

FROST GIANT PIRATES OF THE ICY HEART

Ben Kent



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FROST GIANT PIRATES OF THE ICY HEART

A Pathfinder Roleplaying Game GM's RESOURCE supplement by Ben Kent

Ploughing through the water like a frozen leviathan, the *Icy Heart* is an immense pirate vessel carved from an iceberg. With a crew of frost giants, the *Icy Heart* is a ship like no other, capable of seizing the richest and most powerful vessels. The *Icy Heart's* only weakness lies in its leadership; the rampant self-interests, rapacious designs of the white dragon Flashfreeze and the cruel, bloodthirsty demands of the frost giant Jarl Icehammer rarely coincide. The ravenous appetites of the beast and the tyrant are held in check only by the scheming of Lady Krath, who uses both to advance her own cause and wealth.



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Thank you for purchasing *Frost Giant Pirates of the Icy Heart*; we hope you enjoy it and that you check out our other fine print and PDF products.

CONTACT US

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ERRATA

We like to think *Frost Giant Pirates of the Icy Heart* is completely error free, but we are realists. So in that spirit, we shall post errata three months after release on ragingswan.com. We aren't going to be correcting typos and spelling errors, but we will correct any game mechanic or balance issues that come to light.

ABOUT THE DESIGNER

Ben has memories of seeing "bigger kids" playing RPGs in the hallways of his Elementary school. After overhearing the destruction of skeletons beyond number at the hands of a skilled cleric, he immediately settled upon such games as the sort of thing he'd enjoy.

Living with his wondrous and encouraging life-partner Tiffinie and their two beautiful young daughters in Ontario, Canada, Ben continues to find role-playing games the sort of thing he enjoys. He is eagerly looking forward to the day his daughters are both grown up enough to roll the dice instead of eat them, so they can join their parents at the table (and thus ease the difficulty in finding babysitters on gaming days).

Ben's eventual objective is complete dominion over the earth, but there's a lot of competition in that field. He's presently working as a customer service agent by day and superhero/game designer/bug squasher/father figure by night. Now that he's been published, he's honestly not sure his life could get much cooler.

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FOREWORD

The idea of a pack of frost giant pirates sailing the seas on their iceberg ship is a powerful and cool image. As soon as Ben sent me his crazy idea, I knew it would be a winner!

What you now hold in your hands is the result of Ben’s vision. If you need a truly unique and powerful band of pirates for your campaign, look no further! However, and unsurprisingly, *Frost Giant Pirates of the Icy Heart* is really only suitable for high-level characters. That doesn’t necessarily stop the GM using them as a cool legend or rumour – the scourge of the seas perhaps near the PCs’ homeland; however any PC group under 12th-level going up against this group had best make certain their wills are up to date and their next of kin notified.

Part of the reason I liked Ben’s pitch so much (beyond the gigantic iceberg stuffed full of pirates) was the subtle interplay of personalities, goals and mutual distrust that permeates the *Icy Heart*. This isn’t a merry band of pirates; far from it. Each of the main protagonists has their own agenda and canny (or desperate) PCs may be able to exploit this to their advantage. I love this kind of extra depth to a module or supplement; at the end of the day anyone can take some stat blocks and stuff them into a dungeon, pirate ship or other venue, but designing a

complex group of individuals is tricky (and time consuming). Ben’s has done a cracking job, however, at doing just that!

If you plan to use these pirates in your campaign I implore you to not simply have them hove into view and attack your PCs. Rumours of the strange craft – and its terrifying crew – should circulate for weeks or even months before the PCs encounter them. The PCs could meet survivors of previous attacks, discover frost-encrusted wreckage in the *Icy Heart*’s wake, spot a dragon flying far away and so on. That’s way more interesting and exciting than nothing more but a (bizarre) random encounter.

As always, I hope you enjoy this supplement and that it makes for a cool addition to your campaign. If you’ve got feedback, suggestions or amusing stories about the pirates, I’d love to hear from you. You can reach me at creighton@ragingswan.com.

FROST GIANT PIRATES OF THE ICY HEART

Commanded by Jarl Jarok Icehammer and crewed by frost giants, the *Icy Heart* is an iceberg that serves as a pirate ship and mobile lair for the dragon Flashfreeze, her brood and her pet, Lozondur a half-dragon remorhaz. The jarl and the dragon work with Lady Antonia Krath, the human whose warped imagination birthed this frigid monstrosity.

ORIGINS

Lady Krath, nee Lady Antonia Reiz, was born in tropical climes to wealthy noble parents. When Antonia was wed to Ysrich Krath, the son of a wealthy merchant from a frozen land, Antonia felt that her parents had abandoned her, auctioning her for a handful of gold and leaving her scarcely better off than a rich commoner. She became obsessed with every success and failure of her new father-in-law's merchant house. In the icy waters that her father-in-law's ships sailed, icebergs were an ever-present danger and when a competitor lost several ships to frost giant raids, an idea began to germinate in her mind.

Through secret messengers, Lady Krath contacted the white dragon Flashfreeze, offering considerable bribes for her to just hear her idea. At the same time, she employed trackers to locate a powerful frost giant leader, eventually making contact with Jarl Icehammer. Through her persuasion, both the jarl and the dragon agreed to join her enterprise: to carve a vessel from an iceberg and use it to raid merchant ships and the like.

To Jarl Icehammer, the *Icy Heart* is an opportunity to spread suffering farther than any other jarl ever has before. A devout antipaladin, the jarl pleases his masters with slaughter and misery, and when the *Icy Heart* raids, the jarl creates both. The jarl is a tyrant; the frost giants obey him because they fear the lethal consequences of disobedience.

When the *Icy Heart* first put to sea, Icehammer had a crew of thirty handpicked frost giant sailors and ten champions. His brutal leadership has reduced this to twenty-one sailors and seven champions, all of whom serve him fanatically, fearing they will be the next sacrifice to Icehammer's demented patron.

The *Icy Heart* is also the lair of Flashfreeze the dragon; the safety it affords eases the dragon's constant fear of dragonslayers and the like. She craves constant food, a steady and near effortless influx of wealth and security for herself and her offspring; the *Icy Heart* provides her with all these things.

Flashfreeze dwells with her brood of four young adult white dragons. Her's is not a happy lair, however. Her brood are fractious and competitive and Flashfreeze should cast them out, but she loves them (in her own warped and twisted way). For their part they don't want to leave the safety of the *Icy Heart*, nor do they feel able to yet challenge her. Flashfreeze also dwells with her "pet," Lozondur, a half-dragon remorhaz instrumental in both creating and maintaining the *Icy Heart*.

Lady Antonia Krath uses the *Icy Heart* as a means to increase her wealth and her husband's political power, seizing vessels from rival trading houses. The *Icy Heart* is a delicate balance of emotions and personalities, straining her ability to soothe egos and encourage co-operation between such self-centred parties; while it was certainly not her purpose in creating the *Icy Heart*, she finds this constant struggle invigorating.

Lady Antonia is accompanied by her husband, Ysrich Krath. He abhors the *Icy Heart* and its crew, but is committed to his bride's safety.

Lady Antonia's determination is at the core of the *Icy Heart* as without her, Icehammer would have lost interest or slaughtered his way through the rest of his men; Flashfreeze would have returned to a conventional lair, or turned upon the jarl and his men in a fit of pique. Instead, Lady Krath keeps both villains motivated, and placated, so she might peruse her ambitious and murderous goals.

DAILY LIFE

In addition to their role as thugs and enforcers, the frost giants on the *Icy Heart* serve as cooks, fishermen and sailors. Each is a competent seaman. Given the number of giants aboard the *Icy Heart*, fishing trips are a daily requirement. Often, two ships go out. (This is a good way for PCs to first encounter the pirates).

Similarly, the dragons also search for food, often at dawn or dusk; such times are one of the rare opportunities to encounter Flashfreeze and her brood separate from each other.

The *Icy Heart* requires less maintenance than other vessels. The giants maintain the common areas of the *Icy Heart*, removing rubbish and waste from the passageways, main bay, mess hall and bunks. Maintaining the vessel is left to Flashfreeze who often delegates actual repairs to one of her brood, or Lozondur. Lozondur can burrow easily through the ice, melting smooth tunnels, while the dragons easily repairs most damage by using their breath weapon to repair damaged areas.

IN YOUR CAMPAIGN

Frost Giant Pirates of the Icy Heart's design enables a GM to easily insert the *Icy Heart* and her crew into a home campaign. Characters could encounter the giants' longships raiding a village, attacking a ship or even as they're out fishing; worse, the player's own ship could find (or be attacked by) the *Icy Heart* or Flashfreeze. Characters could be employed by nobles or merchant houses to destroy the *Icy Heart* or to rescue important persons (or materials) the pirates have captured.

RAIDING AND PIRACY

The giants aboard the *Icy Heart* carry out three types of raid.

The least frequent type of raid is the storming of a seaside village. The risks in bringing the *Icy Heart* close to shore where ocean currents may run it aground makes such raids infrequent; such villages also typically lack sufficient valuables to make the raid worthwhile. However, when the giants are desperate for a fight or the jarl's god demands sacrifice they attack. Involving only one or two longships, the rapid nature of these strikes maximizes the advantage of surprise and minimizes the defenders' ability to defend themselves. Once on land, the giants slaughter the villagers, steal their treasures and carry off all the livestock they can get their hands on.

More frequent than land raids, the giants attack other vessels. A group of giants on a fishing trip that spot a suitable vessel immediately attempt to overtake their target; alternatively, Flashfreeze might notice another craft while hunting and investigate. This type of raid fails as often as it succeeds; the giants' ships aren't very fast, opposing vessels may present enough resistance at range to defeat the attack, or Flashfreeze may lose interest after just a few attack runs.

The most effective raid conducted by the *Icy Heart* is a co-ordinated effort to destroy another vessel. Such attacks begin when a ship is sighted from one of the watch posts, by one of

the dragons while out hunting or by a group of giants on a sortie. Flashfreeze flies to the other vessel and cripples their sail, mast, hull or oars with Flyby Attack and her breath weapon. Once the vessel is crippled, the *Icy Heart*, (slowly) closes in.

Flashfreeze provides propulsion for the *Icy Heart*, leveraging her considerable size and strength, as well as her swim speed, to move the ship. Working alone, Flashfreeze can manage a speed of only 15 ft., scarcely fast enough to capture even crippled vessels. If the ship must move faster, such as when caught by a current or pursuing a faster ship, the frost giants lash their longships to the *Icy Heart* and row while Flashfreeze's brood helps their mother; this improves the ship's speed to 30 ft. The *Icy Heart's* low speed serves to spread fear among the opposing crew, who often must watch for hours as the massive iceberg closes inexorably with their crippled vessel.

As the *Icy Heart* is immense in size, it simply rams the other ship which runs it aground on the iceberg. Crew who survive the impact are slain quickly by the giants or kept as sacrifices for Icehammer's dark gods.

