1 on 1 Adventures #13: The Pearls of Pohjola



Long ago when titans walked the earth and great beasts ruled the wild places, there was Pohjola, a land ruled by a great chief of the same name. To him was borne 3 daughters, and to each of his daughters he entrusted something sacred, so that they may protect Pohjola in their own fashion according to their own temperament. But a twist of fate and the great avarice and trickery of the bog hag, follower of Louhi, trapped the sisters three in a pendant of pearls. There they wait, frozen in ever-summer with the blush of youth destined to repeat the tale of the old songs until a champion navigates the pearls and frees them. Do you have what it takes to finish the old song once and for all?

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1 on 1 Adventures #13 The Pearls of Pohjola



AN ADVENTURE DESIGNED FOR 1 GM AND 1 PLAYER (LEVEL 10-12 SORCERER)

This module includes 20 adventure-packed pages, complete with locations and maps, forming a readymade adventure. It has been crafted for one player and one GM so even the smallest gaming group has adventures suitable to their needs with minimal preparation time. With some minor scaling, The Pearls of Pohjola is suitable for use with a traditional four-player party.

If you enjoy this module, look for future releases in the One on One Adventures line from Expeditious Retreat Press



ONE ON ONE ADVENTURES #13 THE PEARLS OF POHJOLA BY SUZI YEE

AN ADVENTURE FOR ONE SORCERER LEVELS 10-12



CREDITS

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One on One Adventures are for one player and one GM. However, they are easily modified for a traditional party of four players and one GM.



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AUTHORIAL NOTE

We at Expeditious Retreat Press had the pleasure of attending Ropecon 2009 in Helsinki, and this adventure is in part a thanks to all the coordinators, attendees, and especially the guest of honor team who made our visit unforgettable. While this adventure is inspired by Finnish mythology, it is far from being true to it, but as always, it should prove to be a good roleplaying romp.

INTRODUCTION

This adventure takes place in the Northland, a place of hard winters, rugged people, epic tales, and a streak of the wild. It can easily be dropped into a pre-existing campaign or world. While it is designed for 1 gamemaster and 1 player (sorcerer level 10-12), with some modification, it can be run for a traditional party of 4, level 6-7. If a GM wishes to do such, allow the entire party to enter the *pearls of Pohjola* and generally increase the number of combatants. In specific, in the second pearl, make the shadow a greater shadow and in the final pearl, add 3-4 hell hounds.

ADVENTURE BACKGROUND

Long ago when titans walked the earth and great beasts ruled the wild places, there was Pohjola, a land ruled by a great chief of the same name. To him was born 3 daughters. At first he cursed his fate – oh to be left heirless! – but in his greatest moment of grief he was given a sign from the gods that his daughters were not curses but treasures as a sea bird dropped into his beseeching hands a coral necklace with a pendant of pearls.

To each of his daughters he entrusted something sacred, so that they may protect Pohjola in their own fashion according to their own temperament. To his eldest, who was the most maternal of the three, he entrusted the people. To his middle daughter, who was the most single-minded in devotion, he entrusted the *chalice*, an artifact most revered by the people of Pohjola. To his youngest, who was the most precocious, he entrusted their culture, ensuring the physical legacy of Pohjola was found and preserved.

And so life went, each to their own duty until the youngest daughter ventured too far in her search for scrapers and nets, for she skirted too close to the gates of the underworld and was turned to stone by Surma, a large dog with a snake-like tail that guards the underworld.

The great chief consulted wise men, priests and men of the world but none could bring the warmth back to his youngest's flesh. Overcome by despair, Pohjola sought the counsel of the hag of the bog who followed in the path of Louhi. She threw the bones and therein laid their fate. To save the one, the sisters three - the very gems of Pohjola - must go into the pearls of the coral necklace, each with their wards. Only in that auspicious place could the youngest be freed from the great power of Surma's gaze. The apparent wisdom of this council hid the true intentions of the hag-once placed inside the necklace, the hag could enter the necklace herself and gain possession of the chalice of Pohjola! What the hag failed to grasp was just how strong of a boon the gods bestowed upon the sisters three, for when the ritual was complete and the hag revealed her true intentions, she found herself trapped in the necklace, more victim than victor.

Seeing the great avarice and trickery of the hag, the chief did the only thing he could do – hide away the necklace behind a spellgate until the ages produced a hero or heroine great enough to free his daughters from the necklace. Until then they wait, frozen in ever-summer with the blush of youth destined to repeat the tale of the old songs until a champion navigates the pearls and frees the precocious Outi from her stony form.



ADVENTURE SYNOPSIS

Upon entering the northland, there is a lone tavern that serves the area, a popular place to stay for those who are seeking audience with the Jukkas, a clan of intelligent bears who regard the great forest as their domain. During the night, the lycanthropes of the far north make a clandestine raid for provisions, and the PC must prove herself capable and fierce, or at very least, manage to survive. Many of the tavern guests are also petitioning the Jukkas for various rights, and the PC can opt to attain permission or avoid detection by the Jukkas in her search for the spellgate. From there she must find the mythic *Pearls of Pohjola*, enter the artifact, and pass a series of tests to prove her worthiness before facing the chalice bearer and ultimately freeing the daughters of Pohjola.

ADVENTURE SET UP

There are numerous ways to attract the PC into adventuring in the far north. Perhaps the PC is in search of the fabled *chalice of Pohjola*, rumored to grant a boon to those who wield the wild magic or is tempted by the treasure said to be hidden with the *pearls of Pohjola*. Maybe the PC is from the area hunting down myths in children's songs or is merely passing through, stopping for the night at the tavern on some other business when the bard's song lures the PC into weaving herself into the tales of old.

Regardless which hook is used, by the time the PC leaves the Tallinn Tavern, she is aware of the basic tale of Pohjola: that it is a place and family of legend, that there were three daughters set to protect its treasures, that fate locked the daughters and their wards away until such a time passed that a worthy hero should free them. The PC is also aware the northlands are covered in snow and ice for most of the year. The adventure area is on the northern edge of the wilderness and the nearest city is a week's travel by foot. The pre-generated PC has gear with the cold in mind, but if the player is creating their own character, be sure to mention the weather conditions so they can properly equip themselves before venturing north.

WANDERING ENCOUNTERS

The wilderness is a dangerous place. There are no wandering encounters in the immediate area around the Tallinn Tavern and the Petitioning Grove of the Jukkas, but when traveling through all other areas, roll on a d6 once every 8 hours in the day and every 4 hours in the evening.

1. OGRE (2)

CR 3 800 XP

CE large humanoid (giant) Init -1; Senses darkvision 60 ft., low-light vision; Perception +2

DEFENSE

AC 17, touch 8, flat-footed 17 (+4 armor, -1 Dex, +5 natural, -1 size) hp 30 (4d8+12)

Fort +6, Ref +0, Will +3

OFFENSE

Spd 30 ft. (40 ft. base) Melee greatclub +7 (2d8+7) **Ranged** javelin +1 (1d8+5) Space 10 ft.; Reach 10 ft.

STATISTITICS

Abilities Str 21, Dex 8, Con 15, Int 6, Wis 10, Cha 7 Base Atk +3; CMB +9; CMD 18 Feats Iron Will, Toughness Skills Climb +7, Perception +2 Languages Giant Gear hide armor, greatclub, and 4 javelins

Treasure Wrapped tightly in a woman's white linen shift is a badly tangled necklace [149 gp] that is the grey and fiery red of smoldering charcoal (polished irregular chips of hematite and rhodochrosite); a delicate tiara of silver [63 gp], set with a clear blue quartz and decorated with black ribbon; a beaded choker [bone and iron, 30 gp] in a pattern of tiny, staggered black and white, triangular beads lies within the tiara; a wooden statue [15 gp], carved to fit into the palm of a hand, of an amazingly detailed owl with human hands; a pair of obsidian arrowheads [50 gp], etched with symbols and tied together with golden thread; a lightweight red wool cloak [5 gp] pinned with a small platinum broach [60 gp] of a woman in a long dress holding a cup; a short steel mace [68 gp] with the bronze head of a snarling dog is wrapped in a triangular blue and orange battle flag [4 gp]; a tiny silver box [20 gp] holding a polished oval tigereye [22 gp] and a small silver key [3 gp]; and a black leather pouch [1 gp] filled with silver and copper coins [82 sp, 116 cp]. [Total 499.36 gp]

2. RAVEN, GIANT (2)

N large magical beast Init +3; Senses Low-light vision; Perception +15

DEFENSE

AC 15, touch 12, flat-footed 12 (+3 Dex, +3 natural, -1 size) hp 26 (4d10+4) Fort +5, Ref +7, Will +3 Defensive Abilities evasion

OFFENSE

Speed 10 ft., fly 80 ft. (average) Melee 2 claws +7 (1d8+4), bite +7 (1d6+4) Space 10 ft.; Reach 5 ft.

STATISTITICS

Abilities Str 18, Dex 17, Con 12, Int 10, Wis 15, Cha 11 Base Atk +4; CMB +9; CMD 22 Feats Alertness, Flyby Attack Skills Fly +8, Perception +15, Sense Motive +4; Racial Modifiers +4 Perception Languages Auran (can't speak)

3. GRIZZLY BEAR (2)

N large animal

Init +1; Senses low-light vision, scent; Perception +6

DEFENSE

AC 16, touch 10, flat-footed 15 (+1 Dex, +6 natural, -1 size) hp 42 (5d8+20) Fort +8, Ref +5, Will +2

OFFENSE

Speed 40 ft. Melee 2 claws +7 (1d6+5 plus grab), bite +7 (1d6+5) Space 10 ft.; Reach 5 ft.

