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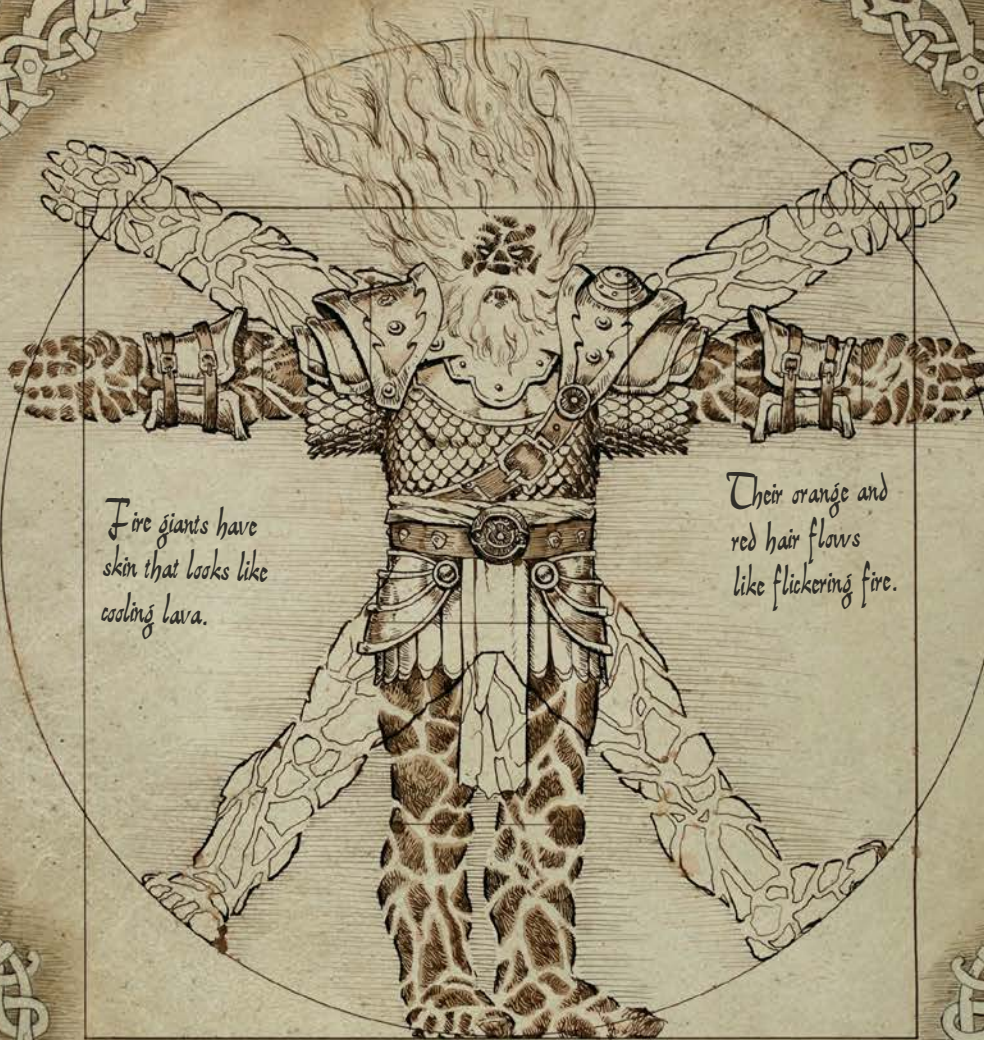
ADVENTURE PATH[™]



GIANTSLAYER[™]

ANVIL OF FIRE

by Sean K Reynolds



Fire giants have skin that looks like cooling lava.

Their orange and red hair flows like flickering fire.

2015
ESRAN


Fire Giants

Prideful and militant, fire giants strike forth from the mountains, raiding the lands of lesser humanoids and enslaving the survivors. Their lawful nature leads them to gather in clans with a strict hierarchy, and they carefully plan their aggressions. These giants stay away from cold climates, and often build their settlements near active volcanoes, deserts, and hot springs.



PATHFINDER[®] **ADVENTURE PATH**[™]

GIANTSLAYER[™]

ADVENTURE PATH  PART 5 OF 6

ANVIL OF FIRE



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<i>Ultimate Combat</i>	UC	<i>Ultimate Magic</i>	UM

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GIANTSLAYER



ENCOUNTERING ADVENTURES

During the past 3 years while I've been working here at Paizo, I've been in charge of the back matter in the Pathfinder Adventure Paths. One of the first volumes I ever worked on was *Pathfinder Adventure Path #56: Raiders of the Fever Sea*. Wes was in charge of assigning and outlining the back matter at that point, so I worked off material that he had assigned until the beginning of *Shattered Star*, when I was comfortable and experienced enough to send out my own outlines and assignments.

Now, I have a good handle on the process and have been banging along at it for a while. This month, I got to step it up and move on to something bigger: this was my first opportunity to develop an adventure for the one of the Adventure Paths. I've developed a few Pathfinder Society scenarios to help John Compton out during convention crunch time, and got to explore goblin antics developing the Free RPG Day adventure *We Be Goblins Free!*, but those were

short adventures compared to the sometimes sprawling plots that show up in Adventure Path adventures. It was a challenging task to dig into the material to find the parts that worked and the ones that needed some attention, and make the right call on each. Thankfully, I had James and Rob at hand to help guide me through my first one.

This may have been the first long-form adventure I've developed, but it's not going to be the last. We recently hired three awesome new developers, which has freed me up to step into a role developing more adventures, so keep your eyes peeled for more from me coming down the road.

Who's taking over back matter for me, you ask? I'm not sure who's going to settle into my old tasks, but this month, Linda Zayas-Palmer stepped up to the plate to tackle all of the back matter for this volume, and she knocked it out of the park. I'll shut up and let her tell you a bit about her experiences.

INTRODUCING LINDA

Thanks for the introduction, Adam! My name is Linda, and I joined the Paizo team at the beginning of March. I am one of three new assistant developers, along with Crystal Frasier and Amanda Hamon Kunz. If you haven't heard of these two talented ladies, check out their work and the blog posts on paizo.com welcoming them to the company.

But you may *have* heard of them—particularly Crystal, who used to work in the art department at Paizo, and whom everyone is thrilled to welcome back to the company—but unless you read my own blog post, or you are from the Boston area, you've probably never heard of me. I started playing tabletop RPGs in college in 2008. Our group had a blast playing Third Edition for a few years before the Rise of the Runelords Adventure Path enticed us to try Pathfinder. Shortly thereafter, I picked up Council of Thieves and discovered my love of GMing. Eventually, I started playing Pathfinder Society games at a local game store. I already had a home group, and I thought I'd play in the store for only a few weeks, until the community could get off the ground. As it turned out, I made a strong group of friends and started coming every weekend. Eventually, I became a store organizer, then a Venture-Lieutenant, and started reaching out more to players from other regions at conventions. Soon, "I'll run a few games" became "Wait, I'm a 5-star GM?"

I've been writing my own content since I started GMing, but I hadn't seriously considered publishing anything until I saw Tim Nightengale's call for submissions for *Wayfinder* #11. I love Cheliax, and all sorts of ideas started popping up in my head. Since then, I've written for several products for Paizo and for Legendary Games, and done some development for Rite Publishing and Amora Game.

My cross-country journey from Boston to Redmond actually took place in June of last year, when my significant other Mark Seifter was hired as a designer. After we got the call from Jason Bulmahn, we packed up our lives in Boston and said hasty good-byes to our friends. A week later, all of our possessions were on their way to a state that neither of us had even visited before. The moving journey went surprisingly smoothly. Miraculously, not a single thing that we packed broke, and we've both been enjoying living in Washington. It's green and beautiful out here, and the rain isn't nearly as bad as the stereotypes claim.

When the assistant developer position opened up at Paizo at the end of last year, I was eager to throw my hat in the ring. Well, I suppose that's not entirely accurate. I spent several days wondering if I was experienced enough or good enough to even try to apply, and over a week agonizing over every last word of my resume. Were the freelance writing projects I had done enough? How much would my Pathfinder Society experience be worth? There had to be better people out there for this job than me, right? Fortunately, in spite of my doubts, I sent in my resume. When Paizo sent me the

ON THE COVER

This month, Jesper Ejsing gives us a cover featuring the fire giant king and master of Ashpeak, Tytarian. King Tytarian gathered three other fire giant clans under his control and pledged their forces to the Storm Tyrant's army. Now they train at Ashpeak, awaiting the call to stream down from mountains and take over the lands of the lesser humanoids.

developer test, I found it challenging, but doable and fun, and soon enough, I was sitting in an interview, and then receiving a phone call from Wes. "Hi, this is Wes Schneider, from Paizo," he said, as if I could forget who he was. "How would you like to come work for us?"

One month later, I couldn't be happier that I accepted his offer. The good folks at Paizo have gone out of their way to make me feel welcome and to help me with the many questions I've had as a newbie. What I didn't expect is the amount that I have been able to participate already in various projects and products. The first thing I did when I arrived at the office as an employee was to join a brainstorming meeting for an as-yet-unannounced product, and some of my ideas will be in the final book. From day one, everyone has treated me as an equal member of the team.

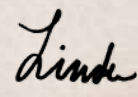
My first project was to develop the back matter for this Adventure Path volume. Giants and volcanoes—talk about starting off with something exciting! The freelancers gave me great material to work with, and Adam and Wes answered all my questions about the process and gave me pointers when I got stuck. Last but not least, thanks to Crystal, Amanda, Jessica Price, Jason Keeley, and possibly more people I'm forgetting at the moment for editing various parts to make them sparkle.

Do you want to show your PCs the terror of trying to outrun a volcanic eruption while iron-plated hybrids of fish and magma chase them down with metal jaws? Now you can. Would you rather challenge them with a fire giant cleric of Zursvaater, father of all fire giants, charging them on the back of the stampeding furnace that is an iron rhinoceros? We've got you covered for that, too.

I hope you enjoy using the material in your games as much as I enjoyed my part in getting it in your hands. Happy gaming, everyone!



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GIANTSLAYER™



ANVIL OF FIRE

PART 1: INFILTRATING ASHPEAK

PAGE 7

The heroes make their way into the entrance of the fire giant complex of Ashpeak, and must win past its elite fire giant guards.

PART 2: SIEGE TACTICS TRAINING STATION

PAGE 22

As the heroes explore Ashpeak, they delve into the heart of the military training facility and face the fanatic dedication of the Storm Tyrant's soldiers.

PART 3: CLIMBING THE MOUNTAIN

PAGE 32

Having battled their way through some of the best soldiers the Storm Tyrant has recruited, the heroes make it to the upper reaches of Ashpeak.

PART 4: DOMAIN OF THE FIRE GIANT MONARCHS

PAGE 41

After braving dragons and other allies of the fire giants, the heroes engage the mountain's leadership and gain access to the volcano's crater.

ADVANCEMENT TRACK

"Anvil of Fire" is designed for four characters and uses the Medium XP track.

- 13** The PCs begin this adventure at 13th level.
- 14** The PCs should be 14th level shortly after entering the upper levels.
- 15** The PCs should be 15th level before they face the fire giant king.

The PCs should be 15th level by the time they complete the adventure.

ADVENTURE BACKGROUND

When the storm giant warlord Volstus the Storm Tyrant sought fire giant allies to aid him in his plans for conquest, he could not have found a better candidate than King Tytarian. Charismatic, powerful, and possessing an excellent mind for defense and tactics, the fire giant king saw the advantage of joining forces with the evil storm giant, and agreed to an alliance. When they were deciding on a suitable mountain lair for concealing Volstus's flying castle, Tytarian immediately thought of Ashpeak—a dormant volcano abandoned by fire giant tribes for decades and a much better choice than his current mountain home. Knowing that Volstus was rallying giants of all types and training them in Skirgaard, Tytarian also proposed sending the best recruits to Ashpeak for elite training. He knew that restoring Ashpeak and drilling soldiers there would require a sizable force of fire giant instructors, troops to keep the location secure, and laborers to make it self-sustaining. Tytarian thus sent diplomats and recruiters to other fire giant kingdoms, and proposed that the strongest clans in the region unite under the Storm Tyrant's banner. Three other clans agreed, and they all converged on Ashpeak to reclaim the mountain. The fire giants spent the next few months clearing out the abandoned halls, then modifying the chambers to accommodate hundreds of giants living and training within the volcano. To help with this effort, each tribe brought dozens of orc slaves to perform menial labor, including maintaining the farms and herds in the lower levels of the complex.

Ashpeak grew into a unique site: a fire giant lair completely populated by the military. The clans left their noncombatants behind when they moved to Ashpeak, fostering their children with other clans that remained behind. Without the distraction of needing to protect elders and younglings, the king's troops could focus all of their attention on creating weapons and armor, performing military drills, and training giants for new officer positions. The mountain lair soon became fully operational, providing armor, weapons, and trained soldiers to the other fortresses under the command of the Storm Tyrant.

Once they forged their pact, the Storm Tyrant gifted Queen Quivixia and King Tytarian with *prisoner's dungeon rings* (*Pathfinder RPG Ultimate Equipment* 166) keyed to his own *jailer's dungeon ring*. He did so not to exert any direct control over them, but rather as a way to monitor their condition and be alerted if they were harmed. At the same time, though, the fire giant royals can't remove the rings, which thus serve as a constant reminder of their pledge to Volstus.

With the aid of the giants within Ashpeak, Volstus finally seized a prize he'd been seeking—the flying castle

Ironcloud Keep. This marvel of engineering now hovers in the crater of Ashpeak, anchored to the mountain with immense chains. Inside, the Storm Tyrant and his most trusted commanders work feverishly to repair the castle. Once the keep is fully operational, Volstus plans to use it to launch his attack and crush his enemies.

PART 1: INFILTRATING ASHPEAK

At the conclusion of "Ice Tomb of the Giant Queen," the PCs discovered that the giants who complete their training at Skirgaard are sent on to an elite training facility deeper in the mountains. Built within a dormant volcano named Ashpeak, this facility is ruled by fire giants who also use it as a forge and supply depot for the army's gear. The PCs must travel to the volcano and eliminate the giants who have been crafting weapons and armor for the Storm Tyrant's army.

Using the maps and documents from Skirkatla's cenotaph found in "Ice Tomb of the Giant Queen," the PCs learn that Ashpeak sits high in the Mindspin Mountains over 100 miles south of Skirgaard, and that the entrance is located on the western side of the mountain at the base. Though it would take over 12 days to hike through the mountains to the entrance of Ashpeak (assuming a base land speed of 30 feet), at this point the PCs likely have access to faster means of transportation such as *teleport* or *overland flight*. As a result, the journey itself is not detailed in this adventure, though you can use the Ashpeak Environs Encounters table on page 81 to create random encounters for the trip if you wish. If the PCs are not yet 13th level when they begin this adventure, consider having the party encounter groups of various types of giants on their journey in order to reward them with enough XP to reach that level.

The Ashpeak Environs Encounters table is also useful in the immediate area of the volcano's base. Though Ashpeak is isolated, its immediate environs are extremely dangerous, as hundreds of giants have flocked to the fortress. These giant camps are populated with frost, hill, cave, and stone giants, as well as the beasts of burden and slaves they brought to the mountain.

Most of the giants here were sent from Skirgaard to Ashpeak to complete their training, but others are tribes and clans that have heard of the Storm Tyrant's rise and hope to attach themselves to a giant uprising that they imagine will elevate their people to the rightful position of ruling over smaller folk.

The PCs won't be able to take on all of these camps of giants at once—a direct assault on the heavily populated encampments would be tantamount to suicide. You should try to discourage the PCs from attempting to fight all the giants encamped at Ashpeak's base, as such a confrontation would quickly overwhelm the hopelessly

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ON FLIGHT

It's likely that the PCs have the ability to fly in one way or another by the time they get to this adventure. They might use *overland flight* to arrive at Ashpeak, for example. They don't yet know that the Storm Tyrant's flying castle is moored in the volcano's crater, so their main goal should be taking out the leadership of the training complex. The castle is nestled deep in the volcano's crater, well below the lip, and the smoke from the volcano's fumaroles obscures view of the structure unless the PCs are right above it. Getting up there presents its own dangers, as the crater is at an elevation of 7,000 feet, putting it in the low peak/high pass altitude range (*Pathfinder RPG Core Rulebook* 430). In addition to this hazard, the peak is buffeted with severe winds that gust to windstorm levels and higher (*Core Rulebook* 439), which makes flight difficult, if not impossible. Furthermore, PCs flying around Ashpeak make themselves easier to spot. If the giants notice the PCs, they send the dragons from the rookery (areas **E1** and **E2**) to attack the PCs in flight. If the PCs defeat the young red dragons, the magma dragon Tesharat comes out to put down the attackers.

outnumbered PCs. Instead, their best bet would be to sneak past the camps to get to Ashpeak's entrance, a task that shouldn't be too hard since none of the giants are allowed to camp within 100 yards of the entrance.

King Tytarian sends out fire giant patrols to check on the camps outside Ashpeak every day to maintain order. Once the PCs defeat the fire giants within Ashpeak, however, the disorganized, leaderless giants outside either begin to squabble and fight among themselves, or simply realize that things have gone wrong and disband.

Ashpeak is a military academy for giants of all kinds, though the fire giants run the training programs. The lower levels are used to farm enormous edible fungi, raise pigs and goats for food, and give officers-in-training opportunities to learn to handle the relatively small and fragile slaves working in that level without accidentally killing them. The next level is a large area devoted to weapons training and war games for giants, teaching them how to deal with large numbers of smaller opponents, siege engines, and enemy fortifications. The level beyond holds the forges, where fire giants and slag giants produce high-quality tools of war for the Storm Tyrant's army, as well as the rookery, where young dragons enslaved by the *Orb of Red Dragonkind* train for battle. The highest level contains the royal quarters and a temple to Zursvaater, the god of fire giants. Here the king and queen bargain with visitors from the Elemental

Plane of Fire and keep a close watch on the mighty chains anchoring Ironcloud Keep in the caldera above, hidden by the crater walls and the smoke from the volcano's fumaroles. By cleaving their way through the numerous giants and their allies, the PCs can proceed to the flying castle and confront the Storm Tyrant himself.

THE FIRE GIANT CLANS

King Tytarian brought together soldiers from several allied fire giant clans to populate and defend Ashpeak. They freely fraternize within the mountain lair, and while there are some minor rivalries (as is common among soldiers), they have adapted well to the alliance. Under the banner of King Tytarian, these giants have been forged into a single unit dedicated to Ashpeak. The king is exceptionally fair-minded when it comes to this military organization, and has promoted members of all three clans allied with Clan Brandrik (his own clan) into leadership positions. Although individual squadrons are usually homogenous and led by an officer of the same clan, larger divisions (such as companies) contain soldiers from all four clans, and the leaders may be from any clan. Individual giants may wear badges, belts, or other gear identifying their clan affiliation, but otherwise dress in the armor made in the forges of Ashpeak. The clans inhabiting Ashpeak are as follows.

Clan Brandrik: King Tytarian's own clan boasts the largest number of soldiers and officers at Ashpeak. Their symbol is a black greatsword etched with runes on a square-topped orange shield. Brandrik is known for its skill at forging arms and armor.

Clan Hrafn: These giants are the third-largest contingent under Tytarian's leadership, and tend to be especially zealous in their devotion to the god Zursvaater. Their symbol is an orange raven on a circular black shield. Many giants from this clan become priests. Queen Quivixia (the high priestess at Ashpeak) was born to this clan, and her marriage to Tytarian created a strong alliance between Hrafn and Brandrik.

Clan Osvarn: Fire giants from this clan are uncommon at Ashpeak. They aggressively defend their own clan's modest holdings alongside their mighty berserker king. Giants of this clan are friendly with hill giants and other giants that most fire giants consider inferior, which creates some tension between the clans. Their clan symbol is a red bear facing forward on a black flag.

Clan Stokkrin: This clan is only slightly smaller in population than Clan Brandrik, making up a large portion of those in the mountain. They are such gifted builders and stoneworkers that their enemy clans—none of which are in Ashpeak—have spread rumors that their bloodline mingles with that of stone giants. Their clan symbol is a stout black tree on a red shield.

ASHPEAK FEATURES

Ashpeak is a squat, ugly dormant volcano, broad at the base with a jagged crown of stone surrounding its crater. Ashpeak stands over 7,000 feet tall, and little vegetation grows on the mountainside above 5,000 feet. The base of the mountain is temperate and the surrounding valleys and hills are heavily forested.

Multiple caverns and corridors created by flowing magma when the volcano was still active riddle its interior. The resident giants have converted these natural rooms and passages into a fortified lair, digging wells and using slaves to carve narrow shafts upward to allow airflow, occasional light, and access to rainwater. As a result, the air inside Ashpeak is reasonably fresh (with the exception of that in the manure-rich caverns used for farming and ranching just inside the main entrance) and doesn't stagnate despite the many creatures living within its miles of hallways.

Caverns and Tunnels: Cavern ceilings are at least 20 feet high to accommodate the fire giant residents. Most tunnels are 10–15 feet in diameter and 15–20 feet high, which allows one giant to block a narrow tunnel, or two to block a wider one. In some tunnels, the ceiling might dip as low as 8 feet, requiring giants to stoop to pass through; these are always clearly marked (in Giant) as a reminder. Some areas might have residual pools of standing water that are drained periodically into a well or reservoir by slaves. Some of these pools (particularly in remote tunnels) might be dangerously acidic or inhabited by oozes.

Because flowing magma formed these interior spaces rather than intelligent hands, the tunnels tend to wind about, creating maze-like areas that connect the larger habitable caverns. The giants have marked the walls to note which tunnels lead to unstable areas or dead ends (either from collapses or draining into vertical shafts to the unused levels), making it easier for them to navigate their home despite the twisting passages. In some cases, they have even carved shortcuts to bypass circuitous paths. The PCs can take advantage of these messages and short cuts, but are much more likely to encounter wandering patrols on the paths most heavily used by the giants. Careful observation of the giants' marks and lack of recent tracks in some tunnels can give desperate PCs a place to hide and rest for a few hours, so long as they stay off the beaten path and don't attract too much attention to themselves (such as with cooking smells, lights, or excessive noise).

Deep Ashpeak: Several places on the lowest levels include narrow pits that connect to even deeper levels the fire giants have only partially explored, including a large cavern far below that contains magma. These lower levels have no exits to the surface, and they reek of sulfur and flammable gas—some chambers may even contain poisonous vapors. Early rooms on these lower levels might have a few burned-out torches and boot prints from Large creatures, but

otherwise it should be obvious to the PCs that the giants have not spent much time in the lower levels.

If the PCs decide to explore the lower levels, the GM should use encounters with dangerous volcanic creatures and hazards to encourage the PCs to turn back. Such encounters could feature pyropiscises (see page 90) and magma elementals (*Pathfinder RPG Bestiary 2* 118), caverns with poisonous vapors (treat these as burnt othur fumes or insanity mist; *Pathfinder RPG Core Rulebook* 559–560), and chambers where they quickly begin to suffocate due to lack of breathable air (see Suffocation on page 445 of the *Core Rulebook*). Remember that the giants are very militaristic, and if the PCs disappear into the lower levels after killing giants, the giants can use careful searches and the process of elimination to figure out where the PCs have gone. If so, the giants either cover the access pits with heavy grates, collapse the tunnels entirely, or set up traps or ambushes for when the PCs return. A typical 1-inch-thick iron grate has 25 hit points and hardness 10, and a successful DC 27 Strength check is needed to break through it or tear it loose.

Entrances: The giants have closed off all exterior access points that a Medium creature could pass through, with the exception of the main entrance, two areas used for grazing livestock, the red dragon rookery, and one opening in the crater at the top of the volcano, all of which can be secured by portcullises or doors. Even the air shafts have metal grates on the bottom ends, and each counts as a tight space for a Small creature to navigate (and, as each is typically at least 100 feet long, passing through one completely requires multiple Escape Artist checks).

Floors and Walls: Unless otherwise specified, the molten flows that formed the subterranean chambers created a smooth rock surface. These areas may have ripples or small changes in elevation (similar to a series of foot-high terraced steps), but this doesn't otherwise affect movement. Areas with unusual or jagged lava formations are called out as such in their descriptions.

Lighting: Fire giants do not have darkvision, and require light to see when underground. The giants carry torches to light their way through the tunnels (officer giants usually have alchemical or magical lights, as noted in their gear entries). However, they are aware that using lights makes it easier for other creatures to spot them, and if they suspect intruders, the giants abandon their lights and either creep along in the dark or rely on magical means (such as *potions of darkvision*) or on allied or enslaved creatures (such as hell hounds or orcs) to guide them and spot intruders. Using lights works both ways—if the giants know they are under attack, they move in darkness to make it easy for them to spot PCs using lights, and they set ambushes in places where they can throw rocks from an area of darkness at illuminated PCs.

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Several of the caverns on the southern side of the mountain may have one or two air channels straight enough to admit small amounts of sunlight at certain times of day. These sunbeams last for only a few minutes and are generally sufficient to shine normal light on only one 5-foot-square, with dim light filtering to the adjacent squares.

Teleportation Risk: Because the tunnels and chambers here are so numerous and were formed naturally, few have distinguishing features that a spellcaster can remember. Because of this, any of the natural caverns or tunnels in Part 1 of this adventure are considered “viewed once” at best for purposes of determining the results of teleportation effects.

FIGHTING IN ASHPEAK

There are a number of factors to consider when the PCs are fighting in the fire giant complex. Fire giants are just as intelligent as humans and constantly train for war; they are quite familiar with their own limitations, the abilities of their pet creatures, the configuration of their lair, and the common tactics of smaller humanoids. They take advantage of any opportunities they find (such as hiding in the dark and attacking PCs in the light, as described in the Lighting section above).

The priests on the upper floors have access to spells such as *glyph of warding* and *stone shape*, which they use to create traps, deadfalls, or obstacles for intruders, and *resist energy* and *protection from energy*, which they use to overcome their vulnerability to cold. Furthermore, Queen Quivixia is a cleric with access to *divination*, allowing her to anticipate the PCs’ movements and tactics. If necessary, the giants can bring the siege engines they use for training (see area C6) to help defend the tunnels.

If the PCs expect to enter and leave the mountain as they please once they are detected, they are sorely mistaken. However, once the PCs find alternative entrances to the tunnels, such as the goat grazing terraces (areas A5 and A6) and the dragon rookery (areas E1 and E2), they can enter from those points and bypass many defenses the giants create to fortify the level with the main entrance.

Most giants carry 2–3 rocks suitable for use with their rock throwing ability. Because the entire lair is volcanic rock, replacement rocks lie scattered about in every cavern or tunnel. In most locations, a giant need take only a 5-foot step to be able to reach a rock suitable for throwing, but in a few rare cases they might have to take a move action to reach a pile of rocks set aside for this purpose. Essentially, the giants have unlimited throwing ammunition in their lair, but it might take them part of a round to restock what they carry.

A. LOWER LEVEL

The entrance to the fire giant lair and training facility is on the southwest face of Ashpeak, at the end of a gradual

slope that climbs to approximately 100 feet above the mountain’s base. Guarded by a pair of secure portcullises, the entrance leads to a connected network of fungus, boar, and goat farms that supply the giants’ kitchens.

The floor is tiered in many of this level’s chambers, as the surface of the magma wrinkled and formed low dams when some of the magma cooled unevenly. Unless otherwise specified, each tier is approximately 3 feet higher or lower in elevation than the adjacent portions of the floor. A fire giant can treat a tier as a single stair step (imposing no movement penalty, but the giant can’t run across the square). A Medium or smaller creature treats the tiers as steep slopes, and must spend 2 squares of movement to ascend to a higher tier. Alternatively, Medium creatures can jump to a different tier (Acrobatics DC 12) without needing to use any extra movement.

The mushrooms here are tough and somewhat bland, but plentiful and nutritious. Orc slaves haul in volcanic soil from outside the mountain as needed to build subterranean plots, enrich the soil with boar and goat dung, and tend to and harvest the mushrooms. Ettins also look after several herds of semi-feral boars that rotate through the caverns, feeding on food scraps and old mushrooms. The farm level also features two small herds of goats, which are tended by stone giants and allowed regular access to small external balconies so they can graze on fresh greenery.

Fire giants usually supervise the orc slaves as part of their military training. The fire giant recruits must learn how to deal with fragile Medium creatures as workers to understand the creatures’ physical weaknesses, before they can be trusted to train with them in combat situations. Only after being educated about on the frailties of “little meat” can a fire giant be promoted to a higher rank.

The orcs are half starved and get only a small ration of mushrooms and water each day. The ettins and stone giants subsist primarily on mushrooms, occasionally supplemented with goat meat or pork. The stone giants also drink goat milk and make goat cheese, but this is a luxury, as the herds don’t produce enough milk to sustain the enormous creatures. If an orc dies from starvation or exhaustion, it is butchered and eaten by the fire giants (the ettins and stone giants are forbidden to eat orcs). Other types of humanoids are a rare treat for the giants; they might eat a dead PC if they think they can do so without being caught by the fire giants.

Stench: Although there are small vents in the caverns to cycle fresh air through these lower parts of the lair, the smell of goats, pigs, and manure has built up to a disgusting level. This reek is debilitating in all the caverns and tunnels in this part of the mountain (not including area A1, which has a ready supply of outside air through the large exterior hallway). Starting 10 minutes after the PCs pass through area A1 into the smellier tunnels, they must each succeed

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at a DC 15 Fortitude save every 10 minutes or be sickened as long as they remain in this part of the facility and for 10 minutes thereafter. The stench is a poison effect. A creature that fails its save by 5 or more is also nauseated for 1d6 minutes. Over time, creatures grow accustomed to the smell; after spending 1 hour in this level, a creature is no longer at risk of becoming nauseated from the smell, and after 1d3 continuous days, the creature no longer needs to attempt saves to resist becoming sickened (a creature loses its immunity to the stench if it remains away for 2d4 days or more, and must re-acustom itself to the smell). All giants who live in Ashpeak have been exposed to the smell often enough that they aren't sickened by it, but they avoid coming to this level unless they must.

A1. Lava Tube Entrance (CR 14)

This large, deep pit has rough edges crumbling into the depths of the mountain. The western end has a large ramp made of huge flat stones leading to the floor of the pit. On the east end of the ridged pit floor is a cave entrance blocked by an iron portcullis.

This is the main entrance to the fire giant lair, used by all foot traffic into or out of the facility. The pit was formed when magma drained from a subterranean pool and the roof collapsed. The fire giants used debris from the roof and elsewhere in the complex to build a ramp from the surface level to the pit floor. The heavy portcullis keeps out intruders but still allows air to flow through the facility.

Within the tunnel, two *continual flame* spells (spaced 20 and 40 feet from the portcullis) provide light. The spells' light streams out of the pit and is easily visible at night; it allows the resident giants to see creatures in the hallway regardless of the outside lighting conditions.

A closed portcullis (hardness 10, hp 60, break DC 30) blocks the tunnel that exits this chamber. The portcullis has crossbars and locks automatically when it is closed; a lever on the northern wall unlocks the portcullis, and a nearby chain raises it. A giant can ready an action to drop the portcullis on the PCs as they move past (Atk +10 melee, 1d4 spikes per target for 1d4+2 damage each). This portcullis counts as improved cover for creatures on the other side. Farther down the tunnel is a second portcullis, with a similar setup, except with larger gaps in the bars (large enough that an adjacent giant can throw rocks through it, or a Small creature can squeeze through).

Creatures: Two fire giant soldiers and one fire giant lieutenant guard this area. They do not open the portcullis unless they have orders from a superior officer.

If the PCs attack them through the western portcullis, the giants retreat down the eastern passage and close the eastern portcullis behind them. If the PCs make it through the first portcullis, the giants throw rocks at them through the gaps in the second. If it looks like the PCs plan to open or bypass the east portcullis, the lieutenant sends one of the other giants to area A2 for reinforcements.

FIRE GIANTS (2)

CR 10

XP 9,600 each

hp 142 each (*Pathfinder RPG Bestiary* 148)

FIRE GIANT LIEUTENANT

GIANTSLAYER

A. LOWER LEVEL

1 SQUARE = 10 FEET



ANVIL OF FIRE

FIRE GIANT LIEUTENANT**CR 12****XP 9,600**Fire giant fighter 2 (*Pathfinder RPG Bestiary* 148)

LE Large humanoid (fire, giant)

Init -2; **Senses** low-light vision; Perception +20**DEFENSE****AC** 25, touch 7, flat-footed 25 (+10 armor, -2 Dex, +8 natural, -1 size)**hp** 199 (17 HD; 15d8+2d10+121)**Fort** +19, **Ref** +3, **Will** +9 (+1 vs. fear)**Defensive Abilities** bravery +1, rock catching; **Immune** fire**Weaknesses** vulnerable to cold**OFFENSE****Speed** 30 ft.**Melee** +1 *greatsword* +26/+21/+16 (3d6+19/19-20) or 2 slams +24 (1d8+12)**Ranged** rock +11 (1d8+18 plus 1d6 fire)**Space** 10 ft.; **Reach** 10 ft.**Special Attacks** heated rock, rock throwing (120 ft.)**STATISTICS****Str** 35, **Dex** 7, **Con** 25, **Int** 12, **Wis** 14, **Cha** 12**Base Atk** +13; **CMB** +26 (+28 overrun, +28 sunder); **CMD** 34 (36 vs. overrun, 36 vs. sunder)**Feats** Cleave, Combat Reflexes, Great Cleave, Improved Initiative, Improved Iron Will, Improved Overrun, Improved Sunder, Iron Will, Power Attack, Vital Strike, Weapon Focus (*greatsword*)**Skills** Climb +23, Intimidate +18, Perception +20, Sense Motive +10**Languages** Common, Giant**Combat Gear** *potions of cure serious wounds (2)*; **Other Gear** +2 *half-plate*, +1 *greatsword*, *minor ring of cold resistance*, *everburning torch***A2. Fungus Farms (CR 13)**

This large, magma-formed cavern reeks of animal waste, sweat, and despair. A few braziers hang from the ceiling on stout chains, bathing the chamber in flickering fire light. Multiple patches of large mushrooms grow on beds of dark soil. Two hewn passageways lead out of one side of the cavern.

This is one of several fungal gardens the giants use for food. Slaves bring carts of manure here from the pigs and goats, while other slaves load up carts with harvested mushrooms, and one of the larger inhabitants of Ashpeak (usually an ettin or stone giant) hauls the food carts away to another part of the lair.

The giants use the small side chambers for resting and eating. Each chamber has a giant-sized table and chairs, a stone basin for water (usually nearly empty), plates and utensils, a flat space to lay a Large bedroll, and other minor amenities, but nothing the slaves could

readily use as weapons. Sometimes slaves sneak into the rooms to sleep, but the giants have been known to kill slaves they catch sleeping in these rooms, so usually the slaves simply drop from exhaustion after working all day and sleep wherever they land.

Creatures: A gang of defeated-looking orc slaves tend the fungi here; some shovel manure from a cart onto the plots while others cut down the tallest mushrooms and stack them in a different cart.

Three fire giant soldiers watch over the slaves in this room. They stand randomly about the room if they don't notice the PCs approaching; otherwise, they hide in one of the smaller side rooms or in a dark part of the larger cavern, waiting for the PCs to come into view and in range of thrown rocks.

The orc slaves were taken in raids from unallied Belkzen tribes or granted to the fire giants as tribute by orc tribes who await the launch of the Storm Tyrant's military push into surrounding nations. Most of them were criminals or undesirables even among their own kind, and during their months of captivity they have seen their most aggressive comrades worked to death or torn apart by the bored, cruel fire giants. Now they are so thoroughly demoralized that they don't even resist if attacked—a quick death at the hands of the PCs is the best they can hope for. If the PCs attack the giants in this room and it looks like the giants will be defeated, the orcs perk up a bit, and if the PCs actually win, the orcs give a weak cheer. Nothing the PCs do can convince the orcs to turn against their captors; their only hope is to flee the giants' lair, but they know some of the rooms have magical glyphs on the floor that will burn them to death. Even if the PCs use magic to convince the orcs to help, these malnourished slaves stand no chance against the giants, and encouraging them to fight would be a pointless sacrifice.

FIRE GIANTS (3)**CR 10****XP 9,600 each****hp** 142 each (*Pathfinder RPG Bestiary* 148)**ORCS (12)****CR —****XP —**

Orc warrior 1

hp 6 each (*Pathfinder RPG Bestiary* 222)**A3. Fallow Farm (CR 13)**

The floor of this wide chamber is covered in recently harvested mushroom stalks. Two tunnels exit the eastern side of the room and two tunnels exit the western side. Two doorways are carved in the north wall of the room, and a low rise stretches across most of the southern wall.

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As in the previous chamber, the low rise against the southern wall is 3 feet high and can be bypassed by either jumping over it (Acrobatics DC 12) or spending 2 squares of movement to ascend the steep slope. The two side-chambers to the north resemble those in area **A2**.

This room serves as yet another of the fire giants' mushroom farms, but no actual farm labor is currently taking place in this room. A few hours ago, slaves harvested most of the last crop of mushrooms and brought piles of dung and volcanic soil to this room to spread out across the ground to enrich the soil. During the harvest, however, a group of slaves tried to revolt against their overseers and were swiftly cut down. All in all, 13 orcs lie dead throughout the chamber. After the slaughter, the rest of the orcs were moved into area **A4**.

Creatures: Two fire giant soldiers are cleaning up after the recent conflict. The giants are using pitchforks to skewer dead orcs and toss them onto a cart. The soldiers are accompanied by a half-dozen hell hounds, which roam the room sniffing out any slaves that might be hiding.

FIRE GIANTS (2) **CR 10**
XP 9,600 each
 hp 142 each (*Pathfinder RPG Bestiary* 148)

HELLHOUNDS (6) **CR 3**
XP 800 each
 hp 30 each (*Pathfinder RPG Bestiary* 173)

A4. Slave Pen (CR 14)

The northern elevated area of this chamber connects to the main level on one side by a ridged ramp formed by cooled magma. A flat-topped, five-foot-tall rise sits in the center of this room, and the floor rises slightly in the southern end of this chamber. Tunnels exit the room in each direction.

Like all of the rooms and tunnels in the lower level of Ashpeak, this chamber reeks of dung and animal waste. While not as thick and plentiful as those in area **A2**, a number of mushroom patches have been planted here. The changes in the floor's elevation in this chamber are the same as the previous rooms in regards to movement. The two side-chambers to the south resemble those in area **A2**.

Creatures: Four fire giant soldiers watch over a large number of orc slaves who are currently milling about the chamber. The fire giants typically don't allow the slaves to congregate in a group this large, but after the revolt, the fire giants moved the remaining slaves from area **A3** into this chamber. Some are listlessly harvesting mushrooms and piling them at the rise near the northern exit.

One of the orc slaves in this location wears a leg-shackle; the shackle is easily visible because all the slaves'

clothing is in tatters. The shackle is attached to a chain and a 100-pound iron weight, forcing the slave to drag the weight wherever he goes and greatly reducing his maneuverability. This "orc" is actually a doppelganger named Thoon, who decided to explore the lair in the guise of an orc to see what the giants were up to, only to be captured by the fire giants and thrown in with the other slaves. Seeing how the giants treated their smaller allies and minions, he decided against revealing his nature and trying to serve King Tytarian, and instead attempted to escape. A run of bad luck with patrols and a well-placed *glyph of warding* saw him quickly recaptured. The giants added the shackle—actually an iron bar twisted around his ankle while still red-hot—to keep him from getting away. Because the shackle has been seared into Thoon's flesh, he cannot from escaping it by changing into a smaller size.

Compared to the other orc slaves, Thoon is hardy. The giants know they can slap him around without killing him, which makes him a frequent target for their casual abuse. Now half-starved and battered, he has almost lost hope of escaping this place. When the PCs enter combat with the giants in this location, Thoon watches how the battle plays out and uses his *detect thoughts* ability on PCs if he can, trying to get a sense of their nature and motives. If it looks like the PCs are going to win, he tries to help them in whatever way he can—whether that means throwing rocks at giants, wielding a rock or a tool as an improvised weapon and helping flank giants, using his chain to trip a giant, or using the Heal skill to provide first aid to a dying PC. The other orcs do not participate in the battle, and Thoon ignores them—his entire focus is on helping the PCs defeat the giant guards.

Once the PCs are victorious, Thoon cautiously approaches them (dragging his iron weight), raises his hands in a show of non-aggression, and introduces himself in a language he heard the PCs speak or think (defaulting to Common otherwise). His words are precise and lack the typical orc accent. Read the following to the PCs.

I greet you. I am Thoon. I was captured and enslaved by these giants. I do not wish you any harm. I confess to you that I am not an orc, but you may distrust me if I show you my true shape. Free me from this shackle and I shall help you kill these giants—or I will leave peacefully if that is your preference.

Thoon is sincere. He doesn't want to hurt the PCs and he desperately wants to get out alive—if they free him he is more than willing to help them kill giants. If he is asked about his true form and believes the PCs won't kill him for it, he admits that he is a doppelganger and shows them his natural shape (the horrific burns from the seared-on shackle prevent him from removing it, even by assuming a Small humanoid form, but he can still use his

ANVIL OF FIRE

shapechanging ability). He volunteers to assume the form of another race if that makes the PCs more comfortable, even an uncommon race such as a tiefling or ratfolk (especially if there is a PC of that race in the group and he senses that doing so would make that character feel more comfortable or accepting). Gender also isn't an issue for him—he currently identifies as male only because he's been in the form of a male orc for several months. He swears an oath to help the PCs, allows them to use *discern lies* and similar spells on him, forswears using *detect thoughts* on the PCs if they ask it, and otherwise goes out of his way to ingratiate himself.

If the PCs invite him into their group, he thanks them with enthusiasm. However, he has no gear and is injured; the PCs will have to equip him, remove the shackle, and heal him for him to be able to effectively contribute to the group. He does his best to prove his worth and his trustworthiness. In particular, he takes advantage of his darkvision and ability to use *detect thoughts* to help the party navigate the lair.

Like many doppelgangers, Thoon is selfish and a manipulator, but in his current situation his intentions are genuine. Furthermore, he knows he owes his life to the PCs—if it weren't for them, he'd have been killed and eaten by the giants. Given enough time, Thoon might grow to like the PCs, and even want to become friends. At your discretion, Thoon could potentially become a cohort or even a love interest of a PC.

Thoon has been to areas **A1**, **A2**, **A3**, **A5**, **A6**, **A7**, and **A11**, but has spent most of his time here in area **A4**. He can give a general description of each of the other rooms he's visited and what sort of creatures to expect in them. He also knows that ore is brought up from area **A10** and that most of the giant guards come from the northwestern passages, and he has a general sense of the social structure (fire giants at the top, stone giants next, then ettins, then slaves). If asked about what other kinds of creatures live in Ashpeak, he admits ignorance of what lives in the upper levels, but mentions that he heard a couple of the fire giant soldiers talking about dragons one day.

