

PATHFINDER SOCIETY PLAYTEST SCENARIO #4, TIER 10



PATHFINDER
PLAYTEST

THE FROZEN OATH



BY RON LUNDEEN

Author • Ron Lundeen
Development Lead • John Compton
Contributing Artists • Dion Harris, Jon Hodgson, and Tom Ventre
Cartographer • Jason Engle

Creative Directors • James Jacobs, Robert G. McCreary, and Sarah E. Robinson
Director of Game Design • Jason Bulmahn
Managing Developers • Adam Daigle and Amanda Hamon Kunz
Organized Play Lead Developer • John Compton
Developers • Eleanor Ferron, Jason Keeley, Luis Loza, Ron Lundeen, Joe Pasini, Michael Sayre, Chris Sims, and Linda Zayas-Palmer
Starfinder Design Lead • Owen K.C. Stephens
Starfinder Society Developer • Thurston Hillman
Senior Designer • Stephen Radney-MacFarland
Designers • Logan Bonner and Mark Seifter
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HOW TO PLAY

Pathfinder Society Playtest Scenario #4: The Frozen Oath is a Pathfinder Society Playtest scenario for 10th-level characters. You can find more information about running these quests, pregenerated characters, and feedback surveys on this page.



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PROVIDING PLAYTEST FEEDBACK

The Frozen Oath is designed to test the newest edition of the Pathfinder Roleplaying Game, from combat encounters to exploration to the overall gameplay experience. The goals are to create a fundamental understanding of the game and to test if the revisions to the rules still allow for the same types of storytelling and adventure roleplaying that everyone has come to expect from Pathfinder. It is important that players create 10th-level characters of their own, so either ensure that each player does so before the event or budget time to complete the process before playing. There are no pregenerated characters available.

Contribute your feedback through the survey at pathfinderplaytest.com. In addition, be sure to check out other playtest adventures, including additional Pathfinder Society Playtest scenarios as well as the seven-part adventure *Doomsday Dawn*.



Paizo Inc.
7120 185th Ave NE, Ste 120
Redmond, WA 98052-0577
paizo.com

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THE FROZEN OATH

By Ron Lundeen

Half a world away from each other, the Inner Sea region and Tian Xia had little contact until 1300 AR, when the intrepid explorer Amatatsu Aganhei traveled across the Crown of the World and established a trade route between the two continents. This connection to what his patron, the shogun of Teikoku, considered a culturally inferior people scandalized the leader, who ordered the destruction of the explorer's maps and records. Yet Aganhei had not only hidden copies away for future generations, but also forged lasting compacts with various inhabitants along the trail—many sealed with oaths or contracts, others commemorated with structures and monuments. By the time another Minkaian explorer rediscovered Aganhei's maps 3,000 years later, many of these arctic populations still retained written, carved, or oral records of the Tian trailblazer, and these ancient agreements shield travelers along the Path of Aganhei to this day.

Aganhei and his retinue were particularly weary by the time they reached Urjuk, considered the homeland of frost giants and taiga giants. The frost giants of Urjuk had always been territorial and sacrificed outsiders to wicked Thremyr, their progenitor and chief deity. Appearing most often as a frost giant made of ice and gems, Thremyr passes through periods of slumber and wakefulness when he walks the Crown of the World; sometimes, these periods last centuries. As Thremyr is just as fierce and violent to frost giants as he is to everyone else—perhaps even more so—the frost giants have learned to value those periods when Thremyr slumbers.

Despite their exhaustion, Aganhei and his retinue bested a territorial group of frost giants and taiga giants by turning the giants against each other and decisively defeating the survivors. Needing a place to rest in safety, a follower of Desna among Aganhei's retinue named Shiansobo conceived of a daring deception. Fluent in giants' language and religion, Shiansobo convinced the surviving giants that disturbing the sleep of any great victor—such as Aganhei or even Thremyr himself—was a terrible offense and an invitation to divine punishment.

WHERE ON GOLARION

The Frozen Oath takes place in Urjuk, a region of frozen hills and tundra near the Crown of the World, north of the Rimethirst Mountains. The adventure takes the PCs from the relative safety of the Path of Aganhei to the imposing giant structure called Dvalinheim. For more information about the Crown of the World, see *Pathfinder Adventure Path #51: The Hungry Storm*, available in bookstores and game stores and online at paizo.com.



Perhaps Desna was pleased by Shiansobo's boldness, or perhaps Thremyr truly desired a place of sacred rest, but in either case Shiansobo's words manifested as an unusual curse over the Tian camp. This Awakening

Curse debilitated anyone who woke a sleeping creature. Skeptical frost giants who prodded Aganhei's exhausted guards were struck with the curse, and they warned their kin of the power Shiansobo wielded. Even after Aganhei's retinue had departed, well-rested, the curse remained. Shiansobo also remained behind, hopeful to convert the frost giants to the worship of the North Star, an aspect of Desna popular in Tian Xia. In this, Shiansobo failed, but he was able to infuse the temple the giants erected on the site with many Minkaian elements and with iconography of the North Star. Shiansobo even included clues to protect Desnans from the worst effects of the Awakening Curse. Near the structure's entrance (and low to the

ground, where humans and smaller creatures would more easily spot it), he included instructions for a ritual that would protect anyone who performed it from the curse's worst effects. So as not to alert the giants of something amiss, Shiansobo wrote these secret instructions in Jotun, the language of giants. The giants called this temple to their fierce and

slumbering god Dvalinheim. It was never intended for permanent habitation, instead serving only as a place where Thremyr could rest—and, they hoped, rest well—during his periods of slumber.

Dvalinheim fell into disuse in recent centuries, but it has seen some activity in the past year. A cunning white dragon named Avaxvennar learned of Dvalinheim and sought out the site. Disappointed by the paltry collection of relics she found there, the dragon hatched a plan to extract treasure from the local giant tribes. Using her illusion magic, Avaxvennar convinced a few frost giants that she is an avatar of Thremyr stirring, who can only be placated with rich offerings. These frost giants spread the word to others—some out of fear, and others because of Avaxvennar's subtle enchantments. Although local giant chieftains are skeptical of donating their hard-earned plunder, they remember the old tales of Dvalinheim and have each sent at least a bit of treasure and a few warriors to the site. These warriors, fooled by Avaxvennar's ruse, are convinced their god must be placated with treasure to avoid his ire. As the frost giants must raid further afield for spoils to send to Dvalinheim, they are increasingly a menace to the communities south of the Rimethirst Mountains. Meanwhile, Avaxvennar's wealth and influence grows.

The Pathfinder Society maintains only a few expeditions in the Crown of the World and has no present intentions of braving Urjuk just to map the area. However, the Society has been organizing experimental groups of goblin surveyors for riskier projects that require little supervision—effectively a pilot program to see if goblins might make good field agents. One of these teams consisted of Frostfur goblins from Irrisen, sent into the Rimethirst Mountains to investigate rumors of an ancient frost giant structure. Exceeding Venture-Captain Bjersig Torrsen's expectations, the goblins not only successfully reached the site, but they even returned a few inscribed tiles stolen from the structure's entrance. To Torrsen's surprise, the tiles speak of both the frost giant god Thremyr and the North Star, a well-known Tian name for Desna. The pairing of the two so close to the Path of Aganhei means the site could be one of the monuments erected in Aganhei's day—and one unknown to modern scholars.

The Pathfinder Society has organized an expedition to retrace the goblins' steps and document the site more professionally. Well aware of the dangers posed by frost giants in the region—and suspecting that the site might be actively occupied by evil giants—the Society has commissioned some of their most experienced Pathfinders for the task.

SUMMARY

After gaining some information about Dvalinheim from Venture-Captain Bjersig Torrsen and a goblin survivor

**VENTURE-CAPTAIN BJERSIG
TORRSSEN AND MAHKI**

named Ogthup, the PCs head into the Crown of the World. They leave the Path of Aganhei at a landmark noted on Ogthup's map and encounter a few of the dangers previously faced by the goblins. Notably, the PCs can recover some information from Dvalinheim tiles the goblins dropped in a sinkhole containing an air elemental; these tiles describe a ritual the PCs can use to protect themselves from Dvalinheim's curse. Once they arrive at Dvalinheim, the PCs must contend with the frost giants and winter wolves that Avaxvennar has drawn to the site. In Dvalinheim's central chamber, the PCs encounter Avaxvennar and foil the dragon's scheme.

GETTING STARTED

The PCs meet Venture-Captain Bjersig Torrsten in the city of Turvik, which lies just south of the Rimethirst Mountains in the Lands of the Linnorm Kings. Bjersig is a confident half-orc man wearing dark clothing and an exasperated expression. He is accompanied by his loyal husky, Mahki. Although Bjersig is deaf, he speaks clearly and reads lips easily; many people he meets aren't aware that he cannot hear. He instinctively peppers his speech with Pathfinder hand signs to help convey meaning, and Mahki is trained to nudge Bjersig if anyone attempts to get his attention orally.

Venture-Captain Bjersig Torrsten beckons welcomingly into the spacious private room he's using as an office in the Frostchild Inn in Turvik. "Thank you for coming; I know we're quite a ways further north than most Pathfinders ever travel." The husky Mahki curls up protectively at the half-orc's feet, his ears up as though wary despite his repose.

"The Pathfinder Society has recently allied with a tribe of goblins, and we're hoping to deploy them for scouting missions or, well, anywhere they might be useful. I dispatched a team of them to follow up on some rumors about an ancient giant structure off of the Path of Aganhei, which leads north over the polar ice cap. This path is millennia old, and it connects us to the distant nations of Tian Xia. Only three of the nine goblins returned, including a clever scout named Ogthup who swiped a chunk of stone from the structure's entryway." Bjersig produces a tile of broken stone about one foot square. "The goblins took three or four stone tiles like this, though they lost all but one on the way back.

The script is Jotun, the language of giants, and it reads 'By my honor, I will wake no sleeper here or suffer the First Jarl's curse. By the North Star, and her sign of...' and here it breaks off. We know that the First Jarl is a reference to Thremyr, cruel god of the frost giants. Curiously, the North Star is a Tian name for Desna, benevolent goddess of dreams and travel. Although the

script is Jotun, the language is more poetic, and seems Tien in structure. The juxtaposition is intriguing, and I'm sending a capable group—that is, you—to acquire more information. The structure is off the Path of Aganhei in Urjuk, a land claimed by frost giants and taiga giants. It's a trip of many days into an inhospitably cold environment. But with the right equipment, you should be fine—the summer solstice has just passed, so it's warmer and brighter than just about any other time of the year. My hope is you'll reach the site, neutralize any dangers, and provide a complete survey."