STATISTITICS

Abilities Str 21, Dex 13, Con 10, Int 2, Wis 12, Cha 6 Base Atk +3; CMB +9 (+13 grapple); CMD 20 (+24 vs. trip) Feats Endurance, Run, Skill Focus (Survival) Skills Perception +6, Survival +5, Swim +14; Racial Modifiers +4 Swim

4. TROLL

CR 5

CR4

1,200 XP

CE large humanoid 1,600 XP Init +2; Senses Darkvision 60 ft., low-light vision, scent; Perception +8

DEFENSE

AC 16, touch 11, flat-footed 14 (+2 Dex, +5 natural, -1 size) **hp** 63 (6d8+36); regeneration 5 (acid or fire) Fort +11, Ref +4, Will +3

OFFENSE

Speed 30 ft. Melee bite +8 (1d8+5), 2 claws +8 (1d6+5) Space 10 ft.; Reach 10 ft. Special Attack rend (2 claws, 1d6+7)

STATISTITICS

Abilities Str 21, Dex 14, Con 23, Int 6, Wis 9, Cha 6 Base Atk +4; CMB +10; CMD 22

Feats Intimidating Prowess, Iron Will, Skill Focus (Perception) Skills Intimidate +9, Perception +8

Languages Giant

Treasure A large iron cooking pot [5 sp] with the lid tied to the pot with a chain [10 feet; 30 gp] serves as a makeshift treasure chest. Inside is a mass of coins [147 gp, 335 sp, 558 cp] with a few useful items: a magnifying glass with its lens is intact and in good shape, if dirty, but the handle is cracked [90 gp]; a small lens contained in a round, wooden frame [jeweler's eye loupe, 45 gp]; and a small leather drawstring bag [5 sp] containing a handful of platinum pieces [12 pp] and a number of small gemstones, each one cut and polished. Four are small, white and irregular [freshwater pearls, 5 gp each]. Another five are a lustrous blue and are semi-transparent [blue quartz, 10 gp each]. Three little silver-black stones [hematite, 10 gp each] and one larger yellowish stone with a white band [chrysoberyl, 50 gp] complete the collection. [Total 622.08 gp]

CR 3

800 XP

CR 3 800 XP

N large animal **Init** +2; **Senses** Low-light vision, scent; Perception +10

Defense

AC 14, touch 11, flat-footed 12 (+2 Dex, +3 natural, -1 size) hp 37 (5d8+15) Fort +7, Ref +6, Will +2

OFFENSE

Spd 50 ft. **Melee** bite +7 (1d8+6 plus trip) **Space** 10 ft.; **Reach** 5 ft.

STATISTITICS

Abilities Str 19, Dex 15, Con 17, Int 2, Wis 12, Cha 10
Base Atk +3; CMB +8; CMD 20 (24 vs. trip)
Feats Run, Skill Focus (Perception), Weapon Focus (bite)
Skills Perception +10, Stealth +3, Survival+1 (+5 scent tracking); Racial Modifiers +4 Survival when tracking by scent

WOLF (3)

CR1 400 XP

N medium animal Init +2; Senses Low-light vision, scent; Perception +8

DEFENSE

AC 14, touch 12, flat-footed 12 (+2 Dex, +2 natural) hp 13 (2d8+4) Fort +5, Ref +5, Will +1

OFFENSE Spd 50 ft. Melee bite +2 (1d6+1 plus trip)

STATISTITICS

Abilities Str 13, Dex 15, Con 15, Int 2, Wis 12, Cha 6
Base Atk +1; CMB +2; CMD 14 (18 vs. trip)
Feats Skill Focus (Perception)
Skills Perception +4, Stealth +6, Survival+1 (+5 scent tracking); Racial Modifiers +4 Survival when tracking by scent

6. NO ENCOUNTER

TALLINN TAVERN

The Tallinn Tavern sits on the edge of the forest offering shelter, food, and warmth to those who seek audience with the Jukkas. As the PC approaches the tavern, read the following.

The biting cold nips at your extremities as the wind kicks up flurries from the loose snow, encasing another layer of white on your person. All is quiet except the crisp crunch that sounds as you take another step through the white landscape, stark and uniform save the wheel ruts and horse hoofprints that the snow is already trying to erase and reclaim. All hope of warmth might be lost if it weren't for the ribbons of smoke on the horizon marking the way out of the snow.

The main house is 2 stories tall while the wagon tracks lead to the barn in the back. In the main house, the ground floor is a common area with a large roaring fire where food and drink can be had while the upper floor has private rooms for lodgers as well as the living quarters for the proprietor and his family. The cellar is stuffed with provisions as supply runs are often interrupted by inclement weather. While Otto, the owner of tavern, is quite terse, his wife Olli is more gregarious, welcoming the PC to the tavern and giving her a place by the fire and a cup of strong drink to warm her up. Food, drinks, and lodging for the night are available at the standard rates listed in the Pathfinder Core Rulebook.

Being that right mix of curious and talkative, Olli tries to engage the PC in conversation, hoping to get her name and story. In turn the PC can glean some basic information from the mistress of the tavern. They don't get too many visitors, but the tavern is more full than usual due to the Petitioning tomorrow, including "a curious fellow with some sort of instrument and a strapping lad from the east." Should the PC engage in a little chatter or girl talk (Diplomacy DC 10), Olli expounds on what she knows, "not that she gossips." The fellow with the instrument goes by Sysikuu and he wants to wander the domain of the Jukkas to gain more inspiration for his song. The strapping lad from the east is called Stefan, and while Olli can attest to his brooding disposition and deep cerulean eyes, she has yet gotten a satisfactory answer as to why he's actually in the area.

If the PC mention Pohjola or the *chalice* to Olli, read the following.

"You're one of those, are you? Suppose you are looking for the gate that has no walls?" Olli lets out a snort and slaps her dishtowel across her thigh. "Every few years we get someone with the same notion, and if they are lucky, they return to us empty handed. The unlucky are never seen again, chasing phantom leads in the snow no doubt." The doughty matron shakes her hand knowingly and continues, "well, if it's Pohjola you're seeking, at least you'll like the evening's entertainment."

With that Olli leaves the PC be. She is free to rent a room and retreat there until supper or socialize with the other tavern guests. Stefan is a solemn drinker and starts as indifferent to the PC. If the PC is female, add a +2 bonus to her Diplomacy checks and if the PC buys him a few rounds, add an additional +3 circumstantial bonus to her Diplomacy checks. If the PC can get Stefan to Friendly, she discovers that Stefan is far from home and is seeking asylum in the Jukkas realm until the political turmoil in his homeland settles down. Stefan doesn't know anything about Pohjola, dismissing such things as "superstitious nonsense people tell to children before bed."

Sysikuu, on the other hand, is a pleasant fellow with an easy going manner (starts as Friendly). His bardic bent and the fact he is from the area means he can provide the PC some basic information about the history of Pohjola (see Adventure Background). The PC can probe him for more information on the following topics.

- **The** *Chalice of Pohjola*: An artifact as old as Pohjola, crafted by the gods and used to anoint the first chief of Pohjola. There are many tales surrounding the *chalice* from granting a simple boon to full-blown resurrection powers. The hag of the bog, being a follower of Louhi, sought the *chalice* to heighten her prowess with the wild magic, but it is doubtful that is all the *chalice* can do. Some think the chalice may be no more than a chameleon, echoing those that come before it.
- **The Daughters of Pohjola:** The three daughters of Pohjola, a great chief who ruled a land by the same name, thought to be the progenitors of the contemporary people of the north. The sisters three are the guardians of Pohjola, locked away in the *Pearls of Pohjola* until someone of strength and valor frees them.

- **The Gate That Has No Walls:** A cryptic line from the old song said to be the resting place of the sea necklace that holds the daughters of Pohjola.
- **The Hag of the Bog:** A follower of Louhi, the goddess of sorcerery who was renowned for her avarice and underhandedness. In her own desire for the *chalice of Pohjola*, the hag bound the daughters of Pohjola into a necklace given to their father as a boon (see *Pearls of Pohjola*), only to be trapped in it as well.
- **The** *Pearls of Pohjola:* The necklace dropped into Pohjola's hands by a seabird, a sign from the gods that his three daughters were not a curse but indeed a blessing. Strung with coral, the necklace bears a pendant of pearls and the old song suggests the daughters of Pohjola reside in the pearls, placed there by magics long ago by the hag of the bog in her attempt to possess the *chalice of Pohjola*.
- What Happened Next?: The old song does not say, only that the daughters and that which they guard wait in the pearls, hidden away by their father. Some regard the tale as myth, while others think there really is a gate with no walls, and some worthy hero will free the daughters and Pohjola will be made whole once again.
- **Does Sysikuu think it is real?:** "I am just the shepherd of the old song. It is not for me to believe or not believe. Regardless if it is real or not, I must tend to it."

