succeeds at a DC 15 Knowledge (religion) check can readily identify the obelisk as such. The runes on the obelisk are in Dwarven, spelling out a traditional dwarven funerary prayer called "Torag's Epicede." The "tent" of logs and spider webs surrounding the obelisk is the shrine erected by Gertid Ederhild in honor of her son Lokmorr.

**Creatures:** Two ettercaps and their pets—a female giant black widow spider and two males—keep watch over Lokmorr's shrine. If the PCs triggered the trap in area A1, the ettercaps and spiders move to intercept them in the wood. Otherwise, the ettercaps are encountered here, performing maintenance around the shrine while the spiders lurk in the shrine's webbing.

**ETTERCAPS (2)** CR 3  
 XP 800 each  
 hp 30 (*Pathfinder RPG Bestiary* 129)

**FEMALE GIANT BLACK WIDOW SPIDER** CR 3  
 XP 800  
 hp 37 (*Pathfinder RPG Bestiary* 2 256)

**MALE GIANT BLACK WIDOW SPIDERS (2)** CR 1  
 XP 400 each  
 Giant spider (*Pathfinder RPG Bestiary* 258)  
 hp 16 each

**A3. Tomb Shaft (CR 8)**

Read or paraphrase the following when the PCs pass through the archway into the obelisk.

The interior of the obelisk houses a flight of narrow and precariously steep stairs descending into a dark shaft that plummets to an unknown depth within the earth. The passing years have crusted the walls and stairs with overlapping rings of yellow and pale green lichen.

The stairs descend the shaft in a series of switchbacks until they reach the entrance to Nargrym's tomb 120 feet

below (area A4). The steep stairs are considered difficult terrain; increase the DCs of any Acrobatics checks attempted on the stairs by 4.

The lichen covering the walls and stairs is harmless, and a PC who succeeds at a DC 10 Perception check notices that the lichen is covering runes carved into the stone walls about 4 feet above the steps. Scraping away the lichen reveals the following words written in Dwarven:

“Here lies the pride of our clan, Nargrym, son of Torgrym. Called Steelhand, he was laid to rest with utmost honor in 4076 AR. May he be known forevermore as the Giantslayer.”

The runes continue down the walls of the shaft, describing Nargrym’s life and various deeds in great detail. The tale expounds upon his magical hand, which allowed him to heft the tremendous weapons of his hated enemies, and his enchanted coat of mail, fashioned entirely from the fingernails of slain giants. Eventually, the epitaph comes to a section entitled “The Tragic Fall of Steelhand,” which details his betrayal and murder at the hands of Lokmorr Edergun. Anyone who reads the entire tale learns the information

presented in The Curse of Steelhand’s Tomb on page 7, up to the point of Lokmorr’s punishment and imprisonment (the inscription does not detail Torag’s curse or anything about Lokmorr’s mother and her daughters).

About 40 feet down the shaft, the stairs reach a narrow landing before continuing down in the opposite direction. At this point the shaft begins to fill with wisps of web populated by numerous hairy brown spiders. Although the seething webs are unnerving, a successful DC 10 Knowledge (nature) check allows a PCs to identify the spiders as both mundane and harmless. As the stairs descend ever deeper, the webs become thicker (hardness 0, DR 5/–, hp 4 per 5-foot square) and the tiny spiders become increasingly active.

**Creatures:** Eighty feet down the shaft, the stairs reach another landing (area A3a), where the hideous Mother of Spiders, Stilgrit, hides among the thick webs with her two ettercap consorts. As insane as her mother and grandmother, Stilgrit believes she is the scion of a divine family and has no idea how revolting she appears. Stilgrit and her consorts violently attack any trespassers who dare to violate the sanctity of her uncle’s shrine.



**STILGRIT,  
THE MOTHER OF SPIDERS**

## NIRRA

CR —

Female giant spider vermin companion (*Pathfinder RPG Ultimate Magic* 37)

N Medium vermin

**Init** +3; **Senses** darkvision 60 ft., tremorsense 30 ft.; Perception +4

### DEFENSE

**AC** 17, touch 14, flat-footed 13 (+3 Dex, +1 dodge, +3 natural)

**hp** 22 (4d8+4)

**Fort** +5, **Ref** +7, **Will** +1

**Defensive Abilities** evasion

### OFFENSE

**Speed** 30 ft., climb 30 ft.

**Melee** bite +6 (1d6 plus poison)

### STATISTICS

**Str** 11, **Dex** 16, **Con** 12, **Int** 1, **Wis** 10, **Cha** 2

**Base Atk** +3; **CMB** +3; **CMD** 17 (29 vs. trip)

**Feats** Dodge, Weapon Finesse

**Skills** Acrobatics +7, Climb +12, Perception +4, Stealth +7

**SQ** link, share spells, tricks (attack, come, defend, down, seek)

### SPECIAL ABILITIES

**Poison (Ex)** Bite—injury; *save* Fort DC 13; *frequency* 1/round for 4 rounds; *effect* 1 Str; *cure* 1 save.

## STILGRIT, THE MOTHER OF SPIDERS

CR 6

XP 2,400

Female unique ettercap druid of Mazmezz 4 (*Pathfinder RPG Bestiary* 129)

NE Medium aberration

**Init** +8; **Senses** darkvision 60 ft., low-light vision; Perception +12

**DEFENSE**

**AC** 20, touch 14, flat-footed 16 (+4 Dex, +6 natural)

**hp** 72 (8 HD; 4d8+4d8+36)

**Fort** +9, **Ref** +6, **Will** +13; +2 vs. poison, spells, and spell-like abilities, +4 vs. Fey and plant-targeted effects

**OFFENSE**

**Speed** 40 ft., climb 30 ft.

**Melee** bite +9 (1d6+3 plus poison), 4 claws +9 (1d4+3)

**Special Attacks** animate webs, poison, web (+10 ranged, DC 16, 4 hp), wild shape 1/day

**Druid Spells Prepared** (CL 4th; concentration +9)

2nd—*barkskin*, *pernicious poison*<sup>UM</sup>, *summon swarm*

1st—*hydraulic push*<sup>APG</sup>, *jump*, *longstrider*, *magic fang*, *ray of sickening*<sup>UM</sup> (DC 16)

0 (at will)—*guidance*, *mending*, *resistance*, *virtue*

**TACTICS**

**Before Combat** If Stilgrit hears intruders entering the tomb shaft, she casts *barkskin*, *jump*, and *longstrider*, and casts *magic fang* on her giant spider vermin companion.

**Morale** Stilgrit fights to the death in defense of Lokmorr's shrine.

**STATISTICS**

**Str** 14, **Dex** 19, **Con** 19, **Int** 10, **Wis** 20, **Cha** 10

**Base Atk** +6; **CMB** +8; **CMD** 22 (26 vs. bull rush, 26 vs. trip)

**Feats** Combat Casting, Combat Reflexes, Improved Initiative, Vermin Heart<sup>APG</sup>

**Skills** Acrobatics +11 (+25 when jumping), Climb +17, Handle Animal +11, Knowledge (nature) +7, Knowledge (planes) +7, Perception +12, Stealth +11, Survival +12

**Languages** Common, Druidic, Dwarven

**SQ** extra arms, favored of Mazmezz, nature bond (giant spider vermin companion<sup>UM</sup> named Nirra), nature sense, spider empathy +8, trackless step, wild empathy +4, woodland stride

**Gear** *amulet of mighty fists* +1, holly and mistletoe, spell component pouch

**SPECIAL ABILITIES**

**Animate Webs (Su)** As a standard action, Stilgrit can animate a 10-foot-square patch of natural webs within 50 feet to entrap creatures within that area. Any targets must succeed at a DC 16 Fortitude save or become entangled. If a target is already entangled by webs, it must succeed at a DC 16 Fortitude save or become helpless. A target made helpless by this ability is conscious but can take no physical actions (except attempting to break free) until the webs are removed. The target can use spells with only verbal components or spell-like abilities if it succeeds at a DC 20 concentration check. A creature trapped in Stilgrit's animated webs can break free as a full-round action with a successful DC 16 Strength check (the DC for a helpless creature is increased by 5). Destroying the webs frees a trapped creature. The save DCs are Constitution-based.

**Extra Arms (Ex)** Stilgrit has four extra spider-like arms growing from her sides. Although these arms lack hands, Stilgrit can make claw attacks with the arms. In addition, they aid her

in climbing, allowing her to use her hands to cast spells with somatic components while climbing.

**Favored of Mazmezz (Ex)** Under the influence of Mazmezz, Stilgrit is a unique amalgamation of dwarf and ettercap. In addition to her animate webs ability and extra arms, Stilgrit retains the hearty and stability dwarf racial traits and gains a +2 bonus to Strength, a +2 bonus to Constitution, and a +2 bonus to natural armor.

**Poison (Ex)** Bite—injury; *save* Fort DC 16; *frequency* 1/round for 10 rounds; *effect* 1d2 Dex; *cure* 2 consecutive saves.

**STILGRIT'S CONSORTS (2)**

**CR 4**

**XP 1,200 each**

Advanced ettercap (*Pathfinder RPG Bestiary* 294, 129)

**hp** 38 each

**A4. Tomb Entrance (CR 5)**

Webs stretch between the walls of the chamber at the bottom of the shaft, supporting two large, webbed cocoons hanging a few feet above the floor. A large circular stone disk stands in the eastern wall of the room, surrounded by a circle of Dwarven runes. Three more runes are carved on the face of the disk. The great disk is flush with the wall and has no visible hinges or handles.

The webbed cocoons hold the mummified corpses of Gertid and Luggra, which serve as icons for veneration by Stilgrit and the ettercaps. Strangely, the webs leave the bodies' bellies and mouths exposed—characters who succeed at a DC 15 Knowledge (planes) check identify this as a sign of obedience to the demon lord Mazmezz.

The stone disk blocks the entrance to Nargrym's tomb. Far too heavy to be moved, it is sealed in place with an arcane lock (CL 10th) and trapped (see Trap below). Although magic or brute force can be used to break through the disk (hardness 8, hp 180, break DC 38), the runes around it are a riddle that provides a clue to opening it. Written in Dwarven, the runes around the perimeter of the disk read, "Rest here until mine sons touch upon thy blessings." The runes in the center of the disk are Dwarven symbols for "loyalty," "duty," and "strength."

Touching one of the three runes on the disk itself and saying the name of the child of Torag who's most closely associated with the rune's meaning causes the rune to glow softly with a pale bluish light for 1 minute. Torag's three children and the values they identify with are Grundinnar (loyalty), Kols (duty), and Trudd (strength). A PC who succeeds at a DC 15 Knowledge (religion) check can recall which of Torag's children is associated with which value. Worshipers of Torag gain a +10 circumstance bonus on the check.

Correctly identifying all three runes causes them all to glow at the same time, bypasses the trap, and magically opens the disk, which then slides soundlessly into the surrounding stone. Incorrectly identifying a rune triggers the trap.

## HEARTSPIT

Nargrym Steelhand took this spear from the dead hands of the taiga giant warlord Neveraka, and used the weapon for the rest of his giantslaying career.

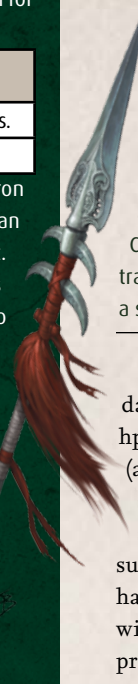
HEARTSPIT		PRICE
		10,310 GP
SLOT none	CL 8th	WEIGHT 18 lbs.

**AURA** moderate evocation

Fitted with a menacingly cruel 2-foot-long barbed iron head, this Large +1 *giant-bane longspear* can skewer an opponent, lodging beneath the flesh and holding fast. On a confirmed critical hit with the spear, *Heartspit's* wielder can attempt a combat maneuver check to grapple the target as a free action. This grapple attempt does not provoke an attack of opportunity from the target if that creature is not threatening the wielder. While grappling a creature with *Heartspit*, the wielder can move or damage the target with the spear only on the wielder's turn. The wielder is still considered grappled, though he does not have to be adjacent to the target to continue the grapple. If the wielder ends the grapple or the target successfully breaks the grapple, the target takes 4d6 points of slashing damage as the spear's barbed head is ripped free.

**CONSTRUCTION REQUIREMENTS** COST 5,310 GP

Craft Magic Arms and Armor, *hold person*, *keen edge*, *summon monster I*



on the other hand, was wholly devoted to Mazmezz and knows nothing of her half-brother Lokmorr beyond the jumbled stories passed on to her by Gertid. Of course, both women are insane, and neither knows of Lokmorr's continued existence within the tomb.

## A5. Viewing Chamber

The tightly spaced pillars that line the walls of this wide chamber gracefully suspend a vaulted ceiling; walls, ceiling, and pillars alike have been cut from the surrounding stone. Centuries of dust coat every surface, and the air is stale. A large translucent panel is set in the center of the floor. On either side, a stone door sits inside a low arch.

This room, like all of the rooms in Nargrym's tomb, is dark. The floor panel is a thick sheet of glass (hardness 1, hp 5, break DC 18). Set directly above Nargrym's sepulcher (area A9), it allows visitors to view the giantslayer's sarcophagus and pay respects without entering the sepulcher. The glass is 5 inches thick, and can easily support the weight of the PCs. Over the centuries the glass has turned a translucent yellow with grime and dust, but with a little effort the glass can be cleaned enough to provide a view into area A9 below. The sarcophagus has been opened and its lid pushed to the side, offering a glimpse of its occupant: a crumpled corpse dressed in a suit of scale mail armor. While the view is centered on Nargrym's sarcophagus, a PC who succeeds at a DC 20 Perception check also notices a large, broken cage in an alcove off to the side. Although the PCs can attempt to break through the glass to access the sepulcher, the stairs behind the secret door in area A8 provide an easier route.

**Development:** When the PCs first enter this chamber, Lokmorr the Betrayer is in the sepulcher below (area A9). When he hears the PCs above, Lokmorr leaves area A9 to move about the tomb (see area A9 for details). If the PCs break through the glass panel to enter the sepulcher from above, Lokmorr immediately heads to area A8 and attempts to lock them in the sepulcher (see area A8 for details).

**Trap:** The stone disk is trapped against would-be tomb-robbers. Any attempts to open the seal or break through it triggers the trap, which brands the offender's forehead with the Dwarven rune for "thief." Anyone so branded with the rune takes a -4 penalty on all Charisma-based checks when dealing with dwarves until the brand is removed.

### GREATER BRAND TRAP

CR 5

XP 1,600

Type magic; Perception DC 29; Disable Device DC 29

#### EFFECTS

Trigger touch; Reset none; Bypass see above

Effect spell effect (*greater brand*<sup>APG</sup>, 1d6 damage, Fort DC 16 negates)

**Development:** The bodies of Gertid and Luggra are clearly dead, but should any of the PCs attempt to communicate with them, such as via *speak with dead*, they may learn more of the unfortunate family's history. Gertid is a tragic (possibly even sympathetic) character, a mother who lost her son and subsequently spiraled into madness. Luggra,

## A6. Chamber of Memory

Huge stone panels line the walls of this chamber, each depicting a carved scene, but all of the panels have been damaged or defaced in some way. Hundreds of footprints crisscross the dusty floor. Two doors exit the room to the south.

This room pays tribute to Nargrym's life and deeds, carved as images into the stone wall panels. The images primarily commemorate Nargrym's battles, but the final panel depicts his tragic betrayal and murder. Lokmorr is responsible for the panels' desecration, going so far as to chisel out Nargrym's

eyes in every single image. An engraved bronze plaque above each panel identifies the illustrated deeds with Dwarven titles, such as “The Slaying of Drogmalak the Terrible” and “Victory at Hrothbad’s Mines.” The final plaque is covered in dried fecal matter, rendering the title illegible. If cleaned, however, it reads, “The Betrayal of Lokmorr.”

Anyone who inspects the tracks on the floor and succeeds at a DC 25 Survival check notices that all of the footprints are identical in size and shape (they belong to Lokmorr).

### A7. Reliquary (CR 7)

A nauseating stench of filth fills this chamber. Various items of broken furniture are sloppily piled into curious arrangements throughout the room. Among the piles of wreckage are toppled statuettes of jade and serpentine, shards of clay and porcelain urns, and several crushed drinking steins. The western wall of the room bears several large cracks and a few small holes where it meets the floor.

Of all the chambers in the tomb, Lokmorr finds this room least offensive. He spends much of his time here, and the room stinks of his putrid body odor and waste. While the reliquary once contained many valuable offerings left to honor Nargrym Steelhand, Lokmorr moved most of the portable valuables to the sepulcher (area A9) for safekeeping. He smashed the remaining tributes during one of his frequent fits of rage.

The cracks and holes in the western wall are too narrow to allow passage for all but the tiniest of creatures, but they do allow fresh air to enter the tomb and provide a point of entry for occasional insects and rats, which Lokmorr quickly catches and eats.

**Trap:** This chamber contains a double crossbow trap that Lokmorr has repurposed as a defense against intruders. The crossbow and its heavy wooden base sit near the south wall opposite the door to area A5, loaded and aimed at the door. A tripwire strung across the door fires the crossbow whenever someone enters the room from the north, but Lokmorr has also attached a string to the crossbow’s trigger, allowing him to manually fire the crossbow if necessary (see Development below). The crossbow fires two poisoned bolts at the same target, stacking the poison’s effects as detailed below.

**DOUBLE CROSSBOW TRAP** **CR 7**

**XP 3,200**

**Type** mechanical; **Perception** DC 20; **Disable Device** DC 20

**EFFECTS**

**Trigger** touch or manual (see above); **Reset** manual

**Effect** Atk +15 ranged (2d8+2 plus wyvern poison/19–20); wyvern poison (save Fort DC 19, frequency 1/round for 9 rounds)

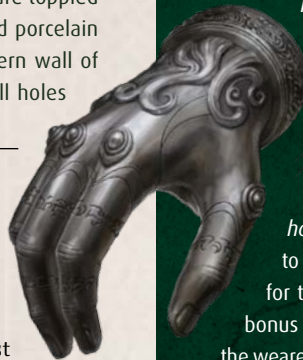
### NARGRYM’S STEEL HAND

Nargrym Steelhand replaced the hand he lost to a frost giant’s greataxe with this magic prosthesis.

NARGRYM’S STEEL HAND		MINOR ARTIFACT
<b>SLOT</b> none	<b>CL</b> 20th	<b>WEIGHT</b> 3 lbs.

**AURA** strong transmutation

Forged from solid steel, this magically animated prosthetic hand is elaborately sculpted down to the finest detail. *Nargrym’s steel hand* can be used to replace the normal hand of a humanoid creature—it can’t be worn in addition to an already existing hand. When attached to the wrist stump of a living humanoid creature, *Nargrym’s steel hand* magically forms a permanent bond to the wearer’s flesh and nerves. Once the hand has bonded to the wearer’s wrist, the wearer gains full control over the hand as if it were part of his own body. The hand has a full range of motion and functions as a normal hand. While worn, *Nargrym’s steel hand* grants its wearer a +2 enhancement bonus to Strength (treat this as a temporary ability bonus for the first 24 hours the hand is worn) and a +5 bonus to CMD against disarm attempts. In addition, the wearer can wield weapons of one size category larger than the wearer’s size without penalty and without altering the weapon’s designation as a light, one-handed, or two-handed weapon. For example, a Medium creature wearing *Nargrym’s steel hand* could wield a Large longspear as a two-handed weapon without penalty. However, whenever the wearer of the hand is within line of sight of a creature with the giant subtype, he must succeed at DC 15 Will save or be compelled to attack the giant, as *suggestion*. Once bonded to a wearer, *Nargrym’s steel hand* cannot be removed except by the wearer or after the wearer’s death.



**DESTRUCTION**

*Nargrym’s steel hand* is destroyed if it is smashed by a giant wielding a *hammer of thunderbolts*.

**Development:** If the PCs encounter Lokmorr here, he fires the double crossbow at the first person to enter the room. He then moves to the east, hoping to lure the PCs into area A8 and then down into the sepulcher to trap them there.

### A8. Chamber of Prayers

Four statues of idealized dwarves stand against the walls of this chamber, next to stone fonts. A dusty film covers the fonts, and their basins are inscribed with Dwarven runes. A massive stone panel on the room’s eastern wall bears a bas-relief likeness of

dwarven warrior garbed in a suit of scale mail and wielding an oversized spear. The carved figure is unadorned with the exception of its right hand, which is leafed with silver.

The four statues depict dwarven deities. A character who succeeds at a DC 10 Knowledge (religion) check can recognize one of the statues as Torag, but the other three each require a successful DC 15 Knowledge (religion) check to identify as Torag's younger siblings: Angradd, the Forge-Fire; Torag's half-sister Drannngvit, the dwarven goddess of vengeance; and Torag's older brother Magrim the Taskmaster, guardian of the underworld. The runes in the basins of the fonts are traditional dwarven blessings.

The bas-relief panel depicts Nargrym Steelhand at the height of his giantslaying glory, and can be recognized with a successful DC 15 Knowledge (local) check. Any PC who succeeds at a DC 10 Perception check notices a small gap between the stone panel and the wall. This secret door has been left ajar, making it easier to notice. Sliding the panel aside reveals a narrow, concealed passage that leads down a flight of steps and turns to the west, ending at the door to Nargrym's sepulcher (area A9).

**Development:** Lokmorr left the secret door slightly ajar as a ploy to lure the intruders into the sepulcher below. When the PCs enter this chamber, Lokmorr attempts to hide in one of the connecting corridors. If the PCs pass through the secret door and enter the sepulcher, the misanthropic dwarf waits for a few minutes, then closes and locks the secret door behind them (hardness 8, hp 45; break DC 28), sealing them in the sepulcher. Once the door is locked, Lokmorr goes to area A5 to observe and taunt his new captives through the glass panel.

### A9. Steelhand's Sepulcher (CR 6 and 8)

Two wide alcoves flank the eastern portion of this room, the floor of which is inlaid with the symbol of an ornate warhammer. Each alcove contains a large iron brazier and is crammed with a variety of baubles and trinkets. Beyond the alcoves, the chamber narrows and a flight of wide steps climb to a vaulted recess. A great stone sarcophagus, its lid pushed to one side, lies in this space beneath a large translucent panel in the ceiling above. A smaller alcove stands on either side of the stone coffin. The northern alcove holds a five-foot-tall iron cage, its bars bent and twisted out of shape, while the southern alcove contains an elaborate iron candelabra covered with drippings of dried purple and red wax, which holds dozens of melted candle stubs.

The body of the dwarven giantslayer Nargrym Steelhand was laid to rest in this sepulcher, and his murderer, Lokmorr the Betrayer, was imprisoned in the iron cage next to the remains of his victim. The translucent panel in the ceiling above the sarcophagus looks into the viewing chamber (area A5).

The hammer symbol on the floor can be identified with a successful DC 10 Knowledge (religion) check as the holy symbol of Torag. If any of the PCs were affected by the greater brand trap in area A4, this symbol causes the *greater brand* to blaze, making that character sickened, as the spell.

Nargrym Steelhand's remains lie within the open sarcophagus. Although the skeletal corpse still wears armor (see *Treasure* below), its right arm ends in a stump and Nargrym's legendary steel hand is nowhere to be seen. A heavy helm lies next to the shattered pieces of the giantslayer's skull. A PC inspecting the remains who succeeds at a DC 20 Heal or Perception check notices that the dwarf's beard seems to have been crudely hacked off and that many of the bones are damaged and even display tooth marks. Even more disturbing, all of these injuries were made post-mortem, suggesting deliberate desecration of the corpse.

**Creature:** As punishment for his crime, Lokmorr Edergun—now known as Lokmorr the Betrayer—was buried alive in the tomb of the man he murdered. But his sentence did not end with his death, for Torag condemned Lokmorr with eternal life. Unable to die of natural causes and prevented by the curse from killing himself, the accursed dwarf has remained trapped in the tomb for 639 years. Lokmorr began his sentence locked in the cage next to Nargrym's sarcophagus. After many years, he managed to escape by breaking most of his bones and brutally contorting his body, which left him horribly scarred and mutilated. In the process, he became a broken soul, a physical manifestation of the pain and agony he has endured for centuries.

Now free of his cage, Lokmorr wanders aimlessly through the tomb, sometimes sleeping for weeks at a time until nightmares and excruciating pain shake him from his torpor. Although his curse prevents him from starving to death, Lokmorr still feels hunger. Early in his imprisonment, he fed on Nargrym's dead flesh and bones, and even tried eating many of the tomb's treasures. Now, Lokmorr occasionally catches rats that crawl into the tomb and devours them when he can.

Centuries into his confinement, Lokmorr remains jealous of Nargrym—the violation of the giantslayer's corpse and the desecration of the tomb were Lokmorr's doing. As soon as he escaped from his cage, Lokmorr hacked off Nargrym's beard and crushed his skull. He stole Nargrym's magic spear, *Heartspit*, and even chewed off his own hand in order to take Nargrym's fabled steel hand for himself.

As soon as the PCs break the seal on the tomb's entrance and enter area A5, Lokmorr hears them walking above him and begins monitoring the intruders, moving freely about the tomb. Stealth is not one of Lokmorr's strong suits, but the mad dwarf remains patient enough to trail the PCs a bit and wait for them to place themselves in a disadvantageous location before attacking. He prefers to fight in the dark and attempts to extinguish his opponents' light sources



before attacking, if possible. See the Development sections of the tomb's other locations for Lokmorr's actions if the PCs encounter him in one of those rooms. Otherwise, he attempts to lure the PCs into area **A8**, hoping they'll see the opened secret door and venture down into the sepulcher below. If Lokmorr remains undetected when the PCs enter area **A9**, his first effort is to lock the secret door behind them and trap them inside.

**LOKMORR THE BETRAYER** **CR 8**

**XP 4,800**

Male unique broken soul dwarf fighter 7 (*Pathfinder RPG Bestiary* 4 24)

CE Medium humanoid (dwarf)

**Init** +5; **Senses** darkvision 60 ft.; Perception +1

**DEFENSE**

**AC** 21, touch 11, flat-footed 20 (+6 armor, +1 Dex, +4 natural)

**hp** 99 (7d10+56); fast healing 10

**Fort** +13, **Ref** +3, **Will** +3 (+2 vs. fear); +2 vs. poison, spells, and spell-like abilities

**Defensive Abilities** bravery +2, curse of immortality, defensive training; **DR** 5/—; **Resist** acid 5, cold 5, electricity 5, fire 5, sonic 5

**OFFENSE**

**Speed** 10 ft.

**Melee** *Heartspit* +15/+10 (2d6+11/×3) or torturous touch +12 touch (2d6 plus 1d6 Dex damage and convulsions)

**Space** 5 ft.; **Reach** 5 ft. (10 ft. with *Heartspit*)

**Special Attacks** agonized wail (DC 13), baleful gaze (DC 13), hatred, torturous touch (DC 13), weapon training (spears +1)

**TACTICS**

**During Combat** Lokmorr begins with an agonized wail to terrify his opponents, then indiscriminately attacks those creatures within the reach of *Heartspit*, using Power Attack and Bloody Assault.

**Morale** Enraged and insane, Lokmorr continues fighting as long as his curse of immortality and Diehard feat allow him to. If he's finally slain, however, Lokmorr's body crumbles into dust as 707 years of aging finally catch up to him.

**STATISTICS**

**Str** 20, **Dex** 13, **Con** 22, **Int** 4, **Wis** 8, **Cha** 10

**Base Atk** +7; **CMB** +12; **CMD** 23 (27 vs. bull rush, 28 vs. disarm, 27 vs. trip)

**Feats** Bloody Assault<sup>APG</sup>, Combat Reflexes, Diehard<sup>B</sup>, Endurance<sup>B</sup>, Great Fortitude<sup>B</sup>, Improved Initiative, Iron Will, Power Attack, Stand Still, Toughness<sup>B</sup>, Weapon Focus (longspear), Weapon Specialization (longspear)

**Skills** Climb +8, Intimidate +12, Perception +1 (+3 to notice unusual stonework), Stealth +2, Survival +3

**Languages** Common, Dwarven

**SQ** armor training 2

**Gear** mwk breastplate, *Heartspit* (Large +1 giant-bane longspear; see page 12), *Nargrym's steel hand* (see page 13), elaborately braided dwarven beard decorated with three gold rings (worth 50 gp each) and an intricately engraved platinum beard clasp in the shape of a castle sitting atop a cloud (worth 1,300 gp)

**SPECIAL ABILITIES**

**Curse of Immortality (Su)** Cursed by Torag with eternal life, Lokmorr does not age and his ability scores are unaffected by aging effects. He cannot die from old age, starvation, thirst, or suffocation, though he can still be slain by physical damage. This ability grants Lokmorr fast healing 10, but if he is reduced to –22 hit points or fails his saving throw against a coup de grace, he dies.

**Hazard:** Lokmorr has stored many of the valuables he looted from the tomb in a rolled-up rug in the large northeast alcove of this room (see Treasure below). Unrolling the rug exposes the sizable patch of yellow mold (*Pathfinder RPG Core Rulebook* 416) growing in its dark folds.

**Treasure:** After escaping from his cage and desecrating Nargrym's corpse, Lokmorr looted the rest of the tomb. Once he discovered himself still trapped, he dragged his treasures back to this room and stashed them in the brazier alcoves. For easy transport, Lokmorr rolled a number of the items up in a rug infested with yellow mold (see Hazard above). The carpet lies in the northeast alcove and contains a bronze abacus with hematite beads (worth 600 gp), a large drinking



**LOKMORR THE BETRAYER**

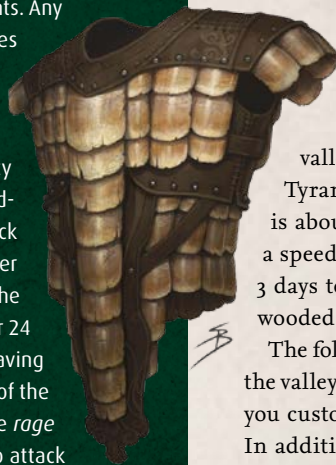
## GIANT'S NAIL SCALE MAIL

Nargrym Steelhand crafted this scale mail coat from fingernails pried from the hands of hill giants he had slain.

<b>GIANT'S NAIL SCALE MAIL</b>		<b>PRICE</b> 9,200 GP
<b>SLOT</b> armor	<b>CL</b> 7th	<b>WEIGHT</b> 30 lbs.
<b>AURA</b> moderate necromancy		

This thick coat of +2 *scale mail* is crafted from waxy scales of varying sizes with a sickly, jaundiced color—the grime-stained fingernails of dead hill giants. Any creature of the giant subtype who comes within 30 feet of *giant's nail scale mail* must succeed at a DC 16 Will save or take a –4 penalty on attack rolls and saving throws for 1d4 rounds. This ability functions as a gaze effect. It is a mind-affecting fear effect, but it does not stack with other fear effects to create stronger fear conditions. A giant who succeeds at the saving throw is immune to this effect for 24 hours. If a giant rolls a natural 20 on its saving throw, it becomes enraged by the sight of the armor. The giant gains the effects of the *rage* spell for 1d4 rounds and is compelled to attack the armor's wearer for the duration of this effect.

<b>CONSTRUCTION REQUIREMENTS</b>	<b>COST</b> 4,700 GP
Craft Magic Arms and Armor, <i>fear</i> , <i>rage</i>	



horn engraved with entwining oak leaves and silver inlays (worth 135 gp), an ivory measuring rod with carved Dwarven numbers (worth 25 gp), an obsidian statuette of a female fire giant (worth 250 gp), a wooden box containing a set of eight bronze measuring weights (from 1/4 ounce up to 5 ounces) carved to resemble squatting goblins (worth 130 gp), and a sack holding 400 cp.

The valuables inside the southeast alcove include a pair of *boots of the winterlands*, a clay vase on an iron stand sculpted to look like a coiled dragon (worth 65 gp), three chunks of azurite (worth 6 gp each), a golden yellow topaz (worth 300 gp), and a small leather-embossed casket holding 2 pp, 35 gp, and 150 sp.

Beyond Lokmorr's looted treasures, the most valuable item in the room can be found in Nargrym's sarcophagus, still worn by the giantslayer's corpse: Nargrym's *giant's nail scale mail*, a coat of scale armor crafted from the fingernails of slain hill giants (see the sidebar).

**Development:** If Nargrym's descendants, Ingrahild and Umlo Nargrymkin, are accompanying the PCs, the two dwarves are ecstatic to have discovered their ancestor's tomb and avenged Nargrym's murder. If they have traveled with

the PCs this far, they are well aware of the impending giant threat and have no problem with the PCs using the contents of Nargrym's tomb—particularly his armor, spear, and steel hand—to aid the PCs' giantslaying endeavors. The siblings ask only that the PCs respect Nargrym's remains and help seal up the tomb afterward. For themselves, Ingrahild and Umlo request a single heirloom to return to their family: Nargrym's platinum beard clasp, which was crafted from a cloud giant's ring. Lokmorr has the clasp among his possessions, still attached to Nargrym's shorn beard.

## PART 2: MINDERHAL'S VALLEY

After exiting Nargrym Steelhand's tomb, the PCs can continue on their journey to the hidden valley where the giants are gathering to join the Storm Tyrant's army. According to the PCs' map, the valley is about 40 miles southeast from the tomb. Assuming a speed of 30 feet, it should take the PCs approximately 3 days to reach the valley traveling on foot through the wooded mountains.

The following encounters take place as the PCs approach the valley; they are presented in rough detail only, allowing you customize details and maps for your own campaign. In addition, you can add wandering monsters from the Minderhal's Valley Encounters table on page 83 as you see fit.

### LONE COTTAGE (CR 6)

On the second day of the journey, after about 18 miles of travel, the PCs reach a small stream that flows from the southeast, the same direction they're traveling. An overgrown footpath runs alongside the stream, allowing the PCs to set a faster pace. After a few hours, they come upon a remote cottage.

In a small clearing a few hundred feet from the stream, a wisp of smoke trickles from the chimney of a two-story stone cottage. Its front door has been bashed inward, its splintered panels hanging crookedly from a single hinge. Several large chips mar the exterior stonework and a sizable hole has been torn in the thatched roof. Loud crashing noises come from within.

Giants from the nearby Minderhal's Valley have begun raiding the surrounding lands, including this isolated house. Too large to enter the premises, the giants simply bombarded it with rocks until the occupants fled, then chased after them through the woods.

While the giant raiders dragged away most of the cottage's residents for their stewpots, one remains behind—a whimpering infant girl swaddled in a coarse wool blanket and stuffed into a basket on the second floor of the cottage. Inches from the child, beneath the hole in the roof, a large boulder lies wedged between cracked floorboards. The

PCs can hear the baby mewling with a successful DC 10 Perception check; once they hear her, they can find her automatically. Fortunately for the child, the cottage's current occupant (see Creature below) has been unable to reach her.

**Creature:** Determined to leave no spoils behind, a lone troll still prowls about the cottage. More than anything else, this troll loathes human children, and the smell of the baby wafting from the second floor is driving her crazy, as she is too big to fit up the cottage's narrow stairs. Stymied, she has flown into a rage and is currently tearing apart the ground floor. As soon as she spots the PCs, the troll turns her aggressions toward them and attacks.

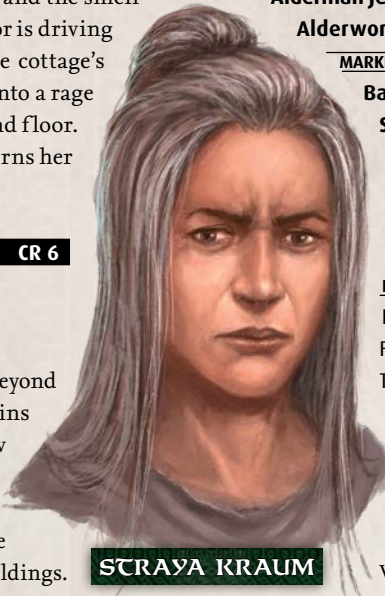
**ADVANCED TROLL** **CR 6**  
**XP 2,400**  
**hp 75** (*Pathfinder RPG Bestiary* 294, 268)

**Development:** Farther along the trail beyond the cottage, smoke rises from the remains of two more stone cottages, spaced a few hundred yards apart. Both cottages show signs of extensive damage; their interiors have been ransacked and large boulders litter the ground around the buildings. A PC who succeeds at a DC 12 Perception or Survival check also notices footprints and other evidence that suggests that giants initiated these raids. Unlike at the first cottage, there appear to be no living survivors here.

**SHINNERMAN'S FORTUNE**

A half-mile down the trail from the sacked cottages, the PCs arrive at the edge of a village called Shinnerman's Fortune. The village's populace consists almost entirely of prospectors, with individuals claiming large swaths of land along the stream, and the settlement is uncharacteristically spread out. The villagers mostly prospect for gold and silver. Though they are not wealthy, they earn enough to have a stable income, and the surrounding lands provide additional resources. The citizens of Shinnerman's Fortune thrive upon their independence, both as individuals and as a community. A small council of elders provides what little government the village needs, but the council's primary function is to represent the villagers as a single business entity for the purpose of trading with outsiders. In all, the residents of Shinnerman's Fortune are a hardy folk, usually quite capable of defending themselves against local threats.

**SHINNERMAN'S FORTUNE**  
 CG village  
**Corruption -1; Crime -1; Economy -6; Law -7; Lore -3; Society +0**  
**Qualities** independent, insular  
**Danger +20; Disadvantages** hunted



**STRAYA KRAUM**

**DEMOGRAPHICS**  
**Government** council  
**Population** 88 (79 humans, 5 dwarves, 3 gnomes, 1 half-elf)  
**Notable NPCs**  
**Speaker of the Council Tarram Shinnerman** (CG male human commoner 6)  
**Alderman Jerak Sneth** (N male human commoner 3/ranger 1)  
**Alderwoman Straya Kraum** (NG female human witch 5)

**MARKETPLACE**  
**Base Value** 400 gp; **Purchase Limit** 2,500 gp;  
**Spellcasting** 3rd  
**Minor Items** +1 tower shield, miser's mask<sup>UE</sup>, shatterspike, oil of shillelagh; **Medium Items** +1 thawing<sup>UE</sup> throwing axe, improved ring of climbing; **Major Items** —

**NOTES**  
**Independent:** The villagers of Shinnerman's Fortune are individualistic and self-sufficient. They look after themselves and mind their own business, coming together as a community to take care of any problems. (*Economy -1; Law -1*)

**The Village's Misfortune**

When the PCs arrive at Shinnerman's Fortune, panicked villagers are scrambling about trying to organize and recover from recent giant attacks. A small band of villagers quickly gathers to greet the PCs, led by a stern-looking middle-aged woman with graying hair and a burly man with a salt-and-pepper beard wearing worn leather armor. The woman introduces herself as Alderwoman Straya Kraum and the burly man as Alderman Jerak Sneth. The two quickly inform the PCs that they have arrived in the wake of a savage giant attack on the village—a wandering band of giants passed through the region the day before the PCs' arrival. Straya describes the brutal raid: after bombarding the village with rocks, the giants rushed into the settlement, indiscriminately attacking those they encountered, maiming or killing a number of villagers. The giants eventually retreated back into the mountains, but only after seizing livestock and several more people as "tribute" and promising to return for more later.

According to Straya and Jerak, there are at least a dozen people whose whereabouts are unaccounted for, most notably Tarram Shinnerman, a descendant of the village's founder and the speaker of the council. The villagers pray that the giants have not yet eaten the captives and that at least some of them still live, but the threat these giants pose has left these people feeling helpless. Few of the townsfolk are qualified to fight orcs, much less giants. They fear that the giants are going to return soon to exact more tribute, and they plead for the PCs to help find their missing kinfolk and put an end to the giant threat.

It's up to the PCs whether to help the people of Shinnerman's Fortune. The townsfolk have little to offer the PCs, but they can equip the party with basic supplies, including enough food and water for 2 weeks. Individual villagers might also be willing to sell the PCs a few magic items (see the settlement's statistics on page 17 for available items). If the PCs request a reward for their services, the town can muster up to 2,500 gold pieces to hire them, but they aren't pleased about it, as these meager funds represent almost all of the community's wealth and are needed to rebuild their shattered homes. In any event, the giants headed south when they left the village, and according to the PCs' map, Minderhal's Valley lies in the same direction. If the PCs do agree to help, they encounter the town's attackers during their journey.

**Development:** If the PCs rescued the baby from the troll in the previous encounter (see Lone Cottage on page 16), Straya Kraum instantly recognizes the child as her granddaughter Abria and bursts into tears of gratitude. She immediately takes the infant into her home, but soon returns and rewards the PCs with a family heirloom: a small silver cloak clasp in the shape of an arrow that turns out to be a *brooch of shielding*.

**Story Award:** Award the PCs 2,400 XP for rescuing the baby from the Lone Cottage and bringing her to safety in Shinnerman's Fortune.

## CYCLOPS STALKER (CR 9)

After leaving Shinnerman's Fortune, the PCs can continue on toward the giants' valley. About a mile outside the village, the PCs can attempt DC 15 Perception checks to spot a pair of humanoid creatures darting through the thickets.

**Creature:** The humanoids turn out to be pair of villagers fleeing through the woods from a giant (if necessary, use the statistics for a miner from page 256 of *Pathfinder RPG NPC Codex* for these villagers). As soon as the villagers spot the PCs, they call out for help, inadvertently drawing the attention of their eager pursuer: a towering jotunblood cyclops named Gsurak. A few rounds later, the forest echoes with pounding stomps and cracking branches as the huge giant lumbers out of the woods, ferociously attacking anyone in his way—first with his eye blast, followed by swings of his Huge greataxe.

### GSURAK CR 9

#### XP 6,400

Male variant jotunblood cyclops (*Advanced Bestiary* 184,

*Pathfinder RPG Bestiary* 52)

NE Huge humanoid (giant)

**Init** +2; **Senses** low-light vision, scent; Perception +16

#### DEFENSE

**AC** 22, touch 8, flat-footed 22 (–2 Dex, +2 insight, +14 natural, –2 size)

**hp** 119 (14d8+56)

**Fort** +13, **Ref** +2, **Will** +8

**Defensive Abilities** battle insight, ferocity, rock catching; **SR** 20

#### OFFENSE

**Speed** 50 ft.

**Melee** greataxe +17/+12 (4d6+13/×3)

**Ranged** rock +7 (3d8+13)

**Space** 15 ft.; **Reach** 15 ft.

**Special Attacks** eye blast (60-ft. line, 10d6 force, Reflex DC 20 half, usable every 1d4 rounds), improved rock throwing (150 ft.)

#### STATISTICS

**Str** 29, **Dex** 6, **Con** 19, **Int** 10, **Wis** 15, **Cha** 8

**Base Atk** +10; **CMB** +21 (+23 bull rush); **CMD** 31 (33 vs. bull rush)

**Feats** Alertness, Cleave, Great Cleave, Improved Bull Rush, Improved Initiative, Iron Will, Power Attack

**Skills** Intimidate +13, Perception +16, Sense Motive +9, Survival +10; **Racial Modifiers** +8 Perception

**Languages** Common, Cyclops, Giant

**SQ** flash of insight

**Gear** greataxe

#### SPECIAL ABILITIES

**Battle Insight (Su)** A jotunblood cyclops gains an insight bonus to its AC equal to its Wisdom modifier.

**Eye Blast (Su)** Every 1d4 rounds, a jotunblood cyclops can release a 60-foot line of energy from its single eye. Those struck by the beam take 10d6 points of force damage (Reflex DC 20 half). The save DC is Charisma-based and includes a +4 racial bonus.

**Improved Rock Throwing (Ex)** This ability functions as rock throwing, but with increased damage and range increments. In Gsurak's case, a thrown rock deals 3d8 points of damage plus 1-1/2 times his Strength bonus, and the range increment is 150 feet.

