the porchlands series: the long night of unincer

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NLS3: The Drowned Maiden by Kevin Wright



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NLS3: The Drowned Maiden

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The Long Pight of Winter NESZ: The Drowned Maiden

By Kevin Wright



The Orouned Maiden is a Dathfinder Roleplaying Game adventure for the Northlands Saga setting and is the third adventure in The Long Night of Winter adventure anthology. Like the other adventures in the anthology, The Orouned Maiden is intended to be dropped into a Northlands Saga campaign by the GM at any time or place that is convenient. It is not tied to any particular location other than taking place on or near a seashore. It is designed for a party of characters of levels 9-11.

The Northlands Series: The Long Night of Winter



"Gather round, lads and lasses, and draw close to the hearth fire. Let the glowing coals warm your hands and a horn of mead warm your heart while the old men tell tales and sing songs of days long gone. Each winter the storms howl down from the Far North and bury our fields and halls in a thick blanket of white. They bring nights cold enough to shatter a man's bones or freeze an aurochs' blood in its veins, and all men huddle close to their fires in the darkness and wonder if this is finally the Fimbulwinter that will bring about the great battle of Ragnarök. Some say these harsh winters are the work of demons of the Ginnungagap sent to break the will of men in preparation for the coming End Days. Others say they are the gift of the Æsir to mold men and hone their strength as the fire tempers good steel in anticipation of those dark times.

"Me? This old skald thinks it is a time to gather close to comrades and loved ones and tell stories and lies, to swap boasts and jests, and to celebrate that the All-Father has given us one more night for the heartsblood to run hot. The morrow's dawn is never promised us, and there are things other than the cold that stalk the long night of winter and can kill a strong man just as surely. So tilt the flagon to fill an old man's drinking horn once again, for talk can be dry work, and lean in close to listen. I have a tale to tell you ..." The *Northlands Series (NLS)* are standalone adventures set in the Northlands that allow the GM to drop a one-shot game into that setting or as a short interlude into *The Northlands Saga Adventure Path* with minimal effort. They are not tied to a particular locale within the Northlands, though they may require a certain general type of terrain (e.g. mountains, forest, etc.), and they are not tied to a specific chronology. They can be played in any order, and all or none of them can be used as the GM sees fit. They are presented from the standpoint of a fireside tale being told by an old skald to pass the long hours of a winter night, allowing the GM to use them as short breaks from normal campaign play with different PCs and without any long-term consequences, or they can be inserted into a normal campaign. The idea is to provide the GM with the maximum flexibility for their use with a minimum of fuss.

So take them. Use them. Make them your own. The winter night is cold, and there are many hours to pass before the dawn ...

The Drowned Maiden

The Drowned Maiden is a short Pathfinder Roleplaying Game adventure for character levels 9–11. The adventure takes place on a remote shoreline. Not far out to sea are the ruins of a sunken city once devoted to the sea goddess Rán. The city was swamped in a hurricane centuries ago as an act of favor shown by the detached goddess. That this show of favor utterly destroyed the city and killed most of its citizens was utterly lost on the oblivious Vanir. The lives and concerns of mortals are so miniscule and irrelevant that they are hardly worth the effort to try to understand. In the ensuing centuries, the city has been all but forgotten, and now serves as only a touchstone for a few sparse devotees of the goddess and her brood, and the lair of an ancient evil from the farthest deeps of the ocean. It is into this situation that the PCs find themselves thrust.

Adventure Background

Founding a great family. Becoming a legend celebrated in tale and song. Being carried by valkyries to Valhalla after the death-blow has fallen. These are the ways that a Northlander attains immortality. But family lines can die out, the greatest legends are eventually forgotten, and admission to Valhalla can be as fickle as whether a dying hand is able to maintain its grip on hilt of sword or haft of axe.

The few — the chosen, lucky few — have another avenue to pursue immortality: by finding favor with a god or goddess, and siring or birthing the offspring of such a being. The resulting son or daughter carries the divine heritage of the god but also the blood of the mortal parent, allowing his or her line to forever join the annals of legend as the mate of a god and forebear of a god's child. This is perhaps the most blessed (and some would say cursed) form of immortality for a Northlander to attain.

Such a union is not unheard of. Gerimund the Bold famously scaled the legendary tree Yggdrassl and wooed the Norn, Skuld. To this day, the infamous Daughters of Skuld carry the immortal legacy of that legendary warrior. More recently, the Protector of Estenfird, Hengrid Donarsdottir, arose in fame as the offspring of the Thunderer and rightful carrier of his banner on the earth. And she was neither the first or last child to be born of the attentions of Donar, Wotan, and Freyr upon a mortal woman.

In *The Drowned Maiden*, one of the PCs catches the eye of a demigoddess: Kólga, one of the nine Daughters of Rán, Goddess of the Untamed Sea. The fortunate PC gains Kólga's attention through rumors of his personal attractiveness (though none really know what a goddess like that might find attractive) and/or through his personal prowess (the magnitude of his deeds have reached even to the bottom of the sea). The goddess sends a messenger to the PC with a magical gift and an invitation to join her in long-sunken Hjallos for a union of divine and mortal blood. Truly, such an invitation is a rare honor indeed for any Northlander with his mind's-worth, but reaching the trysting site may prove to be a problem.

Adventure Summary

A male PC of high Charisma, great valor, or some combination of the two is approached by a godi of Rán in the presence of his fellows. The godi informs him that he has been deemed the favored one by Kólga, daughter of the goddess Rán, to sire her deific progeny. The godi bestows two beautiful and magical masks upon the PC, and bids him to meet her at her hold by the sea where she will make arrangements for the PC to visit the realm of Kólga for this union.

Upon arriving at the godi's hold, the PCs discover that their party member is not alone in this invitation. Several other suitors for Kólga have received this summons and are equally vying for her affections. From there, the PCs must travel to the lost, sunken city of Hjallos and its long-submerged temple of Rán. There, in an inner chamber at the temple's heart, the goddess awaits the winner of her affections. This favored one has only to claim the promised prize to attain immortality.

Beginning the Adventure

The GM should choose one male PC of high Charisma, great valor, or some combination of the two to be the chosen sire of Kólga's children. Then, wherever the PCs are — be it at a mead hall, wilderness encampment, or in a ship arriving at the docks — a godi of Rán by the name of Ethlass, accompanied by her servants, finds the party and presents the chosen one with a very unique proposal.

The smell of the sea is suddenly very strong about you, the sharp salty tang of the deep waters where the silt and cold currents mix over thickets of stringy green fronds, unknowable scuttling things, and the bones of ancient leviathans unseen since the youth of the world. Why this odor and sensation of the salty depths would suddenly possess you beneath clear sky and sun is a mystery — one further deepened by the strange group approaching.

They are seven in all, led by a woman fair of face and pale of skin. Her eyes are the deep blue of open sea and her hair is lustrous, black and long and plastered to her body dripping wet, and interlaced with artfully arranged fronds of kelp. In fact, this sheath of hair and seaweed appears to be all that she wears as she walks boldly toward you on bare feet, leaving a dripping trail behind her. Before her walks a replica of her in miniature and displaying the same sense of modesty — or lack thereof. However, these attendants stand no higher than her shins and have eyes of brilliant green and hair of honeyed wheat. Though their mistress be of the fey appearance of the galdricge — a witch-woman — these two are clearly mystical beings of the Alfar races. Between them they carry a large clamshell dredged up from the depths.

Behind this trio, four more of the tiny women walk in pairs. The front pair drags between them a small but clearly heavy chest of ancient leather, swollen and cracked with long immersion, its bronze straps corroded by exposure to the sea. The pair behind them carries a linen-wrapped bundle the size of a battle helm.

The galdricge is a sea druid and devotee of Rán called **Ethlass**, and the tiny handmaidens are **6 asrai** sworn to Ethlass' service by the goddess herself. Ethlass for her part walks directly up to the chosen PC and addresses him by name. When she speaks, saltwater continually flows from her mouth and drips down her body and from her hair.

ETHLASS XP 2,400 Female human druid 7 N Medium humanoid (human) Init +2; Perception +14

AC 14, touch 12, flat-footed 12 (+2 armor, +2 Dex) hp 49 (7d8+7 plus 7) Fort +6; Ref +4; Will +9; +4 vs. fey and plant-based magic

CR 6

Defensive Abilities resist nature's lure

Speed 30 ft.

