

Fat Goblin Travel Guide to

The Frozen Tomb of the Dwarf Lord



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Fat Goblin Travel Guide to The Frozen Tomb of the Dwarf Lord

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The lost arctic tomb of the Dwarven Lord awaits you!

Welcome to the *Fat Goblin Travel Guide to the Frozen Tomb of the Dwarf Lord!*

Presented here is a location adventure toolbox to quickly and easily place in your next adventure. This location adventure provides an overview of the forgotten tomb, natural hazards, traps, and even creatures you can choose to use against your players. However, this location can be outfitted to fit your groups unique quests.

Designed to be used as a sidetrek along a larger adventure, the *Frozen Tomb of the Dwarf Lord* makes a great spot for adventures to find needed treasure, gain experience, and much more!

- ~ Use it as a sidetrek in a larger adventure.
- ~ Tie it in to a larger location in your campaign world.
- ~ Characters missed a specific item they really need, it now rests in the tomb.
- ~ Introduce new npc's, creatures, and hazards to your players.
- ~ Add your own descriptions to the map, heck . . . you can change it all!

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Tomb Basic Information

BACKGROUND

Among the snow-mantled peaks of the Winterscarred Mountains, just above the permanent frostline, stands a field of ice that stretches as far as the eye can see. Once, several centuries ago, a lively and profitable dwarven silver mine stood in these mountains. Led by Olaf Stonesinger, the dwarves working this silver mine profited for years, transporting tons of silver to their home.

Disaster struck the silver mine when a remorhaz of gargantuan size burrowed into the silver mine, killing dozens of dwarves and driving the survivors to the surface. Intent on reclaiming the mine, Olaf Stonesinger and his bodyguards led dwarven warriors into battle against the creature and after suffering terrible losses, and himself being mortally injured, Stonesinger claimed victory over the beast.

With his dying words, Stonesinger requested that a tomb be built above the silver mine. For decades work in the mines continued and dwarves felt a sense of security from the nearby tomb of Stonesinger. This all ended when a climatic shift unleashed blizzard after blizzard and snow and ice from the highest peaks of the mountains crashed to earth, burying the silver mine along with dozens of dwarves. Additionally, Stonesinger's tomb was lost beneath the avalanche of ice and snow. Within two years of the event, the beating winds and constantly shifting snows had completely covered any trace of the mine or tomb's existence.

ICE CAVES

The following information applies to the ice caves and passageways (areas 1-3). Unless otherwise noted in the text for the individual areas, the following conditions apply:

General Conditions: It is severely cold (approximately 30° F during the day, and 10° F at night). Every hour spent in the wintry conditions requires a Fortitude save (DC 15, +1 per previous check) to avoid taking 1d6

points of nonlethal damage. Those who have taken nonlethal damage from exposure suffer from hypothermia (treat as fatigued), and if this condition is not remedied, they also suffer from frostbite.

The walls, floors, and ceilings within these three areas are natural stone covered under a foot of solid ice (hardness 8, hp 540, break DC 50). It is possible to dig through the ice to the natural rock beneath.

Lighting: There is no indigenous source of illumination within the ice caves beyond any light that might come through the crack in the entry cavern's ceiling.

Ceilings: The ceilings in the caves and passageways range from 13 feet to 24 feet with an average height of 16 ft. If the exact height of the ceiling in a particular location is needed, the DM can roll 1d12+12.

Walls: Successfully climbing the walls require a successful DC 30 Climb check to scale.

TOMB

The following information applies to the tomb (areas 4-7). Unless otherwise noted in the text for the individual areas, the following conditions apply:

General Conditions: It is considered cold (approximately 30° F during the day, and 10° F at night). Every hour spent in the wintry conditions requires a Fortitude save (DC 15, +1 per previous check) to avoid taking 1d6 points of nonlethal damage. Those who have taken nonlethal damage from exposure suffer from hypothermia (treat as fatigued), and if this condition is not remedied, they also suffer from frostbite.

If the PCs secure cold-weather outfits, they receive a +5 bonus on Fortitude saves against exposure to the weather while adventuring in the Winterscarred Mountains.

The walls and ceilings within this area are constructed of a *permanent wall of ice* (CL 9th) 9 inches thick seamlessly connecting to the otherwise mundane ice walls of the tomb (hardness 0, hp 27, break DC 24). Anyone smashing through the wall or passing through a breach takes 1d6+9 points of cold damage (no save).

Lighting: There are a number of *continual flame* spells in effect, each of which provides bright illumination in a 20-foot radius and shadowy illumination out to a 40-foot radius.