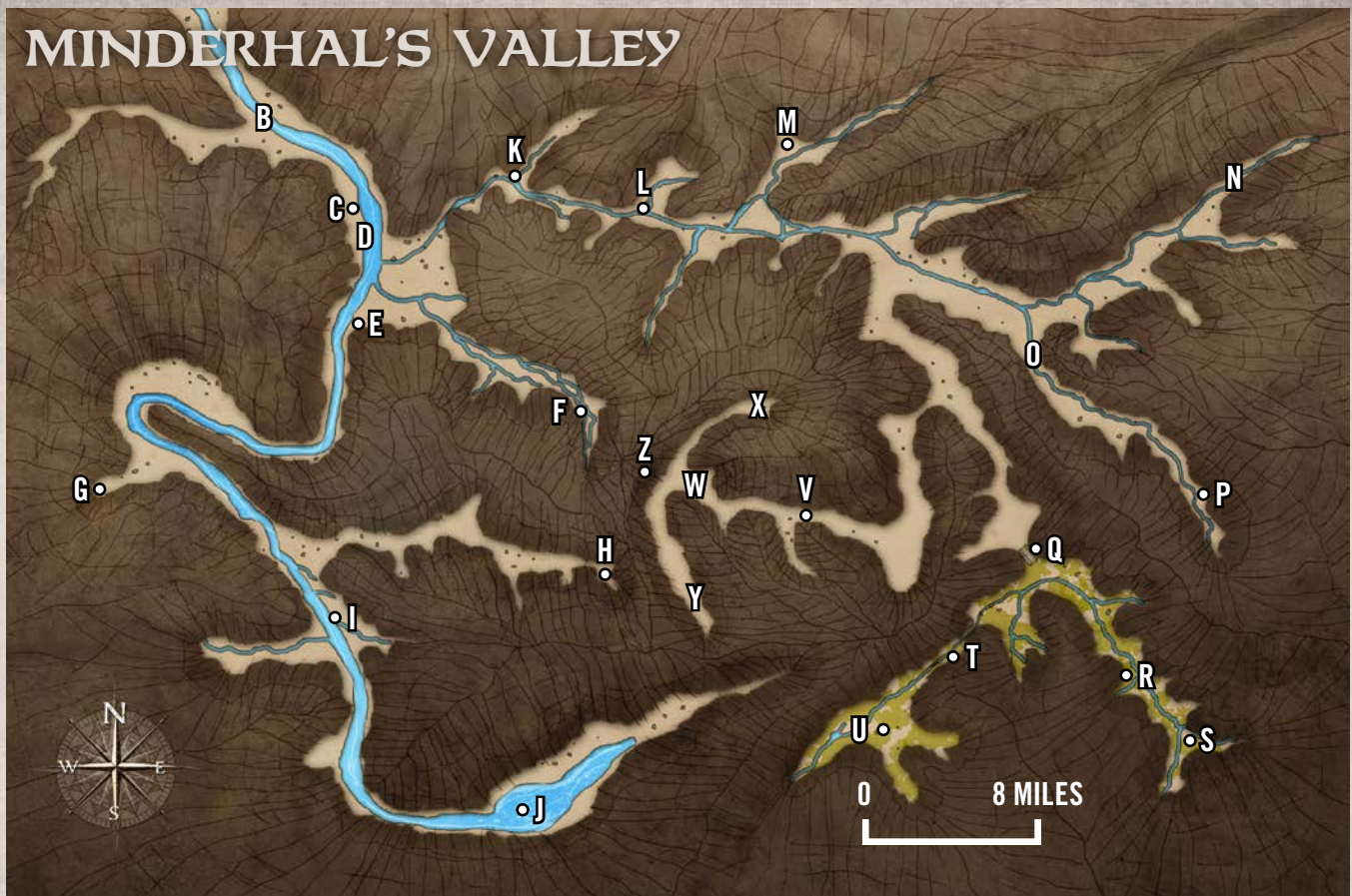
**Development:** If the PCs defeat Gsurak, the escaped villagers tell the PCs that another group of giants is up ahead, still moving downstream and dragging behind them a chain of at least half a dozen bound villagers. The giants have left behind a sloppy trail that can be easily followed.

## OGRES' PICNIC (CR 7)

**Creatures:** The giants mentioned by the escaped villagers in the previous encounter are four ogres. The ogres' human prisoners tired quickly, forcing their captors to drag them and slowing the giants' movement considerably. As a result, the PCs can quickly catch up to the group when the ogres make camp.

The ogres are sitting around a small campfire, arguing over their human captives. If the PCs approach the camp stealthily, they can overhear the giants' argument. Three of the ogres are hungry and are trying to convince the other to roast at least one of the prisoners. The fourth ogre, who seems to be the leader, insists on keeping the captives alive to use as a bargaining chip with a more powerful giant

## MINDERHAL'S VALLEY



called Gristlecrack. If the ogres detect the PCs' approach, they douse their campfire and hide nearby. They leave their captives behind as bait and hastily attempt to set up an ambush.

**OGRES (4)** **CR 3**  
**XP 800 each**  
**hp 30 each** (*Pathfinder RPG Bestiary 220*)

**Treasure:** Among the various junk in their sacks, the ogres also have a broken set of fine china, a gold censer with platinum inlays (worth 400 gp), a gold flute (worth 1,000 gp), a small marble statuette of Torag (worth 300 gp), and 600 gp in assorted coins.

**Development:** The ogres' captives include four villagers from Shinnerman's Fortune and three prospectors who were working claims upstream. All are bruised from beatings. They know at least one more band of giants went on ahead with more prisoners, but few among them have any hope that those victims have survived. They aren't sure whether Alderman Tarram Shinnerman was among those taken, as all of the prisoners were bound, gagged, and had thick leather sacks tied over their heads. If anyone mentions the name Gristlecrack, the rescued villagers agree that the

leader of that other giant band, a large, brutish female giant, answered to that name.

One of the prisoners, a middle-aged woman named Cerrina, recalls the giants conversing about meeting at some sort of cathedral called the Tinderhall. A PC who succeeds at a DC 20 Knowledge (local) or Knowledge (religion) check infers that Cerrina probably misunderstood a conversation about the giant god Minderhal. Long ago, ancient giants constructed a massive cathedral to Minderhal in a remote valley somewhere within the Mindspin Mountains—likely the same valley the PCs are currently searching for. If so, the cathedral would be a natural gathering place for the giants.

Another captive, a boyish-looking prospector named Hap, remembers a conversation about not wanting to be late for the mustering for the Storm Tyrant's army. Hap assumes (incorrectly) that the aforementioned Gristlecrack is the Storm Tyrant.

## MINDERHAL'S VALLEY

After leaving the ogre camp, the PCs eventually reach the edge of the mountain forest, where the stream they've been following—now a river—drops down into a large, winding valley. A wide, well-trodden trail, which is clearly the path the giants used to raid Shinnerman's Fortune and the

surrounding area, descends into the valley alongside the river. The giants call this canyon Minderhal's Valley, after the ancient cathedral built in honor of the giant god. The Storm Tyrant chose this location to muster his army because of its secluded location and its status as a sacred site known to giants throughout the region.

The valley lies beneath the slopes of several tall mountains, carved by a snaking river fed by numerous mountain streams that spill from the Mindspins' icy spires. These mountains are thousands of feet high, with steep slopes, cliffs, and rock walls (see pages 428–430 of the *Core Rulebook* for details on such mountain terrain). It is immediately apparent that moving across the valley floor will be significantly easier than traversing the mountain slopes above the valley. The valley floor is considered trackless plains. Assuming a speed of 30 feet, the PCs should be able to cover 18 miles per day. The riverside trail into the valley leads to area **B**.

Although their final destination is the great Cathedral of Minderhal (area **Z**), the PCs can take whatever route they want as they explore the valley. Eventually, they'll need to visit nearly every location within the canyon's confines, both to defeat the scattered bands of gathered giants and to find the various components needed to relight *Minderhal's Forge* (see area **Z5**), but they can do so in whatever order they wish. It's even possible for the PCs to begin Part 3 before they've fully explored all of the valley in Part 2, meaning they'll need to exit the Cathedral of Minderhal later on to visit more of the valley's locations.

## B. LEUCROTTA ATTACK (CR 7)

This encounter occurs on the first night after the PCs enter the valley, shortly after the moon rises. It's tied to a mood rather than to a specific location, so it should be run where needed based on the PCs' actions. Read or paraphrase the following to set the mood before the encounter.

---

A pale moon struggles to peek through the heavy clouds that have gathered over the jagged peaks that hem the secluded valley. As the temperatures quickly begin to drop, the vestiges of the ancient mountain trail become nearly impossible to identify in the darkness.

---

**Creatures:** A pair of leucrottas claims the surrounding territory as their hunting grounds. The malevolent creatures stalk and study the PCs for a while before splitting up to surround their prey—one approaches from behind while the other races ahead to try to get in front of the PCs and block the path. Allow the PCs to attempt Perception checks opposed by the leucrottas' Stealth checks to detect the beasts' approach. Once the leucrottas are in position, the one bringing up the rear uses its lure ability to attract as much attention as possible as its partner leaps from its hiding place.

### LEUCROTTAS (2)

CR 5

XP 1,600 each

hp 57 each (*Pathfinder RPG Bestiary* 2 178)

**Treasure:** The leucrottas can be tracked back to their lair with a successful DC 17 Survival check. Among the undigested remains of their prey that the leucrottas have vomited up inside the shallow cave they call home are a +1 *giant-bane heavy crossbow*, a *wand of crushing despair* (32 charges), two opals (worth 600 gp each), a green sapphire (worth 900 gp), 40 pp, and 210 gp.

## C. REJECTED CONSCRIPT (CR 8)

---

The dusty path eases down a gentle slope littered with small boulders. Jagged gray mountains rise on all sides, their peaks resembling the broken jaw of a fallen god. On the surrounding slopes, small copses of fir trees cling desperately to patches of rocky soil, their exposed roots tenaciously grasping the earth in knotted tangles.

---

**Creatures:** An ettin and a cave bear are walking up the trail at this point, heading in the opposite direction of the PCs. If the PCs are proceeding in relative silence, allow them to attempt DC 15 Perception checks to hear the grumbling giant's approach. This ettin journeyed here to join the Storm Tyrant's army, but was rejected. The ettin is arguing loudly with himself, each head angrily blaming the other for failing to impress the recruiter during the ettin's last few pit fights.

If the cave bear detects the PCs with its scent ability, it growls a warning, silencing the ettin. The ettin then readies his weapon and one head says to the other, "Now I'll show you how to pound flesh." Then he yells up the path. "Whoever's hiding up there, show yourself and die!"

### CAVE BEAR

CR 7

XP 3,200

Dire bear (*Pathfinder RPG Bestiary* 31)

hp 95

### ETTIN

CR 6

XP 2,400

hp 65 (*Pathfinder RPG Bestiary* 130)

**Treasure:** The ettin carries a *ring of swarming stabs* (*Pathfinder RPG Ultimate Equipment* 175).

## D. OPPORTUNISTIC SCAVENGER (CR 9)

**Creature:** Attracted by the PCs' battle with the ettin, a rift drake swoops out of the sky a few rounds later to attack the survivors. The drake attacks indiscriminately, so it might first grab a nearly defeated opponent, gut and devour a PC's horse (if the PCs happen to have one), or just attack a random

target. The drake has come seeking an easy meal, not a fight, so reducing it to fewer than 40 hit points drives it away.

**RIFT DRAKE** **CR 9**

**XP 6,400**

**hp** 126 (*Pathfinder RPG Bestiary 3* 106)

**Development:** The purpose of this encounter is to discourage the PCs from flying around and heading straight for the Cathedral of Minderhal in Part 3. Feel free to incorporate more encounters with additional drakes or other flying creatures to keep the PCs on the ground as needed.

**E. DRUNKEN FAILURES (CR 8)**

The shouts of a raucous argument echo from somewhere up the path ahead. The voices are deep and guttural.

Anyone able to speak Giant can understand the shouts, which consist of curses, insults, and threats hurled in heated argument. The valley widens at this point, with exits to the northeast, southeast, and southwest. The river the PCs have been following flows out of the southwest gorge.

**Creatures:** Three drunken giants called veds, currently engaged in beating the hell out of each other, are blocking the path through the valley to the southwest. Veds are brutish, hairy giants with overly large, misshapen heads and enormous lung capacity. Like the ettin in area C, these veds failed to impress the Storm Tyrant's recruiters and were turned away. The veds drowned their sorrows in strong drink, and their drunken quarrel over who lost the worst in the pit fights soon turned to violence.

One of the giants has two black eyes, one has a badly bleeding nose, and the last one has just spit out a couple of yellow teeth, but each is claiming superiority over his or her opponents. As soon as the giants spot the PCs, they turn their attentions and aggressions toward the newcomers, taking turns using their gale breaths against their foes. Eager to prove themselves, the veds fight to the death, but if two are slain, the third attempts to flee to safety.

**VEDS (3)** **CR 5**

**XP 1,600 each**

*Pathfinder Campaign Setting: Irrisen, Land of Eternal Winter* 61  
NE Large humanoid (giant)

**Init** -3; **Senses** low-light vision; Perception +4

**DEFENSE**

**AC** 16, touch 8, flat-footed 16 (-1 Dex, +8 natural, -1 size)

**hp** 57 (6d8+30)

**Fort** +5, **Ref** -1, **Will** +4

**Weaknesses** drunk

**OFFENSE**

**Speed** 30 ft.

**Melee** club +8 (1d8+5)

**Space** 10 ft.; **Reach** 10 ft.

**Special Attacks** gale breath

**STATISTICS**

**Str** 25, **Dex** 8, **Con** 20, **Int** 7, **Wis** 12, **Cha** 9

**Base Atk** +4; **CMB** +10 (+12 bull rush); **CMD** 22 (24 vs. bull rush)

**Feats** Awesome Blow, Improved Bull Rush, Power Attack

**Skills** Climb +5 (+9 when climbing rocks), Intimidate +2,

Perception +4, Survival +4 (+8 in snow); **Racial Modifiers**

+4 Climb (when climbing rocks), +4 Survival (in snow)

**Languages** Giant

**SPECIAL ABILITIES**

**Drunk (Ex)** The veds are currently drunk and are considered to be sickened (this is already incorporated into the statistics above).

**Gale Breath (Su)** Every 1d4 rounds as a full-round action, a ved can draw in a mighty breath and expel it outward in a 30-foot cone. Targets within 10 feet of the origin of this cone must succeed at a DC 18 Strength check or be knocked prone. Those who succeed at the check or are standing farther away from the ved treat the effects of the gale breath as a *gust of wind* spell.

**Development:** If the PCs manage to subdue one of the veds for interrogation, the brutish giant refuses to cooperate or answer questions. Instead, it makes empty threats about the Storm Tyrant, his "pet" dragon, the massing of hundreds of giant troops, a mighty fortress to the south, and a holy forge soon to be restored upon which the giants shall again forge powerful weapons to conquer the world. While the ved knows no further details, much of the information it reveals is true, if incomplete.

**F. DEAD GIANT (CR 8)**

The mountains' glacier-carved slopes steepen above the rim of this side valley, where a dozen or so small trickling mountain brooks converges into a wide, shallow stream. The icy, roiling waters send smooth pebbles tumbling along the bottom of the streambed.

As the PCs explore this area, one of the streams takes on an eerie pinkish color. If they follow the stream, they discover that the color is the result of blood flowing from the corpse of a slain hill giant lying face down in the water. The giant is another failed applicant to the Storm Tyrant's armies, whose companions tossed her into the river after a fatal loss in a pit fit.

**Creatures:** A flock of four perytons crowd around the waterlogged corpse, greedily gorging themselves on the giant's flesh. The beasts seem relatively content with their meal, but readily abandon the carrion as soon as they spot live prey. The perytons first fly over the PCs with their shadow mark ability before diving to attack their selected victims.

**PERYTONS (4)****CR 4****XP 1,200 each****hp** 42 each (*Pathfinder RPG Bestiary 2* 207)

**Treasure:** With a successful DC 10 Perception check, a character notes that the dead hill giant is wearing a *guardian gorget* (*Ultimate Equipment* 258) as an earring.

**G. CHIMERA'S CAVE (CR 8)**

A narrow footpath heads west through a field of boulders and dense scrub into a small side canyon that branches off from the main valley. Windswept piles of dead leaves and branches clump between boulders poking through the thin, dry topsoil. Patches of green and pale yellow lichen cling to the rocky canyon walls.

The footpath continues for several hundred yards, emptying into a wide, boulder-filled clearing at the western edge of the canyon. A dark cave opens in the cliff face 30 feet

above the valley floor. Fragments of cracked and broken bones litter the ground below the cave mouth. A character examining the bone fragments can attempt a DC 16 Heal skill check to note that the bones are those of a variety of animals, mostly larger mammals and possibly even some humanoids and giants. The condition of the bones suggests that they were pounded or gnawed to pieces.

**Creature:** A giant chimera with the head of a black dragon makes its home in the cave in the cliff wall. For the last century, the creature has claimed this section of the canyon as its own, growing larger and more powerful over the years. The giants refer to the chimera as the "Black-Headed Beast," and for the most part shun this region to avoid its attacks. When the PCs arrive, the chimera is lurking in its cave. As soon as it detects intruders in the canyon outside, it creeps to the cave entrance and spews acid on anyone in the clearing below.

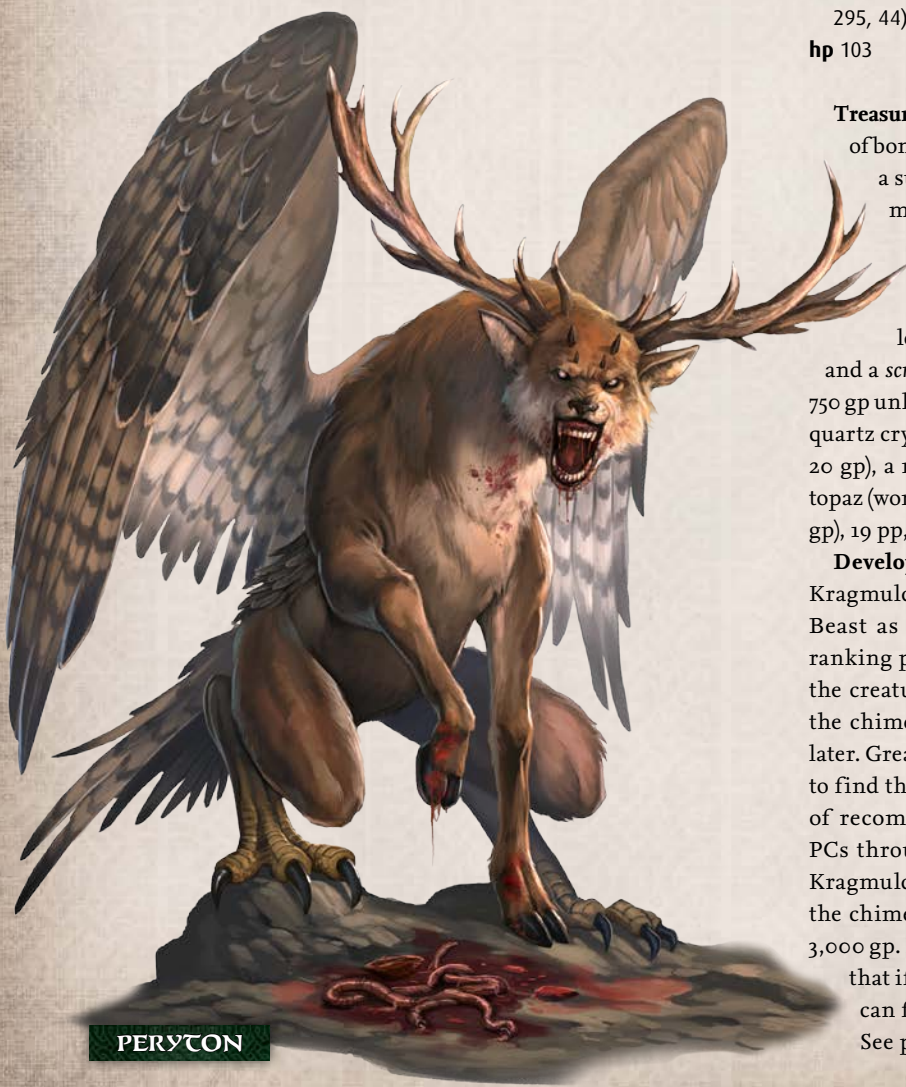
**BLACK-HEADED BEAST****CR 8****XP 4,800**

Giant chimera with black dragon head (*Pathfinder RPG Bestiary* 295, 44)

**hp** 103

**Treasure:** In the back of the chimera's cave lies a sizable pile of bones mixed with a small treasure hoard containing a suit of +1 *banded mail*, a Large suit of chainmail, a masterwork chain shirt, a locked gauntlet, a Large gauntlet, a +1 *corrosive*<sup>UE</sup> *longsword*, a +1 *rapier*, a Large masterwork heavy crossbow, a masterwork quarterstaff, a *potion of cure moderate wounds*, a leather scroll case holding a *scroll of flaming sphere* and a *scroll of water breathing*, a broken water clock (worth 750 gp unless repaired), a climber's kit, four sunrods, a clear quartz crystal (worth 30 gp), a smoky quartz crystal (worth 20 gp), a red-brown spinel (worth 80 gp), a golden yellow topaz (worth 252 gp), a silver ring set with azurite (worth 30 gp), 19 pp, 288 gp, 1,360 sp, and 2,200 cp.

**Development:** A hill giant hunter and recruiter called Kragmuld has been keeping an eye on the Black-Headed Beast as a potential foe for giants seeking to earn a ranking position in the Storm Tyrant's army by battling the creature in the fighting pits (area X). If the PCs kill the chimera, Kragmuld discovers the slain beast 2 days later. Greatly upsets by its death, Kragmuld is determined to find the butchers and demand they pay him some sort of recompense. He immediately begins tracking the PCs through the valley. Should he catch up to the PCs, Kragmuld confronts them and demands that they replace the chimera or pay him in goods or coins worth at least 3,000 gp. If the PCs refuse his demands, he informs them that if they can't pay him, he'll simply salvage what he can from their corpses after he beats them to death. See page 42 for Kragmuld's full statistics.

**PERYTON**



## H. THE DARK PASSAGE (CR 8)

At the end of this valley, the surrounding ridges merge, forming a tapering gorge edged in rocky escarpments. A series of giant, stone-carved stairs climb from the base of the ridgeline to several cave openings that pock the cliff face.

Seven caves are carved into the cliff face at the eastern end of this valley. The caves are mostly shallow shelters only a few yards deep, but one of them hides an entrance to a far deeper cave system known as the Dark Passage. This 2-mile warren of both natural and excavated caverns passes under a narrow section of the ridgeline, connecting the western outer valley to a small vale south of the Cathedral of Minderhal containing the encampments of new recruits (area Y).

During the height of their rule, the ancient giants built the Dark Passage as a shortcut between the outer valley and the Cathedral of Minderhal. The giants also used the tunnels as a focal point for their geographic measurements. While their surveying techniques were primitive and consisted mostly of counted steps and stone markers, they were able to map the valley with relative accuracy. By exploring these tunnels, the PCs have the opportunity to gain a better understanding of where important sites lie within the valley.

The stone giant recruiter Urathash, the current commander of the Cathedral of Minderhal (see area Z16), has sent a number of cave giants and rock trolls—whom he believes are a general nuisance and thus expendable—to explore these lightless passages and recover anything of possible value or interest to his cause. So far, the giants have certainly lived up to Urathash's expectations; they're slow and prone to infighting, and their efforts have hardly been productive.

**Creatures:** Two cave giants lounge in one of the shallow caves in the cliff face, guarding the entrance to the Dark Passage. They spend much of their time sleeping and eating, but as soon as any non-giant attempts to enter one of the caves, the giants immediately leap to their feet and attack. Sensitive to direct sunlight, the giants do not leave the shadowy cave during the day, even to pursue enemies.

**CAVE GIANTS (2)** **CR 6**  
**XP 2,400 each**  
**hp 67 each** (*Pathfinder RPG Bestiary 3 127*)

**Development:** The rear of this cave contains the entrance to the Dark Passage, a dark, 10-foot-wide tunnel. The passage heads east under the ridgeline for approximately half a mile before reaching area H1. Use the map on page 25 for this area.

### H1. Guardpost (CR 10)

The meandering passage widens into natural cavern containing two huge columns formed from grayish-white calcite. While the

walls and ceiling have a natural appearance, the floor of the cavern has been hewn and leveled. The air feels damp, and moisture collects on the walls and in small puddles on the floor. Hundreds of bats cling to the ceiling, forming a living carpet that constantly moves and shifts.

**Creatures:** Two rock trolls lurk behind the stalactites in the northeastern portion of the cave, guarding against intruders. Grumchog, a slightly more intelligent monstrosity called a buggane, oversees the rock trolls. A somewhat foreign ogre-like creature, Grumchog is nevertheless well suited to maneuvering in the lightless caves of the Dark Passage.

Grumchog orders the trolls to remain silent and hide behind the stalactites until intruders move beyond the pit traps to the southwest (see Traps below). Then he orders the trolls to bull rush any opponents backward into the spike-filled pits. Once two of the giants have been slain, the survivor flees northeast to area H4, shouting warnings to its allies deeper down the passage.

**GRUMCHOG** **CR 5**  
**XP 1,600**

Buggane (*Pathfinder RPG Bestiary 4 26*)  
**hp 51**

**TACTICS**

**During Combat** Grumchog uses his earth distortion ability to position himself behind enemies and block escape to the south while making full attacks and attempting smash and bash attacks. If an opponent falls into a pit, Grumchog uses earth distortion to enter the pit and attacks the individual one-on-one at close quarters to prevent the victim's escape.

**ROCK TROLLS (2)** **CR 6**  
**XP 2,400 each**  
**hp 80 each** (*Pathfinder RPG Bestiary 2 272*)

**Traps:** The trolls have dug two deep pits lined with great spikes of jagged stone in the southwestern part of the cavern to catch any intruders—or as the trolls call them, “snacks.”

**TROLL PIT TRAPS (2)** **CR 5**  
**XP 1,600 each**

**Type** mechanical; **Perception** DC 20; **Disable Device** DC 20

**EFFECTS**

**Trigger** location; **Reset** manual

**Effect** 30-ft.-deep pit (3d6 falling damage); stone spikes (Atk +15 melee, 1d4 spikes per target for 1d6+2 damage each); Reflex DC 20 avoids; multiple targets (all targets in a 10-ft.-square area)

**Treasure:** Grumchog wears a curious necklace consisting of a leather thong from which hangs a glimmering,

reddish-black chunk of mineral with a hole bored through one end. The mineral is a piece of magnetite, and its magnetic properties are immediately apparent when it's placed near any ferrous metal. This magnetite is a component for the compass in area **H3**.

In addition, any PC who succeeds at a DC 16 Knowledge (local) check recalls that while rock trolls prefer to eat humanoid flesh, they are also known to consume rocks and minerals, including gems. The belly of one of the trolls contains a finger-length chunk of slime-covered green alexandrite worth 630 gp. A dark, polished stone inside the stomach of the other troll appears to be a *stone of good luck*, but is instead a cursed *stone of weight*.

## H2. Resting Cave (CR 6)

An opening in the passage leads to a roughly circular cavern that stinks like a filthy kennel. Meat scraps litter the floor while piles of dung and other refuse line the edges of the cave.

The giants have set up camp in this cavern, where they eat, sleep, relax, and relieve themselves.

**Creature:** A single rock troll sits alone in the darkness in this cavern. If disturbed, the troll greedily attacks, screaming loudly in an effort to attract the attention of its allies in the nearby passages. The troll sits on a chiseled stone carved with the Giant rune for the number 10. This is an ancient giant distance marker, one of several found in the Dark Passage (the majority of them are stored in area **H4**).

**ROCK TROLL** **CR 6**  
**XP 2,400**  
**hp 80 each** (*Pathfinder RPG Bestiary 2* 272)

**Treasure:** The troll carries a soiled burlap sack containing six dead bats, a small weighted net woven from some kind of hair, and a small leather leash that turns out to be a *cautionary creance* (*Ultimate Equipment* 287). The troll hasn't figured out how to use the leash and simply ties it around the necks of small cave bats like a noose, flicking them against the walls until he batters them to death.

## H3. Painted Cave (CR 8)

The passage opens into a wide cave with a high ceiling and smooth walls webbed with cracks. A thick crust of cave sediment covers the floor, along with a scattering of broken bones and other refuse. The walls are smooth (aside from the cracks), and are painted with stylized primitive images in faded colors. The most striking of these paintings are four huge pictographic murals depicting enormous stone buildings in a variety of settings. An arch of painted runes frames each mural.

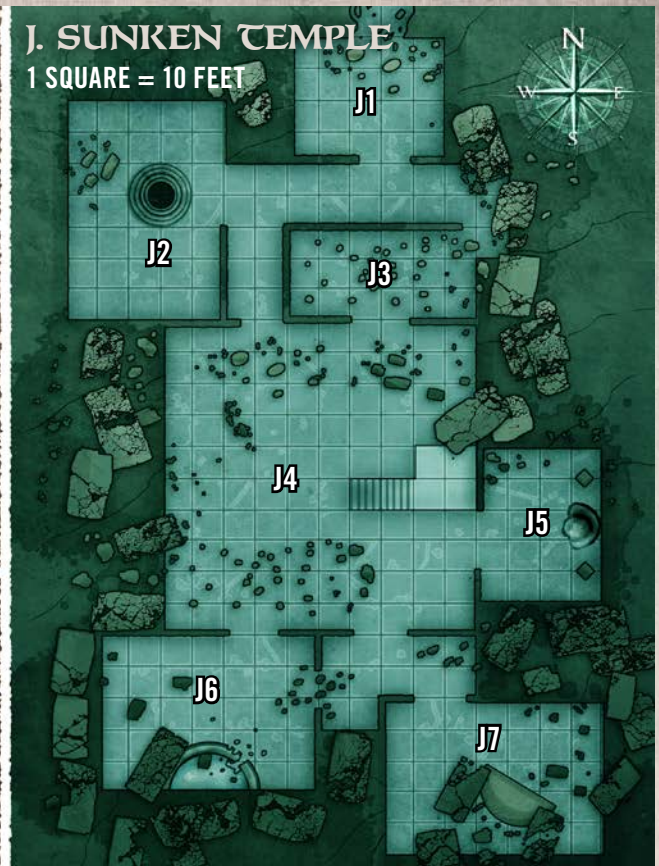
Anyone who studies the wall paintings and succeeds at a DC 15 Craft (paintings) or Knowledge (history) check determines that the paintings are ancient, but appear to have been changed or altered, likely over the course of several centuries. Some of the modifications may have been touch-up work, while other changes were more extensive.

The runes accompanying the paintings are recognizable by anyone who speaks Giant as being written in an archaic form of that language. With a successful DC 15 Linguistics or Knowledge (history) check, a PC notices changes in the runes that suggest that not all of them were painted at once. Like the murals, the writing seems to span several centuries. A successful DC 20 Linguistics check or magic such as *comprehend languages* is required to decipher the archaic Giant runes, which denote the names of four specific individuals—likely priests or other personages of note—who served as caretakers of the sites depicted in the murals: Aduromi, the Priestess of Crystals; Jogrothir the Hunter; Mymrith the Maker; and Rosag, Preserver of the Forge. If the PCs have already ventured to the Forgeheart (area **Z14**) and learned about the ancient giant heroes from the slag giant Etena, the names are immediately recognizable.

A PC who succeeds at a DC 15 Perception check discovers carvings on the cavern floor beneath the sediment deposits. Clearing the silt away reveals a huge geometric carving that spans most of the floor, consisting of eight long lines radiating outward from a central point, similar to a compass rose. The central point is bracketed by three indentations in the floor. Four of the lines point toward the four murals on the walls and are divided into equal segments by small, regularly spaced carved notches.

These floor carvings do indeed form a compass, but they also provide directions to the locations depicted in the murals. With a successful DC 10 Survival check or DC 15 Knowledge (geography) check, a character identifies the compass and recognizes that the notched lines denote approximate distances from this cave. However, the compass is essentially useless until its orientation with respect to true north is correctly identified. The ancient giants suspended a chunk of magnetite from a bronze stand placed in the three floor indentations in the center of the compass. When properly positioned, the magnetic mineral points north, thus showing the orientation of the compass and allowing interpreters to determine the direction of and distance to each of the depicted structures.

Any PC trained in the Survival skill can automatically determine true north; using a compass or casting *know direction* accomplishes the same result. The giants in the Dark Passage have none of these tools, however, and are currently struggling to comprehend the floor carvings. This room's guardians (see *Creatures* below) have not made the task any easier. If the PCs also lack these tools, they must



gather the correct components to determine the orientation of the compass. The buggane Grumchog in area **H1** wears the magnetite as a necklace, while the stand can be found in area **H4**. If the PCs attempt to use the compass, see Development, below.

**Creatures:** Four of the wall drawings are actually strange two-dimensional aberrations known as living cave paintings. Appearing as an aurochs, cave bear, cave lion, and megaloceros, these creatures were placed here as guardians for the compass by the ancient giants who first surveyed the valley. The paintings attack any creatures entering the cavern, including the giants, who avoid this area as a result.

#### LIVING CAVE PAINTINGS (4)

CR 4

XP 1,200 each

hp 39 each (see page 88)

#### TACTICS

**During Combat** Two of the living cave paintings use their captivating artistry ability to fascinate intruders while the other two use their manifestation ability to summon creatures such as aurochs, boars, crocodiles, and hyenas. Thereafter, the paintings attack with their ocherous touch, summoning more shadowy allies as needed.

**Morale** The living cave paintings fight until destroyed.

**Development:** Once true north is found and the compass's orientation is determined, the compass provides the following information. One line points to a painting of a large stone temple in the middle of a lake. According to the compass, this temple lies approximately 10 miles south-southwest of the Dark Passage (area **J**, Sunken Temple). The second line points to the drawing of a small chapel overlooking a canyon. This area is about 20 miles to the north-northeast (area **M**, Aduromi's Chapel). The third line indicates a small cave in the mountains around 24 miles east-northeast of here (area **P**, Jogrothir's Rest). The fourth and final line leads to a stone temple in a swamp. This temple is to the east-southeast, approximately 25 miles from these caves (area **S**, Shrine of Fandarra).

#### H4. Cavern of Stones (CR 10)

The roof of this wide cavern slopes steeply upward, forming a naturally vaulted ceiling. Two natural stone columns rise from the floor next to a pool of stagnant, brown water. In the northeast corner of the cavern stands a collection of roughly chiseled stones, each about three feet tall and carved with a single rune. Above the stones, dangling from a row of spikes pounded into the wall, hang long strings of dead bats tied together in clumps. Numerous tally marks have been scratched into the wall next to the bats.

The ancient giants stored the marker stones they used to measure distance while surveying the valley in this cavern. Every stone is carved with a single rune in the Giant tongue, each a numeral with a different value.

**Creatures:** Sorting through the rocks in this cavern is a hulking cave giant named Hurag. His pets, two giant frilled lizards, stand nearby. Hurag is a mongrel whose features—an elongated head and gray, rock-like skin—betray evidence of stone giant blood somewhere in his ancestry. Urathash finds Hurag’s appearance vile and considers the cave giant a degenerate throwback, but he isn’t foolish enough to place his prejudice before practicality. The stone giant therefore assigned the mongrel to serve as the leader of the giants sent to the Dark Passage. Hurag has almost figured out the purpose of the stones and compass in area **H3**, but he hasn’t realized that the necklace worn by the buggane Grumchog in area **H1** is the magnet needed to make the compass functional. If Hurag hears the PCs approaching, he immediately grabs a stack of marker stones and begins hurling them down the tunnel at the intruders. Once the PCs enter the cavern, Hurag picks up his greataxe, orders his pets to attack, and relentlessly whacks at the first opponent he encounters. Hurag fights to the death.

**GIANT FRILLED LIZARDS (2)** **CR 5**

**XP 1,600 each**

**hp** 59 each (*Pathfinder RPG Bestiary* 194)

**HURAG** **CR 6**

**XP 2,400**

Male mongrel cave giant (stone giant ancestry) (see page 90,

*Pathfinder RPG Bestiary* 3 127)

**hp** 67

**Traps:** The giants have dug two more spiked pit traps in front of the passage to the east, a precautionary measure against anyone that might wander into the tunnels from that direction.

**TROLL PIT TRAPS (2)** **CR 5**

**XP 1,600 each**

**Type** mechanical; **Perception** DC 20; **Disable Device** DC 20

**EFFECTS**

**Trigger** location; **Reset** manual

**Effect** 30-ft.-deep pit (3d6 falling damage); stone spikes (Atk +15 melee, 1d4 spikes per target for 1d6+2 damage each); Reflex DC 20 avoids; multiple targets (all targets in a 10-ft.-square area).

**Treasure:** Scattered coins line the bottom of the stagnant pool—a total of 187 gp and 635 sp. In addition, a PC who succeeds at a DC 15 Perception check while searching through the sludge at the bottom of the pool recovers a

round, bluish stone the size of a small plate once used as a stone giant earplug. Cleaning the murk off the ear plate reveals it to be a large, expertly cut sapphire worth 1,350 gp.

Next to the pile of stones in the corner is a large wooden mallet and a chisel with a wooden handle carved to resemble a cave bear. These function as masterwork artisan’s tools for the Craft (sculptures) skill. Also near the stones is a three-legged bronze tripod whose top consists of a bronze ring bisected by a worn bronze rod. This tripod is the stand that can be used (together with a magnet or piece of magnetite) to determine the orientation of the compass in area **H3**.

## I. SLAG GIANT RUINS (CR 8)

Several mountain streams converge where a side canyon intersects with the main valley. Widely spaced structures built from thick coils of clay and stone stand upon a black-soiled floodplain here. What few buildings remain standing resemble tremendous beehives, but the great majority lie in heaped piles of rubble.

These ruins are all that remains of a once-prosperous slag giant village. Master metallurgists, these giants once supplied the valley’s denizens with most of their tools, weapons, and armor. As the mines became exhausted and deeper digging increased threats from Darklands denizens, the settlement weakened, eventually falling to the raids of trolls and more primitive hill and marsh giant tribes that moved into the area.

**Creatures:** Following the commands of the stone giant recruiter Urathash, a pair of ogres is scouring the ruins for giant relics under the directions of a bald, morbidly obese hill giant named Cormog Deadgut. Cormog is wearing a piecemeal armored shawl made from human-sized suits of chainmail (this counts as a chain shirt) and carries a giant scythe with a serrated blade (he has Martial Weapon Proficiency [scythe] and Weapon Focus [scythe] instead of the normal hill giant feats). Absorbed in their work, the giants are not expecting any interruptions and take a –4 penalty on Perception checks to notice the PCs’ approach. If the PCs approach stealthily and succeed at a DC 10 Perception check, they can overhear Cormog grumbling commands to his ogre underlings in Giant: “I don’t care if it looks like junk, Urathash wants it. Whatever’s here—bones, scrap metal, anything.”

As soon as they become aware of the PCs, the giants immediately quit their activities and attack.

**CORMOG DEADGUT** **CR 7**

**XP 3,200**

Male hill giant (*Pathfinder RPG Bestiary* 150)

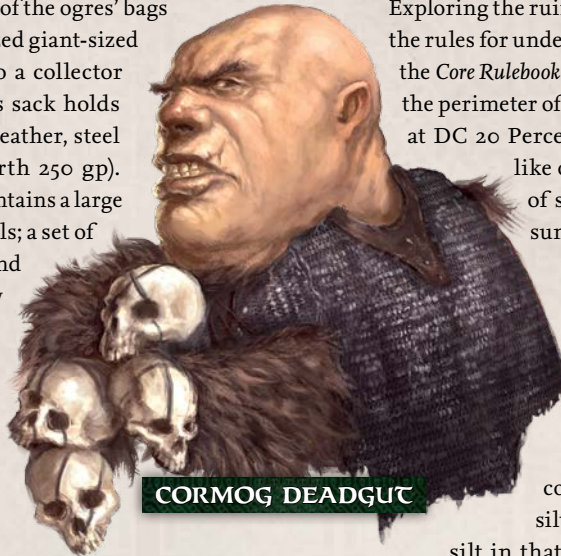
**hp** 85

**Melee** mwk scythe +15/+10 (2d6+10/×4) or

2 slams +13 (1d8+7)

**OGRES (2)**
**CR 3**
**XP 800 each**
**hp 30 each** (*Pathfinder RPG Bestiary 220*)

**Treasure:** All three giants carry large sacks bulging with an odd variety of collected items. Most contain shards of pottery, rusted iron nails, broken giant-sized tools, and stray bits of metal and other junk. One of the ogres' bags also contains a dozen badly oxidized giant-sized silver coins worth 50 gp each to a collector of giant relics. The other ogre's sack holds an ancient necklace made from leather, steel rings, and dire boar tusks (worth 250 gp). Cormog has two bags. The first contains a large iron bellows with torn leather gills; a set of masterwork ironworking tools; and three clay tablets that are actually a *scroll of knock*, a *scroll of passwall*, and a *scroll of stone shape*. Cormog's second sack holds his lunch—two dozen bruised apples, a 5-gallon barrel of sour beer, and two smoked horse leg shanks.


**CORMOG DEADGUT**

## J. SUNKEN TEMPLE

Yellow pine and spruce trees poke through pale outcroppings of gray stone, spilling down into the open grassy vale below. In the center of the vale is a broad, placid lake, whose bluish green surface ripples and glimmers in the light breeze.

Long ago, a small slag giant village stood upon an island in the center of this lake, along with a small temple dedicated to Minderhal. One of the great priestesses of Minderhal, Rosag, known as the Preserver of the Forge, hailed from this village and constructed a small, personal temple to her god there. The island sank during a violent earthquake sometime in the Age of Darkness and both the village and the temple were destroyed, their ruins now lying beneath the lake's placid surface. If the PCs have already spoken to the slag giant oracle Etena in the Forgeheart (area Z14), they have likely come here to find the Blessing of Rosag.

PCs approaching the water's edge can attempt a DC 15 Perception check to spot deep, dark shadows toward the middle of the lake where the sunken ruins of the ancient temple lie. The lake's overall depth is about 40 feet, and the uppermost stones of the ruins rest no more than a yard below the surface. The lakeshore is rocky and shallow, extending about 4 yards out before steeply dropping off to the lake bottom.

The ruins consist of little more than great blocks of cut stone haphazardly toppled into piles of rubble. Only the unnaturally symmetrical cuts of the tremendous blocks,

worn smooth from the passing centuries and covered with a forest of algae, suggest they were once part of ancient structures. The ancient temple is the only building in the ruins that remains at least partially intact. While the temple was originally much larger, rubble from the collapse sealed these chambers, transforming them into a maze-like series of interconnecting chambers.

Exploring the ruins requires going underwater. Use the rules for underwater combat on pages 432–433 of the *Core Rulebook* during this section. PCs searching the perimeter of the submerged ruins who succeed at DC 20 Perception checks spot a small cave-like opening within the jumbled piles of stone. This opening leads to the sunken temple's vestibule (area J1).

The surviving rooms of the sunken temple all face a single large central chamber. Silt, rocks, and other bits of detritus cover the floors throughout the temples. Any creature of size Small or larger that comes in contact with the floor disturbs the silt bed, stirring up a cloud of murky silt in that creature's space. The silt cloud provides concealment within its area, and all opponents are considered to have concealment against creatures within the cloud of silt.

Use the map on page 25 for this area.

### J1. Vestibule (CR 6)

Great blocks hedge in the walls of this room, sealing it from the outside. Lake minnows dart briskly through cracks in the walls. The floor is covered with small indentations filled with silt, detritus, and pebbles.

With a successful DC 15 Knowledge (nature) check, a character identifies the silt-filled depressions as fish nests. A PC who succeeds at a DC 10 Perception check uncovers a number of ancient giant bones lying among the silt.

**Creature:** A giant gar slowly swims in this room. Attracted by activity of the merrows in area J5, it waits here to dart out and feast on whatever meat is available.

**GIANT GAR**
**CR 6**
**XP 2,400**
**hp 73** (*Pathfinder RPG Bestiary 2 128*)

### J2. Chamber of Solace

An odd stone structure that looks like a set of terraced rings, stacked from largest to smallest, stands in the center of this room.

Inside the rings lies a pile of smooth, polished stones covered with dead leaves and sticks.

The stones have a faint aura of evocation. A PC who succeeds at a DC 20 Knowledge (religion) check recalls that ancient giants used to rub these stones and recite prayers to their gods to make wish offerings. The first person who rubs one of these stones and says a prayer to one of the giant gods gains a +1 luck bonus on her next d20 roll. This effect fades after 24 hours if the bonus is not used. After bestowing one such bonus, the remaining magic within the stones fades and they all become normal stones.

### J3. Antechamber (CR 5)

This small room holds the shattered remains of several stone vessels resembling barrels or huge vases.

**Hazard:** The stone vases in this room once held toxic dust from an ancient forge. They were smashed during the earthquake that destroyed the temple, and the poisonous dust is now mixed with the silt that covers the floor. Anyone entering the room can attempt a DC 15 Survival check to notice that the silt in this room has a reddish hue not seen elsewhere in the sunken temple. The poisonous dust can be identified with a successful DC 15 Craft (alchemy) check or with magic such as *detect poison*.

Anyone who disturbs the silt kicks up a cloud as described on page 27, but this silt cloud is poisonous and rapidly expands to fill a 10-foot cube, affecting anyone breathing water within that area (creatures holding their breaths have a 50% chance of not having to attempt a Fortitude save each round).

#### TOXIC FORGE DUST

**Type** poison, inhaled; **Save** Fortitude DC 15

**Frequency** 1/round for 4 rounds

**Initial Effect** nausea for 1d6 rounds; **Secondary Effect** 1d4 Con damage; **Cure** 2 consecutive saves

**Story Award:** Award the PCs 1,600 XP for identifying and avoiding the toxic forge dust or encountering it.

### J4. Great Hall

This central chamber is the largest room in the temple ruins. The western wall has completely collapsed and now consists of a pile of great stone blocks. Lake fish dart around the rubble and through the fallen stones. In the center of the room to the east, a short flight of stone stairs rises to a small stone dais.