Thoon also knows that most of the giants staying in Ashpeak live in barracks sandwiched between the combat training grounds and the lower levels. He tells the PCs about a weak spot in the ceiling of area **A12** that the giants recently reinforced now that Ashpeak is once again inhabited. If the PCs collapse that section of ceiling, they can block off the barracks and minimize the number of giant enemies they need to fight. The giants will eventually dig their way out, but hopefully the PCs will have completed their mission before this happens.

THOON**CR 8****XP 4,800**Doppelganger fighter 2/rogue 4 (*Pathfinder RPG Bestiary* 89)

N Medium monstrous humanoid (shapechanger)

Init +8; **Senses** darkvision 60 ft.; Perception +14**DEFENSE****AC** 19, touch 15, flat-footed 14 (+4 Dex, +1 dodge, +4 natural)**hp** 85 (10 HD; 4d10+2d10+4d8+34) (currently 45)**Fort** +10, **Ref** +12, **Will** +7 (+1 vs. fear)**Defensive Abilities** bravery +1, evasion, trap sense +1, uncanny dodge; **Immune** charm, sleep**OFFENSE****Speed** 30 ft.**Melee** 2 claws +13 (1d4+5)**Special Attacks** sneak attack +2d6**THOON**

GIANTSLAYER

Spell-Like Abilities (CL 18th; concentration +20)

At will—*detect thoughts* (DC 14)

STATISTICS

Str 20, **Dex** 18, **Con** 16, **Int** 11, **Wis** 14, **Cha** 15

Base Atk +9; **CMB** +14; **CMD** 29

Feats Combat Reflexes,

Dodge, Great Fortitude, Improved Initiative, Mobility, Power Attack, Spring Attack, Weapon Finesse

Skills Bluff +16 (+20 while using change shape ability), Diplomacy +13, Disable Device +6, Disguise +18 (+38 while using change shape ability), Heal +6, Perception +14, Sense Motive +10, Stealth +17; **Racial Modifiers** +4 Bluff (+8 while using change shape ability), +4 Disguise (+24 while using change shape ability)

Languages Common, Giant, Orc

SQ change shape (*alter self*), rogue talents (bleeding attack +2, finesse rogue), trapfinding +2

SPECIAL ABILITIES

Shackled Although Thoon's Strength score is high enough that he can drag the weight shackled to his leg with relative ease, it prevents him from running or charging.

FIRE GIANTS (4) CR 10

XP 9,600 each

hp 142 each (*Pathfinder RPG Bestiary* 148)

ORC SLAVES (22) CR —

XP —

Orc warrior 1

hp 6 each (*Pathfinder RPG Bestiary* 222)

A5. Giant Goatherds (CR 12)

This old volcanic cavern smells like animals. Lit by braziers, the room contains several large patches of grasslike fungi. Shaggy mountain goats and their young graze on the fungus in groups of twos and threes. A slight breeze comes from the direction of the southern wall.

This is one of two grazing areas the giants use to feed their animals. The fungi here quickly grow to about 1 foot tall; while they are unappetizing to giants, the livestock thrive on them. Occasionally slaves dump additional manure here, but usually the animal activity in the area is sufficient to keep the fungi fertilized. This area has 4-foot fences made of iron posts and rope blocking each

of the entrance tunnels to keep the goats from escaping. The entire width of the cavern is split by a series of ridges formed by cooled magma, which are steep enough to count as stairs.

This location has three tunnels on the south wall, each blocked by an iron portcullis (hardness 10, hp 60, break DC 25). Each is locked with a good lock (Disable Device DC 30); one stone giant carries the key. The tunnels wind for about 100 feet and finally end at small ledges on Ashpeak's exterior. The ledges are covered in fertilizer and usually have a healthy coating of grass, thistles, and other fresh plant matter. They are unremarkable when viewed from the ground, and it is nearly impossible to notice that they conceal narrow cave entrances. The stone giants bring the goats to these areas every other day to vary their diet and to expose them to sunlight and fresh air.

The PCs might use these tunnels as an emergency exit from the mountain, or even try to sneak back in through them, but the fire giants are clever, and any use of these areas will eventually be noticed, resulting in the portcullises being chained as well as locked, and perhaps further sealed with a *glyph of warding* (with a password to deactivate it so the giants can still take their animals out to graze).

As with area A2, the raised or lowered areas in these rooms are approximately 3 feet higher or lower in elevation, respectively; a stone giant can treat them as tall stair steps.

Creatures: Four stone giants watch over the goats in this room. The giants primarily use their longspears to herd the goats along, but they attack if they or the goats are threatened. The goatherds are wary of the PCs—they know anyone able to bypass the armored and trained fire giants who guard the complex is probably too powerful for them to face alone. If the stone giants in this room notice the PCs approaching, they hide, taking advantage of their racial bonus when hiding in rocky areas. If the PCs spot them and try to talk with them, they prove unflinchingly loyal to the king; they pretend to not understand any language other than Giant, and won't reveal anything about the lair. If one stone giant is reduced to half or fewer hit points, all of the goatherds flee in different directions and warn fire giant guards about the intruders.

Individual goats aren't a threat to the PCs, but some might attack if any of them are harmed. The smell of blood and the noise of battle might make them charge about in a panicked, chaotic frenzy, getting in the way of PCs and making nuisances of themselves.



STONE GIANT

ANVIL OF FIRE

STONE GIANTS (4)**CR 8****XP 4,800 each****hp** 102 each (*Pathfinder RPG Bestiary* 151)**Melee** longspear +16/+11 (2d6+12) or
2 slams +16 (1d8+8)**GOATS****CR 1/3 (14)****XP** —**hp** 5 each (*Pathfinder RPG Bestiary* 3 112)**A6. Haunted Goat Pens (CR 11)**

The entrances to this chamber have signs written in Giant simply proclaiming, “Danger! Area off limits,” tacked to the fences built to contain the herd of goats that once lived here. This area is similar to area **A5** in its features, including passages that lead to the mountainside. The greatest difference between the two areas is that this one is devoid of living inhabitants.

A few weeks ago, dozens of orc slaves led a revolt and attempted break their bonds and flee Ashpeak. From eavesdropping on the stone giant goatherds, they knew the goat pens had passages leading outside. Hoping their numbers would be enough to push past any guards, they mobbed their overlords and rushed the exit. But exhausted as they were from months of forced labor, the orcs were repelled and the giants slaughtered them to the last. Now their unquiet spirits manifest as a haunt, and the fire giants have instructed all inhabitants of Ashpeak to avoid this chamber until they can figure out how to deal with it.

WORKED TO DEATH**CR 11****XP 12,800****CE** haunt (70-ft.-by-70-ft. area in the center of the room)**Caster Level** 11th**Notice** Perception DC 28 (spectral forms of terrified orcs collapsing to the ground and being beaten to death by unseen assailants)**hp** 22; **Trigger** proximity; **Reset** 6 hours**Effect** When the haunt is triggered, all creatures in the area hear a cacophony of sighs and shrieks as all of their energy is sapped from their body. All creatures in the area are targeted by a *waves of exhaustion* spell.**Destruction** Ushering at least a dozen orcs to freedom by sending them through the tunnels outside of Ashpeak lays the haunt to rest.**A7. Ettin Boar-Keeper (CR 10)**

Glowing red crystals and a few flickering torches light this cavern. The intense reek of pig manure obviously comes from the small herd of domesticated boars wandering around the cavern. Each boar has a crude symbol branded on its flank, such as a sword, hammer, helm, or circle.

Boar droppings are spattered all over the room. Once per day, orc slaves shovel their way through the muck, creating paths indicated on the map by dotted lines. Any square not on this path counts as a slippery floor (increase Acrobatics DCs by 5).

There is a slight breeze, but it seems to only stir up the odor of pig waste. The breeze comes from extra air shafts in the ceiling that keep the air in this room from becoming deadly, but aren't enough to counteract the stink.

The boars require little care and eat almost anything, subsisting mainly on table scraps, small mushrooms, subterranean moss, leafy garbage, worms, and insects in the dirt and filth of their lair. In turn, the giants use the animals for their meat, hides, bristles, and underwool.

Because the boars are mostly self-sufficient, the giants assign ettins to look after them, knowing that the stupid brutes won't have to do much to keep the pigs safe. The ettins are instructed to not let the boars wander out of the cavern and not allow the boars to come to harm by anyone except a fire giant. Every few days the boars are herded to a new cave to allow the previous one to replenish its food sources and give their manure time to dry out.

Creatures: Four ettins keep watch on the livestock, each using its two heads to keep watch while slowly counting the animals on its fingers. The ettins are bored with this work, and would prefer to hunt or nap. The arrival of the PCs gives them an excuse for a little mayhem. Even if they notice the PCs approaching this cave, the ettins don't have the time or means for an ambush, and simply charge into melee as soon as they spot the intruders. If the battle turns against them, they attempt to flee and warn any fire giants about the PCs. They don't know any secrets about the facility, but if captured and threatened or influenced with magic, they confess what little they know (which is limited to the farm level, as they aren't allowed beyond area **A12**).

The room holds 20 of these feral pigs; 2d6 of them are young, and the rest are adults. Each has a unique brand to identify it. Each of the ettins carries a record of five of those marks scorched on the wrist of its armor, indicating which of the five boars it is responsible for. This makes it easy for an ettin to make sure all the boars are present by counting to five on the fingers of one hand—each finger indicates one matching boar symbol on its armor. When a new litter of piglets is weaned or additional feral pigs are captured outside Ashpeak, the giants slaughter an equal number of adult boars, and brand the new animals with the marks of the doomed boars.

The boars are no threat to the PCs unless they or their young are harmed; as such, they shouldn't be worth any XP. They are accustomed to the presence of Large and Medium humanoids, and may accidentally get in the way during a battle. If a boar is struck or pushed out of the

GIANTSLAYER

way by a PC, there is an 80% chance that it flees, and a 20% chance that it turns aggressive and attacks for 1d2 rounds.

ETTINS (4) **CR 6**

XP 2,400 each

hp 65 each (*Pathfinder RPG Bestiary* 130)

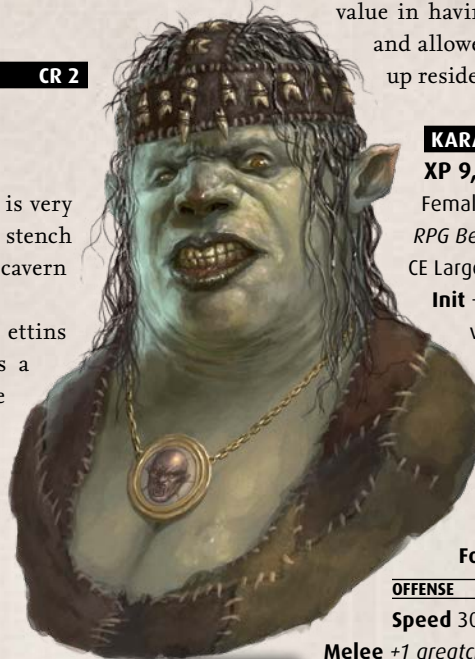
BOARS (20) **CR 2**

XP —

hp 18 each (*Pathfinder RPG Bestiary* 36)

Hazard: The smell of the pig dung is very potent, and all save DCs against the stench inside or within 100 feet of this cavern increase by 2 (see Stench on page 10).

Treasure: In addition to the items ettins normally carry, one of them carries a map of the lower levels with an circle marking a spot on the map near area **A12** where a passage branches off from the main tunnel. Written in Giant near the circle is the word “Barracks.” The ettin was given this map because he’s forgetful—even for an ettin—and kept getting lost when returning to the barracks.



KARAH

A8. Makeshift Shrine (CR 13)

The western part of the room is higher than the eastern part, split in the middle by cooled magma ridges. A small pile of bloody stones sits near the north wall. The topmost stone is carved to resemble a leering ogre face.

This chamber was once unused and served only as a place for patrols to stop and take a break on their circuit through the lower levels. Now the cavern serves as a shrine to Haggakal, the ogre god of darkness and inbreeding, also known as Father Moon.

The ogres sleep in this chamber, but they keep their bedrolls stashed in the tunnel in the north wall.

Creatures: The cleric of this shrine, an ogre named Karah, came to join the Storm Tyrant’s army after proving her worth in Skirgaard. She traveled here with her ogre brute companions, and after meeting with jeers and poor treatment by some of the greater giants, she choose to move out of the barracks and set up a permanent watch post here in the lower levels. The smell of this level doesn’t bother her, and by setting up this post, she gained the freedom to do whatever she wants. The fire giants were amenable to the decision, especially since this chamber is otherwise visited only by occasional patrols.

Shortly after arriving at Ashpeak, Karah came into contact with a steam hog that one of the fire giant clans brought to the facility. As boars are a sacred animal of Haggakal, Karah grew fond of the massive snorting beast, and to the fire giants’ surprise, the steam hog showed an affinity toward the ogre as well. They recognized the value in having the beast guard the lower level, and allowed her to keep the creature and take up residence in this chamber.

KARAH **CR 10**

XP 9,600

Female ogre cleric of Haggakal 9 (*Pathfinder RPG Bestiary* 220)

CE Large humanoid (giant)

Init +4; **Senses** darkvision 60 ft., low-light vision; Perception +8

Aura madness (30 ft., DC 18, 9 rounds/day)

DEFENSE

AC 21, touch 9, flat-footed 21 (+7 armor, +5 natural, -1 size)

hp 93 (13d8+35)

Fort +12, **Ref** +4, **Will** +13

OFFENSE

Speed 30 ft.

Melee +1 *greatclub* +13/+8 (2d8+7)

Ranged javelin +8/+3 (1d8+4)

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

Special Attacks channel negative energy 3/day (DC 14, 5d6), might of the gods (+9, 9 rounds/day)

Domain Spell-Like Abilities (CL 9th; concentration +13)

7/day—vision of madness (+/-4)

7/day—strength surge (+4)

Cleric Spells Prepared (CL 9th; concentration +13)

5th—*righteous might*⁰, *slay living* (DC 19)

4th—*confusion*⁰ (DC 18), *cure critical wounds*, *freedom of movement*, *unholy blight* (DC 18)

3rd—*cure serious wounds* (2), *dispel magic*, *invisibility purge*, *rage*⁰

2nd—*cure moderate wounds* (2), *darkness*, *hold person* (DC 16), *silence* (DC 16), *touch of idiocy*⁰

1st—*command* (DC 15), *cure light wounds*, *divine favor*, *enlarge person*⁰ (DC 15), *obscuring mist*, *shield of faith*

0 (at will)—*bleed* (DC 14), *detect magic*, *guidance*, *resistance*

D domain spell; **Domains** Madness, Strength

STATISTICS

Str 19, **Dex** 10, **Con** 15, **Int** 8, **Wis** 18, **Cha** 11

Base Atk +9; **CMB** +14; **CMD** 24

Feats Combat Casting, Combat Reflexes, Improved Initiative, Improved Iron Will, Iron Will, Power Attack, Quick Draw

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Skills Knowledge (religion) +4, Perception +8, Sense Motive +8, Spellcraft +8

Languages Common, Giant

Gear +3 *hide armor*, +1 *greatclub*, javelins (6), *headband of inspired wisdom* +2

STEAM HOG CR 7

XP 3,200

hp 94 (*Pathfinder RPG Monster Codex* 64)

OGRE BRUTES (4) CR 6

XP 2,400 each

hp 88 each (*Pathfinder RPG Monster Codex* 155)

A9. Tunnel Guardian (CR 13)

This lava tube slopes gently upward from west to east, with two sets of steep, stair-like ridges.

This chamber formed when a particularly active lava tubes threading through the mountain melted through the surrounding rock, creating a wider opening. This chamber has no permanent lighting and is likely dark when the PCs arrive.

Creatures: When the fire giants of Clan Stokkrin came to Ashpeak, they brought with them one of their clan treasures—a massive iron golem that had stood sentry at their clan's home for generations. Tasked with guarding this chamber, the golem ignores all giants, and attacks only Medium or smaller creatures that attempt to pass through the either northern or eastern passage.

IRON GOLEM CR 13

XP 25,600

hp 129 (*Pathfinder RPG Bestiary* 162)

A10. Rock Troll Miners (CR 12)

Partially illuminated by glowing crystals, the floor in this cavern has been chipped away in a large area, creating a pit with multiple shallow levels. Areas of the walls look like they have recently been worked with tools.

The din of metal on stone drowns any other sounds coming from this cavern. All the noise in this room means the inhabitants probably don't detect the PCs' approach unless the PCs are carrying bright lights or are even louder than the miners.

The rock trolls who inhabit this chamber are mining iron deposits from the walls and floor. Orc slaves sort the rubble into iron-rich and iron-poor piles, and other orcs show up several times each day with carts to haul away the iron-rich rocks to be smelted elsewhere in the facility and dump the iron-poor rocks in unused lava tubes. Mushroom plots also dot the area, but the heavy traffic means that the plots are accidentally trampled with some regularity; the few small areas of manure-enhanced soil manage to grow only a few scraggly, hand-sized mushrooms.

Several piles of rock are scattered around the room. Each is about 10 feet in diameter and 4 feet tall, and counts as difficult terrain. A creature might try to stand on the rubble to gain higher ground, but any creature doing so must succeed at a DC 15 Acrobatics check at

**ROCK TROLL**

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the start of its turn or it falls prone as the rock shifts underneath its feet.

Creatures: Four rock trolls do most of the mining, using their great strength and giant-forged picks to pulverize the rock walls. Two fire giant soldiers oversee the operation.

The orcs in the room try to stay out of the trolls' way and perform their duties. The giants know the trolls aren't smart, so the orcs chosen for this activity are the most obedient laborers and are given explicit instructions to obey the trolls and not leave the area. As with the orc slaves in other areas, they do not resist if attacked.

FIRE GIANTS (2) **CR 10**

XP 9,600 each

hp 142 each (*Pathfinder RPG Bestiary* 148)

ROCK TROLLS (4) **CR 6**

XP 2,400 each

hp 80 each (*Pathfinder RPG Bestiary* 2 272)

ORC SLAVES (8) **CR —**

XP —

Orc warrior 1

hp 6 each (*Pathfinder RPG Bestiary* 222)

Treasure: In addition to its standard treasure, each rock troll has a Large masterwork miner's pick (*Ultimate Equipment* 68). The trolls drop their picks when combat starts and attack with their natural weapons.

A11. Waste Disposal (CR 14)

One patch of glowing red crystals poorly illuminates a small part of this large, smelly cavern. Most of the floor space is a large, open cesspit, ringed by giant-sized stone outhouses. Several square shovels of various sizes lean against the wall. The stench is staggering.

This chamber lies at a much lower elevation than all of the nearby caverns. When the volcano was active, it served as a drainage area for much of the magma flowing through the mountain. As the fire giants resettled here, they enlarged the topmost part of the drain hole to a 5-foot-deep pit, brought three otyughs here, and made this room their lavatory. Giants stationed nearby use the outhouses; orc slaves bring containers of waste here from other parts of the facility and dump them into the pit. The otyughs eat the best pieces, and push the rest into the northeast drain hole.

Immediately under the outhouses, the walls of the 5-foot-deep pit are nearly vertical. Other than those areas, the slope is much more gentle, but are slick with disgusting slime (Climb DC 5). The otyughs treat the sides of the pit as

difficult terrain instead, as their height, reach, and barbed tentacles make the change in elevation a trivial obstacle.

The large pit is filled with sewage. All squares in the pit count as a slippery floor (increase Acrobatics DCs by 5). The sewage is rife with filth fever (*Core Rulebook* 557), and any injured character who touches any of it is exposed to the disease. Creatures that fall prone in the sewage are exposed to filth fever even if they have no open wounds.

Creatures: When the PCs arrive, one fire giant soldier stands guard in this chamber while two other fire giant soldiers make use of the facilities.

Three otyughs live in this area. They enjoy a varied diet of filth, as well as any animal and orc parts the giants decide aren't worth eating. The otyughs are content with their current situation, and ignore the PCs unless attacked. The giants all but ignore the otyughs and (as is usually the case) have forgotten that the otyughs are fairly intelligent and can talk. The otyughs overhear conversations and mumbling soliloquies in moments of privacy, and therefore know a fair amount of the scuttlebutt discussed by the lowest-ranked minions of the fire giant king, even if they don't have the context to put it all together. They also have a remarkable amount of knowledge about what the inhabitants eat and (to a lesser extent) what sorts of creatures live here. For example, although the otyughs haven't seen the azers or salamanders in the upper levels, they have seen the remnants of the unusual foods the extraplanar creatures brought or that the king provided. If the PCs bribe the monsters with some fresh food or spices, the otyughs become quite chatty (in their limited way) and tell the PCs everything they know.

The otyughs don't want to leave this area and can't be convinced to attack anyone else. If attacked, they retaliate, but if the battle goes against them, they try to hide in the filth at the bottom of their pit.

FIRE GIANTS (3) **CR 10**

XP 9,600 each

hp 142 each (*Pathfinder RPG Bestiary* 148)

OTYUGHS (3) **CR 4**

XP 1,200 each

hp 39 each (*Pathfinder RPG Bestiary* 223)

Hazard: The smell of the sewage is very potent, and all saving throw DCs to resist the stench inside or within 100 feet of this cavern increase by 2 (see Stench on page 10).

A12. Checkpoint (CR 14)

This rough natural cavern is lit by magical light and has tunnel exits to the southwest, northwest, and northeast. Stairlike natural ridges climb toward the northeast exit, which is blocked

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by a pair of large iron doors. Near the northeastern exit, stout wooden beams hammered in place with iron spikes support a cracked ceiling. An elevated area takes up much of the southern wall, with a smooth-hewn area beyond it.

This guard post secures the passage between the farm level and the training areas. The giants collapsed all other tunnels leading to the upper levels and fortified this passage as the only path from the ground-level entrance to the upper levels. The cavern is kept open and clear of supplies or other debris so the soldiers have plenty of room to maneuver and intruders have no cover against thrown rocks. However, this recent engineering weakened the ceiling of this chamber, a fact noticed once they began to move dozens of other giants into the barracks above. After this discovery, the giants shored up the ceiling using massive wooden beams and iron spikes.

Upon entering the room, a PC with stonemasonry or who succeeds at a DC 15 Knowledge (engineering) check recognizes that the weak spot in the ceiling is at risk of giving way. Collapsing this weak spot would not only seal off this level from the upper levels, but would also collapse the side tunnel leading to the barracks (which curves around to pass overhead), sealing the barracks off from the rest of the compound. The PCs have a chance to learn of this weak spot from the doppelganger Thoon in area A4, and they learn of the presence of the barracks if they find the ettin's map in area A7.

The PCs can sabotage the beams that currently support the roof with either direct physical force or stone- or wood-altering magic such as *stone shape* or *warp wood*. Collapsing the tunnel requires destroying or knocking down at least two of the support beams (hardness 5, hp 120, break DC 40). Alternatively, the PCs could use destructive spells to blast the weak spot or trigger the collapse with a successful DC 20 Disable Device check, which requires 2d4 rounds. If the PCs collapse the ceiling while in the room, they cut off their route to the upper levels and must dig out the tunnel or find some other means of progressing. However, they can instead collapse the ceiling from the safety of the tunnel leading to the upper levels to ensure that they can still advance through the complex.

The small rooms to the south hold simple sleeping pallets, but are used only when the facility is under attack and the officers have increased the number of soldiers here. These additional troops rest or eat in these rooms instead of the barracks so they can quickly run to the aid of those on duty on this level.

A set of iron double doors (hardness 10, hp 60, break DC 28) blocks the entrance to the next level. The double doors lock automatically (Disable Device DC 40) when closed; the lieutenant on duty carries the oversized key, and there are other copies of the key in the hands of

superior officers. Farther down the tunnel is a second set of iron double doors that's identical to this first pair. Both sets of doors are well made, and although they are not a perfect seal against air and water, this system is enough to keep the foul air in this level from seeping through and contaminating the air in the rest of the facility. When the PCs open the second set of doors, they can immediately tell that the air beyond is much fresher. The giants' standard practice is to treat the doors like an airlock, never opening both sets at the same time.

If the PCs leave both sets of doors open after they pass through, the training areas start to smell like the farm level, alerting the fire giants that something is amiss. The PCs could instead close the doors after they pass through, but that means they'll have to unlock the doors again if they want to escape this way. Alternatively, they can sabotage the locks (Disable Device DC 20) or break them (by dealing 10 points of damage specifically to the locking mechanism) so the doors close but don't actually lock.

Creatures: Two fire giant soldiers and one fire giant lieutenant guard this area. At any time, two of the three are standing guard at the iron doors, while the other patrols the rest of the room and listens for trouble at the tunnel mouths. There is a 50% chance that the lieutenant is one of the door guards; otherwise, the door guards are standard fire giant soldiers.

The fire giants here take their duty very seriously and are always on alert. They open the doors to strangers only if ordered to do so by a superior officer. If the soldiers think the PCs will be able to defeat them, they attempt to send one of their number through the doors, closing them behind this messenger if possible, to warn the upper levels and bring help. The remaining giants fight to the death in this room in order to halt the PCs—or at least delay them.

If the PCs are having an easy time with this encounter, reinforcements may arrive through the door (typically either another fire giant soldier or lieutenant, with or without a hell hound) or from one of the other tunnel entrances.

FIRE GIANTS (2)**CR 10****XP 9,600 each****hp** 142 each (*Pathfinder RPG Bestiary* 148)**FIRE GIANT LIEUTENANT****CR 12****XP 19,200 each****hp** 199 each (see page 11)

Treasure: A ledger recording the comings and goings of Ashpeak's giants sits in one of the side rooms. The lieutenant on duty makes note of not only who passes between the farm levels and the Grinder, but also the number of giants who currently occupy the barracks, as well as the tribe to which each belongs and commander

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to whom each reports. Currently, the ledger shows that dozens of giants of all types are staying in the barracks. This should give the PCs an idea of what they are up against and reinforce the need for good tactics, as even at their level, they aren't equipped to take on an entire army of skilled giants.

Development: If the PCs collapse the ceiling here, it achieves two things. First, it hinders movement between the lower levels and the Grinder—the level of Ashpeak where most of the military training takes place. The second and most important result is that it collapses the lava tube that connects the barracks to the rest of the facility. This allows the PCs to continue forward for a time without worrying that dozens of giants will appear at their backs.

Story Award: If the PCs collapse the ceiling and seal off the barracks, grant them 25,600 XP, as if they defeated a CR 13 opponent.

B. BARRACKS

Roughly midway between the two-door system to keep the foul air from the lower level from ascending through the rest of the complex and area C1 is a tunnel that leads to the chambers the giants use as barracks for recruits. This is the only passage to and from the barracks, and closing it off keeps the rest of the complex from receiving reinforcements. As indicated in the ledger found in area A12, there are dozens of giants of all types living in the barracks. Since they were sent to Ashpeak because they were the best of the best, many of these giants have class levels as well. This should indicate to the PCs that they can't take on this force on their own and they must find a way to reduce or eliminate the risk it poses. As such, this part of Ashpeak is beyond the scope of this adventure.

PART 2: SIEGE TACTICS TRAINING STATION

Beyond the two secure iron doors that seal area A off from the higher levels are several large caverns where the resident giants train to attack and besiege humanoid settlements. These training facilities should open the eyes of the PCs to the fire giants' commitment to the war effort against other humanoids.

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Although the officers and nobles call this part of the facility the Siege Tactics Training Station, the common soldiers have given it the nickname of "the Grinder," referring not only to how it wears down the giant trainees, but also to how it often turns slaves (used to test and demonstrate traps and defenses) into delicious, bloody gobbets for the giants' stewpots.

Because the purpose of this training is to teach giants how to overcome obstacles such as town walls and castle

gates, the caverns in this area have been built up and decorated with facades of these structures. At first glance, it might appear that these caverns are actually open spaces under the night sky, with simple dirt roads, wooden palisades, and mortared stone walls, but a second look reveals that these structures are just a sham, little more than elaborate sets against a natural stone backdrop. These structures are built to last, however, so the giants in training can't cheat by smashing through a prop wall. Any actual damage is repaired within a few days using magical means or slave labor, giving these defenses a patchwork appearance if they're closely inspected.

Torch sconces mounted on the walls allow the officers to train the soldiers in simulated daylight, twilight, and near-dark conditions; the officers sometimes illuminate only the false walls and force the giants to maneuver and attack in the dark. Although many of the training areas have *continual flame* spells, each has a heavy cloth drape nearby that the giants can use to darken the room if necessary for a training exercise.

The inhabitants of this level consist of primarily fire giants, but other elite giants train here as well. Each large cavern is used for training during most of the day, but is empty at night except for patrolling guards. Because they are closely supervised by officers, giants on this level are very disciplined and respond quickly to invaders. They use their training and the defensive structures to hold their ground, use clever combat tactics, send for reinforcements, and fall back if confronted by a superior force.

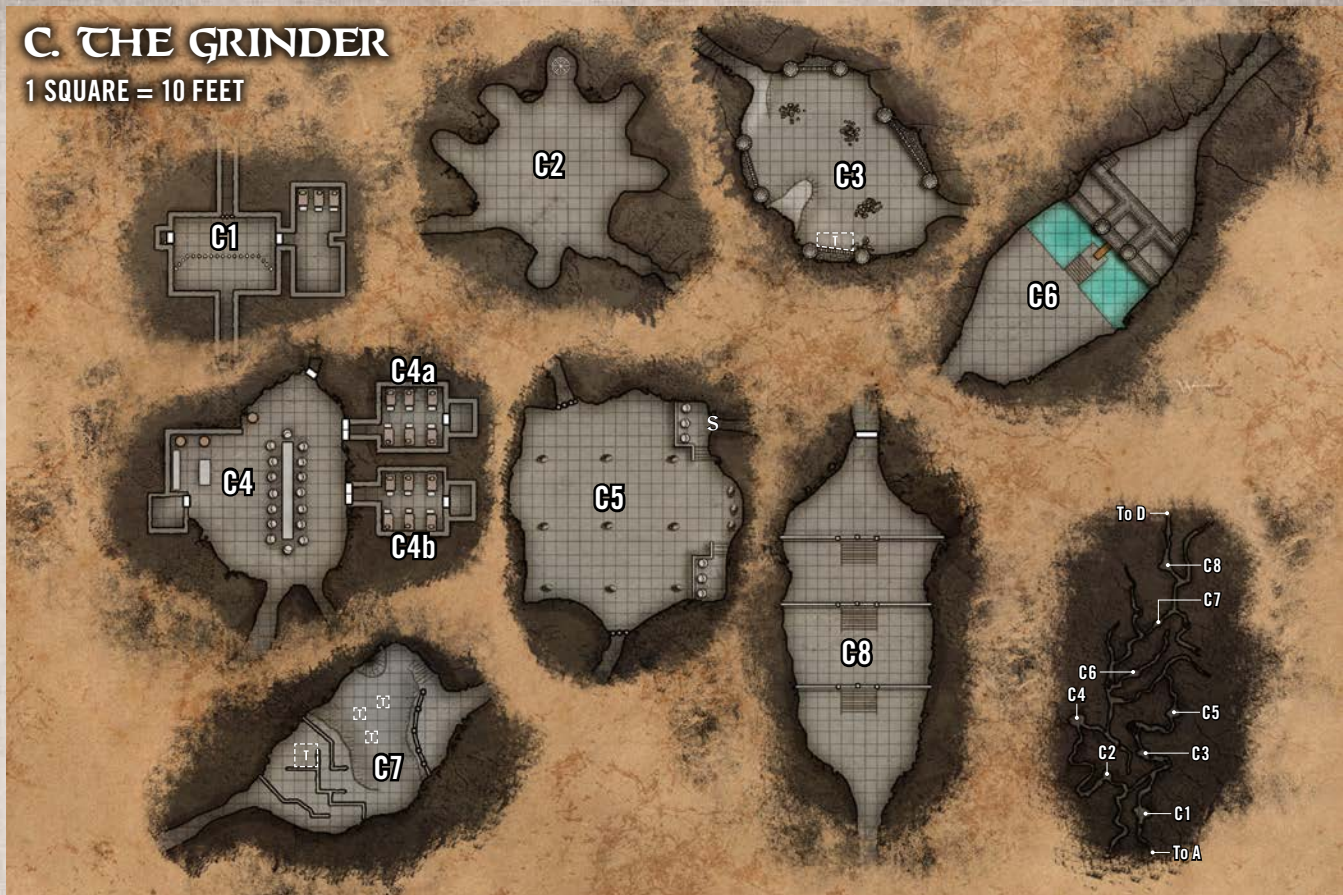
This level will be tricky for the PCs, as the encounters are challenging, and could become even more dangerous if enemy reinforcements arrive. If a battle goes against the PCs, they may need to retreat, either hiding in the maze-like tunnels of the lower levels (if they didn't collapse the ceiling in area A12) or fleeing the training facility entirely and returning later. If any giants on this level survive an attack by the PCs, they spread information about the PCs to their superior officers, and this information is passed around to everyone in the facility (returning PCs may find crude sketches of themselves posted at major intersections). Furthermore, if alerted to an invasion, the priests in the temple area (see page 42) use divination magic to learn what they can about the PCs, including their tactics. Even indirect evidence of the PCs' presence, such as a tunnel campsite or dead giants, is enough to inform the giants that they are under attack. Once alerted, they enlarge their patrols, post hell hounds with all guards, and increase patrol frequency. Only after several days without spotting the PCs does Ashpeak return to its normal level of vigilance.

News of the PCs invading Ashpeak filters up to King Tytarian, but the fire giant downplays the event in his reports to the Storm Tyrant in order to give himself time to deal with the problem and prove the value of his troops.

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C. THE GRINDER

1 SQUARE = 10 FEET



The last thing Tytarian wants is to appear weak and incompetent in front of Volstus.

Slaves: Most of the orc slaves working on this level don't live in the areas in which they are encountered; they're instead quartered in alcoves or wide parts of the tunnels that connect the larger chambers. These slaves are otherwise identical to those described in Part 1 of this adventure—psychologically broken and loath to take any action against the giants. PCs unwilling or unable to retreat from this level may be able to disguise themselves as orcs and hide themselves in these camps, but if the giants grow suspicious of this, they imprison or kill all the slaves to make sure they catch any intruders.

Stench: The doors in area A12 keep the stench from the lower level's farms out of this level. If the doors are left open, the smell works its way into area C1 within minutes, spreads through area C3 to areas C2 and C4 within an hour, and reaches each succeeding room after an hour's interval. The stench is noticeable, but not debilitating in the way it is on the farm level (there is no chance of becoming sickened or nauseated). If the giants smell the farms, they send a lieutenant and two soldiers to area A12 to make sure the doors are shut and find out who left them open. If those giants do not return within an hour,

the remaining giants realize something is wrong and raise the alarm.

C1. Guardpost (CR 12)

This rectangular room is separated into north and south areas by a row of angled spikes in the floor. The north wall holds an open portcullis, and the west and east walls each have a closed wooden door.

This room is the first line of defense against invaders for the rest of the complex. As with the guards in area A12, the giants stationed here know this is an important post and are always on alert, hoping to impress their superiors. The metal spikes embedded in the floor are designed to slow anyone attempting to rush the defenders, giving the giants plenty of time to throw rocks or step forward and attack using reach.

The north passage originally wound its way generally north, but the giants carved out the sides to create a long, straight passage so that they could hurl rocks down its length at approaching targets.

The iron spikes built into the ground are 3 feet long and spaced less than 1 foot apart, and each points south

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at a 45-degree angle. These spikes are edged on one side like crude swords. Small and Medium Creatures cannot charge or run through a square with spikes; the giants can carefully step over them. The spikes increase the DCs of Acrobatics and Stealth checks by 2, and enter a square with spikes safely from the south costs 3 squares of movement to. Any creature that doesn't enter the square safely from the south takes 1d8 points of piercing and slashing damage and must succeed at a DC 15 Reflex save to avoid injuries to its legs (or torso, if Small or smaller)—see the rules for caltrops on page 155 of the *Core Rulebook*.

The portcullis at the north exit is sturdy (hardness 10, hp 60, break DC 30). It has reinforcing crossbars, but lacks a locking mechanism or spikes on the bottom. The portcullis counts as cover (+4 to AC, +2 on Reflex saves).

Neither of the side doors is locked. The small room to the west is a storage area containing maintenance equipment and other mundane supplies. The pair of rooms on the eastern side of the room serve as two small sleeping areas, but only one is currently in use. Unless on alert, the giants leave these areas empty.

Creatures: Two fire giants guard this area. Both stand next to the open portcullis and leave that spot only if attacked. On the wall to the west of the portcullis is a small lever that will release the pin holding it up (this lever can't be used to raise the portcullis). On the first round of combat, the giant by the lever takes a move action to close the portcullis. The winch to raise the portcullis is 5 feet down the northern hall; raising the portcullis takes a total of 2 move actions. A creature with a reach of 10 feet can stand in the north side of the room, grasp the winch through the portcullis, and turn it at half the normal rate. Next to the winch, a second release lever works like first, dropping the portcullis.

If the guards think the PCs can defeat them, they bellow for help, hoping to alert a passing patrol.

FIRE GIANTS (2) **CR 10**

XP 9,600 each

hp 142 each (*Pathfinder RPG Bestiary* 148)

Development: If the giants in area **A12** sent for help, by the time the PCs get here, the two guards are ready to fight, the portcullis is closed, and the runner from area **A12** is heading toward area **C3** for additional reinforcements (depending on how long it takes the PCs to get to this room, those reinforcements may have already arrived here in the form of two more fire giant soldiers and two Nessian warhounds). If the facility is on alert, the officers station additional soldiers here at all times (anywhere from two to four additional fire giant soldiers, depending on how dangerous they think the PCs are, plus one Nessian warhound).

C2. Kennel (CR 14)

This large, irregularly shaped cavern has six ash-covered alcoves spaced around its edges. One of the alcoves holds a large metal grating. Animal bones litter the smooth floor of the chamber.

This is where the hell hounds live when not on patrol with the fire giants. Although the hounds are outsiders and do not need to eat or sleep, they still like to do so, and off-duty hounds spend most of their time here napping or honing their teeth on the bones of livestock.

The six alcoves are dens for smaller groups of hounds. Instead of straw (which proved too flammable for use as bedding), the hounds rest on low piles of ash.

The northernmost alcove has a 5-foot-diameter hole in the ground covered by a sturdy iron grate. The grate is not attached to the ground in any way and is held in place only by its weight (moving it requires a successful DC 20 Strength check). The hole is the top end of a vertical lava tube leading down hundreds of feet into Deep Ashpeak (see page 9). The giants use this shaft for disposing of bones and other materials the hell hounds have grown tired of chewing.

Creatures: At any given time, the total number of hounds living in the complex exceeds the number of hell hounds and Nessian warhounds found in this room. The others patrol with giants or stand guard elsewhere in the facility.

HELL HOUNDS (8) **CR 3**

XP 800 each

hp 30 each (*Pathfinder RPG Bestiary* 173)

NESSIAN WARHOUNDS (4) **CR 9**

XP 6,400 each

hp 126 each (*Pathfinder RPG Bestiary* 173)

C3. Castle Walls (CR 15)

This large, oblong cavern has a high ceiling. Built into the cave walls are four sections of mortared barricade, each of which has a round turret on both ends, as if it were part of a castle. Several large piles of rubble lay strewn on the cavern floor. The area smells of dust and broken rock.

In this area, the giants train for strength, lifting successively heavier boulders, tearing down castle walls, and extricating themselves from the resulting rubble. The four false castle walls are besieged, broken, and rebuilt several times per week, all in the name of teaching the giants how to quickly breach enemy fortifications and defend themselves against common types of attacks from castle inhabitants. The presence of this activity in Ashpeak should make the PCs realize that these fire giants are not

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content to stay in their own lair—they are preparing to start an invasion.

The floors at both entrances has been built up with crushed rock ramps so it's 5 feet higher than the rest of the cavern's floor. Not only does this allow supervising giants to get a better view of the activity here, but it also means that any invaders reaching this area have no cover to protect them against thrown rocks. Because the giants are over 10 feet tall, the height of these ramps isn't enough to give the PCs a higher ground bonus against them.

Each of the "castle walls" is built of mortared stone with a stone turret on each end. Each wall and tower stands 15 feet tall, with a narrow walkway on top and a short (4-foot-high) wall on the outer edge allowing the orc slave "defenders" a place to cower while the giants attack. Between the mortared wall and the actual cavern wall is an unused empty space (in an emergency, the orcs might jump down into this area to avoid attacks from invaders). The towers have no entrances and are just for show.

The piles of rubble in the room contain a mix of broken walls, chunks of mortar, and rock debris. These pieces are used for rebuilding the castle walls, or hauled to area C5 for use as ammunition for the siege weapons there. Each pile is about 10 feet in diameter and 4 feet tall, and counts as difficult terrain.

Creatures: A fire giant and a frost giant in the north end of the room hurl rocks at the mortared walls or attack them with huge mining picks, while an officer observes from an elevated platform to the south. Pairs of orc slaves are hiding atop of the north, west, and south castle walls. The giants are attacking the base of the east castle with mining picks, practicing the best way to tear a hole in a castle wall. The lieutenant alternately praises and corrects the giants' technique. When the giants notice the PCs, the practicing pair and the lieutenant each throw a rock and move to melee range with the intruders, trying to steer their opponents toward the squares of the southern trapped wall.

If the battle turns against the giants, the lieutenant orders one to retreat to area C5 and fetch reinforcements while the others hold off the PCs as long as possible. The orcs don't attack, but have no reason to think that the PCs won't kill them as well, and they are very likely to flee down the western tunnel if it is convenient. If they escape, they warn any giants they see about the invading PCs.

FIRE GIANT **CR 10**
XP 9,600
hp 142 (*Pathfinder RPG Bestiary* 148)

FROST GIANTS **CR 9**
XP 6,400
hp 133 (*Pathfinder RPG Bestiary* 149)

ROD OF MORTARED WALLS

This magic item was created to help the giants in Ashpeak building walls and other structures so they can practice destroying humanoid settlements.

ROD OF MORTARED WALLS		PRICE
		8,000 GP
SLOT none	CL 10th	WEIGHT 5 lbs.
AURA moderate transmutation		

This carved stone rod is capped with a flat metal trowel blade. The rod can be used three times per day, in any combination of the following abilities.

- The blade end can produce enough mortar each day to hold together a brick or stone wall 10 feet long, 10 feet high, and 1 foot thick, which takes approximately 8 hours of work (the rod does not create the other building materials, such as bricks or stones). The mortar fully cures after 8 hours. The blade produces mortar as needed as part of normal use (instead of all at once).
- If a command word is spoken and the butt end is pointed at a piece of rock or stone weighing up to 1,000 pounds (approximately a 24-inch cube), the wielder can move that stone vertically as if using *levitate*, and can move the levitating stone horizontally 5 feet as a move action. Each such use of the rod lasts up to 10 minutes, and the wielder can divide this duration among multiple stones (but can move only one stone at a time).
- If a second command word is spoken, the wielder can draw a line on the ground with the trowel blade, and over the course of the next 10 rounds, the line grows a wall of stone at a rate of 1 foot per round. The wall is masonry instead of natural stone. The wall grows to a maximum of 10 feet high and 10 feet long. It merges with existing masonry, or creates a smooth seam against natural stone or a wooden frame (such as a doorway). This ability functions only if the floor is stone (whether natural or worked).

