

The Glacial Rift of the Frost Giant Jarl

Background: Some dozens of leagues to the north and west of the STEADING OF THE HILL GIANT CHIEF amidst the tallest mountain peaks, is the stronghold of Grugnur, Lord of Frost Giants. As frost giants have been amongst those who have been in the reeving bands, the party is to deal with them as the hill giants have been dealt with. Death and destruction are to be meted out to the frost giants in the same measure they gave to the peoples below. Those members of the party who have participated in the raid upon the STEADING will know that their most important mission, however, is to garner intelligence as to what or who is behind the unholy alliance of hill, stone, frost, and possibly other types of giants as well. Any such information gained is to be delivered by the fastest means to the nobles sponsoring the expedition, while the party is to follow up clues in order to prosecute offenders. Any treasure taken is to be kept by the party; this is their reward for the perils they must face—and they are bound to face many in the weird ice caves and rocky caverns of the Jarl. The evil root is deeply grown here, far worse than among the hill giants.

Start: It is assumed that the party has either followed a map obtained at the Steading to arrive in the neighborhood of the Glacial Rift. If they scan the area, they will discover a secluded spot about a mile from Rift where they can land their ship. They can safely use it as a refuge between forays into the Rift if they take minimum precautions with respect to keeping their hiding place secret, i.e. do not lead pursuers to the spot, make undue noise there, etc. In any event, the same scan will also reveal the Rift. The thick arrow indicates the beaten path which the giants follow to enter the place. There are two icy ledges along either face of the Rift. Both slope slightly downward, with occasional high steps which combine to make the paths progress from 250' above the bottom of the Rift at their beginnings to about 150' above at their far ends to the south. The two paths are indicated by slender arrows. The dark outline is the Rift, and the openings along it are the entrances to the caves and tunnels in its face. Caves and caverns will be from 25' to 45' high, tunnels and passages will be from 20' to 30' ceiling height. The party may travel on the surface of the glacier—mountain (over the caves shown) to circumvent the whole Rift if they so desire.

Ropes can be lowered to gain the ledges below—from 50' to about 150' depending on position.

As the rim and the ledges are covered by ice and snow they count as difficult terrain, and a +5 DC modifier should be added to most Acrobatics and Athletics checks. If a character falls to the bottom of the Rift the damage from the first 10 feet of the fall is converted into nonlethal damage due to the cushioning effects of snow drifts. This conversion is cumulative with damage reduced through deliberate jumps and successful Acrobatics checks

The whole place is windy and very cold. Visibility ranges atop the Rift are reduced by half, resulting in a -4 penalty to Perception checks. The wind at the bottom of the Rift is worse still, and obscures all sight beyond 5 feet, including darkvision. Creatures 5 feet away have concealment (20% miss chance). Nonenergy ranged weapon attack rolls take a -4 penalty. The floor of the Rift is a maze of snow and ice hillocks and mounds, with peaks of ice and rock thrusting up here and there like fangs. Movement through this howling maze of cold counts as difficult terrain, and it costs 4 squares of movement to enter a square. Due to wind force and eddying currents when flying there you must attempt a DC 27 Acrobatics check to stay aloft each time you move. If you fail this check, you cannot move. If you fail this check by 5 or more, you are blown 2d6 × 10 feet a random direction, and take 2d6 bludgeoning damage. You can't take 10 on Acrobatics checks to fly at the bottom of the Rift.

The map the party has shows only the entrance to the Rift, and they have no idea as to which path they should follow or what they will encounter (other than the certainty of frost giants). Other than a few traces of giant footprints, the ice and wind-driven snow hide all traces of who or what use the ledges to gain access to the caves. The party must learn for themselves what lies in store. If the party decides to retire between forays into the Rift, they may use their hidden cave as a base if they have seen to its provisioning.

Notes for the Dungeon Master

There is considerable information contained here-in which is descriptive and informative with respect to what the players see and do. Note that this does not mean that you, the Dungeon Master, must surrender your creativity and become a mere script reader. You must supply considerable amounts of additional material. You will have to make up certain details of areas. There will be actions which are not allowed for here,

and you will have to judge whether or not you will permit them. Finally, you can amend and alter monsters and treasures as you see fit, hopefully within the parameters of this module, and with an eye towards the whole, but to suit your particular players. Morale checks for the giants should not normally be made. Female giants are equivalent to males, and young equivalent to ogres.

If time permits, the giants will organize traps, ambushes, and last ditch defenses against continuing forays into their stronghold. You must work up such cases and plans according to existing circumstances, but assuming clever advice to the giants.

If you plan to continue this campaign by using the other modules in the series, be certain to keep track of the fate of important giants and their allies or captives. The former will generally flee to the next higher ranking stronghold, and the latter will be available for assistance to some parties. This assumes survival, of course, as well as opportunity. Some provision for movement of surviving giants is shown, but you will have to modify or augment these groups according to the outcome of previous adventuring by your party. This principle will also hold true with regard to any additional scenarios which you use if they concern any of the creatures connected with this series. Such continuity of encounters will certainly tend to make the adventures of the party more meaningful and exciting.

Upper Areas (Caves and Rift Floor): The northern section of caves and caverns is basically formed from ice, with a few areas of rock here and there. In these areas a faint greenish light will make lights unnecessary. Weapons or spells with large fire effects used in such areas will make the footing within the area of effect very slippery (difficult terrain). For from 2 to 5 rounds after such fire is used, the area will also be filled with a thick fog which will have the same effect as the spell Fog Cloud (area effected relative to the amount of fire that created it).

Boulders blocking movement require DC 18 strength check to move them.

KEY TO THE UPPER AREAS

Wandering Monsters:

Encounter occurs 1 in 12 (d12), checking every 10 minutes.

1. 2-5 yeti
2. 1-3 frost giants
3. 4-16 ogres
4. 2-8 winter wolves

Note: Wandering monsters are assumed to be creatures not shown on the matrices, and their appearance is simply chance, although they can reinforce existing monsters in an area if circumstances favor this action on their part.

Encounter Areas et al.:

b. "b" positions are large boulders.

1. GUARDROOM ICE CAVERN: **4 frost giants** lair in this place at all times to prevent any unauthorized use of the south passage. If any combat is going against them, one of their number will use his personal com unit to give the warning of intruders to the guards at 2. 9. and 10. There are 4 piles of hides, 4 giant sacks, and a pile of rocks and ice chunks for hurling. The guards will certainly hurl missiles if they are not immediately meled. Their treasure is at 6. See also 2 hereafter.

2. GUARDROOM ICE CAVE: **3 frost giants** on stand-by guard. If they hear noise from area 1. or are contacted via com unit, they will rush there to help. If they are attacked they will use personal com units to give the warning of intruders to the guards at 1. 9. and 10. If com units fail they will raise a cry to bring the guards from 1. to aid them. There are 4 piles of sleeping skins, and 2 bags in the cave. Under the third pile of skins is a silver belt worth 1,600 credits, one giant wears a jeweled chain on his wrist (3,000 credits necklace), and one sack holds 18 credsticks containing a total of 4,128 credits. There is an ample supply of boulders and ice blocks at hand for hurling at opponents.

3. EMPTY ICE CAVE: If loud noise is made herein, the ceiling of ice and icicles will collapse, inflicting 3-30 hit points of damage on each creature in the cave. Reflex save DC 17 for half damage.

4. SMALL ICE CAVE: Den of **5 winter wolves**—a male, female, and 3 half-grown young. If the young are mo-

lested, the parents will fight aggressively. They have no treasure, although there is a litter of bones and the like in the place.

5. ICE CAVERN: The giants have frozen 8 corpses of mutilated victims, standing them upright in blocks of transparent ice. Evidently these are meant to “frighten off” any trespassers. The bodies are obviously hacked and very dead, not merely frozen whole. Each of these corpses has some valuable item with it in the ice:

- 1) is dwarven with a battle advanced Doshko,
- 2) is elven with a Zero pistol, hailstorm-class,
- 3) is human and wears a jeweled belt (worth 7,000 credits),
- 4) is human and has a spell gem in its hand (Dismissal),
- 5) is dwarven and has a spilled pouch of (37 10 credits base value) gems at its feet,
- 6) is human and wears a Ring of Resistance MK2,
- 7) is half-elven and grasps a sack with a burst seam showing many cred sticks (total of 471 credits),
- 8) is a human in gleaming armor (Regimental dress II). It is cursed. Acts as a bestow curse spell has been cast on anyone donning it. Will save DC 17 negates. The target takes a -4 penalty to ability checks, attack rolls, saving throws, and skill checks until removed with a break enchantment, miracle, remove affliction, or wish spell.

If large fire effects are used to melt the ice blocks, all magic and jewelry will be destroyed. Lesser fires or chipping will cause melting or vibrations which have a 10% per block cumulative chance of causing the ceiling of ice and icicles to collapse and inflict 6-60 hit points of damage on each creature beneath. Reflex save DC 17 for half damage.

6. ICE PROVISION CAVE: There are various pieces of frozen meat, some bales of cloth, piles of hides, and a few odd boxes and barrels of foodstuffs here. The third barrel moved will reveal a hole with 6 credsticks containing a total of 3,000 credits, 4 1,000 credits base value gems, and a spell gem (3rd level Mystic Cure)

7. CAVERN: This natural rock cavern is covered with ice formations, so that unless the party pays particular attention (perception DC 15), only the lack of the light which pervades the ice caves will make this place different from earlier caves and caverns. There are 4

ogres (or more if ogres from the Steading survived for they will also be here) big heaps of furry hides near the southeastern end of the place. They cover 4 ogres who await audience with the Jarl. Any noise will awaken them, and they will give the alarm to 8. and attempt to give the party the slip and warn the giants, too. Each ogre has from 100 to 400 credits and 1-4 100 credits base value gems.

8. SOUTH CAVERN: Ogre mercenaries serving Jarl Grugnur dwell here. There are currently **12 ogres** here. All fight fiercely. Also in the place are 5 chests, 12 sacks, and 3 barrels, as well as many piles of the usual skins and hides used for beds. Chest #2 contains an ear collection, and #4 holds 24 credsticks containing a total of 5,300 credits Sack #9 contains 6 pieces of silver jewelry (100 to 600 credits value each) and 8 pieces of gold jewelry (200 to 800 credits value each). Barrel #1 contains skulls. Hidden under the 10th pile of skins are 2 spell ampules (1st level Mystic Cure) and a gold armband with an inset ivory and amber bear (jewelry value 2,000 credits—damaged value 700 credits). The latter is a pass to the Jarl.