**Treasure:** An ancient giant skeleton lies atop the dais, still wearing an elaborately wrought golden headband worth 500 gp.

### J5. Shrine (CR 8)

A worn, algae-coated statue of an enormous humanoid figure stands at the back of this chamber. The statue holds a large circular disk and is flanked by a pair of stone menhirs.

The statue represents Minderhal, but the badly weathered stone makes the figure's facial features impossible to recognize, and the menhirs no longer bear any signs of writing.

**Creatures:** The PCs aren't the only ones interested in the sunken temple and its contents. Urathash also knows of its existence and suspects it holds a key to the secrets of the forge in the Cathedral of Minderhal. He has ordered a patrol of merrows to explore the ruins and bring back any relics they find. So far, however, the merrows have not recognized the significance of the disk that the statue holds (see *Treasure* below). If faced with intruders, the aquatic ogres attack without mercy.

#### MERROW RELIC HUNTERS (4)

CR 4

XP 1,200 each

Advanced freshwater merrows (*Pathfinder RPG Bestiary* 2 292, 189)  
hp 38 each

**Treasure:** Like the statue, the disk it holds is covered with algae, but if cleaned, it is revealed to be not stone, but rather gleaming, silvery mithral inscribed with ancient Giant runes. If translated with a successful DC 20 Linguistics check or magic such as *comprehend languages*, the writing turns out to be a prayer called the "Blessing of Rosag." If salvaged, the mithral is worth 1,500 gp, but the disk is far more valuable for the prayer inscribed on it, which is needed to relight *Minderhal's Forge* in the Cathedral of Minderhal (see area Z14).

In addition, one of the merrows carries a *ring of foe focus* (*Ultimate Equipment* 170). Another has pried out the statue's eyes, which are two chunks of chrysoberyl worth 150 gp each.

### J6. Chuul Lair (CR 7)

Parts of the ceiling of this room have collapsed, and large blocks have crashed through in several places. At the far end of the room lie the remains of a crumbled fountain.

**Creature:** A chuul has made its lair in this chamber. It is aware of the merrows in area J5, but it has decided to be cautious and see if they leave without disturbing it. The arrival of the PCs in the sunken temple is the last straw, however—the chuul fights to the death to defend its lair if any of the PCs enter this room.

#### CHUUL

CR 7

XP 3,200

hp 85 (*Pathfinder RPG Bestiary* 46)

**Treasure:** The chuul has collected a few valuables in its lair, storing them in the ruined fountain. The hoard consists of a waterlogged suit of *+1 hide armor*, a masterwork heavy mace, a *belt of giant strength +4*, an *oil of flame arrow*, a *potion of enlarge person*, a *scroll of cure serious wounds*, a *wand of entropic shield* (32 charges), three malachites worth 10 gp each, a tourmaline worth 120 gp, 24 gp, 700 sp, and 400 cp.

### J7. Unstable Ceiling (CR 8)

Much of this room has collapsed. Large blocks protrude through the outer walls and several have settled in the middle of the chamber. A giant metal brazier frosted in a green patina stands on its side, wedged in place against the roof.

**Hazard:** The ceiling is loose and precariously balanced atop the brazier, ready to collapse completely if disturbed. The danger can be recognized with a successful DC 20 Knowledge (engineering) or Craft (stonemasonry) check (dwarves automatically get a check to notice the weakened ceiling). Any attempt to move the brazier, or any damage to the ceiling, triggers a cave-in (*Core Rulebook* 415).

**Story Award:** Award the PCs 4,800 XP if they identify the danger or if they trigger the cave-in.

### K. GIANTS' CAMPFIRE

Numerous giant-sized footprints scar the earth around the remains of a large campfire, which lie nestled between an outcropping of large boulders.

With a successful DC 10 Survival check, a character detects heat rising from the ashes of the campfire, suggesting it was only recently abandoned. Anyone who stirs up the smoldering coals discovers the cracked, blackened bones of a Medium-sized humanoid. The bones belonged to a man named Fineal Smick, a prospector from Shinnerman's Fortune who served as the giants' most recent meal. A PC who succeeds at a DC 15 Perception check while searching the fire pit uncovers an intact human skull and jaw—just enough remains on which to cast *Speak with Dead*. If the PCs do so, they find that the condition of the corpse means Fineal can give only partial answers to their questions. However, through careful questioning, they may be able to learn the following information.

Fineal was taken along with Tarram Shinnerman and two other prospectors by a small band of trolls led by a tremendous dusky-skinned giant whom the others called Gristlecrack. The giants were headed east toward a place called the Cathedral of Minderhal to offer their captives to some sort of giant lord named Urathash. This information contradicts the earlier testimony given by one of the prospectors rescued from the Ogre's Picnic, suggesting that the giant named Gristlecrack is not the Storm Tyrant.

**Development:** If the PCs attempt to track the giants, a successful DC 11 Survival check enables them to follow the tracks eastward for approximately 6 miles to another side valley (area L).

### L. GIANT KIDNAPPERS (CR 10)

A small patrol of giants has made temporary camp at the opening to a side valley. If the PCs are following the giant tracks from area K, the footprints end here.

**Creatures:** The giant patrol—two pairs of moss trolls and trolls, under the command of a huge hill giant named Gristlecrack—is traveling east toward the Cathedral of Minderhal following the patrol's raid on the village



**GRISTLECRACK**

of Shinnerman's Fortune. Towering above her allies, Gristlecrack is a mongrel giant with taiga giant blood, which gives her dusky gray skin, a thick lower jaw and protruding fangs, and long red hair tied back in a single thick braid.

The giants have been slowed by the presence of their captives, but if the PCs are hoping to find Tarram Shinnerman or any of the other captives from Shinnerman's Fortune, they are out of luck. Gristlecrack built a fire to signal the red dragon currently residing at the Cathedral of Minderhal, who carried Tarram and the two surviving prospectors back to the cathedral. Since divesting themselves of their captives, the giants are no longer in such a hurry to reach the cathedral and have lingered in this valley hunting. Even at rest, however, the giants remain wary, and attack any non-giants approaching their camp.

If the PCs are following the giants' tracks from area K, they have 10 hours to reach the camp before the giants pack up and continue on. If the PCs arrive later, they can continue tracking the giants to the Cathedral of Minderhal, but the giants should have an opportunity to notice the PCs trailing them. If successful, the giants excitedly hunt down the PCs, as Gristlecrack has come to appreciate the taste of roasted humans over the past few weeks.

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**GRISTLECRACK** **CR 8**

**XP 4,800**

Female mongrel hill giant (taiga giant ancestry) (see page 90, *Pathfinder RPG Bestiary* 150)

CE Huge humanoid (giant)

**Init** +2; **Senses** low-light vision; Perception +7

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**DEFENSE**

**AC** 22, touch 10, flat-footed 22 (+4 deflection, -2 Dex, +12 natural, -2 size)

**hp** 105 (10d8+60)

**Fort** +13, **Ref** +1, **Will** +6

**Defensive Abilities** rock catching; **Immune** enchantment and illusion spells

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**OFFENSE**

**Speed** 40 ft.

**Melee** greatclub +16/+11 (3d8+16) or 2 slams +16 (1d8+11)

**Ranged** rock +4 (2d6+16)

**Space** 15 ft.; **Reach** 15 ft.

**Special Attacks** rock throwing (120 ft.)

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**TACTICS**

**Before Combat** Gristlecrack performs her spirit summoning ritual each day at dawn.

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**STATISTICS**

**Str** 33, **Dex** 6, **Con** 23, **Int** 6, **Wis** 12, **Cha** 7

**Base Atk** +7; **CMB** +20; **CMD** 32

**Feats** Improved Initiative, Intimidating Prowess, Iron Will, Martial Weapon Proficiency (greatclub), Power Attack

**Skills** Climb +15, Intimidate +15, Perception +7, Stealth -10 (-6 in undergrowth), Survival +7; **Racial Modifiers** +4 Stealth in undergrowth

**Languages** Giant

**SQ** taiga giant ancestry (shrewd, spirit summoning)

**Gear** greatclub, *hand of stone*<sup>UE</sup>

**SPECIAL ABILITIES**

**Spirit Summoning (Su)** Once per day, Gristlecrack can perform a 10-minute ritual to tap into the power and insight of her ancestral spirits. These spirits provide a +4 deflection bonus to AC and immunity to enchantment and illusion spells. The effects of a spirit summoning persist for 24 hours.

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**MOSS TROLLS (2)** **CR 3**

**XP 1,600 each**

**hp** 30 each (*Pathfinder RPG Bestiary* 3 273)

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**TROLLS (2)** **CR 5**

**XP 1,600 each**

**hp** 63 each (*Pathfinder RPG Bestiary* 268)

**Treasure:** Gristlecrack carries a bag containing a +1 short sword, a *potion of gaseous form*, a *scroll of mirror image*, a gold bowl engraved with images of dwarves fighting giants (worth 400 gp), a gold flute (worth 1,000 gp), a small diamond (worth 900 gp), two opals (worth 500 gp each), 679 gp, 180 sp, 900 cp, and a collection of 14 feet (dwarven, halfling, and human)—most of which were claimed at Shinnerman's Fortune.

## M. ADUROMI'S CHAPEL

A broad wood of young aspens and birches sweeps through this vale. The trees sway softly, their pale branches glimmering in the light. Near the edge of the grove, a forgotten pathway of badly weathered dark stone pokes through the forest floor, leading to a clearing containing a large structure of timeworn stone. Colorful lichens cling to the walls, and most of the slate roof has collapsed inward. Jumbles of great granite blocks lie around the building, half buried beneath the soil and fallen leaves.

The fire giant cleric Aduromi, known as the Priestess of Crystals, built this chapel in honor of her god Zursvaater, as well as to protect her mystical *fire geodes*, which the PCs may be searching for if they have already talked with the slag giant oracle Etena in the Forgeheart (area Z14).

Use the map on page 36 for this area.

## M1. Sanctuary (CR 10)

A row of five half-columns splits this foyer, their crowns carved into small stone offering bowls. Beyond the foyer, a wide set of stairs descends to a recessed central chamber with three long prayer



benches. The stone benches are cracked and covered with moss. Much of the ceiling has collapsed into piles of giant slate shingles. Shrubs and weeds grow through the floor, covering everything in verdant tangles. Along the west wall, two flights of stairs climb to raised balconies with cracked stone railings. The first staircase coils around a slender menhir topped with the crudely carved countenance of a heavy-browed fire giant.

To the north, a set of steps climbs to a broad dais facing the benches. A huge fire pit fashioned from sheets of hammered black iron, bent and riveted together, stands upon the dais atop an ornately forged cast iron frame. A wide stone altar stands behind the fire pit, engraved with a giant helm with huge fangs. The altar and dais are draped in a thick blanket of stringy greenish moss.

During the day, light spills into the ruins through the open roof, feeding the vegetation growing here as well as the chapel's ancient guardian (see Creature below). What at first appear to be sticks and other forest detritus poking through the moss are really the skeletal remains of a dozen or so creatures (an assortment of both giants and beasts), left by the creature's untidy eating habits.

A PC who succeeds at a DC 20 Knowledge (religion) check recognizes the altar and the menhir as being dedicated to the fire giant god Zursvaater, the Prince of Steel.

A short wall to the east of the dais holds a secret door that can be found with a successful DC 25 Perception check; the door leads to area M3 behind the dais.

**Creature:** To protect the secrets of the *fire geodes*, Aduromi planted the seeds of a perennial flesh-devouring giant flytrap. The flytrap is rooted behind the altar and remains motionless until prey draws near. Though kept alive by sunlight, it hasn't had live prey in some time, and greedily awaits a meal of fresh meat.

**GIANT FLYTRAP** **CR 10**  
**XP 9,600**  
**hp 149** (*Pathfinder RPG Bestiary 134*)

**Treasure:** One of the branches on the floor is actually a *sapling rod* (*Ultimate Equipment 186*), which can be found with a successful DC 20 Perception check.

**M2. Aduromi's Chambers (CR 8)**

The ceiling in this room remains whole, but dark mildew and splattered patterns of black mold cover all surfaces except the floor, which hides beneath a layer of stagnant brownish sludge.

The priestess Aduromi had her personal quarters in this chamber, but the room's current state of disrepair makes its original purpose indeterminable. The only objects of any note are a neat pile of six round stones with a rough, rindlike

**GIANT BAGS OF HOLDING**

Giants often carry large bags filled with their personal belongings, but sometimes they need even bigger sacks—such as giant-sized *bags of holding*—to carry their most treasured valuables. Such giant-sized *bags of holding* are relatively uncommon, as the weight of the bags increases with the size of the nondimensional space inside, making them impractical for all but the strongest Medium or smaller creatures to carry. As a result, *portable holes* are much more efficient for carrying larger items and greater weights. Giants, however, have little trouble carrying heavier sacks, and for them, these larger *bags of holding* are a boon well worth having.

BAG OF HOLDING		PRICE VARIES
SLOT none	CL 9th	WEIGHT see below

**AURA** moderate conjuration

This appears to be a rugged leather sack about 4 feet by 6 feet in size. It functions exactly the same as other types of *bags of holding*, but weighs more and has greater weight and volume limits, as shown on the table below.

Bag	Bag Weight	Contents Limit	Contents Volume Limit	Market Price
Type V	100 lbs.	2,500 lbs.	450 cubic ft.	12,500 gp
Type VI	150 lbs.	4,000 lbs.	800 cubic ft.	15,000 gp

Because of the larger volume of a giant-sized *bag of holding*, retrieving a specific item from it is always a full-round action.

Type V and Type VI *bags of holding* are most commonly found in use by giants and other Large creatures, but giants of Huge size or larger sometimes use even greater *bags of holding*.

Construction Requirements	Cost varies
Type V	6,250 gp
Type VI	7,500 gp

Craft Wondrous Item, *secret chest*

surface stacked in the northeast corner. Each stone is about 2 feet in diameter and weighs around 1,000 pounds. Aduromi placed these stones here as decoys (the real *fire geodes* are hidden in area M3). The false geodes have hardness 8 and 20 hit points, and can be broken open using an appropriate stoneworking tool (such as a chisel, hammer, or pick) with a successful DC 22 Strength check. However, breaking open a false geode triggers a trap.

**Trap:** Opening one of the false geodes reveals an interior filled with milky yellow crystals that begin to glow with a pulsing yellow light. Anyone who casts *detect magic* and succeeds at a DC 22 Spellcraft check identifies the glow as

a *delayed blast fireball* spell. A successful DC 25 Knowledge (arcana) check is sufficient to realize that true fire crystals are deep red in color and do not glow unless ignited, at which point they radiate a purplish-orange flame. Five rounds after one of the false geodes is opened, the *delayed blast fireball* triggers.

#### DELAYED BLAST FIREBALL TRAP CR 8

XP 4,800

Type magic; Perception DC 32; Disable Device DC 32

##### EFFECTS

Trigger special (see above); Reset none

Effect spell effect (*delayed blast fireball*, 10d6 fire damage, Reflex DC 20 half); onset delay (5 rounds); multiple targets (all targets in a 20-ft.-radius spread)

**Treasure:** If the PCs search the room further, a lump in the sludge turns out to be a locked stone coffer (hardness 8, hp 30, break DC 28, Disable Device DC 30). Inside is a large, worn leather sack—a giant-sized *bag of holding* (type V; see sidebar on page 31) used by Aduromi to transport the *fire geodes*.

**Development:** If the PCs return to the Cathedral of Minderhal with the false geodes, Etena immediately identifies them as fakes.

### M3. Secret Passage

This narrow corridor curves around the north end of the chapel, and is covered with dust that has apparently lain here undisturbed for centuries.

**Treasure:** Three large, spherical stones with a rough-textured black surface sit on the floor at the far end of the passage. These are the fabled *fire geodes*. Each is approximately 2 feet in diameter, weighs around 750 pounds, and has a strong evocation aura. The geodes have a hardness of 8 and 30 hit points, and can be broken open using an appropriate stoneworking tool (such as a chisel, hammer, or pick) with a successful DC 20 Strength check. If harvested, each geode yields 1,000-gp worth of raw fire crystals—deep red crystals that seem to burn with an inner light but are otherwise nonmagical. However, the *fire geodes'* true value lies in their ability to hold the dragon fire needed to relight *Minderhal's Forge* in the Cathedral of Minderhal (see area Z14).

### N. ABANDONED MINES (CR 10)

A small river runs through the center of this valley. The precipitous slopes of the rocky canyon walls are dotted with a few dozen dark cave entrances.

Long ago, this river-carved canyon served as the entrance to a series of prosperous mines, a seemingly endless source of

iron and other important metals for the giants who resided in Minderhal's Valley. During the height of the giants' occupation of the valley, thousands of humanoid slaves worked the mines for their giant overlords. With the decline of giant culture in the valley, however, the giants vacated the canyon for richer spoils elsewhere. Centuries later, the dwarves of Janderhoff discovered the mines and continued to exploit and expand them. These dwarves frequently warred with the remaining giant clans in the region, and while they were victorious for many years, as the mines eventually started to play out one by one, the dwarves withdrew to Janderhoff, abandoning the mines once more.

Each cave entrance is carefully framed with a stone arch set with a keystone carved with Dwarven runes—the name of the dwarven family that once managed each mine. None of the caves extend more than a few dozen yards into the mountains before ending in a wall of collapsed rock.

**Creatures:** While the giants are too large to effectively search the dwarven mines, Urathash sent three especially savage cave giants to keep watch over the mine entrances. The giants are sitting around a fire in the shade of a large overhang, roasting several large game birds on a wooden spit. As soon as they spot intruders, they pick up their weapons and attack.

#### ADVANCED CAVE GIANTS (3)

CR 7

XP 3,200 each

hp 85 each (*Pathfinder RPG Bestiary* 3 290, 127)

**Treasure:** One of the giants carries a battered +2 *dwarven urgrosh*, which she happened upon by chance during some half-hearted excavations in one of the larger caves.

**Development:** The abandoned mines consist of an extensive system of interlocking tunnels and chambers. The details of their contents go beyond the scope of this adventure, but if desired, the GM can expand upon them or set additional side adventures within the mines.

### O. THE FORBIDDEN RIFT (CR 9)

A giant scarecrow, crudely formed from tree trunks lashed together, stands at the entrance to this forested vale. On either side, steep, rocky escarpments climb sharply toward the sky. Clinging boulders jut from the slopes, entwined by the thick roots of twisted ash trees determined to hold themselves fast. A cold breeze whisks through the rift, sending a blizzard of silvery ash leaves scattering through the air.

The giant scarecrow is 20 feet tall. Although it's overgrown with moss and spotted with lichen, a successful DC 15 Survival check enables a character to date the effigy as only a few months old. Urathash ordered the scarecrow built as a warning to the giants not enter this side valley because of the danger posed by the spire drakes that hunt this canyon. The

meaning of the scarecrow can be inferred with a successful DC 20 Knowledge (local) check.

**Creatures:** A half-mile beyond the scarecrow, four bloated, rotting marsh giants come crashing out of the woods, reeking of death. These giants arrived here 2 days before the PCs, having been rejected as potential recruits for the Storm Tyrant's army. Seeking to prove themselves by slaying the drakes at area P, the giants ignored the warning scarecrow and entered the rift. Although the giants managed to kill two of the drakes, they fell victim to the third and were transformed into undead wights by the drake's soul corruption ability. Malevolent creatures, the giant wights rush to attack any living creature they come across, fighting until destroyed. Despite being slain by the drake, the wights are not under its control, and unlike normal wights, they cannot create spawn of their own.

#### MARSH GIANT WIGHTS (4)

CR 5

XP 1,600 each

CE Large undead

**Init** +3; **Senses** darkvision 60 ft.; Perception +12

#### DEFENSE

**AC** 19, touch 12, flat-footed 16 (+3 Dex, +7 natural, -1 size)

**hp** 52 each (7d8+21)

**Fort** +5, **Ref** +5, **Will** +9

**Immune** undead traits

**Weaknesses** resurrection vulnerability

#### OFFENSE

**Speed** 40 ft., swim 20 ft.

**Melee** slam +12 (1d6+12 plus energy drain)

**Space** 10 ft.; **Reach** 10 ft.

**Special Attacks** energy drain (1 level, DC 16)

#### STATISTICS

**Str** 27, **Dex** 17, **Con** —, **Int** 8, **Wis** 15, **Cha** 16

**Base Atk** +5; **CMB** +14; **CMD** 27

**Feats** Blind-Fight, Iron Will, Power Attack, Vital Strike

**Skills** Intimidate +13, Perception +12, Stealth +17,

Swim +16; **Racial Modifiers** +8 Stealth

**Languages** Boggard, Giant

#### SPECIAL ABILITIES

**Resurrection Vulnerability (Su)** A *raise dead* or similar spell cast on a wight destroys it (Will negates).

Using the spell in this way does not require a material component.

### P. JOGROTHIR'S REST (CR 8)

High above the valley stands a massive facade carved into the side of the cliff face. Of simple design, it consists of four colossal tapering pillars flanking a dark opening. Just below the doorway, white stains cover many of the surrounding rocks. On the valley floor below lie the rotting carcasses of two large, dragonlike creatures covered in long spines.

The facade marks the tomb of Jogrothir the Hunter, a legendary taiga giant hero who could summon or drive off dragons with his fabled horn, which the PCs may be searching for at the behest of the slag giant oracle Etena in the Forgeheart (area Z14).

The white stains on the rock are drake guano, deposited indiscriminately by the tomb's occupants, two of which now lie dead on the valley floor. These two spire drakes (identifiable as such with a successful DC 17 Knowledge [arcana] check) were slain by the foolhardy marsh giants in area O before the giants were themselves killed and rose as wights.

The opening to the tomb is about 120 feet above the valley floor. While the height and steep ascent make falling from the cliff face perilous, the craggy rock offers plenty of stable



MARSH GIANT WIGHT

## DRAKESBANE HORN

The ancient taiga giant hero Jogrothir used this horn to call forth the drakes of the Mindspin Mountains.

DRAKESBANE HORN		MINOR ARTIFACT
SLOT none	CL 20th	WEIGHT 7 lbs.
AURA strong enchantment		

The *Drakesbane Horn* is a 4-foot-long spiraling horn cut from the skull of a primordial drake. Its surface is carved with an intricate pattern of interlocking knots inlaid with silver and copper. When sounded, the horn can drive off or attract dragons of all varieties. Lesser dragons such as drakes typically flee in terror from the sound of the *Drakesbane Horn*, while more powerful dragons are compelled to seek out the horn. Creatures must be able to hear the horn to be affected by it.

The *Drakesbane Horn* affects dragons based on their CR, as detailed below.

Creatures of the dragon type of CR 5 or less within 400 feet must succeed at a DC 13 Will save or be affected as if by *scare* (no HD limit).

Creatures of the dragon type of CR 6 to CR 10 within 400 feet must succeed at a DC 22 Will save or be affected as if by *sympathy*.

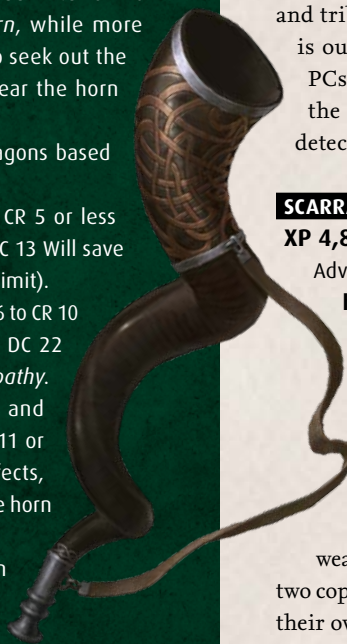
Adult or older true dragons and creatures of the dragon type of CR 11 or greater are immune to the horn's effects, though they are likely to seek out the horn and attack its bearer.

If the character playing the horn has the bardic performance class feature or the raging song class feature and succeeds at a DC 15 Perform (wind instruments) check, dragons of CR 5 or less are instead affected by *fear* (Will DC 16), while dragons of CR 6 to CR 10 affected by the horn's *sympathy* effect must succeed at an additional Will save (DC 10 + 1/2 the character's level + the character's Charisma modifier) or also be fascinated for as long as the character continues to play the horn.

A creature that successfully saves against the horn's effects is immune to further blasts for the next 24 hours. Note that the *Drakesbane Horn* does not grant the character playing it any ability to communicate with or otherwise control creatures affected by the horn.

### DESTRUCTION

The *Drakesbane Horn* is destroyed if it is soaked in the blood of an ancient dragon and then played by a stone giant elder.



footholds and can be readily scaled with a successful DC 15 Climb check.

Beyond the facade is a broad, rough-hewn cavern with an arched ceiling. In the center stands a great slab of stone. Huge bones—those of Jogrothir, who spent his final days here in contemplative solitude—lie scattered around the slab amid broken shards of reddish clay. A shelflike groove cut into the cavern wall runs around the entire perimeter of the chamber, and is littered with a variety of dusty, giant-sized baubles. The drakes have built a giant nest of branches, bones, and tattered hides against the back wall of the cavern.

**Creature:** The surviving spire drake, an exceptionally strong specimen named Scarrak, inhabits Jogrothir's tomb. The greedy drake hunts the immediate area, looking for prey and tribute. If the PCs arrive during the day, the creature is out hunting, but it returns 1d6+5 minutes after the PCs enter the cave. At night, Scarrak rests just inside the entrance. The angry drake attacks any creatures it detects entering its territory.

### SCARRAK

CR 8

XP 4,800

Advanced spire drake (*Pathfinder RPG Bestiary* 4 288, 81)  
hp 100

**Treasure:** The spire drakes were drawn to the tomb by Jogrothir's most powerful artifact, the *Drakesbane Horn* (see sidebar), which lies in the drake nest alongside a *dragonfoe amulet* (*Ultimate Equipment* 257), an *elixir of tumbling*, a *potion of spider climb*, a *scroll of poison*, a masterwork heavy pick, a cold weather outfit, a portable ram, a smokestick, two sunrods, two copper and silver armbands filigreed with snakes eating their own tails (worth 380 gp as a set), a silver ring set with three aquamarines (worth 500 gp), a piece of alexandrite (worth 170 gp), a bag containing a dozen irregular freshwater pearls (worth 10 gp each), four pieces of silvery-blue quartz (worth 15 gp each), 14 pp, 216 gp, 940 sp, and 2,400 cp.

Between the bric-a-brac on the carved shelves sit numerous stone tablets, each chiseled with archaic Giant runes. A successful DC 20 Linguistics check or magic such as *comprehend languages* is required to read the tablets, which contain Jogrothir's thoughts on various events that took place during his life. Of particular note is one section that describes in great detail how Jogrothir first lit the fires of *Minderhal's Forge* with dragon's breath. While Jogrothir forced a dragon to breathe upon the forge, he later speculates that if the forge ever went cold, it might be possible to rekindle the forge by igniting the *fire geodes* with flame from a torch lit by a dragon's breath, or even using the blood or glands of a fire-breathing dragon. This information provides the PCs with clues as to how they can relight the sacred forge (see Relighting the Forge on page 56).

## Q. ROCKY GORGE PASS (CR 10)

The boulder-strewn slopes of the mountains on either side of the valley give way to a series of jagged ravines that split the valley floor. A tremendous stone bridge arches over the widest of these gorges, connecting to a worn path on the far side.

The bridge is 200 feet long, spanning a gorge 100 feet deep. The huge arch is stable, but anyone traveling across it risks attracting attention of the creatures that guard it.

**Creatures:** A pair of stone giants stand on the bridge about 20 feet from its far side, ready to lob rocks at any non-giants attempting to cross the bridge. The giants continue throwing rocks until opponents come within melee range, at which point they pick up their stone greatclubs and attack. If the opportunity presents itself, the giants attempt to bull rush foes off the side of the bridge.

### STONE GIANTS (2)

CR 8

XP 4,800 each

hp 102 each (*Pathfinder RPG Bestiary* 151)

**Treasure:** One of the stone giants is wearing a *xorn robe* (*Ultimate Equipment* 219).

## R. ANCIENT BURIAL BOG (CR 9)

The ground grows soft and muddy in this branch of the valley; initially dotted with small pools of mucky water, it transforms into a murky, fetid-smelling bog after a few hundred yards. Only a few patches of solid earth poke from the ominous, glassy black water, held together by knotted clumps of sedge grass and wild rye. Deep within the swamp, an unusual arrangement of curiously shaped, lichen-encrusted boulders juts from the waters, forming a widely spaced pattern that appears deliberate.

The collection of boulders in the swamp marks an ancient giant burial ground. If the stones are cleaned off, the ancient Giant runes upon them are revealed—the names of those giants buried here. The marsh surrounding the burial ground is deep bog (*Core Rulebook* 427), which might require some characters to swim through the stagnant water. Tiny biting insects swarm everywhere, skittering across the surface of the water, and the bog echoes with a chorus of crickets, frogs, and other swamp creatures.

**Creatures:** A gang of aquatic trolls called scraggs inhabit the burial ground. If they spot any trespassers, the scraggs swiftly head toward them, hoping to make them into a quick meal.

### SCRAGGS (4)

CR 5

XP 1,600 each

Aquatic troll (*Pathfinder RPG Bestiary* 268)

hp 63 each

**Treasure:** A small timber raft strung together with sinew and reed is tied up to one of the burial markers. It holds a rotten crate that contains the scraggs' treasure: a few humanoid bones, the bones and feathers of several large swamp birds, a jar of *restorative ointment*, and three pieces of jade (worth 100 gp each).

## S. SHRINE OF FANDARRA (CR 10)

As the valley draws to a close, the swamp grasses begin to thicken and the waters begin to take on a ruddy tinge as the sediments shift from the black silty earth of the lowlands to the iron-rich clay of the mountain soil. Just beyond the bog, near the far end of the canyon, rises an ancient brick structure. A shallow stone channel extends from an arch in the building's cracked and weathered facade, from which flows a sluggish stream of ruddy mud. A broad stone patio surrounds the channel, with doors on either side leading into the building.

This temple was dedicated to Fandarra the Blood Mother, the ancient stone giant goddess of earth, knowledge, and the cycle of life. The stone giant priestess Mymrith the Maker once presided over the shrine and created the sacred clay that was used to prepare fallen giant warriors for the afterlife. If the PCs have talked with the slag giant oracle Etena in the Forgeheart (area Z14), they have likely come here to find some of that clay.

Use the map on page 36 for this area. The stone doors leading into the shrine are not locked, but they are heavy and wedged shut, having not been opened in centuries (hardness 8, hp 90, break DC 28). The stone channel is 5 feet deep.

If the PCs enter the abandoned shrine, read or paraphrase the following.

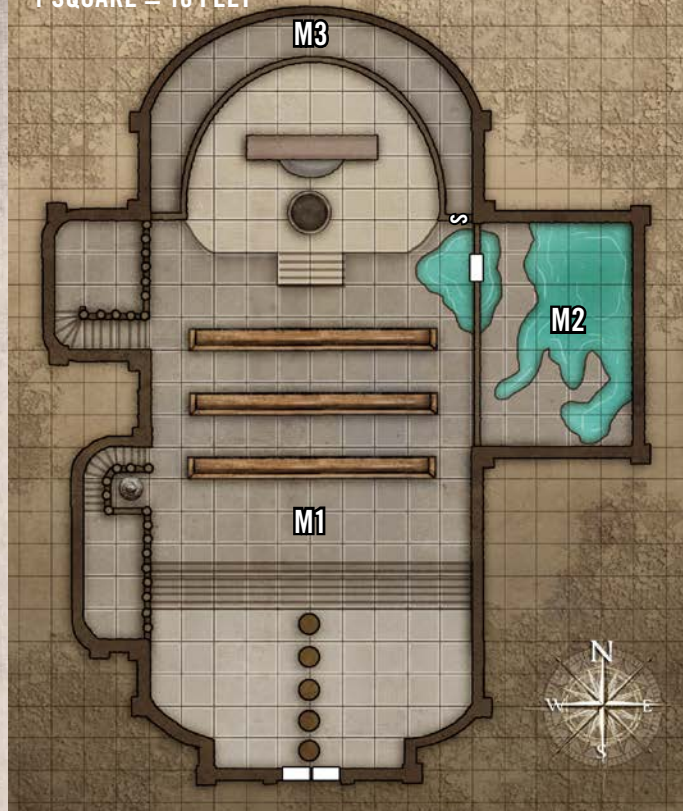
The interior of the structure is a single large room. Both the walls and the floor, fashioned from tremendous mud bricks, are badly cracked, though the north wall still bears the faded image of a crescent moon overlaying a jagged mountain peak. A large mechanism stands near the center of the room, consisting of a stone pipe that discharges muddy water onto a great stone slab. The water spills from the slab into a wide catch pool before draining out through a channel in the floor.

A worn workbench runs the length of the western wall and wraps around the northwest corner of the room. A large stone mortar and pestle sit next to a smaller table to the north. Three huge clay statues stand along the eastern wall, while a tall, black-lacquered cabinet with ornately carved doors and iron handles sits in the southeast corner.

With a successful DC 20 Knowledge (religion) check, a character recognizes the image on the north wall as the symbol of Fandarra. Anyone who succeeds at a DC 15 Knowledge (dungeoneering) or Knowledge (engineering) check identifies

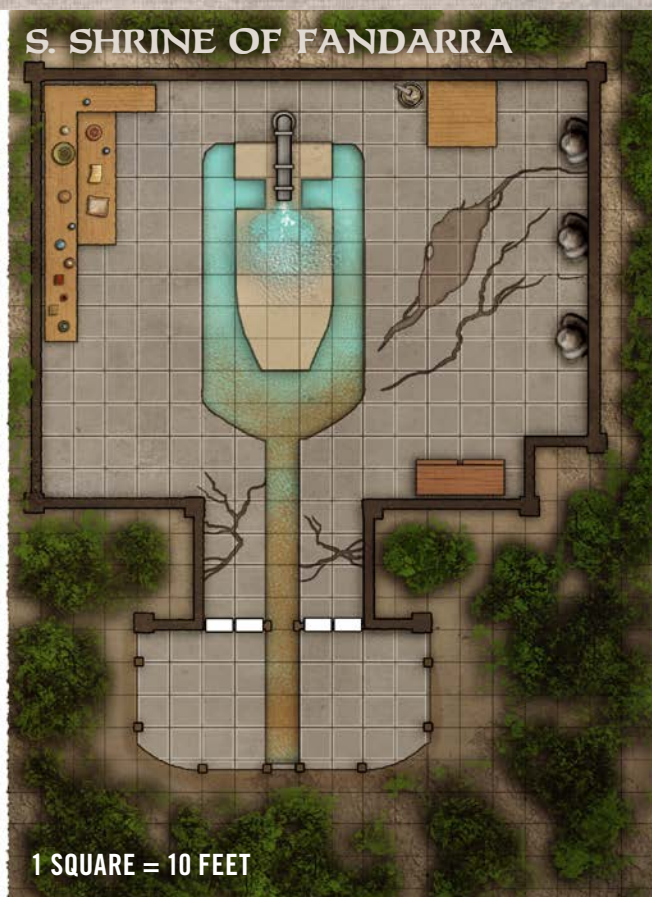
## M. ADUROMI'S CHAPEL

1 SQUARE = 10 FEET



## S. SHRINE OF FANDARRA

1 SQUARE = 10 FEET



the apparatus in the middle of the room as some sort of sluice, similar to those used in mining. The workbench is cluttered with an assortment of primitive sculpting tools fashioned from a wide array of materials, including bone, horn, and stone. There are a few more modern looking metal tools as well, but they are all badly rusted. The smaller table to the north holds blocks of pigment and rotted paintbrushes.

**Creatures:** In ancient times, Fandarra's priests used this temple to prepare the bodies of deceased giant warriors for burial. They used the sluice, fed by a nearby mountain stream, to add water to clay extracted from the valley walls and sanctify it. The priests then molded the sacred clay around a giant's corpse, sculpting and painting it into the likeness of the deceased to create a statue-like sarcophagus for the fallen warrior. Blessed flesh-eating worms were then placed inside the clay vessel to devour the deceased's mortal remains, leaving behind a colony of worms that forms a living, viscous ooze known as a *benaioh*. The three "statues" along the eastern wall are *benaiohs*, which now serve as guardians for the shrine. The creatures have remained dormant for many centuries, but the presence of living creatures within the temple quickly rouses them from their torpor, and the oozes animate their clay vessels when they sense fresh meat nearby.

### BENAIOHS (CLAY VESSEL FORM) (3)

CR —

hp 52 each (see page 84)

#### TACTICS

**Before Combat** The *benaiohs* make use of their freeze ability to appear as inanimate statues.

**During Combat** The *benaiohs* focus their attacks on the nearest targets within range of their blindsense. As soon as it comes within 20 feet of an opponent, a *benaioh* uses its spray slime attack, then mercilessly hammers on its chosen target with its slam attacks.

**Morale** When reduced to 0 hit points, a *benaioh's* clay shell ruptures, releasing its slime form.

### BENAIOH (OOZE FORM) (3)

CR 7

XP 3,200 each

hp 84 each (see page 84)

**Treasure:** The lacquered cabinet to the south holds several large blocks of dried clay. Once mixed with water from the sluice, this sacred clay is one of the components needed to relight *Minderhal's Forge* (see area Z14). Sealing the forge requires at least 20 pounds of clay. In addition, the cabinet holds a clay tablet that is a *scroll of transmute rock to mud* and two bricks (20 blocks) of blackfire clay (*Ultimate Equipment* 102).

**T. GIANT PATROL (CR 11)**

A low fog rolls in, dancing between the slender gray tree trunks and painting everything in a silvery mist. The blanket of brown fallen leaves crunches softly underfoot and the air smells fresh and earthy.

**Creatures:** A hunchbacked and sickly-looking giant with boil-covered skin is trudging up the canyon from the southwest, leading a patrol of several ogres. The deformed giant is Nakurrh, a mongrel slag giant sorcerer with ash giant blood. Urathash is disgusted by Nakurrh's diseased appearance, but her spellcasting prowess makes her a useful tool, so the stone giant ordered the mongrel to take a few barbarian ogres and search for any rejected giants to evict them from the valley. The ogres appear to be playing a game in which they hurl a furry ball at each other while laughing and making jokes. On closer inspection, the ball turns out to be the severed head of an unfortunate wood giant whom the patrol came across. Upon noticing the PCs, however, the giants end their game in favor of new sport with smaller humanoid prey.

**BARBARIAN OGRES (4) CR 5**

**XP 1,600 each**

*Pathfinder RPG Monster Codex 246, Pathfinder RPG Bestiary 220*

CE Large humanoid (giant)

**Init** -1; **Senses** darkvision 60 ft., low-light vision; Perception +5

**DEFENSE**

**AC** 15, touch 6, flat-footed 15 (+4 armor, -1 Dex, +5 natural, -2 rage, -1 size)

**hp** 38 each (4d8+20)

**Fort** +8, **Ref** +0, **Will** +5

**Defensive Abilities** uncanny dodge; **DR** 1/—

**OFFENSE**

**Speed** 30 ft.

**Melee** greatclub +11 (2d8+13)

**Ranged** javelin +1 (1d8+9)

**Space** 10 ft.; **Reach** 10 ft.

**Special Attacks** rage (10 rounds/day)

**TACTICS**

**During Combat** The barbarian ogres rage on the first round of combat.

**STATISTICS**

**Str** 29, **Dex** 8, **Con** 19, **Int** 6, **Wis** 10, **Cha** 7

**Base Atk** +3; **CMB** +13; **CMD** 20

**Feats** Iron Will, Toughness

**Skills** Climb +11, Perception +5

**Languages** Giant

**Gear** hide armor, greatclub, javelins (4)

**NAKURRH CR 9**

**XP 6,400**

Female sorcerer mongrel slag giant (ash giant ancestry)  
*(Pathfinder RPG Monster Codex 248, see page 90, Pathfinder RPG Bestiary 4 129)*

CE Large humanoid (giant)

**Init** +1; **Senses** low-light vision; Perception +9

**DEFENSE**

**AC** 23, touch 10, flat-footed 22 (+4 armor, +1 Dex, +9 natural, -1 size)

**hp** 95 (10d8+50)

**Fort** +11, **Ref** +6, **Will** +4

**Defensive Abilities** rock catching; **Immune** poison; **Resist** acid 10, fire 30

**OFFENSE**

**Speed** 40 ft.

**Melee** mwk warhammer +16/+11 (2d6+8/×3), slam +9 (1d8+4 plus disease) or 2 slams +14 (1d8+8 plus disease)



**NAKURRH**

**Ranged** rock +8 (1d8+8)

**Space** 10 ft.; **Reach** 10 ft.

**Special Attacks** disease, rock throwing (120 ft.)

**Bloodline Spell-Like Abilities** (CL 8th; concentration +10)

5/day—elemental ray (1d6+4 acid)

**Sorcerer Spells Known** (CL 10th; concentration +12)

3rd (2/day)—*stinking cloud* (DC 15)

2nd (2/day)—*acid arrow*, *scorching ray*

1st (2/day)—*ray of enfeeblement* (DC 13), *shocking grasp*

**Bloodline** elemental (earth)

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#### STATISTICS

**Str** 27, **Dex** 12, **Con** 19, **Int** 10, **Wis** 12, **Cha** 14

**Base Atk** +7; **CMB** +16; **CMD** 27

**Feats** Combat Casting, Lightning Reflexes, Martial Weapon Proficiency (warhammer), Toughness, Weapon Focus (warhammer)

**Skills** Craft (armor) +12, Craft (weapons) +12, Intimidate +10, Perception +9

**Languages** Common, Giant

**SQ** ash giant ancestry (affliction immunity, diseased), bloodline arcana (change energy damage spells to match bloodline energy), shattering blow

**Gear** +2 *leather armor*, mwk warhammer, *amulet of natural armor* +2

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#### SPECIAL ABILITIES

**Disease (Su)** *Ash Leprosy*: Injury; save Fort DC 19; onset 1 minute; frequency 1/day; effect 1d2 Con damage, 1d2 Cha drain; cure 2 consecutive saves.

**Treasure:** One of the ogres carries a sack containing 18 giant-sized silver coins (worth 50 gp each to a collector).

## U. MANTICORE HUNTERS (CR 9)

Small clumps of green shrubs and twisted trees poke their way up through the weathered and stony earth. Their thick roots burrow haphazardly into the earth while their leafy tops mingle to form a low canopy that stretches across the lazy slopes of the valley.

As the PCs reach the end of this side valley, a flock of birds suddenly screams upward into the sky, followed by a tremendous roar and shouts echoing from somewhere up ahead.

**Creatures:** A cyclops and a hill giant are attempting to capture a manticore to bring back to the fighting pits to test the mettle of potential conscripts. As the PCs approach, the manticore is frantically trying to fly away, but the giants have miraculously managed to get a rope (hardness 0, hp 6, break DC 23) around the creature's rear legs, entangling it. In response, the manticore flings its tail spikes in a wide arc, randomly targeting the giants and any creatures within 30 feet of them (such as the PCs). Occupied with the manticore, the giants fail to notice the PCs unless they

are attacked, at which point the giants quickly lash the manticore's rope to a nearby tree before engaging opponents.

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#### CYCLOPS

**CR 5**

**XP** 1,600

**hp** 65 (*Pathfinder RPG Bestiary* 52)

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#### HILL GIANT

**CR 7**

**XP** 3,200

**hp** 85 (*Pathfinder RPG Bestiary* 150)

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#### MANTICORE

**CR 5**

**XP** 1,600

**hp** 57 (*Pathfinder RPG Bestiary* 199)

**Weakness** entangled

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#### TACTICS

**During Combat** Unable to move farther than 30 feet because of the rope entangling it, the manticore hurls tail spikes at the nearest targets while it attempts to burst the rope binding its legs. If directly attacked, the manticore responds in kind.

**Morale** If reduced to fewer than 20 hit points while still entangled, the manticore dives at the giants, ferociously clawing and biting until killed. If freed, the manticore launches a final volley of tail spikes before flying off.

**Treasure:** The hill giant is wearing *giant fist gauntlets* (*Ultimate Equipment* 236) while the cyclops has *eyes of eyebite* (*Ultimate Equipment* 224) among the other items in its sack.

**Development:** If the manticore is freed and survives, it flies off but doubles back and attempts to stalk the PCs, waiting for an opportune moment to ambush and slay them, preferably while they sleep.

## PART 3: CATHEDRAL OF MINDERHAL

After exploring the majority of Minderhal's Valley, the PCs should eventually arrive at that portion of the valley that contains the Cathedral of Minderhal, a great temple dedicated to the glory of the ancient giant deity Minderhal. The primary route to the cathedral is through a gate (area V) that separates the temple and its grounds from the eastern portion of the larger valley, though a lesser-known shortcut, the Dark Passage (area H) provides a quicker way to reach the cathedral from the western part of the valley.

