

SURTUR

SIR·TOOR

Elder One (Divine Rank 24)

Age: At least 1,000 millennia

Aliases: Surt, Surtur

Alignment: Lawful Evil

Allies (Surtur): None

Allies (Surtur's Avatar): Devils, Ordos (Sand Giants deity), Umbrax (Shadow Giant deity)

Enemies (Surtur): Angels, Norse Pantheon, Ymir (imprisoned)

Enemies (Surtur's Avatar): Fey, Norse Pantheon, Salamanders

Home Plane: Muspelheim (Para-Elemental Plane of Magma)

Nemesis: Ymir (Surtur), Frey (Surtur's Avatar)

Pantheon: Giant Dynasty (member, Surtur's Avatar), Norse Pantheon (Surtur)

Portfolios: Fire and Earth (Surtur), Fire and War (Surtur's Avatar)

Quintessence: 1,000,000,000

Relatives (Surtur's Avatar): Logi (son), Sinmore (wife)

LEGEND

Surtur is the leader of the fire giants of the south and the ruler of Muspelheim, the realm of fire. He is the oldest being in Norse cosmology.

However, Surtur, along with all other cosmic beings was incarcerated long ago by the angelic first choir. It is thought that Odin may also have had a hand in his imprisonment.

Myths: At Ragnarok, Surtur will make war against the gods and triumph over them, personally slaying the god Frey. He will then set the nine world's ablaze and destroy them, leaving behind only Hodmimir's Forest.

PERSONALITY

While Surtur's temperament is as fiery as his nature, he is backed by the self-confidence that destiny is preordained and his victory is assured and only a matter of time.

Vulnerabilities: Overconfident.

GOALS (SURTUR)

Surtur's immediate goal is to unbind himself from the cosmic shackles that keep his manifestation dormant. He would then proceed to usher in Ragnarok, and bring about the doom of the gods.

- Freeing Surtur would require a sacrifice of 10,000,000,000 QP.

RELATIONSHIPS (SURTUR)

Angels: Surtur has not forgotten the treachery of these feathered interlopers and dreams of their destruction.

Norse Pantheon: Surtur is the being fated to bring about the oblivion of the Norse Pantheon. As such they are not eager to have him released. In fact perhaps only the goddess Hel would welcome Surtur's freedom. The rest, including even Loki, would most certainly conspire against him.

Ymir: Surtur's frozen counterpart, is also perhaps his greatest foe. These two prometheans exist to plague the Norse gods, each vying for the right to be the one to ultimately destroy it.

GOALS (SURTUR'S AVATAR)

For all intents and purposes Surtur's Avatar is regarded as Surtur by most immortals. While powerful in his own right, Surtur's Avatar is not powerful enough to challenge the likes of Odin and rightly knows it. As such, Surtur's Avatar will not pursue an open agenda against Odin or any of the major Norse deities. Though if an opportunity to weaken the Norse gods arises Surtur may aid those responsible. He does however, have a bitter rivalry with the Norse god Frey.

RELATIONSHIPS (SURTUR'S AVATAR)

Azer: The traditional dwarf/giant rivalries occasionally manifest themselves during trade and border disputes between the Azer and the fire giants of Muspell.

Devils: Surtur acts as something of an arms dealer to the archdukes, supplying them with magical iron weapons from his foundries for use against their foes the demons. In return the devils aid the fire giants whenever requested. Surtur does not trust the archdukes, but the deal has been a successful one up to now. Surtur does not want to drive a wedge between the fire giants and the devils and ensures the outcast infernal Grimsnes is out of sight when visited by diabolical delegations.

Fey: The accursed servants of the god Frey are to be exterminated whenever encountered. This includes all chaotic good outsiders, elves, fey and their allies. Surtur has battled Frey in the past and rightfully fears the sting of that god's icy giantslaying sword. On the material plane Surtur has his fire giants burn down elven forests wherever possible.

Genies: Surtur trades with both the Dao and the Efreeti. Rarely do such deals work in Surtur's favor, as his usual threats and intimidations ring hollow, for both the Dao and the Efreeti are ruled by greater powers.

Giant Dynasty: Surtur exists on the fringes of the giantish dynasty, alienated to an extent as he is one of the few lawful aligned gods amidst a predominantly chaotic group. Though he has an alliance of sorts with some of the lawful-aligned giantish gods of lesser known giantish races such as the nomadic sand giants and the secretive shadow giants. Unknown to Surtur's avatar, Ordos, god of the sand giants is working for the Efreeti.

Linnorms: Surtur maintains a large presence of flame linnorms in his capital. Mounted fire giants on flame linnorms are invaluable shock troops.

Norse Pantheon: Surtur hates all the Norse gods, especially Frey. He would like nothing better than to behead the fool. In the past he has become embroiled in plots with the god Loki, but has found through experience not to trust the trickster who tried to pit him against Thor, not a confrontation Surtur wants to blunder into lightly.

