



Continuing the Campaign

By the time the characters defeat Ivarsa and Metuak and lift the curse from the *Primordial Flame*, they should be 11th level. If your players want to continue their party's adventures, the Realm of the Mammoth Lords and its neighboring regions are rife with challenges perfect for high-level play. Yes, the Quest for the Frozen Flame Adventure Path is over, but your campaign might have only just begun!

FUTURE OF THE PRIMORDIAL FLAME

The party has successfully avenged Syarstik, the guardian spirit of Red Cat Cave, and lifted the curse he placed on the *Primordial Flame*. Now, they must decide what to do with their people's sacred artifact.

KEEPERS OF THE FLAME

Keeping the *Primordial Flame* might seem like the most obvious choice; it's also the path most fraught with future challenges and opportunities. Potential allies from all corners of the north—such as Mammoth Lord followings, displaced Sarkorians, Ilverani demon hunters, or Erutaki seers—might beseech the Broken Tusks to use their artifact to obliterate evil enemies, clear new travel routes, or ward off threats to the natural order of Avistan. The characters can hope to go on all kinds of adventures by agreeing to help these factions, but their elders warn them to wield the power of the *Primordial Flame* wisely; after all, the Broken Tusks originally hid the artifact to prevent its overuse.

On the other side of the equation are the countless malignant forces who wish to take the *Primordial Flame* for themselves, either to wield its power or to remove it from existence. Jarl Gnargorak's minions are only one group of would-be usurpers who might hope to steal the artifact from the party (see Rage of Gnargorak on page 62 for an idea of how that might play out). Other forces would gladly take it, including evil demons, Irriseni witches, southern treasure hunters, and, of course, jealous Mammoth Lord followings.

EXTINGUISHING THE LIGHT

The party might determine that keeping the *Primordial Flame* is too great a responsibility for anyone. Though the ancient migratory routes of the Realm of the Mammoth Lords have changed since the artifact was hidden over a century ago, the native people have adapted in that time, and things are far from doomed. In the Age of Ashes, humanity might have needed the light of Sister Cinder's lantern to regain its place in a post-Earthfall world; now, however, times have changed. Could it finally be time to retire the *Primordial Flame*? If so, the characters have two obvious paths they can take: destroy the artifact or hide it.

The most obvious way to remove the *Primordial Flame* from the world would be to destroy it—a truly epic trial. To do so, the party would have to first learn the flame's weakness, find a way to lure one of Sister Cinder's heralds to the Shadow Plane, and ultimately use the lantern's holy fire to destroy this powerful celestial entity. Performing this deed is one thing; the characters would then need to spend the rest of the campaign performing deeds for Sister Cinder to atone for their sins against her.

Alternatively, the characters can simply hide the artifact, perhaps until such a time as when their people once more needs its guiding light. In this case, Red Cat Cave is an obvious place to store the sacred lantern. The defeat of Metuak slaked Syarstik's thirst for justice, but the mighty cat spirit still lingers in his sacred grotto when the party returns there the next spring. He's too bound to this place, he explains, to move to the Great Beyond, and he would be honored if the party entrusted him with the protection of the *Primordial Flame* once more, seeing it as his sacred and eternal duty. Unbridled by rage, Syarstik is a much more potent entity than when the party initially encountered him. Now, the great cat possesses incredible power over his entire cavernous demesne and supernatural strength sufficient to take down even the mightiest thieves and demons.

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FATE OF THE FOLLOWING

The latest incarnation of the Burning Mammoth following—the craven horde of marauders led by the now-dispatched warmonger Ivarsa—is a far cry from the characters’ ancestors who once flew their banner. Now that the characters’ following, the Broken Tusk, has defeated its ancestral enemy and eclipsed their number, the time might be right to finally reunite the estranged followings. Ivarsa led many scouts and warriors to their death at Castle Grimgorge, and others might have participated in the attack on Hillcross, but the Burning Mammoth also includes many elderly, children, and other noncombatants who must be out there as well, perhaps camped at ancestral sites known to the eldest Broken Tusks. With the *Burning Mammoth emblem*, the characters can seek out these camps and persuade the survivors of Ivarsa’s treachery to put their hard feelings aside and at last bring the Broken Tusk and Burning Mammoth together again, as they were for many centuries before the Worldwound.

If the characters are especially bold, they might set their sights even higher; after all, if they could gather wanderers from throughout the Realm into a single people, could they not unite all the Mammoth Lords into a nation under a single banner? Such an option might appeal to characters enamored by the order and structure of nations to the south, though it also flies in the face of the very lifestyle many Mammoth Lords stand for. It wouldn’t be easy to accomplish this grand unification, and it might even transform the characters’ following into the kind of oppressive, dominating force they fought so hard to defeat. On the other hand, a united Realm of the Mammoth Lords would be a mighty power indeed with a potent combination of control and influence.

