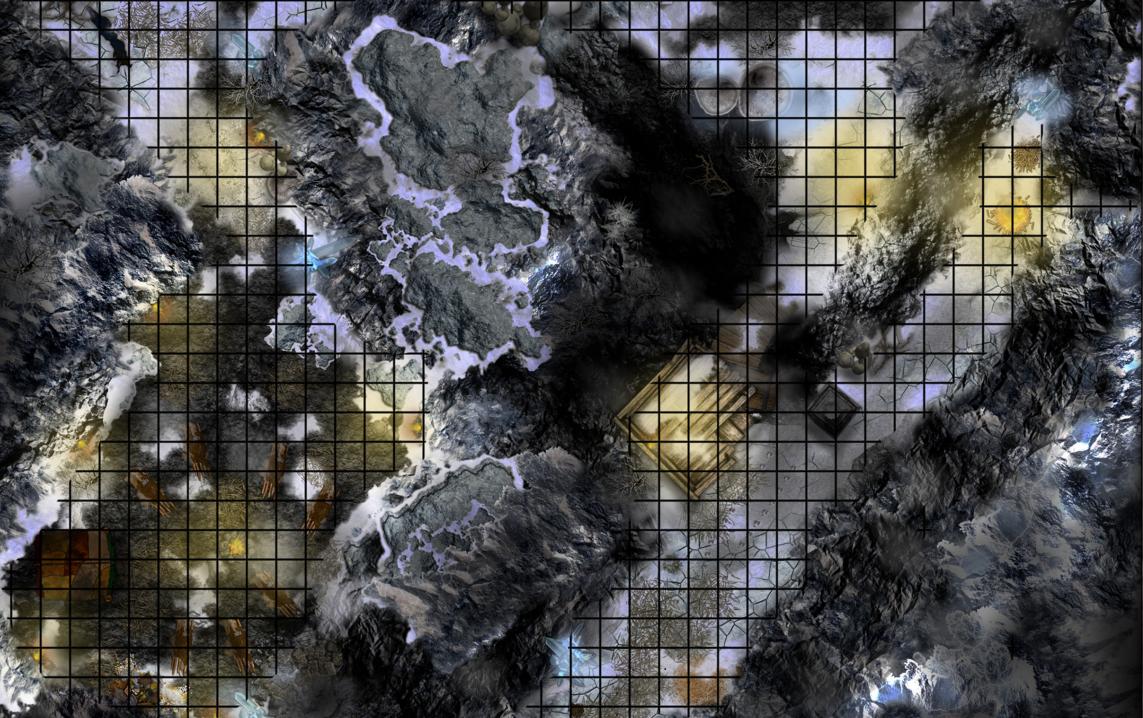


A  
**ONE NIGHT STAND**  
Adventure

FOR 8TH - 11TH LEVEL

# The ICE CAVE OF THE FROST Giant Slavers



AN ADVENTURE, STANDEES, AND FULL-SCALE MAP TILES SUITABLE  
FOR USE WITH THE PATHFINDER ROLEPLAYING GAME

**PATHFINDER**  
ROLEPLAYING GAME COMPATIBLE

We are the Ullak, and these lands are ours! That we have suffered the little ones to live in the valley is of no consequence. Were not all the mountains given to us by Helgroth, Lord of the Winter Storm? Do not the worgs and ogres bow in deference to us? There is nothing we can see that is not ours to command!

The little ones—the humans—are just another possession—like ore we dig from the ground or trees we fell. That we have indulged their delusion of freedom makes no difference. They are ours ... and the time has come when they are blessed to be able to render service to the Ullak.

To the valley! Go! Bring back as many of the little ones as you can carry! And tell the others that they will be likewise blessed erelong!

# THE ICE CAVE OF THE FROST GIANT SLAVERS

Like all *One Night Stand* adventures, *The Ice Cave of the Frost Giant Slavers* contains everything you'll need for an evening of fun using the *Pathfinder Roleplaying Game*.

Inside you will find:

- **Adventure:** The following pages detail the background and action that constitute the adventure itself. Stat blocks are included, but you may want to have the *Pathfinder Bestiary* at hand for detailed references.
- **GM Map:** With the adventure is a single-sheet version of the map bearing notations for the GM's use. Marked on the map are room numbers, the monster and NPC starting positions for each encounter, and areas of difficult or noticeably different terrain.
- **Map Tiles:** Following the GM Map are a collection of map tiles that, when cut out and assembled, create a battlemat with a one-inch square grid.
- **Standees:** After the map tiles are a collection of cut-and-tape standees representing all the creatures and monsters in this adventure. Together with these are enlarged versions of the encounter areas and summaries of the action that takes place in each.

## USING YOUR OWN MATERIALS

It is certainly possible to run *The Ice Cave of the Frost Giant Slavers* without printing out and assembling the materials presented here. Any standard battlemat or miniatures terrain will do. If you want to present the entire cavern in one piece (as you can assemble using our map tiles), you will need either a grid that is at least 40 squares wide by 55 squares tall or enough terrain pieces to cover that same amount of space.

If you wish to use miniatures or figures other than the standees, you should prepare for the heroes to encounter:

- 2 Ogres Minions
- 2 Ogre Warriors
- 6 Winter Wolves
- 1 Larger Winter Wolf
- 4 Young White Dragons
- 5 Wyrmling White Dragons
- 1 Frost Giantess

Note that it is unlikely that you will need all these figures at the same time. The winter wolves will likely fall in combat, and once an individual winter wolf is slain its figure can be reused later on, so you may be able to make do with fewer total miniatures. See the adventure for details.

## ADVENTURE SYNOPSIS

*The Ice Cave of the Frost Giant Slavers* begins as the heroes approach the entrance to the cave where, they have been told, a frost giantess and her ogre minions have taken captives from a nearby village in order to press them into some kind of unspecified service.

The villagers took this to mean that the giant was taking the humans as slaves, but that is not actually the case. The giant has taken the people to serve as food for a brood of young white dragons. (That truth, though, should hardly make anyone feel any better about the situation.)

The cave entrance is guarded by a group of ogres that work for the giantess, along with one of the winter wolves they keep as pets. Inside the cave the heroes will encounter the rest of the winter wolf pack along with a severely injured ogre and winter wolf (wounded by the young dragons). As they press on, they will find the dragonlings themselves and eventually the giantess who runs the whole complex. If they can overcome all that, the heroes will then find the missing villagers and a clutch of ready-to-hatch dragon eggs.

## BACKGROUND

The following details are for those GMs who want a more detailed backstory for the events in this the adventure. With just a little extra work, the GM can use this material to create an opening act for *The Ice Cave of the Frost Giant Slavers*, roleplaying through the heroes' arrival in the village and the events that lead up to their assault on the giant's lair.

Game Masters who do not want this level of detail should skip ahead to the "Getting Started" section below.

## LAND OF THE GIANTS

Westview is a small mountain village populated mostly by human trappers, loggers, and miners. Founded about a century ago, the original settlers had troubles with the Ullak, a local clan of giants that lived in the surrounding hills. The Ullak claimed that the entire mountain range and all within it belonged to them—a divine gift from Helgroth, the giantish God of Ice and Snow.

The humans noted, though, that the giants were not technically sophisticated enough to develop the land at all. No ore was being dug, no lumber produced, and barely enough animals trapped to keep the clan fed and clothed. So they offered to pay the Ullak for the use of the land—twenty-five percent of all goods and materials taken from the mountains would be given to the “rightful owners.” This situation was acceptable to everyone and so a deal was struck.

Unfortunately for the people of Westview, they didn’t really understand what the term “rightful owners” implied in the Ullak culture. In the giants’ eyes, the village and everyone who lived in it *also* counted as their property. The matter never really came up, though, because the Ullak had no use for the humans other than to supply a steady stream of wood, ore, meat, and pelts. But there was never any doubt in the giants’ minds that the people of Westview were their property.

## UNEXPECTED TREASURE

An Ullak hunter named Freya, one of the few giants who still bothered to even attempt to hunt for herself, recently made an incredible discovery. While leading her retinue of ogres and winter wolves on a hunt for hibernating bears, she made an even more valuable discovery—a group of four young white dragons!

Knowing they were worth dozens of times more than any bear pelts, Freya and her group tracked the dragons back to their lair, where she saw something even more valuable—five unhatched dragon eggs. It seemed that the young dragons’ mother had tasked them with guarding these eggs until they hatched. However, she hadn’t told them how long that would be more than a decade of waiting. In all that time, the dragons have grown quite resentful of their unborn siblings. Indeed, while they have promised to guard the eggs, they never said anything about protecting the wyrmlings! Their plan for the last several years has been to kill the little pests as soon as they crawl out of their shells.

Freya and the dragonlings struck a bargain. She would provide food for the young dragons and help to protect the eggs until such time as they hatched. At that point the dragons would be free from their promise to their mother and the giantess could do whatever she wished with the hatchlings.

Freya knew legends said that newly hatched dragonlings could be trained like

horses—that if she managed to feed and care for them, they would respond to her as if she were their mother. She, Freya, could have her own personal pack of white dragons. But first she would have to keep their older siblings happy and well fed until the eggs hatched.

In order to buy time, Freya offered the dragons one of her ogre minions, whom they killed and dragged into a nearby ravine. She knew that would only keep them sated for a few days. After that they would come back looking for more sustenance. Freya ordered her ogres to keep feeding the beasts—fresh-caught game at first, then winter wolves and even themselves if need be—while she went off to find a better food supply.

## RESOURCES AT HAND

Freya was the best hunter among the Ullak, and she knew that even she couldn’t supply enough meat to feed four hungry young dragons, let alone the additional five hatchings that would be coming soon. She needed something more.

At first she thought about asking the humans of Westview for additional meat, but the thought of begging from them disgusted her. Then she remembered that she didn’t have to ask at all—everything the humans owned belonged to the Ullak. So Freya and two of her ogres marched down the hill to *take* what she needed.

Unfortunately, there was very little meat to be had. The winter catch had been sent to the lowlands to be traded at a larger

town, and the trappers were still out gathering what would be the spring catch. The giants had already gotten their share and all that remained was the meager amount needed to keep the village alive, clearly not enough to feed the young dragons.

But there was one source of meat that had grown more plentiful over the years—the humans themselves!

Freya knocked out a dozen of the humans and handed half of them to her ogres. She then told the town how lucky the people of Westview were to be able to serve their Ullak masters and that she would be back for more when it suited her.

## ALONG CAME THE HEROES

The villagers took Freya's words to mean that the Ullak had suddenly decided to make slaves of the humans (the uglier truth never even occurring to them), and they were terrified. They trappers were the only people in town with any real weapons skills, and although they might be able to hold off one giantess and a handful of ogres, if the Ullak came in force they would be quickly overrun.

They had no idea what to do and were in the midst of deciding whether or not to simply abandon Westview when the heroes arrived in town. The villagers told the heroes the tale—or, at least, the version of it that they understood—and begged for assistance. The heroes, for whatever reason makes sense to the group, agreed to get the kidnapped villagers back and convince the giants to leave the people of Westview alone.

## GETTING STARTED

*The Ice Cave of the Frost Giant Slavers* is a self-contained stand-alone adventure, designed to only require a brief “how you got here” description before diving right into the action. The heroes need only know that this is the lair of a giant and her cohorts who recently kidnapped some humans from a nearby village and that they have been tasked with rescuing the captives if possible, and exacting revenge if it's not.

Alternatively, the adventure could be modified so that it becomes part of an ongoing storyline or used as a chance encounter the heroes stumble into as they travel through the mountains toward some campaign-related goal. As the Game Master, you know the best way to get your players involved in this scenario.

## THE OUTER CAVE

*Ice Cave of the Frost Giant Slavers* begins as the heroes approach the cave. Unless it is important to your campaign that the first encounter comes as a surprise, they should be aware that the cave ahead is the giant's hideout and have a reasonable expectation that someone may be guarding the entrance. Whether they decide to charge straight into battle or try to sneak up on (or even past) the guards, at least they begin the adventure with a measure of control over their situation—a condition that is not likely to be true for most of the scenario.

Unfortunately for the heroes, the cave is located above the tree line on a rugged mountain, so sneaking up will be difficult.

## SHIFTING EXPECTATIONS

Part of the fun of *Ice Cave of the Frost Giant Slavers* is playing with the heroes' expectations of what they will be facing and their understanding of the situation inside the cave. When the adventure begins, all their information comes from the friends and neighbors of the kidnapped peasants. It's the truth, to the best of the villagers' understanding, but it isn't 100% accurate.

It's important that, as the GM, you help to control the players' expectations without actually giving them false information. Your best bet is to present all the details with the specific context that they came from the villagers. Phrases like “you heard that...” and “the villagers said...” will tell them the information they need without giving it the ring of absolute fact.

Actually, your very use of those phrases may give clever players the notion that all is not as it seems, and that's all right. No matter how suspicious they are, it is unlikely that they will guess the actual situation.

There is one main path, wide enough for two giants to walk side by side, but that will be where the guards focus most of their attention. There is also a smaller path, usable only by creatures that are medium size or smaller. This path counts as difficult terrain and those traveling on it receive a -2 penalty to all Stealth checks—it is impossible to move along the path without knocking loose rock free to tumble noisily down the mountainside.

## 1. OGRE CAMP

Outside the cave mouth is a flat, open area that serves as both the guard post for the complex and the ogres' camp. They used to stay inside the cave, but the young white dragons began growing more territorial and would sometimes attack the ogres while they slept.

Unless Freya requires their assistance, or they are tending the needs of their wounded comrade in the Sick Room, the ogres stay out on this plateau, guarding the cave entrance and grumbling about the nuisance the young dragons are causing. Once there were seven ogres living in the camp, but now only three remain—two ogres have already been killed by the dragons, and a third lies wounded in the Sick Room.

As the heroes approach, the three ogres are sitting around a campfire with one of the winter wolves that they've taken to treating like a pet. One of the ogres has the Advanced template—he is Freya's second-in-command.

Although they are ostensibly supposed to be guarding the cave entrance, the ogres have no reason to believe that any attack is impending. They haven't seen any intelligent creatures in the mountains in months, so they will hardly be at full attention. The winter wolf, however, is always alert for strange sounds and smells (though it is possible the ogres may ignore its growls and whines the way humans dismiss a dog that barks at every squirrel it sees).

The ogres are tough and used to working as a team, but they are overconfident in their ability to handle any threat. They could

certainly give the PCs a difficult time if they called the winter wolf pack out of the cave, but that is unlikely to occur to them until it is too late. If they do call, the winter wolves from the Kennel will arrive 2 rounds later. Alternatively (at the GM's discretion), if the fight lasts more than 5 rounds, the pack may hear the commotion and come out of its own accord.

## 2. CAVE ENTRANCE

At the back of the ogre camp there is a single, tall fissure that leads into the cave itself. Large creatures can only pass through this area one at a time and for them it counts as difficult terrain, but medium or smaller creatures can move normally.

Inside, the cave is very large, with a ceiling ranging from thirty- to fifty-feet high—tall enough for giants, ogres, and other large creatures to stand and walk normally. It consists of a series of naturally formed chambers that the giantess and her crew have turned into rooms.

As the heroes enter the main cave, they notice that it is lit by veins of iridescent blue crystals that run through the rock of the walls. At various points there are nodules of crystals that appear to be growing from the walls in artistically arranged blooms. The crystals, known as "blue ice," provide dim light throughout the complex, allowing the heroes to proceed without torches, if they don't mind only being able to see twenty feet ahead at any given time. (See the "Treasure" section on page 9 for more about these blue ice crystals.)



### 3. SICK ROOM

The first chamber is filled with sacks of supplies, barrels of water and ale, and crates that have been taken from the village and passing merchant caravans. Along the wall are a cage and a single bedroll, both of which are occupied. Any hero who makes a successful DC 15 Perception check will note that until recently there were more bedrolls around the cavern. (Until recently, all the ogres used this chamber as their camp.)

Allow the heroes to begin exploring the chamber if they want. Once they all enter the cave, though, the winter wolves in the Kennel (see below) begin to get Perception checks to notice their presence. If the heroes are not moving stealthily, the pack automatically notices their presence. If they are attempting to move about quietly, the DC is the lowest Stealth check result achieved by the heroes.

Once the winter wolves notice the heroes' presence, they will begin to growl and grow anxious. A DC 15 Perception check will allow the heroes to notice the sounds of growling, and a DC 15 Knowledge (nature) will allow them to recognize that it is coming from a pack of worgs (less than that and they will mistake the sound as belonging to dogs or normal wolves).

As long as the heroes remain in the Sick Room, the growling will grow louder and angrier over the course of the next couple of minutes, then it will stop completely. Thirty seconds after the growling stops, the winter wolves will charge from the Kennel into this chamber and attack the heroes.

The supplies contain nothing of significance (though the heroes may want to restock their water or other perishable supplies). None of it is of especially high quality.

In the bedding sleeps a badly wounded ogre. A similarly wounded winter wolf lies within the cage (which is closed but not locked). Allow heroes that examine either of them to attempt Heal or Knowledge (nature) checks with the following results.

#### DC Information

- 15 Their wounds are from some kind of animal mauling.
- 20 The creature that did this to them was medium sized.
- 25 These wounds were not made by a single creature but by a group or pack of similar beasts.
- 30 The wounds were made by a reptile or lizard of some kind.

Although there is no way for the heroes to deduce it at this juncture, they may eventually figure out that the ogre and the winter wolf were attacked by the pack of young dragons that are hiding deeper in the cave complex. The other ogres keep them here because the combination of their wounds and exposure to the elements would certainly kill them in less than a night.

These two are not meant to be combatants—they are too badly wounded. However, if the fight with the winter wolves is proving too easy, have the ogre make a miraculous recovery and join the fight (using Advanced Ogre stats from Freya's second in command, and presuming he had a weapon stashed under the blankets with him—call it an ogre superstition to help the sick and injured "fight off" their afflictions). If you want to make the fight significantly tougher, you can allow the wounded winter wolf to join in, too.

### 4. KENNEL

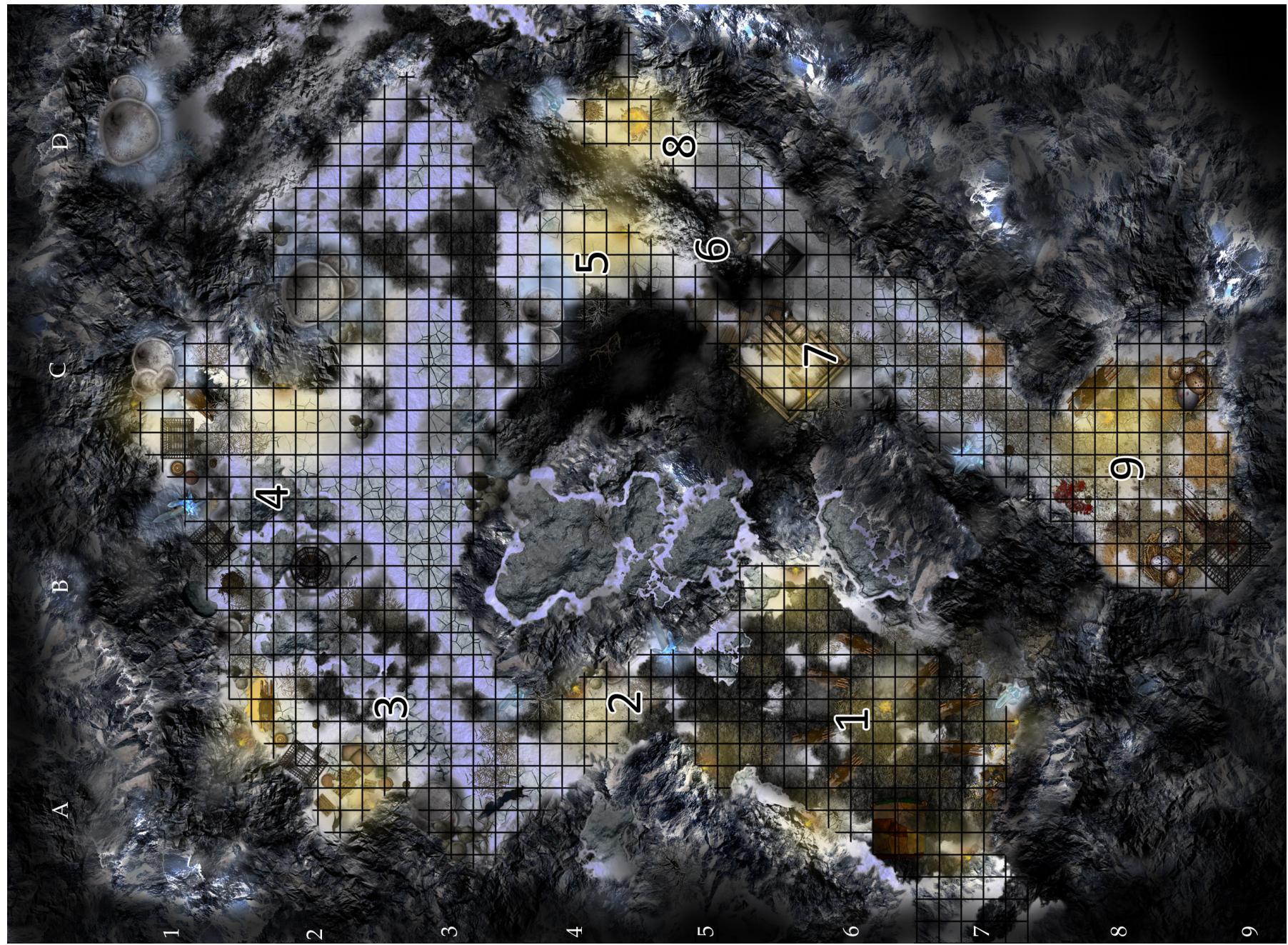
This is chamber is used as the kennel for the ogres' pack of winter wolves. A few cages line the back wall, gnawed-on bones are scattered around the floor, and a few matted animal pets are strewn about. The cages are open—the worgs sometimes like to sleep in them just because they feel more like a den than the huge cavern does.

The pack is somewhat smaller than it used to be, several members having been dragged off by the young dragons. At this point there are only four winter wolves left in the kennel. (This does not include the one that stays in the Ogre Camp or the pack's leader that Freya keeps with her in the Hatchery.) They consider the entire Outer Cave to be their territory, but they are especially possessive of this chamber and they will viciously defend it to the death against any intruder.

The chances are good, however, that the pack will have come out to challenge the heroes before they reach this chamber. If that is not the case, the winter wolves are waiting here alert and aware when the heroes arrive. Although they may delay attacking the while the heroes are in other sections of the cave (such as the Sick Room), if the group steps into the Kennel and is not accompanied by an ogre, the winter wolves will immediately attack.

There is nothing of particular interest or value for the heroes to find in this chamber.

GM Map





## THE INNER CAVE

Once past the Kennel, the course of the cavern curves sharply and descends deeper into the mountainside. From this point on the heroes are no longer able to see or hear anything that goes on outside, or even in the Sick Room. The very air seems muffled, as if it is being compressed by the tons of rock that surround it.