OTTO, THE TAVERN KEEPER	CR 5
LN Male medium human fighter 4/expert 2	1,600 XP
Init +4; Senses Perception +8	

DEFENSE

AC 17 touch 10, flat-footed 17 (+6 armor, +1 enhancement) hp 57 (4d10+16 plus 2d8+6) Fort +7, Ref +1, Will + 5 (+7 against fear) Defensive Abilities armor training 1, bravery

Offense

Speed 30 ft. Melee masterwork longsword +9 (1d8+4) Ranged masterwork heavy crossbow +6 (1d10/19-20)

STATISTICS

Abilities Str 14, Dex 11, Con 16, Int 13, Wis 12, Cha 10 Base Atk +5; CMB +7; CMD 17

- **Feats** Alertness, Combat Expertise, Improved Disarm, Improved Initiative, Improved Trip, Weapon Focus (longsword), Weapon Specialization (longsword)
- Skills Climb +6, Handle Animal +7, Intimidate +6, Perception +8, Profession (tavern keeper) +8, Ride +5, Sense Motive +8, Survival +7, Swim +6

Languages Common, Dwarven, Elven

Gear +1 *breastplate*, masterwork longword, masterwork heavy crossbow, silver dagger, cold iron dagger, +1 *crossbow bolts* (17), gold ring (50 gp), 30 pp, 200 gp, 500 sp, 1000 cp, Tallinn Tavern and all its contents

STEFAN

CN Male medium humanoid (human) rogue 2 Init +3; Senses Perception +5

Defense

AC 16, touch 13, flat-footed 13 (+3 armor, +3 Dex) hp 18 (2d8+6) Fort +2, Ref +6, Will +0 Defensive Abilities evasion

Offense

Speed 30 ft. **Melee** masterwork rapier +5 (1d6+2/18-20) **Ranged** dagger +4 (1d4+2/19-20) **Special Attacks** rogue talent (bleeding attack), sneak attack +1d6

STATISTICS

Abilities Str 14, Dex 16, Con 14, Int 12, Wis 11, Cha 10 Base Atk +1; CMB +3; CMD 17 Feats Weapons Finesse, Point Blank Shot Skills Appraise +6, Bluff +5, Climb +7, Disable Device +8, Disguise +5, Escape Artist +8, Perception +5, Sense Motive +5, Sleight of Hand +8, Stealth +8 Languages Common, Dwarven SQ trapfinding Coar matterwork studded leather armor, masterwork rapier

Gear masterwork studded leather armor, masterwork rapier, daggers (4), silver dagger, masterwork thieves tools, backpack, bedroll, winter blanket, cold-weather outfit, torches (5), flint and steel, rations (6), rope (hemp), waterskin, 5 10-gp gems, 1 50-gp gems, 25 gp, 50 sp, 100 cp

CR 5

Sysikuu

CG Male medium humanoid (human) bard 5 1,600 XP Init +2; Senses Perception +8

Defense

AC 15, touch 12, flat-footed 13 (+2 armor, +1 enhancement, +2 Dex)

hp 35 (5d8+10)

Fort +3, Ref +6, Will +4 (additional +4 vs. bardic

performance, sonic and language-dependant effects) **Defensive Abilities** well-versed

Offense

Speed 30 ft.

- Ranged masterwork light crossbow +6 (1d8/19-20)
- Melee masterwork longsword +4 (1d8/19-20)
- **Special Attack** bardic performance 15 rounds/day (countersong, distraction, fascinate, inspire courage +2, inspire competence +2), cantrips
- Spells Known (CL5)
 - 2nd (3/day) *invisibility, sound burst* (DC 15), *suggestion* (DC 15) 1st (5/day) – *charm person* (DC 14), *comprehend languages*,
 - *cure light wounds, expeditious retreat, sleep* (DC 14) 0-*daze* (DC 13), *detect magic, lullaby* (DC 13), *mage hand, prestidigitation, summon instrument*

STATISTICS

Abilities Str 11, Dex 15, Con 14, Int 12, Wis 10, Cha 17

Base Atk +3; CMB +3; CMD 15

Feats Far Shot, Point Blank Shot, Precise Shot, Rapid Shot

- Skills Bluff +9, Diplomacy +11, Knowledge (Geography)
 +8, Knowledge (Nobility) +8, Knowledge (History)
 +8, Knowledge (Local) +9, Linguistics +7, Perception
 +8, Perform (String) +11, Perform (Oratory) +11, Sense
 Motive +11, Spellcraft +9, Use Magic Device +11
- Languages Celestial, Common, Dwarven, Elven, Sylvan
- **SQ** bardic knowledge (+3 on all other knowledge checks), lore master 1/day, versatile performance (Oratory)
- **Gear** +1 *leather armor*, masterwork light crossbow, +1 *crossbow bolts* (17), masterwork longsword, *scroll of identify* (4), leather journal, scroll case, pen, ink (3 vials) and paper (20 sheets), fine dulcimer (150 gp), mahogany flute with ivory and obsidian inlay (100 gp), backpack, winter blanket and clothing, rations (5), waterskin, pewter flask filled with whisky, sunrods (5), gold ring with amber stone (50 gp), 5 10-gp gems, 2 25-gp gems, 20 cp, 20 sp, 10 gp

CR 2

600 XP

EVENING MEAL AND ENTERTAINMENT

The evening meal is served family style with a little fanfare as serving girls present petite plates and shallow platters of various dishes: saffron pickled vegetables, gingered turnip, baked smoked sauerkraut, rye bread and herbed nut bread, cured salmon, fresh herbed cheese, stewed rabbit in white wine sauce, boar bear and elk sausage, cooked spelt, spiced lentils, and tall jugs of mulled wine and honeyed beer followed by a dish of rose pudding dressed with fragrant petals. Olli beams with pride as the feast is laid out before the unsuspecting guests who were told that dinner would be "nothing fancy, just simple nourishing food."

If the PC has not had a chance to talk to the other guests, she may do so now over food and drink; otherwise dinner table discussion is left to casual topics and (as the liquor flows more freely) story telling. Besides talking to Stefan and Sysikuu, the PC will have the opportunity to talk to Otto who is a bit more gregarious thanks to the mulled wine. Otto starts as Indifferent, sharing basic information about the area like weather trends and where the Jukkas hold their council. If the PC can bring Otto to Friendly, the tavern keeper speaks more freely, telling stories about others who have petitioned the Jukkas in the past from disastrous blunders to grand gestures. From this, the PC can glean helpful information that gives a +3 to Diplomacy checks when petitioning the Jukkas. If Otto becomes Helpful, he hints a little at his background as a soldier before settling down and running the tavern and offers the PC what he considers the most useful piece of advice: "This is an old land with old secrets. It's best to never underestimate it."

As food, drink, and the fire start to dwindle, Sysikuu takes up his dulcimer at Olli's instigation, singing sections from the old song for the evening's entertainment, including Lament for the Daughters of Pohjola.

Oh daughters, where have you gone, My gems within pearls? Oh Marjatta, who will watch over the people? Oh Katri, who will guard the *chalice*? Oh Outi, who will preserve our legacy?

A king without a kingdom, A father without heirs. Will Louhi's touch never end? Will I ever see your blush again?

In the Pearl will you stay Ever-summer, ever-young Until one day a hero arises To free Pohjola from its ivory cage.

Where the greatest worry is Wizzu's quest Where the greatest sickness is from within Where no man can walk the thousand-fold field Where the greatest virtue is bravery Where the son that wrought stony misery once slain will free my precious three

There will you wait, Through the gate with no walls, Hidden in the way it was before it was made Until one day a hero arises To free Pohjola from its ivory cage.



A HOWL IN THE NIGHT

As the PC and the other people in the tavern are feasting by the fire, a fierce howl pierces the winter wind. From the far north crossing the frozen lands travels a group of werewolves lead by their fearless leader Timo, in search of neither food nor finery, but of drink. Long are the winters and deeply have Timo and his kin dipped into *Skoda's liquor cabinet* that its shelves are nearly bare! Their hope is to fill its shelves at the tavern and retreat to the north before the Jukkas know of their intrusion.

They engage a local troop of wolves lead by a dire wolf in their scheme. Led by 1 werewolf in wolf form, they attack the horses in the barn, drawing out the fighting men from the tavern. Timo and the second werewolf then circle around and enter the tavern, loading all the stores of strong drink they can find (10 rounds once inside the tavern). While the werewolves are not interested in killing for food, the local wolves are quite hungry and do not turn their nose up at an available meal. The werewolf leading the wolf pack decoy retreats after 12 rounds of combat, figuring that Timo has had enough time to get the liquor and get out of the tavern.

All stated NPCs and the PC make a Perception check DC 20 to hear Timo's howl pierce through the noise of the night's wind and the evening's carousing. Two rounds later the local wolves howl back, this time closer (Perception DC 15). Three rounds later, a Perception DC 10 allows them to hear the barn dog barking and the horses whining. The dog barks for 1 round before being silenced.

Once Otto hears the wolves or the dog, he grabs his weapons from behind the bar (he has his breast plate on under his clothing) and tells Olli to gather the girls and bar themselves upstairs. To the guests, he cautions that wolves are coming and he would gladly take any help in fending them off.

Both Stefan and Sysikuu ready themselves for battle and the PC can choose whether to go outside or not. If the PC goes out with the men, a Perception check DC 20 reveals that the tracks circle back to the front of the tavern (-5 to the check if she is still in the heat of battle). If the PC decides to stay with the women and children, 2 rounds after the men leave, she hears someone (Timo and another werewolf) enter the tavern and climb down to the cellar.

TALLINN TAVERN MAP



Тімо

Human natural werewolf fighter 3 800 XP CE medium humanoid (human, shapechanger) Init +5; Senses Low-light vision, scent; Perception +8

DEFENSE

AC 17, touch 11, flat-footed 16 (+6 armor, +1 Dex) hp 26 (3d10+6) Fort +5, Ref +2, Will +3 (+4 vs. fear) Defensive Abilities armor training 1, bravery +1

OFFENSE

Spd 30 ft.

Melee masterwork longsword +7 (1d8+4/19-20) **Ranged** masterwork light crossbow +5 (1d8/19-20)

STATISTITICS

Abilities Str 17, Dex 13, Con 14, Int 12, Wis 14, Cha 10 **Base Atk** +3; **CMB** +6; **CMD** 17

Feats Cleave, Combat Reflexes, Dodge, Improved Initiate, Power Attack

Skills Climb +6, Intimidate +6, Perception +8

Language Common, Sylvan

Special Qualities change shape (human, hybrid, and wolf; polymorph), lycanthropic empathy (wolves and dire wolves) Gear masterwork chainmail, masterwork longsword,

masterwork light crossbow with 20 bolts, velvet cape with a broach of shielding (20 points left), *Skoda's liquor cabinet*

CR 3 TIMO (HYBRID FORM)

CE medium humanoid (human, shapechanger) Init +5; Senses Low-light vision, scent; Perception +8

DEFENSE

AC 22, touch 12, flat-footed 20 (+6 armor, +2 Dex, +4 natural) hp 29 (3d10+9) Fort +6, Ref +3, Will +3 (+4 vs. fear) Defensive Abilities armor training 1, bravery +1; DR 10/silver

OFFENSE

Spd 30 ft.