Melee club +4 (1d6–1) or shillelagh +5 (2d6) Ranged magic stone +8 (1d6) Special Attacks wildshape 2/day Domain Spell-like Abilities (CL 7th): 7/day-icicle (ranged touch +7, 1d6+3 cold) Spells Prepared (CL 7th): 4th—control water^D (DC 18), reincarnate, summon nature's ally IV 3rd—call lightning (DC 17), dominate animal (DC 17), sleet storm, water breathing^D 2nd—animal messenger, barkskin (already cast), cat's grace (already cast), fog cloud^D, resist energy 1st—charm animal (DC 15), endure elements, hide from animals (DC 15), magic stone, obscuring mist^D, shillelagh 0 (at will)—create water, guidance, mending, purify food and drink

D domain; Domain Water

Str 8, Dex 14, Con 13, Int 14, Wis 18, Cha 22 Base Atk +5; CMB +4; CMD 16 Feats Blind-Fight, Combat Casting, Craft Wand, Natural

Spell, Self-Sufficient[®] Skills Fly +12, Heal +16, Knowledge (nature) +14, Perception

+14, Spellcraft +12, Survival +18, Swim +9 Languages Aquan, Druidic, Nørsk, Sylvan

SQ nature's bond (Water domain), nature sense, trackless step, wild empathy +13, woodland stride

Combat Gear wand of cure light wounds (CL 5: 27 charges), wand of detect animals or plants (CL 5: 12 charges), wand of faerie fire (CL 5: 13 charges), wand of lesser restoration (CL 5: 17 charges), wand of speak with animals (Cl 5: 5 charges); **Other Gear** club, handy haversack holding her club, wands, 2 antitoxins, healer's kit, piece of gold coral (divine focus), and Face of Kólga

ASRAI (6) XP 1,600 The Tome of Horrors Complete 38 CN Tiny fey (aquatic)

Init +4; **Senses** low-light vision; **Perception** +6

AC 18, touch 16, flat-footed 14 (+4 Dex, +2 natural, +2 size) hp 9 (2d6+2) Fort +1; Ref +7; Will +4 DR 5/cold iron; Immune cold; SR 17 Weaknesses water dependent

Speed 20 ft., swim 50 ft. Melee touch +7 (1d4 cold) Space 2-1/2 ft.; Reach 0 ft. Special Attacks cold touch Spell-Like Abilities (CL 5th): 2/day—control water, fog cloud, obscuring mist Spells Known (CL 5th): 2nd (5/day)—hideous laughter (DC 14), summon monster II 1st (7/day)—charm person (DC 13), hypnotism (DC 13), reduce person (DC 13), sleep (DC 13) 0 (at will)—dancing lights, daze (DC 12), detect magic, ray of frost, resistance, touch of fatigue (DC 12)

Str 5, Dex 18, Con 13, Int 10, Wis 13, Cha 14 Base Atk +1; CMB +3; CMD 10

Feats Eschew Materials⁸, Weapon Finesse **Skills** Knowledge (arcana) +4, Knowledge (nature) +5, Perception +6, Sense Motive +6, Stealth +14, Spellcraft +5, Swim +16; **Racial Modifiers** Knowledge (arcana) and Spellcraft are class skills for asrai



Languages Aquan, Nørsk, Sylvan

Cold Touch (Su) The touch of an asrai is supernaturally cold. All damage dealt from an asrai's natural attacks is cold damage. This ability is constant, but the asrai can suppress or resume it at will as a free action.

Water Dependent (Su) An asrai can survive on land for 1 hour per 2 points of Constitution. After that, it begins to suffocate. Lost Constitution points are immediately restored if the asrai returns to the water. If its Constitution reaches 0, it dies, collapsing into a puddle of water.

Development: If for some reason the PCs attack, Ethlass and the asrai seem shocked and attempt to convince the PCs of their benign intentions or flee. They defend themselves to the best of their abilities if they must. If any of them are actually struck down by the PCs, the wrath of Rán will be upon them the next time they set foot upon a ship and the PCs find themselves continually beset by ever more-powerful storms until no shipmaster or crew ever consents to giving them passage. Needless to say, such a PC response effectively ends this adventure before it has begun.

If the PCs allow the group to approach peacefully, Ethlass walks directly up to the chosen PC, drops to her knees and bows before him saying, "Hagalaz! Hail, blessed man and chosen of the gods. My mistress bids thee welcome and offers thou these gifts." She then rises and steps aside to allow the asrai to approach.

The asrai servants approach the chosen PC two by two, presenting him with progressively more valuable gifts. The first two bow upon a knee before him, presenting up to him the large clamshell. It is easily opened by the PC to reveal a rope of 10 lustrous pearls (worth 100 hs each or 1,200 hs for the entire string). The next two follow and likewise bow, pushing forward the sodden chest filled with collected coins and broken

CR 5

Faces of the Sea

MASK OF THE FAVORED

Aura varies (faint transmutation); CL varies (5th) Slot head; Price varies (24,000 gp); Weight 3 lb.

DESCRIPTION

Cast in gold with the stylistic image of a specific individual chosen by a god or goddess, these are occasionally given as gifts to those individuals. They can be worn only by their intended recipients and have varied powers and abilities depending upon their purpose, including the ability to see normally underwater, a swim speed of 30 ft., and immunity to water pressure while worn underwater.

CONSTRUCTION

Requirements Craft Wondrous Item, spells vary (water breathing); **Cost** varies (12,000 gp)

FACE OF KÓLGA (MINOR ARTIFACT)

Aura strong enchantment; CL 13th Slot head; Weight 3 lb.

DESCRIPTION

Displaying the ravishing appearance of the most beautiful of Rán's daughters, if anyone puts on the mask or even holds it up to his face and looks through the eyeholes, he comes under a geas to seek out the home of Ethlass the galdricge and imbues that individual with the knowledge of where her home lies.

DESTRUCTION

If placed on the face of Ethlass and if she is murdered while wearing it, the mask is destroyed until Kólga attunes it to another devout follower to serve as her mouthpiece. If melted down before she can recover it to attune it to another, then it is permanently destroyed. If melted down, the mask's precious metals are worth a total of 7,000 gp, though doing so forever earns the ire of the sea goddess Rán and her daughters.

arm-rings worth 2,000 hs. The last pair bows and holds forth the linenswathed bundle. Within it is a golden facemask artfully cast to resemble an idealized version of the chosen PC's face. This is a *mask of the favored* (see sidebox). Finally, Ethlass herself pulls forth a second mask from a leather pack slung over her shoulder and concealed beneath her thick cascade of hair. This mask is rendered in polished silver and is cast in the image of a woman's face of exotic and flawless beauty. It is crowned by flowing hair of cast gold that bears a greenish tint and is further embellished with a tiara of silver and sapphires. A DC 15 Knowledge (religion) or (arcana) recognizes this as a legendary artifact known as the *Face of Kólga* (see sidebox) that is said to possess strange powers and to be an exact replica of the face of Kólga, Daughter of Rán. Even if none of the PCs possess those two skills, any Northlander can attempt a DC 18 Intelligence check to recognize the silver mask for what it is.

After presenting the goddess's gifts, Ethlass greets the chosen PC in Kólga's name. She expresses the demigoddess's admiration for the PC, referencing several of his exploits, e.g. foes defeated, battles won, honors gained, etc. She is especially impressed by any of his deeds performed while on, in or around the sea. Ethlass then makes the following proposition:

I am Ethlass, servant of the Cool Wave. My mistress bids thee to come to her at Hjallos-Under-The-Waves, to the

Godshouse of Rán. There she invites thee to join in conjugal union with Kólga the Cool Wave, most desirable of all of Rán's daughters, that thou might sire children of goddess and man. She promises that thine offspring will be many and beautiful beyond compare, that they will live unheard-of long lives and be imbued with the power of Rán's own divine blood. If thou shouldst accept her blessed invitation, the strength of thine legacy shall endure forever — until *Ragnarök* comes and the long night falls.

To accept this offered boon, thou has but to come to mine humble hut by the sea in three days' time. The mask of the goddess will show thee the way. There I will direct thee in how to reach lost Hjallos-Under-The-Waves that thou mightst come to the goddess in good time. My mistress is kind and benevolent and knows that the lives of man are short and filled with dangers. She welcomes, nay, encourages thee to bring thy companions that they might protect thee upon the road and bring thee safely to her chambers.

Ethlass and the asrai are enormously impressed by the one chosen by the goddess (and to a lesser degree his companions). In their minds, anyone so favored by the Cool Wave is almost on the level of Kólga herself. They will be as helpful and informative as possible, though they have little other information of use to give and cannot stay long as the dry air above the waves is quickly becoming uncomfortable to their damp skin. They will not reveal the location of Ethlass' hut, saying that it is a secret only for the goddess to give through her mask. Likewise, they will not reveal the location of Hjallos-Under-the-Waves, saying only that it will be revealed all in good time. Unfortunately, Ethlass won't think it worth mentioning that the PC is not the only one favored by the goddess's attentions (and will deny this if asked outright — she is rather single-minded in her zealotry and has completely forgotten the other suitors she is to approach). As soon as the interview concludes, Ethlass and her servants enter the nearest waterway (a river or stream if not near the shore itself) where the galdricge turns into a sleek eel, and she and the asrai quickly disappear, making their way quickly back to her distant castle.