9.-10. CAVERN GUARD COMPLEX: Giants here are always alert. The position of each guard is shown by a circled number. These guards will co-operate and attempt to set up ambushes by the movement of those in area 9. eastwards to 10. via the north passage, while those at 10. move clockwise into area 9. to come into the rear of attacking forces.

9. **4 frost giants**. Each has his regular weapon plus 1 boulder at hand. There are plenty of additional boulders piled near guard positions one and four. These giants have no treasure.

10. **4 frost giants**. Each wears an armband exactly as described in 8. above. There are 8 bags piled into the corner at guard position eight, each holding 200 to 1,200 credits There is also a rock ledge at about 9' height which has a stone box on it; inside this box are 6 more armbands and a pouch of 21 base 100 credits value gems. The stone box will not be seen unless it is actively looked for by a creature within 5' able to view something that far off the ground (perception DC 20).

11. CAVE OF BONES: This place is the disposal area for unwanted bodies and similar refuse which is tossed into the place by the various giants in the upper area.

Although it certainly appears that there might be some treasure scattered amongst all the bones, there are only a few cred sticks containing a total of 20 credits—and some broken weapons, pottery shards, and the like. It takes 10 minutes to search a 10' square area, and the toads from 12. below will come into the place to look for expected food when they hear noise. Roll every 10 minutes, giving a 1/6 greater chance per check, with a 1 in 6 probability on the first turn.

12. LOWER BONE CAVE: This place has many bones and skulls littering it, and it is the lair of **5 Glacier Toads**. These creatures feed on the leavings in area 11. They have but one treasure, a naturally shaped piece of reddish-purple amethyst (base value 5,000 credits) which resembles a toad. They have it on a protuberance in the middle of their cave, and it is worshiped by them as a god. The toads rest on small ledges from 8' to 12' above the cave floor, and they will hop down and savagely attack anything which touches it.

13. ICE CAVERN: This place is the home of a band of yeti who are scouts for the frost giants. **6 yeti** are here but have no treasure. The leader is at location A:

A. Yeti leader with a Frost maul, iceberg (3d8 B & C critical staggered). The leader fights with this weapon. He has a hoard of 11 ivory tusks (4 bulk, 800 credits value each) under a mound of snow.

14. MISTY ICE CAVE: Escaping hot air from somewhere beneath filters into this place, making it full of damp, cold fog. The stuff cuts visibility to 5' (same effect as Fog Cloud spell), and the floor is very slippery. A creature can walk through the room at half normal speed with a successful DC 10 Acrobatics check. Failure means the creature falls prone, while failure by 5 or more means it falls prone, and drops anything held. Dropped items (light bulk or smaller) have a 1 in 4 chance of falling into a crack in the floor and dropping somewhere into the bowels of the earth, to be forever lost.

15. ICE CAVE: This is the den of **2 snow leopards** which are the “hunting dogs” and pets of the yeti in area 13. These creatures lair on a ledge above the floor of the cave, and they will always attack intruders by surprise if not noticed (Stealth +13). They have no treasure.

16.-19. BARRACKS CAVERN COMPLEX: This area houses the band of frost giants currently readying for a raid into the lands of mankind and his associates. Each

of the sub-areas have piles of hides for sleeping, a table and stools, but there is no treasure except as indicated.

16. **4 frost giants**.

17. **4 frost giants**.

18. **6 frost giants**. At location “X” is a clear spring of water about 2' deep, at the bottom of which are 278 clear rock crystals with a base value of 10 credits each.

19. **4 frost giants**.

20. ICE STORAGE CAVE: This place is full of large and small pieces of frozen meat, some of the chunks resembling parts of human and demi-human bodies.

21. ICE CAVERN: A rune of warning carved into the ice floor clearly shows that this place is to be shunned. (Any party member able to speak giant, or if a comprehend languages spell or the like is available to the party, will immediately understand this as a dire warning!) Only 10' beyond the west bend of the cavern, the walls appear to be covered with old, rough ivory—it is full of **brown mold**. Mounds down the corridor appear to be the bony remains of various creatures, but the growth covers them, so no positive observation can be made. There is no treasure.

Brown Mold CR 2; XP 600

Brown mold feeds on warmth, drawing heat from anything around it. It normally comes in patches 5 feet in diameter, and the temperature is always cold in a 30-foot radius around it. Living creatures within 5 feet of it take 3d6 points of nonlethal cold damage. Fire brought within 5 feet of brown mold causes the mold to instantly double in size. Cold damage, such as from a cone of cold, instantly destroys it.

22. GUARD ICE CAVE: **2 frost giants**, 1 watching at the cave mouth, 1 sleeping on a pile of hides. Each is armed, and there are 8 throwing boulders in the cave. They each have a sack, but neither have any treasure.

23. GUARD CAVE: **4 frost giants**. 1 giant watches down each passage while the other 2 sleep on heaps of skins. Each has his weapon and 4 boulders to hurl. There are 4 sacks in the cave but no treasure.

24. VISITORS' CAVE: **5 hill giants** are camped here awaiting a summons from the Jarl. The cave has 5 heaps

of hides and 5 giant-sized bags. Bag #4 has a gold-inlayed skull with a report from the hill giant leader (Chief) to the Jarl inside. It is a pass to the Hall of King Snurre, also, and the biggest hill giant knows that they are bound south to the realm of the fire giants after seeing the Jarl so as to take a message to the fire giant King. Each hill giant wears a fur cloak worth 1,000 to 6,000 credits

25. VISITORS' CAVE: **5 stone giants** have come here to pay their respects to the Jarl and to see how well the frost giants are doing in their war on humankind. They will report their observations to other stone giants if they get the opportunity. They will fight only if attacked. Each has a weapon and 3 rocks handy. Amongst the 5 piles of skins in the cave is a jeweled crown worth 15,000 credits (9 gems worth 1,000 credits each, 2,000 credits worth of platinum) which they intend to give to the Jarl as a gift if he appears to be doing well.

26. SPECIAL VISITORS' CAVE: This location is warmed somewhat by volcanic activity, and it is lit by dim reddish light. In it are **3 fire giant** messengers who have delivered their message and are about to depart for their own land. There are 3 huge piles of furs and skins in the place, a rude table, a bench, 3 stools, a large brazier, and 3 sacks, each with a credstick containing 3,000 credits plus the usual contents. One of the fire giants carries a token of the Jarl's fealty to King Snurre, a solid silver statue of a bear, rampant, with topaz eyes (500 credits each) and ruby fangs (8 gems worth 500 credits each) worth 6,000 credits (silver is worth 100 credits). The statue is carried in a bag at his belt.

27. WINTER WOLF PACK: This wild pack of **7 winter wolves** is encouraged to roam the place by the frost giants. They have no treasure.

28. SNOW COVERED DOME OF ICE: This formation has been caused by the creature which lairs inside, a **remorhaz** which has recently moved into the rift. A number of skeletons are around its icy den, one of a lashunta with a ring of cosmic alignment on its bony finger, advanced lashunta tempweave armor, and an aphelion laser rifle. If the monster is destroyed by heat (fireball, lightning, wall of fire, fire elemental, etc., the treasures are lost—destroyed or sunk into the ice non-recoverable).

29. WHITE PUDDING: Note that there are **2 white pudding**, 1 at each place 29 is shown on the map. They are simply white colored variants of the usual black pudding.

30. Ice coated sink hole around 12' diameter and 100' deep which gives access to level #2, area 2.

KEY TO THE LOWER AREAS

GM Notes: This area is basically natural formations, with some rough-hewn connecting passages and enlargements made here and there. Passages are about 25' high, while the roofs of small caverns are 30' to 40' high, those of the large ones 45' to 60' tall. Light in this area comes from beacons attached to the walls at regular intervals. There is no centralized power system. Survivors of attacks on the level above will most likely make a stand in area 1. below or attempt to hide in area 3 below if weak and hotly pursued.

Wandering Monsters:

Encounter occurs 1 in 10, check each 10 minutes.

1. 4 frost giant guards making the rounds
2. 3-12 ogres on an errand for the Jarl
3. 3 frost giantesses and 3 ogre servants out for a walk
4. 1 frost giant and 2-5 winter wolves searching for possible intruders (ONLY IF PARTY IS KNOWN TO BE AROUND)

Encounter Areas et al.:

b. "b" positions are large boulders.

1. GRAND ENTRY CAVERN: This place is obviously meant to be impressive, as its walls bear carvings of battle and hunting scenes in bas-relief. These carved scenes show giants slaying enemies, hunting dragons and other fearsome monsters, and so on. Note: the boulder closing the passage to the west is well concealed and looks much like the normal cavern walls, so treat it as a hidden door (Perception DC 15).

2. VAULTED CAVERN: The noise of moving the boulder which closes the place off from the rest of the complex will awaken the **2 white dragons** kept herein. **A young adult male** rests atop a heap of treasure:

- Jeweled gold crown (6,000 credits value)
- Carved harp of exotic wood with ivory inlay (2,000 credits value)

- Gold dragon comb with red garnet eye (1,000 credits value)
- Small Silver Mirror (600 credits value)
- Electrum Miniature of a Tree (300 credits value)
- Porcelain Medallion set with Moonstone (1,000 credits value)
- 8 silver boxes filled with ivory (30 bulk each, value 4,500 credits ivory, 1,500 credits each per box)
- 1 alabaster statue (4,000 credits value)
- 7 white marble statues of no great worth
- a scattering of 1,900 1 credit base value gems
- 11 pewter serving pieces of small worth,
- 24 various weapons (4-Dueling sword, tactical; 2-Longsword, sintered; 3-Flame doshko, ember; 6-Curve blade, carbon steel; Devastation blade, wrack; 2-Semi-auto pistol, advanced; 3-Greataxe, sintered; Hail pistol, gelid; Freeze ray, algid; Focus rifle, quad
- 8 suits of armor (Iridishell, basic; 2-Golemforged plating II; Ceremonial plate, commander; 2-Vesk brigandine I; Regimental dress I; Golemforged plating IV
- 27 urns of small value
- 61 bottles and flasks which have no value except for 1 which holds poison (Green lotus extract), 1 which is a spell ampule of resistant armor, lesser (fire and sonic), and another 2 which contain spell ampules of remove affliction, and displacement.

He is directly against the portion of rock which splits the entry to the lair into a north passage and an east passage, and he will surprise intruders if he can. His mate is at A.

A. This location is a ledge with a cave-like recess, the whole being about 30' above the floor of the cavern. On the ledge a **young adult female white dragon**, the mate of the male, hides and watches to see who enters the place. Frost giants bearing treasure to dump on the pile are the only acceptable intruders, for all feeding is done personally by the Jarl and his wife who bring tender morsels to their pets. The female dragon will fly silently to the aid of the male, +10 circumstance bonus to her stealth. She hides 12 1,000 credits base value gems (8 opals and 4 diamonds).

