

QUEST FOR THE FROZEN FLAME

ADVENTURE PATH

Character # for credit	Paizo ID	Character name in Adventure	Player name	Items kept or used by campaign character found during adventure
2008	176955	Ku-bly	spencer	Mudlily (Atilla), staff of healing , bag of holding (type 1) , scroll of fireball, scrolls of magic missile (2), Magic pendant , +1 hide armor, Animal Staff (Greater) , Mask of Mercy
2009	12242	meowman	Ted	ghost touch rune, feather step stone , +1 warhammer, spyglass , +1 breastplate emblazoned with the religious symbol of Iomedae,
2003	2419081	Carix Esme Bergon	Tom C.	holly bush feather token , cat's eye elixir, steel mirror, 10 low-grade cold iron arrows, three vine arrows , +1 low-grade cold iron longsword, 10 Cold Iron Arrows oil of potency swift block cabochon
2007	2403359	Gamma Rodan	Sean	
2012	2407166	Delthea Ashera	Henry	pouch of ember dust , raven band , moderate darkvision elixir, a crying angel pendant , Minor sturdy shield , Verdant Branch , Obsidian Goggles Spiritsight Ring
2005	2354385	Abby	Raphael	
2007	10651	Riptooth Marcus	Chris	ghost touch rune, leaden leg , mesmerizing opal , Emerald grasshopper , +1 spear (sold),
2001	2408703	Ghank	Galen	Moderate potion of retaliation (used), Wounding Property Rune
			Jarryd	
			AJ	

Burning Mammoth Leadership

Broken Tusk Following	Lieutenant		0
	Follower	74	74
Broken Tusk Moon: A3. HILLTOP	Lieutenant	Shaggy Shemven	1
			74
Broken Tusk Moon: Capturing Tapirs	Follower	Giant tapirs x2	1
			76
Broken Tusk Moon: Porcupine Nest	Follower	Giant porcupine x3	1
			79
Broken Tusk Moon: Quiet Ones	Lieutenant	Harbinna Farwander	2
			79
Broken Tusk Moon: D. THE GRANDPARENTS		- Mammoth , -2 Follower	2
			76
Broken Tusk Moon: D2. ARDISSA'S CAMP	Lieutenant	Cockatrice	3
	Follower	Dire Wolf	77
Broken Tusk Moon: PUNISHMENT BY FIRE	Follower	Aklep	3
			78
Broken Tusk Moon:G1. Standing Stones	Lieutenant	GLYPTODON	4
			78
Broken Tusk Moon: M1. Raven Roost	Lieutenant	YRAKA	5
			78
Broken Tusk Moon: L. BOX CANYON	Follower	WOLLIPED	5
			79
Lost Mammoth Valley: A4. WATERFALL	Follower	LAGOFIR x2	5
			81
Lost Mammoth Valley: A9. SMILODON DEN	Follower	smilodon cubs x3	5
			84
Lost Mammoth Valley: A25. SECRET SHRINE	Follower	Tedanu, Dini, SUTAKI HUNTERS x3	5
			90
Lost Mammoth Valley: A26. SAPLING HUT	Follower	CASTOROIDES x4	5
			94
Lost Mammoth Valley: A27. WOLF DEN	Follower	WOLVES x10	5