Salamanders: Salamanders are used as slaves in Muspell. Occasionally groups will revolt and escape to salamander colonies on the elemental plane of fire.

DEATH OF SURTUR

Aside from the purely physical ramifications of the death of Surtur (a massive fireball engulfing all those within a mile radius of his sundered manifestation), his demise would have notable planar consequences.

Firstly, Muspelheim (the para-elemental plane of lava) may start to burn and crumble away, in effect destroying itself within about 120 days. This will almost certainly see an exodus of its fleeing residents into not only nearby planes, but also into prime material worlds as they try to escape by any means necessary. Those immortals who rule from the elemental planes of earth and fire may see a waxing of their power as these fiery immigrants flock to their banner. Alternatively, if Surtur's avatar has survived he may lead his forces against these neighbours in an attempt to carve out a new realm.

Secondly, the Norse pantheon will have seemingly escaped its demise. However, fate has a way of balancing itself, and before long a new destroyer (such as Ymir) may appear.

If Surtur's avatar survived his destruction, then it is likely the death of Surtur's manifestation would not have that great an effect upon fire giant religion since his avatar already fulfils that role while Surtur remains imprisoned. Although this depends upon how long the manifestation is free to roam before it is laid low.

ADVENTURE IDEAS

Low Epic: A leshay strike team sent to assassinate Surtur's avatar have been ambushed. Those not already slain have been crucified on the walls of Sundergard. If even one of these fading fey were rescued it might salvage some pride for the god Frey.

Mid-epic: Surtur's avatar is trying to create a new race of genie combining the best (or worst depending upon your perspective) traits of the dao and the efreeti. To this end he seeks a necklace artifact known as the Binding Collar; reputed to be located somewhere within the plane of Limbo guarded by a mad prismatic dragon.

High Epic: Surtur is freed by the chance shifting of dimensional tectonics caused by an exploding galaxy. Already the clarion call of Heimdall's horn has sounded and battle is imminent.

MANIFESTATION OF SURTUR (CR 160)

Elder One of fire and destruction (Divine Rank 24)

Titanic Outsider (Earth, Extraplanar, Fire, Outsider)

Hit Dice: 120d100+4800, x2 (33,600 hp)

Initiative: +52

Speed: 1600 ft. (320 squares)

Armor Class: 217 (-16 size, +25 deflection, +20 Dex, +24 divine, +154 natural), touch 63, flat-footed 197

Base Attack/Grapple: +120/+231

Attack: Sword of Revenge: +43 flashing, lawful power, unholy power greatsword +238 melee (40d10+143 (average 363) plus 30d20 divine damage (average 315)/15-20; x4)

Full Attack: Sword of Revenge: +43 flashing, lawful power, unholy power greatsword +238/+238/+238/+238 melee (40d10+142 (average 363) plus 30d20 divine damage (average 315)/15-20; x4)

Space/Reach: 160 ft./240 ft.

Special Attacks: Alter reality, divine aura (5200 ft. radius), spell-like abilities

Special Qualities: Damage reduction 90/-, darkvision 60 ft., divine traits (Elder One), earth portfolio traits (Elder One), fire portfolio traits (Elder One), regeneration 60 (special), spell resistance 154

Saves: Fort +128, Ref +106, Will +112

Abilities: Str 144 (+67), Dex 50, Con 90, Int 60, Wis 62, Cha 60

Skills: Omniscient - All skills 147 + ability modifier

Feats: Cleave, Craft Magic Arms and Armor, Craft Wondrous Item, Great Cleave, Great Fortitude, Greater Weapon Focus (greatsword), Improved Critical (greatsword), Improved Critical Multiplier* (greatsword), Improved Initiative, Improved Overrun, Improved Sunder, Iron Will, Leadership, Power Attack, Weapon Focus (greatsword)

Epic Feats: Blinding Speed, Craft Epic Magic Arms and Armor, Craft Epic Wondrous Item, Dire Charge, Epic Fortitude, Epic Leadership, Epic Weapon Focus (greatsword), Epic Will, Greater Critical* (greatsword), Greater Critical Multiplier* (greatsword), Great Strength (x7), Greater Sunder*, Heavy Fortification*, Improved Power Attack*, Legendary Commander, Light Eradication*, Light Fortification*, Moderate Fortification*, Superior Cleave*, Superior Sunder*

*New Feat from Chapter 4

Divine Abilities:

- **Adjuration (Su):** Summon up to 240 hit die of creatures per day (no single creature can have more than 80 hit die)
- **Carapace (Ex):** Natural Armor bonus equal to your hit die
- **Elemental Ancestry (Ex):** Surtur has the elemental traits
- **Improved Divine Aura:** Can use stunning or pain effects with its aura
- **Moderate Eradication (Ex):** 50% chance of dealing a critical hit to an opponent immune to critical hits
- **Perfect Sunder (Ex):** Successful attacks also count as sunder attempts
- **Regeneration (Su):** Gain regeneration equal to 1/2 your hit die
- **Squamous (Ex):** Natural Armor bonus equal to 3/4 your hit die
- **Superior Divine Aura:** Can use charm or weakness effects with its aura.
- **Superior Power Attack (Ex):** Trade 1 point of BAB for 2 points of damage
- **Uncanny Weapon Focus (Greatsword) (Ex):** Always uses the highest attack bonus for iterative attacks
- **Weaponbreaking (Su):** Weapons that don't penetrate your damage reduction take under damage equal to the difference

Cosmic Abilities:

- **Unearthly Power Attack (Ex):** Trade 1 point of BAB for 4 points of damage
- **Heavy Eradication (Ex):** 100% chance of dealing a critical hit to an opponent immune to critical hits

Transcendental Abilities: These abilities fill three of four artifact slots.

- **Invincibility (Su):** Surtur can attempt a Fortitude save to avoid taking any damage. The DC is equal to the damage from the attack (applied after Surtur's damage reduction, if applicable). The damage can be from spell or weapon.
- **Ultimate Power Attack (Ex):** Trade 1 point of BAB for 10 points of damage
- **Uncanny Cosmic Mastery (Ex):** The ability allows Surtur to do **one** of the following per round:
 - **Cosmic Beam:** Standard action, ranged touch attack, 120d20 divine

damage (average 1260), range 5200 ft.

- **Cosmic Blast:** Standard action, 60d20 divine damage (average 630). This ability has a range of 5200 ft. and a blast radius of 260 feet. Those caught in the blast can make a Reflex save (DC 139) for half damage.

- **Cosmic Blood:** Anyone striking Surtur in melee suffers 30d20 divine damage (average 315).

- **Cosmic Breath:** Standard action, 120d20 line of divine damage, usable once every 1d4 rounds. Those caught in the blast can make a Reflex save (DC 139) for half damage.

- **Cosmic Hand:** Touch attack, 240d20 divine damage (average 2520).

- **Cosmic Immolation:** When Surtur's manifestation is destroyed, he explodes dealing 240d20 divine damage within a 5200 ft. radius.

- **Cosmic Storm:** Every enemy of Surtur within a 5200 ft. radius suffers 30d20 (average 315) divine damage per round. Surtur can use this ability as a free action (provided it is the only use of Uncanny Cosmic Mastery that round).

- **Cosmic Strike:** Adds an extra 30d20 divine damage per strike.

- **Cosmic Wrath:** Gaze weapon, 60d20 divine damage, range 5200 ft. Those caught in the blast can make a Reflex save (DC 139) for no damage.

All save DC's are Constitution based.

Environment: Muspelheim (Para-Elemental Plane of Lava)

Organization: Solitary

Challenge Rating: 160

Treasure: The Sword of Revenge

Alignment: Lawful Evil

Advancement: 121-127 HD (Titanic), 128-255 HD (Macro-Fine)

Effective Class Level: 240

The titanic ebon-giant before you seems to tower into the clouds. Its body, black as soot, belches fire and smoke as if some living volcano just about to erupt. Its features are unmistakably demonic, curved horns, fanged visage and writhing tail, as if this was the primordial template for all other demons that would follow. In its mighty hands it grasps an immense fiery runesword that shines with the light of a thousand suns promising destruction and doom for all. Even from a mile away the heat is palpable, worse yet is its gaze which seems to burn into your very soul. As it approaches every instinct tells you to flee...

Surtur's Manifestation stands 240 feet tall and weighs 65,536 tons.

COMBAT

Surtur strides confidently into combat brandishing the sword of revenge which he further empowers by igniting using the cosmic strike ability to deal an additional 30d20 (average 315) divine damage per strike.

Surtur's natural attacks or any weapons he wields, are treated as epic, evil-aligned and lawful-aligned for the purpose of overcoming damage reduction.

Alter Reality (Su): Once per round as a free action Surtur can duplicate any spell of 9th-level or less. This ability can also duplicate any epic spells of DC 182 or less. Instead of duplicating a spell, Surtur can use this to give himself a +25 circumstance bonus on one die roll per round.

Divine Traits (Elder One) (Ex): As an elder one, Surtur gains a +24 divine bonus to: armor class; attack rolls; checks (ability checks, caster level checks, skill checks, turning checks); difficulty class (for any special abilities, spell-like abilities, spells); initiative; saving throws and spell resistance.

Earth Portfolio Traits (Elder One):

- **Competence Bonus:** Surtur gains a +24 competence bonus on all dice rolls (see Divine Traits).