This last technique has been largely successful; few ships have the ability to withstand Flashfreeze's crippling assaults or the prowess of the *Icy Heart's* crew. The only drawback to this type of raid is the extended co-ordination required for success; Flashfreeze and the giants have to cooperate for several hours leading up to the actual assault. This is not as easy as it seems.



THE ICY HEART

The relatively vertical sides of the *Icy Heart* rise nearly 40 ft. above the waves before blending almost imperceptibly into the roughly central steep-sided peak of frozen ice in which the crew dwell. The vessel itself is roughly circular and has a radius of approximately 120 ft. A peak of ice dominates the centre of the *Icy Heart*, rising ominously to a height of about a hundred feet. The Lady's Tower – a stone tower rising 30 ft. above the *Icy Heart's* – stands near the edge of the iceberg.

The front fifth of the *Icy Heart's* is seemingly absent, but in reality has been carved down to 5 ft below sea level by Flashfreeze and filled with dangerous icy ridges and spikes beneath the water, making it into a massive ram and a deadly place for another vessel to become stuck. The crew of the *Icy Heart* refer to this as "the Dragon's Maw," and consider it the bow of the ship.

Appropriately enough, the open-air parts of the deck are sized for Large creatures.

THE UPPER DECK

The upper deck comprises the following areas of interest:

Observation Deck: Around the Lady's Tower is a wooded observation deck, A heavy oak door leads to the Lady's Tower.

Dragon's Maw: The crew use the shallow water of the Dragon's Maw to capture other vessels. Ships drawn into this area run aground on the ice beneath the waves before being surrounded by wading frost giants.

Foredeck: Arranged around the Dragon's Maw is a narrow, flattened area. As the foredeck is constantly awash with water, the ice is always slippery (see "Icy Terrain").

Dragon Runs: Two tunnels emerge from the central spire of the *Icy Heart*, piercing its side about halfway up its flanks; one is sized for Huge creatures, and the other for Gargantuan. The dragons use these steeply sloped tunnels to reach their lair. The

LORE

A character making a Knowledge (Local) or Diplomacy check to gather information may know some information about the *Icy Heart*. A successful check reveals all information gained by a lesser check. The DC of the check could be as much as +5 if the *Icy Heart* has entered the area only recently.

DC 15: You've heard of an iceberg that operates like a pirate ship, manned by frost giants, named the *Icy Heart*.

DC 20: While the majority of the crew is frost giants, there's also a dragon that escorts the iceberg, flying ahead and crippling ships so that the iceberg can catch up.

DC 25: The scattered few survivors that have escaped the giant's clutches say that an antipaladin commands the *Icy Heart*, and that he sails for blood as much or more than treasure.

tunnels are slick even in cooler climates so they're difficult to scale (DC 25 Climb checks).

Watch Posts: Three watch posts stud the central peak of the *Icy Heart*. Two of these are nothing more than a flattened 20 x 20 ft. area, surrounded by five-foot high walls; scaling these low ice walls requires a DC 10 Climb check.

The third watch post is 30 x 30 ft. and sits atop the *Icy Heart*; the dragons occasionally use this watch as a sun deck. The posts are supposed to be manned at all times, but the giants are lazy and the jarl inattentive, so they are often deserted.

The main section of the *Icy Heart* is built for large-sized creatures, although the Lady's Tower is sized for Medium creatures. Much of the main section is constructed from ice, (hardness 0, hp 3 per inch; the Lady's Tower is stone (hardness 8, hp 15 per inch).

COLD HAZARDS

Exposure to cold deals nonlethal damage, and victims cannot recover from the damage until they get out of the cold and warm up. A character that has taken damage from exposure is beset by frostbite or hypothermia (treat as fatigued), and once a character has taken nonlethal damage equal to her total hit points, any further damage from exposure is lethal damage. The fatigue ends when the character recovers the damage they took from the exposure. A character with the Survival skill may receive a bonus on saving throws against cold and might be able to apply this bonus to other characters as well; see the skill description. Characters that are immersed in water, or were immersed and haven't dried, make checks against exposure as if the temperature was one level more severe.

Below 40° F: An unprotected character must make a Fortitude save each hour (DC 15, +1 per previous check) or take 1d6 nonlethal damage.

Below 0° F: Inside the *Icy Heart*, an unprotected character must make a Fortitude save once every 10 minutes (DC 15, +1 per previous check), taking 1d6 nonlethal damage on each failed save. Characters wearing a cold weather outfit only makes checks once per hour for cold and exposure damage.

Below -20° F: Extreme cold, such as that suffered by a character getting wet inside the *Icy Heart*, inflicts 1d6 lethal damage per minute (no save). In addition, a character must make a Fortitude save (DC 15, +1 per previous check) or suffer 1d4 nonlethal damage.

Endure elements prevents all these effects. Creatures with immunity to cold (including the frost giants, the dragons and Lozondur) are similarly unaffected.

MAIN DECK

The main deck comprises the following areas of interest:

Main Bay: The main bay, in the centre of the iceberg, is a hemispherical room about 40 ft. in radius. The centre of the room is a pit of icy water, surrounded by a 15 ft. wide walkway. Exits from the main bay lead off toward the bunks, the mess hall, the shrine and the holding areas, as well as an underwater tunnel to Flashfreeze's lair. The frost giants moor their longship and rowboats here.

Bunks: Here the crew sleep and stow their personal belongings and loot.

Mess Hall: As the third largest chamber on the *Icy Heart*, the mess hall doubles as recreational space.

Shrine: This large room features a dark altar dedicated to Jarl Icehammer's sadistic gods. The icy altar has obviously been thawed and refrozen time and again, and has the blood of scores of sacrificial victims frozen into it. An *unhallow* protects the area; chaotic evil creatures within 40 ft. of the altar benefit from a *protection from energy (fire)* (CL 9). Behind the shrine, a frozen curtain protects Icehammer's sleeping quarters.

Jarl's Quarters: Behind the shrine lies Icehammer's personal quarters; they are comparatively small so they remain within the area of the altar's *unhallow* effect. The jarl's personal effects are quite limited, although the whole room seems to have been soaked in blood and then refrozen a dozen times or more.

ICY TERRAIN

Treat all surfaces of The *Icy Heart* as icy terrain (unless otherwise noted).

Ice: Ice is difficult terrain; it costs 2 squares of movement to enter an icy square. The DC for Acrobatics checks in icy squares is increased by 5.

Slippery Ice: If the *Icy Heart* is in any environment with a temperature above freezing, exterior surfaces become slick, as does any part of the ship that becomes wet.

In addition to the effects of normal ice, a creature traversing slick ice at more than half speed must make a DC 15 Acrobatic check; failure indicates the character doesn't move. Failure by 5 or more indicates the creature falls prone at the start of its movement. Running or charging increases the DC by 5. A creature that makes this check by 5 or more can increase its move across the ice by 10 feet, but is considered flat-footed until the start of its next turn; creatures that can't be caught flat-footed are immune to this effect.

Slippery Ice (Upper Deck): Characters falling on the upper deck when the ice is slippery slide 10 ft. downhill, towards the nearest side; characters within 10 ft. of the side when they fall must make a DC 20 Reflex save or plunge into the sea, taking 4d6 damage and being subject to the below 0° F temperature of the sea around the *Icy Heart* (see "Cold hazards").

Lady's Tower (Lower): The Lady Krath and her husband live in a small stone tower standing opposite the Dragon's Maw (at what is effectively the ship's stern). The Lady's Tower is approximately 30 ft. in radius and 30 ft. high; it has two floors. She uses the first floor to store the looted goods the giants have little or no use for such as furs, oils, books or other equipment sized for Medium creatures.

The first floor features a chilly lounge.

Lady's Tower (Upper): The second floor contains the couple's bedchamber, kitchen and larder.

Holding Areas: Occasionally, the giants take prisoners and such are kept here. Occasionally, a frost giant is sentenced to death and the jarl imprisons him here until ready to sacrifice the unfortunate in some dark ritual.

The floor is a thin sheet of translucent ice, with six holes leading to cone-shaped cells that can each hold one large or four Medium prisoners. Because the holding chamber is at sea level, the bottom portion of the cells occasionally floods with frigid seawater. The giants don't concern themselves with the welfare of their prisoners, who aren't given food or potable water; prisoners normally only languish here for a few days until Icehammer requires a sacrifice. If a prisoner outlives his needs, or freezes to death, he instead serves as remorhaz fodder.

LOWER DECK

The lower deck comprises the following areas of interest:

Flashfreeze's Lair: The dragon lives in a massive chamber deep inside the *Icy Heart*. The chamber is mostly underwater; several large, chunks of ice float within. A tunnel exits into the open ocean well beneath the vessel's water line.

Broods' Chamber: Flashfreeze's brood sleep in a separate chamber. The Gargantuan-sized tunnel leads out above the *Icy Heart* from this chamber.

Lozondur's Den: Lozondur's room is barely large enough to contain him.

Antechamber: This room, or the upper watch post, is where Flashfreeze meets with the Jarl or Lady Krath.

TOO MANY GIANTS?

With a good grasp of tactics, the *Icy Heart's* denizens could easily overwhelm even a powerful group of adventurers. However, frost giants are both chaotic and lazy; while they may be spoiling for a good fight, it's rare they'd meet any other ships that provide that opportunity. Similarly, the giants are not very attentive to things like sentry duty, sounding alarms and keeping watch.

Even so, the *Icy Heart* can provide an adventuring party with a quick lesson in the advantages of stealth, recognisance and, possibly, the value of humility.

ENCOUNTERS WITH THE ICY HEART

Characters might encounter the *Icy Heart* in a number of ways. Some typical encounters (intended for characters from 9th- to 14th-level appear below.

DRAGON'S LAIR (EL 16; XP 76,800)

Opponents Flashfreeze and her brood.

Tactics Flashfreeze's brood retreats to their mother's den aboard the *Icy Heart*, forcing would-be dragon slayers to engage five dragons at once. The young dragons prevent opponents from concentrating their attacks on Flashfreeze, knocking foes into the frigid water with Flyby Attack and bull rush attacks. Flashfreeze engages and kills one target after another, starting with spellcasters using fire spells.

Morale In their home, the dragons are reluctant to withdraw; only if the entire family is still alive and below half hp do they retreat. If any of the dragons die, the rest fight to the death, inflicting as much pain and suffering as possible on the murderer.

Adjustments If Lozondur hears combat, he rushes to assist (EL 17). Alternatively, you could substitute Lozondur for the brood (which doesn't change the EL), or have the party encounter Lozondur and the brood without their mother (EL 15). Also, if Flashfreeze is presented with a show of force (or a generous offering) and a credible threat to her children, (requiring successful Diplomacy or Intimidate checks), she may abandon the *Icy Heart* with her children, though not without as much of her treasure as she can carry.