3. STORAGE CAVE: The place contains some remnants of carcasses, a few broken boxes with provisions which are spoiled, some split sacks containing moldering grain, casks of wine turned to vinegar, and stove-in ale barrels.

4. DESERTED CAVERN: There are broken items of giant furniture here and there—tables, benches, stools, chairs. Burned out beacons on the walls. There are 3 skeletons of frost giants plainly visible near the center of the cavern. 7 credsticks containing a total of 4,000 credits are scattered around these bones, and a tactical knife also lies nearby. The monsters at B location will attack any creatures.

A. Frost giant skeleton half buried under stone rubble: The clear indication here is that the giant was attempting to flee north for escape from the cave-in of a passage south (behind the rubble) but he failed to make it and was killed by falling rock. One of the giant skeletal hands clutches a datapad with a map which shows the GRAND ENTRY CAVERN, area 2, as a storage place, area 3., area 4. as the "GREAT HALL OF THE JARL", and a passage south (where the rubble is) which supposedly leads to various barracks room, the Jarl's private chamber, and a treasure room, the passage going 60' south and then leading to a complex of 10 caves and caverns. Of course, this is a ruse, cleverly laid by those who motivate the giants ...

B. **6 Glacier Toads**. They are very hungry, and if any creatures come near they will seek to kill and devour them.

5. ENTRANCE CAVERN: This is the actual entrance to the Jarl's complex. Door is 20' tall and 18' wide, (break DC 40, hardness 35, hit points 160). It is locked with a number pad access. (Computers or Engineering DC 35 to open). All the residents know the access code. All areas of the complex behind this door have steel walls, power, lighting, and environmental controls built in. It is always guarded by **2 frost giants** that are just inside the doors. There is a camera above the door on the outside (Perception DC 25 to notice) and a monitor on the inside allowing the guards to see any activity outside the door. They will use their com units to alert the guards at area 10 of intruders. No treasure here.

6. EMISSARIES' CAVERN: **5 ogre-magi** recently arrived from the Lord of their kind. They have had audience with the Jarl, and after a special wassail to be held on the morrow they will depart for home with a treaty scroll. This scroll is signed (a special mark) by the Jarl and offers the Lord of Ogre-Magi 100,000 credits value in gems, plus whatever loot his minions garner, if they will join the war upon mankind in this territory. Each monster bears a pouch with 10 500 credits gems (tokens from the Jarl). A small iron casket holds a gift

to the Lord of Ogre-Magi—a trick box with 18 plates of platinum (100 credits value each), 18 plates of electrum (10 credits value each), and 18 plates of silver (2 credits value each). They slide in secret combination to open a small magical box of holding. (Although the container is but ten inches long, by six inches wide, by four inches deep, it will hold 3 bulk of material). The box opens by sliding plates on the left, then the top, then the right end in platinum, electrum, silver order on each end, the reverse on the top. If any plate which slides is moved out of order, a vent releases a spray of spores that affect the triggering creature's mental processes.

MIND SPORES TRAP CR 9

Type hybrid; **Perception** DC 33

Disable Engineering DC 28 (jam vent closed) or
Mysticism DC 28 (neutralize spores)

Reset none

Effect spores (-4 penalty to Intelligence-, Wisdom-, and Charisma-based ability checks, skill checks, and saving throws for 1d4 hours; this is a mind-affecting effect); Will DC 18 negates; multiple targets (all targets in 30-ft. cone)

The box contains a credstick containing 2,000 credits, and 2 spell gems (hold monster and discern lies). The leader of the group has a necklace of **Plasma Beads Mk 2** and he will not hesitate to use it. The positions of the ogre-magi are indicated by circled numbers.

7. GUEST CAVERN: A beacon lit, tapestried place, with skins and hides covering the floor, and a bed heaped with pelts. There is a chest, a bag, a table, 2 chairs, and a small cabinet here. The **cloud giant** who is the current guest has just agreed to join the Jarl as his chief henchman. The chest holds 57 credsticks containing a total of 11,000 credits, and the giant wears a silver belt set with ivory and gems (1 1,000, 2 500, 4 100, and 12 50 credits base value gems).

8. PRISON CAVERN: Several beacons light the place dimly. A **storm giantess** who is comely to those of her ilk (and is strong and fights as if she were a male) is chained on the north wall with huge manacles at wrists and ankles. A fur rug in the middle of the place bears a table and 2 chairs. Upon the table are heaps of food on golden platters (2000 credits each x 6), in silver bowls (100 credits each x3), and 2 huge flagons of ivory set with gems (6 gems each, base value 100 credits) set to tantalize her into submitting to the Jarl's will and

becoming his legman. This durance vile makes her a friend to any who rescue her, although evil characters will cause this aid to be of brief duration.

9. SERVANTS' QUARTERS CAVERN: **16 ogres** dwell here at the present time. They each have their own pile of hides and rags for sleeping, a wooden box for their goods, a peg for their outer garments, and a sack. Each ogre has from 1 to 100 credits each in his box or bag. They serve the Jarl willingly and fight fiercely.

10. ANTECAVERN: **4 frost giant** guards are alert here at all times. Each has a throwing boulder at hand. They will use their com units to alert the guards to the south if intruders enter their area. They have no treasure.

11. GREAT CAVERN OF THE JARL: This is where all the special functions and feasts take place. Various tables and benches now line the east and west walls pushed out of the way until a time of need. Beacons dimly illuminate the place, and it appears completely deserted, for guard posts A. and B. are more than 30' above the floor and behind steel barriers with gun ports. The barriers are designed to look like part of the architecture giving the guards a **+10 circumstance bonus to stealth and improved cover** (+8 AC, +4 reflex saves. Each barrier has an access door on the south side, and a retractable ladder. Barriers, including door portions have break DC 30, hardness 20, hit points 90.

A. & B. Each of these ledges holds a watchful frost giant armed with a Energy converter, elite +7 (3d10+18 C) 100 ft. Staggered 20 charges, usage 1, Explode (20 ft.), unwieldy Reflex save DC 19 for half damage. Neither has any treasure.

12. AUDIENCE ALCOVE AND THRONE DAIS: A huge ivory and bone throne (60 bulk), decorated with skulls, silver, and gems rests at the back of the place, (gems 40 10 credits, 20 50 credits, 10 100 credits, 5 500 credits, 3 1000 credits and 1 5,000 credits). Behind it is a white dragon hide, and before it is the skin of a huge polar bear. An alabaster table and 3 ivory stools are to the forefront of the throne, the seats of the Jarl's lieutenants. It is unlit and empty now.

13. GUARD AREA: **2 frost giants** look east and west at all times. They have 2 boulders each. If an intruder is seen, they will use personal com units to give the warning of intruders to the Jarl. They have no treasure.

14. KITCHEN CAVE COMPLEX: **3 fire giantesses and 4 ogres** are in the west spur roasting a Kothama over the natural fire pit there and otherwise readying the Jarl's food. Various food and furniture and utensils are about the main room and the east arm. Amidst heaped foodstuffs to the north are 4 human captives in a cage, being saved for a feast. They are not fighters or otherwise useful, nor will they bring any ransom, but they can warn the party of what lies in the areas 15, 16, and 17.

15. WEAPONS CAVE: Here are stored:

- 62 throwing rocks,
- 8-Greataxes, ultrathin
- Maul, advanced
- Spined iceblade, hailstorm-class
- 6-warleader Shobhad harnesses (frost giant size)

16. COMMON QUARTERS CAVERN: There are **1 male, 12 giantesses and 9 young** about the place. There are bed piles of skins and hides, a few stools, 11 large boxes, 5 chests, and many pegs with 14 capes and 9 bags hanging from them. Under the 9th box is a hole with a credstick containing 19,560 credits in it. If the male is killed, the others will not fight unless they are also attacked.

17. KENNEL CAVE: The Jarl's hunting pack of **4 polar bears** are kept here. There are 2 males and 2 females, the males with jeweled collars with 8 100 credits base value gems, the females' collars having 6 such gems each. They are very quiet, and will attack immediately.

18.-19. CAVERNS OF THE JARLS: These large caverns provide quarters for the frost giant gentry. There is a cot, chest, chair or stool, and several hides and skins for each inhabitant. They are lit by beacons. There are many pegs holding cloaks, capes and bags along the walls. 4 huge lockers, 3 hampers, and 6 wardrobes are in various places. Each male giant in the place has 2,000 to 8,000 credits plus his armband (as described in 8. of the upper level). Each female has 1,000 to 4,000 credits. The young have no treasure:

18. **9 males and 11 females with 8 young.**

19. **3 males and 4 females with 5 young.**

20. JARL'S ANTECAVERN AND TROPHY HALL: The western spur of the cavern is a private audience

hall, with pelts and skins on the walls and floors, a table, and 4 chairs. On the end wall hang 2 normal shields (Archaic), a tactical zero cannon, 2 wrack devastation blades, and a pair of huge ivory tusks of no value. A data pad with no useful data on it on the table. There are 3 chairs and 2 tables in the western area, the trophy hall, which has actual rugs upon its floor.

On the south wall are a cave bear pelt, a kothama hide, a wyvern skin, a rack from a giant stag, the claws of a mi-go, giant scorpion claws, the horn of a hashukayak, a pair of mammoth tusks, a pair of morlamaw tusks, a normal bow and a quiver with 16 normal arrows, a giant boar head, a griffon skin, a dwarven skull with an iron crown (no value), 2 crossed sentinel spears, acolyte shadow chains, a tapestry (worth 1,875 credits), an IMDS missile launcher, a case containing 3 tactical missiles, the wings of a giant eagle, a sintered greataxe, an antique suit of plate mail (normal) of human size, 2 walrus tusks, a tapestry (worthless), a glass serpent head, a diamagnetic storm hammer, a giant lynx pelt, the jaws from a subterranean lizard, a suit of Golem-forged plating II, a merc NIL grenade launcher, and a tapestry (500 credits value). **Note: If the IMDS missile launcher is taken down it activates a Nanoflechette Launcher Trap.** If the glass serpent head is touched, it will scream "ALARUNI! ROBBERS!" in frost giant until it is smashed to pieces (hardness 5, HP 10) or disabled (Engineering DC 20). Some worthless furs and tapestries hang on the short north walls. There are well-worn steps, each about 3' rise, at the eastern end of the place. Thick leathery hides screen the cavern from area 21.