### 5. ECHO CHAMBER

The first chamber of the Inner Cave is the smallest space so far. It's a thin slice of rocky floor that leads up to a sheer cliff, beyond which lies the Bottomless Ravine. At the far end of the cavern is an ancient, rickety-looking bridge that crosses over the ravine. The main feature of this room is that, thanks to the chasm, it has interesting acoustic properties. When the heroes enter the chamber, they immediately hear the sound of far off breathing and metallic clanking. It is impossible to discern from where the sound is coming (though "somewhere down in that ravine" is a good guess), but allow anyone who tries to figure it out to make a Perception check. Those who beat a 12 or higher realize that this is just the echo of their own breath and the sounds their armor makes as they move. Anyone who beats a DC 18 or higher recognize that there are other sounds hidden in the echo—another, deeper, raspier breathing than anyone in the party has and, in addition to the metal clanking, the sound of something scraping across stone.

It is impossible for the heroes to confirm this yet, but those other sounds are indeed coming from deep in the chasm. They're made by a young white dragon lurking there preparing to attack when the heroes are crossing the bridge. Even if the heroes are silent and only listen, the dragon will only hold its breath, too (and it can do so for much longer than the heroes can).

The sounds of any arguments or combat that takes place in this chamber echo throughout the Inner Cave, certainly carrying down to the Hatchery. This may allow Freya to become aware of the heroes and their impending approach.

There are two main hazards to fighting in the Echo Chamber—the potential for falling into the ravine and the echo effect.

Falling into the ravine is as easy as stepping or being pushed off the ledge. If that happens, the character immediately begins falling into the Bottomless Ravine (see that description for more details).

The echo effect only matters if someone in the combat uses an attack, spell, or effect with the [sonic] descriptor. The acoustic properties of the room amplify [sonic] energy. Anyone in the Echo Chamber or the top 30 feet of the Bottomless Ravine when such an effect is used (including whoever triggered the effect) suffers  $1d6+3$  points of sonic damage in addition to whatever damage the effect may cause normally.

## 6. BOTTOMLESS RAVINE

As the name suggests, this is a fissure in the floor of the cave that drops away into darkness. While not technically bottomless, the ravine is so deep that no one is sure how far down it goes. There is a single wooden bridge that crosses the ravine connecting the Echo Chamber to the Observation Platform. It is ancient and rickety, but anyone who looks closely will notice that the ogres have recently added some support beams to keep the structure standing.

If any of the heroes peer over the edge to search the ravine (for the source of the strange noises mentioned in the Echo Chamber description or just out of curiosity), they will find that it is the only place in the cave so far that does not have blue ice crystals providing illumination and thus is completely dark. Those who use an appropriate light source can see that the ravine walls are craggy and jagged, with many small openings in them that seem to lead into crevasses and fissures.

In one of those crevasses, about 40 feet below the floor of the Observation Platform, one of the young dragons hides. It is fully aware of the heroes' presence, waiting until the last of the group is crossing over to the bridge. At that point, it will charge up to the bridge, attack that hero and, if possible, drag him or her back to the crevasse.

The dragon isn't actually hungry, just bored. It thought the heroes were just more ogres, who have proven to be easy prey. Once the heroes have done 20 hp worth of damage to it, the dragon will disengage and flee back to its crevasse. If the heroes do more than 30 hp of damage to it, it will call out for help

from its brothers (who are currently in the Fissures). They will arrive two rounds later and immediately attack the heroes, at which point the first dragonling will come back out of its hiding spot and rejoin the fight.

Freya will be able to hear all of this in the Hatchery. However, she is used to the young dragons being rambunctious and generally ignores them. If the fight lasts longer than 10 rounds, though, she will come out to see what the problem is.

Falling into the pit is a problem the heroes may face. It is not an intended challenge for this scenario, but there are many ways for it to happen inadvertently. The bottom of the ravine is hundreds of feet down, so falling all that way will do as much damage as the DM deems appropriate (it should almost certainly be deadly, though).

In the first three rounds of falling, though, it is possible for the heroes to grab one of the jagged outcroppings and save themselves. (After three rounds, they are moving too fast and the rock is too crumbly to pull off this maneuver.) To do so, the hero must succeed at one of the following checks: Acrobatics DC 20, Climb DC 20, Survival DC 25.

A hero that makes one of the listed checks is then considered to be clinging to the wall and must climb back to the cave. Doing so requires two successful DC 15 Climb checks for each round that the hero was falling. Each attempted check counts as a move action. Failure does not have any adverse effects, but at the GM's discretion a critical failure could increase the number of successes needed by 1 and a critical success could count as two successes.

## 7. OBSERVATION PLATFORM

At the far end of the Bottomless Ravine is a small structure—like a hut with only two walls and no ceiling—built by Freya and her ogres. It is meant as place where she can interact with the hatchling dragons, whom she believes will want to live in the ravine rather than the hatchery. She knows that it will take her a while to solidify her connection to them, and while she's doing that she wants to get them used to giant-made constructions (since her ultimate plan is to take them back to civilization as pets). It is also a likely place where the heroes will fight the young dragons, if the one under the bridge calls for help. The dragonlings will try to keep the heroes trapped on the platform and either kill them there or force them off into the pit.

As with the Bottomless Ravine, Freya can hear any fight that takes place here, but will ignore such sounds at first. If the fight lasts longer than 10 rounds, though, she will come out to see what the problem is.

## 8. FISSURES

At first this arm of the Inner Cave seems like it's leading to a new cavern, but it ends in a wall of rock split by a series of thin, deep fissures. They are large enough for a medium-sized creature to enter, but too cramped and curving to be navigated unless the creature has serpentine flexibility. Near the back of this chamber is a roaring campfire and a pile of wood that is being used to fuel it.

The young dragons have chosen the fissures as their home—a place where they can rest safely without fear that Freya, her ogres, or the winter wolves will be able to take them unawares.

# NPC Stat Cards

FREYA (Advanced Frost Giant)		CR 10
CE Large humanoid (cold, giant)	XP 9600	
Initiative: +1	Senses: low-lightvision; Perception +12	
HP 161 (14d8+98)	Saves: Fort +14, Ref +3, Will +6	
AC 25, touch 12, flat-footed 25 (+4 armor, -1 Dex, +9 natural, +4 Adv. template, -1 size)		
<b>Defensive Ability:</b> rock catching; <b>Immune:</b> cold; <b>Weakness:</b> vuln (fire)		
Speed: 40 ft.	Space: 10 ft.; Reach: 10 ft.	
<b>Melee:</b> greatclub +20/+15 (2d8+15) 2 slams +20 (1d8+11)		
<b>Ranged:</b> rock +11 (1d8+15)		
Base Atk +10; CMB +20; CMD 33	Special: rock throwing (120 ft.)	Lang: Common, Giant
Str 29, Dex 9, Con 21, Int 10, Wis 14, Cha 11		
Skills: Climb +15, Craft (any one) +9, Intimidate +9, Perception +12, Stealth +7 (+11 in snow); Racial Modifiers +4		
Feats: Cleave, Great Cleave, Improved Overrun, Improved Sunder, Martial Weapon Proficiency (greatclub), Power Attack, Skill Focus (Stealth)		
Skills: Climb +15, Craft (any one) +9, Intimidate +9, Perception +12, Stealth +7 (+11 in snow); Racial Modifiers +4		
Power Attack, Skill Focus (Stealth)		

OGRE (ADVANCED)		CR 4
CE Large humanoid (giant)	XP 1200	
Initiative: +1	Senses: darkvision 60 ft., low-light vision; Perception +4	
HP 30 (4d8+12)	Saves: Fort +8, Ref +2, Will +5	
AC 21, touch 10, flat-footed 21 (+4 armor, -1 Dex, +5 natural, +4 advanced, -1 size)		
Speed: 30 ft. (40 ft. base)	Space: 10 ft.; Reach: 10 ft.	
<b>Melee:</b> cleaver +9 (2d6+9)		
<b>Range:</b> javelin +3 (1d8+7)		
Base Atk +3; CMB +11; CMD 22	Lang: Giant	
Str 21, Dex 8, Con 15, Int 6, Wis 10, Cha 7	Skills: Climb +9, Perception +4	
Feats: Iron Will, Toughness		

OGRE		CR 3
CE Large humanoid (giant)	XP 800	
Initiative: -1	Senses: darkvision 60 ft., low-light vision; Perception +2	
HP 30 (4d8+12)	Saves: Fort +6, Ref +0, Will +3	
AC 17, touch 8, flat-footed 17 (+4 armor, -1 Dex, +5 natural, -1 size)		
Speed: 30 ft. (40 ft. base)	Space: 10 ft.; Reach: 10 ft.	
<b>Melee:</b> cleaver +7 (2d6+7)		
<b>Range:</b> javelin +1 (1d8+5)		
Base Atk +3; CMB +9; CMD 18	Lang: Giant	
Str 21, Dex 8, Con 15, Int 6, Wis 10, Cha 7	Skills: Climb +7, Perception +2	
Feats: Iron Will, Toughness		

WYRMLING WHITE DRAGON		CR 2
CE Tiny dragon (cold)	XP 600	
Initiative: +7	Senses: dragon senses; Perception +5	
HP 24 (3d12+3)	Saves: Fort +4, Ref +6, Will +2	
AC 15, touch 13, flat-footed 12 (+3 Dex, +2 natural)		
<b>Immune:</b> cold, paralysis, sleep; <b>Weakness:</b> vulnerability (fire)		
Speed: 60 ft., burrow 30 ft., swim 60 ft.	Space: 5 ft.; Reach: 5 ft.	
<b>Melee:</b> bite +3 (1d4)		
2 claws +3 (1d3)		
<b>Special Attack:</b> (15-ft. cone, DC 12, 2d4 cold)		
Base Atk +3; CMB +1; CMD 14 (18 vs. trip)	SQ: icewalking	
Str 11, Dex 16, Con 13, Int 6, Wis 9, Cha 6	Lang: Draconic	
Skills: Perception +5, Stealth +3, Swim +4	Skills: Perception +5, Stealth +3, Swim +4	

YOUNG WHITE DRAGON		CR 6
CE Medium dragon (cold)	XP 2400	
Initiative: +6	Senses: dragon senses, snow vision; Perception +12	
HP 66 (7d12+21)	Saves: Fort +8, Ref +7, Will +5	
AC 20, touch 12, flat-footed 18 (+2 Dex, +8 natural)		
<b>Immune:</b> cold, paralysis, sleep; <b>Weakness:</b> vulnerability (fire)		
Speed: 30 ft., burrow 30 ft., fly 150 ft. (avg.), swim 60 ft.	Space: 5 ft.; Reach: 5 ft. (10 ft. w/ bite)	
<b>Melee:</b> bite +11 (1d8+6)		
2 claws +11 (1d6+4)		
2 wings +6 (1d4+2)		
<b>Special Attack:</b> breath weapon (30-ft. cone, DC 16, 6d4 cold)		
Base Atk +7; CMB +11; CMD 23 (27 vs. trip)	SQ: icewalking, ice shape	
Str 19, Dex 14, Con 17, Int 8, Wis 11, Cha 8	Lang: Draconic, Giant	
Skills: Alertness, Flyby Attack, Imp. Initiative, Power Attack	Skills: Fly +12, Intimidate +9, Perception +12, Stealth +12, Swim +22	

WORG, WINTER WOLF (ADVANCED)		CR 6
NE Large magical beast (cold)	XP 2400	
Initiative: +7	Senses: darkvision 60 ft., low-light vision, scent; Per: +13	
HP 69 (6d10+36)	Saves: Fort +11, Ref +8, Will +5	
AC 21, touch 14, flat-footed 20 (+1 Dex, +7 natural, +4 adv., -1 size)		
<b>Immune:</b> cold; <b>Weakness:</b> vulnerability (fire)		
Speed: 30 ft.	Space: 10 ft.; Reach: 5 ft.	
<b>Melee:</b> bite +12 (1d8+9 plus 1d6 cold and trip)		
<b>Special Attack:</b> breath (1d4 rounds, 15-ft. cone, 6d6 cold damage, Ref half DC 19)		
Base Atk +6; CMB +14; CMD 27 (31 vs. trip)	Lang: Common, Giant	
Str 20, Dex 13, Con 18, Int 9, Wis 13, Cha 10	Skills: Perception +13, Stealth +6 (+12 in snow), Survival +7; Racial Modifiers +2 Perception, +2 Stealth (+8 in snow), +2 Survival	
Skills: Improved Initiative, Run, Skill Focus (Perception)		

WORG, WINTER WOLF		CR 5
NE Large magical beast (cold)	XP 1600	
Initiative: +5	Senses: darkvision 60 ft., low-light vision, scent; Per: +11	
HP 57 (6d10+24)	Saves: Fort +9, Ref +6, Will +3	
AC 17, touch 10, flat-footed 16 (+1 Dex, +7 natural, -1 size)		
<b>Immune:</b> cold; <b>Weakness:</b> vulnerability (fire)		
Speed: 30 ft.	Space: 10 ft.; Reach: 5 ft.	
<b>Melee:</b> bite +10 (1d8+7 plus 1d6 cold and trip)		
<b>Special Attack:</b> breath (1d4 rounds, 15-ft. cone, 6d6 cold damage, Ref half DC 17)		
Base Atk +6; CMB +12; CMD 23 (27 vs. trip)	Lang: Common, Giant	
Str 20, Dex 13, Con 18, Int 9, Wis 13, Cha 10	Skills: Perception +11, Stealth +4 (+10 in snow), Survival +5; Racial Modifiers +2 Perception, +2 Stealth (+8 in snow), +2 Survival	
Skills: Improved Initiative, Run, Skill Focus (Perception)		

Currently three of the dragonlings are here (the fourth is hiding in the Bottomless Ravine).

The bonfire was built by Freya as a way to make sure that the fissures do not freeze shut, trapping the young dragons within. She does not have high regards for their common sense, though she would never tell them that.

If the heroes have not encountered the young dragons elsewhere, they will be here lurking deep within the fissures. The dragons will call out to the heroes, asking who they are and why they are there. Their presumption is that the heroes are new minions working for Freya. If the heroes are at all threatening or if they admit to being enemies of the giantess (who is the dragon's ally, at least temporarily), the dragons will immediately attack.

## 9. HATCHERY

This is where Freya has been spending most of her time—the chamber where she discovered the unhatched dragon eggs. Unless something has called her out, the heroes will discover her here along with one winter wolf and the remaining eight human slaves (the others having already been fed to the young dragons).

The eggs are split into two batches—the young dragons have been able to tell her which eggs are still viable and which only hold semi-formed draconic infants, and Freya has separated them in case there was some kind of disease or rot that caused the eggs to become lifeless.

Also in this room are Freya's bedroll, a mat for the worg, and a cage where the slaves are kept.

Currently, Freya is kneeling beside the eggs and the winter wolf is sitting beside her. The giantess is laying one of the humans (gagged and bound) on top of the eggs—her very primitive way to incubate them, though she would call it tempting them out of their shells with a juicy morsel.

When the heroes enter the room, Freya and the worg will immediately attack. They will keep the fight as far away from the eggs as possible. If she takes more than 50 hp of damage or if any of the heroes seem poised to attack the eggs, Freya will call out to the rest of the complex for help. It is unlikely that there is anyone to reply to the summons, but if the heroes did not deal with them yet, some or all of the young white dragons may still be available to join the battle.

If the fight seems to be too easy, or if the GM simply wants to make things more difficult for the heroes, at some point during the battle the eggs may begin to hatch. Each one contains a hatchling white dragon that will be ravenously hungry. It may either join the battle (choosing targets randomly) or it might go for the less challenging food in the cage—the human slaves. Up to five hatchling dragons may be added in this manner.

## CONCLUSION

Once the heroes have defeated Freya, the heroes have rescued the human slaves and the adventure is technically over.

If the hatchling dragons did not come into play during the final battle, the heroes will have to decide what to do with them,

for it seems clear that they are only days away from hatching. It's unlikely the infants will survive on their own without any protection or guidance, but dragons are sturdy creatures. It's possible that they would manage to find food and begin to thrive—in which case, just a few years later the town of Westview will have five new terrors to worry about.

If the heroes did not kill all of the young dragons during the heart of the adventure, they could be attacked on their way out of the cave. At the GM's discretion, though, the young dragons could be wise enough to just let the heroes leave—in which case they will eventually start hunting the mountain on their own again. But this time they know that there is a town full of unprotected humans somewhere in the valley.

The people of Westview will be grateful beyond measure if the heroes bring the remaining humans back. They will give them any rewards they can think of and will not deny the heroes anything they request. Unfortunately the town has almost nothing to offer. (The GM, however, may wish to give them something of particular value or importance in the campaign.)

## TREASURE

Freya and her ogres all have the standard treasure associated with such encounters. If the GM wishes to spruce things up a bit, they could have a few interesting magical items, too (though those should be added to the gear on their stat cards and used to best advantage during the fights). Additionally, the group might have an item or some piece of important information that is campaign specific.

Other than that, there are two additional potential sources for unusual treasure.

#### BLUE ICE

The iridescent blue crystals that are found growing from the cave walls could serve as a special form of treasure. The intent is for them to be a new item—a type of rock unknown in the broader world—and that makes them potentially valuable in a way that is wholly determined by the GM.

Blue ice is a crystal that glows in the dark. In daylight it simply has a pleasing, if unusual, blue color. But when in a darkened area it starts to glow. Individual crystals of a pound or less provide light equivalent to a candle. But if you get 5 pounds of crystals together, they generate dim illumination over a 20-foot area centered on the crystals. Blue ice does not naturally generate more powerful light than that, but the GM may wish to create an alchemical process or spell that can increase the power of the crystals' light.

Blue ice crystals could be attached to armor or mounted on sconces. Small crystals could be carried for use when examining writing or surface details, or to gather into a larger, brighter collection in cases of emergency. They could be mined and used in the construction of nearby towns, providing streetlights and other civic advantages.

Exactly what the origin of blue ice is, or how its luminescent properties work is up to the GM, as is its value to the broader campaign world. It may merely be a curiosity found in this adventure, or it might provide an interesting new material to the world—one that will forever be associated with the heroes.

#### DRAGON TREASURE

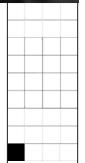
In some campaigns, the carcasses of the dragons themselves could be considered a valuable treasure. Dragon hide, teeth, blood, and other trophies are often parts of rituals and spellcasting. As such, they can fetch high prices in the right quarters.

In other campaigns, cutting a creature into its component parts is completely

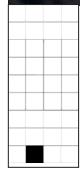
inappropriate. However, if that is the case, the GM may wish to provide the young white dragons with some hidden horde of treasure (perhaps stowed in or around the Fissures) so that the heroes are able to get the same rewards as their counterparts in a more component-oriented campaign.



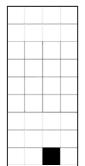
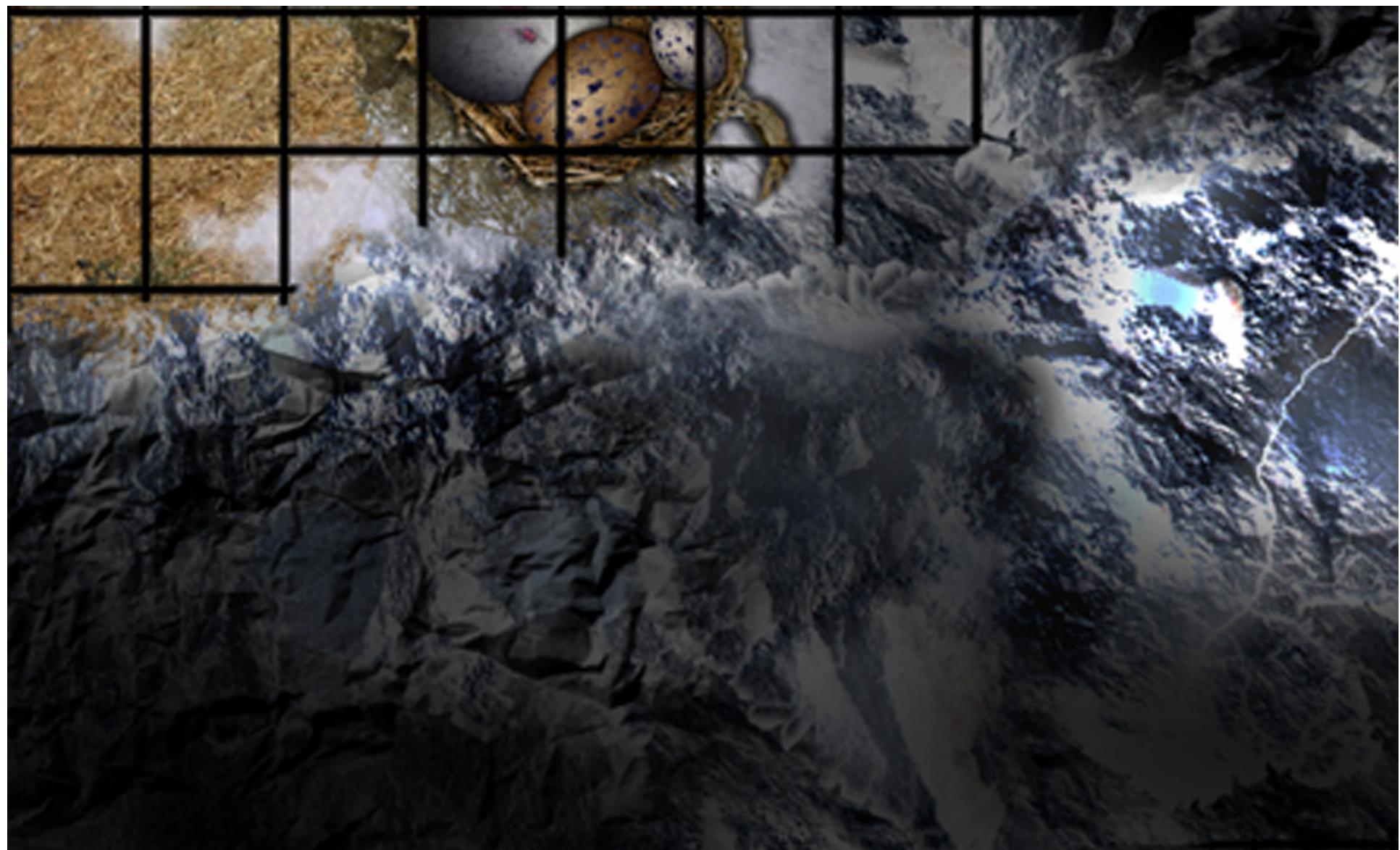
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Tile #2 - B9