Terrain the dragon's den; **Encounter Distance** n/a

KRATH FAMILY (EL 16; XP 76,800)

Opponents Lord and Lady Krath

Tactics When combat begins, Lady Krath grasps her husband firmly and uses *dimesion door* to escape; if pursued, she uses *teleport* to leave the *Icy Heart*. If her husband is too far away, the Lady flees without him if her life is in jeopardy; when it comes to mortal peril, her cowardice knows few limits. Given the opportunity, Lord Krath challenges physically imposing male characters to single combat, fighting defensively and strikes to inflict non-lethal damage. Unless pressed, he doesn't strike ladies, the unarmed or unarmoured. The Lord announces his intention to avoid killing before attacking.

Morale While his lady flees the moment combat is joined, Lord

Krath would rather die than fail to defend his wife or his house; he continues to plead that this is all some kind of misunderstanding even while fighting for his life. Even if Krath abandons him, he continues to protest her innocence.

Adjustments If Lady Krath fights alongside Flashfreeze (EL 16), she has more faith in the dragon's skills than her husband's, and remains until attacked or foes melee her.

Terrain the *Icy Heart*; **Encounter Distance** n/a

THE ICE TYRANT (EL 16; XP 76,800)

Opponents Jarl Icehammer

Tactics If Icehammer is encountered alone, use the tactics given with his statistics (page 16). If he has crewmen with them, he orders them to focus on eliminating spellcasters.

Morale The jarl fights as long as there is breath in his body (and after, if possible). Any of his crew would rather die than risk his displeasure; the moment he is dead, however, they run as far and as fast as they can.

Adjustments While Icehammer is a fearsome foe, he becomes much more deadly with aid. Adding a deckhand and a buccaneer makes this an EL 17 fight. Pairing Icehammer with Flashfreeze is also an EL 17 encounter.

Terrain the *Icy Heart*; **Encounter Distance** n/a

RAIDING PARTY (EL 13; XP 25,600)

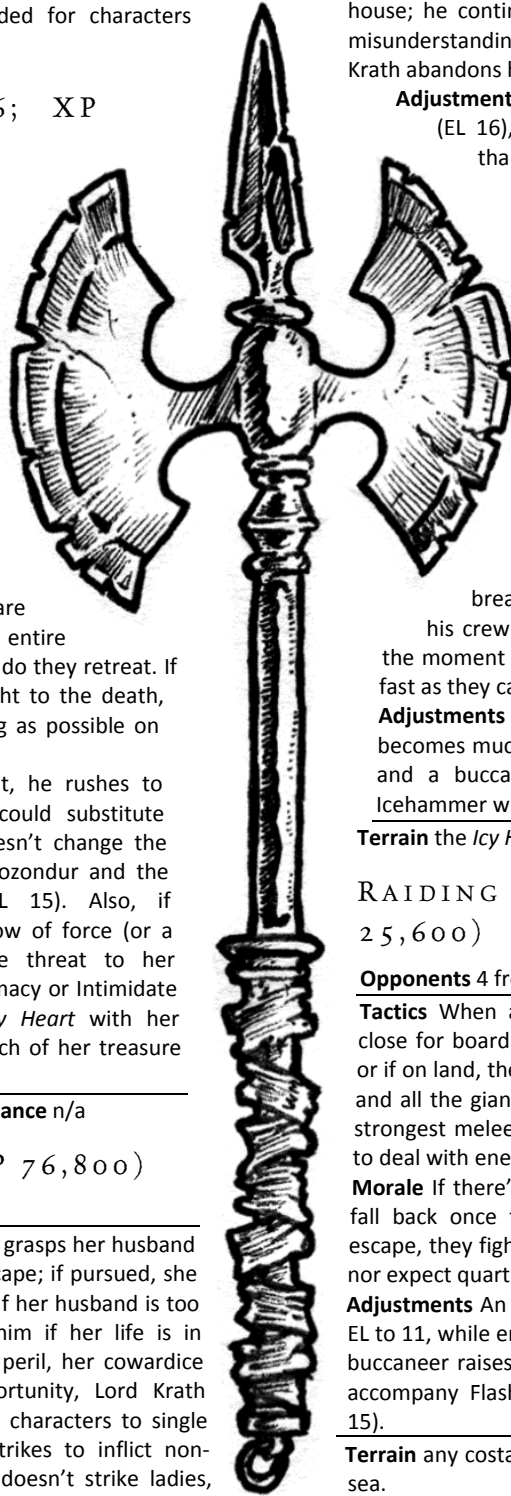
Opponents 4 frost giant deckhands

Tactics When at sea, the giants have few options; they close for boarding while hurling boulders. When boarding, or if on land, the buccaneer orders the deckhands to attack, and all the giants close to melee. The buccaneer fights the strongest melee opponent while instructing the deckhands to deal with enemy spellcasters.

Morale If there's somewhere to retreat to, the deck hands fall back once they're at half hp. If they're not able to escape, they fight to the death. The buccaneers neither give nor expect quarter.

Adjustments An encounter with two deckhands reduces the EL to 11, while encountering five deckhands and a frost giant buccaneer raises the EL to 15. At sea, a raiding party might accompany Flashfreeze (EL 15) or Flashfreeze's brood (EL 15).

Terrain any coastal; **Encounter Distance** varies; 3d6 x 10 ft. at sea.



NEW FEATS

ELEMENTAL ARMAMENT

You can channel part of your elemental nature into your attacks.

Prerequisites: Elemental subtype, weapon or natural attack that deals matching elemental damage

Benefit: Whenever one of your attacks with a weapon (natural or manufactured) deals elemental damage of a type that matches your subtype, you deal an extra 1d6 damage of that type.

Special: If you have multiple attacks that deal elemental damage, this feat applies to only the first of those attacks.

EXTRA SMITING

You can smite more often.

Prerequisites: Smite ability with a daily use limit

Benefit: You can use your smite ability one additional time each day and gain one additional use for every four times you could normally use the smite ability. For example, a 7th level paladin can smite evil 3/day. This feat gives that paladin one additional use of the ability.

Special: If your number of uses of the smite ability per day changes, the number of additional uses per day granted by this feat may also change.

FAVOURERED POWER ATTACK

With a battle cry, you call upon your channelling ability.

Prerequisites: Favoured Enemy, Power Attack

Benefit: When you use Power Attack against one of your favoured enemies, increases the damage bonus granted by Power Attack by 50%.

NEW SPELLS

DIVINE BLAST

Level antipaladin 1, cleric/oracle 1, paladin 1; **School** evocation [good and fire or evil and cold]

Casting Time 1 swift action; **Components** V, S, DF

Range weapon held; **Duration** 1 round

Saving Throw Fort negates; **Spell Resistance** No

You call upon your deity to channel energy into your next attack. For good-aligned casters, *divine blast* deals fire damage and gains both the good and fire subtypes; for evil-aligned casters, *divine blast* deals cold damage, and has the evil and cold subtypes (neutral casters can use either version of the spell). If your next melee attack hits, the attack deals 1d4 additional

damage per three caster levels (maximum 5d4; Fortitude halves). If your next attack misses, or is not a melee attack, the spell is wasted.

DIVINE BLAST, GREATER

Level antipaladin 3, cleric/oracle 4, paladin 3; **School** evocation [good and fire or evil and cold]

Casting Time 1 swift action; **Components** V, S, DF

Range weapon held; **Duration** 1 round

Saving Throw Fort negates (see below); **Spell Resistance** No

As *divine blast*, but the damage applies to every attack you make. Those struck make a separate Fortitude save for each attack, to negate the damage.

NEW EQUIPMENT

CRAMPONS

Sometimes called "ice cleats," crampons are traction devices useful for a character walking on ice. They comprise jagged metal teeth attached to a wooden frame, worn under boots. A

character wearing crampons in normal terrain suffers a -2 penalty to Acrobatics checks, and must spend an additional square of movement to enter any square; the metal teeth are also likely to damage floors with a hardness of 5 or less.

A character wearing crampons treats ice and slippery ice as difficult terrain, but eliminates the chance of falling. These benefits may apply in other slippery terrains, if the surface's hardness is 5 or less.

A climber's kit includes crampons. Masterwork crampons, with a better fit and superior quality of metal, cost 50 gp.

Price 1 gp; **Weight** 1 lb.

FLAMING & FROSTING, GOOD & EVIL

If it works better for your campaign, you can switch the damage types of the *divine blast* spell as the association between evil and cold (or good and fire). Alternatively, some deities could bestow different damage types (a storm god could bestow electrical damage, for example).

JARL ICEHAMMER'S CREW

The giant crew of the *Icy Heart* are skilled sailors, having spent many years raiding nearby settlements in more normal vessels. There are twenty-one frost giants and seven champions aboard the *Icy Heart*; all are male.

Personality: Frost giants value physical ability over mental acuity, resolving their disputes through brawling. Their lust for violence and cruelty are almost boundless. They are fearless, respect strength above all other things and are absolutely loyal to Icehammer.

Distinguishing Features: The giants have incorporated pirate themes into their attire and mannerisms, from hats and tattoos to their inventive (and often fatal) punishments for captured prisoners. The giants have never met (peacefully) actual pirates, and instead base their interpretation on second-hand bard's tales; mercifully, the frigid environment of the *Icy Heart* discourages parrots.

They all wear the furs and pelts of wolves and polar bears they have slain. Most also wear gold and silver armbands; the more armband a giant wears the greater his battle skills.

Tactics: The giants close as quickly as possible to melee. They use Power Attack unless their foes prove difficult to hit.

If engaged in a naval battle or forced to fight at range, they hurl rocks at their enemies' masts and hull hoping to damage the enemy vessel so it cannot flee.

FROST GIANT DECK HAND CR 9 (XP 6,400)

This giant wears a chain shirt and look like a muscular human, but with frost-white skin and smelling of brine.

CE Large humanoid (cold, giant)

Init -1; **Senses** low-light vision; Perception +10, Sense Motive +2
Speed 40 ft., base speed 40 ft.; wears crampons; **ACP** -2; Acrobatics -5, Stealth +0 (+4 in snow), Swim +10

AC 21, touch 8, flat-footed 21; **CMD** 29 (+4 armour [chain shirt], -1 Dex, +9 natural, -1 size)

Immune cold; **Weakness** vulnerable to fire

Fort +14, **Ref** +3, **Will** +6

hp 147 (14 HD)

Space 10 ft.; **Base Atk** +10; **CMB** +20 (+22 overrun)

Melee greataxe (reach 10 ft.; Power Attack [-3/+9]) +18/+13 (3d6+13/x3)

Ranged rock (range 120 ft.) +9 (1d8+13)

Atk Options Cleave, Improved Overrun, Vital Strike

Combat Gear boulders (3)

Abilities Str 29, Dex 9, Con 21, Int 10, Wis 14, Cha 11

Feats Cleave, Improved Overrun, Martial Weapon Proficiency (greataxe), Power Attack, Skill Focus (Profession [sailor]), Toughness, Vital Strike

Skills as above plus Craft (any one) +10, Intimidate +5, Profession (sailor) +15

Languages Common, Giant

Gear as above

CRAFTY GIANTS

Some of the giants have carpentry, masonry (which covers carving the ice) or shipwright as their Craft skill. Over half have Skill Focus (Profession [sailor]).