 Melee masterwork longsword +8 (1d8+6/19-20), bite +2 (1d6+1 plus trip and curse of lycanthropy)
 Ranged masterwork light crossbow +6 (1d8/19-20)

STATISTITICS

Abilities Str 19, Dex 15, Con 17, Int 8, Wis 14, Cha 8

Base Atk +3; **CMB** +7; **CMD** 19

Feats Cleave, Combat Reflexes, Dodge, Improved Initiate, Power Attack

Skills Climb +6, Intimidate +6, Perception +8

Language Common, Sylvan

Special Qualities change shape (human, hybrid, and wolf; polymorph), lycanthropic empathy (wolves and dire wolves)

SKODA'S LIQUOR CABINET

Aura moderate conjuration; CL 9th

Slot –; **Price** 2,500 gp; **Weight** 15 lbs.

DESCRIPTION

This four paneled wooden liquor cabinet is handsomely stained a rich red with simple beveling and clean lines. While its outer dimensions are a mere 2 feet wide, 3 feet tall, and 9 inches deep, it stows more than meets the eye. Created by a wizard of the north who was fond of his drink, Skoda's Liquor Cabinet was specifically designed to hold spirits, but can hold other items up to 30 cubic feet or 250 pounds. When opened, the cabinet holds numerous deep shelves designed for bottles of alcohol and fixtures for holding various crystal and drinking vessels. Regardless how many spirits are loaded in the cabinet, it weighs a fixed amount. Retractable leather strap allow the cabinet to be carried or strapped on one's back for easy transport.

CONSTRUCTION

Requirements Craft Wondrous Item, secret chest; Cost 1,250 gp

WEREWOLF (3)

Human natural werewolf fighter 2 600 XP CE medium humanoid (human, shapechanger) Init +5; Senses Low-light vision, scent; Perception +4

DEFENSE

AC 17, touch 11, flat-footed 16 (+6 armor, +1 Dex) hp 19 (2d10+4) Fort +5, Ref +1, Will +2 (+3 vs. fear) Defensive Abilities bravery +1

OFFENSE

Spd 30 ft. (20 in armor) Melee masterwork longsword +6 (1d8+4/19-20) Ranged light crossbow +3 (1d8/19-20)

STATISTITICS

Abilities Str 17, Dex 13, Con 14, Int 8, Wis 14, Cha 8 Base Atk +2; CMB +5; CMD 16

Feats Cleave, Combat Reflexes, Improved Initiate, Power Attack Skills Climb +3, Intimidate +4, Perception +4

Language Common

Special Qualities change shape (human, hybrid, and wolf; *polymorph*), lycanthropic empathy (wolves and dire wolves)

Gear chainmail, masterwork longsword, light crossbow with 20 bolts, fur cape (50 gp), small gold chain bracelet (55 gp), silk bag (10 gp) filled with 3 10-gp gems, 2-40 gp gems

WEREWOLF (HYBRID FORM)

CE medium humanoid (human, shapechanger) Init +5; Senses Low-light vision, scent; Perception +4

DEFENSE

AC 22, touch 12, flat-footed 20 (+6 armor, +2 Dex, +4 natural) hp 21 (2d10+6) Fort +6, Ref +2, Will +2 (+3 vs. fear) Defensive Abilities bravery +1; DR 10/silver

OFFENSE

Spd 30 ft. (20 in armor)
Melee masterwork longsword +7 (1d8+6/19-20), bite +1 (1d6+1 plus trip and curse of lycanthropy)
Ranged light crossbow +4 (1d8/19-20)

STATISTITICS

Abilities Str 19, Dex 15, Con 17, Int 8, Wis 14, Cha 8

Base Atk +2; CMB +6; CMD 18

Feats Cleave, Combat Reflexes, Improved Initiate, Power Attack Skills Climb +3, Intimidate +4, Perception +4

Language Common

CR 2

Special Qualities change shape (human, hybrid, and wolf;

polymorph), lycanthropic empathy (wolves and dire wolves)

THE JUKKAS AND THE GREAT NORTHERN WOODLANDS

The Jukkas are a clan of intelligent bears who, much to the consternation of those outside of the clan, are all called "Jukka." They are the masters of the Great Northern Woodlands, keeping a relative balance between chaos and order. Each month when the moon is full, the head Jukkas from across the woodlands trek to the stone pillars and hold council. The day after each council, they allow audience to outsiders for various petitions.

Through the natural flow of conversation in the tavern, the PC gathers than obtaining permission from the Jukkas before roaming the Great Northern Woodlands is, while not compulsory, a good idea. All of the NPCs in the tavern know the way to the petitioning grove (an hour's hike away) and share that information with the PC if she asks. The petition grove is a clearing marked by 2 large stones jutting out from the snow and covered with runic carvings. The Jukkas form a ring with the head Jukka standing between the stones, presiding over the petitioning, and petitioners come into the circle. The petitioning grove is under a permanent *zone of truth* (Will save DC 20 to lie). As such, the Jukkas let the petitioners do most of the talking, remaining silent except to ask questions, give instruction, and deliver decisions.

Simple requests are easy to adjudicate, but as the requests become more involved or taxing, the Jukkas reserve the right to conducts trials to weigh the merit of the petitioner and his or her specific request. Thus, petitioning the Jukkas is not necessarily for the faint of heart. Read the following text when the PC approaches the petitioning grove.

The trees thin into a clearing marked with the passing of many a bear and person in the well-trodden snow. A ring of tall fur-covered bodies lies in the center of the grove while a line forms of those waiting for an audience. A deep rumbling comes from within the circle, more felt than heard at this distance, and the ursine ring opens, making way for the next petitioner.

The guests of the tavern are not the only people here to petition the Jukkas; a line of people forms early in the morning, some locals, others that have traveled from afar. They mostly keep to themselves and wait their turns. Assuming both survived Timo's raid, both Stefan and Sysikuu seem eager to petition and are willing to go before the PC if she offers.

The Jukkas know the location of the spellgate, but the Jukkas do not meddle in the affairs of the old ones lightly and revealing this information requires the PC to succeed a Diplomacy check DC 25. The Diplomacy check is made at the end of the PCs interaction with the Jukkas and comprises of all the factors in table on the following page. If the PC succeeds on her Diplomacy check, the Jukkas agree to take her to the spellgate, only if she agrees to be blindfolded so that the path remains a mystery.



If the PC asks for permission to roam the Great Northern Woodlands, the Jukkas ask the reason. If the PC answers truthfully or mentions searching for Pohjola-oriented things in her initial petition, there is no effect to her Diplomacy check. However, if the PC is caught in lying through a Sense Motive check, the Jukkas take that into consideration when rendering their final judgment (-5 to her Diplomacy check). If the PC talked to Otto earlier at the tavern and got him to Friendly, she gains a +3 to her check as she incorporates and avoids behaviors from past petitioners. If the PC killed a werewolf in the raid and truthfully tells of her involvement in the tale, the Jukkas look favorably on such action (+5 to Diplomacy). If the PC observes Stefan and/or Sysikuu, she gains a +1 to her check (up to +2).

For GMs that like to act out roleplaying encounters, insert the idea that the Jukkas are a straightforward clan, often using the fewest words possible to convey information. Although some people misinterpret this terseness as rude, to the Jukkas, it is a virtue to be direct. The GM may awards up to a +5 circumstantial bonus to the Diplomacy check based on the PC's performance, with high marks for being direct and using the fewest possible words in answering questions.

Additionally, there are trials which the PC can undergo to prove her mettle. The Jukkas use 2 traditional trials: the trials of strength and the trial of constitution. The trial of strength is a wrestling match (best 2 out of 3) where the goal is to maintain one's stance while throwing off one's opponent from their stance. Facing each other, the wrestlers put their right front foot forward with the outside of the feet touching each other. The left foot is planted in back. The wrestlers grip each other's right hands with the referee placing their hands on top. Once the referee removes his hands, the match begins and whoever moves their feet from the starting stance first loses the round. Mechanically, treat the trial of strength as each

CONDITION	DIPLOMACY MODIFER
Caught lying	-5
Otto Friendly	+3
Killed a werewolf in raid	+5
Petitions after Stefan	+1
Petitions after Sysikuu	+1
Good roleplaying	up to +5
Trial of strength (win)	+5
Trial of strength (lost)	+1
Trial of Constitution (win)	+5
Trial of Constitution (lost)	+1
Caught cheating in a trial	-10

wrestler performing a Combat Maneuver. If both succeed, the one with the higher initiative succeeded first and is therefore the winner of that round.

The trial of constitution is a contest of drink. Two bottles and two glasses are presented and whoever throws up, passes out or concedes first is the loser. Mechanically, the drinking contest is treated as a series of Fortitude checks that get increasingly more difficult. The first few drinks (equal to the PC's Constitution score) do not require a save. However, after that point has been breeched, each subsequent drink requires a Fortitude save to finish the drink, keep it down, and not pass out. The first save is a DC 15, but the DC increases by +1 with each subsequent save.

If the PC wins a trial, give them a +5 to Diplomacy for each trial they win. While the Jukkas hold strength and constitution in high regard, they also view those attempting to match themselves in the traditional tests in a favorable light (+1 to Diplomacy for each trial attempted, cannot attempt a trial more than once per petition). However, if the PC gets caught cheating during the trials, it is viewed as poor sportsmanship, a serious character flaw to the Jukkas (-10 to Diplomacy).

In total, there are 20 Jukkas at the petitioning. There should be no need for combat involving the Jukkas, but if some twist of fate deems it necessary, use the stat blocks for grizzly bears (12) and dire bears (8) with an Intelligence score of 10+. For the purposes of social interaction and the trials, the Jukkas have a **Sense Motive** +9; **Initiative** +1, **CMB** +9, **CMD** 20; **Constitution** 19, **Fortitude** +8.