The valley outside the cathedral is populated by a huge number of giants—both those seeking to join the Storm Tyrant's army and those lucky few who have already been recruited. It is not intended that the PCs fight all of these giants; for one thing, the giants far outnumber the heroes, and repeated combats against the same giants over and over would be repetitive. Although this section does include encounters that the PCs will face at specific locations, the adventure assumes that the PCs will try to avoid most of





the giants outside the temple in favor of their true goal, the cathedral itself. See Navigating the Cathedral Grounds on page 40 for details on how the PCs can make their way through the assembled horde of giants undetected to finally reach the Cathedral of Minderhal.

## V. VALLEY GATES (CR 11+)

The mountain flanks draw together at this point, creating a narrow pass that is blocked by an impressive wall that spans the entire valley. Sloppily cemented stone and timber make up the wall, which contains a large archway in the center blocked by a massive portcullis of sharpened logs bound together with thick hemp rope.

This gate marks the official entrance to the grounds of the Cathedral of Minderhal, which lies at the end of the valley beyond this wall. The wall and gate are of recent construction; Urathash ordered them built soon after arriving at the cathedral to better manage the flow of

potential recruits. The wall is close to 30 feet high, but only a successful DC 10 Climb check is needed to climb its uneven surface. The portcullis (and the passage behind it) is 15 feet tall and sized for giants (hardness 5, hp 60, break DC 25, lift DC 30).

**Creatures:** Two guards, an ettin and a hill giant, watch the pass from atop the wall and operate the portcullis. In addition, two immense saber-toothed tigers stalk the grounds just outside the gate. Urathash released these beasts here to drive off those not truly fit to join the Storm Tyrant's ranks. Those able to stand their ground against the tigers are allowed to pass through the gate. The giant guards have partially trained the beasts, and can occasionally call off the cats by throwing them chunks of raw meat. The smilodons usually stalk back and forth outside the gate, but as soon as they sniff out anything that smells like prey, they immediately track, kill, and devour it. The giant guards high atop the stockade rain javelins and boulders down upon any intruders foolish enough to attack their pets.

**ETTIN****CR 6****XP 2,400****hp** 65 (*Pathfinder RPG Bestiary* 130)**Melee** 2 flails +13/+8 (2d6+7)**Ranged** 2 javelins +13 (1d8+7)**Str** 25**Gear** lesser belt of mighty hurling<sup>UE</sup>**HILL GIANT****CR 7****XP 3,200****hp** 85 (*Pathfinder RPG Bestiary* 150)**SMILODONS (2)****CR 8****XP 4,800 each**Dire tiger (*Pathfinder RPG Bestiary* 265)**hp** 105 each**W. THE EAGER THROG**

Once the PCs pass through the outer gate, signs of the massive throng of giants camped outside the Cathedral of Minderhal are immediately evident. Read or paraphrase the following as the PCs move forward.

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As the valley widens, all traces of vegetation disappear, having been cut down or trampled into the dirt and mud. Plumes of smoke from countless campfires rise into the sky, and loud, guttural speech and shouts fill the air. Ahead, a towering edifice of stone looms over the canyon, carved into the face of a mighty mountain. Between the sheltering slopes of the surrounding peaks stretches a broad, muddy expanse where countless giants have set up makeshift camps. Wide roads of trampled earth traverse the valley floor, connecting the camps to smaller side canyons to both the north and south.

---

The immense stone structure overlooking the valley to the west is the ancient Cathedral of Minderhal (area Z). The cathedral is cut from the stone of the tallest of the valley's surrounding mountains; a PC who succeeds at a DC 20 Knowledge (geography) check recalls that the giants call this lofty peak Utgorheim.

Below the cathedral, eager applicants attempting to join the Storm Tyrant's army cram into the valley. Numerous ogres, trolls, and several varieties of giants have set up camp here, desperate for attention and waiting impatiently to prove their worth and be accepted. Most of the giants have clustered together with others of their own kind; while all have gathered here for the same reason, there is little love lost between the various giant species, and their encampments are widely spaced, with several hundred yards between them.

In the middle of the valley, dirt- and blood-splattered giants form a long, snaking column, pushing and shoving their way up the western side of the valley toward the great gates of the Cathedral of Minderhal. These giants—mostly hill giants, a

few stone and cave giants, and a smattering of lesser giants (ettins, ogres, and trolls)—are all new recruits. Having proven themselves in the fighting pits to the north, they wait for the chance to stand before the ancient forge in the cathedral and swear fealty their new liege lord, the Storm Tyrant.

More giants trudge along the roads crossing the valley floor. Those heading south drag loads of timber, herds of livestock, great sacks of provisions, and other supplies for the growing encampments of new recruits (area Y). The giants traveling north carry little but their own weapons, and are heading for the fighting pits (area X), where they will enter bloody gladiatorial challenges to prove themselves worthy of recruitment.

It should be made abundantly clear to the PCs that they are greatly outnumbered and outmatched, and that any attempt to attack the massed giants or the giant encampments would be tantamount to suicide. On the other hand, the Cathedral of Minderhal on the slopes of the mountain above the valley is an obvious focal point for the giants' attention. If the PCs can reach the cathedral and take out the nascent army's leadership, the gathered giants will likely fall to infighting among themselves and eventually disband. As a result, the PCs' goal should be to make their way to the cathedral without attracting the giants' notice.

If the PCs insist on attacking the horde of giants, a battle of that scale lies beyond the scope of this adventure. If this happens, you should try your best to discourage them with multiple waves of giant attackers, while providing the opportunity for the PCs to slip past the giants once they realize the futility of open combat.

**NAVIGATING THE CATHEDRAL GROUNDS**

Getting through or around the army of giants surrounding the Cathedral of Minderhal is a difficult task. While the PCs cannot simply stroll around the giant camps without attracting attention, none of the giants here expect to encounter humans or other small folk, giving the PCs the opportunity to sneak around the grounds without being immediately discovered. The PCs have numerous options for nonviolently bypassing the giants, including stealth, trickery, and magic means such as *invisibility*, *dimension door*, or *teleport*. Let the PCs be creative, and be generous with their chances of success. The goal should be to get them to the cathedral, not bog them down in combat against giant after giant.

One option for moving undetected through the giant throng is presented below.

**The Dungsweeps (CR 9)**

A small team of ogres serve as dungsweeps for the Cathedral of Minderhal and its grounds. The giants here use dung in concrete mixes for building walls and mold it into bricks for use as fuel when timber becomes scarce.

**Creatures:** If the PCs study the assembled giants or their camps, they notice that a group of ogres comes through the area with a cart filled with dung every half hour or so, stopping for a few minutes here and there to shovel up the giants' waste before heading off again. Under the command of their cantankerous boss, Mama Dung, four ogre dungsweeps pull their dung carts through the giant camps and, less frequently, up to the cathedral itself.

Mama Dung has a lumpy pate with long, stringy hair that she ties into knots and decorates with beads and pieces of tusk. She wears nothing but ratty hides, and her meaty hands are black with accumulated filth. Dull-witted, crotchety, and insipid, Mama Dung would be entirely unimportant except that she and her dungsweeps freely wander the entire valley and are able to enter and leave restricted areas without being questioned. Once every 1d4 days, Mama Dung and her dungsweeps make the trip up the side of the mountain to the Cathedral of Minderhal to clean the sewer trenches and flush the cesspit, which is forever backing up.

The PCs could stow away on one of these dung carts, coerce or charm the ogres, or even disguise themselves as dungsweeps to covertly traverse the grounds to the cathedral. The two-wheeled dung carts are the size of wagons: 10 feet long, 10 feet wide, and sitting 5 feet off the ground. A single dung cart can hold up to 2,000 pounds of waste, but even when the carts are emptied, the smell is overpowering (see Hazard on page 42).

If Mama Dung or any of the dungsweeps notice the PCs, they immediately attack with their large iron-bladed shovels.

**MAMA DUNG** **CR 7**

**XP 3,200**

Female ogre barbarian 4 (*Pathfinder RPG Bestiary* 220)

CE Large humanoid (giant)

**Init** +1; **Senses** darkvision 60 ft., low-light vision;

Perception +11

**DEFENSE**

**AC** 18, touch 8, flat-footed 17 (+4 armor, +1 Dex, +6 natural, -2 rage, -1 size)

**hp** 101 (8 HD; 4d8+4d12+52)

**Fort** +14, **Ref** +3, **Will** +6; +3 vs. magic, +4 vs. disease

**Defensive Abilities** trap sense +1, uncanny dodge

**OFFENSE**

**Speed** 35 ft.

**Melee** shovel +15/+10 (2d8+13), bite +10 (1d6+4)

**Ranged** rock +7 (1d6+9)

**Space** 10 ft.; **Reach** 10 ft.

**Special Attacks** rage (14 rounds/day), rage powers (animal fury, superstition +3)

**TACTICS**

**During Combat** Mama Dung rages on the first round of combat.

**STATISTICS**

**Str** 28, **Dex** 12, **Con** 23, **Int** 8, **Wis** 10, **Cha** 5

**Base Atk** +7; **CMB** +17; **CMD** 26

**Feats** Catch Off-Guard, Improved Natural Armor, Iron Will, Throw Anything

**Skills** Climb +11, Perception +11, Profession (dungsweep) +5, Survival +7

**Languages** Giant

**SQ** fast movement

**Gear** hide armor, shovel, *mantle of spores*<sup>UE</sup>

**OGRE DUNGSWEEPS (4)** **CR 3**

**XP 800 each**

Ogre (*Pathfinder RPG Bestiary* 220)

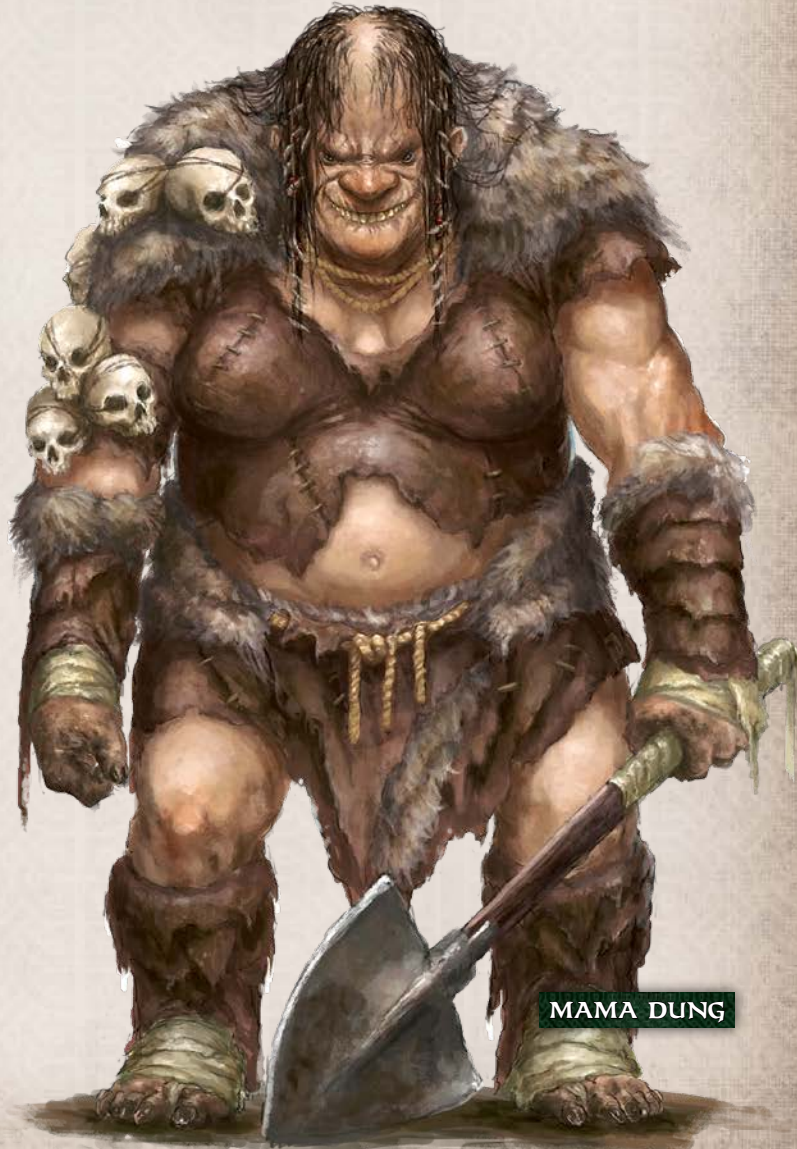
**hp** 30 each (4d8+12)

**Fort** +6, **Ref** +0, **Will** +1

**OFFENSE**

**Melee** shovel +7 (2d8+7)

**Feats** Catch Off-Guard, Toughness



**MAMA DUNG**

**Hazard:** The wooden timbers of the dung carts are infused with the pungent stench of giant dung. The first time a character comes in contact with one of the carts (whether by pulling a cart or stowing away inside it), she must succeed at a DC 13 Fortitude save or be sickened for 5 minutes. After 5 minutes, if exposure continues, the character must succeed at an additional DC 13 Fortitude save or be nauseated for 1 minute. These are poison effects. After two save attempts (whether or not the saves are successful), an affected creature is immune to the stench for 24 hours.

**Development:** If the PCs manage to stow away on a dung cart or impersonate the dungsweeps, they can reach the

cathedral easily. The guards at the cathedral's palisade (area Z) pay no attention to the dungsweeps and their cargo, simply waving them through the gate without a second thought.

## X. FIGHTING PITS (CR 9)

Scores of great tents sprawl across this open field, their stretched hides flapping in the cold mountain winds. Towering poles fashioned from bark-stripped tree trunks display the decapitated and rotting heads of beasts and giants alike, hung from the posts by their scalps. Several huge pits gape in the center of the muddy field pits, their perimeters staked with gruesomely stained spiked logs.

The majority of applicants for the Storm Tyrant's armies vie for the attention of Urathash's recruiters by engaging in semi-organized pit fights here. There are eight fighting pits in all, haphazardly scattered across this portion of the valley. Most run fights all day, squaring off various giants against one another as well as against a wide variety of beasts such as manticores, rift drakes, or wyverns. When a fight occurs, other giants crowd around the pit, screaming and making wild wagers. Contestants who draw the most individual attention become recruits and are sent to the Recruit Encampments (area Y). Most of those who fail to impress do so by dying. The dead are either fed to beasts or dragged off and burned in one of the massive fire pits to the south. Losers lucky enough to survive are quickly exiled from the cathedral grounds to make room new candidates, sometimes leaving through the Dark Passage (area H).

The fighting pits swarm with eager giant warriors.

For the most part, they remain focused on the violence of the pits and their own victories. It's relatively easy for smaller creatures to keep out of sight, meaning that the PCs attract attention to themselves only if they run out into the open or go out of their way to be seen.

**Creature:** A hill giant hunter named Kragmuld inhabits one of the giant tents when he's not out in the larger valley hunting new beasts for the fighting pits (see area G). If the PCs have not yet encountered him, Kragmuld is here presiding over the pit fights. If the PCs are detected within the environs of the fighting pits, Kragmuld soon emerges from his tent to confront the intruders, hoping to capture them for some new entertainment in the pits.

KRAGMULD

KRAGMULD

CR 9

XP 6,400

Male hill giant ranger 2 (*Pathfinder RPG Bestiary* 150)

CE Large humanoid (giant)

**Init** +1 (+3 in mountains); **Senses** low-light vision; Perception +8 (+10 in mountains)

**DEFENSE**

**AC** 24, touch 10, flat-footed 23 (+5 armor, +1 Dex, +9 natural, -1 size)

**hp** 116 (12 HD; 10d8+2d10+60)

**Fort** +15, **Ref** +7, **Will** +4

**Defensive Abilities** rock catching

**OFFENSE**

**Speed** 40 ft.

**Melee** +1 *spiked chain* +19/+14 (2d6+14) or

2 slams +17 (1d8+9)

**Ranged** rock +10 (1d8+13)

**Space** 10 ft.; **Reach** 10 ft.

**Special Attacks** combat style (two-handed weapon), favored enemy (magical beasts +2), rock throwing (120 ft.)

**STATISTICS**

**Str** 29, **Dex** 12, **Con** 21, **Int** 8, **Wis** 8, **Cha** 7

**Base Atk** +9; **CMB** +19; **CMD** 30

**Feats** Exotic Weapon Proficiency (spiked chain), Intimidating Prowess, Iron Will, Pushing Assault<sup>APG</sup>, Power Attack, Skill Focus (Survival), Weapon Focus (spiked chain)

**Skills** Climb +12, Handle Animal +3, Intimidate +12, Perception +8 (+10 in mountains), Stealth +10 (+12 in mountains), Survival +10 (+12 in mountains)

**Languages** Giant

**SQ** track +1, wild empathy +0

**Gear** +1 *chain shirt*, +1 *spiked chain*, *boots of friendly terrain*<sup>UE</sup>, *stonemist cloak*<sup>UE</sup>, two huge chunks of jet (worth 200 gp each), 50 gp

**Y. RECRUIT ENCAMPMENTS**

In this end of the valley, those giants who have survived the fighting pits and been recruited into the Storm Tyrant's army have haphazardly pitched massive hide tents across the valley floor and along the canyon walls. As giants generate a lot of waste, the sprawling campsites are filthy. Every so often, they attempt to reduce their refuse by incinerating it in huge garbage pits dug between the tents. When not burning, the pits quickly become infested with rats. One of the most popular entertainments in the recruit encampments is betting on the rats as they fight over food scraps tossed into the pits.

Along the western wall of the valley gapes a large cave opening. This cave leads to the tunnels of the Dark Passage (area H), and provides a shortcut between the Cathedral of Minderhal and the western portion of Minderhal's Valley.

**Creatures:** A variety of giants tromp about the encampments, though the majority of them consist of cave giants, hill giants, and ettins. A typical tent houses two to six giants and double that number of noncombatant spouses and children. Unless the PCs perform risky acts that attract attention, it's relatively easy for them to avoid conflict while outside, but if they enter any of the tents, they are more likely to be spotted by the tent's inhabitants, particularly the noncombatants, who sound the alarm.

**Z. CATHEDRAL OF MINDERHAL (CR 12)**

A great stone cathedral sits atop a wide plateau carved into the side of the mountain overlooking the valley. From the grounds below, a flight of huge stairs staggers up the mountain slope. The two-foot rise of each step is carved directly into the mountain face, and tall poles decorated with beast skulls, bones, severed limbs, and similarly macabre decorations are driven into the stone at each corner where the stairs change direction.

At the top of the plateau, an immense palisade of trees and slab concrete surrounds the temple. Beyond the battlements rise the cathedral's cold gray walls, carved from the ancient stone of the mountain itself. Above the monumental structure, three colossal towers climb hundreds of feet into the air. The central spire is tallest, flanked by two smaller towers offset to either side. The spire's apex is crowned with a carved stone symbol of a huge anvil. Although heavily weathered, the cathedral appears to have mostly withstood the passage of time, though some walls bear the evidence of crude repair work where holes have been filled with ugly patches of concrete or sloppily braced with boulders and tree trunks.

The palisade is approximately 800 feet in diameter and 50 feet high. A single gate leads inside. Once the PCs reach the palisade, they must find a way to get inside. Fighting the guards at the gate (see Creatures below) is certainly an option, but will likely attract unwanted attention. How the PCs breach the wall is up to them, but encourage them to be creative. Possibilities include stowing away in a dung cart (see The Dungsweeps on page 40), hiding in a giant's sack, climbing the palisade (Climb DC 21), or using stealth or deception to slip past the gate guards. In addition, if the PCs take the time to scout along the palisade's circumference, they can discover a channel dug under the palisade to the southwest, which is leaking brownish sludge into a nearby mountain stream. The channel is much too small for a giant to fit through; as a result, the gate guards mostly ignore it, creating an isolated—albeit dirty and foul-smelling—means of entry into a shallow cesspit inside the cathedral's grounds.

**Creatures:** Four stone giants guard the palisade's gate at all times. They question any giants seeking entrance to the cathedral (with the exception of the ogre dungsweeps; see page 40). If they notice smaller humanoids such as the PCs attempting to enter the cathedral's grounds, they immediately attack.

**STONE GIANTS (4)****CR 8****XP 4,800 each****hp** 102 each (*Pathfinder RPG Bestiary* 151)

**Story Award:** If the PCs get past the palisade without fighting the guards, award them 9,600 XP.

### INSIDE THE CATHEDRAL

Beyond the outer palisade lies a 100-foot-wide stretch of trampled field where troops can assemble. Toward the southwest, the stink of sewage taints the air and the ground becomes muddy where the cathedral's sewage trenches collect into a shallow cesspit covered by stone and sod. This is where the ogre dungsweeps go to collect the cathedral's waste. A channel leads from the cesspit under the palisade and out to the plateau outside.

Past the field stand the buildings of the temple complex, including the cathedral itself. Time has destroyed some of the original structures, but the giants have rebuilt and repurposed several others. In addition, the giants have erected two huge tents just south of the cathedral.



**ROTTER BLOODFRECKLE**

From the center of the main structure rises the cathedral's great spire, a massive stone tower that climbs over 600 feet into the clouds. The main spire is flanked on either side by two slightly smaller towers. The flanking towers function as vent chimneys for the sacred forge inside the sanctuary, though this function is not immediately apparent. Once the forge is reactivated (see *Relighting the Forge* on page 56), steady plumes of black smoke begin billowing from the towers.

Two entrances lead into the cathedral's nave (area Z4) from the east; a third entrance leads to the groghall (area Z7), and behind the cathedral to the southwest, another set of doors provides entry to the barracks (area Z13). In addition, the sewer trenches leading from the cathedral's privies (area Z10) allow a more surreptitious entry into the temple. Unless otherwise noted, ceilings within the cathedral are 40 feet high. The four levels of the cathedral's central spire have 50-foot-high ceilings, each separated by stairs that pass through 100 feet of stone. All construction within the cathedral, including doors, are made of stone. Giant-sized torches set in regularly spaced sconces provide light throughout the complex, unless otherwise noted.

### Z1. Butcher's Tent (CR 8)

Anyone approaching this tent hears a loud, gruesome sawing noise from within. Read or paraphrase the following when the PCs enter the tent.

---

The earth around the huge, patchwork animal-hide tent is stained nearly black with blood. A bloodstained table fashioned from a thick wooden block supported by sturdy iron legs stands in the center of the longhouse. Wooden buckets filled with blood and offal surround the table. Along the edges of the tent run lengths of iron bar set atop large wooden posts driven into the ground. From the bars hang the butchered carcasses of cows, horses, mastodons, and even humans.

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**Creature:** The cathedral's butcher, a noticeably pregnant hill giant called Rotter Bloodfreckle for the flecks of dried blood that constantly speckle her body, gleefully hacks apart meat for the cathedral's groghall in this tent. Bloodfreckle is currently working up a sweat sawing off the head of a butchered mastodon. She has already flensed the beast's woolly hide, which lies in a bloody heap nearby. The giant is engrossed in her work and doesn't immediately notice intruders unless they actively do something to attract her attention. Once she notices the PCs, Bloodfreckle decides they are a lucky find and attempts to kill and butcher them for the day's stew. She carries a giant cleaver (treat as a Large handaxe) and has Martial Weapon Proficiency (handaxe) and Weapon Focus (handaxe) instead of the normal hill giant feats.

**ROTTER BLOODFRECKLE****CR 8****XP 4,800**Female advanced hill giant (*Pathfinder RPG Bestiary* 294, 150)**hp** 105**OFFENSE****Melee** cleaver +16/+11 (1d8+9/x3)

**Treasure:** In her free time, Bloodfreckle uses scraps and offal to make mincemeat cakes. The cakes are a favorite around the cathedral complex, and giants sometimes bargain with them or exchange them for favors. At present, Bloodfreckle has set aside six cakes on one of her benches.

Bloodfreckle also wears a navel ring with a tiny (compared to her) pearl, traded to her by one of the giants for a handful of her meat cakes. The pearl is actually a *pearl of power* (3rd level).

**Z2. The Oculus (CR 10)**

A huge, horseshoe-shaped table laid with curious metal tools, pincers, prongs, and other strange items sits in the center of this tent. Glass bottles and jars filled with milky fluid, each containing a bloated and waterlogged eyeball, balance upon haphazardly arranged wooden shelves. A sizable collection of birds, including crows, hawks, and owls, hang lifelessly from the tent's roof, strung upside down by their feet.

**Creature:** A gruesomely ugly “marsh giant witch” called the Oculus lives within this tent. She keeps a sizeable collection of preserved eyeballs in jars, which she uses to create magic elixirs and philters. In reality, the Oculus is an ogre mage from far-off Tian Xia. A stormborn sorcerer, the Oculus feels drawn to the Storm Tyrant and his goals, but she has disguised herself as a marsh giant with her change shape ability in order to mingle with the giants at the cathedral and observe them before she reveals her true form. If disturbed, she keeps her disguise but uses all of her ogre mage abilities as needed. If slain, the Oculus returns to her true form.

**THE OCULUS****CR 10****XP 9,600**Female sorcerer ogre mage (*Pathfinder RPG Monster Codex* 248, *Pathfinder RPG Bestiary* 221)**hp** 92**Resist** electricity 5, sonic 5**Bloodline Spell-Like Abilities** (CL 6th; concentration +11)  
8/day—thunderstaff**Sorcerer Spells Known** (CL 8th; concentration +13)3rd (2/day)—*lightning bolt* (DC 19)2nd (2/day)—*blindness/deafness* (DC 17), *scorching ray*1st (2/day)—*ear-piercing scream*<sup>UM</sup> (DC 17), *shield***Bloodline** stormborn<sup>APG</sup>**SQ** bloodline arcana (+1 DC to spells with electricity or sonic descriptors)**KEY NPCs**

Three important individuals reside within the Cathedral of Minderhal. Although they can be encountered in specific locations as the PCs explore the temple, they can also move around the cathedral, allowing them to act as best fits the needs of your campaign.

The first is Etena, an aging slag giant oracle tasked with caring for the cathedral's sacred forge. While she spends almost all of her time in a hidden chamber below the temple called the Forgeheart (area **Z14**), several earlier descriptions make note of her. You should attempt to guide the PCs toward Etena soon after they enter the cathedral, as she is responsible for sending the PCs on several quests to relight *Minderhal's Forge*.

The second character is Urathash, the stone giant recruiter who serves as the Storm Tyrant's lieutenant and the current lord of the Cathedral of Minderhal. Urathash is the most powerful giant in this adventure and his command is law. He can normally be found in his quarters (area **Z16**) or giving sermons before the sacred forge (area **Z5**).

The third NPC is Etena's disciple, a young slag giant named Ferin. Ferin is initially encountered in area **Z8**, but she frequently travels between the sacred forge (area **Z5**) and the Forgeheart (area **Z14**) below.

Urathash and Etena are fully detailed in the NPC Gallery starting on page 60; Ferin is described in area **Z8**.

If the PCs do not encounter or defeat these characters before they relight *Minderhal's Forge*, some or all of these NPCs eventually make an appearance at that point. See page 56 for details.

**Treasure:** Most of the Oculus's philters are worthless at best and toxic at worst, but a few magic potions and elixirs can be found on her shelves, including an *elixir of fire breath*, an *elixir of hiding*, an *elixir of love*, an *elixir of vision*, an *oil of flame arrow*, a *potion of barkskin*, a *potion of bear's endurance*, a *potion of pass without trace*, and a *potion of protection from energy* (cold). In addition, a *volatile vaporizer* (2nd level) sits on one of the shelves. Should anyone sample one of the Oculus's other wares, there is a 50% chance that any given bottle contains a *potion of poison*.

**Z3. Main Entrance**

A flight of giant-sized steps climbs up to a pair of towering doors fashioned from whole tree trunks bound together with rusty iron bands. The doors hang beneath a flat stone lintel resting upon two roughly hewn stone columns carved with runes. A collection of bleached skulls harvested from various creatures sits atop the lintel, positioned around a large, rust-specked anvil. A triangular

carving resembling a mountain is sculpted into the wall behind and above the anvil.

This doorway serves as the most commonly used entrance into the Cathedral of Minderhal. The runes on the columns are in an ancient Giant script. A PC who succeeds at a DC 20 Linguistics check (or uses magic such as *comprehend languages*) can interpret the pillars as prayer columns to Minderhal demanding subservience, toil, and sacrifice. The tremendous doors are unlocked, but are ridiculously heavy and require a successful DC 16 Strength check to open.

## 24. Nave (CR 9)

The vaulted ceiling of this immense hall climbs high overhead, above great stone benches that stand taller than a human. To the west, the room widens, opening into some sort of amphitheater. On the walls, long strands of runes divide panels set with bas-

reliefs depicting a stone giant with a tremendous hammer in various stages of assembling the world and forging its creatures from fire and metal.

The ceiling is 60 feet high in this room. Throughout the day, numerous giants are ushered into this chamber to swear fealty and offer tribute to Volstus the Storm Tyrant and officially join his army. Each day near sunset, giants cram into the benches here to listen to the sermons of the cathedral's overseer and lieutenant of the Storm Tyrant, the zealous stone giant inquisitor Urathash.

**Creatures:** When Urathash isn't holding a sermon, few giants linger in the nave. At present, two ogre barbarians—recent winners in the fighting pits—stand on the benches, their chests puffed with pride as they display bloody wounds and bruises from their latest victories while their new commander, a hulking two-headed troll named Morog, swears them into the Storm Tyrant's army. The giants cut short the swearing-in ceremony if obviously non-giant intruders enter the cathedral.



**BARBARIAN OGRES (2)** CR 5

XP 1,600 each

hp 38 each (see page 37)

**MOROG** CR 7

XP 3,200

Male two-headed troll (*Tome of Horrors Complete* 615)

CE Large humanoid (giant)

**Init** +0; **Senses** darkvision 90 ft., low-light vision, scent; Perception +14

### DEFENSE

**AC** 19, touch 9, flat-footed 19 (+10 natural, -1 size)

**hp** 85 (10d8+40); regeneration 5 (acid or fire)

**Fort** +11, **Ref** +3, **Will** +5

### OFFENSE

**Speed** 30 ft.

**Melee** mwk scimitar +12/+7 (1d8+5/18-20), mwk scimitar +12/+7 (1d8+5/18-20), 2 bites +6 (1d8+2) or 2 bites +11 (1d8+5), 2 claws +11 (1d6+5)

**Space** 10 ft.; **Reach** 10 ft.

**Special Attacks** rend (2 claws, 1d6+7), superior two-weapon fighting

### STATISTICS

**Str** 21, **Dex** 11, **Con** 19, **Int** 8, **Wis** 10, **Cha** 6

**Base Atk** +7; **CMB** +13; **CMD** 23

**Feats** Intimidating Prowess, Iron Will, Martial Weapon

Proficiency (scimitar), Power Attack, Skill Focus (Perception)

**Skills** Intimidate +10, Perception +14; **Racial Modifiers** +2 Perception

**Languages** Giant

**Gear** mwk scimitars (2)



**SPECIAL ABILITIES**

**Superior Two-Weapon Fighting (Ex)** A two-headed troll fights with a weapon in each hand. Because each of its two heads controls an arm, the two-headed troll does not take a penalty on attack or damage rolls for attacking with two weapons.

## Z5. The Sacred Forge (CR varies)

The nave of the cathedral opens into a huge amphitheater. Three tiers of curved stone benches are arranged in immense horseshoes around the chamber's centerpiece, a great pit filled with cold black slag. From the middle of the slag pit rises a wide, round platform of black basalt. A great forge, its fire gone cold, sits in the center of the platform, along with a massive iron anvil the size of a cow. The soot-stained ceiling arches far above the chamber floor. A bridge of stone connects the platform to a dais at the rear of the hall, where a towering statue of a stone giant ominously overlooks the entire cathedral.

This area forms the sanctuary of the Cathedral of Minderhal. The vaulted ceiling is 100 feet high above the slag pit. Two sets of doors exit the sanctuary to the north and southeast.

The forge and anvil in the center of the room make up *Minderhal's Forge*, a powerful artifact that's sacred to Minderhal, but which is currently inactive. The PCs should have reclaimed *Agrimmosh, the Hammer of Unmaking* from Uskroth's tomb in the first adventure (*Pathfinder Adventure Path #91: Battle of Bloodmarch Hill 56*). If one of the PCs is carrying *Agrimmosh*, he or she can immediately sense a connection between the hammer and *Minderhal's Forge*, and feels an impulse to touch the hammer to the forge. Upon doing so, that PC is immediately aware of *Agrimmosh's* dormant powers, as well as the fact that together, both artifacts can be used in a way that neither can accomplish alone—but only if *Minderhal's Forge* is first reactivated. The PCs can learn how to relight the sacred forge from Etena in the Forgeheart (area Z14). Also see page 56 for details on relighting the forge and page 58 for a description of the reawakened artifact's powers.

Eighty feet above the floor, 4-foot-square openings in the walls on either side of the forge connect to chimneys within the cathedral's side towers, providing ventilation for smoke from the forge. Both the forge platform and the dais at the rear of the room are 15 feet above the sanctuary's floor. The slag pit surrounding the platform is 20 feet deep, though the slag fills the pit to a depth of 10 feet.

The statue on the dais behind the forge is nearly 60 feet tall and depicts Minderhal, He Who Makes and Unmakes, the giant god of creation, crafting, and justice, and is recognizable with a successful DC 20 Knowledge (religion) check. Anyone who succeeds at a DC 25 Perception check discovers a giant-sized secret door in the north side of the statue's base.

The door opens onto a flight of stairs that descends to the Forgeheart (area Z14), a large chamber directly below the altar containing the furnace that fuels the forge.

**Development:** Only two individuals ever set foot on the dais and forge platform: the stone giant inquisitor Urathash (see area Z16) and the slag giant Ferin (see area Z8). Urathash can be found here in the evenings delivering fiery speeches to the assembled giants in the nave. Ferin, who covertly serves as a disciple of the ancient slag giant oracle Etena in the Forgeheart beneath the cathedral (see area Z14), can visit her mentor only by using the secret entrance hidden in the statue of Minderhal. Since she doesn't want anyone to find out about her relationship with Etena, Ferin enters the room only when she thinks no one else is watching. She typically visits Etena three times per day to bring the oracle food at mid-morning, mid-afternoon, and mid-evening, staying anywhere from 15 minutes to an hour. Otherwise, the chamber is typically quiet and empty both day and night, though there's always a chance of encountering one or two giants who have stopped by to pray to Minderhal or catch a nap on the benches.

Once the PCs relight *Minderhal's Forge*, they attract the direct attention of additional guardians, as well as that of Urathash himself (if they have not yet encountered him elsewhere in the cathedral). See *Relighting the Forge* on page 56 for details on how this final confrontation plays out.

## Z6. Choir Loft (CR 11)

A flight of stairs climbs to a large balcony blocked off by a great curtain stitched together from patches of animal hides. The wooden benches that once spanned this choir loft have been torn out, smashed, and pushed against the walls. Toward the rear of the balcony, thick woolen blankets and furs cover a great pile of stuffed sacks. Nearby, flies swarm around a collection of wooden casks that stink of honey and alcohol.

**Creatures:** Having recently been appointed a non-commissioned officer, a capricious and putrid-smelling hill giant from the eastern foothills called Ruddig Headstomper has claimed this balcony as his personal territory. The giant lounges on a pile of bearskins, accompanied by two hill giant sycophants attempting to curry his favor. Ruddig has spent the past hour demanding his underlings bring him mead, and after drinking several gallons of the stuff, he is sickened and near passing out. If the PCs arrive during one of Urathash's sermons at the Sacred Forge (area Z5), Ruddig and his toadies are sitting on the edge of the balcony to listen.

**HILL GIANTS (2)**

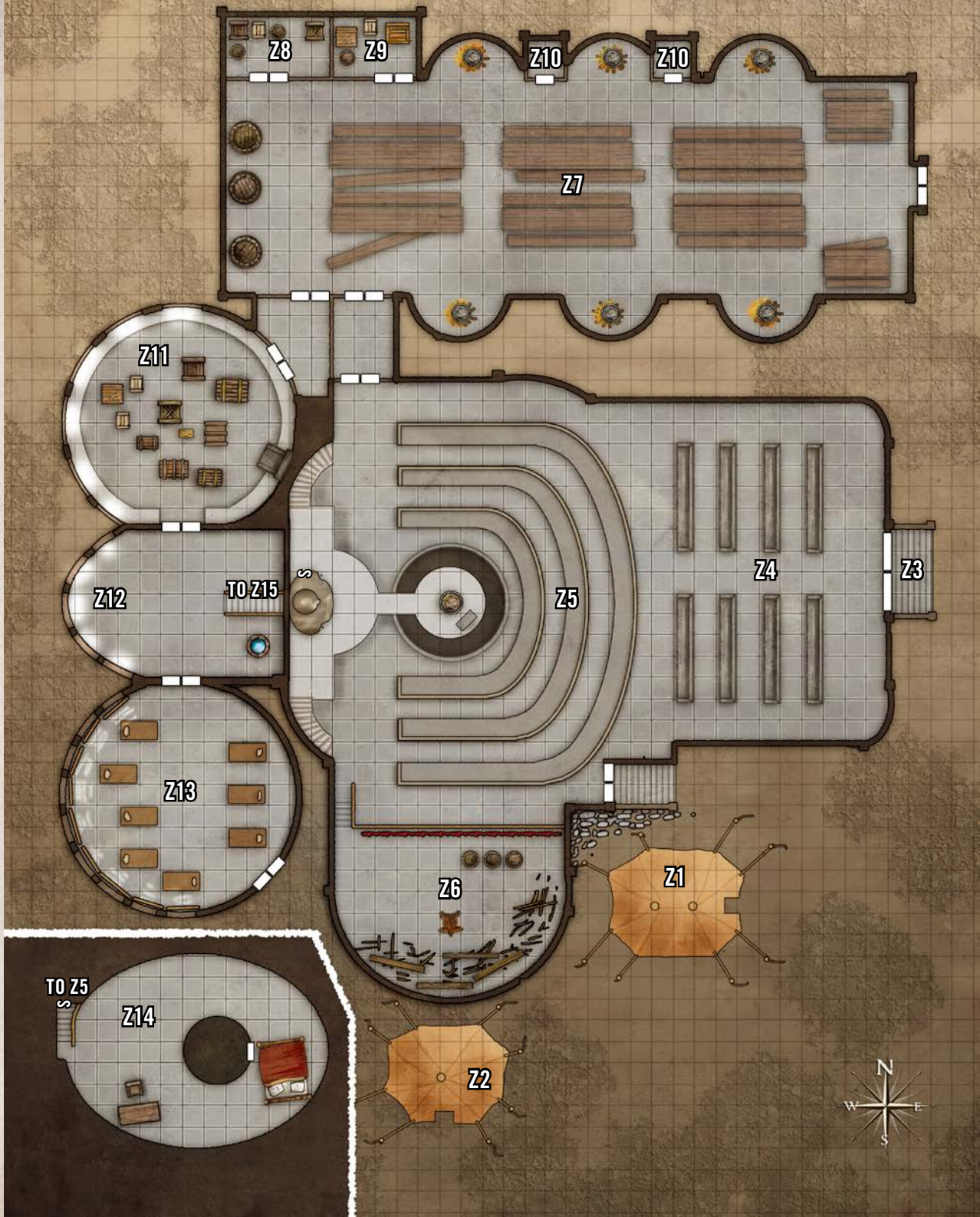
**CR 7**

**XP 3,200 each**

**hp 85 each** (*Pathfinder RPG Bestiary* 150)

## Z. CATHEDRAL OF MINDERHAL

1 SQUARE = 10 FEET



**RUDDIG HEADSTOMPER**

**CR 9**

**XP 6,400**

Male fighter hill giant (*Pathfinder RPG Monster Codex* 247, *Pathfinder RPG Bestiary* 150)

CE Large humanoid (giant)

**Init** -1; **Senses** low-light vision; Perception +4

**DEFENSE**

**AC** 21, touch 8, flat-footed 21 (+4 armor, -1 Dex, +9 natural, -1 size)

**hp** 105 (10d8+60)

**Fort** +11, **Ref** +0, **Will** +1

**Defensive Abilities** rock catching

**Weaknesses** drunk

**OFFENSE**

**Speed** 40 ft.

**Melee** greatclub +16/+11 (2d8+13)

**Ranged** rock +4 (1d8+11)

**Space** 10 ft.; **Reach** 10 ft.

**Special Attacks** rock throwing (120 ft.), weapon training (hammers +2)

**STATISTICS**

**Str** 29, **Dex** 8, **Con** 23, **Int** 6, **Wis** 11, **Cha** 7

**Base Atk** +7; **CMB** +17 (+19 bull rush); **CMD** 26 (28 vs. bull rush)

**Feats** Awesome Blow, Cleave, Great Cleave, Improved Bull Rush, Intimidating Prowess, Martial Weapon Proficiency (greatclub), Power Attack, Weapon Focus (greatclub)

**Skills** Climb +12, Intimidate +12, Perception +4

**Languages** Giant

**SQ** armor training 2

**Gear** hide armor, greatclub, *elemental earth belt*<sup>UE</sup>

**SPECIAL ABILITIES**

**Drunk (Ex)** Ruddig is currently drunk and is considered to be sickened (already incorporated into his stat block).

**27. Groghall (CR 11+)**

Anyone approaching this room can hear the ruckus of boisterous voices echoing behind its doors, punctuated with the sounds of cracking wood and smashing pottery. When the PCs enter, read or paraphrase the following.

Rough wooden benches sit alongside huge feasting tables the size of river rafts, stained black with beer and blood. Atop the tables lie greasy piles of chipped wooden bowls of congealed stew, piles of bruised apples and scorched root vegetables, dirty iron cutlery, and the cracked bones of half-eaten meat shanks. The floors are equally filthy and are littered with rotting straw, food scraps, and puddles of slop. In huge recesses along the outer walls, iron cauldrons suspended by thick chains simmer above blazing fires in massive hearths of soot-blackened stone. Three huge hogsheads stand against the western wall. The hall is uncomfortably hot and reeks of sweat, fetid stew, and stale beer. Rats skirt the room's fringes, greedily darting from shadow to shadow.

This is the cathedral's notoriously busy feasting hall. Giants earn the right to eat here by providing kills for the pot or by beating up someone else. They sit wherever there's room, and squabbles over seats frequently erupt into fistfights. Using great metal forks, giants sloppily grab food from the cauldrons, as well as hunks of meat, apples, root vegetables, and drinks from the tables.

The bubbling cauldrons each contain a boiling hot pottage of root vegetables, peas, offal, and thick cuts of miscellaneous meats. Full, the cauldrons weigh about 450 pounds each. If a cauldron is kicked over or thrown as a giant-sized greater splash weapon (see page 72 of *Pathfinder Adventure Path* #91), the hot stew inside deals 2d6 points of fire damage.

**Creatures:** Five giants currently occupy this room: a frost giant, two hill giants, and two ogres. The giants are preoccupied with feasting, fighting, and drinking themselves blind, however, and they take a -2 penalty on Perception checks to notice anyone entering or moving stealthily through the room. Of course, as soon as they do notice intruders, they turn dangerously violent.

**BARBARIAN OGRES (2)**

**CR 5**

**XP 1,600 each**

**hp** 38 each (see page 37)

**FROST GIANT**

**CR 9**

**XP 6,400**

**hp** 133 (*Pathfinder RPG Bestiary* 149)

**HILL GIANTS (2)**

**CR 7**

**XP 3,200 each**

**hp** 85 each (*Pathfinder RPG Bestiary* 150)

**28. Pantry (CR 7)**

Huge crooked shelves of raw timber line the walls of this room, buckling beneath the weight of bulging sacks of grain, large crates, and cracked plates. A large washtub filled with murky water sits in one corner. In the opposite corner, an enormous broom is propped against the wall.

This pantry stores dry goods, including jerky, grains, and root vegetables, as well as blankets, eating utensils, nails, rope, wax, and other mundane items.

**Creature:** A young slag giant named Ferin is busy picking out a few things from the larder shelves. Unlike the other giants who have come to Minderhal's Valley seeking to join the Storm Tyrant's army, Ferin was drawn to the cathedral to seek out the roots of her ancestry. Officially, she serves as a scullery maid in the cathedral, but this is just a cover for her true role as a disciple of the Keeper of the Forge, Etena (see area Z14). Ferin is devoted to learning what she can from the mad oracle and frequently visits Etena to bring

the elderly giant food and other supplies. Ferin keeps her apprenticeship under Etena a secret, but unknown to her, Urathash (see area Z16) is aware of the relationship. He plans to let Etena groom Ferin to take her position, so that once the old giantess dies, he can manipulate Ferin's power over *Minderhal's Forge* to further his own goals.