Nanoflechette Launcher Trap (CR 11)

When missile launcher is taken down five wall apertures open on its initiative count to launch nanoflechettes at everyone in the room. The trap fires nanoflechettes for 10 rounds, unless all the apertures have been closed or destroyed. An aperture has EAC 23, KAC 27, Fort +14, Ref +11, hardness 10, and 40 Hit Points. Closing or destroying one aperture reduces the damage dealt by 1d12.

Type technological; **Perception** DC 36

Disable Engineering DC 29 (close one aperture)

Trigger touch; Init +17; Duration 10 rounds

Reset none

Effect nanoflechettes +25 ranged (6d12 P); multiple targets (all targets in room)

21. JARL'S PRIVATE CAVERN: The forepart of this area is filled with a huge table, 4 chairs, 3 wardrobes, 5 chests, 5 chest, and 7 coffers. The walls are hung with heavy tapestries and various pelts and skins, all of no particular worth.

The Jarl sits at the table in his molecular rift great-axe at his hip, and a platinum drinking horn set with 8 gems (1,000 credits value each, jewelry value 9,000 credits) in his hand. His elite energy converter is close at hand.

Across the table is **his "Lady"**, with a cloak of saber-tooth tiger hide about her, a white star flare axe at her hip, and a gold flagon set with 8 gems (500 credits value each, jewelry value 6,000 credits) in her hand. There are **2 huge winter wolves** crouching under the table. All the various containers in the room contain clothing and useless items except as follows:

chest #2 holds 18,500 UPB's

chest #5 has 123 credsticks containing a total of 15,570 credits

coffer #2 has a covering of old socks but underneath them are 8 spell ampules (Haste, Mystic Cure (3rd level), Resistant Armor Lesser, Status, Tongues, Nondetection, Mystic Cure (3rd level), Darkvision)

coffer #5 has 9 pieces of jewelry (1,000 to 10,000 credits value each)

coffer #6 has an Explosive Detonation Trap. It explodes when it is opened. It and holds 198 gems (104 50 credits, 51 100 credits, 36 500 credits, 61,000 credits, and 1 5,000 credits base value). The blast will scatter, but not destroy, the gems and credsticks.

Explosive Detonation Trap CR 9

Type technological; **Perception** DC 33

Disable Engineering DC 28 (defuse explosive)

Trigger open coffer; Reset none

Effect explosion (8d12 F); Reflex DC 18 half; multiple targets (all targets within 20-ft. radius)

The eastern portion of the cavern is partially screened off by hangings. There is a huge bed, a small table, a chair, 2 stools, a chest, a trunk, and various odds and ends of clothing, armor, and weapons here and there. The walls are hung with pelts and rugs of no worth. The lid of the trunk has a secret drawer in it which contains a datapad and 3 spell gems (Death Ward; Discharge, Greater; Enervation). The datapad contains a map to the HALL OF THE FIRE GIANT KING, but no other useful information. It also has a Jolting Console Trap on it. The datapad and spell gems

will be taken by the Jarl if he is forced to flee and has time to get them.

Jolting Console Trap CR 9

Type technological; **Perception** DC 33

Disable Engineering DC 28

Trigger activate datapad; Reset none; **Bypass** wireless key card reader (Computers DC 28 to hack)

Effect arc of electricity (10d10+5 E); Reflex DC 18 half

A. Behind the wall hangings on the eastern portion of the north wall is a hidden alcove and escape tunnel. It is a natural passage about 1 mile long which turns south and exits at the base of the mountain/glacier area, out of sight of any near the rift. The alcove appears empty, but if examined with care (Perception DC 20) they will note a control panel about 10' above the floor. Anyone placing their hand on the panel, along with up to 5 additional creatures touching that person, are transported to a spot some 50' distant from the entrance to Snurre's Hall (the Hall of the Fire Giant King). It functions like a Tiara of Translocation but only transports to the one place, and can be used every ten minutes. Any attempt to remove it will destroy it.

At the beginning of the escape tunnel an apparently empty ledge along the northeast wall is the resting place of an iron box. It has a holographic projector that makes it look like the surrounding rocks (Perception DC 40 to spot). The box also contains a powerful Jolting Console Trap that triggers when it is opened.

Jolting Console Trap CR 11

Type technological; **Perception** DC 36

Disable Engineering DC 31

Trigger open box; Reset none

Effect arc of electricity (12d12 E); Reflex DC 20 half

In the iron box are:

- Swoop hammer, mach I
- Aeon Stone (Pearly White Spindle)
- 20,000 UPB's
- Amulet of Camouflage
- Holding gloves, mk 2

(the contents are to be taken to the fire giant's stronghold and given as gifts to the powers behind the uprising).

THIS ENDS THE EXPEDITION TO THE GLACIAL RIFT OF THE JARL.