FROST GIANT BUCCANEER CR 12 (XP 19,200)

This giant wears a thick breastplate and a menacing scowl; its frost-white skin bears deep blue runes.

Male Frost giant barbarian 1/fighter 2

CE Large humanoid (cold, giant)

Init +0; **Senses** low-light vision; Perception +15, Sense Motive +1

Speed 30 ft., base speed 50 ft.; wears crampons; **ACP** -3; Stealth +0 (+4 in snow), Swim +20

AC 26, touch 9, flat-footed 26; **CMD** 36 (+8 armour [+1 breastplate], +9 natural, -1 size)

Immune cold; **Weakness** vulnerable to fire

Fort +23, **Ref** +6, **Will** +7

hp 224 (17 HD)

Space 10 ft.; **Base Atk** +13; **CMB** +26 (+30 overrun)

Melee +1 greataxe (reach 10 ft.; Power Attack [-4/+12]) +26/+21/+16 (3d6+19/x3)

Ranged rock (range 120 ft.) +12 (1d8+18)

Atk Options Awesome Blow (1d6+12 damage), Cleave, Greater Overrun, Improved Vital Strike, rage (17 rounds)

Combat Gear boulders (3), *potion of blur*, *potions of cure serious wounds* (2)

Abilities Str 35, Dex 11, Con 24, Int 12, Wis 12, Cha 10

Feats Awesome Blow, Cleave, Extra Rage, Greater Overrun, Improved Overrun, Improved Vital Strike, Power Attack, Skill Focus (Profession [sailor]), Toughness, Vital Strike, Weapon Focus (greataxe)

Skills as above plus Diplomacy +5, Craft (any one) +15, Intimidate +10, Profession (sailor) +20, Survival +6

Languages Common, Draconic, Giant

Gear as above plus *belt of giant strength*, *cloak of resistance +2*, *ring of swimming*, 200 gp

While raging, frost giant buccaneers use the following modified statistics:

ACP -3; **Swim** +22

AC 24, touch 7, flat-footed 24; **CMD** 38 (+8 armour [breastplate +1], 2 class, +9 natural, --1 size)

Fort +25, **Will** +9

hp 258 (17 HD)

Base Atk +13; **CMB** +28 +32 overrun)

Melee +1 greataxe (reach 10 ft.; Power Attack [-4/+12]) +28/+23/+18 (3d6+22/x3)

Ranged rock (range 120 ft.) +12 (1d8+21)

Atk Options Awesome Blow (1d6+14 damage)

Abilities Str 39, Con 28

FLASHFREEZE'S BROOD

The adolescent get of Flashfreeze dwell inside the Icy Heart.

Flashfreeze once had a mate. While he met his grim fate at the hands of adventurers nearly a century ago, the dragon's love for him lives on in their four children.

Flashfreeze dotes on her young. If a member of her brood is

FLASHFREEZE'S BROOD (4)

CR 9 (XP 6,400)

Rolling like serpents or the front edge of a blizzard, four bright-white dragons fly towards you, snapping at the air.

Young adult white dragon

CE Large dragon (cold)

Init +5; **Senses** blindsense 120 ft., darkvision 120 ft., snow vision; Perception +15, Sense Motive +5

Snow Vision (Ex) Flashfreeze's Brood see perfectly in snowy conditions, and do not suffer any penalties to Perception checks while in snow.

Speed 60 ft. icewalking, burrow 30 ft., fly 200 ft. (poor; Flyby Attack); **ACP** 0; Fly +5, Stealth +10, Swim +20

Icewalking (Ex) Flashfreeze's Brood move across icy surfaces without penalty and do not need to make Acrobatics checks to run or charge on ice. This ability works like the *spider climb* spell but only on icy surfaces.

AC 24, touch 10, flat-footed 23; **CMD** 29
(+1 Dex, +14 natural, -1 size)

Immune cold, paralysis, sleep; **Weakness** fire

Fort +11, **Ref** +8, **Will** +8; **SR** 20

hp 126 (11 HD); **DR** magic/5

Space 10 ft. (frightful presence 150 ft.); **Base Atk** +11; **CMB** +18

Frightful Presence (Ex) Creatures within 150 ft. of Flashfreeze's Brood with fewer than 11 HD must make a DC 15 Will save or become shaken (or panicked if it has 4 HD or fewer) for 5d6 rounds if they see her charge or attack. A creature making a successful saving throw is immune to this frightful presence for 24 hours. This is a mind-affecting fear effect.

Melee bite (reach 10 ft.) +16 (3d6+9),

2 claws +16 (1d8+6),

2 wings +16 (1d6+3) and

tail slap +11 (1d8+9) or

Melee bite (Improved Vital Strike) +16 (9d6+9)

Special Actions breath weapon, ice shape

Breath Weapon (Su [standard; every 1d4 rounds]) 40 ft. cone, 10d4 cold damage (DC 23 Reflex halves).

Ice Shape (Su [Standard]) Each member of the brood can shape ice and snow at will. This ability functions as *stone shape*, but targets only ice and snow.

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

At will—*fog cloud*, *gust of wind*

Abilities Str 23, Dex 12, Con 19, Int 10, Wis 13, Cha 10

Feats Ability Focus (breath weapon), Flyby Attack, Improved Initiative, Improved Natural Attack (bite), Improved Vital Strike, Vital Strike

Skills as above plus Bluff +10, Diplomacy +10, Intimidate +10, Linguistics +5, Survival +10, Use Magic Device +10

Languages Common, Draconic

harmd while their mother lives, she becomes enraged and seeks retribution; if the attackers are too powerful or somehow escape, the wyrm stops at nothing to mete out her terrible revenge.

Background: Flashfreeze is a doting mother, fawning over her brood and making sure they are well fed and sheltered. She's kept them in the nest past the age when juvenile dragons normally strike out on their own by filling their heads with horrible tales of lands rife with dragon slayers, eager for the hides of younger dragons. The brood's attitude towards her is not unlike human teenagers; they claim it's difficult to tolerate their mother's protectiveness and intrusiveness, but privately, they value and rely on her aid.

Personality: Each of the brood has their own personality:

- **Dendrite** is inattentive and unfocused, perpetually living in the moment. He enjoys eating, swimming and flying; he doesn't dislike combat, but prefers not to start fights.
- **Graupel** is calm and analytical, weighing his options carefully before making decisions. He's not adverse to combat, but tends to shy away from battle more than his siblings.
- **Needle** is passionate and angry; she easily flies into a rage if provoked. She often, later, regrets her actions.
- **Rime** is practical and focused; she is disciplined in her studies, learning what she can about combat and the magical prowess she will eventually manifest.

Distinguishing Features: Each of the brood has a different pattern of speckles on their underbellies and along their necks. They all share their mother's distinctively flexible frill.

Tactics: Flashfreeze's brood make extensive use of Flyby Attack. If their breath weapons are available, one or two of the brood use them instead of physical attacks. Around water, the brood uses bull rush attacks, knocking opponents into the icy water to drown. If they meet serious opposition they flee to their mother; if she's alongside them, they fight ferociously until she retreats.

CUSTOMIZING THE BROOD

The members of Flashfreeze's brood have been raised together; their statistics reflect this common upbringing (and are kept the same for your convenience). If you don't mind a bit of extra tracking, you can use the modifiers below, which modify a few of each dragon's skills.

Dendrite: +2 to Fly checks and -2 to Stealth checks.

Graupel: +2 to Diplomacy checks and -2 to Bluff checks.

Needle: +2 to Intimidate checks and -2 to Fly checks.

Rime: +6 to Spellcraft checks and -2 to Swim checks.

PERSONA: LADY ANTONIA KRATH

Antonia Krath is the Icy Heart's manipulative mastermind.

If one person must be blamed for the *Icy Heart's* deprivations, that person is Lady Antonia Krath, *nee* Antonia Reiz; it was she who first conceived the idea of the *Icy Heart*, and it is she who maintains Jarl Icehammer's and Flashfreeze's fragile alliance.

While she created the *Icy Heart* to fuel her need for wealth, she has since come to find a place aboard it. Between Flashfreeze's caution and rapaciousness, and Icehammer's tyrannical, bloodthirsty nature, she has become accustomed to assuaging egos and keeping powerful and confrontational individuals working toward common and mutually beneficial goals. In another life she may have found a rewarding role as a diplomat or ambassador; here, diplomacy is simply another means to acquire the things she desires.

LADY ANTONIA KRATH CR 15 (XP 51,200)

This startlingly beautiful woman has glittering emerald eyes and chalky white skin. Her mouth curls up at each corner in an impish smile, hinting at mischievousness.

Female human aristocrat 2/cleric 3/wizard (enchanter) 3/mystic theurge 7

LE Medium humanoid (human)

Init +4; **Senses** Perception +20, Sense Motive +20

Speed 30 ft.; **ACP** 0; Swim +5

AC 16, touch 10, flat-footed 16; **CMD** 16

(+4 armour [*mage armour*], +2 natural [*amulet of natural armour* +2])

Immune environmental cold

Fort +8, **Ref** +5, **Will** +16

hp 91 (15 HD)

Space 5 ft.; **Base Atk** +7; **CMB** +6

Melee dagger +6/+1 (1d4-1/19-20) or

Melee Touch dazing touch (6/day) +6 (dazed [3 HD or under] or dazed; 1 round) or

Melee Touch touch of evil (6/day) +6 (sickened [1 round])

Ranged light crossbow (range 80 ft.) +7 (1d8/19-20) or

Ranged hand of the acolyte (range 30 ft.; 6/day) +10 (1d4-1/19-20)

Special Actions channel negative energy (2d6; DC 13)

Cleric Spells Prepared (CL 10th; concentration +15; domains: evil, magic; combined spells)

5th—*greater command* (DC 20), *flame strike* (DC 18), *spell resistance*

4th—*cure critical wounds*, *freedom of movement*, *spell immunity unholy blight* (DC 17)

3rd—*invisibility purge*, *magic vestment* (2), *protection from energy*, *dispel magic*

2nd—*lesser restoration*, *silence*, *hold person* (2; DC 17), *magic mouth*

1st—*command* (DC 16), *endure elements*, *sanctuary*, *shield of faith* (2), *protection from good*

0—*detect magic*, *mending*, *read magic*, *stabilize*

Background: Born into a life of splendour, Antonia Reiz was one of the daughters of wealthy landowners in the warm southlands. Her youth was spent with her every whim, no matter how slight, fulfilled with the casual sense of entitlement of the exorbitantly wealthy. Her parents lavished praise and rewards on their precocious young lady, and if she grew petulant at nannies, teachers or tutors, they were replaced with those more pleasing to the young mistress. As she aged, she came to simply expect that the things she wanted would be provided to her, a lesson that her focus on enchantment magic served to re-enforce.