If this is the PCs' initial confrontation with Ferin, her first instinct is to call for help. She's fearful of being caught here, so her starting attitude is unfriendly; however, the PCs can attempt to calm her down and reason with her (a successful DC 30 Diplomacy check makes her friendly). If the PCs brandish *Agrimmosh*, she immediately recognizes the weapon. Awestruck by its presence, her attitude swiftly changes to helpful and she tries to make peace with the PCs and convince them to meet with her mentor. If the PCs agree, she attempts to sneak them into the secret passage in area Z5 that leads to the Forgeheart.

If the PCs have already met Etena, Ferin knows who they are and introduces herself as Etena's disciple. In this case, her starting attitude is helpful, and she offers to assist them in whatever way she can. Still, she has never seen such small people before and is somewhat stunned by the PCs' appearance.

**FERIN****CR 7****XP 3,200**Female slag giant (*Pathfinder RPG Bestiary 4* 129)**hp 85**

**Treasure:** A large broom leans in one corner. It is actually a *broom of flying*, but even though it is giant-sized, it cannot actually carry a giant's weight, so it was discarded here and eventually forgotten.

In addition, if the PCs are looking for a specific mundane tool of no more than 10 gp in value, they can attempt a DC 20 Perception check to find it in one of the crates (though all of the items are proportioned for giants). The PCs can search the pantry up to 10 times, each time seeking a different item. If they fail to find a requested item, it isn't in the room.

**Development:** If Etena (see area Z14) dies, Ferin assumes the role as Keeper of the Forge and acts as Etena would, though if the PCs have befriended Ferin, she might be more open to negotiation than her mentor.

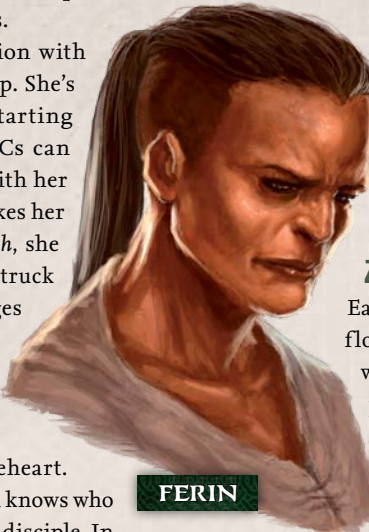
**Story Award:** If the PCs befriend Ferin, award them XP as if they had defeated her in combat.

**Z9. Larder**

This room serves as a larder for perishable foodstuffs. The room is stuffed with casks of beer and wine, crates of bruised apples, and blocks of cheese caked with mold.

Dried shanks of meat hang from the ceiling. Because of the giants' lack of refrigeration and ignorance of food preservation, however, anyone consuming any of the food stored here must succeed at a DC 18 Fortitude save or be nauseated for 1 minute. Even with a successful save,

a character is sickened for 1d6 minutes after eating any of this food. Still, the pungent odors in this infrequently visited room capably mask the scent of most humans, providing an adequate hiding place if the PCs need a safe place out of sight to hide or rest.

**FERIN****Z10. Privies**

Each of these small rooms has a packed earthen floor and a thatched roof. An open trench lined with flagstones runs through the northern portion of each room, forming a crude waste removal system for the giants. The privy trenches connect to a larger sewer trench outside that is sealed with clay, covered with heavy stones, and concealed with sod.

This trench runs to the cesspit southwest of the cathedral before eventually draining into a mountain stream outside the cathedral's palisade.

While the smell in the trenches is nauseating, they are wide enough for Medium creatures to crawl through and can be used to covertly enter or exit the cathedral grounds. Of course, the trenches are completely unsanitary and anyone moving through them must succeed at a DC 12 Fortitude save to avoid contracting filth fever (*Core Rulebook* 557).

**Z11. Chapter House**

A huge stone bench carved with strings of runes runs along the circumference of this circular chamber. A narrow ledge along the back of the bench holds several dozen stone busts of stern-looking giants. To the southeast, a high-backed granite throne sits atop small platform overlooking the room. To the west and northwest, six tall stained-glass windows covered with iron grates line the wall. The glass is nearly opaque from centuries of dusty mountain winds. Numerous panes have cracked or blown out completely; the holes have been sloppily patched with wads of clay and dung.

A number of tree trunks are propped against the bench above large piles of wood shavings—each is in the process of being reshaped and bound into an iron banded club. Open crates packed with tools, rope, wood, chunks of coal and iron ore, and other objects are piled everywhere throughout the room. Dozens of broken or rusted weapons and shields have been haphazardly thrown into a scrap pile nearby. Near the throne, several human corpses have been stacked liked cordwood.

This chamber was the former chapter house of the Cathedral of Minderhal, but the giants have turned it into a dumping ground for salvaged items and spoils taken in raids. Urathash plans on melting down the scrap and reusing it to forge new weapons.

**Treasure:** The pile of human corpses contains the bodies of eight soldiers from a Nirmathi border patrol. Their tabards bear the image of a white tree on a green field, recognizable as the symbol of Nirmathas with a successful DC 10 Knowledge (nobility) check. A suit of +2 *giant-defiant*<sup>UE</sup> *splint mail*, three chain shirts, and three suits of scale mail can be salvaged from the bodies.

There are 20 crates in the room, each holding bits and pieces of junk and broken or mundane items of little worth, such as chains, hinges, rocks, spikes, and other relatively useless items. Nearly all the weapons and shields in the scrap heap are giant-sized. The collection consists of battleaxes, clubs, maces, and only a few swords, nearly all mundane and broken. Thoroughly rummaging through the crates requires at least 5 minutes, but a PC who succeeds at a DC 25 Perception check can find something of value in a crate. Searching the scrap heap requires 10 minutes, but anyone who spends the full amount of time to do so automatically finds an item of value. If a PC successfully finds a valuable item, roll 1d6 to determine which of the following items is discovered.

1. A giant-sized, badly tarnished, and severely bent cold iron belt buckle (worth 1,000 gp).
2. A heavy, irregular chunk of pocked black rock about the size of a human skull, which a character who succeeds at a DC 25 Appraise check identifies as a meteorite containing 10 pounds of adamantine (worth 3,000 gp).
3. A Large +1 *dagger* with a stout, wide blade and long wooden handle with jet inlays.
4. A leather sack stuffed with a small collection of smooth brownish stones, one of which is an *earth elemental gem*.
5. A bronze amphora containing a large bone scroll case that holds an ancient, giant-sized *scroll of spike stones* wrapped around a copper *wand of call lightning* (43 charges).
6. A broken Huge +1 *heavy darkwood shield*.

## Z12. Spire Sentry (CR 7)

The curved outer wall of this spacious chamber is set with tall, arched windows blacked out with mud and dung. The patchwork of hides stretched across the floor is stitched together with gut and sinew to form a makeshift rug, but is heavily trampled and caked with mud. A steep stone staircase climbs through a darkened arch in the eastern wall next to a wide-mouthed stone well. Crude doors fashioned from raw planks bound with hammered iron bands hang in archways to the north and south.

A wooden spindle and crank wheel lie in pieces next to the well. The well is 50 feet deep and reeks of humanoid

waste. As the chamber's guardian cannot leave the room, it uses the well as a latrine.

The stairs lead to the trophy room (area Z15) in the central spire above.

**Creature:** A hulking, overly large ettin called Tharg Three-Eyes guards the approach to the cathedral's spire. So named because he lost one of his eyes to a debilitating axe blow to his left head, Tharg also suffered severe brain damage, and on occasion he flies into violent and berserk rages without provocation. For this reason, he is kept chained to the base of the stairs with a thick 40-foot-long chain and twin iron choke collars. Tharg's chain is long enough to give him the run of most of the room, but if opponents can keep the maddened ettin fighting at the end of the chain's reach for at least 8 rounds, he turns blue and falls unconscious.

Tharg can also be bribed with Rotter Bloodfreckle's mincemeat cakes (see area Z1). Throwing one of the cakes into the room occupies Tharg for 1d4 rounds while his two heads fight over which gets to eat the cake. Two cakes distract Tharg for only 1 round, however, as each head quickly devours one of the treats. In either case, the ettin pays no attention to anyone else in the room while he eats, as long as he is not attacked or otherwise disturbed.

### THARG THREE-EYES

CR 7

XP 3,200

Male giant ettin (*Pathfinder RPG Bestiary* 295, 130)

hp 85

## Z13. Barracks (CR 9)

Squalid sleeping pallets and thick, ratty furs are spread across the mud-caked floor of this circular room. Great arched window frames run about the perimeter of the walls, though they have been boarded shut and sealed with concrete. The scent of rancid milk and vomit hangs in the air.

This room serves as a barracks for new recruits.

**Creatures:** When the PCs enter this room, a pair of hill giants are sleeping on two of the pallets, snoring softly. Anyone entering the room must succeed at a Stealth check opposed by the giants' Perception checks to avoid waking them (note that the DC of the giants' Perception checks is increased by 10 because they are asleep). On a failed Stealth check, one of the giants wakes in 1d4 rounds unless the PCs succeed at a DC 20 Perform check to sing him a lullaby or otherwise coax him back to slumber. As soon as a giant wakes, he grabs his weapons and kicks his companion awake before entering combat.

### HILL GIANTS (2)

CR 7

XP 3,200 each

hp 85 each (*Pathfinder RPG Bestiary* 150)

**Hazard:** The entire room is infested with ettin fleas: tiny parasites that suck the blood of warm-blooded creatures. Named for their propensity to infest giants—especially ettins—ettin fleas feast upon the blood of their hosts, leaving them covered with swollen reddish bumps that itch incessantly. While the bugs and their bites begin as an annoyance, once they infest an area or creature, ettin fleas are nearly impossible to get rid of. Infested creatures can mitigate the effects of the ettin fleas' bites with a successful saving throw, but a *remove disease* spell (or similar effect) is required to permanently destroy the infestation. Any other methods prove temporary, as 1d4 days later, more eggs hatch and the infestation begins anew. The infestation is also contagious, and quickly spreads through physical contact. Any living, warm-blooded creature remaining in the room for more than 1 minute must succeed at a saving throw or be infested with ettin fleas. Anyone searching through the giants' sleeping pallets is automatically subjected to the infestation. See page 245 of the *Pathfinder RPG GameMastery Guide* for more information on infestations.

**ETTIN FLEAS****CR 4****XP 1,200****Type** infestation; **Save** Fortitude DC 15**Onset** 1 day; **Frequency** 1/day**Effect** –2 penalty on attack rolls, saving throws, skill checks, and ability checks; an infested creature can spend a move action scratching furiously at the bites to remove these penalties until the start of its next turn

**Treasure:** A few giants have left behind some of their possessions inside three large leather sacks. The first holds three throwing rocks, an *iron spike of safe passage*<sup>UE</sup>, two torches, a large waterskin filled with oil (equivalent to 16 flasks), and a patchwork blanket the size of a tent. The second bag contains a *potion of invisibility*, an adamantite battleaxe, two Large axe handles, a surprisingly large number of different-sized pine cones, and a small leather belt with a pouch containing 172 gp and 1,348 sp. The third sack holds a suit of +1 *mountain pattern armor*<sup>UE</sup>, masterwork nunchaku, a small lump of electrum (worth 324 gp), a bag of dirty giant teeth (prizes won in various fistfights), and four dead turkey vultures.

**Z14. The Forgeheart (CR 9)**

Dust covers the floor and cobwebs drape the walls of this broad oval chamber. Near the center of the room stands a pillar of cemented soot-blackened stones illuminated by the waxy lumps of crude candles and surrounded by a ring of mystic symbols fashioned out of metallic dust sprinkled on the floor. To the south stand a large chair and a table laid with a single place setting, a clay bowl, a pitcher of water, and pot of grael. A large framed

box filled with straw and covered with a couple of heavy quilts and a few oversized pillows lies farther east beyond the pillar.

This chamber once served as the heart of *Minderhal's Forge* in the cathedral above. The huge pillar is actually the furnace that once fueled the magic forge, but for the last few centuries, it has lain cold, and the Forgeheart has been shrouded in near darkness. Set into the northern side of the furnace is a great door of black iron with a latch handle and a sliding barred grate. Stone buckets holding ancient slag stand near the furnace door, along with a giant-sized bellows with cracked and worn leather, a huge broom, a large iron shovel, and a pile of coke for starting a fire. The candles surrounding the furnace provide only dim light within this room. The room's only entrance is a flight of stairs to the west that climbs up to a secret door in the base of the statue of Minderhal that overlooks the sacred forge (area Z5).

**Creature:** While the room initially appears empty, the decrepit guardian of *Minderhal's Forge*, a venerable slag giant oracle named Etena, lurks in the darkness. Etena is the last living descendant of the ancient slag giants who immigrated to this valley after converting to the worship of Minderhal. Long ago, the elder priests of the cathedral appointed Etena to the revered position of Keeper of the Forge, a post that she has held for centuries, even after the giants abandoned the valley and the cathedral above.

Since that time, Etena has been the cathedral's sole inhabitant, and every day since the forge went cold, she has lit candles and laid prayer symbols in the dust to honor Minderhal and bless the forge. In the hundreds of years that followed, she has come to believe that should *Agrimmosh, the Hammer of Unmaking*—a powerful artifact that once resided within the Cathedral of Minderhal and that possesses a mystical connection to *Minderhal's Forge*—ever be returned to the cathedral, the sacred forge will once more roar into life, heralding a new age of glory for the cathedral and the worship of Minderhal. Unfortunately, the centuries of isolation have driven Etena mad, and her dreams of restoring *Minderhal's Forge* and the Cathedral of Minderhal to prominence are hopelessly entwined with a past age that no longer exists.

When Urathash and his minions first arrived at the cathedral, he attempted to converse with Etena, but the oracle's cryptic ramblings spurred his temper and their conversations soon turned into arguments. Frustrated and feeling stonewalled, Urathash ceased consulting with Etena and is now waiting for the aged giant to die. The only reason he hasn't killed her himself is that he believes allowing the oracle to die of old age will usher in the dawn of a new age of giants. While he desires Etena's secrets, the ambitious inquisitor possesses enough patience to wait for them.

When the PCs first enter this chamber, Etena senses the power of *Agrimmosh* (assuming they are carrying the

hammer with them). With the return of the hammer, Etena believes her deranged prophecy has finally come to fruition. In a quavering but forceful voice, Etena excitedly greets the PCs, hailing them as the fulfillers of her prophecy. In her insanity, Etena believes that if the PCs were able to restore *Agrimmosh* to the cathedral, they might also be capable of aiding her in relighting *Minderhal's Forge*. She asks to see the hammer, and tells the PCs that they can use the sacred relic to accomplish great things. If the PCs are willing to hear her out, Etena addresses them, though her insanity makes her story somewhat difficult to follow.

"In times now lost, my ancestors built the sacred forge in the cathedral above to honor He Who Makes and Unmakes. Minderhal's Forge is a repository of awesome power, but long have its fires lain cold. Only with Minderhal's great hammer, Agrimmosh—which I sense in your hands—can the effects of long ages be unmade and the flames restored.

"I, Etena, am Keeper of the Forge. I inherited my position from those who walked this world before me, and those before them. I am the guardian of the sacred forge, but I am not its creator. Were that the case, I would have long ago renewed its fire, but this task is beyond my ability. You, however—you, the bearers of the Hammer of Unmaking—you have the power to relight the forge. But first, you must learn its history and what must be done."

If the PCs ask about relighting the forge (or simply allow the giant to speak uninterrupted), Etena continues:

"According to the sacred texts, four ancient heroes first brought Minderhal's Forge to life.

"The first was Mymrith the Maker, priestess of Fandarra, who prepared fallen warriors for the afterlife by anointing their bodies with sacred clay. She lined the forge with the clay to contain the fire within.

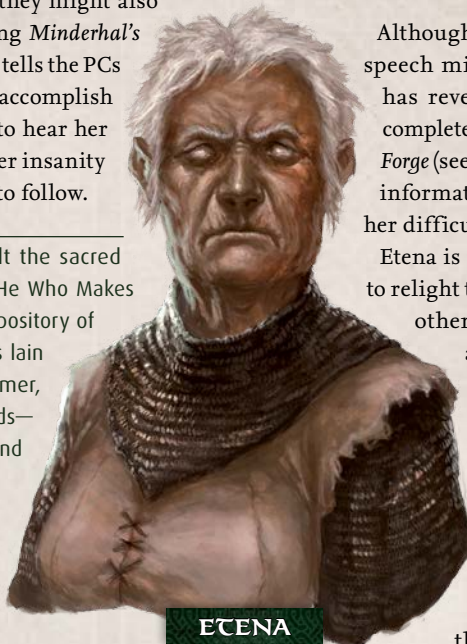
"The second was Aduromi, the Priestess of Crystals, whose veins ran hot with molten metal and who could temper steel to a hardness that would cut diamonds. She brought with her the secrets of the fire geodes, which once ignited would burn for a century.

"The third was Jogrothir the Hunter, guardian of the sacred horn Drakesbane, which he used to call the ancient drakes native to the surrounding peaks. Jogrothir brought the forge to life, for he alone was able to capture the dragon's breath, the only flame hot enough to ignite the fire geodes.

"The last was Rosag, the Preserver of the Forge. A great priestess of Minderhal, Rosag held the secrets of water—both its ability to temper metal as well as its capacity to quench the

sacred flames. She performed the Blessing of Rosag, the final incantation that stoked the fires and sanctified the forge.

"Only by following in the footsteps of the blessed ancients, by repeating those acts which have been undone, shall the fires of *Minderhal's Forge* once again blossom."



Although Etena's impassioned but convoluted speech might make little sense to the PCs, she has revealed to them four quests, which, if completed, will allow them to relight *Minderhal's Forge* (see Development below). She has no more information, however, and her insanity makes her difficult to communicate with clearly.

Etena is evil, but she needs the PCs' assistance to relight the forge. She resents Urathash and the other giants who have taken "her" temple away from her, but she is no friend of the PCs either. She is willing to work with the PCs, but she cares nothing for such lesser humanoid. It pains her to see *Agrimmosh* in the hands of humans, and she would never willingly hand over control of the forge to them, but for now, she views the PCs as a means to an end. Once their usefulness is ended, she has no compunctions in punishing them for their audacity in interfering with giant affairs.

If one of the PCs is carrying *Agrimmosh*, that character can sense some connection between the magic hammer and the dormant forge. If *Agrimmosh's* wielder has not yet visited the Sacred Forge (area Z5) and discovered the existence of the hammer's dormant powers, that character feels the same urge to touch the hammer to the furnace here, with the same effects (see area Z5 for details). Of course, *Minderhal's Forge* must first be reactivated in order to use these powers.

If the PCs refuse to assist Etena or attack her before she can propose relighting the forge, the ancient slag giant fights to the death to reclaim *Agrimmosh* and defend the forge.

**ETENA**

**CR 9**

**XP 6,400**

**hp 117** (see page 60)

**Development:** If the PCs agree to help Etena reignite *Minderhal's Forge*, she reiterates the four components they need to find: the sacred clay found in area S, the *fire geodes* in area M3, the *Drakesbane Horn* in area P, and the Blessing of Rosag, recorded on a mithral disk in area J5. Unfortunately, Etena does not know where these items are now, other than they are likely located somewhere within Minderhal's Valley. She suggests the PCs visit the Dark Passage (area H), where the ancient giants first mapped the valley, in hopes of

finding clues to the locations of the four components. The PCs can gather these items in any order. Once they have found all four components and returned to Etena, proceed to Relighting the Forge on page 56.

If the PCs kill Etena before she can tell them about the forge, Ferin (see area Z8) can fulfill Etena's role instead. If all else fails, you should endeavor to allow the PCs to still piece together what must be done, using the information found in the Dark Passage (area H), perhaps expanded upon with the testimony of interrogated giants or even intelligence gathered by Urathash, which the PCs should then be able to discover in areas Z15 or Z16.

### Z15. Trophy Room (CR 9)

An immense L-shaped table, carved of black walnut and polished until it gleams, serves as the centerpiece of this large circular chamber, surrounded by several chairs. Numerous arched windows look out over the surrounding countryside. Between the windows, a variety of maps, drawings, and diagrams have been tacked to the walls. A line of severed heads skewered upon long iron pikes runs around the perimeter of the room. Interspersed among the pikes are five large iron perches. To the west, a flight of stairs descends out of the room. On the opposite side of the chamber to the east, a second set of stairs curves upward along the wall.

Urathash uses this chamber as a conference room and place to display his trophies. Several giant-sized ledgers and sheets of parchment lie scattered on the conference table, primarily rosters of those giants who have been recruited into the Storm Tyrant's army and logistics reports dealing with supplying such a large number of giants.

The maps and drawings on the walls detail the surrounding region, including Minderhal's Valley and the locations of other giant strongholds in the Mindspin Mountains. One of the diagrams depicts a huge castle floating on a cloud. Little of the information is entirely accurate, however, for Volstus trusts few of his allies, and for all of Urathash's authority here, the stone giant recruiter holds a relatively low position in the Storm Tyrant's organization.

The rotting heads belong to some of Urathash's most recent enemies. While they make an intimidating display, they primarily serve as food for the inquisitor's pets.

The stairs to the west descend to area Z12. The eastern stairs continue up to area Z16.

**Creatures:** Urathash's cyclops servant Surog toils in this room, carrying for the stone giant's pets: a small flock of five juvenile rukhs, large two-headed vultures with greasy feathers, which occupy the iron perches in the room. The trained rukhs serve Urathash as messengers, and Surog hand-feeds them with maggots and strips of rotting flesh from the severed heads. As soon as intruders enter the room, both the cyclops and the rukhs attack.

#### JUVENILE RUKHS (5)

CR 3

XP 800 each

hp 37 each (*Pathfinder RPG Bestiary 4 228*)

#### SUROG

CR 6

XP 2,400

Advanced cyclops (*Pathfinder RPG Bestiary 294, 52*)

hp 85

**Development:** If the PCs take the time to comb through the documents and maps in this room, they can learn some important information about the Storm Tyrant's plans. First and foremost is the revelation that Minderhal's Valley is just a recruiting station for Volstus's armies. Urathash has been evaluating the new conscripts here and sending the most promising recruits to a frost giant village called Skirgaard for additional training. One of the maps on the walls pinpoints the location of this training camp, which lies in the Mindspin Mountains nearly 150 miles south-southwest of the Cathedral of Minderhal.

Secondly, the PCs can learn that the Storm Tyrant himself resides in a stronghold built upon a cloud that can soar through the sky, which is also currently located somewhere within the vast range of the Mindspins. Unfortunately, there are no clues as to the flying fortress's exact location—not even Urathash has this key piece of information.

### Z16. Urathash's Quarters (CR 13)

This large circular chamber is divided into two distinct areas. Great arched windows encircle the perimeter of the room, offering a panoramic view of the mountains and valley below. To the northwest stand a table and half a dozen chairs sized for giants. A curved flight of stairs descends along the northeast wall. To the southeast, a huge box bed filled with a pile of fresh straw covered with wool blankets and the furry pelt of a massive dire bear lies against one wall. Three coffer of polished stone stand near the bed. To the south is a massive stone tub filled with water, along with several huge water barrels. A second flight of stairs climbs along the southwest wall.

Urathash has claimed this level of the spire for his personal quarters. The stairs to the southwest climb to area Z17; the ones to the northeast lead down to area Z15.

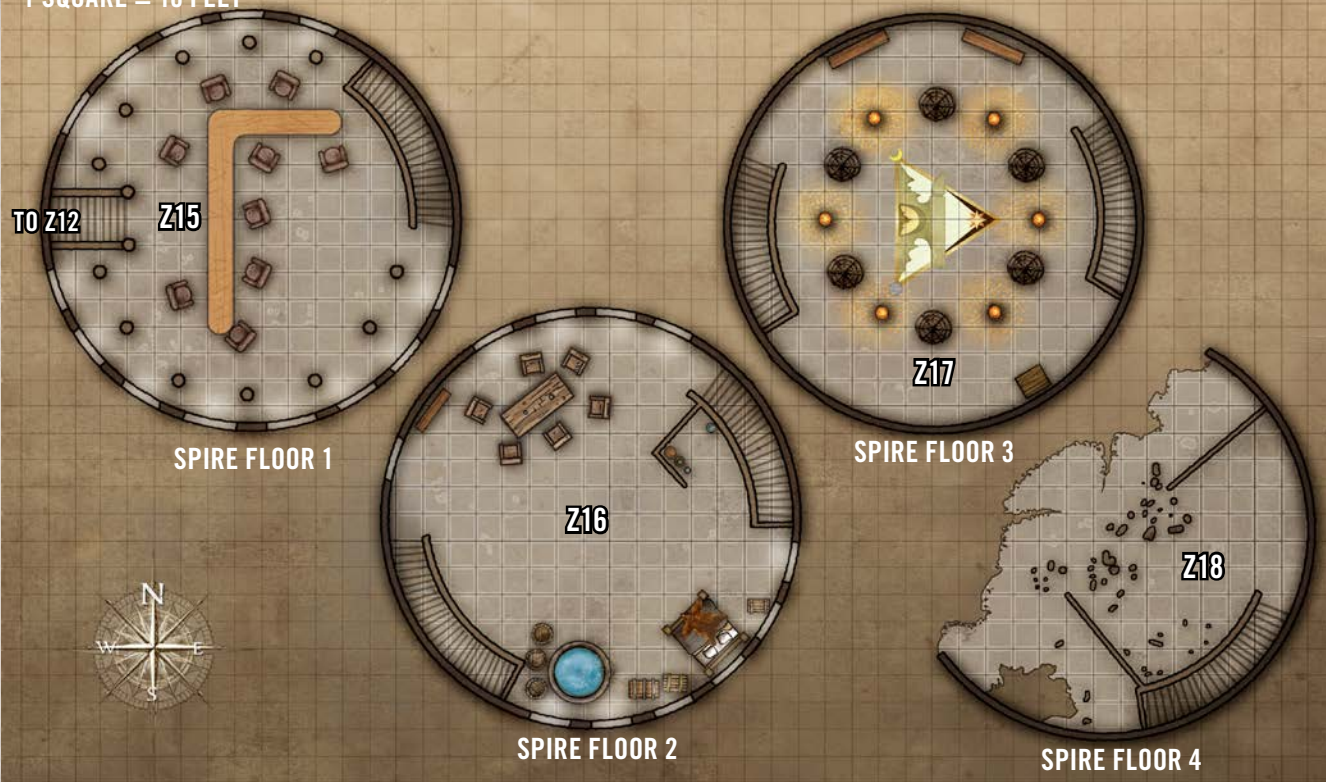
The stone coffer hold Urathash's personal possessions. The chests weigh hundreds of pounds of each; even their lids weigh nearly 25 pounds. Two of the coffer hold mundane items; the third contains more valuable articles (see Treasure below).

**Creatures:** If the PCs have not yet encountered the current lord of the Cathedral of Minderhal, the stone giant inquisitor Urathash, and he isn't performing one of his services at the sacred forge (area Z5), there is a 50% chance



## Z. CATHEDRAL OF MINDERHAL: CENTRAL SPIRE

1 SQUARE = 10 FEET



of encountering him here. Urathash is accompanied by his pet cave bear and two stone giant bodyguards. They attack anyone, giant or otherwise, who enters Urathash's private chambers uninvited.

**CAVE BEAR** **CR 7**
**XP 3,200**

 Dire bear (*Pathfinder RPG Bestiary* 31)

**hp** 95

**STONE GIANTS (2)** **CR 8**
**XP 4,800 each**
**hp** 102 each (*Pathfinder RPG Bestiary* 151)

**URATHASH** **CR 11**
**XP 12,800**
**hp** 155 (see page 62)

**Treasure:** One of the stone coffers is locked (hardness 8, hp 60, break DC 28, Disable Device DC 30). The coffer holds a human-sized Andoren lace wedding dress of obviously very high quality, which is slightly torn and stained with blood on one of its sleeves. If the dress is repaired with a successful DC 18 Craft (cloth) check or magic such as *mending* or *make whole*, it is worth 1,000 gp. The coffer also holds a wooden

game board carved with strange notches, a leather pouch with 30 stones polished and shaped to resemble eggs, and a collection of 12 quartzite crystals carved to resemble rocs in flight. These are all part of a popular betting and strategy game among giants called "Rocs." The quartzite pieces are worth 50 gp each. Lastly, carefully wrapped within oiled deerskin are three torcs that Urathash sometimes wears as rings. Two are forged from mithral and have designs of dwarven origin (worth 500 gp each), while the third is a *torc of lionheart fury* (*Ultimate Equipment* 261).

### Z17. Inquisition Room

Carved into center of the floor of this chamber is the symbol of a mountain and a giant anvil. Mystic runes painted with a fine, glittering dust sprinkled over what appears to be blood encircle the carving. Six iron cages stand in a circle around the floor carving, interspersed with stone braziers burning small coke fires scented with smoldering pine cones. A few tables holding a variety of iron implements stand against the walls nearby. The walls are windowless and covered with lines of carved text. Staircases at opposite ends of the room lead to floors above and below.

Urathash performs his inquisitions here, using the branding irons and other torture implements in the chamber.

The carving on the floor is the holy symbol of Minderhal, recognizable with a successful DC 20 Knowledge (religion) check. The carved writings on the walls are scriptures in Giant espousing Minderhal's teachings.

Four of the cages contain gaunt and mutilated humans, each one curled into a fetal position. Long strips of flesh and muscle have been torn from the corpses, the result of feeding by Urathash's pet rukhs (see area Z15), though whether this killed the prisoners or they starved to death is unclear.

**Creatures:** Two of the cages still contain living people, both prospectors from Shinnerman's Fortune, whom Urathash has kept as playthings. The two prisoners lie quietly starving in their cages, mentally and physically broken and ready for death. Each has taken 24 points of nonlethal damage from starvation and is fatigued, but the prisoners are still conscious (albeit barely).

### CAPTIVE PROSPECTORS (2) CR 2

**XP 600 each**

Prisoner (*Pathfinder RPG GameMastery Guide* 270)

**hp** 26 (24 points of nonlethal damage)

**Weaknesses** fatigued

**Development:** If the prospectors are freed, they are grateful, but they desperately require food and water. If questioned, the captives can tell the PCs that they were brought to the cathedral by the red dragon that lairs in the chamber above (area Z18). They can also identify one of the corpses in the cages as that of Tarram Shinnerman, the speaker of the council of Shinnerman's Fortune. They do not know what fate befell the other villagers taken in the raid, though they suspect the others were most likely eaten by the giants.

If fed and equipped, the prospectors can mostly take care of themselves. These resilient mountain folk know Minderhal's Valley well enough to survive the trek back to Shinnerman's Fortune without an escort, but they likely require assistance escaping from the grounds of the cathedral.

**Story Award:** If the PCs rescue the prospectors and safely escort them beyond the Valley Gates (area V), award the PCs 4,800 XP.

## Z18. The Dragon (CR 10)

Cold mountain winds howl wickedly through the shattered stonework of this chamber. Almost half of the tower's floor and outer wall has crumbled away, exposing the inner chambers to vertiginous heights and the battering elements.

The highest level of the cathedral's central spire stands over 600 feet above the ground. It has suffered extensive damage over the years, leaving the chamber open to the elements—a fall from this height likely results in death.

**Creature:** Urathash allocated this level of the spire to a young red dragon named Jahlvoraz. Dominated by the Storm Tyrant's *Orb of Dragonkind*, Jahlvoraz was sent here to serve as a messenger between the cathedral and the Storm Tyrant's flying cloud castle. The young dragon is mostly bored with his duties, though his magical compulsion prevents him from abandoning, or even questioning, his assigned task. Jahlvoraz often perches on the carved stone anvil at the spire's apex to survey the ground below, but he returns to this chamber immediately if he notices anyone entering his lair. A PC who succeeds at a DC 15 Sense Motive check notices that the dragon seems to be under some sort of mental domination.

### JAHLVORAZ CR 10

**XP 9,600**

Young red dragon (*Pathfinder RPG Bestiary* 98)

**hp** 115

#### TACTICS

**Before Combat** Jahlvoraz casts *shield* before entering the fray.

**During Combat** Jahlvoraz first targets as many foes as possible with his breath weapon before landing to make full attacks. He takes advantage of the open terrain and uses his mobility to avoid being surrounded, all the while commenting on how much he relishes the prospect of slowly devouring his still-living opponents.

**Morale** If reduced to fewer than 25 hit points, Jahlvoraz attempts to flee the battle, heading for the Storm Tyrant's cloud castle, many miles away to the south, to warn Volstus that the cathedral is under siege.

**Treasure:** Like most dragons, Jahlvoraz's greed has driven him to accumulate a sizable hoard of treasure, which he has displayed in the northeast corner of this level's sole surviving room. The pile contains a suit of dwarven plate, a Large *spined shield*, a +1 *light pick*, a +2 *shortbow*, a *potion of delay poison*, a *potion of displacement*, a *potion of haste*, a *scroll of blade barrier*, a *scroll of charm monster*, a *scroll of hold monster*, a *scroll of summon monster V*, a *scroll of wall of force*, a noble's outfit, a copper amulet with garnet setting (worth 80 gp), a brightly painted clay ceremonial mask with bronze feathers and glittering blue sapphire eyes (worth 545 gp), a set of three lapis lazuli carvings of leucrottas (worth 50 gp each), a black pearl (worth 500 gp), 180 pp, 1,240 gp, 4,490 sp, and 13,800 cp.

### Relighting the Forge (CR varies)

Once the PCs have gathered the four necessary components for reactivating *Minderhal's Forge*, they can bring them to Etena in the Forgeheart (area Z14), who will instruct them on how to reignite the forge. The PCs are under no obligation to relight the forge, though doing so will enable them to use it (along with the magic hammer *Agrimmosh*) to resize

much of the giant-sized treasure they find throughout the Giantslayer Adventure Path for their own use.

In order to relight the forge, the PCs must first line the furnace with the sacred clay, then place the *fire geodes* inside the furnace. They must then ignite the geodes with dragon fire and recite the Blessing of Rosag over the forge.

The first two steps are relatively easy and can be performed in the secrecy of the Forgeheart (area Z14), though secretly transporting the recovered components into the room may prove difficult.

The third step, lighting the forge with dragon's fire, will likely prove more difficult. First, this task must be performed within the sanctuary of the cathedral at the sacred forge (area Z5). The PCs will need to secure at least the sacred forge, the nave (area Z4), and the choir loft (area Z6), driving off or killing any giants who might interrupt their ritual. Once that is accomplished, the PCs must figure out a way to ignite the *fire geodes* with dragon's fire.

Remember, your objective should be to challenge the PCs to find a means of igniting the geodes, not to deny them the ability to do so. Below are a few options, but you should feel free to reward other creative solutions with success.

If the PCs have the *Drakesbane Horn* and have not yet killed Jahlvoraz in area Z18, they can use the horn's *sympathy* power to attract the red dragon to the sacred forge, and either get him to blast the geodes with his breath weapon or at least ignite some other material with his fiery breath, which the PCs can then use to set the geodes alight. If the PCs have already killed Jahlvoraz, they can instead bathe the geodes in the dragon's blood and then ignite the geodes with some other fire source.

The fourth and final step is also reasonably simple and can be accomplished with little effort, but it too must be performed over the sacred forge itself (area Z5). The PCs can recite the Blessing of Rosag over the glowing flames themselves or ask Etena or Ferin to perform it.

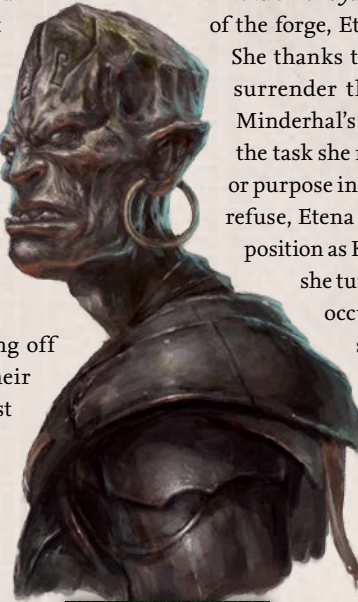
At the conclusion of the ritual, a blast of fire catapults from the center of the sacred forge, sending a bright shower of sparks throughout the cathedral. Black smoke begins pouring from the chimneys in the cathedral's spires, and the slag pit around the dais turns bright yellow and begins churning with roiling molten slag. See page 58 for details on the powers and abilities of *Minderhal's Forge* once it has been reactivated.

**Creatures:** Relighting *Minderhal's Forge* serves as the catalyst for several possible encounters. Depending upon the PCs' actions up to this point, they may have to face all of these encounters in quick succession, but provided they've already

defeated the cathedral's primary NPCs, they'll face only the Guardians of the Forge. Potential encounters following the reactivation of the forge are detailed below. Keep in mind that any combatants within 10 feet of Minderhal's Forge will be within the area of effect of the reactivated forge's *magic circle against chaos* and *magic circle against good* effects.

*Etena's Betrayal* (CR 9+): Upon witnessing the relighting of the forge, Etena realizes she has fulfilled her destiny. She thanks the PCs for their help, then demands they surrender the hammer *Agrimmosh* to her and leave Minderhal's Valley. In her eyes, the PCs have finished the task she needed them for, and the oracle sees no use or purpose in keeping them around any longer. If the PCs refuse, Etena turns menacing and reminds them of her position as Keeper of the Forge; if they continue to resist, she turns violent and attacks. If this confrontation occurs near the sacred forge (area Z5), the shard slags (see Guardians of the Forge below) act as her allies. Together, Etena and the shard slags are a CR 11 encounter.

If Etena is dead, her disciple Ferin (see area Z8) assumes the position of Keeper of the Forge role and acts as Etena would.



URATHASH

hp 117 (see page 60)

ETENA

CR 9

XP 6,400

*Guardians of the Forge* (CR 10): A pair of ancient shard slags, living oozes of magic-infused iron, lie imprisoned within the slag filling the pit surrounding *Minderhal's Forge* (area Z5). During the height of the giants' reign, priests bound these creatures to the forge to serve as its guardians. The slag in the slag pit melts 1d4 rounds after the forge is reactivated, releasing the shard slags. Though mindless, the oozes do their utmost to protect the forge and its keeper (currently Etena). If Etena is present, the shard slags first move to defend her, waiting upon her command. Otherwise, they attack any non-giants (such as the PCs) in areas Z4 and Z5. The guardians fight until destroyed, but they do not venture beyond the nave.

SHARD SLAGS (2)

CR 8

XP 4,800 each

hp 126 each (*Pathfinder RPG Bestiary* 4 240)

*Urathash* (CR 13): If the PCs haven't confronted Urathash by this time, the relighting of *Minderhal's Forge* is an event spectacular enough to attract his attention. The stone giant inquisitor quickly rushes to the sacred forge (area Z5) with his pet cave bear and two stone giant minions to investigate. If the PCs are still there, he attacks. If not, Urathash quickly assesses the situation and begins searching for the PCs. Once

he sets his mind to tracking them down, the inquisitor's pursuit proves relentless.

**CAVE BEAR** **CR 7**

**XP 3,200**

Dire bear (*Pathfinder RPG Bestiary 31*)

**hp** 95

**STONE GIANTS (2)** **CR 8**

**XP 4,800 each**

**hp** 102 each (*Pathfinder RPG Bestiary 151*)

**URATHASH** **CR 11**

**XP 12,800**

**hp** 155 (see page 62)

**Story Award:** If the PCs successfully relight *Minderhal's Forge*, award them 9,600 XP.

## CONCLUDING THE ADVENTURE

Depending on when the PCs face Urathash and relight *Minderhal's Forge*, they may still have more of the cathedral and valley to explore, which they can do at their leisure, but once Urathash is defeated, the PCs have completed the adventure's primary goal. In the process, they have likely killed or driven off the red dragon Jahlvoraz as well as successfully relit *Minderhal's Forge*. All of these actions have consequences.

The most obvious ramification is that the PCs are still surrounded by hordes of giants. By this point in the campaign, the PCs should have learned that taking on so many giants would likely equate to suicide. Fortunately, it takes about a week for the gathered giants to notice and question Urathash's absence, provided the PCs killed him relatively quickly and quietly, giving the PCs plenty of time to make their escape from Minderhal's Valley. Once Urathash's lieutenants realize the stone giant recruiter is gone, they scour the cathedral and valley for his killers. If they fail to find the killers, however, the most powerful giants in the valley quickly begin scrambling to claim the inquisitor's vacant seat of power. Still, none of them have Urathash's intelligence or discipline, and the giants quickly divide themselves once more along tribal and racial lines. The horde gathered in this valley soon falls into chaos as the giants begin fighting among themselves, and the entire valley becomes a war zone. With no strong hand to organize the warring tribes under the Storm Tyrant's banner, the giants eventually tire of the fighting and disperse back to their home territories in roving bands that pose significantly less threat.

If the red dragon Jahlvoraz managed to escape, he flees to the Storm Tyrant's castle and tells Volstus everything he knows about the PCs and what happened at the Cathedral of Minderhal. Even if the PCs never encounter Jahlvoraz, the

dragon is responsible for reporting events at the cathedral to the Storm Tyrant, and if *Minderhal's Forge* is suddenly relit, he immediately leaves to inform his master of the event. Likewise, if the PCs killed Jahlvoraz, Volstus is at least aware of the dragon's death (through his telepathic link with Jahlvoraz), even if not the exact circumstances. Whatever the case, it is most likely that Volstus is now aware of the PCs and the threat they pose to his plans. While he might not yet know precisely who the PCs are, they have nonetheless made a powerful enemy.

Relighting *Minderhal's Forge* means the PCs now have access to a powerful magic artifact. Although the forge cannot be removed from the cathedral, the PCs can return here as needed throughout the remainder of the campaign to make use of the forge's powers—notably, its ability to resize giant armor and weapons—so that they can use much of the giant-sized treasure they'll acquire during the Adventure Path.

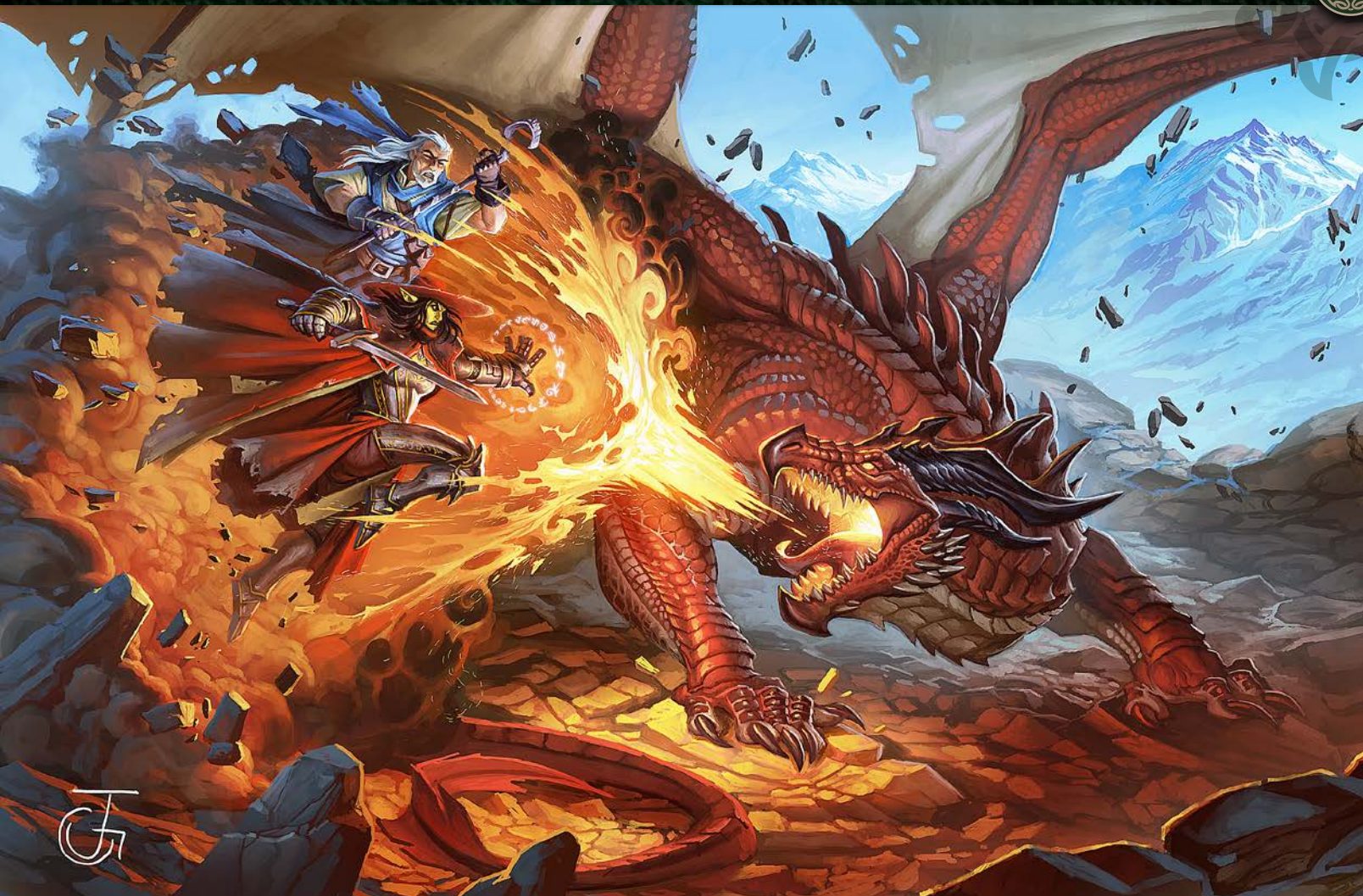
More importantly for the PCs' larger goals is the new information that they've learned about the Storm Tyrant and his machinations—namely, the existence of a giant training camp in the frost giant village of Skirgaard and the fact that Volstus possesses a flying cloud castle, which arguably makes the Storm Tyrant a greater threat than he might have seemed originally. This information can be discovered in Urathash's trophy room (area **Z15**), but the PCs can also glean these clues by interrogating the frost giant in area **Z7** or even Urathash himself, if he survived. If the Storm Tyrant is to be stopped for good, the PCs will need to deal with these threats as well. Their adventures in Skirgaard are the subject of the next volume of the *Giantslayer Adventure Path*, "Ice Tomb of the Giant Queen."