If the Jukkas will not help the PC locate the spellgate, all is not lost. Unbeknownst to the Jukkas, Otto once stumbled upon the spellgate while exploring the Great Northern Woodlands in his adventuring days. Being a respectful and cautious man, Otto left the old ones be and doesn't not share such information haphazardly. However, if the PC helps fight off the werewolves or saves Olli and the girls, he is willing to help a dejected PC whose petition was denied by the Jukkas. Otto does not personally show the PC the way; he dares not risk getting caught by the Jukkas. Rather the tavern keeper gives the PC a map with geographic markers of finding the spellgate. There is a 10% chance that the PC fails to follow the map and instructions and a Survival check DC 12 to get back on track.



THE SPELLGATE

The spellgate is nestled deep in the Great Northern Woodlands (2 days travel). If the Jukkas are taking the PC to the spellgate, the GM need not roll for random encounters, however, a PC following Otto's map and instructions is subject to them. As the PC nears the spellgate, the first thing she'll notice is a change in climate. The snow thins out until there is none, the temperature warms up to a temperate 60 °F, and the vegetation becomes more deciduous and green. If the Jukkas have brought the PC to the spellgate, they leave her at the edge of the snow with the spellgate barely in sight. Read the following as the PC nears the spellgate.

The crisp crunch of snow seems a distant memory as your foot steps on a soft tuft of grass shaded by the vast green canopy of an ancient tree. Nestled into the tree is a doorway carved from the tree itself, although it seems to lead nowhere. Large pieces of stone are stacked framing the door and fused into the tree as if they were just another growth from the thick knotted trunk. There are shapes and symbols carved into the lintel, but you cannot make them out from this distance.

Carved into the lintel is a riddle which illuminates in a soft glow when a spellcaster comes within 10 feet. The carving is magical, designed to befuddle lay readers, give them terrible headaches, and leave them with the distinct desire to leaving the area. However, if it is read by someone under the effect of *read magic*, the message is in Common–*If you can read me, you can enter*. Once one is able to read the message on the lintel, that person can pass through the doorway to the other side.

The other side is a similar doorway coming from a palm tree at the center of a tropical island. A Spellcraft craft DC 20 or Knowledge (arcana) check DC 15 leads the PC to believe she is still on the material plane, merely very far from the Northland. If the PC tries to pass back through the doorway, she finds she cannot. There is another carved magical message on this door's lintel with similar lay reader effects but a different message to those reading with *read magic – hidden in the way it was before it made*. If the player does not recall the line from the Lament for the Daughters of Pohjola, an Intelligence check DC 15 means the PC remembers that is a line from the old song.

The island itself is not very large, less than half a mile in diameter and the waters immediately beyond the shores are quite shallow and home to thriving coral reefs. An initial exploration of the island (4 hours) reveals a small pool of potable water, coconut trees, fish and other edible creatures in the sea, and plenty of trees for wood. Rotted out woven mats, battered lean-tos, the remains of a net that once served as a hammock and a few skeletons suggest others have been here but not in a long time. The PC also discovers a remote cave on the SE section of the island.

HOME SWEET HOME

The cave is home to a clutch of giant crabs. They wander the island and its surrounding waters for food but come back to the cave at night for safety. The crabs are territorial and aggressive, especially in the cave. If the PC enters the cave at night, she'll find up to 10 irate giant crabs ready to make her a midnight snack, and they only retreat into the sea when half their numbers are killed. When they roam the island they are no less aggressive or hungry. They tend to roam in groups of 2 or 3, and there is a 25% chance of running into a group of giant crabs while exploring the island or the waters and reefs surrounding the island. If the PC kills any giant crabs, subtract that number from the total.

GIANT CRAB	CR 2
N Medium vermin (aquatic)	600 XP
Init +1; Senses darkvision 60 ft.; Perception +4	

Defense

AC 16, touch 11, flat-footed 15 (+1 Dex, +5 natural) hp 19 (3d8+6) Fort +5, Ref +2, Will +1 Immune mind-affecting effects

OFFENSE

Spd 30 ft., swim 20 ft. **Melee** 2 claws +4 (1d4+2 plus grab) **Special Attacks** constrict (1d4+2)

STATISTITICS

Abilities Str 15, Dex 13, Con 14, Int –, Wis 10, Cha 2 Base Atk +2; CMB +4 (+8 grapple); CMD 15 (27 vs. trip) Skills Perception +4, Swim +10 Special Qualities water dependency

SPECIAL ABILITIES

Water Dependency (Ex) Giant crabs can survive out of the water for 1 hour per point of Constitution. Beyond this limit, a giant crab runs the risk of suffocation, as if it were drowning.

Within the cave are the skeletal remains of a past visitor to the island. While most of his gear has spoiled, rotted or rusted, his magic items are intact and relatively undisturbed by the giant crabs.

Treasure: boots of levitation, bracers of armor +2, ring of protection +1, robe of useful things with 8 patches (mirror, 10 ft. pole, hempen rope, sack, 10 100-gp gems, 24 ft. long wooden ladder, bag of 100 gp, scroll of *detect magic*), potion of *water breathing* (CL 5)

COASTAL WATERS

The *pearls of Pohjola* are indeed hidden in the way it was before it was made, stashed in a giant clam in the coral reef. Unfortunately, there are many clams of various sizes littering the seafloor and among the coral. Clams naturally open and close their shells, and there is a 50% chance that the giant clam holding the necklace is open when the PC is investing that portion of the reef. If the clam is open, the PC can use *detect magic* to find which giant clam holds the necklace; otherwise the closed shell blocks the spell's radius.

The giant clam that holds the *pearls of Pohjola* sits in a patch of colorful coral. The giant clam is not a vicious foe, but it has a strong grip on creatures caught in its closing shell. If the clam is open, magical means of moving the necklace do not trigger the giant clam's snap shell attack, however using physical objects (like a stick, a 10 foot pole, or an arm) does. Regardless the result of the grapple attempt, the PC must succeed on a Reflex save DC 17 to move the necklace out of clam. If the clam is closed, it is very difficult to pry it open (Strength check DC 20), and the clam uses snap shell once it's been forced open. The giant clam weighs over 500 pounds and is anchored by its strong muscle, so any attempt on the PC's part to move the clam is futile.

While the giant clam seems an easy enough foe, there are more dangerous creatures swimming in the reef. Iridescent coral hunt these waters and if the PC becomes wounded in her struggle with the giant clam, they attack sensing weakened pray. When the PC first touches the necklace, the last pearl in the pendant starts to glow, awakened by the sorceress' touch.

GIANT CLAM CR 6 N Large vermin (aquatic) 2,400 XP Init +1; Senses tremorsense 60 ft.; Perception +4

DEFENSE

AC 20, touch 10, flat-footed 19 (+1 Dex, +10 natural, -1 size) hp 42 (7d8+7) Fort +6, Ref +3, Will +2 Immune mind-affecting effects

OFFENSE

Speed 0 ft., swim 5 ft. Melee snap shell (1d8+4 plus grapple) Size 10 ft.; Reach 5 ft. Special Attacks Snap Shell (1d8)

STATISTITICS

Abilities Str 18, Dex 12, Con 12, Int –, Wis 10, Cha 2
Base Atk +5; CMB +10 (+12 grapple); CMD 21 (23 vs. grapple)
Feats Improved Grapple^B
Skills Perception +4, Swim +12
Special Qualities water dependency

SPECIAL ABILITIES

Snap Shell (Ex) Giant clams reflexively snap their shells shut, and a creature with an appendage in or around may be caught in the closing shell. A giant clam deals 1d8+4 damage to the creature and the creature is considered grappled. Each round that the creature remains grappled, the giant clam deals an additional 1d8 damage.

Water Dependency (Ex) Giant clams can survive out of the water for 1 hour per point of Constitution. Beyond this limit, a giant clam runs the risk of suffocation, as if it were drowning.

IRIDESCENT CORAL (2)

N Small plant (aquatic) / Init +3; Senses low-light vision; Perception +4

DEFENSE

AC 18, touch 14, flat-footed 15 (+3 Dex, +4 natural, +1 size) hp 19 (2d8+10)

Fort +8, Ref +3, Will -4

Defensive Abilities Regeneration 3 (fire and acid deal normal damage); **Immune** plant traits

OFFENSE

Speed 0 ft., swim 10 ft. **Melee** 2 stinging tendrils +5 (1d3+1 plus poison)

Special Attacks shimmering shell

STATISTITICS

Abilities Str 12, Dex 16, Con 20, Int –, Wis 2, Cha 19

Base Atk +1; CMB +1; CMD 14

Feats Weapon Finesse^B

Skills Perception +4, Swim +9, Stealth +7; Racial Modifiers +10 Stealth when resting among ordinary coral

Special Qualities water dependency

SPECIAL ABILITIES

Poison (Ex) Stinging tendril—injury; *save* Fortitude DC 16; *frequency* 1/round for 3 rounds; *effect* 1d3 Dex; *cure* 1 save

- Shimmering Shell (Ex) An iridescent coral can activate its shell as a free action. The colorful shell rotates through a spectrum of colored lights and creates an aura of light which functions as a *rainbow pattern* spell (CL 10), affecting a 50 ft. radius around the iridescent coral. All creatures within range must succeed on a DC 18 Will save or become fascinated by the display for 2d6 rounds. This is a mind-affecting effect. The save DC is Charisma-based.
- Water Dependency (Ex) Iridescent corals can survive out of the water for 1 hour per point of Constitution. Beyond this limit, an iridescent coral runs the risk of suffocation, as if it were drowning.

THE PEARLS OF POHJOLA

Within the pearls is a world frozen in time, and the PC can enter that world by casting a spell upon the necklace. If the PC is having difficulty figuring that out, there are a few ways to gently nudge her in that direction. Any attempt to use *identify* or *detect magic* to examine the necklace reveals no magical properties per se, but leads the PC to think that casting a spell on it opens it, much like reading the door lintels with *read magic*, is a sort of key or trigger. Alternately, taking the necklace to the doorway in the palm tree does not open the doorway, but changes with words on the lintel to "magic made it and magic will open it".