ICY PATHS
ICY LEDGES
PATH TO BOTTOM OF RIFT



BOTTOM OF RIFT
ELEVATION ON LEDGES

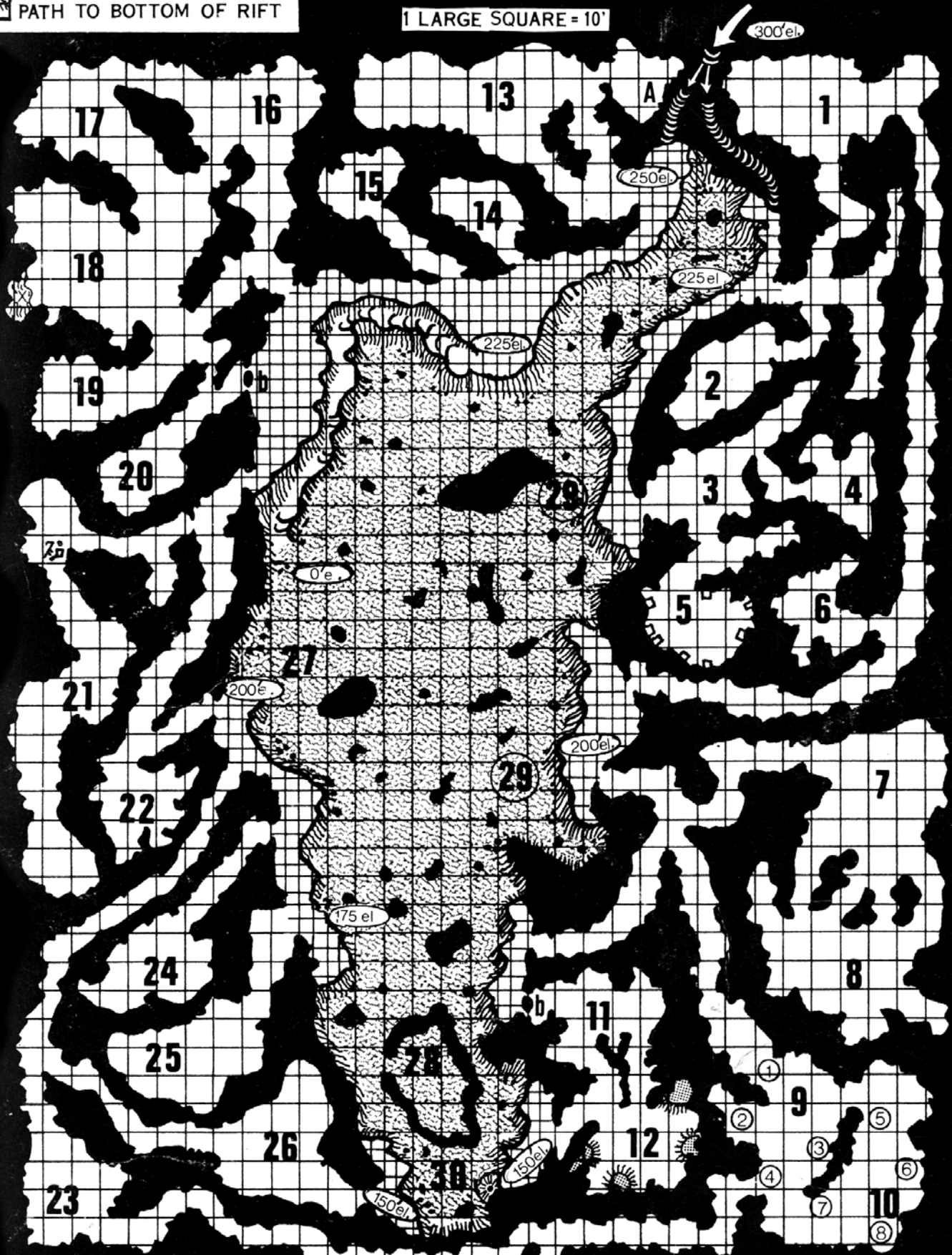


SMALL LEDGE
IN CAVE



SINK HOLE
RUNE MARK

1 LARGE SQUARE = 10'



Down to
Level #-2



BOULDERS

TAPESTRIES

STEPS

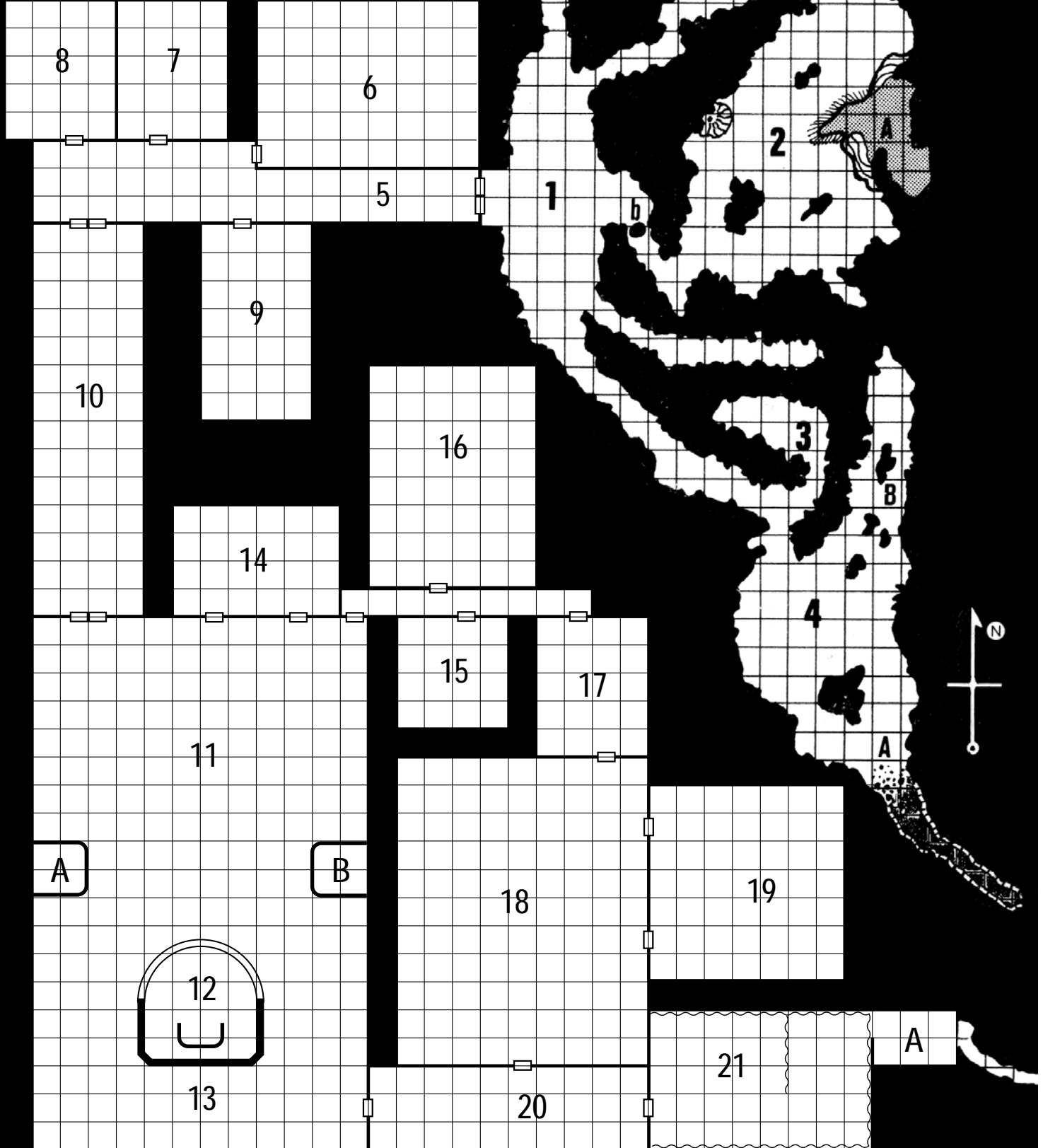


SMALL LEDGES IN CAVERNS

NATURAL ROCK STAIRS

BLOCKED PASSAGEWAY

Up to Level #1



Frost Giant

CR 9 XP 6,400

CE Large humanoid (cold, giant)

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

EAC 22

KAC 24

hp 145

Fort +14, Ref +2, Will +6

Defensive Abilities; Immune cold, Weaknesses vulnerability to fire
Speed 40 ft.

Melee Greataxe, ultrathin +21 (2d12+18 S)

Ranged hurled debris +17 (5d4+18 B plus 5-ft.-radius area of difficult terrain around the spot where the debris hit) Range 45 ft.

Space 10 ft.; Reach 10 ft.

Offensive Abilities crush (2d10+18 B); hurl debris

Str +9, Dex -1, Con +4, Int -2, Wis +2, Cha -2

Feats Cleave, Weapon Focus (Basic Melee Weapons)

Skills Intimidate +17, Perception +22, Stealth +17 (+21 in snow); Racial Modifiers +4 Stealth in snow

Languages Common, Giant

Gear: warleader Shobhad harness, ultrathin greataxe

Environment cold mountains

SPECIAL ABILITIES

Hurl Debris (Ex) The mighty strength of a giant allows it to turn nearly anything into a ranged weapon. A giant is assumed to have such debris available (either loose or readily torn from the environment without requiring an extra action) unless the GM rules otherwise. Hurlled debris has a range increment equal to the giant's Strength modifier \times 5 feet. Such attacks also create difficult terrain in a 5-foot-radius area around the target.

A frost giant's hair can be light blue or dirty yellow, and its eyes usually match its hair color. An adult male stands about 15 feet tall and weighs approximately 2,800 pounds. Females are slightly shorter and lighter, but otherwise identical to males. Frost giants can live to be 250 years old.

Frost giants are among the most feared giants, as their wanton destruction, battle lust, and fearless demeanor push them to ever-increasing displays of brutality. Frost giants usually start combat at a distance, throwing debris until they run out of ammunition or the opponent closes, then wading in with their enormous greataxes. A favorite tactic is to lay an ambush by hiding buried in the snow at the top of an icy or snowy slope, where opponents will have difficulty reaching them, and then starting an avalanche before leaping into battle. Frost giants can hide well in snowy environments and are masters of stealth in their domain.

Frost giants survive on hunting and raiding alone, as they live in desolate, frigid environments. Frost giant groups are split almost evenly between those that live in makeshift settlements and those that roam the frozen north as nomads in search of spoils and provisions. Frost giant leaders call themselves jarls and demand absolute obedience from their followers. At any time a jarl may be challenged by combat for leadership of the tribe. These challenges typically result in the death of one of the combatants. A single jarl can often count a dozen or more smaller frost giant tribes as part of his extended tribe. In such a situation, the leaders of the lesser tribes are known simply as chieftains or warlords.

Frost giants love to take captives, and use them for food as well as slaves and commodities. Every group of frost giants typically has 1–2 humanoid slaves shackled to a slave handler—usually the meanest and cruelest non-jarl in the group. They are also quite fond of monstrous pets—white dragons and winter wolves are popular choices, but remorhazes, yetis, and even linnorms can be found dwelling in a frost giant lair.

Frost Giant Jarl

CR 18 XP 153,600

CE Large humanoid (cold, giant)

Init +1; Senses low-light vision; Perception +36

EAC 32

KAC 34

hp 375

Fort +19, Ref +16, Will +16

Defensive Abilities; Immune cold, Weaknesses vulnerability to fire
Speed 40 ft.

Melee Greataxe, molecular rift +32 (4d12+29 S)

Ranged hurled debris +29 (8d10+29 B plus 5-ft.-radius area of difficult terrain around the spot where the debris hit) Range 55 ft.

or

Energy converter, elite +19 (3d10+18 C) 100 ft. Staggered 20 charges, usage 1, Explode (20 ft.), unwieldy Reflex save DC 19 for half damage.

Space 10 ft.; Reach 10 ft.

Offensive Abilities crush (13d6+29 B); hurl debris

Str +11, Dex +1, Con +8, Int +2, Wis +4, Cha +2

Feats Cleave, Weapon Focus (Basic Melee Weapons)

Skills Intimidate +31, Perception +36, Stealth +31 (+35 in snow); Racial Modifiers +4 Stealth in snow

Languages Common, Giant

Gear: chieftain Shobhad harness, molecular rift greataxe, elite energy converter

Environment cold mountains

SPECIAL ABILITIES

Hurl Debris (Ex) The mighty strength of a giant allows it to turn nearly anything into a ranged weapon. A giant is assumed to have such debris available (either loose or readily torn from the environment without requiring an extra action) unless the GM rules otherwise. Hurlled debris has a range increment equal to the giant's Strength modifier \times 5 feet. Such attacks also create difficult terrain in a 5-foot-radius area around the target.

18 feet tall

3,200 pounds

200 years old.

Frost Giant “Lady” Jarl

CR 10 XP 9,600

CE Large humanoid (cold, giant)

Init +1; Senses low-light vision; Perception +24

EAC 23

KAC 25

hp 165

Fort +14, Ref +6, Will +11

Defensive Abilities; Immune cold, Weaknesses vulnerability to fire

Speed 40 ft.

Melee Flare axe, white star +22 (3d10+20 E & F Burn 1d10)

Ranged hurled debris +18 (4d6+20 B, plus 5-ft.-radius area of difficult terrain around the spot where the debris hit) Range 50 ft.

Space 10 ft.; Reach 10 ft.

Offensive Abilities crush (2d6+20 B); hurl debris

Str +10, Dex +1, Con +5, Int +2, Wis +4, Cha +2

Skills Intimidate +24, Perception +24, Stealth +24 (+28 in snow); Racial Modifiers +4 Stealth in snow

Languages Common, Giant

Gear: Carbon skin, white carbon; Flare axe, white star

Environment cold mountains

SPECIAL ABILITIES

Hurl Debris (Ex) The mighty strength of a giant allows it to turn nearly anything into a ranged weapon. A giant is assumed to have such debris available (either loose or readily torn from the environment without requiring an extra action) unless the GM rules otherwise. Hurling debris has a range increment equal to the giant's Strength modifier \times 5 feet. Such attacks also create difficult terrain in a 5-foot-radius area around the target.

16 feet tall

2,500 pounds

200 years old.

Hill Giant

CR 7 XP 3200

CE Large humanoid (giant)

Init -1; Senses low-light vision; Perception +14

EAC 19

KAC 21

hp 105

Fort +11, Ref +2, Will +3

Speed 40 ft.

Melee devastation blade, wrack +18 (2d8+14 S)

Ranged hurled debris +13 (2d8+14 B plus 5-ft.-radius area of difficult terrain around the spot where the debris hit) Range 35 ft.

Space 10 ft.; Reach 10 ft.

Offensive Abilities crush (2d6+14 B); hurl debris

Str +7, Dex -1, Con +4, Int -2, Wis +0, Cha -2

Skills Climb +14, Intimidate +19, Perception +14

Languages Giant

Gear: Defrex hide, wrack devastation blade

Environment any temperate or warm hills

SPECIAL ABILITIES

Hurl Debris (Ex) The mighty strength of a giant allows it to turn nearly anything into a ranged weapon. A giant is assumed to have such debris available (either loose or readily torn from the environment without requiring an extra action) unless the GM rules otherwise. Hurling debris has a range increment equal to the giant's Strength modifier \times 5 feet. Such attacks also create difficult terrain in a 5-foot-radius area around the target.

Hill giants are humanoid creatures with great strength and mighty stature. Adults are around 10 feet tall and weigh about 1,100 pounds. They often live apart from other races, as even space stations intended to be inclusive of multiple species are often too small to comfortably accommodate a giant's massive size. How welcoming these giants are to non-giant visitors depends on the specific giant society, though all giants can be unpredictable and dangerous to others.

Skin color among hill giants ranges from light tan to deep, ruddy brown. Their hair is brown or black, with eyes the same color. Hill giants wear Defrex hide made from layers of crudely prepared hides with the fur left on. They seldom wash or repair their garments, preferring simply to add more hides as their old ones wear out. Hill giants can live to be 200 years old, but almost never do.

Hill giants prefer to fight from high, rocky outcroppings, where they can pelt opponents with debris and boulders while limiting the risk to themselves. Hill giants love to make overrun attacks against smaller creatures when they first join battle. Thereafter, they stand fast and swing away with their Devastation blades.