CONSTRUCTION REQUIREMENTS	COST 4,000 GP
Craft Wondrous Item, <i>soften earth and stone</i> , wall of stone	

FIRE GIANT LIEUTENANT **CR 12**
XP 19,200
hp 199 (see page 11)

ORC SLAVES (22) **CR —**
XP —
 Orc warrior 1
hp 6 each (*Pathfinder RPG Bestiary* 222)

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Trap: The southern mortared wall is rigged to collapse outward if damaged or if a creature on top of it pulls a lever that causes the structure to collapse (this leaves enough of the rampart in place that a creature on top still has a place to stand). This acts as a collapsing wall trap, creating an avalanche-like effect in the indicated squares on the map. A buried creature must succeed at a DC 25 Strength check to dig free (a typical fire giant's Strength bonus is +10, which allows it to pull free of the rubble after a few tries). Knowing the giants' great strength, the orcs don't hesitate to activate this trap even if doing so risks trapping a giant.

COLLAPSING WALL TRAP

CR 13
XP 25,600
TYPE MECHANICAL; PERCEPTION DC 30; DISABLE DEVICE DC 20 EFFECTS
Trigger location; **Reset** manual

Effect 12d6 bludgeoning damage plus targets are buried in rubble (see *Cave-Ins and Collapses* on page 415 of the *Core Rulebook*); Reflex DC 20 half; multiple targets (all targets in the squares indicated on the map)

Treasure: The lieutenant carries a *rod of mortared walls* (see the sidebar on page 25), which is used every day to repair and rebuild the false castles. This item is not the lieutenant's personal treasure, and is carried by whatever officer is on duty in this room. In the rare times that no officer is on duty, the rod is kept in an iron lockbox (Disable Device DC 20) on a small stone shelf on the southern raised area.

C4. Dining Hall (CR 13)

This cavern features a large stone table running most of its length, flanked by many giant-sized chairs. One side has two large doors; the other has been expanded to create room for a kitchen with cauldrons, smaller tables, a washbasin, and a small door.

Set a bit off the path from some of the training rooms, this quiet cavern is used for mealtimes and general socialization among the troops who patrol this level and the one above it. Orc slaves run the kitchen, and meals are served here every 6 hours. The room built into the western wall serves as a pantry and hold enough food for the giants in the level for 2 weeks. The food includes mushroom stalks, salted meat, hard bread, and other basic foodstuffs. The doors are simple wooden doors without locks and aren't designed to withstand an attack (if anything, the giants want those doors to be fragile so the giants can easily get through them in an emergency). The small door in the north wall leads to a privy, which is also used to throw away garbage. Food scraps, however, are saved for the pigs in the farm level.

The cooking cauldrons are each 3 feet in diameter and are normally kept simmering—each has a fire burning beneath it at all times. Tipping over a cauldron requires a successful DC 15 Strength check; this fills 4 adjacent squares with liquid (boiling water, bubbling stew, or whatever the orcs were cooking), which makes the ground slippery with dangerously hot liquid. Entering a slippery square costs 2 squares of movement, and the DC of Acrobatics checks attempted in one of these squares increases by 5. A successful DC 10 Acrobatics check is required to run or charge across a slippery square. Any creature entering or ending its turn in a slippery square takes 1d6 points of fire damage.

As the giants are immune to fire, they might deliberately tip over a hot cauldron to create a hazard for the PCs without really impacting their own ability to fight here. Alternatively, a giant can throw a cauldron as if it were a rock (dealing its normal rock damage, including the fire damage from the giant's heated rock ability) that is also a splash weapon (dealing 1 point of fire damage in each adjacent square). If the cauldron is full of hot liquid, it deals an additional 2d6 points of fire damage instead of 1d6, and its splash damage is 1d6 points of fire damage instead of 1 point. The square where the cauldron hits and 3 adjacent squares become slippery with liquid as described above.

Creatures: Three fire giant soldiers are currently taking a break from their patrols and are enjoying a snack at the gigantic table in this room. If combat begins here, the giants call for help from the fire giants sleeping in the adjoining rooms. These giants arrive 1d2 rounds later with weapons but no armor (see areas **C4a** and **C4b**).

At any time, several orc slaves work the kitchen, preparing food for their giant masters' next meal, but they are too beaten down to join in combat.

FIRE GIANTS (3)

CR 10
XP 9,600 each
hp 142 each (*Pathfinder RPG Bestiary* 148)

Treasure: Stacked on a table along the southwest wall of this chamber is a pile of parchment. These are orders from King Tytarian that detail plans for an invasion of Belkzen. These plans are written in Giant and include a crude map of the routes the Storm Tyrant's army plans to use in order to round up the orc tribes and press them into service. These plans involve groups of mixed giants attacking from various locations within Belkzen and driving toward Urgir at the center. Other orders in this pile of parchment spell out the plan to then enslave these orcs and conscript them into the Storm Tyrant's army in order to take down Lastwall. The Storm Tyrant then plans to move south into Nirmathas and Molthune. The papers also mention a location called Ironcloud Keep, hinting at a connection with a cloud castle, though the

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papers say nothing of the keep's location thousands of feet above in Ashpeak's crater.

Story Award: When the PCs discover and decipher these orders, award them 4,800 XP.

C4a and C4b. Sleeping Chambers (CR 14)

Branching off from area C4, these side rooms are sleeping areas for giants. Each room has six sturdy, giant-sized beds, six wooden chests (for holding personal effects), and a small private room for a lieutenant. Unless a giant is currently sleeping in a bed, all of the beds are tidily made.

Creatures: Two giants are sleeping in each of these rooms at any given time. Upon hearing combat, they spring from their beds. Knowing that they don't have time to don their armor, the giants grab only their greatswords before joining the battle. The Armor Class shown in the statistics below has been modified to reflect this.

FIRE GIANTS (4)

CR 10
XP 9,600 each
hp 142 each (*Pathfinder RPG Bestiary* 148)

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

Treasure: If the PCs take the time to search through all of the personal items in the wooden chests, they can gather 1,200 gp worth of coins and jewelry.

C5. Combat Training (CR 15)

A metal gate stands open, allowing entry to this natural cavern. The natural space has been enlarged in some areas to form a crude rectangle. Nine humanoid metal statues are spaced at regular intervals in a grid, with others leaning haphazardly against the east wall alongside some giant-sized weapons and human-sized armor. Stairs in the northeast and southeast corners lead to platforms with large chairs. Painted on the walls are crude silhouettes of dwarves, elves, halflings, humans, and orcs, all of which show much wear. A natural tunnel leads north, with another metal gate standing open.

This is where the giants practice with weapons and heavier armor. Metal gates on the north and south exits reach 8 feet high, leaving a 6-foot gap between the top of each gate and the ceiling. The gates are normally left open, but can be held closed by a sturdy latch at the top that connects to an iron ring mounted on the wall—easy for a giant to reach but awkward for a Medium creature to manipulate (this requires a full-round action unless the creature climbs or is lifted to reach the top of the gate, in which case it requires only a standard action).

The metal statues are cast out of a mold in the forge (area D1), and each depict a crudely posed human with a sword and shield. By training against these durable

metal dummies, the giants practice fighting smaller humanoids. After about a day or two of abuse, the statues become decapitated, dismembered, or otherwise destroyed, and the pieces are sent back to the forge to be melted down, recast into more statues, and brought here again. Four extra statues lean against the eastern wall awaiting their abuse.

The weapons along the east wall are all Large masterwork weapons and include a bastard sword, a battleaxe, a glaive, a heavy flail, heavy mace, a long spear, and a warhammer. Although fire giant soldiers normally use greatswords, the king encourages his troops to try other weapons to increase their familiarity with the advantages and disadvantages of each.

Sets of Medium half-plate armor adorn six of the dummies, salvaged from various opponents; one is clearly of elven manufacture, two are orc armor, and the others appear to have been made by humans. Each set is beaten, bloodstained, and smells like a sweaty orc, but still provides its normal protection. Sometimes unruly slaves or prisoners are brought here, strapped into this armor, and attacked by the giants for practice against living targets. The fire giant priestesses cast spells on these victims (such as *bear's endurance*, *false life*, *rage*, or even *shield other*) to make them last longer against the giants, but this only delays the inevitable. During these training exercises, the north and south gates are closed and latched, preventing the prisoners from escaping the room.

Each of the platforms is 10 feet high. Officers and visiting dignitaries use them to watch the soldiers practice. The chairs are comfortable for Large giants but are more like beds for Medium creatures.

The northern platform's eastern wall conceals a rarely used secret door (Perception DC 25 to notice)—a large section of stone that pivots to allow access to a secret tunnel. This tunnel is long and dark, and the giants isolated it from the rest of the chambers on this level by collapsing connecting tunnels. Unlike the rest of this level, within the tunnel there is only a 1% chance of a random encounter per day, and it would be a reasonable place for the PCs to camp overnight. However, the giants know about this tunnel, and if the PCs were last seen in area C5, the giants search the tunnel for them.

Creatures: At any time, a minimum of four giants practice in this area under the oversight of two officers. The giants might be bashing the statues, sparring with each other, or using the statues or painted wall silhouettes for rock target practice. Currently a fire giant lieutenant is instructing a pair of fire giants, while a frost giant magus named Reingar teaches a pair of frost giant soldiers—recent arrivals from Skirgaard. Reingar quickly rose up in the ranks while training at Skirgaard and was a favored officer in the army gathered there. Reingar and

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the fire giant officer are standing on the raised platforms watching over their trainees and shouting instructions. When they spot the PCs, they order the trainees to attack, and then join the fight themselves.

FIRE GIANTS (2) CR 10

XP 9,600 each

hp 142 each (*Pathfinder RPG Bestiary* 148)

FIRE GIANT LIEUTENANT CR 12

XP 19,200

hp 199 (see page 11)

FROST GIANTS (2) CR 9

XP 6,400 each

hp 133 each (*Pathfinder RPG Bestiary* 149)

REINGAR CR 12

XP 19,200

Male frost giant magus 3 (*Pathfinder RPG Bestiary* 149, *Pathfinder RPG Ultimate Magic* 9)

CE Large humanoid (cold, giant)

Init +1; **Senses** low-light vision; Perception +22

DEFENSE

AC 25, touch 11, flat-footed 23 (+5 armor, +1 Dex, +1 dodge, +9 natural, -1 size)

hp 181 (17 HD; 14d8+3d8+105)

Fort +18, **Ref** +6, **Will** +11

Defensive Abilities rock catching; **Immune** cold

Weaknesses vulnerable to fire

OFFENSE

Speed 40 ft.

Melee +1 longsword +20/+15/+10 (2d6+9/17-20) or 2 slams +19 (1d8+8)

Ranged rock +13 (1d8+8)

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

Special Attacks rock throwing (120 ft.), spell combat (-2 attack), spellstrike

Magus Spells Prepared (CL 3rd; concentration +7)

1st—*shield*, *shocking grasp* (2), *vanish*^{APG}

0 (at will)—*acid splash*, *detect magic*, *prestidigitation* (DC 14), *ray of frost*

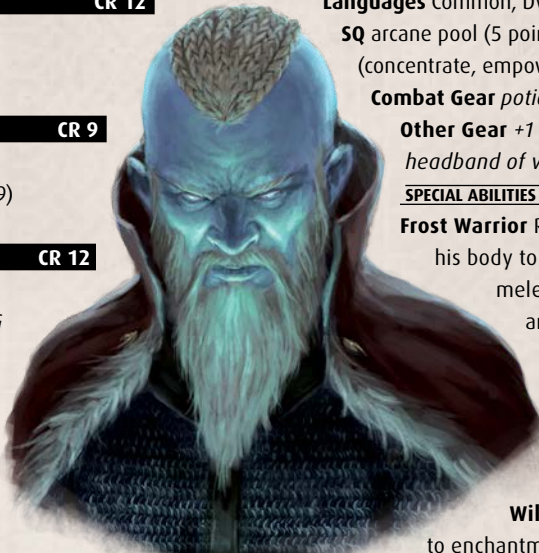
TACTICS

During Combat When combat begins, Reingar casts *shield* before engaging in melee. Once in melee range, he makes use of his spell combat ability.

Morale A fearless combatant, Reingar doesn't believe that creatures smaller than himself can best him, so he fights to the death.

STATISTICS

Str 27, **Dex** 13, **Con** 22, **Int** 18, **Wis** 14, **Cha** 13



REINGAR

Base Atk +12; **CMB** +21; **CMD** 33

Feats Arcane Strike, Blind-Fight, Combat Reflexes, Dodge, Extra Arcana, Frost Warrior, Improved Critical (longsword), Iron Will, Power Attack, Will of Giants

Skills Acrobatics +15, Climb +11, Intimidate +16, Knowledge (arcana) +20, Knowledge (dungeoneering) +15, Knowledge (planes) +15, Perception +22, Spellcraft +15, Stealth +6 (+10 in snow), Use Magic Device +14; **Racial Modifiers** +4 Stealth in snow

Languages Common, Dwarven, Giant, Ignan, Infernal, Orc

SQ arcane pool (5 points, +1), magus arcana (concentrate, empowered magic)

Combat Gear *potions of cure serious wounds* (2);

Other Gear +1 chain shirt, +1 longsword, headband of vast intelligence +4

SPECIAL ABILITIES

Frost Warrior Reingar can transfer the cold of his body to his longsword (or any metal melee weapon he wields), dealing an additional 1d6 points of cold damage with each successful attack. This feat originally appeared on page 69 of *Pathfinder Adventure Path #91: Battle of Bloodmarch Hill*.

Will of Giants Reingar is immune to enchantment effects that target only humanoids, such as *charm person* and *hold person*. This feat originally appeared on page 70 of *Pathfinder Adventure Path #91: Battle of Bloodmarch Hill*.

Development: If the giants ever capture the PCs, the heroes will likely be sent to die in this room, perhaps after interrogation, torture, and possible maiming (such as breaking the PCs' fingers to prevent spellcasting or hobbling the PCs to slow them down). You can also use this area to bring back interesting NPCs from earlier adventures as prisoners of the giants, or (if they somehow missed meeting him) to introduce Thoon the doppelganger from area A4. In either case, these NPCs might be under attack when the PCs arrive, or could be brought here along with the PCs for war-play if the PCs get captured.

C6. Storming the Castle (CR 16)

This long cavern contains a reconstruction of a human-style castle wall with a turreted gate. In front of the tall castle wall is short slope and a wide moat filled with dirty water. A ramp of crushed stone extends into the moat, stopping short of the castle door. A wooden drawbridge spans the moat. Dozens of shortspears, many of them bent, broken, or bloody, lie strewn about the floor.

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This cavern presents a difficult training scenario for giants, putting them against a wall they can't break quickly that's obstructed by a moat and drawbridge and guarded by well-armed defenders. Because the giants' racial rock-catching ability renders stone-throwing siege engines all but useless, the training focuses on human-type defenses that the giants can't easily overcome, such as ballistas and murder holes. Much of this training is about taking a beating, pushing forward, and successfully invading a castle or other humanoid defensive structure. If the trainees reach the open space beyond the inner wall, they have succeeded.

The castle wall stands 30 feet high, with arrow slits on the upper section and parapets at the top. The castle is just a facade, and there is no access to the left and right interior portions of the thick wall or any of the towers. The upper level is 20 feet off the ground, and the southern wall is 10 feet high, sized for giant defenders rather than humans. The arrow slits are at a suitable height for Large archers and are too high for Medium creatures to see out of them.

The "shortspears" in the room are actually Large heavy crossbow bolts fired by giants on the wall, which represent attacks from human ballista crews. Although the damage from an individual Large heavy crossbow bolt is less than that of a light ballista, a fire giant is generally more accurate with a crossbow than a human team is with a siege engine, so the threat is approximately equivalent, and the commanders consider this an acceptable compromise. A total of 40 bolts are within easy reach of those on the wall.

The wooden drawbridge is strong enough to support the weight of two giants at the same time. Raising or lowering the drawbridge is performed by cranking a lever on the top of the castle wall, and requires two full-round actions (or one if the acting creature succeeds at a DC 20 Strength check—something the fire giants can achieve by taking 10). For this exercise, the defending giants are supposed to leave the bridge down, but if the PCs quickly kill the two giants in the southern part of the room, the defenders raise the drawbridge to slow their enemies.

The 5 feet of elevation between the castle wall and the moat is a steep slope and a creature ascending the slope must spend 2 squares of movement to enter each square. This slope continues down into the moat, which is 10 feet deep in the middle, then climbs up again on the south side. The moat is filled with dirty water topped with a small amount of oil (mainly to keep bugs from breeding in it rather than as something to be ignited). A creature can walk on a sloped moat square at half normal speed with a successful DC 10 Acrobatics check; failure means the creature can't move that round (and must then succeed at a DC 10 Reflex save or fall); failure by 5 or more means the creature falls. Creatures can swim across the moat normally (Medium and smaller PCs have to swim or walk across the bottom in the murky water).

Both castle doors are strong wooden doors (hardness 5, hp 20, break DC 25), and are each held in place with a stout wooden bar (Strength DC 25 to break through) on the north side. Stacked in the northwest corner of the cavern are a half-dozen spare bars to replace any the invading giants break. At the start of this training exercise, both doors are closed and barred, allowing the giants atop the wall to attack those outside the wall.

Creatures: Two fire giants lean against a nearby cavern wall, looking wet, bloody, and tired. These fire giants have been training in this scenario for a while and are injured. On the castle wall, behind the parapets, stand a fire giant lieutenant and another fire giant wielding a Large heavy crossbow, who run the various defenses of the castle. When the giants notice the PCs, all four of them immediately attack. The giants on the wall realize the PCs are an actual threat and break off their training exercise.

The two giants outside the castle rush to attack the PCs with their greatswords, while the fire giant wielding the heavy crossbow rains down bolts. There are two Large heavy crossbows on the castle walls, so the fire giant lieutenant spends each of her turns loading one of the crossbows for the fire giant soldier, making it possible for the soldier to make a shot every round.

The area between the two doors of the castle is open, allowing the giants to dump boiling water, quicklime, or hot tar on anyone in that enclosed space. There is one cauldron of each material available on the castle wall.

Boiling Water: A cauldron of boiling water poured through a murder hole deals 3d6 points of fire damage on the first round of the attack (Reflex DC 15 half). Anyone who takes damage from this attack takes 1d6 points of fire damage per round for the next 2 rounds unless the heat is neutralized or the boiling water is washed away with cooler water or other material. The boiling water is not a threat to the giants, but the officers train them with it for the experience since many humanoid defenders use the tactic.

Quicklime: This caustic substance is a poisonous irritant, and reacts with water (including moisture in the eyes, nose, mouth, and lungs) to create heat.

QUICKLIME

Type poison, contact or inhaled; **Save** Fortitude DC 18;

Frequency 1/round for 6 rounds

Effect 1d2 Con damage, blindness and nausea for 1d10 minutes;

Cure 2 consecutive saves.

Tar: This molten tar deals 3d6 points of fire damage to any creatures caught in its area (Reflex DC 15 half). Any creature that fails its save is also entangled. An entangled creature can attempt a new saving throw each round to free itself from the tar, and can also attempt to free itself by taking a move action to attempt a Strength check or Escape

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Artist check (DC 15). Any creature entangled by the tar takes an additional 2d6 points of fire damage each round it is entangled (to a maximum of 5 rounds after initial exposure). A tarred square is difficult terrain, so entering a tarred square costs 2 squares of movement and the DC of Acrobatics checks there increases by 5.

If the PCs quickly overcome the first two giants and the lieutenant thinks they'll make short work of the remaining defenses and defenders here, she sends the soldier on the wall to get reinforcements from deeper in the fortress.

INJURED FIRE GIANTS (2) CR 10

XP 9,600 each

Fire giant (*Pathfinder RPG Bestiary* 148)

hp 142 (currently 100 each)

FIRE GIANT CR 10

XP 9,600

hp 142 (*Pathfinder RPG Bestiary* 148)

Ranged +2 *heavy crossbow* +11 (2d8, 19-20)

FIRE GIANT LIEUTENANT CR 12

XP 19,200

hp 199 (see page 11)

Treasure: To simulate ballistas, the fire giants in this chamber use a pair of +2 *Large heavy crossbows*. These sit alongside 40 bolts at the top of the castle walls for drilling purposes.

C7. Chamber of Traps (CR 14)

This wide chamber is partially walled off by mortared stone barriers. The passage turns to follow the natural wall. The floor is covered with a layer of pulverized volcanic stone.

The giants use this area to test their soldiers, as well as to punish slaves and deter invaders. The southwestern portion of the room has been converted into a small maze containing a trap. The lower, central area has been excavated to a depth of 5 feet to provide stone for the mortared walls, and it is covered in loose gravel that helps conceal pit traps in the floor. The volcanic gravel also makes quietly moving across it more difficult; anyone in contact with the ground area takes a –5 penalty on Stealth checks.

The raised area in the eastern side of the chamber has a low 7-foot wall, giving any defender on that rise an advantageous position for hurling rocks at invaders and distracting opponents from the threat of the pit traps. Along the north wall, a small sinkhole drops into the dangerous caverns deep within Ashpeak (see Deep Ashpeak on page 9).

Creatures: If the PCs are noisy or trigger the chamber of blades trap in the maze (see Traps below), they alert the pair of fire giant soldiers on duty here, who prepare to throw rocks as soon as the intruders emerge from the maze. They continue to make ranged attacks from behind the 7-foot wall (gaining cover against anyone elsewhere in the room) and taunt the PCs as they approach, hoping to see the PCs fall into one of the pit traps. If the PCs make it to the eastern elevated area, the guards make a tactical retreat to area C8.

FIRE GIANTS (2) CR 10

XP 9,600

hp 142 (*Pathfinder RPG Bestiary* 148)

Traps: The large marked trap in the maze area is a chamber of blades trap. In the central part of the room, the three marked areas are poisoned pit traps, each of which is covered with a trapdoor. The chipped stone and rubble on the floor are carefully raked each day, preventing the PCs from figuring out where to walk by watching for foot traffic patterns in the gravel.

CHAMBER OF BLADES TRAP CR 10

XP 9,600

Type mechanical; **Perception** DC 25; **Disable Device** DC 20

EFFECTS

Trigger location; **Duration** 1d4 rounds; **Reset** repair

Effect **Atk** +20 melee (3d8+3); multiple targets (all targets in a 20-ft.-square chamber)

POISONED PIT TRAPS (3) CR 12

XP 19,200

Type mechanical; **Perception** DC 25; **Disable Device** DC 20

EFFECTS

Trigger location; **Reset** manual

Effect 50-ft.-deep pit (5d6 falling damage); pit spikes (**Atk** +15 melee, 1d4 spikes per target for 1d6+5 damage each plus poison [shadow essence]); **Reflex** DC 25 negates; multiple targets (all targets in a 10-ft.-square area)

C8. The Great Stair (CR 16)

This cavern has three successive elevated tiers. A set of giant-sized stairs leads to each level, topped by a low iron gate. The sloping front face of each rise is carved with representations of a diabolical armored giant stomping, choking, and cleaving lesser creatures.

Not only is this chamber intended as a display of fire giant racial might, it serves as the fallback defensive point for the entire Grinder level. The main passage to the north exits to the upper level of the complex. In an

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active invasion, all soldiers in the lower levels report here and create a wall of flesh and steel between the intruders and the upper levels. The giants retreat from this position only if most of their people are killed or if they are ordered away by a superior officer.

The sloped ceiling in this chamber is 40 feet high in most places. Each tier stands 10 feet higher than the last, and the walls of each tier are sloped at an angle that prevents creatures on the lower levels from using them as cover from those above. The scenes carved on the cliffs depict the fire giant god Zursvaater (Knowledge [religion] DC 15) defeating common giant foes such as dwarves and humans, as well as angels, silver dragons, and other powerful good creatures.

As normal, each gate can be opened or closed as a move action. Although they are closed when the PCs arrive, they are meant to serve as part of a training exercise, not as a serious deterrent to invaders.

A massive iron door (hardness 10, hp 60, break DC 28) blocks the northern tunnel. The door locks automatically (Disable Device DC 40) when it is closed; only fire giant captains or lieutenants carry the key to this door.

Creatures: Three fire giant soldiers stand guard here at all times alongside a guard captain and his iron rhinoceros mount. If the fortress is on alert, there is a chance that another officer and more soldiers are present—this likely increases the challenge of the encounter beyond what the PCs are capable of taking on at their level, so they must tread carefully. The giants use rocks to pummel attacking creatures using their exceptional vantage point, closing to melee combat only if the PCs near the upper tier of the room.

FIRE GIANTS (3) CR 10**XP 9,600 each****hp** 142 each (*Pathfinder RPG Bestiary* 148)**FIRE GIANT CAPTAIN CR 14****XP 38,400**Fire giant fighter 4 (*Pathfinder RPG Bestiary* 148)

LE Large humanoid (fire, giant)

Init +3; **Senses** low-light vision; **Perception** +24**DEFENSE****AC** 28, touch 9, flat-footed 28 (+10 armor, +1 deflection, -1 Dex, +9 natural, -1 size)**hp** 226 (19 HD; 15d8+4d10+137)**Fort** +20, **Ref** +5, **Will** +10 (+1 vs. fear)**Defensive Abilities** bravery +1, rock catching; **Immune** fire;**Resist** cold 10**Weaknesses** vulnerable to cold**OFFENSE****Speed** 30 ft.**Melee** +2 longsword +30/+25/+20 (2d6+17/19-20) or
2 slams +27 (1d6+13)**Ranged** rock +13 (1d8+19 plus 1d6 fire)**Space** 10 ft.; **Reach** 10 ft.**Special Attacks** heated rock, rock throwing (120 ft.)**STATISTICS****Str** 36, **Dex** 9, **Con** 25, **Int** 12, **Wis** 14, **Cha** 12**Base Atk** +15; **CMB** +29 (+31 overrun, +31 sunder); **CMD** 39
(41 vs. overrun, 41 vs. sunder)**FIRE GIANT CAPTAIN**

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LAVA ROD

This strange rod gives its user the ability to harness the destructive power of molten rock.

LAVA ROD		PRICE
		80,000 GP
SLOT none	CL 13th	WEIGHT 8 lbs.
AURA strong evocation [fire]		

This irregularly shaped iron rod is studded with orange gems. It can be wielded as a *+2 club*. For 10 rounds per day, the rod can be wielded as a *+2 flaming burst club*. These rounds need not be consecutive. Additionally, three times per day as a standard action, a creature wielding this rod can use it to spray a 30-foot cone of lava droplets that deals 13d6 points of fire damage (Reflex DC 20 half). Once per day as a standard action, the wielder can instead release a cone of harmless pebbles that fall to the ground and cover the area. These pebbles transform into tiny blobs of lava up to 5 rounds later. The user determines the round upon which the pebbles transform into lava when initially activating the rod for this effect. Any creature in the area of the pebbles when they transform takes 13d6 points of fire damage (Reflex DC 20 half).

CONSTRUCTION REQUIREMENTS	COST 40,000 GP
Craft Rod, <i>delayed blast fireball</i>	

Feats Cleave, Dazzling Display, Great Cleave, Improved Initiative, Improved Iron Will, Improved Overrun, Improved Sunder, Iron Will, Martial Weapon Proficiency (longsword), Power Attack, Weapon Focus (longsword), Weapon Specialization (longsword), Will of Giants

Skills Climb +28, Intimidate +18, Perception +24, Sense Motive +9

Languages Common, Giant, Ignan

SQ armor training 1

Combat Gear *potions of cure serious wounds (2), wand of silence (23 charges); Other Gear* *+2 half-plate, +2 longsword, amulet of natural armor +1, belt of incredible dexterity +2, ring of minor cold resistance, ring of protection +1*

SPECIAL ABILITIES

Will of Giants A fire giant captain is immune to enchantment effects that target only humanoids, such as *charm person* and *hold person*. This feat originally appeared on page 70 of *Pathfinder Adventure Path #91: Battle of Bloodmarch Hill*.

IRON RHINOCEROS

CR 11
XP 12,800
hp 131 (see page 86)

PART 3: CLIMBING THE MOUNTAIN

Beyond area **C8**, the volcanic tunnel ascends and bears west to a small cluster of lava caves modified for use as officers' quarters, smeltworks, forges, and a habitat for a pack of red dragons. Beyond this area lies the complex's temple and royal chambers (Part 4 of the adventure). Although fire giants are very industrious, the scale of their smithing here (and the allies they're trying to recruit) should show the PCs that any delay in dealing with the giants serves only to create better armed and armored giants in all tiers of the army.

The inhabitants of areas **D** and **E** consist of fire giants, slag giants, a visiting contingent of salamanders, young red dragons, and a magma dragon who watches over the other dragons. The overall activity level is higher during the day, but even at night there are usually a few officers eating or gambling, or smiths trying to finish up one more weapon or piece of armor before resting. As with the giants in the Grinder, those living here are very disciplined, respond quickly to orders, and make full use of their training and the fortress's defenses. Knowing that the next part of the facility holds the temple and throne room inspires them to fight even harder in defense of their home.

D. UPPER LEVELS

If the PCs approach from the Grinder (as is likely the first time they enter this area), the first area they reach is one of the officer's apartments and the forge. Once they discover the Rookery (area **E1**) and find its access to outside Ashpeak, the PCs can enter and exit the complex there instead of making the long trek through the Grinder and lower levels each time. This is especially important if the PCs collapse the tunnel leading to the barracks and closed off the lower level from the Grinder.

As with the Grinder, there are many foes in close proximity on this level, and the PCs will have to deal with reinforcements, and any giants who escape will inform their allies about the PCs. The priests can even use divination magic to plan for future attacks the PCs make.

Heat and Smoke: The smeltworks, forges, and the presence of so many fire giants, salamanders, and fiery dragons mean this level is warm (typically 80°F), and the ironworks puts out a near-constant amount of smoke. All the creatures living in these areas enjoy the heat and are unaffected by it, but typical PC humanoids likely find it uncomfortable. Although only areas **D1** and **D2** are actually hot enough to count as a heat danger (*Core Rulebook* 444), all the rooms and tunnels on this level have a wearying amount of heat and an irritating amount of smoke, with the exception of the officer's quarters (area **D4**).

Light: Because this is an active living area for the giants, all areas are well lit, either with *continual flames* or actual fires.

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D1. Forge (CR 15)

The heat in this large cavern is stifling, and the air is thick with sooty smoke. The room contains enough giant-sized anvils, bellows, tools, and furnaces to fill several smithies. Several massive lengths of chain, each as thick as a human leg, are piled in various parts of the room, and an iron maiden leans against the north wall.

Every tool and workstation in this forge is perfectly organized and utilitarian. The six forges around the room are kept lit and stoked with plenty of fuel; each has a heavy metal door in the front that can easily accommodate a Medium or smaller creature. A creature inside a forge takes 2d6 points of fire damage at the start of its turn and automatically catches on fire, taking 1d6 points of fire damage each following round. Opening or closing one of the forges' doors deals 1d6 points of fire damage to the creature doing so.

The smoke from all the forges forces all creatures in the room to succeed at a Fortitude save each round (DC = 5 + 1 per previous attempt) or spend 1 full round choking and coughing. A creature that chokes for 3 consecutive rounds takes 1d6 points of nonlethal damage. Creatures that do not need to breathe are immune to the smoke.

The sections of enormous chains are remnants of the great chains the giants forged to anchor the flying cloud giant castle in the volcano's crater (see *Pathfinder Adventure Path #96: Shadow of the Storm Tyrant*). The chains serve no purpose in this room, but they foreshadow what the PCs will see at the beginning of the next adventure. Each length of chain weighs 200 pounds per 5 feet of length and is anywhere from 10 to 25 feet long.

The apparent iron maiden is actually a mold used for creating the iron statues in area C5. The mold is empty, and is large enough for a Medium creature (or two Small creatures) to hide inside. However, it is easy for a giant to hold the mold closed with one hand and fill it with molten iron from one of the forges (a full-round action). Treat this as immersion in lava (*Core Rulebook* 444), except the initial and recurring damage are both half the normal amount.

A lava tube in the western floor dives about 20 feet to an angled ledge, then descends another 30 feet to a second shelf, and then finally over 100 feet into Deep Ashpeak (see page 9). Any creature falling into the tube hits the first shelf and can attempt a DC 15 Reflex save to catch itself; if it fails this check, it then falls to the second shelf, where it can attempt a DC 25 Reflex save to catch itself. If this check is also a failure, the creature falls all the way down.

Creatures: Several fire giants and smaller giants are working here, crafting armor and weapons and then stacking the completed pieces on a large cart. The smaller

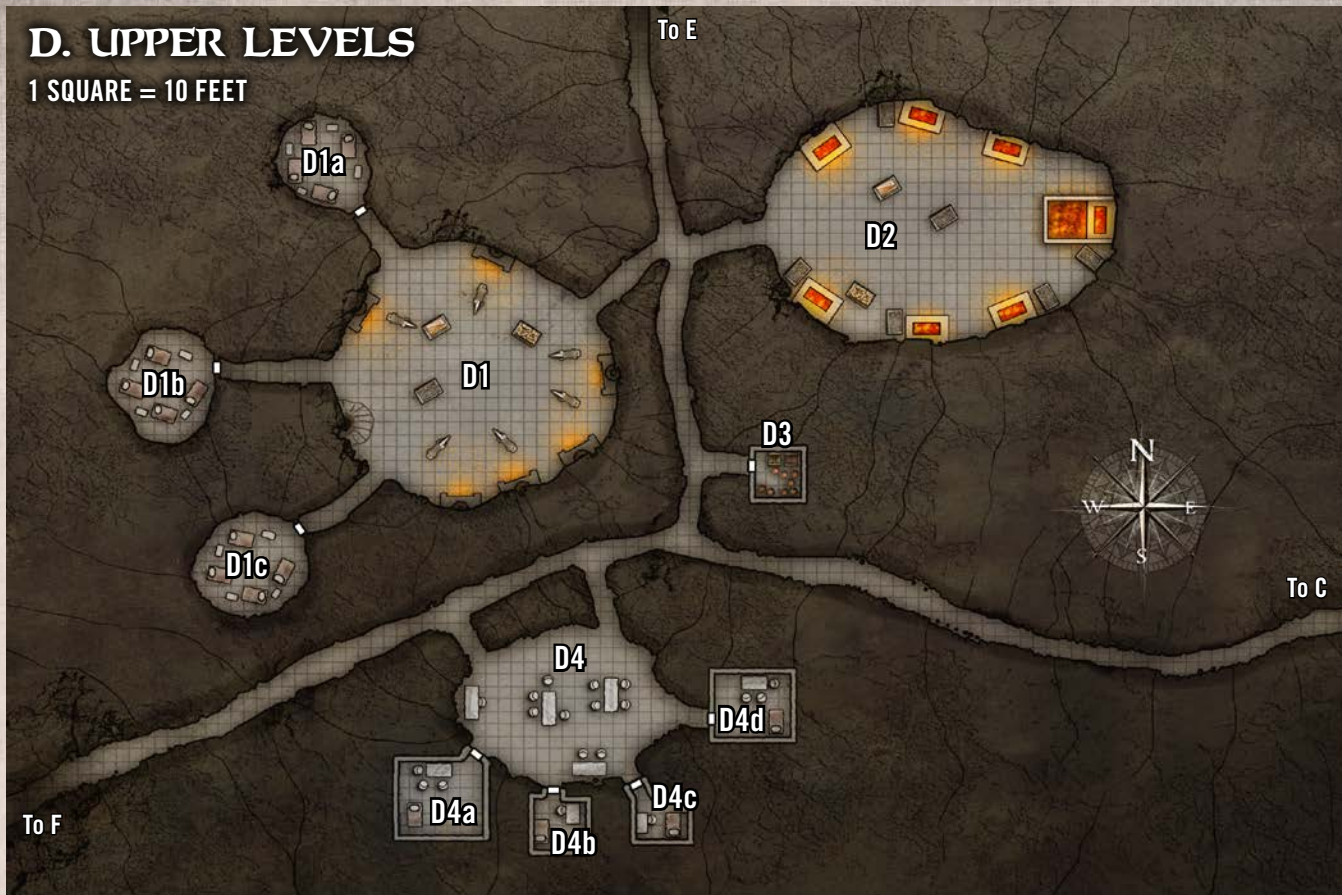
giants are slag giants; though they appear to be mere assistants to the fire giants, they are actually much better smiths. The slag giants were recruited by King Tytarian to teach his blacksmiths advanced techniques. Under the slag giants' guidance, the fire giant blacksmiths create masterwork arms and armor faster and more reliably than ever before.

There are a total of four fire giant blacksmiths and four slag giants working in this area. If the PCs are here late at night and the fortress is not on alert, only half as many work the forges, while the others rest in areas D1a, D1b, and D1c. The forge's workers use the side rooms as a place to rest between their shifts. Each of



SLAG GIANT

GIANTSLAYER



D. UPPER LEVELS

1 SQUARE = 10 FEET

these quarters has beds and other facilities for four Large giants. The slag giants use one room and the fire giants are divided between the other two rooms. These rooms also serve as additional quarters for creatures visiting the complex that don't mind the heat and smoke. One of these rooms contains some Medium-sized furnishings in anticipation of more azers joining the giants of Ashpeak.

The fire giant blacksmiths wear masterwork half-plate and wield masterwork greatswords, but are otherwise identical to standard fire giants. The slag giants wield masterwork weapons.

Both types of giants are unaffected by the heat and smoke in this area. If they have the opportunity, the giants attempt to bull rush an opponent into one of the open forges, then take a move action to slam the grate closed. Although none of the giants have Improved Bull Rush, they all have reach, so they can attempt a bull rush without provoking an attack of opportunity from most PCs. Alternatively, they might attempt to bull rush an opponent into the lava tube hole in the floor.

FIRE GIANT BLACKSMITHS (4) CR 10

XP 9,600 each

Fire giant (*Pathfinder RPG Bestiary* 148)

hp 142 each

Melee mwk greatsword +22/+17/+12 (3d6+15) or

2 slams +20 (1d8+10)

Skills Climb +15

SLAG GIANTS (4) CR 7

XP 3,200 each

hp 85 each (*Pathfinder RPG Bestiary* 4 129)

Melee mwk warhammer +16/+11 (2d6+12/x3) or

2 slams +14 (1d8+8) or

lava rod +17/+12 (1d10+14)

Treasure: One of the slag giants wields a *lava rod* (see the sidebar on page 32) as its weapon. The cart contains 12 suits of Large masterwork half-plate armor (worth 18,000 gp total), 12 Large masterwork greatswords (worth 8,400 gp total), and 12 Large masterwork longswords (worth 7,560 gp total).

Development: If the PCs skip this area or fail to defeat these creatures, the giant blacksmiths continue to craft masterwork armor and weapons for the fire giants in Ashpeak, eventually expanding their operation to provide these materials for all of the giants in the Storm Tyrant's army.

D2. Smeltworks (CR 16)

Hot air rushes down the tunnel leading to this room.

This huge cavern is filled with the roar of flames and rushing air. The heat in this room is sweltering, and a hazy smoke fills the chamber's upper reaches. The ceiling has been chipped away in places, and chimneys from what appear to be seven ovens climb the walls. A low wall of stones encloses a bed of hot coals in front of the eastern oven. Carts full of ore sit in various parts of the room.

The uneven ceiling here reaches 30 feet high in most places. The mortared stone structures that resemble massive ovens are giant-sized smelting furnaces. The furnaces have flues that vent to the exterior of the mountain (similar to the air vents in area A), as the poisonous fumes from the forge are too much for even the giants to tolerate for long.

The low brick wall in front of the eastern smelter holds burning coals. This bed of coals and the lit furnaces keep the entire area at a comfortable temperature for the salamanders working here—the interior temperature of the room hovers over 200° F. Any creature that falls into the bed of coals takes 2d6 points of fire damage and automatically catches on fire at the start of its next turn.

Like the forges in area D1, each of the seven smelters around the room is constantly kept lit. Each has a heavy metal door in the front, and can easily accommodate a Medium creature (or two Small creatures). A creature inside the smelter takes 2d6 points of fire damage at the start of its turn and automatically catches on fire (1d6 points of fire damage each round). Any creature that opens or closes the blisteringly hot door takes 1d6 points of fire damage.

Creatures: Two fire giant soldiers guard this room around the clock. They attack as soon as the PCs enter the room, especially if they have been alerted to intruders. The guards also help out the room's other inhabitants from time to time when their great strength is needed, moving containers of ore and heavy equipment.

Half a dozen salamanders and their leader spend most of their time in this room smelting and preparing steel and iron for the fire giants to forge into weapons of war. When the PCs enter, Master Kayyed is lounging in the bed of coals in the eastern end of the chamber, and two other salamanders are basking in the heat of one of the furnaces. The other four salamanders are smelting.

King Tytarian invited these outsiders from the Elemental Plane of Fire in the hope of recruiting them to work here in Ashpeak. He hoped they would lend their skill and expertise to the Storm Tyrant's war machine. The final agreement hasn't been worked out, but the salamanders have been treated well. Their only complaint is that the

complex is too cold—when they were promised quarters in a volcano, they expected it to be a more active one.

When not working the smelters, the salamanders have begun exploring this level of Ashpeak, casually poking around in areas where they're permitted. They know of the dragon rookery, and Master Kayyed has formed a new friendship with the magma dragon Tesharat (see area E3). Master Kayyed has even convinced Tesharat to let her salamanders bathe in her magma pool for comfort.

The salamanders retaliate if attacked, but do not yet consider themselves allies of the giants and therefore do not feel obligated to help defend the fortress or its guards unless they themselves are in danger. They prefer to remain neutral as the giants fight the PCs and see the result of the battle before getting involved.

If the PCs pick up on this reluctance to fight and talk with the salamanders instead of attacking them, the PCs may be able to sway the salamanders into abandoning the negotiations with Tytarian.

Master Kayyed is interested in allying with the fire giants, but is holding out for higher payment from the king and wants to minimize the risk to herself and her minions. For the purpose of using Diplomacy or Intimidate to convince her to not ally with the fire giants, Master Kayyed is initially treated as hostile toward the PCs. Each attempt to alter her attitude takes 10 minutes, and can change her attitude by only one step. Although she speaks and understands Common, she prefers conversing in Ignan, and attempts to influence her by speaking in Common take a –5 penalty.

Master Kayyed is arrogant, confident in her power and skill, and familiar with treachery and deception (having lived in efreet-controlled parts of her home plane), so she is wary of the PCs' intentions. She is condescending toward mortal creatures (especially ones with no strong connection to fire). However, she recognizes that the PCs managed to fight halfway through the fire giants' military complex to get to this chamber, and respects their power. Threats are not enough to persuade her to leave, but they might annoy her enough that she leaves and returns later with reinforcements, preferably when the PCs are weakened. If the PCs manage to change Kayyed's attitude to friendly, she agrees to return peaceably to her own plane and not ally with the fire giants (although she remains haughty and isn't friendly toward the PCs in the general sense). While the PCs negotiate with Master Kayyed, keep in mind that there is a 75% chance every 2 hours that a fire giant patrol visits the room.