- **Exoskeleton (Ex):** Natural Armor bonus equal to 1/2 your hit die.

- **Heart of Stone:** Surtur's damage reduction increases 50%.

- **Earthen Conjunction:** Any earth-based creatures summoned by Surtur have 50% more Hit Dice than usual.

- **Earthen Messiah (Su):** Surtur cannot be harmed, either willingly or unwillingly by creatures with the earth subtype.

- **Regeneration (Su):** Surtur gains regeneration 60 while standing on a solid body of earth.

- **Uncanny Force Mastery (Su):** As uncanny cosmic mastery but d4 divine force instead of d20 divine damage.

Insert Illustration of Surtur

Fire Portfolio Traits (Elder One):

- *Divine Fire (Su)*: Any fire-based effects, spells or spell-like abilities are half divine in origin.
- *Fiery Conjuraton (Su)*: Any fire creatures summoned by Surtur have 50% more Hit Dice than usual.
- *Fiery Messiah (Su)*: Surtur cannot be harmed, either willingly or unwillingly by creatures with the fire subtype.
- *Fire Absorption (Su)*: Surtur is healed by fire/heat damage.
- *Firestarter (Ex)*: Surtur casts all fire spells as if he were 24 levels higher.
- *Uncanny Fire Mastery (Su)*: As uncanny cosmic mastery but d6 divine fire instead of d20 divine damage.

Spell-like Abilities: At will - *burning hands* (DC 60), *contagion*, *disintegrate* (DC 65), *earthquake*, *elemental swarm* (cast as fire spell), *fire seeds*, *fire shield*, *fire storm* (DC 66), *greater teleport*, *harm*, *implosion* (DC 67), *incendiary cloud* (DC 67), *inflict critical wounds*, *inflict light wounds*, *produce flame*, *resist energy*, *shatter*, *wall of fire*. Caster level 144th. The save DCs are Charisma based.

SWORD OF REVENGE

Surtur's mighty blade, is forged from orichalcum gathered from a thousand dying stars. The sword is a +43 flashing, lawful power, unholy power greatsword which deals a base 40d10 damage.

The weapon itself is over 200 feet long and weighs 3,834,792 tons.

NEW EPIC WEAPON SPECIAL ABILITY

Flashing: Weapons with this property allow the wielder to make an additional attack (at their highest base attack bonus) at the end of the round for every damaging melee blow landed against them during the round. Any attacks against them must deal at least 1 hit point of actual damage to grant an additional attack. Also the attacks must be melee attacks, not missile attacks.

Caster Level: 75th; *Prerequisites:* Craft Magic Arms and Armor, Craft Epic Magic Arms and Armor, *haste*, *wish*; *Market Price:* +25 bonus.

AVATAR OF SURTUR (CR 80)

Intermediate Deity of fire and war (Divine Rank 12)

Colossal Outsider (Evil, Extraplanar, Fire, Lawful)

Hit Dice: 60d20+1440 (2640 hp) or 5280 hp in Muspelheim

Initiative: +25

Speed: 360 ft. (72 squares)

Armor Class: 113 (-8 size, +12 competence, +13 deflection, +8 Dex, +12 divine, +29 natural, +38 +30 full platemail), touch 47, flat-footed 105

Base Attack/Grapple: +60/+125

Attack: Sword of Revenge: +21 lawful power, unholy power greatsword of speed +141 melee (207 plus 15d6 divine fire/15-20; x3)

Full Attack: Sword of Revenge: +21 lawful power, unholy power greatsword +141/+141/+136/+131/+126 melee (207 plus 15d6 divine fire/15-20; x3)

Space/Reach: 65 ft./100 ft.

Special Attacks: Divine aura (700 ft. radius), spell-like abilities

Special Qualities: Damage reduction 30/epic, darkvision 60 ft., divine traits (Intermediate deity), fire portfolio traits (Intermediate Deity), spell resistance 82, war portfolio traits (Intermediate Deity)

Saves: Fort +67, Ref +52, Will +58

Abilities: Str 90, Dex 29, Con 58, Int 37, Wis 38, Cha 37

Skills: Bluff +88, Climb +120, Craft (metalworking) +72, Diplomacy +88, Disguise +72, Handle Animal +72, Hide +72, Intimidate +72, Jump +120, Knowledge (arcana) +88, Knowledge (nature) +88, Knowledge (religion) +88, Knowledge (the planes) +88, Listen +89, Profession (metalworker) +88, Ride +89, Search +89, Sense Motive +89, Spellcraft +88, Spot +89, Survival +89

Feats: Cleave, Great Cleave, Greater Weapon Focus (greatsword), Greater Weapon Specialization (greatsword), Improved Critical (greatsword), Improved Critical Multiplier* (greatsword), Improved Initiative, Improved Overrun, Improved Sunder, Iron Will, Power Attack, Weapon Focus (greatsword), Weapon Specialization (greatsword)