"I asked Ogthup to draw a map of how to find the structure, and after a great deal of prompting, she produced this." Bjersig slides forward a crudely drawn sketch with several symbols and goblin faces scrawled on it. "If this is as incomprehensible to you as it is to me, you can ask Ogthup about it. She has a room here in this inn. Unless you have further questions for me, I'll ask you to meet briefly with her before you go."

Bjersig gives **Handout #1** (see page 25) to the PCs. He knows that the lines on the right side of the map represent the Path of Aganhei, and the top of the map is north. The pile of stones near the path is a very distinctive rock arch called the Eye of Thremyr; it's a well-known landmark along the path, and it marks where the goblins left the path to head west. Bjersig answers any questions from the PCs that he can, although he recommends speaking with Ogthup about specifics of the route. Some questions the PCs might have for Bjersig include the following.

When did the goblins leave (or come back)? "I sent the goblins a month ago and they returned the day before yesterday. As the trip takes about two weeks, the goblins basically went directly to the site, took the stone piece, and returned. The goblins left just before the summer solstice, and it's just after the summer solstice now, so the days will be very long, just as when the goblins made their trip. But the days grow ever shorter, so I advise haste."

What happened to the goblins? "Ogthup can tell you more, but I understand there are several hazards between the Path of Aganhei and the structure. The creatures and dangers they encountered turned out to be too much for many of the goblins, so their losses were, unfortunately, very high."

What's the Path of Aganhei? "Millennia ago, the Tian explorer Aganhei traveled over the Crown of the World to Avistan, along with his retinue. The Path of Aganhei is the route they took. They made many allies in their journey—through both diplomacy and force—and many of those alliances were memorialized with durable structures or markers. This structure in Urjuk might be among the largest of those, as it combines references to Thremyr with a Tian interpretation of Desna."

What dangers might we face? “The environment is often the greatest enemy this far north. It is summer, so temperatures should be mild. However, the mountains have experienced especially chilly weather this season, and there have been light snowfalls reported even so close to the solstice.

“Also, the taiga giants of Urjuk are fiercely territorial. They generally don’t bother anyone traveling on the Path of Aganhei. But, as you’ll be leaving the path to reach the structure—a structure carved with Jotun words, in fact—your chance of encountering violent frost giants is probably high.”

What equipment will we need? “I brought food, water, tents, blankets, and cold weather clothing for you. That should be enough to keep you warm and well-supplied in all but the coldest weather. I’m also sending you with some basic survey equipment for measurements, notes, and so on. If there’s anything else you think you might need, the merchants of Turvik are always eager to help outfit an expedition for reasonable prices.”

Diplomacy, Society, or Merchant Lore about Frost Giant Activity

A PC who succeeds at a DC 24 Diplomacy check to Gather Information, or either a Society or Merchant Lore check to Recall Information knows more about the frost giant clans that live to the north of Turvik. A critical success provides additional information, and a critical failure provides only the following false information. Remember that these skill uses should be rolled secretly.

Critical Failure: The frost giant’s cruel god Thremyr has been seen walking the lands of Urjuk, even wandering onto the Path of Aganhei to strike down travelers in a mighty rage.

Success: The giants of Urjuk are organized in loose tribes commanded by chieftains. Only great events, such as domination by powerful supernatural creatures or the rise of the cruel frost giant god Thremyr himself, typically convinces the frost giant clans to work together. The frost giant clans of Urjuk are more active as of late and have been raiding the Lands of the Linnorm Kings to acquire plunder.

Critical Success: Some rumors claim the giants are collecting plunder to appease an awakened Thremyr.

Not all chieftains believe that Thremyr is awake, yet they have begun sending tribute to his supposed resting place—a temple called Dvalinheim—anyway. This large building is said to bear a strange curse discouraging anyone from awakening another creature sleeping on the temple’s grounds.

Religion about Desna and Thremyr

A PC who succeeds at a DC 24 Religion check to Recall Information knows more about the two deities referenced on the goblins’ stolen tile. A critical success provides additional information, and a critical failure provides only the following false information. Remember that this skill use has the secret tag and should be rolled secretly.

Critical Failure: Thremyr is said to awaken from terrible disturbances or when his home grows too warm. Cold effects are believed to make him drowsy, even convincing him to fall back to sleep.

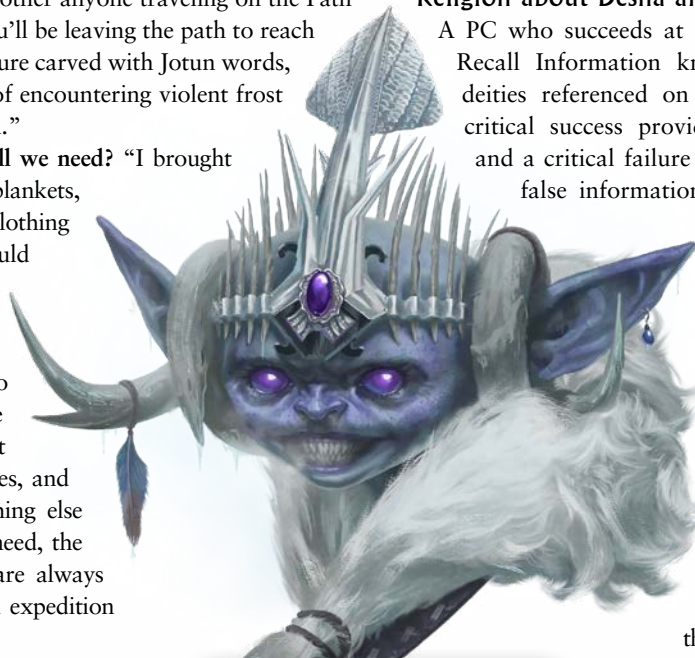
Success: Many followers of Desna, who has many names and is known as the North Star in Tian Xia, are skilled orators who practice ancient rituals for protection or peace. Often, these rituals are tied to cosmological events, like the position of the stars. Some giants believe they can control when their mighty

progenitor Thremyr wakes or sleeps. As Thremyr is just as cruel to the frost giants as any others when he is awake, some frost giants actively pursue rituals of appeasement to keep him slumbering.

Critical Success: Cooperation between Desna and Thremyr is almost unheard of. However, among the few stories of Aganhei that survive to this day is one of a structure called Dvalinheim. Frost giants built this temple to keep Thremyr asleep, yet they supposedly did so with the assistance of a priest of Desna called Shiansobo, one of Aganhei’s companions. He did not help eagerly, though it’s believed that he wove special protections into the building that the proper prayers could unlock.

MEETING OGTUP

The goblin scout Ogtup is currently sitting in a room she shares with a few other assistants and attendants of the Pathfinder Society. Thin and small even for a goblin, Ogtup is friendly but has an unseemly habit of jamming a finger into a nostril whenever she’s thinking hard about



OGTUP

something. Like many goblins, Ogthup possesses a strong distrust of the written word, although she's not sure whether this extends to maps. She's looking skeptically through several maps on a large table when the PCs arrive. Ogthup stands up to meet them and to answer any questions they have about the map she drew. The PCs' likely questions and her responses appear below.

What are these goblin faces? "Oh, that tells time! Every time we ate a meal, I wrote an eating face. So the first face is breakfast, and the second face is lunch. We had two lunches, one before the Pushing Hole and one afterwards. Bjersig had given us lots of rations, and they were heavy, so we decided to just eat them quick."

What is this pile of circles? "We left the Path of Aganhei very early, right after the sun came up. That shows where we left the path. It's an arch of stones as large as this inn, so you can't miss it." This is the Eye of Thremyr (see page 8 for information about this landmark).

What is this stick figure of a falconer? "That's the Man with a Bird! He was in a valley. We couldn't see it very well because the sun was low and bright by then. But it looked like a giant man holding up a bird. We thought it seemed far away, like maybe the man was very, very big, but maybe he was smaller and closer than we thought. A hairy elephant charged at us before we could decide whether to get closer. The elephant squashed Gibble, but the rest of us were faster and ran away." This is the statue of Emkarak the Conqueror, which the goblins saw from a distance. Although the statue is an enormous representation of a giant, the "bird" was one of two rocs nesting atop the statue's arm (see area A).

Was the Man with a Bird a statue? "No, because we saw the bird move. It was eating something, maybe a mouse."

What is this blowing face? "That's the Pushing Hole! It's a hole in the ground. We didn't explore it much until we came back. When we came back from the Sleeping House, we jumped into the hole because we thought giants were chasing us. But we were all pushed right back out by air in the hole! Murgug dropped all of the stones she had; they fell in the Pushing Hole and must have been too heavy to blow back out. I kept hold of mine. Murgug and another goblin—her sister, I think—landed very bad from the push and died." The Pit of Winds is the domain of a territorial air elemental, although the goblins didn't realize it was a creature that repelled them (see area B).

What is this building? "That's the Sleeping House. It's really big! It's much bigger than this inn, and made for creatures much, much taller. Frost giants, I'm sure, because we saw a frost giant sleeping at the entrance. The entrance had tiles with writing on them, and we wanted to take some. But we know that sleeping frost giants can wake up quick. To be safe, we killed him before taking some stones with writing. Pretty smart, right? Anyway,

before we pried off more than a few stones with writing, some more frost giants came out of the building. We ran, but they threw rocks at us. Some goblins got smashed, and the rest of us kept running. We tried to hide in the Pushing Hole, but that went very bad, so we just kept running and came all the way back here." The building is Dvalinheim (see area C).

What can you tell us about the frost giants? "They were pretty mad! And they threw rocks. There were three of them."

What can you tell us about the stones Murgug lost? "They had the same kind of writing on them as the stone I gave to Bjersig. But they're in the Pushing Hole now."

AT THE CROWN OF THE WORLD

The PCs should prepare for at least a month of rigorous travel as they depart from Turvik and head north along the Path of Aganhei. Bjersig Torrsen provides sufficient food and water for the journey, as well as tents, blankets, and cold weather clothing for each PC.

Light: Because only a few weeks have passed since the summer solstice, the sky remains light for all but a few hours of dim light at night.

Temperature: As the venture-captain noted, the Rimethirst Mountains and nearby regions have experienced an especially chilly summer. Whereas temperatures at this time of the year would normally reach about 65° F and dip no lower than 45°, this summer's temperature has been about 10° cooler. Even so, the temperature only dips to mild cold levels (*Pathfinder Playtest Rulebook* 341) for brief periods except very close to Dvalinheim (area C). Occasional snow flurries blow through the region, creating tiny snowdrifts that melt within a few hours.

Terrain: The Path of Aganhei travels through one of the few passes in the Rimethirst Mountains, kept relatively clear of debris by caravans that periodically travel through the area. Beyond the mountains, the trail winds through Giant Downs of Urjuk, hilly country where hardy grasses and feathery lichens grow among the rocks and soil.