## MINDERHAL'S FORGE

The focal point of the great Cathedral of Minderhal in the Mindspin Mountains, *Minderhal's Forge* is currently inactive. When relit (see *Relighting the Forge* on page 56), however, it becomes a powerful artifact. *Minderhal's Forge* is permanently fixed in place within the Cathedral of Minderhal, and cannot be moved or uprooted without divine intervention.

MINDERHAL'S FORGE		MAJOR ARTIFACT
<b>SLOT</b> none	<b>CL</b> 20th	<b>WEIGHT</b> —
<b>AURA</b> strong transmutation [evil, lawful]		

*Minderhal's Forge* appears to be a giant stone blacksmithing forge and huge iron anvil set atop a basalt platform that rises from a pit of slag. First and foremost, *Minderhal's Forge* functions as an *altar of Minderhal* (see page 246 of *Pathfinder Campaign Setting: Inner Sea Gods* for rules on altars). Any creature (not just a worshiper of Minderhal) can pray at the altar, though accepting the altar's blessing is both an evil and lawful act. Praying at the altar grants a +2 circumstance bonus on Craft and Sense Motive checks, or one of the following



weapon special abilities (creature's choice) to one magic weapon carried or wielded by the creature: *axiomatic* or *unholy*. This effect is suppressed if the weapon leaves the creature's grasp, but resumes if the weapon is returned to the creature.

*Minderhal's Forge* is also a fully working forge. Any creature using the forge can create magic weapons, armor, or shields as if it possessed the Craft Magic Arms and Armor feat. If the creature already has that feat, the forge grants a +5 circumstance bonus on the Craft check needed to create a magic weapon, armor, or shields. Crafting any sort of item, whether magical or otherwise, using *Minderhal's Forge* takes half the normal amount of time.

In addition, *Minderhal's Forge* has 10 charges, which renew at the beginning of each day. A creature using *Minderhal's Forge* can expend the listed number of charges to activate one of the following spell-like abilities as a full-round action, which can affect targets within 10 feet of the forge.

- *Bull's strength* (1 charge)
- *Magic weapon* (1 charge)

- *Make whole* (1 charge)
- *Fabricate* (3 charges)
- *Major creation* (3 charges)
- *Stone shape* (3 charges)
- *Stoneskin* (3 charges)
- *Iron body* (5 charges)
- *Stone to flesh* (5 charges)

Lastly, *Minderhal's Forge* can be used in conjunction with *Agrimmosh, the Hammer of Unmaking* (*Pathfinder Adventure Path #91: Battle of Bloodmarch Hill 56*) to resize armor and weapons. When a weapon, suit of armor, or shield is placed in *Minderhal's Forge* and struck with *Agrimmosh*, the equipment permanently resizes to match the size of *Agrimmosh's* wielder. This power is so strong that magic or even intelligent items are always affected; only artifacts receive a saving throw (Will DC 25 negates) to resist this effect.

#### **DESTRUCTION**

Quenching *Minderhal's Forge* with the blood of the last worshiper of Minderhal causes the forge to crumble into rubble and be destroyed.

## ETENA

Etena has spent the past few centuries fulfilling her duties to an extinct age. She stands as the vigilant guardian of Minderhal's sacred forge, yet its flames cooled long ago and she has crept into her twilight years alone and isolated, slowly falling into madness.

**ETENA****CR 9****XP 6,400**

Female venerable slag giant oracle 7 (*Pathfinder RPG Bestiary 4* 129, *Pathfinder RPG Advanced Player's Guide 42*)

CE Large humanoid (giant)

**Init** +2; **Senses** blindsense 30 ft., darkvision 60 ft., low-light vision; Perception +15

**DEFENSE**

**AC** 23, touch 7, flat-footed 23 (+8 armor, -2 Dex, +8 natural, -1 size)

**hp** 117 (17 HD; 10d8+7d8+41)

**Fort** +11, **Ref** +3, **Will** +12

**Defensive Abilities** rock catching; **Resist** fire 30

**OFFENSE**

**Speed** 50 ft.

**Melee** +1 *adamantine flaming warhammer* +17/+12/+7 (2d6+7/x3 plus 1d6 fire) or

2 slams +15 (1d8+4)

**Ranged** rock +10 (1d8+4)

**Space** 10 ft.; **Reach** 10 ft.

**Special Attacks** rock throwing (120 ft.)

**Oracle Spells Known** (CL 7th; concentration +11)

3rd (5/day)—*bestow curse* (DC 17), *cure serious wounds*, *dispel magic*, *keen edge*

2nd (7/day)—*bull's strength*, *cure moderate wounds*, *heat metal*, *hold person* (DC 16), *spiritual weapon*

1st (7/day)—*cure light wounds*, *divine favor*, *doom* (DC 15), *forbid action*<sup>UM</sup> (DC 15), *lead blades*<sup>APG</sup>, *ray of sickening*<sup>UM</sup> (DC 15), *sanctuary* (DC 15)

0 (at will)—*create water*, *detect magic*, *guidance*, *mending*, *read magic*, *resistance*, *spark*<sup>APG</sup>

**Mystery** metal<sup>UM</sup>

**TACTICS**

**Before Combat** If she knows combat is imminent, Etena casts *bull's strength* and *lead blades* in preparation for battle. The bonuses from these spells are not included in her stat block.

**During Combat** At the Sacred Forge (area **Z5**), Etena casts *forbid action* and *hold person* to prevent opponents from approaching *Minderhal's Forge*. If the shard slags (see *Relighting the Forge* on page 56) have awoken, Etena falls back and positions herself behind them, casting *doom*, *heat metal*, *ray of sickening*, and *spiritual weapon* to weaken and hinder opponents. If forced into melee combat, Etena casts *divine favor* and tries to stay

mobile to take advantage of her dance of the blades oracle revelation, while wildly swinging her flaming hammer.

**Morale** Etena is more than willing to martyr herself in Minderhal's name, and fights to the death.

**STATISTICS**

**Str** 19, **Dex** 6, **Con** 15, **Int** 15, **Wis** 19, **Cha** 18

**Base Atk** +12; **CMB** +17 (+19 sunder); **CMD** 25 (27 vs. sunder)

**Feats** Combat Casting, Craft Magic Arms and Armor, Extra Revelation<sup>APG</sup>, Improved Initiative, Improved Natural Armor, Improved Sunder, Martial Weapon Proficiency (warhammer), Power Attack, Weapon Focus (warhammer)

**Skills** Appraise +15, Craft (armor) +20, Craft (weapons) +20, Diplomacy +15, Knowledge (history) +10, Knowledge (religion) +15, Perception +15, Sense Motive +15, Spellcraft +15, Survival +8; **Racial Modifiers** +4 Craft (armor), +4 Craft (weapons)

**Languages** Common, Dwarven, Giant, Infernal

**SQ** ancient, oracle's curse (clouded vision), revelations (armor mastery, dance of the blades +1, riddle of steel, vision in iron [7 rounds]), shattering blow

**Gear** +2 *light fortification chainmail*, +1 *adamantine flaming warhammer*, stone unholy symbol of Minderhal

**SPECIAL ABILITIES**

**Ancient (Ex)** Etena's CR is reduced by 1 to account for her venerable age.

At a young age, the slag giant Etena showed signs of being blessed by Minderhal with the gifts of prophecy. Her parents surrendered her to the Oracles of the Forge, a sacred order of seers charged with protecting the forge at the Cathedral of Minderhal. Though this wasn't the honor it once was, as Minderhal's divine influence had waned and the mighty civilization of Etena's ancestors was long gone, Etena accepted the opportunity with pride. But when she first saw *Minderhal's Forge*, she wept, for it was long cold, its former glory only known in tales.

Not being of stone giant blood, Etena was far from the Keeper of the Forge's first choice for a successor. Despite the fact that she knew all the rituals and had passed all the initiation tests, she was always passed over for the position. But Etena possessed something many of her brethren lacked: unshakable faith and hope, for she was one of few born with the gift to sense her patron's divine will. She alone practiced

the lost rituals of the elder priests, staring into the forge fires for days until her eyes became dull and cloudy, and she learned to hear the secret whispers of Minderhal's wisdom in the flames.

Etena has spent many long years in the Cathedral of Minderhal, quietly serving several dozen different giant regimes, all of which she has seen rise, fall, and fade. Most of those giants used the temple as a symbol of their power rather than as a house of worship, a trend that greatly disturbed Etena, so she retreated to the seclusion of the Forgeheart and grew isolated from activities within the cathedral itself. She attributes the cathedral's fall to the selfishness of these same giants, for it was through their carelessness that the sacred fires of *Minderhal's Forge* eventually went out. More and more giants left the priesthood as the giant civilization in Minderhal's Valley waned, until none remained except Etena and the last Keeper of the Forge. At last, Etena's devotion paid off. Since no one else was left to take the position, the dying Keeper bestowed upon her the honor and responsibility of maintaining the sacred forge. Etena became the first slag giant—and perhaps the last giant of any type—to hold the position of Keeper of the Forge at the Cathedral of Minderhal.

Now near the end of her natural lifespan, Etena has spent almost the entirety of her tenure as Keeper of the Forge within the Forgeheart. Even as Minderhal's influence has faded, Etena has clung to the belief that he will one day rise again to greatness. She waits eagerly for the day of reckoning when Minderhal shall reveal himself as the savior of all his true followers and lead them to glory.

Etena knows more about Minderhal's Valley, the Cathedral of Minderhal, and their history than any other living creature. She loves to converse on these subjects, especially with Ferin, her recent disciple. Unfortunately, Etena's mind has begun to slip away, and she's prone to drifting off on long tangents during her tales. Her recollections are both colorful and clouded, for she speaks as if she were living in the past, discussing ancient conversations as if they had happened moments earlier, and speaking of people and places long forgotten as if they were common knowledge. Those able to keep up with her tales can learn much, and if questioned about specific subjects or areas, she readily offers whatever she knows. Still, those seeking contemporary information should be wary, for she describes things not as they are, but as they once were.

### CAMPAIGN ROLE

Etena is the key to getting the PCs to reactivate *Minderhal's Forge* in the Cathedral of Minderhal. If the PCs have doubts as to the powers of the forge, Etena could convince them to relight it. Still, she isn't helping the PCs out of altruism; rather, she sees them as a means to accomplishing her own goals. Having survived long centuries in the service of a dying god, Etena is driven by her madness to bring about

the events she prophesied at all costs. She sides with whoever appears best qualified to assist her in her mission to again raise Minderhal and her people from decline to greatness.

While Etena may seem to be the PCs' ally, she has almost no consideration for the small races, all of whom she views as vermin. Any promises she makes hold no merit. Once the forge is relit, Etena breaks her word freely, believing she owes the PCs nothing. She believes that giants—and giants alone—should control *Minderhal's Forge* and reap its bounties, and she forbids all others from approaching its sacred fires. Furthermore, she demands the PCs hand over any giant artifacts they may possess, such as *Agrimmosh*, the *Drakesbane Horn*, the spear *Heartspit*, the *giant's nail scale mail*, and even *Nargrym's steel hand*. If necessary, she's willing to take these items by force. Though the ancient giant isn't much of a combatant, even at her age Etena still possesses greater strength than most humans.



## URATHASH

Born into the wrong age, Urathash is a deluded prophet of a god whose powers are on the wane. But he still fervently believes in the supremacy of giants and is driven to spearhead what he believes will be a second coming of giant domination over the world, in which his people will again reclaim their place as the rightful rulers of Golarion.

**URATHASH****CR 11****XP 12,800**

Male stone giant inquisitor of Minderhal 6 (*Pathfinder RPG Bestiary* 151, *Pathfinder RPG Advanced Player's Guide* 38)

LE Large humanoid (giant)

**Init** +6; **Senses** darkvision 60 ft., low-light vision, *see invisibility*; Perception +15

**DEFENSE**

**AC** 30, touch 12, flat-footed 27 (+6 armor, +3 Dex, +12 natural, -1 size)

**hp** 155 (18d8+74)

**Fort** +17, **Ref** +9, **Will** +14

**Defensive Abilities** improved rock catching; **DR** 10/adamantine (90 points)

**OFFENSE**

**Speed** 30 ft.

**Melee** +1 warhammer +21/+16/+11 (2d6+11/×3) or 2 slams +19 (1d8+7)

**Ranged** rock +16/+11/+6 (1d8+10)

**Space** 10 ft.; **Reach** 10 ft.

**Special Attacks** bane (11 rounds/day), judgment 2/day, rock throwing (180 ft.)

**Spell-Like Abilities** (CL 9th; concentration +11)

1/day—*stoneskin* (self only)

**Inquisitor Spell-Like Abilities** (CL 6th; concentration +9)

6/day—strength surge (+3)

At will—*detect alignment*

6 rounds/day—*discern lies*

**Inquisitor Spells Known** (CL 6th; concentration +8)

2nd (4/day)—*flames of the faithful*<sup>APG</sup>, *hold person* (DC 15), *howling agony*<sup>UM</sup> (DC 15), *see invisibility*

1st (5/day)—*command* (DC 14), *divine favor*, *forbid action*<sup>UM</sup> (DC 14), *wrath*<sup>APG</sup>

0 (at will)—*acid splash*, *bleed* (DC 13), *brand*<sup>APG</sup> (DC 13), *detect magic*, *guidance*, *sift*<sup>APG</sup>

**Domain** Strength

**TACTICS**

**Before Combat** Urathash casts *see invisibility* and *stoneskin* before battle.

**During Combat** Urathash activates his judgment ability on the first round of combat, usually selecting healing, justice,

protection, or resistance as needed. He begins throwing rocks while his allies engage opponents, interspersing spells among his ranged attacks as needed. Once in melee combat, Urathash activates his bane ability, then casts *flames of the faithful* on his warhammer. At all times, Urathash tries to position himself next to allies to take advantage of his solo tactics ability.

**Morale** While Urathash serves the Storm Tyrant, his primary goal is to return Minderhal's name to greatness, an obligation he cannot fulfill if he dies. If reduced to 50 hit points or fewer, the inquisitor does his best to flee, but if he cannot escape, he fights to the death, refusing to surrender.

**STATISTICS**

**Str** 25, **Dex** 17, **Con** 19, **Int** 12, **Wis** 17, **Cha** 14

**Base Atk** +13; **CMB** +21 (+23 bull rush); **CMD** 34 (36 vs. bull rush)

**Feats** Awesome Blow, Combat Casting, Hammer the Gap<sup>UC</sup>, Improved Bull Rush, Iron Will, Paired Opportunists<sup>APG</sup>, Power Attack, Quick Draw, Shielded Caster<sup>APG</sup>, Stone Soul (see below), Weapon Focus (warhammer)

**Skills** Bluff +10, Climb +13, Craft (armor) +10, Craft (weapons) +10, Diplomacy +10, Intimidate +17, Knowledge (dungeoneering) +8, Knowledge (local) +5, Knowledge (religion) +8, Perception +15, Sense Motive +15, Spellcraft +10, Stealth +5 (+13 in rocky terrain), Survival +12

**Languages** Common, Giant, Infernal

**SQ** cunning initiative, monster lore +3, solo tactics, stern gaze +3, track +3

**Combat Gear** *scroll of prayer*; **Other Gear** mwk breastplate, +1 warhammer, cold iron dagger, dagger, silver dagger, *bane baldric*<sup>UE</sup>, *boulder bag* (*Pathfinder Adventure Path* #91 73), mwk artisan's tools (armor and weapons), spell component pouch, stone unholy symbol of Minderhal, 10 gp

**SPECIAL ABILITIES**

**Stone Soul** Urathash's natural armor bonus is increased by 1. Once per day, he can cast *stoneskin* (self only) as a spell-like ability (CL 9th). This feat originally appeared on page 70 of *Pathfinder Adventure Path* #91: *Battle of Bloodmarch Hill*.

Urathash was born in the southern Mindspin Mountains to a small tribe of stone giants who believed themselves to be the direct descendants of the first race of giants that walked the world long before the coming of the smaller races.



As a child, Urathash grew up listening to ancient tales of the coming of the Runelords and the great diaspora in which his ancestors fled their homes out of fear of the Runelords' horrific rituals, which transformed giants into scarred runeslaves. During his adolescent years, Urathash made many forays north into the mountains that were once a part of ancient Thassilon, and as he grew older, his inquisitiveness turned into obsession. He ventured into Varisia's Iron Peaks to seek out the fabled temple called Minderhal's Anvil, the sight of which overwhelmed the young giant and awoke in him a deep conviction that he must somehow renew his people. Thereafter, Urathash made annual pilgrimages to the temple, seeking to uncover the past and thus build a foundation for the future. During his visits, Urathash plumbed the temple's vaults for forgotten clues and lost mysteries—fragments of his people's history overlooked by time.

Urathash adopted Minderhal as his patron, though he never felt the calling of the priesthood and instead became an inquisitor of his faith. Not long after, he uncovered hints of another temple devoted to his deity. In a secluded valley in the mountains just north of his homeland, ancient giants, perhaps even Urathash's direct ancestors, had constructed a tremendous temple known as the Cathedral of Minderhal. Believing that Minderhal's Valley belonged by right to his people, Urathash launched a crusade to rediscover and restore the ancient temple.

Urathash's efforts caught the attention of the storm giant warlord Volstus the Storm Tyrant, who quickly took an interest in the inquisitor and sought to incorporate Urathash's work into his own schemes of conquest. Volstus saw Urathash as the perfect deputy to recruit his armies, for not only did the inquisitor's firm convictions make him easy to manipulate, but Urathash shared Volstus's dreams of a giant revolution that would seize the reins of power back from the smaller races and place them firmly back in the hands of the giants.

For his part, Urathash serves the Storm Tyrant only because he believes that Volstus will help usher in a new age for giants, starting with a renewal of the worship of Minderhal. The stone giant works to gain support for his religion by infusing his recruitment efforts with dogma. He believes that through faith, power will inevitably shift from despots back into the hands of his church. Ultimately, Urathash sees himself, not Volstus, as the usher of revolution and the ruler of the new age of giants.

### CAMPAIGN ROLE

Urathash serves as this adventure's primary antagonist. As overseer of the Cathedral of Minderhal, he recruits giants for the Storm Tyrant's armies while indoctrinating them with his personal dogma. Urathash's doctrine touts giant supremacy and encourages the extinction of all other races, whatever the cost. Ironically, Urathash's ideology

also includes a sort of caste system in which some giants are elevated above others. Curiously, stone giants are held exempt from these classifications, for Urathash preaches that all giants can be traced back to the ancient stone giants that Minderhal made in his own image.

If captured and interrogated, Urathash can point the PCs toward the giant training camp in the frost giant village of Skirgaard, though he would never willingly give up such information. If Urathash survives and manages to escape, he interprets his defeat as a sign from Minderhal that his support of the Storm Tyrant was misplaced. Rather than let vengeance rule his judgment, Urathash instead goes into seclusion, hoping to attain greater insight and enlightenment. His devotion to Minderhal could result in his deity bestowing mythic power on him, and Urathash could return later in the campaign to wrest power from the shortsighted Storm Tyrant and inspire his people to ignite a true giant revolution.





## THE MINDSPIN MOUNTAINS

**M**ost cross the Mindspins by going through the Bloodsworn Vale. Still Mothers skirt the range entirely, risking orc attacks in the Urglin Gap to the north or the predations of Nidalese shadow worshipers in the Umbral Basin to the south. But those merchants who follow my lead and take their goods through the hidden passes only I know are the ones who make the most profits. For no brigands wait to ambush travelers along my secret roads, no tax collectors stand at the mouth of the pass, not even dragons or giants know of my secluded path through the treacherous peaks! Never has a guide promised what I can, friend. Trust me and grow wealthy!”

—Mountaineer Darvis Mesra, secretly the face of the Mindspin Marauders thieves’ guild

Stretching nearly 600 miles from the Urglin Gap to the Umbral Basin, the Mindspin Mountains are one of the most prominent mountain ranges in the Inner Sea region. While not the tallest peaks in Avistan—that distinction is held by the neighboring Kodars—the Mindspins nevertheless rise high into the clouds, hiding both treasure and treachery far beyond the reach of the civilized inhabitants of western Avistan's lowlands. A rocky, often steeply sloped range, the Mindspin Mountains create a natural border between Varisia, the Hold of Belkzen, Nirmathas, Molthune, and Nidal, providing both protection and isolation to these sometimes embattled lands.

## CLIMATE

The Mindspins are a temperate range, with varying weather conditions throughout the year. From late spring to early autumn, the mountain slopes are green with scrub and hardy grasses, and only the highest peaks remain capped with snow. During this time, rain is common as moist air cools when it rises in altitude over the range. In the spring and early summer, these rains hasten the melting of winter snows, which in turn leads to frequent landslides. As a result, few permanent settlements and structures exist on the range's outer slopes. In the winter, rain turns to snow, even on low-lying slopes, and the risk of landslides is replaced by the danger of avalanches.

## INHABITANTS

Despite its proximity to so many modern nations, the range hosts few major settlements, though the ruins of long-lost cities and citadels from ages past pepper the landscape, including the capital of one of Thassilon's seven kingdoms of sin. Few passes grant access through the peaks, making those few that do exist strategically significant, both militarily and economically. The few communities that exist in or near the Mindspin Mountains often stand in close proximity to these natural roadways. Similarly, however, predators and brigands know that the increased traffic over these passes makes for easy prey, and giants, monsters, and other dangers are common near passes, even along otherwise non-treacherous routes.

The monstrous inhabitants that can be found throughout the range include a variety of giants, among them cloud, fire, frost, stone, and storm giants. Though these populations are generally isolationist, the threat of a giant invasion into the lowlands surrounding the range is ever present. The wilds of the Mindspins are full of non-humanoid creatures such as chimeras, earth and ice elementals, flame drakes, giant eagles, griffons, harpies, and manticores. Few regions of Golarion are completely devoid of draconic inhabitants, and the Mindspin Mountains accordingly play host to a number of notable dragons: the adult silver dragon Fexralanar, who vigilantly guards the mountains

north of Nidal, ever on guard to keep the Umbral Court from expanding its influence northward; the ancient cloud dragon Brithrahel, who ranges across Lastwall, Nirmathas, and Molthune in search of new treasures and experiences, returning to her lair in the northern reaches of the mountains only to hide away a new discovery; and the ambitious young adult red dragon Gamrestrax, who rampages only rarely from his volcano lair in western Nirmathas but is in secret negotiations with representatives of Molthune to increase the frequency of his pillaging in exchange for future tribute should the southern nation eventually retake the rebel land to the north.

## GAZETTEER

Bordering on so many modern nations, and having existed in largely the same geological form since the ancient, pre-Earthfall reign of the Thassilonian runelords, the Mindspin Mountains now offer a wide variety of locations of note to adventurers the world over. While most explorers who venture into the range come from neighboring nations, some travel from as far off as Qadira, Brevo, and Sargava to brave the cliffs, peaks, and ravines that make up the Mindspins. The following are but the most prominent sites within the mountain range, and it's likely that hundreds more exist hidden beneath permanent snowcaps, buried beneath millennia-old landslides, or closely guarded by their hermitic inhabitants.

**Bloodsworn Vale:** The largest and lowest of the few passes that wind their way through the Mindspin Mountains, the Bloodsworn Vale lies roughly halfway down the range's length, between southeastern Varisia and western Nirmathas. Until Chelish explorers colonized Varisia in the Age of Enthronement, few traversed this pass, as the Shoanti natives of the Varisian lowlands traded little with the Taldan migrants who settled the Fangwood. Because the entrance to the vale presented a natural choke point for the encroaching Chelish army, the Shoanti chose the Bloodsworn Vale as the site of their last stand against the colonists who had already driven them from their ancestral homes in the shadow of the Grand Mastaba. In 4396 AR, the Chelish army led by Field Marshall Korvosa attacked, and a months-long battle raged within the vale, culminating in the Shoanti's eventual defeat. From the vast fields of dead, where warriors from both sides were buried in mass graves, grow unnaturally bright red roses. Competing legends claim that goodly fey or somber psychopomps tend to the fields and keep the flowers from growing wild, but neither story has ever been confirmed.

Once conquered, the Bloodsworn Vale provided a clear overland route to connect the colony of Korvosa with Chelixa's many holdings in central Avistan. During the Chelish Civil War, however, this route fell into disuse as Chelish attention turned to the raging conflict in the



heart of the empire, and the wilds once again claimed the Bloodsworn Vale. In 4706, ailing King Eodred Arabasti II of Korvosa ordered the vale reopened, and his agents established a permanent waypoint in the middle of the vale to ensure the safety of travelers between Korvosa and Nirmathas: Fort Thorn.

In the autumn of 4714 AR, agents of Molthune, hoping to circumvent Nirmathi defenses along the southern front, brokered a treaty with the Umbral Court in Pangolais to allow Molthuni troops to travel through Nidal into the Mindspin Mountains via the Usk River. The contingent of 3,000 regulars did not expect any resistance from the inhabitants of Fort Thorn, the lone way station within the vale, and were surprised to find it heavily defended. The fort's defenders, while Korvosan, saw that the exploitation of the vale to harm their Nirmathi neighbors could easily shift to threaten Korvosa if it proved effective. They thus fought to ensure Molthune's plan was unsuccessful. The 3,000 Molthuni soldiers who had planned to flank Nirmathas from the west now find themselves in an ongoing siege of Fort Thorn, which stands as the last stronghold between them and an unsuspecting Nirmathas. The Molthuni commander, **Major Regabard Arsticaen** (LN male human cavalier 13), stubbornly believes that the surprisingly resilient opposition will fall in the near future, despite the defenders' seemingly endless source of supplies. In truth, students from Korvosa's Academiae have been teleporting equipment and provisions to the besieged fortress for months as part of their conjuration education.

**Brimstone Springs:** The Nidalese village of Brimstone Springs lies on the western wall of the Mindspins, near the headwaters of the Sulfur River. Brimstone Springs has but one claim to fame: the infamous Soulsheen Baths, a collection of natural cascades and hot springs that reek because of the waters' high concentration of sulfur and several toxic minerals. Despite the water's noisome odor, hundreds visit the springs yearly, believing that a regime of short baths heals a wide variety of ailments. The springs gain their greatest notoriety from the "golden dream," a daylong poison immersion that, if it doesn't kill the bather, grants him a vision of his afterlife—at the price of leaving his skin permanently stained yellow.

In truth, the Soulsheen Baths are the work of a sinister drowning devil named Reinoks, who uses the baths as a means of planting schemes of evil and dominance in the minds of bathers. While the golden dream grants bathers dreams of a glorious afterlife, the ritual actually condemns mortal participants to eternal torment in the pits of Hell. Reinoks has thus far kept his ultimate plans for the baths unknown to all but his master, Infernal Duke Crocell, who rules over the Palace of Delusions in Stygia. The predominance of hellspawned tieflings among the offspring of those who bathe in the springs is alarming,

however, and it's only a matter of time before someone starts investigating the location more thoroughly.

Despite their ignorance of the true nature of the Soulsheen Baths, the people of Brimstone Springs recognize the vital economic role the mysterious pools play in the survival of their settlement, and anyone poking around too obviously is likely to face staunch resistance lest the entire town suffer from an unwelcome discovery.

**Citadel Vraid:** Amid the spur of the Mindspins that forms the southern border of Varisia stands one of the most formidable fortresses in Avistan—Citadel Vraid, home of the Hellknight Order of the Nail. Commanded by **Lictor Severs “Boneclaw” DiViri** (LE male human fighter 4/rogue 2/Hellknight<sup>ISWG</sup> 4), the order consists of some 400 Hellknights who patrol Varisia under contracts with various patrons, including the Korvosan government. Comprising three distinct castles, Citadel Vraid is highly defensible, and has never been overrun in the 33 years since it was built. For more information on Citadel Vraid, see pages 24–33 of *Pathfinder Campaign Setting: Castles of the Inner Sea*.

**Crystalrock:** The large natural cavern in eastern Varisia known as Crystalrock houses an enormous crystal formation that hangs suspended from threadlike crystal strands. Called the “Heart of the World” by the dwarves of nearby Janderhoff, the crystal shakes and pulses with a rhythm that can be felt for miles. The elders of dwarven society gather at Crystalrock once each year—as they have done for centuries—to observe this phenomenon, troubled by the fact that the “heartbeat,” as they call it, is increasing in tempo. Some believe the spirits of the ancient dwarven prophets who read in the vibrations of the earth the need to undertake the Quest for Sky are once again speaking to the dwarves, yet none alive know how to interpret the message.

**Glimmerhold:** Dwarves are a solitary people, but few settlements are as independent as the tower of Glimmerhold on the western edge of Nirmathas amid the mountain peaks—this hold remains aloof even from other dwarven communities. Rising from the center of a mountain lake, this five-sided tower houses the entirety of a town of over 6,000 inhabitants. A decadent oligarchy has grown up in recent years under the reign of King Ezelgar, who won the throne through treachery and deception. Although only his closest allies know the truth, the entire settlement could fall prey to those he wronged should they ever seek revenge. For more information on Glimmerhold, see *Pathfinder Module: Clash of the Kingslayers*.

**Growling Skald:** One of the few regions of volcanic activity in the entire Mindspin range, the ridge known as the Growling Skald stands on the eastern rim of the mountains in Nirmathas, a short distance south of Skelt along the Shining River. The geological formation earned its name from its periodic rumbling, though it otherwise remains inactive, and local legend claims the ridge holds

within it the restless spirit of a powerful giant who tells his tale one slow syllable at a time. Few take more than a passing interest in the ridge; its stone faces are barren, and the tree line halts at a far lower elevation than normal for the range, ending abruptly on the southern bank of the Shining River, so it holds no particular draw for Nirmathas's many lumberers.

In ages past, when the reach and influence of Azlant spread into the Inner Sea region, a society of Azlanti astronomers used this area of restrained volcanic activity as a center of study, harnessing the powers of Golarion's core to interact with the heavens. Much of this sprawling network of arcane astronomical outposts has lain buried beneath stone and compressed ash for millennia, a casualty of one of the Growling Skald's rare eruptions. Recently, however, rumors have begun to spread that the abandoned Azlanti astronomical facility possessed a portal to the surface of Golarion's moon, though such claims have not yet been substantiated by a reliable source.

For more information on the Growling Skald, see pages 30–31 of *Pathfinder Module: The Moonscar*.

**Inverted Tower:** This narrow stone tower hangs precariously from the underside of a rocky outcropping over a wide crevasse. Like a fabricated stalactite, the tower stretches nearly 130 feet down from its base, culminating in a glowing crystalline eye (actually a potent divinatory focus). This marvel of architecture is bolstered by powerful magic that holds the inverted structure in place and reverses gravity within it, such that occupants walking along the ceilings within feel as though they were right-side up (glancing out of one of the tower's many narrow windows quickly rights this misperception, often to dizzying effect).

Few people ever venture into the tower, however, for it is the well-warded and difficult-to-access hermitage of the Varisian seer **Fisla Dierks** (N female human diviner 15), who prefers a life of isolation over human interaction. What contact she has with the outside world comes mostly from her harrow deck, a minor artifact she calls the *Deck of Sisters*. Each card in this incomplete deck is paired with another card, and when used in a special version of a harrowing allows the reader to see and hear through the paired card (as *clairaudience/clairvoyance*). Fisla single-mindedly seeks the missing cards, using her formidable powers of divination to locate their whereabouts, identify their wielders, and discern the most effective and efficient means of obtaining them, be it through deception, diplomacy, or violence.

**Janderhoff:** One of three dwarven settlements within the mountains, Janderhoff is one of the legendary Sky Citadels built millennia ago to celebrate the completion of the Quest for Sky. Generally considered a part of Varisia, the largely subterranean city is one of the most prominent dwarven settlements beyond the Five Kings Mountains. Like many dwarven cities, Janderhoff isolates itself from

nearby human settlements as much as possible, but the establishment and rapid growth of nearby Korvosa have meant that Janderhoff cannot remain independent for long. The settlements increasingly cooperate with one another in matters both diplomatic and economic, but each secretly hopes to eventually rise to a position of dominance over the other.

**Kraggodan:** Of all the known Sky Citadels in the Inner Sea region, Kraggodan has perhaps played the largest role in the recent history of its non-dwarven neighbors. Renowned for its legions of dedicated warriors, Kraggodan sent all but a fraction of its forces to assist in the Shining Crusade against the Whispering Tyrant, and their help proved vital to the lich's defeat. This victory did not come without a cost, however, and the armies of Kraggodan have never been fully rebuilt. Today, Kraggodan is one of the most hospitable Sky Citadels toward outsiders, and its third prince, Gorm Greathammer, is himself a Pathfinder. Kraggodan's lower levels hold many entrances into the Darklands, drawing scores of would-be explorers to its vast halls each year.

**Kragnaroth:** While giant settlements (such as they are) can be found throughout the Mindspins, few are as well known as the fire giant town of Kragnaroth in the northern stretch of the range. Comprising three massive towers surrounding a mountain valley, Kragnaroth houses some 250 fire giant citizens and hundreds more human, orc, and dwarf slaves, who toil in the settlement's forges and fields. The kingdom is ruled by **King Orynox Marchelin** (LE male fire giant fighter 9), who is known as much for his many short-lived marriages as for his leadership. His current wife, however, seems a good match for the king, and she seems to have cured him of his wandering eye. Marchelin grows tired of his isolated mountain valley, and fosters the ambition of someday expanding Kragnaroth's borders to the south. For more information on Kragnaroth, see page 12 of *Pathfinder Campaign Setting: Belkzen, Hold of the Orc Hordes*.

**Lost Mines:** This complex of wide, twisting tunnels and deep, slick-walled shafts is not known as the Lost Mines because it was abandoned or fell to subterranean invaders. Rather, the Lost Mines of western Nirmathas gained their name because the mines themselves are lost—200 years ago, the tunnels and all miners within them simply vanished, leaving no traces of a cave-in or a residual magical aura. Countless search parties and academic investigations have sought the mines over the years, but none have found anything but wild theories, each more far-fetched than the last. Some claim the mines still exist, but on another plane, inaccessible to anyone but the most powerful of spellcasters, while others believe the mine can still be accessed if one knows the proper prayers to speak to the right deity. Until the Lost Mines are again found, however, the true nature of their disappearance is likely to remain a mystery.

**Sech Nevali:** Hanging above the dormant caldera of a massive volcano, the ancient Thassilonian monastery known as Sech Nevali is a mystery even to those who have ventured into its storied halls. What sorts of secrets lie within the walls of the monastery—which was originally dedicated to the enigmatic Peacock Spirit—is anyone's guess, though recently scholars from Korvosa and Andoran have set up camp within in the hope of unearthing lore and power long lost to time. For more information on Sech Nevali, see page 12 of *Belkzen, Hold of the Orc Hordes*.

**Shinnerman's Fortune:** This village is populated almost entirely by prospectors who pan for gold and silver in the Mindspin range's many mountain streams. The small but sprawling settlement is isolated, and the fewer than 100 people who call it home fiercely value their independence. A small council sees to any governance needed, but it mainly represents the prospectors' business interests. In recent months, though, the villagers have had to be more vigilant, as giant activity has increased in the mountains. For more information on Shinnerman's Fortune, see page 17.

**The Sleeper:** Atop this ancient mountain winds a massive statue of a dragon, coiled around the peak as though it were the beast's hoard. The dragon's massive maw serves as an entryway into a vast series of caverns and chambers within, which leads to the lost capital of one of Thassilon's seven sinful realms, Xin-Gastash, bastion of the realm of gluttony. Completely isolated from the outside world for 10 millennia, the undead masters of this crumbling capital remain locked in a perpetual stalemate. Even a single creature discovering the sealed city could disrupt this precarious balance of power and unleash the terrors within upon the entire region. For more information on the Sleeper, see page 9 of *Belkzen, Hold of the Orc Hordes*.

**Tintavex's Aerie:** High on a cliff face overlooking the Umbral Basin between Molthune and Nidal is a bone-strewn ledge, where lies the mouth of a cluttered cavern. This aerie is the lair of one of the Mindspin Mountains' most unique inhabitants, and perhaps the most feared threat to the foothills of the southern tip of the range—the half-dragon griffon, Tintavex.

Born of a magical mishap, Tintavex is the offspring of parents who never met. Few know her true origin, which has made her legend even more fantastic as rumors of her terror spread throughout the land. In truth, a curious and foolishly ambitious wizard named Hirzell Ruffan accidentally created Tintavex while attempting to collect rare eggs from among the creatures of the Mindspins. Having collected specimens from griffons, giant eagles, slag worms, and others, Hirzell set his eyes upon the nest of the ancient cloud dragon, Brithrahel. He succeeded in reaching the mountaintop nest, and in obtaining one of her newly laid eggs; he was less successful in safely escaping.

With Brithrahel quickly approaching, the trespassing wizard quickly cast a teleportation spell to whisk him beyond the dragon's reach. In his haste, Hirzell muddled one of the complex arcane components, causing unforeseen effects to manifest. Hirzell and most of his possessions were not teleported to his intended destination of Absalom, and he was never seen or heard from again. The only items on his person to avoid this mishap were Brithrahel's egg and an egg stolen from a nearby griffon nest. These stolen eggs were teleported to a distant corner of the Mindspins, but in the process were somehow fused into a single egg. From this untended egg hatched Tintavex.

Now fully grown, Tintavex considers the entire southern tip of the Mindspins her territory; lacking guidance from parents of either species, she functions entirely on instinct. She is extremely territorial and quick to anger. She allows travelers to pass through the Umbral Basin from Nidal to Molthune, but only if they promise not to venture too far into the foothills or the mountains themselves. Despite her independent nature, Tintavex yearns to know her origins and meet her draconic ancestor, who she doesn't realize lives only a few hundred miles to the north.

**Usk River:** While many rivers and streams flow from headwaters in the Mindspin Mountains, few travel though as much of the range as the Usk River, which flows from the vicinity of the Bloodsworn Vale down into the lowlands of Nidal. Cutting a deep ravine through the mountains, the Usk is one of the few largely navigable waterways that lead into the heart of the Mindspins, but a coven of green hags known as the River Maidens impose a high toll on any not of their kind who reach the river's headwaters. Among the many aquatic minions that serve the witches are a rampage of river drakes, a tribe of freshwater merrow, and an addle-brained marsh giant. The hags protect the southern end of a series of hidden tunnels that connect the river's source to the nearby Bloodsworn Vale, and grant passage only to those who meet their sinister demands. What the soldiers of Molthune who recently slipped through these tunnels agreed to pay the hags remains a mystery.

**Windwatch Keep:** This modest keep, built atop a wide plateau overlooking Molthune, is home to a hermetic sect of Gozran soothsayers who believe they can see the future by reading the patterns of the wind. Though weather-altering magic lies well within the purview of their god, the



Windwatchers strictly forbid the use of such spells, which they believe interfere with the messages sent to them by the Wind and the Waves. As such, the sect occasionally finds itself in direct conflict with mountain-bound explorers who use such spells to ease their journeys through the Mindspins. Recent increases in specific signs (regular intervals between gusts of a particular strength, unusual patterns formed by lightning, and the arrangements of leaves and other detritus carried to the keep on the air) have led the sect to believe a major cataclysm is soon to occur, though they do not believe in warning non-believers of the impending threat. In what form and at what time this disaster will manifest remain closely guarded secrets among the sect's senior members.



## MINDERHAL

The god Minderhal (MIN-der-hawl) is a stone giant deity of law and crafting, but his worship gained popularity with other humanoid races when the Runelords ruled western Avistan. Mortals prayed to Minderhal for advice on matters of architecture, justice, law, metalwork, and stonework. With the collapse of the Thassilonian empire, however, Minderhal's religion fell out of favor, and now his following is almost exclusively limited to a few tribes of evil stone giants, who revere him for his mighty strength, skilled hands, and unyielding upholding of ancient traditions. As more and more stone giants have turned away from revering deities in favor of ancestor worship, Minderhal has grown increasingly angry about the decline of his influence, and he now broods over ways to regain the power and influence he once held.



Stone giants have an ancient culture, and according to their lore, all other giants were created from their kind. Long ago, they worshiped Minderhal, Fandarra (*Pathfinder Campaign Setting: Inner Sea Gods* 188), and Erastil (whom they call Estig the Hunter and depict as a fur-clad stone giant), along with spirits of the earth and their ancestors. Today, most stone giants prefer to pay homage to these spirits rather than the gods. Still, although Minderhal's influence has been on the wane for centuries, many evil stone giants—especially evil stone giant elders—embrace his teachings, following his guidance on how to build weapons, carve stone, maintain their homes, and tan furs. Minderhal represents the power of traditions to reinforce a culture's accomplishments and behavior. As the mass abandonment of his worship has shown, however, he also serves as an example of how such a rigid focus on rituals can cause a culture to stagnate.

Also known as the Lord of Giants, the Maker, or (more formally) He Who Makes and Unmakes, Minderhal treasures his worshipers as if he had crafted them out of raw stone with his own hands. He is filled with contempt toward those who have turned their backs on him, like a master sculptor condemning a journeyman who dared strike out on her own without his explicit blessing. Communications with his faithful are slow and ponderous; each word is assigned great weight and laden with context about the past and the future.

He Who Makes and Unmakes is paternalistic and domineering. He teaches that his way is the only right way, that resisting change is better than accommodating it, and that it is natural for the strong to dominate or destroy the weak. Minderhal encouraged his worshipers to accept the yoke of their evil Thassilonian masters in exchange for political clout and magical might; the physical power of the mighty giants (and their god-granted talents for working stone) earned the admiration of many members of the smaller races, spreading Minderhal's faith to new audiences. However, many stone giants resented the willingness of the Maker and his followers to sacrifice them to gain the rewards offered by the human conquerors. Stone giants have long memories, longer lives, and a detailed oral history, and now Minderhal is paying the price for decisions he made thousands of years ago. Although young stone giants are taught the history and religion of their kind, in many tribes these lessons speak of Minderhal with scorn. He's given faint praise for his might and skill, but is otherwise condemned. Among tribes of evil stone giants, he is still the primary deity,

but he faces challenges from Urazra, a younger, more aggressive evil giant deity (see the sidebar on page 72).

Minderhal instructs his followers with well-worn adages, wise parables, and poignant philosophical questions that can be answered only after long introspection. Faith, history, knowledge, and works of skilled craftsmanship are respected. Superiors and existing practices should not be challenged; if there is a conflict, it is better to exile yourself with dignity than to shame yourself and your tribe by violating a taboo or disputing a tradition.

Minderhal's stone giant worshipers prefer to portray him as a bearded, strong, and wise elder giant, carving his image in soft stone to capture his strength and the nuances of his power. At the height of his popularity, he was depicted either as a powerful crafter and builder or as a raging, rocky colossus. Evil tribes tend to show him with narrowed eyes, clenched hands, and a frowning mouth, representing his scrutiny, swift discipline, and admonishments.

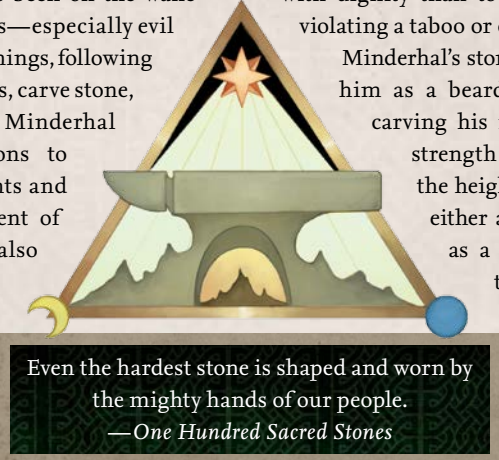
Minderhal can fight with his huge, stony fists, but prefers

to use his magical crafting hammer, *Weight of Tradition*, which he can throw and retrieve like a *returning* weapon.