Epic Feats: Dire Charge, Epic Weapon Focus (greatsword), Epic Weapon Specialization (greatsword), Greater Critical*, Heavy Armor Mastery*, Improved Power Attack*, Light Armor Mastery*, Medium Armor Mastery*

*New Feat from Chapter 4

Divine Abilities:

- *Adjuration (Su):* Summon up to 120 hit die of creatures per day (no single creature can have more than 40 hit die)
- *Improved Damage Reduction (Su):* Add 'good' factor to damage reduction
- *Moderate Eradication (Ex):* 50% chance of dealing a critical hit to an opponent immune to critical hits
- *Superior Power Attack (Ex):* Trade 2 points of damage for 1 point of BAB
- *Uncanny Weapon Focus (Greatsword) (Ex):* Always uses the highest attack bonus for iterative attacks
- *Uncanny Weapon Specialization (Greatsword) (Ex):* Always deals maximum damage

Cosmic Abilities:

- *Anaretic (Su):* This ability fills one of Surtur's Avatar's four artifact slots. When the avatar attempts a sunder, he adds the *disjunction* effect.
- *Heavy Eradication (Ex):* 100% chance of dealing a critical hit to an opponent immune to critical hits
- *Unearthly Power Attack (Ex):* This ability fills one of Surtur's Avatar's four artifact slots. When the avatar attempts a power attack, he deals an additional 4 points of damage for each point of BAB he expends.

Environment: Muspelheim (Para-Elemental Plane of Lava)

Organization: Solitary

Challenge Rating: 80

Treasure: The Burning Armor and the Sword of Revenge (facsimilie)

Alignment: Lawful Evil

Advancement: 61-63 HD (Colossal), 64-127 HD (Titanic)

Effective Class Level: 120

An enormous ebony-giant, stands defiantly before you. Its hair and beard of living, writhing fire, its body bedecked in heavy iron platemail itself glowing red hot. In its two hands it grasps a mighty flaming greatsword inlaid with runic and sigils. Its smouldering aura of ruin causes your face to blister and burn.

Surtur's Avatar stands 100 feet tall and weighs 2624 tons.

COMBAT

The Avatar of Surtur prefers to engage the strongest foe in melee as soon as possible.

The Avatar of Surtur's natural attacks or any weapons it wields, are treated as epic, evil-aligned and lawful-aligned for the purpose of overcoming damage reduction.

Divine Traits (Intermediate Deity) (Ex): As an intermediate deity, Surtur's Avatar gains a +12 divine bonus to: armor class; attack rolls; checks (ability checks, caster level checks, skill checks, turning checks); difficulty class (for any special abilities, spell-like abilities, spells); initiative; saving throws and spell resistance.

Fire Portfolio Traits (Intermediate Deity):

- *Divine Fire (Su):* Any fire-based effects, spells or spell-like abilities are half divine in origin.

- *Fiery Conjuraton (Su):* Any fire creatures summoned by Surtur have 50% more Hit Dice than usual.

- *Fire Immunity (Su):* Surtur is immune to fire/heat damage.

- *Firestarter (Ex):* Casts all fire spells as if he were 12 levels higher.

Uncanny Fire Mastery (Su): The ability allows Surtur to do one of the following per round (all save DC's are Constitution based):

- *Fire Beam:* Standard action, ranged touch attack, 60d6 divine fire damage (average 210), range 700 ft.

- *Fire Blast:* Standard action, 30d6 divine fire damage (average 105). This ability has a range of 700 ft. and a blast radius of 35 feet. Those caught in the blast can make a Reflex save (DC 76) for half damage.

- *Fire Blood:* Anyone striking Surtur in melee suffers 15d6 divine fire damage (average 52).

- *Fire Breath:* Standard action, 60d6 cone of divine fire, usable once every 1d4 rounds. Those caught in the blast can make a Reflex save (DC 76) for half damage.

- *Fiery Hand:* Touch attack, 120d6 divine fire damage (average 420).

- *Fiery Immolation:* When Surtur's Avatar is destroyed, he explodes dealing 120d6 divine damage within a 700 ft. radius. Those caught in the blast can make a Reflex save (DC 76) for half damage.

- *Fire Storm:* Every enemy of Surtur's Avatar within a 700 ft. radius suffers 15d6 (average 52) divine damage per round.

- *Fire Strike:* Adds an extra 15d6 divine fire damage per strike.

- *Fiery Wrath:* Gaze weapon, 30d6 divine fire damage, range 700 ft. Those caught in the blast can make a Reflex save (DC 76) for no damage.