Threats: Although the Path of Aganhei is hardly an easy or safe route, the first hundred miles north from Turvik see enough travel that the PCs encounter few threats. Along their journey, they might encounter a variety of minor challenges, such as a pack of wolves that shadows the PCs for most of a day before closing in to fells a smaller PC. These low-level creatures pose no real threat, though, and at the first sign of lethal force or a DC 19 Intimidation check, the wolves lose their nerve and scatter.

Exploration: Between the specific encounters described below, the PCs are in exploration mode, and each player should determine an exploration tactic (*Pathfinder Playtest Rulebook* 315) while traveling. Although the

SCALING ENCOUNTER A


To accommodate a group of more than four PCs, add one young roc (see page 20) for each additional PC beyond four. These young rocs from the nest are just learning to hunt with their parents.

PCs can't Follow Tracks—the goblins' tracks are long gone, and none of the giants in the area have traveled to Dvalinheim along the PCs' route—most other exploration tactics are appropriate.

THE EYE OF THREMYR

After the PCs have traveled north for 2 weeks, they reach the distinctive rock arch identified on Ogthup's map. Called the Eye of Thremyr, this structure formed from fierce winds wearing through a wedge of rock thrust up through the tundra. As the center of the wedge collapsed first, the resulting formation resembles a massive rocky arch or—from a distance—an open eye.

The PCs can identify the remains of several old campsites next to the arch where travelers frequently stop to rest. The most recent campsite is a month old, and graffiti written on the rock wall nearby reads, in Goblin, "Do NOT go that way, the giants are VERY mad." An arrow underneath the graffiti points west, toward Dvalinheim.

 A search of the old campsites uncovers one *standard potion of cold resistance* in a leather pouch under a crust of frozen snow. A previous traveler forgot this potion here.

A. EMKARAK INUKSUK HIGH 10

After traveling for about 2 hours west of the Path of Aganhei from the Eye of Thremyr, the PCs come upon a shallow valley several miles long. When they crest the ridge of the valley, read or paraphrase the following.

Far across the valley below stands an immense humanoid statue made of stacked stones. One of the flat stones stretched out like an arm bears a truly enormous nest.

The statue is a massive inuksuk—a human-shaped statue made of cunningly stacked rocks, each weighing several tons. The inuksuk stands about 100 feet tall, nearly as tall as the steep rise where the PCs stand about 1,000 feet away. Taiga giants built this inuksuk centuries ago to commemorate one of their heroes, a chieftain named Emkarak the Conqueror. Two rocs now nest upon one of the inuksuk's outstretched arms.

The goblins that passed this way a month ago came upon this valley farther to the south, so the nature of the statue wasn't clear to them. To the goblins, it looked like a large man holding aloft a bird on his arm. Perhaps

fortunately for the goblins, only a single roc was present at that time, and it was occupied in devouring a mastodon it had recently carried to its nest. The mastodon's terrified mate was fleeing from the roc and trampled the goblins in its haste to depart.



When the PCs spot the inuksuk, the rocs likewise take notice of the party. The immense birds fly out to patrol once the PCs are about 800 feet away, and once the PCs approach several hundred feet closer, the rocs tuck their wings and begin to dive. Each intent on capturing its own prey to carry back to the nest, the rocs separate and use their Flying Strafe attacks against the largest PCs they can see. Because they begin their attack from hundreds of feet away, the rocs are likely vulnerable to several rounds of the PCs' ranged attacks before drawing close enough to strike. A roc doesn't hesitate to drop a grabbed foe who deals considerable melee damage while in the roc's talons. This fall is unlikely to occur from more than 100 feet in the air (see Falling on page 310 of the *Playtest Rulebook*).

Note that PCs Sneaking in exploration mode aren't seen by the rocs if their Stealth check exceeds the rocs' Perception DC of 28). There are enough stands of tall grass to provide intermittent concealment during exploration mode.

2 ELITE ROCS

CREATURE 10

Animal Gargantuan	Perception +18; low-light vision
	Languages –
Skills +9; Acrobatics +18, Athletics +21	
Str +8, Dex +2, Con +3, Int –4, Wis +1, Cha +0	
AC 27, TAC 25; Fort +18, Ref +15, Will +13	
HP 200	
Wing Rebuff	
Trigger A creature moves from beyond the reach of the roc's wing to within the reach of the roc's wing.	
Effect The roc makes a wing Strike against the creature. If the roc Pushes the creature, it disrupts the triggering move action.	
Speed 20 feet, fly 60 feet	
◆ Melee talon +21 (agile, reach 15 feet), Damage 2d6+14 piercing plus Improved Grab	
◆ Melee beak +21 (reach 15 feet), Damage 2d10+14 piercing	
◆ Melee wing +21 (agile, reach 20 feet), Damage 2d6+10 bludgeoning plus Push 10 feet	
◆◆ Flying Strafe The roc Flies up to its Speed and makes two talon Strikes at any point during that movement. Each must target a different creature. The attacks take the normal multiple attack penalty, which increases between the first attack and the second.	
Snack A roc gains a +2 circumstance bonus to hit with its beak Strike if the target is grabbed or restrained in its talon.	
Snatch A roc can Fly at half Speed while it has a creature grabbed or restrained in either or both of its talons, carrying that creature along with it.	

A. EMKARAK INUKSUK





1 SQUARE = 5 FEET

PATHFINDER FLIP-MAT: BASIC TERRAIN

SCALING ENCOUNTER B

To accommodate a group of more than four PCs, add a major earth elemental (see page 21 for statistics) to the encounter for each PC beyond four. These earth elementals are slumbering beneath the ruined keep and join the fight if the air elemental is roused.

 Reaching the roc's nest is an arduous affair. First a PC must scale the inuksuk to reach the statue's shoulder 70 feet above the ground, requiring two successful DC 24 Athletics check to Climb. Then the PC must make their way along the statue's slick, droppings-encrusted arm to reach the nest (Acrobatics DC 24 to Balance). PCs with the ability to levitate or fly can reach the nest much more easily, however, and might not need to make any checks at all.

 Inside the nest are the remains of a frost giant messenger. The messenger's bag contains a cured seal pelt with a message in Jotun to a local chieftain from his nephew. If the PCs find this message and can read it, give them **Handout #2** (see page 26). Also in the bag is a *scroll of chain lightning*.

B. PIT OF WINDS


LOW 10

The PCs come across an old giants' road that runs past the ruins of an abandoned frost giant watchtower. This small keep has long since crumbled to its foundation, and portions of it—including its stairs—have collapsed into the basement levels below. Tufts of grass grow here, but most of the surrounding area is covered in a carpet of feathery lichens. Sections of the ruins covered in rubble are difficult terrain, whereas the other sections of the ruins are easier to navigate. The ruins' walls are toppled to their foundations, and giants since have carried much of the stone off; the wall sections are rarely more than 1 foot in height and represent no obstacle.

This 30-foot-deep and 20-foot-wide gaping hole is the "Pushing Hole" identified by the Frostfur goblins as they traveled through the valley. The local giants know of this as the Pit of Winds, and they avoid it due to the territorial air elemental that lives here. When the goblins initially came this way, they were suspicious of the sinkhole because of a low, eerie hum emanating from it and didn't get close; they therefore avoided irritating the air elemental. On the way back, however, the goblins thought the pit might make an excellent hiding spot to avoid the frost giants they believed (incorrectly) were chasing them. By jumping right into the pit, they angered the air elemental, and it killed many of them by shoving them back up out of the pit and into nearby rocks.

One of the goblins that was killed had been carrying three additional tiles from Dvalinheim. Miraculously,

the tiles landed on a pile of soft earth at the base of the sinkhole and are unharmed. The tiles are plainly visible from the lip of the sinkhole. The sinkhole is 30 feet deep with numerous crumbling components that make scaling it safely very difficult (Athletics DC 27 to Climb).

 An elder air elemental has inhabited this sinkhole for ages, as it was magically bound to the watchtower that once stood here and is still prevented from traveling more than 200 feet from it. It attacks anyone who approaches its pit, attempting to push them away with its melee attacks and its breath weapon.

ELDER AIR ELEMENTAL

CREATURE II

Air
Elemental
Huge

Perception +19; darkvision

Languages Auran

Skills +12; Acrobatics +23, Stealth +21

Str +6, **Dex** +7, **Con** +4, **Int** +0, **Wis** +0, **Cha** +0

High Winds (air, aura) 40 feet. Air in the aura is difficult terrain for flying creatures that do not have the air trait.

AC 31, **TAC** 31; **Fort** +15, **Ref** +21, **Will** +15


HP 145; **Immunities** asleep, critical hits, paralysis, poison, precision, stun


Disperse

Trigger The air elemental takes damage from a hostile action.

Effect The air elemental disperses. Until the end of the current turn, it can't be attacked or targeted, doesn't take up space, and deactivates its aura. At the end of the turn, the elemental re-forms in any space it can fit in within 50 feet of where it dispersed, and its aura reactivates.

Speed fly 100 feet, swiftness

 **Melee** gust +22 (reach 15 feet), **Damage** 4d6+8 bludgeoning plus push 5 feet

 **Breath Weapon** (air) The elemental breathes a 30-foot cone of air. Creatures in the cone must succeed at a DC 26 Fortitude save or be knocked away from the elemental. A creature knocked into a solid object takes 4d6 bludgeoning damage. The air elemental can't use Breath Weapon again for 1d4 rounds.