If the PCs have taken a long time to get to this part of the facility (particularly if the PCs left and returned several times), Tytarian may complete negotiations with Master Kayyed. If so, the salamanders consider themselves allies of the giants and immediately join the battle here.

GIANTSLAYER

The giants and salamanders are unaffected by the heat and smoke in this area (see Hazard on page 37). The giants may attempt to bull rush opponents into an open smelter or onto the bed of coals that the salamanders nest in.

FIRE GIANTS (3) CR 10

XP 9,600 each

hp 142 each (*Pathfinder RPG Bestiary* 148)

MASTER KAYYED CR 13

XP 25,600

Female salamander ranger 7 (*Pathfinder RPG Bestiary* 240)

CE Medium outsider (extraplanar, fire)

Init +8; **Senses** darkvision 60 ft.; Perception +19

DEFENSE

AC 33, touch 16, flat-footed 29 (+9 armor, +2 deflection, +4 Dex, +8 natural)

hp 157 (15d10+75)



MASTER KAYYED

Fort +16, **Ref** +15, **Will** +7

DR 10/magic; **Immune** fire

Weaknesses vulnerable to cold

OFFENSE

Speed 20 ft.

Melee +1 frost shock spear +22/+17/+12 (1d8+8/×3 plus 1d6 cold, 1d6 electricity, and 1d6 fire), tail slap +15 (2d6+7 plus 1d6 fire and grab)

Space 5 ft.; **Reach** 5 ft. (10 ft. with tail slap)

Special Attacks combat style (two-handed weapon), constrict (2d6+7), favored enemy (fire outsiders +4, humans +2), heat (1d6 fire)

Ranger Spells Prepared (CL 4th; concentration +5)

1st—*longstrider*, *resist energy*

TACTICS

Before Combat If she anticipates combat, Kayyed casts *longstrider* and *resist energy* (cold).

During Combat Kayyed uses Power Attack (with Furious Focus) or Shield of Swings to increase her damage or defense, as needed.

Morale If reduced to 40 hp or below, Kayyed surrenders and offers her armor or weapons as the price for sparing her life, but clings to her *obsidian steed* as her only method to reliably return home.

STATISTICS

Str 20, **Dex** 18, **Con** 20, **Int** 14, **Wis** 13, **Cha** 15

Base Atk +15; **CMB** +20 (+24 grapple); **CMD** 36 (can't be tripped)

Feats Cleave, Craft Magic Arms and Armor, Endurance, Furious Focus^{APG}, Improved Initiative, Improved Iron Will, Iron Will, Master Craftsman, Power Attack, Shield of Swings^{APG}, Weapon Focus (spear)

Skills Acrobatics +14 (+10 when jumping), Bluff +11, Craft (armor) +24, Craft (weapons) +24, Intimidate +20, Knowledge (planes) +13, Perception +19, Sense Motive +19, Stealth +21, Survival +19; **Racial Modifiers** -4 Acrobatics when jumping, +4 Craft (armor), +4 Craft (weapons)

Languages Common, Ignan

SQ favored terrain (underground +2), hunter's bond (companions), track +3, wild empathy +9, woodland stride

Gear +3 mithral breastplate, +1 frost shock spear, amulet of natural armor +1, figurine of wondrous power (*obsidian steed*), ring of protection +2

SALAMANDERS (6) CR 6

XP 2,400 each

hp 76 each (*Bestiary* 240)

ANVIL OF FIRE

Hazard: As the temperatures in this room hover around 200 degrees, this room counts as extreme heat. Creatures affected by extreme temperatures such as this take 1d6 points of damage per minute from breathing in the hot air. For additional effects from extreme heat, see Heat Dangers (*Core Rulebook* 444).

As in area **D1**, the smoke here forces creatures within to succeed at a Fortitude save each round (DC = 5 + 1 per previous attempt) or spend 1 full round choking and coughing. A creature that chokes for 3 consecutive rounds takes 1d6 points of nonlethal damage. Creatures that don't need to breathe are immune to the smoke.

D3. Storeroom

This cramped room is lined with simple tiered shelves carved out of the volcanic rock. Crates, barrels, and bulky items wrapped in heavy cloth are stacked on the floor and shelves. This room is used for storing dry goods, spare uniforms, water, bandages, and other emergency supplies to help the fortress withstand a siege. The storeroom is only at one-third capacity, because much of this material has been transferred to Ironcloud Keep for use by the Storm Tyrant. Desperate PCs can salvage enough food and water here to survive for a few days. The door is a strong wooden door with an average lock (Disable Device DC 20).

Since this storage room is intended to hold emergency provisions, the giants are not in the habit of coming here to get supplies, and instead rely on the lower level and outside shipments for food. If the PCs are trying to evade capture or discovery by the giants and they hide in here among the crates, barrels, and other clutter that fills this storeroom, there is only a 25% chance for each 8-hour period that a giant attempts to open the door to see whether the PCs are hiding inside. If the door is locked or held shut (whether by the PCs, a piton, or a pile of goods) and a giant tries to open it, providing the PCs remain quiet, there is a 50% chance that the giant assumes the door is merely locked and returns 1d10+10 minutes later with a key to open it and verify that there's nobody hiding inside.

Treasure: While none of this material is particularly valuable and it is all size Large or larger, there is a 45% chance that the PCs can find any mundane adventuring item worth 100 gp or less in this storage room.

D4. Officers' Quarters (CR 16)

This large chamber is furnished with tables and chairs for ten-foot-tall inhabitants. Though the chamber is mostly natural,

someone went to the trouble of decorating the room for comfort. Four large wooden doors lead out of the room.

The fire giant officers use this central area to meet, discuss tactics, and socialize. The room is outfitted with several giant-sized chairs and tables. Mugs and plates cover one of the tables and the other is piled with papers and maps from regular meetings held to discuss tactics and logistics.

The areas beyond the doors are individual residences for these officers (areas **D4a–D4d**). The doors are strong iron doors (hardness 10, hp 60, break DC 28) and have average locks (Disable Device DC 20). The doors are kept locked when the giants are out; the giant officer who lives in each chamber carries its key.

Creatures: One fire giant captain and three fire giant lieutenants live in the side chambers, but only three of the giants are currently present. When the PCs arrive, one captain and one lieutenant are discussing some paperwork at a table; another

lieutenant is in one of the side rooms and joins the combat 1 round after it starts.

After the PCs defeat two of the giant officers, the remaining fire giant tries frantically to gather the papers spread out on the easternmost table and flee.



FIRE GIANT LIEUTENANT

FIRE GIANT CAPTAIN

CR 14

XP 38,400

hp 226 (see page 31)

FIRE GIANT LIEUTENANTS (2)

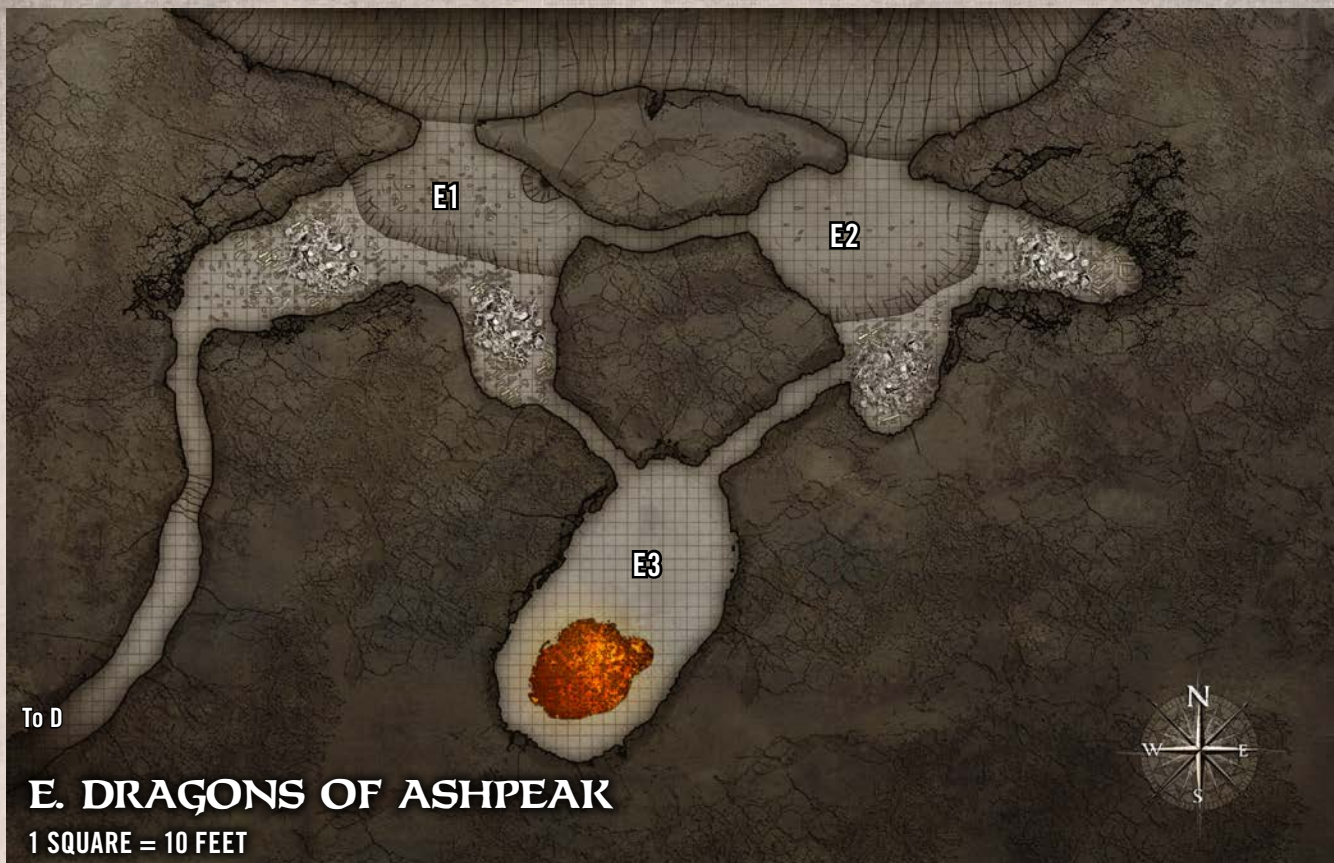
CR 12

XP 19,200 each

hp 199 each (see page 11)

Treasure: The paperwork on the table includes orders (written in Giant) from King Tytarian about food and equipment requisitions—supplies for a number of giants living in Ironcloud Keep. Many of these requisitions are generic, but a few directly name the commanders who report directly to the Storm Tyrant. A cloud giant named Nalbur has requisitioned special food for his roc mount, and the ash giant Ulkraf has requested hundreds of feet of stout chains from Ashpeak's forges. Also mentioned are a taiga giant commander named Cirdassa and Nalbia, the twin sister of Nalbur. If the PCs gain this information, they have a greater understanding of those in charge

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in Ironcloud Keep, and can plan to eliminate these commanders once they make it to that location.

The requisitions also refer to a rookery of red dragons north of the forges. The note mentions that the dragons are dominated by Volstus and used to deliver messages between Ashpeak and Ironcloud Keep.

Story Award: When the PCs discover and decipher these orders, give them a story award of 9,600 XP.

E. DRAGONS OF ASHPEAK

When the Storm Tyrant forged an agreement with the fire giant clans now inhabiting Ashpeak, he charged King Tytarian to provide a comfortable place in the volcano complex to house his growing number of dominated dragons. King Tytarian ordered his giants to find a suitable chamber and carve out a cave mouth on the outer rim of the mountainside, allowing the dragons to come and go. King Tytarian was also ordered to provide accommodations to Tesharat, the magma dragon placed in charge of the flight of young red dragons. Although the volcano is dormant, the giants were able to tap down into a deep magma flow and route it upward to provide a pool of searing molten rock for Tesharat's lair.

This area consists of two large caverns that serve as rookeries for the young dragons, and a central chamber

for Tesharat's lair. King Tytarian also uses these two entrances to welcome visitors to Ashpeak instead of making them undertake a long trek through the offensive odors of the lower level.

If the PCs don't explore this part of Ashpeak and kill the dragons here, the fire giants begin to incorporate the dragons into their patrols.

E1. West Rookery (CR 14)

This large volcanic cavern is split into an upper and lower level, with a rippled cliff of hardened volcanic rock separating the two. The north side of the cavern has a jagged hole open to the outside. Several large piles of shattered bones fill inner recesses of the room.

The cave openings in the northern wall of this vast cavern provide a stunning view of the surrounding Mindspin Mountains. The opening is 15 feet high and is wide enough that the red dragons can fly in or out without slowing or curling their wings. Even the much larger magma dragon, Tesharat (see area E3), can pass through unhindered.

The ceiling of this room is 40 feet above the lower level's floor. The cliff of hardened molten rock is 20 feet

ANVIL OF FIRE

tall and bisects the cavern. The rippled cliff face counts as an uneven surface (Climb DC 20). Uneven piles of bones—goat, pig, and humanoid—cover the ground. Any creatures in contact with the ground that are attempting to move silently take a –5 penalty on Stealth checks.

Creatures: A pair of fire giant soldiers stand guard at the mouth of the cavern, overlooking the side of the mountain. The fire giant guards keep an eye out for anyone trying to invade Ashpeak from these two entrances, and serve as a greeting party for any visitors to the complex.

On the ridge that makes up the southern part of the cavern, three dragons have built nests out of gravel, treasure, and skulls. The Storm Tyrant controls the dragons using the *dominate monster* effect of his *Orb of Red Dragonkind*, renewing the effect every few weeks to maintain his control. The effect lasts for 25 days, but renewing it more frequently gives the Storm Tyrant some leeway to be away longer than expected, rather than adhering to a strict renewal schedule every 24–25 days.

The dragons loathe their enslavement, but can't escape; the domination effect allows a saving throw, giving the dragons a chance to resist, but the Storm Tyrant can use the orb's ability once per round until the target succumbs to the artifact's influence. When not under orders to deliver messages and material, hunt for food, or ferry passengers to or from the ground level, the dominated dragons sulk in their nests. The young red dragons can each carry a Medium creature on their backs; if King Tytarian or the Storm Tyrant needs to provide transportation for a larger creature, they call upon Tesharat to carry that creature.

The dragons are allowed to attack any unauthorized creatures that enter their lair, and they assume anyone who comes here without a fire giant escort is unauthorized. If they detect intruders or hear the giant guards in battle, they immediately join in the attack. The dragons are not allowed to harm the giants, but because the fire giants are immune to fire, the dragons begin combat using breath weapons, then fly down to the lower level to engage the PCs. Note that the dragons have blindsense 60 feet, and are likely to notice the presence of Medium creatures in the main chamber. If the PCs can fly, the dragons may fly outside, attempting to draw the PCs into an aerial battle.

If alerted to combat in area E2, the guards head to area E2 to join the battle, and the dragons come to the aid of their siblings.

FIRE GIANTS (2) **CR 10**
XP 9,600 each
hp 142 each (Pathfinder RPG Bestiary 148)



RUBY SAPPHIRE OF OSH-MARU

Rumored to have been brought to western Avistan from the far reaches of Casmaron, this potent magic item was created by an arcanist hermit for the purposes of fighting genies. Tesharat plucked the treasure from an adventurer who fell attacking her lair.

RUBY SAPPHIRE OF OSH-MARU		PRICE 96,000 GP
SLOT none	CL 10th	WEIGHT 1 lb.

AURA moderate transmutation

This fist-sized uncut gem looks like a human heart. One half is ruby-red with blue flecks; the other is sapphire-blue with red flecks. Five times per day when the gem is held in one hand, a spellcaster can use this item as an additional focus component when casting a spell that deals electricity or fire damage, converting up to half the spell's electricity damage to fire damage or vice versa, as if using the Elemental Spell metamagic feat. Unlike the feat, this does not alter the casting time or spell level of the spell.

In addition, when held, the gem provides the bearer resistance 20 against electricity and fire. At will as a free action, the bearer can command the *Ruby Sapphire of Osh-Maru* to glow as brightly as a torch with either blue or red flame, manipulate this light as if it were *dancing lights*, or snuff this light.

CONSTRUCTION REQUIREMENTS	COST 48,000 GP
Craft Wondrous Item, Elemental Spell ^{APG} , resist energy	

YOUNG RED DRAGONS (3) **CR 10**
XP 9,600 each
hp 115 each (Pathfinder RPG Bestiary 98)

Treasure: Because the dragons are dominated, the giants know they don't have to try to keep the dragons happy. Each dragon is allowed to keep only a few thousand silver and copper coins, as well as polished river pebbles and cut glass, as treasure. In total, there are 87,550 cp and 64,750 sp in coins scattered throughout the nests.

Development: If any of the dragons die, the survivors shriek out an anguished keening wail in Draconic, lamenting that their comrade died a slave to the *Orb of Red Dragonkind*. This attracts the attention of the dragons in area E2 (if they haven't joined the battle yet). This noise also alerts Tesharat in area E3, but she uses this time to prepare for battle rather than rushing to see what the problem is.

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Once the PCs clear the dragons out of one of these areas, they can use it to get in or out of Ashpeak much more quickly than traversing through the lower level and the Grinder. However, Tytarian maintains guards at the cave mouths, and the guards rotate three times per day. If they find this area has been compromised, they double the normal amount of guards here and in area E2. If these caves prove to be especially troubling for Ashpeak's security, they wall up or collapse the entrances to prevent unauthorized access.

Because all of these dragons are under the effects of *dominate monster*, the Storm Tyrant can see through their eyes, and at least once a day he concentrates fully on the effect to receive full sensory input from any one of the dragons. This means he is aware if the dragons are in combat (which he usually disregards as hunting for food unless he senses combat from several dragons simultaneously), and immediately knows if any of them are killed. Once one of the dragons is killed, the Storm Tyrant focuses on one of the dragons to see what is happening in the rookery, likely

discovering that enemies have infiltrated Ashpeak and are near his flying castle lair.

E2. East Rookery (CR 13)

The features of this area are similar to those of area E1, but there are more bones covering the floor, making the entire lower level of this chamber difficult terrain. The dragons nest in the alcoves of the cavern to the east and south.

Creatures: A single fire giant guards the entrance to the mountain. If alerted to combat, the guard moves into area E1 to join the battle. The dragons here are currently napping, but if awakened by the sound of combat (or by the fire giant guards), they come to the aid of their siblings. The dragons don't bother with the narrow tunnel (although they can fit though it), instead flying out of the cave mouth and soaring into the cave at area E1.

FIRE GIANT

CR 10
XP 9,600
hp 142 (*Pathfinder RPG Bestiary* 148)

ANVIL OF FIRE

YOUNG RED DRAGONS (2)**CR 10****XP 9,600 each****hp** 115 each (*Pathfinder RPG Bestiary* 98)**E3. Tesharat's Lair (CR 16)**

The air shimmers over a wide pool of magma that fills the southern half of this immense oblong cavern.

A roughly 60-foot-wide pool of bubbling magma casts reddish orange light across the smooth walls of this otherwise dark chamber.

Because of this huge pool of molten rock, the air in this room counts as severe heat (*Core Rulebook* 444), and creatures here must succeed at a Fortitude save every 10 minutes (DC = 15 + 1 for each previous attempt) or take 1d4 points of nonlethal damage. Characters wearing heavy clothing or armor of any sort take a –4 penalty on their saves. A character with the Survival skill may receive a bonus on this saving throw and might be able to apply this bonus to other characters as well. Characters reduced to unconsciousness begin taking lethal damage (1d4 points per 10-minute period).

Any creature that steps into the pool takes 2d6 points of fire damage each round it is in contact with the magma. Creatures fully immersed in the pool take 20d6 points of fire damage each round. A creature fully immersed in magma takes half that amount of damage each round for 1d3 rounds after it leaves the magma pool.

Creatures: Tesharat is very observant, and any combat in area **E1** or **E2** alerts her to trouble. She spends most of her time in the magma pool. From this position, she has line of sight and line of effect to all parts of her lair, all of it is within range of her frightful presence aura, and much is within range of her blindsense.

Sharing the pool of magma with Tesharat are two pyropiscises. These creatures swam up to this cavern after the giants tapped into magma deep below Ashpeak to form Tesharat's pool. When presented with a ready food source, the pyropiscises rush out of the pool to attack, chomping down on their enemies and dragging prey back to the bubbling magma.

PYROPISCISES (2)**CR 8****XP 4,800 each****hp** 105 each (see page 90)**TESHARAT****CR 15****XP 51,200****hp** 218 (see page 60)

Treasure: Upon moving to Ashpeak, Tesharat left most of her treasure in her actual lair (which is farther north in

the Kodar Mountains). What she brought here is as follows: 4,000 cp, 11,000 sp, 129 gp, 29 pp, an amethyst (worth 95 gp), a bloodstone (worth 50 gp), a jet (worth 120 gp), an onyx (worth 60 gp), an opal (worth 500 gp), a *cloak of fiery vanishing*, a *potion of gaseous form*, the *Ruby Sapphire of Osh-Maru* (see the sidebar on page 39), a pair of *slippers of spider climbing*, a *staff of accompaniment*, and a *wand of good hope* (34 charges).

PART 4: DOMAIN OF THE FIRE GIANT MONARCHS

King Tytarian and his wife, Queen Quivixia, make their home in the highest reaches of Ashpeak. From here they can quickly communicate with the Storm Tyrant as his castle sits chained in the volcano's crater. They use the young red dragons from areas **E1** and **E2** to send messages between Ironcloud Keep and the upper levels of Ashpeak.

F. TEMPLE AND ROYAL QUARTERS

This area is separated from the forge facilities by multiple sets of double doors—made of metal and carved with images of giants conquering lesser races—to keep the noise out. The doors are not typically locked, but if the complex is on alert, the fire giants lock them (Disable Device DC 30) and station two fire giant soldiers between the two sets of doors in the hallway leading to **F1**. The guards don't have keys to the doors and must be let out by one of their superiors at the ends of their shifts.

Beyond the entrance sprawls the temple complex and royal quarters, where the highest-ranked and most powerful fire giants reside, along with any visiting honored guests. From the throne room (area **F11**), one can access the tunnel leading to the volcano's crater and the Storm Tyrant's cloud castle.

The ceilings in this part of Ashpeak are never less than 20 feet high unless stated otherwise. Although the walls in this part of Ashpeak are left natural for the most part, the appointments in this level are more lavish than in the rest of the complex. Because this is an active living area for the giants, the rooms and halls are all well lit with *continual flame* spells and actual fires.

The overall activity level is high during the day, but settles down at night after a heavy feast. The giants here recognize that any battle in this area is an opportunity to impress the king and queen, and fight valiantly, perhaps taking greater risks than normal if they believe the result will earn them glory in the eyes of the royal couple.

Just before reaching area **F1**, a tunnel branches off from the main lava tube and completely circumvents the temple dedicated to Zursvaater (areas **F1–F5**).

If the complex is on alert, the queen and the priests fortify the temple (area **F1**), and the ambassadors in the royal chambers fortify the throne room (area **F11**).

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F. TEMPLE AND ROYAL QUARTERS

1 SQUARE = 10 FEET

F1. Narthex (CR 15)

Pairs of volcanic braziers flank the walls along the entire length of this narrow chamber. Oily flames flicker from the tops of volcanoes carved into the walls in bas relief, and sparkling stones glitter like lava flowing toward the ground.

This room serves as the narthex of the temple of Zursvaater, the Prince of Steel. Fire giants carved the walls here to resemble volcanoes, creating small alcoves where the faithful leave offerings to Zursvaater. The sparkling stones on the sides of the carved volcanoes have no value, but were chosen because they reflected firelight in a way that resembles lava.

Visitors are allowed in the sanctuary (area F2) only with permission of a cleric of Zursvaater. Any living creature that comes within 20 feet of the doors of the sanctuary activates a *minor image* (CL 8th) of Zursvaater's holy symbol—a fanged steel helm wreathed in fire—that fills the passage. This illusion is harmless and is intended to warn off casual visitors to the sanctuary, and serves as a focus for worship by any faithful who come here. The image vanishes after an hour (or 1 minute after the room empties).

Creatures: Two fire giants stand guard on either side of the southwest doors. These guardians have sworn to defend the temple with their lives. The temple guards have prayed at the altar to Zursvaater in area F2, and are under the effects of its blessing, which grants them cold resistance 20 and a +2 circumstance bonus on Craft checks. They are affected by cold resistance only while in the temple grounds (areas F1–F5), and they resist being lured out of these areas.

In addition to these living temple guardians, four burning fire giant skeletal champions stand eternal guard. They are clad in black full plate armor that smolders with flames that flicker between the armor plates. In life, these were aspiring priests who failed certain tests of faith, and were made into undead guardians so they would remain useful to the temple. They obey (in ascending order of priority) the temple guards, priests of Zursvaater, and Queen Quivixia. They instantly attack any unauthorized intruders to the narthex.

FIRE GIANT TEMPLE GUARDS (2) **CR 12**

XP 19,200

Fire giant fighter 2 (*Pathfinder RPG Bestiary* 148)

LE Large humanoid (fire, giant)

ANVIL OF FIRE

Init +2; **Senses** low-light vision; Perception +22

DEFENSE

AC 25, touch 7, flat-footed 25 (+10 armor, -2 Dex, +8 natural, -1 size)

hp 199 (17 HD; 15d8+2d10+121)

Fort +19, **Ref** +3, **Will** +9 (+1 vs. fear)

Defensive Abilities bravery +1, rock catching; **Immune** fire

Weaknesses vulnerable to cold; **Resist** cold 20

OFFENSE

Speed 30 ft.

Melee +1 *greatsword* +26/+21/+16 (3d6+19/17-20) or 2 slams +24 (1d8+12)

Ranged rock +10 (1d8+18 plus 1d6 fire)

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

Special Attacks heated rock, rock throwing (120 ft.)

STATISTICS

Str 35, **Dex** 7, **Con** 25, **Int** 12, **Wis** 14, **Cha** 12

Base Atk +13; **CMB** +26; **CMD** 34

Feats Cleave, Combat Reflexes, Flame Warrior, Great Cleave, Improved Critical (greatsword), Improved Initiative, Improved Iron Will, Iron Will, Power Attack, Vital Strike, Weapon Focus (greatsword)

Skills Climb +15, Intimidate +15, Knowledge (religion) +10, Perception +22, Sense Motive +10

Languages Common, Giant

Combat Gear *potions of cure serious wounds (2)*; **Other Gear** +2 *half-plate*, +1 *greatsword*, *ring of minor cold resistance*

SPECIAL ABILITIES

Flame Warrior A temple guard can transfer the heat of her body to her greatswords (or any metal melee weapon she wields), dealing an additional 1d6 points of fire damage with each successful attack. This feat originally appeared on page 69 of *Pathfinder Adventure Path #91: Battle of Bloodmarch Hill*.

SKELETAL GUARDS**CR 9**

XP 6,400

Burning fire giant skeletal champion (*Pathfinder RPG Bestiary* 251, 148, 252)

LE Large undead (fire)

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

DEFENSE

AC 21, touch 10, flat-footed 20 (+9 armor, +1 Dex, +2 natural, -1 size)

hp 82 (15d8+15)

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

Defensive Abilities channel resistance +4; **DR** 5/bludgeoning; **Immune** fire, undead traits

Weaknesses vulnerable to cold

Offense **Speed** 30 ft.

Melee mwk greatsword +23/+18/+13 (3d6+16/19-20 plus 1d6 fire) or

2 claws +21 (1d6+11 plus 1d6 fire)

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

Special Attacks fiery aura (1d6 fire)

STATISTICS

Str 33, **Dex** 13, **Con** —, **Int** 10, **Wis** 14, **Cha** 12

Base Atk +11; **CMB** +23 (+25 overrun, +25 sunder); **CMD** 34 (36 vs. overrun, 36 vs. sunder)

Feats Cleave, Great Cleave, Improved Initiative⁸, Improved Overrun, Improved Sunder, Iron Will, Martial Weapon Proficiency (greatsword), Power Attack, Weapon Focus (greatsword)

Skills Climb +14, Craft (weapons) +10, Intimidate +19, Knowledge (religion) +10, Perception +20, Sense Motive +13

Languages Giant

SQ fiery death

Gear mwk full plate, mwk greatsword

F2. Sanctuary (CR 15)

The walls of this oval cavern are carved to resemble a volcanic mountain range, as if it lay in the center of a miniature mountain valley. Flickering flames behind the volcanic calderas give the appearance of flowing lava, and the walls between the peaks are painted to look like looming shadowy mountains. On the northeast end of the floor is a large glyph in the shape of a fanged helmet, inlaid with red and orange tiles. A large brazier stands lit in the center of the room surrounded by four steel chairs. In addition to the wide opening at the northeast end, the gaps between the mountain wall carvings partially conceal three other exits.

This is the heart of Ashpeak's temple to Zursvaater, normally used only by the clerics and (under certain circumstances) the royal family and high-ranking nobles. Various concealed compartments (Perception DC 15) built into the volcanic facade hold religious implements, such as gongs and drums used in worship services, as well as manacles to secure the sacrifices they burn to ash in the brazier altar.

The ceiling in this room soars to nearly 70 feet high, and a small tunnel can be seen at the apex. This old lava tunnel eventually opens into the volcano's crater and provides venting for this room's burning brazier.

Creature: A few weeks ago, a Hell gigas passed through a portal in the Bloodsworn Vale. Despite their shared affinity for fire, these extraplanar giants despise fire giants, and this gigas picked its way through the Mindspin Mountains, slaying not only fire giants, but also any other giants it encountered. It soon discovered caravans of giants heading to Ashpeak to serve in the Storm Tyrant's army, and headed directly to the volcano, eager to continue its slaughter.

Arriving at the front gates to Ashpeak, the gigas discovered dozens of giants camped out in the surrounding area, waiting for their chance to train. The fire giant soldiers fought back against the extraplanar abomination,

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but the creature was too much for them to handle on their own. King Tytarian pleaded with Tesharat to aid the giants against the Hell gigas, and the magma dragon flew from her lair to engage the creature, who had no resistance to her spells. Seconds after joining the fight, Tesharat dominated the gigas. She then used *dimension door* to move the immense gigas into the sanctuary, one of the few rooms in Ashpeak that could accommodate its size. Now the gigas, still under Tesharat's control, serves as a temple protector, and King Tytarian plans on gifting it to the Storm Tyrant as a special weapon in his army. Tesharat comes to the sanctuary every week to refresh the domination effect.



HELL GIGAS

The gigas hates fire giants, but it is under orders to not kill any giants within Ashpeak. When the PCs enter the room, the gigas is delighted to see creatures that it can fight and launches into combat. The gigas has no weapons, but the creature is resourceful. Taking advantage of its Catch Off Guard and Throw Anything feats, the gigas uses the steel chairs arranged around the altar as weapons, clubbing the PCs with them or hurling them as projectiles. Used in this way, the chairs deal 2d6 points of bludgeoning damage.

HELL GIGAS**CR 15****XP 51,200***Pathfinder Adventure Path #30: The Twice-Damned Prince* 84

LE Gargantuan humanoid (evil, extraplanar, giant, lawful)

Init +7; **Senses** darkvision 60 ft., low-light vision; **Perception** +32**DEFENSE****AC** 29, touch 9, flat-footed 26 (+6 armor, +3 Dex, +14 natural, -4 size)**hp** 237 (19d8+152)**Fort** +19, **Ref** +11, **Will** +12**Defensive Abilities** rock catching; **DR** 10/chaotic; **Immune** fire;**Resist** acid 10, cold 10, electricity 10, sonic 10**OFFENSE****Speed** 60 ft.**Melee** 2 slams +23 (2d8+13)**Ranged** rock +14 (3d6+19 plus 6d6 fire)**Space** 20 ft.; **Reach** 20 ft.**Special Attacks** hurl fireball, rock throwing (140 ft.)**Spell-Like Abilities** (CL 15th; concentration +17)At will—*disguise self*, *levitate*, *major image* (DC 15),
*pyrotechnics*3/day—*animate dead*, *dispel magic*, *unholy blight* (DC 16),
*wall of fire***STATISTICS****Str** 37, **Dex** 16, **Con** 26, **Int** 20, **Wis** 22, **Cha** 15**Base Atk** +14; **CMB** +31 (+33 bull rush); **CMD** 44 (46 vs. bull rush)**Feats** Alertness, Awesome Blow, Catch Off-Guard, Combat Reflexes, Improved Bull Rush, Improved Initiative, Improvised Weapon Mastery, Lightning Reflexes, Power Attack, Throw Anything**Skills** Climb +32, Intimidate +24, Knowledge (planes) +24, Perception +32, Sense Motive +29, Stealth +7, Survival +28**Languages** Common, Giant, Infernal**SQ** planar empowerment**Gear** mwk breastplate**SPECIAL ABILITIES**

Hurl Fireball (Su) Hell gigas charge any rocks they throw with explosive energy. Wherever a rock thrown by a Hell gigas lands, it explodes in a 30-foot-radius burst of flame that deals 1d6 points of fire damage for every 3 Hit Dice the gigas possesses (6d6 for most Hell gigas; Reflex DC 27 half). This is in addition to any damage caused by the thrown rock. The save DC is Constitution-based.

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Planar Empowerment (Su) While in Hell, a Hell gigas gains access to *earthquake* (DC 25), *firestorm* (DC 25), and *unholy aura* as spell-like abilities, each usable once per day. If the gigas ventures onto another plane, it can't make use of these abilities, though its other spell-like abilities remain available. The save DC for the spell-like abilities is Charisma-based and includes a +5 racial bonus.

Trap: The northeast entrance is protected by a *glyph of warding*, triggered by anyone who isn't a worshiper of Zursvaater. This glyph deals electricity damage instead of fire, as the clerics want to keep out uninvited fire giants.

GLYPH OF WARDING CR 4

XP 1,200

Type magic; Perception DC 28; Disable Device DC 28

EFFECTS**Trigger** spell; **Reset** none**Effect** spell effect (*glyph of warding* [blast glyph], 2d8 electricity damage, Reflex DC 15 half); multiple targets (all creatures within 5 feet)

Treasure: The room contains a number of musical instruments—ceremonial items important to the worship of Zursvaater—made from precious metals and covered in gemstones. Included among these is the temple's copy of Zursvaater's holy text, *Law of the Shield* (see page 65). All together, they are worth 10,000 gp. The other item of value in this room is the *altar of Zursvaater*. However, it is built into the floor and weighs 1,000 pounds, making it difficult to remove from the room.

F3. Priest Residences (CR 13)

A dais occupies one end of this chamber, standing before rows of benches. The walls are painted with images of armored fire giants crushing opponents, impaling enemies on spikes, and tearing down human fortifications using rocks or their bare hands, while the burning image of a giant wearing a fanged helm looms in the background. Six doors exit the room, three on the northeast side and three on the southwest side. A large desk and chair sit in the south end of the room.

The priests use this common room for prayer and study, and as a more private place to meet with the faithful for personal discussions about religion. The side rooms (areas **F3a–F3f**) are private quarters for the priests; each contains a bed, a small table, a chair, and a shrine to Zursvaater—a piece of volcanic stone carved to resemble a fanged helm.

Creatures: Under normal daytime circumstances, three of the six priests are quietly studying or praying in their chambers or studying in this room. One priest constantly attends the queen in area **F4**, and another is with Princess

ALTAR OF ZURSWAATER

This burning brazier is a magical altar dedicated to Zursvaater. See page 246 of *Pathfinder Campaign Setting: Inner Sea Gods* for rules on altars.

ALTAR OF ZURSWAATER		PRICE
		10,000 GP
SLOT none	CL 10th	WEIGHT 1,000 lbs.
AURA moderate abjuration [evil, lawful]		

This huge brazier burns with a raging fire. Any creature (not just a worshiper of Zursvaater) can pray at the altar, though accepting the altar's blessing is both an evil and lawful act. Praying at the altar grants a +2 circumstance bonus on Craft checks and cold resistance 20 for 24 hours. The cold resistance is suppressed if the target of the effect leaves the temple grounds, but resumes if the target returns.

CONSTRUCTION REQUIREMENTS	COST
Craft Wondrous Item, <i>guidance</i> , <i>magic circle against chaos</i> , <i>magic circle against good</i> , <i>resist energy</i> , creator must worship Zursvaater	5,000 GP

Hyrokkin in area **F5**. The final priest is proselytizing the faith of Zursvaater to Rek Scruggs in area **F6**, though his work to convert her has yet to bear fruit.

The three priests present are in their individual quarters when the PCs arrive, and they remain unaware of the PCs' presence unless the PCs make a significant amount of noise (such as by triggering the *glyph of warding*). If alerted to the PCs' approach, the priests enter the main room (perhaps after casting a preparatory spell or two) to defend their temple.

TEMPLE PRIESTS (3) CR 10

XP 9,600

Female or male fire giant cleric of Zursvaater 5 (*Pathfinder RPG Bestiary* 148)

LE Large humanoid (fire, giant)

Init +0; **Senses** low-light vision; Perception +19**DEFENSE****AC** 26, touch 9, flat-footed 26 (+9 armor, +8 natural, –1 size)**hp** 189 (20 HD; 15d8+5d8+100)**Fort** +20, **Ref** +8, **Will** +17**Defensive Abilities** rock catching; **Immune** fire**Weaknesses** vulnerable to cold**OFFENSE****Speed** 30 ft.**Melee** +1 *greatsword* +24/+19/+14 (3d6+14/19–20) or 2 slams +22 (1d8+9)**Ranged** rock +14 (1d8+13 plus 1d6 fire)**Space** 10 ft.; **Reach** 10 ft.

GIANTSLAYER

Special Attacks channel negative energy 6/day (DC 17, 3d6), heated rock, rock throwing (120 ft.)

Domain Spell-Like Abilities (CL 5th; concentration +9)
7/day—touch of evil (2 rounds)
7/day—battle rage (+2)

Cleric Spells Prepared (CL 5th; concentration +9)
3rd—*cure serious wounds, dispel magic, magic vestment*⁰
2nd—*cure moderate wounds, hold person* (DC 16), *lesser restoration, spiritual weapon*⁰
1st—*command* (DC 15), *divine favor, entropic shield, shield of faith, protection from good*⁰
0 (at will)—*create water, detect magic, light, mending*
D domain spell; **Domains** Evil, War



TEMPLE PRIEST

TACTICS

Before Combat If the priests have time to cast spells before combat, they cast *entropic shield* and *shield of faith*.

During Combat The priests primarily rely on their greatswords when in combat, and they take turns casting spells on alternating rounds.

Morale The temple priests are fiercely dedicated to the defense of Ashpeak, and view intrusion into their holy place an affront to their religion. Thus, they fight to the death.

STATISTICS

Str 29, **Dex** 11, **Con** 21, **Int** 12, **Wis** 18, **Cha** 17

Base Atk +14; **CMB** +24 (+26 overrun); **CMD** 34 (36 vs. overrun)

Feats Cleave, Great Cleave, Improved Channel, Improved Overrun, Iron Will, Martial Weapon Proficiency (greatsword), Power Attack, Selective Channeling, Weapon Focus (greatsword), Will of Giants

Skills Craft (weapons) +10, Diplomacy +10, Intimidate +10, Knowledge (history) +10, Knowledge (nobility) +10, Knowledge (religion) +15, Perception +19, Spellcraft +20

Languages Common, Giant

Combat Gear *scrolls of cure moderate wounds* (3), *scroll of delay poison, scroll of invisibility purge, scroll of remove disease, scrolls of stone shape* (2), *scroll of cure serious wounds*; **Other Gear** +1 half-plate, +1 greatsword, cloak of resistance +2, headband of alluring charisma +2, incense of meditation, holy text of Zursvaater, 200 gp of powdered diamond

SPECIAL ABILITIES

Will of Giants A temple priest is immune to enchantment effects that target only humanoids, such as *charm person* and *hold person*. This feat originally appeared on page 70 of *Pathfinder Adventure Path #91: Battle of Bloodmarch Hill*.

Trap: The entrance to the common chamber is warded by a fire blast *glyph of warding* triggered by anyone who doesn't worship Zursvaater.

GLYPH OF WARDING

CR 4

XP 1,200

Type magic; **Perception** DC 28; **Disable Device** DC 28

EFFECTS

Trigger spell; **Reset** none

Effect spell effect (*glyph of warding* [blast glyph], 2d8 electricity damage, Reflex DC 15 half); multiple targets (all targets within 5 feet)

Treasure: In addition to several large drawers full of giant-sized writing implements, clay tablets, copper sheeting, and similar tools for fireproof record keeping, the desk has an old copy of *Law of the Shield*, the holy text

ANVIL OF FIRE

of Zursvaater. This traditional version of Zursvaater's holy book is presented as a series of steel plates stamped in the Giant language, and is the version of the text that the priests show or lend out to other giants for study, rather than sharing their own personal copies. This text is worth 1,500 gp to a collector. Each priest has a small metal box containing 350 gp in her chamber. The priest in area **F3d** also has a *wand of life bubble* (28 charges).

Development: Normal combat isn't quite loud enough to attract the attention of the queen (area **F4**) or princess (area **F5**), but if the priests are overwhelmed, one of them retreats down the hallway to alert those in the royal quarters.

F4. Queen's Chambers (CR 16)

This room is covered in religious iconography of the fire giant god—decorations more expected in a church than a bedchamber. The most prominent feature is a large, sturdy bed piled high with furs. Nearby sit a wardrobe, a polished steel mirror, a dressing table, and a chair. A heavy curtain on one wall partially obscures a broad alcove.

This is the private chamber of the fire giant queen and high priestess of Ashpeak, Queen Quivixia III. As is customary for many fire giant queens, hers is a political marriage—her true love is her god, Zursvaater. She decorates her room with religious iconography and a few luxuries she brought along to Ashpeak.

Creatures: Unless she is needed elsewhere in Ashpeak, Quivixia is here, praying or planning upcoming services and sacrifices with one of the priests. If the PCs make an excessive amount of noise in the temple or one of the temple guards or priests escapes and gives warning, Quivixia is ready to fend off an attack.

QUIVIXIA

CR 14
XP 38,400
hp 226 (see page 58)

TEMPLE PRIEST

CR 12
XP 19,200
hp 189 (see page 45)

Development: Because the queen is not a fool and doesn't want to needlessly sacrifice herself or any other fire giants, she pleads for the PCs to stop fighting if she comes close to death. Nearly getting killed makes the queen suddenly reconsider the choices that she has made in her life. She questions whether the fire giants' alliance with the Storm Tyrant was a good idea, and worries that Tytarian's pledge might not bring them the wealth and power that she hoped to gain for Zursvaater. Quivixia even

worries that her god has frowned upon her for making this decision, and questions her faith and dedication.

Ultimately, although the PCs are strong enough to make it this far into Ashpeak, Queen Quivixia believes that the clans inhabiting Ashpeak are blessed by Zursvaater, and she remains confident the Prince of Steel would not let them fail. Because of this hubris, she offers to bring the PCs to the throne room so that they can duel King Tytarian and his guard in even combat to prove who is strongest. If they agree, the PCs must face off against King Tytarian, two fire giant lieutenants, and a fire giant captain (a CR 18 encounter). The giants fight one-to-one, so increase or decrease the number of foes to match the number of PCs in the party.

