

FRIGID REFLECTIONS

A 9th level adventure set in the world of Rhune: Dawn of Twilight

By Mike Myler & Jaye Sonia



7.99



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Summary

While celebrating their recent victory (in either Northgard or Union City), the party is approached by a courier who carries a message from **Knight-Commander Erik Ullsteinnr**. A single oddity has come to the Knight-Commander's attention— among all of the undead destroyed in Northgard, some leave only the shards of unnaturally cold ice where others leave normal remains. One or two occurrences were reported from both cities, but only when Erik heard the Sea Wardens concern of a similar danger brewing north of the Icewall Mountains in Istapp did he decide to act upon it. The Knight-Commander has a personal stake in the matter; he is concerned that his old friend Skimmr—a retired dwarven adventurer of some renown—may finally be succumbing to the Stone Touch and failing in his duty to protect the town nearest Istapp, a mining town named Utvike.

The PCs travel first to the Town of **Utvikle** (after a skirmish with some formidable *rage fever* raiders on the way to their boat in **North Down** and a sea serpent in **Oud Bay**), and meet retired dwarven adventurer **Skemmr Smíða**. He confirms the rumors among the townsfolk about the strange occurrences as of late—previously unseen frozen undead wandering the land and mysterious disappearances—but little comes of it until frigus zombies attack the party one night. Some of the vitkarr from the enclave in Istapp approach the adventurers the next day, explaining that despite what the villagers believe, they are not responsible for the chilling undead. One of their members (**Jägare**) befriends the PCs and after an attack by an even more powerful undead that evening in the Wild Breeze Tavern, helps them track the creature across the mountains.

The next day as the PCs follow the various trails, they discover a chilling fact—each leads to a single place, the Pale Tower. Once the party arrives, they encounter **Vorskroi, child of Drittsekk**, a gla-

cies vampire of considerable power. The adventurers give chase after the chilling undead, fending off traps and obstacles he leaves behind him before the portals in the temple open and the PCs are drawn to Niflaeheim, landing on the frozen wastes. There they immediately contend with the most extreme dangers of the cold, seeking shelter at the direction of their new companion **Jägare** in a cunningly hidden tunnel.

The passage opens up into a maze of shafts, at which point Jägare reveals her true nature: she is an ice ælf, native to **Niflaeheim**. She takes the PCs to the underground **Village of Grenhol**, giving them a hearth in which to rest and introducing the party to his people, who reveal chilling facts about the dire situation in their realm—**Níðhöggroth** the great dragon and the danger of increasing numbers of jökull (glaciers vampires). The adventurers are offered the opportunity to completely earn the trust of the ice ælves through various means (learning some powerful ice magic if they do so), but the folk of the snow are desperate and make it known that they seek any way to escape into Midgard, and are actively searching for an ancient Clockwork Gate beneath the tundra, having just recently accrued enough *heimilimarks* to power the device.

Eventually the settlement is attacked by the titanic Níðhöggroth and the PCs see the enormous creature in action and learn how the ice ælves have survived—as small, tribal bands that migrate frequently to avoid the burrowing monstrosity, as engaging it is deadly. The ice folk believe that the creature's movements have become more excited because of something happening in the **Gelid Glacier**, but none of their scouts to the glacier have returned. To save the ice aelves, solve the riddle of why these undead are passing through the Pale Tower and attacking Istapp, and return home, the adventurers have to uncover and stop whatever is happening in the frozen wastes above.



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Mythic Nemesis!

Vorksroi is a lethal foe to be sure, but if the PCs have mythic tiers he's a deific danger! The glaciers vampire has been collecting a true horde of undead to bring back to Niflaeheim and more quickly uncover their true master from the gargantuan Isa Temple. If the party gets too close on his trail, Vorksroi doesn't hesitate to unleash them to destroy the adventurers!



Legions of frigus zombies are mindlessly digging under the tundra at the behest of a sortie of glaciers vampires under Vorksroi's direction, slowly uncovering more and more of a temple beneath the ice and snow—a massive structure in the shape of the Elder Rune Isa. After the party has a moment to survey the work site, a fierce tempest overcomes the area and the various glaciers vampires, overseeing the frigus zombies, gather under skin-tents. Throughout the temple and surrounding areas, captured ice aelves wait in dread – fearing they'll be fed to the jökull once they are of no use to them, and when rescued by the adventurers, become stalwart and powerful allies of the PCs. They explain what they know of the excavated temple and reveal a cache of items the undead unveiled during their work, gifting the party with the durable, arctic magic items.

Two great dangers lay within the grand temple beneath the tundra—Drittsekk, bastard son of Mhamnoch, and his huge lieutenant Supplere. As the structure is unveiled the undead Vorskroi awakens the former and the giant glaciers vampire begins undertaking a ritual to release its master. The party must fight through a legion of undead to stop both rituals, or use the gifts of the Long Winter's children to interrupt the ceremony by manipulating the



battlefield itself. Without deft execution and a dash of luck, the adventurers' efforts are in vain; Supplere's *heimilimark*-fueled ritual completes and Drittsekk is released from the ice.

The PCs must best the mythic giant but once he is unleashed, a greater danger becomes aware of their doings. Níðhöggroth comes seeking the power released in the freeing of Drittsekk from the divine ice, crashing into the temple. The battle with the demigod becomes epic as the great wyrm carries both the adventurers and their enemy off to the tundra of the icy wastes!

A Battle of Legendary Proportions!

The site of the battle of a deific party might remain in the gigantic Isa Temple or be taken to the frozen plains of Niflaeheim, but if the PCs have mythic tiers, they may attempt to battle **Níðhöggroth** until the great wyrm is driven off! After the conflict is done, they may try to uncover the **Clockwork Gate** deeper within the frozen shrine (along with plenty of undead along the way) or seek another that the ice aelves have just become aware of...





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After destroying Drittsekk the party is reunited with the ice ælves, who now accept them as their own. Though the magic that brought them to Niflaheim won't allow the slight folk of the snow to use the Pale Tower, and the Clockwork Gate in the ancient temple has been broken by the great wyrm, their shamans have finally found another way to Midgard—a frozen Clockwork Gate located in *Ahtauma*, the place of the first ice. Enough *heimilmarks* were gathered from the Isa Temple to power the device, providing the children of the Long Winter to finally travel home, so long as they can reach it. The adventurers journey across the cold wastes, fighting both fierce creatures native to Niflaheim and guardians left to guard the artifact, finally accessing and activating the gate to bring the ice ælves (and themselves) across the realms and into Midgard.

Background

The distant mining **Town of Utvikle** is a burgeoning town of industry that keeps an unusually fine accord with the nearby vitkarr mountain-enclave of Istapp. Recently, the people of Istapp have reported attacks by strange, icy corpses, each which bears the rune Isa on its brow. Whatever magic binds them cause their bodies to disintegrate into ice and snow when bested, and the recent uptake in the frequency of their savage assaults portends an even more bitter winter than expected. Vorskroi, a glaciers vampire from Niflaheim, has been animating the dead in a bid to cross the branches of the Great Tree with a legion of workers to unearth his patron, the mythic giant Drittsekk.

Skemmr Smíða, an old adventuring companion of Knight-Commander Erik Ullsteinnr, keeps watch over isolated Utvikle. Skemmr Smíða is an old gunslinger, well known for his prowess with a firearm and his along many victories at the Zephyrfan. The stone-touched dwarf has recently sought help, fearing the strange attacks might even overwhelm him!

The unusual undead are only visible in reflections when they do not wish to be seen. They work feverishly to increase the horde of frigus zombies in a bid to ultimately unearth their buried master (trapped long ago by Daegr; while his attempt to kill his offspring failed, he did trap him and his minions deep within the glacier, and it is as much a refuge as a prison). Many of these undead still plague the vitkarr of Istapp and peoples of Utvikle, but numerous others are drawn back to Niflaheim through the dimensional apparitions inside the Pale Tower.

Drittsekk, the deific offspring of the thurisar, remains imprisoned in a temple encased in the very ice of the glacier upon which the region sits, trapped within Niflaheim. Far below the icy surface lay the Isa Temple, so named because the building itself is an Elder Rune. Deep within the great structure is a Clockwork Gate along with more of the frigus zombies and glaciers vampires, all under the command of Suplere (a giant turned into a glaciers vampire long ago to stave off Dark Leighanna's touch).

Glaciers vampires have slipped through the anomaly, gathering more undead forces to eventually unearth their lieutenant Suplere and patron Drittsekk. The vitkarr of Istapp know something of this, but are being blamed for the appearance of the frigus zombies and afraid to divulge the information in fear of further unfair persecution. On Niflaheim, the ice ælves know only that whatever is happening on Gelid Glacier, it is raising the ire of Niðhöggroth the great wyrm, making it even more difficult for their peoples to survive in the icy wastes.

With the frigus zombies predilection to self-destruct and the subtle abilities of the glaciers vampires, the vitkarr of Istapp and the intrepid humans and dwarves of Utvikle are ill-prepared for the dangerous undead that roam nearby. The glaciers vampires are intent on adding these settlements to their forces, at which point they are certain to reach Drittsekk and free the mythical monster to wreck havoc on Midgard.



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The voracious frozen undead have eyes on Skullport and the highest ranking Sea Wardens have heard of the threat they pose to the valuable mining town of Utvikle; if they aren't stopped, this season will be a chilling winter indeed!

Running the Adventure

There are any number of ways parties can start this adventure, although everything from Act 1 onward assumes the player characters know what happened in either *Into the Pale Tower* or *The Ælven Agenda* and *The Rune of Hope*. If they do not, GMs are encouraged to review those adventures and look for ways to introduce that information to their players, especially if they're aligned with any of the factions listed in those adventures. Otherwise, they are encouraged to ignore and adapt as needed to work best for their own campaigns.

If the players started with *The Ælven Agenda* and completed *The Rune of Hope*, GMs should assume that after events in *The Rune of Hope*, the player characters returned home to Ælveheim, only to learn from Silmaster E'lidar that their elders had unlocked the final clue to curing Ælveheim; it takes the PCs to the Town of Utvikle. From there, they discover Jägare...

If the players started with *Into the Pale Tower* and completed *The Rune of Hope*, reconnecting with Knight Commander Erik Ullsteinnr should seem normal enough. If the PCs aren't already concerned with or at least curious about ice shards they previously found on the frigus zombies, the Knight Commander requests they look into them, especially since they're appearing in the Town of Utvikle – the current home of an old friend and traveling companion.

If the players skipped both *The Ælven Agenda* and *Into the Pale Tower*, but played through *The Rune of Hope*, GMs should look to the party's general build before preceding. If the party is generally made up of tech-friendly characters (automata, clockwork elves,



dwarves, and similar), assume they are allies of Union City and have been briefed on what transpired in *Into the Pale Tower*. If the party is generally made up of nature-friendly characters (ælfes, druids, rangers, and similar types), assume they're working closely with Ælveheim and know what happened in *The Ælven Agenda*.

If the GM is running this as a standalone adventure, then they have any number of options as to why the PCs have arrived in the Village of Utvikle or even Istapp, including:

- Having heard of their successes and honor elsewhere, **Knight Commander Erik Ullsteinnr** summons the PCs as normal, hoping to commission them to look into the matter.
- **Sea Warden Erika Farweinn** (NG female human expert 4/fighter 4), captain of *The Lightning*, dispatches the PCs, hoping to protect her investment in the small mining community.
- **Members of the Clockwork Accord**, after months of research, believe they have located another Clockwork Gate and hire the PCs to investigate the truth of their research, sending them to Istapp.
- **Sir Karl the Grey** (NG male human cavalier 13), **Leader of the Dusk Knights**, has dispatched the PCs to investigate the undead in the North, fearing the battle they have maintained in Haverghast may be shifting to the north.

GMs might introduce the PCs to the events of *Frigid Reflections* any number additional ways, as well.

NOTE - This adventure assumes the PCs will be fighting to survive in Niflæheim, with GMs using some of the recommended random encounters. If GMs are concerned about their XP, move the PCs to the fast XP track. In general, the PCs should be at least 12th level before entering the Temple of Isa.



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ACT 1 - ONCE BY AIR, NOW BY SEA

The entire region is in a state celebration, overlaying the busy feverishly re-building as members of the fel hordes draw back from both Northgard and Union City breathes a sigh of relief. Going about their tasks in either settlement—be they in the tavern or preparing to undertake other quests—the adventurers, likely lauded heroes if they played through *Rune of Hope*, are eventually approached by a courier.

A short, red-haired clockwork elf appears from around the corner—her gaze runs up and down the lot of you and your companions. After a moment she steps lightly towards you, casually grabbing a scroll from a satchel on her side. “I believe you’re the recipients of this message? Knight Commander Erik Ullsteinnr paid me extra to make sure it was an express delivery, so I certainly hope you are!”

Tornsvala Skridsko is busy and not keen to talk, but a **DC 17 Diplomacy check** convinces her to stay around long enough to answer a few questions. If the *rage fever* was dispelled by and large by the glitterfane ritual in *The Rune of Hope*, the courier carries numerous invitations for social events and drinking sessions; if not, she’s overburdened with work orders and supply requests. The clockwork elf respects her profession and doesn’t pry, so Tornsvala doesn’t know much about what the Knight-Commander might want of the PCs, only that he wanted the mis- sive delivered immediately—and paid well for the task. If the party doesn’t make their way to Ullsteinnr within 2d4+1 hours, the Knight-Commander seeks them out himself—the ship he’s organized for the adventurers to take north to Utvikle won’t dally for very long.

Once the PCs arrive at the Knight-Com- mander’s appropriated office, read the following:

As soon as you open the door, the scent of brine wafts outward. You immediately notice several salty, hard-bitten, seafaring travelers waiting for you. The Knight-Commander, his expression grim, closes the door behind you and wastes no time in explaining his summons. “Thank you for hearing me out—some- thing is amiss in the mountains north of Oud Bay. Among the undead that recently attacked in North- gard and Union City, each saw a few instances of a new type of creature...one that’s apparently been seen in or around Utvikle.”

These strange monsters leave no trace of their passing when destroyed, only unnaturally cold shards of ice that take twice as long to melt but yields no information about them when scrutinized. The Knight-Commander wasn’t particularly concerned at first—necromancers are always trying new ways to defy death, and claims of their presence may not have been true in the first place. Then the Sea War- dens brought some rumors from among the sail- ing merchants to his attention and with the gossip between the two cities, an unsettling connection has arisen.

Along the southern side of the Icewall Moun- tains, similar disturbances have haunted the towns- folk of Utvikle, coinciding with the disappearance of several townsfolk. The Knight-Commander finds this particularly troubling; an old dwarven, adventuring ally of his, Skemmr Smíða, has retired in Utvikle and patrols the region there. The gunslinger is getting on in years, and Erik fears that his failure to protect the settlement could be the first sign that an old friend is suffering from the stonetouch. Moreover, the Knight- Commander and Sea Wardens have an ulterior motive for an investigation: an enclave of Vitkarr that has always been



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kind to the Sea Wardens is located in nearby Istapp. Their services—providing runic magic items, deciphering obscure runes, and other specialized tasks—are extremely valuable to both Erik and the seafaring faction, and the adventurers' presence will reinforce their alliance while solving whatever it is that's causing so much trouble up north.

For heading to Utvikle, checking on the status (and possible need to replace) Skemmr, and ridding the town of the frigid undead, Erik offers the party a sizable sum: 600 gold pieces each, though they'll have to leave soon. The Knight-Commander begins with a Friendly disposition and with the party's reputation, is willing to negotiate on their final sum; a **DC 23 Diplomacy check** convinces him to pay out an additional 200 gold to every member of the party upon their return, or immediately with a result of 27 or higher. While gruff and a bit standoffish, the Sea Wardens still offer to take the party across to North Down, set to leave port in 3 hours. Erik has already arranged for a ship to take the adventurers to Istapp (the *Úttan Ótti*), but they'll need to rendezvous with it on the island within the next two days.

If the PCs are more than two hours late gathering supplies and tying up loose ends, the Sea Wardens leave port and the party is left to finding their own way to Utvikle (a trip that generally costs about 25 gold a head). Either way the journey across the water is uneventful, but the night after they make landfall, their luck changes.

Rage Fever Raiders CR 11



Some of the savages that fell upon the region still hide among the woodlands and hills. Most aren't formidable warriors, but a few advanced war parties, groups of dangerous fighters and a spellcaster, have continued to raid supply lines and fall upon travelers during the night. One of these sorties spots the PCs from afar and in the dead of night, they launch an ambush on the adventurers' camp!

When the one of the party members perceives the rage fever raiders, read the following:

Bright stars fill the night sky, made all the darker from the lack of moonlight. The frigid cold of the night chills to the bone, and the countryside seems as still as the twilight above you. Suddenly in the darkness you spot a sign of movement just before a savage wielding an enormous two-handed sword charges into view!

Rage Fever Raiders (4)

CR 6

XP 2,400 each

Human ranger 3/barbarian (invulnerable rager) 4
CE Medium humanoid

Init +2; **Senses** Perception +11

DEFENSE

AC 20, **tough** 14, **flat-footed** 17 (+6 armor, +1 deflect, +2 Dex, +1 dodge)

hp 66 (3d10+4d12+24)

Fort +10, **Ref** +6, **Will** +3

Defensive Abilities endure elements; DR 2/—

OFFENSE

Speed 40 ft.

Melee mwk greatsword +10/+5 (2d6+3, 19-20/x2)

Ranged javelins +9/+4 (1d6+2, x3, Range 30 ft.)

Special Attacks favored enemy (human) +2, rage 13 rounds/day (+14 hp, -2 AC, +2 melee, +3 melee damage, +2 ranged damage)

TACTICS

Before Combat The *rage fever* raiders approach as close as they can before being spotted, then fly into a rage (gaining low-light vision and darkvision) before charging the nearest target.

During Combat Using hit and run tactics, the *rage fever* raider utilizes Spring Attack and Vital Strike to deal as much damage as possible while forcing enemies to close with them to strike back. They target sources of light first, then spellcasters (specifically, clerics).

Morale There is no end to the battle while a member of either force stands—the *rage fever* raider fights to the death.

STATISTICS

Str 14, **Dex** 14, **Con** 16, **Int** 10, **Wis** 13, **Cha** 8

Base Atk +7; **CMB** +9; **CMD** 22

Feats Dodge, Furious Focus, Spring Attack, Vital Strike;



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Endurance, Mobility, Power Attack

Skills Acrobatics +9, Climb +7, Intimidate +4, Handle Animal +4, Knowledge (geography) +5, Knowledge (nature) +5, Perception +11, Stealth +12, Survival +8 (+11 to track), Swim +7; Armor Check Penalty -3

Languages Low Common, Thrall; **Honor** 2

SQ combat style (two-handed weapon), extreme endurance, fast movement, favored terrain (mountain), invulnerability, rage powers (darkvision, low-vision), track, wild empathy

Combat Gear *potion of cure moderate wounds, potion of invisibility, potion of pass without trace, ring of protection +1*

Other Gear *masterwork greatsword, mwk breastplate, javelins (6), 56 gp, and one random minor magic item (maximum worth of 1,500 gp).*

Rage Fever Caster

CR 7

XP 3,200

Human bloodrager 8

NE Medium humanoid

Init +3; **Senses** Perception +10

DEFENSE

AC 19, **touch** 14, **flat-footed** 15 (+5 armor, +3 Dex, +1 dodge)

hp 68 (8d10+24)

Fort +8, **Ref** +5, **Will** +1; +2 vs. ally spells and self-cast spells

DR 1/—; **Resist** cold 10

OFFENSE

Speed 40 ft.; swim 60 ft.

Melee mwk greatsword +9/+4 (2d6, Crit 19-20/x2)

Ranged +1 longbow +12/+7 (1d8+1/x3, Range 100 ft.)

Special Attacks bloodrage 20 rounds/day

Bloodline Spell-Like Abilities (CL 8th; concentration +11)

5/day — *elemental strikes* (swift, +1d6 cold to melee attacks for 1 round)

Bloodrager Spells Known (CL 8th; concentration +11) 2nd (2/day)—blindness/deafness, steal breath

1st (2/day)—*enlarge person, ray of enfeeblement, shield, windy escape; burning hands* (cold)

Bloodline elemental (cold)

TACTICS

Before Combat The *rage fever* caster uses *enlarge person* to make two of their allies Large sized.

During Combat Using cover and Shot on the Run, the *rage fever* caster flits in and out of visibility, specifically targeting spellcasters (with blindness/deafness).

Should an enemy close the distance to melee combat, the *rage fever* caster rages, pulls out their greatsword, and hacks away using elemental strikes.

Morale The battle is only over once one side stands victorious over the corpses of their foes—the *rage fever* caster fights to the cold, bitter end.

STATISTICS

Str 10, **Dex** 16, **Con** 14, **Int** 12,

Wis 8, **Cha** 16

Base Atk +8; **CMB** +8; **CMD** 21

Feats Combat Casting, Mobility, Point Blank Shot, Precise Shot, Shot on the Run; Dodge, Eschew Materials

Skills Acrobatics +14, Climb +8, Intimidate +11, Perception +10, Spellcraft +10, Stealth +14, Survival +10; Armor Check Penalty -1

Languages Low Common, Goblin; **Honor** 6

SQ blood casting, blood sanctuary, elemental resistance, elemental movement, fast movement, improved uncanny dodge, uncanny

dodge

Combat Gear *potion of cure moderate wounds, potions of cure light wounds (2)*

Other Gear +1 *chain shirt*, +1 *longbow* (30 arrows), *masterwork greatsword*

After besting the savages, the PCs might have one or two random encounters with natural beasts but otherwise make their way to North Down without consequence in time to board the *Úttan Ótti*. If they are late, the captain of the



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ship—a grizzled old human sailor and another former adventuring companion of Knight-Commander Erik Ulsteinnr—holds anchor for an entire day and a half out of respect for his old friend.

When the PCs arrive at the docks in North Down, read the following:

Only one ship on the pier isn't anchored in, instead only tied off to the docks. Holding the rope is a thin but tough old man with a long, wiry gray beard. He grins broadly, showing aged yellow teeth as he gestures towards the vessel—emblazoned with steel letters that spell out "Úttan Ótti".

The old ship captain goes by the name of **Westwind**, and the PCs recognize the monicker with a **DC 18 Knowledge (local) check**. His real name is **Flotnar Boldver**, but he is known far and wide as a privateer of renown. If the party was late he begins with a Friendly disposition, speaking freely and fondly of the old dwarven gunslinger in Utvikle. If the adventurers arrived on time or with a **DC 15 Diplomacy skill check**, his attitude improves to Helpful at which point the old seadog expounds upon stories about Knight-Commander Erik Ulsteinnr in his youth. Some are brash, and a few include embarrassing moments but for the most part, serve to outline the trust and respect that the two grew for one another over the years.

Sea Serpent! CR 11

Every night the PCs spend on the ship (it takes about 4 days under good conditions), **Westwind** offers the party some mead and relates a few of his old adventuring group's exploits. GMs should use this opportunity to flesh out their own personal history for Knight Commander Erik Ulsteinnr and Skemmr Smída; below are a few suggestions on how to start one of these tales.

1. *I remember the time Erik's sword froze up with a horde of orcs bearing down on us—he beat them bloody*



with the sheath, belt and all! The handmaiden we'd just save started laughing hysterically when his pants fell off...

2. *In his youth—quite some time ago—Skemmr was apparently quite the hothead. He's got a rough scar over his right eye; try asking the old dwarf about his sweetie Brigda and brother Kornell. Just don't do it when he's had some mead! Some masochist drunk did that once and boy...*

3. *You know I saved them both? Oh it's true, it is! Old Westwind to the rescue. Been on the waves since I was but a boy—I know the dangers of the sea like the back of my hand, and this sea serpent slithered around the ship one night not long after the three of us met...*

During one of these evenings on the water, the ship is attacked by a young sea serpent while the old sailor tells his stories! PCs that fail a **DC 23 Perception check** are ambushed as the creature attacks them and are subject to a surprise round.

An Expensive Error

Should the PCs delay too long, securing travel to Utvikle is a difficult task; a **DC 18 Diplomacy** check to gather information reveals why the merchants are unwilling to land near the settlement. Two ships that were bound for the cities inside the delta (Northguard and Union City) were seen leaving the isolated mining village, but appeared far later than scheduled, drifting out in the water with not a man aboard. Still, the glitter of gold is a fine negotiation tool, and for a ridiculous (non-negotiable) sum of 300 gold each the party can find a seafaring trader willing to take them across Oud Bay.





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Hungry and a bit lost, the creature attacks sailors first with its bite (swallowing them whole) and uses its tail slap to damage other enemies. When a target has done more than 15 points of damage to it in a single attack, the young sea serpent focuses on them instead. When reduced to half hit points, it disappears into the water before trying to capsize the *Úttan Ótti*. Once the party is in the water it renews its attack, finally satiating its hunger when one of the adventurers has been killed or swallowed whole, using elusive to escape.