Spell-like Abilities: At will - blade barrier (DC 41), burning hands (DC 36), divine power, elemental swarm (cast as fire spell), etherealness, fire seeds, fire shield, fire storm (DC 42), flame strike (DC 40), greater teleport, incendiary cloud (DC 43), magic weapon, magic vestment, plane shift, power word blind, power word stun, power word kill, produce flame, resist energy, spiritual weapon, wall of fire. Caster level 72nd. The save DC's are Charisma based.

War Portfolio Traits (Intermediate Deity):

- *Warrior Born (Ex):* +12 competence bonus to attack and damage rolls.
- *Warrior's Guile (Ex):* +12 competence bonus to Armor Class.

- *Warrior's Code (Su):* Damage reduction only 50% effective against Surtur's avatar.

- *Ready for Battle (Su):* Any creatures summoned gain a +12 competence bonus to attack and damage rolls.

- *Uncanny Force Mastery (Su):* As uncanny fire mastery but d4 divine force instead of d6 divine fire damage.

BURNING ARMOR

This suit of blackened iron armor was forged from the iron core of a dying planet tempered by the blood of a dozen red dragons. The Burning Armor is +30 full platemail of heavy fortification. When struck by a weapon, sparks fly up dealing 20d6 fire damage (half divine) to the wielder of the weapon and the weapon itself.

SWORD OF REVENGE (FACSIMILIE)

This artifact is a weaker version of Surtur's own greatsword, but still a powerful weapon in its own right. The sword is a +21 lawful power, unholy power greatsword of speed.

ASPECT OF SURTUR (CR 40)

Demi-deity of fire and war (Divine Rank 6)

Gargantuan Outsider (Evil, Extraplanar, Fire, Lawful)

Hit Dice: 30d20+450 (1050 hp) or 2100 hp in Muspelheim

Initiative: +19

Speed: 240 ft. (48 squares)

Armor Class: 64 (-4 size, +8 deflection, +5 Dex, +6 divine, +16 natural, +23 +15 full platemail), touch 21, flat-footed 57

Base Attack/Grapple: +30/+74

Attack: Sword of Revenge: +11 fiery blast, lawful, unholy greatsword +69 melee (8d6+50 plus 3d6 fire/17-20)

Full Attack: Sword of Revenge: +11 fiery blast, lawful, unholy greatsword +69/+64/+59/+54 melee (8d6+50 plus 3d6 fire/17-20)

Space/Reach: 40 ft./60 ft.

Special Attacks: Anaretic, divine aura (400 ft. radius), spell-like abilities, unearthly power attack

Special Qualities: Damage reduction 15/epic and good, darkvision 60 ft., divine traits (demi-deity), fire portfolio traits (demi-deity), spell resistance 46, war portfolio traits (demi-deity)

Saves: Fort +38, Ref +26, Will +31

Abilities: Str 62, Dex 20, Con 40, Int 26, Wis 26, Cha 26

Skills: Bluff +47, Climb +65, Craft (metalworking) +47, Diplomacy +47, Handle Animal +47, Intimidate +47, Jump +65, Knowledge (arcana) +47, Knowledge (religion) +47, Knowledge (the planes) +47, Listen +47, Ride +47, Search +47, Sense Motive +47, Spellcraft +47, Spot +47, Survival +47

Feats: Cleave, Great Cleave, Greater Weapon Focus (greatsword), Greater Weapon Specialization (greatsword), Improved Critical (greatsword), Improved Critical Multiplier* (greatsword), Improved Initiative, Improved Overrun, Improved Sunder, Iron Will, Power Attack, Weapon Focus (greatsword), Weapon Specialization (greatsword)

Epic Feats: Dire Charge, Epic Weapon Focus (greatsword), Epic Weapon Specialization (greatsword), Greater Critical*, Heavy Armor Mastery*, Improved Power Attack*, Light Armor Mastery*, Medium Armor Mastery*, Superior Initiative, Supreme Cleave

*New Feat from Chapter 4

Divine Abilities:

- *Adjuration (Su):* Summon up to 60 hit die of creatures per day (no single creature can have more than 20 hit die)
- *Improved Damage Reduction (Su):* Add 'good' factor to damage reduction
- *Moderate Eradication (Ex):* 50% chance of dealing a critical hit to an opponent immune to critical hits
- *Multifaceted (Ex) (x2):* The Aspect of Surtur gains twelve bonus feats
- *Superior Power Attack (Ex):* Trade 2 points of damage for 1 point of BAB

Cosmic Abilities:

- *Anaretic (Su):* This ability fills one of Surtur's Avatar's four artifact slots. When the avatar attempts a sunder, he adds the *disjunction* effect.
- *Unearthly Power Attack (Ex):* This ability fills one of Surtur's Avatar's four artifact slots. When the avatar attempts a power attack, he deals an additional 4 points of damage for each point of BAB he expends.