Because of the *prisoner's dungeon ring* (*Ultimate Equipment* 166) Queen Quivixia wears, Volstus the Storm Tyrant is immediately aware if the fire giant queen is killed.

F5. Princess's Chambers (CR 14)

Beyond a ruined reinforced door, this room smells of soot and brimstone. The walls of this chamber are plain and undecorated. Half-eaten goat and boar carcasses lie scattered throughout the room, and their gore is splattered across the floor and bed.

Unlike the other areas on this level of Ashpeak, this chamber is dark.

Creatures: In previous years, this room was used to hold dangerous temple minions or creatures intended for sacrifice, such as fire elementals, devils, demons, and enemy giants. Now it is the bedroom of Princess Hyrokkin—Quivixia and Tytarian's half-fiend daughter, whose monstrous appearance fits right in among the creatures of Hell. As a reward for Quivixia's devotion, Zursvaater blessed the princess with fiendish power. Quivixia is delighted to have such a powerful daughter, and deems Hyrokkin well suited to rule when her own time as queen ends.

Although quite intelligent, Hyrokkin enjoys letting others think her a brutish beast, and her mother plays up on this aspect of her daughter's personality, spreading rumors of how dangerous and unpredictable the princess is. Hyrokkin chose this sparse room as her bedchamber and turned it into a charnel house as a way to help reinforce the image she's cultivated.

One temple priest has taken a liking to Hyrokkin, and with Quivixia's blessing has been allowed to visit with the half-fiend on regular occasions.

HYROKKIN

CR 13
XP 25,600

Female half-fiend fire giant (*Pathfinder RPG Bestiary* 171, 148)
 LE Large outsider (fire, giant, native)

GIANTSLAYER

Init +1; **Senses** darkvision 60 ft., low-light vision; Perception +20

DEFENSE

AC 28, touch 9, flat-footed 28 (+10 armor, +9 natural, -1 size)

hp 172 (15d8+105)

Fort +16, **Ref** +6, **Will** +10

Defensive Abilities rock catching; **DR** 10/magic; **Immune** fire, poison; **Resist** acid 10, cold 10, electricity 10, fire 10; **SR** 24

Weaknesses vulnerable to cold

OFFENSE

Speed 30 ft., fly 80 ft. (good)

Melee bite +22 (1d8+11), 2 claws +21 (1d6+11)



HYROKKIN

Ranged rock +12 (1d8+16 plus 1d6 fire)

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

Special Attacks heated rock, rock throwing (120 ft.), smite good

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

3/day—*darkness*, *poison* (DC 15), *unholy aura*

1/day—*blasphemy* (DC 19), *contagion* (DC 16), *desecrate*, *horrid wilting* (DC 20), *unhallow*, *unholy blight* (DC 16)

TACTICS

Before Combat If aware of imminent combat, Hyrokkin casts *unholy aura* on herself and the temple priest, and then activates her *ring of invisibility* so she can surprise intruders.

During Combat Hyrokkin begins combat by casting *horrid wilting* before switching to melee attacks. She prefers tearing apart a weak opponent as a show of strength before moving on to a strong one. She saves her smite good ability to use on the opponent that shows her the most resilience. She casts *blasphemy* if she thinks her opponents are much weaker than she, and *unholy blight* if she thinks at least two opponents are weak enough to be killed by it.

Morale If Hyrokkin brought to 40 hp or below, she flees to her mother's room (area **F4**) for help.

STATISTICS

Str 33, **Dex** 13, **Con** 25, **Int** 12, **Wis** 16, **Cha** 14

Base Atk +11; **CMB** +23 (+25 overrun, +25 sunder); **CMD** 34 (36 vs. overrun, 36 vs. sunder)

Feats Cleave, Great Cleave, Improved Overrun, Improved Sunder, Iron Will, Martial Weapon Proficiency (greatsword), Power Attack, Weapon Focus (bite)

Skills Acrobatics +10, Climb +12, Fly +15, Intimidate +20, Knowledge (local) +10, Knowledge (nobility) +10, Knowledge (planes) +10, Perception +20, Stealth +6

Languages Common, Giant, Infernal

Combat Gear *potions of cure serious wounds* (3); **Other Gear** +2 half-plate, *ring of invisibility*

TEMPLE PRIEST

CR 12

XP 19,200

Female fire giant cleric of Zursvaater 5

hp 189 (see page 45)

F6. Hill Giant Ambassador (CR 14)

This oblong natural cavern has been worked in some places to expand the chamber. A pair of chairs and a table sit against the western wall. The room narrows to the east, where a pile of furs lies in a tangle.

Creatures: Chieftain Rek Scruggs leads a tribe of ferocious hill giants called the Wolfskull Tribe, which controls a wide area in the foothills of the Menador Mountains, near the border between Molthune and Cheliox. She came to Ashpeak to pledge a small army of 80 hill giants and 15 ogres to the Storm Tyrant's forces. Once she arrived, Tytarian

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invited her in to discuss terms for bringing the remainder of the Wolfskull Tribe into the fold.

Rek has been in the mountain for the last 3 days, while the rest of her army of hill giants and their dire wolves camp at the foot of the mountain with the other giants that flocked to Ashpeak. She's impressed with the complex, and seeing the number of giants gathered under the Storm Tyrant's banner has encouraged her to pledge more to the effort, but she holds out for a greater share of the rewards. Rek hopes to control all the passes in the north face of the Menador Mountains instead of the small region promised by Tytarian.

Rek has been able to send messages back and forth between the camp and Ashpeak through one of Tytarian's fire giant soldiers, and recently she requested that her favorite dire wolf be allowed to come and stay in the mountain with her. She is extraordinarily bored, and she welcomes any companionship she can get. In fact, one of the temple's priests is currently visiting with this important guest, subtly trying to convert her to the worship of Zursvaater. Rek isn't hearing any of it, but she appreciates the conversation while she is separated from her tribe and her favorite pet. If the PCs enter the room, Rek immediately leaps up to attack, making tactical use of her extended reach.

REK SCRUGGS

CR 12

XP 19,200

Female hill giant fighter (polearm master) 5 (*Pathfinder RPG*

Bestiary 150, *Pathfinder Advanced Player's Guide* 106)

CE Large humanoid (giant)

Init +4; **Senses** low-light vision; Perception +14

DEFENSE

AC 27, touch 9, flat-footed 27 (+8 armor, +10 natural, -1 size)

hp 152 (15 HD; 10d8+5d10+80)

Fort +16, **Ref** +4, **Will** +7

OFFENSE

Speed 30 ft.

Melee +2 *lucerne hammer* +23/+18/+13 (3d6+13/19-20) or
2 slams +20 (1d8+9)

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

Special Attacks pole fighting, polearm training, rock throwing
(120 ft.), steadfast pike

STATISTICS

Str 29, **Dex** 11, **Con** 20, **Int** 10, **Wis** 12, **Cha** 7

Base Atk +12; **CMB** +22; **CMD** 32

Feats Cleave, Combat Reflexes, Improved Initiative,
Improved Iron Will, Intimidating Prowess, Iron Will,
Martial Weapon Proficiency (lucerne hammer), Power
Attack, Vital Strike, Weapon Focus (lucerne hammer),
Weapon Specialization (lucerne hammer)

Skills Climb +10, Intimidate +15, Knowledge (local) +5,
Perception +14, Sense Motive +5, Survival +8

Languages Common, Giant

Combat Gear *potions of cure serious wounds* (2); **Other**

Gear +2 chainmail, +2 lucerne hammer, amulet of natural
armor +1, belt of mighty constitution +2

TEMPLE PRIEST

CR 12

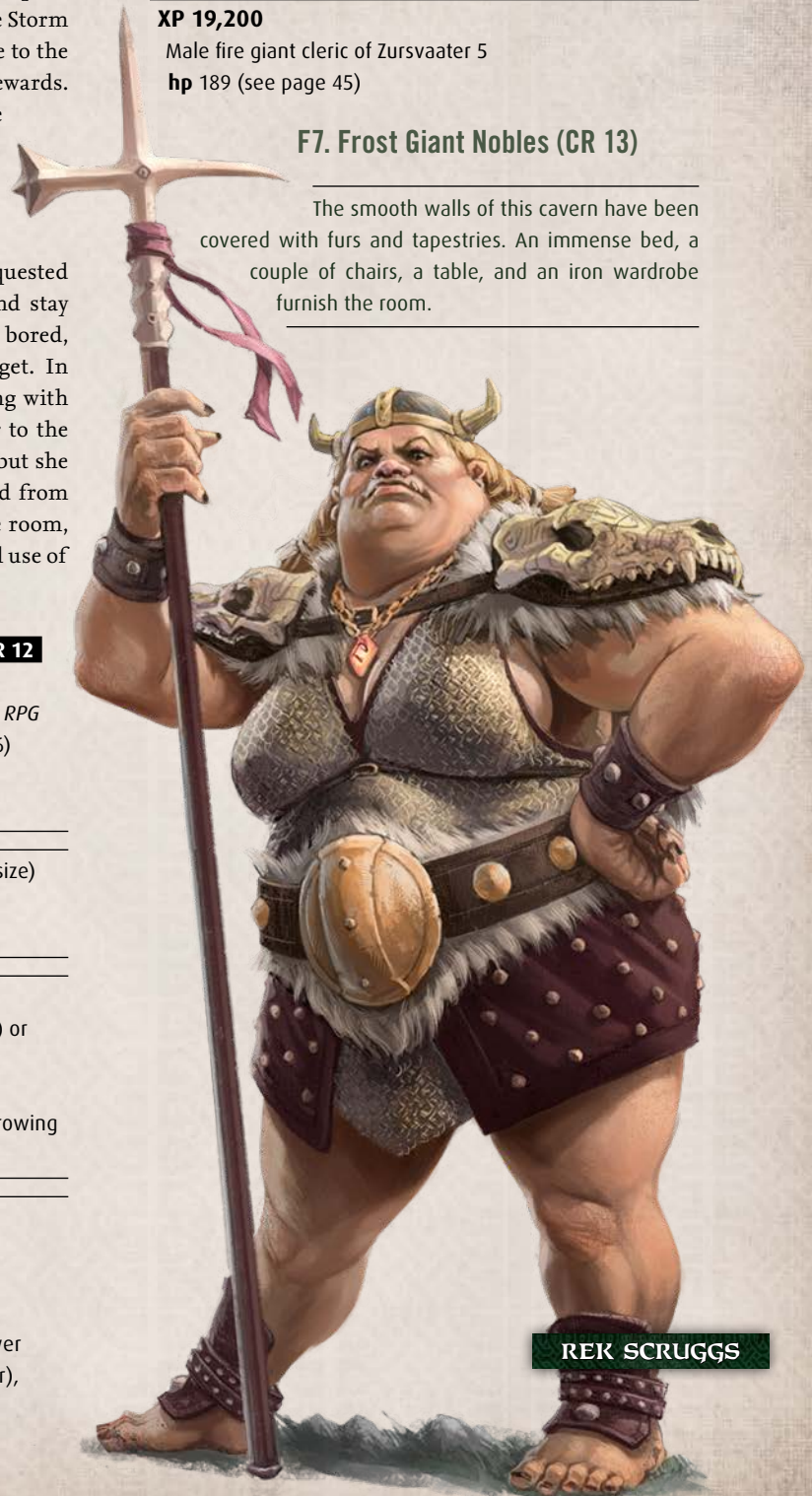
XP 19,200

Male fire giant cleric of Zursvaater 5

hp 189 (see page 45)

F7. Frost Giant Nobles (CR 13)

The smooth walls of this cavern have been covered with furs and tapestries. An immense bed, a couple of chairs, a table, and an iron wardrobe furnish the room.

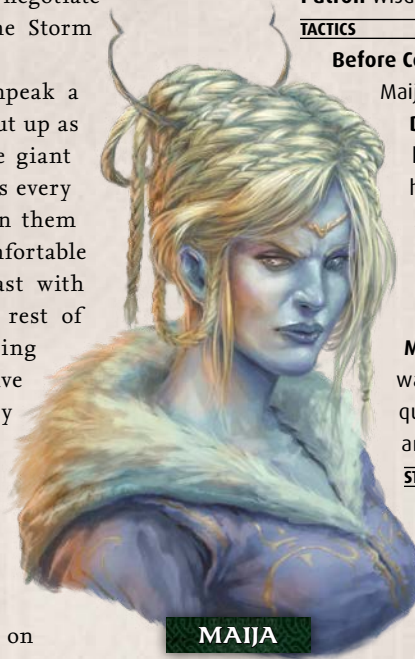


REK SCRUGGS

GIANTSLAYER

Creatures: As word of the Storm Tyrant spread throughout western Avistan, it eventually reached the Tusk Mountains, home to the Rimespear Tribe of frost giants. The Rimespear Tribe is a feared force in the north, known for raiding and pillaging Kellid settlements throughout the Realm of the Mammoth Lords. Eager to be part of this giant uprising, the tribe sent ambassadors to Ashpeak to negotiate terms of their involvement in the Storm Tyrant's army.

Jalodd and Maija came to Ashpeak a week ago and were immediately put up as important guests. One of the fire giant clerics visits with these dignitaries every morning to cast *endure elements* on them so the frost giants remain comfortable in Ashpeak. The frost giants feast with Tytarian nightly, and spend the rest of their time in their room or visiting the camp outside Ashpeak to receive reports from the soldiers they brought along on their journey. Jalodd and Maija are diplomats and do not expect to have to fight within the fire giant complex. Unless the facility is on alert, they must take a move action to retrieve their weapons from the wardrobe on the first round of combat.



MAIJA

MAIJA **CR 12**

XP 19,200

Female frost giant witch 6 (*Pathfinder RPG Bestiary* 149, *Pathfinder RPG Advanced Player's Guide* 65)

CE Large humanoid (cold, giant)

Init +1; **Senses** low-light vision; Perception +20

DEFENSE

AC 24, touch 11, flat-footed 22 (+4 armor, +1 Dex, +1 dodge, +9 natural, -1 size)

hp 184 (20 HD; 14d8+6d6+100)

Fort +16, **Ref** +12, **Will** +14

Defensive Abilities rock catching; **Immune** cold

Weaknesses vulnerable to fire

OFFENSE

Speed 40 ft.

Melee +1 heavy mace +21/+16/+11 (2d6+9) or 2 slams +20 (1d8+8)

Ranged rock +14 (1d8+8)

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

Special Attacks hexes (evil eye [-2, 6 rounds], misfortune [1 round], slumber [6 rounds], ward [+2]), rock throwing (120 ft.)

Witch Spells Prepared (CL 6th; concentration +9)

3rd—*dispel magic*, *ray of exhaustion* (DC 17), *vampiric touch*
2nd—*blindness/deafness* (DC 16), *cure moderate wounds*, *glitterdust* (DC 15), *see invisibility*

1st—*burning hands* (DC 14), *command* (DC 14), *ray of enfeeblement* (DC 15), *shield of faith*

0 (at will)—*bleed* (DC 14), *detect magic*, *guidance*, *touch of fatigue* (DC 14)

Patron Wisdom

TACTICS

Before Combat If given time to prepare for combat, Maija casts *shield of faith*.

During Combat Maija makes use of her hexes in combat in between casting spells to hinder her opponents such as *dispel magic*, *blindness/deafness*, *glitterdust*, *ray of exhaustion*, and *ray of enfeeblement*. She relies on Jalodd to put himself between her and any melee combatants.

Morale Maija and Jalodd are diplomats and want to live to see another day. If reduced to a quarter of her total hit points, Maija surrenders and offers to leave Ashpeak immediately.

STATISTICS

Str 27, **Dex** 13, **Con** 20, **Int** 17, **Wis** 16, **Cha** 13

Base Atk +13; **CMB** +22; **CMD** 34

Feats Accursed Hex^{UM}, Alertness^B, Combat Casting, Dodge, Improved Iron Will, Iron Will, Lightning Reflexes, Mobility, Power Attack, Spell Focus (necromancy), Spell Penetration

Skills Bluff +14, Diplomacy +14, Intimidate +20, Knowledge (history) +15, Knowledge (local) +12, Knowledge (nobility) +12, Perception +20, Sense Motive +10, Spellcraft +18, Stealth +7 (+11 in snow); **Racial Modifiers** +4 Stealth in snow

Languages Common, Giant

SQ witch's familiar (weasel named Sventra)

Combat Gear *potions of cure serious wounds* (2); **Other Gear** +1 heavy mace, bracers of armor +4, headband of vast intelligence +2

JALODD **CR 11**

XP 6,400

Male frost giant fighter 2 (*Pathfinder RPG Bestiary* 149)

CE Large humanoid (cold, giant)

Init +2; **Senses** low-light vision; Perception +9

DEFENSE

AC 31, touch 12, flat-footed 28 (+5 armor, +2 Dex, +1 dodge, +9 natural, +5 shield, -1 size)

hp 186 (16 HD; 14d8+2d10+112)

Fort +19, **Ref** +8, **Will** +7 (+1 vs. fear)

Defensive Abilities bravery +1, rock catching; **Immune** cold

Weaknesses vulnerable to fire

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OFFENSE

Speed 40 ft.

Melee +1 battleaxe +22/+17/+12 (2d6+11/×3) or
2 slams +21 (1d8+10)

Ranged rock +14 (1d8+10)

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

Special Attacks rock throwing (120 ft.)

STATISTICS

Str 31, **Dex** 15, **Con** 24, **Int** 12, **Wis** 12, **Cha** 11
Base Atk +12; **CMB** +23 (+25 sunder); **CMD** 36
(38 vs. sunder)

Feats Cleave, Dodge, Great Cleave, Improved
Shield Bash, Improved Sunder, Iron Will,
Lightning Reflexes, Power Attack, Shield
Focus, Vital Strike

Skills Climb +12, Intimidate +19, Knowledge
(local) +10, Knowledge (nobility) +10,
Perception +9, Stealth +6 (+10 in snow);

Racial Modifiers +4 Stealth in snow

Languages Common, Giant

Combat Gear *potions of cure serious
wounds* (2); **Other Gear** +1 chain
shirt, +2 heavy steel shield, +1
battleaxe, belt of incredible
dexterity +2



GERVAS

F8. Fire Giant Nobles (CR 14)

Unlike the sparse furnishings in other parts of the mountain, this room offers a reasonable level of personalization and comfort, with tapestries and portraits hanging on the walls and ornately detailed furniture. There is still a sense of military neatness and efficiency, but here it's tempered with luxury.

Creatures: This opulent room serves as the temporary residence of a pair of married nobles from Clan Stokkrin, who are acting as advisors to King Tytarian on behalf of their clan. When the clans united and came to re-inhabit Ashpeak, Gervas and Odilia agreed to support the Storm Tyrant and directly serve under King Tytarian by bringing Clan Stokkrin and its resources here. They fight to the death to protect the complex and their leadership.

GERVAS

CR 12

XP 19,200

Fire giant glaive (*Pathfinder RPG Monster Codex* 58)
hp 197

ODILIA

CR 13

XP 25,600

Fire giant strongarm (*Pathfinder RPG Monster Codex* 58)
hp 158

F9. Azer Ambassadors (CR 14)

This furnishings in this room are sized for creatures significantly smaller than giants. Clinging heat fills the room.

Creatures: Noble azers from the Elemental Plane of Fire currently inhabit this room. The azers control a small realm on their home plane and are in conflict with a nearby efreet settlement. Their leader, whose name is Zareen, brought this group to Ashpeak in order to trade their skills for the fire giants' assistance. The fire giants are negotiating with the azers about providing military aid in exchange for metal, slaves, and magic to bolster the Storm Tyrant's war efforts. A summoner named Zareen leads this group of ambassadors; she is accompanied by her eidolon and a small band of bodyguards.

The azers know that no other small humanoids are working directly with the fire giants, so they immediately posture and begin making threats, eager to visibly demonstrate their importance to King Tytarian and to the overall plans of the Storm Tyrant. Although this encounter can quickly lead to combat, the PCs can overcome the azers through a roleplaying encounter by convincing, threatening, or bribing Zareen to not ally with the fire giants.

If the PCs use Diplomacy or Intimidate to attempt to convince Zareen to reject an alliance with the fire giants, she is initially treated as unfriendly. The azer leader is duty-bound, proud of her heritage, and protective of her people. She recognizes the obvious power of the fire giants—and she is inclined to ally with them primarily for this reason—but she knows that plenty of other great heroes on the Material Plane wield amazing power as well. If the PCs manage to change her attitude to friendly, they convince her and her allies to return to the Plane of Fire without allying with the fire giants, and the PCs earn the summoner's respect. Bribing the azers instead requires giving Zareen at least 20,000 gp worth of treasure she could use in their battles against the efreet (such as cold magic, items that negate invisibility, and so on).

ZAREEN

CR 13

XP 25,600

Female azer summoner 11 (*Pathfinder RPG Bestiary* 2 39,
Pathfinder RPG Advanced Player's Guide 54)
LN Medium outsider (extraplanar, fire)

GIANTSAYER

Init +6; **Senses** darkvision 60 ft.; Perception +14

DEFENSE

AC 20, touch 13, flat-footed 17 (+3 armor, +2 Dex, +1 dodge, +4 natural)

hp 149 (13 HD; 2d10+11d8+89)

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

Defensive Abilities shield ally; **Immune** fire; **SR** 13

Weaknesses vulnerable to cold

OFFENSE

Speed 30 ft.

Melee mwk warhammer +11/+6 (1d8/×3 plus 1d6 fire)

Ranged mwk light hammer +13/+8 (1d4 plus 1d6 fire)

Summoner Spell-Like Abilities (CL 11th; concentration +15):
7/day—*summon monster VI*

Summoner Spells Known (CL 11th; concentration +15)

4th (3/day)—*mass daze*^{UM} (DC 19), *restore eidolon*^{UM}, *teleport*

3rd (5/day)—*charm monster* (DC 18), *greater invisibility*,
improved life conduit^{UC}, *rejuvenate eidolon*^{APG}

2nd (5/day)—*detect thoughts* (DC 16), *glitterdust* (DC 16),
haste, *invisibility*, *summon eidolon*^{APG}

1st (6/day)—*enlarge person* (DC 15), *expeditious retreat*,
grease (DC 15), *lesser rejuvenate eidolon*^{APG}, *shield*,
unfetter^{PG}

0 (at will)—*acid splash*, *arcane mark*, *daze* (DC 15), *detect magic*, *mage hand*, *read magic*

STATISTICS

Str 11, **Dex** 14, **Con** 22, **Int** 12, **Wis** 14, **Cha** 18

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

Feats Combat Casting, Craft Wondrous Item, Defending Eidolon^{UM}, Dodge, Improved Initiative, Resilient Eidolon^{UM}, Spell Focus (enchantment),

Skills Acrobatics +4, Appraise +6, Bluff +11, Climb +5, Craft (armor) +6, Craft (weapons) +6, Diplomacy +13, Intimidate +6, Knowledge (nobility) +6, Knowledge (planes) +10, Perception +14, Sense Motive +10

Languages Common, Ignan

SQ aspect, bond senses 11 rounds/day, life link, maker's call, transposition

Combat Gear *potions of cure serious wounds* (3); **Other Gear** mwk light hammer, mwk warhammer, *amulet of natural armor* +2, *belt of mighty constitution* +2, *bracers of armor* +3, *headband of alluring charisma* +4

MADAZAR

CR —

XP 6,400

Male biped eidolon (*Pathfinder RPG Advanced Player's Guide* 58)

LN Large outsider (extraplanar)

Init +8; **Senses** darkvision 60 ft.; Perception +12

DEFENSE

AC 26, touch 14, flat-footed 21 (+4 Dex, +1 dodge, +12 natural, -1 size)

hp 76 (9d10+27)

Fort +9, **Ref** +7, **Will** +6

Defensive Abilities evasion; **Immune** fire

OFFENSE

Speed 30 ft.

Melee 2 claws +17 (1d6+8 plus 1d6 fire)

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

Special Attacks rend (2 claws, 1d6+12 plus 1d6 fire)

STATISTICS

Str 26, **Dex** 18, **Con** 17, **Int** 7, **Wis** 10, **Cha** 11

Base Atk +9; **CMB** +18; **CMD** 33

Feats Combat Reflexes, Dodge, Improved Initiative, Power Attack, Weapon Focus (claws)

Skills Intimidate +12, Perception +12, Sense Motive +12, Stealth +12

Languages Ignan

SQ devotion, evolutions (ability increase [+2 Str], claws, energy attacks (fire), improved damage (claws), large, limbs [arms], limbs [legs], rend), link, share spells

AZER BODYGUARDS (4)

CR 8

XP 4,800

Female or male azer fighter 6

LN Medium outsider (extraplanar, fire)

Init +2; **Senses** darkvision 60 ft.; Perception +10

DEFENSE

AC 21, touch 13, flat-footed 18 (+6 armor, +2 Dex, +1 dodge, +2 natural)

hp 90 (8 HD; 2d10+6d10+46)

Fort +12, **Ref** +6, **Will** +9 (+2 vs. fear)

Defensive Abilities bravery +2; **Immune** fire; **SR** 13

Weaknesses vulnerable to cold

OFFENSE

Speed 30 ft. (20 ft. in armor)

Melee +1 *warhammer* +15/+10 (1d8+8/19-20/×3 plus 1d6 fire)

Ranged mwk light hammer +12/+7 (1d4+5 plus 1d6 fire)

Special Attacks weapon training (hammers +1)

STATISTICS

Str 18, **Dex** 14, **Con** 19, **Int** 10, **Wis** 14, **Cha** 9

Base Atk +8; **CMB** +12; **CMD** 25

Feats Dodge, Improved Critical (warhammer), Iron Will, Lightning Reflexes, Power Attack, Toughness, Weapon Focus (warhammer), Weapon Specialization (warhammer)

Skills Acrobatics +3, Appraise +5, Climb +7, Craft (weapons) +5, Knowledge (engineering) +8, Knowledge (nobility) +8, Perception +10

Languages Common, Ignan

SQ armor training 1

Combat Gear *potions of cure serious wounds* (2); **Other Gear** +1 *scale mail*, +1 *warhammer*, mwk light hammer

Story Award: If the PCs convince the azers to abandon negotiations with Tytarian, award them XP as if they had defeated the azers in combat.

F10. King's Chamber

This large bedroom mixes the trappings of royalty with the hard lines of a military office. A chair, large bed, and desk are pushed into the corner to make room for a huge table covered in maps, flags, and small stones. On one wall hangs a banner featuring a rune-inscribed greatsword on a square-topped orange shield. On the opposite wall is a black banner showing a burning fanged helmet. Several giant-sized suits of armor stand at attention around the room.

This is the office and bedroom of Tytarian, the king-general of Ashpeak. He sleeps only 2 to 3 hours a night, and when not working or sleeping here, he can be found in the throne room (area F11) feasting or meeting with potential allies.

The desk contains only a few blank copper plates for inscribing messages—all relevant documents are on the table. One banner shows the symbol of Clan Brandrik, Tytarian's home clan, and the other shows the holy symbol of Zursvaater, displaying the king's two allegiances. The giant-sized suits of armor include both masterwork full plate and half-plate armor from the king's previous exploits.

The table has several maps of the Mindspin Mountains and surrounding nations, with key tactical locations marked. Tytarian and the senior officers use the flags and stones to plot army deployments and potential resistance from notable monsters or humanoid forces. One of the pages near the bottom might be especially interesting to the PCs.

Treasure: Buried in the paperwork on the table are what looks like notes taken during a meeting between Tytarian and his captains, in which they discussed Ironcloud Keep and the possibility of the fire giants seizing the cloud castle for themselves. The notes contain two important pieces of information. The first is that the castle is surrounded by some sort of energy field that prevents flight or teleportation directly into the castle. Smaller entrances exist in the rocky base that supports the keep; these are not contained within the keep's energy field, but they're concealed in the cloud that envelops the castle's base and are guarded.

The second piece of information is that the engine that magically propels Ironcloud Keep and keeps it aloft is outfitted with some kind of dead man's switch that can trigger a powerful explosive hidden somewhere near the castle's engine room. The switch is somehow connected to the magical crown that the Storm Tyrant wears. Tytarian learned this during a meeting with Volstus, where the Storm Tyrant made it very clear that even if someone were



HAMMER OF THUNDERBOLTS

This legendary artifact often shows up in tales of the world's greatest giant hunters—or in the hands of the titanic creatures they seek to slay.

HAMMER OF THUNDERBOLTS		MINOR ARTIFACT
SLOT none	CL 20th	WEIGHT 15 lbs.

AURA strong evocation, necromancy, and transmutation

This +3 *Large returning warhammer* deals 2d6 points of damage on a successful hit. In the hands of a wielder who wears a *belt of giant strength* and knows the weapon is a *hammer of thunderbolts* (not just the +3 *warhammer* it appears to be), it becomes a +5 *Large giant-bane returning thundering warhammer* with the following two properties. First, when the bearer makes a successful thrown attack with the hammer, the hammer emits a powerful clap of thunder, causing all creatures within 90 feet to be stunned for 1 round (Fortitude DC 15 negates); the wielder is not immune to this effect. Second, the hammer's range increment increases to 30 feet.

DESTRUCTION

A *hammer of thunderbolts* is destroyed if heated in a fire giant's forge and quenched in the blood of a good-aligned humanoid, which causes the iron of the hammer to become so brittle it shatters the next time it is used to strike. Only bathing it in a fire giant's blood can reverse the hammer's brittleness; once the hammer is shattered, though, not even this can repair it. If it is bathed in the blood of a fire giant king or queen, it temporarily gains two additional powers for the next 9 days: the bearer gains resistance 30 against fire and sonic damage, and gains immunity to the stunning effect of the hammer's clap of thunder.

to betray him, it would mean the traitor's own end once the castle was in the air. From the notes, it appears that the fire giants eventually resolved not to attack the castle and to remain loyal to the Storm Tyrant—at least for now.

Story Award: If the PCs discover the information about Ironcloud Keep in this room, grant them 12,800 XP.

F11. Throne Room (CR 17)

This incredibly large cavern seems to have been created by a river of magma that drained and cooled, leaving a long, broad tunnel of rippled stone. Several giant-sized stone tables are lined up in a row, running the length of the chamber. At the far end is an enormous throne decorated with armored skulls, weapons, flames, and dragons.

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The chamber serves a dual purpose as both a throne room and a feasting hall for the giant nobles and important guests (such as Rek Scruggs, Jalodd and Maija, Gervas and Odilia, and Zareen and her azer bodyguards). If the king needs to speak to a large number of his subjects, he has the tables moved out of the way, but most of the time they are left in place for the nightly feast. Beyond the tables are the actual thrones of the king and queen, grand seats decorated with gems and gold inlays. Beside the thrones stands a pedestal illuminated by a *continual flame* spell, which holds a valuable trophy claimed from a fallen enemy—a Large warhammer (see Treasure below). A secret door is hidden in the wall behind the thrones (Perception DC 25).

A smaller and less ornate version of the king's throne sits at the head of the long stone table used for feasts, and a similar but smaller seat to that chair's right is reserved for the queen. A small platform stands to the left of the king's chair, along one side of the table; four dwarf-sized stone chairs are arrayed atop it. The platform is a temporary addition so the azer representatives can eat at the same table as the giants—a show of respect from King Tytarian, who doesn't want his smaller guests to feel that they're being treated like children (although the chairs they use were in fact originally intended for fire giant children). The remaining chairs are all sized for adult fire giants.

Creatures: Unless the king has been called away to another location, he is here in his throne room or sleeping in his bedchamber (area F10), and while here he is always accompanied by at least two officers.

Tytarian is incensed that invaders have breached Ashpeak's defenses, and outraged that they threaten him directly. Tytarian worries that the invasion of his complex will cause the Storm Tyrant to question his capability as a general. Because he's been challenged in his own fortress, it becomes a point of honor for him to destroy these invaders personally, especially if he can do so in front of his own people. There is no negotiating with Tytarian, and he fights to the death.

If the PCs approach in the evening hours, King Tytarian might be having his dinner feast, which means Queen Quivixia, Princess Hyrokkin, and all of their visiting dignitaries are also here, in addition to a pair of lieutenants—an overwhelming force that could easily slaughter the PCs. Tytarian hopes to capture trespassers alive and gloat over them before sending them to Ironcloud Keep as prisoners. If the PCs are captured and sent there, they will have to fight to survive and escape if they hope to end the Storm Tyrant's plans.

There is a chance that any surviving giants the PCs previously encountered return to the throne room to help defend Ashpeak. Be cautious of adding too many additional combatants to this encounter so as not to overwhelm the PCs.

If the PCs deliberately telegraph their presence, call out the king in a combat challenge, or otherwise give him plenty of warning about their arrival so he has time to prepare for their arrival, the combat encounter with the king and his elite guards (two lieutenants and a captain; see page 31) takes place here in front of the queen and the other nobles and guests. In this situation, the king's goal is to demonstrate his strength by defeating the intruders and presenting their heads to the Storm Tyrant; the witnesses attack only if they are attacked.

KING TYTARIAN

CR 16
XP 76,800
hp 315 (see page 56)

FIRE GIANT LIEUTENANTS (2)

CR 12
XP 19,200 each
hp 199 each (see page 11)

Treasure: The PCs can pry a total of 5,000 gp worth of gold and gems from the elaborate thrones. In addition to those valuables, the hammer displayed on the pedestal is a damaged *hammer of thunderbolts* (see the sidebar on page 53). The hammer's previous owner was a heroic paladin whose adventuring company attacked Tytarian's clan and failed. The king bathed the minor artifact in the blood of the dead paladin, making it brittle, and kept it on display as a trophy. When he recruited giants to come to Ashpeak, he brought the hammer with him as a trophy of his might. The PCs can retrieve it and bathe it in the blood of a fire giant to restore it to its full power.

Development: If the PCs defeat the king and his elite guards here in front of any assembled witnesses, the queen (or one of the other nobles, if the queen is dead or forced to flee) calls a halt to further violence, stating that the intruders have shown they can defeat the best of the giants' kind and there is no sense wasting any more lives in futile sacrifice. She offers the PCs a deal: If they relinquish the fallen king's crown, the fire giants (and their allies, such as the azers and salamanders) will leave Ashpeak and she will point the heroes to the secret passage that leads to the mountain's crater, where the Storm Tyrant's flying castle is tethered. Depending on the PCs' treatment of her, Quivixia may or may not warn them about the ash giants guarding the crater's entrance.

If the PCs accept this offer, Queen Quivixia is true to her word—she orders that all the surviving fire giant clans must return to their respective homelands, the azers and salamanders must return to their home plane (she even goes so far as to aid them if they can't return on their own), and other minions under her command (such as any surviving ettins, stone giants, and trolls on the lower level) must depart. She does not reveal any other

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information (such as the existence of the flying castle's kill switch, described in area **F10**), and she doesn't have the authority to call off any armies other than the giants here in Ashpeak, as the others technically belong to the Storm Tyrant. She does not allow the PCs to loot any of her personal effects.

Because of King Tytarian's *prisoner's dungeon ring* (*Ultimate Equipment* 166), Storm Tyrant is immediately aware if the fire giant king is killed, and begins preparing the defenses of Ironcloud Keep.

Story Award: If the PCs bathe the damaged *hammer of thunderbolts* in the blood of a fire giant and return the artifact to its full power, they gain a story award of 19,200 XP.

CONCLUDING THE ADVENTURE

The PCs have no downtime between this adventure and the next; the secret door in the throne room leads to a tunnel that empties into the bottom of Ashpeak's crater. While Volstus isn't ready to begin his invasion

immediately, he certainly plans to launch it soon. The PCs have enough time to return to Minderhal's Forge if they want to resize weapons or armor, but they need to move quickly; they likely don't have time to spend a month crafting new items.

After assaulting Ashpeak, the PCs are aware of the extent of the Storm Tyrant's plans, and have discovered that the flying castle is moored just above them in the volcano's crater. They have also learned that a direct assault on the flying castle would be treacherous, and the best bet would be to take down the Storm Tyrant's commanders before attacking Volstus.

Since Volstus maintains a constant *status* effect with King Tytarian and Queen Quivixia, he is immediately aware of their deaths, and he knows trouble is on the way. The Storm Tyrant increases the defenses of Ironcloud Keep as a result. The next installment of the *Giantslayer Adventure Path*, "Shadow of the Storm Tyrant," begins in Ashpeak's crater as the castle's defenders try to repel the heroes before the castle soars off into the sky.

GIANTSLAYER

KING TYTARIAN

A skilled general and dangerous combatant, King Tytarian has united four clans of fire giants to serve under Volstus the Storm Tyrant.

KING TYTARIAN**CR 16****XP 76,800**

Male fire giant fighter 1/stalwart defender 5 (*Pathfinder RPG Bestiary* 148, *Pathfinder RPG Advanced Player's Guide* 277)

LE Large humanoid (fire, giant)

Init +5; **Senses** low-light vision; Perception +13

DEFENSE

AC 34, touch 16, flat-footed 28 (+10 armor, +1 Dex, +5 dodge, +1 insight, +8 natural, -1 size)

hp 315 (21 HD; 15d8+1d10+5d12+211)

Fort +26, **Ref** +11, **Will** +16

Defensive Abilities rock catching, uncanny dodge; **DR** 3/—;

Immune fire; **Resist** cold 10

Weaknesses vulnerable to cold

OFFENSE

Speed 30 ft.

Melee +1 *adamantine human-bane halberd* +32/+27/+22/+17 (2d8+22/×3) or

2 slams +30 (1d8+14)

Ranged rock +18 (1d8+18 plus 1d6 fire)

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

Special Attacks defensive powers (renewed defense, unexpected strike), defensive stance, heated rock, rock throwing (120 ft.)

TACTICS

During Combat Tytarian focuses on human targets to make the most of his *bane* weapon. Since the majority of his stalwart defender abilities depend on him remaining in one place, Tytarian charges into the thick of combat where he can reach the greatest number of foes.

Morale Unwilling to show weakness in front of his subordinates, Tytarian fights to the death.

Base Statistics When not in his defensive stance, Tytarian's statistics are **AC** 32, touch 14, flat-footed 28; **hp** 273;

Fort +24, **Will** +14; **Melee** +1 *adamantine human-bane halberd* +30/+25/+20/+15 (2d8+19/×3) or 2 slams +28 (1d8+12); **Ranged** rock +18 (1d8+18 plus 1d6 fire); **Str** 35,

Con 24; **CMB** +30 (+32 sunder), **CMD** 45 (47 vs. sunder); **Skills** Climb +18.

STATISTICS

Str 39, **Dex** 13, **Con** 28, **Int** 12, **Wis** 12, **Cha** 10

Base Atk +17; **CMB** +32 (+34 sunder); **CMD** 49 (51 vs. sunder)

Feats Cleave, Dodge, Endurance, Great Cleave, Improved Initiative,

Improved Sunder, Iron Will, Power Attack, Stunning

Assault^{APG}, Toughness, Weapon Focus (halberd), Will of Giants

Skills Climb +20, Craft (weapons) +9, Diplomacy +10,

Intimidate +16, Knowledge (local) +10, Knowledge

(nobility) +10, Perception +13, Sense Motive +5

Languages Common, Giant, Ignan

Combat Gear *potions of cure serious wounds* (3); **Other Gear**

+1 *adamantine full plate*, +1 *adamantine human-bane*

halberd, *brooch of shielding* (89 points remaining), *cloak*

of resistance +3, *crown of conquest*^{UE}, *dusty rose prism ioun*

stone, *prisoner's dungeon ring*^{UE}, *ring of minor cold resistance*

SPECIAL ABILITIES

Will of Giants Tytarian is immune to enchantment effects

that target only humanoids, such as *charm person* and

hold person. This feat originally appeared on page 70 of

Pathfinder Adventure Path #91: Battle of Bloodmarch Hill.

Tytarian is the firstborn son of Clan Brandrik's previous king. He grew up during a time of comfort and prosperity for fire giants—volcanic activity was high, the smaller humanoids were too disorganized to be a threat, and the larger dragons were sleeping or hunting in new territories. There was little attrition due to war or raiding, and Clan Brandrik's halls grew crowded.

When they were young, Tytarian and his younger twin brother, Tybris, knew the kingdom would pass to the elder sibling. Tybris got permission from the old king to leave the clan homestead with a force of soldiers and blacksmiths in search of a new place to settle, founding Clan Bardris. Tytarian frequently visited the new settlement to help it take root and to strengthen ties between Clan Brandrik and Clan Bardris. Decades later, Tytarian's father died battling a dragon, and Tytarian assumed the kingship of Clan Brandrik. He spent many years as a bachelor king, waiting to find a suitable mate who would create a powerful alliance and raise strong children with him. Eventually he married Quivixia, an imposing fire giant with powerful political connections and unwavering faith in Zursvaater, the patron deity of all fire giants. The couple had two sons and two daughters, one of whom was a half-fiend—a blessing from their god.

Clan Brandrik engaged in the usual raids on humanoid settlements and battles against monsters in the mountains, and gradually expanded its territory. Tytarian and Quivixia

sent their two sons and non-fiend daughter off to live with other clans to foster future political marriages and trade crafting techniques. One day, a bloodthirsty mercenary group wiped out Clan Bardris at the behest of desperate human townsfolk, who had grown weary of the giants' raids. Tybris was slain in the conflict, as was Tytarian's youngest son, who was fostering there.

Maddened by his grief, Tytarian personally led his soldiers to slaughter the reveling adventurers and the entire village that had hired them. His forces easily defeated the settlement, but the king sank into a dark, brooding isolation. When the storm giant Volstus sought out Tytarian and offered an alliance, Tytarian saw the means to establish giants as the dominant culture in the region and ensure the continuity of fire giant civilization. He accepted the offer, and began plotting to unite the nearby fire giant clans into a great coalition that would lead the Storm Tyrant's armies to victory.

Rather than choosing one clan's lair as a rallying point, the king gathered troops from various clans in a separate location outside the other kings' territory—an abandoned dormant volcano known as Ashpeak. However, Tytarian's heart still stung from his loss, and he realized the dangers of housing children in a military base. He insisted that all forces sent to Ashpeak exclude any giant who had yet to reach the age of maturity. In doing so, he guaranteed that, even if the alliance failed and many giants died, no parents would grieve for the spilled blood of their young descendants. He also ensured that his own bloodline would continue, even if every giant in Ashpeak was put to the sword.

Ashpeak's population has swelled as nearby clans realized the advantages of allying with the Storm King and keeping their loved ones a safe distance from active military operations. The fire giant king has proven to be a skilled leader, and his hand-picked instructors are dedicated to their work. Now Tytarian sits on his throne of gold and iron, thinking of the severed heads of his brother and son. He waits for orders from Volstus to mobilize the armies so the fire giants can wreak vengeance upon the cities of the lowlands.