Who's piloting the ship!?

When the attack begins, 4 of the 8 sailors on the ship are on deck; Westwind needs no less than that to sail the vessel. If 5 or more sailors are killed by the sea monster, the PCs have to fill their roles on the ship! Without a **DC 18 Profession (sailor) check** (+2 for each sailor under four), their trip takes twice as long as it would have otherwise and the available food stores and water become scarce before they finally approach Utvikle.

If Westwind is killed they are in particularly poor shape; while talented with the practice of sailing, his crew hasn't mastered the sea and they run afoul of a whirlpool one morning as the vessel heads north! The adventurers are left to their own devices on how to avoid it should the regular sailor (or a PC) fail four **DC 18 Profession (sailor) checks**. One failure on these checks does not consign the ship to a watery doom, but it creates an additional check at a cumulative +2 difficulty. When the vessel enters the center of the whirlpool it sinks in 2d6 rounds; any creatures attempting to swim away from the center of the vortex must **succeed on three DC 23 Swim checks**, gaining a cumulative +2 difficulty, to beat its pull. Creatures sucked down into the whirlpool are deposited 300 feet below the waterline

after 2d4 rounds and subjected to a **DC 15 Fortitude save** (+1 per previous save) every minute or take 3d6 pressure from water damage (at 200 feet this reduces to 2d6; at 100 feet, 1d6).



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Young Sea Serpent

CR 11

XP 12,800

N Huge magical beast (aquatic)

Init +8; **Senses** darkvision 120 ft., low-light vision; Perception +8

DEFENSE

AC 27, **touch** 12, **flat-footed** 23 (+4 Dex, +15 natural, -2 size)

hp 157 (15d10+75)

Fort +14, **Ref** +15, **Will** +7

Defensive Abilities elusive; **Immune** cold; **Resist** fire 30

OFFENSE

Speed 20 ft., swim 60 ft.

Melee bite +23 (2d10+15/19-20 plus grab), tail slap +18 (2d6+5 plus grab)

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

Special Attacks capsize, constrict (2d6+15), swallow whole (2d10+15 bludgeoning damage, AC 17, hp 15)

STATISTICS

Str 30, **Dex** 18, **Con** 21, **Int** 2, **Wis** 11, **Cha** 11

Base Atk +15; **CMB** +27 (+31 grapple); **CMD** 31 (can't be tripped)

Feats Improved Bull Rush, Improved Critical (bite), Improved Initiative, Iron Will, Lightning Reflexes, Power Attack, Skill Focus (Stealth), Stealthy

Skills Perception +8, Stealth +13, Swim +20

ECOLOGY

Environment any ocean

Organization solitary

Treasure none

SPECIAL ABILITIES

Capsize (Ex) A young sea serpent can attempt to capsize a boat or ship of its size or smaller by ramming it as a charge attack and making a combat maneuver check. The DC of this check is 25 or the result of the boat captain's Profession (sailor) check, whichever is higher.

Elusive (Su) As a full-round action while in water, a young sea serpent can move up to its run speed (300 ft.) without leaving any trace of its passing (identical in effect to a pass without trace). An elusive sea serpent gains a +40 circumstance bonus to its Stealth check. In addition, except when in combat, a sea serpent is considered to be under the effects of a nondetection spell.

Both of these spell effects are at caster level 20th and cannot be dispelled.



"Westwind" Flotnar Boldver

CR 7

XP 3,200

Male human ranger 3/fighter 5

NG Medium humanoid

Init +3 (+5 on water); **Senses** Perception +9

DEFENSE

AC 21, **touch** 14, **flat-footed** 17 (+7 armor, +3 Dex, +1 dodge)

hp 55 (7d10+17)

Fort +9, **Ref** +7, **Will** +4

OFFENSE

Speed 30 ft.

Melee mwk battleaxe +8 (1d8-1/x3)

Ranged +1 *light crossbow* +14/+9 or +12/+12/+7 (1d6+4/19-20/x2, Range 80 ft.)

Special Attacks favored enemy (magical beasts) +2, weapon training 1 (crossbows)

TACTICS

During Combat The old sailor moves as far out of the creature's reach as he can, firing along the way. He'll continue to unload crossbow bolts using Rapid Shot until he runs out of bolts or the ship begins to sink; at that point he rushes down to his cabin after drinking his potion of touch of the sea, gathering some belongings before swimming away.

Morale Flotnar's a true captain and goes down with the *Úttan Ótti*—he fights until being knocked unconscious or killed, so long as his ship is still intact (whether seaworthy or not; old Westwind won't shy away from repairs).

STATISTICS

Str 8, **Dex** 16, **Con** 14, **Int** 10, **Wis** 14, **Cha** 12

Base Atk +8; **CMB** +7; **CMD** 20

Feats Dodge, Precise Shot, Mobility, Rapid Reload (light crossbow), Shot on the Run; Endurance, Point Blank Shot, Rapid Shot, Weapon Focus (crossbow), Weapon Specialization (crossbow)

Skills Acrobatics +5, Climb +4, Craft (ships) +5, Intimidate +5, Heal +6, Knowledge (engineering) +4, Knowledge (geography) +5, Knowledge (nature) +4, Perception +9, Profession (sailor) +13, Stealth +7, Survival +10, Swim +8; Armor Check Penalty -2

Languages Low Common; **Honor** 21

SQ favored terrain (water) +2, track, wild empathy

Combat Gear *potion of cure moderate wounds*, *potion of touch of the sea*

Other Gear +1 *breastplate*, +1 *light crossbow* (40 bolts), dice, playing cards, 88 gp



FRIGID REFLECTIONS

Sailor (12)

CR 2

XP 600

Male human warrior 4

NG Medium humanoid

Init +2; **Senses** Perception +9

DEFENSE

AC 16, **touch** 13, **flat-footed** 13 (+3 armor, +2 Dex, +1 dodge)

hp 22 (4d10)

Fort +4 **Ref** +3, **Will** +0

OFFENSE

Speed 30 ft.

Melee battleaxe +4 (1d8/x3)

Ranged throwing axe +6 (1d6/x3, Range 10 ft.).

TACTICS

During Combat The sailors are fearful for their lives, but attack despite the danger, throwing axes or waiting to strike the beast as it lunges in for them.

Morale If struck by the beast, any of the sailors is likely to be either dead or mortally wounded, at which point they retreat below deck.

STATISTICS

Str 10, **Dex** 14, **Con** 11, **Int** 12, **Wis** 9, **Cha** 8

Base Atk +4; **CMB** +4; **CMD** 16

Feats Dodge, Skill Focus (Perception),

Skill Focus (Profession [sailor])

Skills Acrobatics +5, Climb +5, Knowledge (geography)

+2, Perception +6, Profession (sailor) +10, Swim +5;

Armor Check Penalty -2

Languages Low Common; **Honor** 6

Combat Gear battleaxe, light wooden shield, studded leather armor, throwing axes (5)

Other Gear dice, rum, rations, knife, playing cards, 3 gp

After a (possibly quite arduous) trip across Oud Bay, the *Úttan Ótti* docks in Utvikle. Westwind thanks the party for their aid during the journey and welcomes them to sail with him any time they like, asking only that they give his best to his old friend Skemmr and to, “mention a lass named Brigda,” before he departs back onto the water, quickly re-supplying and hiring more hands as necessary.



“Westwind” Flotnar Boldver





FRIGID REFLECTIONS



ACT 2 - UNDEAD IN UTVIKLE

The townsfolk of the mining settlement go about their daily tasks as any normal folk would, but a **DC 15 Sense Motive** check immediately reveals that each of them is wary and a bit anxious, shaken by whatever is happening to the town. Distrusting new arrivals to Utvikle, any Diplomacy checks to gather information from the townsfolk immediately after making port are made at a -5 penalty (see **Table 1-1: Utterings in Utvikle**).

It isn't too hard to find **Skemmr Smíða** (NG Old male dwarf gunslinger 8); the dwarf regularly patrols the town, though no Perception check is required to smell the ale on his breath.

Read the following after the PCs have had some time to recover from their journey:

The townsfolk milling about Utvikle are fairly quiet, but a few louder remarks begin to rise above the din of the ocean's tides and the craftsman at work. A grizzled dockworker gestures down the street and hollers, "looks like Skemmr's at the ale again," as a stocky dwarf with a beard colored by several hues of gray strolls into view, a bit unsteady on his feet.

He yells back, "shut yer face ya sea dog. I'm old, not deaf!" Seeing new arrivals, he slows his walk and begins to reach for a strange looking firearm before thinking better of it, instead walking up to you, asking, "who are ya and what brings ya to Utvikle?"

Skemmr's attitude towards the adventurers starts at Indifferent, raising up to Friendly if they explain whom has sent them to Utvikle and dropping back down should an PC be foolish enough to bring up Brigda to the obviously drunk gunslinger. After speaking with the party for a few minutes and determining that they aren't a threat to the town, Skemmr

Skemmr's Misfortune

The dwarf is indeed getting on in his age; the stone-touch is starting to show in his beard and on his skin. To assuage the pains of the excruciating aging process the gunslinger has taken to the drink—imbibing far too much from sunrise to sunset, making him far less effective at protecting Utvikle than he used to be. Loyal and steadfast, the townsfolk still respect Skemmr and have tolerated his disgraceful behavior for some time, but



invites them to share a few drinks and tales in his home. Recently the townsfolk's confidence in the old dwarf has waned, but he relates what he knows of the troubles in the settlement (up to DC 24 on **Table 1-1: Utterings in Utvikle**).

After earning the acceptance of Skemmr, the disposition of the townsfolk elevates to Friendly or Helpful (with shared drinks and individual **DC 14 Charisma checks**) and eliminates the penalty to Diplomacy checks to gather information.

The Town of Utvikle

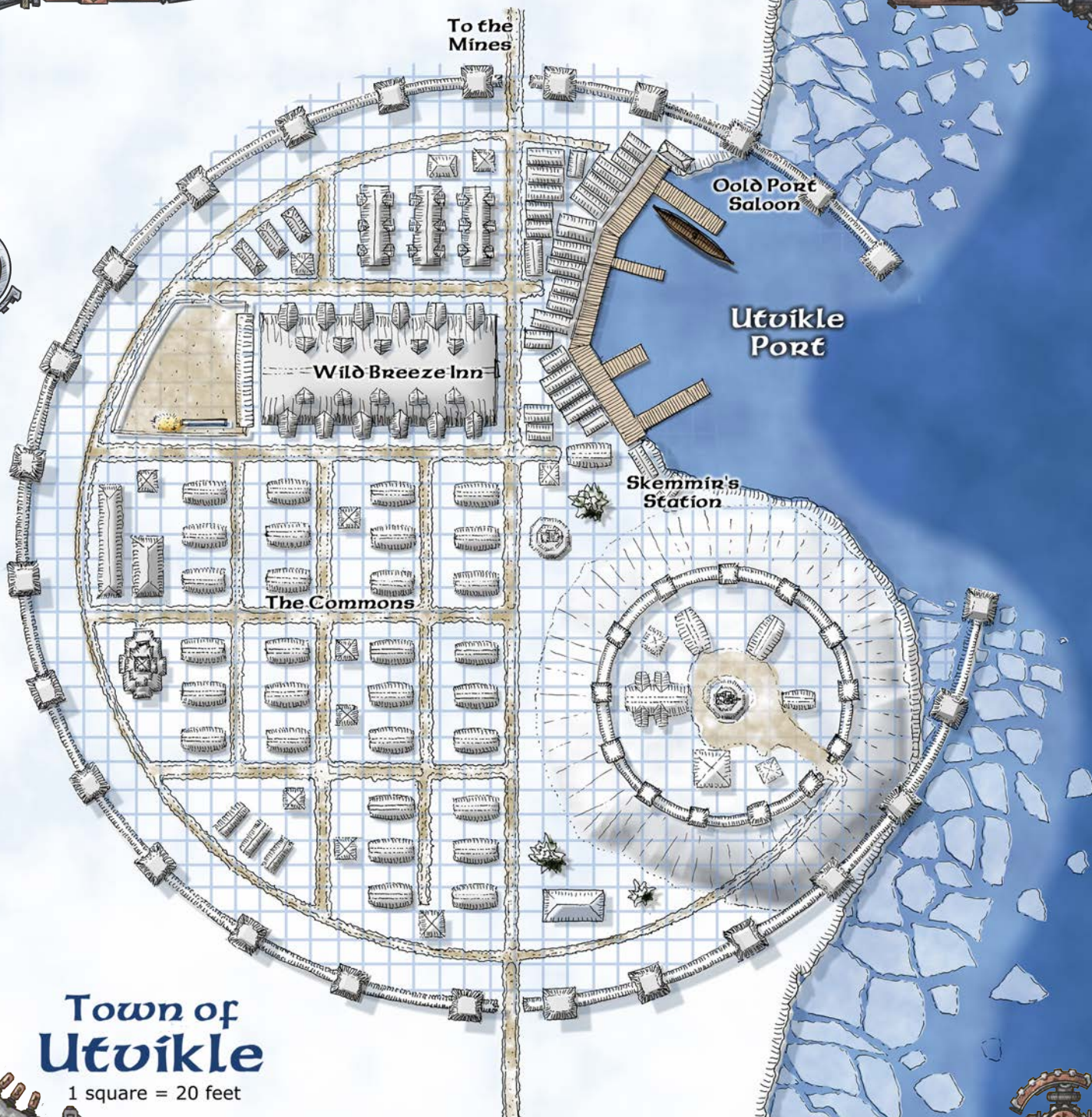
Once just a stop along the shore, the mining village has grown into a full-blown town of over two thousand inhabitants as of late by capitalizing on a newly found vein of *jötunstones* to great effect. Led by Skemmr, the laborers unionized and created their own trade agreements,



FRIGID REFLECTIONS



The Town of Utvikle



Town of Utvikle

1 square = 20 feet



FRIGID REFLECTIONS

TABLE 1-1: UTTERINGS IN UTVIKLE

Diplomacy DC	Rumor
15	Townfolk are randomly disappearing. Most of these are people traveling during the night, but some abductions have happened during the day as well.
18	A few folks in the settlement claim to have seen a new type of frozen undead, “cold walkers”, wandering the countryside. Nobody is keen to be a proper witness though—the louder ones before them have since gone missing.
21	The barkeep and owner of the Oud Port Saloon, Harvvik Pendryr, went missing a month ago. Everyone agrees the “cold walkers” have gotten him, but none can confirm it.
24	Mirrors in Utvikle have been breaking for a while now and while the cold can do that from time to time, it hasn’t been quite that cold and at this point, there’s a bit of a shortage.
27	The ghost of Marryn Gyrna, a beautiful maiden from Utvikle’s past that was killed by an envious villager, has come back to exact revenge on the descendants of her murderer. The mirrors she breaks are said to portend whom will next disappear (this is a false rumor panted by the true villain in the town—Vorksroi the glaciers vampire!)
30	Everyone is suspicious of the nearby enclave of vitkarr in Istapp. They’ll certainly know more—one of those “magic runes” is said to mark the cold walkers, and those hermits are going to get what they deserve soon enough!

investing their profits into the settlement and sharing the wealth fairly among themselves. All of the men and women here are treated equally, and everyone is in good economic standing, able to afford either a masterwork weapon or armor (and in such a well-knit community, easily able to spot when someone is attempting to sell equipment that may not be theirs).

Aside from the robust, unique export business, the **Town of Utvikle** is like many others in Rhune. Its peoples tolerate magic but only up to a certain point, understanding the utility of some cantrips and the need for enhanced healing—anyone too keen on mysticism is gently prodded towards nearby Istapp.

Skemmr’s Station

The “retired” dwarf lives in a modest building in the center of town; the interior is just as

simple as the outside, but adorned with keepsakes from his adventurous youth. When not out on patrol or trying to drunkenly track down whatever is troubling Utvikle, Skemmr can be found here (generally between sundown and sunset). A small box for petitions, formerly used quite often by the townfolk, sits empty outside the home.

Utvikle Port

Merchants and fishermen keep their businesses down here, the former chiefly handling exports and the latter supplying much of the town with food. **Hregga Bynjji** (NG Female human expert 7) leads most of the trade here and is the best stocked among her peers—if the PCs go looking for magic items or expensive mundane devices, they inevitably talk to her.



FRIGID REFLECTIONS



The Commons

With their progressive economy the town of Utvikle resists the codification often found in settlements with significant disparity of wealth, and there is no “noble district” or “worker’s ghetto”—only The Commons. Laborers live side-by-side with everyone else in the community, blacksmith, seamster, or otherwise. The local hedge wizard, **Brassk Yunfyrd** (LG Male human wizard 4), lives towards the north of this district and specializes in low-level divinations, sometimes getting his hands on more powerful scrolls. **Svenja Kruskyet** (NG Female clockwork elf cleric [Oridynn] 4), a local priestess and healer, maintains a shrine to the Old Gods; should any significant bloodshed occur the townsfolk call on her to tend to the wounded.

save (DC 10 + wielder’s attack bonus for half damage) or take 4d8 bludgeoning and piercing damage and 4d8 sonic damage. Each time overload is used there is a cumulative 10% chance *breiða brótja* gains the broken condition after firing, requiring 30 minutes of delicate (non-magical) repair and a DC 20 Craft (weapons) check to alleviate 10% of the internal damage to the weapon.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, Gunsmithing, Craft (weapons) 10 ranks, *sound burst*; **Cost** 16,250 gp

Skemmr’s Breiða Brótja

Throughout his days adventuring, Skemmr perfected the crafting of his very own type of firearm, a deadly weapon that earned him much of his renown—the *breiða brótja*. To the untrained eye it appears to be a strangely crafted double-barreled shotgun, but a DC 15 Craft (weapons) check reveals that it is much more. By spending 6 honor and succeeding a DC 23 **Diplomacy** check (or by earning his favor otherwise), the PCs can convince Skemmr to lend him the weapon that accompanied him throughout his career.

Breiða Brótja

Aura strong conjuration; CL 13th

Slot none; **Price** 32,500 gp; **Weight** 18 lbs.

DESCRIPTION

This +2 *double-barreled shotgun* automatically reloads one barrel per round and has three settings. On the regular setting, it fires one barrel at a time dealing an additional +1d6 sonic damage on a successful hit. On the double setting, it discharges two barrels at once and the sonic damage increases to 1d8. The final setting, overload, discharges two barrels at once as well as the next two imminent loads of ammunition (disabling the property for until the end of the wielder’s next turn), creating a storm of shrapnel and cacophony in a 20-ft. cone. Creatures within the cone must succeed a Reflex



Skemmr Smíða

DMAC



FRIGID REFLECTIONS

Wild Breeze Tavern

In a town with so many hard laborers and such explosive growth, the most prominent tavern has become an enormous drinking hall. Enormous imported timbers shore up the sides of the 50 ft. tall structure, and itself nearly 300 ft. across and half as long. Recently they've built an inn of sorts on a second floor, offering individual rooms for 1 gold piece a night. **Urnlau Veggsyr** (NG Male dwarf rogue 6) bought the place after earning a hefty sum for discovering and helping Skemmr Smíða clear the newly found tunnels abundant with *jötunstones*.

Urnlau is quickly becoming the town's new hero and enjoys the attention he's getting; during their explorations into the Icewall Mountains, the old gunslinger was impatient and rude with him and he feels it fitting to take the spotlight away from Skemmr. Smíða had a fine reason for disliking his younger counterpart, however: at heart, Veggsyr is a coward. When combat breaks out he's a brash, loud, and bawdy fighter, but as soon as it seems his life is in genuine danger, the dwarf—too fond of his new-found wealth—flees and hides.

Any PC that spends a night in the Wild Breeze Tavern listening to Urnlau's stories receives two checks: a **DC 14 Sense Motive check** to determine that most of his exploits are falsities, and a **DC 15 Sense Motive skill check** to detect the rogue's cowardice. Adventurers that reveal his lack of bravery to the rest of Utvikle gain 1d4+1 Honor.

Oud Port Saloon

Harvvik Pendryr, the sole proprietor of this dockside drinking establishment, has been missing for about a month now. It's been abandoned since, but should the PCs search the place a few clues about what's going on are revealed.

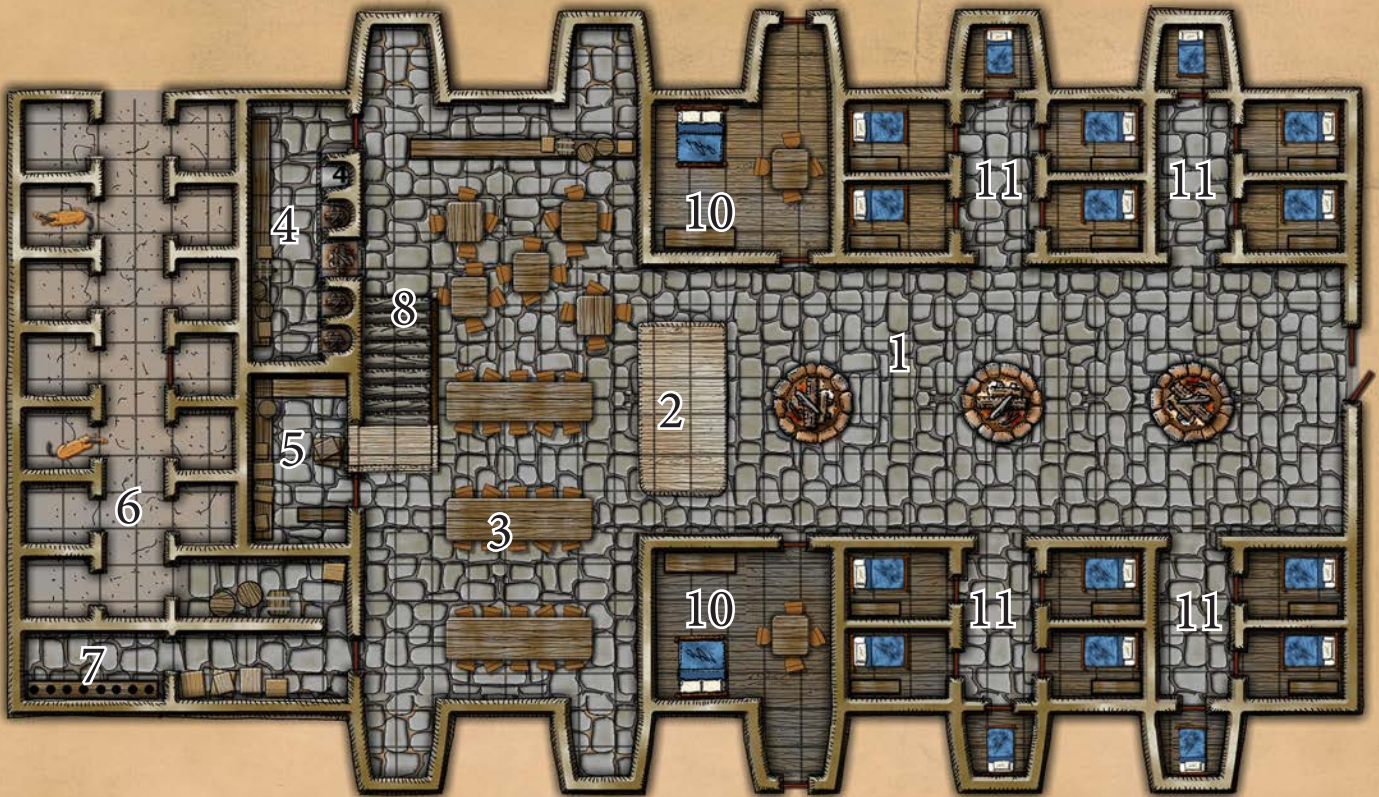
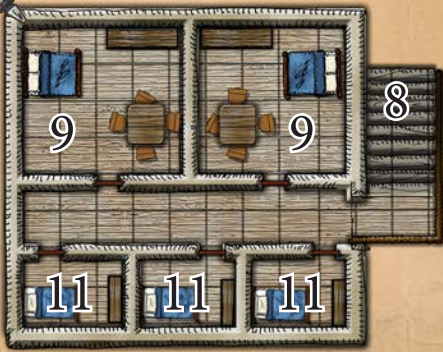
The door to the tavern is open and a foreboding sense of disquiet permeates the place, a chill that any characters capable of spellcasting can tell is unnatural with a **DC 17 Spellcraft check**. Further study with a detect magic reveals the faintest traces of a presence from another branch of the Great Tree, melting away into nothingness like warming ice (despite the cold climate). A **DC 22 Knowledge (planes)** check reveals that this effect can only be caused by a creature from the realm of Endless Winter—**Niflaheim**.