			104
Lost Mammoth Valley: B3. GRIFFON ROOST	Follower	GRIFFONS x5	5
			109
Lost Mammoth Valley: B3. GRIFFON ROOST	Lieutenant	VARILYN "VARE" ERIDGE	6
			109
Lost Mammoth Valley: B29. CORPSE FIELD	Follower	HYAENODONS x3	6
			109
Lost Mammoth Valley: B31. CARAVAN ROUTE	Follower	HYAENODONS -1,+ ELK X10	6
			118
Lost Mammoth Valley: B17. Elder Tree	Follower	Pine Leshy x6	6
			124
Lost Mammoth Valley: The Ashen Tower: Entry Cave	Lieutenant	long-horned bison , Nukiak	8
	Follower	ELK X4, Moose x2, grizzly bear x2, LAGOFIR , HYAENODON , adolescent tyrannosaurus	135
Lost Mammoth Valley: Deserter Encampment	Lieutenant	Commander Montgrim, Moro, Nuphri, Bergon, Timini, Yosefm	14
	Follower	Soldiers x30	165
Deadfall	Lieutenant	Woolly Rhinoceroses	16
	Follower	Woolly Rhinoceroses Calf	166
Battle for Lyuba	Lieutenant	Eokoe, Iesa, Dodani, Wonoak, Soulsinger Kotasi, Iluin, Lahi, Sasohi, Zedak, Onak, Otehak, Nasanu, Kezaku, Epaku, Vayku,	32
	Follower	12 Sutaki demon hunters, 20 Sutaki hunters, 10 fishers, 30 tracker youths, 12 tame lagofirs, Dhannen, Jakowa, Hefet, Fela, Awa	245
Charging Rhino	Lieutenant	Batla	33
	Follower	100	345
Mountain Serpent	Lieutenant	Warno	34
	Follower	25	370
The Bears of Hatli	Lieutenant	Hatli the Small	35
	Follower	50	420
Proudhawks	Lieutenant	Sela	36
	Follower	75	495
Kybo and his Kymerias	Lieutenant	Kybo	37
	Follower	50	545

Broken Tusk Moon

					78	37	20	32
Moose Hunt	80+30+30+30	170			g	s	c	
A2. Lower Hill	80	80						
A3. Hilltop	120+30	150						
Gathering water	30	30		+1 spear, Mudlily	17	5		
Water Spirits	80	80						
Injured Animals	120	120						
Against the Hunters	60+30	90		holly bush feather token				
Giant Porcupine	60	60						
Preparation/ unknown	80	80						
Surprise Attack	80	80						
Second Wave	140	140	1080					
Crested Dinosaur	80	80	1160					
Stone Behemoth	30	30	1190	emerald-studded silver collar worth 25 gp	25			
Old Battleground	120	120	1310	low-grade cold iron shield;	17			
Poison Bringers	120	120	1430	tindertwigs				
Quiet Ones	120	120	1550	35 gp, dream pollen snare	41			

Struggle in the Water	80	80	1630					
Kelpie Lair	30	30	1660	ghost touch rune, oil of potency , a crying angel pendant , amber worth 5 gp.	5			
D1. Hunting Blind	120	120	1780					
D2. Ardissa's Camp	60	60	1840	Ardissa Prendergant items. scroll of fireball, scrolls of magic missile (2) , spellbook. camp tools (10G), preserved foods (+1 hexploation)	14			
E1. Overhang	16	16	1856	feather step stone				
E2. Hunter Cavern	80	80	1936					
E3. Blindheim Lair	120	120	2056					
E4. Leader's Cave	80	80	2136					
E5. Underground Lake	30	30	2166					
E6. Trapped Hall	16*3	48	2214					
E7. Hobji's Lair	16*2+60	96	2310	chalk, specialist snare kit , +1 warhammer, candlecap (left with blindheim @ red cat cave)	27	5		
E8. Painted Gallery	16+30	46	2356					
E9. Syarstik's Lair	120	120	2476					
E10. Map Room	80	80	2556					
Delaying the Burning Mammoths	120 max	120	2676					
A Lively Hunt								
Punishment by Fire				X				
Sing to the Stars								
F. Reaver Squad	120 (3)	90	2766					
G1. Standing stones	80 (3)	80	2846					
G4. Open Barrow	120 (3)	120	2966					
H. Hidden Cache	80 (3)	80	3036	three ivory religious symbols of Pharasma , a bundle of rare incense worth 40g, staff of healing .	43			
I. Quickling Wood	120 (3)	120	3156	moderate twigjack sack	5			
J. Cold Lake Camp	80 (3)	80	3236					
K. False Pass Entry	12	12	3248	superb repair kit, a scroll of impart empathy , pouch of ember dust	12	5		
L. Box Canyon	120 (3)	120	3368	Four golden bracelets worth 15 gp each, a bolt of carefully packed wool cloth worth 5 gp, and a bag of holding (type 1)	65			

				containing 500 feet of rope.				
M1. Raven Roost	80, 30, or 60	60	3428					
M2. Icy Pond	80	80	3508	raven band , barkskin potion				
M5. Avalanche Crew	120	120	3628					