CAMPAIGN ROLE

If the PCs don't stop Tytarian, he may assume leadership over all fire giant clans within hundreds of miles, becoming an emperor of the mountains and exerting political power much as Belkzen does—by backing his decrees with the threat of monstrous force. Although he respects the Storm Tyrant's power and arsenal of magic

items, he believes he is just as qualified to lead as the larger giant. Eventually, this might lead to a conflict between the two, pitting Tytarian and the fire giant armies against the storm giant, his castle, and his magic.

If the PCs battle Tytarian within Ashpeak, he knows he has been backed into a corner. He can't surrender, for that would show weakness in the face of the enemy that put him on this path. If the PCs defeat him and spare his life, he'll be shamed in the eyes of other giants, reducing his status to something barely better than that of a slave—a fate worse than death for a giant who had once been king. If faced with such disgrace, Tytarian would leave the fire giant lands and seek minions elsewhere, perhaps taking over a group of lesser giants, or traveling to the Plane of Fire to meet with his contacts there. In any case, adventurers who spare his life would only give him a third reason to hate the smaller peoples, and it would not be the last Golarion hears of him.



GIANTSLAYER

QUEEN QUIVIXIA

A towering fire giant clad in steel, Queen Quivixia leads the fire giants of Ashpeak as a spiritual guide and enforcer, and oversees the temple of Zursvaater in the heart of the complex.

QUEEN QUIVIXIA**CR 14****XP 38,400**

Female fire giant cleric of Zursvaater 8 (*Pathfinder RPG Bestiary* 148)

LE Large humanoid (fire, giant)

Init +0; **Senses** low-light vision; Perception +15

DEFENSE

AC 29, touch 10, flat-footed 29 (+10 armor, +1 deflection, +9 natural, -1 size)

hp 226 (23 HD; 15d8+8d8+123)

Fort +22, **Ref** +9, **Will** +20

Defensive Abilities rock catching; **Immune** fire; **Resist** fire 10

Weaknesses vulnerable to cold

OFFENSE

Speed 30 ft.

Melee +1 adamantine spell-storing greatsword

+27/+22/+17/+12 (3d6+14/19-20) or

2 slams +25 (1d8+9)

Ranged rock +17 (1d8+13 plus 1d6 fire)

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

Special Attacks channel negative energy 6/day (DC 17, 4d6), weapon master (8 rounds/day), rock throwing (120 ft.)

Domain Spell-Like Abilities (CL 8th; concentration +13)

8/day—fire bolt (1d6+4 fire)

8/day—battle rage (+4 damage)

Cleric Spells Prepared (CL 8th; concentration +13)

4th—*divine power*, *freedom of movement*, *spell immunity*, *wall of fire*⁰

3rd—*dispel magic*, *fireball*⁰ (DC 18), *invisibility purge*, *protection from energy*, *searing light*

2nd—*bear's endurance*, *death knell* (DC 17), *hold person* (DC 17), *silence* (DC 17), *spiritual weapon*⁰

1st—*burning hands*⁰ (DC 16), *command* (DC 16), *cure light wounds* (2), *doom* (DC 16), *protection from good*, *shield of faith*

0 (at will)—*create water*, *guidance*, *light*, *stabilize*

D domain spell; **Domains** Fire, War

TACTICS

Before Combat If alerted to combat, the queen casts *protection from energy* (cold). If she has extra time to prepare, she casts *bear's endurance*, *freedom of movement*, and *shield of faith*.

During Combat The queen relies on her greatsword, casting *inflict serious wounds* from it with her first successful attack.

She typically uses her War domain's weapon master ability to gain Blind-Fight, Critical Focus, or Great Cleave.

Morale The queen offers a truce if she is brought to 25 hp or below (see Development on page 47).

STATISTICS

Str 29, **Dex** 11, **Con** 21, **Int** 12, **Wis** 20, **Cha** 16

Base Atk +17; **CMB** +27 (+29 sunder); **CMD** 38 (40 vs. sunder)

Feats Cleave, Combat Casting, Combat Reflexes, Great Cleave, Improved Sunder, Iron Will, Martial Weapon Proficiency (greatsword), Power Attack, Scribe Scroll, Selective Channeling, Weapon Focus (greatsword), Will of Giants

Skills Diplomacy +15, Heal +12, Intimidate +15, Knowledge (history, nobility, religion) +12, Perception +15, Sense Motive +10, Spellcraft +18

Languages Common, Giant

Combat Gear *scrolls of cure critical wounds* (4), *scroll of delay poison*, *scroll of lesser restoration*, *scroll of remove disease*, *scroll of speak with dead*, holy water (2); **Other Gear** +1 full plate, +1 adamantine spell-storing greatsword, amulet of natural armor +1, cloak of resistance +2, headband of alluring charisma +2, prisoner's dungeon ring^{UE}, ring of protection +1, spellguard bracers^{UE}, current wedding band (worth 1,250 gp), golden crown (worth 1,500 gp), old wedding band (worth 450 gp), platinum holy symbol (worth 500 gp), 400 gp worth of powdered diamond

SPECIAL ABILITIES

Will of Giants Quivixia is immune to enchantment effects that target only humanoids, such as *charm person* and *hold person*. This feat originally appeared on page 70 of *Pathfinder Adventure Path #91: Battle of Bloodmarch Hill*.

Clan Hrafn has long been known for its extreme devotion to the fire giant god Zursvaater. Its royalty constitutes the clan's priesthood, and cleric princes and princesses are often married off to nobles of other clans to further spread the faith. Quivixia, the niece of Clan Hrafn's king, is skilled with divine magic and greatsword alike. As there were few eligible female royals in her generation, she was considered quite a catch. Her first marriage arrangement ended abruptly when her prospective husband died in a fall before she and her escorts arrived for the wedding, and she returned home. Her parents found her another match, but he died in a battle with a dragon just after the

arrangements were finalized. When her third prospect choked to death on a femur during their wedding feast, other giants began to think she was cursed.

Quivixia instead believed this was a sign that she was meant for more than a politically convenient marriage. On the evening after the death of her third betrothed, she painted her face with the ashes of mourning and prayed long into the night. After many months of prayer and ritual, Quivixia was granted a vision by Zursvaater: she would marry a king and have four strong children, one of whom would be blessed by the god's power. Secure in this knowledge, Quivixia waited, studied, and consulted with other priests, researching other clans' beliefs and the Prince of Steel's role among the other giant gods. When Tytarian, king of Clan Brandrik, sought her hand, she knew the prophecy's fulfillment had begun. She washed her face clean, donned her wedding armor, and became his queen, not only creating a strong alliance between the two clans, but also strengthening Clan Brandrik's faith. Although theirs was a marriage of state, not affection, she bore four children—and just as her vision predicted, one was a monstrous creature of fang and fire.

When her husband considered the Storm Tyrant's offer of allegiance, Quivixia saw a unique opportunity for power and influence, and she encouraged her husband to accept. She suggested Ashpeak as a place for the united clans to settle, having visited it as part of a Clan Hrafn religious pilgrimage when she was younger. As the clans contributed soldiers and priests to the war effort, Quivixia naturally assumed a position of leadership over the other clerics, and invited her god-blessed daughter to help train Clan Brandrik's new officers in the ways of Zursvaater.

Now Quivixia is the spiritual leader of dozens of giants, and has the ear of their respected military commander. She guides the giants' interests in the spiritual world, and the king unifies their interests in the material world. Together they are forging an army much like a metallurgist mixes fire and carbon to create steel.

CAMPAIGN ROLE

The queen is no cloistered cleric—she is of a royal line trained for battle, and is not above beating a blasphemer or severing an enemy's head. She is well aware of Tytarian's ambition and the fragility of his alliance with the Storm Tyrant. Quivixia has lofty goals of her own—namely, to increase her magical power and spread the worship of Zursvaater to other giant settlements, by force if necessary.

If the PCs confront her within Ashpeak, Quivixia is full of godly fire and ready to smite the invaders. When the PCs come close to killing her, it upsets her worldview. She wonders if she has somehow offended her god and he has withdrawn his blessing. She needs time to think, and for that reason she tries to negotiate with the PCs to spare her

life. If the PCs let her live and kill her husband in battle, she disperses the soldiers at Ashpeak, and returns to Clan Brandrik to rule over her husband's people and meditate about what happened.

If she concludes that the alliance with the Storm Tyrant was the flaw in the great plan, she attempts to rally her people, and slowly builds another army over the next few years. If she believes the fault was in herself or her faith, she turns to a more radical interpretation of Zursvaater's religion, performing bloody sacrifices of slaves and prisoners. She brands the faithful with profane fire, and unites Clans Brandrik and Hrafn in a holy crusade against all who refuse the blessings of the Prince of Steel.



GIANTSLAYER

TESHARAT

Though somewhat conflicted in her duties, the magma dragon Tesharat enjoys the power she holds in her allegiance with the fire giants of Ashpeak.

TESHARAT

CR 15

XP 51,200

Female old magma dragon (*Pathfinder RPG Bestiary 2* 100)

CN Huge dragon (extraplanar, fire)

Init +4; **Senses** dragon senses; Perception +27**Aura** frightful presence (240 ft., DC 23)

DEFENSE

AC 33, touch 8, flat-footed 33 (+25 natural, -2 size)**hp** 237 (19d12+114)**Fort** +19, **Ref** +13, **Will** +18**Immune** fire, paralysis, sleep; **SR** 26**Weaknesses** vulnerable to cold

OFFENSE

Speed 40 ft., fly 200 ft. (poor)**Melee** bite +27 (2d8+15/19-20 plus 8 fire), 2 claws +27 (2d6+10), tail slap +22 (2d6+15), 2 wings +22 (1d8+5)**Space** 15 ft.; **Reach** 10 ft. (15 ft. with bite)**Special Attacks** breath weapon (50-ft. cone, 16d6 fire damage, Reflex DC 25 half, usable every 1d4 rounds), crush**Spell-Like Abilities** (CL 19th; concentration +23)Constant—*fire shield* (warm)At will—*burning hands* (DC 15), *scorching ray*, *wall of fire***Sorcerer Spells Known** (CL 11th; concentration +15)5th (4/day)—*dominate person* (DC 19), *teleport*4th (7/day)—*charm monster* (DC 18), *dimension door*, *greater invisibility*3rd (7/day)—*dispel magic*, *displacement*, *haste*, *vampiric touch*2nd (7/day)—*darkness*, *glitterdust* (DC 16), *hideous laughter* (DC 16), *mirror image*, *see invisibility*1st (7/day)—*charm person* (DC 15), *grease*, *mage armor*, *reduce person* (DC 15), *true strike*0 (at will)—*acid splash*, *bleed* (DC 14), *detect magic*, *detect poison*, *disrupt undead*, *open/close*, *read magic*, *spark*^{APG}, *touch of fatigue* (DC 14)

TACTICS

Before Combat Tesharat casts *mage armor* every day, and *displacement* and *greater invisibility* if she expects imminent combat. If she has more time to prepare, she also casts *mirror image* and holds the charge on *vampiric touch* to combine with her first melee attack.

During Combat Tesharat opens combat with her breath weapon. She relies on *displacement* and *greater invisibility*

to reduce the effectiveness of attacks against her as she fights in melee.

Morale If brought below 50 hit points, Tesharat attempts to flee using *teleport* or *dimension door*. After taking the time to heal, she likely returns to hunt down the PCs in order to finish them off.

STATISTICS

Str 31, **Dex** 10, **Con** 23, **Int** 20, **Wis** 20, **Cha** 19**Base Atk** +19; **CMB** +31; **CMD** 41 (45 vs. trip)**Feats** Flyby Attack, Great Fortitude, Improved Critical (bite), Improved Initiative, Improved Iron Will, Improved Vital Strike, Iron Will, Lightning Reflexes, Power Attack, Vital Strike**Skills** Acrobatics +19 (+23 when jumping), Climb +20, Fly +14, Intimidate +25, Knowledge (arcana) +20, Knowledge (dungeoneering) +20, Knowledge (local) +12, Knowledge (planes) +20, Perception +27, Sense Motive +20, Spellcraft +27, Stealth +14, Survival +20, Swim +20, Use Magic Device +25**Racial Modifiers** +4 Acrobatics when jumping**Languages** Common, Draconic, Giant, Ignan, Infernal, Orc**SQ** superheated

Born over 500 years ago deep beneath Golarion's surface, Tesharat quickly showed dominance over the other hatchlings in her brood. As she and the other dragons in the clutch grew, they started exploring outside of the magma chamber they called home. It wasn't long before the dragons encountered drow raiders. After a brief fight that left two of her siblings dead, Tesharat managed to drive back the drow. However, the raiders weren't content to let their fallen go unavenged.

A few days later, a larger force of drow crept through the tunnels to the dragons' lair and attacked with poisoned bolts and icy spells. During the battle, Tesharat's mother and remaining siblings were slain. Unable to continue the fight by herself, Tesharat dove into the magma and swam to safety.

As the years went on, Tesharat sought a new lair, creeping through the Darklands in search of a suitable pool of magma that wasn't already claimed by stronger creatures, and eventually found a magma vent that sat beneath a fire giant clan holding. She lurked in the depths for years, rarely encountering the giants who lived above. Once they discovered her below their lair, Tesharat put on

a fierce display, hoping to frighten the giants into leaving her alone. Instead, the fire giants saw the advantage in having a dragon so near to them, and sent her tribute, along with an official emissary who invited her to remain in the magma below for as long as she wished.

King Tytarian eventually took leadership of this clan, and when Volstus the Storm Tyrant and Tytarian first met and agreed to work together, the fire giant king proposed that Tesharat come with Clan Brandrik to Ashpeak. When Tytarian mentioned that the Storm Tyrant possessed the *Orb of Red Dragonkind*, however, Tesharat lashed out in anger, claiming that she would never serve someone who enslaved dragons. Tytarian was able to calm her and promised that she wouldn't come to any harm from Volstus, explaining that only red dragons could fall under the artifact's influence.

CAMPAIGN ROLE

Tesharat hates that the Storm Tyrant is using an *Orb of Dragonkind* to control red dragons, but she otherwise sympathizes with the giant's cause and enjoys the influence, privilege, and treasure he has awarded her in exchange for her alliance. Part of her responsibility involves watching over the red dragons, which she does with minimal care or concern, but she keeps an eye out for any way she can profit by exploiting them. She spends most of her time lounging in her magma pool, delegating as much work to the younger dragons as possible.

Tesharat is as wild and unpredictable as most other magma dragons, but she isn't willing to lose her life for the Storm Tyrant. If the PCs quickly prove they could defeat her in combat (such as by dealing damage equal to more than half her hit points in 1 round), she surrenders and attempts to bargain for her life and freedom. She insists that she knows little about the day-to-day operations at Ashpeak, save that the fire giant king reports to a more powerful giant, that this great leader has a magic item that controls dragons, and that she believes the leader's castle is in the volcano's crater. She avoids other questions with erratic behavior and allusions that the leader's magic item prevents her from answering other direct inquiries, but this is a ruse.

Alternatively, the PCs might be able to talk her into leaving. Tesharat's starting attitude is hostile, but she agrees to leave Ashpeak if her attitude is shifted

to friendly. If the PCs ever fail a Diplomacy check by more than 5, or fail a Diplomacy check when Tesharat is already hostile, the dragon attacks. This bargaining might involve revealing some of the information she'd use to save her skin. If the PCs learn about the Storm Tyrant's dragon-controlling magic item and suggest that he might find a way to use it against her, they gain a +5 circumstance bonus on all remaining checks to convince her to leave Ashpeak.



GIANTSLAYER



ZURSVAAATER

ACCORDING to fire giant legends, over 10,000 years ago, the mightiest volcano sensed the presence of stone giants climbing on his surface and sculpted his body into a towering, humanoid shape to speak with them. Calling himself Zursvaater, he offered the giant tribe the secrets of metal and volcanic fire in exchange for their worship and souls. They accepted his deal, and Zursvaater enveloped them in his molten body, expelling them as lesser imitations of his own form. This new race—the fire giants—became notorious for their metal crafting, raids, and slave-taking as they obeyed their god's directive to bring the world under the dominion of his chosen people. Zursvaater's plan will take many centuries to come to fruition, but like lava creeping out of a volcano to cover the nearby land, the martial tide of the fire giants gradually envelops and destroys all those who dare to stand in its way.

ZURSSVAATER

A creature of ash, molten rock, and red-hot metal, Zursvaater [zurs-VAH-ter] is terrible to behold when angered, but he always focuses his destructive outbursts on something other than his own minions or worshipers. Despite his explosive temper, Zursvaater is a crafty, patient, and tactically brilliant ruler focused on conquest and domination. His rigidly enforced hierarchy places mortal rulers at the heads of his followers' communities, and demands that each rank submit completely to the ones above. Fire giant generals and master smiths hold honored positions in his societies, as their labors contribute most directly to their god's plans. Fire giant settlements range in size from small tribes to the mighty kingdom of Kerdreg in southern Thuvia, but regardless of a settlement's size, Zursvaater's hierarchy informs every aspect of its citizens lives.

Also known as the Prince of Steel, Zursvaater loves his worshipers as a miser loves gold. Having crafted the fire giant race out of "lesser" beings, he sees any fire giant who turns to other gods as an affront to his role as a creator and parent. He loathes risking his faithful, but knows it is sometimes necessary to make sacrifices to achieve greater rewards, encouraging his people to conquer other races using clever tactical strikes that seize many slaves without wasting valuable resources. His direct communication with his worshipers is infrequent but detailed, as he does not feel the need to update them or explain his plans unless it is necessary for them to competently execute his orders. He views those who disobey as weak, cowardly, and unworthy of being fire giants, and condemns them to toil like beasts or slaves.

Zursvaater teaches that the strong should rule the weak, that slavery is little better than death, and that the strong should be prepared for all-out war at any time lest the weak catch them off-guard. It is proper to aspire to a higher position, and it is expected that exceptional or skilled individuals will rise through the ranks and perhaps marry into the fire giant nobility. The Prince of Steel strongly discourages infighting among fire giants, and has been known to curse royalty and nobility who instigate such conflicts, or even relocate entire fire giant fortresses to end bloody feuding. The faithful are loyal to their leaders and other members of the faith; disputes between individuals too great to be ignored or soothed with *wergild* are usually settled with duels or through elaborate war games using toys, slaves, or proxy allies.

The Prince of Steel rarely bothers to reward or punish followers directly; instead, when an individual needs

to be lauded or reprimanded, he is more likely to send a vision to a higher-ranked fire giant and let the chain of command do its work. As the creator of the fire giant race, he can withdraw his gift of fire immunity from any fire giant at any time, or fill an offender with the pain of being burned alive. When he is unexpectedly pleased by a fire giant's work or achievement, he makes his unholy symbol appear as a splash of molten iron that quickly solidifies. The fortunate few fire giants who receive signs of their god's favor wear them like high military decorations and pass them down to their children.

Zursvaater considers himself a practical god, and does not require praise from his followers—only obedience. He loves military tactics and enjoys debating strategies with his trusted minions and the servants he crafts from the souls of his most skilled fire giant generals after their lives come to an end.

Zursvaater is lawful evil. His portfolio is conquest, slavery, and weapons, and his domains are Evil, Fire, Law, Trickery, and War. His favored weapon is the greatsword, and his unholy symbol is a helm with fangs. He teaches his followers that trickery is a valuable tool to

use on lesser beings, but that within their own hierarchy it is inefficient at best, and a sign of disrespect toward authority at worst. Most of his worshipers are fire giants, but there are a few slag giant tribes who acknowledge him as their maker. Most of his priests are clerics, although a few inquisitors and oracles of flame pay him homage. His faith is concentrated in the mountainous areas that are the favored home of fire giants.

Sculptures of Zursvaater depict him as a mighty, armored fire giant with a closed-faced helm, sometimes holding a heavy chain in one hand. When manifesting to his followers, he has a visible aura of heat and flame, and his every breath creates a cloud of volcanic ash. His skin has a red hue that more closely resembles a fiend's skin tone than it does lava or fire, but in battle, his flesh turns to molten stone and burns any who touch him. His adamantite greatsword *Blood of the Mountain* glows hot enough to melt most metals, and cuts cleanly through armor. The god keeps his divine realm of Hyrrfellhame, an immense underground cavern containing three active volcanoes, hidden in Hell. Fiendish fire giants, armored creatures resembling shifting infernos, and hordes of burning skeletons guard the entrance to his stronghold.

Worship services combine shouting and chanting choirs, gongs, bells, heavy steel drums, and flames. Sacrifices are usually in the form of food, animals, and



"I shall deliver the world into the hands of my people for all eternity."
—*Law of the Shield*

GIANTSAYER

THE PROPHECY OF TWILIGHT

Fire giants keep the contents of this apocalyptic prophecy secret, so that other creatures don't try to interfere with the truth it foretells. According to the Prophecy of Twilight, fire giants will conquer the world, subjugating all other races. With all creatures of the world in their thrall, they will forge a legendary blade, the Sword of Twilight. Once the last hammer strike falls on the Sword of Twilight, Zursvaater will take up the blade and rip the heavens asunder, consuming all of reality in everlasting flames.

unruly slaves who are burned or thrown into lava flows. Valuable items, such as jewelry and equipment, are never discarded this way unless they can't be used by the faithful.

Zursvaater's church strongly encourages marriage, seeing such bonds as supporting the community's stability and order. An unmarried clan leader usually entertains many suitors from other settlements, though such marriages are often made only for political purposes, and both spouses may take other lovers. Some princes and princesses are half-fiendish fire giants, usually born to the reigning fire giant queen with her spouse's knowledge and proclaimed approval. Newborns with twisted spines, strangely shaped limbs, or other features that many races would consider deformities are auspicious signs of divine favor. Such variations rarely compromise the giants' strength; they instead encourage foolish opponents to underestimate them in battle.

TEMPLES AND SHRINES

Zursvaater's churches are usually built in stone caves, preferably with glowing lava or large braziers or pots of oil that can be set alight at each service. The walls are carved to look like a ring of active volcanoes that surrounds the central hall and are painted to reinforce this mountain imagery. False caves are carved into this facade at ground level to store weapons and throwing rocks in case the temple is attacked. In an outdoor temple, the altar is usually covered with a sturdy canopy of hammered metal scales to shelter it from the weather.

Shrines to the Prince of Steel usually consist of a large piece of volcanic stone carved to resemble a fanged helmet. Many temples keep their greatest treasures in a secret metal box hidden within the helm, trapped with razor-sharp blades to protect its contents from unworthy hands.

A PRIEST'S ROLE

Zursvaater's priests are a force of order, reminding their followers of the necessity of obedience, punishing slaves, and extracting information from prisoners. They are often

members of the nobility, and it is common for a clan's king or queen to be a priest or have a sibling in the priesthood. Priests arrange diplomatic events between allied tribes, negotiate surrender terms for lesser creatures defeated on the battlefield, and perform marriages for all social classes in the tribe. Many priests have some skill at Craft (armor or weapons), Diplomacy, Intimidate, Knowledge (nobility), and Sense Motive.

A typical day for a priest begins with prayer and a "baptism of fire" in which the priest places one or both hands in a fire, on a forge, or in lava to demonstrate that the god hasn't withdrawn the priest's protection against fire. This is followed by a meal, after which the priest reports to a superior for orders or carries out existing orders if no superior is present. A priest with underlings issues orders to them after receiving his own. Divine spellcasters usually prepare their spells after evening prayer.

Meetings between two fire giant settlements usually begin with a parley between priests, who discuss their accomplishments and determine which tribe's high priest has a higher rank.

Priests usually let their hair grow long, but tie or braid it neatly, and male priests groom their beards in a similar fashion. It is common for priests to tattoo their hands and around their eyes with fang-like markings using gold or copper to catch and accentuate firelight. They dress in black with orange accents and wear metal armor. Priests commonly don black tabards with fanged orange helms over their armor. They are fond of ornamenting their clothing with orange gems, such as citrine, fire opal, and zircon, or crafting these jewels into magic items.

HOLIDAYS

Zursvaater's major holidays serve to enforce the hierarchical structures he imposes on fire giant society.

Night of the Inferno: This holiday, celebrated in Sarenith, commemorates Zursvaater's creation of the fire giant race. Because the exact day that the first stone giants accepted Zursvaater's blessing has been lost to history, each tribe and kingdom selects its own night to celebrate this momentous occasion. Celebrations involve lighting immense pyres and holding contests of speed, strength, and cleverness to demonstrate how the tribe's power has grown since the previous year. The high priest of each tribe covers herself in stone armor and submerges herself entirely in lava, then bursts forth with the stone melted and stripped away.

Ruler's Day: Each tribe celebrates Ruler's Day on the day that their current monarchs began to rule the kingdom. No tribe actually calls the holiday "Ruler's Day"; rather, each tribe names the holiday after its own monarchs. On this day, the king and queen give speeches describing how the tribe has prospered under their rightful rule, and may

use the occasion to promote the worthy or deliver orders to all members of the tribe at once. Afterward, the tribe indulges in a lavish feast prepared by slaves. Particularly troublesome slaves become part of the feast on this annual day of renewal.

APHORISMS

Most fire giant exclamations are battle cries, and a few stem directly from their faith.

Flesh and Souls for the Prince: This cry damns an opponent's soul to the Prince of Steel to serve him as a slave forever in his volcanic realm.

He Gives Me Strength: Every fire giant alive owes its existence to the god's original act of transformation. This maxim is a reminder that the speaker's power is a gift from Zursvaater, and makes each successful attack or deflected blow a prayer of thanks to him. The faithful know that at any time their god might withdraw his blessing, and that they remain in his favor only so long as they are obedient to his will.

The World Shall Be His: The faithful envision a time when the entire world will fall under the Prince of Steel's dominion. This exclamation serves as a threat to all who would oppose him and as validation to the faithful.

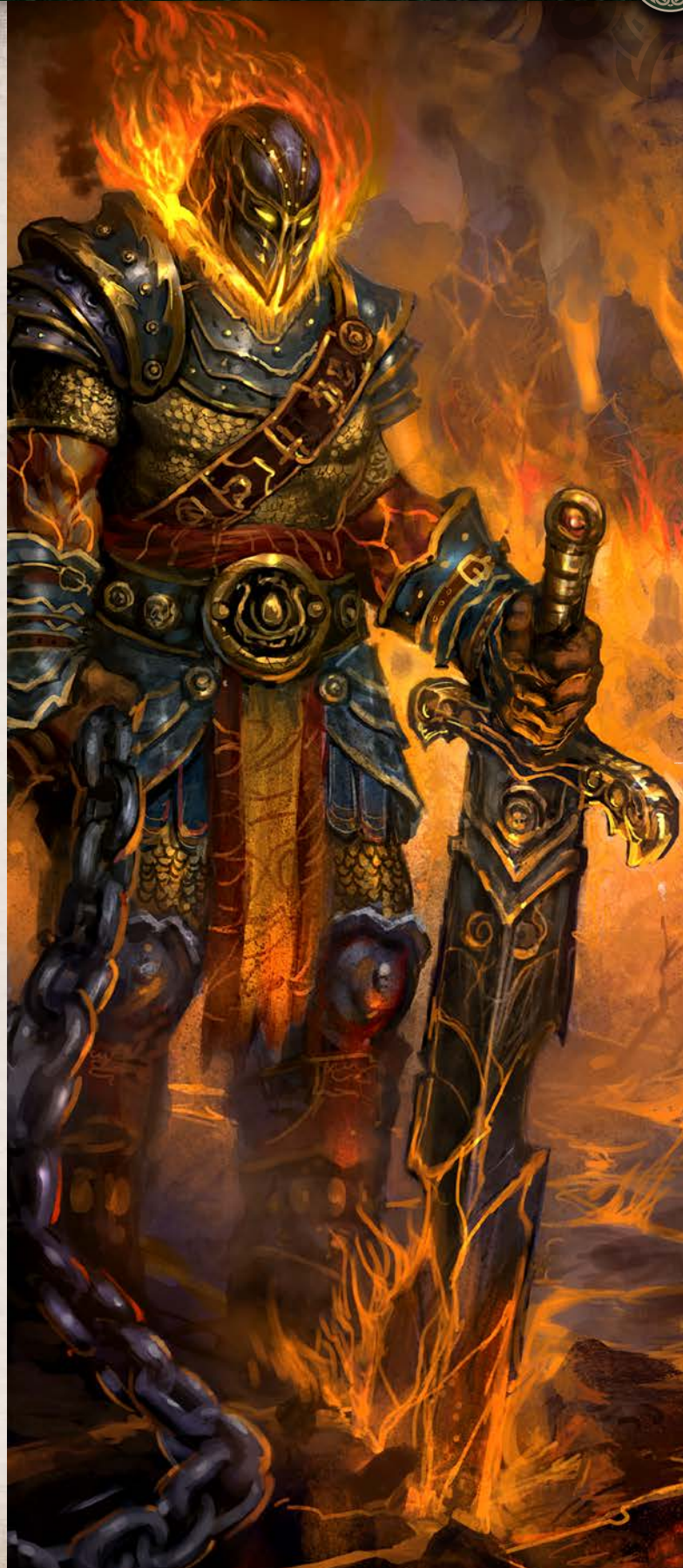
HOLY TEXT

Zursvaater's faith is simple and direct, and its rules are traditionally inscribed on a steel plate, hence the title the *Law of the Shield*. The original plate is said to be a powerful artifact that Zursvaater inscribed with his own hand. As the Prince of Steel transformed more stone giant tribes into fire giants, his first priest copied the sacred text onto a more conventional shield for the tribe's king and queen. It is now a tradition that when a tribe grows too large for its home and some giants leave to found a new tribe, the high priest of the old tribe personally copies the text as a gift to the new tribe's rulers.

The text itself describes the compact between Zursvaater and the giants who swear their souls to him, and details a few specific prayers, laws of obedience, proper sacrifices, and the god's plans for conquest. Within those constraints, the giants have free reign to create their own tribal or religious laws. As a result, two distant fire giant settlements may have significantly different regional customs.

RELATIONS WITH OTHER RELIGIONS

The secretive Prince of Steel shuns contact with most other divine beings, focusing his attention on events in the mortal world. Despite his relative reclusiveness, he holds strong opinions about several other deities, which some of his followers use as guides for their own interactions with servants of other patrons.



GIANTSLAYER

Zursvaater has particular contempt for Thremyr, god of frost giants. Beyond the natural opposition of their elements, he finds Thremyr's fits of rage, as well as his bloody and disorderly style of warfare, to be distasteful. Similarly, he believes that Gorum's pursuit of warfare for its own sake is senseless. He finds Minderhal amusing, believing that the stone giant deity is a pale imitation of his own majesty, much as stone giants themselves are merely the raw materials he used to forge his own followers. In the eyes of the Prince of Steel, Torag is a god of pests, whose defensive teachings have made the Father of Dwarvenkind's followers troublesome to root out.

However, he grudgingly respects Torag's skill as a smith, and encourages his followers to make use of dwarven weaponry and forge-slaves when they can.

NEW SPELL

Clerics of Zursvaater may prepare *burning gaze*^{APG} as a 2nd-level spell and *wall of lava*^{APG} as an 8th-level spell. His inquisitors may learn *burning gaze* as a 2nd-level spell. Zursvaater's priests have access to the following new spell.

STOKE THE INNER FIRE

School transmutation [fire]; **Level** cleric 2, inquisitor 2 (Zursvaater)

Casting Time 1 standard action

Components V

Range personal

Target you

Duration 1 round/level

You increase the natural heat within your body, transferring it to your weapons and armor. As a swift action, you may grant one of your natural or manufactured weapons the *flaming* special ability for 1 round. If you have the fire subtype, your weapon instead gains the *flaming burst* special ability. If the weapon leaves your hand for any reason, it loses the *flaming* (or *flaming burst*) special ability until you spend a swift action to activate it again. You can only have *stoke the inner fire* active on one weapon at a time, and spending a swift action to imbue a second weapon with the spell's power immediately ends its effect on the first weapon.

The spell also builds a wall of searing heat between your armor and your flesh. Anyone striking you with a natural weapon or unarmed strike takes 1 point of fire damage. A creature that grapples you or is grappled by you takes 1 point of fire damage each round the grapple persists. If you have the fire subtype, these damage values increase to 1d6 points of fire damage each. Removing your armor causes this wall of heat to dissipate and ends these effects.

PLANAR ALLIES

Most divine servants of Zursvaater are either ascended fire giant souls or fiend-like giants.

Jarl Bellarn: This tall, proud fire giant waged war against frost giant clans in the name of her father, King Rolgar, even before she came of age. She personally slew the entire noble court of the frost tyrant Norfi before being felled by a poisoned spear, and is remembered as a great hero-warrior of the fire giants. Her very presence acts as a bardic performance to inspire courage, granting a +2 bonus to all fire and slag giants within 100 feet. She also has a +4 favored enemy bonus against frost giants, as the ranger ability. She appreciates offerings of poison-resisting items and the severed heads of frost giants, winter wolves, and white dragons.



Jorgaf, Heir to the Sixth Throne: This stout fire giant's fiendish heritage is visible in his scaly skin, batlike wings, burning red eyes, poisonous fangs, and reptilian tail. His helm closely resembles Zursvaater's holy symbol, and his armor is designed to flaunt his fiendish traits. Despite being one of his god's favored minions, he is sullen and gravely focused on carrying out his assigned task. He is ruthless in battle, striking fear into anyone within reach.

Restitution: This broad fire giant is nearly as wide as he is tall. "Restitution" is a title, and no mortal knows his real name. It is suspected that when he was a mortal giant, he killed a high-ranking member of his tribe, and that when he could not pay his victim's family, he was executed and condemned to servitude in the afterlife for a thousand years. Some fire giants suspect he was framed or accepted this burden to protect another giant. His battered armor covers his many scars, and though he is curtly polite, he turns away inquiries about his past with a cryptic answer: "My name belongs to the Prince, until nine and nine and nine are spent." So long as he is properly compensated, he accepts all missions without complaint, even suicidal ones, as his divine master will revive him if necessary.

OBEDIENCE

The following describes the ritual a worshiper of Zursvaater must perform to take full advantage of the Deific Obedience feat found on page 210 of *Pathfinder Campaign Setting: Inner Sea Gods*, as well as the boons for the evangelist, exalted, and sentinel prestige classes in *Inner Sea Gods*.

Obedience Immerse yourself in lava or a roaring flame for one hour. During the first half hour, recite passages from the *Law of the Shield* and meditate upon how your god's will guides your actions. Divide the remainder of the hour between recounting the orders and obligations that your superiors have given you, and planning the orders you will give your subordinates on the following day. You gain a +4 profane bonus on saving throws against spells and effects with the cold descriptor.

EVANGELIST BOONS

- 1: Slave-Taker's Tools (Sp)** *command* 3/day, *stoke the inner fire** 2/day, or *chain of perdition*^{uc} 1/day
- 2: Sense Slaves (Ex)** You gain the scent ability, but only with respect to humanoids. You gain a +2 favored enemy bonus against humanoids, which stacks with any favored enemy bonus you already possess against humanoids.
- 3: Searing Strike (Su)** Once per day, you can channel the Prince of Steel's power through your weapon as a free action. You must declare your use of this ability before you make an attack roll. On a hit, the weapon creates a burst of fire. Your target takes 5d6 points of fire damage and catches on fire unless it succeeds at a Reflex save (DC 10 + 1/2 your HD + your Charisma modifier). If the target catches on fire, it takes an additional 2d6 points of fire damage each round until it succeeds at a Reflex

CUSTOMIZED SUMMON LIST

Zursvaater's priests can use *summon monster* to summon the following creatures in addition to the normal creatures listed in the spells.

Summon Monster I

Burning human skeleton*

Summon Monster III

Thoquua (*Pathfinder RPG Bestiary* 2 262)

Summon Monster VI

Burning fire giant skeleton*

* This creature has the extraplanar subtype but is otherwise normal for its kind.

save at the original DC. All fire damage from searing strike ignores fire resistance, but not fire immunity.

EXALTED BOONS

- 1: Tyrant's Weapons (Sp)** *bane* 3/day, *dread bolt*^{um} 2/day, or *protection from energy* 1/day
- 2: Fiery Fangs (Su)** Two fangs made of fire emerge from your mouth. Twice per day as part of casting a spell or using a spell-like ability, you may remove one of these fangs and use it to augment that spell or spell-like ability; this counts as adding a somatic component to the casting. This augmentation acts as your choice of one of the following metamagic feats: Bouncing Spell^{apg}, Elemental Spell^{apg} (fire only), Enlarge Spell, Extend Spell, or Silent Spell. The fangs are insubstantial, and cannot be used to make a bite attack.
- 3: Burning Bladestorm (Sp)** You can create a whirling curtain of blades of fire and steel. This ability acts like a *blade barrier* cast by a cleric but also sends out waves of heat like a *wall of fire*. Fire giants may pass through the blades without taking any damage. Humanoid creatures killed by this ability rise as uncontrolled burning skeletons.

SENTINEL BOONS

- 1: Might Makes Right (Sp)** *protection from good* 3/day, *weapon of awe*^{apg} 2/day, or *deadly juggernaut*^{uc} 1/day
- 2: Knight of Arms (Ex)** You may treat any weapon as if you were proficient in it and had the Weapon Focus feat for that weapon. If you already have Weapon Focus for that weapon, your critical hits with that weapon cause the target to bleed as if you had the Bleeding Critical feat; half this bleed damage is fire damage.
- 3: Pyroclastic Champion (Su)** Zursvaater infuses you with more of his essence. As a free action, you can surround your body in an aura of fire that ignites any combustible object you touch, and provides you with cold resistance 20. Any time you deal fire damage with a natural or manufactured weapon (including magic weapons), double the amount of fire damage that you would normally deal. This damage increase doesn't apply to fire damage from spells or spell-like abilities.

GIANTSLAYER



VOLCANOES OF GOLARION

The dwarves of Jernashall knew Torag's Crag slept uneasily. Filled with pride in their talent, they designed the city to survive any conceivable eruption. In an unparalleled feat of daring and ingenuity, they built the first magmafall, a series of conduits that tapped into magma near the mountain's peak, routed it through the heart of the city, and channeled it into deep reservoirs. These marvels of engineering stood as an emblem to the triumph of dwarven crafting over nature.

True to the builders' words, Jernashall survived the continent-shaking eruption that marked the beginning of the Rending. However, the blast and accompanying earthquakes compromised the city's defenses. When a second eruption shook the mountain the following day, Jernashall's vaulted ceiling failed and magma flooded the city, entombing it and all within.

—*The Advent of Toil: A History of Droskar's Crag*

VOLCANOES OF GOLARION

Far beneath the surface of Golarion, earth and fire join. Solid rock heated beyond endurance flows and shifts, driving the motion of the continents. Where the ground above is weak, low pressure and intense heat give birth to magma, the lifeblood of the world. Volcanoes tap into this molten fury and emerge from the land, rising as mountains sculpted from lava and ash.

Most geological forces work so slowly they are barely noticeable over mortal lifespans. The volcano is a dramatic exception. A major eruption reshapes entire regions in days or even hours. Mountains vanish or arise, and islands emerge out of the sea. Waves of mud and cinders erase entire cities and valleys. The very climate bends beneath ash that darkens the world's skies. Yet many volcanoes never reach this point, content to fume quietly with little impact on those nearby. While eruptions may leave blighted landscapes more akin to alien worlds, volcanoes also allow new life to flourish, as volcanic ash soon becomes rich, fertile soil—the snow-capped peaks and green faces of dormant volcanoes are among Golarion's loveliest mountain vistas.

Scholars recognize three broad categories of volcanic mountains, though these categories do not cover the full range of volcanic activity. Cinder cones, such as the volcanoes of the Cinderlands in northern Varisia, build up their mass by ejecting ash and rock. Many erupt only a single time, but hundreds can arise on suitable terrain. Volcanic activity even produces cinder cones on the sides of other, larger volcanoes. Shield volcanoes grow through eruptions of magma, their viscous lava spreading with a distinctive broad profile. Some shield volcanoes erupt continuously for decades or centuries. Shield volcanoes typically feature deep vents and fissures that spill magma onto the surrounding landscape. Stratovolcanoes like Droskar's Crag tower above the other sorts, their massive profiles built through multiple eruptions of lava and ash. They tend toward thinner lava that cools quickly, giving them steeper, more majestic profiles. Stratovolcano eruptions range from quiet activity that slowly builds mountains over time to titanic explosions that devastate the surrounding region.

Many volcanoes have impressive central craters, legacies of past eruptions. Some have flank craters from secondary eruptions, or multiple peaks built through sustained activity. Volcanoes draw on underground reservoirs of magma for their eruptions. These reservoirs may collapse when emptied, producing a caldera. Often confused with craters, these gaping ring-shaped holes can fill with water or remain empty, save for a scattering of shattered rocks. The formation of a caldera doesn't necessarily signal the end of a mountain's geothermal activity. The Gorum Pots of Numeria sit in a massive active caldera; the magma beneath heats the myriad geysers, hot springs, and mud pots of the region.

NOTABLE VOLCANOES

Though the majority of Golarion's volcanoes are found underwater (the tips of some becoming islands), the best known lie on land.

Droskar's Crag: On 18 Desnus, 3980 AR, Torag's Crag exploded, forever altering the landscape of Darkmoon Vale. This first titanic blast and the eruptions that followed became known as the Rending. The ash that spewed forth from the volcano darkened the skies of southern Avistan for over a year. Proud dwarven engineers had designed the subterranean city of Jernashall to survive such a blast, and indeed, it withstood the initial geological siege. However, a second eruption the following day overcame the dwarves' best engineering, and Jernashall and all within were entombed in magma. The mountain's face crumbled, claiming Jernashall's surface sister city of Raseri Kanton. Dwarves renamed the sundered peak, now the tomb of tens of thousands, after Droskar, the dwarven god of toil and suffering. The dwarves say the legendary red dragon Daralathylx swam chortling through the crag's lava that day—some whisper that the dragon had tapped into a wellspring of mythic power to cause the mountain's demise. Untold riches and works of dwarven masters lie below the volcano's shattered face, awaiting any who can liberate them from their stony tomb. For more information on Droskar's Crag, see pages 44–45 of *Pathfinder Campaign Setting: Andoran, Birthplace of Freedom*.

Eye of the Unmaker: Inside this volcano's smoking caldera in the Hold of Belkzen stands the Brimstone Haruspex, a blackened temple fortress. Here, the toxic fumes grant orc oracles and their hapless proxies visions, albeit at a terrible physical cost. Chieftains bring tributes of treasure and sacrificial victims to trade for the oracles' mad prophecies. Beneath the fortress, cave paintings detail the ancient history of the orcs of Golarion, back to their first emergence on the surface. Disturbingly detailed paintings depict Rovagug and the ravages of his many spawn. For more information on the Brimstone Haruspex, see pages 41–42 of *Pathfinder Campaign Setting: Belkzen, Hold of the Orc Hordes*.

Mhar Massif: Several smaller volcanoes surround Mhar Massif, tallest of the Kodar peaks. In ancient times, the nexus created by these unquiet mountains drew the attention of the Great Old One known as Mhar. The unthinkable entity infested the heart of the volcano with its being in an attempt to fuel its divine apotheosis. Either Mhar's attempts failed, or, as its cultists believe, the ancient being remains deep within the volcano's heart building its strength. Runelord Karzoug chose Mhar Massif's soaring heights for his capital city, the mountain redoubt of Xin-Shalast. His giant slaves toiled for years to carve his visage into the side of the mountain, where it could tower over all as a symbol of his power.