The deity shows he is pleased by stone chips that show his face or holy symbol appearing when stones are struck, heavy burdens becoming light, and the sound of clean water bubbling over rocks. When he is angered, the ground collapses into pits, arches settle and release dust, and skin momentarily cracks like parched earth in a desert.

Minderhal is lawful evil, and his portfolio is creation, giants, justice, and strength. His weapon is the warhammer. His holy symbol is an anvil on a cave floor in front of a triangular background with a moon, a planet, and a star, respectively, at the corners. His domains are Artifice, Earth, Evil, Law, and Strength. Most of his worshipers are stone giants, but some Kellid tribes in the northernmost reaches of the Realm of the Mammoth Lords favor him for his might. His priests are primarily clerics, with a few inquisitors who slay heretics before they can turn tribes away from the worship of Minderhal. Aside from the aforementioned human tribes, Minderhal's faith is mostly confined to stone giants dwelling in mountainous regions, especially ranges in western Avistan such as the Iron Peaks, Kodar Mountains, and Mindspin Mountains.

The god keeps his divine realm of Stonepeak—a chain of unbelievably tall mountains threaded through with cave lairs—just outside the edge of the first layer of Hell, within sight of the smoky volcanoes of Avernus. Hills ring this realm, above which the air becomes too thin to breathe and strong winds buffet the peaks, forcing visitors to travel



Even the hardest stone is shaped and worn by the mighty hands of our people.

—One Hundred Sacred Stones

### URAZRA AND THE BEAR CULT

The cult of Urazra (oo-RAZ-rah) is only a few hundred years old, but has grown quickly in popularity among more brutal stone giants. This godling, also known as the Breaker of Bones, promises his followers great strength, fortitude, and immunity to pain in exchange for acts of savagery and sacrifices of flesh. The cult is contentious, even among evil stone giants. Many elder stone giants oppose the cult, claiming it plays to the worst, most bestial aspects of giant nature and rejects both wisdom and civilization. Charismatic preachers of Urazra claim that will and strength are more important than faith, history, knowledge, or craftsmanship. The bear cultists are largely young giants, eager to raid, rend, and torture rather than herd and craft. Many of his worshipers are barbarians and choose the bear as their totem animal. Urazra is chaotic evil, and his portfolio is battle, brutality, and strength. His weapon is a spiked gauntlet, and his domains are Animal, Chaos, Evil, Strength, and War.

on foot. Unwanted visitors are stunned by earthquakes and pelted with boulders thrown by the god's petitioners. The mountain itself is a paradise for crafters; there the souls of stone giant elders produce gems, weapons, and other treasures, always using traditional methods under the stern eye of the god himself.

A typical worshiper of Minderhal is an evil stone giant, Taiga giant, or Kellid human following generations of tradition in his or her tribe. Most focus on one aspect of the god's portfolio and become a champion of that area, such as by becoming a master artisan, an enforcer of traditions, or a warrior. They reject new ways of thinking and acting, stubbornly clinging to the ideas that kept previous generations alive and strong.

Worship services combine deep-voiced songs, notes on a lithophone made out of stalactites or crystals, and pebbles shaken within a hollow stone (such as a geode). Those sounds are punctuated by supplicants throwing crafted offerings into a bottomless pit or crushing them under a boulder. The Maker's church has a very strong tradition of marriage, and most tribes are led by a married couple. Deformed, sickly, or weak infants are left on a mountaintop to die, and choosing to raise one instead of disposing of it in this matter is considered an admission of weakness.

### TEMPLES AND SHRINES

Minderhal's faithful prefer to augment natural stone structures rather than build completely new ones, but with giant strength, the difference between building and merely augmenting is blurred when compared to human construction. For an aboveground site, priests might

relocate a dozen menhirs to form a triangular pattern, or stack human-sized boulders to form a ring or wall. Underground, they reinforce and expand entrances to natural caverns of great beauty, carve stalactites and crystals into resonating musical instruments, and build hundreds of alcoves to hold the vurras (see page 74) of past members of the tribe.

Shrines to Minderhal usually consist of a large isolated piece of stone that already looks like a giant head, which the giants shape to more closely resemble the god or a notable hero. Rather than placing secret compartments within these shrines, worshipers hide things under them in tile-lined spaces that can be accessed only by using great strength to lift or tilt the heavy stone.

Minderhal's Anvil is the god's most famous temple. It was originally built of gleaming marble and housed a massive forge-altar. Its remaining walls, which overlook the shore of the Storval Deep in the Iron Peaks, still attract a few stone giant pilgrims each year. Stories claim that an enormous crypt under the Anvil holds the remains of important stone giant elders, but the entrance stones are too heavy for human-sized creatures to move, and the giants who visit the place give its buried crypts a wide berth. Within the catacombs themselves, numerous horrors of eons past lurk behind basalt pillars and in massive sarcophagi, including giant mummies and the dreaded horrors known as inverted giants. (For more information on inverted giants, see page 60 of *Pathfinder Campaign Setting: Lost Kingdoms*.)

In ancient days, Minderhal's warrior-priests owned hundreds of mammoths trained in mounted combat. Although the use of war mammoths has faded among many tribes, it is common for temples to capture and train at least a few mammoths for this purpose. These animals are always treated with reverence.

### A PRIEST'S ROLE

A priest of He Who Makes and Unmakes is expected to maintain the tribe's traditions, interrogate those who violate cultural taboos, and escort exiles to the edge of the tribe's territory to make sure the offenders leave. If a tribe keeps slaves, its members are expected to educate these slaves in "proper" religion and stamp out any superstitions or worship that goes against what Minderhal teaches.

It is traditional for priests to create a certain number of high-quality tools or weapons for the tribe each year, replacing them if they are damaged. A priest is often an advisor to a tribal leader, and it's common for senior priests to take on a leadership role within the tribe. Minderhal's clerics are usually trained in Climb, Craft (stonemasonry), Handle Animal, Knowledge (engineering), and Knowledge (history).

Giant priests have little interaction with those outside the tribe. They do not even attempt to evangelize to

other giants, as the priests believe these “degenerate” races irrevocably turned their backs on Minderhal long generations ago, and must submit themselves of their own volition to be brought back into the fold. Human priests are more outgoing and persistent about their faith, and often brag to strangers that their god gives them physical might and the will to resist corrupting influences.

It is common for priests to paint gray streaks on their faces with a paste made from powdered stone. Stone giants use a subtly different shade of gray than their natural skin color so as to not contrast too much and interfere with their ability to blend in with the surrounding stone.

## HOLIDAYS

Though worship of Minderhal has waned over the years, those who still follow his teachings celebrate the following holidays.

**Day of Making and Unmaking:** On the spring equinox, stone giants who revere Minderhal use the day to bring the community together with an eye toward creation and purging their community of undesirable elements. To honor the god’s Maker aspect, worshipers craft hammers and tools during this holiday; some of the most treasured tools a stone giant possesses were likely created on this day. Sometimes the community instead comes together to build a structure for shared use or work on the creation of a new shrine or altar. To honor Minderhal’s Unmaker aspect, his followers treat this holiday as a somber time when members of the community are judged by how closely they follow their ancestors’ traditions. Those found unworthy are tested by various means; if they fail, they face exile.

**Day of Stone Justice:** Each year on the winter solstice, members of a stone giant clan can bring their disputes in front of the elders to petition for justice. The most respected elders hear arguments from each party and dispense judgments on the matter.

## RELATIONS WITH OTHER RELIGIONS

Minderhal is ancient but has little influence outside of the giant tribes. He knows he cannot throw his weight around with respect to most other deities. His policy is avoidance rather than confrontation, as he feels it diminishes him to engage with the gods of lesser races, even though those gods may be of equal or greater power. He likewise avoids the gods of the other giant races except when they make war on his people. He is respectful toward Asmodeus, however, for his domain borders Hell and he is wary of the Prince of Darkness’s greater experience and power. For the sake of tradition, he welcomes the ancestor and stone spirits who visit his realm, but he can’t help but be secretly jealous of them because so many tribes of giants have completely abandoned his faith in favor of spirit worship.



## VURRA

A *vurra* is a carving of a giant's head made at about one-third actual size. It usually portrays a god but can instead depict a hero, historical figure, or loved one. Stone giants use them as focus items for religious rituals or, for non-godly representations, as remembrances or inspiration in their daily lives. Many are crafted with magic to protect a buried corpse, speak warnings to intruders, or watch over a family.

The Maker is on coolly cordial terms with Fandarra, much like former spouses or relatives who disagree on matters but are polite to each other for the sake of their descendants. The two have not openly argued since the time of the Runelords, and mortal giants often make offerings to both of them with polytheistic prayers. Parts of Minderhal's holy text even refer amiably to Fandarra, and include prayers to both deities.

Despite the deities' differences in alignment, Minderhal is friendly toward Estig (Erastil). For his part, Estig treats Minderhal like his family's black sheep—one who is tolerated at times but is ultimately an embarrassment. Even though the threads of tradition and hunting are the only things that tie the two deities together, Estig doesn't shirk his duties as the hunter god of his stone giant worshipers. This arrangement sometimes creates schisms between Erastil's faithful.

Urazra is Minderhal's admitted enemy, but Minderhal is unsure whether he can defeat the warrior deity in a direct confrontation. Instead, he repeats his adages about how traditions and crafting have allowed the giants to survive for thousands of years, and warns his people that reckless aggression against smaller folk is only a short-term strategy that cannot sustain itself.

## NEW SPELL

Clerics of Minderhal can prepare *repel metal* or *stone* as an 8th-level spell, *spike growth* as a 3rd-level spell, and *stone tell* as a 6th-level spell. His priests are fond of the *returning weapon*<sup>UC</sup> spell and have access to the following spell as a 4th-level cleric spell.

## GRAVEL VORTEX

**School** conjuration (creation) [earth]; **Level** druid 4, sorcerer/wizard 4

**Casting Time** 1 standard action

**Components** V, S, M (handful of pebbles)

**Range** long (400 ft. + 40 ft./level)

**Area** cylinder (20-ft. radius, 40 ft. high)

**Duration** 1 round/level (D)

**Saving Throw** none; **Spell Resistance** yes

You create a hail of tiny pieces of rock and dust that batter and scrape against all things in the area, dealing 5d6 points of bludgeoning damage. This damage is dealt only once, on the round the spell is cast. For the remaining duration of the spell, fine dust rains down in the area. Creatures other than stone giants inside this area take a -4 penalty on Perception skill checks, and the entire area is treated as difficult terrain. At the end of the spell's duration, the gravel and dust disappear, leaving no trace of their presence.

## PLANAR ALLIES

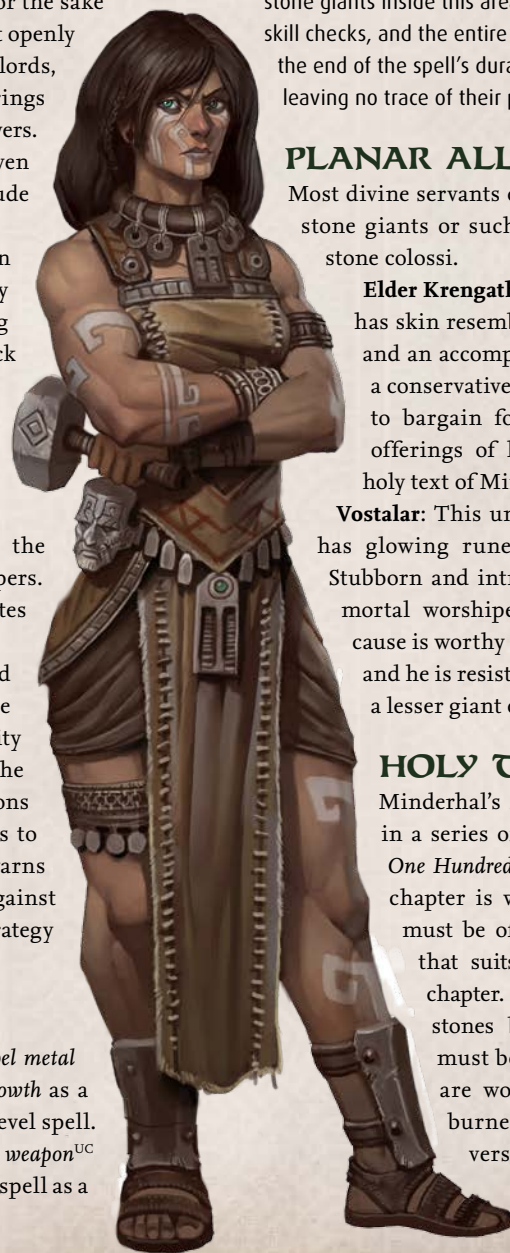
Most divine servants of Minderhal are either ascended stone giants or such giants' spirits bound to living stone colossi.

**Elder Krengath:** This elegant female stone giant has skin resembling black marble. A tribal elder and an accomplished priestess in life, she takes a conservative tack with any mortal who wishes to bargain for her services. She appreciates offerings of hand-carved stones bearing the holy text of Minderhal.

**Vostalar:** This unusually sturdy stone giant elder has glowing runes on his chest and shoulders. Stubborn and intractable, he is unpopular among mortal worshipers, but when convinced that a cause is worthy of his time, his hammer is deadly and he is resistant to most magic that would kill a lesser giant outright.

## HOLY TEXT

Minderhal's faith is described and explained in a series of engraved polished rocks called *One Hundred Sacred Stones*. Traditionally, each chapter is written on its own stone, which must be of a certain size, shape, and color that suits the message of that particular chapter. Some chapters require that their stones be found underground, others must be found in water, and still others are worthy only after they have been burned in a bonfire for a week. The verses are also preserved in a song, just in case a tribe is forced to leave its sacred stones behind.



## APHORISMS

Minderhal's worshipers are cantankerous and territorial, unwilling to let outsiders encroach on their land, and their sayings reflect this nature.

**Carry the Second Stone:** It is customary to drive away an invader with a near-miss from a thrown boulder. The second boulder strikes to kill rather than warn, and sayings referencing this second stone are common among Minderhal's faith. This saying means a giant should always be ready to protect home and tribe, and have the strength to do so. A weak giant would pick up the second stone only if needed; a strong giant always carries it.

**The Stone Will Teach You:** A wise crafter realizes that different materials are best suited for specific tasks. Using the wrong tool or material will break it or create a flawed item. Just as artists say carving a horse out of rock is just cutting away the parts that don't look like a horse, Minderhal teaches that some stones are meant to be carved into knives, some are best carved into hammers, and some are suited only for throwing. It's better to discard a thing than to try and change it into something it wasn't meant to be. It is this philosophy that makes Minderhal's followers leave weak infants to die of exposure, and exile troublemakers and heretics rather than forcing them to comply.

## OBEDIENCE

The following information describes the ritual a worshiper of Minderhal must perform to take full advantage of the Deific Obedience feat found in *Pathfinder Campaign Setting: Inner Sea Gods*, as well as the boons for the evangelist, exalted, and sentinel prestige classes.

**Obedience:** Spend an hour working a piece of stone into a tool, a *vurra*, a weapon, or a stone that is destined to be engraved as part of Minderhal's holy text using only your hands or a tool that uses only your own strength and skill (rather than something that requires another person such as a long saw or a machine such as a mill). Recite relevant passages from *One Hundred Sacred Stones* while you craft this object. Gain a +1 profane bonus on Strength checks and on attack rolls with thrown weapons.

### EVANGELIST BOONS

- 1: Master of Earth (Sp)** *expeditious excavation*<sup>APG</sup> 3/day, *instrument of agony*<sup>UC</sup> 2/day, or *burrow*<sup>UM</sup> 1/day
- 2: Hands of Justice (Su)** For a number of rounds per day equal to your Hit Dice, you can infuse your slams or a melee weapon you wield with the power of pure law. Your attacks with these weapons gain the *axiomatic* weapon special ability. Any attacks that would damage these weapons first have their damage reduced by 5 before you apply DR, hardness, or any resistances. Activating or dismissing this ability is a free action, and the rounds need not be consecutive. Any weapon affected by this ability returns to normal 1 round after it leaves your hands.

## CUSTOMIZED SUMMON LIST

Minderhal's priests can use *summon monster* spells to summon the following creatures in addition to the normal creatures listed in the spells.

### Summon Monster VII

Fiendish or resolute stone giant (*Pathfinder RPG Bestiary* 151, 294; *Pathfinder RPG Bestiary* 2 293)

- 3: Maker's Gift (Su)** Once per day as a full-round action, you can grant Minderhal's gift of power to a willing humanoid creature by touching it. The target gains a +2 profane bonus to Strength or a +4 profane bonus on Craft checks relating to stone. A creature can have no more than one Maker's gift from an evangelist at a time. As long as the gift persists, you can speak telepathically with the target across any distance (but this does not grant it the ability to reply). The Maker's gift is removed by *dispel evil* or *dispel law*. You can remove the gift as a free action, dealing 1d4 points of Wisdom damage to the target as a result. The target cannot attempt a saving throw against this effect.

### EXALTED BOONS

- 1: Will of the Unmaker (Sp)** *enlarge person* 3/day, *weapon of awe*<sup>APG</sup> 2/day, *marionette possession*<sup>UM</sup> 1/day
- 2: Hands of Justice (Su)** For a number of rounds per day equal to your Hit Dice, you can infuse your slams or a melee weapon you wield with the power of pure law. Your attacks with these weapons gain the *axiomatic* weapon special ability. Any attacks that would damage these weapons first have their damage reduced by 5 before you apply DR, hardness, or any resistances. Activating or dismissing this ability is a free action, and the rounds need not be consecutive. Any weapon affected by this ability returns to normal 1 round after it leaves your hands.
- 3: Rocky Flesh (Sp)** You gain a profane bonus equal to your Charisma modifier on your Fortitude saving throws and to your natural armor bonus.

### SENTINEL BOONS

- 1: Paragon of Greatness (Sp)** *compel hostility*<sup>UC</sup> 3/day, *bull's strength* 2/day, *haste* 1/day
- 2: Rewarding Smash (Su)** Whenever you confirm a critical hit with a melee attack, you heal a number of hit points equal to your Hit Dice or the target's Hit Dice, whichever is less.
- 3: Avalanche of Might (Su)** As a swift action, you can increase your physical might. You gain a +1 profane bonus on melee attack rolls, melee weapon damage rolls, Strength checks, and Strength-based skill checks, as well as DR 1/— until the end of your next turn. You can use this ability a number of rounds per day equal to your Hit Dice; these rounds need not be consecutive. If you use this ability on consecutive rounds, the duration resets; the bonuses from consecutive uses stack.

# THE TRAVAILS OF KILIG THE STEERSMAN

## PATHFINDER'S JOURNAL: TALL TALES 3 OF 6

The campfire fluttered briefly as a particularly cold gust blew across it. The group looked to Kilig—it was his turn to speak. The man was brawny and barrel-chested beneath his mail. He wore his red hair long and his beard close-cropped, and his eyes were steel gray; his nose was a bit too long, though, and his cheeks a bit too pinched, to look like one of the square-jawed heroes of legend.

"Are you going to brush your hair all night or tell your story, steersman?" complained Silas.

Kilig had the presence of mind to look abashed as he hurriedly tied his flame-red mane back into a tail with by a leather thong and fingered his ragged beard with a robust chuckle. "There's always occasion for pride of appearance, my comrades-in-arms," he blared. He fondly patted the greataxe propped next to him, continuing, "If it's tales of giant killing you want, I can certainly deliver. I call my axe Bran the Giant Killer, after the legendary hero of my people; I am, of course, pure-blooded Ulfen, and giant killing is something of a specialty for us." He looked down at the mangy dog whose grizzled muzzle rested in his lap. "The dog is called Bran the Giant Killer as well—uh, same source."

"Doesn't look like much of a giant-killer to me," said Angriss.

"Ha! Why, it's a cold-forged, wide-bitted greataxe with a haft balanced for oh, the dog. Yes, his name is more of a philosophical stance than a personal statement, I suppose." Kilig scratched his nose contemplatively. "Though he was positively integral in the slaying of Mush-Lips of the Gray Fen. Now that's a story, I tell you. Why, let me just fill you in on the details."

Bran looked up briefly and made a shuffling sound suspiciously close to a sigh as the red-haired lout began to weave a tale the dog had heard too many times.

It was my third trip to the River Kingdoms, and I helmed the longship *Hjalmar's Wrath* south of Nystra near a reeking mire that the locals called the Gray Fen when my scrofulous crew mutinied and put me ashore with nothing but my greataxe and my faithful hound. I was slogging inland through the wooded swamp—putting as much distance as I could between myself and the river trolls that haunt that stretch of the Sellen—when suddenly my boots sank deeper into the mire than I expected. I had wandered into a bog! But when I tried to pull my boots free and reach for a nearby tree trunk to cling to, I realized my foot was tangled. Someone had stretched an old fishing net just below the bog's surface to create a snare, and I had fallen into the nefarious trap.

I began to hack at the netting, but the muck and water deadened my blows. The racket I caused must have carried across the marsh, because soon I heard the sounds of something crashing through the trees coming in my direction—something big. I looked to Bran—the dog,

not the axe—and said, "Run ahead and bark to scare away whatever's coming!"

The dog gave me one weary look and scampered away in the opposite direction. I was tempted to throw Bran—the axe, not the dog—after him, but by this time, I had sunk to my waist and thought I might just need the axe for whatever came out of the trees. I soon found out I was right about that.

She was a monster—a huge mass of flab and fish-belly-pale hide with a neckless head and stumpy legs. Her wide nose was flattened across her face below dead, black eyes, and her cleft fish mouth had swollen lips like two carp floating a week dead in the sun. She was a marsh giant, and hungry by the looks of her.

I opened my mouth to scream in terror, as would any sane man caught in a marsh giant's net. As usual, though, my mutinous tongue had come up with its own plan without consulting me—instead of a scream, I heard my voice say, "Thank the gods you've come! Now hurry up

and eat me so I can be done with this blasted curse!" It was fortunate that I spoke a little bit of the Giant tongue, and even more fortunate that she did too. As she stomped toward me, I made as if I were trying to cleave my own face with the greataxe but was unable to because of the netting.

Either what I said or what I was doing must have intrigued her, because she checked her swing with her massive gaff hook, knocked Bran from my hands—I refer here to the axe, of course—and said in her great, gurgling voice, "What you say?"

Now I don't know if you've heard or not, but marsh giants aren't the brightest of the giant races. And in my many years of reaving upon the endless waves in my longship, the *Valkyrie's Fury*—What's that? Ah, you thought my ship was named *Hjalmar's Wrath*? Well, that was more of an informal nickname really, but that's beside the point. As I was saying, in my many years as an Ulfen raider I had learned that marsh giants were also superstitious—great believers in their fish god Dagon and all his blubbling omens and whatnot. And it was this superstition and my own impromptu gambit that saved me.

My mind caught up to my tongue as I continued. "I have the stone curse. I picked it up for daring to tread the streets of sunken Azlant, you know. It pains me something fierce, and I wish you'd hurry up and eat me to put me out of my misery."

She licked her lips a moment and then raised the gaff before I added, "Of course, a giant who eats the man with the stone curse given by Dagon gets more of the same herself. The stone curse, I mean. You know Dagon; he's all about the curses and suffering."

The name was getting through to her and giving her pause. "Mush-Lips hungry," she said. "If I no eat you, manling, then what I eat?"

"Well, there *was* a dog here a moment ago," I said bitterly, looking over my shoulder. "But no! I have a better idea. If you can lift the stone curse from me, then Dagon will bless you by making me the fattest, most succulent, most delicious meal you've ever had. You've just got to let me properly cure, you know, like a ham, or a rancid muskrat carcass, or whatever you normally eat. On the other hand, eating me without getting the curse lifted... Well, you've heard of stone giants, I'm sure. It's a most painful condition, they tell me."

Mush-Lips wasn't sure what to make of that, but I guess the thought of letting me fatten up and get stinky like the other things she probably ate appealed to her. She laughed and pulled me out of the bog, threw me over her shoulder with one hand, and scooped up Bran—the axe—with the other. Then we were off through the fetid forest, her every step rattling my teeth as I hung over her shoulder.

I soon spied the giantess's lair. A rocky tor rose from the surrounding fen, topped by a truly ancient pine tree

that perched precariously on its highest point. A rockfall at the base of the steep hill partially covered a wide cave entrance. As Mush-Lips stooped to enter the cave, I quickly snatched off my glove and scooped up a handful of the sand that carpeted the entrance. I tucked the sand-filled glove behind my belt and planned my next move.

Inside, the lair was actually spacious. It was obviously established by some previous inhabitant of a more constructive bent, who had undoubtedly ended up in Mush-Lips's bloated gut. Its stone floor was dry, with an old hearth built into the center and several rock shelves that could serve for storage or even sleeping in a pinch. In one corner a broken paddle wheel from some long-sunken riverboat served as a makeshift cage. It was into this that I was thrown, after which Mush-Lips bent the metal paddle blades back into place, leaving gaps just a little too narrow for me to squeeze through and bars thick enough I couldn't bend them. She deposited Bran the Giant Killer—I still speak of the axe here, you understand—on a high shelf, and then she squatted near a pile of what must have been her bedding and began to gnaw on some sort of suspicious-looking tubers.

I figured it was only a matter of time before her hunger overcame her misgivings about me, and I immediately began to regale her with details of the dreaded stone curse, using practically all of my Giant vocabulary and supplementing it with grand gestures. After a bit, she seemed ill disposed to continue munching on her tasteless roots and came over to give me a closer look. A little stream of spittle oozed from her swollen, disgusting lips.

Just as she leaned in close to get a good look at me, I suddenly feigned a monstrous sneeze and flung the sand I had hidden in my glove straight into her eyes and slaving maw. She gave out a startled yelp followed by a fit of sneezes of her own as the coarse grains irritated her eyes and the sensitive tissues of that oozing hole in her fish face that she called a mouth. She coughed three or four times and then looked at me in utter shock.

I got this axe from my father, who got it from his mother. She used to tell stories of adventuring and killing giants, so when I got it I named it Bran.



People are always getting it confused with my dog.



*I knew the risks, but I really didn't expect to get caught by a marsh giant.*

*Thankfully Mush-Lips was as dumb as she was strong. Actually, thankfully I'm quicker with my wit than with my axe.*

"Oh, woe unto the son of my father!" I wailed, "It's already begun. The stone curse has started to dry my insides all up. I'm no good to eat now unless I'm cured, and the curse is probably catching now. I suppose one little sneeze wouldn't put the curse on you yet, I'm sure. I mean, otherwise your eyes would be stinging and watery right now, and your mouth would feel gritty and dry."

As I said this, her eyes widened as my words sank through the layers of fat around her waterlogged brain. "Manling! It is what you say of my eyes and mouth! What Mush-Lips do now?" she shrieked.

"Well, it looks like we're in this together," I replied, letting her see I was trying my hardest to keep up a brave face, "until you can get me properly cured and eaten. But don't you worry, mighty Mush-Lips, I won't abandon you to this horrible fate. You still owe me an eating, and I'm going to see you through this so you can deliver on that promise." A tear of what I could only describe as gratitude—or possibly irritation from the sand—welled up in one of her black eyes. "But the first thing we've got to do, Mush-Lips," I added, "is fatten me up. A few sheep ought to do the job nicely. Say, you know, I think I saw some grazing along the river a few miles south of the swamp. If only there was a way to get—"

She was out the mouth of the cave before I could even finish my sentence. Checking the cage bars once again to confirm that I could neither move them nor fit through, I sat back to plot my next move and await whatever fate might bring me. Being "of the blood" Sczarni, though, has its advantages when it comes to tempting fate. (What do you mean? Of course I'm pure Ulfen, like I said. There's just a drop of Sczarni blood, on my mother's side.)

Mush-Lips returned that evening with the carcasses of three sheep she had poached from the edge of the swamp. She gave me one while she tore into the other two raw; apparently suffering a fake curse can really build up an appetite. I was able to talk her into letting me out of the cage to build a fire in the hearth, erect a spit, and roast my sheep over it.

While I was building my fire, I found a rock-solid lump of old charcoal in the bottom of the fire pit, which I quietly pocketed. I ate my fill and carefully wrapped what was left in an old blanket I found, saving it for later. Then I returned to my cage, full and warm from the fire. The one time during the night that Mush-Lips looked at me with what might have been hunger, I let out a resounding belch and immediately groaned as if in intense pain—mustn't let her think I had been cured too quickly, after all. After that she quickly went to bed, and I was able to get a full night's rest.

The next morning Mush-Lips found me awake with lips as black as coal, which is, in fact, exactly what they were as black as, since I had rubbed the charcoal over them vigorously once I awoke. She gave me a wide-eyed look, to which I replied, "What?" through my blackened lips and teeth, and she quickly went back to whatever morning rituals a ghastly marsh giant maiden keeps—they appeared to involve beating a half-eaten sheep carcass against the rock wall of the cave to no discernible purpose.

An hour later when I called her over, she approached cautiously. I had wiped some of the coal off of my lips and teeth so they were now just an unhealthy gray rather than midnight black. I told her, "I think I'm feeling a bit better today, Mush-Lips. Perhaps I'm beginning to get a little cured. Here, why don't you take a bite and see how I'm coming along?" At this I held my gloved hand between the bars with the first finger extended nearly to her mouth. She must have felt better about my pallor because she placed the extended finger between her teeth and bit down with gusto, chomping the gloved finger clean off. This was immediately followed by a howl of pain, after which she spit out the chewed glove finger, which held a broken chunk of charcoal, as well as a good portion of split tooth. My actual finger was, of course, still curled down inside the glove against the palm of my hand, where she couldn't see it.



She looked at the charcoal “finger.” I looked at the charcoal “finger.” She looked at me, I swallowed audibly, she let out a little gibber of fear, and I said, “Well, looks like the stone curse has gotten worse. I hear that the fingers are the first to go when the stone curse becomes really advanced. And now that it’s been in your mouth... Well, it’ll probably kill us both unless it can be cured at its source.” Here I demurred as she and I both well knew the only “source” that could save her was me. Mush-Lips held a meaty, fishy palm to her swollen cheek where the broken tooth still smarted while I explained to her that, in the most advanced cases, the curative for the stone curse required communing with powerful spirits—specifically the drinkable kind. I also made sure to explain that keeping the cursed victim warm was important as well.

“Now I get the stone curse, manling?” Mush-Lips blubbered to me. “Stone giants’ hair all fall out. I know; I have seen.”

“Well, I don’t want to overly alarm you, but, yes, you will most certainly get the stone curse now.” I didn’t have the heart to tell her that her moon head was already as bald as a stone giant’s backside.

“What I do, manling?” she wailed.

“Fortunately for you, Mush-Lips, I may know just the thing to save you. Not two days ago, my ship passed a group of goblin river pirates. They gave me and my crew a wide berth, but I could see they had casks of spirits and bundles of furs stacked on their raft.” In truth, the bastards had swindled me out of seven silver links in a game of cards that I’d rigged, but this wasn’t about revenge; it was about survival—mine, to be specific.

I told Mush-Lips roughly where I had seen the goblin pirates who held the key to our salvation, and watched her go as I worked out the rest of my plan in my mind.

Mush-Lips returned that evening with two casks, a bundle of furs, and a string of goblin carcasses, which she tore into with relish. She gave the furs and one of the barrels to me while I warmed my leftover mutton at the fire pit. The cask was a fine Brevic red that I enjoyed immensely before retiring to the warmth of a great pile of furs in my cage. Mush-Lips herself drank from a barrel of rotgut Belkzen Black before finally passing out at the cave entrance. The time was near for my escape; she just needed a final push.

The next morning Mush-Lips awoke, bleary eyed and hungover, to the sound of an eerie wail filling the cavern. I sat and looked at her with an expression of surprise on my face. I held a hand over my mouth—fortunately she was not great at counting or she might have noticed the finger I had mysteriously regenerated—but almost immediately another mournful howl filled the cave. She rushed to my side and yelled in a voice that surely split her aching head, “What the matter with you, manling?”

“I’m afraid we’re too late for me, Mush-Lips. The stone curse has got me in its final clutches; I’ve developed the wailing whoop.” As if to punctuate this, the ear-spitting howl filled the cavern once again. Now, Mush-Lips’s mind, still befuddled with rotgut orc liquor and never exactly an Aldori blade to begin with, was having trouble taking this all in. You can’t really blame her if she didn’t see the no-good dog huddled beneath the furs beside me, howling every time I kicked it in its sorry ribs. You see, Bran the Giant Killer—yes, yes, the dog this time—had turned up the previous day while Mush-Lips was goblin hunting, and, like all faithless curs, had followed the commands of his stomach. Feeling hungry, he had tracked my scent, hoping to get fed. I had given him a bit of my mutton, hidden him beneath the furs, and let his natural laziness take care of the rest. The dog was well fed and didn’t want to rise so early, and a few swift nudges with the heel of my boot were eliciting the mournful wails that Mush-Lips took to be mine.

She was tired, hungover, and scared out of her wits by the noises she knew no manling was capable of making when I told her the final chance we had to save her and let her eat me required an enchanted pinecone. But it couldn’t be just any enchanted pinecone. It had to be one that grew atop the tallest tree, could only be identified by someone infected with the stone curse, and had to be harvested by a famous seafarer with an axe blessed by mighty Gorum himself. She looked completely lost at the laundry list of requirements I laid out for her until I gave her a confident smile. “I do recall quite a large pine tree atop your hill, yon axe over there happens to have been forged at Gorum’s most holy temple in Kalsgard, and I...” I looked down in embarrassment. “Well, I just happen to be the most famous seafarer you’ve ever met.” Two of those things were more or less true, but I doubt she was counting.



*He may be lazy and selfish, but damn if Bran isn't a loyal dog. Most of the time. Once he's had something to eat.*

In seconds she had wrenched the bars of the cage in order to release me and snatched up Bran—actually, the dog and the axe both this time, along with the whole bundle of furs the dog was sleeping in, which she dropped in panic when it gave out a startled yelp most unlike a bundle of furs. She then raced out with the axe in one arm and yours truly in the other. Unfortunately, as I explained to her, at this advanced stage of the stone curse, I could scarcely trust the strength in my own legs, so it was up to her to climb the perilous cliff to the top of the tor without dropping myself or Bran—solely the axe this time.

When we reached the base of the ancient pine that towered above the marsh, Mush-Lips stopped to catch her breath and motioned for me to climb the tree. I just looked sorrowfully at my poor, curse-ridden legs and sat down, helpless, at the base of the trunk. With a little moan—she was still reeling from the effects of the Belkzen Black—she scooped me up over her shoulder and began to climb the tree. It is sad for me to say, but I made her clamber over many precarious branches as I misidentified the enchanted pinecone a number of times. You couldn't know for sure until you got a real close look.

Finally I had found it for sure. I pointed to a pinecone far out on a perilous branch near the top of the tree. Mush-Lips scrambled toward the high branch, which was well over two hundred feet above the marsh. The entire tree groaned and bent beneath her ponderous bulk, but

she soldiered on. Finally, she got as near to the branch as she could, and I was forced to climb up over her back and out onto a higher limb. In my weakened state, I couldn't possibly reach the necessary branch, so she had to brace her feet on the tree's trunk, extend far out to grasp it with one hand to bend it down toward me, and hand the axe up to me with the other.

There I stood—the giant dangling helpless beneath me, Bran the axe in my hand, and Bran the dog sniffing around the base of the tree below. Only three of the giant's fat sausage fingers held her in place on the tree branch. I hefted Bran in my hands, feeling its weight, and looked out over the distant forests. You know, life can be funny sometimes.

The speaker scratched the dog's graying muzzle and gave it a playful cuff, eliciting a low, mournful howl. Five faces around the campfire stared at him a moment in utter silence, shocked by what they have just heard and its utter lack of any sort of ending.

"What? Oh, you want to know the rest," Kilig asked, a look of surprise on his face. "Why, I promise you, it is much too gruesome to tell in civilized company."

The others spent another moment looking at him then at each other before guffaws and general rumbles of disbelief and derision arose.

"A likely story, your admiralship."

"Walked the sunken streets of Azlant, yes? More like the sunken dregs at the bottom of a cup."

"Aye, his tongue is faster than his mind, and no mistake!"

"How many Brans have you got, between the axe, the dog, and that soggy lump of mud resting between your ears?"

The laughter paused, however, as the man soberly unrolled a waxed cloth he had pulled from his pack. Within it were three fat, black, tube-like things. They were wrinkled and ghastly to behold, with crusty protrusions at the end that looked a bit like gnarled fingernails. His companions watched as the red-haired adventurer grabbed one with a gloved hand—a glove that had one finger missing, revealing the man's own digit—and tossed it to the dog, who hungrily began scarfing down the bloated, scabrous thing. The grumbles dwindled and died, gradually replaced by an uncomfortable silence and more than one stifled gag as the storyteller raised another of the lumpy, swollen things to his own mouth and chomped off a bite, a ruddy trickle of juice mingling with the hairs of his short beard.

Kilig the steersman looked around him at the faces of his fellow travelers around the fire and noticed the greenish tinge that touched some of them as they watched him with a rapt and horrified attention. *What?* he thought. *Haven't they ever seen an Illmarsh peat-cured eel sausage before?*

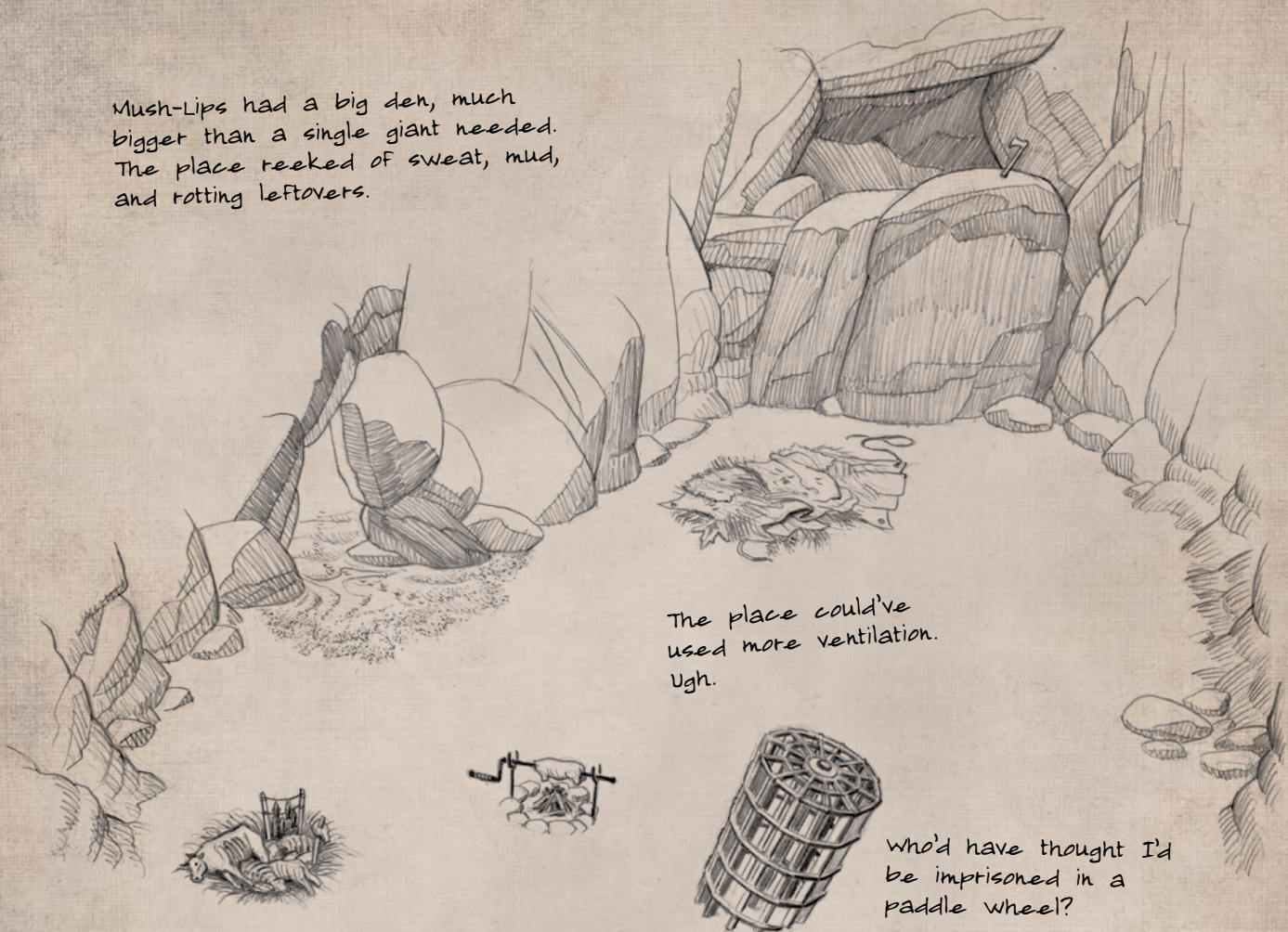
*Well, what else would an honest-to-gods Ustlav—on my mother's side, of course—eat?*

*I wasn't sure I could really sell the joke, but one look at my companions' faces let me know I had them.*



*Did they really think I carted around fingers from a long-dead giant?*

Mush-Lips had a big den, much bigger than a single giant needed. The place reeked of sweat, mud, and rotting leftovers.



The place could've used more ventilation. Ugh.

Who'd have thought I'd be imprisoned in a paddle wheel?

## MARSH GIANTS

It is a generous observer indeed who might call a marsh giant clever. Considered by many to be the inbred dregs of the hill giant race—already as close to inbred dregs as can be imagined outside of a cabin of ogres on Hook Mountain—marsh giants live up to their reputation for crudity and a near-complete lack of organization. In groups, however, they can demonstrate a low cunning as their natural competitiveness and drive for survival compel them to formulate something akin to strategy and planning in their actions. Lone marsh giants, on the other hand, truly scrape the bottom of imaginable wretchedness.

Lone marsh giants, having been driven from their societies to live as hermits, are considered pariahs even by their own foul kind. Gifted with intellects barely above that of beasts, lone marsh giants live lives of squalor and confusion. Forced to survive on their own, these specimens are often physically stronger than their kin but rely on habits and taboos formulated from their own misguided observations and what little they can recall from their early lives. As a result, almost anything can take on a mystical, superstitious quality in the eyes of a marsh giant hermit, and even seemingly nonsensical things can have a special significance.



## BESTIARY

**W**e were deep in the Kodar Mountains when we unearthed the cavern. Aside from a few vermin, the cave system hadn't been inhabited in ages. In the first cavern, simple pottery still sat stacked near traces of a cooking fire that burned out thousands of years ago. The second chamber was far more impressive, with paintings of animals covering its walls. Some of the images seemed to depict a great migration, while others showed hunters stalking the animals. Our flickering torches scattered light throughout the cave, and the effect made the figures appear to move about on the stone walls. Suddenly, the illusion of movement became reality as a horse leapt from the wall, its hooves as real as the stone. All through the chamber, the paintings slithered down to attack.

—Tarnalos Kriegh, explorer

This volume of the Giantslayer Adventure Path contains the result of bizarre burial practices, animated cave paintings, sentient statues, Minderhal's herald, and a template for giants with mixed ancestry.

## INTO MINDERHAL'S VALLEY

The random encounter table presented here features a number of typical threats the PCs could encounter while adventuring in the Valley of Minderhal. During the course of the adventure, the PCs have a 35% chance of a random encounter every 2 hours they spend exploring the region, but should have no more than three random encounters per day.

Since this adventure spans a range of levels, some random encounters might be too simple or too difficult for the PCs, depending on where they are in the course of the adventure. If the result rolled is outside the challenge rating range appropriate for the PCs, roll again on the table or choose a different encounter.

To learn more about the region or get inspiration for other hazards and encounters, read *Pathfinder Campaign Setting: Belkzen, Hold of the Orc Hordes*.

**Hill Giant Hunter (CR 9):** Since Kragmuld spends much of his time wandering the valley, there is a chance that the PCs could encounter him outside of his encounter location in the adventure. If this result is rolled, see page 22 for details on how Kragmuld reacts to the PCs if he's encountered randomly.

**Sinister Spectre (CR 7):** The dwarven spectre (*Pathfinder RPG Bestiary* 256) named Begrundi Stonehold seethes with anger. Originally part of a group of adventurers, this unfortunate soul was betrayed by his companions and left to die in the mountains. Dead for only a day before he rose as a spectre, Begrundi was able to track down his murderous companions before they could leave the valley. As the traitors slept in their camp, Begrundi killed them one by one, draining them slowly of their life force and delighting in their terror. Begrundi still roams the valley, preying on lone travelers. Since spectres abhor sunlight, this result happens only after sundown.