Lost Mammoth Valley

Calamity Caves

Calamity Caves is a damp limestone cave system with a stream winding through its northern half. There are multiple exits into Lost Mammoth Valley, but only one is stable and accessible enough to accommodate the entire Broken Tusk following.

The following locations correspond to the map on the inside front cover of this volume. Unless noted otherwise in the text, these locations share the following general features.

Ceilings: The ceilings in tunnels are 15 feet high. In caverns, ceilings are 25 feet high.

Lighting: Much of Calamity Caves is dark. The entrance at area A1 and the exits at areas A15, A18, A19, and A27 are dimly lit due to indirect sunlight. Six areas—A14, A16, A17, A20, A21, and A26—are outdoors and brightly lit.

Temperature: The temperature rises gradually the closer one gets to Lost Mammoth Valley. Areas in the northern half of the map are mild cold; any area south of area A16 is normal temperature. (See page 517 of the Pathfinder Core Rulebook for the rules on temperature.)

Water: The water in these caves is near freezing. A creature that's been in water treats cold environments as one step colder (for example, mild cold as severe cold) until they change into dry clothing or spend at least 1 hour in an area of normal or higher temperature.

A1. Cavern Entrance	60+6* 4	84	3712	moderate darkvision elixir				
A2. Unstable Passage	8							
A4. Waterfall	60+8		3780	Magic pendant , nautilus shell(left behind)				
A5. Lagofir Burrow				potency crystal				
A.6 Wide Passage	6*3		3798					
A7. Mammoth Grave				ghost touch rune, a cat's eye elixir, and a steel mirror.				
A8. Abandoned Ambush				10 low-grade cold iron arrows				
A9. Smilodon Den	120							
A10. Shaft				bola, a long spear, three javelins , lesser healing potion.		5	15	
A11. MOLDY TUNNEL	4*10							
A12. NARROW PASSAGE				leadenleg , mesmerizing opal , 30 gp worth of semi-precious stones.	30			

A13. CAVE FLOWERS				Emerald grasshopper , a clay bird figurine worth 5 gp, an ivory bracelet worth 2 gp, a bead necklace worth 1 gp, and a polished quartz elk figurine worth 10 gp.	18			
A14. EXTERIOR BALCONY	10		3808					
A15. HERMIT'S HIDEAWAY								
A16. SCREE SLOPES	120+6		3934	+1 hide armor, a composite shortbow, and 20 arrows. Minor sturdy shield , holy water , moderate ghost charge				
A17. TRIPLE CLIFFS								
A18. GARGOYLE ROOST	80		4054	spyglass , 50 feet of rope.				
A19. RIGGED CAVERN	40		4094					
A20. SECLUDED PLATEAU	80		4174					6
A21. TAINTED GROVE	120+30	150	4324					
A22. BRIDGE								
A23. SHRINE TO VENEXUS	80+8		4412	Scroll of false life, a stick of rare incense worth 5 gp, uncut diamond worth 20 gp.	31			
A24. SHALLOW POOL								
A25. SECRET SHRINE								
A26. SAPLING HUT	80+30		4522	four-fingered white dragon's claw, worth 5 sp		5		
A27. WOLF DEN	80		4622					
Lost Mammoth Valley	80		4782					

Lost Mammoth Valley is 100 miles long and 36 miles wide, encircled by impassable mountains. Each hex is 12 miles across and follows the standard rules for hexploration on page 170 of the Gamemastery Guide.