The Daughters of Rán

Nine are the daughters of the goddess Rán and the Jötnar Ægir, powerful beings who both represent the untamed sea within their respective clans. The Daughters' names are poetic terms for different characteristics of ocean waves. Any Northlander making a DC 10 Knowledge (religion), Knowledge (local), Profession (sailor), or Profession (fishermen) is well aware of the various Daughters. They are:

Himinglæva: That through which one can see the heavens (a reference to the transparency of water) Dúfa: The Pitching One Blóðughadda: Bloody-Hair (a reference to red sea foam) Hefring: Riser Uðr: Frothing Wave Hrönn: Welling Wave Bylgja: Billow Dröfn: Foam-Fleck Kólga: Cool Wave

Many maritime deaths are attributed to the Daughters. Any time a man goes missing from a night watch or washes overboard in a storm, the Daughters are blamed and sacrifices given in the name of their mother. Among sailors, Kólga is said to be the most beautiful and gentle of all her sisters, though none alive is known to have beheld her visage to test this.

Part One: A Shoal of Suitors

The home of Ethlass lies on a sandy beach on the shore of the North Sea. Her home moves frequently, so just because a person has been there before doesn't mean he can find it again. However, thanks to the *Face of Kólga*, the PCs can easily find that it lies within 3 days' travel of their current location. Her house is a large sandcastle (large for a sandcastle; tiny for an actual castle). Every time the tide comes in, the castle is washed away, but when it rolls back out, thousands of tiny crabs emerge from the wet sand and quickly rebuild it.

When the PCs arrive at the castle, they find others gathered there.

With the guidance of the goddess's mask, you make your way down the beach toward the home of the galdricge Ethlass. As you top a low dune, her "hut" comes into view. It is an elaborate castle, more fanciful than even those in the Southlander tales, and it is composed entirely of sand. The pounding surf washes away at its foundations, but even as it does so, scuttling swarms of small crabs continually rebuild its eroded surface, a continual struggle between their unceasing industry and the unrelenting sea.

Your shock at this unexpected palace out of a children's tale is matched, perhaps, by your shock at the scene you witness in the foreground. The amazing castle sits at the edge of a field of standing stones, a remnant of the lost Andøvan peoples who once inhabited these lands. However, unlike the typical stones of the Andøvan that can be found scattered throughout the Northlands in rings constructed by the ancients, these stones bear no such pattern. Rather, they stand or lie toppled in an arrangement that makes no sense to your eve. And among this legacy of a forgotten people is an unexpected crowd of Northlanders. Perhaps a half dozen separate groups mill among the stones standing before the castle: men and women armed and armored as warriors, and men and women with the look of adventurers. Several of them - at least one of whom is a giant - wear familiar silver masks.

The sandcastle is surrounded by several ancient menhirs on which are inscribed poems extolling the majesty of the underwater realm, hymns to storm and sea, and prayers to Rán, their mistress. One of the stones stands by Ethlass' castle, and its face bears an invocation to the Sea Goddess. Anyone who reads it aloud and makes the appropriate sacrifice gains the aquatic subtype (including the ability to breathe water and a swim speed of 40 ft., though they retain the ability to breathe air) until the moon next sets in the early hours of the morning. To perform the sacrifice, the person must cast a valuable item into the sea. The item must be magical or worth at least 1,000 hs, and it must be a personal possession (no borrowing). The item disappears once it sinks beneath the waves, taken by the goddess. Ethlass helps the PCs in this process if they need it (see **The Lady's Invitation** below for more information).

Several among the gathered crowd wear *masks of the favored* like the one the PCs possess. It seems that Kólga has been less than discriminatory in her selection process. Each of the similarly masked suitors is accompanied by his own cadre of traveling companions, and these groups all wander among the menhirs in separate clusters while they eye one another suspiciously and await Ethlass to summon them to enter her sandcastle.

The Other Favored (and Their Friends)

Jarl Unnr, Drinker of the Southmen's Blood, and his Cohort

The demigoddess chose **Jarl Unnr of Vastavikland** as a potential mate because of his battle prowess and leadership, and his legendary exploits as a successful raider on even the farthest shores. He is a bulging, scarred man, uglier than homemade sin, and fantastically impressed with himself. It is a blessing to all passers-by that he wears the *mask of the favored* to cover that face. By himself, Unnr wouldn't present much of a problem, but he came by longship (it is beached less than a mile up the shore) and was wise enough to bring **10 huscarls** with him, each of them steeped in bloodshed and mayhem (another 40 warriors guard the ship). Jarl Unnr will not tolerate any other claimants to Kólga, whom he is already calling his bride, and is currently holding a whispered discussion with his huscarls as to the best timing for brandishing blades and driving the rest of this rabble into the sea.

JARL UNNR, DRINKER OF SOUTHMEN'S BLOOD CR 11 XP 12,800

Male human fighter 11 NE Medium humanoid (human) Init +1; Perception +11

AC 23, touch 13, flat-footed 21 (+10 armor, +1 deflection, +1 Dex, +1 dodge) hp 109 (11d10+22 plus 22) Fort +11; Ref +6; Will +5 (+8 vs. fear) Defensive Abilities bravery +3

Speed 30 ft.

Melee +2 wounding guisarme +20/+15/+10 (2d4/x3 +12 plus 1 bleed) or cold iron spiked armor +16/+11/+6 (1d6+5) Ranged mwk composite longbow +13/+8/+3 (1d8+4/×3) Space 5 ft.; Reach 5 ft. (10 ft. with guisarme) Special Attacks weapon training (polearms +2, close +1)

Str 19, Dex 13, Con 14, Int 14, Wis 10, Cha 10 Base Atk +11; CMB +15; CMD 28

Feats Combat Expertise, Disruptive^B, Dodge^B, Improved Vital Strike, Mobility^B, Power Attack, Spellbreaker^B, Spring Attack^B, Toughness, Vital Strike, Weapon Focus (guisarme)^B, Weapon Specialization (guisarme), Whirlwind Attack^B

Skills Intimidate +14, Knowledge (geography) +7, Perception +11, Profession (sailor) +14, Profession (soldier) +9, Survival +14 Languages Giant, Nørsk, Westerling (Southlander Common) SQ armor training 3

Combat Gear potion of cure serious wounds, potion of expeditious retreat; **Other Gear** +1 full plate with cold iron armor spikes, Suðrmaðsvik (+2 wounding guisarme) "Betrayer of Southlanders", masterwork composite longbow (+4 Str) with 20 arrows, belt of giant strength +2, cloak of resistance +2, ring of protection +1, mask of the favored, Face of Kólga, 7 gold arm-rings (250 hs)

Well-Equipped (Su) Jarl Unnr has raided far and wide and recovered treasures and equipment from many distant shores. He has equipment of value equal to that of a PC, which increases his CR by 1.

HUSCARLS OF UNNR — RAGING (10) XP 2,400

CR 6

Male human barbarian 7 CN Medium humanoid



Init +1; Perception +11

AC 18, touch 10, flat-footed 18 (+6 armor, +1 Dex, +1 dodge, +2 natural, -2 raging) hp 93 (7d12+35 plus 7) Fort +10; Ref +3 (+5 vs. traps); Will +5 Defensive Abilities improved uncanny dodge, trap sense +2,

uncanny dodge; DR 1/-

Speed 30 ft.

Melee +1 greataxe +13/+8 (1d12+8/x3), bite +7 (1d4+2) Ranged mwk throwing axe +9/+4 (1d6+5) Special Attacks rage 19 rounds/day, rage powers (animal fury, powerful blow)

Str 20, Dex 13, Con 20, Int 10, Wis 12, Cha 8

Base Atk +7; **CMB** +12 (+14 grapple); **CMD** 23 (25 vs. grapple)

Feats Dodge, Improved Grapple⁸, Improved Unarmed Strike, Power Attack, Quick Draw

Skills Climb +11, Intimidate +9, Perception +11, Survival +11, Swim +11

Languages Nørsk

SQ fast movement, rage power (renewed vigor) **Gear** masterwork chainmail, *amulet of natural armor* +2, +1 greataxe, 2 masterwork throwing axes, gold arm-ring (250 hs), 2 silver arm-rings (75 hs)

Base Statistics When not raging, the warrior's statistics change as follows: AC 20, touch 14, flat-footed 20; hp 79; Fort +8, Will +3; Melee +1 greataxe +11/+6 (1d12+5/x3); Ranged mwk throwing axe +9/+4 (1d6+3); Str 16, Con 16; CMB +10 (+12 grapple), CMD 21 (23 vs. grapple); Climb +9, Swim +9

Leif Hagsson and His Mother

Leif Hagsson is a skald of some renown. It is easy to see why the goddess desires him to father her children. He is fairly well known, immensely talented, and an absolutely beautiful specimen of a man with piercing green eyes, long blonde hair, and chiseled features hidden under his *mask of the favored*. He also really doesn't want to be here. As flattering as Kólga's attentions may be, he is in love with someone else in the most naively chaste kind of way. If Leif had his way, he'd be lounging in the chambers of Sefi Thugorswif, the wife of a jarl of Hordaland, composing odes to her beauty. Unfortunately, his mother had other ideas ... and mother always knows best.

Leif's mother is **Agresh**, the Hag of Snurri's Peak, a galdricge of considerable power and a somewhat bloodthirsty reputation. When Ethlass delivered Kólga's proposal to her son, Agresh was exultant, seeing in it endless possibilities to expand her own personal power. Now, she dreams of half-divine grandchildren to raise in her own dread vocation while she awaits Ethlass' invitation to enter her abode.