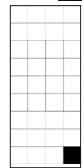
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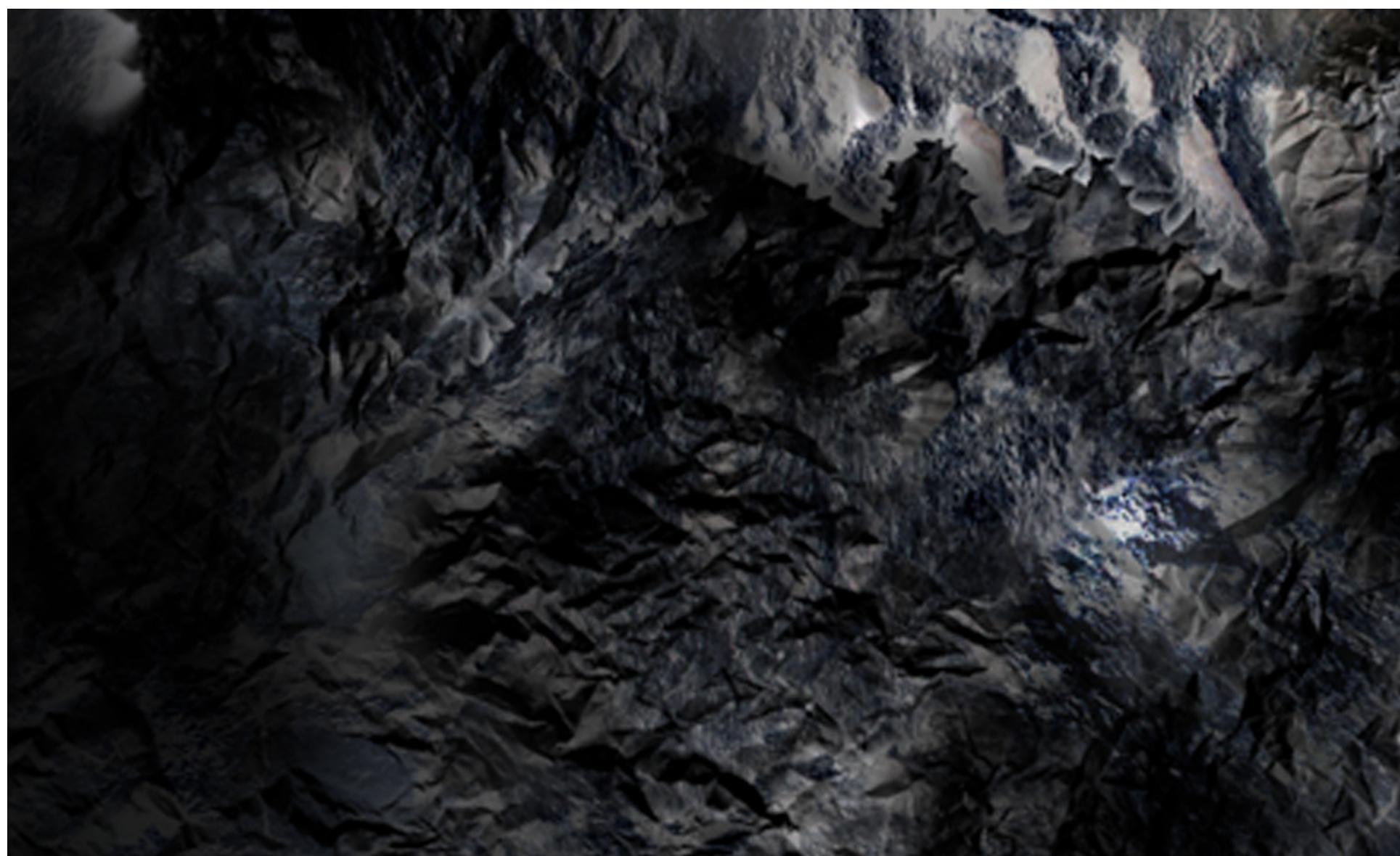
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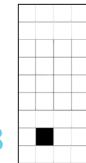
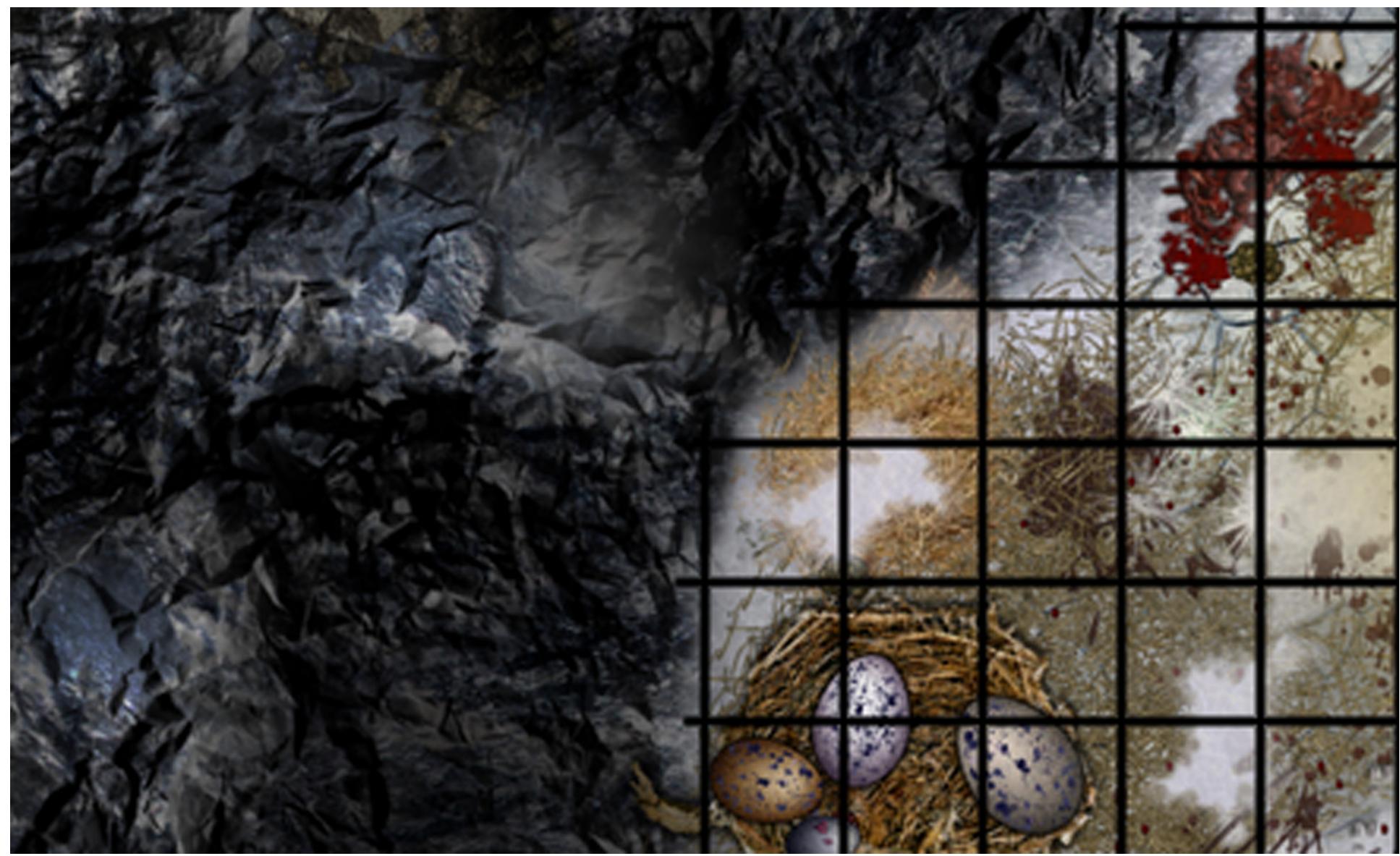
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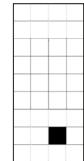
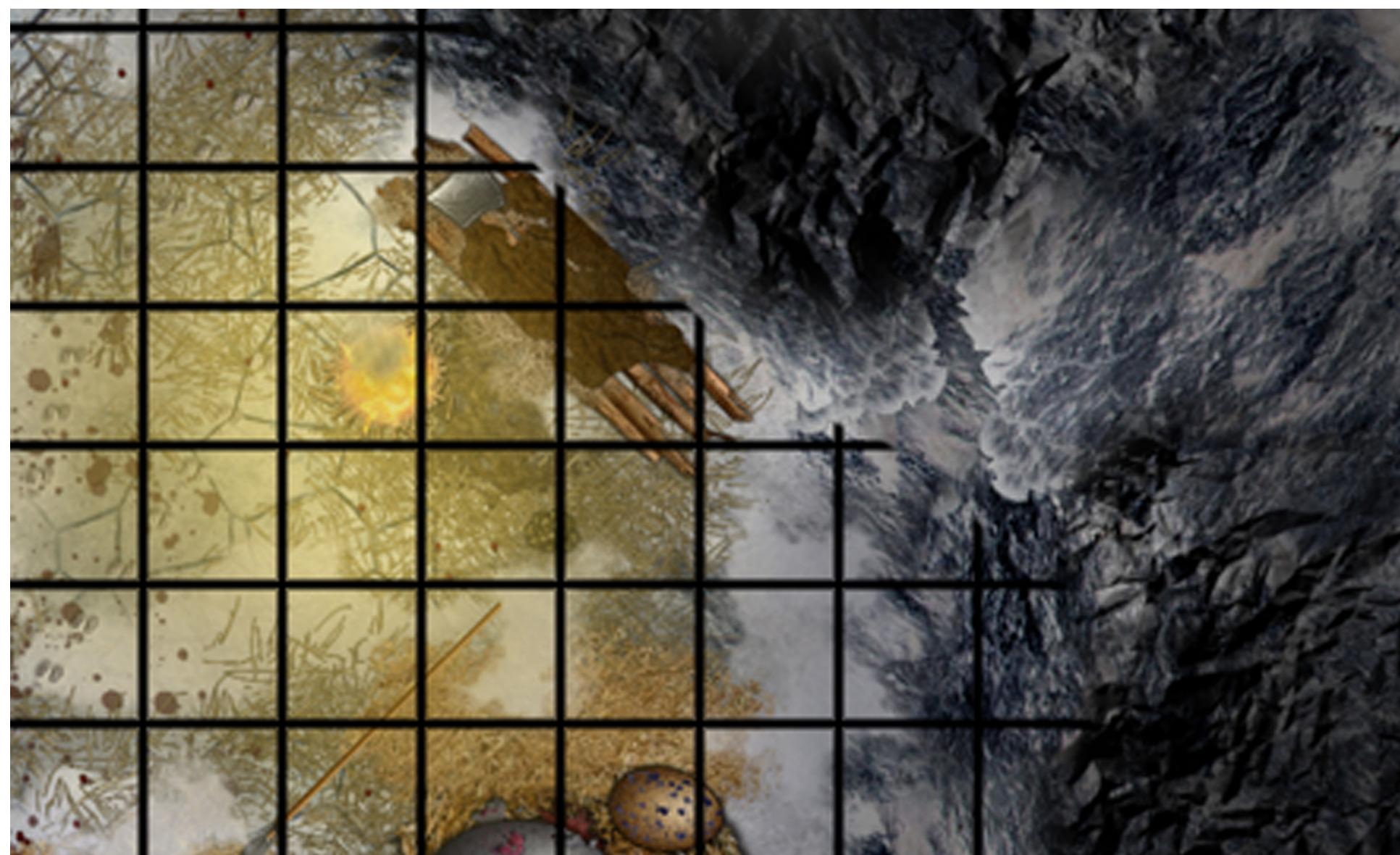
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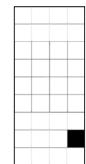
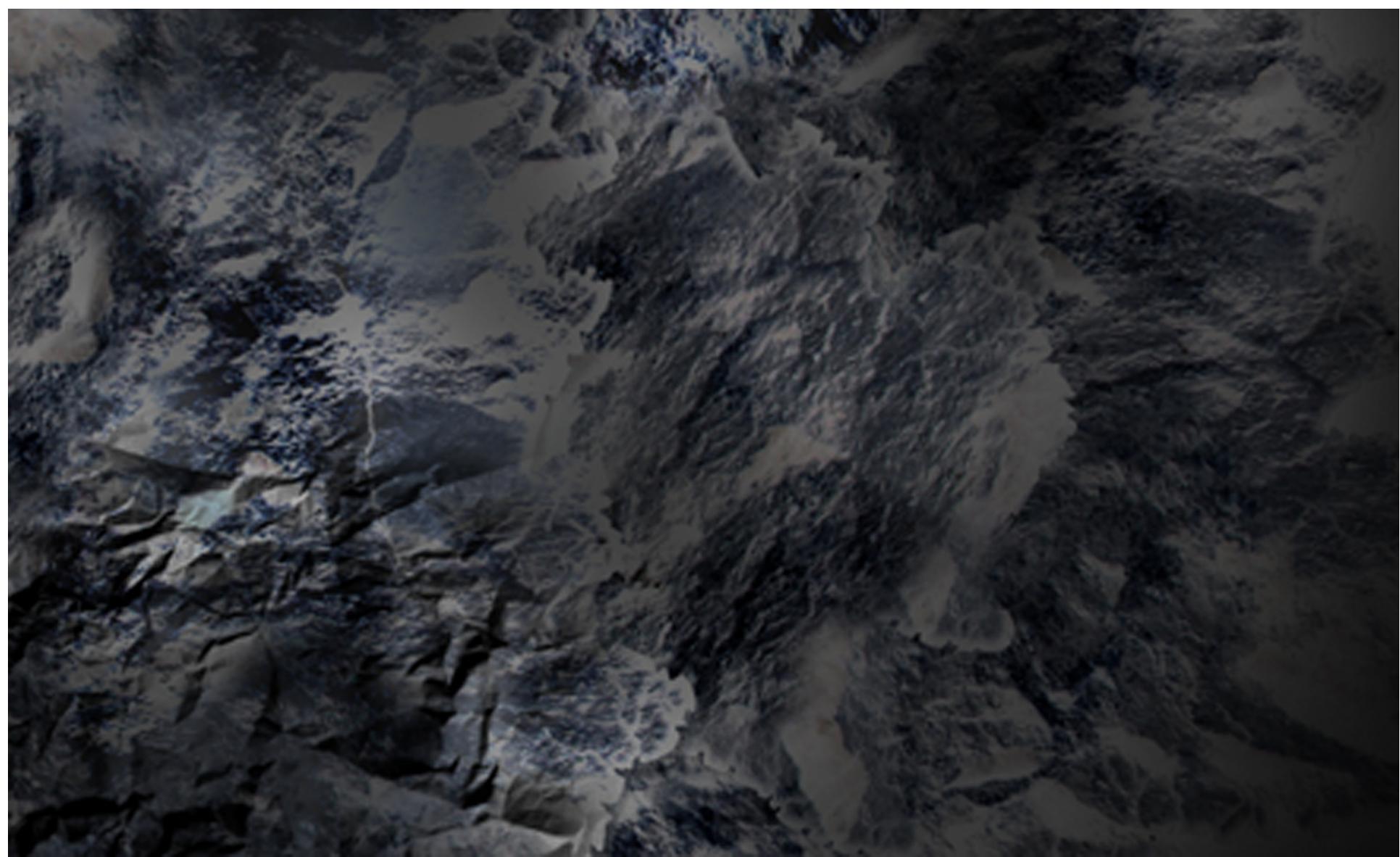
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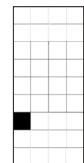
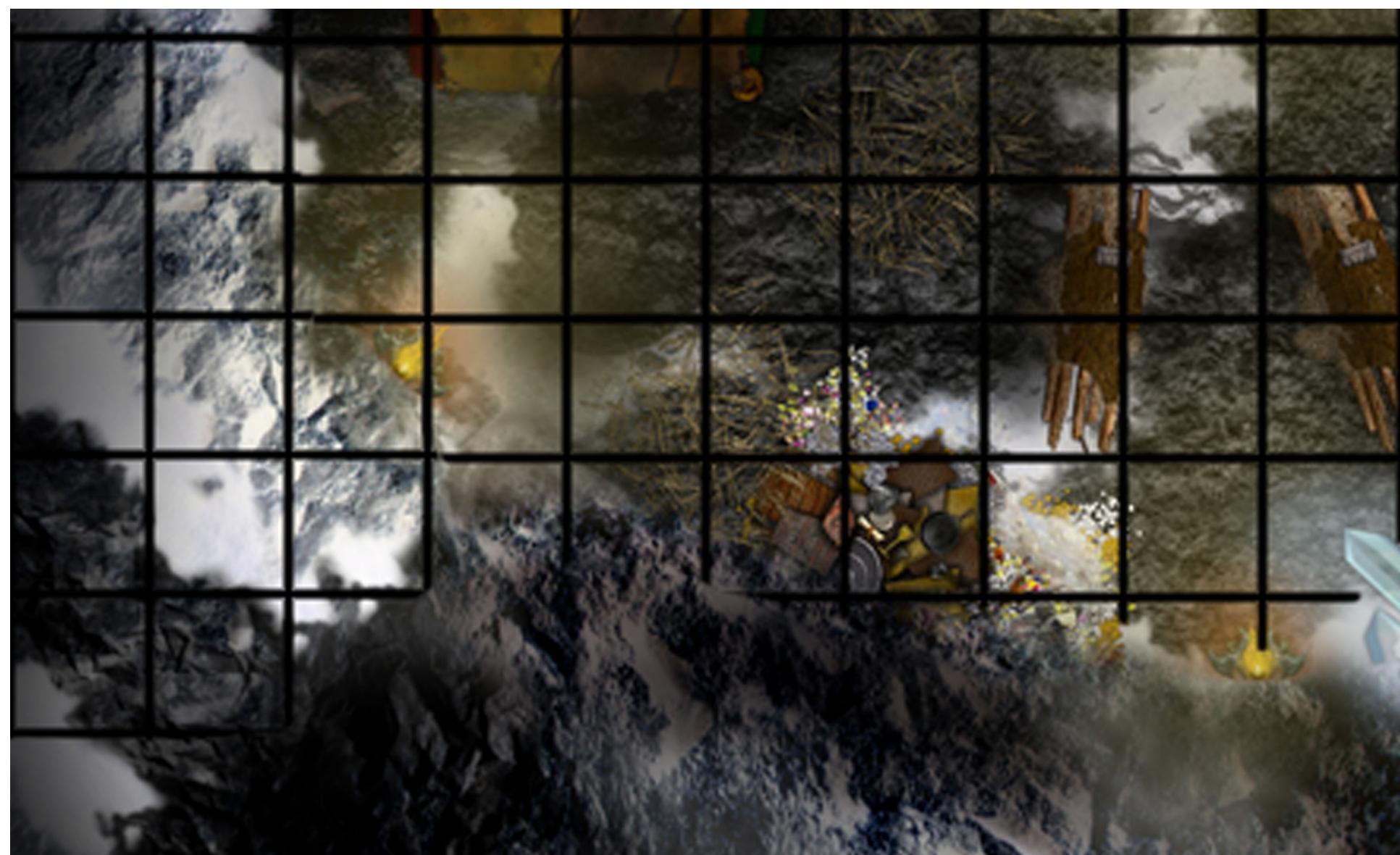
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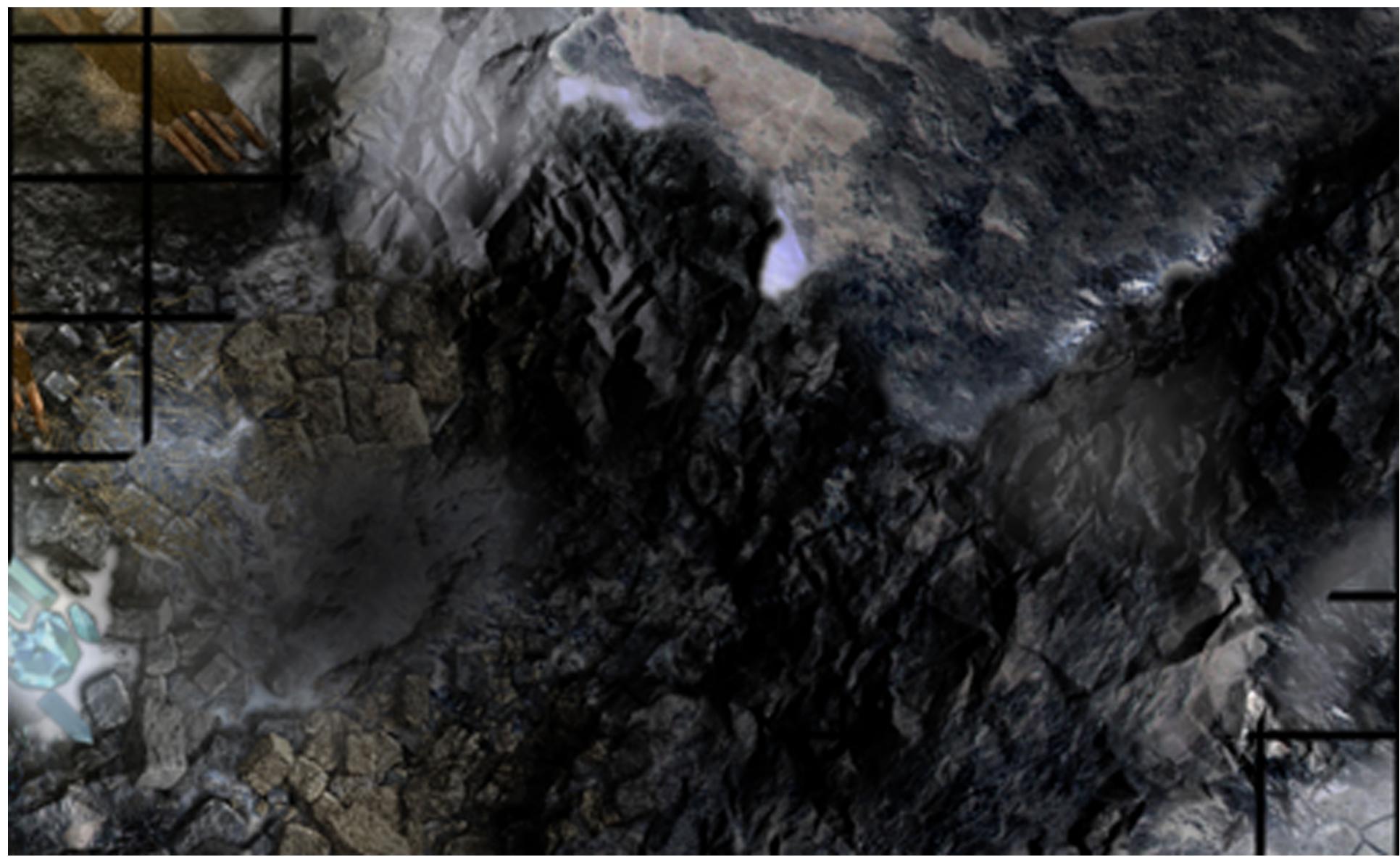
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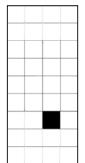
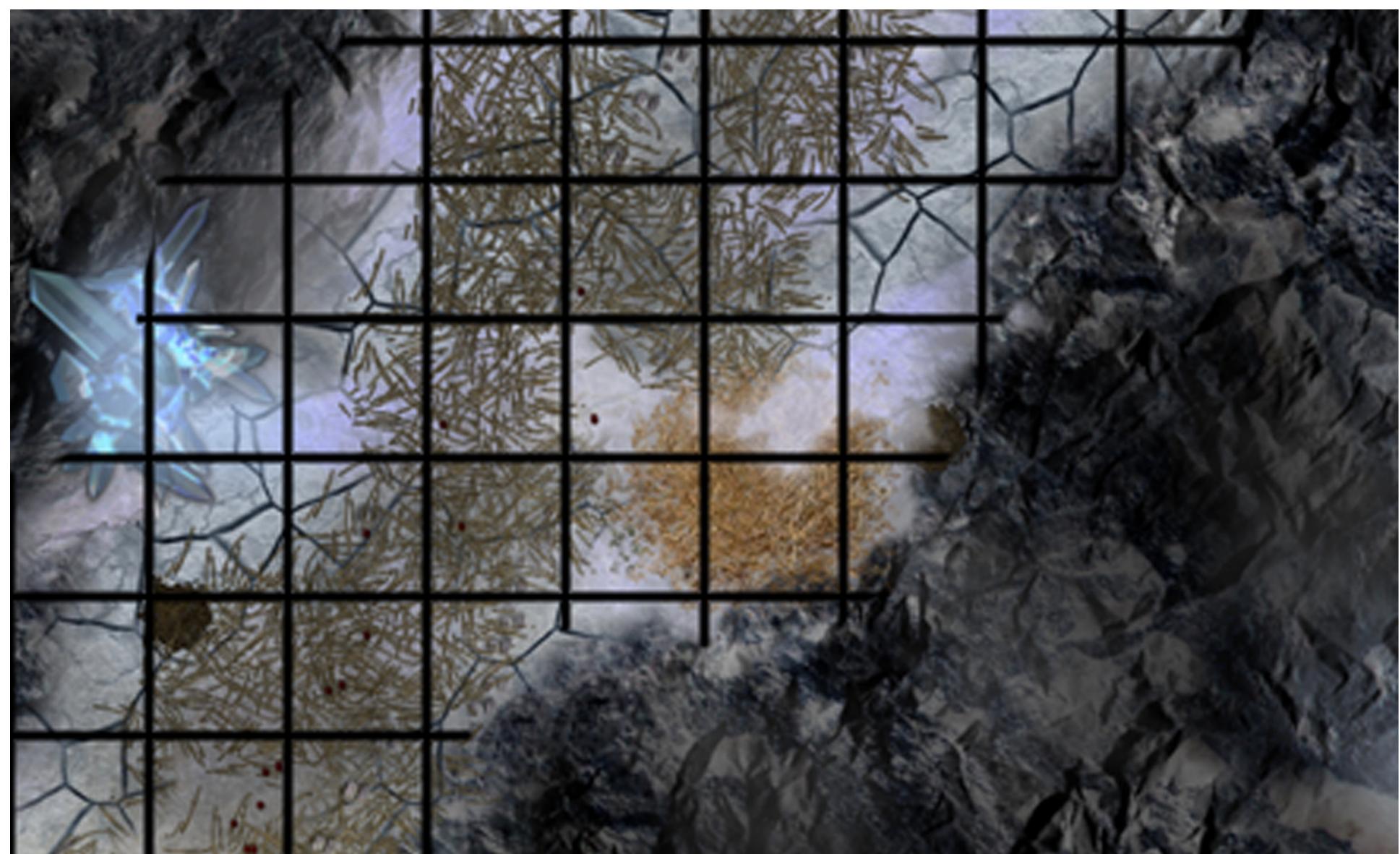
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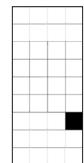
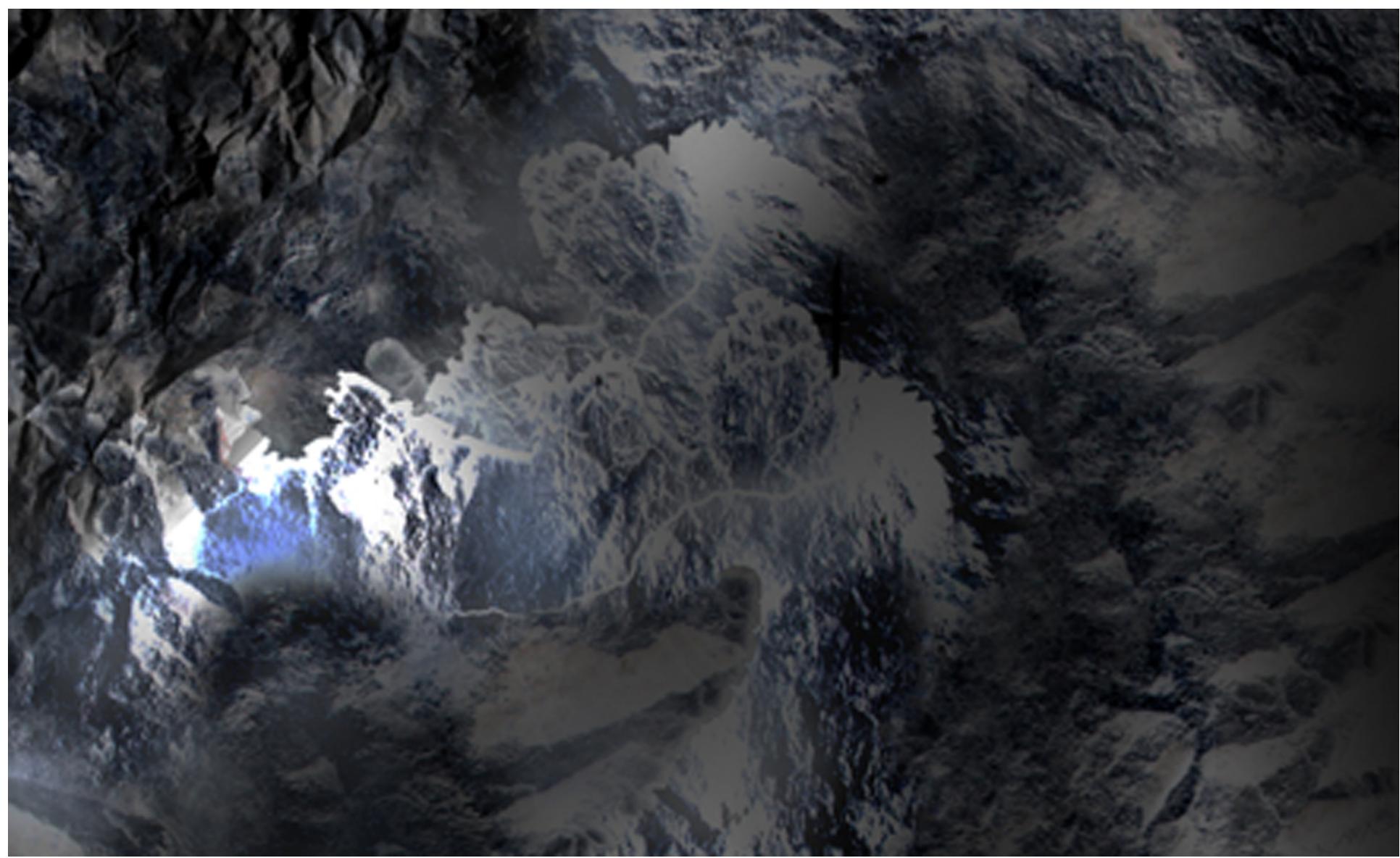
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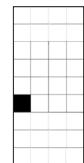
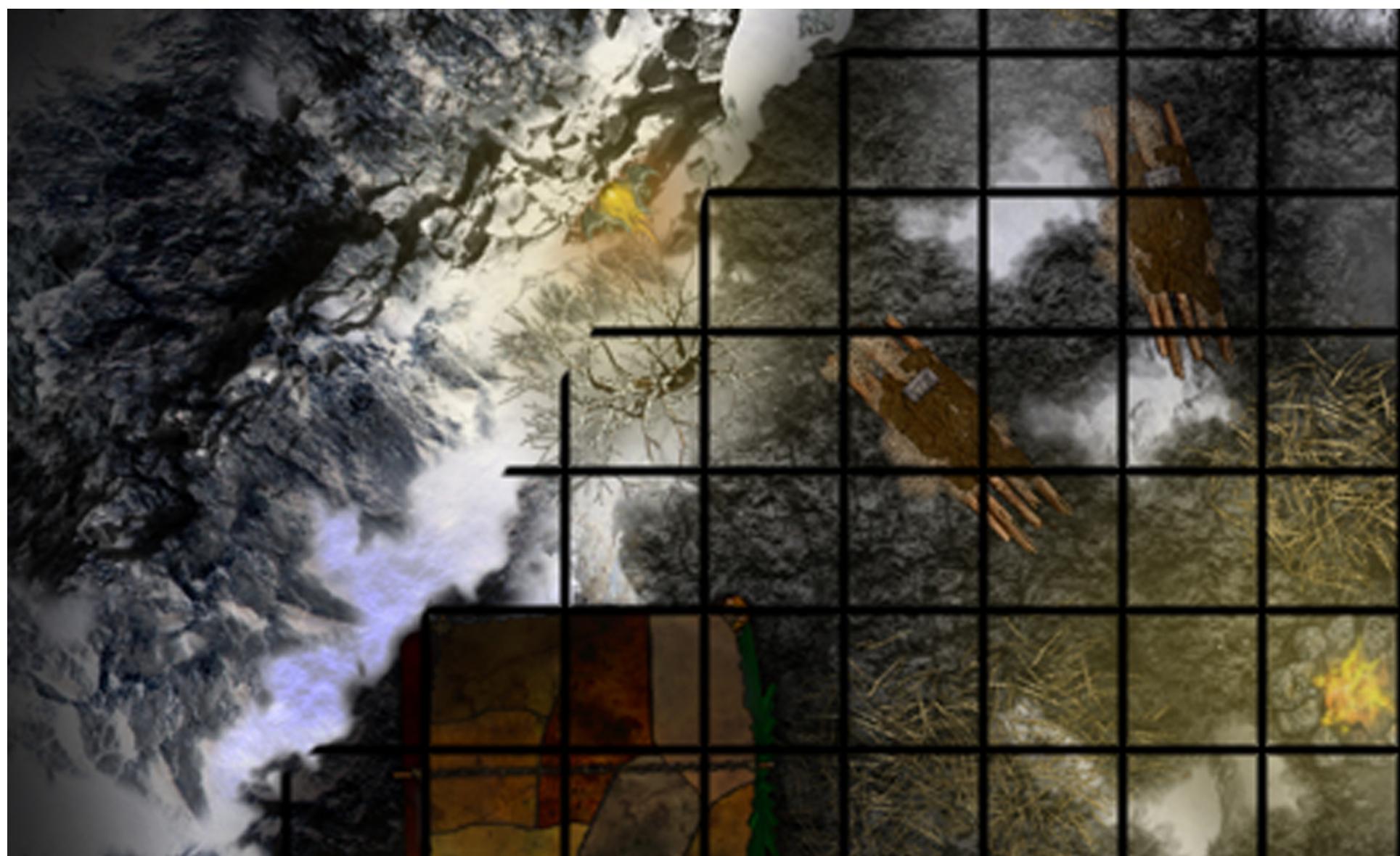
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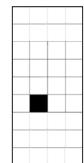
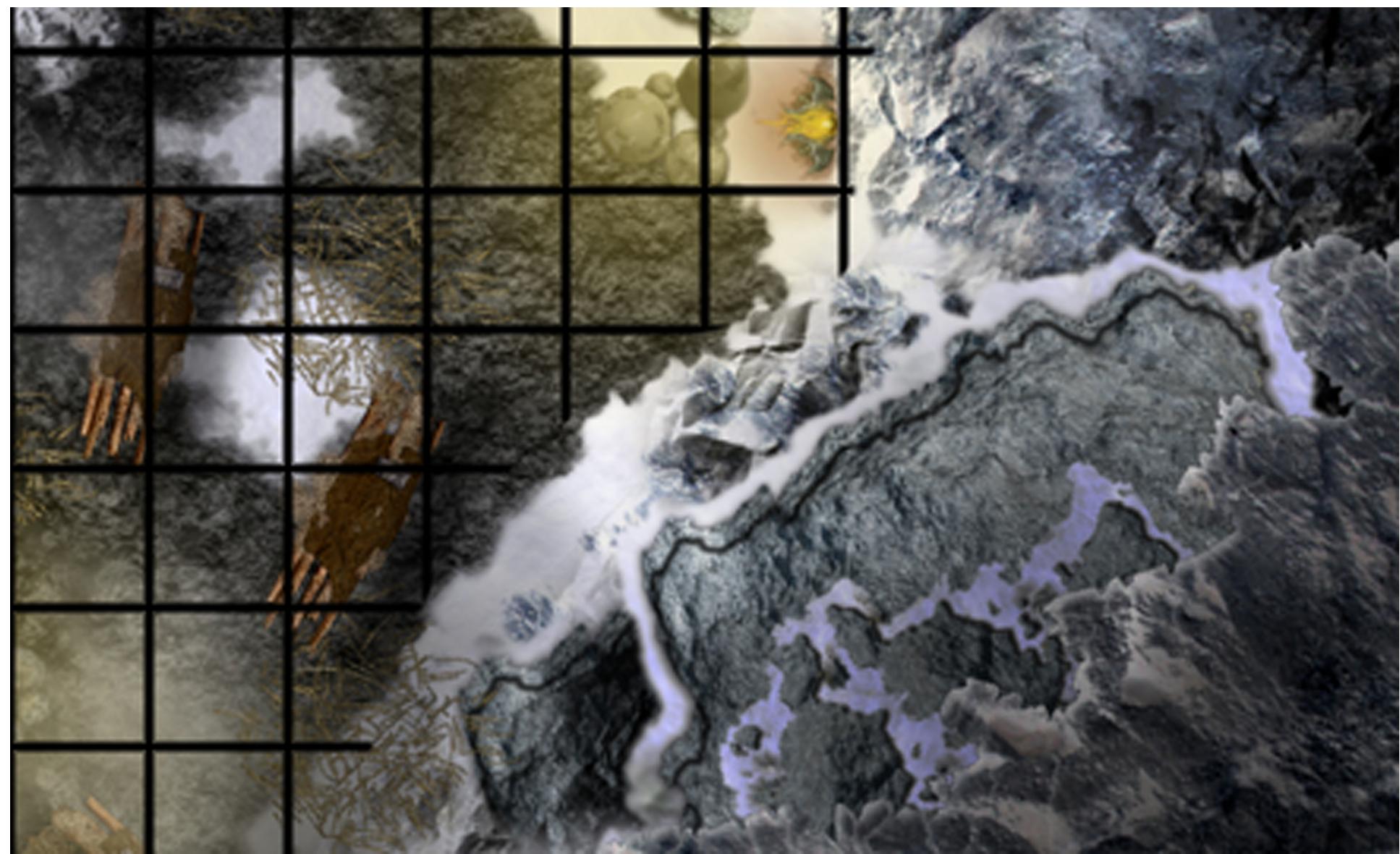
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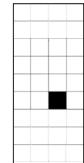
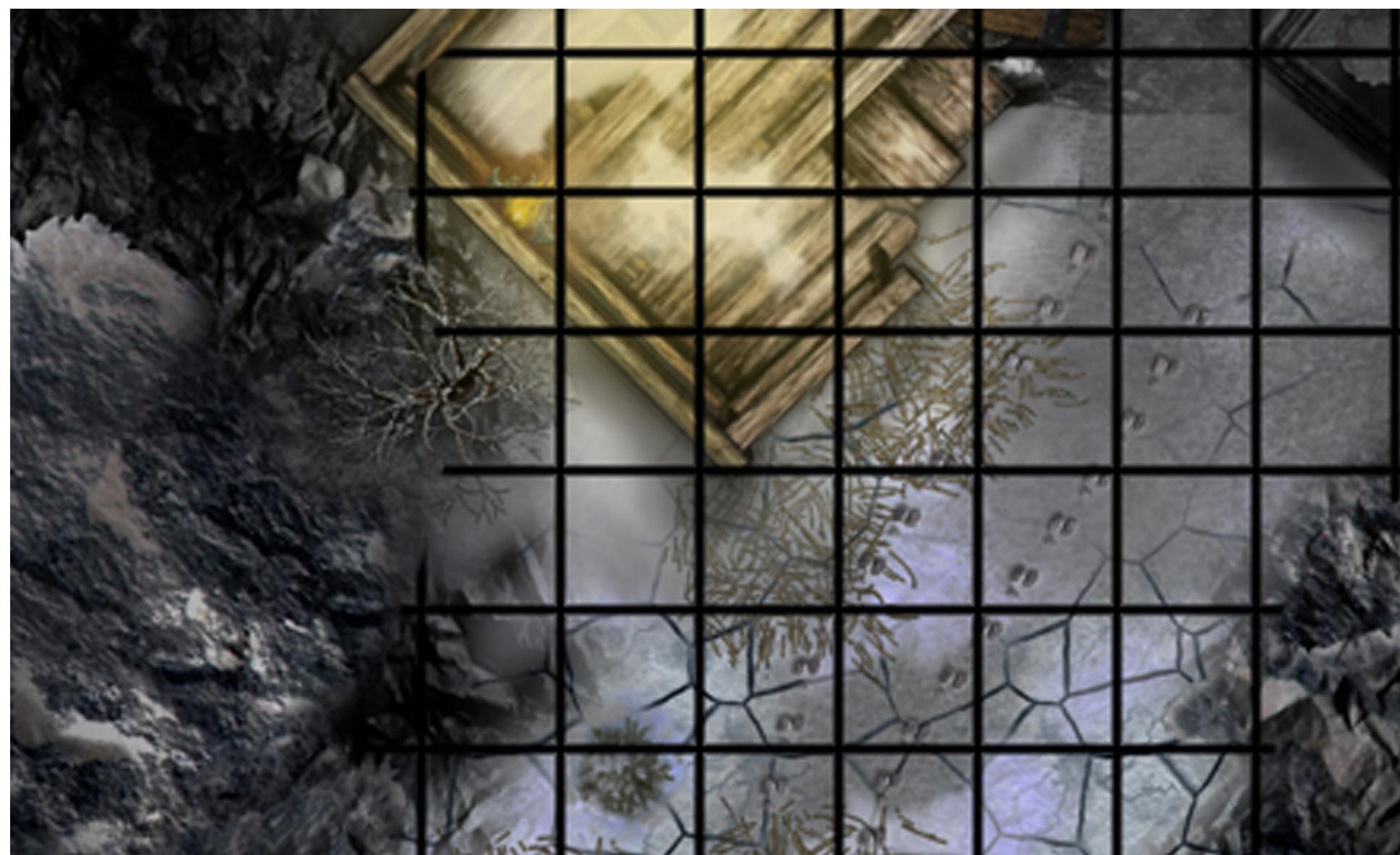