An Attack in the chill of Night! CR 12

With nowhere else to stay, the PCs are either camping in the countryside (roaming with frigus zombies) or staying at the Wild Breeze Tavern. Vorkroi has started to whittle down the figures of authority and respect in the town and was planning to kill Urnlau Veggsyr next, but has watched the arrival of the party with great interest. Determining that they are a threat to his grand scheme to bring all of Utvikle under his control before having to return to the Pale Tower, when a fierce winter storm descends on the town he directs a slew of his minions to attack the Wild Breeze Tavern in the dead of night! The creatures burst through the windows and doors; between their frigid auras and the blasts of snow, the entire drinking hall becomes cold terrain.



Wild Breeze Tavern



Poor Pendryr

Most of the townsfolk didn't know it (PCs that ask around about Pendryr find out he was an adventurer once with a **DC 17 Knowledge (local) check** to gather information, and the following fact with a result of 25 or above), but old Pendryr was once a paladin. The mastermind of the scourge upon Utvikle, Vorksroi the glacies vampire, investigated this retired holy knight first—and was discovered. A battle ensued but caught unawares and alone, the barkeep didn't stand a chance, and has now joined the ranks of Vorksroi's frigus zombie horde.

- 1) Greater Hall
- 2) Forward Hall
- 3) Master Hall
- 4) Kitchen
- 5) Storage
- 6) Stalls
- 7) Storm Engine
- 8) Stairs
- 9) Master Bed
- 10) Company Room
- 11) Single Bed



FRIGID REFLECTIONS

Harvvik Prendryr

CR 9

XP 6,400

Frigus zombie thrall juggernaut of blind fury 8
CE Medium undead (cold)

Init +6; **Senses** darkvision 120 ft.; Perception +2 (+10 in cold terrain)

Aura aura of cowardice 10 ft. (-4 vs. fear, negates fear immunity), aura of despair 10 ft. (-2 to saving throws), frigid dessication 10 ft. (1d6 cold; see text)

DEFENSE

AC 24, **touch** 14, **flat-footed** 21 (+7 armor, +2 Dex, +1 deflection, +1 dodge, +3 natural)

hp 68 (8d12+24) regeneration 2 (fire)

Fort +9, **Ref** +4, **Will** +8

Immune cold, undead traits; channel resistance +6

Weakness vulnerability to fire

OFFENSE

Speed 30 ft.

Melee +1 *wounding battleaxe* +14/+9 (1d8+5/x3 plus 1d6 cold plus 1 bleed) or +1 *wounding battleaxe* +12/+7 (1d8+5/x3 plus 1d6 cold plus 1 bleed) and mwk heavy steel shield +12 (1d4+5 plus 1d6 cold and bull rush)

Special Attacks freezing breath 4d6 (15 ft.-cone, Reflex DC 17), mindless rage 7/day, smite good 3/day (+3 attack and AC, +8 damage), touch of fel corruption 7/day (4d6 negative energy damage plus DC 17 Fortitude save; staggered for 4 rounds or fatigued)

TACTICS

Before Combat Harvvik rushes in ahead of the zombies to attack Urnlau first, using his mindless rage to increase his base speed.

During Combat After felling Urnlau Harvvik attacks one of the PCs, but at that point the frigus zombies attack if the party hasn't reacted yet. The antipaladin goes for any holy knights first, then other formidable warriors, attempting to smite good each opponent in turn and occasionally using channel negative energy if the frigus zombies seem to be nearing their end.

Morale Harvvik received explicit instructions; do not leave until Urnlau is dead and if overwhelmed by the newly arrive adventurers, escape using the second *invisibility*.

STATISTICS

Str 20, **Dex** 15, **Con** —, **Int** 6, **Wis** 14, **Cha** 16

Base Atk +8; **CMB** +13; **CMD** 25

Feats Dodge, Double Slice, Improved Shield Bash, Im-

proved Initiative, Shield Slam, Toughness, Two-Weapon Fighting

Skills Acrobatics +9, Perception +5 (+13 in cold terrain), Stealth +9 (+17 in cold terrain); Racial Modifiers +8 Perception and +8 Stealth in cold terrain; Armor Check Penalty -3

Languages Val; **Honor** 5

SQ aura of horror, cold walk, cruelties (fatigued, staggered), fast movement, frigid dessication, plague-bringer, thrall blessed (clear mind, swift foot x2), war-gift (+1 *wounding battleaxe*)

Combat Gear +1 *breastplate*, +1 *heavy steel shield*, +1 *battleaxe*

Other Gear broken mirrors (8)

SPECIAL ABILITIES

Mindless Rage (Ex) At 3rd level, the juggernaut of blind fury can call upon inner reserves of strength and ferocity, granting her additional combat prowess; she may rage, as per a barbarian's ability, for a number of rounds per day equal to 4 + her Constitution modifier. At each level after 3rd, she can rage for 2 additional rounds.

In addition, each time a juggernaut of blind fury takes damage during her rage, her wrath deepens, with detrimental effects. At the end of each turn that she takes hit point damage, the juggernaut of blind fury must succeed at a Will saving throw (DC 15, or DC 20 if any of the damage came from a critical hit that turn) or take a -2 penalty on Will saving throws and to Intelligence. If she suffers this effect, she gains one additional rage round. These penalties end 1 hour after her rage ends and stack with themselves. If the penalty lowers the juggernaut of blind fury's Intelligence score to 0, she is comatose until her Intelligence score returns to 1 or higher.

Hideous Strength (Su) At 8th level, while raging, the juggernaut of blind fury may expend one additional round of rage to use her touch of fel corruption as part of a full attack action, as an attack of opportunity or at the end of a charge, rather than as a standard action. When making such an attack, she may choose to strike her opponent with a fist, kick or headbutt, rather than to simply touch the target; if she does so, she strikes her opponent's regular AC rather than their touch AC, and her full Strength bonus is applied to the damage. Executing this action costs a daily use of her touch of fel corruption ability, as normal.



FRIGID REFLECTIONS



Frigus Zombies (4)

CR 7

CE Medium undead (cold)

Init +6; **Senses** darkvision 120 ft.; Perception +2 (+10 in cold terrain)

Aura frigid desiccation 10 ft. (1d6 cold; see text)

DEFENSE

AC 23, **touch** 14, **flat-footed** 20 (+6 armor, +2 Dex, +1 deflection, +1 dodge, +3 natural)

hp 52 (8d8+16) **regeneration** 2 (fire)

Fort +2, **Ref** +3, **Will** +8

Immune cold, undead traits; channel resistance +6

Weakness fire vulnerability

OFFENSE

Speed 30 ft.

Melee slam +10 (1d6+6 plus 2d6 cold)

Special Attacks freezing breath 4d6 (15 ft.-cone, Reflex DC 15)

TACTICS

During Combat Frigus zombies are mindless and either follow the last direction of a glaciers vampire or attack any living creature it can find, sucking the moisture and warmth from their bodies with their slam attacks and aura of frigid desiccation. It uses its freezing breath attack as soon as an enemy is in range before moving into attack.

Morale A frigus zombie attacks until destroyed or commanded to retreat by its master.

STATISTICS

Str 18, **Dex** 14, **Con** —, **Int** —, **Wis** 14, **Cha** 12

Base Atk +6; **CMB** +10; **CMD** 23

Feats Dodge, Improved Initiative, Toughness

Skills Perception +2 (+10 in cold terrain), Stealth +2

(+10 in cold terrain); **Racial Modifiers** +8 Perception and +8 Stealth in cold terrain; **Armor Check Penalty** -3

Languages Val; **Honor** —

SQ cold walk, frigid desiccation

ECOLOGY

Environment cold

Organization any

Treasure standard

See **page 68** for the frigus zombie template.

When the fighting is finished...

After the fighting is done, if Urnlau is still alive he thanks the adventurers profusely, and offers them free lodging and food for the season so long as they don't reveal his part in the battle that evening. If the adventurers refuse, he sweetens the pot with 100 gold pieces each—for the simple act of discretion. Any PCs that turn down the deal gain 2 honor for their honest character.

The windstorm still blows and tracking the chilling antipaladin down is a nearly impossible task (**requiring a DC 40 Survival check**), but at least one of the towns-





FRIGID REFLECTIONS

folk got a good look at the frigus zombies and recognized Harvvik, sending Utvikle abuzz with rumors and undermining the waning confidence of the populace.

During the following late afternoon the gossip reaches a fevered pitch over another group of new arrivals—vitkarr from the nearby enclave of Istapp. Now the rumors about the involvement of the runic mystics from the base of the Icewall Mountains are common knowledge, and no check is required to sense the townsfolk's animosity for the hermits. The vitkarr seek out the adventurers, sending one of their number to introduce themselves: a pale elven woman named Jägare.

Read the following once the party has recovered from the battle in the Wild Breeze the night before:

A beautiful pale ælf, her pointed ears in deep contrast with braided midnight black hair that spills down her shoulders, appears in the doorway with a rime of frost about her. She looks about before heading in your direction, throwing off a light cloak to reveal armor etched with vitkarr runes.

Jägare is genuinely seeking the PCs' respect and trust—of all the vitkarr from Istapp, she knows better than anyone the danger that Utvikle is in. She



may look like a regular ælf to the people of Midgard, but is actually from Niflaheim, one of the rare ice ælves native to the snowy realm. One of the predators from her branch of the Great Tree, a glaciers vampire (what they call a jökull), has come to the mining town, and has been building an enormous horde of frigus zombies—likely to take the settlement, but to what fell ends she couldn't possibly say.

The ice ælf has a carefully practiced story for the party, one reinforced by the vitkarr; she claims to be Sil

Bound to the region, a strange trick of sorcerer parents with frozen bloodlines.

Her connection to the land, runes, and spirits of nature give her insight to the creatures that stalk Utvikle; PCs that show skepticism receive a secret DC 25 Sense Motive check to determine that she is hiding something. Adventurers that ask around about Jägare all hear the same story from the vitkarr, and there's only a 5% chance that any of the townsfolk they talk to know enough about the enclave in Istapp to refute her claims.

Despite her false pretenses, she does only want the best for the PCs and means them no ill will. Jägare explains that despite what the people of Utvikle believe, the vitkarr are absolutely not responsible for the rash of attacks as of late, and that the runes on the head of the undead—the Isa rune—are what animates the bodies. The creatures, frigus zombies, are only



FRIGID REFLECTIONS



the symptom of what truly haunts the town. What exactly that might be, she refuses to say before knowing more about the adventurers. A party with a total honor score of 18 immediately earns Jägare's trust, but otherwise some explanation of previous heroic deeds is required.

Read the following once the PCs and Jägare have started to commiserate with one another and established a bit of trust:

The ælf laughs lightly, her posture relaxing slightly before something catches her eye. Jägare's shoulders tense up again suddenly and she looks around furtively, her eyes searching the peripheral subtly. "Let us find somewhere to grab a bit of respite from the cold—I can sense it is about to get even more bitter quite soon."

Jägare insists they find a private room to speak in, likely at the Wild Breeze. If the drinking hall was damaged the night before and Urnlau survives, he's hired a whole crew of miners to take the day off and repair his establishment. While angry with the party if they outed his cowardice, the dwarf doesn't take such great umbrage that he won't accept their coin (though prices rose a bit during the adventurer's absence).

Upon Reflection! CR 11

In the privacy of one of the tavern's rooms the vitkarr reveals two things to the PCs. First, that she is an ice ælf, one of the children thought lost to Niflaheim. Second, the true identity of the monster behind the recent rash of attacks and their purpose.

- Using her acumen as a native to the coldest branch of the Great Tree, Jägare has identified the specific, minute variations to the Isa runes on the heads of the frigus zombies—created and controlled by a creature named Vorskroi.



- Vorksroi is a jökull, what the people of Rhune call a glaciers vampire.

- The frigid undead are a scourge upon her people, hunting them down before feeding on the warmth from their bodies, leaving only frozen corpses behind—corpses that soon rise as frigus zombies.
- It likely came through the Pale Tower, and Jägare is eager to accompany the PCs there to investigate.
- Their powers are many, but worst among them is their natural stealth. A glaciers vampire is naturally invisible, only becoming easier to see when it bleeds.
- Jägare pulls out a mirror to illustrate her last point, "the only other time a glaciers vampire is visible is in a reflection, be it on the ice or from a mirror."

Give PCs a **DC 28 Perception check** to realize that the room has grown ever so slightly colder, and that one corner of the ceiling is beginning to sweat with condensation (granting them a single swift action in the surprise round). A result of 33 or higher catches a glimpse of Vorskroi clinging to the wall (and means the PC is able to act in the surprise round).

PCs that fail the Perception check are caught completely unaware as Vorskroi launches an attack directly on the party, attempting to kill Jägare or one of the adventurers before fleeing!

Vorskroi makes for the northwest, his retreat covered by 12 frigus zombies waiting on the crests of a valley the glaciers vampire sprints through. He leaves instructions for the creatures to wait in the snow and kill anyone that follows after him. Halfway through the battle, however, the frigus zombies cease to attack entirely, immediately turning towards the west in unison and attempting to leave. If the PCs continue to attack the frigus zombies, they respond individually but otherwise ignore the party.



FRIGID REFLECTIONS



Vorskroi the
Glacies Vampire

FRIGID REFLECTIONS



Vorskroi the Glaciers Vampire

CR 11

XP 12,800

CE Medium undead (cold)

Init +9; **Senses** darkvision 120 ft.; Perception +17 (+25 in cold terrain)

Aura frigid dessication 20 ft. (2d6 cold; see text)

DEFENSE

AC 26, **touch** 18, **flat-footed** 20 (+3 armor, +2 deflection, +5 Dex, +1 dodge, +5 natural)

hp 152 (16d8+80) regeneration 4 (fire)

Fort +9, **Ref** +12, **Will** +12

Immune cold, undead traits; DR 5/—

Weakness fire vulnerability

OFFENSE

Speed 40 ft., climb 20 ft.

Melee two slams +16/+16 (1d4+6 plus 4d6 cold)

Special Attacks cold embrace (16d6), freezing breath 8d8 (30-ft. cone, Reflex DC 22)

Spell-Like Abilities (CL 16th; concentration +20)

2/day— *ice crystal teleport*, *unholy ice*

3/day— *quicken ice spears*

TACTICS

Before Combat Vorskroi studies the PCs and waits until he's found what all their new ally Jågåre knows; he keeps a keen eye out for spell books and holy symbols, attempting to figure out who among the party best uses magic.

During Combat During the surprise round Vorskroi unleashes *unholy ice* javelins (14 appear from nowhere; attack rolls at +14, 1d6+1 cold+1 unholy damage) onto the party, half targeting Jågåre and half targeting a spell-casting PC. In the first round of actual combat it drops down onto the table and uses Whirlwind Attack to strike every possible target. Once one of the party seems mortally wounded, he escapes through the tavern and into the snowy night.

Morale Vorskroi means to inhibit, bewilder, and frustrate the PCs, slowing them down and making it difficult to track him into the wilds. He flees after this has been achieved, or when reduced to ½ hit points.

STATISTICS

Str 18, **Dex** 20, **Con** —, **Int** 14, **Wis** 14, **Cha** 18

Base Atk +12; **CMB** +17; **CMD** 32

Feats Combat Expertise, Combat Reflexes, Improved Lightning Reflexes, Lightning Reflexes, Mobility, Quicken Spell-Like Ability (ice spears), Spring Attack, Whirlwind Attack; Dodge, Improved Initiative, Toughness

Skills Acrobatics +21, Bluff +16, Intimi-

date +11, Knowledge (arcana) +11, Knowledge (religion) +6, Knowledge (planes) +10, Perception +17 (+25 in cold terrain), Sense Motive +13, Spellcraft +7, Stealth +17 (+25 in cold terrain, +37 at full hit points), Survival +18; Racial Modifiers +8 Perception and +8 Stealth in cold terrain, +20 Stealth at full health

Languages High Common, Low Common, Val;

Honor 11

SQ chilling deflection, cold walk, frozen light, frozen thralls

Combat Gear +1 leather armor of moderate fortification



What if the Jågåre dies?

If Jågåre dies, Vorskroi — having accomplished his mission — immediately retreats. A few moments later, a Valkyrie appears and pulls Jågåre's spirit from her body, bows to the PCs, and prepares to return to Val's Hall with her. PCs who speak Val *and* who address the Valkyrie directly can, with a DC 20 Bluff or Diplomacy skill check, convince the Valkyrie to instead return Jågåre to life - allowing her to earn more honor while stopping a hated foe!

If Vorskroi dies, see the sidebar on page 32.





FRIGID REFLECTIONS

ACT 3 - FROZEN TRAILS

The glacies vampire and its horde are all headed for the Pale Tower. Following Vorskroi's trail isn't easy, but the frigus zombies aren't at all subtle about their travels; a **DC 15 Survival skill check** finds the path the undead take westward (leading them through Samgangr's domain). Hugging the base of the Icewall Mountains is a *long* journey on foot and along the way the party encounters (d100): several remorhaz (1-20), an avalanche (21-40), a bands of trolls (41-60), a group of yetis (61-80), a pair of frost worms (81-95), or possibly even trespass into the territory of Samgangr, an aggressive illska giant (96-100). Of course there are also bands of frigus zombies all along the way, who may or may not take interest in the PCs...

An Alternate Route: The Ice Caves CR 12

PCs that stay on the trail of Vorskroi's trail need to make a successful **DC 26 Survival check** to do so, but from the direction of his flight might learn where he's headed otherwise. Adventurers that succeed a **DC 22 Knowledge (local)** or **DC 20 Knowledge (geography) skill check** recall (or learn about) a series of tunnels and mountain passes that lead to the Pale Tower—a much faster route. Leading off from the mines are tunnels headed into the Icewall Mountains, blocked off with large boulders that leave just enough space for a Medium sized creature to squeeze through the roof of the tunnel.

This route requires a bit more wilderness expertise on behalf of the party (a daily **DC 22 Survival check** to avoid becoming lost), but cuts the party's



FRIGID REFLECTIONS



overland travel time in half. If the PCs take this route, they avoid passing into Samgangr's territory, but instead ambushed by foe that Vorskroi summoned to cover his journey to the Pale Tower.

Goðgá (Omox Demon)

CR 12

XP 19,200

hp 162 (*Pathfinder Roleplaying Game Bestiary 2*)

TACTICS

During Combat The goðgá tries to use its smothering ability to drown PCs in the warm, mountain spring waters.

Morale Summoned by Vorskroi, the goðgá fights to the death.

Into Samgangr's Domain CR 7

If the PCs do not discover the alternative route (or simply choose to stay above ground), their journey from Utvikle to the Pale Tower takes roughly two months on foot (it's approximately 600 miles through hard terrain), a month on horseback, or two weeks if they take a longship to Northgard and travel

from there on foot. In either case, if the PCs attempt to track Vorskroi overland, they're in for a long, dangerous journey - especially considering Vorskroi passes through Samgangr's territory (which begins about 3 days west of Ipstapp).

Cunning and predatory, Samgangr set up two traps that trigger avalanches as soon as the PCs cross over into his territory. These are described below:

THUNDERING AVALANCHE TRAP CR 7

XP 3,200

Type mechanical **Notice** Perception DC 20;

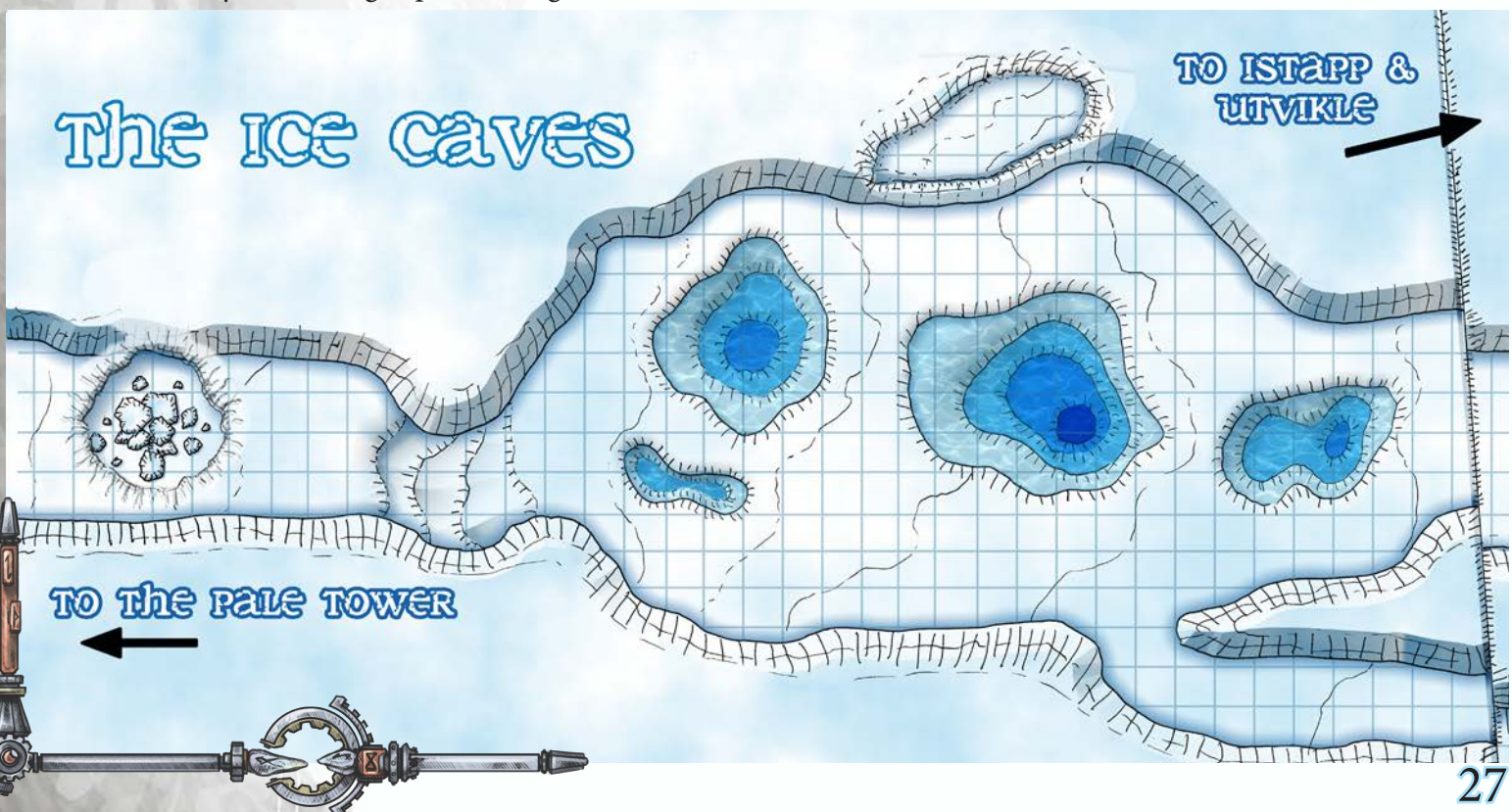
Disarm DC 25

EFFECT

Trigger mechanical (tripwire); **Reset** none

When triggered, this trap produces an incredibly loud noise, deafening PCs within a 10 ft. radius of the trap unless they make a DC 20 Fortitude saving throw. It also triggers a dangerous avalanche that targets everyone within 10 ft. of the trap, dragging them over a nearby cliff and burying them under several feet of snow (dealing 7d6 points of damage). Anyone who succeeds on a DC 20 Reflex saving throw escapes the avalanche.

The Ice Caves





FRIGID REFLECTIONS



Samgangr

CR 11

XP 12,800

NE Huge giant (illska)

Init +4; **Senses** darkvision 60 ft., low-light vision, tremorsense 30 ft.; Perception +15

Aura frightful presence (120 ft., DC 18)

DEFENSE

AC 24, **touch** 8, **flat-footed** 24 (+4 armor, +12 natural, -2 size)

hp 171 (14d8+98)

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

Defensive Abilities rock catching; **Resist** acid 10, cold 10, fire 10; **DR** 10/cold iron

OFFENSE

Speed 50 ft., burrow 20 ft., climb 30 ft.

Melee greatclub +18/+13 (3d8+15)

or 2 slams +18 (2d6+10)

Ranged rock +10 (2d6+10)

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

Special Attacks jarmrstórr (paralysis 2 rounds, DC 24), rock throwing (120 ft.), savage throw

Spell-Like Abilities (CL 14th; concentration +15)

3/day—*inflict moderate wounds* (DC 14), *meld into stone*, *stone shape*

TACTICS

Before Combat Samgangr uses *meld into stone* to hide from the PCs before moving to strike in ambush with

rock throwing.

During Combat Once his targets have felt Samgangr's frightful aura, he unleashes a jarmrstórr against any that remain before wreaking havoc with his greatclub. When a real threat presents itself, the giant unleashes a jarmrstórr on it and grapples, flinging the paralyzed target against the next biggest threat.

Morale Samgangr absolutely hates and despises all the life he finds, fighting to extinguish it until his own wicked flame expires.