Environment: Volcanic Regions

Organization: Solitary

Challenge Rating: 40

Treasure: The Burning Armor and Sword of Revenge (both facsimilies)

Alignment: Lawful Evil

Advancement: 31 HD (Gargantuan), 32-63 HD (Colossal)

Effective Class Level: 60

A massive, barrel-chested ebony-giant, towers above you. Its hair and beard aflame, its body clad in heavy iron platemail with occasional decorative bronze flames. In its two hands it grasps a mighty flaming greatsword inlaid with runes and sigils. Its gaze, so baleful, burns and tortures, forcing you to avert your eyes.

The Aspect of Surtur stands 50 feet tall and weighs 83 tons.

COMBAT

The Aspect of Surtur attacks in melee if possible, reserving its spell-like abilities for use against foes who try to keep their distance. If heavily

outnumbered it will summon allies to its side.

The Aspect of Surtur's natural attacks or any weapons it wields, are treated as epic, evil-aligned and lawful-aligned for the purpose of overcoming damage reduction.

Divine Traits (Demi-deity) (Ex): As a demi-deity, Surtur's Aspect gains a +6 divine bonus to: armor class; attack rolls; checks (ability checks, caster level checks, skill checks, turning checks); difficulty class (for any special abilities, spell-like abilities, spells); initiative; saving throws and spell resistance.

Fire Portfolio Traits (Demi-deity):

- *Divine Fire (Su):* Any fire-based effects, spells or spell-like abilities are half divine in origin.
- *Fiery Conjunction (Su):* Any fire creatures summoned by Surtur have 50% more Hit Dice than usual.
- *Fire Immunity (Su):* Surtur is immune to fire/heat damage.
- *Firestarter (Ex):* Casts all fire spells as if he were 6 levels higher.

Spell-like Abilities: At will - *blade barrier* (DC 30), *burning hands* (DC 25), *divine power*, *elemental swarm* (cast as fire spell), *etherealness*, *fire seeds*, *fire shield*, *fire storm* (DC 31), *flame strike* (DC 29), *greater teleport*, *incendiary cloud* (DC 32), *magic weapon*, *magic vestment*, *plane shift*, *power word blind*, *power word stun*, *power word kill*, *produce flame*, *resist energy*, *spiritual weapon*, *wall of fire*. Caster level 36th. The save DCs are Charisma based.

War Portfolio Traits (Demi-deity):

- *Warrior Born (Ex):* +6 competence bonus to attack and damage rolls.
- *Warrior's Guile (Ex):* +6 competence bonus to Armor Class.
- *Warrior's Code (Su):* Damage reduction only 50% effective against the Aspect of Surtur.
- *Ready for Battle (Su):* Any creatures summoned gain a +6 competence bonus to attack and damage rolls.

BURNING ARMOR (FACSIMILIE)

The armor worn by the Aspect of Surtur is +15 full platemail of heavy fortification. When struck by a weapon, sparks fly up dealing 20d6 fire damage (half divine) to the wielder of the weapon and the weapon itself.

SWORD OF REVENGE (FACSIMILIE)

This artifact is a weaker version of the weapon wielded by Surtur's Avatar. The greatsword is a +11 fiery blast, lawful, unholy greatsword.

SURTUR'S REALM

Name: Muspelheim, or just Muspell.

Size: 2800 mile diameter area (approx.) controlled by Surtur's Avatar. Should Surtur's Manifestation be freed it would control a 280,000 mile diameter area.

Alignment Traits: Evil and Lawful

Elemental Traits: Earth and Fire

Gravity Traits: Normal

Magic Traits: Normal

Temporal Traits: Normal Time Flow

Surtur's realm is a dark silhouette of basalt rock and blackened iron spires set against a blazing red sky and further illuminated by bright glowing rivers of lava.

SUNDERGARD (CASTLE OF SURTUR)

This great basalt castle is the home of Surtur's Avatar. It is called Sundergard because those armies who have fell upon it have been broken and sundered. It is especially notable for its great size, being built to giantish proportions.

The castle itself has numerous halls, including the massive throne room which doubles as an audience chamber. There are stables and kennels, as well as an extensive dungeon beneath the castle.

Castle Sundergard sits on the edge of the Sea of Fire. It is ringed by a moat of divine flame from the Sea of Fire itself (see below). Other defenses include magical catapults and ballista on the parapets.

THE RING OF STEEL (ARENA)

A great gladiatorial arena built into a dormant volcano. Occasionally the mantle is cracked and the arena flooded with lava and teams of gladiators fight from adamantite-lined vessels. Those taken prisoner may find themselves enrolled into the gladiator school.

SEA OF FIRE

This vast lake is thought to be the resting place of Surtur himself. From time to time great serpents are seen swimming in the sea, some refer to these as the fingers of Surtur, and it is seen as a sign of good fortune.