Ceilings: The ceiling in the tomb is a uniform 20 feet high.

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Walls: Successfully climbing the walls requires a successful DC 30 Climb check to scale, though if a rope is affixed to the top of the wall, the DC drops to 10.

Floors: The floors in the tomb are almost perfectly flat, the flagstones having maintained their careful alignment and placement; the floor has no negative effects on movement.

Tomb Key

The key describes the suggested fixed conditions and effects that are present in the Frozen Tomb of the Dwarf Lord; the DM is free to modify these conditions and effects based on the capabilities of the party. No actual monsters are listed for the rooms; the DM is encouraged to determine the actual population of monsters (type, number, demeanor, etc.) based on the needs of his or her campaign and the flow of the adventure.

1- ENTRANCE CAVE

The crack in the ice is located in the ceiling of this cave some twenty feet off the ground. Depending on how easy (or difficult) of a time the DM wants the PCs to have in getting into and out of the tomb (and also depending on whether they have access to *levitate*, *fly* or other such spells) the crack can be located in several different locations:



Locating the crack at the edge of the cave allows the PCs to use the ice walls, slippery as they are, to climb in and out of the cave; if they use ropes to rappel down or climb up, the task is actually relatively easy.



Locating the crack near the pillar allows the PCs to use the pillar in the same way as they use the walls.



Locating the crack away from the walls makes things a bit trickier, not only for the PCs, but also for the monsters if they are supposed to be able to move in and out of the cave; while the monsters are not affected by the ice in their Climb checks, they still cannot cling to the ceiling (unless the DM wants them to). Obviously, if the crack is located away from the walls, the only ways into the cave are to use magic, climb down a rope, or simply drop the 20 feet to the ground (the last option not being available for getting back out).

Also, the entire cave except for the southeast corner is covered in frigid fog, obscuring all sight beyond 5 feet, including darkvision. Creatures 5 feet away have concealment (attacks by or against them have a 20% miss chance).

2- OPEN POOL

PCs should notice right away that having an open pool of water in such a frigid location is quite unusual. And unusual it is. The water in the pool is not actually water, but the result of a growing rift between the Material Plane and the coldest portion of the Elemental Plane of Water (or some other cold plane or demiplane); the water itself is actually just as cold as the ice caves and any PC foolish enough to wade in (or fall in because they weren't looking down while moving in the fog) suffers the Planefrost Hazard (see *Hazards* below).

While the planar rift has not opened far enough to allow travel between the two planes (it will in the future), it is the source of the frigid fog.

3- TOMB ENTRANCE

This is the entrance to the tomb. The light from the *continual flames* is visible for some distance into the various passages. The tomb itself is under a *hallow* spell (caster level 13); no additional spell effect is tied to the *hallow* spell since such effects have to be renewed every year and it has obviously been some time since that was done.

Because of the *hallow* effect, neither of the creatures will enter the tomb willingly; they sense that something unusual is there and, like all simpleminded creatures, avoid that which makes them uncomfortable.

4- NEST

This large cave should serve as the nest for whatever creature(s) the DM chooses to populate the site with.

5- SARCOPHAGUSES

These sarcophaguses hold the remains of Lord Olaf Stonesinger's bodyguards. Due to the extreme cold, the corpses are perfectly preserved.

6- PILLAR

This pillar, which stretches to the ceiling, contains a detailed account of Stonesinger's death and his dying words are also inscribed here.

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7- SARCOPHAGUSES

The central of these three sarcophaguses holds the remains of Lord Olaf Stonesinger while those to its left and right hold the remains of his wife and eldest son respectively.

Adventure Hooks

THE CRACK IN THE ICE

One way to introduce the tomb to a party of adventurers is to simply have them discover it while they are exploring some snow-covered mountain range in the DM's campaign world. While it is easiest to simply have them come across a crack in the ice, perhaps by having one of the party fall through a recent dusting of snow that is covering the crack in Area 1, it might be more fun to have them encounter an avalanche that in its wake reveals the opening.

Having them stumble across the tomb in this manner is especially effective if the tomb is used as an interlude while the PCs are on some other mission (i.e. the PCs are moving to reinforce an isolated village that is under siege by humanoids or giants); the surprise of the tomb is much greater if the PCs' minds are on something else.

THE NEST

The creatures are roaming from the tomb into a nearby village in search of food. The villagers, unable to deal with the threat themselves, have put out a call for brave adventurers to slay these beasts that are killing their livestock and invading their homes. It shouldn't be too hard for the PCs to track the creatures' origin back to a mysterious crack in the ice.