The Broken Tusk’s other Mammoth Lords—Argakoa, Letsua, Merthig, and Nakta—offer yet another alternative: splitting up the following. They explain that, although the Tusks have met great success following the scouts’ quest for the *Primordial Flame*, the following has become too large and unwieldy to continue traveling under a single banner. Often in such cases, an overlarge following splits apart into multiple smaller followings, each led by one or two of the original following’s Mammoth Lords. This course is what Argakoa and the others suggest. If the characters are amenable to this idea, have them choose their favorite lieutenants to join them as the rest of the Broken Tusks part ways. The characters might retain the Broken Tusk banner, rebrand the banner of the Burning Mammoth, or create an altogether new name for themselves.

RAGE OF GNARGORAK

The frost giant Gnargorak, self-proclaimed jarl of jarls, has thought little of Hegremon since meeting the lowly Graylok clan leader years ago, but the mighty king’s interest was piqued by the supplicant’s promise of gifting him the *Primordial Flame*. Gnargorak had heard of the artifact before, but he’d never considered what it could mean for his endless war against the Mammoth Lords if he were to seize and destroy their sacred lantern.

So then, imagine the jarl’s rage upon hearing that a small band of scouts destroyed the Grayloks and dashed Hegremon’s promise to deliver the *Primordial Flame* to the jarl. Furious to be denied, Gnargorak cursed Hegremon’s name forever and swore to finish what the hunter started.

THE FROST GIANT’S FURIES

Shortly after hearing of Hegremon’s defeat, Gnargorak sends groups of his most trusted warriors, battle-ragers, and elementalists to scour the Tusk Mountains for the runts calling themselves “Broken Tusks.” Each squad is led by one of the jarl’s three commanders: **Karthruqa** (CE male frost giant skald 14), whose throat-singing war bards shake the tundra with their deep, resonant chants; **Fronav** (CE female frost giant ice-caster 15), wielder of a *staff of the magi*; and **Thimroth** (NE female frost giant antipaladin 17), who rides a gigantic sled pulled by polar bears.

In addition to troops of frost giants, each commander has enlisted or enslaved other monsters of the north, including mindless minions, such as ice golems, easily cowed subordinates like frost trolls, and even mythical beasts like umonlees. Whatever plans your characters have for their high-level adventures, you can use Gnargorak’s commanders and minions as exciting and meddlesome opponents who remind the characters of the targets on their backs.

BATTLE AT BOS-PHARGRUMM

Whether or not they’ve defeated all of his commanders, the party might consider taking the fight to the jarl himself at Bos-Phargrumm. The monolithic frost giant capital of ice and stone is all but impregnable. It’s built upon itself in many layers, for one thing; giants are always adding new levels and structures to the top of the city, slowly crushing the older levels. These lower levels are a kind of dungeon, home to monstrous creatures that crawl and slither through the crumbling ruins, scavenging to survive. The upper levels are built to resist a siege, filled with frost giants beyond measure.

The characters would do well to find another way into the city, such as a forgotten entrance whose location can be provided by **Zephyr Starbrow** (N

female cloud giant aeromancer 17). Zephyr is just one of a retinue of cloud giants who serve as Gnargorak's bodyguards and advisors, administering the city whenever he's absent. She has gotten quite used to running things without the jarl present, and now that he has returned to Bos-Phargrumm to hide, she has been forcibly reminded of how tiresome he is. She would much rather have Gnargorak dead, but she can't kill him herself and expect to take over. Instead, she offers to help the characters in the hope they can fight their way up through the city's lowest levels, reach the throne room, and defeat him in battle.

What happens then depends on the characters. Do they trust Zephyr to keep her side of the bargain, allowing them to escape once the battle is done? Or do they anticipate her betrayal and reveal her treachery to Gnargorak? In a fortress filled with rival factions and old grudges, can the party pit their foes against each other, facing Gnargorak only after he has expended most of his energy and resources?

WINTER'S HEART

Jarl Gnargorak is one matter; his legendary sword, *Winter's Heart*, is another. Gnargorak never lets his favored weapon, an intelligent artifact carved from ice at the heart of a glacier, out of his sight. For its part, *Winter's Heart* is obsessed with uniting all the lands of the north—the Lands of the Linnorm Kings, Irrisen, the Realm of the Mammoth Lords, the Sarkoris Scar, and Mendev—under a single ruler (with itself, naturally, as this uniter's favored weapon). *Winter's Heart* has long believed that Gnargorak could be this ruler, for the frost giant jarl is one of the most powerful individuals ever to roam Golarion. However, Gnargorak has little interest in rule, wasting *Winter's Heart* on half-baked campaigns and self-indulgent raids against his enemies, the Mammoth Lords. Depending on how much of a splash the characters make at the gates of Bos-Phargrumm, the sword might realize that it would be better off adjusting its allegiances.

Winter's Heart is a capricious thing, so there's little telling to whom it might telepathically reach out as it searches for a more fitting wielder; it might just as well reach out to Zephyr Starbrow or another being entirely. Zephyr can tell the characters about the legendary

weapon, including the only way to destroy it: hurling it into a cataclysmic volcanic eruption. If—with the help of her cloud giant comrades and those frost giants she has persuaded to her side—Zephyr can capture the characters after their assassination of Gnargorak, she might charge them with destroying the artifact in exchange for their freedom. This option would only work, of course, if the characters don't claim the sword for themselves and set out to unite all the lands of the north under their iron-hard rule!



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