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Mount Keeba: This towering volcano in the Shackles has earned the nickname “the Smoker” from the smoke that constantly drifts out of its summit. Magma continuously trickles down its slopes. A trio of otherworldly seers who call themselves Keeba’s Eyes offer answers to those who pay their baffling prices, which range from recovering trinkets to surviving deadly quests. Visitors must sometimes wait years in Plumetown, the island’s only settlement, to earn an audience with one of these mystics.

Terwa Lake: This beautiful lake of sapphire water rests atop an ancient caldera in the Mwangi Expanse. Ruined cities lie scattered around its rim and under its surface. The placid lake holds a deadly secret—volcanic gases gather in its depths, building until seismic forces release them in a wave of suffocating death. An eddy of rusalkas (*Pathfinder RPG Bestiary* 3 232) inhabits the depths of the caldera.

The rusalkas’ leader, a capable necromancer, has long labored to bind the unquiet dead of Terwa Lake to her will.

Zom Kullan: The volcanically active range of Kullan Dei winds its way through the tropical kingdom of Nagajor. The nagas’ capital city of Zom Kullan rests in the heart of a massive volcano, where the ruling matriarchs perform complicated rituals to keep the volcano’s fires at bay. As well as ensuring the safety of the capital, these rituals draw energy from the volcano and augment the matriarchs’ sorcerous powers. Not discussed save in whispers are the ever-increasing effort required to complete the sealing ritual, and the growing pressure in the magma vaults beneath Zom Kullan hinted at by recurrent tremors. The long-delayed eruption threatens not just Nagajor but also much of southern Tian Xia.

VOLCANIC DENIZENS

Several creatures favor volcanic areas for their lairs. Fire giants in particular seek out lava vents and active volcanoes for their fortresses. Fire yai (*Bestiary* 3 206) in turn often seek dominion over fire giant tribes. Red, magma (*Pathfinder RPG Bestiary* 2 100), and underworld (*Bestiary* 3 102) dragons thrive in the chaos and destruction of active volcanoes, and frequently choose these inhospitable environments as lairs. Some volcanic creatures, such as obsidian gargoyles (*Pathfinder Campaign Setting: Classic Horrors Revisited* 19), are variants specially adapted to hot conditions.

Where the barriers between the Material Plane and the Planes of Earth and Fire are weak, volcanoes often emerge. Such volcanoes sprout both temporary and permanent planar portals, bringing in fire and magma elementals (*Bestiary* 2 118) and other extraplanar creatures. Magmins (*Bestiary* 3 189), fire and magma mephits, salamanders, and thoquas (*Bestiary* 2 262) sometimes wander through portals out of curiosity or for a change of scenery, such as. Others, like the scheming efreet, seek power and influence among mortals. Magma oozes (*Bestiary* 2 184) may either reach the Material Plane through such portals, or arise spontaneously in magic-infused volcanic areas.

Though not drawn to volcanic blasts, undead and various night-loving creatures thrive in the prolonged twilight that accompanies large clouds of ash. The victims of eruptions may arise from their trapped bodies as incorporeal undead such as ghosts or wraiths. Their bones may spring forth from the soil as burning skeletons, or their heads may escape and take on a new existence as flaming beheaded (*Pathfinder RPG Bestiary* 4 17) Perhaps the most terrifying undead that may lurk in volcanoes are red wyrm raveners (*Bestiary* 2 230), ancient horrors that refused to let death stand in the way of their pursuit of wealth and power.



VOLCANOES OF GOLARION

ERUPTIONS AND ACTIVITY

Even without fully erupting, active volcanoes can potentially produce dangers such as ash, earthquakes, lava, and poisonous gases. See the sidebar for even more volcanic threats.

Ash: Erupting volcanoes spew ash, which can obscure vision and cause creatures to choke as if it were heavy smoke (*Pathfinder RPG Core Rulebook* 444). Prolonged contact with hot ash deals 1d6 points of fire damage per minute. Clouds of ash can linger in the atmosphere, darkening the sky for weeks or even months, and leading to colder temperatures and prolonged winters. This combination of cold and lack of sunlight hurts crops, and can cripple food supplies and lead to famines. On the ground, ash buildup creates difficult terrain—not only is it slippery, but it might conceal other hazards. In heavy eruptions, a blanket of ash several feet thick may eventually blanket the region downwind of the volcano. Over the long term, however, this volcanic ash becomes fertile soil.

Earthquakes: Volcanic tremors can cause any of the effects listed in description of the *earthquake* spell, depending on the nature of the terrain (*Core Rulebook* 275). Movement during an eruption requires an Acrobatics check. The base DC of this Acrobatics check is 10, but particularly powerful earthquakes and difficult terrain can increase it.

Lahars (CR varies): When intense heat melts a volcano's glaciers or snow, a lahar results. This churning slurry of mud and debris can travel hundreds of miles beyond the volcano, devastating anything in its path. Motion alone keeps a lahar liquid. When a lahar strikes a creature, it deals the damage listed in the table below (Reflex half, at the listed DC). For creatures caught in a flowing lahar, use the rules for being swept away in flowing water (*Core Rulebook* 432) with a DC 25 Swim check. Anyone trapped under a lahar cannot breathe and must attempt Constitution checks to avoid suffocation (*Core Rulebook* 445). Lahars may be hot or cool depending on the events that cause them. A hot lahar deals 2d6 points of fire damage per round to those trapped by it. As a lahar slows, it settles to the consistency of packed earth, entombing those trapped beneath. See the Cave-Ins and Collapses section on page 415 of the *Core Rulebook* for rules on digging out a buried creature.

Lightning: Ash clouds can generate powerful lightning strikes. These strikes typically deal between 4d8 and 10d8 points of electricity damage and are particularly difficult to dodge (Reflex half, DC = 15 + number of damage dice).

TYPES OF LAHARS

Type	CR	Depth	Width	Speed	Damage	Reflex Save DC
Minor	9	10 feet	100 feet	100 feet/round	8d6	15
Typical	10	25 feet	500 feet	250 feet/round	8d6	20
Massive	12	50+ feet	2,500+ feet	500 feet/round	16d6	25

OTHER VOLCANIC EFFECTS

The following disasters and volcanic features appear in other sources. The Representative Eruptions section on this page provides examples of how these dangers combine into truly terrifying threats.

Feature	CR	Source
Forest fire	6	<i>Core Rulebook</i> 426
Lava	—	<i>Core Rulebook</i> 444
Lava bomb	2 or 5	<i>GameMastery Guide</i> 234
Lava flow	6	<i>GameMastery Guide</i> 234
Poisonous gas	5	<i>GameMastery Guide</i> 234
Pyroclastic flow	10	<i>GameMastery Guide</i> 234
Smoke	—	<i>Core Rulebook</i> 444
Tsunami	Varies	<i>GameMastery Guide</i> 234

Steam Vents: Major eruptions of steam or boiling water often precede an eruption and deal between 4d6 and 15d6 points of fire damage (Reflex half, DC = 10 + number of damage dice). The radius of such bursts is typically equal to 5 feet per die of damage. Mild steam vents are as hot as saunas, and have a sulfurous odor.

REPRESENTATIVE ERUPTIONS

The effects produced by a volcanic eruption depend on the volcano's nature. When designing an eruption, consider copying a real-world eruption or one from Golarion's history.

Asuulek's Mouth: Asuulek's Mouth is the most active volcano in Osirion. Its deep magma reserves keep a permanent lake of lava at its summit, and it continuously vents poisonous gases into the air. Its frequent eruptions spew ash as well as lava bombs that batter the landscape.

Mount Shibotai: Silent since Tian Xia's Age of Ashes, Shibotai's last great eruption blackened the sky with ash for many months and brought with it a second winter. The eruption formed a ring of islands in the northern reaches of the archipelago of Minata.

The Rending: The twin explosions of Torag's Crag brought ash, earthquakes, lava bombs, lava flows, and poisonous gases. Most devastating were the massive lahars that reshaped the terrain of Darkmoon Vale and the choking ash that altered the climate of the Inner Sea for over a year.

GIANTSLAYER

VOLCANIC ARCHETYPES

The volcano grants power to those who can endure its fire.

CINDERWALKER (RANGER ARCHETYPE)

Cinderwalkers traverse burning wastelands and restless mountains, thriving in lands most creatures avoid.

Born to the Fire (Ex): At 3rd level, a cinderwalker gains a +2 bonus on initiative checks and Knowledge (geography), Perception, Stealth, and Survival checks when in volcanic or geothermally active areas. Such areas include calderas, hot springs, lava plains, and volcanically formed hills or mountains. In addition, the cinderwalker adds this bonus on any ability checks, saving throws, or skill checks to avoid geothermal or volcanic hazards. The cinderwalker can choose to improve this bonus in place of improving a favored terrain bonus. A cinderwalker traveling



through volcanic or geothermally active areas leaves no trail and cannot be tracked (though he can leave a trail if he chooses). This ability replaces the cinderwalker's first favored terrain and wild empathy.

Inured (Ex): At 4th level, a cinderwalker gains the benefits of *endure elements* against hot environments. At 8th level, the cinderwalker gains fire resistance 10, which improves to fire resistance 20 at 12th level, fire resistance 30 at 16th level, and immunity to fire at 20th level. This ability replaces hunter's bond.

Cinderwalk (Ex): At 7th level, a cinderwalker can move through any sort of solid volcanic terrain (such as ash, cooled lava, or volcanic rock) at his normal speed and without taking damage or suffering any other impairment. The cinderwalker ignores fire damage from being near heat sources and touching heated surfaces (but not from immersion). This ability replaces woodland stride.

PYROCLAST (SUMMONER ARCHETYPE)

Pyroclasts harness the primal elemental energy of magma. Their eidolons often resemble elemental beings.

Diminished Spellcasting: A pyroclast receives one fewer spell per day of each level than normal. If this reduces the number of spells for a level to 0, he can cast spells of that level only if his Charisma score grants him bonus spells of that level. This alters the summoner's spells.

Bound to Fire (Ex): A pyroclast's eidolon begins with resist fire 10 and vulnerability to cold. This improves to resist fire 20 when the pyroclast reaches 5th level. A pyroclast's eidolon gains the fire subtype and immunity to fire when he reaches 10th level. This ability permanently reduces the eidolon's evolution pool by 1 point.

Detonate (Su): At 6th level, a pyroclast can banish his eidolon in an explosion of fiery shards. This slays the eidolon and deals 1d6 points of damage per Hit Die of the eidolon to every creature in a 20-foot-radius burst (Reflex half, DC = 10 + 1/2 his summoner level + his Charisma modifier). Half of this damage is fire, and the other half is piercing. At 12th level, the pyroclast can reduce the damage by 4d6 to increase the burst radius to 40 feet. The pyroclast can use this ability once per day. This ability replaces maker's call.

Heart of Earth and Fire (Ex): At 8th level, a pyroclast grants any of his summoned creatures with the earth or fire subtypes a +1 morale bonus on attack rolls, saving throws, and weapon damage rolls when he is within 30 feet. At 10th level, the pyroclast also grants these bonuses to his eidolon. This ability replaces transposition.

VOLCANO (ORACLE MYSTERY)

Deities: Flauros, Mhar, Rovagug, Valani, Yamatsumi (*Pathfinder Campaign Setting: Dragon Empires Gazetteer* 63), Ymeri. For more information on these deities, see *Pathfinder Campaign Setting: Inner Sea Gods*.

VOLCANOES OF GOLARION

Class Skills: An oracle with the volcano mystery adds Climb, Intimidate, Knowledge (geography), and Survival to her list of class skills.

Bonus Spells: *Burning hands* (2nd), *heat metal* (4th), *protection from energy* (6th), *volcanic storm*^{UM} (8th), *geyser*^{APG} (10th), *contagious flame*^{APG} (12th), *fire storm* (14th), *wall of lava*^{APG} (16th), *meteor swarm* (18th).

Revelations: An oracle with the volcano mystery can choose from any of the following revelations.

Ash Cloud (Su): As a standard action, you can surround yourself with a 10-foot-radius cloud of ash, which functions as an *obscuring mist* spell, except you can see through it clearly. The cloud is stationary, and remains for 1 round per oracle level. Using this ability again causes your previous cloud to fall to the ground. At 7th level, your ash cloud fills with embers. All creatures in the cloud except you take 1d6 points of fire damage per round and must succeed at Fortitude saves to avoid choking, as though they were breathing in heavy smoke (*Core Rulebook* 444).

Breath of Creation (Ex): Volcanic vapors elevate your mind even as they ravage your body. When you take Constitution damage from volcanic gases, you gain a bonus to your Charisma equal to the damage taken. This bonus lasts for 1 hour or until the ability damage is healed. The maximum bonus to your Charisma is +2, increasing to +4 at 10th level, and to +6 at 15th level.

Burning Magic (Su): Whenever a creature fails a saving throw against one of your spells that deals fire damage, that creature catches on fire, taking 1 point of fire damage per spell level at the beginning of its turn. The fire lasts for 1d4 rounds, but it can be extinguished as a move action if the creature succeeds at a Reflex save (using the original spell's DC). Dousing the creature with water as a standard action grants a +2 bonus on this save, while immersing the creature in water extinguishes the fire. Spells that don't grant a saving throw don't cause a creature to catch on fire.

Cleansing Flames (Su): As a swift action, you can take 1d4 points of damage per oracle level to gain a new saving throw against a single ongoing effect. The effect must be one for which you already failed a saving throw. If you succeed, the effect is removed. At 7th and 15th levels, you can use this ability one additional time per day.

Erupt (Su): As a swift action, you cause flaming shards of rock to erupt from your body. These shards deal 1d6 points of damage per 2 oracle levels (minimum 1d6) to all creatures in a 10-foot-radius burst (Reflex half). Half of this damage is fire damage and the other half is piercing damage. The shards create difficult terrain for 1 round. You can use this ability once per day, plus one additional time per day at 5th level and every 5 levels thereafter.

Fiery Conduit (Su): You can deliver touch spells to burning creatures within 30 feet without actually touching them.

For the purposes of this ability, burning creatures include creatures that have caught on fire, creatures taking ongoing fire damage, and creatures with the fire subtype or that are polymorphed into such creatures. You must succeed at a ranged touch attack to affect an unwilling target.

Lava Walk (Su): You can walk across lava, magma, and similarly heated stone at your normal movement speed. You are immune to any fire damage caused by the surface while you walk above it, even if it radiates damage at a distance. While using lava walk, you never slip or fall from poor or slippery footing. You can use lava walk for 1 minute per day per oracle level. This duration doesn't need to be consecutive, but it must be spent in 1-minute increments. You must be at least 3rd level to select this revelation.

Magma Form (Su): As a standard action, you can assume the form of a Small magma elemental, as *elemental body I*. You gain the same abilities as if you had chosen an earth elemental's form, except your earth glide functions as the earth glide ability of a magma elemental. At 9th level, you can assume the form of a Medium magma elemental, as *elemental body II*. At 11th level, you can assume the form of a Large magma elemental, as *elemental body III*. At 13th level, you can assume the form of a Huge magma elemental, as *elemental body IV*. You can use this ability once per day, but the duration is 1 hour per oracle level. You must be at least 7th level to choose this revelation.

Pyroclastic Shove (Su): As a standard action, you conjure a cascade of volcanic ash to bull rush a creature within 30 feet of you. The CMB of this cascade is equal to your base attack bonus + your Charisma modifier + 4 from the cascade's Gargantuan size. If the bull rush succeeds, the creature takes 1d6 points of fire damage per oracle level. At 12th and at 17th level, you can use this ability one additional time per day. You must be 7th level to select this revelation.

Touch of Flame (Su): As a standard action, you can perform a melee touch attack that deals 1d6 points of fire damage + 1 point for every 2 oracle levels you possess. You can use this ability a number of times per day equal to 3 + your Charisma modifier. At 11th level, when you wield a weapon, it is treated as a *flaming* weapon.

Final Revelation: At 20th level, the oracle's body takes on the consistency of rock, and her touch carries the heat of a volcano. She gains the fire and earth subtypes and becomes vulnerable to cold. Any fire damage she deals ignores the first 10 points of fire resistance, but not fire immunity. The oracle gains a +4 bonus to natural armor. Her attacks with natural weapons, unarmed strikes, and metal-hafted weapons deal an additional 1d6 points of fire damage. Any creature that strikes the oracle with a natural weapon or unarmed strike, or that succeeds at a grapple combat maneuver check against her, takes 1d6 points of fire damage. This damage stacks with other sources of fire damage. You can suppress or reestablish this heat as a standard action.

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CLOUDED JUDGMENT

PATHFINDER'S JOURNAL: TALL TALES 5 OF 6

The fire flickered, casting shadows across the gathered party members. No amount of storytelling could cover up the exhaustion in those faces. Frem pulled out a pouch filled with tobacco and sent it around the circle. The hands that took it were bruised and cut, the kinds of small wounds an adventurer hardly notices. He rubbed at his shoulder. Something inside had ripped, despite quick action to put it back in place. But he packed his pipe without complaint. He wasn't the worst hurt here.

He cleared his throat. "Seems to me you lot have earned your right to brag—especially you, Silas. It isn't easy being our size in a world this big." He puffed his pipe and forced a grin. "Let me tell you the story."

The others leaned in.

He took another mouthful of smoke and let it out slowly. "It was my very first adventure..."

I'm not really that keen on adventure, Joleen. I mean, what if the giant comes out and eats us while I'm still mixing up these bombs?"

"She's a cloud giant, Frem. She's not going to eat you." Joleen tapped the tip of my nose affectionately.

Gorten laughed. "Yeah, you heard the rancher's men. She just crushes people."

I glared at him. It was his fault we were out here. Before Joleen met the traveling swordsman, she'd been utterly content to play her lute in the tavern and dream—as I did—about having enough coin to move to Oppara and enjoy the city life.

"Come on, it's just a job." Joleen bumped her shoulder into mine. "We promised Shon that we would stop this giant before she crushed anyone else. And it'll be easy. Gorten will do the killing. You're just the distraction."

"Yeah, alchemist—you make the fireworks, I'll do the real work." Gorten sneered at me.

I turned my attention to my gear, trying not to grind my teeth. I hated Gorten, and not just because he'd come between Joleen and me. We'd been best friends since we were kids, but now she only had time for Gorten and his stories. Everything about the guy seemed phony to me.

But he was tall, dark, and I suppose handsome for a human. He drew his sword and began making his way across the stone-littered ground toward the cave. A piece of dirty canvas had been tacked up inside the opening, obscuring what lay beyond.

I swallowed down bile. We'd been hired by a wealthy rancher who told us he'd lost three men and half his flock

to this cloud giant only four nights ago. The cloud giant community here in the foothills of the Fog Peaks was said to be horrified by this one's behavior. Most cloud giants kept to themselves, quietly focused on whatever it is eighteen-foot-tall rich folk do to pass the time. This one, a female named Morreu with no history of trouble, had apparently gone insane.

When you're a three-and-a-half-foot-tall scholar and coward, the idea of anything six times your size going mad does not fill you with resolve. But I followed Gorten toward the cave anyway. I wasn't about to let Joleen down.

"You get into position first," he whispered. "The minute you've spotted the creature, set off the first fire bomb. Remember, you want to distract the thing. Once it's focused on the fire, be ready with the smoke bombs. I might need their cover to get the drop on the beast."

I adjusted my pack and flopped on my belly in front of the canvas flap that hung before the cave. I sucked in a deep breath, then pulled the fabric aside the barest thumbnail's width. An enormous pair of mud-crusting boots sat just beyond. I pressed my cheek against the damp rock of the cave opening and peered inside, trying to see around the boots. A faint glow seemed to come from the left-hand side of the cave, although straight ahead of me was only a rock wall with rain gear hanging off a few outcroppings. To my right, a smooth basalt wall stretched up into the darkness. Everything was quiet.

I forced myself forward, crawling inside and scuttling into the shadow of the enormous boots. The muddy things rested against a stack of rock about Gorten's height that

CLOUDED JUDGMENT

seemed to serve as a kind of room divider. Reflected firelight glowed on the ceiling above it. I crept toward the divider and peered around it.

A pleasant living area filled the rest of the cave. I could see makeshift shelves of rock and branches against one wall, holding up an array of books and what appeared to be oversized astronomical instruments. Closer to me, an open fire pit radiated heat and a warm light, smoke rising up to the ceiling, where it seemed to trickle out of cracks in the rocks. A three-legged cooking pot stood over the fire, smelling of spices and onions. The place felt less like the lair of a horrible beast and more like the home of an eccentric hermit.

And there, next to the fire pit, sat a massive woman on a large rock, her long hair—the color of forget-me-nots—hanging over her face as she read from a huge volume spread open on her lap. An oil lamp hung from a rope above her head, casting a circle of brightness around her.

Morreu, I presumed. She looked peaceful and harmless.

I shrugged off my pack. I knew I should reach for the vials of chemicals in the side pocket, but I couldn't stop staring at the woman. Was this really the monster that had destroyed the shepherd's camp? I couldn't imagine it.

"Finish the bomb and throw it," Gorten hissed in my ear. I hadn't even heard him come in.

I shook my head. Something was wrong here. The whole job suddenly felt rushed and strange. What did I even know about our employer? Why was he hiring losers like Gorten?

"Fine," he growled, and shoved me forward.

The giant jumped to her feet. "Who are you? What are you doing here?"

I stumbled backward, but she was too fast. Her hand closed on my shirt and hoisted me into the air. I dangled from her fist, staring into her face. It was a huge visage, the pale skin the same ghastly blue as a hypothermia victim's. The dainty pearls in her earlobes seemed like a strange affectation, like the rose-gold locket dangling from her neck. "You're some kind of spy, aren't you? Do you work for my sister? Or that rancher?"

Panicked, I kicked out as hard as I could. With a satisfying crunch, my boot connected with her nose, and she dropped me.

The fall knocked the wind out of me. I rolled onto my side, gasping. And then a dark figure leaped right over me, sword gleaming in the firelight.

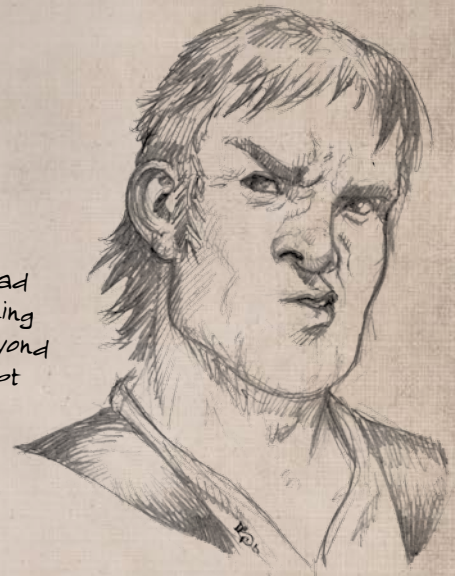
Gorten's blade sank into Morreu's shoulder with a nasty squelch. He wrenched the sword free with a laugh. "I'll cut you down, you mad dog!"

The giant slapped at him, but he neatly sidestepped the blow, slicing low as he moved. She dropped to clutch at the gash in her leg.



Joleen's the sort of woman who could make any scholar leave the lab behind.

Of course, it isn't just scholars who take a shining to her.



If Gorten had any redeeming qualities beyond size, he kept 'em hidden.

"Oh ho, what's this?" Gorten darted in, grabbing the golden chain and wrenching it free. "This must be worth a pretty penny."

I found the air to speak. "Stop it, Gorten. You're just torturing her."

He grinned, kicking out to the side so his foot caught the giant in her wounded leg. She shrieked with pain. "It's kind of fun, don't you think? Besides, she's a cold-blooded killer, remember?" He snapped open the locket. "Aww, a portrait of a baby giant and a mommy giant. And..." His voice got slow and dreamy. "Some kind of symbol..."

My head suddenly spun, and my skin prickled. What was Gorten up to? The way he was grinning—he was laughing at me, I just knew it. He wanted to rile up this

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giant so she'd kill me and he could court Joleen without interference. "You're scum, Gorten," I growled.

Another part of me, the same distant part of me that studied my experiments and evaluated the results, shouted out a protest. Something was wrong here. Very wrong.

Gorten dug his fingers into his cheeks. "The sounds! The voices! My head!"

The giant roared and knocked him aside. Her face twisted in an ugly rictus as she charged toward me.

I spun on my heel and headed for the cave exit. I had to get out of there, had to get Joleen and escape this place before Gorten got back up and attacked me. We would run up into the sky. Yes, that could work. We'd live on a cloud, and—

The giant's fist smashed into the rock wall beside me, and with a horrible rumble the whole side of the cave bowed out. I had a second to recognize the sound of rock moving, and then the cave roof fell down on my head.

"He's all right. Just a knock on the noggin."

The sound of the voice, large and deep but somehow mellifluous, brought me out of darkness. I blinked a few times and then decided to keep my eyes closed. The world was spinning, and wherever I was, it was raining with a fury.

"And the other one?" Joleen sounded near tears.

"I'll dig him out in a minute. I need to find something to stabilize the rocks, though."

"How can I trust you? We were hired to kill you. You're a madwoman."

I forced myself to sit up. "I don't think so." My stomach leaped into my throat, but I forced it down. "Morreu, what were you doing up here today?"

The giant knelt beside me, but I still had to crane my neck to see her face. She shook her head. "I'm not sure. I've been waking up in strange places lately. Like I've been sleepwalking. I keep finding myself near my weather camp."

"Weather camp?" Joleen frowned. On her, the expression was adorable. "I use—used—this cave as a base camp to record my observations about the weather, and the relationships between the plants and animals and their environment. Did you know these mountains get more rain than almost anyplace else in Avistan? There's no place like it in the world. I love it up here." The giant beamed.

"That still doesn't explain why you crushed all those shepherds." Joleen narrowed her eyes at the giant.

"What are you talking about?"

From behind us, a horrible sound echoed: the sound of someone in terrible pain.

"Gorten," I breathed.

Morreu rubbed her shoulder. "Even if he did stab me, I can't let him suffer like that." She got to her feet. "I'll go get him out."

Joleen helped me up, but neither of us was much help to Morreu, whose strong hands made short work of the rock fall. Gorten shrieked as the giant lifted one last massive boulder, and then he fell silent. Morreu brought him out of the rubble and laid him down on the grassy area where I'd been lying.

Gorten's leg bent at a strange angle, blood soaking his pants leg. Splintered bone jutted up out of the stained cloth. I had to turn my face away.

"Do you have anything to help him, Frem? I mean, don't you have some kind of potion?" Joleen wasn't crying, but her voice shook. I had to admire the way she could keep herself together. I felt like I might vomit.

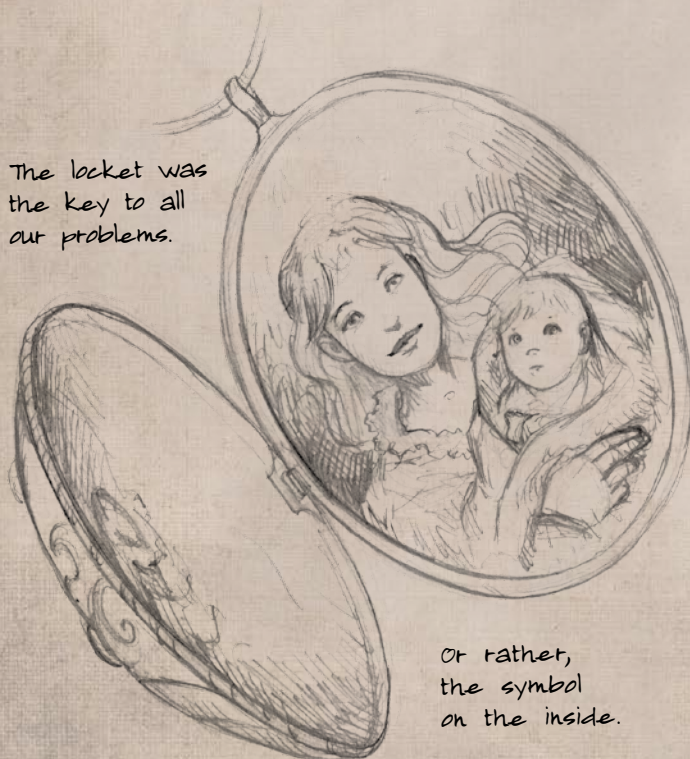
"In my pack—" I broke off. "Damn it all, my pack was in Morreu's cave. It must have been crushed."

"We've got to get him to someone who can help." Morreu set to work straightening the leg as best she could. Joleen cut branches off the nearest saplings, and the two splinted the broken limb. Gorten came awake for an instant, screamed again, and blacked out.

The sun sank behind the tops of the trees as we made our way along the bank of the creek that ran down the mountain. Despite her wounds, Morreu carried Gorten as if he weighed nothing. My mind kept replaying the events in the cave, the strange feeling I'd had, and the way Morreu's face had twisted itself into ugliness. Even Gorten had acted strange, clawing at his skin like a madman.

The pieces came together suddenly. We'd all acted mad—right after Gorten had opened that locket.

"Morreu, what was that locket Gorten took from you?"



The locket was the key to all our problems.

Or rather, the symbol on the inside.

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She paused in mid-stride. "A portrait of my dear mother, may her soul rest in peace. I suppose it sounds silly, but I kiss it every night before bed."

I tried to keep my voice relaxed and unconcerned. "Does anyone else know how important that locket is to you?"

"My younger sister, Klariss, of course." Morreu frowned. "We haven't gotten along well the last few years. She thought she should have inherited everything when Mother died, instead of me. But I know she doesn't care about this area or understand how special it is, its history with our family. She'd just end up ruining the land if she ever got a hold of it. Just like the others."

Joleen's eyes met mine. I could see her brain racing. "Others?"

Morreu kicked a rock the size of a small child and it soared into the treetops. "That no-good rancher, Shon, and his shepherd friends. If I weren't here to look after things, he'd cut down the whole forest to make more grazing land for his livestock! Klariss wanted to let him—said he'd pay us tribute. As if that would make it all right! I'm not a violent person, but if I ever had the chance, I'd lock him up in a dark cell with no doors."

My suspicions must have shown. Joleen leaned down to whisper in my ear. "You're thinking what I'm thinking, aren't you? Sounds like Klariss and Shon both had a lot to gain from Morreu's death."

"And her insanity gave them the perfect excuse to rile up the locals and hire somebody to take care of her." I felt sick. If we hadn't all gone crazy back in that cave—and now I felt absolutely certain there was a connection between opening the locket and Morreu's madness—then Gorten and I would have killed an innocent giant. Not just innocent—good-hearted. We'd attacked her, and here she was helping us to safety.

"I see lights ahead," Morreu announced. "It's Shon's place. I'm going to go ahead without you."

"No, wait!" Joleen called, but Morreu had already quickened her pace, leaving us behind. Joleen was a gnome, and I was a halfling. There was no way we could catch Morreu before she reached Shon's ranch.

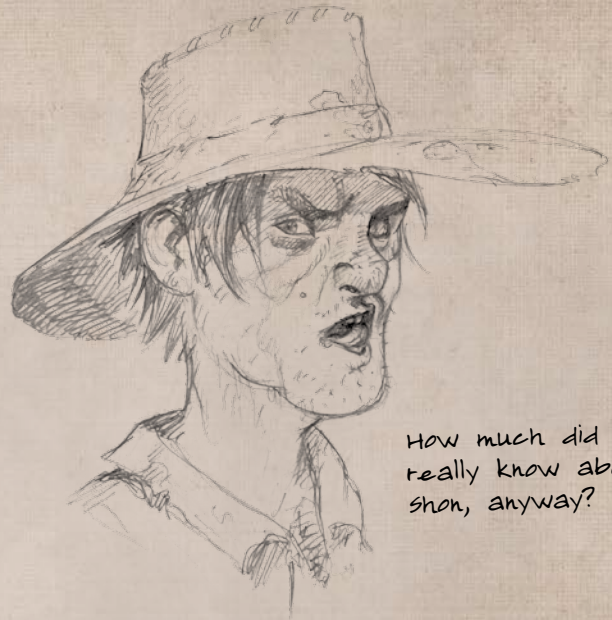
"This is bad," I said.

Joleen snatched up my hand. "Come on, run!"

We raced into the twilight, crashing through the brush until we hit a trail. Up ahead, dogs barked and men shouted. Morreu must have reached the ranch already. We ran faster.

The shrill sound of a huge voice screaming nearly pierced my ears. I hardly noticed the figures bursting out of the various outbuildings of the ranch—I was focused entirely on the big front porch of the ranch house, where a blaze of lanterns outlined a hugely tall figure.

The figure strode forward, and I realized it wasn't Morreu. Morreu stood stalk still on the dirt path at the bottom of the porch steps.



How much did we really know about Shon, anyway?

"Klariss?" she said, in an incredulous voice. "Why are you here?"

"I knew it wouldn't work!" the figure on the porch steps shrieked, and I recognized the pained, almost unhinged tone as the voice that had screamed a minute before. "You ruin everything, Morreu! I wish you'd never been born!"

"I see I hired the wrong man." Shon stepped out of his house and took a stance beside the other cloud giant, his hands on his hips. "I see you half-pints, too. I knew Gorten shouldn't have trusted you, but he had his own reasons." He leered at Joleen.

Joleen dropped my hand to fold her arms angrily across her chest. We were surrounded now, a group of beer-stinking shepherds at our back, the rancher's porch in front of us. Morreu didn't move.

"You hired us to do your dirty work. I thought this would help people. Protect them from something evil." Joleen's voice rang out, angry and honest. My heart swelled.

"I'll just do it myself," Klariss snapped. "I won't let you hold me back any longer, Morreu." She charged forward.

Morreu dropped Gorten to the ground and broke into a run, slamming into her sister and gripping her by the shoulders. They snarled and growled like beasts.

"Get the little ones," Shon commanded. Hands closed on my shoulders. Joleen gave a shout of rage as she was hoisted into the air.

I kicked and flailed, but the shepherd had too strong of a grip on me. He spun around and slammed my back against the nearest tree. The air went out of me in a rush and I crumpled to the ground.

Klariss slammed her forehead down on Morreu's and Morreu reeled backward. Then she drove her fist into

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Klariss and Morreu might have been sisters, but they couldn't have been more different. Klariss was the kind of giant who grinds bones in stories...



...while Morreu was kind, even though she didn't need to be.

Morreu's gut, and Morreu dropped to the ground. Joleen's scream cut through the air.

I couldn't let this continue. I was small and weak, and I'd spent more time studying books than practicing any kind of fighting skills. I didn't have my pack. But I did have something no one was prepared for.

My hand went into my belt pouch. A small, cool vial lay in the bottom. I'd never used this mixture before, but I knew what it should do, and I'd kept the bottle safe and ready in case I ever needed it. I yanked out the vial and

ripped off the wax seal with my teeth. A smell rose out of the bottle, sharp and crisp. Not entirely unpleasant.

I tossed back the mutagen in one long gulp.

Heat and cold and prickling filled my insides. My body twitched as if struck by lightning. It didn't hurt. It felt like raw magic.

It felt amazing.

The sounds that came out of my throat were like no sounds I'd ever made before. Animal. Powerful. Feral energy coursed through my veins. I glanced at Klariss. She was kneeling over her sister, each trying to bash in the other's head.

Klariss might have provided the kindling for this problem, but someone else provided the spark. And that someone else deserved my violence.

I leaped over the giants and bounded up the front stairs. I was still a halfling, but like no halfling I've ever known. My fingers slashed through the air, tipped with massive claws. Shon screamed as my claws ripped through his chest, the bones as soft as Morreu's heart.

He threw out an ineffectual hand to stop my charge, and I couldn't resist biting down on the tender little fingers. My teeth met through bone.

Someone screamed. I knew it wasn't Joleen. Something blunt hit me in the back—a staff or a club, I couldn't be sure. It didn't matter. I wasn't thinking anymore. I was acting. I spun around and sent my would-be attacker flying.

"No!" Klariss ran toward me. As she did, she began to rise up into the air. I gaped—I had forgotten what Shon had told us about cloud giants' ability to levitate.

But it didn't matter. Morreu leapt for Klariss's legs, tackling her and dragging her back to the ground. Their bodies hit with a thud and a cloud of dust.

Another shepherd charged me. "For the boss!" he bellowed. Three other men followed him, piling on with fists and knives. With the mutagen in my system, my skin was tougher, but I wasn't invulnerable to steel.

A sound rose up over the fighting. A beautiful sound: Joleen singing. Her voice was thin and pure and lovely, and at once, the fog of my mutagen seemed to clear. I grabbed two shepherds by their shirtfronts and smashed their heads together. Then I was running for the battling sisters.

I slashed at one of Klariss's legs with my claws. Taken unawares, she bellowed in pain, and tripped over me as Morreu gave her a hard shove. The ground shook as Klariss toppled. I sprawled forward on the grass and only barely avoided being flattened beneath four thousand pounds of cloud giant.

Morreu ripped a limb off the nearest tree and slammed it down on her sister's head. Klariss jerked once, and her eyes rolled up in their sockets.

Joleen stopped singing. The shepherds looked around themselves, unsure what to do now that their boss was dead and their pet giant out cold.

"Maybe you should all just head into town?" Joleen suggested. "Have a few drinks and let this all blow over?"

None of them answered, but they all started walking, scurrying past Joleen with their heads low. She grinned. She always liked winning. She opened her mouth to make some kind of clever comment, but a groan interrupted her.

"Gorten!" Morreu covered her mouth. "I forgot about him."

"Me, too," Joleen said. And she fixed her eyes on me. "I totally forgot about him."

My skin prickled. I was pretty sure she meant more than just that the battle had distracted her. The way she smiled at me, the way we'd thought alike back there on the road, working out how Morreu's sister and her enemy had conspired to betray her... I felt myself grinning like a lovesick dope.

"Let's get you inside, Gorten," Morreu said. "And then maybe you could help me clean up this mess? I could use the help—and I'd be happy to pay you a little. It doesn't look like Shon is going to be able to follow through with your deal."

I laughed and followed her toward Gorten. Joleen stopped me, her hand curling around mine. "I'm sorry I got you into all of this," she whispered.

I brushed a strand of hair off her forehead. "Don't be. If it weren't for you, I'd have missed out on one hell of an adventure!"

"And that's how I got into the adventuring business." Frem tapped the ashes out of his pipe and looked around the fire at the others. "I'd feel a little better if I had Joleen here to watch my back, but she was a little busy, what with the baby and all."

He put down the pipe and leaned in toward the others. "That's why we have to win this fight. I've got too much waiting for me back at home, and Joleen would never stop giving me a hard time if I got my butt handed to me by a giant." He grinned. "Luckily, this time I'm a little more prepared. I've got enough chemicals here to blow up most of this mountain range."

Even Raus laughed at that. Rubbing his sore shoulder, Frem scanned the tired faces around him. They looked a little brighter than they did when he had started his story.

Joleen would be proud of him.

THE LOCKET OF INSANITY

Morreu's locket, I came to learn, was inscribed with a very powerful arcane symbol. When the locket was closed, the symbol was covered, and thus deactivated. When the locket was opened, however, the symbol was revealed, and simply looking at it activated the rune. Even worse, the symbol could influence anyone within sixty feet of it, making the creature act in a bizarre and uncharacteristic manner for about an hour and a half.

Research on this kind of symbol suggested that the caster was a fairly powerful wizard, and the cost of the materials needed to make it—including powdered diamond and opal—would be incredibly prohibitive. Either Klariss paid a great deal to ruin her sister's mind, or—more likely—she'd purchased it from some dungeon-delvers who didn't know its true worth.

Another thing I've learned about these symbols is that they can be discovered and disabled before they become harmful, though even for someone with great skill in disabling such magical devices, it still requires care and luck. The symbol's insanity effects can also be fought off through sheer force of will.

Of course, the simplest means of avoiding the symbol's effects is to simply not look at it—in our case, just leaving it closed. Unfortunately for us, we didn't realize our behavior was being magically influenced until we'd already demolished Morreu's cave...

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BESTIARY

We all sighed with relief ONCE we were sure we'd escaped the ANGRY fire giants—after all, we'd made off with half a DOZEN of their smaller GEMS and precious INGOTS, and they'd NEVER find us in these labyrinthine TUNNELS. Triumphant laughter rang out as we showed each other the treasures we'd shoved into our packs. Then, a tinny snort cut off our mirth. In the gloom beyond, a rhinoceros stared at us with red, glowing eyes. It snorted, and thick, black smoke billowed through its horns. Tiral, our druid, approached the beast with a soft word and an outstretched hand, and that's when the rampage began. It charged at us, the chains on its back whipping furiously and the furnace in its belly belching fire. I'm still not sure how I made it out of there with my life."

—Sirelle Beltran, thief

This volume's Giantslayer Adventure Path bestiary contains lava-swimming fish, tormenters of insomniacs, strange insectile fey, fire-bellied constructs, and magnetic golems.

ASSAULTING ASHPEAK

The random encounter table presented here features a number of typical threats the PCs could encounter in the lands surrounding Ashpeak. Hundreds of giants are gathered around the base of the mountain, and travel through this area is extremely dangerous on foot. After arriving at Ashpeak and beginning their assault, the PCs may choose to camp outside when they need to rest (and luckily for the heroes, there are a few exits from the mountain other than the front gates). While outside the volcano, the PCs have a 35% chance of a random encounter every 8 hours.

Once the PCs are in Ashpeak, there are plenty of dangers to keep them occupied, so you likely won't need to have them face off against random encounters during this time, though they still might run into fire giant patrols within the complex. To represent these guards, use the light and standard patrols detailed below.

Since this adventure spans a range of levels, some random encounters might be too simple or too difficult for the PCs, depending on where the heroes are in the course of the adventure. If the result rolled is outside the challenge rating appropriate for the PCs, roll again on the table or choose a different encounter.

GMs who wish to learn more about the region or want inspiration for other hazards and encounters should check out *Pathfinder Campaign Setting: Belkzen, Hold of the Orc Hordes* or the gazetteer of the Mindspin Mountains found in *Pathfinder Adventure Path #93: Forge of the Giant God*.

Ashpeak Soldiers (CR 12): The rank-and-file soldiers in Ashpeak are fire giants from one of the clans that came here. This encounter entry includes two fire giants (*Pathfinder RPG Bestiary* 148). While they are more likely to be encountered inside the mountain, some visit the camps outside.

Hill Giant Squad (CR 12): Camped outside of Ashpeak, this squad includes four hill giants (*Bestiary* 150) leading two dire bears (*Bestiary* 31).

Light Patrol (CR 13): This patrol consists of three fire giants (*Bestiary* 148). Patrols of this nature are plentiful inside the complex, and Tytarian sometimes sends these fire giants to the camps to keep order.

Standard Patrol (CR 14): The most common patrol found within the caverns and tunnels inside the volcano consists of two fire giant soldiers (*Bestiary* 148) led by a fire giant lieutenant (see page 11). These patrols rarely venture outside of Ashpeak unless there is a disturbance in the camps or other troubles in the surrounding area.