Success Knocked back 10 feet

Critical Success Unaffected

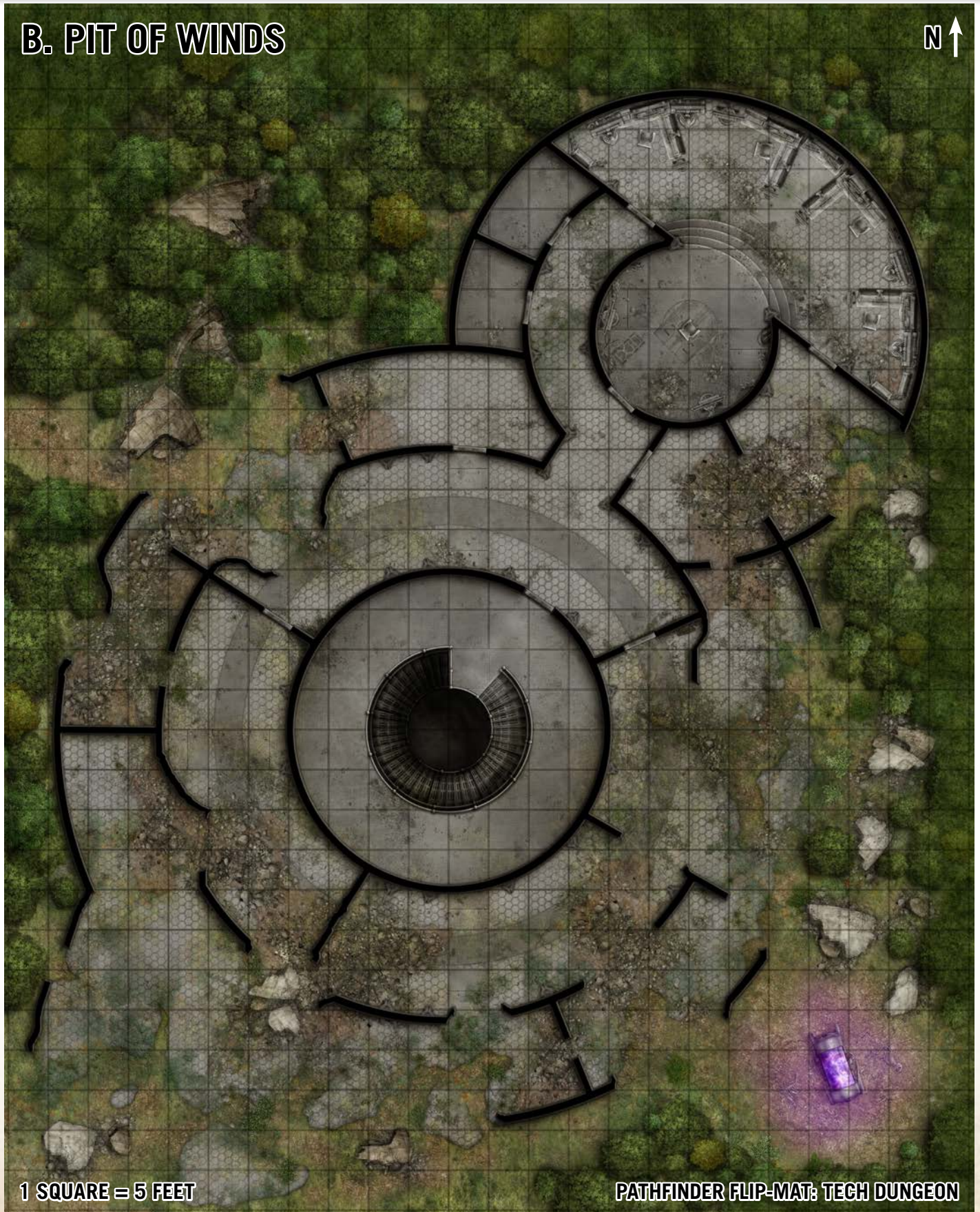
Failure Knocked back 20 feet

Critical Failure Knocked back 20 feet and knocked prone

Swiftness An air elemental doesn't trigger reactions with its movement.

 The stone tiles bear writing in Jotun. Collectively, they describe astronomical information about the summer and winter solstices as well as the autumn and spring equinoxes. With a successful DC 24 Religion check to Read Scripture, a PC can identify special significance to Desna, particularly her depiction as the North Star in Tian faiths. The PC can piece together from the texts a series of ritual gestures that are protective in nature, each one

B. PIT OF WINDS



1 SQUARE = 5 FEET

PATHFINDER FLIP-MAT: TECH DUNGEON

THE AWAKENING CURSE

When any creature wakes someone else while in Dvalinheim, the waker is immediately stricken with a powerful curse that manifests as a bone-deep weakness and desire to rest, although rest perpetually eludes her. She is immune to effects that cause the asleep condition (but not other forms of unconsciousness), is drained 3, and cannot reduce her drained condition. If she awakens multiple creatures, her drained condition increases by 3 each time. Once she leaves Dvalinheim, she loses her immunity to effects that cause the asleep condition and can reduce her drained condition normally.

Note that performing the ritual in area **C2** reduces the effect of this curse. A creature who has successfully performed the ritual is only drained 1 from the curse, and her drained condition doesn't increase further if she subsequently wakes additional creatures within Dvalinheim.

intended to be made one during one of the four important astronomical events above. Although these rituals may seem useless to the PCs, as the indicated astronomical dates are months away, the PCs may find a use for them in the constellation chamber at Dvalinheim (area **C2**). On a critical failure, the PC mistakenly infers that these texts describe the moment when Desna accidentally awoke Ghlauder, the monstrous, mosquito-like demigod of parasites and disease; where these astronomical patterns appear, the latter's presence is especially strong, and use of piercing weapons to draw blood can cause the wielder to contract a dangerous infestation.

In addition to the tiles, the PCs can find the mangled corpses of the goblins who died here. Among their remains are 83 sp and 9 small silver ingots (worth 2 gp each) stamped with the Jotun names of giant leaders. These are small votive offerings cast into the pit to appease the creature that lives within, though the air elemental cares nothing for them.

C. DVALINHEIM

Dvalinheim is an ancient structure built by frost giants and taiga giants to commemorate their meeting with Aganhei and his retinue. The frost giants were already predisposed to fear their ferocious progenitor, Thremyr, who goes through phases of violent wakefulness and uneasy sleep. Aganhei's companion, Shiansobo, cited Desnan passages about the sanctity of a champion's rest and encouraged the frost giants to apply these doctrines to keep Thremyr asleep. The taiga giants were quick to support Shiansobo's doctrines, for their tales told firsthand how Thremyr's wakeful rages ravaged the land, so they, too, wanted to encourage Thremyr's slumber. Dvalinheim was built primarily as a temple,

but the giants hoped that Thremyr would visit it in person for one or more of his years-long slumbers. Its inner sanctum was thus constructed as a massive resting place sized for their god, rather than as a typical altar or sacrificial chamber.

Powerful magic woven into the stones of Dvalinheim curses anyone who awakens a sleeping creature within the temple (see the Awakening Curse sidebar). In addition, the temple and the area within a 150-foot radius around it remain chilly, even during the balmy arctic summers. As a result, the snowdrifts here melt slowly but never disappear entirely, and the interior temperature conditions are mild cold—all the better to keep Thremyr comfortable if he were to sleep here.

The initial excitement around Dvalinheim's construction waned as years passed without Thremyr showing any sign of inhabiting the structure. For centuries at a time, Dvalinheim was totally abandoned. Recently, however, Dvalinheim has seen a resurgence. The white dragon Avaxvennar learned of Dvalinheim's history and occupied the temple, posing as the awakened Thremyr and demanding tribute from local tribes to stem his rage and encourage his sleep. The local giant chieftains were skeptical but did not want to risk angering their fearsome god, and as frost giants came to deliver these tributes, Avaxvennar charmed them with deceit and magic. This loyal inner circle spread the news of "Thremyr's" return, and tributes are now flowing in greater numbers. Avaxvennar revealed her true nature to only a few loyal bodyguards, and the rest of the frost giants in and near Dvalinheim believe they serve an incarnation of their god.

Sized for frost giants, the rooms of Dvalinheim are 25 feet tall. The walls are 5 feet thick and made of old stone carefully carved to fit together without mortar and only shallow seams (Athletics DC 24 to Climb). The stone doors are 2 feet thick yet are cunningly mounted on pivots so they open without much difficulty. The doors within Dvalinheim are unlocked, although the outer door to area **C3** is blocked with equipment (see page 14). Sconces burning with heatless blue flames (from *continual flame*) are set 20 feet above the floor in Dvalinheim's rooms and halls. Touching a sconce suppresses or reignites the flames.

When the PCs approach Dvalinheim, read or paraphrase the following.

A wide stone building spreads across the top of a low mesa, drifts of hard-packed snow against its sides. The building is 30 feet tall, and a wide, clear road of ice blocks leads to a pair of massive front doors. A smaller path of packed snow leads to a much smaller door on the building's eastern side.

C. DVALINHEIM



1 SQUARE = 5 FEET

The wide road leads to Dvalinheim's main entry (area C1), and the side entrance leads to the barracks (area C3).

C1. ENTRY

A huge alcove in the center of the building's south wall contains an imposing stone double door surrounded by several decorative tiles with writing upon them. A fur-clad frost giant is slumped on a stool near the doors. Her horned leather helmet rests over her face and her body is covered with a dusting of snow.

Several of the decorative tiles around the door are missing. Most have simply fallen away due to the millennia of wear and tear, but four near the bottom were stolen by the goblin expedition. The writing on the tiles is in Jotun, and it speaks in general terms about the rages of the First Jarl—Thremyr—when he is awake and the fact that the North Star has sanctified this place for his well-earned rest. The tiles frequently warn of a dire curse striking anyone who awakens a sleeper within the sacred site.

The frost giant near the doorway is long dead; even a cursory examination reveals several small but deadly knife wounds that are a few weeks old. The goblins found this giant asleep when they arrived and killed her quickly to keep her from waking up. Although other giants have seen her here since, they assume she's in a deep, sacred sleep, and they fear to wake her due to Dvalinheim's curse.

The double door opens into a small foyer, which provides access to the constellation chamber (area C2), the barracks (area C3), and the long hall (area C4).

C2. CONSTELLATION CHAMBER

The walls and ceiling of this room are studded with small ice chips to represent stars in the sky. Lines between them indicate constellations. The room has only one large stone door, and the back of the door bears additional ice chips and lines.

This room is bare except for the constellations, which don't much interest Dvalinheim's current inhabitants; they therefore don't use this room. The frost giant builders used notes left by the explorer Shiansobo to construct this room; he insisted that its creation would empower the restful magic infusing Dvalinheim. In reality, this chamber provided a secret exemption from the Awakening Curse, but only to those who knew the specific Desnan rituals (as described in the lower tiles of the building's entry, where humans and other smaller creatures were more likely to spot them).

The star map in this room isn't a depiction of the night sky at any single time of the year, but rather at four

different times of the year: the two equinoxes (on the north and south walls) and the two solstices (on the east and west walls). A PC can identify the walls as such with a successful DC 19 Nature check to Recall Knowledge, or an appropriate Lore skill check. On a critical success, a PC notes that the constellations marked in this room are amalgamations of Tian and giant constellations; Tian PCs realize this even on an ordinary success.

If the PCs recovered the tiles from the Pit of Winds, they may have deciphered a series of ritual gestures to use at the times of the equinoxes and the solstices. So long as the PCs have identified which walls depict which times of the year, any PC may perform the ritual gestures here. Doing so properly requires a successful DC 19 Nature or Occultism check. On a success, a PC dramatically reduces the penalties she takes from the Awakening Curse (see the sidebar on page 12). On a critical success, the PC is entirely immune to the Awakening Curse. On a critical failure, the PC is struck with the Awakening Curse automatically, although in this case the PC is only drained 1 rather than drained 3. A single creature may attempt the ritual gestures only once per week.