Male human bard (skald) 9 (The Northlands Saga Complete 51)	LEIF HAGSSON XP 4,800	CR 8
N Mealum numanola (numan)		lete 51)

Init +2; Perception +11

AC 19, touch 13, flat-footed 16 (+5 armor, +2 Dex, +1 dodge, +1 shield) hp 53 (9d8 plus 9) Fort +3; Ref +8; Will +5; +4 vs. bardic performance, languagedependent, and sonic effects

Defensive Abilities well-versed

Speed 30 ft.

Melee +1 cold iron dancing longsword +8/+3 (1d8+2/19–20) or mwk short sword +8/+3 (1d6+1/19–20) Ranged +1 longbow +10/+5 (1d8+1/x3) **Special Attacks** bardic performance 30 rounds/day (countersong, dirge of doom, *distraction*, *fascinate* [DC 18], form the line, inspire courage +2, inspire greatness, suggestion [DC 18])

Str 12, Dex 14, Con 10, Int 13, Wis 8, Cha 19 Base Atk +6; CMB +7; CMD 20

Feats Dodge, Extra Performance, Point Blank Shot, Precise Shot, Rapid Shot⁸, Skill Focus (Perform [strings])⁸, Skill Focus (Stealth), Step Up⁸, Toughness, Weapon Focus (longbow) **Skills** Bluff +16, Diplomacy +13, Knowledge (nobility) +14, Perception +11, Perform (oratory) +16, Perform (sing) +16, Perform (strings) +21, Sense Motive +8, Sleight of Hand +13, Stealth +26

Languages Giant, Nørsk

SQ bardic knowledge +4, lore master 1/day, man of war, versatile performance (oratory, string instruments) **Gear** +1 improved shadow chain shirt, masterwork buckler, +1 cold iron dancing longsword, masterwork short sword, +1 longbow with 20 arrows, Face of Kólga, mask of the favored, masterwork harp, 2 bejeweled arm-rings (650 hs each), winter wolfskin cloak (500 hs), gold torc (500 hs)

CR 12

AGRESH THE GALDRICGE XP 19,200

Female human sorcerer 13 CN medium humanoid (human) Init +6; Senses see invisibility; Perception –1

AC 22, touch 15, flat-footed 19 (+4 armor, +2 deflection, +2 Dex, +1 dodge, +3 natural) hp 126 (13d6+52 plus 26) Fort +8; Ref +8; Will +7 Resist electricity 10

Speed 30 ft.

Melee 2 claws +7 (1d6+1 plus 1d6 electricity) Special Attacks bloodline powers (claws 8 rounds/day [treated as magic weapons], breath weapon 1/day [60-foot line, 13d6 electricity, DC 20 half])

Spells Known (CL 13th; melee touch +7, ranged touch +8): 6th (4/day)—chain lightning (DC 23), form of the dragon I, summon monster VI

5th (6/day)—baleful polymorph (DC 20), feeblemind (DC 20), overland flight, spell resistance

4th (6/day)—black tentacles, detect scrying, dimension door, fear (DC 19), ice storm

3rd (6/day)—fireball (DC 20), fly, haste, lightning bolt (DC 20), slow (DC 18)

2nd (6/day)—bear's endurance, false life, gust of wind (DC 19), resist energy, scorching ray, see invisibility (already cast) 1st (6/day)—grease (DC 16), mage armor (already cast), magic missile, ray of enfeeblement (DC 16), shield, shocking grasp

0 (at will)—acid splash, bleed (DC 15), detect magic, flare (DC 17), light, mage hand, mending, ray of frost, read magic

Bloodline draconic (blue)

Str 12, Dex 14, Con 18, Int 10, Wis 8, Cha 21 Base Atk +6; CMB +7; CMD 22

Feats Combat Casting, Dodge, Eschew Materials^B, Greater Spell Focus (evocation), Improved Initiative^B, Lightning Reflexes, Maximize Spell, Mobility, Quick Draw, Spell Focus (evocation), Toughness^B

Skills Bluff +19, Intimidate +20, Knowledge (arcana) +10, Linguistics +2, Spellcraft +10

Languages Draconic, Giant, Nørsk

SQ bloodline arcana (electricity spells deal +1 damage per die)

Combat Gear wand of vampiric touch (CL 5: 10 charges), wand of charm monster (CL 7: 16 charges), 2 potions of cure serious wounds; **Other Gear** amulet of natural armor +1, ring of protection +2, cloak of resistance +2, headband of alluring charisma +2, bag of holding (type I), assorted jeweled bangles, rings, and bracelets (3,900 hs total)

The Bors Brothers

Bors and his brothers are all **4 werebears**, though presently they take the form of three overly large, gray-headed men dressed only in long linen skirts, leather boots, and heavy gold arm-rings and headbands (worth 1,000 hs per brother). Bors was intrigued by Ethlass' proposal, less for the potential offspring and more from the idea that he could profit from it in some way. He imagines that the demigoddess will shower him with gold and jewels for the honor of becoming his consort. In human form, the brothers are hairy-chested goliaths, mighty-thewed and arrogant. In beast form, they are white-furred polar bears, hungry for mayhem and quick to kill. They have no idea how far in over their heads they are.

BORS AND HIS BROTHERS (4) XP 1,200

hp 34 (Pathfinder Roleplaying Game Bestiary 2

"Lycanthrope, Werebear")

Gear Bors wears a mask of the favored and carries the Face of Kólga in his pouch

Skinny Wellfed

Skinny Wellfed is a slow-witted, giant-blooded ranger from the mountain wilds who has become something of a legendary figure for his exploits despite his relative ineptitude. He is abnormally tall and lean (even among the giant-blooded), earning him his odd name, with over-large ears and prominent buckteeth. Though he has had interaction with Northlanders in the past, he principally lives among the stone giant tribe of his mother. He is accompanied by **2 stone giant** attendants (Rix and Nox). The *mask of the favored* and *Face of Kólga* that he bears are enormous, suited to his Large size. When he sees the chaos at Ethlass' place, he doesn't quite know what to make of all these puny, clearly hostile Northlanders. He is strangely at ease, though, willing to see how the situation develops, but he is not averse to ordering his attendants to start smashing everyone and everything in sight if he gets his blood up. He keeps his massive bardiche close at hand just in case someone needs to be put in their place.

SKINNY WELLFED XP 12,800

Male giant-blooded ranger (trapper) 12 (The Northlands Saga Complete 20; Pathfinder Roleplaying Game Ultimate Magic "Trapper") CN Large humanoid (giant, human) Init +2; Senses low-light vision; Perception +15

AC 17, touch 12, flat-footed 14 (+4 armor, +3 Dex, +1 natural, -1 size) hp 178 (12d10+84 plus 24) Fort +15; Ref +11; Will +4 Defensive Abilities evasion

Speed 30 ft.

Melee +2 bardiche* +19/+14/+9 (2d8+11/19–20) Ranged mwk composite longbow +16/+11/+6 (2d6+5/x3) Space 10 ft.; Reach 10 ft. (20 ft. with bardiche) Special Attacks favored enemies (dragon +6, humanoid [dwarf] +2, humanoid [giant] +2), launch trap, quarry, twohanded weapon combat style

Str 22, Dex 16, Con 24, Int 7, Wis 10, Cha 8 Base Atk +12; CMB +19; CMD 32 (34 vs. sunder against bardiche)

Feats Cleave, Dreadful Carnage**, Endurance^B, Furious

Focus**^B, Great Cleave, Power Attack^B, Pushing Assault**^B, Shield of Swings**, Toughness, Vital Strike

Skills Climb +18, Disable Device +9, Knowledge (geography) +4, Perception +15 (+21 locate traps), Stealth +2, Survival +15 (+21 tracking), Swim +9

Languages Giant, Nørsk

SQ camouflage, favored terrain (mountain +4, cold +2), giant blood, hunter's bond (companions), swift tracker, track, trap 6/day (bludgeoning trap, distraction trap, sleet trap, smoke trap, snare trap), trapfinding, wild empathy +11, woodland stride

Combat Gear potion of gaseous form, potion of blur, 6 tanglefoot bags; **Other Gear** +1 ring shirt***, +2 bardiche*, masterwork composite longbow (20 Str) with 49 arrows, belt of incredible dexterity +2, cloak of elvenkind, mask of the favored, Face of Kólga, pouch with 182 hs and a large topaz (275 hs)

*See Pathfinder Roleplaying Game Ultimate Equipment **See Pathfinder Roleplaying Game Advanced Player's Guide

***See The Northlands Saga Complete 55

RIX AND NOX XP 4.800

CR4

CR 11

CR 8

hp 102 (Pathfinder Roleplaying Game Bestiary "Giant, Stone")

Development: The PCs are met with a fairly hostile reception. No one there wants any more competition, and the tension level is already high. Most of the groups stay by themselves and eye each other suspiciously. The PCs have the opportunity to interact with these groups if they wish, which can affect how the next encounter plays out. These individual interactions are listed below.