MOVING THROUGH THE PEARL WORLD

When the bog hag's spell placed the three sisters and their wards in the pearls, the artifact partitioned the world throughout the entire pearl pendant, and each pearl contains one thing, be it a daughter of Pohjola, a location, a theme, or a challenge. The first pearl is a bustling town filled with people ruled by the eldest sister Marjatta, where the citizens are preparing for a great festival. The second pearl opens further north to rural environs, leading to the third pearl that contains the thousand-fold field. The fourth pearl contains Katri, the chalice-bearer, and the final pearl contains Outi, the youngest daughter frozen into stone by Surma's gaze, as well as the bog hag, trapped so close to the chalice yet unable to leave.

Each pearl is locked, barring entry to the subsequent pearl until the PC has sufficiently fulfilled the rite, completed the old song, or otherwise proved herself worthy to move on. When the PC enters the pearl, she is in the first pearl and cannot move outside of the first pearl's environs as the PC can only move through the pearl linearly, entering the second pearl only after she completes the task from the first pearl. Moving down the pendant is moving northward in the pearl's geography.

There are actions (or inactions) that can lead to dismissal from the pearl, described in each pearl's description. Should that happen, the PC appears at the doorway in the palm tree. The lintel reads "so the sisters three wait for another," and the PC is free to leave through the spellgate, appearing back in the Great Northern Woodlands. The pearls of Pohjola are gone, placed in another giant clam, and if the PC tries to find them again, she cannot.

There are hints to the pearls in the old song about how to proceed through the pearls. Allow the player to use any notes she may have taken during the Lament for the Daughters of Pohjola, and if the player does not remember, a Intelligence check DC 15 will jar the PC's her memory at crucial times.

THE PEARLS OF POHJOLA

Aura overwhelming conjuration; CL 30th

Slot neck; Weight 1 lb.

DESCRIPTION

This delicate-looking necklace is made of polished coral with a six-pearl pendant hanging from the middle, each getting progressively larger down the pendant. Created by the gods as a boon to Pohjola, the necklace is nigh indestructible. When worn by others, it is merely a very pretty bauble; however when worn by a member of the Pohjola family, it grants the wearer a number of effects:

- +5 natural armor
- +4 enhancement bonus to Charisma, Intelligence, and Wisdom
- Spell Resistance 20
- Immunity to disease (including magical disease)
- Immunity to poison, although poisons active when the necklace is first donned still run their course

Through the machinations of the hag of the bog, the pearls hold the three daughters of Pohjola and that which they were charged to protect. In the ritual that bound them, the hag placed a condition that only one who follows Louh's pathi could enter the pearl, and only characters with at least 1 level of sorcerer can enter the pearls. The pearls are sensitive to this condition, and the last pearl in the pendant lights up when touched by a sorcerer. If that sorcerer casts a spell on the *pearls*, they enter the world within the pearls, a world that remains in a state of stasis until someone from outside enters. If the sorcerer fails to affect the world or free the daughters, the world resets and awaits a new outsider. As a protective measure, the *pearls* placed their own condition: a sorcerer may only enter the pearls of Pohjola once. If a character fails to achieve her goals in their one entry, she cannot enter again.

Once the daughters of Pohjola are free from the *pearls*, the hag's spell has run its course, and the *pearls* no longer contain a world within, but all the other attributes remain. If the *pearls* are destroyed (see Destruction) before the daughters are freed, they and all within perish.

DESTRUCTION

If the *pearls of Pohjola* are placed in the *chalice of Pohjola*, it instantly crumbles to dust.



1. PEARL OF THE HEARTH

When the PC casts a spell on the *pearls*, she arrives in the middle of the market in the early morning, carrying whatever she had on her person when she cast a spell. Read the following after she casts her spell.

Your vision goes white, and your ears pop as you travel through the twists of time and space warped through magic. Suddenly, you stop moving and you're standing still. Faint murmurs and the sound of sweeping bristles form a backdrop of sound pierced by the calls for goods and food stuffs of high quality for bargain prices. The white of your vision begins to flood with color, first in broad strokes and then filling in with detail. Standing still in a sea of moving goods and people, you see a bustling market in morning ritual. A man sells pickled fish from an open barrel while another shows a fine bolt of cloth to a woman with raven hair draped in white.

The pearl of the hearth is home to Marjetta, the eldest daughter of Pohjola who watches over the people. The first pearl's environs encompass the town, where everyone is preparing for a great festival, and the western hills, home of the giant bees. If the PC tries to go beyond that, she hits an invisible force barrier that prevents her from venturing farther. In order to go to the second pearl, the PC must help Wizzu, the town's cheese maker, in procuring some bee's wax and honey for his big cheese, a staple of the upcoming festival to be presented to Marjetta herself.

The town has all the typical amenities: a few inns and taverns, shops, craftsmen, the butcher, the baker, and the candlestick maker. It is relatively easy for the PC to gather what is on everyone's mind: the Feast of Plenty! It takes place in a week's time, and there hardly seems enough time for craftsmen and artisans to finish their offerings, made to Marjetta herself in her spiraled and domed estate.

It is clear to the locals that the PC is a stranger, but many come into the town to celebrate the Feast of Plenty, and they are patient with visitors who seem a little confused or overwhelmed. After all, not everyone is accustomed to the bustle of urban life. If the PC gets the idea to go to Marjetta directly, she is kindly but firmly rebuffed by guards at the estate's gate. The PC is informed that the lady is extremely busy preparing for the festival and cannot grant an audience to anyone. If the PC tries to sneak onto the estate, she encounters an invisible force shield that prevents her further intrusion.

BUSY AS A BEE

There are a few ways to get the PC in contact with Wizzu. Perhaps she didn't have any coin on her person when she cast her spell on the *pearls* and is in need of work to pay for food and lodging. Maybe Wizzu is consoling himself over a mug of ale in the same tavern as the PC or the PC overhears townspeople talk about Wizzu's predicament and how the Feast won't be the same without the cheese maker's spread. Alternately, the PC may remember the name Wizzu from the old song, and seek Wizzu's shop in town. Regardless how the PC finds Wizzu (or how Wizzu finds the PC), the mission is clear: he needs giant bees' wax and honey to finish his offering for the Feast of Plenty. For her eleventh hour efforts, Wizzu gives the PC a generous portion of his finest aged cheese as a reward.

The western hills are not far outside of the town's walls, just an hour's walk. They nest in the trunk of a giant tree surrounded by flowering meadows and groves of fruit trees. The town relies on the giant bees to pollinate their crops, and the townspeople give the insects a wide berth. While they are not naturally aggressive, they defend their nest fiercely.

The nest is huge, filling most of the 30-foot-tall tree and burrowing into the ground. There is an opening 15 feet up that is big enough for a Small creature to enter (or Medium creature to squeeze) as well as an opening at the top of the tree large enough for a Large creature to pass through.

If the PC is adjacent to the nest opening on the side of the tree, three bee swarms exit the opening and attack outright while 3 giant bees exit from the top opening and attack in 2 rounds. If the PC is adjacent the nest opening on the top of the tree, the giant bees attack immediately, and the bee swarms take 2 rounds to appear and attack. Once a giant bee has stung the PC, it flies away to die; however every round after the initial attack, a new giant bee comes out from the nest to attack. Bee swarms keep attacking until killed, and after the initial attack, every 2 rounds a new bee swarm comes out from the nest and attacks.

Like most bees, giant bees are calmed by smoke. A DC 15 Knowledge (nature) check or a Diplomacy DC 20 with traveling honey seller in town gathers that a smoke application for 10 minutes before extraction ensures that the bees do not attack as long as the extraction is gentle. While the smoke may lull the bees, it irritates a canopy kraken in a nearby tree. Its mottled coloration and the leaf-like protrusions on its tentacles help it blend in as it brachiates from tree to tree. Five rounds after the PC starts smoking the bees, the kraken attacks. The canopy kraken has 10 tentacles, and severing a tentacle requires precision (+4 to the appropriate AC, dealing at least 5 points of damage). The canopy kraken retreats to neighboring trees when it looses 4 tentacles or is reduced to 20 or less hp.

Regardless if the PC gathers the honey and wax by hand or by magic, it takes 20 rounds to fill the requisite jars for Wizzu. Once the PC returns with the filled jars to Wizzu, the PC can pass through the barrier into the second pearl which leads away from the town to the north.

CR1 GIANT BEE 400 XP N Large vermin Init +1; Senses darkvision 60 ft.; Perception +9

DEFENSE

AC 14, touch 10, flat-footed 13 (+1 Dex, +4 natural, -1 size) hp 17 (2d8+8) Fort +8, Ref +2, Will +2 **Immune** mind-affecting effects

OFFENSE

Spd 20 ft., fly 60 ft. (good) Melee sting +6 (1d8+6 plus poison) Space 10 ft.; Reach 5 ft.

STATISTITICS

Abilities Str 18, Dex 12, Con 18, Int -, Wis 13, Cha 11 Base Atk +3; CMB +8; CMD 19 Skills Fly +3, Perception +9; Racial Modifier +8 Perception

SPECIAL ABILITIES

Poison (Ex) Sting-injury; save Fort DC 18; frequency 1/round for 6 rounds; effect 1d2 Dexterity damage; cure 1 save. The save DC is Constitution-based, and includes a +2 racial bonus. A giant bee stings only once, then flies away to die.