STATISTICS

Str 30, **Dex** 11, **Con** 25, **Int** 13, **Wis** 14, **Cha** 12

Base Atk +10; **CMB** +22; **CMD** 32

Feats Improved Initiative, Lightning Reflexes, Martial Weapon Proficiency (greatclub), Power Attack, Skill Focus (Climb), Skill Focus (Perception), Weapon Focus (rock)

Skills Climb +18, Diplomacy +8, Handle Animal +11, Knowledge (geography) +5, Knowledge (nature) +11, Perception +15, Survival +12; **Racial Modifiers** +4 Knowledge (geography)

Languages Ash Tongue, Giant; **Honor** 12

SQ ferocity

ECOLOGY

Environment Mountains

Organization solitary

Treasure per items, plus those listed below



FRIGID REFLECTIONS



(in his lair).

SPECIAL ABILITIES

Jarmrstórr (Ex) Illska giants can bellow a massive roar that roots their foes in place by the sheer ferocity of their anger. As a swift action, the illska giant can focus his shout on one creature within 60 ft., forcing the target to make a DC 24 Fortitude save or become paralyzed for 2 rounds. This is a sonic-based attack. A creature targeted by an illska giant's jarmrstórr is immune to its effects (after paralysis if they failed the save) for 1 minute.

Savage Throw (Ex) Illska giants typically ambush groups of creatures and are not keen on letting any live; to keep the lot from fleeing and maximize their impact, an illska giant can swiftly grab and throw a smaller creature as soon as they pin it. The maximum range for this throw is 50 ft. for a Medium-sized creature, 75 ft. for a Large-sized creature, 100 ft. for a Huge-sized creature, and 150 ft. for a Small-sized creature. A creature thrown this way takes falling damage on impact with the ground; if thrown into a wall or vertical surface, they take falling damage when they hit and then falling damage for when they hit the ground. A creature propelled by savage throw into another creature takes half the appropriate damage and deals half that damage to the creature it hits, knocking both prone. In all cases, a DC 17 Reflex save reduces this damage by half and negates the prone condition.



Leaving Samgangr's Domain CR 7

Samgangr not only marked his territory on its eastern border, but also on its western border, as well. Whether or not the PCs defeat Samgangr (or just sneak past him), they must still contend with one of his avalanche traps once they depart his lands.

Samgangr's Treasure

Samgangr has been haunting the southern side of the Icewall Mountains for decades, collecting silver, gold, gems, and other treasure from travelers as they passed through. PCs who defeat Samgangr and follow the tracks back to his lair (with a successful DC 15 Survival skill check) discover the following items:

- +1 *giant bane heavy crossbow* w/ 20 bolts, wrapped in a heavy (and well-oiled) leather pack.
- +1 *cold iron dagger* with the word "Gravesinger" etched into the side of the hilt.
- Two (2) *potions of cure moderate wounds*.
- One (1) *oil of magic vestment* +2
- One (1) *ring of protection* +2 on a silver chain.





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Thundering Avalanche Trap

CR 7

XP 3,200

Type mechanical Notice Perception DC 20;

Disarm DC 25

EFFECT

When triggered, this trap produces an incredibly loud noise, deafening PCs within a 10 ft. radius of the trap unless they make a DC 20 Fortitude saving throw. It also triggers a dangerous avalanche that targets everyone within 10 ft. of the trap, dragging them over a nearby cliff and burying them under several feet of snow (dealing 7d6 points of damage). Anyone who succeeds on a DC 20 Reflex saving throw escapes the avalanche.

Note If the PCs successfully disarmed his previous trap, they receive a +4 insight bonus to disarm this trap, as they are identical.

Return to the Pale Tower

If the PCs played through *Into the Pale Tower*, then this will not be their first time dealing with it and the evil miasma that surrounds it - although some PCs may have forgotten just how potent the miasma is. If the PCs played through *The Ælven Agenda* instead, this is likely their first time encountering the miasma that surrounds the tower.

Regardless, when the player characters catch sight of the tower, their senses becomes assaulted by a palpable aura of madness emanating from its cold surface. A player character that makes a **Knowledge (local) skill check (DC 15)** remembers that the inhabitants of Northgard call this effect of the tower the 'Pale Miasma'.

Furthermore, if a player character casts *detect magic* and studies the tower, they can make a **Knowledge (arcana) skill check (DC 20)** to discern that the Pale Miasma is a complex weaving of layered enchantment and necromancy auras far beyond the abilities of the average spellcaster.

While it actually extends up to fifty miles from the tower, the Pale Miasma is only faintly felt at such distances.

When the player characters enter this area, they are periodically plagued by faint whispers that seem to come from nowhere and the feeling of being watched constantly. It is only when they travel within a mile of the Pale tower that the true horror of the Pale Miasma is felt in full. Upon entering this zone and every day spent within it, the player characters must make a **Will saving throw (DC 14)** or become affected by one of the psychoses of the Pale Miasma. this psychosis is considered both a fear and compulsion effect. Each psychosis lasts for 24 hours. Anyone witnessing this strange behavior can identify it as a type of psychosis by making a successful **Heal skill check (DC 15)**. For those affected by the Pale Miasma, the psychosis is determined at random by rolling on the following psychosis chart (see Table 2-1).

TABLE 2-1: PALE MIASMA PSYCHOSIS

d100	Psychosis
1-25	Disorientation
26-50	Paranoia
51-75	Hallucinations
76-00	The Call

Disorientation — The disoriented character has trouble keeping track of time, places, and people. The character becomes lost easily and has a hard time focusing on his surroundings. A character that suffers from this psychosis takes a -5 penalty to any Perception or Survival skill checks and has a 25% chance every combat round to do nothing for that round but try and gain his bearings.

Paranoia — The paranoid character is beset by feelings that everyone is plotting against her, even her friends. The character becomes withdrawn and angry. the character takes a -5 penalty to any Diplomacy or Sense Motive skill checks and has a 25% chance every combat round to attack a friend instead of a foe for that round after misinterpreting a motion, gesture, or word.

Hallucinations — The hallucinating character struggles with visions of things that are not truly there. The character acts erratically to dangers that only he can see. The character has a 25% chance per

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combat round to attack an enemy that does not exist. In addition, there is a 25% chance per combat round that the character will react to a hallucinatory danger (i.e. the ceiling collapsing or the ground falling out from under him). The character must make a Reflex saving throw (DC 10) to avoid the imagined danger or take 1d6 points of nonlethal damage as his mind and body confuse the hallucination for reality.

The Call — A character that is affected by this psychosis is gripped by an unshakeable need to enter the Pale Tower and scale its floors all the way to some point near its top. The faint whispers of the Pale Miasma grow in the character's mind until she finds herself moving in the direction of the tower against their will. The character has a 25% chance per combat round to use her move action to walk toward the Pale tower or the next floor if already within it. Outside of combat, the character must make a Will saving throw (DC 14) every ten minutes to stop walking in that direction.

Opening the Gate to Niflæheim

Once the party reaches the Pale Tower, they find that Vorskroi has been busy for some time — there are scores of frigus zombies intermittently filing into it. Unless the PCs destroyed him (if they did, see **Returning to the Pale Tower** (on the next page), Vorskroi is on the third level of the grand structure, coaxing portals that are about to open up to Niflæheim. As the PCs finally arrive, the otherworldly gates open, pulling Vorskroi, his undead servants, and any other creatures inside the Pale Tower over into Niflæheim — The Realm of All-Winter!



Returning to the Pale Tower

Although Vorskroi's ambush in Utvikle is designed so that he escapes and flees back to the Pale Tower, there is a chance the PCs kill him — requiring the GM to find another reason to get the PCs to head to the Pale Tower. If the PCs do kill Vorskroi, they discover a small letter and a vial of fluid on his body. The letter reads as follows:

*“Once you’ve collected the last shipment of frigus zombies, return to the Pale Tower and activate the gate — use a vial of your blood and activate all of the odd runes starting with Fehu. Once the gate activates, step through. The tower will bring the mindless zombies through automatically. Once you’re in Niflæheim, return to the temple and join me as we finally release Drittsekk from his prison.
~ Supplere”*

Once Jägare reads (or learns about the contents of) the letter, she immediately starts preparing to journey west — she informs the PCs she plans to activate the gate and return home to warn her fellows. She openly asks the PCs to accompany her, requesting their aid.





FRIGID REFLECTIONS



act 4 - INTO THE REALM OF ALL WINTER

Hoarfrost on the Hrinda Plains CR 11

Whether or not the adventurers killed Vorskroi, they still need to travel to Niflæheim and the Pale Tower is there only option. If Jägare remains with the party, she insists on returning, either by following Vorskroi through it (her current plan) or by activating it in his place (if the PCs killed him). In either case, they're going to need to be prepared for a lot of long, cold, dangerous days. When the PCs finally arrive, read the following:

Winds howl across the disparate plain before you, sending shards of ice blasting across the tundra and drifts of snow into the air. Icicles encrust everything — thin, sharp, and visibly deadly.

In the distance, a sickly sun burns pale in the sky — matched in immensity only by the towering mountains that paint the horizon below it.

The Pale Tower deposits the PCs in one of the most inhospitable areas of Niflæheim, a vast plain that stretches out for leagues in every direction that is abominably cold. Jägare motions for the party to take cover and protect their skin immediately; any creature that exposes their skin for more than 6 rounds takes 1d4 cold damage (no save) every round until they do so (or bury themselves in the snow, taking 1d4 nonlethal cold damage each round instead). Either way, after 3 rounds of sustaining cold damage, hoarfrost grows on a creature's fingers, ears, and extremities, creating long, sharp icicles. Removing these icicles deals 3d6 piercing damage to the creature (regardless of how the icicles are removed).

Bleed damage inflicted on a creature without the cold subtype staunches immediately (negating all bleed damage) but causes hoarfrost in the same way after 1d4 rounds (-1 per additional bleed damage beyond 1; minimum 1 round).

Even with proper protection, the PCs are in for a long, hard trek across the tundra that saps the heat and strength from their bodies. Every 1d4 hours, the adventurers must make **DC 22 Fortitude saves** or take 2 Strength damage and 2 Constitution damage (any creatures with a bloodline or racial heritage that grants powers that deal fire damage takes 3 Strength and Constitution damage instead). Throughout the journey there's a 20% chance every hour that a snowstorm passes over where the party travels, reducing visibility by three-quarters (these storms only last for an hour). The blustery winds of these tem-



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pests also make it incredibly difficult to hear non-adjacent creatures, requiring a **DC 20 Perception skill check** to make out what they are saying, and a **DC 17 Perception skill check** to hear them at all.

Every hour there is also a 20% chance that a litlauss, normally found near the Endless Slope of Slægr, spots the adventurers from the distance. Sensing something odd about the PCs, the swift creature stalks them across the tundra, waiting for a snow-storm to obscure its approach. When one appears, it attempts to kill the PC furthest away from their fellows (the “caboose” of the party).

The Stalking Litlauss CR 10

Loping across the snow on elongated limbs is a creature that looks as though it were made of icicles. Chilling black eyes peer out from its jagged, impassive features and enormous claws—as long as its torso—catch your eye before the thing disappears beneath the snow.

Litlauss **CR 10**

XP 9,600

CE Small aberration (cold)

Init +5; **Senses** darkvision 60 ft.; **Perception** +20

DEFENSE

AC 25, **touch** 17, **flat-footed** 19

(+5 Dex, +1 dodge, +8 natural, +1 size)

hp 97 (15d8+30) **regeneration** 5 (fire)

Fort +6, **Ref** +10, **Will** +11

Immune cold

Weakness vulnerability to fire

OFFENSE

Speed 70 ft., burrow (ice and snow only) 40 ft.

Melee 2 claws (2d8+2/18-20 plus 1 bleed and grab)

Space 5 ft.; **Reach** 10 ft.

Special Attacks icicle breath (40-ft. cone, 10d6 cold and piercing damage, Reflex DC 22 for half, usable every 1d4 rounds), sneak attack +5d6

Spell-Like Abilities (CL 15th; concentration +17)

constant — *ant haul*

at will — *snow shape*

3/day — *sleet storm*

2/day — *polar ray*

TACTICS

Before Combat A litlauss waits until a quarry is isolated, then swiftly moves in for the kill. When dealing with a group, it uses *sleet storm* before charging a creature on the perimeter.

During Combat After wounding a creature, the litlauss gauges how resilient a target is and follows up with Improved Vital Strikes (utilizing its snow sneak ability, sneak attack, and Spring Attack) to whittle its prey down before grappling and killing a target. When confronted by a serious danger, it unleashes polar ray.

Morale Litlauss are courageous but not stupid; when reduced to ¼ hit points, it flees (to return soon as soon as it has healed).

STATISTICS

Str 14, **Dex** 20, **Con** 12, **Int** 12, **Wis** 15, **Cha** 7

Base Atk +11; **CMB** +12 (+16 grapple); **CMD** 27 (31 vs. grapple)

Feats Dodge, Improved Critical (claws), Improved Vital Strike, Mobility, Power Attack, Spring Attack, Toughness, Vital Strike

Skills Acrobatics +22, Climb +13, Escape Artist +22, Intimidate +9, Perception +20, Stealth +20, Survival +18;

Racial Modifiers +5 Climb; Size Modifiers +4 Stealth

Languages Ash Tongue, Goblin; **Honor** 3

SQ evasion, improved uncanny dodge

ECOLOGY

Environment cold (Niflaeheim)

Organization solitary

Treasure standard (trinkets from blood-soaked meals often freeze to the body)

SPECIAL ABILITIES

Frozen Claws (Ex) A litlauss’ claws are exceptionally sharp and extraordinarily long, increasing the claws’ damage dice considerably and the attack’s critical range to 18-20/x2. Any critical hits from a litlauss’ claws deal 3 extra points of bleed.

Ice Breath (Ex) The breath weapon of a litlauss deals half piercing and half cold damage. On a failed save, creatures also take 2 points of bleed damage.

Sleet Immunity (Ex) A litlauss is immune to the effects of *sleet storm* (regardless of where the spell originates from).

Snow Sneak (Ex) The icy exterior of a litlauss makes it blend into snow naturally. As long as it is in cold terrain, a litlauss can hide in plain sight (as the ranger ability).



FRIGID REFLECTIONS

Flues of Svala CR 9

A short sliver of relatively peaceful tundra separates the Hrinda Plains and Flues of Svala in this part of Niflaheim, offering the PCs a place to rest in merely subzero temperatures.

The mountains of Niflaheim stretch into the cloud filled sky and out of sight—they are truly enormous, consuming the landscape not already swallowed up by snow and ice. Powerful gales dominate the upper troposphere, winds powerful enough to knock all but the strongest creatures from the sky. Over the millennia these incredibly powerful elemental forces scoured and bore against the gigantic alps of Long-Winter, driving into the very core of Niflaheim.

These winds drive and force the land itself to move, quiver, disappear, and crest not unlike an extremely slow-moving sea in a region known as the Flues of Salva. Gales are common, making it difficult for creatures to fly (requiring a **DC 18 Fly check** or **DC 14 Strength check every minute**), forcing the party to chance the undulating terrain on foot.

As on the Hrinda Plains it is difficult to hear creatures, though not quite as hard; a **DC 16 Perception check** is required to make out what a creature within 10 ft. is saying, with a +2 DC for every 10 ft. beyond the first (hearing them at all requires no check). Jägare offers cogent advice for how to best proceed to anyone that can hear her, granting them a +2 bonus to any Acrobatics, Climb, and Survival skill checks, as well as any Reflex saves against the Flues of Svala.

There is a 50% chance the PCs encounter either a svala sinkhole or a snowtide every 1d4 hours.

All told, it takes the party 2d6+2 hours to cross the Flues of Svala (fortunately, they landed near the thinnest stretches of the two hazardous expanses). Jägare leads the adventurers below the tundra to a vast network of tunnels and after three more days of travel, they finally reach her home. PCs that succeed a **DC 25 Perception check** along the way notice small, unnatural etchings along the walls here or there, left by ice aelven hunters and scouts to mark the way home.



FRIGID REFLECTIONS



Svala Sinkhole

CR 8

Type mechanical; Perception DC 29;

Disable Device —

EFFECTS

Trigger location; Reset automatic (see below)

Effect 20-ft.-deep pit (2d6 falling damage); DC 22 Reflex avoids; multiple targets (all targets in a 20-ft.-square area); resets 1d4 rounds after triggering.

Snowtide

CR 8

Type mechanical; Perception DC 23;

Disable Device —

EFFECTS

Trigger location; Reset none

Effect 40-ft.-wave of snow (6d6 subdual damage; half bludgeoning, half cold); Reflex DC 20 avoids (on a failure, buried 15 ft. down) ; multiple targets (all targets in a 40-ft.-square area); 25% chance Svala sinkhole triggers in 1d4 rounds.

A Long, Painful Ride...

Any creature that fails three consecutive saves against the same Svala sinkhole trap falls into the Flues of Svala, whipping through tunnels at increasing speed. Every round a creature moves +20 ft., taking 1d4 subdual damage. For every additional +20 ft. of movement gained this way, increase the subdual damage by one die step, to a maximum of 3d6 per round. Every turn a creature may make a DC 16 Reflex save or DC 14 Fly skill check to halve the damage, but each time they do so the DC to avoid it increases by 1 and the damage die goes up an additional step. **Not Resisting** Anyone who does not resist automatically takes full damage, but the die damage does not increase.

A DC 22 Knowledge (engineering) check determines that not resisting is the easiest way to reduce the damage taken. Additionally, the swift air of the passages often sucks the wind right out of a creature's lungs. PCs who fail a DC 20 Fort save immediately begin to suffocate. A creature travels for 100 rounds, reduced by 10 for every hour across the Flues of Svala they have already traveled.

Most PCs are not going to remain conscious in the Flues of Svala for very long—and that's fine! Not long after an adventurer goes unconscious, the winds come to a calm and they land not far from the ice aelven city of Grenhol. When the rest of the party arrives, they are largely recovered from the ordeal!

If the party is adamant about following their ally, Jägare cautions against it, but fortunately no predators come by the heap of unconscious PCs before the rest of the ice aelves find them.





FRIGID REFLECTIONS



Grenhol, City of the Ice Ælves

Throughout the last leg of the journey Jägare carefully studies the winds within the tunnels, which gradually become just a bit warmer the farther down the party goes. She explains to the PCs that this time-consuming process (each instance takes an hour or so) is absolutely necessary, given the nature of cave-ins here on Niflaeheim—the great serpent lurks beneath the tundra. Jägare avoids bringing this up (**DC 25 Sense Motive check**) until during one of these periods of downtime on the third day, the walls shudder as something massive moves nearby (**Survival DC 17**). Read the following:

The walls shake and the cold rock beneath your feet rumbles unexpectedly as Jägare carefully judges the flow of air in the tunnel. Her eyes snap open

and she motions for you to gather your things and whispers, “quickly, quickly—Nídhöggroth nears and we must make haste!”

Jägare insists that the party move swiftly and quietly, cutting off any questions with a fearful, “shh-hhhhh!” After an hour of rushing down the tunnels (a period of time the GM should use to good effect with more rumbling and disconcerting events to drive home some paranoia in the PCs) they reach the ice ælf’s home—Grenhol.

This enormous cavern is filled with dwellings made of ice that glitter in a pale blue light cast by odd azure fires throughout the settlement. More of the ice aelves are here, many with a blue pallor to their skin. A beautiful fountain sits at the chamber’s center, forming intricate lattices of ice that break under their own weight only to reform in new configurations moments later.

FRIGID REFLECTIONS



First Impressions...

The settlement caught wind of Jägare's return and the party is immediately swept up into celebrations as the traveling huntress is taken away to be debriefed. After a meal of hearty bacon (which the ice aelves oddly insist on calling "flesk") and ice cold ale, the slight folk of Long-Winter reveal some chilling facts to the PCs:

1. **Vitkarr among the ice aelves** influenced others in the North (in Midgard), using powerful planar magic. They are trying to escape from Níðhöggroth, a powerful dragon that devours their kind as readily as it hunts the many giant spawn of Mhamnoch.
2. **The strong wind currents** on this side of the Flues of Svala make it too hard for the great wyrm to find Grenhol.
3. **The ice aelves' flight from the powerful wyrm** has been long, but they've encountered a new enemy as well—the glacies vampires. Their scouts report that the creatures have gathered and are unearthing something—something powerful (this is Drittsekk, one of the giant-spawn of Mhamnoch).
4. **The ice aelves are not powerful enough to escape the realm**, not with Níðhöggroth constantly hunting them. Worse, the corrupting influence of Mhamnoch has—over time—completely ruined the Pale Tower. The ice aelves could escape, but only if they are able find a way to a remote location, a place believed to hold an ancient Clockwork Gate.
5. **The ice aelves closed the portal for a time**, but someone (the witch Adennyya from *Into the Pale Tower*) in Midgard recently opened it again.



ICE CRYSTAL PRISON

School conjuration (cold); Level cleric 5, druid 5, sorcerer/wizard 5, summoner 4, witch 5

Casting Time 1 standard action

Components V, M (palm-sized chunk of ice)

A Surprisingly Cold Reception

Near the end of this feasting, Jägare is reunited with the party. The elders of her tribe (the Traust) have been plagued by glacies vampires like Vorskroi, but their behavior has become more methodical—and effective. One or two of the older ice aelves cast suspicion onto the adventurers, questioning their honor! To be accepted as part of the tribe, the PCs must overcome three tasks; the ice hunt, the gathering of the striking stones, and the purging of the Niflæmoss gardens.

Not every task must be completed; by extolling the virtuous deeds in their past, the party might earn enough clout to negate a task, possibly even two. This is not easy, however, requiring a **DC 26 Diplomacy skill check** to negate one task, and a **DC 33 Diplomacy skill check** to forgo another. Either way, the PCs are made to complete at least one of these tasks to earn the trust of the ice aelves (and more information about the mysterious glacies vampires).

Completing a task grants the PCs 1d4 honor; should the party complete all three tasks, the ice aelves reward them with an even greater benefit: ancient cold magic honed across centuries in Niflæheim (six runestones of *ice crystal prison*).

Range medium (100 ft. + 10 ft./level)

Target one creature

Duration 2d4 rounds + ½ CL

Saving Throw Will negates; **Spell Resistance** no

The target is trapped in ice (hardness 2, 5 hit points per inch, 1 inch thick per caster level) for 2d4 rounds and an additional number of rounds equal to half caster level, during which time it is paralyzed, aware but unable to take any physical actions. At the end of the spell's duration the ice's hit points drop to 0 and it quickly melts away. Casting a second time before the spell ends increases the duration to minutes per caster level, and if cast a third time, hours per caster level (and on the plane of Niflæheim, has a 50% chance of becoming permanent).



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The Ice Hunt CR 9

During Jägare's absence, the primary source of meat for Grenhol—large arctic boars called flesk—suddenly became far larger, a more dangerous prey than ever before. What meat the PCs enjoyed in the feast earlier was nearly the last of the tribe's reserves, and to earn their trust, the adventurers must kill enough flesk to replenish their supply. One of the hunters of Grenhol accompanies the party into the vast caverns that are the stomping grounds of the enormous porcine beasts, but any additional aid is unavailable (with the rash of attacks by glaciers vampires, the ice ælves are reticent to send out any more of their number than they absolutely have to). Read the following aloud:

All throughout this gigantic cave are large formations of ice, some as tall and wide as a boulder and others as thin as a canvas. The tracks of an enormous, hooved creature is easy to see along the cavern's floor, wandering everywhere around the obstacles.

Tracking down the beasts inside of their territory is another matter; the enormous creatures are adept at blending in with their environment, and crash through obstacles to open up combat with a powerful charge during a surprise round. Even one of these monstrous arctic boars would supply Grenhol with more than enough meat, but after the first creature attacks the party, four more charge into the fray!



Flesk

CR 7

As big as a house, this gigantic porcine creature stands on four black hooves the size of a man's head. Enormous tusks, planed as though they were ice, jut out of its huge mouth and the mist its nostrils snort out quickly forms into flecks of snow that fall to the ground.

XP 3,200

N Huge magical beast (cold)

Init +2; **Senses** darkvision 60 ft., low-light vision, scent; **Perception** +7

DEFENSE

AC 21, **touch** 6, **flat-footed** 21 (-2 Dex, +15 natural, -2 size)

hp 112 (9d10+63)

Fort +12, **Ref** +4, **Will** +4

Defensive Abilities ferocity; **DR** 5/—; **Immune** cold

Weakness vulnerability to fire

OFFENSE

Speed 45 ft.

Melee gore +15 (2d8+8 plus 1d6 cold) and two hooves +10 (1d8+4)

Space 15 ft.; **Reach** 10 ft.

Special Attacks chilling snort, powerful charge (gore, 4d8+16), trample (1d8+4, DC 22)

TACTICS

Before Combat The flesk snorts wildly, attempting to either unsettle or dissuade attackers and prey alike.

During Combat Opening up combat with a powerful charge, the flesk proceeds to trample anyone that gets in its way before getting some distance to make another powerful charge, using chilling snort at the end of every round to inhibit attackers.