Hill giants are the most nomadic of all the humanoid giant species, preferring to travel from one settlement to the next in order to raid and pillage. While they prefer temperate planets, they'll travel far from their preferred environment so long as the raiding is plentiful and successful. They are, as a whole, incredibly selfish creatures and rarely engage in battles they don't automatically know they'll win. Hill giants are known for shoving one another at terrifying foes and won't hesitate to sacrifice a clan-mate to save their own skins. Roving bands of hill giants are common in temperate hills, and their constant aggression makes them one of the more feared dangers in this climate.

Stone Giant

CR 8 XP 4,800

N Large humanoid (giant)

Init +2; Senses blindsense (vibration) 30 ft., darkvision 60 ft., low-light vision; Perception +16

EAC 20

KAC 22

hp 125

Fort +12, Ref +6, Will +7

Immunities exhaustion, fatigue, stun

Resistances acid and fire 5

Speed 40 ft.

Melee Core hammer, advanced +19 (3d6+16 E&F)

Ranged hurled debris +16 (3d6+16 B plus 5-ft.-radius area of difficult terrain around the spot where the debris hit) Range 40 ft.

Space 10 ft.; Reach 10 ft.

Offensive Abilities trample (3d4+16 B, DC 16); crush (3d4+16 B); hurl debris.

Str +8, Dex +2, Con +4, Int -2, Wis +1, Cha +0

Skills Climb +16, Perception +21, Stealth +16 (+24 in rocky terrain)

Languages Giant

Other Abilities no breath.

Gear: warleader Shobhad harness, advanced core hammer

Environment any temperate or warm hills

SPECIAL ABILITIES

Hurl Debris (Ex) The mighty strength of a giant allows it to turn nearly anything into a ranged weapon. A giant is assumed to have such debris available (either loose or readily torn from the environment without requiring an extra action) unless the GM rules otherwise. Hurling debris has a range increment equal to the giant's Strength modifier \times 5 feet. Such attacks also create difficult terrain in a 5-foot-radius area around the target.

Adults are about 12 feet tall, weigh about 1,500 pounds, and can live to be 800 years old.

Stone giants fight from a distance whenever possible, but if they can't avoid melee, they favor gigantic clubs chiseled out of stone. A favorite tactic of stone giants is to stand nearly motionless, blending in with the background, then move forward to throw rocks and surprise their foes.

Stone giants prefer living in enormous caves in high-altitude, rocky peaks. They rarely live more than a few days' travel from other bands of stone giants, and even raise shared herds of goats and other livestock between tribes. Older stone giants tend to wander away from the tribe for a significant period of time in their later years, either living in seclusion somewhere or attempting to merge into other humanoid civilizations. After decades of this self-imposed exile, those who return do so as stone giant elders.

Fire Giant

CR 10 XP 9,600

LE Large humanoid (fire, giant)

Init -1; Senses low-light vision; Perception +24

EAC 23

KAC 25

hp 165

Fort +14, Ref +4, Will +9

Defensive Abilities; Immune fire, Weaknesses vulnerability to cold
Speed 40 ft.

Melee Meteor glaive, advanced +22 (3d8+20 F&S)

Ranged hurled debris +18 (4d6+20 B plus 1d6 F, plus 5-ft.-radius area of difficult terrain around the spot where the debris hit) Range 50 ft.

Space 10 ft.; Reach 10 ft.

Offensive Abilities crush (2d10+20 B); hurl debris

Str +10, Dex -1, Con +5, Int +0, Wis +2, Cha +0

Skills Intimidate +19, Perception +24, Engineering +19

Languages Common, Giant

Gear: Fire giant war harness (grave mantle, specialist), advanced meteor glaive

Environment warm mountains

SPECIAL ABILITIES

Hurl Debris (Ex) The mighty strength of a giant allows it to turn nearly anything into a ranged weapon. A giant is assumed to have such debris available (either loose or readily torn from the environment without requiring an extra action) unless the GM rules otherwise. Hurling debris has a range increment equal to the giant's Strength modifier \times 5 feet. Such attacks also create difficult terrain in a 5-foot-radius area around the target.

Fire giants transfer the heat of their bodies to rocks as part of an attack action when they throw rocks. A heated rock deals 1d6 points of additional fire damage on a hit.

Fire giants are the most rigid and militaristic of all the giant races. They constantly train for war and practice brutal tactics on anyone and everyone that gets in their way. Their rigid command structure is complete with soldiers, officers, and even generals, and they obey orders from their kings unquestioningly. Fire giants have bright orange hair that flickers and glows almost as if it were aflame. An adult male is 12 to 16 feet tall, has a chest that measures 9 feet around, and weighs about 7,000 pounds. Females are slightly shorter and lighter. Fire giants can live to be 350 years old.

In large groups, fire giants fight with brutal and efficient group tactics, and aren't afraid to sacrifice one or two of their members to draw an enemy into an ambush.

Fire giants command considerable respect among other races, not only for their strength, but also for their talent at smithing and ironmongery. Fire giants are inclined to inflame the rage of dwarf-holds and clans in particular, who not only despise giants of all kinds with historical, cultural, and even religious enmity, but also brook no rivals in the sale and supply of ironworks. Countless skirmishes, battles, and even wars have been waged between dwarves and fire giants above and below the earth for blood, for honor, and for the primacy of their industry and trade.

Befitting these giants' militaristic lifestyle, their architecture is constructed with an eye toward efficiency and defensibility, as well as a clear sense of hierarchy. Their lairs often incorporate volcanic elements such as rivers of lava or smoking fumaroles. While such features may be deadly to other races, the fire giants find them soothing.

Cloud Giant

CR 11 XP 12,800

NG or NE Huge humanoid (giant)

Init +1; blindsense (scent) 60 ft., low-light vision, sense through (vision [clouds only]); Perception +24

EAC 24

KAC 26

hp 180

Fort +16, Ref +6, Will +10

Defensive Abilities; resistance to cold 20

Speed 50 ft.; fly 40 ft. (Su, average; normal, thick, and toxic atmospheres only)

Melee Storm hammer, ferromagnetic +23 (6d6+24 B & E)

Ranged hurled debris +23 (4d8+24 B, plus 10-ft.-radius area of difficult terrain around the spot where the debris hit) Range 60 ft.

Space 15 ft.; Reach 15 ft.

Offensive Abilities deals damage as a creature 1 CR higher; crush (4d6+24 B); hurl debris; knockback; spelllike abilities

Spell-Like Abilities (CL 11th)

At will—flight, life bubble

1/day—fog cloud

Str +12, Dex +1, Con +6, Int +1, Wis +3, Cha +1

Skills Intimidate +20, Perception +25, Computers +20, Diplomacy +20

Languages Common, Giant

Gear: Kasatha microcord IV, Storm hammer, ferromagnetic

Environment warm mountains

SPECIAL ABILITIES

Hurl Debris (Ex) The mighty strength of a giant allows it to turn nearly anything into a ranged weapon. A giant is assumed to have such debris available (either loose or readily torn from the environment without requiring an extra action) unless the GM rules otherwise. Hurling debris has a range increment equal to the giant's Strength modifier \times 5 feet. Such attacks also create difficult terrain in a 10-foot-radius area around the target.

Knockback (Ex): Whenever a cloud giant successfully deals damage to a creature with a melee attack or thrown projectile, the giant can immediately initiate a bull rush combat maneuver against that target (this takes no action and does not provoke attacks of opportunity).

CRUSH (EX) When ending a flying or jumping movement, the giant can land on targets that are small size or smaller. Targets are automatically knocked prone, take the listed damage, and are pinned. Each crushed target can attempt to escape the pin normally on its turn, and the pin ends automatically if the giant moves off the target's square. A crushed target does not take damage from the crush more than once, unless the giant moves fully off that creature and then back onto it.

This towering giant has finely chiseled features. Her skin is pale and smooth, and her long wispy hair flutters as if in a breeze.

Cloud giants live on floating citadels in the swirling atmospheres of gas planets. Adults are 17–20 feet tall and weigh 4,000–5,500 pounds.

Storm Giant

CR 13 XP 25,600

CG Huge humanoid (giant)

Init +2; low-light vision, sense through (vision [clouds and precipitation only]); Perception +28

EAC 27

KAC 29

hp 225

Fort +17, Ref +8, Will +13

Defensive Abilities; immunity to electricity, entanglement, paralysis; resistance to sonic 20

Speed 50 ft.; swim 40 ft.

Melee Devastation blade, ruin +27 (5d8+24 B & E)

Ranged hurled debris +27 (6d6+24 B, plus 10-ft.-radius area of difficult terrain around the spot where the debris hit) Range 70 ft.

Space 15 ft.; Reach 15 ft.

Offensive Abilities electric aura (50 ft., DC 19) ft, crush (3d12+27 B), hurl debris; spell-like abilities; water breathing; proficient with all armor and weapons.

Spell-Like Abilities (CL 16th)

At will—Flight, Commune With Nature

1/day— Arcing Surge (DC 15), Chain Surge (DC 15)

Str +14, Dex +2, Con +6, Int +3, Wis +5, Cha +2

Skills Athletics +23 (+27 swim), Intimidate +23, Perception +28, Sense Motive +23, Profession +23 (sing)

Languages Auran, Common, Draconic, Giant

Gear: Preserver's mantle III, Devastation blade, ruin

Environment any warm

SPECIAL ABILITIES

Hurl Debris (Ex) The mighty strength of a giant allows it to turn nearly anything into a ranged weapon. A giant is assumed to have such debris available (either loose or readily torn from the environment without requiring an extra action) unless the GM rules otherwise. Such attacks also create difficult terrain in a 10-foot-radius area around the target.

Electric Aura (Su): Technological equipment and items must succeed at a Fortitude saving throw or gain the broken condition for 1 round. Items are affected by a storm giant's electric aura every round as long as they remain within range.

CRUSH (EX) When ending a flying or jumping movement, the giant can land on targets that are small size or smaller. Targets are automatically knocked prone, take the listed damage, and are pinned. Each crushed target can attempt to escape the pin normally on its turn, and the pin ends automatically if the giant moves off the target's square. A crushed target does not take damage from the crush more than once, unless the giant moves fully off that creature and then back onto it.

This giant is a towering, muscular human of heroic proportions, with bronze skin, dark hair, and sparkling green eyes.

Storm giants tend toward tanned complexions, though some rare specimens have violet skin, deep violet or blue-black hair, and silvery gray or purple eyes. Such violet coloration is considered to be good luck among storm giants, and those possessing it tend to become leaders among their kind. Adults are typically 21 feet tall and weigh 12,000 pounds. Storm giants can live to be 600 years old.