BEE SWARM

BEE SWARM	CR 3
N Diminutive vermin (swarm)	800 XP
Init +1; Senses darkvision 60 ft.; Perception +9	

DEFENSE

AC 15, touch 15, flat-footed 14 (+1 Dex, +4 size) hp 31 (7d8) Fort +5, Ref +3, Will +3 Defensive Abilities swarm traits; Immune weapon damage Weaknesses swarm traits

OFFENSE

Spd 5 ft., fly 40 ft. (good) Melee swarm (2d6 plus poison) Space 10 ft.; Reach 0 ft. Special Attacks distraction (DC 13), poison

STATISTITICS

Abilities Str 1, Dex 13, Con 10, Int -, Wis 12, Cha 9 Base Atk +5; CMB -; CMD -Skills Fly +11, Perception +9; Racial Modifier +8 Perception

SPECIAL ABILITIES

Poison (Ex) Swarm – injury; save Fort DC 13; frequency 1/ round for 4 rounds; effect 1 Dexterity damage; cure 1 save. The save DC is Constitution-based.

CANOPY KRAKEN

Perception +13

2.400 XP N Large magical beast Init +5; Senses low-light vision, darkvision 60 ft.;

DEFENSE

AC 20, touch 10, flat-footed 19 (+1 Dex, +10 natural, -1 size) hp 85 (9d10+36) Fort +8, Ref +7, Will +5 Immune disease and poison

OFFENSE

Speed 20 ft., climb 20 ft. Melee 2 tentacles +13 (1d8+5), 2 tentacles +13 (1d8+5) and bite +11 (2d6+5) Size 10 ft.; Reach 5 ft. (15 ft. with tentacles) Special Attacks Constrict (1d8+7)

STATISTITICS

Abilities Str 20, Dex 13, Con 18, Int 12, Wis 15, Cha 10

- Base Atk +9; CMB +15; CMD 26
- Feats Improved Initiative, Improved Natural Attack (tentacle), Improved Natural Attack (bite), Lightning Reflexes, Multiattack

Skills Acrobatics +12, Climb +18, Perception +13, Stealth +13; Racial Modifier +8 Climb, +4 Stealth

SPECIAL ABILITIES

Constrict (Ex) With a successful grapple check, the canopy kraken deals 1d8+7 damage.

2. PEARL OF SICKNESS

As the PC leaves town, read the following.

The packed wooden homes and bustle slowly fade as you leave town. The sound of chatter and progress gives way to bird song and town homes are traded for farms and the neat ridge and furrow of fields. The meadows are a lush carpet of soft grass dotted with colorful wild flowers. Every so often you see carved statues sitting along the path or in the middle of a field, some small others as tall as a man. A large hill climbs before you, and just as you anticipate the sprawling views from the top, you are stopped fast.

The second pearl's environs are just beyond the town into the northern fields ending at a large swelling hill. The PC cannot see what is on the other side of the hill, hitting an invisible force barrier before reaching the apex. However, a Perception check DC 15 hears a great cry from one of the statues in the meadow, leading the PC to her next challenge.

The bog hag's taint has seeped into this bucolic scene, infecting one of the local farmers, and he is the one crying out in great pain. His wife took him to the statue in the meadow, as they are thought to be protective charms by the locals (radiates protection from evil and bless within 20 ft. of the statute). Knowing the old craft, she can draw out the evil from her husband, but she knows she is not strong enough to slay it. The farmer's wife can only describe it as a shadowy figure that radiates evil. It takes 2 rounds for the farmer's wife to force the shadow out of her husband, and in order to keep it out, she must concentrate and cannot help in battle.

Once the PC slays the shadow, the barrier to the third pearl opens up. The farmer and his wife don't have much in the way of material goods, but the farmer's wife gives the PC a loaf of bread for her journey, and if the PC needs a place to rest, the grateful farmer and his wife put the PC up for the night.



SHADOW

CR 3 800 XP

CE Medium undead (incorporeal) Init +2; Senses darkvision 60 ft.; Perception +8

DEFENSE

AC 15, touch 15, flat-footed 12 (+2 deflection, +2 Dex, +1 dodge) hp 19 (3d8+6)

Fort +3, Ref +3, Will +4

Defensive Abilities incorporeal, channel resistance +2; Immune undead traits

OFFENSE

Speed fly 40 ft. (good) Melee incorporeal touch +4 (1d6 Strength damage) Special Attacks create spawn

STATISTITICS

Abilities Str –, Dex 14, Con –, Int 6, Wis 12, Cha 15

Base Atk +2; CMB +4; CMD 17

Feats Dodge, Skill Focus (Perception)

Skills Fly +11, Perception +8, Stealth +8 (+12 in dim light, +4 in bright light); **Racial Modifier** +4 Stealth in dim light (-4 in bright light).

SPECIAL ABILITIES

- Create Spawn (Su) A humanoid creature killed by a shadow's Strength damage becomes a shadow under the control of its killer in 1d4 rounds.
- Strength Damage (Su) A shadow's touch deals 1d6 points of Strength damage to a living creature. This is a negative energy effect. A creature dies if this Strength damage equals or exceeds its actual Strength.



3. PEARL OF THE THOUSAND-FOLD FIELD

Read the following as the PC crosses the barrier.

From the top of the hill spills forth a verdant valley covered with tall grasses waving in the breeze. Wild horses graze in the shade of a stand of trees, and the meadow stretches as far as the eye can see.

This pearl holds the thousand-fold field, an endless meadow that serves as a natural barrier from the people and the chalice bearer. As the crow flies, it is a day's travel across the field, however a person trying to cross the field on foot finds themselves in a loop – when they reach the middle of the field, any movement forward or backward sends them back toward the farms.

There are a number of ways the PC can successfully get to the other side of the field, and the key to moving through this pearl and onto the next is hidden in the old song: "Where no man can walk the thousand-fold field." If the PC employs any method of travel except on foot, be that flying, levitating and pushing along with a pole against the ground, riding a horse, or any other creative ideas the player has, she can cross the field. If the PC is stuck, a Perception check DC 20 notices that the wild horses seem to have no problem crossing the middle of the field. The PC can attempt to coax a wild horse to carry her across, and a failed attempt results in the horses running away from the PC. The horses tend to travel in herds of 6-10 and do not attack the PC unless attacked first (use the horse stat block minus the docile special ability).

4. PEARL OF THE CHALICE-BEARER

On the other side of the thousand-fold field is a wooded area with a grove. This grove is home to Katri the middle daughter of Pohjola and the bearer of the *chalice of Pohjola*. Read the following when the PC can see the grove.

Beyond the trees and overgrowth is a clear circular patch of ground 40 ft. across. Ringing the clearing are six equidistant large stone statues, stoic in face and primitive in design. A seasoned warrior kneels beside one of these statues in a posture of reverence while the youthful warrior beside him stands, his longspear and chest held proudly. A raven-haired woman moves towards them with a regal gait, carrying a golden goblet on a small platter. The coins in her hair and strung along her hips sound as she moves. She stops in mid-step and turns to you with a serious gaze. "We were expecting you," she says in a level tone. "Are you going to join us?" The PC has triggered the fourth pearl's test, a test of valor. As shown by the 2 warriors already in the circle, regardless one's age or posture, valor is the willingness to fight when called upon. Katri allows the PC to ask her a few questions about the upcoming task, but always redirects back to the crucial question, "Are you going to join us?" Below are the general questions Katri answers.

- What lies before of us? Ahead is the final pearl where my
- sister waits with her wards to once again feel the sun and breeze on her cheek.
- How do we free Outi? To restore her, send the son of Surma to his wretched father. (i.e. kill it)
- Is there anything we should know about the son of Surma? He is a hound of the underworld, consumed with fiery rage.
- What happens then? The old song has been sung for the last time.
- Who are those guys? They are men of valor who aim to free the sisters three.
- What of the hag bog? Long has she desired the *chalice* and only death will end her longing.
- What if I don't join? Then you have chosen your path and the old song lives on.

The PC is free to leave the pearls at this point, simply by deciding that she does not want to join the party; however this course of action means the PC cannot partake of the chalice. If the PC means to join the party, she simply steps into the circle and the rite (see below) continues. If the PC tries to take the chalice, both warriors move to defend Katri and the statues (stone golems) awaken and attack the PC.

The rite is pretty simple. Katri asks each person (first the seasoned warrior, then the younger warrior, then the PC) the same question: Who steps forth to free the sisters three? Once answered, the chalice bearer says an incantation over the *chalice* and a curl of steam rises from the cup as if liquid spontaneously boiled forth within. She then brings forth another platter and allows the three to place any food they have so that they may feast before battle. While there is no penalty for not contributing, those that offer food to the platter gain the benefits as the spell *heroes' feast* (CL 11th). The seasoned warrior presents links of black sausage. The young warrior presents tar candy. If the PC presents either the cheese or bread acquired in the previous pearls, she also gains those benefits. The stat blocks below do not reflect the affects of *heroes' feast*.

After they have eaten, Katri holds the chalice and pours a little of the liquid into each person's mouth uttering the phrase "to protect you from Surma's wrath." She'll do this in the same order as the names were given and drinking from the chalice grants *resist energy* (fire, CL 5th). As soon as the PC drinks from the chalice, all three are teleported into the final pearl.

Petri	CR 6
LG male human, paladin 6	2,400 XP
Init +1; Senses Perception +5	

DEFENSE

AC 20, touch 12, flat-footed 18 (+7 armor, +1 enhancement, +1 Dex, +1 dodge)

hp 43 (6d10+6)

Fort +7, Ref +4, Will +7

Defensive Abilities aura of courage, divine grace, divine health; Immune disease (all), fear

Offense

Speed 20 ft. (base 30 ft.)