Morale Though powerful in their own right, flesk are cowardly beasts; when reduced to 1/2 hp or less, a flesk

flees.

STATISTICS

Str 26, **Dex** 6, **Con** 22, **Int** 3, **Wis** 13, **Cha** 8

Base Atk +9; **CMB** +19; **CMD** 27 (29 vs. trip)

Feats Improved Initiative, Improved Natural Weapon (gore), Power Attack, Run, Toughness

Skills Acrobatics +3 (+23 running jump),



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Climb +12, Perception +7, Stealth -4 (+6 in cold terrain); Racial Modifiers +20 Acrobatics for running jumps, +10 Stealth in cold terrain; Size Modifiers -8 Stealth

Languages —; Honor —

SQ sure hoofing

ECOLOGY

Environment cold

Organization solitary, pair, or sounder (3-7)

Treasure standard (inside its belly)

SPECIAL ABILITIES

Chilling Snort (Ex) Once per round as a free action, a flesk can emit a blast of extremely cold air. Creatures adjacent to the flesk must succeed on a DC 20 Fortitude or be slowed (as the spell) for one round. The save is Constitution based and this is a cold-based effect.

Sure Hoofing (Ex) The hooves of a flesk are extremely hard and have evolved to operate perfectly on ice and snow. A flesk is never affected by cold-based difficult terrain, be it mundane or supernatural.

Gathering Striking Stones CR 7

While not used often, there is need of regular fire in Niflaheim—for crafting, defense of the realm, and the cooking of meals. Fire is anathema to the Long-Winter, however, and difficult to start in the frost-bitten windy caves of Grenhol. Striking stones, made from an ore the ice ælves have found beneath the tundra (*aldrnari*), make it far easier to do. Gathering them is a dangerous endeavor, however, as the last major vein is in the Drengskapr Downcast, the rest too far away to safely travel to with the threat of glaciers vampires about. Two offshoot tunnels from the Flues of Svala meet there to calamitous effect—ice and snow accumulate near its top, occasionally ripped apart by blasts of air that rain down jagged death below, the remnants scattering down either side.



The cavern with the *aldrnari* vein is a half day's travel from Grenhol. 40 ft.-wide in diameter, it extends in a conical shape to a maximum height of 300 ft., the ceiling covered in enormous icicles and the floors sides mostly sloping down into pits that

extend down hundreds if not thousands of feet. The vein of *aldrnari* is in exposed in three contiguous 5-ft. squares in the center of the chamber. Read the following when the PCs arrive at Drengskapr Downcast:

Frequent cacophonous booms become louder and louder as you approach the Drengskapr Downcast, a scattering like pebbles on stone and curious whistling audible after each once you're outside of the dangerous chamber. Icicles—some the size of a tower and others as big as a wagon—shake and shudder on the ceiling, plummeting to the floor to disastrous effect. In the center of the cavern you can see an exposed vein of orange ore.

Every round there's a chance one (or more) of the gigantic icicles plummets down from above. These plummeting icicles target random squares, dealing their primary damage to where they land and secondary damage to all other squares of terrain in the Drengskapr Downcast. A **Reflex save** (Large DC 18, Huge DC 22, Gargantuan DC 24) reduces an icicle's primary damage by half and negates an icicle's secondary damage. Please see **Table 3-1 Raining Icicles**.

Mining enough ore (20 pounds worth) requires a total of 40 rounds of work (1 pound per two rounds of mining) to accomplish. PCs that succeed on a **DC 20 Knowledge (engineering) skill check** quickly realize that using acid reduces the time required to collect it by 1 round per 5 ft.-square dealt 5 or more points of acid damage. Adventurers wielding melee weapons with the corrosive property can use them to double their productivity at mining the *aldrnari*.

Purging the Niflæmoss Gardens CR 9

Starting fires is as difficult as keeping them fueled, and another important resource of Grenhol is nearly depleted—Niflæmoss. With the glaciers vam-



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TABLE 3-1: RAINING ICICLES

d100	Gargantuan Icicle (primary)	Gargantuan Icicle (secondary)	Huge Icicle (primary)	Huge Icicle (secondary)	Large Icicle (primary)	Large Icicle (secondary)
1-16	—	—	—	—	—	—
17-34	—	—	—	—	4d6 piercing	2d6 bludgeoning
35-56	—	—	8d6 piercing	3d6 bludgeoning	—	—
57-74	12d6 piercing	4d6 bludgeoning	—	—	4d6 piercing	2d6 bludgeoning
75-90	12d6 piercing	4d6 bludgeoning	8d6 piercing	3d6 bludgeoning	—	—
91-00	12d6 piercing	4d6 bludgeoning	8d6 piercing	3d6 bludgeoning	4d6 piercing	2d6 bludgeoning

pires on the prowl, the elder ice ælves have deigned not to send out any more of their own, decreeing that traveling to the Niflæmoss Gardens is forbidden after the last two groups were found, their corpses utterly frozen. The true danger has been kept a secret from the tribe at large, known only to the cautious elders and a few of the most experienced hunters; frozen rot grubs.

An infestation of the chilling creatures has taken up residence in the cavern (roughly 60 ft. in diameter and 30 ft. high) and since the last time ice ælves wandered within, have reproduced to create a second swarm. The PCs are attacked by the frozen rot grub swarms 1d4+1 minutes after entering the Niflæmoss Gardens.

Aldrnari Ore

Adventurers that succeed a **DC 14 Craft (weapons) skill check** realize that striking stone could be used to make very reliable flaming arrows. With a **DC 13 Craft (weapons) skill check**, a PC can turn 1 pound of *aldrnari* into 20 striking stone arrowheads. As a swift action, a character firing a striking stone arrow can light it aflame with a piece of flint affixed to their thumb, granting the missile +1d6 fire damage for 3 rounds.



Frozen Rot Grub Swarm CR 8

XP 4,800

N Fine vermin (swarm)

Init +4; **Senses** blindsense 30 ft.; **Perception** +0

DEFENSE

AC 22, **touch** 22, **flat-footed** 18 (+4 Dex, +8 size)

hp 85 (10d8+40)

Fort +11, **Ref** +7, **Will** +3

Defensive Abilities swarm traits;

Immune cold, mind-affecting effects, weapon damage

Weakness vulnerability to fire

OFFENSE

Speed 15 ft.

Melee swarm +10 (2d6 plus 1d6 cold distraction and frigid infestation)

Space 10 ft.; **Reach** 0 ft.

Special Attacks distraction (DC 19), frigid infestation

STATISTICS

Str 1, **Dex** 19, **Con** 18, **Int** —, **Wis** 10, **Cha** 1

Base Atk +7; **CMB** —; **CMD** —

ECOLOGY

Environment cold



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Organization solitary

Treasure none

SPECIAL ABILITIES

Cold Camouflage (Ex) Frozen rot grubs blend in perfectly with icicles, snow, and other cold terrain. Seeing a frozen rot grub swarm before it has engaged in combat requires a DC 24 Perception check.

Frigid Infestation (Ex) Any living creature that takes damage from a frozen rot grub swarm becomes infested unless it succeeds at a DC 19 Reflex save. On a failed save, the infested creature takes 1d4 points of cold damage and 1d6 Constitution damage per round as the frozen rot grubs burrow into its flesh, sapping its vitality and heat as it does; this effect continues as long as the victim remains in the swarm and continues for 1d6 rounds after it leaves the swarm. Any fire-based attack that deals at least 5 points of damage to the victim automatically destroys all of the frozen rot grubs infesting it, ending the effect prematurely. Additionally, any effect that removes disease instantly ends a frozen rot grub infestation. Immunity to disease offers no defense. The save DC is Constitution-based.

Flight from the Great Wurm

With the tasks behind them, the adventurers are accepted into the trust of the ice ælves. Another feast is declared, made from the flesh the party killed (or, if the PCs avoided that challenge, a beast hunted down by Jägare and a small coterie of hunters). It is a festive event not unlike the last, though this time the adventurers are truly treated as allies, not simply guests.

This pleasant reverie doesn't last long; shortly after the celebrations start, tragedy strikes Grenhol as the great serpent Níðhöggroth finally finds the ice ælven settlement! Read the following after the PCs are halfway through their meal:

The strange pleasantries of the ice ælves come to an abrupt end as a terrifying roar shakes the very ground beneath you and the shattering of thousands of icicles drowns out the screams of the fleeing slender folk.



Battling the great wurm in these tunnels would be madness, and the ice

ælfes know it—they immediately disperse, emphatically urging the party to do the same. Every citizen of Grenhol flees to the perimeter of the massive cavern, gathering into one of eight groups (each with a powerful *heimilimark*) that quickly exit the enormous chamber as Níðhöggroth crashes into the main chamber, filling the main entrance with its powerful breath weapons.

Jägare joins the PCs once more as everyone flees Grenhol, explaining that this is the only way to avoid Níðhöggroth; by splitting up and staying on the move, the apocalyptic creature is too confused to hunt a majority of them down (though sadly, there are always some that perish when it attacks). She explains that these assaults have become more frequent as of late as the adventurers rush away from the mythical beast. In between sprinting into to safety, she explains that they believe that whatever is exciting it must have something to do with the ruins in Gelid Glacier—the last place any of the scouts following the threat of the glaciers vampires were headed. To save the ice ælfes of Grenhol (and solve the riddle of why the glaciers vampires were attacking Istapp), the party must travel across the tundra of Niflæheim once more and uncover what is happening in the ruins!

Jägare urges the PCs onward for a full fifteen hours (at a forced march after the 8th hour; see “Additional Rules” in the *Pathfinder® Roleplaying Game Core Rulebook™*), stopping to rest only after she's placed miles of frigid tundra between them and Grenhol. Afterward, the ice ælfes head off for more subterranean tunnels, and Jägare is the only native companion to take the party to the surface. Before parting ways, the ice ælfes reveal to the PCs that should they find any sign of a Clockwork Gate, that they've gathered enough *heimilimarks* to power it—meaning everyone would have a means to leave Niflæheim. Traveling to the tundra takes two full days, and reaching the Gelid Glacier takes another two days journey across the disparate, icy plains (at which point their guide takes her leave).



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Ruins of Gelid Glacier CR 10 and CR 13

The mass of Gelid Glacier is not a place the ice ælves would ever travel to lightly; the entire mass of ice, leagues and leagues wide, is constantly, almost imperceptibly rotating. Anyone that stays too long may never find their way back to the tribe, and stories of the intrepid lost are common. Before departing, Jägare gives the party excellent directions on how to return to the safety of the ice ælven tunnels, but the certainty of a journey home becomes more difficult the longer the PCs spend on Gelid Glacier (**Survival DC 15 + 3 per day**). She also strongly advises that the most sensible thing to do is to keep a straight bearing ahead, leaving markers along the way, and following the same trail back. Adventurers that take her advice receive a +5 circumstance bonus to their Survival check to return to the tunnels.

The glaciers vampires and the ruins of Gelid Glacier are straight ahead and after 16 hours of travel, the PCs arrive at the outskirts of an enormous work camp. Read the following:

The expanse of white before you is vast and despite the worsening winds and zephyrs of snow, you can make out the sides and steps of a massive canyon. Tiny figures down below—frigus zombies it looks like—are hauling away armfuls of snow and ice, revealing more of some the gigantic entryway to a truly

enormous structure hidden under the tundra!

Legions of frigus zombies are haphazardly, mindlessly clawing away the ice and snow, revealing a truly colossal temple beneath the tundra—the Elder Rune Isa. Tents made from skin [revealed to be ice ælven with a **DC 15 Knowledge (planes) skill check**] are scattered around the half-mile wide work site, but one enormous canvas sits a few hundred feet from the center of the dig.

When the party moves to investigate or find



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a better vantage point, PCs that succeeds a **DC 20 Perception check** spot the same markers in a few places along the fields of snow the undead are heaping along the outer ridge of the work site. As the adventurers move into the canyon, a snow storm picks up and the frigus zombies all stop in their tracks and anyone watching the main tent can clearly see the main flaps on either side get untethered and opened.

Approaching the main tent, a **DC 17 Perception check** clearly makes out the voices of several creatures within—including Vorskroi (a result of 25 or higher on the check makes out four clear voices in total). There are 4 glacies vampires within (even if the PCs killed Vorskroi) and a **DC 17 Survival check** reveals they are not alone; several wide trails (a result of 22 or more identifies these as dragged bodies) lead into the tent. These are the ice ælven scouts, and anyone that understands Val and made their Perception check hears the glacies vampires inside of the structure gloating about the feast of prisoners they are about to enjoy.



The undead start to kill their captives after 1d4+1 minutes. In total, eight ice ælves survived capture and the glacies vampires kill one per round if uninterrupted. When the PCs mount an assault, half of the glacies vampires continue killing captives (a total of two each round) and the other half engage the party.

Glacies Vampire (4)

CR 10

XP 9,600

Male glacies vampire expert 5

CE Medium undead (cold)

Init +8; **Senses** darkvision 120 ft., Perception +3 (+11 in Niflæheim)

Aura frigid dessication (1d6 cold, DC 18) 20 ft.

DEFENSE

AC 26, **touch** 16, **flat-footed** 21 (+5 armor, +1 deflection, +4 Dex, +1 dodge, +5 natural armor); chilling deflection 1/round.

hp 48 (5d8+20); regeneration 4 (fire)

Fort +3, **Ref** +5, **Will** +7; channel resistance +8;

Immunities cold, undead traits

Weakness fire vulnerability

OFFENSE

Speed 40 ft.; climb 20 ft.

Melee +1 *shortspear* +8 (1d6+5 plus 2d6 cold) or (2) *slam* +7 (1d4+4 plus 4d6 cold)

Special Attacks cold embrace (5d6), freezing breath 2d8 (30-ft. cone, Reflex DC 14)

Spell-like Abilities (CL 5th; concentration +7)

(2/day) — *ice crystal teleport* (DC 18), *unholy ice* (DC 18)

(3/day) — *ice spears* (DC 15)

STATISTICS

Str 18, **Dex** 19, **Con** —, **Int** 16, **Wis** 12, **Cha** 14

Base Atk +3; **CMB** +7; **CMD** 22

Feats Alertness, Combat Reflexes, Dodge, Improved Initiative, Iron Will, Precise Strike^{APG}, Toughness

Skills Acrobatics +10, Appraise +9, Climb +5, Diplomacy +9, Disguise +7, Escape Artist +5, Knowledge (arcana) +11, Knowledge (local) +8, Knowledge (religion) +4, Perception +11, Sense Motive +10, Spellcraft +10, Stealth +11 (19 in Niflæheim), Swim +6, Use Magic Device +9;

Racial Bonus: Glacies vampires gain a +8 racial bonus on Perception and Stealth skill checks made in cold terrain.



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Languages Low Common, Val; **Honor** —

Combat Gear *potion of haste, potion of magic fang, greater +2, potion of protection from good*

Other Gear +2 *studded leather*, +1 *shortspear*, *ring of protection +1*, backpack, belt pouch, flint and steel, ink, inkpen, spell component pouch, 5 gp, 25 sp, 40 cp

SPECIAL ABILITIES

Chilling Deflection (Su) Once a round as a free action, a glacies vampire can deflect a ranged attack (as per the Deflect Arrows feat) by quickly conjuring a disk of ice to block it. Any critical hits automatically bypass chilling deflection.

Frozen Thralls (Su) A glacies vampire may turn a number of frigus zombies equal to half its hit dice into thralls, granting them limited intelligence (up to the creature's previous Intelligence score -2) to carry out tasks, along with access to lost special abilities like spellcasting.

Frozen Light (Su) Glacies vampires are naturally invisible creatures (as per the spell *greater invisibility*) but only when they are at full hit points. For every 5 hit points the glacies vampire loses, it also loses 10% of its invisibility, slowly becoming visible.

Cold Embrace (Su) As a full-round action, a glacies vampire can take a pinned creature and attempt to suck the warmth out of their bodies with supernatural cold. This attack deals 1d6 cold damage per hit dice and requires the target creature to make a Fortitude save (DC equal to the damage dealt). Success on this save reduces the damage by half. Creatures that fail this save and are killed by the damage rise 1d4 rounds later as a frigus zombie under the glacies vampire's control.

Cold Walk (Su) Glacies vampires are immune to all difficult cold terrain.

Once the battle is over, if even one of the ice ælves survives, they lead the adventurers to a cache of magic items the scouts hid before being ambushed by Vorskroi's coterie: three *iceflame torches*, a *herklæði crystal gorget*, a genuine *heimilimark*, and *Gjarn* (a +2 *flaming keen greatsword*). Surviving ice ælves also prove to be a valuable resource of informa-

tion, knowing the legends of the lost Einn tribe and Drittsekk, the bastard son of Mhamnoch. If none of the captives survived the encounter, a **DC 28 Knowledge (planes)** skill check reveals the same information. Should three or more ice ælves survive (or a PC gets a result of 33 or better on the Knowledge check), they know even more of the myth and that a second, lesser battle after the first tells of an agent of Drittsekk, a giant undead named Supplere, attempting to free its master before being stopped in a similar fashion.

The Lost Tribe and the Clade-Make

The ice ælves were once natives of Midgard, followers of Lady Y'Draah that followed her across the branches of the Great Tree. Cut off from the rest of their kind, the ælves broke into clades that searched across Niflæheim for a way to return home. Some survived this time on the tundra—the **Traust** the most stationary, the **Hlif, Rond, Snærr**, and **Svell** traveling far across the icy plains—but more were never to return. A popular story among the ice ælves speaks of a great battle, one where a child of Mhamnoch, Drittsekk, was imprisoned in ice by clades that had come across its horrific plans in motion. In honor of their sacrifice, any ice ælf abandoned by their kin is named an Einn, out of respect for the dead as well as pity for the newly mortal ice ælf.

There are a slew of maps and documents (written on both parchment and skin) detailing areas of Niflæheim. There are the Endless Slope of Slægr, the Vættfang Valleys, the extent of the Flues of Svala and Hrinda Plains, and Ahtau-ma—the place of the first ice, and if the



FRIGID REFLECTIONS



glaciers vampires were right, the site of a working Clockwork Gate. The adventurers also find plans to use *heimilimarks* taken from the captured ice aelves to activate something within Isa Temple; any survivors each have a 5% chance of knowing what that might be (awakening Supplere), but otherwise, the notes are unclear—though the *heimilimarks* are gone.

With one glaciers vampire surviving the battle, the PCs are still in for a bit of a fight to make their way into the Isa Temple, having to hack through or bypass 8 frigus zombies that prowl directly in front of the gargantuan (largely still buried) structure's entrance.

True Champions

Though unlikely, the PCs may manage to kill all of the glaciers vampires in the tent and let none escape into the Isa Temple, at which point all of the undead in the excavation below stop working and fall inert. The threat of Supplere being awakened, and thus the danger presented by the release of Drittsekk, have been dealt with and the party may return to the ice aelves, hopefully with the surviving scouts.

With no compelling reason to descend into the Elder Rune Isa, the adventurers might simply head back—on the way they may encounter some

ACT 5 - THE TEMPLE OF ISA

The Temple of Isa

The “ruins” are miles deep, high, and wide, and were they not filled with solid, supernaturally tough crystal clear ice (hardness 5, 80 hit points per inch), the PCs could spend weeks, months, or even years exploring the Elder Rune Isa. The glaciers vampires have managed to carve away some of the tunnels, giving access to the rooms Vorksroi thought to be related to the frigid binding of Supplere and Drittsekk.

Read the following when the adventurers enter into the temple that is the Elder Rune Isa:

The walls of this structure—temple? grand hall? archaic castle?—stretch up and out of sight, hundreds of feet high, only the tops of entryways visible at all. A strange, nearly transparent glass fills most of the huge void and you travel through clear-sided tunnels roughly carved from the icy abnormality. All of the place hums with power, and when touching the walls, it resonates most strongly from the larg-



litlauss, more glaciers vampires, flesk, surprising hazards, or possibly even Níðhöggroth (at the GM's discretion) before finding the main contingent of ice aelves again. No matter what it should be a harsh, difficult journey with plenty of obstacles along the way.

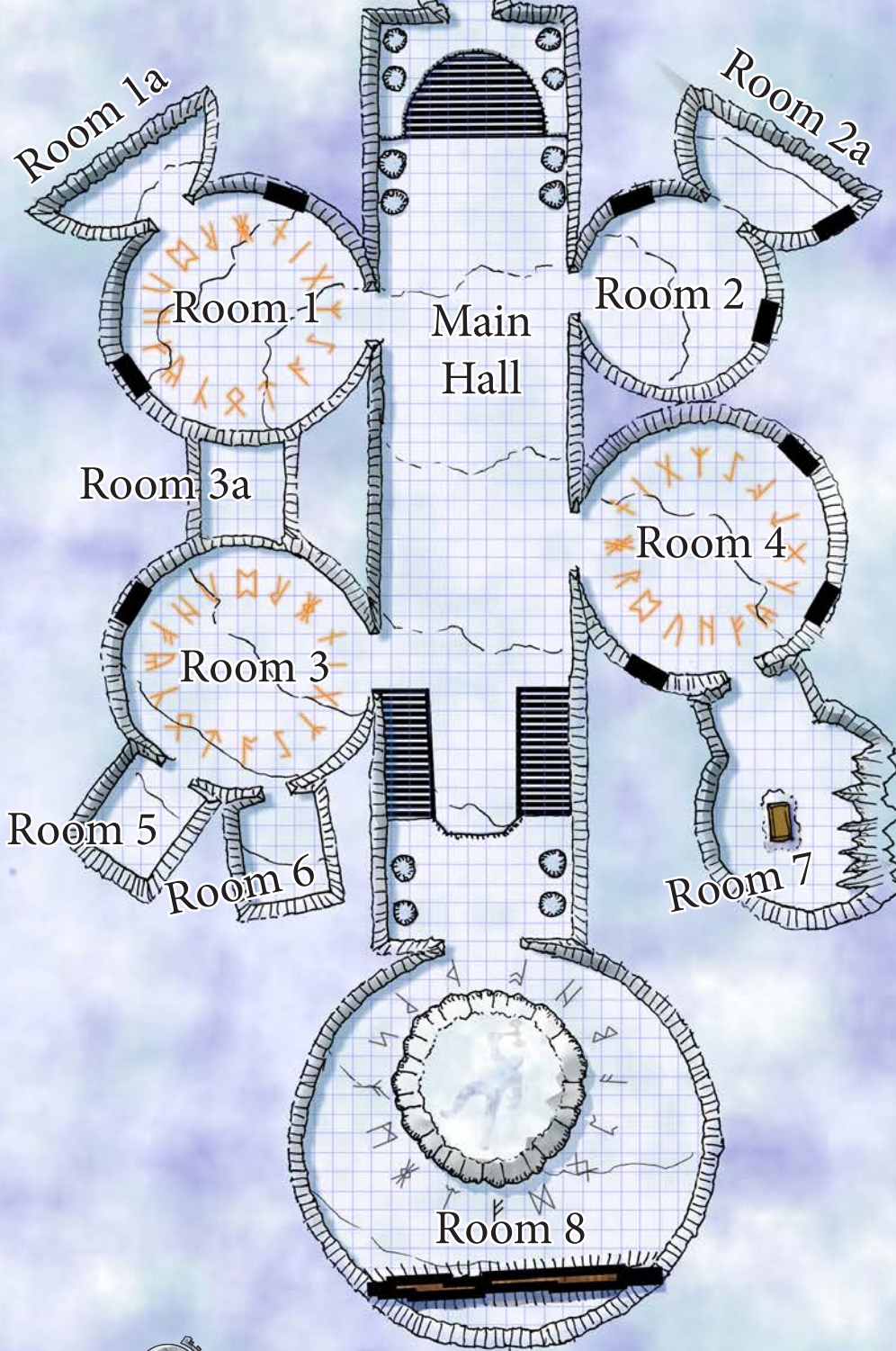


est of the thousands of runes carved throughout this strange fortress.

the temple of isa

(deep in niflœheim)

1 Square equals 5 Ft.



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Traversing the Greater Rune CR 11

A total of eleven chambers are cleared; some are filled with the PCs' opposition (more frigus zombies) and others carry powerful hazards common to these epic halls, but five of the hollowed-out rooms are involved with the ritual to free **Supplere** — or possibly defeat him. The last room (**room 8**) is an utterly massive cavern that holds the giant glaciers vampire, still caught within its icy prison. **Rooms 1, 3, and 4** are virtually identical 60-ft. impromptu caves that house ritual circles protected by frigus zombies. These rooms also contain the captured ice *ælves'* *heimilmarks*, although Vorksroi has used nearly all of them to set events into motion. Only 2d4 working *heimilmarks* remain.

Any PC that makes a **DC 19 Spellcraft skill check** realizes the three ritual circles (in **rooms 1, 3, and 4**) can be used to collectively amplify the *ice crystal prison* spells; a PC may re-attempt this check each time they encounter additional ritual circles, gaining a cumulative +2 circumstance bonus due to his growing familiarity with the rituals. A **DC 20 Knowledge (arcana) check** (which also benefits from the aforementioned circumstance bonus) reveals that in conjunction, all three can be used to strengthen (and completely freeze) everything in the final chamber in ice.