- Sarenith (June)
- Erastus (July)
- Arodus (August)
- Rova (September)
- Lamashan (October)

[Hexploration](#)

Reconnoiter *Gamemastery Guide pg. 173*

Plains 1, Forest 2, Mountain 3

You spend time surveying and exploring a specific area, getting the lay of the land and looking for unusual features and specific sites. Reconnoitering a single hex takes a number of hexploration activities equal to

the number of Travel activities necessary to traverse the hex—1 for open terrain, 2 for difficult terrain, and 3 for greater difficult terrain. Traveling on roads doesn't lessen the time required to Reconnoiter. Once the hex has been Reconnoitered, you can Map the Area to reduce your chance of getting lost in that hex (see below). You automatically find any special feature that doesn't require a check to find, and you attempt the appropriate checks to find hidden special features.

For instance, if you were looking for an obvious rock formation among some hills, you would spend 2 hexploration activities to Reconnoiter the hex, and you'd find the rock formation. But if you were looking for a hidden tengu monastery somewhere in some deep forests, after spending 2 activities to Reconnoiter the forest hex, you would have to succeed at a Perception check as part of your Reconnoiter activity to find the monastery.

terrain	location	xp	Xp total	Items found				
			4782					
Mountain	B1. Waymarker							
Mountain	B2. Iomedaen Grave			+1 low-grade cold iron longsword, green tower shield (left behind)				
Mountain	B4. Vantage Point							
Hills	B5. Hilltop Camp			four bedrolls, three vine arrows , a superb repair kit, and six waterskins. Two of the waterskins are poisoned with belladonna, burning mammoth equipment	11	7	5	
Mountain	B6. Hunter's Blind			specialist snare kit , 10 gp worth of snare crafting components.	37	5		
Mountain	B7. Vare's Homestead			Purchase +1 armor potency x2 (320)	-320			
Mountain	B8. Chimera Cave	120	4982	+1 breastplate emblazoned with the religious symbol of Iomedae, holy prayer beads				
Plains	B9. Waymarker							
Plains	B10. Lea of the Honored Soul	80+16	5000	Spiritsight Ring				
Mountain	B3. Griffon Roost	80	5080	ancient religious symbol depicting a circle ringed by squares.				
Forest	B11. The Scar							
Forest	B12. Forest Patrol							
Forest	B13. Wyrms Den							
	B13a. Approach	10	5090					
	B13b. Tatzlwyrms Lair	80	5170	lesser elixir of life				

Forest	B24. Battlefield	70	5240	scroll of acid arrow , invisibilityPotion , bone religious symbol of Venexus,light mace, hooded robe, scroll of spectral hand , spellbook (Abominable Missives of the Atrophied)				
Plains	B31. CARAVAN ROUTE	140	5380	bastard sword 4gp (2), moderate dread ampoules (2), hide armor 2gp (2), javelins 1sp (8), bone religious symbol (Venexus) (2), wooden shield 1gp(2),light mace 4sp (2), hooded robe(2), scroll of spectral hand 12gp(2), spellbook(2)	19	5		
Forest	B26. COLD SPOT	60	5440					
Forest	B27. Corrupted Tree	95	5535	Verdant Branch , Lifting Belt , Animal Staff (Greater) , from Dapheliia and the pine leshys				
Forest	B18. Crusaders Encampment			Moderate potion of retaliation , 10 Cold Iron Arrows				
Mountain	B21. MOUNTAIN PASS	6	5541					
Mountain	B22. WINDSWEPT PEAK	60	5601					
Hills	B14. DARK CAMP	60	5661	Obsidian Goggles				
Hills	B19. BLOOD GEYSER	60	5721	Mask of Mercy				
Forest	B30. SCORCHED VALE	100	5821					
Plains	The Ashen Tower							
Plains	The Ashen Tower: Entry Cave							
Plains	The Ashen Tower:Middle Caverns	60	5881	scroll of bone spray , a scroll of boneshaker (3rd rank), scroll of blood vendetta , scroll of enervation , expanded healer's tools				
Plains	The Ashen Tower: Pinnacle	170	6051	spellbook with all prepared spells, wand of widening (2nd-level darkness), candle of revealing , skinstitch salve , bone religious symbol (Venexus) (4), light mace 4sp (2), hooded robe(2), scroll of spectral hand 12gp(2), spellbook(2)				4
Plains	The Ashen Tower: Pinnacle-Ambush	60	6111	bastard sword 4gp (2), moderate dread ampoules (2), hide armor 2gp (2), javelins 1sp (8), Mystery bow				
Plains	The Ashen Tower: Entry Cave	40	6151	Wounding Property Rune (Ghank), alchemist's tools, formula book (lesser and moderate dread ampoules , olfactory obfuscators , skinstitch salve				