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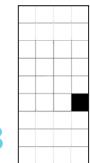
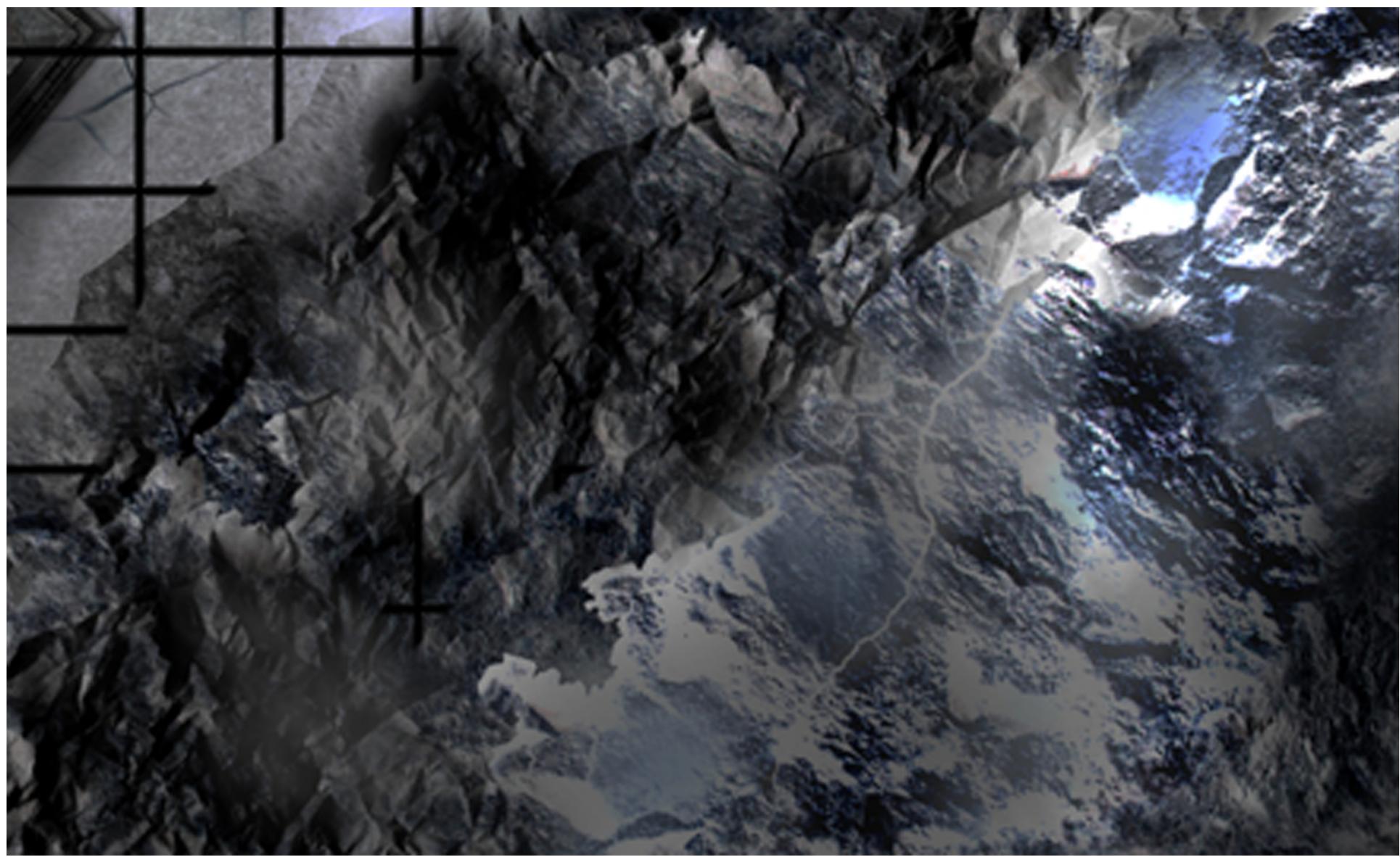
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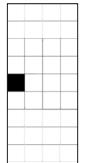
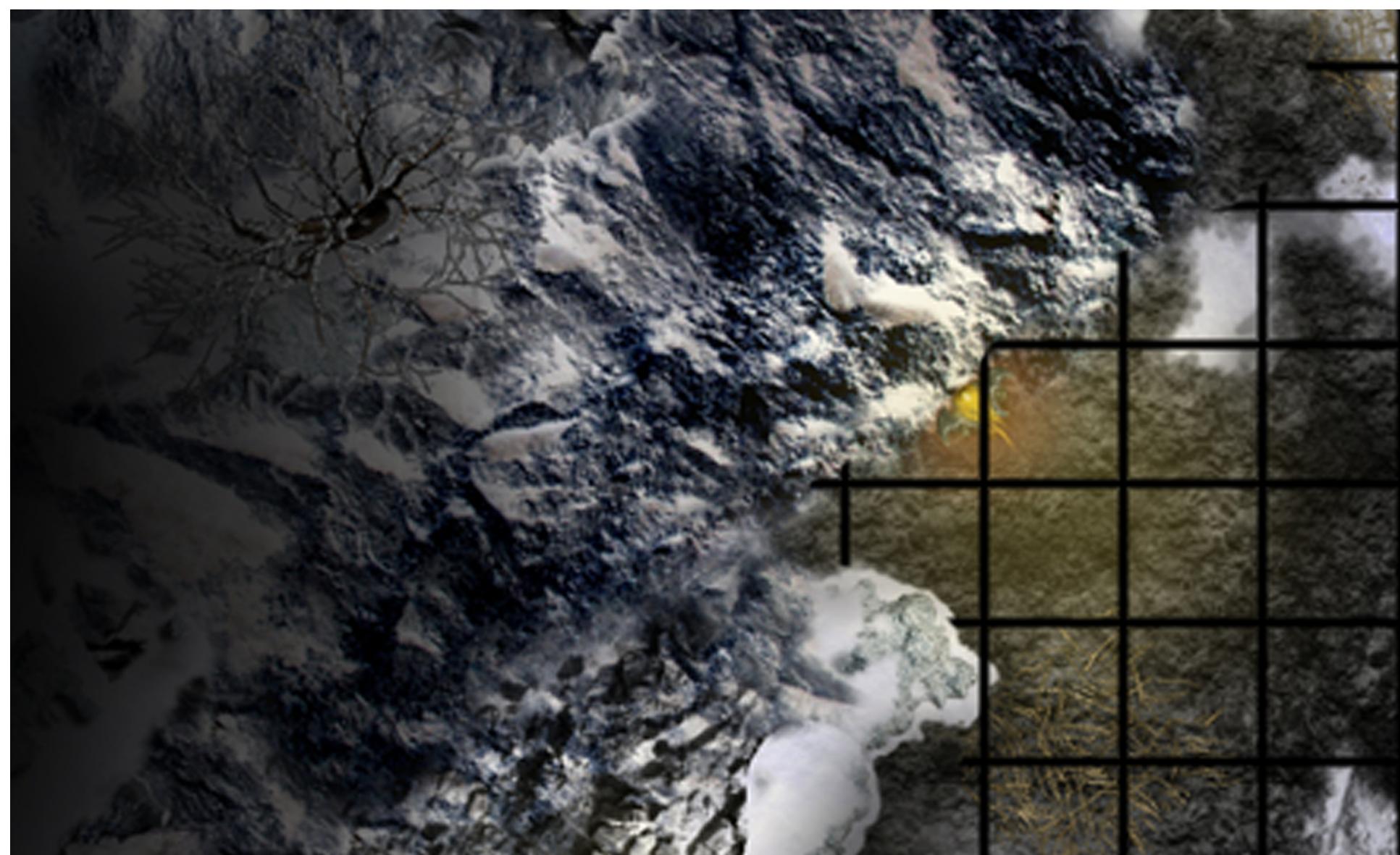
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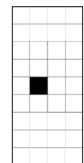
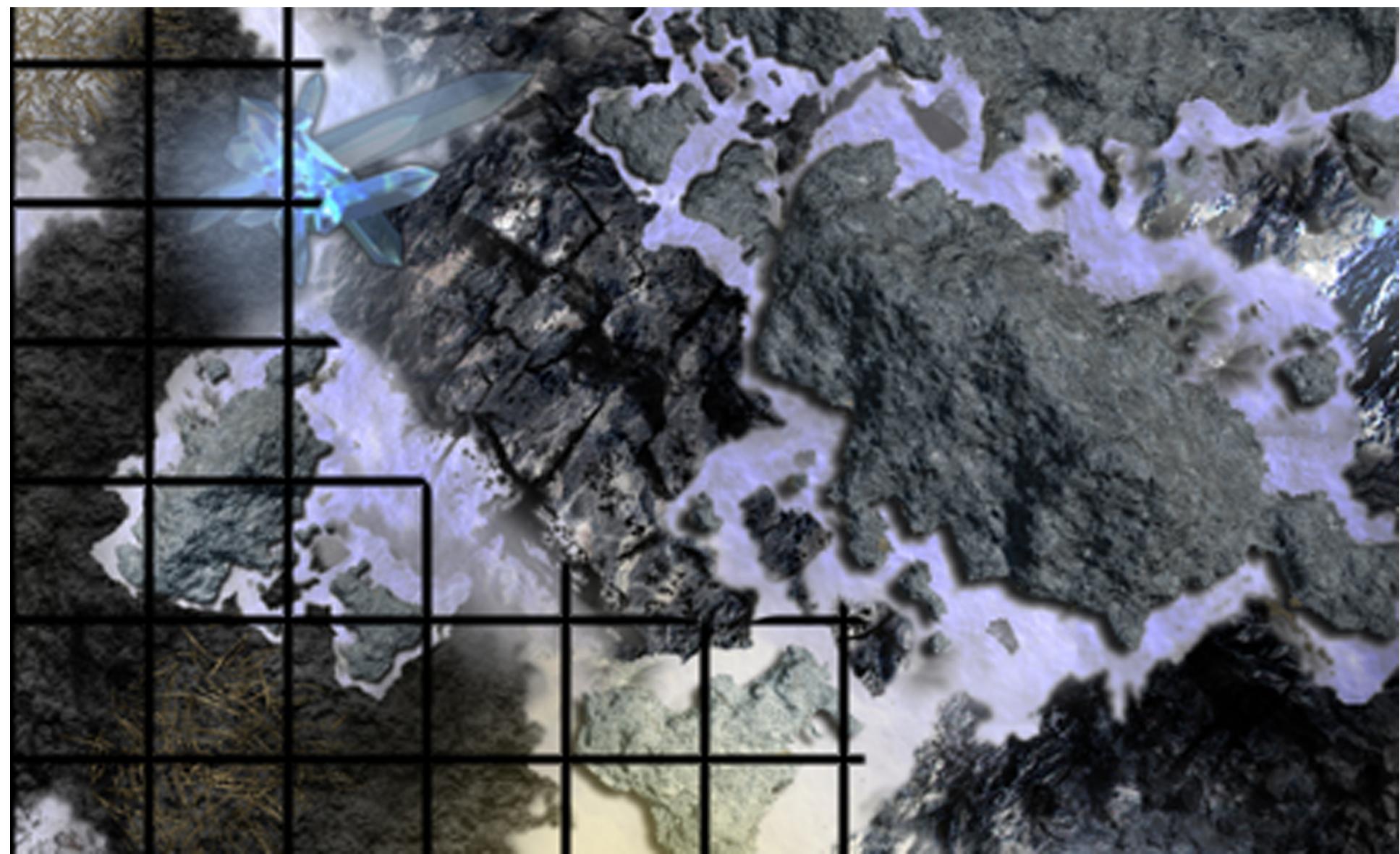
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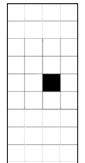
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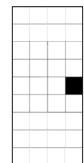
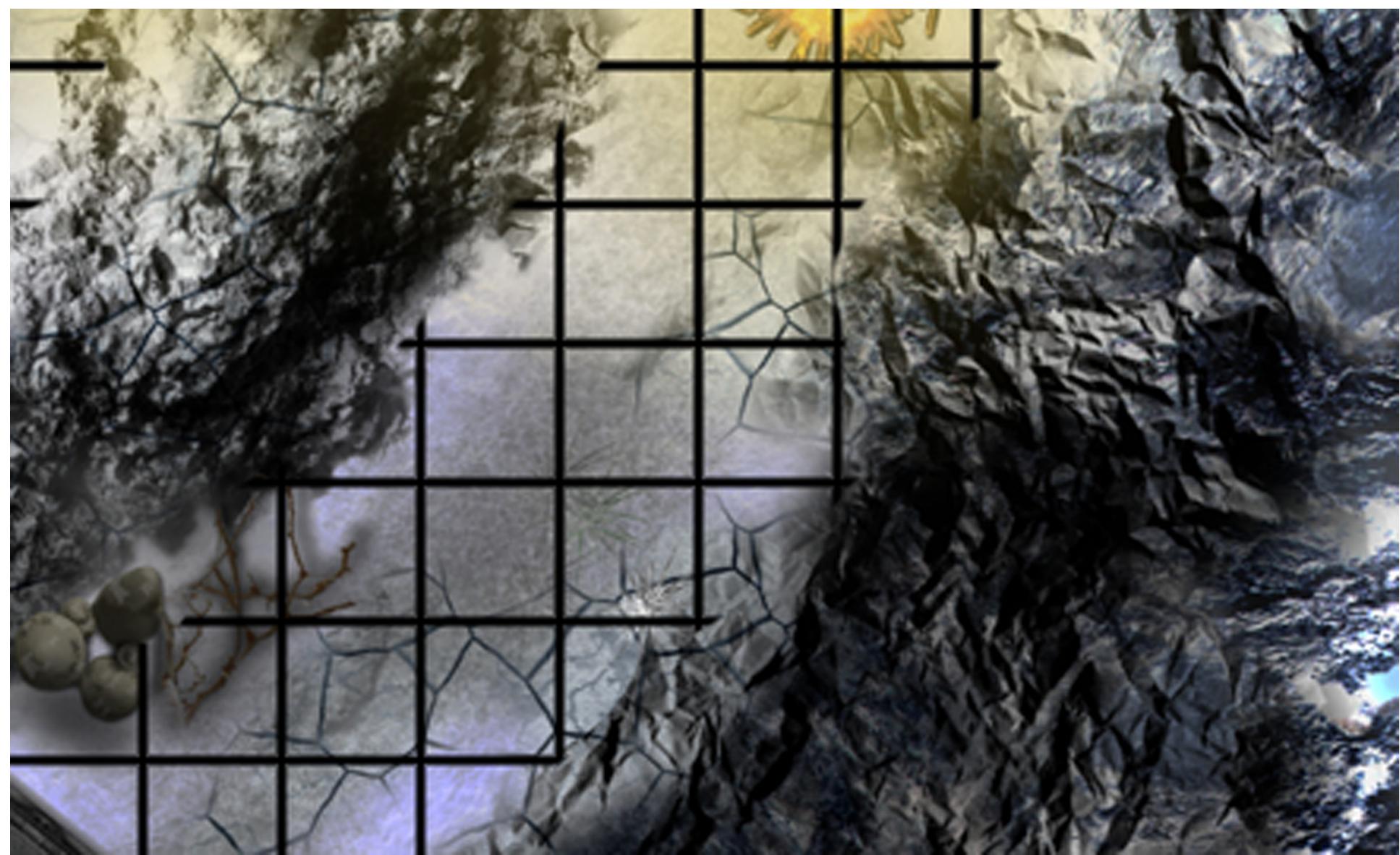
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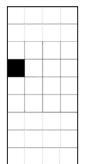
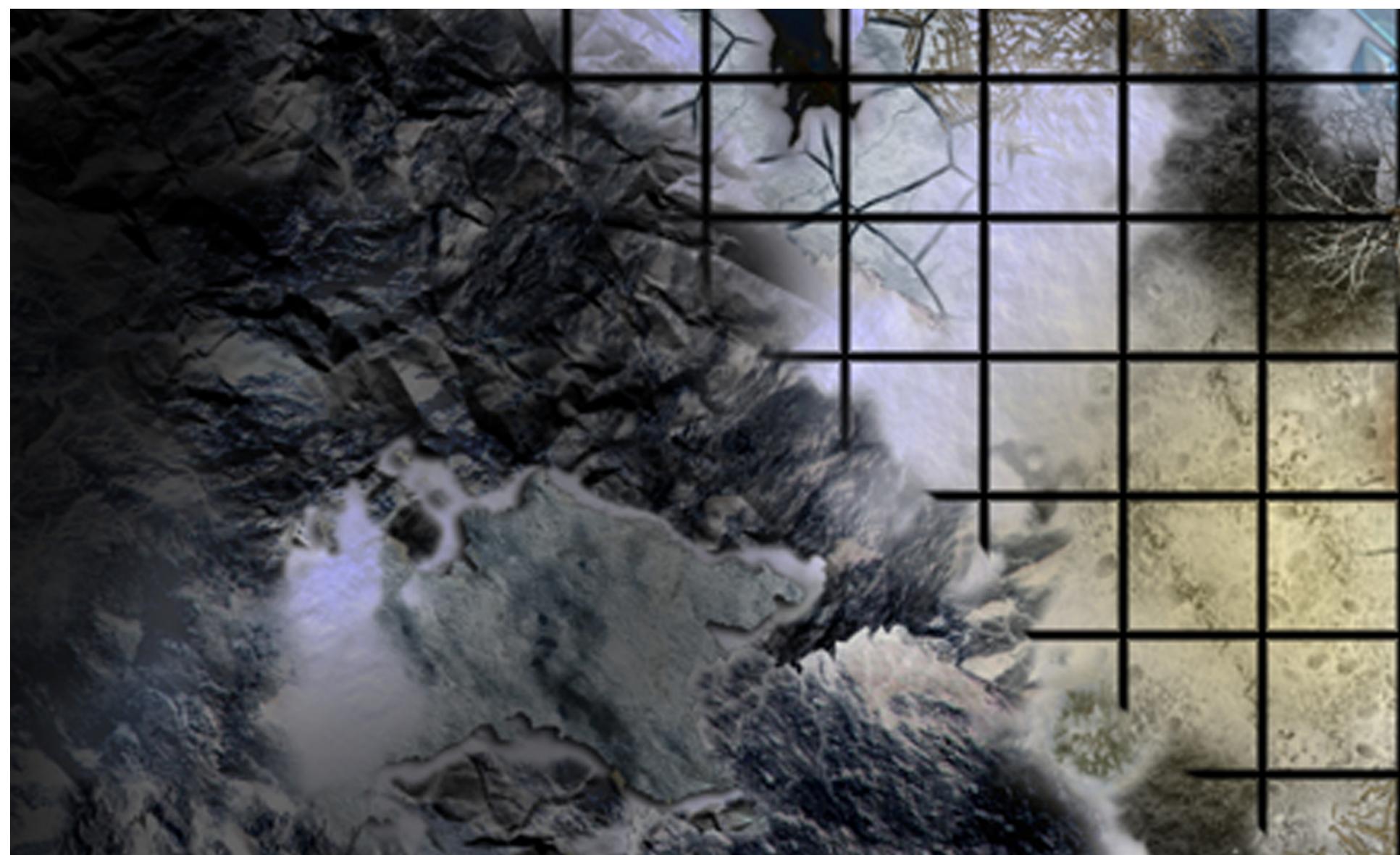
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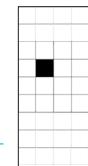
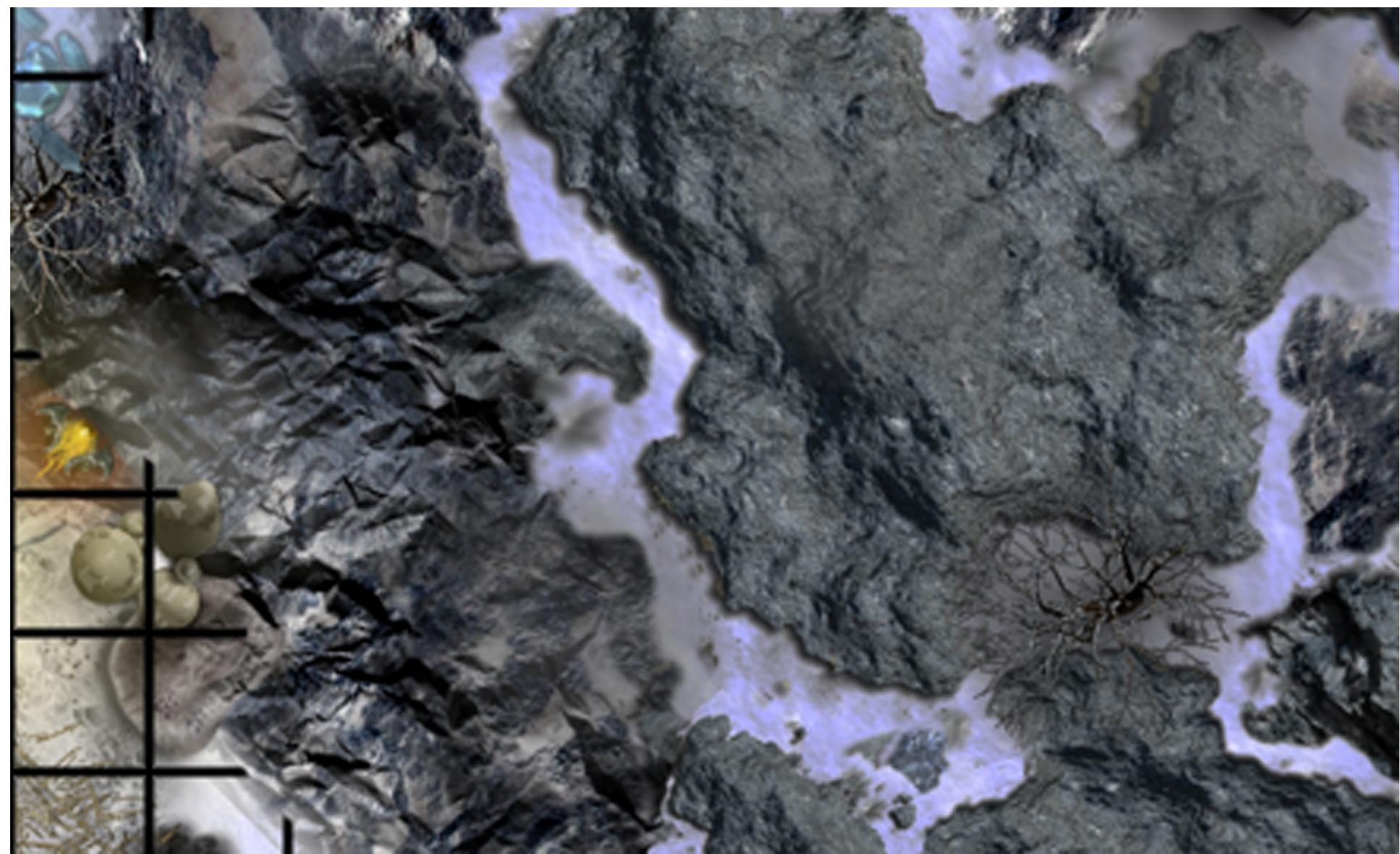
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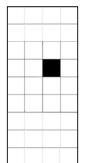
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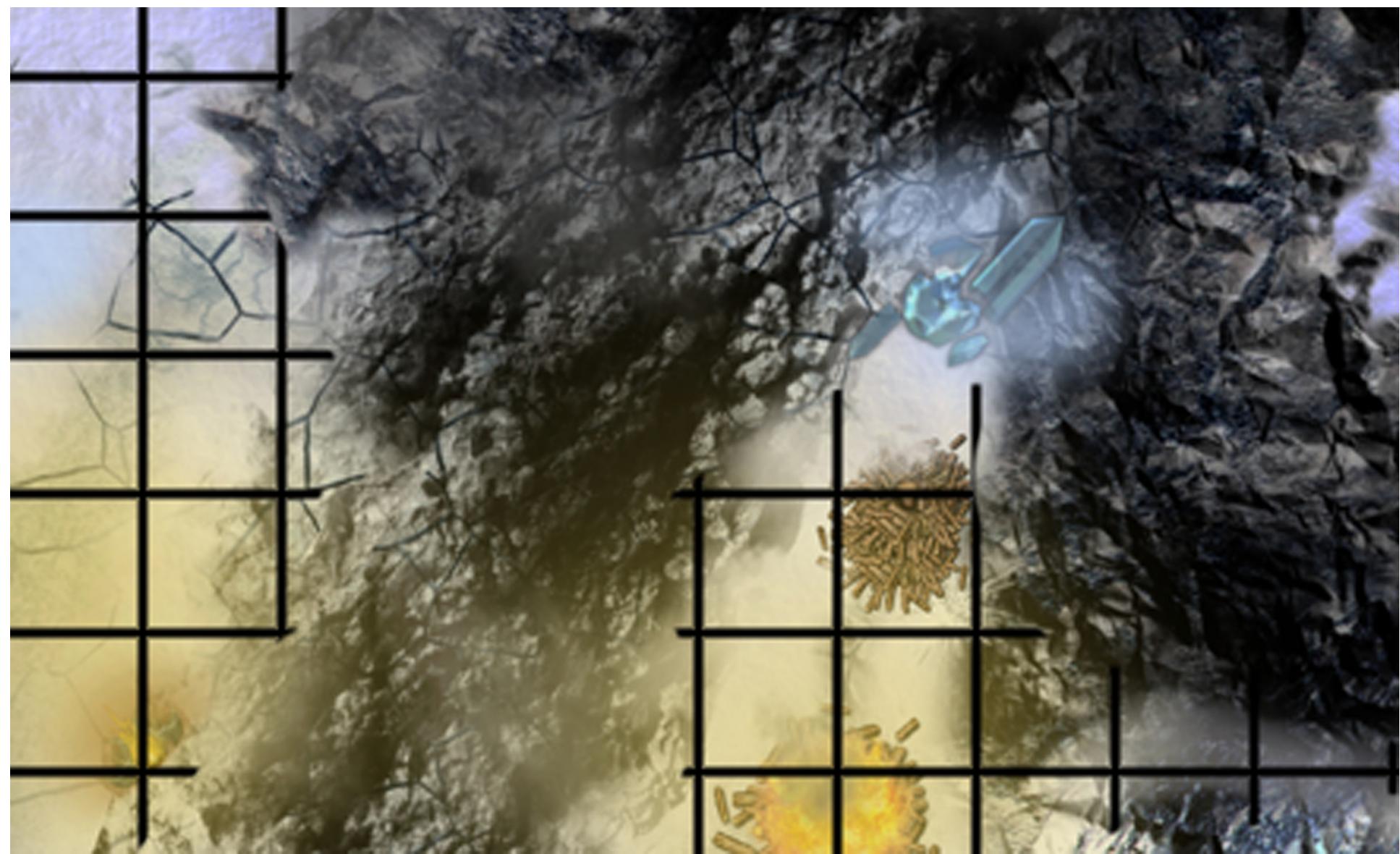
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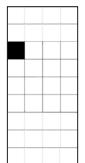
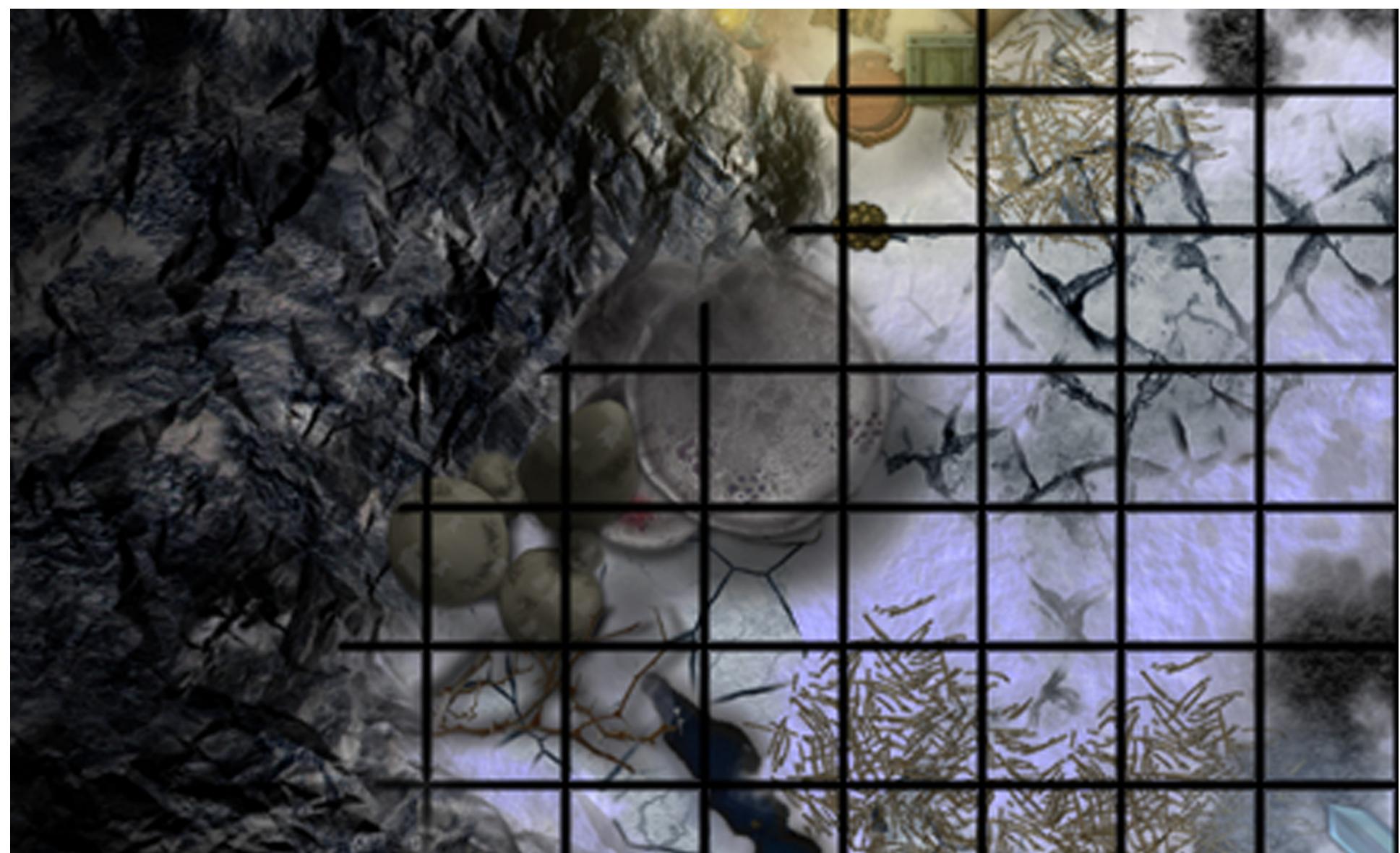
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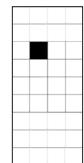
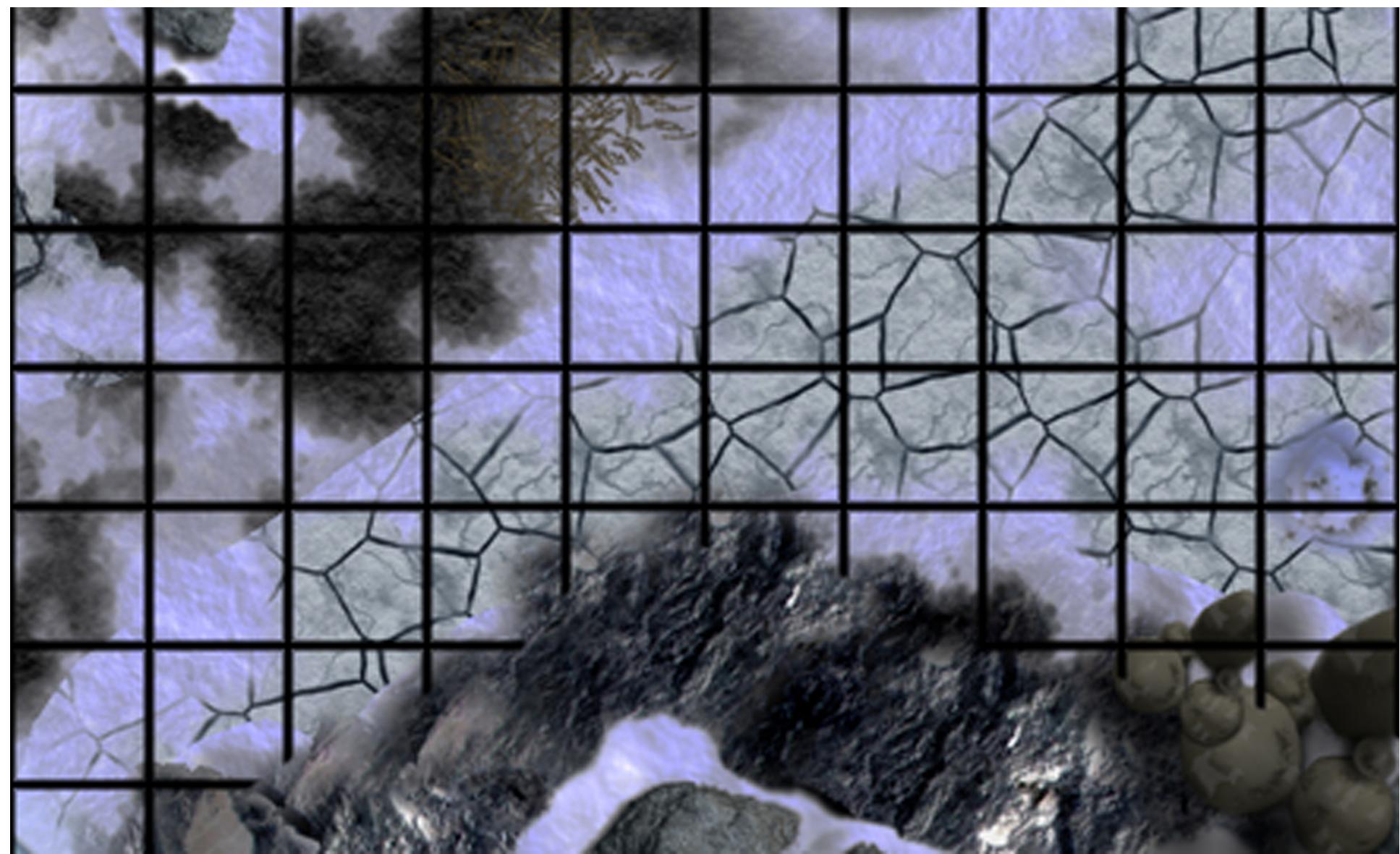
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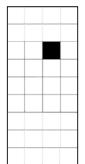