Melee +1 longsword of frost +11/+6 (1d8+4 plus 1d6 cold, 19-20)

Ranged masterwork heavy crossbow +8 (1d10/19-20)

Special Attacks channel positive energy, detect evil, smite evil 2/day, spells

Spells Prepared (CL 3rd) 1st – protection from evil

STATISTITICS

- Abilities Str 16, Dex 13, Con 12, Int 10, Wis 12, Cha 12
- Base Atk +6; CMB +9; CMD 20
- Feats Cleave, Dodge, Power Attack, Weapon Focus (longsword)
- Skills Diplomacy +5, Handle Animal +5, Heal +6, Knowledge (nobility) +4, Knowledge (religion) +4, Perception +5, Ride +4, Sense Motive +7
- Languages Common
- SQ aura of good, lay on hands (4/day, 3d6), mercy (fatigued, staggered), divine bond (frost weapon)
- Gear +1 banded mail armor, +1 longsword of frost, masterwork heavy crossbow, 20 bolts, golden torc (100 gp), signet ring (150 gp), fine woolen cape (50 gp), 2 brass clasps (50 gp) ,potion of cure moderate wounds, potion of cure light wounds (2), potion of bless, mundane gear (200 gp)

ANTTI

CR4

CN male human, barbarian 4 1,200 XP Init +3; Senses low-light vision, darkvision 60 ft.; Perception +7

DEFENSE

- AC 14, touch 13, flat-footed 11 (+3 Dex, +1 natural) hp 47 (4d12+16)
- **Fort** +5, **Ref** +4, **Will** +4
- Defensive Abilities uncanny dodge, trap sense +1

OFFENSE

Speed 40 ft.

- Melee masterwork longspear +7 (1d8 +3, x3), masterwork longsword +7 (1d8+3, 19/20)
- Special Attacks rage, rage power, rage power

STATISTITICS

Abilities Str 15, Dex 17, Con 16, Int 10, Wis 11, Cha 11

Base Atk +4; CMB +6; CMD 19

- Feats Combat Reflexes, Dodge, Mobility
- Skills Acrobatics +7, Climb +6, Handle Animal +5, Intimidate +7, Knowledge (nature) +4, Perception +7, Ride +8, Survival +7, Swim +7

Languages Common

SQ fast movement

Gear masterwork longspear, masterwork longsword, torque (functions as *amulet of natural armor* +1), *potion of cure moderate wounds*, (mundane gear 200 gp)



5. PEARL OF THE OUTI

When the PC drinks from the *chalice*, she, Petri and Antti are teleported into the final pearl. Read the following.

You find yourself and your companions inside a large room 30-feet wide and 40-feet long, flanked by glass cases filled with various displays from fishing nets and scrapers to jewelry, costumes and hair combs. The room is dark save three candles lit at the far end of the room, where a scantily-clad woman sits petulantly upon a throne. She takes a bite from the heart on her dagger and her bloodstained lips smile.

The bog hag has cast *disguise self* to make her appear as a beautiful woman and pretends to be Outi, the youngest daughter of Pohjola, come back to life but still trapped in the pearl. However, the PC and her compatriots see through this glamour on a successful Will save (DC 13).

One of the far darkened corners contains Outi in her stony form, while in the other sits the son of Surma, stalking his new prey. The fiery hound is unaware that the bog hag was the one that trapped him in this pearlescent prison, and they have reached an odd sort of alliance in their mutual hope to escape.

If the PC and her companions approach or attack from afar, the bog hag uses *pyrotechnics* on the candles, creating a smoke cloud around herself and the near-by son of Surma. If the PC or either of her companions have a torch, lantern, or other form of fire with them, the bog hag uses *pyrotechnics* on their light source, saving her candles in case they are needed for another casting. Once *pyrotechnics* is cast, that signals the son of Surma to attack, starting with his breath weapon and then closing with his bite.

BOG HAG

CE Medium monstrous humanoid Init +1; Senses darkvision 90 ft.; Perception +15

Defense

AC 19, touch 11, flat-footed 18 (+1 Dex, +8 natural) hp 58 (9d10+9) Fort +6, Ref +7, Will +7 SR 16

OFFENSE

Speed 30 ft., swim 30 ft. **Melee** 2 claws +13 (1d4+4 plus weakness)

Spell-like Abilities (CL 9th)

Constant – pass without trace, tongues, water breathing At will – dancing lights, disguise self (DC 13), ghost sound (DC 12), invisibility, pyrotechnics (DC 14), tree shape, whispering wind

STATISTITICS

- Abilities Str 19, Dex 12, Con 12, Int 15, Wis 13, Cha 14 Base Atk +9; CMB +13; CMD 24
- Feats Alertness, Blind-Fight, Combat Casting, Deceitful,
- Great Fortitude **Skills** Bluff +13, Disguise +13, Knowledge (arcana) +11, Perception +15, Sense Motive +9, Stealth +13, Swim +18 **Language** Abyssal, Common, Infernal

SQ mimicry

SPECIAL ABILITIES

- Weakness (Su) The bog hag's claws sap strength from those she strikes. Each time the bog hag hits a foe with her claw attack, the victim takes 2 points of Strength damage unless he resists the weakness with a DC 16 Fortitude save. Alternately, a bog hag can attempt to inflict even greater weakness on a for by making a touch attack – this variant requires a standard action, and cannot be attempted in the same round the bog hag makes claw attacks, The opponent touched must succeed on a DC 16 Fortitude save or take 2d4 points of Strength damage. The save DC is Charisma-based.
- **Mimicry (Ex)** A bog hag can imitate the sounds of almost any animal found near its lair.

SON OF SURMA

CR 9

CR 5

1.600 XP

LE Large outsider (evil, extraplanar, fire, lawful) 6,400 XP Init +6; Senses darkvision 60 ft., scent; Perception +12

Defense

AC 24, touch 11, flat-footed 22 (+6 armor, +2 Dex, +7 natural, -1 size) hp 126 (12d10+60) Fort +13, Ref +10, Will +5 Immune fire Weaknesses vulnerability to cold

Offense

Speed 40 ft.

Melee bite +20 (2d6+12/19-20 plus 2d6 fire)

Space 10 ft.; **Reach** 10 ft.

Special Attacks breath weapon (30-ft. cone, once every 1d4 rounds, 10d6 fire damage, Reflex DC 21 half)

STATISTITICS

Abilities Str 27, Dex 15, Con 21, Int 4, Wis 12, Cha 6

Base Atk +12; CMB +21; CMD 33 (37 vs. trip)

- Feats Alertness, Improved Critical (bite), Improved Initiative, Skill Focus (Stealth, Survival), Weapon Focus (bite)
- Skills Acrobatics +16, Perception +12, Stealth +21, Survival +13; Racial Modifiers +5 Stealth

Language Infernal

CONCLUSION

Killing the son of Surma breaks the ancient petrification, effectively casting *stone-to-flesh* on the statuesque Outi in the corner. In turn, this breaks the bog hag's magic, reuniting the sisters three outside of the pearls of Pohjola. Once reunited, the sisters leave to join their father in some mythic realm where titans go when the mortal realms have relegated them into myth and song, taking with them all their wards. However, if the bog hag is still alive when the son of Surma is slain, she remains trapped in the pearls, and before they leave, Katri allows the PC to place the necklace in the *chalice*, destroying the *pearls of Pohjola* and the bog hag. The PC is free to leave through the spellgate, and once she returns to the ancient tree in the Great Northern Woodlands, she notices that the ground is losing its warmth as the snow collects by her feet.

PRE-GENERATED CHARACTER

Ressona

Female sorcerer 11 CG medium humanoid (elf) Init +3; Senses Low-light vision; Perception +5

Defense

AC 21, touch 15, flat-footed 16 (+4 armor, +3 Dex, +2 deflection, +2 natural) hp 71 (11d6+33) Fort +6, Ref +8, Will +10 (+12 vs. enchantment spells and

effects) **Immune** magical sleep effects

OFFENSE Spd 30 ft **Melee** +1 longsword +6 (1d8+1/19-20) **Ranged** +2 longbow +10 (1d8+2/x3)

- **Special Attacks** bloodline powers (*laughing touch, woodland stride, fleeting glance*), cantrips, elven magic (+2 racial bonus to overcome spell resistance), spells
- **Spells Known** (daily casting 5/6/7/8/at will)
 - $5^{\rm th}$ cone of cold, summon monster V, tree stride
 - 4th *charm monster* (DC 19), *poison* (DC 19), *shout* (DC 19), *stoneskin*
 - 3rd deep slumber (DC 20), dispel magic, fireball (DC 18), fly, hold person (DC 20)
 - 2nd-blur, detect thoughts, eagle's splendor, hideous laughter (DC 19), knock, scorching ray
 - 1st entangle (DC 16), expeditious retreat, hypnotism (DC 18), magic missile, shield, shocking grasp
 - 0- daze (DC 17), detect magic, detect poison, ghost sound, light, mage hand, prestidigitation, open/close, read magic

STATISTITICS

- Abilities Str 10, Dex 16, Con 12, Int 14, Wis 13, Cha 20
- Base Atk +5; CMB +5; CMD 18
- Feats Eschew Materials, Point Blank Shot, Quicken Spell, Silent Spell, Spell Focus (Enchantment), Spell Penetration, Still Spell, Toughness
- Skills Appraise +7, Diplomacy +5, Bluff +8, Fly +10, Intimidate +8, Knowledge (arcana) +11, Knowledge (nature) +9, Sense Motive +3, Spellcraft +15, Use Magic Device +14; Racial Modifiers +2 Spellcraft checks made to identify properties of magic items
- Language Celestial, Common, Elven, Sylvan
- Gear anulet of natural armor +2, backpack, bag of holding (type I), bedroll, winter blanket, boots of the winterlands, bracers of armor +4, case containing scrolls of identify (4) and break enchantment, chalk, cloak of resistance +2, cold-weather outfit, crowbar, dust of dryness, flint and steel, headband of alluring charm +4, holy water (3), hooded lantern and oil, ink, longbow +2, longsword +1, pen, paper (10), potion of cure light wounds (10), potion of cure moderate wounds (3), potion of cure serious wounds (2), potion of neutralize poison (750 gp), rations (10), ring of protection +2, ring of sustenance, rope (silk), salve of slipperiness, slippers of spider climbing, sunrods (5), thunderstone (3), tanglefoot bag (3), twindertwig (3), waterskin, platinum and pearl earrings, black opal ring, 5 50gp gems, 10 10gp gems, 50 gp, 100 sp, 100 cp.

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