Anyone falling into the Sea of Fire suffers 20d6 damage per round, half of which is divine damage, the other half fire damage.

THE IRON FOUNDRY

A great iron plateaus shaped like an anvil echoes with the sound of a thousand smiths. Large numbers of iron constructs guard the foundry. In charge of the day to day running is the fire giant archmage Kano (Wizard 17, ECL 30/CR 20), who is responsible for creating the bloodiron material.

RANDOM ENCOUNTERS

There are no set encounters only encounter suggestions, so that you may tailor them to your campaign level.

TABLE A-9: ENCOUNTER SUGGESTIONS FOR SURTUR'S REALM
d20 Encounter

1	Azer
2	Devils
3	Efreeti
4-5	Elementals (e.g. Magma or Fire elementals)
6-10	Fire Giant Spirits
11	Hell Hounds
12	Iron Constructs
13	Linnorms, Flame
14	Monster (e.g. Phaethon, Pyrohydra)
15	Salamanders
16	Slaves
17	Visitors
18	Undead (e.g. Lavawights)
19	Unique (e.g. Logi, Kerlingarf)
20	GM's choice

SERVANTS OF SURTUR

Minions: Lava Elementals

Petitioners: Fire Giant Spirits (Typically with 1d6 levels); Elite Fire Giant Spirits (typically with 1d6+6 levels); Commanders (typically with 1d6+12 levels).

Saints: Mettaflame - Fire Giant (15 HD) Fighter 16 quasi-deity (ECL 49/CR 32)

Servitors: Iron Constructs (mainly golems but also includes a few sentinels, gargants and colossi)

SINMORE (WIFE OF SURTUR: CR 60)

The wife of Surtur's Avatar is the queen of the fire giants, and is worshipped by most females of the species. This flame-haired cackling witch passes for beautiful in giantish circles. She wields two flaming whips made from iron that are reputed to steal spells from those they strike.

- Fire Giantess (15 HD) Sorceress 28 Lesser deity (ECL 90, CR 60) with the fertility and fire portfolios.

LOGI (SON OF SURTUR: CR 46)

The hot-headed son of Surtur (rightly the son of Surtur's Avatar) is a mercenary for hire and has seen employ from many quarters; including the storm giants, the trolls and even as far afield as the efreet. Logi resembles a totally immolated fire giant. He carries a massive magical ballista that can shoot *meteor swarms* (as per the spell).

- Fire Giant (15 HD) Ranger 17 demi-deity (ECL 69, CR 46) with double fire portfolios.

KRAX & JOKULL (BODYGUARDS OF SURTUR: CR 39)

Both of these two brothers are former gladiators, each with one hundred triumphs in the Ring of Steel. Krax left side resembles an iron golem, while Jokull is the opposite. Krax is armed with a magical trident and net, while Jokull carries a magical sword and buckler.

- Half-Golem (Iron) Fire Giant (15 HD) Fighter 20 (ECL 40/CR 26).

SONS OF TWILIGHT (ADVENTURING PARTY: CR 58)

When the Avatar of Surtur requires a foe eliminated he will call upon this motley collection of veteran villains.

- Kerlingarf:** Vampire Fire Giant (15 HD) Cleric 17 (ECL 47, CR 31). The nominal leader of the group, though each of the others see themselves as the most important. Kerlingarf is a sadistic murderer with a taste for boiling blood.

- Hengill Ironhand:** Fire Giant (15 HD) Monk 22 (ECL 44, CR 29). This mohawked fire giant wears a magical iron death-mask which can pronounce a *power word kill* at will.

- Neshryggur:** Great, Great Wyrm Fire Linnorm (CR 29). This vile creature commands those Linnorms who bend knee to mighty Surtur. She wears a magical bronze collar of control, crafted by Surtur which is said to double the damage dealt by the dragons breath weapon. Unknown to Sinmore, Neshryggur is currently pregnant by Surtur.

- Grimsnes:** Infernal (ECL 45, CR 30). This outcast of the Hells has pledged his allegiance to Surtur. Grimsnes wields an artifact known as Hell's Spine; a magical composite longbow carved from the spine of a past duchess of Hell. Whenever ambassadors from Hell arrive for an audience with Surtur he always makes sure Grimsnes is absent.

- Krusivik:** Advanced (45 HD) Shape of Fire (CR 29). Once a fire giant, This ancient being had the dubious honor of being incinerated by the hand of Surtur himself. He is instrumental in turning sufficiently powerful prisoners into lavawights.

SONS OF MUSPELL (CR 12)

The primordial servants of Surtur. These primitive killers are half-fiend fire giants. Millions of these beings once dominated Muspell, now their numbers have dwindled to mere hundreds. A few serve Surtur's avatar, but most exist in the barren wilderness of the plane, preying on the unwary.