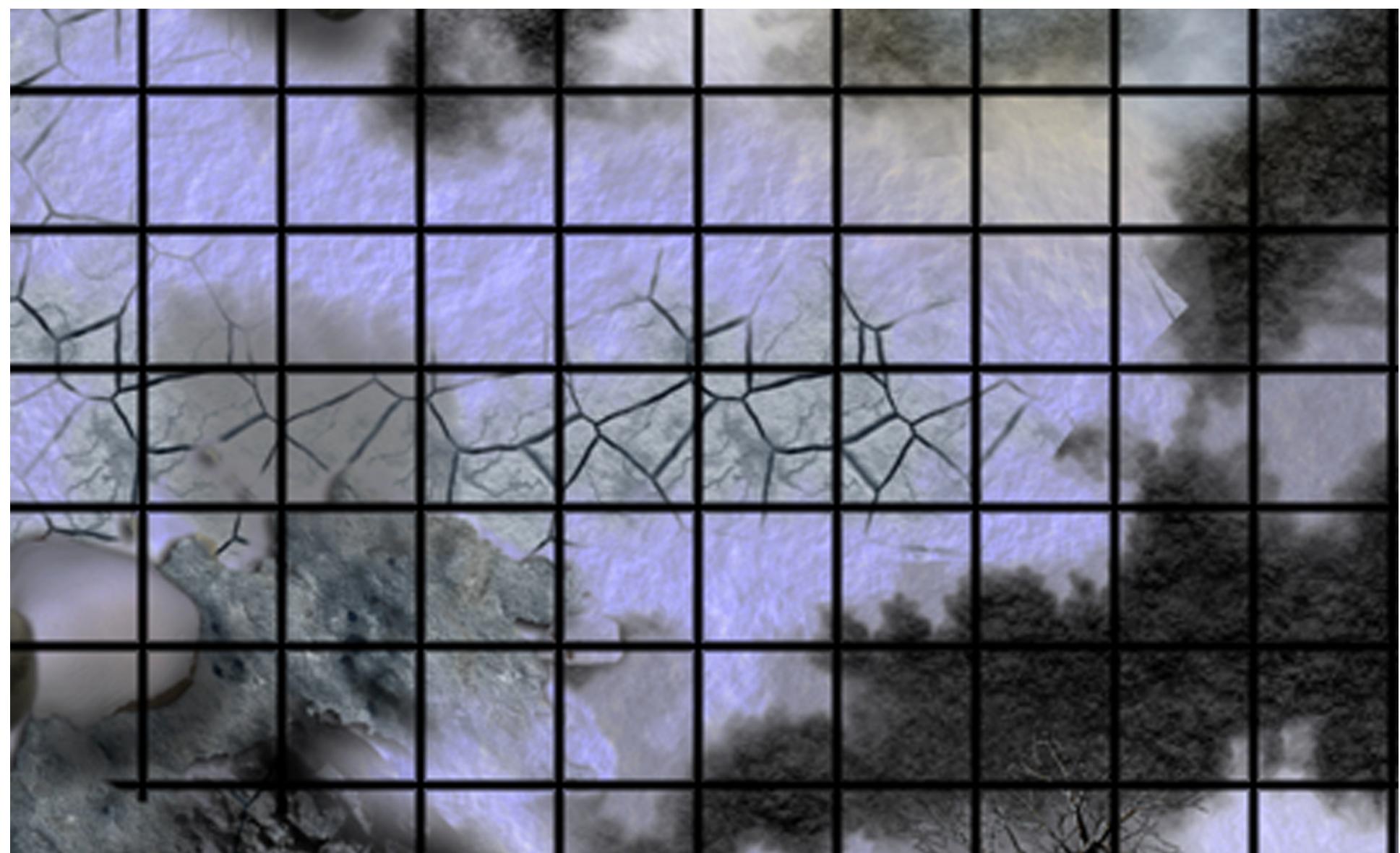
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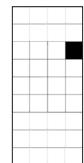
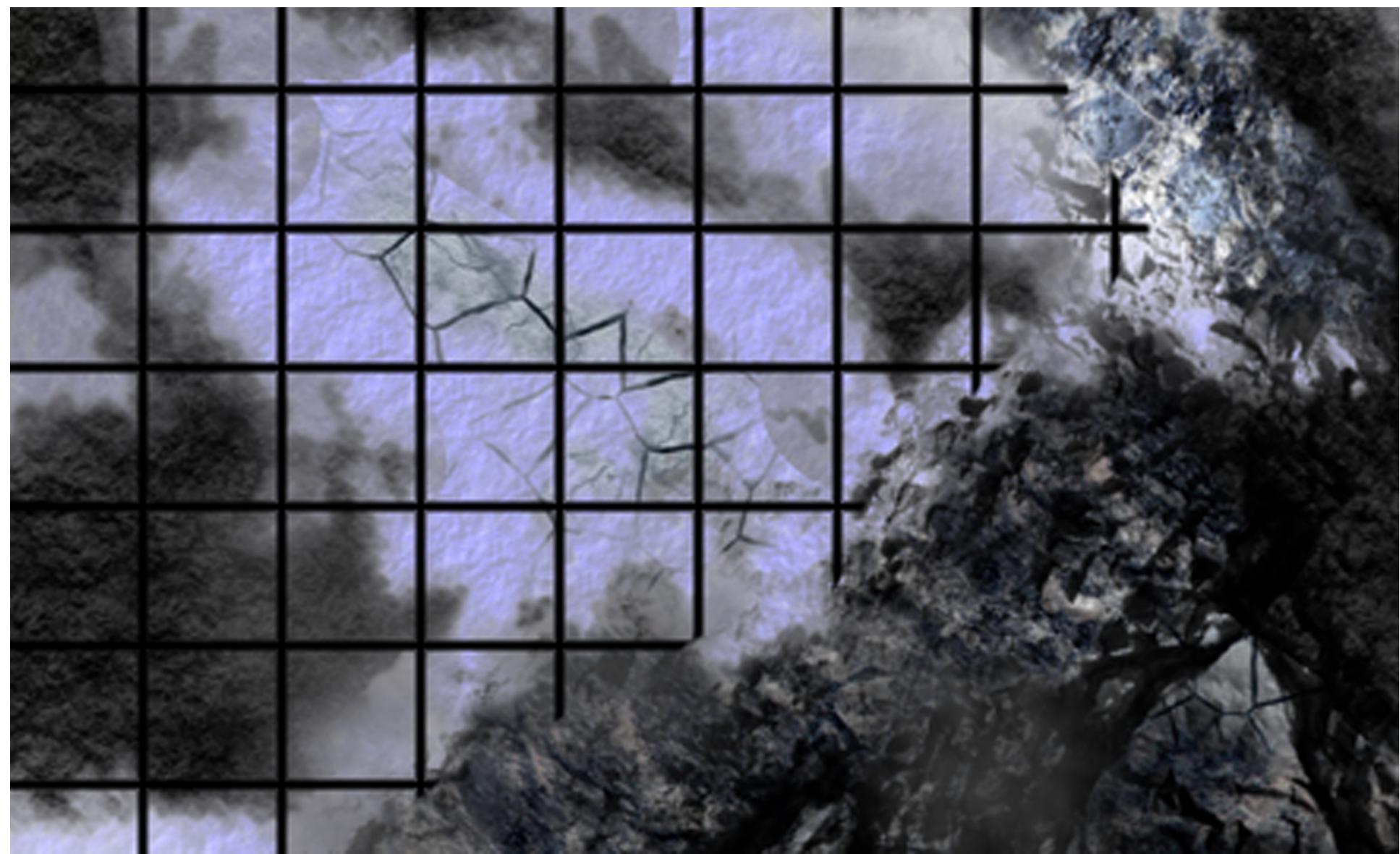
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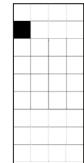
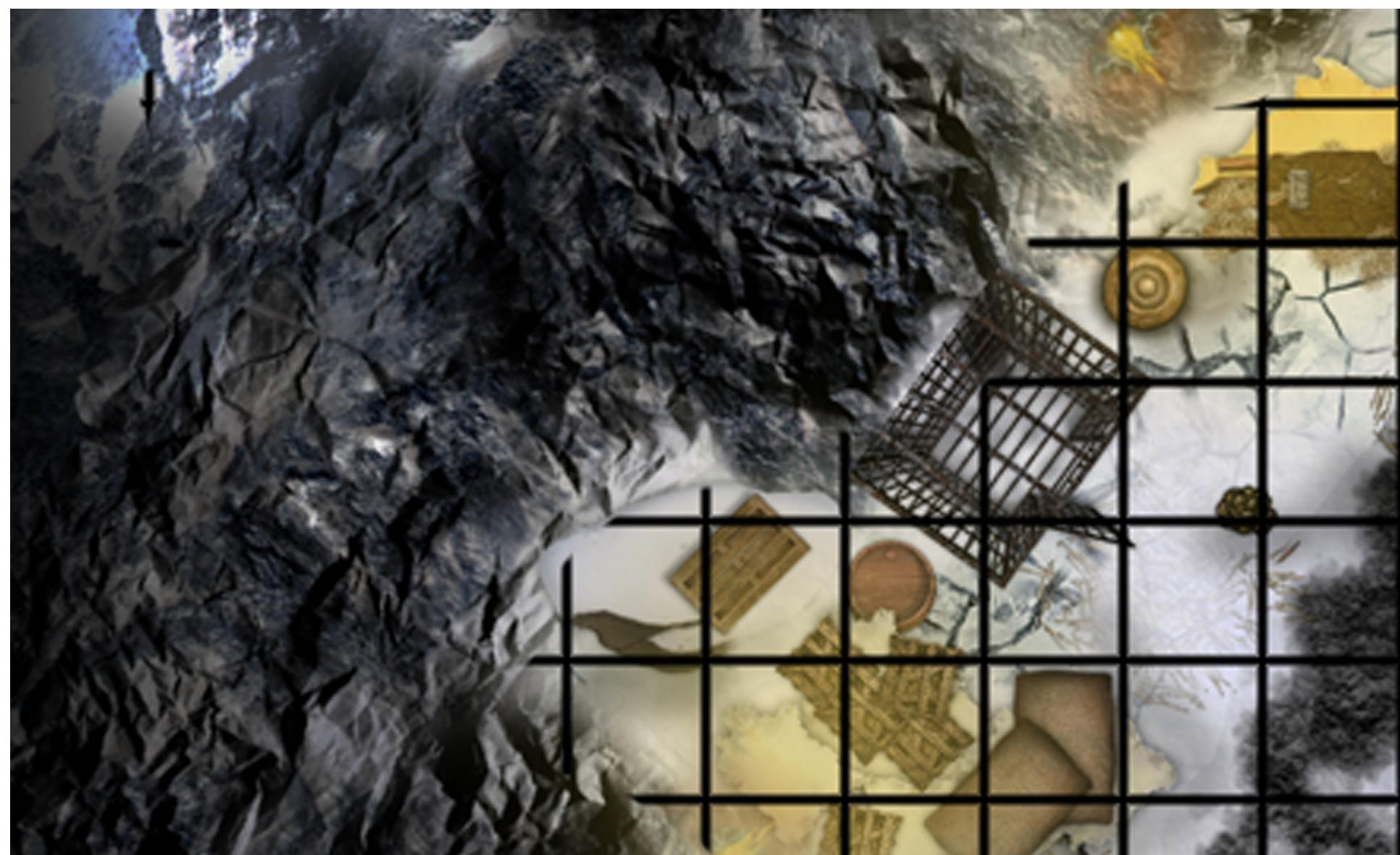
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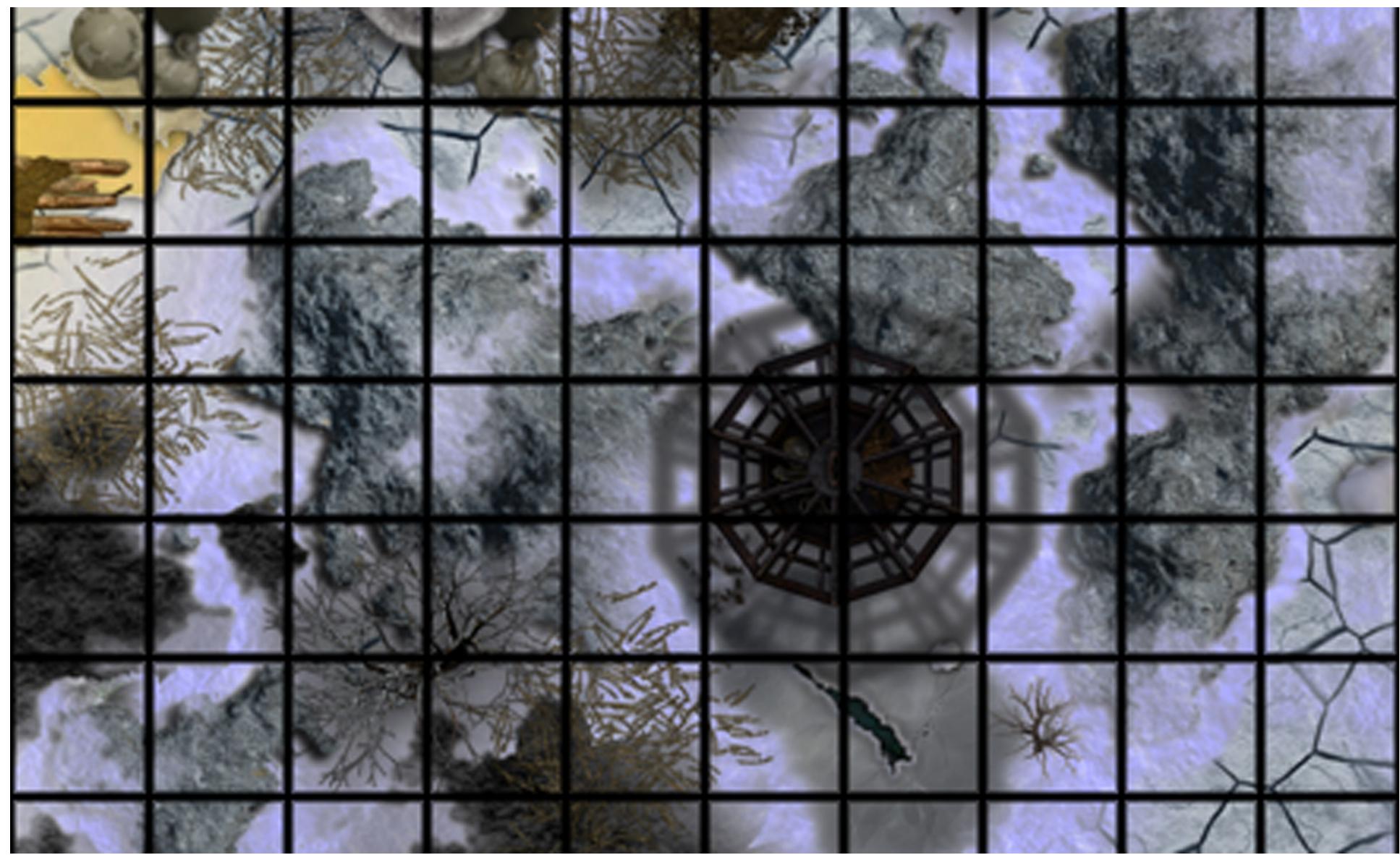
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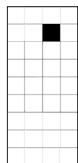
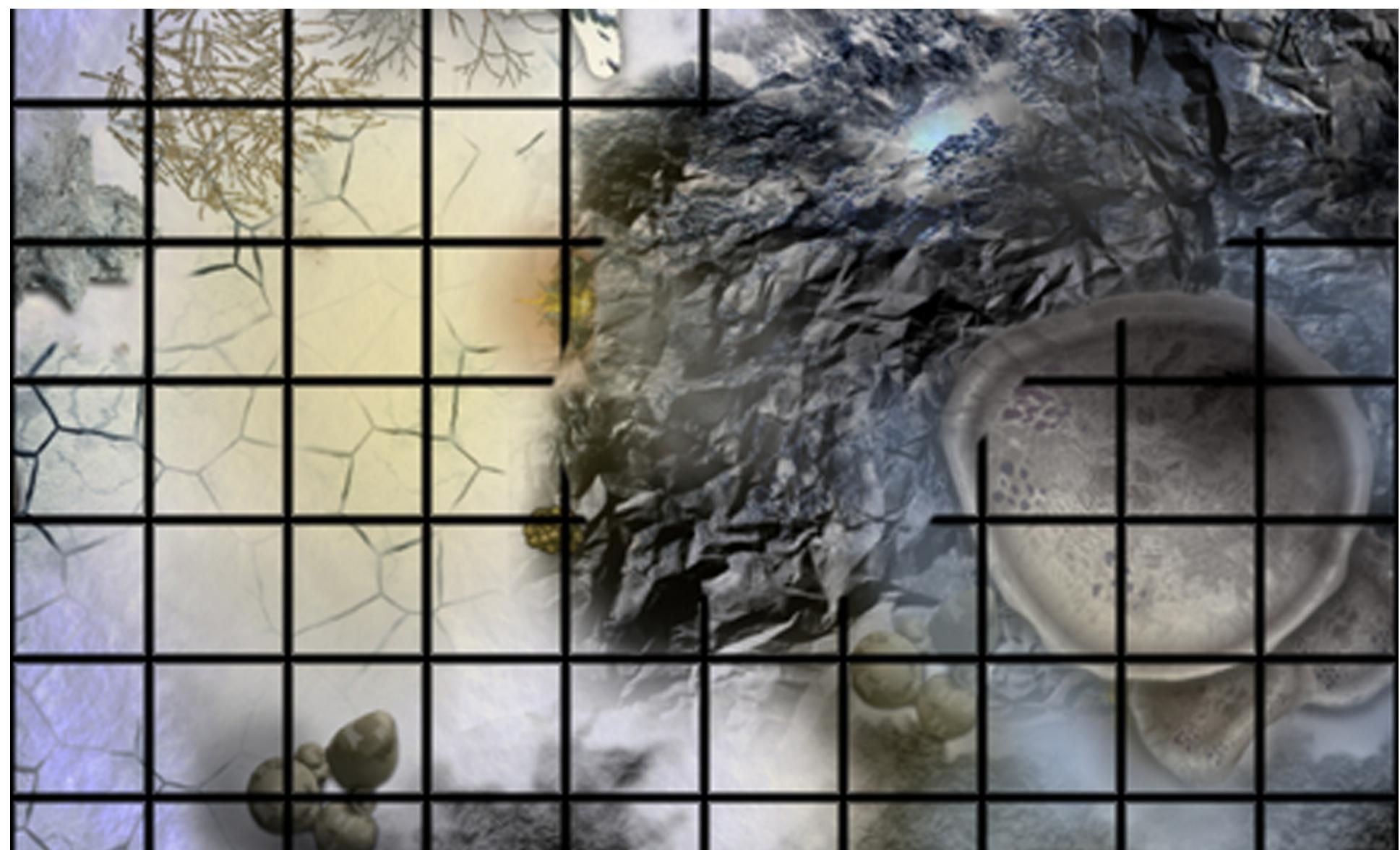
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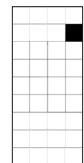
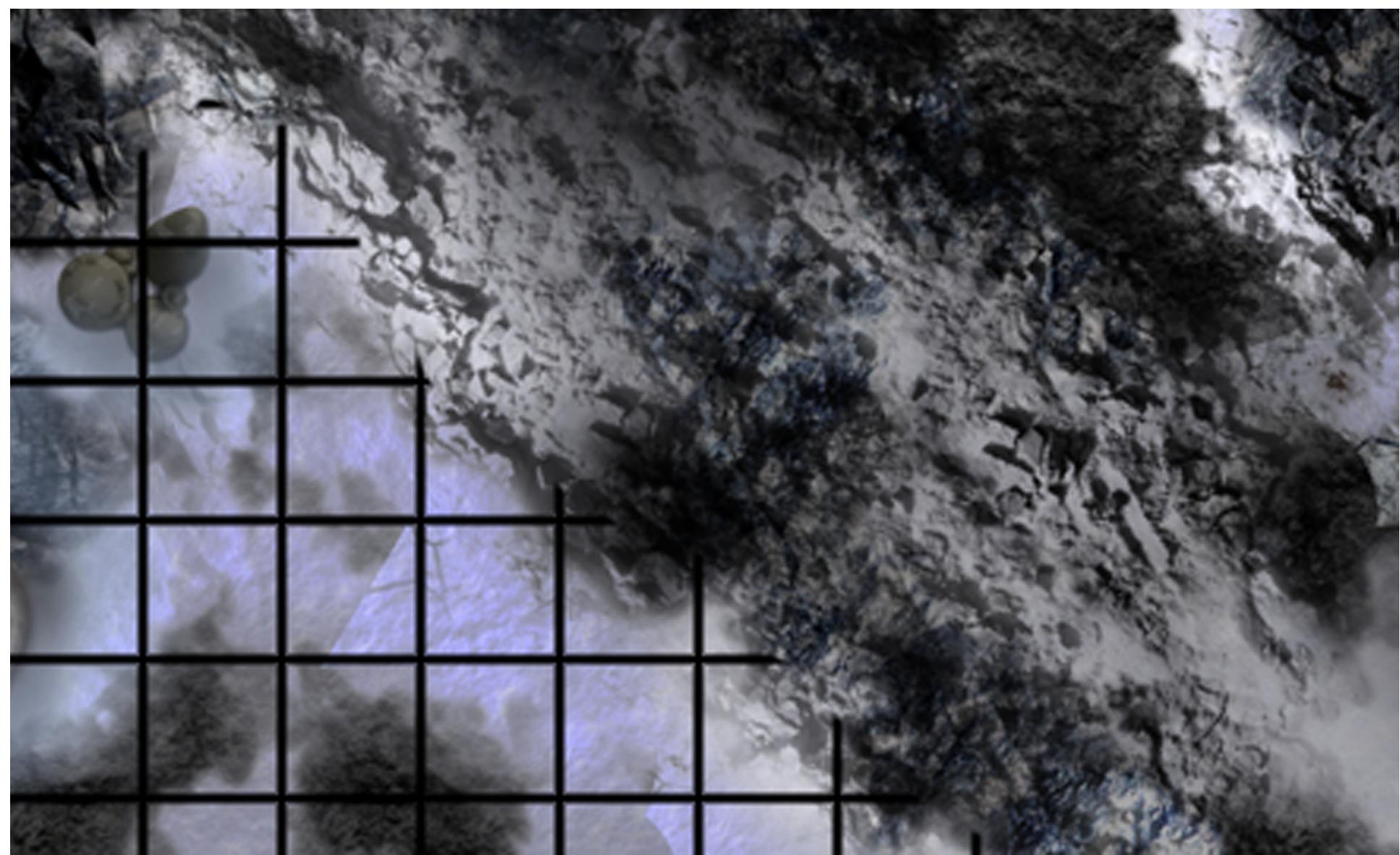
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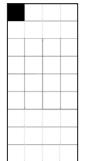
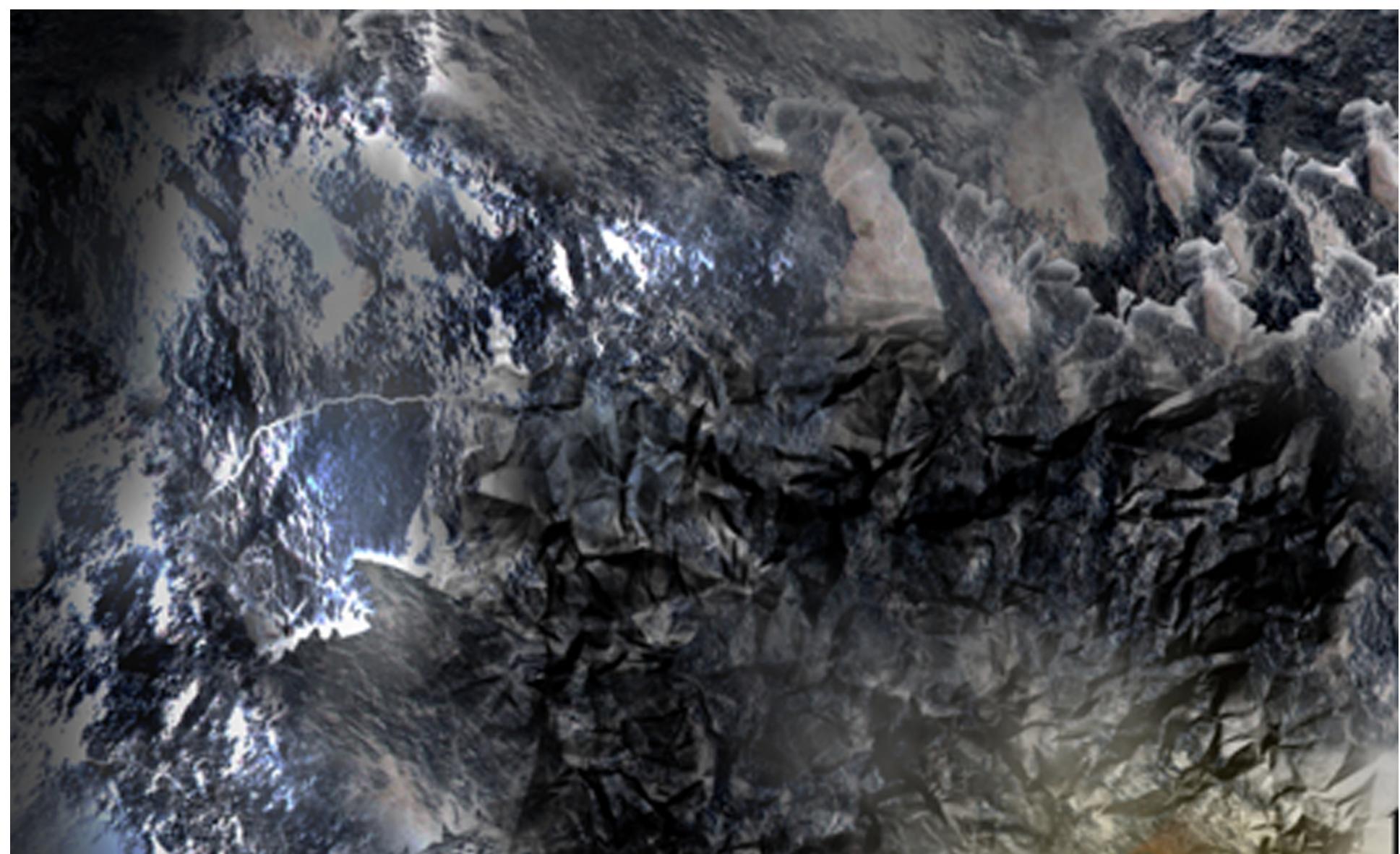
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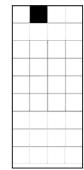
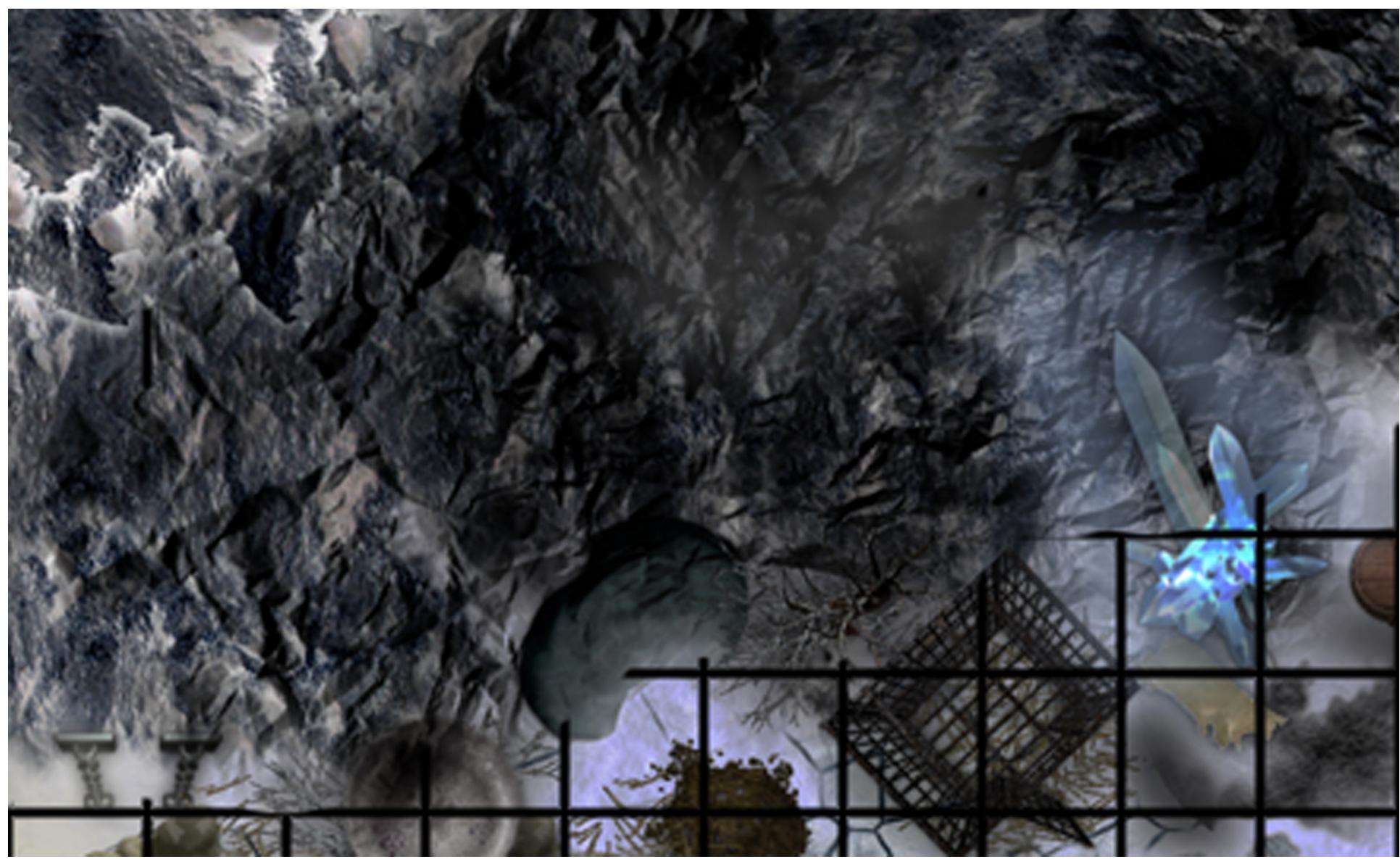
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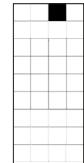
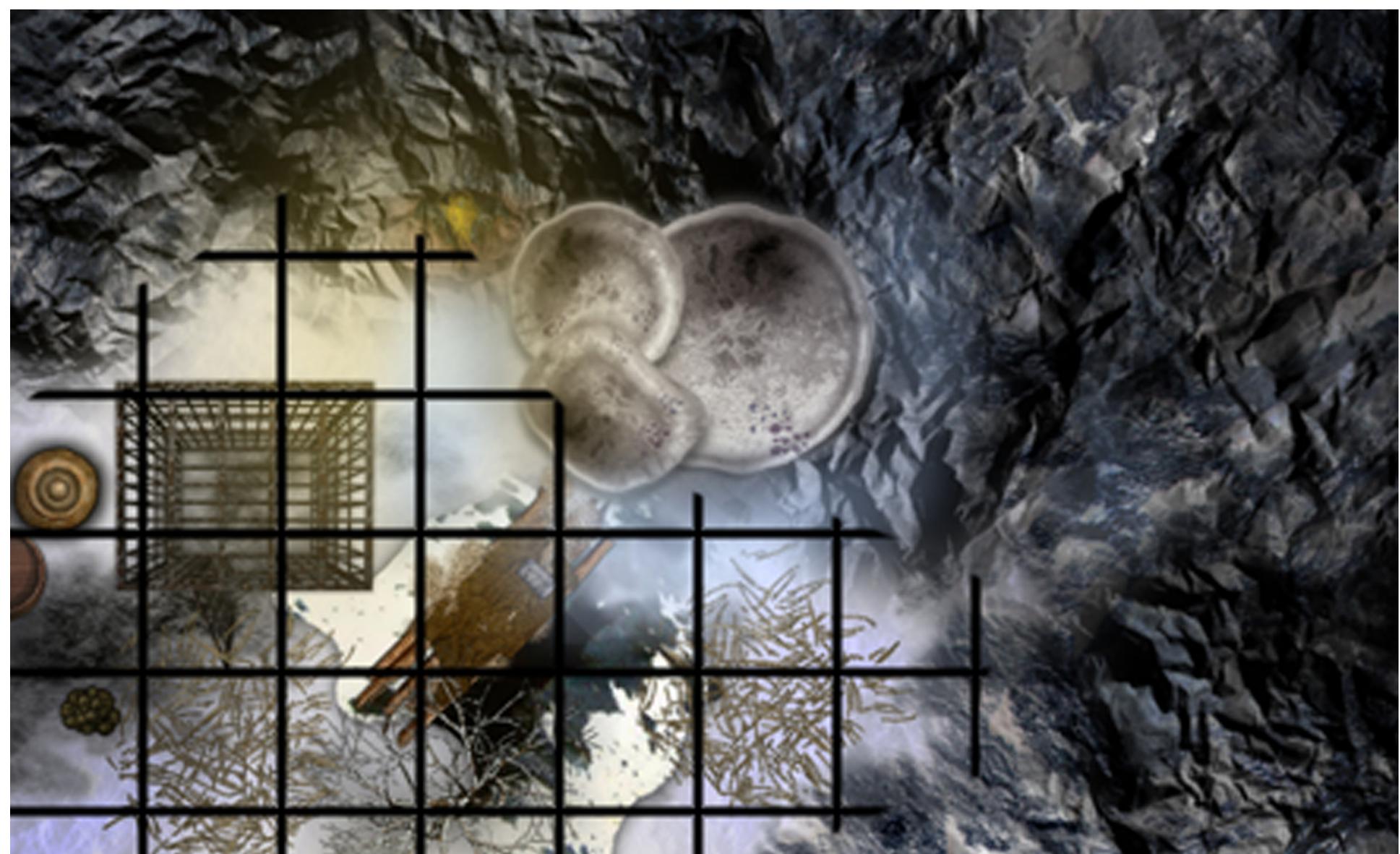
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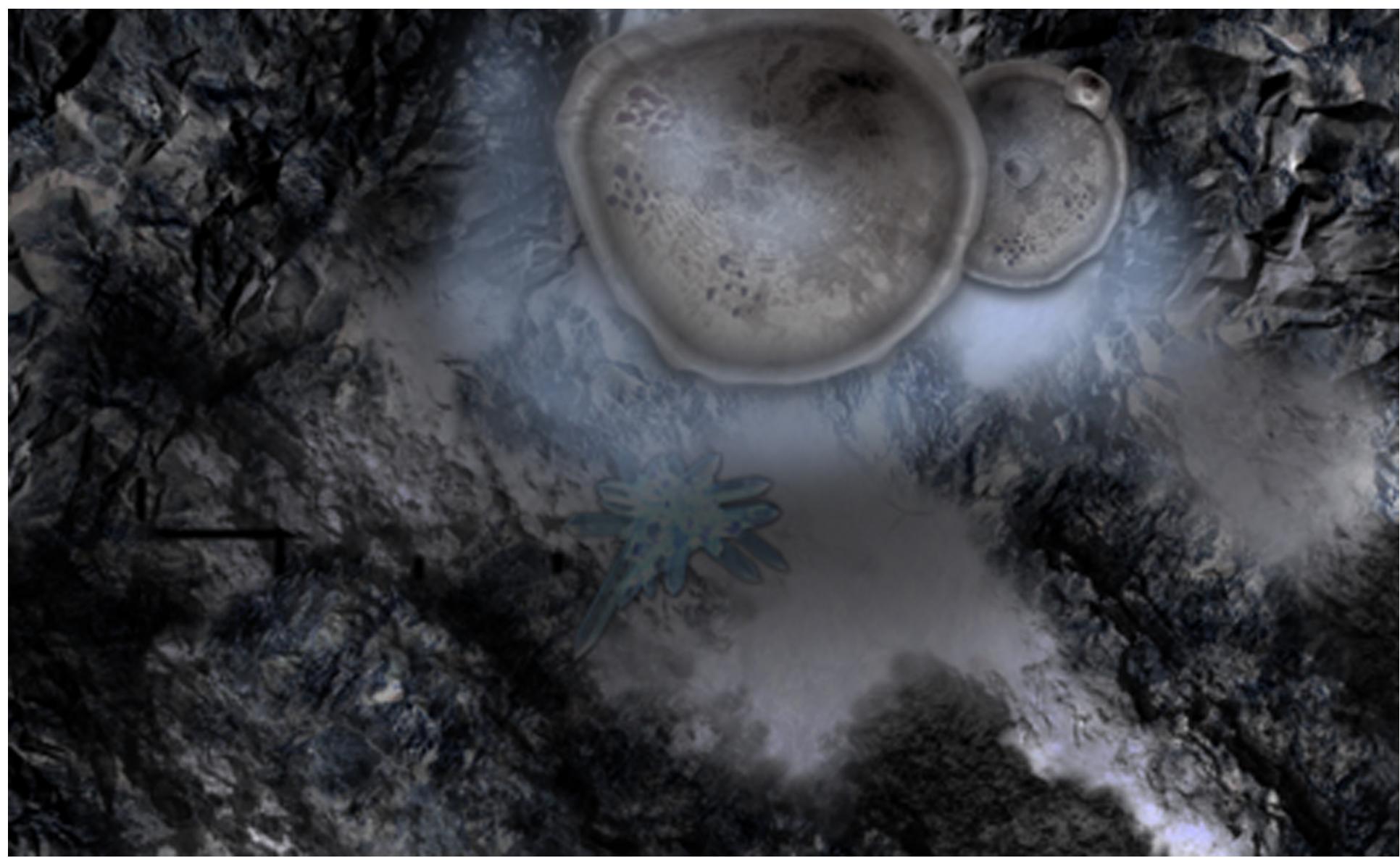
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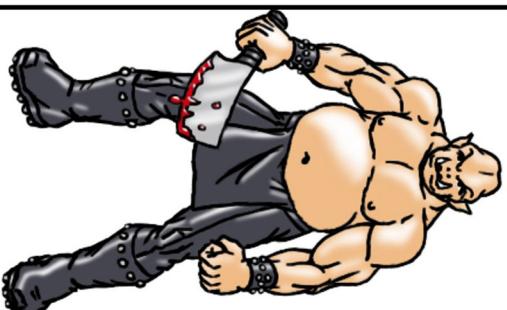
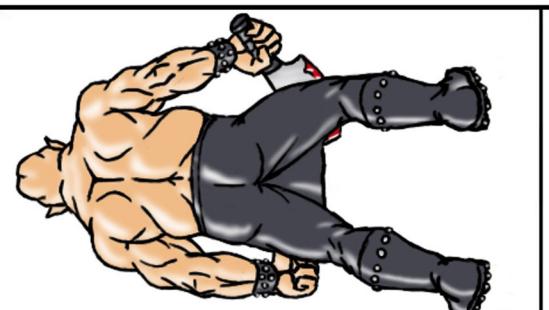
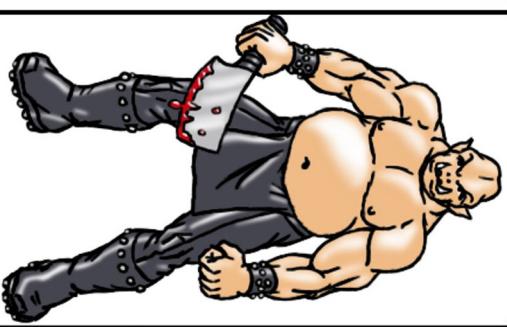
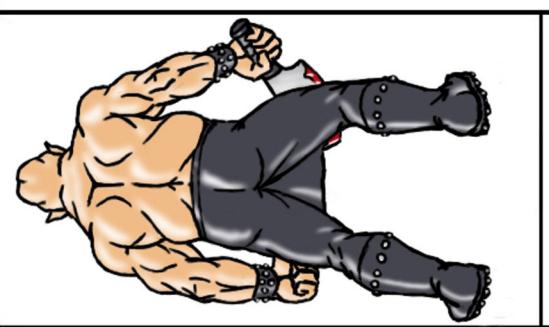
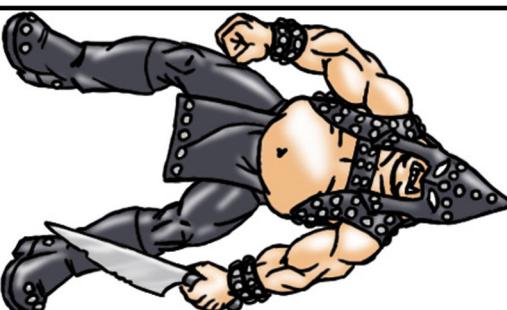
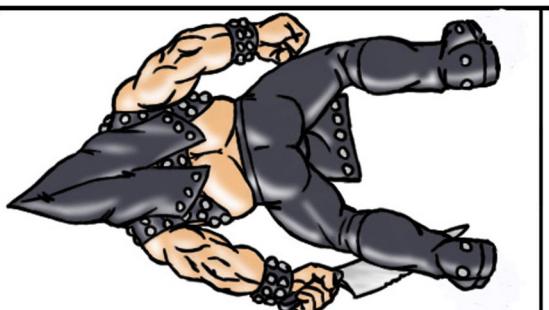