RECLAIMING THAT WHICH IS LOST

A dwarf claiming to be a direct descendant of Olaf Stonesinger hires (or persuades) the party to help him locate the lost tomb. While the dwarf is indeed a legitimate heir to the throne, he actually has no rights to the tomb's riches since he is not the oldest remaining male heir. Naturally, once the tomb has been reclaimed, the dwarf's older brother, who has been following his younger brother, will arrive (along with help). Unfortunately for everyone involved, neither dwarf is willing to compromise since the leadership of clan Stonesinger is also indirectly at stake.

NEW HAZARDS

ICE (SLICK)

A frozen lake, a sheen of thick ice on a dungeon or cavern floor, or some other cold and slick surface, slick ice can be hard to traverse, but can also increase the speed of creatures that are agile or foolhardy enough to utilize its surface's lack of friction.

A creature traversing slick ice at more than half speed is required to make a DC 15 Acrobatic check at the start of the movement. Failure causes the creature to fall prone at the start of the movement. Running or charging on slick ice increases the DC by 5, with the same effect on a failed skill check. A creature that succeeds at this check by 5 or more can increase its move across the ice by 10 feet, but is considered flat-footed until the start of its next turn. Creatures (like those with enough levels of barbarian or rogue) that can't be caught flat-footed at the start of combat are immune to this flat-footed effect as well.

PLAINFROST

This weird blue sludge oozes below the surface of unnaturally cold water that has been tainted by planar magic.

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

Onset 1 minute; **Frequency** 1/minute for 6 minutes

Initial Effect 2d6 hp damage (half acid, half cold);

Secondary Effect 1d2 Con damage; **Cure** 2 consecutive saves

NEW TRAP

FREEZING WARD TRAP

CR 2

XP 600

Type magical; **Perception** DC 26;

Disable Device DC 26

EFFECTS

Trigger touch; **Reset** none

Effect Atk +5 melee touch. On a hit, the target takes 1d8 cold damage and is restrained as chains of ice manifest around his arms and legs. The chains are as impressively strong and require a DC 19 Escape Artist check to break out of or must be shattered (20 hp, 4 hardness).

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NEW

TREASURES

Cloak of the Yeti

Shoulder	5 lbs.	4,000 gp
Aura: Faint Abjuration		CL 3rd

This heavy cloak is crafted from shaggy white yeti fur. When the cloak's hood is pulled up over the wearer's head, it takes on a semblance of its arctic name sake's fearsome visage. Northern warriors value its ability to ward against the chill of winter, as well as the protection it provides in combat.

SPECIAL: The cloak of the yeti provides a constant endure elements effect in cold weather (it has no effect in hot weather). In battle, the cloak wraps around the wearer, granting a +1 natural armor bonus. In addition, with the hood drawn over the wearer's head, the cloak grants a +2 competence bonus on Intimidate skill checks.

CONSTRUCTION **COST:** 2,000 gp

Craft Wondrous Item, barkskin, cause fear, endure elements.

Mammoth Lance

Slot None	10 lbs.	32,310 gp
Aura: Moderate Enchantment		CL 9th

This +2 lance is made out of white spruce wood with a handle carved from mammoth tusk. Its shaft is decorated with images of charging mammoths or running wolves.

SPECIAL: While mounted on a creature with the animal type, a mammoth lance uses the mount's Strength modifier on damage rolls rather than the wielder's Strength modifier. When its wielder is not mounted, or is mounted on a creature without the animal type, a mammoth lance functions as a normal +2 lance.

CONSTRUCTION **COST:** 16,310 gp

Craft Magic Arms and Armor, animal growth, bull's strength.

Shards of Winter

Slot None	1 lbs.	26,302 gp
Aura: Faint Enchantment		CL 9th

This small knife has a bone handle and a blade that seems to be made of clear blue ice. Commonly found in the hands of an winter witch, a shard of winter is a +1 frost dagger.

SPECIAL: Once per day, a witch can use a shard of winter to cast any one spell with the cold descriptor that the witch has stored in her familiar and is capable of casting, even if the spell is not prepared. This spell is treated like any other spell cast by the witch, including casting time, duration, and other effects dependent on the witch's level. This spell can't be modified by metamagic feats or other abilities.

CONSTRUCTION **COST:** 13,302 gp

Craft Magic Arms and Armor, ice storm, telepathic bond, creator must be a winter witch.