Ogre

CR 3 XP 800

CE Large humanoid (giant)

Init -1; Senses darkvision 60 ft., low-light vision; Perception +5

DEFENSE

EAC 14

KAC 17

hp 40

Fort +6, Ref +0, Will +3

Speed 30 ft. (40 ft. base)

Melee Doshko, tactical +11 (1d12+7 P) Analog, unwieldy

Ranged Artillery laser, azimuth +8 (1d10+3 F, Burn 1d6) 120 ft. 20 charges, usage 2

Space 10 ft.; Reach 10 ft.

Str +4, Dex -1, Con +1, Int -2, Wis 0, Cha -2

Skills Athletics +7, Perception +5

Languages Giant

Gear: Golemforged plating I, azimuth artillery laser, tactical doshko

TACTICS

When their prey turns out to be more dangerous than they thought, the rare moment of good sense seizes ogres; they flee if reduced to less than 5 hp.

Ogre Mage

CR 8 XP 4,800

LE Large outsider (giant, native, oni, shapechanger)

Init +3; Senses darkvision 60 ft., low-light vision; Perception +16

EAC 20; KAC 22

Spell Resistance 19

hp 125

Fort +12, Ref +5, Will +10

Regeneration 5 (fire or acid)

Speed 40 ft., fly 60 ft. (average)

Melee Wailing blade, euphonic +15 (2d8+15 S&So, critical deafen)

Ranged Zero rifle, hailstorm-class +11 (2d8+8 C, critical staggered)

Space 10 ft.; Reach 10 ft.

Offensive Abilities spelllike abilities; change shape

Spell-Like Abilities (CL 9th)

Constant—fly

At will—life bubble, invisibility

1/day—charm monster (DC 13), Arcing Surge (DC 13), nondetection, deep slumber (DC 13)

Str +7, Dex +3, Con +6, Int +2, Wis +2, Cha +3

Skills Mysticism +21, Disguise +16, Sense Motive +16, Bluff +16, Intimidate +16

Languages Common, Giant

Gear: Vesk Brigandine III, euphonic wailing blade, hailstorm-class zero rifle

Environment cold hills

SPECIAL ABILITIES

change shape (Small, Medium, or Large humanoid), flight

Clad in beautiful armor, this exotically garbed giant roars, its tusks glistening and its eyes afire with murderous intent.

The ogre mage, like all oni, is an evil spirit come to the Material Plane and clad in living flesh—in this case, that of a brutish ogre. Ogre mages are often found serving as leaders of ogre tribes, yet not all of them seek to link their destinies to their less-intelligent kin. Some become lone marauders who hold villages hostage, demanding regular tribute in the form of gold, food, or maidens, lest they take more than they ask.

Oni Traits: The oni are a diverse race of evil outsiders, of which the ogre mage is the most common. Other types of oni exist as well—evil spirits that clothe themselves in the flesh of other types of humanoid. The majority of oni are giants, with goblinoid, tengu, and reptilian oni being relatively common as well. While oni are incredibly varied in their shapes and powers, they still share certain traits in common.

Regeneration: All oni regenerate, although the rate of regeneration varies. Damage from fire or acid can kill an oni.

Change Shape: All oni are shapechangers, but their ability to change shape is generally limited to creatures similar in shape to their true form.

Native: Oni are native outsiders. As evil spirits clad in mortal humanoid flesh, all oni also possess one of the humanoid subtypes—usually giant.

Winter Wolf

CR 5 XP 1,600

NE Large magical beast (cold)

Init +5; Senses darkvision 60 ft., low-light vision, scent; Perception +16

EAC 17

KAC 19

hp 70

Fort +9, Ref +6, Will +3

Defensive Abilities; Immune cold, Weaknesses vulnerability to fire

Speed 50 ft.

Melee bite +14 (1d6+10 plus 1d6 cold and +4 bonus to trip combat maneuver)

Space 10 ft.; Reach 5 ft.

Offensive Abilities breath weapon (every 1d4 rounds, 15-ft. cone, 6d6 cold damage, Reflex half DC 17)

Str +5, Dex +1, Con +4, Int -1, Wis +1, Cha +0

Skills Perception +16, Stealth +11 (+16 in snow), Survival +11

Languages Common, Giant

Environment cold forests and plains

Winter wolves are larger, smarter, more ferocious variants of worgs with white fur and a deadly breath weapon.

A typical winter wolf is 8 feet long, stands 4-1/2 feet tall at the shoulder, and weighs about 450 pounds. Winter wolves will often ally themselves with frost giants, hill giants, and other large humanoids, serving entire tribes of giants as both scouts and guards.

Polar Bear

CR 5 XP 1,600

N Large animal

Init +3; Senses low-light vision, scent; Perception +8

EAC 17

KAC 19

hp 70

Fort +10, Ref +7, Will +4

Speed 40 ft., swim 20 ft.

Melee bite +14 (1d8+12 P)

Multiattack bite +8 (1d8+12 P), 2 claws +8 (1d6+12 S)

Space 10 ft.; Reach 5 ft.

Str +7, Dex +3, Con +6, Int -4, Wis +3, Cha +0

Skills Perception +11, Survival +11, Athletics +16 (Swim +20)

Environment cold forests

This large bear is completely white save for small black eyes and black lips hiding huge, glistening teeth.

Polar bears swim along frigid coasts and wander icy plains looking for prey, most notably the seals they pluck from holes in the ice. A polar bear's blubber gives it buoyancy, and its long neck helps keep its head above water.

Oversized paws with webbed toes propel it steadily through the icy seas, and a polar bear can swim more than 100 miles in a single day.

While easily able to avoid conflict by plunging into the frigid ocean swells that surround their lairs, polar bears are notoriously fearless, and will attack nearly any creature if they feel threatened or desperate. This makes them particularly dangerous scavengers around arctic settlements, though a rare few civilizations hunt polar bears, both for their meat and for the furs and bones that can be fashioned into clothes and vital tools. Many of these cultures hold polar bears sacred, honoring their deaths with solemn rituals and ceremonies.

Polar bears live an average of 15 to 20 years, but arctic peoples have known individual bears to live as long as 40 years, often assuming legendary status in local lore. An adult male polar bear can weigh 800 to 1,200 pounds, with females weighing 350 to 650 pounds.

Snow Leopard

CR 3 XP 800

N Medium animal

Init +4; Senses low-light vision, scent; Perception +8

EAC 14

KAC 16

hp 40

Fort +6, Ref +8, Will +2

Resistances cold 5

Speed 40 ft., climb 20 ft.

Melee bite +9 (1d6+5)

Space 5 ft.; Reach 5 ft.

Str +2, Dex +4, Con +2, Int -4, Wis +1, Cha -2

Skills Acrobatics +8 (+16 balancing), Climb +8, Stealth +13

Environment cold forests and mountains

SPECIAL ABILITIES

Snow Move (Ex) Because of its large, fur-covered paws, the snow leopard suffers no penalties for moving through snow-covered terrain.

Grayish fur covers this large cat that allows it to blend in with the shadow and light of snow drifts.

Snow leopards are relatives of the common leopard and are found in the coldest regions of the world, inhabiting mountain ranges and snowy coniferous forests. Their lairs are typically rocky shelters lined with their own fur for warmth.

Snow leopards are strong, agile, nocturnal hunters and their diet consists of livestock, wild boars, hares, and deer. Like most other big cats, they stalk and ambush their prey. Slain prey is dragged back to the lair and devoured over a period of several days.

Snow leopards are generally solitary creatures, though during mating season more than one can be encountered. A den typically contains 1d2 adults and 1d4 cubs.

A snow leopard is about five feet long with light gray or smoke gray fur that turns white on its underbelly. Its fur is covered with large rings that contain smaller and darker spots of dark gray or black. Its fur is over one inch thick and provides it with warmth against the harshest of temperatures. Eyes are gray or dark blue. Its paws are large and thick-furred which enables it to maintain its footing on the most treacherous of snow-covered ground.

Snow leopards are hunted by many races for their fur which can be sold to furriers and made into coats, blankets, and so on. A typical male's coat fetches about 800 credits on the market.

Snow leopards, unlike other great cats, do not roar. Rather they let out a low, soft moan. They attack from a distance leaping or pouncing on a foe and attacking with their claws and bite.

Remorhaz

CR 7 XP 3,200

N Huge magical beast

Init +1; Senses darkvision 60 ft., low-light vision, blindsight (vibration) 60 ft.; Perception +19

EAC 19

KAC 21

hp 105

Fort +11, Ref +7, Will +4

Defensive Abilities; Immune fire, cold

Speed 30 ft., burrow 20 ft.

Melee bite +13 (3d6+13 F&P plus grab)

Space 15 ft.; **Reach 15 ft.**

Offensive Abilities swallow whole (3d6+13 F, EAC 19, KAC 17, 26 hp)

Str +6, Dex +1, Con +5, Int -3, Wis +1, Cha +0

Skills Perception +19

Languages Giant (cannot speak)

Environment cold deserts and glaciers

SPECIAL ABILITIES

Special Attacks heat, swallow whole

Heat (Su) An enraged remorhaz generates heat so intense that anything touching its body takes 8d6 points of fire damage. Creatures striking a remorhaz with natural attacks or unarmed strikes are subject to this damage, but creatures striking with melee weapons are not.

SWALLOW WHOLE (EX) If the remorhaz hits with the bite attack, it deals the normal damage. If its attack roll successfully hits the target's KAC + 4, it also automatically grapples the foe as part of the attack action. (If it hits the target's KAC + 13, it instead pins the target). It can swallow whole only targets that are at least one size category smaller than itself.

On the remorhaz's next turn after grappling or pinning the target, if the target has not escaped the grapple or pin, the target automatically takes the attack's damage at the beginning of the remorhaz's turn. The remorhaz can then make a new attack roll with the same attack. If it hits the target's KAC, the grapple or pin is maintained. If it hits the target's KAC + 4, the target is swallowed whole (no damage is dealt).

Once swallowed, the target takes the listed swallow whole damage automatically at the beginning its turn every round. The target is considered grappled as long as it is swallowed. The target can attempt to cut its way out (the interior of a remorhaz has EAC 19, KAC 17) by dealing 26 hp of damage, though any attack that does not deal slashing damage deals only half its normal damage. If a target cuts its way out of the remorhaz, the remorhaz cannot use swallow whole again until that damage is healed.

Alternatively, a target swallowed whole can attempt to climb out. The swallowed creature must succeed at both a grapple check against the remorhaz's internal KAC + 8 and an Athletics check to climb (DC = 19). Each of these actions takes a full round. If both checks are successful, the target climbs back up to the remorhaz's mouth and can escape, ending up in an open square adjacent to the remorhaz.

An immense centipede-like beast erupts from the snow, rows of chitinous plates on its back glowing red-hot.