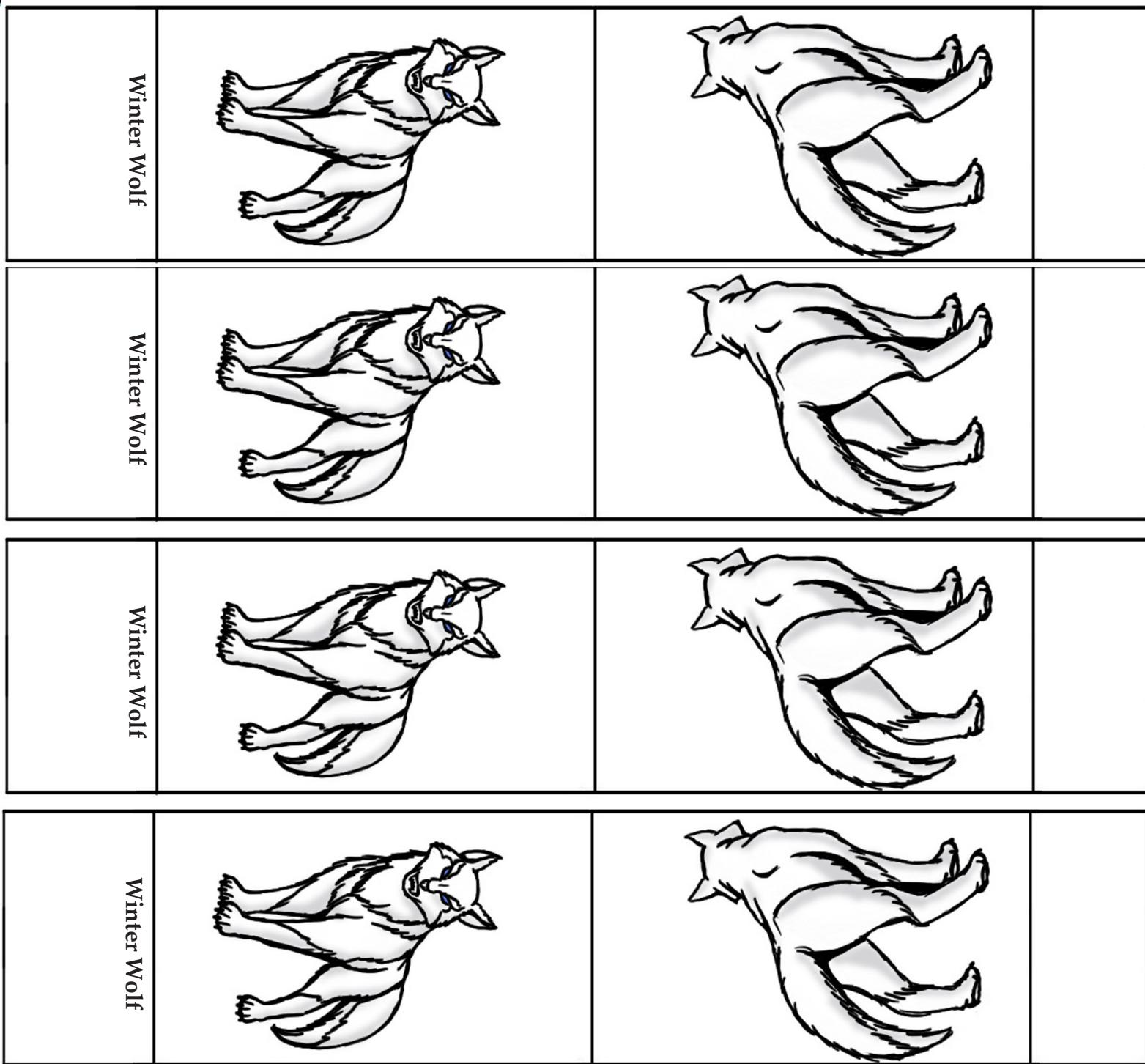
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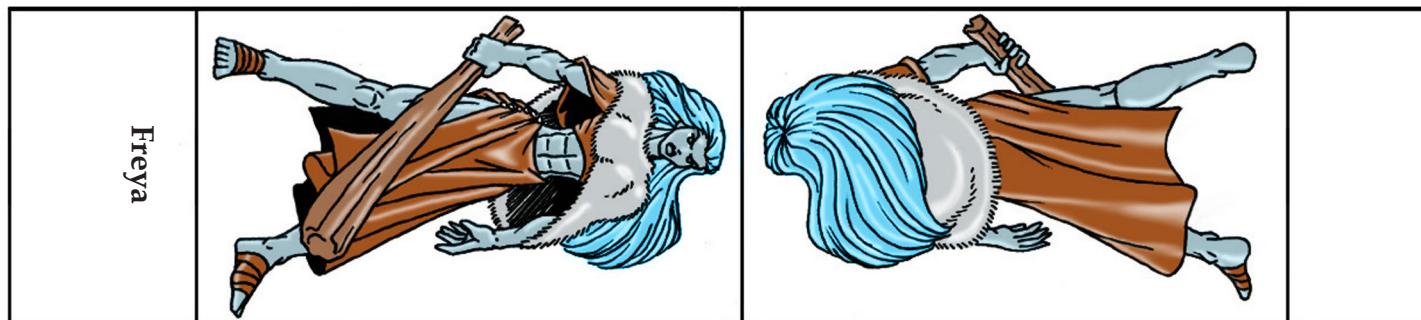
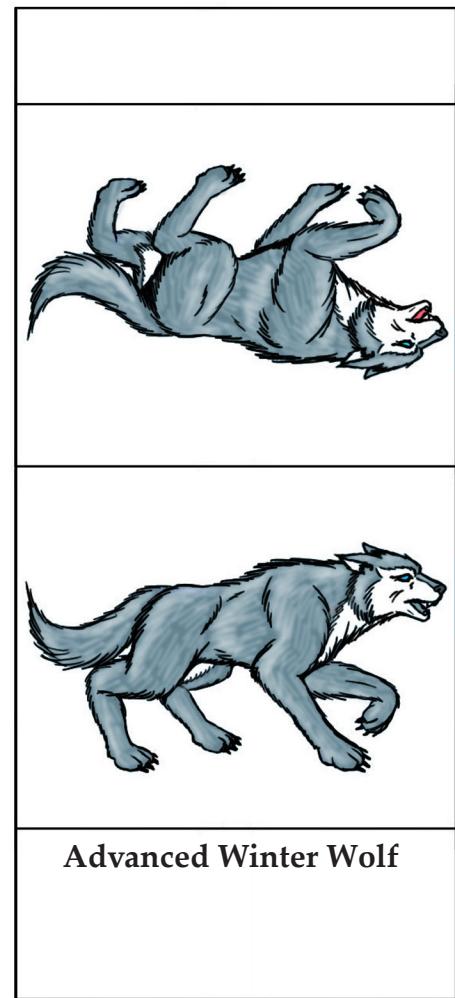
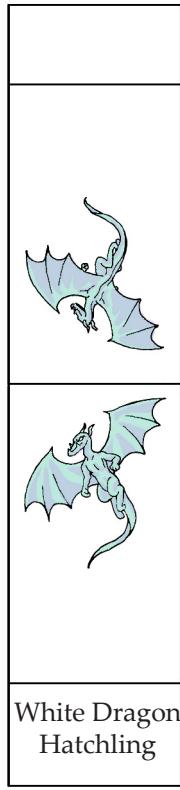
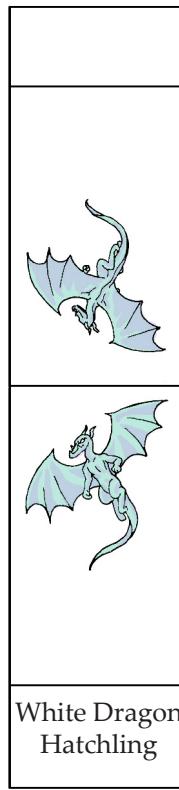