C3. BARRACKS

TRIVIAL 10

The door connecting this room to the long hall (area C4) opens easily, but the door to outside is blocked by several backpacks laden with stones, cooking implements, and shanks of meat. Opening it from outside requires a successful DC 19 Athletics check to Break Open.

This long room has several stone slabs jutting from the west wall at multiple heights, each larger than a wagon. Furs and bedrolls upon these slabs mark them as bunks for giants. The south end of the room contains a large wooden table and a few stools.

The frost giants who have come here to serve "Thremyr" rest in this room. The table is where the frost giants generally eat, and underneath it is a pile of animal hides where their winter wolf allies sleep. The table currently bears several slabs of mammoth meat wrapped in soft deerskin.

Although this room looks heavily used, it has only been inhabited for the last few months—a fact a PC can glean with a successful DC 19 Perception or Survival check.



A single frost giant named Kerfnar the Sly sleeps deeply on the slab farthest to the north and closest to the ceiling, 20 feet above the floor. Spotting him there requires a successful DC 24 Perception check, although anyone performing a thorough search of the room or the slabs automatically notices him. Kerfnar is thin for a frost giant and his hair, beard, and eyes are white

with dark blue highlights. Kerfnar is deeply asleep, so he's unlikely to awaken unless the PCs actively and forcefully shake him awake or attack him—although doing so subjects them to the Awakening Curse (see the sidebar on page 12).

If the PCs awaken Kerfnar, he initially attacks out of surprise at seeing smaller creatures in a frost giant temple. However, Kerfnar quickly realizes he's at a disadvantage. As soon as it becomes apparent he's outmatched, or if reduced to fewer than 120 Hit Points, Kerfnar surrenders. He refuses to speak with the PCs unless they successfully use Deception to deliver a plausible lie (his Perception DC is 26), Diplomacy to make a favorable impression, or Intimidate to Coerce him into speaking with them (both Diplomacy and Intimidate use Kerfnar's Will DC of 24).

If the PCs convince Kerfnar to open up to them, he lets them know that Dvalinheim is now occupied by the awakened god Thremyr. The local frost giant chieftains have been sending warriors and tribute to placate the god's infamous wrath. Many of the chieftains are skeptical of whether Thremyr truly inhabits Dvalinheim, but the rumors are growing stronger and the chieftains assume it's easier to part with a few treasures than risk a deity's wrath. Kerfnar's uncle is a chieftain, and Kerfnar had spied on some other chieftains to report on their tributes, but he was captured and offered a choice: execution for spying or service at Dvalinheim. He chose the latter, hoping that his uncle would soon send more warriors who might aid him (in fact, Kerfnar's message was never received; the PCs might have found it in the roc's nest in Encounter A).


Kerfnar knows that many of the frost giants posted here at Dvalinheim are out visiting other clans to demand even more tribute; no more than a half dozen frost giants are currently at the temple. Kerfnar has seen only areas C1, C3, and C4—he doesn't know anything about the rest of Dvalinheim except that Thremyr and the god's most loyal retainers inhabit the central chambers.

Given the opportunity, Kerfnar intends to flee Urjuk and never return. He doesn't like being in Dvalinheim and is afraid of having to meet Thremyr one day—though he tries to avoid seeming timid and fearful around the PCs.

KERFNAR THE SLY

CREATURE 9

Use the statistics for a frost giant on page 22.

 A well-hidden niche by Kerfnar's bed holds a strand of *greater divine prayer beads* that once belonged to Aganhei's companion, Shiansobo. Kerfnar knows it's hidden there, and if the PCs treat him well, he shows them where it is out of gratitude. The PCs can

SCALING ENCOUNTER C4

To accommodate a group of more than four PCs, adjust the encounter as follows. Alternate stat blocks appear on page 22.

5 PCs: Replace the frost giants with elite frost giants.


6 PCs: Replace the frost giants with elite frost giants and replace the elite winter wolves with hulking winter wolves.

discover this niche on their own with a successful DC 32 Perception check.

C4. THE LONG HALL

HIGH 10

This hall contains overlapping carvings of wolves, lions, and dragons in restful repose. The design of these carvings is Minkaian, which a PC can note with a successful DC 24 Society check or a relevant Lore check tied to Tian arts or culture (such as Entertainment, Mercantile, or Nobility). Shiansobo drew these figures for frost giant artists to carve many, many years ago. This hall is the only route to the Chapel of Sleep, so Avaxvennar makes sure that allies eager to serve Thremyr are always patrolling here.

 A pair of frost giants and their winter wolf allies patrol this hall. The area is too tight for all the combatants to rush into melee at once, so the giants let the winter wolves rush forward while the former hang back and throw rocks. As these guards believe they serve an incarnation of a wrathful god, they fight to the death rather than let intruders pass.

2 ELITE WINTER WOLVES

CREATURE 6

Beast
Evil
Large

Perception +14; darkvision, scent

Languages Common, Jotun

Skills +7; Deception +11, Stealth +13 (+16 in snow),

Survival +12

Str +4, **Dex** +1, **Con** +4, **Int** -1, **Wis** +1, **Cha** +0

AC 22, **TAC** 20; **Fort** +13, **Ref** +11, **Will** +11


HP 108; **Immunities** cold; **Weaknesses** fire 5


 **Guardian Bite**

Trigger A creature within the winter wolf's reach attacks one of the winter wolf's allies.

Effect The winter wolf makes a jaws Strike against the triggering creature.

Speed 40 feet

 **Melee** jaws +15, **Damage** 1d10+6 piercing plus 1d6 cold and Knockdown

 **Breath Weapon** (arcane, cold, evocation) The winter wolf breathes a cloud of frost that deals 8d6 cold damage to all creatures in a 15-foot cone (Reflex DC 21 half, double damage on a critical failure, no damage on a critical success). It can't use Breath Weapon again for 1d4 rounds.

Pack Attack The winter wolf's Strikes deal 1d6 extra damage to creatures within the reach of at least two of the winter wolf's allies.

SCALING ENCOUNTER C5

To accommodate a group of more than four PCs, add 30 Hit Points to the stone golem for each additional PC beyond four, and give the stone golem the following additional action.

◆◆◆ **Rain of Blows** The stone golem makes a melee Strike against each foe within its melee reach. Each attack counts toward its multiple attack penalty, but the penalty increases only after it has completed the Rain of Blows.

2 FROST GIANTS

CREATURE 9

Chaotic
Cold
Evil
Giant
Humanoid
Large

Perception +16; low-light vision

Languages Common, Jotun

Skills +9; Athletics +18, Crafting +16, Intimidation +16, Stealth +12 (+16 in snow)

Str +6, **Dex** -1, **Con** +5, **Int** +0, **Wis** +2, **Cha** +0

Items expert chain mail, +1 greataxe, sack with

5 rocks

AC 26, **TAC** 23; **Fort** +16, **Ref** +13, **Will** +14

HP 170; **Immunities** cold; **Weaknesses** fire 10

◆ Catch Rock

Trigger The giant is targeted with a thrown rock attack, or a rock would fall on the giant.

Effect The giant can attempt a DC 20 Acrobatics or Athletics check. On a success, it safely catches the rock, takes no damage, and is now holding the rock. On a failure, the giant takes half damage. On a critical failure, the giant takes full

damage. The giant must have a free hand to catch a rock, but it can release anything it's holding in that hand as part of this reaction.

Speed 30 feet; ice stride

◆ **Melee** +1 *great axe* +19 (magical, reach 10 feet, sweep), **Damage** 2d12+12 slashing

◆ **Melee** fist (agile, reach 10 feet) +19, **Damage** 2d8+12 bludgeoning

◆ **Ranged** rock (range increment 120 feet) +17, **Damage** 2d10+9 bludgeoning

◆ **Chill Breath** (arcane, cold, evocation) The frost giant breathes out a 15-foot cone of freezing moisture that quickly condenses into a coating of ice crystals. Any creature in the cone must succeed at a DC 23 Reflex save or take 2d6 cold damage (half damage on a success, no damage on a critical success, double damage on a critical failure). A creature that fails its save is also entangled and takes 2d6 cold damage at the end of each of its turns until it gets free (Escape DC 23). The giant can't use Chill Breath again for 1d4 rounds.

Ice Stride A frost giant isn't impeded by difficult terrain caused by snow or ice, nor does it need to make Acrobatics checks to keep from falling on slippery ice.

Rock Throwing A giant can pick up a rock or take out one from its sack (if it has one) and throw it using a single Strike action.

◆ **Wide Swing** The giant makes a greataxe Strike and compares the attack roll to the ACs of up to two foes, each of whom must be within its melee reach. The giant rolls damage only once, and applies it to each creature hit. If it critically hits one target and not the other, it rolls the extra critical hit damage separately. A Wide Swing counts as two attacks for the giant's multiple attack penalty.

C5. Offering Room Low 10

This vaulted hall has narrow niches in the walls 6 feet from the floor, each only a few feet deep with a lip extending a foot into the room. Several niches hold a scattering of silver coins as well as a few tightly rolled hides. Atop a dais in the center of the room stands a statue of Thremyr: a tall frost giant made of angular stone and studded with semiprecious gems evocative of ice such as fine crystal, pale blue agate, and moonstones.

This room is where supplicants delivered offerings to the shrine in the past, and where frost giants now deliver tribute to their awakened god. Avaxvennar doesn't let any tribute linger here for long, though, as she takes



WINTER WOLF

anything of real value and adds it to her hoard in area C7. The remaining offerings are worth little (see Treasure later on this page).

Four doors lead out of this room. A large door in the west wall leads to the long hall (area C4) and a smaller door opposite it leads to the storeroom (area C6). Two doors in the south wall lead into area C7; the larger door leads directly into the chapel, while the smaller door beside it leads to a tight spiral stair ascending the balcony around the room.



The statue in this room is a stone golem that has stood guard in this chamber for thousands of years. It animates only when a creature without the cold trait lingers in this room for more than 2 rounds. Once animate, it attacks any such creatures to the best of its ability and fights until destroyed.

STONE GOLEM

CREATURE II

Construct
Golem
Large
Mindless

Perception +18; darkvision

Languages –

Skills +9; Athletics +22

Str +7, **Dex** –1, **Con** +4, **Int** –5, **Wis** +0, **Cha** –5

AC 29, **TAC** 25; **Fort** +20, **Ref** +15, **Will** +14

HP 165; **Immunities** acid, asleep, bleed, disease, death effects, enervated, enfeebled, healing, magic (see below), mental, necromancy, nonlethal attacks, paralysis, poison, stun; **Resistances** physical 10 (except adamantite)

Immunity to Magic The golem is immune to spells and magical abilities other than its own, though certain spells bypass this.