**Xorn Ambush (CR 8):** After leisurely feasting upon a narrow but long-stretching vein of pure quartz for weeks, this pair of xorns (*Bestiary* 284) followed it into the valley, where the vein ran out. Still mostly sated, the xorns are reluctant to move on to other lands, and instead have set up an ambush in the valley to take advantage of travelers bearing gold, gems, and other rich foods. The two lie in wait just beneath the ground in a place where the valley walls narrow. Once they detect passersby with their tremorsense, they spring from the stone using their earth glide ability. The xorns focus their attacks on the creature carrying the most weight of gemstones, precious metals, or even ore.

## VALLEY OF MINDERHAL ENCOUNTERS

d%	Result	Avg. CR	Source
1-6	1 bulette	7	<i>Bestiary</i> 39
7-11	1 dire bear	7	<i>Bestiary</i> 31
12-17	1d4 flame drakes	7	<i>Bestiary</i> 2 106
18-22	1 greater barghest	7	<i>Bestiary</i> 27
23-29	1d4 ogre spiders	7	<i>Bestiary</i> 3 254
30-36	Sinister spectre	7	See below
37-41	1 deadfall scorpion	8	<i>Bestiary</i> 3 237
42-46	1 destrachan	8	<i>Bestiary</i> 2 83
47-51	1d8 korreds	8	<i>Bestiary</i> 2 173
52-57	1 stone giant	8	<i>Bestiary</i> 151
58-63	1 treant	8	<i>Bestiary</i> 266
64-69	Xorn ambush	8	See below
70-74	1 aurumvorax	9	<i>Bestiary</i> 2 35
75-79	1 greater earth elemental	9	<i>Bestiary</i> 123
80-86	Hill giant hunter	9	See below
87-91	1 rift drake	9	<i>Bestiary</i> 3 106
92-98	1 titan centipede	9	<i>Bestiary</i> 2 53
99-100	1d8 redcaps	10	<i>Bestiary</i> 2 233

## SLAG GIANT BAGS

The following list of random treasure provides a GM with flavorful suggestions for the types of things a slag giant might have in its lair, among its equipment, or stowed in enormous bags. Whenever the PCs encounter a slag giant, consider rolling on this table instead of or in addition to awarding the treasure listed for the giant.

d%	Result
1-7	Sack of iron ore
8-13	<i>Oil of arcane lock</i> in a crystal vial
14-18	Unstrung dulcimer that has been lacquered blue and carved with a star and moon motif
19-25	Wire brush missing half of its bristles
26-31	Large boot (with a 500-gp ruby in a hollowed heel)
32-36	10 square yards of thick leather (worth 30 gp)
37-43	Metal box containing a flask of <i>sovereign glue</i> and a jar of <i>salve of slipperiness</i>
44-51	Bag of brass rivets
52-56	A single Medium stilt
57-62	Wrought iron puzzle
63-69	Ivory tube containing a dozen tindertwigs
70-74	Clay jar of hand salve and roll of gauze
75-78	Steel plate scroll with three 2nd-level spells on it
79-82	Iron holy symbol of Fandarra
83-88	Superior steel lock with two keys
89-93	Set of Large playing cards secured with a leather belt
94-97	Masterwork adamantine chisel
98-100	Carriage wheel

## BENAIOH

This towering humanoid figure appears to be sculpted from clay. Fine cracks thread through the creature's body, leaking a steady stream of putrescent slime.

### BENAIOH (CLAY VESSEL)

CR —



XP 1,200

N Large construct

**Init** -1; **Senses** blindsense 30 ft., darkvision 60 ft., low-light vision, tremorsense 90 ft.; **Perception** -4

#### DEFENSE

**AC** 18, touch 8, flat-footed 18 (-1 Dex, +10 natural, -1 size)

**hp** 52 (4d10+30)

**Fort** +1, **Ref** +0, **Will** -3

**Defensive Abilities** clay shell; **DR** 5/adamantine and bludgeoning; **Immune** construct traits; **SR** 15

#### OFFENSE

**Speed** 20 ft.

**Melee** 2 slams +12 (1d8+9)

**Space** 10 ft.; **Reach** 10 ft.

**Special Attacks** disease, spray slime

#### STATISTICS

**Str** 28, **Dex** 9, **Con** —, **Int** —, **Wis** 2, **Cha** 1

**Base Atk** +4; **CMB** +14; **CMD** 23

**SQ** freeze, symbiotic senses

#### ECOLOGY

**Environment** any mountains or underground

**Organization** solitary, pair, or guard (3-12)

**Treasure** none

#### SPECIAL ABILITIES

**Clay Shell (Ex)** A benaioh is safely encased in an animated clay shell that is sculpted to resemble a giant humanoid. The shell provides the inhabiting ooze total cover. When the clay form is destroyed, it shatters violently, exploding in a spray of jagged clay shards that deal 3d6 points of damage to all creatures in a 30-foot-diameter burst centered on the benaioh. A successful DC 21 Reflex save halves this damage. This explosion releases the benaioh from its clay shell; thereafter it uses its ooze form statistics (see below). The save DC is Strength-based.

**Disease (Ex)** While a benaioh is immune to disease, it carries a contagion with which it both infects other creatures and propagates itself. Any creature struck by the benaioh's spray slime ability is exposed to this disease.

*Wormrot:* Contact; *save* Fort DC 20; *onset* 1 minute; *frequency* 1/day; *effect* sickened plus 1d3 Con damage; *cure* 2 consecutive saves. The save DC is Constitution-based. A creature that dies of wormrot transforms into a benaioh over the course of the next 24 hours.

**Spray Slime (Ex)** Once every 1d4 rounds (but no more than 6 times per day), a benaioh in its clay shell can force a stream of itself in a 20-foot line of worm-laden slime from one of the clay shell's orifices. The putrescent sludge deals 3d6 points of acid damage and exposes the target to wormrot.

**Symbiotic Senses (Ex)** A benaioh can still use its blindsense and tremorsense abilities while housed inside its animated clay shell.

### BENAIOH (OOZE FORM)

CR 7



XP 3,200

N Large ooze

**Init** -2; **Senses** blindsense 30 ft., tremorsense 90 ft.; **Perception** -4

#### DEFENSE

**AC** 7, touch 7, flat-footed 7 (-2 Dex, -1 size)

**hp** 84 (8d8+48)

**Fort** +8, **Ref** +0, **Will** -2

**Immune** disease, ooze traits

#### OFFENSE

**Speed** 20 ft., climb 10 ft., swim 10 ft.

**Melee** slam +13 (1d12+12 plus 1d6 acid and disease)

**Space** 10 ft.; **Reach** 10 ft.

**Special Attacks** disease, engulf (DC 22, 6d6 acid plus disease)

#### STATISTICS

**Str** 26, **Dex** 6, **Con** 23, **Int** —, **Wis** 3, **Cha** 1

**Base Atk** +6; **CMB** +15; **CMD** 23 (can't be tripped)

**Skills** Climb +16, Swim +16

#### ECOLOGY

**Environment** any mountains or underground

**Organization** solitary, pair, or guard (3-12)

**Treasure** none

#### SPECIAL ABILITIES

**Disease (Ex)** While a benaioh is immune to disease, it carries a contagion with which it both infects other creatures and propagates itself. Any creature struck by the benaioh's slam attack or engulf ability is exposed to this disease.

*Wormrot:* Contact; *save* Fort DC 20; *onset* 1 minute; *frequency* 1/day; *effect* sickened plus 1d3 Con damage; *cure* 2 consecutive saves. The save DC is Constitution-based. A creature that dies of wormrot transforms into a benaioh over the course of the next 24 hours.

Long before the Thassilonian empire rose to power on the western shores of Avistan, ancient tribes of stone giants migrated into the western reaches of Varisia and settled in the region now called the Mindspin Mountains. As their culture grew, so did their devotion to the deities who blessed them with the riches of the earth. They worshiped gods, the spirits of the wild world around them, and their ancestors. To show their respect, they erected dozens of small temples throughout the region. In later centuries, much of their culture was torn apart. Those who clung to their beliefs were slaughtered, and their temples were sacked, looted, and burned. Anything left behind fell into the care of aging priests, and over the centuries, as their caretakers passed on, these remnants slipped into obscurity.

One strange ritual from this time, typically practiced by the ancient priests of the giant goddess Fandarra, involved the preparation of corpses for the journey to the afterlife, but created benaiohs as a side effect. Corpses were prepared by decomposing them within a clay vessel that the priests believed would allow the soul to escape after the body decomposed. To augment this process, the priests used slender, flesh-devouring worms that were imbued with divine blessings. Over the course of a lengthy ritual, priests sealed the deceased's entire body in sacred clay. As the clay hardened, they sculpted it to resemble the likeness of the deceased, forming a sort of statue-like sarcophagus that stood upright. The only portions of this clay vessel that were left unsealed were holes that allowed access to the individual's eyes and mouth. Then Fandarra's priests placed three of the sacred worms into each of the vessel's openings. Lastly, the priests sealed the openings with wax. In this manner, the priests believed they were separating the deceased's physical body from its soul, leaving the soul free to follow Fandarra (or her servitors) on to its final rest in the Great Beyond.

As a side effect, this strange burial practice provided guardians for the tombs, as the divinely imbued worms eventually animate their clay vessels as benaiohs. Since the worms are able to breed rapidly and then maintain a stable population indefinitely, benaiohs are capable of standing vigil for millennia. A benaioh in its clay vessel stands just over 12 feet tall and weighs 2,000 pounds.

### ECOLOGY

A benaioh is an ooze-like colony formed by a swarm of divinely imbued worms that live within a morass of their own waste and digestive secretions. When first created, the colony consists of only nine worms; however, the creatures breed rapidly, particularly when they have a readily available source of flesh. Over the course of several months, the worms reproduce hundreds of times, quickly increasing in population until they fill the clay vessel. During times of dormancy or when meat is scarce, the worms sustain their population through cannibalism, eventually balancing their reproductive and mortality rates. If the colony senses warm flesh, though, the worms stop eating each

other. These worms never exhibit this type of swarming behavior when encountered naturally, which indicates that the divine ritual is necessary to create a colony.

The worms are coated with a fleshy, gelatinous slime that forms as they devour flesh, and eventually this slurry of worms and slime gains the ability to animate the clay vessel in which they are interred. The worms' individual tiny jerking and wriggling movements work in unison to move the limbs of the clay vessel. The worms innately sense nearby motion as well as the body heat of most living creatures. As soon as a benaioh senses fresh meat, the worms begin jerking about in a sympathetic reaction, activating the clay figure and sending it lumbering off in the direction of the nearest living prey.

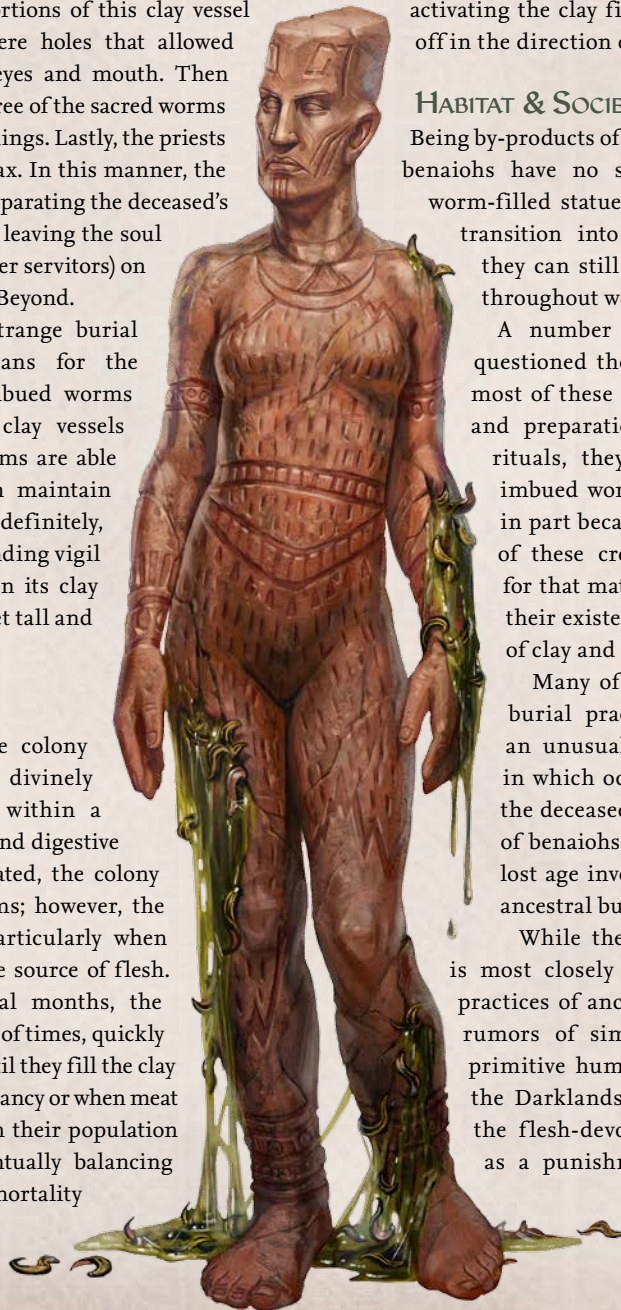
### HABITAT & SOCIETY

Being by-products of a long-forgotten burial practice, benaiohs have no society. Few of these ancient worm-filled statues have managed to survive the transition into contemporary times, though they can still be found in lost tombs dotted throughout western Avistan.

A number of prominent scholars have questioned their existence altogether. While most of these scholars accept the procedures and preparations performed during burial rituals, they discredit tales of magically imbued worms animating the clay vessels, in part because no one has ever created one of these creatures in modern times—or, for that matter, provided hard evidence for their existence beyond a few broken shards of clay and trace amounts of slimy residue.

Many of these scholars think that this burial practice is simply a variation of an unusual practice from distant lands, in which ochre jellies are used to dissolve the deceased's flesh. They dismiss the tales of benaiohs springing to life as fables of a lost age invented by giants to protect their ancestral burial grounds.

While the practice of making benaiohs is most closely associated with the religious practices of ancient tribes of giants, tales and rumors of similar practices persist among primitive humanoids in the lower depths of the Darklands. In accounts of this practice, the flesh-devouring worm ceremony serves as a punishment or torture, but the end result is similar—the creation of guardians. These stories go on to describe guardians with powerful abilities.



## GREAT ELDER IUU

This ancient stone giant towers over others of his kind and has a crown of crystalline growths sprouting from his head. He holds a warhammer made of meteoric stone pierced by natural deposits of glinting metallic ore.

### GREAT ELDER IUU

CR 15



XP 51,200

LE Large outsider (evil, giant, herald<sup>16</sup>, lawful)

**Init** +3; **Senses** darkvision 120 ft., low-light vision; Perception +21

**Aura** courage (20 ft.)

#### DEFENSE

**AC** 30, touch 13, flat-footed 26 (+3 Dex, +1 dodge, +17 natural, -1 size)

**hp** 216 (16d10+128)

**Fort** +18, **Ref** +8, **Will** +15

**Defensive Abilities** improved rock catching;

**DR** 10/adamantine; **Immune** fear

#### OFFENSE

**Speed** 30 ft.

**Melee** +3 *adamantine corrosive warhammer* +27/+22/+17/+12 (2d6+12/×3 plus 1d6 acid)

**Ranged** adamantine rock +19/+14/+9/+4 (1d8+9)

**Space** 10 ft.; **Reach** 10 ft.

**Special Attacks** rock throwing (200 ft.)

**Spell-Like Abilities** (CL 16th; concentration +19)

At will—*meld into stone*, *stone shape*

5/day—*bull's strength*, *cure serious wounds* (DC 16), *invisibility purge*, *levitate*

3/day—*dimension door*, *dispel magic*, *fly*, *gravel vortex* (see page 74), *neutralize poison*, *order's wrath* (DC 17), *spike stones* (DC 17)

1/day—*breath of life*, *fabricate*, *stone tell*, *stoneskin*, *wall of stone*

#### STATISTICS

**Str** 29, **Dex** 17, **Con** 27, **Int** 14, **Wis** 16, **Cha** 16

**Base Atk** +16; **CMB** +26; **CMD** 40

**Feats** Blind-Fight, Cleave, Dodge, Iron Will, Point-Blank Shot, Power Attack, Precise Shot, Quick Draw

**Skills** Climb +15, Craft (stonemasonry, weapons) +15, Diplomacy +15, Intimidate +22, Knowledge (dungeoneering, history, planes, religion) +12, Perception +21, Perform (sing) +12, Sense Motive +16, Stealth +17 (+25 in rocky terrain); **Racial Modifiers** +8 Stealth in rocky terrain

**Languages** Common, Giant, Infernal

**SQ** stone giant blood, summon boulders

#### ECOLOGY

**Environment** temperate mountains (Hell)

**Organization** solitary or council (Great Elder Iuu plus 3d6 stone giants or fiendish stone giants)

**Treasure** standard (+3 *adamantine corrosive warhammer*, other treasure)

#### SPECIAL ABILITIES

**Aura of Courage (Su)** Great Elder Iuu is immune to fear. His allies within 20 feet gain a +4 morale bonus on saving throws against fear effects. This ability functions only while he's conscious, not if he's unconscious or dead.

**Improved Rock Catching (Ex)** Great Elder Iuu gains a +4 racial bonus on his Reflex save when attempting to catch a thrown rock with rock catching. This ability otherwise works as the rock catching ability.

**Stone Giant Blood (Ex)** Great Elder Iuu counts as a stone giant for any effect related to race.

**Summon Boulders (Su)** Great Elder Iuu can summon three adamantine throwing rocks as a swift action. If thrown, the rocks disappear at the end of his turn. Any rocks leaving his grasp otherwise disappear immediately.

Great Elder Iuu is one of the first stone giants ever to set foot upon the mountains of Golarion, and one of the stone giants' first tribal elders. After he died at the age of 888, Minderhal brought him to Stonepeak for a century of paradise and crafting, then elevated him to serve as the god's herald. Minderhal sends Iuu to the mortal world in times of great trouble or change for the stone giant people, or to put an end to conflicts between tribes.

Iuu looks like an exceptionally tall, handsome, and wise elder stone giant with crystals sprouting from his head like a crown and a cloak of heavy moss. His weapon is *Anfaru* (meaning "Mountain from the Sky"), an adamantine-laden stone meteorite he carved over the course of 100 years into a hammer shape. Iuu has a deep, booming voice that can shatter mortar when he's angry. His crystal crown and unusual weapon have sometimes led ignorant members of lesser races to mistake him for a stone giant king.

Iuu uses his magical abilities to enhance, protect, and support himself and his mortal allies. Having been in countless battles against various creatures, he is a competent tactician; he quickly reacts to specific threats or enemy abilities and determines how to best use the available terrain and resources to overcome threats. When he gives orders, he expects other giants to obey immediately and without question. He believes in the inherent strength of his people, and although he is evil, he's unwilling to sacrifice their lives in risky gambits unless the survival of all the stone giants is at stake. He thinks little of smaller races and is indifferent to the "degenerate" giant races (which, according to some stone giant lore, includes all other races of giants).

#### ECOLOGY

Iuu was born a mortal giant, and although he doesn't have to eat, he still has a strong attachment to the traditional foods and beverages of his people. When summoned to



the Material Plane by those with means, he expects a great feast to be prepared for him, and he honors his hosts by participating. If those who call him are impoverished, he treats whatever meager food they offer as if it were a fine meal, and limits what he eats so others don't go hungry.

Iuu does not need to sleep, and although he needs to breathe, that becomes an issue only if he is forced underwater or buried alive—in which case he can use magic such as *dimension door* or *meld into stone* to escape or compensate for the hazard.

As with mortal stone giants, Iuu's flesh appears to be made of rock, but he is a creature of flesh and blood. His flesh is much harder than normal stone, but when injured, he bleeds red. Having already lived a full mortal life once, he doesn't fear death, especially if his dying better serves Minderhal or the stone giant race as a whole. At worst, he would experience regret that he would not share another song or teach another student about the traditional ways of giantkind.

### HABITAT & SOCIETY

Great Elder Iuu spends decades at a time in a catatonic slumber deep within Minderhal's realm, and nearly as much time crafting weapons for the god's other servitors and building architecture for the realm itself. After one of his deep sleeps, it's customary for new petitioners and servitors of the god to seek him out and gain his blessing. Many in Stonepeak determine their seniority by how many cycles of Iuu's waking and sleeping they have been present for.

Iuu enjoys teaching others—whether mortals, petitioners, or outsiders—about crafting and the early history of the giant race, using ancient songs to convey these tales to eager ears. He is pleased when a student learns the songs he teaches, but becomes stern if his pupil accidentally or intentionally alters the words or cadence of the song. If he hears an altered version of a song or tale from another, he interrupts, insisting the raconteur tell it the right way and honor its proper, orthodox form.

Iuu is respectful toward shrines and priests of Estig (the stone giants' name for Erastil), Fandarra, and spirits of ancestors and stone. He doesn't allow followers of Urazra to speak in his presence—the first offense merits a verbal rebuke; the second, a beating; and the third, a beating followed by tribal exile.

Many mortal giants are related to Iuu through the countless generations extending back to the origin of their race. Stone giants of all tribes award him great respect as a powerful, wise, and noteworthy hero-ancestor—even those of tribes that don't worship Minderhal or that disagree with the herald's beliefs. When a stone giant exemplifies many of the god's ideal traits, members of the tribe often consider that giant a spiritual incarnation

of Iuu, as if the herald granted the leader a portion of his own spirit at birth, destining that child for greatness.

When he visits the mortal world, Iuu typically travels with other stone giants; it's very rare that he's encountered alone. Usually, his companions are members of the tribe he came to the Material Plane to help. However, in rare cases, the giants who accompany him are his "proud children"—worthy petitioners temporarily given mortal bodies in the form of fiendish stone giants. These companions give Iuu many hands to accomplish tasks that, even with his great strength and knowledge, would be difficult to handle alone.



## LIVING CAVE PAINTING

The painted ochre lines of this stylized bison seem to shift and flow, giving the primitive drawing an eerie sense of life and otherworldly majesty.

### LIVING CAVE PAINTING

CR 4



#### XP 1,200

N Medium aberration

**Init** +9; **Senses** blindsight 30 ft.; Perception +5

**Aura** captivating artistry (30 ft., DC 15)

#### DEFENSE

**AC** 18, touch 18, flat-footed 12 (+2 deflection, +5 Dex, +1 dodge)

**hp** 39 (6d8+12)

**Fort** +4, **Ref** +7, **Will** +6

**Defensive Abilities** amorphous; **Immune** bleed, disease, paralysis, poison, stunning

**Weaknesses** vulnerable to *erase*

#### OFFENSE

**Speed** 30 ft., climb 30 ft.

**Melee** ocherous touch +9 touch (1d6 plus 2d6 bleed)

**Space** 5 ft.; **Reach** 0 ft.

**Special Attacks** manifestation, ocherous touch

#### STATISTICS

**Str** —, **Dex** 21, **Con** 14, **Int** 5, **Wis** 12, **Cha** 15

**Base Atk** +4; **CMB** +4; **CMD** 22 (can't be tripped)

**Feats** Dodge, Improved Initiative, Mobility

**Skills** Climb +8, Perception +5, Stealth +13

**Languages** Terran (can't speak)

**SQ** compression, freeze, two-dimensional

#### ECOLOGY

**Environment** any underground

**Organization** solitary, pair, or collection (3–8)

**Treasure** incidental

#### SPECIAL ABILITIES

**Captivating Artistry (Su)** Any creature with an Intelligence score of at least 3 that begins its turn within 30 feet of a living cave painting must succeed at a DC 15 Will saving throw or be fascinated for 1 round. Hostile actions by the living cave painting that don't target or affect the fascinated creature do not end the fascinated effect. Whether or not the save is successful, the target is immune to the same living cave painting's captivating artistry aura for 24 hours. This is a mind-affecting effect. The save DC is Charisma-based.

**Manifestation (Sp)** A living cave painting manifests itself in the three-dimensional world by shaping quasi-real illusions. Three times per day, a living cave painting can use *shadow conjuration* as a spell-like ability, but the *shadow conjuration* can mimic only *summon nature's ally III* spells. Additionally, whenever a conjured creature takes enough damage to destroy it, the living cave painting can instead, as a free action, sacrifice any number of hit points. Each hit point sacrificed in this way prevents 1 point of

damage done to the *shadow conjuration*. The caster level for this effect is 7th. The save DC is Charisma-based.

**Ocherous Touch (Ex)** A living cave painting's touch causes vicious wounds to appear on the victim's body, dealing 1d6 points of damage and 2d6 points of bleed damage. The living cave painting uses its Dexterity modifier instead of its Strength modifier to resolve all touch attacks.

**Two-Dimensional (Ex)** A living cave painting exists in only two dimensions, and has some qualities in common with incorporeal creatures. A living cave painting has no Strength score. Additionally, it gains a deflection bonus to its AC equal to its Charisma modifier. It cannot move in three dimensions (such as jumping or flying), and can navigate only along solid surfaces such as floors, ceilings, and walls. It can attack creatures only by entering their squares and touching them directly. A living cave painting can crawl onto solid objects that can then themselves be moved through other means. It cannot fall or take falling damage, and it cannot use or be affected by combat maneuvers such as bull rush, grapple, or trip. It cannot take any physical action that would move or manipulate an opponent or the opponent's equipment. It has no weight, and does not set off traps that are triggered by weight. A living cave painting takes no damage from nonmagical attacks and takes only half the normal amount of damage from magical weapons.

**Vulnerable to Erase (Ex)** A living cave painting can be targeted by an *erase* spell, which deals 3d6 points of damage to the creature.

Little is known of the primitive tribes that preceded the great mortal civilizations of the Age of Legends. They possessed no written language and built few lasting structures, so little of their culture exists to this day. Yet some evidence of these ancient peoples can be found, hidden away in deep, remote caves protected from the ravages of time. The simple paintings and sculptures found in these caves speak to the primal roots of the human experience, and they're treasured in the modern world as pieces of art nearly as much as they are considered historical artifacts. Yet those who wish to explore these caverns or retrieve such relics must be cautious. Ancient guardians haunt the dark places in the earth, hiding among the paintings, waiting to strike down those foolish enough to disturb their millennia-long rest.

These guardians are the living cave paintings, ancient works of art animated by strange magic at the dawn of human civilization. They lack true bodies, and instead exist as two-dimensional beings painted across cave walls in ochre and charcoal. Living cave paintings most often depict herd animals such as aurochs, bison, horses, or rhinoceroses, or megafauna such as megaloceros that forms herds. Some others depict predatory creatures, human figures, or even animal-human hybrids.

## ECOLOGY

A living cave painting's temperament and behavior seem to depend on the type of creature (or creatures) it is painted to resemble. While all living cave paintings are aggressive to some extent, those that portray bison or horses tend to be less violent and less predatory in nature than those that depict lions or bears. Likewise, living cave paintings illustrated to represent herd animals often group together, while those showing solitary creatures generally eschew the company of their own kind. It is a mistake, however, to assume that a living cave painting is merely a two-dimensional version of some common animal. Even those that represent prey animals have sharp predatory instincts, and many an explorer has met a grisly end after disregarding a living cave painting of a peaceful herd animal.

Though they require no food or drink to survive, living cave paintings can consume small amounts of material—usually blood, ash, or stone pigments such as ocher. They seem to absorb these materials directly into their two-dimensional bodies, growing darker or more vivid as they do so. Living cave paintings sometimes accept such materials as offerings, allowing creatures who present them with such gifts to pass unharmed into the caverns they protect, though their tolerance is tenuous and short-lived even in the best of situations.

Scholars aren't sure whether living cave paintings age. Some living cave paintings seem to have existed for thousands of years without losing any potency or vitality, while others have grown faint and restive with age. It is even possible that apparently mundane cave paintings were once living cave paintings that either died or now simply lack the will or ability to move.

## HABITAT & SOCIETY

Living cave paintings reside deep in the earth, in places of sacred significance to the primitive cultures that created cave art during Golarion's primordial times. Living cave paintings in these caverns attack intruders out of some bestial territorial instinct rather than cruel spite or random violence. No matter how extensive the cave system it occupies might be, a living cave painting typically treats only the areas of its cave decorated with cave art as its territory. It generally ignores raw, unadorned areas,






though it may pursue intruders into these areas if it feels they are still a threat.

In addition to the cave itself, living cave paintings are extremely protective of the mundane paintings and sculptures that cover the walls of their cavernous homes. Explorers who damage or deface such ancient works of art, whether accidentally or intentionally, are sure to draw the ire of any nearby living cave paintings. Such behavior suggests that living cave paintings were first created to be guardians for these sacred places, and continue to act out this role long after the cultures that created them have died out.

While many living cave paintings are ancient, specimens can sometimes be found in more recent sites. Some living cave paintings can be found in caverns near the surface that were occupied by orcs during the Age of Darkness, and even more recently in caves inhabited by modern Kellid or Shoanti tribes not that far back in Avistan's past. It's not clear whether the living cave paintings found in these places migrated to younger sites from older caves, or newer cave art also has the potential to transform into living cave paintings. Some believe (albeit without evidence) that shamans among some remote tribes still preserve the age-old secret to creating new living cave paintings.

## MONGREL GIANT

This stooped giant has the tusks and posture of a cave giant, but its elongated head and gray, stony skin betray its stone giant heritage.

<b>MONGREL CAVE GIANT</b>	<b>CR 6</b>	  
<b>XP 2,400</b>		
CE Large humanoid (giant)		
<b>Init</b> +0; <b>Senses</b> darkvision 120 ft., low-light vision; Perception +5		
<b>DEFENSE</b>		
<b>AC</b> 19, touch 9, flat-footed 19 (+4 armor, +6 natural, -1 size)		
<b>hp</b> 67 (9d8+27)		
<b>Fort</b> +9, <b>Ref</b> +3, <b>Will</b> +3		
<b>Defensive Abilities</b> ferocity, improved rock catching		
<b>Weaknesses</b> light sensitivity		
<b>OFFENSE</b>		
<b>Speed</b> 30 ft.		
<b>Melee</b> battleaxe +12/+7 (2d6+9/×3) or 2 slams +11 (1d8+6)		
<b>Ranged</b> rock +6 (1d8+9)		
<b>Space</b> 10 ft.; <b>Reach</b> 10 ft.		
<b>Special Attacks</b> improved rock throwing (140 ft.)		
<b>STATISTICS</b>		
<b>Str</b> 23, <b>Dex</b> 10, <b>Con</b> 17, <b>Int</b> 6, <b>Wis</b> 10, <b>Cha</b> 7		
<b>Base Atk</b> +6; <b>CMB</b> +13 (+15 sunder); <b>CMD</b> 23 (25 vs. sunder)		
<b>Feats</b> Cleave, Improved Sunder, Power Attack, Vital Strike, Weapon Focus (battleaxe)		
<b>Skills</b> Climb +7, Intimidate +7, Perception +5, Stealth -7 (-3 in rocky terrain); <b>Racial Modifiers</b> +4 Stealth in rocky terrain		
<b>Languages</b> Giant		
<b>SQ</b> axe wielder, stone giant ancestry (improved rock catching, improved rock throwing)		
<b>SPECIAL ABILITIES</b>		
<b>Axe Wielder (Ex)</b> All cave giants are proficient with handaxes, battleaxes, and greataxes.		

Giants are a diverse race that can be found nearly anywhere on Golarion. As a people, they've grown exceedingly varied in both customs and appearance. While most giants bear the physical features of their immediate ancestors, on occasion a giant gives birth to a child possessing physical traits associated with one of the other types of giants. Exactly why these "mongrel giants" (as they're known) bear attributes of different giant varieties remains a mystery, particularly because giants of differing varieties who mate with one another don't produce viable offspring.

Many believe that all giants came from a single, great race of ancient giants and such throwbacks arise naturally. Not surprisingly, each type of giant argues that these ancient ancestors most resembled the giants of their own race and the other types of giants are their descendants.

Hill giants are the one type of giants whose traits don't arise in other giants. However, hill giants are the most prone to birthing mongrel giants.

## CREATING A MONGREL GIANT

"Mongrel giant" is an inherited template that can be added to any creature with the giant subtype (referred to hereafter as the base creature). A mongrel giant retains all the base creature's statistics and special abilities except as noted here.

**CR:** Same as that of the base creature, unless the creature's size changes, in which case it's equal to the base creature's CR + 1.

**Special Qualities:** A mongrel giant retains all the special attacks, qualities, and abilities of the base creature and gains the following special quality.

**Giant Ancestry (Ex):** A mongrel giant displays traits and features of another variety of giant and gains additional abilities based on this ancestry (see Giant Ancestry Traits below). A mongrel giant can have only one giant ancestry.

## GIANT ANCESTRY TRAITS

A mongrel giant gains additional traits based on its ancestry. Roll 1d4 to determine how many traits a mongrel giant gains. Then roll 1d6 to randomly determine which traits for that ancestry the giant possesses, rerolling duplicates. For spell-like abilities, the caster level is equal to the creature's HD or the caster level of the base creature's spell-like abilities, whichever is higher. If the creature's size changes, modify its ability scores and natural armor bonus as noted on Table 2–2 on page 296 of the *Pathfinder RPG Bestiary*.

**Ash Giant:** Mongrel giants with ash giant ancestry are deformed and are covered in open sores and tumors.

1. **Affliction Immunity:** The giant gains immunity to disease or poison (choose one; this ability can be selected twice).
2. **Disease:** The giant gains the disease (ash leprosy) ability (*Pathfinder RPG Bestiary* 3 126).
3. **Oversized Weapon:** The giant gains the oversized weapon ability (*Bestiary* 3 126).
4. **Simpleminded:** The giant's Intelligence score decreases by 2, to a minimum of 3.
5. **Vermin Empathy:** The giant gains the vermin empathy ability (*Bestiary* 3 126).
6. Roll twice (reroll any further rolls of 6).

**Cloud Giant:** Cloud mongrel giants have fine features and pale blue or white skin. If the base creature's size is smaller than Huge, increase its size by one category.

1. **Cloud Magic:** The giant gains the following spell-like abilities usable once per day: *fog cloud*, *levitate* (self plus 2,000 pounds).
2. **Giant Stride:** Increase the giant's base speed by 10 feet (maximum 50 feet).
3. **Oversized Weapon:** The giant gains the oversized weapon ability (*Bestiary* 147).
4. **Powerful Slam:** The giant's slam attack deals 2d6 points of damage.
5. **Smell the Blood:** The giant gains the scent ability.
6. Roll twice (reroll any further rolls of 6).

**Fire Giant:** Mongrel giants with fire giant ancestry have fiery orange hair and deep red or sooty black skin.

1. *Fiery Body:* The giant gains the fire subtype.
2. *Heated Rock:* The giant gains the heated rock ability (*Bestiary* 148).
3. *Heavy Armor Training:* The giant gains Heavy Armor Proficiency as a bonus feat.
4. *Sword Training:* The giant gains Martial Weapon Proficiency (greatsword) as a bonus feat.
5. *Ungainly:* The giant's Dexterity score decreases by 2, to a minimum of 1.
6. Roll twice (reroll any further rolls of 6).

**Frost Giant:** Mongrel giants with frost giant ancestry have light blue skin and hair that ranges from frosty blue to dirty yellow. Frost mongrels gain a +2 racial bonus on Stealth checks in snow.

1. *Ambusher:* The giant gains Skill Focus (Stealth) as a bonus feat.
2. *Axe Training:* The giant gains Martial Weapon Proficiency (greataxe) as a bonus feat.
3. *Chilled Rock:* The giant can transfer the cold of its body to rocks as part of an attack action when it throws rocks. A chilled rock deals an additional 1d6 points of cold damage.
4. *Icy Body:* The giant gains the cold subtype.
5. *Ungainly:* The giant's Dexterity score decreases by 2, to a minimum of 1.
6. Roll twice (reroll any further rolls of 6).

**Stone Giant:** Mongrel giants with stone giant ancestry have elongated heads and brown or gray skin that resembles rock. Stone mongrels gain a +4 racial bonus on Stealth checks in rocky terrain.

1. *Darkvision:* The giant gains darkvision to 60 feet.
2. *Greatclub Training:* The giant gains Martial Weapon Proficiency (greatclub) as a bonus feat.
3. *Improved Rock Catching:* The giant gains the improved rock catching ability (*Bestiary* 151). If the base creature doesn't have the rock catching ability, it gains that ability instead.
4. *Improved Rock Throwing:* Increase the range increment of the giant's rock throwing ability by 40 feet. If the base creature doesn't have the rock throwing ability, it gains that ability with a range increment of 120 feet instead.
5. *Stony Skin:* The giant's natural armor bonus increases by 2.

6. Roll twice (reroll any further rolls of 6).

**Taiga Giant:** Taiga mongrels have dark gray skin, red hair, and a strong lower jaw. If the base creature's size is smaller than Huge, increase its size by one category. These mongrels gain a +4 racial bonus on Stealth checks in undergrowth.

1. *Quick Reactions:* The giant gains Lightning Reflexes as a bonus feat.
2. *Resilient:* The giant gains *endure elements* as a constant spell-like ability.
3. *Shrewd:* The giant's Wisdom score increases by 2.
4. *Skirmisher:* The giant gains Shot on the Run as a bonus feat.
5. *Spirit Summoning:* The giant gains the deflection bonus and immunity provided by the spirit summoning ability (*Pathfinder RPG Bestiary* 2 131).
6. Roll twice (reroll any further rolls of 6).



## ICE TOMB OF THE GIANT QUEEN

By Jim Groves

Following the trail of the Storm Tyrant's armies, the heroes come to a frost giant village that serves as a training camp, led by a frost giant graveknight who issues orders from within an icy crypt. As the heroes engage in guerrilla tactics to weaken the army of giants and disband the training camp, they can ally with a red dragon who seeks to infiltrate the giant camp for her own purposes. Once they've broken the ranks of the giants in the camp, the heroes venture into an icy crypt to defeat the troops' undead leader, and learn that the camp's top graduates are sent on to an elite military academy run by fire giants.

## ARMORED FIENDS

By John Compton

Uncover more about some of Golarion's most infamous graveknights. Find out about their motivations and what they hope to accomplish now that they're unburdened by mortal limitations.

## TITANIC ALLIANCES

By Mark Moreland

Sometimes giants form groups far greater than just mere tribes. This article details four organizations made up completely of giants, and explores how they plan to shape the world.

## AND MORE

A dark tale of betrayal and utter destruction in the *Pathfinder's Journal* by Clinton J. Boomer! Plus, four new monsters in the *Pathfinder Bestiary*.

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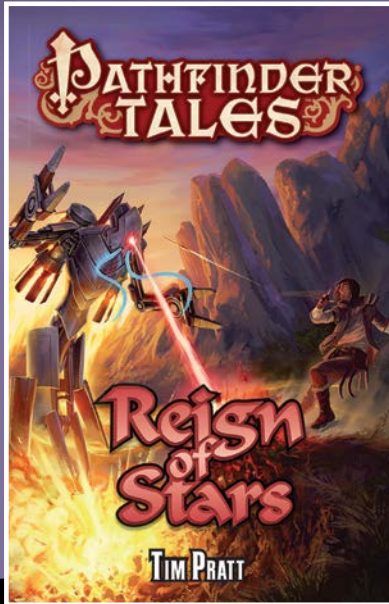
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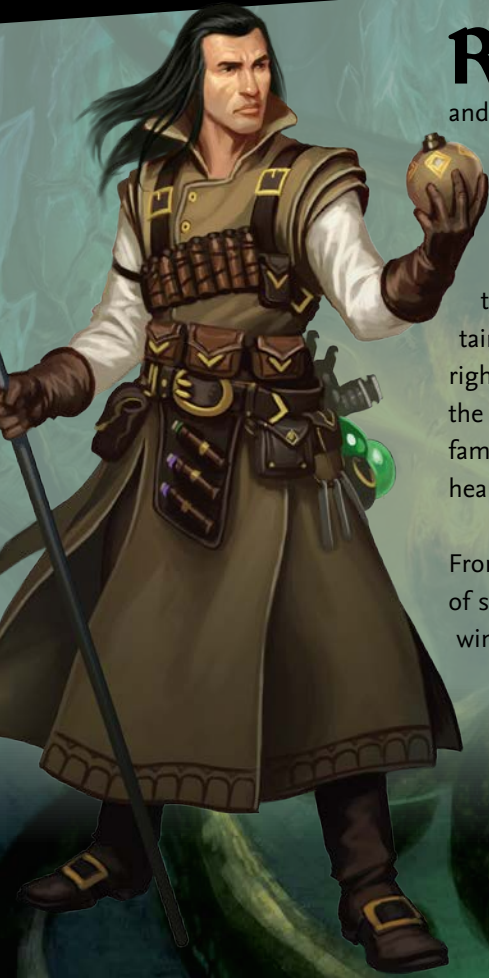
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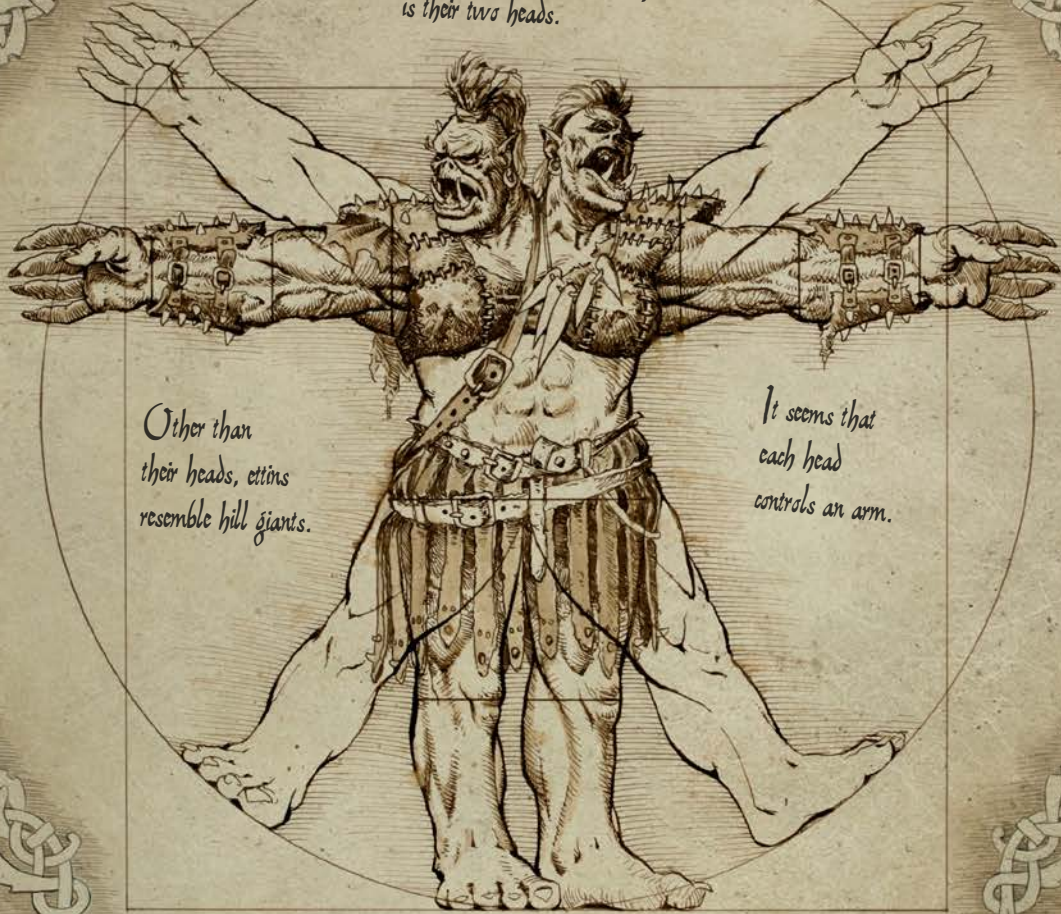
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SEPTEMBER 2015

The most identifiable trait of ettins  
is their two heads.



Other than  
their heads, ettins  
resemble hill giants.

It seems that  
each head  
controls an arm.

2014  
CERAN

## Ettins

These dimwitted giants are a danger to all who live nearby. Despite their limited intelligence, these giants are cunning combatants. Though they don't make use of elaborate tactics, their speed and the accuracy of their strikes surprise opponents who expect these lumbering brutes to be single-minded. Once they enter a fight, they rarely stop until all enemies (or they themselves) are dead.



# Valley of the Giants

In search of powerful weapons to wield against the Storm Tyrant, the adventurers follow a map found in the lair of the hill giant Grenseldek, which leads them to the tomb of legendary giantslayer Nargrym Steelhand. Armed with these weapons of legend, the adventurers then head into the treacherous Mindspin Mountains in search of the valley where the Storm Tyrant is recruiting giants for his army. The heroes must sneak past the legions of giants inhabiting the winding valley before making their way to the horde's headquarters—an ancient temple dedicated to the giant god Minderhal. Once there, they must awaken a mighty artifact and disband the mustering army before the giants can be unleashed on the world!

This volume of Pathfinder Adventure Path continues the Giantslayer Adventure Path and includes:

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