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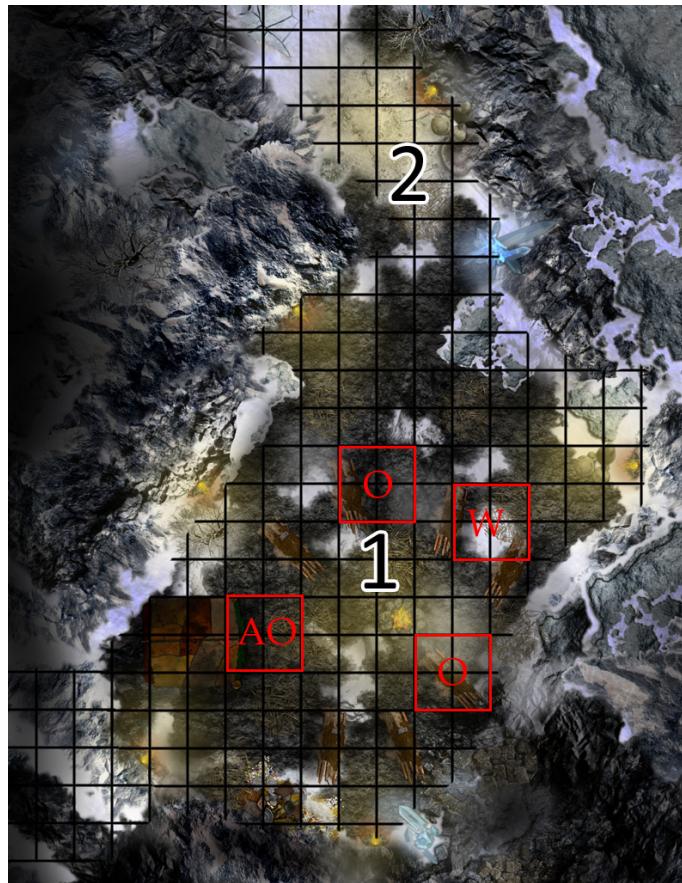