Seal of Winter

Neck	— lbs.	3,800 gp
Aura: Faint Conjuration		CL 7th

This silver inlay cold-iron amulet is made of a dull gray metal and is always unnaturally cold to the touch.

SPECIAL: Suspended from a leather cord, the wearer of this amulet gains cold resistance 10. Once the amulet has absorbed 100 points of cold damage, the amulet becomes brittle and ceases to function in its usual way. Anytime during the next minute, the amulet's owner may choose to shatter the amulet and summon forth a large ice elemental. Similar to the effects of a summon monster III spell, the elemental loyally serves the creature which released it for the next 10 rounds before either being destroyed or being dismissed.

CONSTRUCTION **COST:** 19,000 gp

Craft Wondrous Item, summon monster III, resist energy

Hoarfrost Hound

Amid the howling wind and driving snow you hear the soft voice of a person. Through the blizzard there appears a creature of unnatural shape. Resembling a strange mix of beast, the head of a skeletal wolf, the body of a lean predatory cat, it's body is covered in a matted fur of purple hues.

HOARFROST HOUND

CR 6

XP 1,600

NE Large magical beast (extraplanar, cold)

Init +13; **Senses** darkvision 60 ft., low-light vision, scent; **Perception** +13

DEFENSE

AC 22, touch 14, flat-footed 19 (+3 Dex, +10 natural, -1 size)

hp 82 (8d10+36)

Fort +12, **Ref** +9, **Will** +5

DR 10/good; **Immune** cold; **SR** 16

Resist 10 fire

OFFENSE

Speed 30 ft.

Melee 2 claws +14 (2d4+6 plus grab), bite +14 (2d6+9 plus grab)

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

Special Attacks pounce, rake (2 claws +14, 2d4+6)

Breath weapon (every 1d4 rounds, 15-ft. cone, 6d6 cold damage, see below), Lure

STATISTICS

Str 24, **Dex** 17, **Con** 22, **Int** 13, **Wis** 17, **Cha** 14

Base Atk +8; **CMB** +18; **CMD** 29 (33 vs. trip)

Feats Improved Initiative, Run, Skill

Focus (Perception)

Skills Bluff +13, Perception +13, Stealth +12 (+16 in snow), Survival +9; **Racial Modifiers** +4 Perception, +4 Stealth (+8 in snow), +2 Survival (while in cold climates)

Languages Common, Infernal

ECOLOGY

Environment cold forests and plains

Organization solitary or pair

Treasure standard

SPECIAL ABILITIES

Breath Weapon (Ex) Once every 1d4 rounds, a hoarfrost hound may unleash a blast of supernatural cold as a breath weapon dealing 6d6 cold damage. Those caught within the cone must succeed on a DC 17 Fortitude save or be blinded by frozen eyes for 1d6 rounds. The DC is Constitution-based.

Lure (Su) At any point that a hoarfrost hound's targets are unaware of it (for example, if the creature is concealed in darkness), the hoarfrost hound can call out to the targets, who must be in line of sight and within 60 feet. When the hoarfrost hound calls out, the targets must make a DC 16 Will save or fall under the effects of a suggestion to approach the sound of the hoarfrost hound's voice. This effect functions identically to a *mass suggestion* spell with a caster level equal to the hound's Hit Dice. A creature that saves cannot be affected again by the same hound's lure for 24 hours. The lure is a language-dependent effect, and if the hoarfrost hound uses the victim's name during the lure, the victim takes a -4 penalty on its saving throw. This is a sonic mind-affecting charm effect. The save DC is Charisma-based.

These wicked beasts roam the frozen lands in search of humanoid prey in which to feast upon, as they savor the taste of flesh. Haunting the outskirts of poorly guarded settlements and roads by night, they wait for the chance to devour those unaware of their presence.

Extremely inventive in their murderous techniques, they enjoy the fear created by stalking prey, savoring the terror that their presence brings almost as much as hearing the shrill, pleading voices of its victims as they are eaten alive.



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Icewisp

You watch these small glowing spheres of rolling blue flame dance slowly through the air, periodically phasing in and out of sight. With alarming speed, the creature dashes towards you. As its draws near, you can feel the "fire" which surrounds its form, shedding a bone-chilling cold.