Jarl Unnr: Whether the PCs approach Jarl Unnr or not, he soon seeks them out. He is a blustery and coarse braggart who makes veiled threats even as he boasts that Kólga will undoubtedly choose him as her consort and that the others might as well all go home before he has the power of a demigoddess at his beck and call. His huscarls stand silently nearby and look as threatening as possible during this tirade. During the course of this, Unnr is subtly making an attempt to demoralize the PCs with his Intimidate skill. He attempts one check per round and makes one attempt per PC until he is interrupted. Do not reveal his tactics or the results of the checks until a fight begins, as the demoralizing effects of being shaken will not actually kick in until the PCs enter a combat round. If Unnr's braggadocio is interrupted by a PC who cuts him off, he ceases any further attempts and stalks away in a fury. Likewise, a Sense Motive check opposed to his Intimidate check that is successful detects what he is attempting to do and not only renders any further attempts by him to be impotent but also causes him to back down and stalk away as he realizes the game is up. He will not enter a battle with the PCs at this time unless they start it.

Leif and Agresh: Leif attempts to ignore the PCs, but at his mother's urging eventually approaches them and attempts to engage them in a friendly conversation. He reveals his identity behind the silver mask in hopes that the PCs recognize him (it is up to the GM to decide if they have heard of or are impressed by him) and is visibly disappointed if they don't immediately do so. While Leif talks to the PCs, Agresh hangs back among the shadows of some of the standing stones not far distant and silently watches. During this discourse, Leif attempts a Bluff check against opposed Sense Motive checks by the PCs. If he is successful, he distracts them while Agresh quietly picks out one or two promising fighter-types and uses her wand of charm monster to attempt to charm them (either roll these saving throws in secret for your players or use pre-rolls that you had them make before the game). As with Unnr's intimidation attempts, do not reveal the results of any failed saves against these spells until it is called for. If anyone succeeds at defeating Leif's Bluff attempt, that PC can make a Perception check opposed to a Bluff check from Agresh to notice that she is using a wand to cast a spell at them. If the attempt is detected, then a DC 23 Spellcraft can determine what spell was being cast from the wand (plus any penalties for distance). If confronted about the wand, Agresh

and Leif try to avoid a fight; Agresh simply states that it never hurts to have a few extra friends about. Then she and Leif stalk off to keep to themselves. They fight if attacked, however.

Bors Brothers: Bors and his brothers do not approach the PCs. If approached by the PCs, their attitude is unfriendly, though they can be changed to indifferent or friendly with appropriate Diplomacy checks. If they become indifferent, they continue to ignore the PCs. If made friendly, they warm up to them considerably and attempt to stay near them, seeing them as allies against the other suitors. If the check is failed by more than 5, the brothers transform into hybrid form and attack. Before the last of them can be killed by the PCs, Ethlass arrives as described under **The Lady's Invitation** below.

Skinny Wellfed: The giants likewise do not approach the PCs. If the PCs approach them, the stone giants step in the way to shield Skinny from any possible assaults. His starting attitude is indifferent, though if attacked it immediately becomes hostile and the giants respond in kind. If made friendly through a Diplomacy check, Skinny can only relate how the galdricge came rushing up a mountain waterfall and found him while hunting in the high peaks a few days ago to give him the masks. He is somewhat bemused by the whole thing and is interested in seeing how it all plays out, though he feels no particular inclination toward Kólga either way.

The Lady's Invitation (CR varies)

Finally, after the party has had some time to interact with the bevy of suitors on hand, Ethlass emerges from her sandcastle to address the crowd.

Any conversation among the folk loitering amid this strange garden of stone is suddenly interrupted by the sound of a chorus of conch shells being winded, as if all the hosts of Rán were suddenly rising from the deeps. The hollow moaning of the conches ends just as suddenly, and a great gate made of driftwood set into the side of the massive sandcastle swings open like a drawbridge. The galdricge you met previously emerges, still clad in nothing more than her dripping hair and the sea-threads spun from Rán's spindle beneath the sea. The tiny Alfar women accompany her once again — though this time they bear no gifts — and gigantic crabs burrow their way up from the sand beneath the open drawbridge to take guard positions on either side of the Lady Ethlass. She reaches the end of the drawbridge where it rests upon the top of a sand dune looking down on all those gathered.

Surveying the crowd, the witch-woman of the sea draws breath and speaks, "My mistress thanks you for your attendance to her invitation. At this time, she desires that you return the silver masks of her visage, though you may keep the golden masks for your own."

At these words, more crabs the size of large dogs scuttle out from the sand piled beneath the drawbridge. They make their way through the crowd, reaching for and receiving the silver masks of Kólga in their pincers before moving on to the next.

The giant crabs remain peaceful and seek only the return of the *Faces* of $K \circ lga$. The PCs and everyone else may keep their masks of the favored. Once all of the *Faces* of $K \circ lga$ have been collected, the crabs shuttle them to the asrai, who carry them within the castle. When the asrai return, they carry between them a small urn made of polished green stone, which they present to Ethlass. She takes up the urn and addresses the assembly once again.

"Know that though my mistress has summoned all of thee, she will only give the gift of siring her offspring to one ... the one who proves to be the most worthy."

Dark scowls are exchanged between those present.

Ethlass opens the top of the urn to reveal a lustrous pear of huge size that glows with a soft lavender radiance. She holds it before her and says, "This is the Drowned Maiden's Pearl. It will guide whosoever holds it to the lost city of Hjallos and the Godshouse of Rán therein. But only one of thee may possess it. Thine own strivings must determine which one of thee that will be."

With these final words, the witch goes silent and watches, expectantly.

The proclamation by Ethlass is all it takes to bring about pandemonium on the shore. Exactly how it occurs depends on the PCs' interactions with the other suitors.

m any ked it iendly came e high	HUSCARLS OF UNNR — RAGING (10) XP 2,400 hp 93 (See A Shoal of Suitors)	CR 6
sed by igh he	AGRESH THE GALDRICGE XP 19,200 hp 126 (See A Shoal of Suitors)	CR 12
s)	BORS AND HIS BROTHERS (4) XP 1,200	CR 4
evy of rowd.	 hp 34 (Pathfinder Roleplaying Game Bestiary 2 "Lycanthrope, Werebear") Gear Bors wears a mask of the favored and carries the of Kólga in his pouch 	e Face
ge f a	SKINNY WELLFED XP 12,800	CR 11
án of	hp 178 (See A Shoal of Suitors)	
of gs	RIX AND NOX XP 4,800	CR 8
sly	hp 102 (Pathfinder Roleplaying Game Bestiary "Giant,	

hp 102 (Pathfinder Roleplaying Game Bestiary "Giant, Stone")

Tactics: With Ethlass' words, Bors rages and takes on his hybrid werebear form; his brothers follow suit. If the PCs did not change their attitude to friendly earlier, then two of them attack the PCs and two attack the giants. If the PCs did change their attitude to friendly, then Bors calls out, "Help us, brothers!" as all four attack the giants. Regardless of how many attack, a swat of the axe from Skinny Wellfed sends one of them flying to the ground sans a head and causes the others to veer aside and rethink their strategy. If they are friendly to the PCs, then they turn their attention to Agresh and Leif; if they are not friendly to the PCs, then they attack them instead.

The attack by the werebears is just the beginning, however. As they charge toward the giants (and possibly the PCs), the huscarls of Unnr rage and attack as well. Five of the barbarians charge at the PCs (if Jarl Unnr succeeded in demoralizing any of them earlier, then the effects of that begin now), and five rush toward Agresh. Agresh immediately calls out in Giant for help, and Skinny and one of the stone giants that she managed to charm earlier (without their knowledge) immediately leap to her defense against the barbarians. Agresh pushes Leif back out of the way and calls out for help in Nørsk, too. If any PCs were successfully charmed earlier, they, too, rush to help the old witch, and leave their fellows to battle the charging barbarians. Anyone asking about Jarl Unnr's whereabouts can make a DC 18 Perception check to recall that they spotted him fleeing to the north just as the fight broke out, back toward where his ship was beached.

While the PCs battle the barbarians on them, Agresh and her giants make short work of the others. When finished with them (it should happen in the same round that the PCs finish off the barbarians that they face), she directs her charmed giants to attack the PCs. She realizes at the same time that Leif is no longer in sight and begins to look around for him. If the PCs successfully changed the attitude of the giants to friendly earlier, then even though Skinny Wellfed and one of the giants is attacking them, they can convince the other stone giant to help them. He will not attack his charmed comrades but will attack Agresh to try to break the enchantment

over his compatriots. If they were not successful earlier, then the other stone giant joins in with his friends against the PCs.

If the stone giant attacks Agresh, then play out that portion of the battle just like any other. If he attacks the PCs alongside his companions, then Agresh spends the time calling out to Leif and looking around for him. He does not answer any calls. She quickly suspects either Jarl Unnr or the PCs, but since the PCs are present, she turns her ire toward them and attacks in support of any remaining giants. If one of the giants has sided with the PCs, then Skinny and the other giant get opposed Charisma checks against Agresh to try to break her hold over them. If either is successful, he immediately attacks the witch. If reduced below 50 hp, Agresh attempts to use *form of the dragon I* to change into a blue dragon to escape by flying away to the west and disappearing from sight. If still charmed, any surviving giants stop fighting as soon as she leaves unless the PCs press the attack. If the enchantment over Skinny has been broken, then the sight of the dragon (his favored enemy) convinces him to open fire on it with his longbow for as long as she is within range.