Ogre					
Ogre					
Advanced Ogre					
Winter Wolf					





## ENCOUNTERS 1-2: MINI MAPS



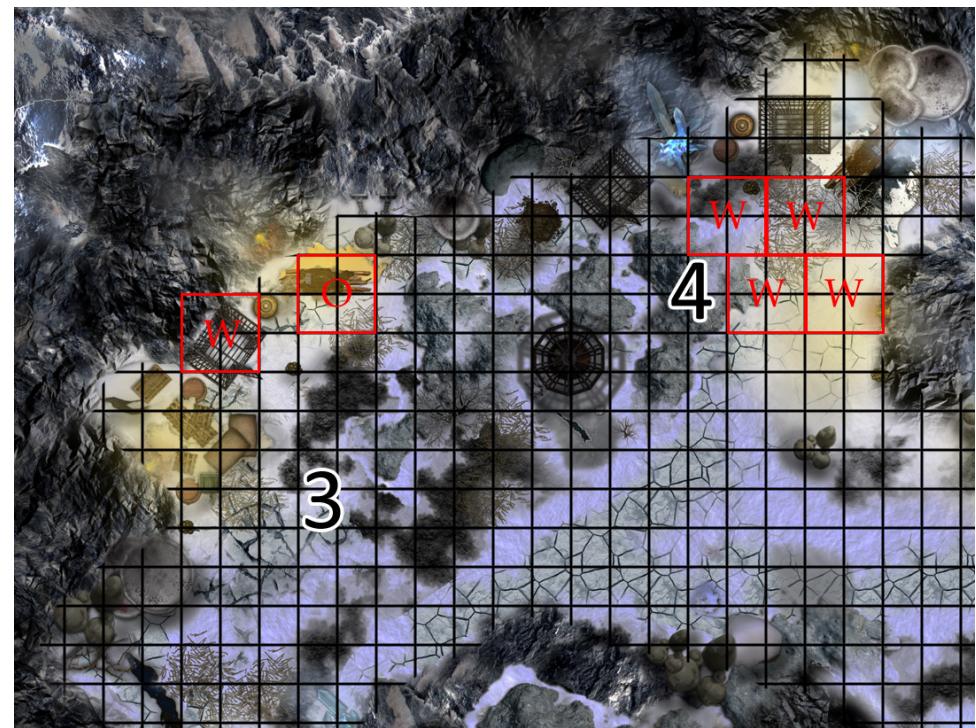
Although they are ostensibly supposed to be guarding the cave entrance, the ogres have no reason to believe that any attack is impending. They haven't seen any intelligent creatures in the mountains in months, so they will hardly be at full attention. The winter wolf, however, is always alert for strange sounds and smells (though it is possible the ogres may ignore its growls and whines the way humans dismiss a dog that barks at every squirrel it sees).

The ogres are tough and used to working as a team, but they are overconfident in their ability to handle any threat. They could certainly give the PCs a difficult time if they called the winter wolf pack out of the cave, but that is unlikely to occur to them until it is too late. If they do call, the winter wolves from the Kennel will arrive 2 rounds later. Alternatively (at the GM's discretion), if the fight lasts more than 5 rounds, the pack may hear the commotion and come out of its own accord.

## ENCOUNTERS 3-4: MINI MAPS

This is chamber is used as the kennel for the ogres' pack of winter wolves. A few cages line the back wall, gnawed-on bones are scattered around the floor, and a few matted animal pets are strewn about. The cages are open—the worgs sometimes like to sleep in them just because they feel more like a den than the huge cavern does.

The pack is somewhat smaller than it used to be, several members having been dragged off by the young dragons. At this point there are only four winter wolves left in the kennel. (This does not include the one that stays in the Ogre Camp or the pack's leader that Freya keeps with her in the Hatchery.) They consider the entire Outer Cave to be their territory, but they are especially possessive of this chamber and they will viciously defend it to the death against any intruder.



## ENCOUNTERS 5-8: MINI MAPS

### ENCOUNTER 6: BOTTOMLESS RAVINE

In one of those crevasses, about 40 feed below the floor of the Observation Platform, one of the young dragons hides. It is fully aware of the heroes' presence, waiting until the last of the group is crossing over to the bridge. At that point, it will charge up to the bridge, attack that hero and, if possible, drag him or her back to the crevasse.

The dragon isn't actually hungry, just bored. It thought the heroes were just more ogres, who have proven to be easy prey. Once the heroes have done 20 hp worth of damage to it, the dragon will disengage and flee back to its crevasse. If the heroes do more than 30 hp of damage to it, it will call out for help from its brothers (who are currently in the Fissures). They will arrive two rounds later and immediately attack the heroes, at which point the first dragonling will come back out of its hiding spot and rejoin the fight.

### ENCOUNTER 7: OBSERVATION PLATFORM

At the far end of the Bottomless Ravine is a small structure—like a hut with only two walls and no ceiling—built by Freya and her ogres. It is meant as place where she can interact with the hatchling dragons, whom she believes will want to live in the ravine rather than the hatchery. She knows that it will take her a while to solidify her connection to them, and while she's doing that she wants to get them used to giant-made constructions (since her ultimate plan is to take them back to civilization as pets).

It is also a likely place where the heroes will fight the young dragons, if the one under the bridge calls for help. The dragonlings will try to keep the heroes trapped on the platform and either kill them there or force them off into the pit.

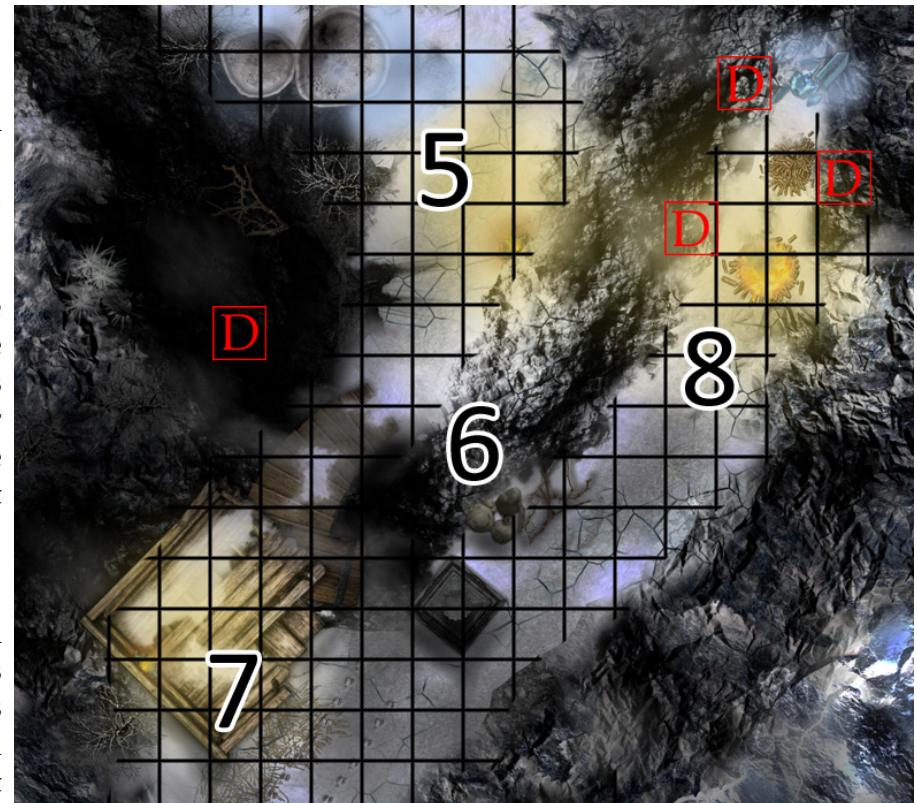
### ENCOUNTER 8: FISSURES

At first this arm of the Inner Cave seems like it's leading to a new cavern, but it ends in a wall of rock split by a series of thin, deep fissures. They are large enough for a medium-sized creature to enter, but too cramped and curving to be navigated unless the creature has serpentine flexibility. Near the back of this chamber is a roaring campfire and a pile of wood that is being used to fuel it.

The young dragons have chosen the fissures as their home—a place where they can rest safely without fear that Freya, her ogres, or the winter wolves will be able to take them unawares. Currently three of the dragonlings are here (the fourth is hiding in the Bottomless Ravine).

The bonfire was built by Freya as a way to make sure that the fissures do not freeze shut, trapping the young dragons within. She does not have high regards for their common sense, though she would never tell them that.

If the heroes have not encountered the young dragons elsewhere, they will be here lurking deep within the fissures. The dragons will call out to the heroes, asking who they are and why they are there. Their presumption is that the heroes are new minions working for Freya. If the heroes are at all threatening or if they admit to being enemies of the giantess (who is the dragon's ally, at least temporarily), the dragons will immediately attack.



## ENCOUNTER 9: MINI MAP

Currently, Freya is kneeling beside the eggs and the winter wolf is sitting beside her. The giantess is laying one of the humans (gagged and bound) on top of the eggs—her very primitive way to incubate them, though she would call it tempting them out of their shells with a juicy morsel.

When the heroes enter the room, Freya and the worg will immediately attack. They will keep the fight as far away from the eggs as possible. If she takes more than 50 hp of damage or if any of the heroes seem poised to attack the eggs, Freya will call out to the rest of the complex for help. It is unlikely that there is anyone to reply to the summons, but if the heroes did not deal with them yet, some or all of the young white dragons may still be available to join the battle.



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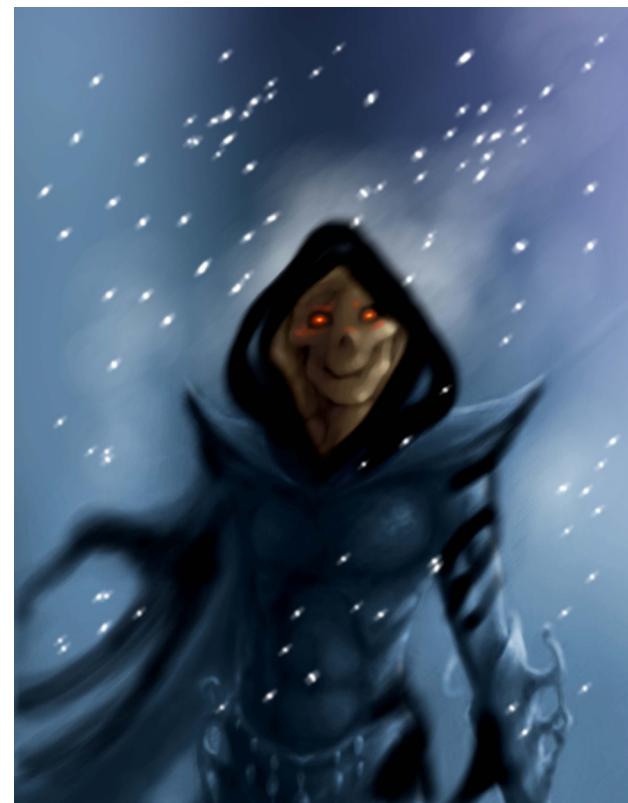
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