- **Harmed by Cold and Water** Any cold or water magic that targets the stone golem causes it to take 6d10 damage instead of the usual effect. If the golem starts its turn in the area of cold or water magic, it takes 3d8 damage.
- **Healed by Acid** Any acid magic that targets the golem makes it lose the slowed condition and gain HP equal to half the acid damage the spell would have dealt. If the golem starts its turn in the area of acid magic, it regains 2d8 HP.
- **Slowed by Earth** Any earth magic that targets the golem causes it to be slow 1 for 2d6 rounds instead of the usual effect. If the golem starts its turn in the area of earth magic, it's slow 1 for that round.
- **Vulnerable to Stone to Flesh** A stone to flesh spell negates the golem's immunity to magic and its resistance to physical damage for 1 round. A flesh to stone spell reverses this effect immediately.

Speed 20 feet

◆ **Melee** fist +22 (reach 10 feet), **Damage** 2d10+14

◆ **Impose Paralysis**

Trigger The stone golem hits a slowed creature.

Effect The creature must succeed at a DC 26 Will save or be paralyzed for 1 round.

◆ **Inexorable March** The stone golem Strides up to its Speed, pushing back and damaging each creature whose space it

OPTIONAL ENCOUNTER

If you have less than 90 minutes remaining to play this adventure, the statue in area C5 is merely an imposing sculpture, not a stone golem.

moves into. A creature can bar the way by succeeding at a Fortitude save against the stone golem's Athletics DC (32). Regardless of success or failure, the creature is damaged as if hit by the golem's fist (though on a critical success, the creature takes no damage).

◆ **Slowing Pulse** (arcane, concentrate, transmutation) Each creature in a 10-foot aura must succeed at a DC 25 Will save or be affected by the *slow* spell. After using this ability, the golem can't use it again for 1d4 rounds.

The scattered silver coins only amount to 82 sp, and the four hides are worth only 5 sp each. Of greater value are the gems embedded in the golem; there are 20 such gems each worth 3 gp. Removing a gem requires a sharp blade and a few minutes of dedicated prying.

Special: A brief, shrieking wail like an arctic wind fills this room if the PCs place anything into a niche or touch any object in a niche. This ancient magical alarm alerted priests in the chapel that an offering had been left. Now, it warns Avaxvennar that visitors are just outside her door. Avaxvennar is also alerted if the PCs are particularly noisy when fighting the stone golem, or if the golem uses its *Inexorable March* ability (which requires forceful stomping along the floor).

C6. STOREROOM

Avaxvennar uses this storage room as a larder and a place to dispose of those frost giants who see through her disguise or refuse to serve her in the guise of Thremyr. Five frost giant corpses are stacked here, all preserved by the cold. The dragon occasionally visits this room to eat a frost giant, and a PC who succeeds at a DC 19 Nature or Survival check identifies some scraps on the floor that suggest more giant corpses were once here but have been eaten by a large predator.

A pile of discarded clothing and furs is jumbled against the north wall. This pile conceals a small hole that leads outside of Dvalinheim, under the snow that surrounds the building. The hole is only a few inches wide, but it is large enough for a small family of pikas (short-eared arctic mammals related to rabbits) to enter Dvalinheim. The pikas have created a burrow in the middle of the clothing pile. The creatures are currently asleep, and a PC who disturbs the pile wakes them up, subjecting that PC to the *Awakening Curse*. If awakened, the pikas flee out the hole as quickly as possible. A PC can detect the pikas' presence with a successful DC 24 Perception check


SCALING ENCOUNTER C7

Make the following changes to accommodate a group of more than four PCs.

5 PCs: Replace the frost giants with elite frost giants (see page 22 for statistics).

6 PCs: Replace the frost giants with elite frost giants, and add one normal frost giant.

while searching, and a PC can gently rouse the pikas with a successful DC 27 Nature or Perform check or by calling to them softly while under the effects of *Speak with Animals*. Doing so awakens the pikas slowly enough that the Awakening Curse does not activate.


The pikas have created a hoard of dried grasses and  flowers to consume in colder months. In addition, they've snatched up an *air elemental gem* from one of the dead giants. Avaxvennar missed this treasure when she deposited this insolent frost giant's corpse here.

C7. CHAPEL OF SLEEP

SEVERE 10

This enormous, vaulted chapel rises 40 feet high in the center and 25 feet high at the edges. A balcony runs along the east wall and part of the room's south wall. Cramped for giants, this balcony is only 10 feet wide and is 15 feet from the floor, putting it only 10 feet below the ceiling at the edge of the room. The balcony has a spiral staircase at each end: one leads out to area C5 while the other leads to the chapel floor. Creatures on the balcony have cover (+2 circumstance bonus to AC and Reflex saves, can Take Cover to improve this bonus to +4) from attackers that aren't on the balcony.

The center of the chapel contains a broad raised platform 20 feet square and 5 feet high. The platform's stone is magically treated to be soft and yielding when touched, yet is otherwise as cool and tough as ordinary stone. The platform currently bears a substantial hoard of coins and other treasures (see page 19).

Avaxvennar is here with a pair of frost giants who  participate in her ruse so as to share in the spoils. Although the frost giants do their best to interpose themselves between the dragon and visitors in any case, Avaxvennar's tactics change depending on whether she expects visitors.


If Avaxvennar knows intruders are approaching, she casts *illusory disguise* to assume the form of Thremyr, a tall frost giant made of ice and studded with gemstones (her guise strongly resembles the statue in area C5, which she uses as her model for Thremyr's appearance). In a commanding voice, she demands that intruders place all of their valuables upon the "meager pallet" in the center of the room, stating that only when the platform is covered with treasure will he have "sufficient bedding

to once again seek slumber." If the PCs refuse to do so, Avaxvennar chides them for defying the will of a god and offers one final chance. If they refuse, she attacks. Note that a PC might discover "Thremyr" isn't who he claims to be if Avaxvennar's Deception check against their Perception DCs fails, or if they use the Seek action to succeed at a DC 36 Perception check (Avaxvennar's Deception DC of 32 gains a +4 conditional bonus from her *illusory disguise* spell).

If Avaxvennar is caught off guard, she is lounging atop her hoard on the platform. When visitors appear, she hisses, "Ah, you've caught me without my disguise. No matter—we'll kill you before you can tell the giants that their awakened god is a sham." She then attacks immediately.

In combat, Avaxvennar remains behind the cover of her frost giant minions to use her breath weapon and *sleep* spell. She's aware of the Awakening Curse and hopes to trick PCs into falling victim to it by waking up their sleeping companions. If forced into melee, she casts *true strike* for attacks with her jaws. Avaxvennar uses these attacks even if disguised as Thremyr, appearing as though the icy giant is breathing a frost cloud or casting spells.

The frost giants attempt to protect Avaxvennar from the PCs. If the PCs are on the balcony, one giant stands at the southern end of the balcony to prevent the Pathfinders from getting past in that direction while the other attacks the PCs directly. The giants can reach PCs standing on the balcony by using their greataxes while standing on the floor.

 The room is frigid, and its floors, platform, stairs, and walkway are rimed with a layer of ice about 4 inches thick. These icy conditions create both uneven ground (Acrobatics DC 15) and difficult terrain, details for both of which appear on pages 312–313 of the *Pathfinder Playtest Rulebook*. The walls are especially difficult to climb here due to the ice, increasing the DC of Athletics checks to Climb to 27. If a square takes fire damage, the ice there melts and does not return for 1 minute. At the same time, a cloud of steam forms in that area, making all creatures within it concealed for until the end of the triggering character's next turn.

Due to their ice climb and ice stride abilities, the enemies are unhindered by the ice. Avaxvennar is also able to see through any steam created by fire effects.

AVAXVENNAR

CREATURE II

Chaotic
Cold
Dragon
Evil
Large

Perception +21; darkvision, scent 60 feet, snow vision

Languages Common, Draconic

Skills +13; Acrobatics +20, Arcana +19, Athletics +23, Deception +22, Stealth +20

Str +6, **Dex** +2, **Con** +5, **Int** +1, **Wis** +2, **Cha** +3

Snow Vision Snow doesn't impair a white dragon's vision. The dragon ignores concealment from snowfall.

AC 28, **TAC** 25; **Fort** +20, **Ref** +18, **Will** +16, +1 conditional to saves vs. magic

HP 235; **Immunities** asleep, cold, paralyzed; **Weaknesses** fire 5
Dragon Chill (arcane, aura, cold, evocation) 5 feet. A creature that enters the aura or ends its turn within the aura takes 2d6 cold damage. A creature can take this damage only once per round.

Frightful Presence (aura, emotion, fear, mental) 90 feet, DC 25

◆ **Freezing Blood** (arcane, cold)

Trigger An adjacent creature deals piercing or slashing damage to the dragon.

Effect The dragon's blood sprays on the creature, dealing 2d6 cold damage. If the creature takes cold damage, it is slowed 1 for 1 round.

Speed 30 feet, fly 120 feet, ice climb 30 feet

◆ **Melee** jaws +21 (reach 10 feet), **Damage** 2d10+14 piercing plus 2d6 cold

◆ **Melee** claw +22 (agile), **Damage** 3d6+14 slashing

◆ **Melee** tail +21 (reach 10 feet), **Damage** 3d6+8 bludgeoning

Arcane Innate Spells DC 27; **At Will** *fog cloud, gust of wind*

Arcane Spells DC 27, attack +20; **4th** *charm, dimension door, freedom of movement*; **3rd** *dispel magic, illusory disguise, sleep*; **2nd** *invisibility, obscuring mist, resist energy*; **1st** *ray of enfeeblement, true strike* (×2); **Cantrips** *detect magic, ghost sound, mage hand, ray of frost*

◆ **Breath Weapon** (arcane, cold, evocation) The dragon breathes a cloud of frost that deals 12d6 cold damage to all creatures in a 40-foot cone (Reflex DC 27 half, double damage on a critical failure, no damage on critical success). It can't use Breath Weapon again for 1d4 rounds.

◆ **Ground Slam** The dragon slams into the ground. It can do this if it's on the ground or by Flying at most 10 feet straight down. Each creature on the ground within 10 feet must succeed at a DC 25 Acrobatics check to Maintain its Balance or fall prone and take 3d6 bludgeoning damage. The dragon can then Step.

Ice Climb A white dragon can climb on ice as though it had the listed climb Speed. It ignores difficult terrain from ice and snow, and doesn't risk falling when crossing ice.

◆ **Shape Ice** (arcane, transmutation, water) The dragon reshapes a cube of ice or snow up to 10 feet across. Any creature standing atop the ice must succeed at a DC 15 Acrobatics check to Maintain Balance or fall prone.

2 FROST GIANTS

CREATURE 9

Use the statistics for a frost giant on page 22.