Unless the PCs have previously killed Vorksroi, by the time the PCs arrive, he has already begun the rituals required to free **Supplere** from its icy prison (in **room 8**), reverse-engineering the *ice crystal prison* spells to melt the bindings holding the enormous undead (a process that completes 3d6 x 5 minutes after the PCs enter the temple).

The process can be arrested with additional casting of the *ice crystal prison* spell, provided the PC succeeds on a caster level check (against **CL 16**). A third casting of the spell (no opposed check) reinforces the ancient enchantment. If all three ritual circles are reinforced, **Supplere** remains imprisoned forever. Otherwise, the creature's freedom is delayed

an additional 1d6 minutes for each ritual circle the PCs reinforce.

The Main Hall CR 9

After descending over 300 ft. of slippery, dangerous ice caves; the PCs finally arrive at the entrance of the Temple of Isa. This complex extends deeply into the bowels of Niflæheim, though only a small portion — the section the PCs are currently in — holds **Supplere**, or worse, the icy prison door of **Drittsekk**.

When the PCs enter, read the following...

“As you step through nearly four solid feet of vertical ice, you finally look on what can only be the main hall of this part of the Temple of Isa. Measuring nearly sixty feet across and twice as high, the columns that hold up this mighty ceiling are themselves, made from ice. A short stair descends to a longer, massive hall that fades into darkness. As you exhale, the air instantly crystalizes...”

A pair of frigus zombies guards the inside doorway.

Frigus zombies (2)

CR 9

XP 6,400

hp 52 (page 21)

TACTICS

During Combat The frigus zombies immediately flank and attack the first available target, focusing on it solely throughout combat until it drops.

Morale If Vorksroi is present, they fight to the death. If either zombie takes more than 50% of its maximum hit points, it retreats from combat, taking the withdraw maneuver if necessary.

Room 1- The Northwest Ritual Circle CR 10

This large, circular room is etched with soft, pale glowing runes. Although there are a few doorways visible to the PCs, these have been frozen shut



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and are encased in several feet of the powerfully strong ice (hardness 5, 80 hit points per inch). A single exit has been smashed open, leading to 1a. Read the following to the PCs when they enter.

“Off-white scrapes cover the ceiling and walls of a tunnel within the strange ice that fills the massive temple, leading into a larger chamber with an exposed circle of runes etched into the floor. They cast a yellow glow of powerful magic, the broken remnants of heimilimarks cast between them.”

“Several frigus zombies stand around the circle. When you see you, they start to move in your direction.”

A trio of frigus zombies guards this room.

Frigus zombies (3)

CR 10

XP 9,600

hp 52 (page 21)

TACTICS

During Combat The frigus zombies immediately flank and attack the first available target, focusing on it solely throughout combat until it drops.

Morale If Vorksroi is present, they fight to the death. If either zombie takes more than 50% of its maximum hit points, it retreats from combat, taking the withdraw maneuver if necessary.

Room 1a- The Unfinished Tunnel

When it was evident that Vorksroi had discovered everything he needed deeper in the tunnels, he immediately halted work in every other area, leaving this room only partially exposed. When the PCs look in, read the following:

“A wall of silver, white, and veins of azure mark what was once another great room, although no runes mark the floor’s circumference.”

Room 2 - The Glymja Chime CR 9

This 50 ft., circular chamber holds a massive, perfectly symmetrical conical icicle suspended by thousands of regenerating strands of ice. This is the glymja chime, a potent magic item that resonates with power—it can prove to be a great asset or hazard to the adventurers, depending on how well they handle it. When the PCs enter the room, read the following:

“The main hall shrinks slightly at the entrance to this chamber, which opens up to be far more spacious than the others though in an odd fashion, with contours that extend into small shafts that reveal the ancient structure’s bare wall. At the center of the room is an enormous, crystal clear icicle perfectly formed and held aloft by thousands of strands of ice.”

PCs who succeed on a **DC 24 Perception skill check** clearly perceive the oddities along the walls: broken runes. Not all are exposed as such, but no less than a dozen clearly face the glymja chime. Each time the glymcha chime resonates (see below) 3d4 of the broken runes activate, filling the room with blasts of elemental energy (**Reflex DC 25 halves**) that deals 2d6 damage per activated rune. Roll a d6 to determine the damage type: 1) fire, 2) sonic, 3) cold, 4) electricity, 5) cold, or 6) acid.

Breaking one of the strands of ice sends a reverberation throughout the chamber, but so long as no more than a handful is destroyed at once, the loud sound does no serious damage. A PC can destroy one of the eight 5-ft. squares of ice strands (of which, there are a total of 8) as a standard action with any weapon attack that deals 5 damage or more, but each time they do so, the glymja chime shakes violently, dealing 5d6 sonic damage (no save) to any creatures within 30 ft. of the chime. PC who fail a **DC 20 Fortitude saving throw are deafened for 1d6 rounds as well**. PCs that make a **DC 23 Knowledge**

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(**nature**) check immediately realizes that anyone who carefully directed them, could use fire to melt the ice strings (which are constantly reforming), bringing the glymja chime safely to rest at their feet in under a minute (with six successful **DC 20 Sleight of Hand or Spellcraft skill checks**).

Once freed of all but one of the 5-ft. squares of ice strands, the glymja chime can be safely removed with a **DC 22 Sleight of Hand skill check**. Failure on this check causes it to resonate once more, this time dealing 10d6 damage to the PC making the attempt. Canny PCs that succeed a **DC 20 Knowledge (arcana) or Knowledge (engineering) skill check** realize that if placed against the frozen prison in Room 8, it will completely shatter all of the ice holding Supplere, dealing 15d6 points of piercing damage to the giant glaciers vampire in the process, leaving him wounded and dazed for the first round of combat.

Room 3 - The Southwest Ritual Circle CR 7

This large, circular room is covered pale, yellow runes. Although there are a few doorways visible to the PCs, these have been frozen shut – just like rooms 1 and 4. Three exits have been smashed open, leading to Room 3a (north), Room 5 (southwest), and Room 6 (south). Read the following to the PCs when they enter.

“Shining ceiling and walls mark this as another of the strange, excavated chambers. The runes on this floor glow a brighter yellow. A single figure stares at the runes, looking up as soon as you enter. It immediately lurches toward you...”

A single frigus zombie guards this room

Frigus Zombie (1) CR 7

XP3,200
hp 52 (page 21)

TACTICS

During Combat The frigus zombie attacks the first available target, but focuses on clerics and casters throughout combat.



Morale If Vorksroi is present, the zombie fights to the death. If the zombie takes more than 50% of its maximum hit points, it retreats from combat, taking the withdraw maneuver if necessary.

GLYMJA CHIME

Aura strong evocation; CL 16th
Slot none; **Price** 200,000 gp; **Weight** 40 lbs.

DESCRIPTION

This enormous, perfectly formed cone is made of perfectly clear ice that is cold to the touch. The entire object radiates power with a soft cyan glow.

A *glymja chime* is extremely sensitive to both vibration and sound; too much at once causes it to activate, sending out a resonating pulse that deals 5d6 sonic damage to all creatures in a 50 ft. radius (no save) and deafening them for 1d6 rounds. If placed against an object and dealt 15 points of piercing or slashing damage, or 10 points of bludgeoning or sonic damage in a single attack, the *glymja chime* shatters, destroying the structure it is adjacent to, heavily damaging connected structures (potentially destroying them), and destroying the *glymja chime* itself.

Moving a *glymja chime* without activating it is very difficult, requiring a DC 18 Dexterity check for any creature taking more than one move action a round or traveling more than 40 ft. in a round. Creatures carrying a *glymja chime* that take their time (one move action per round less than 40 ft.) gain a +4 bonus to this check.

CONSTRUCTION

Requirements Craft Wondrous Item, ice from Temple of Ise on Niflæheim, *greater shout*; **Cost** 100,000 gp



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Room 4 - The Southeast Ritual Circle CR 9

This large, circular chamber glows softly with pallid, yellow light, lit by a ring of runes. Although there are a few doorways visible to the PCs, these have been frozen shut and are encased in several feet of the powerfully strong ice (hardness 5, 80 hit points per inch). One exit has been smashed open, leading to Room 7. Read the following to the PCs when they enter.

“This large, circular chamber glows softly with pallid, yellow light, lit by a ring of runes. A single doorway to the south opens into darkness. Then, two frigus zombies shamle through the door, immediately heading in your direction!”

Frigus Zombies (2)

CR 9

XP 6,400

hp 52 (page 21)

TACTICS

During Combat The frigus zombies immediately flank and attack the first available target, focusing on it solely throughout combat until it drops.

Morale If Vorksroi is present, they fight to the death. If either zombie takes more than 50% of its maximum hit points, it retreats from combat, taking the withdraw maneuver if necessary.

Room 5 - The Alchemist's Chamber CR 5

As the PCs enter this room, please read the following:

“The temperature, warming instantly as you enter, reminds you of spring in Midgard. Maps of southern Midgard, detailed maps of Ælveheim, and dozens of strange notes cover the walls, flanked by two walls of books, folios, folders, and leather binders. Over five dozen small, glowing yellow crystals float in the air around the chamber, all of them beginning to slowly pulse as you walk in.”

Nearly six dozen small, glowing crystals warm this chamber to a moderate 40 degrees Fahrenheit, making it a haven in the otherwise hellishly cold world. Along the walls are several bookshelves, each stacked with notes, binders, books, and folios of all sorts. These represent **House Scraë's collective understanding of Ælveheim**, condensed into the alchemical recipe for the Odr Poison and its antidote, as well as notes on how to construct frigus zombies. Additionally, there are several copies of agreements between House Scraë and various lesser nobles (including a lesser noble in Vallgard itself), each secretly working as clergy of Felhorath (as the Lord of Deceit, GMs should feel free to involve him for any number of reasons). Turned into bounty, these six agreements are each worth 2,000 gp, totaling 12,000 gp for the PCs. To the ælves of Ælveheim, the notes on the Odr Poison alone would be priceless (individuals playing ælves or who played through *The Ælven Agenda* easily fulfill their final mission by retrieving these papers, likely becoming heroes in the process), although collecting all of this evidence takes 10 minutes. PCs who spend more than 1 minute in this room trigger the trap.

After 1 minute in this room, each of the floating crystals begins to pulse faster, slowly gaining speed. After six minutes, all of the crystals explode in perfect unison, mimicking the spell *fireball*. Because this trap is largely magical in nature, PCs attempting to 'shut it off' need to make a series of **Knowledge (arcana) or Spellcraft skill checks**, essentially turning off the trap's sensors one by one. These sensors are embedded in five of the floating crystals, requiring the PCs to make a **DC 30 Perception skill check to locate the very first one**. Once that one has been located, the respective DC drops by 5, lowering each time until the final one – a **DC 10 skill check**. PCs need to make a **DC 25 Disable Device, Knowledge (arcana), or Spellcraft skill check** to turn each of these five sensors off. Each time a PC succeeds turning off a sensor, lower the respective DC by 5 for each additional sensor; stop at DC 10. If the trap goes off, the evidence is instantly destroyed.



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FIREBALL TRAP

CR 5

Type magic; Notice Perception DC 30;
Disable Device DC 25

EFFECT

Trigger special (*alarm*); Reset none
Effect spell effect (fireball, 6d6 fire damage, DC 14
Reflex save for half damage); multiple targets (all
targets in a 20-ft.-radius burst)

In addition to the general, very valuable evidence above, PCs who succeed on a **DC 30 Perception skill check** locate an emergency cache including the following items: (5) *potions of endure elements*, (1) *potion of invisibility*, (1) *potion of cure moderate wounds*, (5) days rations, (2) vials of holy water, a flint and steel, and (3) sunrods.

Room 6 - The Ruined Rectory

CR 7

This small, southern room served as the personal quarters of one of the priests who originally served in the temple while it was being constructed. It has since been stripped of all its valuables and left as a simple storage room. A single frigus zombie lies on the bed in the back of this room. It attacks the first person to enter. When the PCs first enter the room, read the following:

“Tattered tapestries depicting a massive, icy, mailed fist – presumably that of Mhamnoch himself – shattering a Clockwork Gate that is encircled by a group of fallen warriors cover the walls. A single, frozen corpse lies on the only bed in this room. Instantly, he rises.”

It takes the frigus zombie a full round to rise and close with the PCs. Although it is not surprised by the PCs, it does not attack until round 2. PCs who defeat this frigus zombie recover a masterwork holy symbol of Mhamnoch, *Reykr* (a +2 *frost morningstar*), and an old, round shield with the word **brosa** carved across the face (treat as a +1 *wooden shield*). There is nothing else of value in here.



Frigus Zombie (1)

CR 7

XP3,200

hp 52 (page 21)

TACTICS

During Combat The frigus zombie immediately attacks the first available target, focusing on it solely throughout combat until it drops.

Morale If Vorksroi is present, the zombie fights to the death. If the zombie takes more than 50% of its maximum hit points, it retreats from combat, taking the withdraw maneuver if necessary.

Room 7 - The Kaldr Vein & Prison

CR 8

Many lines and matrices of power run through the Greater Rune Isa, and the glaciers vampires ran across a chamber with one of these lines of power exposed—a kaldr vein. Opposite, however, is another item of great power: the *Prison Plinth of Pyrrsis*. Within is a trapped elder fire elemental, a creature yearning to break free and find a way off this branch of the Great Tree. When the PCs enter this room, read the following:

“This room is, impossibly, even colder than the rest, despite the faint steam pouring off the ornate box frozen to the floor. On the opposite side of this room, which unlike the others is smoothly formed, a deep blue vein of energy casts a frigid aura interrupted only by the wafting evaporation from the plinth.”

The very essence of Niflæheim, kaldr is primal cold. Any creature within 40 ft. of exposed kaldr must make a **DC 16 Fortitude save** (half damage) at the end of their turn; creatures that fail their save take 3d6 cold damage and are slowed (as the spell) for 1d4 rounds. Failure by 5 or more on this save makes a creature staggered for 1d4 rounds, and failure by 10 or more immediately flash-freezes them. A flash-frozen creature is affected as though imprisonment was cast (no save) for 1d6 rounds and begins to immediately take on frostbite or hypothermia (treat as fatigued).



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A frozen creature that moves more than a 5-ft. in a single round must succeed on a **DC 15 Reflex** save or risk breaking apart in the absolute cold. For every additional 5-ft. traveled before freezing, increase the DC of this save by +2. PCs who fail the save fall prone, suffering 2d4 points of Constitution damage. Any creature that takes more than 4 Constitution damage this way loses some extremities (an ear, some toes, a few fingers) and creatures that take more than 6 Constitution damage lose a limb (roll 1d4 to determine which).

For every 5 ft. closer to the exposed kaldr a creature is, the amount of cold damage increases by 1d6 and the DC of the save increases by +1, to a maximum of 11d6 cold and a DC 24 Fortitude save when adjacent to the kaldr. Creatures using protective magic like the *endure elements* spell only need to save if they stand adjacent to the Kaldr Vein, or if they touch it. In either case, they gain a +8 bonus on this save.

Sitting 20 ft. away from the kaldr vein is the *Prison Plinth of Pyrrsis*. The square slab radiates heat that deals 1d6 damage per round to any creature with the cold subtype that touches it. The magic item radiates enough warmth to offer the party genuine respite on Niflæheim, so long as each adventurer remains within 10 feet of it. While within range of the kaldr vein, however, the top of box simply steams, the heat of the elder fire elemental negated entirely by the lode of primal cold. The *Prison Plinth of Pyrrsis* is frozen to the floor, requiring a **DC 28 Strength check** to pull from afar (with a rope or spell), but can be chipped free with an attack on each side of it that deals 5 damage or more (each one of these attacks reduces the DC of the Strength check by 3). A hemp rope can last 2d4 rounds of the incredible chill before breaking, and a silk rope remains intact for 1d4 rounds.

The Prison Plinth of Pyrrsis

During their centuries on Niflæheim, the ice ælves saw mages come and go among their ranks, but some grew quite mad—or brilliant—on the branch of Long-Winter.

Pyrrsis was one of these wizards, mastering the doubly dangerous powers of flame to best combat the relentless dangers that prowl the tundra. His greatest achievement was the *prison plinth*, an object he managed to summon and bind an elder fire elemental within. Using the powerful bound spirit, Pyrrsis ventured into the Gellid Glacier with a courageous group of ice ælves, finding the Isa Temple and melting their way within. Laden with an insatiable curiosity, they traveled through much of the structure, but were eventually found by glacies vampires and killed (in this room, as it happens).

Aside from its warming qualities, the *Prison Plinth of Pyrrsis* is identical to an *iron flask*, save that it can only contain creatures with the fire subtype. These creatures suffer a -6 to their Will saves against the *Prison Plinth of Pyrrsis*, and do not receive a bonus for being captured by the item once released.

Room 8 - The Ice Chamber

CR varies

By the time the PCs reach this massive chamber, the ice is breaking and Suplere is nearly free. If he escapes, and if Vorskroi still lives, he and three additional frigus zombies attempt to delay the party as the massive glacies vampire, Suplere, begins the final ritual to free Drittsekk. His preparations are exactly as they were when the ice ælves froze him centuries ago, and after 1d4+1 rounds of smashing through the ice covering them, finishes the incantations



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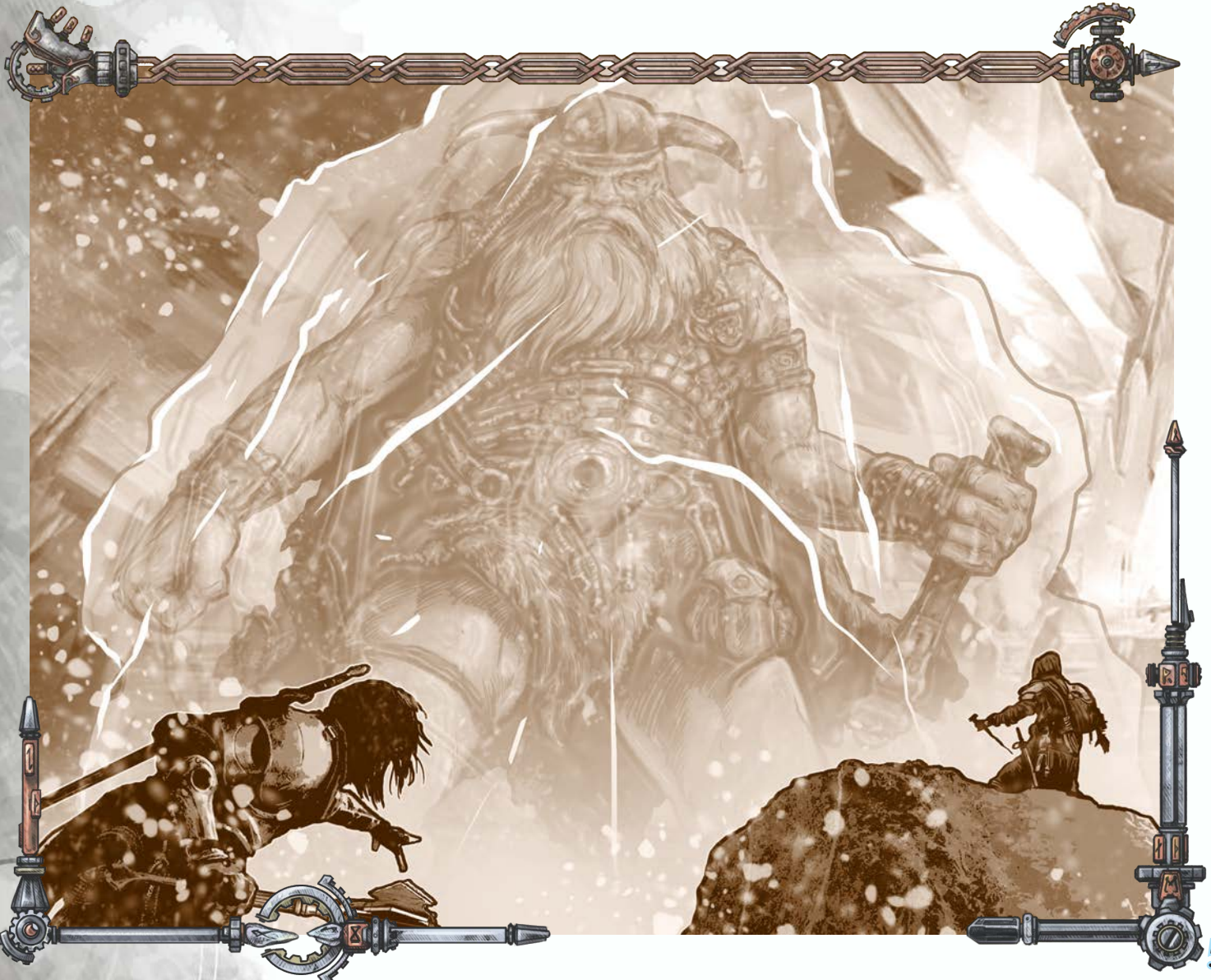


to awaken Drittsekk (who stirs behind the frozen portal, waking 4d4+2 rounds later). Read the following as the PCs enter this last accessible room of the Isa Temple:

“The walls fall away into the darkness behind you as you venture into a chamber larger than any other inside this gargantuan temple, the carved out tunnel expanding to a chamber hundreds of feet tall and across. An enormous glacies vampire, covered in wounds from untold centuries ago, is suspended in the ice, with a thicker pane of blue behind it. Cracks have begun to spread across his form and you notice strange incantations across the blue barrier beyond it—all of them the crimson of blood.”

Should the PCs fell Suplere before he can finish the ritual to unleash Drittsekk, the rise of the mythical creature is delayed—for now. Cracks appear in the ice holding the enormous monster, and the adventurers can feel his gaze upon them and the awakening of his presence, but there’s no way to tell if Drittsekk will break free in minutes, days, or weeks, only that it is simply a matter of time.

Choosing to continue back to the caves of the ice ælves without freeing (and killing) Drittsekk may be the safest thing to do, but it’s not a popular with the ice ælves. Staying (or returning) to fight Drittsekk provides the adventurers with 2d6 honor.





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Supplere CR 14

XP 38,400

CE Huge undead (cold, giant)

Aura frigid dessication 20 ft. (2d6 cold; see text)

Init +8; **Senses** darkvision 120 ft., low-light vision, scent; Perception +17

DEFENSE

AC 33, **touch** 15, **flat-footed** 29 (+4 armor, +2 deflection, +4 Dex, +1 dodge, +15 natural, -2 size)

hp 152 (16d8+80) regeneration 4 (fire)

Fort +14, **Ref** +9, **Will** +10

Defensive Abilities channel resistance +8, rock catching;

Immune cold, undead traits; **DR** 5/—

Weaknesses vulnerability to fire

OFFENSE

Speed 60 ft., **climb** 30 ft.

Melee morningstar +24/+19/+14 (4d6+21 plus 2d6 cold) or 2 slams +24 (2d8+14 plus 4d6 cold)

Ranged rock +15 (2d6+21)

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

Special Attacks cold embrace (16d6), freezing breath 8d8 (30-ft. cone, Reflex DC 22), rock throwing (140 ft.)

Spell-Like Abilities (CL 16th; concentration +20)

3/day— *ice spears*

2/day— *ice crystal teleport, unholy ice*

TACTICS

Before Combat The enormous undead attempts to hide and if he cannot reasonably do so, Supplere prepares some chunks of ice to throw like rocks.

During Combat Supplere attempts to grapple and pin the most effective opponent to engage him in melee, using slam to fend off other attackers nearby and ice spears or his freezing breath to deal with enemies at range.

Morale Imprisoned for time immemorial, Supplere would rather die than return to a paralyzed existence once more, and his complete dedication to Drittsekk keeps the giant glaciers vampire from fleeing; he fights to the death.

STATISTICS

Str 39, **Dex** 19, **Con** —, **Int** 16, **Wis** 16, **Cha** 18

Base Atk +12; **CMB** +28; **CMD** 42

Feats Awesome Blow, Cleave, Dodge, Great Cleave, Improved Bull Rush, Improved Initiative, Improved Overrun, Intimidating Prowess, Iron Will, Power Attack,

Quicken Spell-Like Ability (ice spears), Toughness

Skills Acrobatics +19, Bluff +11, Climb +21, Craft (any

one) +12, Diplomacy +12, Intimidate +29, Knowledge (planes) +11, Knowledge (religion) +11, Perception +17 (+25 in cold terrain), Stealth -5 (+3 in cold terrain);

Racial Modifiers +8 Perception in cold terrain, +8 Stealth in cold terrain; **Size Modifiers** -8 Stealth

Languages Ash Tongue, Giant; **Honor** 8

SQ chilling deflection, cold embrace, cold walk, frozen light, frozen thralls, oversized weapon

Gear chain shirt, morningstar, pendant of Mhamnoch

SPECIAL ABILITIES

Oversized Weapon (Ex) Supplere can wield Gargantuan weapons without penalty.