As a teenager, if it became obvious that despite her considerable resources she was not going to get what she wanted, the Lady was capable of fits of petulance that would embarrass a toddler; stamping her feet, screaming and throwing

Wizard Spells Prepared (CL 10th; concentration +15; arcane bond [ring]; combined spells)

5th—*dominate person* (DC 20), *hold monster* (DC 20), *teleport*

4th—*black tentacles*, *charm monster* (DC 19), *fireball* (focused), *stilled hold person* (DC 19)

3rd—*dispel magic*, *fireball*, *hold person* (DC 18), *suggestion* (2; DC 18)

2nd—*scorching ray*, *glitterdust* (2; DC 15), *hideous laughter* (2; DC 17), *spectral hand*

1st—*disguise self*, *charm person* (DC 16), *mage armour* (2), *shield*

0—*dancing lights*, *daze*, *mage hand*, *message*

Combined Spells (Su) Antonia can prepare spells from one of her classes using the available slots from her other class.

Combat Gear *ring of counterspells* (*dispel magic*), *elixir of swimming*, *scroll of teleport*, *wand of cure serious wounds* (10 chgs.), *wand of dimension door* (5 chgs.), *wand of focused fireball* (CL 10; 10 chgs.)

Abilities Str 8, Dex 10, Con 12, Int 16, Wis 16, Cha 15

SQ aura of evil, enchanting smile, spontaneous casting (*inflict*)

Feats Combat Casting, Deceitful, Focused Spell, Greater Spell Focus (enchantment), Improved Initiative, Scribe Scroll^B, Spell Focus (enchantment), Still Spell, Toughness, Uncanny Concentration

Skills as above plus Bluff +25, Diplomacy +25, Disguise +15, Intimidate +15, Knowledge (arcana) +12, Knowledge (nobility) +10, Knowledge (religion) +12, Perform (dance) +10, Perform (song) +10, Spellcraft +15

Languages Common, Draconic, Elven, Giant

Gear as above plus *circlet of persuasion*, *cloak of resistance* +1, 1,000 gp

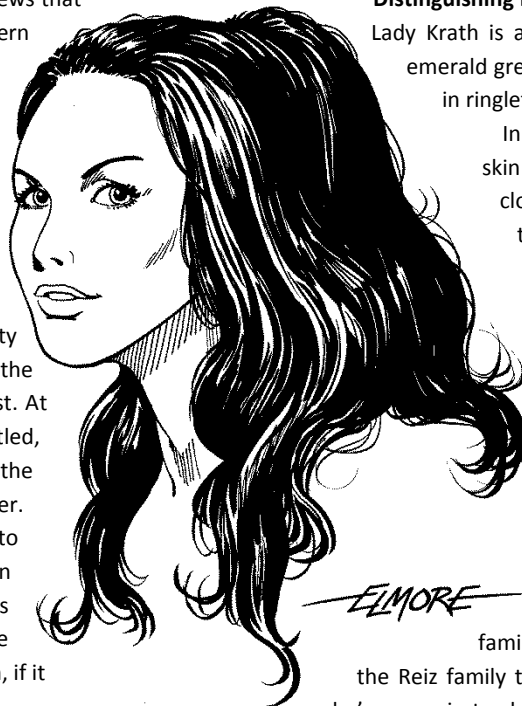
Spellbook (opposition schools divination and illusion) 5th—*dominate person*, *hold monster*, *teleport*; 4th—*black tentacles*, *charm monster*; 3rd—*dispel magic*, *fireball*, *hold person*, *suggestion*; 2nd—*scorching ray*, *glitterdust*, *hideous laughter*; 1st—*charm person*, *disguise self*, *hypnotism*, *mage armour*, *magic missile*, *shield*, *sleep*; 0—*all except illusions or divinations*

things about her room. Her mother called these temper tantrums her “fits,” and she hasn’t had one for years, since she more fully developed her magical prowess.

Her parents’ announcement of her upcoming wedding was like a shock of cold water to the young woman. She became terrified that the ostentatious lifestyle she was so accustomed to was about to be ripped away from her; the news that her husband to be was the son of a northern merchant, and that she would be moving to lands she considered little more than a frozen waste filled her with horror. Immediately, she cast about for a plan to increase her husband’s fortune, so that he might maintain her opulent lifestyle. This misplaced desperation was the seed that spawned the *Icy Heart*.

Personality: Antonia Reiz has no generosity in her heart; she gives nothing without the expectation that it will be repaid with interest. At the same time, she was raised in an entitled, privileged environment, and expects that the things she wants will simply be provided for her.

She distains anyone who has ever had to work for anything in their life, but this disdain rarely reaches her face or lips in an obvious way. Despite her strong beliefs, she’s capable of feigning just about any emotion or reaction, if it helps her get what she wants.



Mannerisms: The Lady Krath looks people directly in the eye and speaks as though everyone in the world owes her a favour. She’s accustomed to being listened to, and obeyed. If it suits her purposes, though, she can don a convincing façade of charm and humility; other nobles who have encountered her socially would describe her in glowing terms as a wonderful hostess or guest.

Distinguishing Features: When not disguising herself, Lady Krath is a tall woman with light caramel skin, emerald green eyes and dark black hair that flows in ringlets.

In her current guise, she has white-blue skin (from chalk and creams); while cloaked with *disguise self*, her black hair tumbles to her shoulders. She dresses in furs and leather like a frostbitten barbarian from a ribald bard’s story to impress Icehammer and Flashfreeze, as well as her husband and his people; if she had her choice, though, she would wear only the finest silks and most elegant gowns.

HOOKS

The PCs might have met the Reiz family before. They may even be hired by the Reiz family to rescue their daughter; if word that she’s on a pirate ship reaches them, they’ll presume she was captured.

It’s possible the PCs have encountered Antonia herself before, although she would have been quite young at the time.

TACTICS

If present for actual combat, Antonia casts two of *dominate person*, *hold monster* or *black tentacles*. Unless her side then holds overwhelming advantage, she flees via her *wand of dimension door*.

If combat is pressed again, she *teleports* away, to flee as far as possible as fast as possible. If her side appears to have the advantage, she mercilessly presses the attack with her own spells or her wand(s) as required.

ANTONIA’S MAGIC

Antonia has *mage armour* and *endure elements* (cold) running at all times, and casts *disguise self* if she’s meeting with anyone.

At the first sign of danger she casts on herself (in order) *spell resistance*, *shield*, *shield of faith*, *magic vestment*, *protection from energy* (fire), *spell immunity* (for *fireball* and *scorching ray*) and *freedom of movement*.

If she’s not alone, she casts *spectral hand*, and if time allows, *shield of faith* and *magic vestments* on one of the individuals who are with her (specifically her husband, if he’s present).

When combat seems imminent, if the above preparations have been completed, she casts *sanctuary*.

These preparations give her the following altered statistics:

AC 25, touch 13, flat-footed 22; **CMD** 19

(+4 armour [*mage armour*], +2 armour enhancement [*magic vestments*], +4 shield [*shield*], +3 deflection [*shield of faith*], +2 natural)

Immune *fireball*, *scorching ray*; environmental cold; *freedom of movement*; **Resist** environmental cold, fire 20 (120 points)

SR 22

PERSONA: FLASHFREEZE

Flashfreeze is the frozen centre of the Icy Heart.

Flashfreeze once dwelled deep in the icy wastes of the Northlands, far from any large settlements. She was chased out of her nest as a wyrmling, and the feral dragon was the scourge of the nomadic tribes, until she awoke with a start one morning to find an older male white dragon hovering over her roost.

That male, known as Frostbite, had heard stories of Flashfreeze's ferocity and sought her as his mate. Frostbite went out of his way to appeal to Flashfreeze, bringing her frozen food and plundered goods, and wooing her at length. In time, he persuaded the young Flashfreeze to return with him to his lair, close to human lands, as it would make a better place to raise their family.

A few years later, with the eggs laid and their plans in place,

FLASHFREEZE

CR 13 (XP 25,600)

This immense, white, serpentine creature unfurls, revealing rows of razor-sharp teeth and powerful claws. As it hisses, the frill on its' neck stands on end, and it sounds like a vengeful ice storm, meaning to suffocate the warmth from the world.

CE Huge old white dragon

Init +4; **Senses** blindsense 60 ft., darkvision 120 ft., low-light vision, snow vision; Perception +23, Sense Motive +23

Snow Vision (Ex) Flashfreeze sees perfectly in snowy conditions, and does not suffer any penalties to Perception checks while in snow.

Speed 60 ft., burrow 30 ft., fly 200 ft. (poor; Flyby Attack, Hover), swim 60 ft.; icewalking; **ACP** 0; Swim +25, Fly +10

Icewalking (Ex) This ability works like the *spider climb* spell but only on icy surfaces. Flashfreeze moves across icy surfaces without penalty and does not need to make Acrobatics checks to run or charge on ice.

AC 35, touch 8, flat-footed 35; **CMD** 38 (42 vs. trip) (+4 armour [*mage armour*], +23 natural, -2 size)

Immune cold, paralysis, sleep; **Weakness** vulnerable to fire

Fort +16, **Ref** +10, **Will** +13; **SR** 24

hp 212 (17 HD); **DR** magic/10

Space 15 ft. (cold aura 10 ft., frightful presence 240 ft.); **Base Atk** +17; **CMB** +28

Cold Aura (Su) All creatures within 10 ft. of Flashfreeze suffer 2d6 cold damage.

Frightful Presence (Ex) Creatures within 150 ft. of Flashfreeze with fewer than 17 HD must make a DC 22 Will save or become shaken (or panicked if it has 4 HD or fewer) for 5d6 rounds if they see her charge or attack. A creature making a successful saving throw is immune to this frightful presence for 24 hours. This is a mind-affecting fear effect.

Melee bite (reach 15 ft.; Power Attack [-5/+15]) +24 (2d8+13), 2 claws (reach 10 ft. Power Attack [-5/+10]) +22 (2d6+9), 2 wings (reach 10 ft. Power Attack [-5/+5]) +22 (1d8+4) and tail slap (reach 10 ft. Power Attack [-5/+15]) +22 (2d6+13)

Atk Options Arcane Strike, Vital Strike, crush

Crush (Ex [Standard]) Flashfreeze can use her whole body to

Flashfreeze prepared to relax into the role of mother...until the dragon slayers came.

The killers came swiftly and without warning. The dragon slayers had sealed off most of the exits from the glacial caverns that the dragons had made their home. Frostbite insisted that Flashfreeze flee with the eggs, as he stayed to fight off the attackers. Believing her mate could overcome his attackers, Flashfreeze fled, clutching the eggs, and never saw her beloved again.

Since that night, Flashfreeze has been cautious, flying hours each night to ensure that she and her brood hunt and play far from their home. When the Lady Krath's first ambassador left a cart full of fresh horseflesh dangerously close to Flashfreeze's lair, the dragon was furious, terrified and intrigued. As the emissaries continued to come, always respectful and generous,

crush Small or smaller opponents, affecting as many creatures as fit into her space. Creatures in the affected area must make a DC 24 Reflex save or be pinned, taking bludgeoning damage during the next round unless she moves off them. If Flashfreeze chooses to maintain the pin, she must succeed at a combat manoeuvre check as normal; pinned foes take damage from the crush each round if they don't escape.