Plains	B35. Bloody Fork	100	6251	swift block cabochon				1
Plains	B41. Ominous Clearing	40	6291					1
	B.48. Trackers Camp							1
Swamp	B44. Fishing Camp	40	6331					
Swamp	B45. Fishing Camp	60	6391					1
Plains	B37. VENEXUS SHRINE	40	6431	Tourmaline sphere aeon stone , ivory mask carved in the likeness of a mammoth (10 gp), crystal flower (10 gp), three bladders of lagofir oil, coins, pelts, and polished stones (80 gp).				
Plains	B34. DEADFALL	110	6541	bone religious symbol (Venexus), wooden shield 1gp, light mace 4sp, hooded robe, scroll of spectral hand 12gp, spellbook	13	4		
Plains	B39. HUNTING GROUNDS							7
Plains	B40. BURNING MAMMOTH CAMP	115	6656	+1 shortsword , minor healing potion , sling (10 bullets) , studded leather armor x5, tanglefoot bag x5, crossbow x5(50 bolts) , falchion x5, simple manacles x5, lesser potions of disguise x2, lesser potions of cold resistance x2, malleable clay	75			2
Swamp	B.47. Brass Pyre			religious symbol of Tanagaar carved in blood-red wood—the sigil of the Blood Owls.				2
Lubya	Blood Owls Hideout: Deeds							5
Lubya	WELCOMING PARTY	80	6736	bastard sword 4gp (4), moderate dread ampoules (4), hide armor 2gp (4), javelins 1sp (8), +1 greataxe, hood, leather armor,				2
Lubya	DINNER DATE			+1 breastplate, bone religious symbol (Venexus), runescribed disk				
	LAST STAND			staff of the dead				
	D1. GRAND ENTRY			Ring of sustenance				
	D4. FEZEROD'S QUARTERS			greater bracers of missile deflection				
	D7. VENEXUS'S LAIR			Primordial Flame				

	D8. VAULT			merciful charm , potion of flying , dragonbone arrowhead , Book of Lingering Blaze , 150 gp worth of coins, art objects, and gemstones				

Burning Tundra

	Looted Weyco			Greater hat of the Magi , Horn of Blasting , Rhino Hide , Gloom Blade +1 breastplate (sold 84) +1 striking gnome hooked hammer (buy 102g) Alacritous horseshoes (buy 340) Gloom Blade (sold 350g)	1000g			
					992g			
				Various weapons (-4g)	988g			
				Spellguard shield [meowman], Anylength rope (greater) [kubli], Beastmaster's Sigil [bag], Bracelet of dashing [meowman], Charm of resistance (Fire) [meowman], Goz mask (Greater) [volf] Wounding rune [scorch] (-340), Staff of healing greater [volf](-470), Reinforcing rune(minor) [meowman] (75)	103g			
	Barkblood's Corpse			pearlescent pyramid aeon stone , opal (+25 gp), scrolls of Slither , illusory scene , incendiary fog , Umbral Journey , and transmute rock to mud .	128g			
				Feast	103			