Development: When the battle is over, any surviving giants who are not unfriendly to the PCs gather up the bodies and gear of any companions and stalk away to the south — they are finished with all this Northlander nonsense. Agresh is likely to have escaped (unless the PCs chased her down and killed her), all 10 of Unnr's huscarls should be dead, and there is no sign of Jarl Unnr or Leif Hagsson. A careful search of the surrounding area and a successful DC 25 Survival check uncovers tracks showing where Unnr managed to get the drop on Leif and render him unconscious before dragging him away to the north. Following the trail in that direction for 1 mile brings the PCs to the beach where Unnr's longship had rested, but it has already put back to sea with its crew and is nowhere in sight. Further, it appears that Jarl Unnr dragged Leif back with him. However, the PCs will be presently unable to locate them.

All that is left for the PCs is to return to Ethlass and claim the *Drowned Maiden's Pearl*. When they address Ethlass, the evening tide is coming in with full force and quickly demolishing her sandcastle. She pays it no mind, but instead hands over the pearl with the instructions to hold the pearl at arm's length so it may guide the holder to the lost city of Hjallos out on the ocean floor. She also shows the PCs how to conduct the ritual with the menhirs to obtain the aquatic subtype as explained under **A Shoal of Suitors**. Each PC has to conduct this ritual separately if he does not have his own way to safely travel underwater, but once it is done, the party should have no trouble heading out in search of the sunken city with the magic pearl to guide them.

True to her word, Ethlass gives the favored PC the pearl, and when held at arm's length, it gives a noticeable tug to draw the PC toward the sea. As the last rays of the sun set and the moon rises, the last of Ethlass' castle collapses into a wet sand heap that is quickly washing away to reveal a light sailing craft capable of holding a dozen people. Seemingly paying it no mind, Ethlass and the asrai leap into the sea and swim away, wishing the favored PC luck as they go and urging them to hurry before the moon sets and the magic of the menhirs is lost.

Pursuit on the Moonlit Sea (CR varies)

The magical pearl that the PCs carry draws them out to sea in the darkening gloom of the night. The could swim if they wish, but the small vessel left behind by Ethlass is easily handled and with the favorable breeze can cover the distance that the PCs must cross much faster than could be done by swimming. The pearl guides the PCs eastward for more than 5 miles toward the legendary remains of sunken Hjallos. At this point, any PC being particularly vigilant and watching the benighted sea in their craft's wake spots a dark sail with a DC 30 Perception check. This is the *Eschr*, the longship of Jarl Unnr bearing down on them. After another hour, if still no one has mentioned watching back along their wake, with a DC 20 Perception the PCs hear the stroke of the ship's sweeps as Unnr pushes his crew hard to overtake the PCs. By this time, the ship in only 100 yards behind and fast approaching and overtakes the PCs in 10 rounds if they do nothing to prevent it.

With full banks of oars and a sail, there is very little opportunity for the PCs to successfully evade the vessel. Standing in the prow are **Jarl** **Unnr** and his last **2** huscarls. There are also **40** warriors aboard the vessel manning the oars. Unnr has 1d4+1 warriors for each PC leave their benches and join him before the longship overtakes the PCs. In addition, crouching in the prow out of sight of the PCs is Leif Hagsson. Jarl Unnr captured him at Ethlass' home and carried back to his ship. But once beyond the influence of his mother, Leif gladly threw his lot in with the old raider in hopes of making his fortune. Since he has no real desire to father Kólga's children, he willingly turned over his *mask of the favored* and conceded that right to Unnr.

JARL UNNR XP 12,800 hp 109 (See A Shoal of Suitors)	CR 11
HUSCARLS OF UNNR — RAGING (2) XP 2,400 hp 93 (See A Shoal of Suitors)	CR 6
LEIF HAGSSON XP 4,800 hp 53 (See A Shoal of Suitors)	CR 8
WARRIORS OF UNNR — RAGING (varies) XP 400 Male human barbarian 2 CN Medium humanoid Init +1; Perception +6	CR 1

AC 15, touch 9, flat-footed 15 (+6 armor, +1 Dex, -2 raging) hp 30 (2d12+10 plus 2) Fort +8; Ref +1; Will +3 Defensive Abilities uncanny dodge

Speed 30 ft.

Melee greataxe +6 (1d12+6/x3), bite +1 (1d4+2) Ranged throwing axe +3 (1d6+4) Special Attacks rage 7 rounds/day, rage power (animal fury)

Str 19, Dex 13, Con 20, Int 10, Wis 12, Cha 8 Base Atk +2; CMB +6 (+8 grapple); CMD 15 (17 vs. grapple) Feats Improved Grapple⁸, Improved Unarmed Strike Skills Climb +5, Intimidate +4, Perception +6, Survival +6, Swim +5 Languages Nørsk SQ fast movement

Gear masterwork chainmail, greataxe, 2 throwing axes, gold arm-ring (250 hs), 2 silver arm-rings (75 hs)

Base Statistics When not raging, the warrior's statistics change as follows: **AC** 17, touch 11, flat-footed 17; **hp** 26; **Fort** +6, **Will** +1; **Melee** greataxe +4 (1d12+3/x3); **Ranged** throwing axe +3 (1d6+2); **Str** 15, **Con** 16; **CMB** +4 (+6 grapple), **CMD** 13 (15 vs. grapple); **Climb** +3, Swim +3

Tactics: As soon as the *Eschr* catches up to the PCs' small vessel, Unnr, his huscarls, and the initial group of warriors leap aboard to attack. Leif remains on board the *Eschr* and uses his bardic performance and skald abilities to assist Unnr and his men. Each round, another 1d3 warriors leap from the *Eschr* to join in the battle. However, once Unnr and his huscarls fall, Leif takes control of the demoralized remaining crew and orders the ship to withdraw. Unless the PCs do something to stop him, Leif takes command of the ship and crew and embarks on a newly formed obsession as the master of a raider crew upon the whale road. Whether he is successful or ever crosses paths with the PCs again is up to the GM.

Blood in the Water

As the PCs plumb the dark depths of the sea for the rest of the adventure, they are at risk of the dangers inherent to these waters. Schools of sharks whose vague ancestral memory retains some instinct for the great feast they once had here at the time of Hjallos' fall still swim the waters ever in hopes for the next course. Any time the PCs are in a fight where there is literally blood in the water (damage inflicted by piercing or slashing weapons or spells that cause similar damage), there is a 25% chance that attracts a pack of **1d6+7 sharks** and a 10% chance that it attracts a **dire shark**. These creatures arrive 1d4 minutes after blood spills. After two packs of sharks have been defeated, no more appear. The dire shark is encountered only once.

SHARKCR 2XP 600hp 22 (Pathfinder Roleplaying Game Bestiary "Shark")SHARK, DIRECR 9

XP 6,400 hp 112 (Pathfinder Roleplaying Game Bestiary "Shark, Dire")

Part Two: Hjallos-Under-The-Waves

The city of Hjallos was once a prosperous city on the coast. Its citizens were an oddity in the Northlands, each one a devoted worshipper of Rán the Unshapeable, the capricious goddess of the sea. Aware of their adoration, the goddess blessed them with her bounty. Hjallos' fishermen brought in fish by the net-full, her divers retrieved treasured pearls from the watery depths, and her trading and raiding ships were never swamped by storm or lost at sea. Reveling in the goddess's blessing, the Thing of Hjallos enjoined their sailors and citizens to scavenge every beach they came across and return with the seashells, flotsam, and jetsam they found there. With these peculiar treasures, the people of the city constructed a mighty godshouse in the manner of Southlander temples in honor of Rán. As a result, her worship flourished in Hjallos like nowhere else.

Soon, pilgrims came to the city and made appeasement offerings to the goddess, hoping to avoid her wrath and curry her favor. The enigmatic Rán was so pleased by the people and the house of worship they had built that she sent a 7-day hurricane to Hjallos, absorbing the entire section of coastline for miles into her domain and, incidentally, drowning everyone in the city. Most of the city now lies under the weight of sand and silt, with only the topmost spire of the godshouse still jutting above the sea floor, its pinnacle some 300 feet below the surface of the sea.

The sunken city lies roughly 10 miles off the coast from the location of Ethlass' home. The *Drowned Maiden's Pearl* unerringly guides the PCs here and then begins tugging them downward beneath the waves. It's time for the PCs to get their feet wet. The rest of the adventure takes place underwater. Even though the PCs should have adequate means for water breathing and swimming, be sure to reference the rules for underwater combat in Chapter 13 of the *Pathfinder Roleplaying Game Core Rulebook*. Though the moon shines down upon the sea, it remains extremely dark under the surface, so unless the PCs all have darkvision, they will need to have some kind of waterproof light source. If they do not have anything they can use, assume that there are 2 or 3 *sunrods* stored in the boat provided by Ethlass.