Avaxvennar has accumulated a large hoard consisting of frost giant tributes and the treasures she carried with her when she arrived. The hoard consists of 110 gp, 2,117 sp, six polar bear pelts (worth 10 gp each), an emerald (worth 75 gp), seven silver statuettes each depicting a different type of giant (worth 10 gp each), and a *ring of counterspells*.

CONCLUSION

Once Avaxvennar and her frost giant bodyguards are defeated, any surviving residents of Dvalinheim realize that Thremyr's return was, in fact, a ruse by a greedy dragon. The word quickly spreads to the surrounding giant clans, which lose interest in supporting Dvalinheim. This means that the PCs have as much time as they'd like to take notes, measurements, chalk rubbings, or whatever else they'd like to bring back to Venture-Captain Torrsten. As long as the PCs are reasonably diligent in reporting their findings, Torrsten is visibly pleased and promises to speak well of the PCs to others in the Society.

For her part, the goblin Ogthup is pleased that her map led to such a noteworthy success, and she thanks the PCs for making her efforts seem valuable as well as for avenging her fallen companions. Ogthup insists on providing aid to future Pathfinders to the best of her ability.

APPENDIX 1: STAT BLOCKS

The entries below include all of the creature statistics that appear in this adventure, including those used only for scaling encounters for larger groups. Universal monster rules such as Improved Grab and Push are also reprinted in their respective associated creature entries.

AREA A

ELITE ROC

CREATURE 10

Animal
Gargantuan

Perception +18; low-light vision
Languages –

Skills +9; Acrobatics +18, Athletics +21
Str +8, **Dex** +2, **Con** +3, **Int** –4, **Wis** +1, **Cha** +0

AC 27, **TAC** 25; **Fort** +18, **Ref** +15, **Will** +13
HP 200

◆ Wing Rebuff

Trigger A creature moves from beyond the reach of the roc's wing to within the reach of the roc's wing.

Effect The roc makes a wing Strike against the creature. If the roc Pushes the creature, it disrupts the triggering move action.

Speed 20 feet, fly 60 feet

◆ **Melee** talon +21 (agile, reach 15 feet), **Damage** 2d6+14 piercing plus Improved Grab

◆ **Melee** beak +21 (reach 15 feet), **Damage** 2d10+14 piercing

◆ **Melee** wing +21 (agile, reach 20 feet), **Damage** 2d6+10 bludgeoning plus Push 10 feet

◆ **Flying Strafe** The roc Flies up to its Speed and makes two talon Strikes at any point during that movement. Each must target a different creature. The attacks take the normal multiple attack penalty, which increases between the first attack and the second.

◆ Improved Grab

Requirements The roc's last action was a success with an attack that lists Grab in its damage entry, or it has a creature grabbed using this action.

Effect The roc automatically Grabs the target until the end of the roc's next turn. The creature is grabbed by whichever body part the roc attacked with, and that body part can't be used to Strike creatures until the grab is ended.

Using Grab extends the duration of the roc's Grab until the end of its next turn for all creatures grabbed by it.

The grabbed creature can Escape using Acrobatics or

Break the Grapple with Athletics, and the Grab ends if the roc moves away.

◆ Push

Requirements The roc's last action was a success with an attack that lists Push in its damage entry.

Effect The roc automatically knocks the target 10 feet away from itself. If the attack was a critical hit, this distance is doubled.

Snack A roc gains a +2 circumstance bonus to hit with its beak Strike if the target is grabbed or restrained in its talon.

Snatch A roc can Fly at half Speed while it has a creature grabbed or restrained in either or both of its talons, carrying that creature along with it.

YOUNG ROC

CREATURE 8

Animal
Gargantuan

Perception +14; low-light vision
Languages –

Skills +5; Acrobatics +14, Athletics +17

Str +8, **Dex** +2, **Con** +3, **Int** –4, **Wis** +1, **Cha** +0

AC 23, **TAC** 21; **Fort** +14, **Ref** +11, **Will** +9

HP 160

◆ Wing Rebuff

Trigger A creature moves from beyond the reach of the roc's wing to within the reach of the roc's wing.

Effect The roc makes a wing Strike against the creature. If the roc pushes the creature, it disrupts the triggering move action.

Speed 20 feet, fly 60 feet

◆ **Melee** talon +17 (agile, reach 15 feet), **Damage** 2d6+10 piercing plus Improved Grab

◆ **Melee** beak +17 (reach 15 feet), **Damage** 2d10+10 piercing

◆ **Melee** wing +17 (agile, reach 20 feet), **Damage** 2d6+6 bludgeoning plus Push 10 feet

◆ **Flying Strafe** The roc Flies up to its Speed and makes two talon Strikes at any point during that movement. Each must target a different creature. The attacks take the normal multiple attack penalty, which increases between the first attack and the second.

◆ **Improved Grab** See elite roc.

◆ **Push** See elite roc.

Snack A roc gains a +2 circumstance bonus to hit with its beak Strike if the target is grabbed or restrained in its talon.

Snatch A roc can Fly at half Speed while it has a creature grabbed or restrained in either or both of its talons, carrying that creature along with it.

AREA B

ELDER AIR ELEMENTAL

REATURE 11

Air
Elemental
Huge

Perception +19; darkvision

Languages Auran

Skills +12; Acrobatics +23, Stealth +21

Str +6, **Dex** +7, **Con** +4, **Int** +0, **Wis** +0, **Cha** +0

High Winds (air, aura) 40 feet. Air in the aura is difficult terrain for flying creatures that do not have the air trait.

AC 31, **TAC** 31; **Fort** +15, **Ref** +21, **Will** +15

HP 145; **Immunities** asleep, critical hits, paralysis, poison, precision, stun

◆ Disperse

Trigger The air elemental takes damage from a hostile action.

Effect The air elemental disperses. Until the end of the current turn, it can't be attacked or targeted, doesn't take up space, and deactivates its aura. At the end of the turn, the elemental re-forms in any space it can fit in within 50 feet of where it dispersed, and its aura reactivates.

Speed fly 100 feet, swiftess

◆ **Melee** gust +22 (reach 15 feet), **Damage** 4d6+8 bludgeoning plus push 5 feet

◆◆ **Breath Weapon** (air) The elemental breathes a 30-foot cone of air. Creatures in the cone must succeed at a DC 26 Fortitude save or be knocked away from the elemental. A creature knocked into a solid object takes 4d6 bludgeoning damage. The air elemental can't use Breath Weapon again for 1d4 rounds.

Success Knocked back 10 feet

Critical Success Unaffected

Failure Knocked back 20 feet

Critical Failure Knocked back 20 feet and knocked prone

Swiftess An air elemental doesn't trigger reactions with its movement.

MAJOR EARTH ELEMENTAL

CREATURE 7

Earth
Elemental
Huge

Perception +14; darkvision

Languages Terran

Skills +7; Athletics +15, Stealth +13

Str +6, **Dex** -1, **Con** +5, **Int** -2, **Wis** +0, **Cha** -1

Earthbound When not touching solid ground, an earth elemental is slowed 1 and can't take reactions.

AC 24, **TAC** 20; **Fort** +14, **Ref** +9, **Will** +11

HP 105; **Immunities** asleep, critical hits, paralysis, poison, precision, stun

Spike Stones (arcane, aura, earth, transmutation) 10 feet. Spikes of rock rise up from all stone surfaces in the aura, creating difficult terrain. A creature moving in the terrain takes 1d10 piercing damage for each square of spikes it moves into (though a Large or larger creature takes damage only once for each square it moves, even if its space covers multiple squares of spikes). Creature with the earth trait ignore all effects of the aura.

◆ Crumble

Trigger The elemental takes damage from a hostile action while atop rock or earth.

Effect The elemental crumbles into the ground, burrowing down 15 feet. This burrowing does not trigger reactions. The elemental can't use this reaction if it emerged from the ground earlier this round.

Speed 30 feet, burrow 30 feet (earth glide)

◆ **Melee** fist +16 (reach 15 feet), **Damage** 2d10+6 bludgeoning

Earth Glide The elemental can burrow through dirt and stone at its full burrow Speed, leaving no tunnels or signs of its passing.

AREAS C3, C4, AND C7

AVAXVENNAR

CREATURE 11

Chaotic
Cold
Dragon
Evil
Large

Perception +21; darkvision, scent 60 feet, snow vision

Languages Common, Draconic

Skills +13; Acrobatics +20, Arcana +19, Athletics +23, Deception +22, Stealth +20

Str +6, **Dex** +2, **Con** +5, **Int** +1, **Wis** +2, **Cha** +3

Snow Vision Snow doesn't impair a white dragon's vision. The dragon ignores concealment from snowfall.

AC 28, **TAC** 25; **Fort** +20, **Ref** +18, **Will** +16, +1 conditional to saves vs. magic

HP 235; **Immunities** asleep, cold, paralyzed; **Weaknesses** fire 5

Dragon Chill (arcane, aura, cold, evocation) 5 feet. A creature that enters the aura or ends its turn within the aura takes 2d6 cold damage. A creature can take this damage only once per round.

Frightful Presence (aura, emotion, fear, mental) A creature that approaches within 90 feet of the dragon must attempt a DC 25 Will save. It's frightened 1 on a success, unaffected on a critical success, frightened 2 on a failure, or frightened 3 and fleeing for 1 round on a critical failure. After a creature attempts its save, it's bolstered.

❖ **Freezing Blood** (arcane, cold)

Trigger An adjacent creature deals piercing or slashing damage to the dragon.

Effect The dragon's blood sprays on the creature, dealing 2d6 cold damage. If the creature takes cold damage, it is slowed 1 for 1 round.

Speed 30 feet, fly 120 feet, ice climb 30 feet

❖ **Melee** jaws +21 (reach 10 feet), **Damage** 2d10+14 piercing plus 2d6 cold

❖ **Melee** claw +22 (agile), **Damage** 3d6+14 slashing

❖ **Melee** tail +21 (reach 10 feet), **Damage** 3d6+8 bludgeoning

Arcane Innate Spells DC 27; **At Will** *fog cloud, gust of wind*

Arcane Spells DC 27, attack +20; **4th** *charm, dimension door, freedom of movement*; **3rd** *dispel magic, illusory disguise, sleep*; **2nd** *invisibility, obscuring mist, resist energy*; **1st** *ray of enfeeblement, true strike* (×2); **Cantrips** *detect magic, ghost sound, mage hand, ray of frost*

❖❖ **Breath Weapon** (arcane, cold, evocation) The dragon breathes a cloud of frost that deals 12d6 cold damage to all creatures in a 40-foot cone (Reflex DC 27 half, double damage on a critical failure, no damage on critical success). It can't use Breath Weapon again for 1d4 rounds.