Special Actions breath weapon, freezing fog, ice shape

Breath Weapon (Su [Standard; every 1d4 rounds]) 50 ft. cone, 16d4 cold (DC 24 Reflex)

Freezing Fog (Sp [Standard; 3/day]) This ability is similar to an *acid fog* spell that deals cold damage instead of acid damage and forms a rime of ice on any surface the fog touches, creating the effect of a *grease* spell. Flashfreeze is immune to the *grease* effect because of her icewalking ability. This ability is the equivalent of a 6th-level spell.

Ice Shape (Su [Standard]) Flashfreeze can shape ice and snow at will. This ability functions as *stone shape*, but targeting ice and snow.

Spell-like Abilities (CL 17th; concentration +19)

3/day—quicken *fog cloud*, quicken *gust of wind*

At will—*fog cloud*, *gust of wind*

Spells Known (CL 5; concentration +7)

2nd (5/day)—*bull's strength*, *resist energy*

1st (7/day; 6 remaining)—*mage armour*, *protection from [alignment]*, *shield*

0 (at will)—*dancing lights*, *detect magic*, *mage hand*, *mending*, *message*, *prestidigitation*

Abilities Str 29, Dex 10, Con 23, Int 14, Wis 17, Cha 18

Feats Arcane Strike, Flyby Attack, Hover, Improved Initiative, Multiattack, Power Attack, Quicken Spell-Like Ability (*gust of wind*), Quicken Spell-Like Ability (*fog cloud*), Vital Strike

Skills as above plus Bluff +20, Diplomacy +20, Intimidate +20, Knowledge (engineering) +15, Knowledge (geography) +15, Linguistics +10, Survival +10, Use Magic Device +20

Languages Aklo, Aquan, Common, Draconic, Dwarven, Elven, Giant, Goblin, Ignan

the dragon's interest outweighed her hesitation, and she agreed to meet with her benefactor.

Personality: As a dragon, Flashfleeze is aggressive and rapacious. She is cautious around humanoids, making her more reserved than most white dragons. She has a fondness for Lady Krath, based on her shrewdness and silver tongue, but her limited interactions with the jarl have ensured that when she tires of the *Icy Heart*, she'll do her best to leave him and his crew adrift in some tropical climate. All others are potential dangers

FIGHTING FLASHFREEZE

In her lair, Flashfleeze is well protected. The centre of her chamber is filled with frigid water covered by a thin sheet of ice, making it difficult for foes to close to melee.

She uses bull rush and her *gust of wind* spell-like ability to force armoured opponents into the water, constantly moving to force her opponents to deal with the terrain, and uses her *freezing fog* and *fog cloud* spell-like abilities to hamper or prevent ranged attacks. When Flashfleeze strikes, Arcane Strike, Power Attack and Vital Strike help maximize the damage from a bite, while Flyby Attack enables her to move out of range for a counterattack.

If encountered outside her lair, and her opponents seem at all capable of harming her, Flashfleeze simply leaves. If unable to flee, she uses much the same tactics as before, trying to trap opponents in or around her *freezing fog* while maximizing the advantage of Flyby Attack.

FLASHFREEZE'S TREASURE

While Flashfleeze doesn't have gear as such, she does have a considerable hoard of treasure. Frozen into the largest platform within her lair are 30 moonstones (DC 20 Appraise; 50 gp each), a exquisite golden-inlay silver circlet with the name "Analise" engraved in it (DC 20 Appraise; 1,500 gp), three full suits of masterwork plate mail (DC 20 Appraise; 1,650 gp each), a sculpture in jade of a man sitting on a throne (DC 20 Appraise; 650 gp; success by 5 or more reveals it to be from a distant land, and worth three times as much to collectors), a *druid's vestment* and 116 pp, 1,141 gp, 3,750 sp and 44,321 cp.

Frozen into the same block of ice is a life-size bronze horse. Removing the statue from the *Icy Heart* may prove difficult, as it weighs about 3,400 lbs. A DC 20 Appraise check reveals it is worth 300 gp for the metal alone, or twice that to a buyer who wants a horse statue. A successful DC 30 Knowledge (history) check reveals it is actually a statue of Parthenon, the horse of a famous general from centuries ago and sire to a famous line of race and warhorses; to a wealthy collector, the statue is worth 5,000 gp. In addition to its other qualities (and not included in the prices given above), the statue's horseshoes are damaged *horseshoes of speed*.

to her children; if her suspicions grow too strong, she acts quickly to crush potential threats.

Flashfleeze was a young mother, as dragons go, and remains overprotective of her brood, her last connection to her mate. Her wyrmlings are past the age at which most white dragons strike out on their own, but Flashfleeze has impressed upon her children that the world is a deadly, dangerous place and has, thus far, kept her children close.

Mannerisms: Flashfleeze is greedy, physically imposing and intelligent. She doesn't shy away from fighting or negotiating, and does whichever seems more likely to get her what she wants. The dragon has not learned how to gracefully back down from a bluff, challenge or threat, but the death of her older, more powerful mate has gifted her caution.

Distinguishing Features: Flashfleeze's scales continue to glitter like fresh-fallen snow, long after they should have dulled. The frill around her head is more prominent than it is on most white dragons, and flexes to suit her moods, not unlike a cat's tail demonstrates its emotions. Since she learned to speak later in life, she often combines whistling, snarling or hissing noises in her speech. Her aura of cold means she's often surrounded by swirling, glistening snowflakes.

Hooks: PCs originally from arctic regions may have a history (or family history) with either Flashfleeze or Frostbite. Alternatively, PCs hailing from an appropriate locale can learn the basics of her history with a DC 20 Knowledge (arcana or history) check.

FLASHFREEZE'S MAGIC

Flashfleeze casts *mage armour* on herself daily. If she's given time to prepare for a fight, she casts *shield*, *bull's strength* and *resist energy* (fire) on herself; if she's planning to fight alongside her brood, she casts *mage armour* on each of them (giving each a +4 armour bonus to AC), and, if time permits, *resist energy* (fire) on as many as possible.

These preparations give her the following altered statistics:

ACP 0; Swim +27

AC 39, touch 8, flat-footed 35; **CMD** 38 (42 vs. trip)
(+4 armour [*mage armour*], +4 shield (*shield*), +23 natural, -2 size)

Immune cold, paralysis, sleep; **Resist** fire 10 (50 points);
Weakness vulnerable to fire

CMB +30

Melee bite (reach 15 ft.) +26 (2d8+16),
2 claws (reach 10 ft.) +24 (2d6+11),
2 wings (reach 10 ft.) +24 (1d8+5) and
tail slap (reach 10 ft.) +24 (2d6+16)

Abilities Str 33

PERSONA: JARL JAROK ICEHAMMER

Jarl Icehammer is a powerful, evil and utterly depraved servant to his dark gods.

Life for frost giant children is harsh. The first food goes to the jarl and his warriors, then others according to their status (which is synonymous with physical might, in frost giant society), and finally to the children and winter wolves, who fight over the scraps. Jarok won.

The first sound Icehammer remembers is the sound of his dark gods crying for blood; the first texture is some other child's eyes being crushed under his thumbs. The jarl has felt the

presence of dark powers every moment of his life.

When Icehammer is nowhere nearby, the other giants discuss in hushed tones that despite having taken hundreds of mates, the jarl has produced no children...

Background: Jarok's childhood was a succession of escalating violent events: by age seven, he'd killed a score of winter wolves and three children in assorted disputes; at age eleven, he challenged one of the tribe's warriors to combat, and crushed his rival's head between his hands.

His jarl recognized the child's prowess, heralding him as a new champion of his people; five years later, Jarok had the

JARL JAROK ICEHAMMER CR 16 (XP 76,800)

This is a massive frost giant, clad in full plate and bearing an immense greataxe. His eyes are frenzied and furious, and he howls with bloodlust and rage!

Male frost giant antipaladin 4/barbarian 2/fighter 1

CE Large humanoid (cold, giant)

Init +0; **Senses** low-light vision; Perception +25, Sense Motive +5;

Speed 25 ft., base speed 40 ft.; masterwork crampons; **ACP** -5; Stealth -1 (+3 in snow), Swim +10

AC 32, touch 9, flat-footed 32; **CMD** 39; uncanny dodge (+11 armour [+2 *dastard full plate*], +11 natural [*amulet of natural armour +2*], -1 size)

Immune cold, disease (plague bringer); **Weakness** vulnerable to fire

Plague Bringer (Ex) Icehammer does not take any damage or take any penalty from diseases. He can still contract diseases and spread them to others, but he is otherwise immune to their effects.

Fort +31, **Ref** +10, **Will** +14

hp 302 (21 HD)

Space 10 ft. (aura of cowardice 10 ft.); **Base Atk** +17; **CMB** +29

Aura of Cowardice (Su) While Icehammer is conscious, enemies within 10 feet take a -4 penalty on saving throws against fear effects; creatures normally immune to fear lose that immunity.

Melee +1 *furious frost greataxe* (reach 10 ft.; Furious Focus, Power Attack [-5/+15]) +29/+24/+19/+14 (3d6+17/x3 plus 2d6 cold) or

Melee Touch touch of corruption (6/day) +27 (2d6 negative energy plus sickened [DC 16 Fortitude negates; 4 rounds])

Ranged rock (range 120 ft.) +17 (1d8+16)

Atk Options Channel Smite, Shatter Defences, Stunning Assault (DC 27 Fortitude negates) rage (14 rounds), smite good (2/day; +4 attack, +4 damage, +4 AC [deflection], +2 AC [profane])

Channel Smite (Su [swift]) Adds 2d6 negative energy (DC 16 Will halves) to melee attack. Using this ability consumes two uses of Jarl's *Touch of Corruption* ability.

Special Actions Dazzling Display, channel negative energy, *detect good*

Channel Negative Energy (Su [standard; special]) 2d6 negative energy (DC 16 Will halves). Using this ability consumes two uses of Icehammer's *Touch of Corruption* ability.

Detect Good (Sp [standard; at will]) Icehammer can use *detect good* and can, as a move action, concentrate on a single item or individual within 60 feet and determine if it is good, learning the strength of its aura as if having studied it for 3 rounds.