Drittsekk, the Bastard of Mhamnoch CR 15

When Supplere's incantations are complete, the ice around the great hall shatters and spreads across the entire chamber (turning each 5-ft.-square into difficult terrain until it has taken at least 5 points of fire damage) as Drittsekk is unleashed upon the realm of Niflæheim once more. It immediately attacks the PCs—read the following:

Your hairs stand on end as the cold reaches a new low, a primal sensation that runs through your spine and across your skin in a chilling crawl. The ice around you shatters, spraying outward into countless slivers, dusting everything in fine, fine snow. Then, a ground-shaking thud booms across the huge cavern before being drowned out by a deafening roar as the creature imprisoned in the ice sets foot upon the temple's floor. Behind its savagery you see a strange, huge clockwork device of some kind, trapped in an alcove behind more of the azure barrier this monster just broke free from.

Towering several stories above you, even the gaze of this creature chills your very soul. Long whips of ice sprout from the top of its jagged, misshapen head, and its uneven black eyes seem devoid of any light at all. All of the thing's skin constantly cracks and reforms, blood seeping out of a thousand tiny wounds with each movement it takes



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as it rushes towards you, a massive, runed warhammer in one hand and a fog of cold escaping from its fanged maw.

DRITTSEKK, BASTARD OF MHAMNOCH CR 15

XP 51,200

CE Gargantuan outsider (cold, evil, giant)

Init +2; **Senses** blindsight 30 ft., darkvision 120 ft., low-light vision; Perception +22

DEFENSE

AC 32, **touch** 4, **flat-footed** 32 (+8 armor, -2 Dex, +20 natural, -4 size)

hp 210 (20d10+100) **fast healing** 1

Fort +13, **Ref** +10, **Will** +15

DR 10/—; **Immune** cold, disease, poison; **Resist** acid/electric 10; **SR** 25

Weaknesses vulnerability to fire

OFFENSE

Speed 50 ft., earth glide, fly 60 ft. (average)

Melee *Óforl* [+3 *returning warhammer*] +35/+30 (3d6+16/x3 plus 1d6 cold) and claw +32 (3d6+8 plus 2d6 cold plus grab and strangle)

Ranged conjured ice javelins +16/+16 (1d6+16 plus 8d6 cold, range 100 ft.)

Space 20 ft.; **Reach** 20 ft.

Special Attacks fast swallow, freezing breath (60-ft. cone, 10d6 cold damage, Reflex DC 25 for half; on a natural 1 targets are flash frozen [see *Kaldr Vein* on page xx]), *kaldr* javelins, strangle, swallow whole (2d6 plus 2d6 cold damage, AC 20, 21 hp)

Spell-Like Abilities (CL 20th; concentration +23)

At will — *quicken* *unshakeable chill* (DC 15)

TACTICS

Before Combat If given time to prepare, the Bastard of Mhamnoch readies *kaldr* javelins in hand and attempts to hide above the entrance to the chamber, landing on two PCs should they fail a DC 20 Reflex save, knocking them prone and dealing 4d6+16 damage to each. Any PCs within Drittsekk's reach must make a DC 15 Reflex save or fall prone as well.

During Combat Drittsekk rushes into his enemies (heedless of attacks of opportunity), rushing a spellcaster (preferably anyone using arcane magic) with an overrun combat maneuver, taking any attack of opportunity that arises with his claw to utilize its grab ability (using only one hand and strangle, reducing his CMB to +24), swallowing that target on the first round. Once a second spellcaster is in hand (being crushed and frozen to death),

he pummels other opponents with *Óforl*. Ranged targets get conjured ice javelins, but Drittsekk always targets spellcasters before other opponents (knowing the danger they pose).

Morale Trapped since birth, Drittsekk is unhinged, hungry, and unwilling to return to his frozen prison. He fights to the death, bounding after any opponents that flee from battle.

STATISTICS

Str 42, **Dex** 6, **Con** 20, **Int** 15, **Wis** 17, **Cha** 16

Base Atk +20; **CMB** +40 (+44 grapple, +44 overrun); **CMD** 48

Feats Awesome Blow, Great Fortitude, Greater Overrun, Improved Bull Rush, Improved Initiative, Improved Overrun, Intimidating Prowess, Power Attack, Quicken Spell-Like Ability (*unshakeable chill*), and Snatch.

Skills Bluff +26, Fly +15, Intimidate +44, Knowledge (arcana) +13, Knowledge (planes) +15, Knowledge (religion) +13, Perception +22, Sense Motive +26, Spellcraft +25, Stealth +11; Size Modifiers -6 Fly, -12 Stealth

Languages Ash Tpngue, Giant; telepathy 100 ft.;

Honor 5

Gear *Óforl* (Gargantuan-sized +3 *returning cold warhammer*), *Vyrskain* (Gargantuan-sized +2 *breastplate*)

SPECIAL ABILITIES

Kaldr Javelins (Ex) Drittsekk can summon two javelins made of primal cold once per round as a swift action that does not provoke attacks of opportunity. Creatures struck by a *kaldr* javelin receives a DC 20 Fortitude save to halve the cold damage, but on a result of a natural one they are flash-frozen (see *Kaldr Vein* on page xx).

WARNING

GMs take note - PCs who face off against these foes at the same time are in for a very, very tough battle. If the player characters are not at least 12th level going into this encounter, **there is a very good chance they will die**. Here are the adjusted CRs for the various potential encounters:

- **Vorksroi & (4) glacies vampires** are a CR 15 encounter
- **Suplere & Drittsekk** are a CR 16 encounter.
- **Suplere, Drittsekk, and Vorksroi** are a CR 17 encounter.



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- **Supplere, Drittsekk, Vorksroi, and (4) CR 10 glaciers vampires** is a CR 18 encounter.

Even if players have mythic, 12th level characters going into this encounter, **this is a very, very difficult encounter**. GMs would be wise to keep this in mind.

Níðhöggroth Cometh...

This is not the worst of the PCs' woes; Drittsekk's awakening is echoing across Niflæheim, summoning the likes of the great wurm Níðhöggroth — who remains unsatisfied with his meager meal of a few ice ælves. Sensing greater prey nearby, and assuming it might be a savory meal, it speeds toward the Temple of Isa. It crashes into the Isa Temple 1d4 minutes after Drittsekk awakens, its massive body laying wreckage to the Clockwork Gate and icy alcove behind the gargantuan prison. Disoriented by the energies unleashed in the artifact's destruction, it writhes violently under both Drittsekk and the party before dragging them to the surface and off across the tundra of Niflæheim!

Read the following after 1d6 rounds of combat with Drittsekk:

“A new rumbling, even greater than the thunderous steps of Drittsekk, issues forward from beyond the clockwork gate. Something, much bigger, is coming...”

Once it has arrived at the Temple of Isa, Níðhöggroth bursts through the wall closest to Drittsekk, likely arriving through the southern wall and completely destroying this smaller, yet newer looking clockwork gate. If it does, read the following to the players.

“Suddenly the massive creature's head bursts through the icy wall behind Drittsekk, destroying everything in its path serpentine head's massive eyes

dilate as its gate-sized jaw snaps down, breathing a wicked blast of razor-sharp icicles in your direction.”

When Níðhöggroth breathes, he deals 20d4 points of cold damage to everyone in a 50 ft. cone. Anyone who succeeds on a **DC 27 Reflex saving throw** takes only half damage.

Immediately after breathing on everyone in the chamber, Níðhöggroth dives underground again, burrowing under the chamber's floor. Once it's below the PCs, it bursts upward, carrying both the party and Drittsekk (if he still lives) upward until the beast bursts out into the pale, grey sunlight of what settles for daylight in Niflæheim. Read the following:

“A moment later, the wingless beast pushes deeper into the temple, collapsing part of the ceiling as it uncoils into the room, its bulk exhaling into pools of icy, white steel armored plates, each the size of a small war shield. With a scream, the great wurm dives into the floor, tunneling directly below you! A moment later, you feel yourself suddenly being lifted upward...”

Níðhöggroth swiftly carries Drittsekk and the party upward, ripping up a part of the temple with its rapid ascent. Precisely two rounds after it dives, Níðhöggroth bursts out of the icy floor, forcing everyone (including Drittsekk) to make a **DC 22 Reflex saving throw** (players may substitute Acrobatics skill checks in place of their Reflex saves if they are particularly nimble) or fall prone, remaining prone each round unless they can succeed on a **DC 20 Strength check** to stand up. Once Níðhöggroth bursts into the open air, the remaining pieces of the temple floor and walls fall away, forcing the PCs to make a **DC 25 Acrobatics skill check** to safely leap from one of the falling pieces onto Níðhöggroth's back. Anyone who fails this skill check by 5 or more takes 2d6 points of falling damage as they slam into Níðhöggroth.

Once it breaks out into the open air, the massive beast sets off across the Gelid Glacier, traveling for 1d6 minutes (using its burrowing speed) while the



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PCs battle Drittsekk on its back (making a **DC 22 Reflex** save each round to avoid falling prone). Large creatures gain a +4 size bonus on this save, while Huge creatures gain a +8 size bonus on this save.

After its short, but speedy journey, Níðhöggroth comes to complete stop, rolling to one side and depositing the PCs on the hard, razor-sharp ice below. Once it stops, everyone atop Níðhöggroth, including Drittsekk (if he still lives), must succeed on a **DC 27 Climb skill check** or slide off the side of its back, suffering 4d6 points of falling damage (it's a 30 ft. drop, but the razor sharp ice adds 1d6 to the damage).

Once it has dropped the PCs, the beast starts to pick survivors off, starting with the biggest (Drittsekk) and working its way down, forcing them to fight, outsmart, or otherwise flee from the massive beast.

Where Níðhöggroth carries the PCs and Drittsekk is randomly determined (roll 1d6); the

PCs land on either the 1) Hrinda Plains, 2) the Flues of Svala, 3) the Vættfang Valleys, 4) the Endless Slope of Slægr, 5) the ruins of Grenhol, or 6) at the Pale Tower itself.

Níðhöggroth CR 14

XP 51,200

Male ancient white dragon

CE Huge dragon (cold)

Init +4; **Senses** dragon senses, snow vision; **Perception** +32

Aura cold (10 ft, 2d6 cold), frightful presence (300 ft., DC 23)

DEFENSE

AC 37, **touch** 8, **flat-footed** 37 (+29 natural, -2 size)

hp 283 (21d12+147)

Fort +19, **Ref** +14, **Will** +16

DR 15/magic; **Immune** cold, paralysis, sleep; **SR** 26

Weaknesses vulnerability to fire





FRIGID REFLECTIONS

OFFENSE

Speed 60 ft., **burrow** 90 ft., **swim** 60 ft.; icewalking

Melee bite +31 (2d8+16/19-20), 2 claws +30 (2d6+11), tail slap +25 (2d6+16)

Space 15 ft.; **Reach** 10 ft. (15 ft. with bite)

Special Attacks blizzard, breath weapon (50-ft cone, 20d4 cold, Reflex DC 27 half), crush (Small creatures, DC 27, 2d8+16), freezing fog (DC 19, 3/day)

Spell-Like Abilities (CL 21st; concentration +24)

At will — *fog cloud*, *gust of wind* (DC 15), *wall of ice* (DC 17)

Sorcerer Spells Known (CL 9th; concentration +12)

4th (4/day) — *charm monster* (DC 17), *greater invisibility*

3rd (7/day) — *dispel magic*, *displacement*, *lightning bolt* (DC 16)

2nd (7/day) — *invisibility*, *locate object*, *resist energy*, *see invisibility*

1st (7/day) — *alarm*, *grease*, *magic aura*, *shield*, *true strike*

0 (at will) — *arcane mark*, *dancing lights*, *detect magic*, *light*, *mage hand*, *mending*, *message*, *ray of frost*

STATISTICS

Str 33, **Dex** 10, **Con** 25, **Int** 16, **Wis** 19, **Cha** 16

Base Atk +21; **CMB** +34 (+36 sunder); **CMD** 44 (46 vs. sunder, 48 vs. trip)

Feats Alertness, Flyby Attack, Greater Vital Strike, Improved Critical (bite), Improved Initiative, Improved Sunder, Improved Vital Strike, Lightning Reflexes, Power Attack, Vital Strike, Weapon Focus (bite)

Skills Acrobatics +0 (+12 to jump), Intimidate +27, Knowledge (arcana) +27, Knowledge (history) +27, Perception +32, Sense Motive +32, Spellcraft +27, Stealth +16, Swim +43

Languages Ælven, Ash Tongue, Giant, Low Common;

Honor —

SQ ice shape

Níðhöggróth, the Ancient (mythic)

CR 17/MR 3

XP 102,400

Male ancient white dragon Guardian 3

CE Huge dragon (cold)

Init +8; **Senses** dragon senses, snow vision; Perception +32

Aura cold (10 ft, 2d6 cold), frightful presence (300 ft., DC 23)

DEFENSE

AC 38, **touch** 9, **flat-footed** 37 (+1 Dex, +29 natural, -2

size)

hp 298 (21d12+162)

Fort +19, **Ref** +15, **Will** +16

Defensive Abilities hard to kill; **DR** 15/magic; **Immune** cold, fear, paralysis, sleep; **SR** 28

Weaknesses vulnerability to fire

OFFENSE

Speed 60 ft., **burrow** 90 ft., **swim** 60 ft.; icewalking

Melee bite +31 (2d8+16/19-20), 2 claws +30 (2d6+11), tail slap +25 (2d6+16), 2 wings +25 (1d8+5)

Space 15 ft.; **Reach** 10 ft. (15 ft. with bite)

Special Attacks blizzard, breath weapon (50-ft cone, 20d4 cold, Reflex DC 27 half), crush (Small creatures, DC 27, 2d8+16), freezing fog (DC 19, 3/day), mythic power (11/day, surge +1d6)

Spell-Like Abilities (CL 21st; concentration +24)

At will— *fog cloud*, *gust of wind* (DC 15), *wall of ice* (DC 17)

Sorcerer Spells Known (CL 9th; concentration +12)

4th (4/day) — *charm monster* (DC 17), *greater invisibility*

3rd (7/day) — *dispel magic*, *displacement*, *lightning bolt* (DC 16)

2nd (7/day) — *invisibility*, *locate object*, *resist energy*, *see invisibility*

1st (7/day) — *alarm*, *grease*, *magic aura*, *shield*, *true strike*

0 (at will) — *arcane mark*, *dancing lights*, *detect magic*, *light*, *mage hand*, *mending*, *message*, *ray of frost*

STATISTICS

Str 33, **Dex** 12, **Con** 25, **Int** 16, **Wis** 19, **Cha** 16

Base Atk +21; **CMB** +34 (+36 sunder); **CMD** 45 (47 vs. sunder, 49 vs. trip)

Feats Alertness, Devastating Breath^M, Extra Mythic Power^M, Flyby Attack, Greater Vital Strike, Improved Critical (bite), Improved Initiative, Improved Sunder, Improved Vital Strike, Lightning Reflexes, Power Attack, Vital Strike, Weapon Focus (bite)

Skills Acrobatics +1 (+13 to jump), Fly +17, Intimidate +27, Knowledge (arcana) +27, Knowledge (history) +27, Perception +32, Sense Motive +32, Spellcraft +27, Stealth +17, Swim +43

Languages Ælven, Ash Tongue, Giant, Low Common

SQ absorb blow^{MA}, amazing initiative, birth nightmare, fearless^{MA}, ice shape, recuperation, roar of triumph



FRIGID REFLECTIONS



The Vættfang Valleys are collections of slopes that appear, from the peaks of the many hills and small mountains, to look like an enormous jaw with prominent fangs. Extremely powerful winds here rush down the slopes and create gale force (40+ mph) gusts of snow 80% of the time, reducing visibility to 50 ft.) in many places.

For every hour spent in the Vættfang, creatures not native to the region must make a **DC 19 Fortitude** save or become fatigued (a creature that fails this save a second time becomes exhausted, and after a third time, gains hypothermia). All ranged weapon attacks suffer a cumulative -1 penalty to attack and damage rolls for every 5-ft. increment they are from their target. A creature using thrown ranged weapons gains negates 1 point of this penalty for every +1 Strength bonus they possess (for example, a PC with a +4 Strength bonus could throw a javelin at a target within 20 ft. with no penalty).

Flesk are native to this region, but far hardier than their diminutive cousins; each has either the giant simple template or advanced template, making them more formidable, especially so with the powerful winds of the Vættfang Valleys sapping the party of their strength and foiling ranged attacks!

The Endless Slope of Slægr is the native territory of the litlauss and home to thousands of hibernating glaciers vampires. The small icicle monsters (1d4) harry the PCs every 2d8 hours they spend in this area, attempting to slowly reduce their resources before exacting a final kill. Any combat with litlauss that involves the use of supernatural fire has a 15% chance (for each use until the undead is awoken and destroyed) of awakening a glaciers vampire from underneath the ice and snow, which attacks immediately.

Regardless of where the PCs depart from, navigating back from the climax of the battle with Drittsekk should be a different experience than the first few days the party spent on Niflæheim; they know the dangers of the Long Winter. With a decently organized plan (a **DC 14 Intelligence** or **DC 20 Knowledge [geography] check**), the PCs find their way back to the ice ælves after only a week of travel.





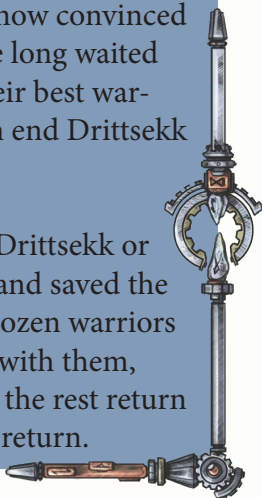
FRIGID REFLECTIONS

ACT 6 - WINTER'S LAST HOPE

What if Drittsekk still lives?

If the PCs were unable to kill Drittsekk (or simply left him intact), how the ice ælves respond depends on several factors.

- If the PCs were able to defeat or drive off Níðhöggröth, the ice ælves – now convinced the PCs are the heroes they've long waited for – offer to send some of their best warriors and healers to help them end Drittsekk once and for all.
- If the PCs did not confront Drittsekk or Supplere, but killed Vorskroi and saved the ælves at the Temple of Isa, a dozen warriors (but no more) offer to return with them, hoping to finish the job while the rest return to Grenhol to await their safe return.



With the death of Drittsekk behind them, the PCs are welcomed back to the ice ælves as more than just survivors – they are welcomed as heroes. Several hours after they return, a large feast is set out for them and their old companion, Jågare, welcomes them personally. She says,

“Some doubted me. Far more doubted you. Your actions, this day, are proof of your honor, your ability, and more importantly, your dedication to standing beside the Old Gods. Lesser beings would have bowed before that powerful fiend. But you did not. I am honored to know you.”

After several days of rest, Jågare returns to the PCs with a final request. She says,

“I called a council. I believe you are the heroes who can help us escape Niflæheim once and for all. We don't dare enter the Pale Tower, and the first clockwork

gate – which we call Ahtauma – does not function for us. But there is hope. With Drittsekk destroyed, we may be able to rebuild the smaller gate in the Temple of Isa and return to Midgard from there. What say you? Will you have us as allies on your branch of the Great Tree?”

Clever PCs will likely point out that if the ice ælves have no direct route to Midgard, how did Jågare manage the trip. If they do, she casts a glance downward and says,

“In our desperation to escape, we tried some risky technology. We lost two of our own. I try not to think on it, the sounds of their last breaths escaping their frozen bodies, their eyes wide with horror...” Jågare looks away, as if the memory is too painful to bear.

The ice ælves request is simple: they need a way to get over to Midgard so they can escape the horrible dragon Níðhöggröth. If the PCs suggest the Pale Tower, the ice ælves inform the PCs that, for the ice ælves, it is impossible – they long ago discovered that the magic of the miasma extends into their domain, barring the way for them. If the PCs suggest the frozen clockwork gate located at Ahtauma – the place of the first ice, the ice ælves suggest it may work, although it is weeks away.



FRIGID REFLECTIONS



If the PCs want, they can easily travel there, possibly fighting some guardians, and activate the gate (using parts from the new gate in the Temple of Isa), bringing the ice ælves through (and giving GMs a new race to introduce into Midgard if they so desire, as well). The ice ælves begin friendly to everyone in the south (regardless of their views on technology), but may shift their views depending on the type of campaign the GM wants to run. That, however, is a topic for another time.

PCs who investigate the clockwork gate at the Temple of Isa (the one Níðhöggroth burst through) quickly discover it is either damaged, old, or both, requiring a series of **seven (7) successful Craft (clockworks), Knowledge (clockworks), or Knowledge (engineering) skill checks** to bring it up and into service. Once the PCs have passed these checks, the gate will function for a short time – allowing for the one-way passage of all of the gathered ice ælven clades. Once it is working, the call

TABLE 4-1: WAVES OF NÍÐHÖGGROTH

Day	Dawn	Noon	Evening	Night	Nidhöggroth	Nidhöggroth
Firstday	—	—	—	2%	6%	6%
Mhyrday	—	—	6%	10%	10%	10%
Thulsdag	—	—	10%	14%	14%	14%
Weansday	—	8%	12%	16%	16%	20%
Thornsday	—	12%	16%	20%	20%	20%
Ashday	—	20%	24%	24%	24%	28%
Restday	28%	32%	36%	40%	44%	48%

Any time a wave appears, one of the following groups arrive:

TABLE 4-2: ENCOUNTERS

1d100	Encounter	Description	CR
1-25	3 frigus zombies	A trio of frigus zombies ambushes one of the PCs on watch.	10
26-50	2 frozen rot grub swarms	A massive swarm of frozen rot grubs split up and start ravaging the ice ælves as they attempt to set up their camps.	11
51-75	4 flesks	A group of flesks rages, storming through the PCs.	11
76-100	3 glacies vampires	A trio of glacies vampires ambushes a PC working on the gate.	13

goes out and thousands of additional ice ælves make the risky journey to the new gate, hoping to pass through to Midgard and, with whispered prayers to the Old Gods, to a welcoming home.

This gathering is risky, but the ælven elders agree – it is only fair. Unified behind this idea, the PCs must defend the gate while the ice ælves from all around Niflæheim slowly assemble; coming in pairs, small tribes, and whole clades, these ice ælves eventually arrive at the gate.

Some GMs may allow the ice ælves a moment of peace, letting them all gather and depart. Others may bring back the massive Níðhöggroth, having it make a final assault on the ice ælves. If the GM cannot decide how things play out, see **Table 4-1: Waves of Níðhöggroth**. **Table 4-2: Encounters** lists the foes who appear.



FRIGID REFLECTIONS

These numbers represent the chance of Níðhöggroth discovering the PCs and their ælven allies as more and more ælves arrive, with that likelihood shifting up considerably on the final day. If Níðhöggroth does reappear, it does so with full hit points, and opens with its breath weapon, trying to kill as many of the gathered ælves as possible.

GMs who do not want to use Níðhöggroth might also have waves of natural foes appear, attacking the PCs and gathered ælves. In this case, the GM is welcome to have some of the glacies vampires awake, have a lone litlauss hunt through the camp, or even have some free-roaming glacies zombies arrive as well, hoping to pull the ælves away to chambers they have long ago fled...

In order to depart, the PCs need to bring the Clockwork Gate back online, which they can do once they succeed on a total of (7) **seven successful DC 30 Craft (clockworks), Knowledge (clockworks), Knowledge (engineering), Knowledge (planes), or Spellcraft skill checks**. The PCs can only make these skill checks twice per day, and each check represents six solid hours of focused work on the gate. Only two

PCs can work on the clockwork gate at one time, although an additional two can aid them, making **DC 10 skill checks** to grant either of the PCs working on the gate a +2 bonus.

Once the PCs make the final (seventh) successful skill check, the gate springs to life, humming gently while it awaits the final command, which anyone can make by making a **DC 15 Craft (clockworks), Knowledge (clockworks), Knowledge (engineering), Knowledge (planes), or Spellcraft skill check**. Once this check is made, the gate is activated and allows up to 100 ice ælves to safely pass through the gate. The gate will only remain open for 2d6x10 minutes once activated; there is a very good chance that some of the ice ælves won't make it through.