The Carcass (CR 9)

Once the PCs reach the point where the *Drowned Maiden's Pearl* leads them, they must dive down 300 feet to reach the godshouse below. As the PCs swim downward through the water, they catch sight of a ghostly shape below.

A large shape drifts into view as you make your way downward through the inky, frigid waters. It is a massive narwhal, its body broken and torn, a long harpoon embedded deeply in its head just below its blowhole, its spiraling horn jutting forward 10 feet as it twitches slightly with the weak thrashes of the badly wounded creature.

The narwhal is long dead. The illusion of its movement is caused by **3 brykolakas**, rotting humanoid corpses with sunken eyes and bluishgray skin that are animated by a ravenous diseased fury to prey upon the living. The undead feast upon the great whale carcass, tearing away at its exposed belly. The PCs must make Perception checks opposed by the Stealth checks of the creatures to see them before they can spring forth from where they feed to attack with surprise.

BRYKOLAKAS (3) XP 2,400

CR 6

The Tome of Horrors Complete 85 CE Medium undead (aquatic) Init +2; Senses darkvision 60 ft.; Perception +18

AC 18, touch 12, flat-footed 16 (+2 Dex, +6 natural) hp 67 (9d8+18 plus 9) Fort +7; Ref +5; Will +8 DR 10/silver; Immune undead traits; SR 17

Speed 30 ft., swim 40 ft. Melee 2 claws +11 (1d8+4 plus disease) Special Attacks death throes

Str 18, Dex 15, Con —, Int 10, Wis 14, Cha 14 Base Atk +6; CMB +10; CMD 22 Feats Blind-Fight, Great Fortitude, Power Attack, Toughness, Weapon Focus (claw) Skills Intimidate +14, Knowledge (nature) +9, Perception +18, Stealth +14, Swim +12; Racial Modifiers +4 Perception Languages Nørsk SQ change shape (dolphin, manta ray, beast shape I), create spawn, water dependency

Create Spawn (Su) A humanoid or monstrous humanoid killed by a brykolakas rises as a lacedon in 1d4 days under the control of the brykolakas that created it.

Death Throes (Su) When reduced to 0 or less hit points, a brykolakas is destroyed and its body changes into a pool of deadly poison that quickly (1 round) fills a 10-foot cube (if it's in the water when destroyed). The poison disperses in the next round. Creatures in the area are exposed to the poison.

If a brykolakas is slain on land, its body collapses into a puddle of briny liquid that quickly covers a 10-foot square area. The puddle lasts for 1d2 rounds before dispersing. Creatures touching the puddle are exposed to the poison.

Brykolakas poison—Contact; save Fort DC 16; onset 1 minute; frequency 1/round for 2 rounds; effect 1d6 Dex damage; cure 1 save. The save DC is Charisma-based.

Disease (Su) A brykolakas's claw attacks deliver a virulent disease that breaks down the victim's internal organs (causing internal bleeding and a darkening of the skin). This supernatural disease is called brykolakas fever. The save DC is Charisma-based.

Brykolakas fever-Claw; disease, save Fortitude DC 16

negates, onset 1 minute, frequency 1/day, effect 1d4 Con and 1d4 Dex damage, cure 1 save.

Change Shape (Su) A brykolakas can remain in an alternate form until it assumes another or until the next sunrise. **Water Dependency (Ex)** A brykolakas can survive out of the water for 6 hours. After that, its body begins drying out and, within 1 hour, the brykolakas crumbles into dust unless it can reach saltwater before the hour passes.

Treasure: An examination of the carcass with a DC 25 Heal check reveals that is has actually been dead for some time, though why it has been harpooned is a mystery. An examination of the harpoon itself reveals it to be of strange manufacture. Rather than being composed of wood and steel as is typical, it is skillfully crafted from some type of rough, black coral that is unfamiliar to the PCs. It has a shagreen wrapping, and its tip is a sharp blade of smoky obsidian from some deep undersea volcanic vent. The harpoon is a deep coral weapon (see sidebox below), though its blade is crafted from some unknown type of obsidian. It is worth 800 hs as a curiosity, but its origin remains a complete mystery.

Sunken Hjallos (CR 11)

As the PCs reach the depth of 280 feet, their light sources reveal the remains of lost Hjallos below.

The broken forms of ancient buildings and shattered pillars come into view in the deep gloom below. They rise from the sea floor like blooming shrubs so thick are they with seaweed. There is life here at the sea floor in a riot of color and activity. Vibrant schools of fish swim here and there among the ruins. Vast anemones sway back and forth in indolent languor, and light sources are weirdly filtered this far down, dappled in shades of green and deep blue. The only structure still standing is the Godshouse of Rán. The part of the structure not buried beneath the sand is a monstrous dome decorated with an astounding variety of shells — shells from every type of clam, oyster or snail, and even the cracked shells of crabs and lobsters are adhered to its surface. Some shells are as tiny as a fingernail, while others are as large as a hay wain. It is an astounding sight to behold, unimaginable to exist beneath the waves so close to the unknowing shore. A single spire sheathed in corroded green copper sits atop this dome, pointing toward the surface above and the heavens beyond.

Here in this forgotten sanctuary-turned-mass grave waits Kólga, the Cool Wave, daughter of a goddess.

What was once a large window on the south side of the temple dome now serves as its only entrance. As the PCs approach, they see shadowy shapes disengage from the base of the dome where they were hidden and swim slowly toward them. These are **4 deep one godshuscarls** who protect the entrance to the abode of Kólga from trespass. They carry spears of the same strange coral as the harpoon that killed the narwhal. These are a remnant of some of the citizens of Hjallos who survived the cataclysm of long ago through dark pacts they had already made with Rán to ensure the survival of their own offspring. As long as the PCs plainly display either a *mask of the favored* or the *Drowned Maiden's Pearl*, the deep ones watch them pass with what might be boredom in their vacant, ichthyic eyes. They will not speak or respond to the PCs but defend themselves fiercely if attacked or if neither mask nor pearl is displayed.

CR7

DEEP ONE GODSHUSCARLS (4) XP 3,200

Male or female deep one fighter (two-handed fighter) 6 (Pathfinder Roleplaying Game Bestiary 5 "Deep One"; Pathfinder Roleplaying Game Advanced Player's Guide "Two-Handed Fighter")

Deep Coral

Growing in only the deepest ocean trenches near thermal vents, this coral is black in color and tends to grow in unusual rod-like colonies that can reach dozens of feet in length. Adapted to extremely high-pressure environments, it has a high impact strength that makes it well suited for use in construction of weapons, polearms in particular. In addition, the nature of the heavy minerals deposited by the black, smoking thermal vents causes deep coral to be rich in these toxic materials. Weapons constructed of deep coral microscopically chip and flake in the wounds they cause on a successful attack and poison the target. Most deep coral weapons have hafts or handles wrapped in some protective material (typically shagreen) to prevent accidental poisoning of the wielder. As long as this precaution is taken, then there is no chance of a user accidentally poisoning himself with the weapon.

Deep coral has the strength of stone with 15 hit points per inch of thickness and hardness 8. Costs for weapons made of deep coral are given below. These costs do not include the costs for a masterwork item. Deep coral cannot be crafted into armor.

Type of Deep Coral Weapon	Item Cost Modifier ¹
Ammunition	+30 gp per missile
Light weapon	+1,500 gp
One-handed weapon, or one head of a double weapon	+3,000 gp
Two-handed weapon, or both heads of a double weapon	+6,000 gp

¹Costs reflect the price in a typical market. For cultures with ready access to deep coral (e.g. certain undersea races), the cost is the same for a normal weapon of that type.

Deep Coral Toxin

Type injury; *save* DC 22; *frequency* 1/round for 6 rounds; *effect* 1d3 Constitution damage plus debilitating pain; *long-term effect* phantom pain; *cure* 3 saves.

Debilitating Pain: As the tiny flakes of deep coral infiltrate an open wound, they cause an extreme reaction in the victim's nervous system that causes great wracking pains from the location of the wound. In a round in which a victim makes a successful save, the victim has the sickened condition from the pain. In a round in which the victim fails a saving throw, the pain is so severe that it causes the nauseated condition. After the third saving throw is successful or the 6 rounds of the poison's duration have passed, these conditions cease.

Phantom Pain: As a secondary effect of deep coral toxin, after the poison leaves the victim's system, whether through saving throws or the expiration of the effects, a residue of its neuropathic effects remain. Once each day the victim must make a new saving throw. If successful, there is no effect that day. If the save is failed, then for 1 hour of that day (exactly when is determined by the GM), the victim suffers phantom pain from the lasting damage caused by the toxin and gains the sickened condition. This neuralgia continues to afflict the victim daily until its effects have been completely removed magically such as by a *neutralize poison* or *heal* spell.