Antipaladin Spells Prepared (CL 1st; concentration +5)
1st—*divine blast*

Combat Gear *pearl of power* (1st-level), *potions of lesser restoration* (2)

Abilities Str 33, Dex 10, Con 26, Int 12, Wis 12, Cha 18

SQ aura of evil (moderate); rage powers (no escape), unholy resilience

Feats Channel Smite, Dazzling Display, Elemental Armament, Extra Smiting, Furious Focus, Intimidating Prowess, Power Attack, Shatter Defences, Skill Focus (Intimidate), Stunning Assault Toughness, Weapon Focus (greataxe)

Skills as above plus Bluff +10, Diplomacy +10, Intimidate +45, Knowledge (religion) +10, Survival +5

Languages Common, Giant

Gear as above plus *amulet of natural armour +2*, *belt of physical might* (Con, Str) +2, *cloak of resistance +1*, *headband of mental prowess* (Int [Perception], Cha) +2

When Icehammer rages, he has the following altered statistics:

Swim +12

AC 30, touch 7, flat-footed 30 (uncanny dodge); **CMD** 41 (+11 armour [+2 *dastard full plate*], -2 class, +11 natural [*amulet of natural armour +2*], -1 size)

Fort +33, **Will** +16

hp 344 (21 HD)

CMB +29

Melee +3 *furious frost greataxe* (reach 10 ft.) +33/+28/+23/+18 (3d6+22/x3 plus 2d6 cold)

Ranged rock (range 120 ft.) +17 (1d8+19)

Atk Options no escape

Abilities Str 33, Dex 10, Con 26, Int 12, Wis 12, Cha 18

Skills as above plus Intimidate +47

former jarl's skull hollowed out to use as a goblet as a sign of his victory over his slain rival.

Over the next eight years, the new jarl and a dedicated cadre of fanatical warriors hunted down other frost giant tribes, with a simple command: submit or die. Scores of frost giants resisted, providing the Jarl with ample opportunities to slake his bloodlust and offer sacrifices to his gods. In the end, there were no giants within ten leagues who did not serve him.

When a group of humans approached his tribe, bearing tribute and speaking of a powerful spellcaster who wished to be his ally, Jarok was initially suspicious; indeed, the first two groups that made overtures on Lady Krath's behalf were cooked and eaten.

In time, the Lady's persistence intrigued the Jarl; he had her third group sent back to her with a message branded into their flesh: he was willing to receive her. The Lady was suitably cowed by the jarl's munificence in allowing her to address him; she spoke eloquently and persuasively, advising Icehammer that with her aid, he might spread his rule to lands no other frost giant had ever laid eyes on, spreading terror wherever his name was heard. The jarl's gods whispered their excitement at the prospect, and the bargain was struck; seven months later, the jarl and Lady Karth launched the *Icy Heart*.

Personality: At times, Icehammer can be insightful and ingenious, but he has a terrible temper, is recklessly impulsive, and prone to fits of violence. He tolerates neither failure nor disrespect from his tribesmen, holding frequent public executions to maintain their fear and loyalty.

Lady Krath has carefully insinuated her way into his councils becoming his most trusted advisor; he often defers to her in such boring matters as foresight or planning.

He sees Flashfreeze as something of a kindred spirit, another fierce warrior capable of ruling as a tyrant in her own right.

When the *Icy Heart* no longer catches the jarl's interest, he looks forward to crafting a cloak and helmet from Flashfreeze's corpse; lofty praise, in the jarl's mind.

Mannerisms: Jarok has a piercing gaze that very few can withstand for more than a moment. On every cold wind he hears the voices of his dark gods, constantly howling for blood, and the jarl gladly obeys.

DARK GODS

The identity of Icehammer's dark patron has been left deliberately obscure so that the GM can customise this to suit the dark powers already extant in his campaign. Obviously, chaotic evil patrons would be preferable, but the jarl is happy to serve any power that revels in slaughter, suffering and violence.

Jarok becomes bored of anything other than eating, mating or fighting after a few moments, and his attention visibly drifts. Jarok would come across as a frantic madman to those who encounter him, if they lived long enough to form an opinion.

Icehammer is always hearing voices, and listens fervently to them (a practice that's worked well so far). He drinks blood from the hollowed-out skull of the former Jarl; if he becomes too bored, he'll kill someone to pass the time.

Distinguishing Features: Jarok's dull white skin is a patchwork of dark blue scars, including runic patterns he's deliberately carved into his face. His red beard and hair are matted and poorly maintained, most of his clothes are permanently bloodstained, and a wild, almost feral, look lurks in his cocoa-coloured eyes.

HOOKS

Jarok's campaign to command all the frost giants caused significant damage and loss of life to the people of the north, and PCs from that area could have heard of the jarl because of it.

It's also possible the deities of paladins or good clerics might forewarn their followers in dreams (or nightmares) of Icehammer's approach and the danger he represents.

Alternatively, the PCs could be hired at very short notice to recover a person or items of great value held on the *Icy Heart*. As time would be of the essence (particularly when seeking to rescue a captive, such groups should possess magical means of transportation and methods of divining the ship's location).

TACTICS

Jarok begins nearly all combats with Dazzling Display; his impressive Intimidate bonus usually causes his opponents to be shaken for several rounds. On the second round, he closes (if his opponents haven't) and attacks using his smite ability. As combat progresses, he uses his smite ability for defence against strong melee opponents and Stunning Assault to keep opponents from acting.

He never retreats from battle – his pride and deluded self-belief in his own abilities conspire to keep him fighting when sane opponents would retreat or sue for peace.

ICEHAMMER'S EQUIPMENT

Dastard (Armour Property) When the Jarl uses smite good, he gains a +2 profane bonus to AC against attacks from the target. This is the equivalent of a +1 modifier for his armour.

Furious (Weapon Property) The Enhancement bonus of a furious weapon improves by +2 when it's wielder is in rage. This is the equivalent of a +1 modifier for the weapon.

PERSONA: LOZONDUR

Flashfreeze's pet, Lozondur is the spawn of an insane experiment.

Lozondur is the spawned of twisted, frozen nightmares.

Flashfreeze found Lozondur when he was feebly crawling away from a burning tower, young and injured. Nursing the creature back to health, Flashfreeze has never questioned Lozondur about his origins, and simply counted herself fortunate at having such a useful pet.

Lozondur was instrumental in the construction and maintenance of the *Icy Heart*. With a breath weapon, immunity to cold, burrowing and the ability to generate incredible heat, the creature has been able to carve the iceberg into the desired shape and form many of the tunnels and passages within.

Background: Lozondur doesn't remember a time before Flashfreeze, and considers her to be its mother. The creature is aware it's not a dragon, exactly, but has never wondered further. If Lozondur ever encountered another remorhaz, blood would be shed.

Personality: Lozondur is aggressive to everything that isn't Flashfreeze or her brood. He has the attitude and intellect of a belligerent seven-year-old. Lozondur defers in all things to Flashfreeze, and the creature has not realized how easily it could overcome the dragon. Lozondur's driving motivation is hunger; whenever he is presented with food, he eats. Anyone interested in negotiating with the creature had best start by offering a generous amount of fresh or frozen meat.

Distinguishing Features: Lozondur is nothing but distinctive; a forty-two foot centipede with scalding-hot white scales on its back, a set of arm-like limbs with dragon-like clawed hands, wide leathery patagia-like wings and an insectoid maw of cilia tucked into a dragon-like snout is instantly recognisable.

Tactics: Combat is straightforward to Lozondur: bite the tastiest-looking target, swallow it and move onto the next. The beast's impressive hp total and natural defences against weapons, fire and cold make him a tenacious foe.

Lozondur has never fought an opponent that had any chance of actually winning, and thus lacks a firm knowledge of his limits; he hasn't yet mastered the tactical benefits of flying, and uses it purely as a means of transportation.

Hooks: It's possible a PC interested in arcane experimentation has heard of Lozondur's origins. It's possible (and the stuff of nightmares) that the other 10-12 eggs laid alongside Lozondur's by the mad archmage Callifir the Insane also hatched and his progeny now stalk the frozen Northlands.

LOZONDUR

CR 13 (XP 25,600)

A horrific thing covered in scales and chitinous plates surges toward you, its' maw immense and heat roiling off its back.

Male half-dragon remorhaz

N Gargantuan dragon

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

Speed 30 ft., burrow 20 ft., fly 60 ft. (average); **ACP** 0; Acrobatics +10, Climb +20, Fly +9, Swim +20

AC 31, touch 7, flat-footed 30; **CMD** 44

(+1 Dex, +24 natural, -4 size)

Immune paralysis, sleep, fire, cold

Fort +19, **Ref** +10, **Will** +6

hp 232 (15 HD)

Heat (Su) Anything touching Lozondur, including creatures striking with natural attacks or unarmed strikes, suffer 8d6 fire damage. The heat can melt or burn weapons; weapons or creatures that strike Lozondur must make a DC 21 Fortitude save to avoid taking damage. The save DC is Constitution-based.

Space 20 ft.; **Base Atk** +15; **CMB** +27

Melee bite (reach 20 ft.; Power Attack [-4/+12]) +25 (4d6+21 plus grab) and

2 claws (reach 20 ft.; Power Attack [-4/+8]) +23 (2d8+14) or

Melee bite (reach 20 ft.) +25 (8d6+21 plus grab)

Atk Options Awesome Blow (1d8+14 damage), Cleave, Improved Bull Rush, Vital Strike, grab, swallow whole

Grab (Ex) If it hits a Huge or smaller target with its bite, Lozondur can try to grapple as a free action without provoking attacks of opportunity.

Swallow Whole (Ex) If Lozondur begins his turn with a Huge or smaller opponent grappled in its mouth (see Grab), he can attempt a new combat manoeuvre check (as though attempting to pin the opponent); if this succeeds, Lozondur swallows his prey, and the opponent takes bite damage. Being swallowed causes a creature to take 4d6+21 damage, plus 8d6 fire damage, each round. A swallowed creature keeps the grappled condition, while Lozondur does not. A swallowed creature can try to cut its way free with any light slashing or piercing weapon (AC 22; hp 33), or it can just try to escape the grapple. If a swallowed creature cuts its way out, Lozondur cannot use swallow whole again until the damage is healed; if the swallowed creature escapes the grapple, it returns to Lozondur's mouth, where it may be bitten or swallowed again.

Special Actions breath weapon

Breath Weapon (Su [standard; 1/day]) 30 ft. cone of cold; 15d6 cold (DC 27 Reflex halves)

Abilities Str 39, Dex 13, Con 31, Int 7, Wis 12, Cha 12

Feats Awesome Blow, Cleave, Improved Bull Rush, Multiattack, Power Attack, Skill Focus (Perception), Vital Strike

Skills as above, plus Craft (iceworks) +0, Survival +10

Languages Dragon, Giant (cannot speak)

PERSONA: LORD YSRICH KRATH

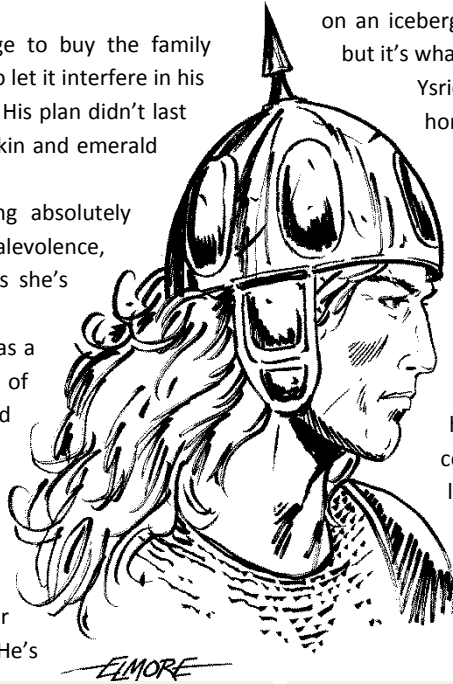
Lord Krath stands at the convergence of gullibility and honour.