❖ **Ground Slam** The dragon slams into the ground. It can do this if it's on the ground or by Flying at most 10 feet straight down. Each creature on the ground within 10 feet must succeed at a DC 25 Acrobatics check to Maintain its Balance or fall prone and take 3d6 bludgeoning damage. The dragon can then Step.

Ice Climb A white dragon can climb on ice as though it had the listed climb Speed. It ignores difficult terrain from ice and snow, and doesn't risk falling when crossing ice.

❖❖ **Shape Ice** (arcane, transmutation, water) The dragon reshapes a cube of ice or snow up to 10 feet across. Any creature standing atop the ice must succeed at a DC 15 Acrobatics check to Maintain Balance or fall prone.

ELITE FROST GIANT

CREATURE 10

Chaotic
Cold
Evil
Giant
Humanoid
Large

Perception +18; low-light vision

Languages Common, Jotun

Skills +11; Athletics +20, Crafting +18, Intimidation +18, Stealth +14 (+18 in snow)

Str +6, **Dex** -1, **Con** +5, **Int** +0, **Wis** +2, **Cha** +0

Items expert chain mail, +1 greataxe, sack with

5 rocks

AC 28, **TAC** 25; **Fort** +18, **Ref** +15, **Will** +16

HP 190; **Immunities** cold; **Weaknesses** fire 10

❖ **Catch Rock** See frost giant below.

Speed 30 feet, ice stride

❖ **Melee** +1 greataxe +21 (magical, reach 10 feet, sweep), **Damage** 2d12+14 slashing

❖ **Melee** fist (agile, reach 10 feet) +21, **Damage** 2d8+14 bludgeoning

❖ **Ranged** rock (range increment 120 feet) +19, **Damage** 2d10+11 bludgeoning

❖ **Chill Breath** (arcane, cold, evocation) The frost giant breathes out a 15-foot cone of freezing moisture that quickly condenses into a coating of ice crystals. Any creature in the cone must succeed at a DC 23 Reflex save or take 3d6 cold damage (half damage on a success, no damage on a critical success, double damage on a critical failure). A creature that fails its save is also entangled and takes 3d6 cold damage at the end of each of its turns until it gets free (Escape DC 23). The giant can't use Chill Breath again for 1d4 rounds.

Ice Stride A frost giant isn't impeded by difficult terrain caused by snow or ice, nor does it need to make Acrobatics checks to keep from falling on slippery ice.

Rock Throwing See frost giant below.

❖ **Wide Swing** The giant makes a greataxe Strike and compares the attack roll to the ACs of up to two foes, each of whom must be within its melee reach. The giant rolls damage only once, and applies it to each creature hit. If it critically hits one target and not the other, it rolls the extra critical hit damage separately. A Wide Swing counts as two attacks for the giant's multiple attack penalty.

FROST GIANT

CREATURE 9

Chaotic
Cold
Evil
Giant
Humanoid
Large

Perception +16; low-light vision

Languages Common, Jotun

Skills +9; Athletics +18, Crafting +16, Intimidation +16, Stealth +12 (+16 in snow)

Str +6, **Dex** -1, **Con** +5, **Int** +0, **Wis** +2, **Cha** +0

Items expert chain mail, +1 greataxe, 5 rocks

AC 26, **TAC** 23; **Fort** +16, **Ref** +13, **Will** +14

HP 170; **Immunities** cold; **Weaknesses** fire 10

❖ Catch Rock

Trigger The giant is targeted with a thrown rock attack, or a rock would fall on the giant.

Effect The giant can attempt a DC 20 Acrobatics or Athletics check. On a success, it safely catches the rock, takes no damage, and is now holding the rock. On a failure, the giant takes half damage. On a critical failure, the giant takes full damage. The giant must have a free hand to catch a rock, but it can release anything it's holding in that hand as part of this reaction.

Speed 30 feet; ice stride

❖ **Melee** +1 greataxe +19 (magical, reach 10 feet, sweep), **Damage** 2d12+12 slashing

❖ **Melee** fist (agile, reach 10 feet) +19, **Damage** 2d8+12 bludgeoning

❖ **Ranged** rock (range increment 120 feet) +17, **Damage** 2d10+9 bludgeoning

❖ **Chill Breath** (arcane, cold, evocation) The frost giant breathes out a 15-foot cone of freezing moisture that quickly condenses into a coating of ice crystals. Any creature in the cone must succeed at a DC 23 Reflex save or take 2d6 cold damage (half damage on a success, no damage on a critical success, double damage on a critical failure). A creature that fails its save is also entangled and takes 2d6 cold damage at the end of each of its turns until it gets free (Escape DC 23). The giant can't use Chill Breath again for 1d4 rounds.

Ice Stride A frost giant isn't impeded by difficult terrain caused by snow or ice, nor does it need to make Acrobatics checks to keep from falling on slippery ice.

Rock Throwing A giant can pick up a rock or take out one from its sack (if it has one) and throw it using a single Strike action.

❖ **Wide Swing** The giant makes a greataxe Strike and compares the attack roll to the ACs of up to two foes, each of whom must be within its melee reach. The giant rolls damage only once, and applies it to each creature hit. If it critically hits one target and not the other, it rolls the extra critical hit damage separately. A Wide Swing counts as two attacks for the giant's multiple attack penalty.

ELITE WINTER WOLF

CREATURE 6

Beast
Evil
Large

Perception +14; darkvision, scent

Languages Common, Jotun

Skills +7; Deception +11, Stealth +13 (+16 in snow),

Survival +12

Str +4, **Dex** +1, **Con** +4, **Int** -1, **Wis** +1, **Cha** +0

AC 22, **TAC** 20; **Fort** +13, **Ref** +11, **Will** +11

HP 108; **Immunities** cold; **Weaknesses** fire 5

❖ Guardian Bite

Trigger A creature within the winter wolf's reach attacks one of the winter wolf's allies.

Effect The winter wolf makes a jaws Strike against the triggering creature.

Speed 40 feet

❖ **Melee** jaws +15, **Damage** 1d10+6 piercing plus 1d6 cold and Knockdown

❖ **Breath Weapon** (arcane, cold, evocation) The winter wolf breathes a cloud of frost that deals 8d6 cold damage to all creatures in a 15-foot cone (Reflex DC 21 half, double damage on a critical failure, no damage on a critical success). It can't use Breath Weapon again for 1d4 rounds.

❖ Knockdown

Requirements The winter wolf's last action was a success with an attack that lists Knockdown in its damage entry.

Effect The winter wolf automatically knocks the target prone.

Pack Attack The winter wolf's Strikes deal 1d6 extra damage to creatures within the reach of at least two of the winter wolf's allies.

HULKING WINTER WOLF

CREATURE 8

Beast
Evil
Large

Perception +17; darkvision, scent

Languages Common, Jotun

Skills +7; Deception +11, Stealth +13 (+16 in snow),

Survival +12

Str +4, **Dex** +1, **Con** +4, **Int** -1, **Wis** +1, **Cha** +0

AC 25, **TAC** 23; **Fort** +16, **Ref** +14, **Will** +14

HP 145; **Immunities** cold; **Weaknesses** fire 5

❖ Guardian Bite

Trigger A creature within the winter wolf's reach attacks one of the winter wolf's allies.

Effect The winter wolf makes a jaws Strike against the triggering creature.

Speed 40 feet

❖ **Melee** jaws +18, **Damage** 2d10+6 piercing plus 1d6 cold and Knockdown

❖ **Breath Weapon** (arcane, cold, evocation) The winter wolf breathes a cloud of frost that deals 10d6 cold damage to all creatures in a 15-foot cone (Reflex DC 22 half, double damage on a critical failure, no damage on a critical success). It can't use Breath Weapon again for 1d4 rounds.

❖ Knockdown

Requirements The winter wolf's last action was a success with an attack that lists Knockdown in its damage entry.

Effect The winter wolf automatically knocks the target prone.

Pack Attack The winter wolf's Strikes deal 1d6 extra damage to creatures within the reach of at least two of the winter wolf's allies.

AREA C5

STONE GOLEM

CREATURE II

Construct
Golem
Large
Mindless

Perception +18; darkvision

Languages –

Skills +9; Athletics +22

Str +7, **Dex** –1, **Con** +4, **Int** –5, **Wis** +0, **Cha** –5

AC 29, **TAC** 25; **Fort** +20, **Ref** +15, **Will** +14

HP 165; **Immunities** acid, asleep, bleed, disease, death effects, enervated, enfeebled, healing, magic (see below), mental, necromancy, nonlethal attacks, paralysis, poison, stun; **Resistances** physical 10 (except adamantine)

Immunity to Magic The golem is immune to spells and magical abilities other than its own, though certain spells bypass this immunity.

- **Harmed by Cold and Water** Any cold or water magic that targets the stone golem causes it to take 6d10 damage instead of the usual effect. If the golem starts its turn in the area of cold or water magic, it takes 3d8 damage.
- **Healed by Acid** Any acid magic that targets the golem makes it lose the slowed condition and gain HP equal to half the acid damage the spell would have dealt. If the golem starts its turn in the area of acid magic, it regains 2d8 HP.
- **Slowed by Earth** Any earth magic that targets the golem

causes it to be slow 1 for 2d6 rounds instead of the usual effect. If the golem starts its turn in the area of earth magic, it's slow 1 for that round.

- **Vulnerable to Stone to Flesh** A stone to flesh spell negates the golem's immunity to magic and its resistance to physical damage for 1 round. A flesh to stone spell reverses this effect immediately.

Speed 20 feet

◆ **Melee** fist +22 (reach 10 feet), **Damage** 2d10+14

◆ **Impose Paralysis**

Trigger The stone golem hits a slowed creature.

Effect The creature must succeed at a DC 26 Will save or be paralyzed for 1 round.

◆ **Inexorable March** The stone golem Strides up to its Speed, pushing back and damaging each creature whose space it moves into. A creature can bar the way by succeeding at a Fortitude save against the stone golem's Athletics DC (32). Regardless of success or failure, the creature is damaged as if hit by the golem's fist (though on a critical success, the creature takes no damage).

◆ **Slowing Pulse** (arcane, concentrate, transmutation) Each creature in a 10-foot aura must succeed at a DC 25 Will save or be affected by the *slow* spell. After using this ability, the golem can't use it again for 1d4 rounds.

Handout #1: Ogthup's Map



Handout #2: Message in Jotun

Chieftain Hruntulg,

All honor your great strength, yet I am one of the few who know you have wisdom to match it. You show great sense in sending tribute and warriors to support the awakened Thremyr at Dvalinheim; ensuring the god's easy slumber is our honor and our duty. But I have learned your tribute is smaller than that of either Haggshong the Foe-Eater or Unfhar Six-Axes, and I would not want you weighed by the First Jarl and found wanting.

-Your loyal nephew, Ketfhar the sly



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