ICEWISP

CR 5

XP 1,600

CE Small cold aberration (air)

Init +13; Senses darkvision 60 ft.; Perception +13

DEFENSE

AC 23, touch 23, flat-footed 14; (+5 deflection, +7 Dex, +1 size)

hp 32 (7d8)

Fort +3, Ref +10, Will +9

Defensive Abilities natural invisibility; Immune magic, cold

OFFENSE

Speed fly 50 ft. (perfect)

Melee ice burn +16 touch (2d4 cold plus frostburn)

STATISTICS

Str 1, Dex 25, Con 10, Int 15, Wis 16, Cha 14

Base Atk +6; CMB +0; CMD 22

Feats Alertness, Blind-Fight, Dodge, Improved Initiative, Weapon Finesse

Skills Acrobatics +19, Bluff +10, Escape Artist +20, Fly +28, Perception +13, Stealth +25

Languages Aklo, Common

SQ frostburn

ECOLOGY

Environment any arctic

Organization solitary, pair, or string (3–6)

Treasure incidental

SPECIAL ABILITIES

Frostburn (Su) Frostburn (injury); save Fort DC 14; onset immediate; frequency 1/round for 4 rounds; effect 1d4 Dex damage; cure 2 consecutive saves.

Immunity to Magic (Ex) An icewisp is immune to all spells and spell-like abilities that allow spell resistance, except *magic missile* and *maze*.

Natural Invisibility (Ex) An icewisp has the ability to extinguish their natural glow as a move action, effectively becoming *invisible*, as per the spell.

Sages and scholars have grown to understand that these small apparitions are spiteful elementals which have forced their way into the prime material plane in places where the barriers between our worlds have grown thin. Whatever an individual decides as to the truth of their origins, these creatures prove to be a constant danger to those who encounter them in the frozen places of the world.

Hateful and evil, an icewisp is drawn to the things they most despise — light and heat — and will attempt to kill any who posses them within the large trackless regions of snow which they dwell. Often times, adventurers and others mistake the luminosity which these creatures shed as the images of a far off fire, lights from a camp, or other shelter which could offer a reprieve from the driving cold of a blizzard.



Winter Wight

The face of this undead creature is a twisted reflection that displays the fear or sorrow it felt during the moment of its death. With eyes that burn with an unquenchable hate and malevolence, it's tortured cry can be heard echoing across the frozen tundra.

WINTER WIGHT

CR 4

XP 1,200

LE Medium undead (cold)

Init +1; Senses darkvision 60ft.; Perception +12

DEFENSE

AC 15, touch 11, flat-footed 14 (+1 Dex, +4 natural)

hp 36 (5d8+15)

Fort +4, Ref +2, Will +5

Defensive Abilities undead traits

Weaknesses resurrection vulnerability

OFFENSE

Speed 30 ft.

Melee slam +6 (1d6+2 plus 1d6 cold plus energy drain)

Special Attacks create spawn, energy drain (1 level, DC 15), hypothermia touch

STATISTICS

Str 15, Dex 12, Con —, Int 11, Wis 13, Cha 17

Base Atk +3; CMB +5; CMD 16

Feats Ability Focus (Hypothermia Touch), Weapon Focus (Slam), Lunge

Skills Intimidate +11, Knowledge (religion) +8, Perception +9, Stealth +16; Racial Modifier +8 Stealth

Languages Common

SQ create spawn

ECOLOGY

Environment any

Organization solitary, pair, gang (3–6), or pack (7–12)

Treasure standard

SPECIAL ABILITIES

Hypothermia Touch (Su) Once every 1d4 rounds, as part of a full round attack action, a winter wight may choose to make an attack that confers *freezing cold* to the target of it's slam. A living creature hit by this slam attack must succeed at a Fortitude save (DC 16) or suffer the effects of hypothermia.

Hypothermia (Ex) slam—injury; save DC 14; frequency 1/round for 6 rounds; effect fatigue; cure 3 consecutive saves. The save DC is Constitution-based.

Create Spawn (Su) Any humanoid creature that is slain by a winter wight becomes a lesser wight itself in only 1d4 rounds. Spawn so created are less powerful than typical wights, and suffer a –2 penalty on all d20 rolls and checks, as well as –2 hp per HD. Spawn are under the command of the wight that created them and remain enslaved until its death, at which point they lose their spawn penalties and become full-fledged and free-willed wights. They do not possess any of the abilities they had in life.

Resurrection Vulnerability (Su) A raise dead or similar spell cast on a wight destroys it (Will negates). Using the spell in this way does not require a material component.

Over long winters or on high mountain peaks, these human remains become freeze-dried husks with perfectly preserved hair, clothes, and skin, but without any liquid remaining in their flesh.

These creatures arise to wander the reaches of the frozen north in search of victims, seeking any way to relieve the pain of their frozen existence through acts of cruelty and violence.



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