When his father arranged his marriage to buy the family legitimacy, Ysrich was determined not to let it interfere in his comfortable life of leisure and hunting. His plan didn't last past him setting his eyes on the olive skin and emerald eyes of Lady Antonia Reiz.

Ysrich has the misfortune of being absolutely smitten with Antonia. Blind to her malevolence, she's convinced him that all the things she's done have been to insure their future.

Background: Ysrich lived a rich life as a big-game hunter, becoming something of a famed outdoorsman. He avoided involvement with his father's business, rightly believing he lacks a silver tongue (another trait he admires in his wife); he uses words sparingly.

Personality: Ysrich hangs on his wife's every word, eager to please her and quick to apologize for her actions. He's



used to facing opponents one-on-one in a fair fight; sailing about on an iceberg sinking ships is unsporting and needlessly cruel, but it's what his wife wants, so he supports her.

Ysrich is down to earth, and has a strong sense of honour.

Distinguishing Features: While Ysrich is a young man, his face has already aged past his years by the elements; even without that, while he's well-built, only his mother and his wife have ever called Ysrich handsome.

Tactics: Ysrich requests (and offers) personal combat as a way to resolve differences. He fights defensively and strikes to subdue against humanoids other than giants. Frost giants are a continual bane on his homeland, and Ysrich relishes lethal combat against them.

Hooks: As the only good-aligned person aboard the *Icy Heart*, Ysrich may very well be willing to aid the PCs in overpowering the giants in exchange for his wife's safety.

LORD YSRICH KRATH

CR 13 (XP 25,600)

An unappealing brute of a man approaches, axe at the ready.

Male human aristocrat 2/fighter 2/barbarian 4/ranger 5
NG Medium humanoid (human)

Init +6; **Senses** Perception +15 (+17 in cold terrain or vs. animal, +19 vs. animals in cold terrain or giants, +21 vs. giants in cold terrain), Sense Motive +10 (+12 vs. animals, +14 vs. giants)

Speed 25 ft.; base speed 30 ft.; **ACP** -1; Acrobatics +5, Climb +7, Stealth +10 (+12 in cold terrain), Swim +10

AC 18, touch 10, flat-footed 18; **CMD** 26; +1 vs. traps, uncanny dodge
(+7 armour [+1 mithral breastplate], +1 natural [amulet of natural armour +1])

Immune environmental cold

Fort +13, **Ref** +6 (+7 vs. traps), **Will** +6 (+7 vs. fear)

hp 116 (13 HD)

Space 5 ft.; **Base Atk** +12; **CMB** +16

Melee +1 bane greataxe (Favoured Power Attack [-4/+12 {+16 vs. XXXX}], Furious Focus) +18/+13/+8 (1d12+7/19-20 x3)

Ranged composite longbow (range 110 ft.) +13 (1d8+4/x3)

Atk Options Dazing Assault (DC 22), favoured enemy (animals +2, giants +4), rage (12 rounds)

Ranger Spells Prepared (CL 2nd; concentration +3)

1st—*endure elements*, *resist energy*

Combat Gear *potions of lesser restoration* (2); *wand of hunter's howl* (CL 5; 10 charges)

Abilities Str 18, Dex 10, Con 14, Int 12, Wis 13, Cha 10

SQ bravery (+1), combat style (two-handed weapons), fast movement, favoured terrain (cold), rage powers (energy

resistance [cold], reckless abandon), trap sense (+1), wild empathy (+5, +1 vs. magical beasts)

Feats Dazing Assault, Endurance, Favoured Power Attack, Furious Focus, Improved Critical (greataxe), Improved Initiative, Lightning Reflexes, Power Attack, Quick Draw, Toughness, Weapon Focus (greataxe)

Skills as above plus Bluff +0 (+2 vs. animals, +4 vs. giants), Diplomacy +10, Handle Animal +5, Intimidate +10, Knowledge (geography) +1 (+3 in cold terrain), Knowledge (local) +5 (+9 vs. giants), Knowledge (nature) +10 (+12 vs. animals), Knowledge (nobility) +10, Linguistics +3 Survival +15 (+17 in cold terrain, +19 tracking, +21 tracking animals, +23 tracking giants)

Languages Common, Draconic, Giant, Goblin

Gear as above plus ample outdoors gear (most masterwork, worth 500 gp in total)

When raging, Lord Krath uses the following modified statistics:

ACP -1; Climb +9, Swim +12

AC 14, touch 10, flat-footed 14 (uncanny dodge); **CMD** 26; +1 vs. traps

(+7 armour [+1 mithral breastplate], -2 class, +1 natural [amulet of natural armour +1], -2 reckless abandon)

Resist cold 2

Fort +15, **Will** +8 (+9 vs. fear)

hp 142 (13 HD)

CMB +18

Melee +1 bane greataxe +20/+15/+10 (1d12+12/19-20 x3)

Abilities Str 22, Dex 10, Con 18, Int 12, Wis 13, Cha 10

READING STAT BLOCKS

Frost Giant Pirates of the Icy Heart includes all necessary stat blocks; these notes explain how to read them. Unless otherwise noted, all listed scores include all the creature's normal modifiers. Stat block appear in four sections: basic, defensive, offensive and supplemental.

BASIC

Name, CR and XP: The monster's name appears first followed by its CR and how many experience points it is worth. If more than one creature is encountered, a bracketed number lists how many appear.

Appearance: The GM can read aloud or paraphrase this section. If a picture depicts the creature, this section may be omitted.

Sex, Race, Class and Level: If the monster has class levels these appear here along with its race and sex. The first noted class is the creature's favoured class.

Alignment and Type: The creature's abbreviated alignment and its type (including applicable subtypes).

Init and Senses: This creature's initiative modifier appears before any special senses (such as scent or darkvision) and the creature's Perception and Sense Motive scores. If the creature has special Perception-based abilities, such as trapfinding or stonecunning, these appear here.

Speed: The creature's modified land speed appears first along with any other relevant speeds (such as climb or fly). If the creature's base land speed is different to its modified speed this is also listed.

ACP and Movement Skills: ACP presents the creature's normal armour check penalty modifier. If the creature's Acrobatics, Climb, Escape Artist, Fly, Ride, Stealth or Swim modifier differs from the relevant ability modifier minus its armour check penalty, these skills appear here.

DEFENSIVE

AC: The creature's normal, touch and flat-footed AC along with its CMD; additionally this section lists any defensive powers or abilities that affects the creature's AC.

Immune, Resist and Weaknesses: If the creature has immunity, resistance or a vulnerability to an effect or condition it appears here.

Fort, Ref and Will: The creature's saving throw modifiers along with any conditional modifiers and defensive powers (such as evasion) and spell resistance appear here.

HP: The creature's full, normal hit points along with the number

of hit dice it possesses. A bracketed hit point total indicates that the creature is injured. If the creature has damage reduction or hardness it appears here.

OFFENSIVE

Space, Base Atk and CMB: The creature's space, base attack bonus and CMB.

Melee: This section lists a creature's melee attacks. If the attack has a reach that is not 5 ft. it is listed here. This line also lists any specific feats a creature can use with the attack (for example Power Attack), but the effects of these feats are not included in the attack's statistics. Each attack includes attack bonus and damage information. If the attack has the default critical hit characteristics (20/x2) this information is omitted.

Ranged: This section lists the creature's ranged attacks. It always includes the attack's range. Each attack includes attack bonus and damage information. This line also lists any specific feats a creature can use with the attack (for example Point Blank Shot), but the effects of these feats are not included in the attack's statistics. If the attack has the default critical hit characteristics (20/x2) this information is omitted.

Atk Options: This section lists any abilities or feats that can affect more than one of the creature's attacks, unless it has already been presented with the creature's specific attacks. Subsequent listings describe all but the most basic abilities in depth.

Special Actions: This section lists any useful abilities that a creature could use in battle. Subsequent listings describe all but the most basic abilities in more depth.

Spells and Spell-Like Abilities: The creature's caster level, along with its concentration modifier and domains appears in brackets before the main spell listing. If one or more of the creature's spells require a touch attack, the relevant attack bonus is included. Spells available appear in reverse order from highest to lowest level. Spells denoted ^D are domain spells. If applicable, a spell's DC is also provided.

Combat Gear: This section lists any combat-related equipment the creature possesses.

SUPPLEMENTAL

Abilities and Special Qualities: These sections list the creature's ability scores and any special qualities that do not appear anywhere else in its stat block.

Feats: An alphabetical listing of all the creature's feats.

Skills and Languages: These sections list any skills the creature possesses that have not already appeared in the stat block and all languages spoken or understood. Any language-based special abilities also appear here.

Gear: This section lists any gear not already listed in the creature's stat block. This section hardly ever contains weapons or armour as they usually appear in the relevant sections above.

Spellbook: The contents of the creature's spellbook and its opposition schools.

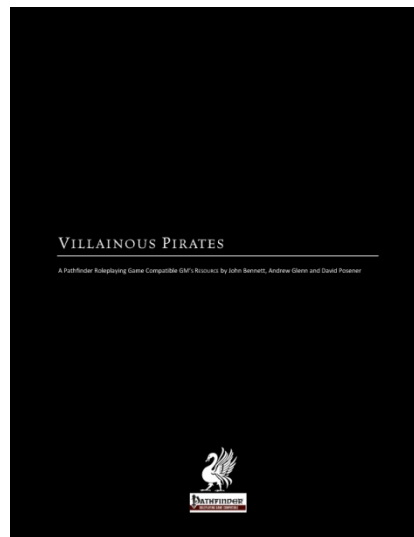
SPECIAL ABILITIES

Special abilities appear in the section to which they are best suited. Thus, offensive abilities appear with a creature's attacks while defensive ones appear with its other defences. Full write-ups of irrelevant powers (such as those that could not affect combat) are omitted. The effects of abilities that factor into a creature's normal attacks or defences have already been included in the relevant calculations.

VILLAINOUS PIRATES

Cruising the sea lanes in search of loot, captives and reputation corsairs' predations strike fear into the hearts of merchantmen and sailors alike. So often, though, the sea wolves themselves are little more than one-dimensional enemies that exist only to fall before the PCs' blades.

Villainous Pirates banishes this problem by presenting 30 Pirates of Note and nine Pirates of Renown ready for the time-crunched GM to quickly and easily insert into almost any campaign. Each pirate benefits from an extensive write-up including notes on their background, personality, mannerisms and distinguishing marks as well as a fully detailed stat block.



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