ASHPEAK ENVIRONS ENCOUNTERS

d%	Result	Avg. CR	Source
1-8	Ashpeak Soldiers	12	See below
9-12	1 athach	12	<i>Bestiary</i> 2 33
13-17	Hill Giant Squad	12	See below
18-22	1d8 marsh giants	12	<i>Bestiary</i> 2 129
23-28	1d4 ogre destroyers	12	<i>Monster Codex</i> 158
29-33	1d6 ogre hunters	12	<i>Monster Codex</i> 157
34-40	1d8 stone giants	12	<i>Bestiary</i> 151
41-46	1d4 ash giants	13	<i>Bestiary</i> 3 126
47-56	Light Patrol	13	See below
57-64	Ogre savage gang	13	<i>Monster Codex</i> 161
65-72	1d4 svathurim	13	<i>Monster Codex</i> 76
73-77	1d6 cloud giants	14	<i>Bestiary</i> 147
78-83	Frost giant raiding party	14	<i>Monster Codex</i> 77
84-93	Standard Patrol	14	See below
94-98	1d4 taiga giants	14	<i>Bestiary</i> 2 131
99-100	Frost giant slave caravan	15	<i>Monster Codex</i> 77

FIRE GIANT BAGS

The following list of random treasure provides a GM with flavorful suggestions for the types of things a fire giant might have in its lair, among its equipment, or stowed in enormous bags. Whenever the PCs encounter a fire giant, consider rolling on this table instead of or in addition to awarding the treasure listed for the giant.

d%	Result
1-4	13 sheets of copper and a diamond-tipped stylus
5-9	Four glass fish filled with colored sand
10-14	12 carved quartz buttons (worth 15 gp each)
15-20	Jar of salted mushroom paste
21-23	120 feet of iron chain
24-29	Giant toddler's handprint set in gold (worth 180 gp)
30-33	Small <i>+1 breastplate</i> jury-rigged into brass knuckles
34-36	Disgruntled baby thoqqua (some in a porcelain jar)
37-40	Half-keg of ale spiked with chili peppers
41-46	Obsidian straight razor
47-53	13 mephit skulls strung on a brass chain
54-56	Ivory toothpick capped with a <i>golebane scarab</i>
57-60	Cracked iron hammer patched with bronze
61-66	1 gallon of cinnamon oil in a ceramic bottle
67-70	Everburning torch that sheds green light
71-75	Thick leather gloves decorated with a flame motif and embroidered with gold thread (worth 200 gp)
76-84	Dried mesquite branches and tobacco leaves in a wyvern-skin pouch
85-90	Adamantine etching needle and burnishing blade
91-95	Metal tin of mending paste ^{UE}
96-100	Iron puzzle rings

GIANTSLAYER

CALPINA

Pearlescent, membranous wings hold this small insectile woman aloft in the air. She peers through red multifaceted eyes, and her tough, sharp-edged tongue resembles a proboscis.

CALPINA

CR 3



XP 800

CN Small fey

Init +7; Senses low-light vision; Perception +9

DEFENSE

AC 16, touch 14, flat-footed 13 (+3 Dex, +2 natural, +1 size)

hp 27 (5d6+10)

Fort +3, Ref +7, Will +5

DR 5/cold iron

OFFENSE

Speed 20 ft., fly 40 ft. (good)

Melee bite +6 (1d4 plus grab)

Special Attacks ego drain (1d4

Charisma), fragrant haze, grab (Medium)



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

At will—*dancing lights*3/day—*command* (DC 13), *hypnotism* (DC 13), *sleep* (DC 13)1/day—*suggestion* (DC 14)

STATISTICS

Str 10, Dex 17, Con 14, Int 11, Wis 12, Cha 15

Base Atk +2; CMB +4 (+10 grapple); CMD 14 (16 vs. grapple)

Feats Agile Maneuvers, Improved Grapple[®], Improved Initiative, Weapon Finesse

Skills Bluff +10, Fly +17, Knowledge (nature) +8, Perception +9, Perform (dance) +10, Stealth +15

Languages Common, Sylvan

ECOLOGY

Environment temperate forests and mountains

Organization solitary, eclipse (3–6), colony (6–12 plus 8–24 calpina larvae)

Treasure incidental

SPECIAL ABILITIES

Ego Drain (Su) A calpina feeds on her target's ego at the end of its turn if she grapples a foe, dealing 1d4 points of Charisma damage. Once a calpina has dealt Charisma damage equal to her Constitution score, she is fully sated and cannot use this ability again for 24 hours.

Fragrant Haze (Su) As a standard action, a calpina can release magical vapors that cause stupor and vertigo in creatures other than calpinas or their larvae. Each living creature within 20 feet must succeed at a DC 14 Will save or be exhausted for 1d4 rounds. A creature that succeeds at its save is immune to that calpina's fragrant haze for 24 hours. The DC is Charisma-based.

Calpinas are strange, primordial fey whose bodies possess a combination of insectile and humanoid features. An exoskeleton the color of dull brass encases a calpina's boneless form, and four pink wings that resemble those of a dragonfly emerge from the center of her back. Each calpina has a group of sensitive feelers on her head, which she controls nearly as dexterously as a humanoid wiggles its fingers. She uses her feelers to detect slight alterations in the air currents as well as to latch on to her victims more tightly when feeding.

Calpinas view their victims as little more than sources of nutrition. They are, however, intensely curious creatures and may sometimes, albeit rarely, interact with other creatures without harmful intentions.

Calpinas are usually just over 3 feet tall, with a wingspan of 5 to 6 feet. Most weigh only 25 pounds.

ECOLOGY

Calpinas originate in the First World, where they thrive in the vast, lush expanses of eldritch forests and impossible mountains. They share their First World habitat with clusters of giant flowers and sentient plant creatures,

both of which they rely upon for sustenance. Thanks to their natural curiosity, quite a few calpinas cross to the Material Plane, following the beckoning lights, smells, and sounds that seep in through planar breaches.

Most calpinas' lives are more difficult on the Material Plane than on the First World, where the abundant greenery and free-flowing magic makes finding suitable meals easy. With sentient plants being relatively rare on the Material Plane, calpinas that leave the First World adopt a new method of sating their unusual fey diets—feeding on the eggs of non-plant creatures.

A calpina's tongue is actually a tough, razor-edged proboscis-like appendage, well suited for piercing a victim's flesh. When a calpina begins feeding, she wraps her wings tightly around her target's body to prevent it from escaping. Her supernatural venom draws in a victim's ego, which combine to form a sticky-sweet "psyche honey" that she extracts through the same proboscis.

The compound eyes of a calpina are usually a dull, dark red, but after feeding they glow brighter. A typical humanoid victim can provide sustenance to a single calpina for up to 2 weeks, but in the spring calpinas become particularly voracious and may feed daily to gather sufficient nutrients for egg production.

A calpina fertilizes her own eggs. Although calpinas do not need mates, some join together into colonies each year, forming tight-knit sisterhoods.

HABITAT & SOCIETY

Calpinas make their nests in hollow, rotting trees or shallow caves in cliff sides at the lower altitudes of mountains. The nests are rather simple, with only leaves, twigs, and other natural materials added for cushioning, warmth, and camouflage.

The social and territorial tendencies of calpinas change with the seasons. In early spring, calpinas become largely solitary and nomadic, wandering in search of appetizing prey. A few months later, when they lay their eggs, calpinas band together into colonies of their own kind for mutual protection of their young. They also become fiercely territorial and attempt to kill anyone they can't persuade to leave their territory. Once the eggs have hatched, though, calpinas welcome visitors, as their larvae require substantial quantities of food to grow. Small groups of calpinas called eclipses often work together to lure victims into ambushes, draining their egos to the last drop before leaving the comatose victims for the fey's mindless offspring to eat.

Calpinas feed primarily upon the animals inhabiting their forests. However, more charismatic victims provide larger and well-flavored egos, and for this reason, most calpinas prefer humanoid prey. Especially creative or willful sorts—artists, performers, politicians, and

CALPINA LARVAE

A calpina's translucent, red eggs are roughly the size of a human's fist and gelatinous to the touch. Two weeks after being laid, the eggs hatch into caterpillar-like larvae. They grow rapidly, and within a month from incubation, the surviving larvae each weave a cocoon. A few weeks after they enter their cocoons, they emerge as adult calpinas.

The mindless larvae bear little resemblance to the adults of the species except for their eyes and coloration. Unlike adult calpinas, the larvae are carnivorous and need to consume animal tissue before they can pupate and complete their metamorphosis. A calpina larva has the statistics of a house centipede (*Pathfinder RPG Ultimate Magic* 119), except that its type is fey instead of vermin, and it possesses DR 2/cold iron.

especially halflings and gnomes—prove particularly irresistible to these fey. They may sometimes even capture an unfortunate soul and keep it for their amusement and nourishment for weeks before growing bored. Lucky captives are released alive, though weakened by starvation, and left hazed and covered in curious scars by the constant feeding on their egos. More often than not, a captured creature becomes food for the calpinas' larvae or for forest predators that take advantage of its disoriented state.

Calpinas may engage in conversation with intelligent creatures if approached cautiously. They vocalize in short chirps, habitually repeating the same word over and over again with different nuances. While they are capable of more complex communication, they quickly grow tired of prolonged or abstruse conversations and prefer to savor only a few ideas at a time. Even when they don't intend to feed on an individual, they like to provoke strong emotions and pry at deeply held beliefs. Topics that stir up passions influence the flavor of a victim's ego, and a calpina never knows at the beginning of a conversation whether she'll be hungry by the end.

When calpinas face an enemy too powerful to kill or chase away, they may offer useful advice about mountain passes or other local creatures, if only to encourage the intruder to move on. They are cautious by nature, and rarely initiate fights they don't believe they will win. Unless they are defending their young in the summer months, calpinas are quick to flee from a losing battle.

Calpinas are most active in the twilight hours, but they also hunt on moonlit nights, using magical lights to locate, attract, or distract prey so that they can approach close enough to launch an attack. They try to tire or disorient their victims before latching on to feed.

GIANTSLAYER

IKELOS

This creature's eyes are large and lidless, and its large head dominates its lanky frame. Tiny wings spread across its back and the four digits of each hand end in sharp claws.

IKELOS

CR 7



XP 3,200

CE Medium outsider (extraplanar, incorporeal)

Init +8; **Senses** darkvision 60 ft.; Perception +15**Aura** lethargy (30 ft., DC 17, 10 rounds)

DEFENSE

AC 18, touch 18, flat-footed 13 (+3 deflection, +4 Dex, +1 dodge)

hp 67 (9d10+18)

Fort +7, Ref +7, Will +9

Defensive Abilities dream-phased, incorporeal**Weaknesses** fear dependency

OFFENSE

Speed fly 30 ft. (perfect)**Melee** 2 incorporeal claws +13 (2d6)**Special Attacks** frightful gaze

STATISTICS

Str —, Dex 19, Con 12, Int 15, Wis 16, Cha 17

Base Atk +9; CMB +13; CMD 27

Feats Dodge, Improved Initiative, Mobility, Stealthy, Toughness**Skills** Acrobatics +16, Bluff +15, Escape Artist +6, Fly +24, Intimidate +15, Perception +15, Sense Motive +15, Spellcraft +14, Stealth +18**Languages** Aklo, Common; telepathy 100 ft.**SQ** feed on fear

ECOLOGY

Environment any**Organization** solitary or pack (2–6)**Treasure** standard

SPECIAL ABILITIES

Dream-Phased (Su) An ikelos is typically invisible. Creatures that are fatigued or under the effects of *see invisibility* can see an ikelos, but its nature is partially obscured. An ikelos gains the benefit of partial concealment against such creatures. In addition, its claws deal 3d6 points of damage to such creatures, instead of 2d6. Creatures that are exhausted or under the effects of *true seeing* can see the ikelos clearly. They suffer no miss chance when striking the ikelos. However, an ikelos's claws deal 4d6 points of damage to such creatures, instead of 2d6.

Fear Dependency (Ex) An ikelos is a creature of nightmares, and it depends completely on fear for its sustenance. An ikelos doesn't recover hit point damage naturally and cannot heal by any means other than its feed on fear ability.

Feed on Fear (Su) Anytime an ikelos is within 15 feet of a dying creature or a creature subject to a fear effect, it gains fast healing 5.

Frightful Gaze (Su) Creatures within 30 feet that meet an ikelos's gaze must succeed at a DC 17 Will save or be

paralyzed with fear for 1 round. This is a mind-affecting fear effect and a paralysis effect. A creature that succeeds at this saving throw is immune to the frightful gaze of that ikelos for 24 hours. The save DC is Charisma-based.

Lethargy Aura (Su) An ikelos exudes an aura that makes nearby creatures increasingly lethargic. Creatures that fail a DC 17 Fortitude save become fatigued. Fatigued creatures that fail a DC 17 Fortitude save become exhausted. The effects of the aura end 10 rounds after an affected creature exits the aura. An ikelos can suppress or reactivate its aura as a free action. Ikeloses are immune to this ability. The save DC is Charisma-based.

Ikeloses are monsters that lurk just out of the sight of insomniacs; they are nightmares that freeze the body even as the mind recoils in horror.

To those who are fully awake, an ikelos remains unseen, a silently invisible nightmare that can travel undetected wherever it pleases. Only supernatural vision or drowsy eyes perceive these creatures. Ikeloses are painted in the colors of dreams—constantly warping hues that cannot be reproduced with light or pigments, and as such are impossible to accurately remember.

An ikelos is frightening in aspect, appearing as a distorted humanoid with large eyes and elongated limbs. Its flat, ovoid face has the barest hint of a nose, and its mouth is a barely noticeable seam until distended to reveal row upon row of sharp teeth. An ikelos's short wings are unnecessary for its flight, but when unfolded, they give the creature the illusion of size. Many a dream-addled victim has mistaken an ikelos for a sinister fiend or an avenging angel.

Ikeloses are commonly the size of a human, though both larger and smaller members of their kind exist. As incorporeal beings, they are entirely weightless.

ECOLOGY

Ikeloses are born in dreamscapes in the Dimension of Dreams. They begin as recurring nightmares. When they've fed on enough fear, they create bodies from planar gossamer that can survive even as their dreamscapes crumble each morning. Eventually, a mature ikelos rides its dreamer back to the Material Plane, usually drawing its first meal from the unwitting "parent."

Although they don't need to eat or breathe in the conventional sense, ikeloses draw sustenance from fear. They use fear to mend their wounds and replenish their dream-spun forms. Deprived of this emotional fuel, they eventually waste away to nothing.

An ikelos's frightful gaze is often enough to extract the emotion it needs. By returning to a victim several times a week, it can, in theory, sustain itself without killing the victim. In practice, however, such unfortunate souls often die of fright or sleep deprivation, or else seek means to ward off

their tormentors. Against a victim that resists its paralyzing gaze, an ikelos resorts to violence. The resulting corpses usually foment more fear and sleeplessness in others.

An ikelos could rely solely on its aura of lethargy to tire its victims and quickly extract their fear. But being born from nightmares, ikeloses see such direct tactics as inelegant, and take pride in creative plans that slowly drive their victims mad. As a few surviving victims remember from the monster's taunts, ikeloses claim that fear tastes better when it has time to ripen. When an ikelos is threatened, it doesn't hesitate to unleash its aura of lethargy and viciously claw apart whoever stands in its way.

Ikeloses usually prey on insomniacs, those most prone to weariness and paranoia. In a pinch, they drift around invisibly during the day, searching for anxious individuals to target. They prefer to torment prey with alien whispers and intrusive thoughts—which become increasingly difficult to dismiss as days pass into weeks—before revealing their true forms. Many ikeloses dislike that diviners can grant themselves and others the ability to see them, and target these spellcasters out of spite. Magic that pierces invisibility reveals ikeloses but, as with fatigue, makes the viewer more susceptible to ikeloses's malignancies.

HABITAT & SOCIETY

Ikeloses exist wherever sentient creatures dream, especially poor urban areas where hopes die and anxieties run high. Though they don't need to sleep, ikeloses become torpid during the day, anticipating their nocturnal games.

An ikelos's alien mind is ever turned toward finding suitable prey and devising new and unexpected ways to horrify. Typically loners, ikeloses sometimes form packs—not for companionship, but to aid in their hunting. Like a wolf pack, ikeloses surround their prey, increasing the chance that the victim will be paralyzed or unable to flee. Interactions between such ikeloses are usually contests of dominance. While food and mating are of no concern to these creatures, the dominant ikelos makes most of the decisions for the group; ikeloses crave autonomy as much as any living thing hungers or lusts. Acts of deviousness and depravity are the usual measure of standing. Knowing it can't heal in a normal fashion, an ikelos almost always avoids committing violence against others of its kind, unless it can do so without anticipation of reprisal.

Ikeloses don't interact with living creatures except to harvest their fear. Even were they not often invisible and intangible to most beings, they have little desire to socialize with creatures they consider food. However, as parasites, they can be found living invisibly amid all manner of creatures. An ikelos might seek to defend its "cattle" from other predators—whether monsters preying on its human stock or adventurers slaying its hobgoblin victims—or

else seek to harvest a new source of fear. Creatures who are immune to fear cannot sustain an ikelos's unnatural existence, and thus hold little interest for these stalkers.

Occasionally, ikeloses encounter creatures similar to themselves, such as house-haunting undead or soul-harvesting night hags, and choose to form temporary alliances. Such a creature might complement the ikelos's abilities, and an ikelos has no use for its victim's bodies or souls. However, such alliances can prove tenuous and dangerous for both sides. Perhaps the creature most similar to an ikelos is an animate dream (*Pathfinder RPG Bestiary 2* 29). While animate dreams are nonspecific fragments of a single dream, ikeloses are specific figures that build up strength across multiple dreams. Ikeloses and animate dreams each believe themselves to be superior manifestations, and when an ikelos and an animate dream set their sights on the same prey, the conflict typically ends in violent confrontation.



GIANTSLAYER

IRON RHINOCEROS

Dangling chains cover the riveted iron body of this massive rhinoceros like thick, woolly fur. Its hollow eyes glow—windows into a mighty furnace—and smoke that smells suspiciously like burning flesh billows from its smokestack horns.

IRON RHINOCEROS

CR 11



XP 12,800

N Huge construct

Init +1; Senses darkvision 60 ft., low-light vision; Perception +14

DEFENSE

AC 25, touch 9, flat-footed 24 (+1 Dex, +16 natural, -2 size)

hp 131 (14d10+54)

Fort +6, Ref +7, Will +4

DR 10/adamantine; Immune construct traits, fire

OFFENSE

Speed 40 ft.

Melee gore +21 (3d8+9/19-20), 2 chains +19 (2d6+4 plus grab)

Space 15 ft.; Reach 10 ft. (20 ft. with chains)

Special Attacks grasping chains, powerful charge (gore, 6d8+16 or scooping charge), powerful drag, swallow whole

(2d6 fire damage, AC 18, 13 hp), trample (2d6+8 plus grasping chains, DC 26)

STATISTICS

Str 28, Dex 12, Con —, Int 1, Wis 11, Cha 5

Base Atk +14; CMB +25 (+29 grapple); CMD 36 (40 vs. trip)

Feats Great Fortitude, Improved Critical (gore), Intimidating Prowess, Lightning Reflexes, Multiattack, Power Attack, Toughness

Skills Intimidation +4, Perception +14

ECOLOGY

Environment warm mountains or underground

Organization solitary

Treasure none

SPECIAL ABILITIES

Grasping Chains (Ex) An iron rhinoceros is covered in animated chains that grasp at its enemies. It doesn't gain the grappled condition when using its chains to grapple enemies, and can maintain a grapple using its chains as a free action, though doing so prevents it from attacking with that chain. An iron rhinoceros may have up to two creatures grappled in its chains at a time. Additionally, the chains seek to ensnare creatures the rhino tramples. The chains entangle any creature that fails its saving throw against the rhinoceros's trample attack, or that chooses to forgo its save in order to make an attack of opportunity against the rhinoceros. An entangled creature can escape from the chains as a standard action by succeeding

on a DC 26 Strength check or a DC 20 Escape

Artist check. Each chain has AC 12, hardness 10, and 15 hit points. Creatures entangled in the chains can't move farther than 20 feet away from the rhinoceros. If the rhinoceros moves farther than 20 feet from an entangled target, the tethering chain breaks, but the target remains entangled.

Powerful Drag (Ex) An iron rhinoceros can use the drag^{APG} combat maneuver to savagely scrape its foes across the ground. As a full-round action, an iron rhinoceros can attempt a single drag combat maneuver against every creature currently tethered to its grasping chains.

This deals 1d6 points of damage for every 5 feet dragged, and the chains tethered to any creature more than 20 feet away break. The dragging damage may increase depending on the terrain, at the GM's discretion. Creatures dragged any distance are knocked prone.



BESTIARY

Scooping Charge (Ex) An iron rhinoceros can unhinge its snout in order to scoop enemies into the furnace-like cavity within its belly. When making a powerful charge, the iron rhinoceros can forgo dealing damage in order to gain the grab and fast swallow abilities with its gore attack. The rhinoceros must make this choice at the beginning of its charge.

Swallow Whole (Ex) An iron rhinoceros's belly functions as a furnace, dealing 2d6 points of fire damage to swallowed creatures. Hatches on the rhinoceros's sides allow it to swallow creatures grappled in its chains. In order to take swallowed creatures prisoner without dealing fire damage, the rhinoceros can suppress (or activate) the flames within its furnace as a swift action. When the rhinoceros is suppressing the flames, the furnace instead fills with smoke, forcing swallowed creatures to succeed at a DC 17 Fortitude save each round or be sickened for as long as they remain in the rhinoceros's belly. This save DC is Constitution-based. Creatures attempting to cut their way out of the iron rhinoceros's belly must overcome the durability of the thick furnace walls (hardness 10).

The brutality of fire giants is matched only by their ingenuity at crafting devices of war. Of all their creations, however, few match the ruthless efficiency or raw power of the iron rhinoceros. Built to sate the fire giants' endless desire for slaves, iron rhinoceroses serve as both tireless mounts for giant warlords campaigning against lesser races and as temporary prisons for troublesome captives.

An iron rhinoceros measures 18 feet long from snout to tail and stands 12 feet tall at the shoulder.

ECOLOGY

It is a quirk of fate that fire giants, the most rigid and militaristic of the giant races, created a construct as willful and obstinate as the iron rhinoceros. Early prototypes for the creature borrowed techniques from golem manufacturing and relied on bound elementals to provide the construct's animating force. The results were initially promising, as these unintelligent creatures obeyed without hesitation and executed their orders with mechanical precision. However, they also inherited their golem forebears' tendency to go berserk in battle. Few generals were willing to ride a mount that might turn on its rider, and so these first creations were deemed unreliable and most were broken down for scrap.

For the second generation of iron rhinoceroses, fire giant blacksmiths bound the spirits of animals rather than elementals into the construct's frame. The results were surprisingly lifelike. When not in use as mounts or engines of war, these new iron rhinoceroses rest and graze as normal rhinoceroses do, even without the need for food or sleep. They "eat" combustible materials, such as wood and coal, to fuel their internal furnaces, and seek warm places to

lie down. They also share their living cousins' aggressive tendencies, and attack unfamiliar creatures on sight.

An iron rhinoceros is only truly loyal to its maker, or to an individual whom its maker designates at the time of its creation. At best, it tolerates the presence of other creatures, and more often displays barely constrained hostility toward its master's servants. An iron rhinoceros prefers not to allow riders other than its master, and such riders take a -4 penalty on Ride checks to control it in battle.

HABITAT & SOCIETY

Iron rhinoceroses are rarely found outside of fire giant camps. Although any sufficiently experienced and equipped spellcaster can create one, something in the mechanical beasts' construction predisposes them to favor giants over other creatures. While they might remain loyal to their creator, iron rhinoceroses display aggression toward any other non-giant creature they meet. These tendencies, combined with the creatures' immense size and strength, make them dangerous to keep in even lightly civilized areas.

Among some fire giant communities, iron rhinoceroses are a mark of status and power. Many fire giants assume that a general who possesses and commands one has been successful enough at war to afford the exorbitant cost of the beast's creation. Because iron rhinoceroses cannot (or will not) bond with a new master after their creation, elders rarely pass them down along family lines or to successors. Up-and-coming fire giant generals are expected to produce their own iron rhinoceroses to prove their worth as military commanders. In truth, few iron rhinoceroses survive their masters, as both tend to fall in battle against more powerful enemies. On the rare occasion when an iron rhinoceros does outlast its owner, the construct is placed within its master's tomb to serve as a guardian for his body and grave goods. Desperate or foolish young commanders sometimes attempt to steal iron rhinoceroses from the tombs of their ancestors, hoping to gain the prestige that comes with ownership without first proving themselves in war. These young generals more often than not end up impaled, making their attempted theft readily apparent to whatever unfortunate giants must clean up the mess.

CONSTRUCTION

An iron rhinoceros is made of 6,000 pounds of forge-hardened iron and steel that costs 5,000 gp.

IRON RHINOCEROS

CL 15th; **Price** 117,500 gp

CONSTRUCTION

Requirements Craft Construct, *geas/quest*, *limited wish*, *resist energy*, *summon nature's ally V*, creator must be caster level 15th; **Skill** Craft (armor) or Craft (weapons) DC 25; **Cost** 61,250 gp

GIANTSLAYER

MAGNETITE GOLEM

This vaguely humanoid mass of polished black metal lumbers forward, with all manner of metallic objects clinging to its body.

MAGNETITE GOLEM

CR 10

XP 9,600
N Large construct

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

Aura magnetic field (30 ft.)

DEFENSE

AC 24, touch 8, flat-footed 24 (-1 Dex, +16 natural, -1 size)

hp 101 (13d10+30)

Fort +4, **Ref** +3, **Will** +5

DR 10/adamantine; **Immune** construct traits, magic

OFFENSE

Speed 20 ft.

Melee 2 slams +20 (2d10+8 plus inescapable grip and magnetic disarm)

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

Special Attacks inescapable grip, magnetic disarm

STATISTICS

Str 27, **Dex** 9, **Con** —, **Int** —, **Wis** 12, **Cha** 1

Base Atk +13; **CMB** +22 (+26 grapple); **CMD** 31

ECOLOGY

Environment any

Organization solitary or gang (2-4)

Treasure incidental (metal objects stuck to the golem)

SPECIAL ABILITIES

Immunity to Magic (Ex) A magnetite golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below.

- Any spell that deals fire damage instead disables a magnetite golem's inescapable grip, magnetic disarm, and magnetic field for 1d4 rounds, with no saving throw.
- A magical attack that deals electricity damage heals 1 point of damage for every 3 points of damage the attack would otherwise deal. If the amount of healing would cause the golem to exceed its full normal hit points, it gains any excess as temporary hit points. A magnetite golem receives no saving throw against electricity effects.

Inescapable Grip (Ex) Whenever a magnetite golem hits a metallic creature or a creature wearing metal armor with its slam attack, it attempts to grapple the creature as a free action that doesn't provoke an attack of opportunity. If a magnetite golem successfully grapples such a creature, it partially adheres to the golem's body, and the golem needs only one arm to maintain the grapple. In these instances, a magnetite golem may still make a single slam attack on its turn with its remaining arm.

Magnetic Disarm (Su) Whenever a magnetite golem hits a creature wielding a metal weapon with its slam attack, it attempts to disarm the weapon as a free action that doesn't

provoke attacks of opportunity. If the golem successfully disarms a metal weapon, the weapon sticks to the golem's magnetic body rather than dropping to the ground. The golem is considered to have possession of the weapon, and the weapon must be retrieved using a disarm combat maneuver.

Magnetic Field (Su) A magnetite golem is surrounded by a magnetic field, which pulls all metallic creatures and objects toward it. At the start of a magnetite golem's turn, as a free action that doesn't provoke attacks of opportunity, the golem attempts a combat maneuver check against every creature within 30 feet that is connected to a piece of metal. Affected creatures include (but are not limited to) metallic creatures, creatures wearing metal armor, and creatures wielding metal weapons. If the golem succeeds at its combat maneuver against a creature, the affected creature is pulled 10 feet closer to the golem, and can't move away from the golem during its next round. The magnetic field is stronger than gravity, and can pull creatures off the ground. This movement doesn't provoke attacks of opportunity. Unattended Large or smaller metal objects automatically travel toward magnetite golem at a rate of 10 feet per round. This magnetism is supernatural in nature and affects all metal objects.

Though softer than iron golems—upon whom their design is based—and problematic in most industrial settings, magnetite golems still prove to be useful, specialized constructs for both security and salvage. A magnetite golem's humanoid body is made of magnetite, a naturally magnetic mineral. A magnetite golem mindlessly obeys its creator's instructions, and, like most golems, shrugs off the most devastating magical assaults. To complicate matters, a magnetite golem emits a magnetic field, which forcefully pulls metallic objects closer—including creatures holding metal weapons or clad in metal armor. Once within range, metal-bearing opponents find it difficult to pull themselves away. Magnetite golems specialize in grappling and disarming creatures that rely on metal equipment.

Magnetite golems are usually about 9 feet tall, and weigh approximately 1,500 pounds.

ECOLOGY

Magnetite golems prove tricky to build for even experienced golem crafters. Because of the sheer amount of magnetite required for their construction, these golems must be constructed in specially designed workshops with brass, stone, or wooden tools.

While magnetite golems are invaluable in specific circumstances, they are equally inconvenient in other instances. Due to the golems' magnetic fields, small metal bits constantly fly toward them and cling to their bodies, perpetually covering them in metal detritus—chains,

BESTIARY

fittings, scrap metal, and the occasional tool or weapon. A golem's owner must regularly pry off such debris, lest the clinging metal clog the construct's joints. Additionally, the golem's magnetic field prohibits using any kind of mundane metal objects (like basic tools, locks, or nails) nearby. Due to this, wealthy individuals in the market for golems usually purchase iron, stone, or wood golems. However, in the rare cases in which a magnetite golem is the perfect tool for the job, it proves a devastatingly effective weapon.

HABITAT & SOCIETY

Magnetite golems have existed on Golarion for many millennia. Explorers delving into Thassilonian ruins occasionally come across these hulking guardians. In Edasseril, the Thassilonian nation tied to the sin of envy, some powerful wizards commanded magnetite golems, and delighted in the constructs' ability to seize their foes' prized possessions.

Because of the unique difficulties associated with the crafting of magnetite golems, the production of new specimens is a rare event. Only a few workshops—such as Magnimar's famous Golemworks or the forges of Quantum—have the resources necessary to create these golems.

Most magnetite golems toil as guardians. A few individuals use magnetite golems for private security, including particularly wealthy alchemists and mages who wish to protect nonmetallic caches of alchemical reagents, artwork, spell components, or tomes. A few jealous warlords even protect their legendary armor or weapons by attaching them to the backs of magnetite golem guardians. For eccentrics who work exclusively with glass, paper, or wood, magnetite golems are ideal companions. Magnetite golems are sometimes tasked to guard lightly trafficked areas that hold objects of cultural, historical, or material value, such as spacious tombs or far-flung libraries.

A few paranoid aristocrats and wealthy thieves' guilds station magnetite golems at their visitor's entrances, as the inexorable pull of the golems' auras reveal even the most thoroughly hidden weapons. Individuals with substantial wealth may also station magnetite golems in secret passageways leading to their hidden vaults. Even if a magnetite golem fails to notice an intruder, its magnetic aura

still pulls the intruder and her metallic gear closer. The thundering crash of metal objects striking the golem conveniently alerts other nearby guardians.

CONSTRUCTION

A magnetite golem's body is sculpted from 1,500 pounds of pure magnetite, smelted with rare oils worth 5,000 gp.

MAGNETITE GOLEM

CL 13th; **Price** 90,000 gp

CONSTRUCTION

Requirements Craft Construct, *geas/quest*, *limited wish*, *reverse gravity*, *telekinesis*, creator must be caster level 13th; **Skill** Craft (armor) or Craft (weapons) DC 18; **Cost** 47,500 gp



GIANTSLAYER

PYROPISCIS

Glowing-hot plates of iron cover the head of this immense, primordial lungfish, and lava spills from between its jagged teeth.

PYROPISCIS

CR 8



XP 4,800

N Large magical beast (fire)

Init +6; **Senses** darkvision 60 ft., low-light vision, tremorsense 60 ft.; Perception +10

DEFENSE

AC 22, touch 11, flat-footed 20 (+11 armor, +2 Dex, -1 size)

hp 105 (10d10+50)

Fort +11, **Ref** +9, **Will** +5

DR 5/adamantine; **Immune** fire

Weaknesses lava dependency, vulnerable to cold

OFFENSE

Speed 10 ft., burrow 60 ft. (through lava or magma only); sprint

Melee bite +17 (2d8+10/19–20 plus burn and grab)

Ranged lava bomb +11 (3d6 plus 2d6 fire)

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

Special Attacks burn (1d6, DC 19), searing bite

STATISTICS

Str 24, **Dex** 14, **Con** 18, **Int** 2, **Wis** 15, **Cha** 6

Base Atk +10; **CMB** +18 (+22 grapple); **CMD** 30

Feats Improved Critical (bite), Improved Initiative, Lunge, Toughness, Weapon Focus (bite)

Skills Perception +10, Stealth +6 (+14 in lava); **Racial Modifiers** +8 Stealth in lava

SQ hibernation

ECOLOGY

Environment warm mountains or underground

Organization solitary, pack (3–6), or school (12–20)

Treasure none

SPECIAL ABILITIES

Hibernation (Ex) A pyropiscis can enter a state of hibernation for an indefinite period of time in order to survive longer periods away from a source of lava. Entering a state of hibernation takes 1 hour, during which the pyropiscis encases itself in a thick layer of igneous stone. While hibernating, a pyropiscis doesn't need to breathe, drink, or eat. The stone casing has hardness 8 and 90 hit points. As long as the casing remains intact, the pyropiscis within remains unharmed. The pyropiscis remains in a state of hibernation until it senses lava (or another source of extreme heat) nearby, at which point it breaks out of its case over the course of 1d4 minutes.

Lava Bomb (Ex) Like an active volcano, a pyropiscis can spit a lava bomb—a blob of molten rock—as a ranged attack (range increment 30 feet). If a lava bomb hits, it deals 3d6 points of bludgeoning damage and 2d6 points of fire damage to its target.

Lava Dependency (Ex) A pyropiscis can breathe indefinitely while submerged in lava. It can survive out of lava for

1 hour per point of Constitution. Beyond this limit, the pyropiscis runs the risk of suffocation, as if it were drowning.

Searing Bite (Ex) A pyropiscis's searing-hot jaws are designed to bind readily to flesh, giving it a firm grasp on its prey. This functions as the constrict ability, except that a pyropiscis deals 2d6 points of fire damage when it makes a successful grapple check, rather than dealing

bludgeoning damage.

Sprint (Ex) Once per minute, a pyropiscis may sprint, increasing its land speed to 40 feet for 1 round.



Few environments are more inhospitable to life than the depths of a volcano, where magma surges through the rock like blood through veins. Of the creatures that do live in this hellish landscape, few are better adapted than the pyropiscis. Pyropiscises depend on this deadly environment of extreme temperatures and choking gases for their very lives. While they have a fishlike appearance, pyropiscises do not swim—their bodies are far too dense to float in water or similar liquids. Instead, pyropiscises rely on their powerful muscles and sharp scales to burrow through molten rock.

A typical pyropiscis measures over 12 feet long, and weighs almost 4,000 pounds. Brilliant red scales glow and pulse with terrible heat, protecting those portions of their bodies not covered in blackened iron plates.

ECOLOGY

The unique physiology of pyropiscises allows them to derive sustenance directly from molten rock, leaching necessary minerals and volatiles from lava as it passes through their gills. A pyropiscis draws energy directly from the lava in which it dwells, using the intense heat to power its metabolic processes. While pyropiscises don't need to consume the flesh of other creatures to survive, they require nutrients from flesh to grow and to reproduce. A well-fed pyropiscis continues to grow throughout its lifetime and can reach an immense size.

Pyropiscises typically lurk close to the surface of active volcanoes, and ride eruptions like flowing tides to find prey. They burst forth from rivers of lava to snatch fleeing creatures with their jaws, and consume the charred corpses of those who can't outrun the volcano's fury. Once they have finished feeding, they swim back against the current of lava and into the volcano. Those pyropiscises that linger to gorge themselves, and those too weak to fight the downhill flow, become stranded on land. They then enter hibernation, awaiting the next eruption. A pyropiscis can hibernate for centuries at a time. Eventually, however, a stranded pyropiscis begins to starve, and will break out of its hibernation in search of food.

Pyropiscises reproduce by laying clutches of four to six eggs. They surround their eggs in fiercely guarded nests constructed of iron drawn from the surrounding stone. Newly hatched pyropiscises look like worms made of lava. Their scales are soft, and they lack the protective plating of their adult counterparts.

Sometimes, pyropiscises venture deep into the hearts of volcanoes that host portals to other planes, and wander through in search of sustenance. The Elemental Plane of Fire is their most common extraplanar hunting ground, but occasionally pyropiscises are found hunting in Hell. Lengthy sojourns into infernal realms sometimes grant pyropiscises fiendish traits.

HABITAT & SOCIETY

Pyropiscises are found across Golarion, almost exclusively in areas of intense volcanic activity. They can reach many of the world's active volcanoes by navigating the interconnected series of magma chambers that worm their way through the depths of the earth, ranging from arctic hot springs to volcanic tropical islands.

These lava-dwelling fish rarely venture far onto the surface, preferring to remain belowground where rock remains molten for hundreds or thousands of years. The natural instability of their homes sometimes turns against pyropiscises, however, and particularly violent eruptions send angry pyropiscises raining down on nearby surface settlements, where they gorge themselves and cause even greater destruction.

Pyropiscises are social creatures. They live in schools of a dozen or more individuals, typically hunting alone or in smaller packs. They reproduce infrequently, and only ever after a successful hunt. Pyropiscises are intensely protective of all the young in their school regardless of parentage, and take turns guarding them. When a new crop of young reaches maturity, they form a school of their own, venturing to a different part of the same volcano. Even if a pyropiscis's hunts take it to other planes, it always strives to return to the volcano of its birth to spawn. Pyropiscis schools readily adopt stranded wanderers, but while welcoming to their own kind, these fiery beasts are hostile to all other creatures.

Some fire giants domesticate pyropiscises, overcoming their surly, willful nature through stubbornness. The giants' size and immunity to fire allow groups of them to handle an unruly pyropiscis throughout its training. Still, fire giants must continually placate their pets with charred flesh to prevent them from lashing out. This steady stream of food grows the pyropiscis to an enormous size, and some fire giants have been known to ride giant pyropiscises as mounts into battle. Pyropiscises also serve fire giants as fortress guardians, swimming in moats of magma at the entrances to their tunnels.

Pyropiscises are a recurring bane to miners and excavators. The rumble and activity of mining efforts can stir hibernating pyropiscises from their slumber, and the newly wakened pyropiscises spare few lives in their search for food and safety. The most unfortunate miners may even break directly into a pyropiscis's cocoon, as a hibernating pyropiscis encased in solid rock is indistinguishable from the surrounding stone. Those with the skill or unfortunate experience to recognize a sleeping pyropiscis for what it is can make a decent profit selling the monster to individuals in search of a guardian or owners of particularly opulent menageries, provided they can chisel the cocoon free and transport it to market without rousing the creature inside.

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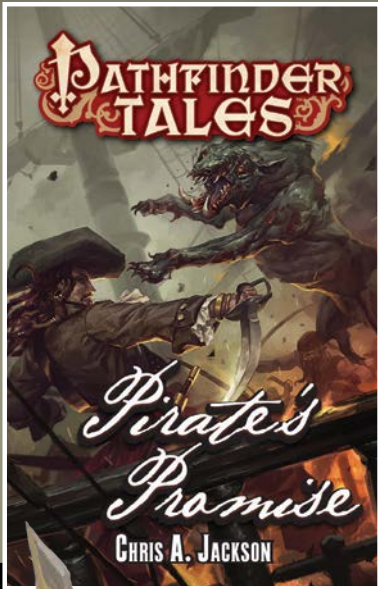
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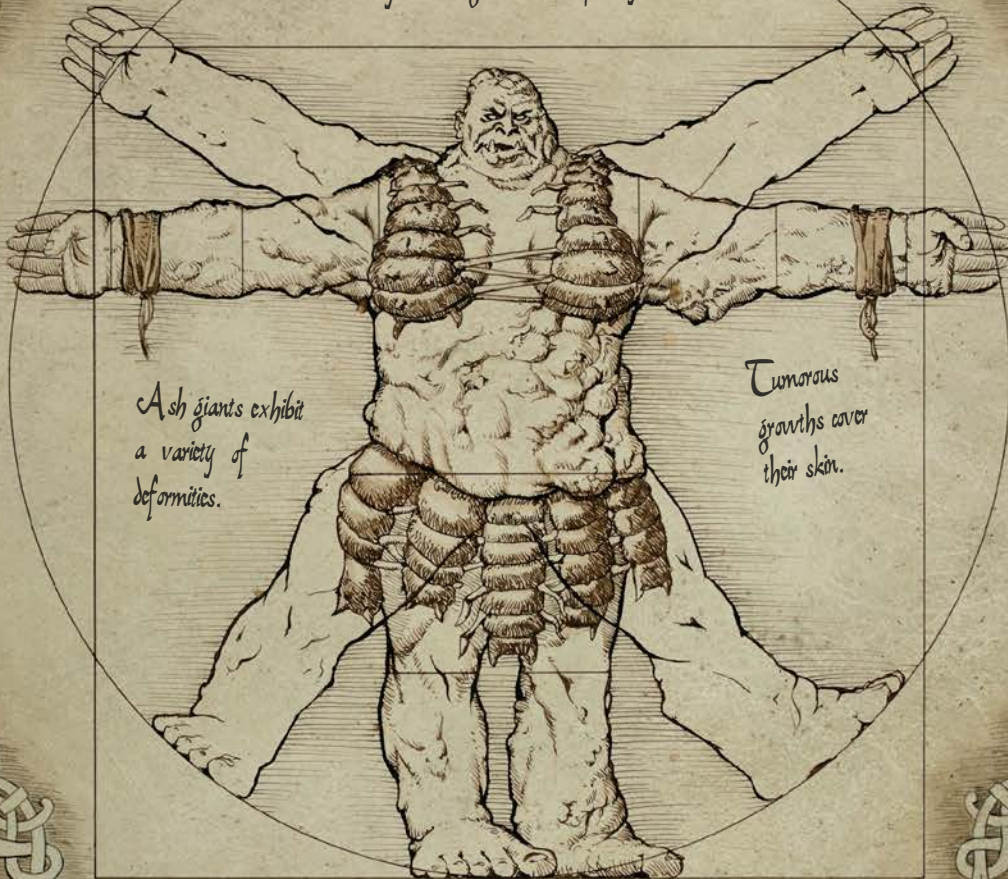
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SEPTEMBER 2015

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Ash giants exhibit a variety of deformities.

Tumorous growths cover their skin.

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KE RAN

Ash Giants

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