Of course, any ice ælves who remain trapped fall outside the scope of this adventure. GMs who wish to revisit them or who have PCs who want to plan an additional rescue mission are welcome to do so. All in all, the number of ice ælves the PCs save is entirely up to chance. GMs are welcome to consult **Table 4-3: The Gathering**, below:

TABLE 4-3: THE GATHERING

Day	Dawn	Noon	Evening	Night
Firstday	2d6x5 ice ælves arrive	—	4d6x5 ice ælves arrive	6d6x5 ice ælves arrive
Mhyrday	—	1d6x5 ice ælves arrive	3d6x5 ice ælves arrive	6d6x5 ice ælves arrive
Thulsdag	1d6x5 ice ælves arrive	—	4d6x5 ice ælves arrive	8d6x5 ice ælves arrive
Weansdag	3d6x5 ice ælves arrive	4d6x5 ice ælves arrive	—	12d6x5 ice ælves arrive
Thornsday	2d6 ice ælves arrive	3d6 ice ælves arrive	4d6 ice ælves arrive	—
Ashday	—	4d6 ice ælves arrive	5d6 ice ælves arrive	6d6 ice ælves arrive
Restday	4d6 ice ælves arrive	5d6 ice ælves arrive	6d6 ice ælves arrive	—



FRIGID REFLECTIONS

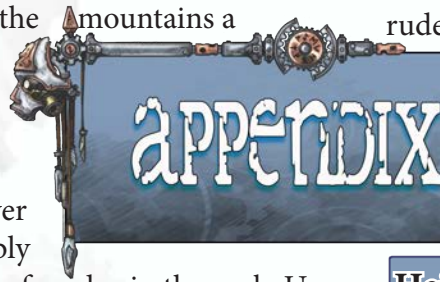


Goming Home...

Once the PCs pass through the gate, read the following to them:

“And for a moment, the feeling of falling and dreaming, both at the same time, washes over you. Then, your body bursts into a spectrum of colors, light, and dreams, all of them orbiting the the rainbow bridge itself before...the cold blast of wind alerts you to your final destination. As your eyes adjust to the much brighter sun, you instantly realize – you are home.”

Although the PCs make it back to Midgard, the gate deposits them in the mountains a few days west of Istapp, forcing them to hike down. This terrain, compared to what they’ve been traveling through over the past few weeks (possibly months), is nothing short of a day in the park. Unless the PCs opt to do something the GM rules truly risky, they can take a **10 on all their Survival skill checks as they return to Istapp. The PCs gain a +4 bonus on all these checks** if any ice ælves survived and returned to Midgard with them. Once the PCs reach Istapp, the adventure comes to a close.



Conclusion...

With Níðhöggroth turned away (or killed) and the ice ælves safely on Midgard, there is not much more for the PCs to do. They’ve already defeated or locked away the child of a mad Thrall Lord, likely earning Midgard precious more years to prepare for Ragnarök. If any ælves convince their ice ælven cousins to return with them, those ice ælves come with the cure for the disease plaguing Ælveheim – using a simple remedy they long ago mastered. Additionally, these ice ælves bring a fresh perspective

to the homeland, making it very clear that there is more out there, and if the ælves are to do any good, they should reach out to their neighbors. If the PCs convince the ice ælves to return with them to Union City (or any of the other City-States), those ice ælves quickly befriend the clockwork ælves, adopting them into their clades, adapting to their ways, and even fathering a few new ælves in the process. Within two years of their return, the ice ælves become the friendly, celebrated ideal of what the technologically tolerant races think ælves “should be.” Ice ælves who meet natural ælves after this integration find their cousins short and off-putting, to the point of being rude on occasion.

Heimilimarks

In Niflæheim, like on every other branch of the Great Tree, the blood of thurisár and Æssinyr spilled as the two forces did battle during the Age of Myth. The frigid conditions of the Long Winter, however, changed the very nature of these *jötunstones*. While they still function like other *jötunstones* (clockwork adepts can use *heimilimarks* in thermatorque engines, for instance), *heimilimarks* channel temperature in addition to electrical currents, making them an interesting component for some items. Moreover, they produce no excess thermal energy when used as parts of storm engines, making them enormously valuable to technologically inclined adventurers or craftsmen.

In their natural environment, *heimilimarks* do not produce any heat, but internalize the natural cold of Niflæheim, giving the appearance of warmth through a constant, subtle endothermic reaction that



FRIGID REFLECTIONS

affects the environment immediately around them (in a 5 ft. square). Strangely, this reaction only affects the environment, never the creatures handling the stones. Unlike normal *jötunstones*, *heimilimarks* are very difficult to locate, both because of their icelike color and smaller size. When found, an ice ælf with the right knowledge can use *heimilimarks* for powerful magic—like opening gates to other branches of the Great Tree.

Magic of the Ice Ælves

Iceflame Torch

Aura faint transmutation; **CL** 5th; **Slot** none; **Price** 3,400 gp; **Weight** 1 lb.

DESCRIPTION

This length of bluish wood is unremarkable until wielded by a living creature, at which point a soft, white and azure flame appears at its end.

An iceflame torch is fueled by the body heat of its wielder, creating a standard flame and illumination that only the wielder and creatures adjacent to them can perceive. This flame does not produce any heat.

CONSTRUCTION

Requirements Craft Wondrous Item, ice from the tundra of Niflæheim, *see invisibility*; **Cost** 1,700 gp

Herklæði Crystal Gorget

Aura faint transmutation; **CL** 5th; **Slot** neck; **Price** 10,250 gp; **Weight** 5 lbs.

DESCRIPTION

This steel gorget is covered in intricate runes, each painted icy whites and striking blues. It is slightly cold to the touch.

The *herklæði crystal gorget* is a magical item commonly crafted in the Snowforges of Iceheim and is popular with ice ælven cavaliers. When worn, this gorget allows the wearer to activate it (as a swift ac-

tion), instantly covering him or her in a suit of ice armor. This armor lasts for a total of 50 minutes (although the wearer may shorten these to 10-minute increments). This armor offers the same protection as a masterwork breastplate, but is treated as a light armor for all other purposes (besides proficiency). Creatures wearing this ice armor gain fire resistance 5, but for each 5 points of fire damage ignored this way, the duration of the enchanted armor is reduced by 10 minutes.

CONSTRUCTION

Requirements Craft Wondrous Item, ice from the tundra of Niflæheim, *ice armor*, *shrink item*; **Cost** 5,125 gp

Heimilimark

Aura moderate evocation; **CL** 11th **Slot** none; **Price** 20,000 gp; **Weight** 5 lbs.

DESCRIPTION

The smooth contours of this palm-sized indigo stone are interrupted by jagged edges, each azure in color, that appear to melt slightly whenever they are touched.

A *heimilimark* grants its owner cold resistance 20, absorbing as much as 50 points of cold damage per day before growing inert for 24 hours. By spending 5 points of its ablative cold resistance for the day, the wielder of an active *heimilimark* may gain the use of one of the following feats: Cold Touch, Snow Strider, Snow Slinger, or Weaponize Snow. Additionally, by spending a further 5 points of its ablative cold resistance for the day, the wielder may use *stone fist* or *stone shield* (producing ice rather than rock). Once per day the owner may use wall of ice as a spell-like ability (as an 11th level caster). After having this item in their possession for one month, if the owner is not an ice ælf, they gain one randomly determined ice ælf trait. This random racial trait may never be the Heimilibound racial trait.

CONSTRUCTION

Requirements Craft Wondrous Item, ice from the tundra of Niflæheim, creator must be an ice ælf, *resist energy*, *stone fist*, *stone shield*; **Cost** 10,000 gp



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Heimilimark, Greater

Aura strong evocation; **CL** 15th; **Slot** none;
Price 42,000 gp; **Weight** 10 lbs.

DESCRIPTION

Easily a foot across, this impossibly smooth stone is a sheen of pure white interrupted by the occasional vein of cyan, which feels as though it is melting whenever it is touched.

A greater heimilimark grants its owner fire immunity, the use of the stone fist and stone shield (producing ice rather than rock) as spell-like abilities at will, and the following feats: Cold Touch, Sharp Chill, Snow Strider, Snow Slinger, and Weaponize Snow. Twice per day, the owner may use wall of ice as a spell-like ability. After having this item in their possession for one month, if the owner is not an ice ælf, they gain one randomly determined ice ælf trait. This can never be the Heimilibound racial trait.

CONSTRUCTION

Requirements Craft Wondrous Item, ice from the tundra of Niflæheim, creator must be an ice ælf, *resist energy, stone fist, stone shield*; **Cost** 21,000 gp

Heimilimark, Lesser

Aura moderate evocation; **CL** 7th; **Slot** none;
Price 13,000 gp; **Weight** 1 lb.

DESCRIPTION

The smooth contours of this palm-sized indigo stone are interrupted by jagged edges, each azure in color, that appear to melt slightly whenever they are touched.

A lesser heimilimark grants its owner fire resistance 10, absorbing as much as 25 points of fire damage per day before becoming inert for 24 hours.

An active lesser heimilimark can be used to grant its owner the use of the spells *stone fist* or *stone shield* (but producing ice instead of rock), costing 5 points of its ablative fire resistance for the day.

Once per week the owner can cast the spell *wall of ice* as a spell-like

ability (as a 7th level caster), causing the lesser heimilimark to go inert for 24 hours. After having this item in their possession for one month, if the owner is not an ice ælf, they gain one randomly determined ice ælf trait. This random racial trait may never be the Heimilibound racial trait.

CONSTRUCTION

Requirements Craft Wondrous Item, ice from the tundra of Niflæheim, creator must be an ice ælf, *resist energy, stone fist, stone shield, wall of ice*; **Cost** 6,500 gp

Faction Missions...

If the PCs played through *Into the Pale Tower* or *The Ælven Agenda* and aligned to a specific faction (PCs playing through *The Ælven Agenda* align with The Greengard by default), they may receive a faction mission while in either Union City, Istapp, or Utvikle, although when and how these are delivered is up to the GM.

GMs should take note — some of these missions are in direct conflict and require subtlety. GMs should be warned that this could result in player conflict. If a group of players is prone to inner-party conflict but normally resolve it well, this should not be a problem. Should the GM elect to include these faction missions, she should give players a chance to review some of the featured factions in this adventure before starting. If, however, players are not accustomed to this style of play (or have a hard time placing their personal goals behind the party's goals), GMs are encouraged to exclude these faction missions. In this case, GMs are encouraged to develop these missions as additional plot hooks, instead



The Brotherhood of the Wraith



Mission — While in Istapp or Utvikle, a man named **Arvid Radley** (NE human male inquisitor 7), posing as a “monster hunter”, approaches the PCs, requesting the capture a live glacies vampire or frigus zombie, so he and his order can study them, and over time, learn to destroy them more effectively. If the PCs inquire, he tells them he’s a member of the Order of the Thorn (although a **DC 25 Sense Motive skill check** reveals he is lying to them).

Reward — Arvid pays the PCs 3,000 gp for a living frigus zombie and 4,500 gp for a living glacies vampire.

The Clockwork Accord



Mission — Before they leave Union City, one of the PCs (preferably a member of the Clockwork Accord) receives a letter from **Arenthol Galeror** (NG male clockwork elven wizard 8), who requests the PCs investigate a rumor that another clockwork gate lies buried

under ice somewhere in the Icewall Mountains. He requests they meet him in Damas with proof of its existence. Although there is no clockwork gate buried in the Icewall Mountains, PCs who bring him information on the buried clockwork gate inside the Temple of Isa earn his reward. If the PCs fixed that clockwork gate, Arenthol doubles his reward if the PCs show him how they did it. PCs can replicate this process by successfully passing four (4) **DC 25 Craft (clockworks), Knowledge (clockworks), or Knowledge (engineering) skill checks.**

Reward — Arenthol pays the PCs 2,500 gp for information on the hidden clockwork gate.

The Greengard



Mission — Before departing for Utvikle, PCs receive a secret dispatch from **Elisedd Dalais** (CN male ælf ranger 7), which arrives via a raven carrying a small piece of rolled parchment. In it, Elisedd requests the PCs confirm the existence of the ælves’ long lost allies, the ice ælves. PCs who can “bring us proof our long lost brothers still thrive” earn “places of honor among the true immortals of Midgard.” PCs who convince Jågare (or another ice ælf) succeed on this mission.

Reward — The PCs each receive a special, modified version of the *Aodain Shroud*, allowing them to adopt their alternate forms regardless of the time of day (these shrouds are worth 16,000 gp each).

The Black Hand



Mission — Before departing Utvikle, **Mikalda** (NE female human rogue 6) approaches her agent and requests they destroy any information that links the Black Hand to House Scrae. Although she refuses to go into details, she tells the PCs she believes that House Scrae has “overstepped their bounds” and their actions risk not only the Black Hand, but all of their agents in the City-States of Vallinar. PCs who bring her proof of the links between the two (found in the Temple of Isa) satisfy this mission.

Reward — Mikalda pays her agent a flat fee of 5,000 gp.

FRIGID REFLECTIONS



House Ashengard



Mission — Before departing Union City (or another populated location), **Lady Asa Ashengard** (NE female human aristocrat 3/ranger 4/rogue 4) approaches her contact and informs them the house has begun work on an advanced weapons they believe will prove to be very powerful in the

coming wars. She explains that the house lacks only a stable source of power, and if the PCs can acquire something, she'd pay them handsomely. PCs who bring her one or more heimilimark complete this mission.

Reward — Asa pays her agent 2,500 gp per heimilimark they turn in.

TEMPLATES

Glacies Vampire Template

“Glacies Vampire” is an acquired template that can be added to any living creature that has a 3 or more hit dice and a Charisma score of at least 8. A glacies vampire retains all the base creature's statistics and special abilities as noted here.

Challenge Rating Same as the base creature +3.

Type The creature's type changes to undead and they gain the cold subtype. Do not recalculate the creature's base attack bonus, saves, or skill points.

Alignment The creature's alignment changes to chaotic evil.

Armor Class A glacies vampire gains a deflection bonus equal to half its Charisma modifier (minimum 1) and +5 natural armor.

Hit Dice Change all of the creature's racial hit dice to d8s. All hit dice derived from class levels remain unchanged. Glacies vampires use their Charisma modifiers to determine bonus hit points (instead of Constitution).

Defensive Abilities A glacies vampire retains all of the defensive abilities of the base creature, as well as channel resistance +8, darkvision 120 ft., immunity to cold, regeneration 4 (fire), and all of the immunities granted by its undead traits.

Weakness Glacies vampires are vulnerable to fire.

Speed The creature's base speed increases by 10 ft. and they gain a climb speed equal to half its base speed.

Melee and Ranged Attacks A glacies vampire loses all of the base creature's attacks and gains two slam attacks (1d4) that deal an additional +4d6 cold damage. If it could wield weapons in life, it can do so as a glacies vampire, imbuing any melee or ranged weapon with its frigid chill and adding +2d6 cold damage.

Special Attacks A glacies vampire retains all the special attacks of the base creature, and gains a 30-ft. cone freezing breath attack usable once every 1d4 rounds that deals 1d8 cold damage per two hit dice (Reflex DC = 10 + ½ hit dice + Charisma modifier).

Chilling Deflection (Su) Once a round as a free action, a glacies vampire can deflect a ranged attack (as per the Deflect Arrows feat) by quickly conjuring a disk of ice to block it. Any critical hits automatically bypass chilling deflection.

Cold Embrace (Su) As a full-round action, a glacies vampire can take a pinned creature and attempt to suck the warmth out of their bodies with supernatural cold. This attack deals 1d6 cold damage per hit dice and requires the target creature to make a Fortitude save (DC equal to the damage dealt). Success on this save reduces the damage by half. Creatures that fail this save and are killed by the damage rise 1d4 rounds later as a frigus zombie under the glacies vampire's control.

Cold Walk (Su) Glacies vampires are immune to all difficult cold terrain.



FRIGID REFLECTIONS

Frigid Dessication (Su) Glaciers vampires emanate a 20-ft. aura of intense cold that sucks away the heat and moisture from around them, dealing 1d6 cold damage to any creature within it to feed their essence and animate the undead. Any square within the aura of a glaciers vampire becomes covered in a sheen of ice that melts as soon as the glaciers vampire moves away. Squares effected by freezing aura are considered to be difficult terrain and any creature standing on them must make a **DC 18 Acrobatics skill check** at the end of every turn or go prone. A glaciers vampire can activate or suppress this aura as a free action.

Frozen Light (Su) Glaciers vampires are naturally invisible creatures (as per *greater invisibility*) but only when they are at full hit points. As a glaciers vampire takes damage, it slowly loses concealment in 10% increments. For example, a glaciers vampire at 92 out of 100 hit points has full concealment, but when reduced to below 90, its concealment reduces to 90%; when it is damaged again and the glaciers vampire's hit point total is brought to 66, it has 70% concealment. A glaciers vampire always casts a reflection regardless of its hit point total.

Frozen Thralls (Su) A glaciers vampire may turn a number of frigus zombies equal to half its hit dice into thralls, granting them limited intelligence (up to the creature's previous Intelligence score -2) to carry out tasks, along with access to lost special abilities like spellcasting.

Spell-Like Abilities (Su) A glaciers vampire gains *ice spears* as a spell-like ability three times per day, *ice crystal teleport* two times per day, and *unholy ice* two times per day. The glaciers vampire's caster level is equal to its hit dice.

Abilities Strength +4, Dexterity +6, Intelligence +4, Charisma +6

Skills Glaciers vampires gain a +8 racial bonus on Perception and Stealth skill checks made in cold terrain. Otherwise, its skills are the same as the base creature.

Feats Glaciers vampires gain Dodge, Improved Initiative, and Toughness as bonus feats. If the base creature has enough hit dice to qualify for it, they receive the Quicken Spell-Like Ability feat (*ice spears*).

The Frigus Zombie Template

"Frigus Zombie" is an acquired template that can be added to any living creature that has a 3 or more hit dice and a Charisma score of at least 8. A frigus zombie retains all the base creature's statistics and special abilities as noted here.

Challenge Rating Same as the base creature +2.

Type The creature's type changes to undead and they gain the cold subtype. Do not recalculate the creature's base attack bonus, saves, or skill points.

Alignment The creature's alignment changes to chaotic evil.

Armor Class A frigus zombie gains a deflection bonus equal to half its Charisma modifier (minimum 1) and +3 natural armor.

Hit Dice Change all of the creature's racial hit dice to d8s. All hit dice derived from class levels remain unchanged. Frigus zombies use their Charisma modifiers to determine bonus hit points (instead of Constitution).

Defensive Abilities A frigus zombie retains all of the defensive abilities of the base creature, as well as channel resistance +6, darkvision 120 ft., immunity to cold, regeneration 2 (fire), and all of the immunities granted by its undead traits.

Weakness Frigus zombies are vulnerable to fire.

Melee and Ranged Attacks A frigus zombie loses all of the base creature's attacks and gains a slam attack (1d6) that deals an additional +2d6 cold damage. If it could wield weapons in life, it can do so as a frigus zombie, imbuing any melee or ranged weapon with its frigid chill and adding +1d6 cold damage.

Special Attacks A frigus zombie retains all the special attacks of the base creature, and gains a 15-ft. cone freezing breath attack usable once every 1d6 rounds that deals 1d6 cold damage per two hit dice (Reflex DC = 10 + ½ hit dice + Charisma modifier).



FRIGID REFLECTIONS



Cold Walk (Su) Frigus zombies are immune to all difficult cold terrain.

Frigid Dessication (Su) Frigus zombies emanate a 10-ft. aura of intense cold that sucks away the heat and moisture from around them, dealing 1d6 cold damage to any creature within. Any square within the aura of a frigus zombie becomes covered in a sheen of ice that melts as soon as the frigus zombie moves away. Squares affected by freezing aura are considered to be difficult terrain and any creature standing on them must make a DC 14 Acrobatics check at the end of every turn or go prone.

Abilities Strength +4, Dexterity +2, Charisma +2; as an undead creature, a typical frigus zombie has no Intelligence score.

Skills Frigus zombies gain a +8 racial bonus on Perception and Stealth skill checks made in cold terrain. Otherwise, its skills are the same as the base creature.

Feats Frigus zombies gain the Dodge, Improved Initiative, and Toughness feats, but loses all of the base creature's other feats.

A glacies vampire may turn a number of frigus zombies equal to half its hit dice into thralls, granting them limited intelligence (up to the creature's previous Intelligence score -2) to carry out tasks, along with access to lost special abilities like spellcasting.

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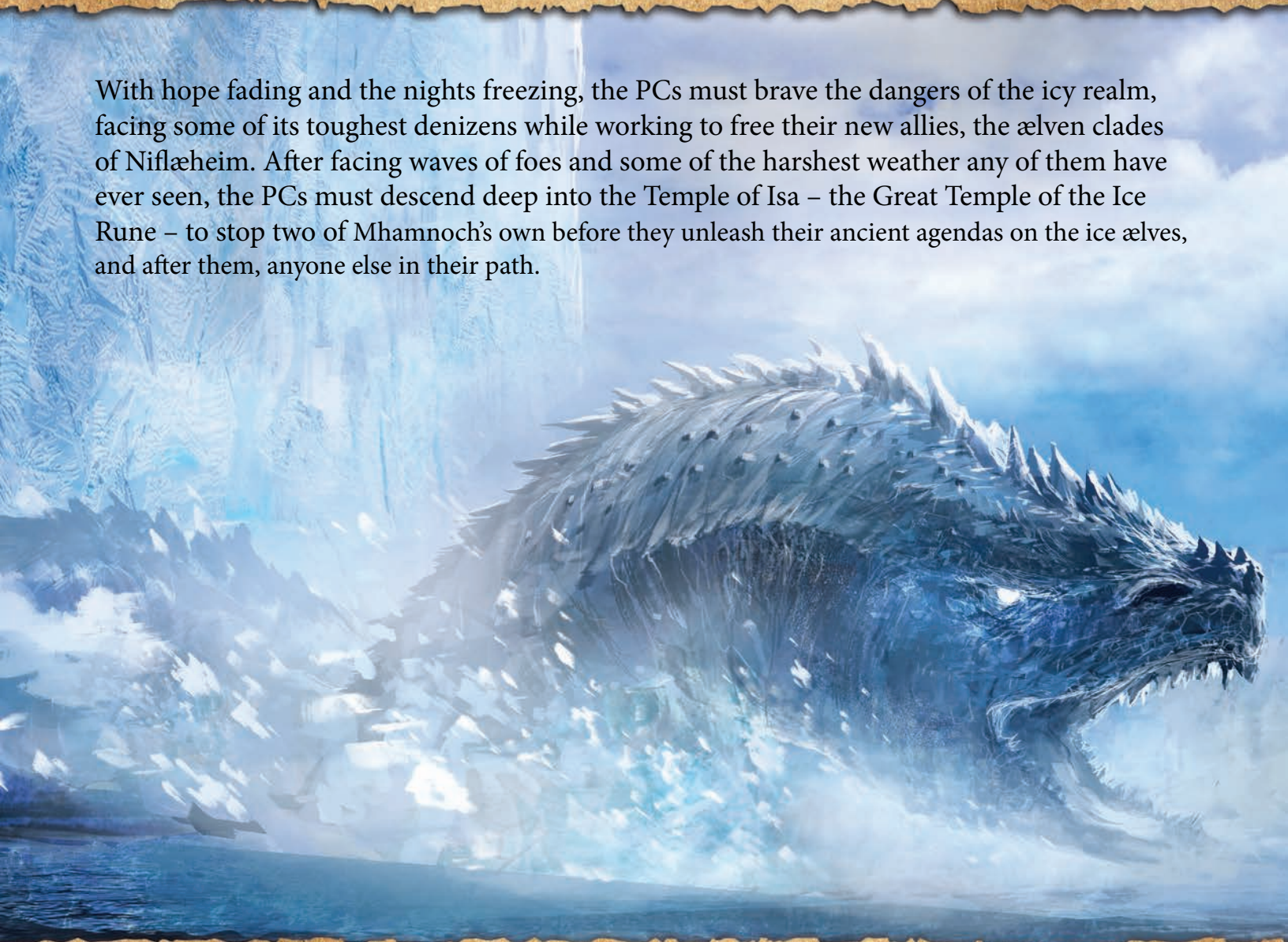
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FRIGID REFLECTIONS

The stunning conclusion to the *Beyond the Glittering Fane* adventure arc, *Frigid Reflections* takes the PCs north to the mining town of Utivkle to look in on an aging, Stone Touched dwarf. After arriving, they discover that the troubles plaguing Utivkle are far from singular, and if not dealt with, they could spread throughout all of Midgard. After saving Utivkle, the PCs are called on for a greater task, one that will take them into the heart of Niflæheim – the Realm of All Winter itself.

With hope fading and the nights freezing, the PCs must brave the dangers of the icy realm, facing some of its toughest denizens while working to free their new allies, the ælven clades of Niflæheim. After facing waves of foes and some of the harshest weather any of them have ever seen, the PCs must descend deep into the Temple of Isa – the Great Temple of the Ice Rune – to stop two of Mhamnoch's own before they unleash their ancient agendas on the ice ælves, and after them, anyone else in their path.



Frigid Reflections is an adventure for 4-5 9th level characters set in the world of Rhune: Dawn of Twilight. Although this adventure is designed exclusively for this setting, it can easily be adapted for any of your favorite *Pathfinder Roleplaying Game* compatible campaign settings.