Although the remorhaz has much in common superficially with lesser vermin, the beast is surprisingly intelligent. While not capable of speech, the typical remorhaz has a good grasp of the Giant tongue, and tribes of giants often use this to their advantage to secure allegiances with the great beasts. Frost giants are particularly obsessed with them, for those giants who brave the cruel and deadly burns a remorhaz can inflict to become "worm friends" gain a potent weapon to use against their enemies—an assassin capable of burrowing up through the floor of a glacial keep to strike directly against a frost giant's greatest weakness: fire. Other giants use the beasts as living forges, for their backs are hot enough to melt metal. A remorhaz is 25 feet long and weighs 10,000 pounds.

Glacier Toad

CR 6 XP 2,400

N Large magical beast (cold)

Init +1; Senses low-light vision, scent; Perception +11

Aura bitter cold (20 ft.)

EAC 18

KAC 20

hp 90

Fort +10, Ref +8, Will +3

Defensive Abilities; Immune cold, Weaknesses vulnerability to fire

Speed 30 ft., swim 15 ft.

Melee bite +15 (2d6+12 P plus 1d6 C and grab)

Space 10 ft.; Reach 10 ft.

Offensive Abilities swallow whole (2d6+6 C, EAC 18, KAC 16, 23 hp)

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

Skills Athletics +13 (+21 jump), Stealth +13 (+25 in snow), Swim +18

Languages Aklo

Environment cold hills or glaciers

SPECIAL ABILITIES

Bitter Cold (Su)

All creatures within 20 feet of a glacier toad take 1d6 points of cold damage each round when the target enters the aura on its turn or when it begins its turn in the aura, whichever comes first.

SWALLOW WHOLE (EX)

If the toad hits with the bite attack, it deals the normal damage. If its attack roll successfully hits the target's KAC + 4, it also automatically grapples the foe as part of the attack action. (If it hits the target's KAC + 13, it instead pins the target). It can swallow whole only targets that are at least one size category smaller than itself.

On the toad's next turn after grappling or pinning the target, if the target has not escaped the grapple or pin, the target automatically takes the attack's damage at the beginning of the toad's turn. The toad can then make a new attack roll with the same attack. If it hits the target's KAC, the grapple or pin is maintained. If it hits the target's KAC + 4, the target is swallowed whole (no damage is dealt).

Once swallowed, the target takes the listed swallow whole damage automatically at the beginning its turn every round. The target is considered grappled as long as it is swallowed. The target can attempt to cut its way out (the interior of a toad has EAC 18, KAC 16) by dealing 23 hp of damage, though any attack that does not deal slashing damage deals only half its normal damage. If a target cuts its way out of the toad, the toad cannot use swallow whole again until that damage is healed.

Alternatively, a target swallowed whole can attempt to climb out. The swallowed creature must succeed at both a grapple check against the toad's internal KAC + 8 and an Athletics check to climb (DC = 19). Each of these actions takes a full round. If both checks are successful, the target climbs back up to the toad's mouth and can escape, ending up in an open square adjacent to the toad.

This improbably large toad has pale blue flesh and a body covered with jagged, icy growths.

Glacier toads are strange, magical cousins of the more common giant toads. None can say for certain whether they were bred, or evolved from exposure to elemental energies. Glacier toads have no practical use for most treasure, but have a fondness for shiny objects like gems and glowing items.

Yeti

CR 4 XP 1,200

N Large monstrous humanoid (cold)

Init +1; Senses darkvision 60 ft., scent; Perception +10

EAC 16

KAC 18

hp 50

Fort +6, Ref +6, Will +6

Defensive Abilities; Immune cold, Weaknesses vulnerability to fire

Speed 40 ft., climb 30 ft.

Melee claw +9 (1d6+8 plus 1d6 cold)

Space 10 ft.; Reach 10 ft.

Offensive Abilities frightful gaze

Str +4, Dex +1, Con +2, Int -1, Wis +1, Cha +0

Skills Climb +15, Perception +10, Stealth +10 (+19 in snow)

Languages Aklo

Environment cold mountains

SPECIAL ABILITIES

Cold (Su)

A yeti's body generates intense cold, dealing 1d6 points of cold damage to any creature that contacts it with a natural attack or unarmed strike, or whenever it hits a foe with its claws or rend attack.

Frightful Gaze (Su)

Creatures within 30 feet that meet a yeti's gaze must succeed on a DC 13 Will save or stand paralyzed in fear for 1 round. This is a mind-affecting fear paralysis effect. A creature that successfully saves cannot be affected again by the frightful gaze of that yeti for 1 day. The save DC is Charisma-based.

Mysterious and rarely seen (save by victims), the yeti is a towering denizen of the loneliest and tallest mountain peaks. Those who dwell upon the lower reaches of such storied slopes whisper tales of "abominable snowmen" who come down from the heights to raid, taking livestock or even humans as prey and leaving behind only monstrous barefoot tracks in the bloodstained snow.

Although yeti stories are accurate in their portrayals of fierce, stealthy, and immensely strong creatures, they are not when it comes to ascribing the yeti's temperament and source. They dwell in small tribes atop their distant mountains, where they are sheltered from contact with most other races. Those with violent or cruel natures are usually forced out of tribes to live lonely lives as exiles, and without the support of a tribe such yeti are often driven to raiding lowlander settlements, thus perpetuating the myth of the yeti as a demon made flesh.

The source of such cruel madness can often be traced to a singular source—proximity to strange, eldritch dimensions. The yetis' mountain lairs rise high in places where the boundaries between this world and others rasp thin. It is unclear if the yeti are invaders from these dimensions or Material Plane natives influenced by otherworldly realms, but it seems certain that whatever their origins, the yeti are no friends to those who dwell beyond, and may even act as guardians against intrusions from such strange worlds into the Material Plane.

White Pudding

CR 6 XP 2,400

N Huge ooze

Init -5; Senses mindless, blindsight 60 ft.; Perception +8

Immunities ooze immunities.

EAC 6; KAC 7

hp 90

Fort +8, Ref -2, Will -2

Defensive Abilities; split (piercing and slashing, 10 hp); Immune ooze traits; Resist cold 5

Speed 20 ft., climb 20 ft.

Melee slam +16 (2d6+9 B plus 2d6 acid, plus grab)

Space 15 ft.; Reach 10 ft.

Offensive Abilities corrosion

Str +3, Dex -5, Con +5, Int -, Wis -5, Cha -5

Skills Athletics +18 (climb)

Languages -

Environment cold plains and underground

SPECIAL ABILITIES

Grab (Ex) If the white pudding hits with the slam attack, it deals the normal damage. If the white pudding's attack roll successfully hits the target's KAC + 4, the white pudding also automatically grapples the foe as a free action. (If it hits the target's KAC + 13, it instead pins the target.) The white pudding can grapple more than one target at the same time. The white pudding can maintain the grab either with another successful grab attack or by performing the grapple combat maneuver normally.

Acid (Ex) A white pudding secretes a digestive acid that dissolves organic material quickly, but does not affect metal, stone or synthetic material. If a white pudding remains in contact with an organic material for 1 full round, it inflicts 20 points of acid damage (no save) to the object.

Camouflage (Ex) Since a white pudding looks like normal ice and snow when at rest, it takes a DC 20 Perception check to notice it before it attacks. Anyone with ranks in Survival or Life Science can use one of those skills instead of Perception to notice the white pudding.

Corrosion (Ex) An opponent that is grappled by the white pudding at the start of the white pudding's turn takes 2d6 acid damage.

Suction (Ex) The white pudding can create powerful suction against any surfaces as it climbs, allowing it to cling to inverted surfaces with ease. A white pudding can establish or release suction as a swift action, and as long as it is using suction, it moves at half speed. Because of the suction, a white pudding gets a +10 circumstance bonus to resist bull rush, awesome blows, and other attacks and effects that attempt to physically move it from its location.

Split (Ex) A white pudding splits into two identical copies of itself if hit by a piercing or slashing attack or effects. Each copy has half the original's current hit points (rounded down). A white reduced below 10 hp cannot be further split and can be killed normally.

A glistening white sheet of snow and ice moves across the area.

A variety of the black pudding, the white pudding is found only in cold, frigid lands. It is white in color and uses this to its advantage by ambushing its prey.

White puddings attack by grabbing and constricting their prey. A white pudding waits motionless for its prey to move within range before striking.

Young Adult White Dragon

CR 11 XP 12,800

CE Huge dragon (cold)

Init +4; Senses blindsense 60 ft., darkvision 120 ft. and sense through (vision [snow only]); Perception +20

Aura frightful presence (170 ft., DC 18)

EAC 24

KAC 26

hp 183

Fort +15; Ref +13; Will +13

DR 5/magic; Immunities cold, paralysis, sleep; vulnerability to fire

Speed 40 ft., burrow 30 ft., swim 60 ft., fly 200 ft. (Ex, clumsy)

Melee bite +24 (4d6+19 P)

Multiattack bite +18 (4d6+19 P), 2 claws +18 (2d8+19 S), tail slap +18 (2d6+19 B)

Ranged zero cannon, tactical +21 (3d8+11 C, critical staggered) 60 ft., line, unwieldy

Space 15 ft.; Reach 10 ft. (15 ft. with bite)

Offensive Abilities

breath weapon (65-ft. cone, 12d6 C, Reflex DC 18 half, usable every 1d4 rounds)

crush (4d6+19 B)

Spell-Like Abilities (CL 11th; melee +24)

1/day—dimension door, hold monster (DC 17)

3/day—displacement (DC 16), haste (DC 16), slow (DC 16), tongues

At will—fog cloud, see invisibility

Str +8; Dex +0; Con +5; Int +3; Wis +3; Cha +3

Skills Acrobatics +25 (+17 when flying), Bluff +25, Computers +20, Engineering +20, Mysticism +20, Stealth +20

Languages Auran, Common, Draconic, Terran

Other Abilities icewalking

Gear tactical zero cannon, with 4 super-capacity batteries (80 charges each)

Environment any

SPECIAL ABILITIES

Icewalking (Ex): A white dragon can move across icy surfaces without penalty and doesn't need to attempt Acrobatics checks to run or charge on ice. In addition, a white dragon can climb icy surfaces as if under the effect of spider climb.

FRIGHTFUL PRESENCE (Ex): (170 ft., DC 18) The creature's presence unsettles its foes. It can activate this ability as part of the action of making an attack or as a move action, but it can activate it only once per round. Opponents within the range must succeed at a Will save or be shaken. The duration is 5d6 rounds. Once an opponent has been exposed to a creature's frightful presence (whether or not the opponent succeeds at its saving throw), it cannot be affected by the same creature's frightful presence for 24 hours. This is an emotion, fear, mind-affecting, and sense-dependent effect.