CE Medium monstrous humanoid (aquatic, deep one) Init +0; Senses darkvision 60 ft., low-light vision; Perception +10

AC 17, touch 12, flat-footed 17 (+2 armor, +2 deflection, +3 natural) hp 74 (2d10+6 plus 6d10+18 plus 6) Fort +10; Ref +7; Will +7 Defensive Abilities deep dweller, immortal; Resist cold 5

Speed 20 ft., swim 40 ft. Melee +1 deep coral longspear** +15/+10 (1d8+10/x3 plus poison) or 2 claws +12 (1d4+4) Space 5 ft.; Reach 5 ft. (10 ft. with longspear) Special Attacks overhand chop, shattering strike +2, weapon training (two-handed weapons +1)

Str 18, Dex 10, Con 16, Int 12, Wis 15, Cha 10 Base Atk +8; CMB +12; CMD 24

Feats Bloody Assault^{*B}, Cleave^B, Furious Focus^{*B}, Great Fortitude, Lightning Reflexes, Power Attack^B, Weapon Focus (longspear), Weapon Specialization (longspear) Skills Intimidate +8, Knowledge (religion) +12, Perception +10, Stealth +11 (+15 underwater), Survival +10, Swim +20; Racial Modifiers +4 Stealth underwater Languages Aklo, Nørsk SQ amphibious, devoted, item use Gear bracers of armor +2, ring of protection +2, +1 deep coral longspear^{**} (550 hs) *See Pathfinder Roleplaying Game Advanced Player's Guide **See sidebox

The Daughter's Abode (CR 8)

Before running this encounter, remember that the vast chamber is entirely underwater and therefore should be considered a threedimensional encounter area.

The dome opens into a single, vast spherical chamber, a globe apparently half-buried in the silt of the sea floor. On either side of the huge room are massive statues carved from granite: one of Rán and one of Ægir. Ægir is shown as a muscular man with massive shoulders and biceps. His arms end in fins rather than hands, more fins frame his face, and his bulging eyes are located on the sides of his head, giving him a peculiar, distinctive look. Rán is represented as the Hjallosian ideal of womanly beauty: wide-hipped and busty with a long, wavy mohawk hairstyle. She'd be truly beautiful if weren't that she was carved with the mouth of a sea bass.

A large, column-like growth of crystalline coral rises in the center of the room. The coral is translucent, amplifying and reflecting back even the faintest glimmer of light. Just visible at the base of this magnificent sea sculpture is visible a tunnel that leads to an apparently hollow interior of the vast, opaque coral bed.

When the PCs first enter the room, they are confronted by **2 eyes of the deep** that float near the top of the domed roof. These hideous abominations are 5-foot-diameter globes with a great central eye, a large toothed maw, a pair of eyestalks, and huge crablike pincers. Upon sighting the PCs, they immediately attack with their eye rays, attempting to maneuver close enough to make use of their stun cones. Kólga left these guardians as a final test of her would-be suitor's mettle. They fight until destroyed.



LE Medium aberration (aquatic) Init +4; Senses all-around vision, darkvision 60 ft.; Perception +14

AC 15, touch 10, flat-footed 15 (+5 natural) hp 75 (10d8+20) Fort +5; Ref +3; Will +10

Speed 5 ft., swim 20 ft. Melee 2 pincers +7 (1d8 plus grab), bite +7 (1d6) Ranged eye ray +7 (spell-like ability) Special Attacks constrict (1d8), eye rays (DC 17), stun cone (30 ft. cone, DC 17, stunned 2d4 rounds)

Str 10, Dex 10, Con 14, Int 12, Wis 13, Cha 13 Base Atk +7; CMB +7 (+11 grapple); CMD 17 Feats Flyby Attack, Improved Initiative, Improved Natural Attack (pincers), Iron Will, Lightning Reflexes Skills Knowledge (nature) +14, Perception +14, Stealth +13, Survival +14, Swim +21; Racial Modifiers +4 Perception Languages Aklo, Aquan, Nørsk

All-Around Vision (Ex) An eye of the deep's stalked eyes allow it to see in all directions at once. It cannot be flanked. Eye Rays (Su) Each of the creature's eyes stalks can produce a magical ray once per round as a free action. The creature can aim both of its eye rays in any direction. Each of its eye rays resembles a spell cast by a 12th-level caster and follows the rules for a ray (see Aiming a Spell in the Pathfinder Roleplaying Game Core Rulebook). Each eye ray has a range of 150 feet and a save DC of 17. The save DC is Constitution-based.

Hold Person Left eye — A target struck by this ray must succeed on a Will save or be affected as though by the spell. An eye of the deep will use this ray early in a fight so as to disable its opponents.



Hold Monster Right eye — A target struck by this ray must succeed on a Will save or be affected as though by the spell. This is used in the same manner as the hold person ray.

Minor Image — By combining the rays of both eyes, the eye of the deep can replicate the minor image spell. It does not have to succeed on an attack roll to use this ray. The illusion is generated at any point within range and in the eye of the deep's line of sight.

Stun Cone (Su) An eye of the deep's central eye can, once per round, produce a cone extending straight ahead from its front to a range of 30 feet. Creatures in the area must succeed on a DC 17 Fortitude save or be stunned for 2d4 rounds. The save DC is Constitution-based.

Feats An eye of the deep's Flyby Attack feat allows it to take a move action and another standard action at any point during the move while swimming. It cannot take a second move action during a round in which it makes a flyby attack.

Development: When the eyes of the deep are defeated, Kólga floats up out of the coral tunnel, excited to meet her mate. The stunningly beautiful *Face of Kólga* did not lie. It is a perfect representation of the demigoddess's face — all five of them, in fact. Kólga has a divinely proportioned and perfectly formed humanoid body with five heads at the end of five long necks. She is overjoyed at the arrival of her chosen one and swims eagerly toward him singing love-hymns in Aquatic and Nørsk.

The opening in the magnificent coral structure is momentarily shadowed as something emerges. Peeking through the tunnel entrance is the face of woman, her beauty beyond description. She scans the chamber as if making sure that the danger is gone and then turns her attention toward you. Your heart skips a bit as the gaze of a face of such unearthly beauty comes to rest on you ... then another one ... then another one. As the woman effortlessly floats upward from her shelter in the crystalline tunnel, you see that her unadorned body is as fair of form as is her face, or all of them as the case might be. Atop her shoulders are five long necks, each one ending in a face more beautiful than the last one, and all gazing in adoration toward her chosen beau. One final detail to further muddy the picture of an otherwise flawless image is a wide fluke-like tail that extends from the base of her back just above her legs. Your hearts and minds are torn between being captivated by her unearthly beauty and being horrified by her inhuman features.

As the eyes of all five heads come to rest on the favored suitor, her voice fills all of your heads with awe-inspiring power and grandeur, though the lips of all her heads remain still.

"My beloved, you have arrived at last. I am Kólga, the Cool Wave, most beautiful daughter of the sea mother Rán and the sea father Ægir. The time of my estrus is at hand, and I long to bring forth a hero for the coming generations to serve as guardian and champion and to stand with valor in the Fimbulwinter and the foretold Ragnarök.

"Wide have I cast my net to find the most worthy mortal to sire my offspring, and it is you who has won through to reach me. My mother is protective and jealous of my beauty and left the final guardians that you have bested. So know that even in your struggles, you've proven your mind's-worth.

"Now come to me, my beloved. Join me in my crystalline boudoir and know the favor of a goddess. I have prepared a feast worthy of a køenig to whet your appetites: a banquet of skinned eels, live lobster, and endless oysters. Your companions may stay but must remain here in the safety of the godshouse, outside my crystal bower. Now come to me, my love, our destiny awaits us." With these words, she quickly swims forward to embrace her chosen suitor and plants a multitude of kisses upon his brow, face, and lips — with all five of her heads. Should the PC attempt to draw away, he discovers that his reflexes are no match for those of a goddess, as a tentacle — it is unclear where Kólga produced it from — grasps his arm in an unbreakable grip.

Kólga is a demigoddess and is far beyond the abilities of the PCs to fight (if they should want to), so no stats have been provided for her. But though she is fair of face and form, it is possible that her five heads, fluke tail, and random tentacles might be a bit of a shock for a mortal lover. She is capable of taking on any physical form and of using powerful enchantments to influence the hearts and minds of men, but she is so remote in existence from mortal males that she has not thought to do so, leaving her suitor to witness her in her full, inhuman glory.

Fortunately for the PC in question, before any awkwardness can occur that might potentially offend a demigoddess, another matter arises that draws everyone's attention away. See **The Great Wight Whale**.

The Great Wight Whale (CR 12 or 14)

This encounter occurs in the moments after the PCs meet Kólga for the first time as described under **The Daughter's Abode** above.

The moment is interrupted by a great thump that causes the entire chamber to shudder, the sound of the impact echoing weirdly as it reverberates upon the curved walls and through the rolling waters. Kólga looks upward with a curious expression on her face. The thought, "So he wakes," reverberates through your minds in her sultry voice. "It appears that you have one more test to overcome, Worthy One. The one from whom I claimed this ancient place of worship has returned from his stupor and seeks to regain it."

Another impact comes, and bits of stone crack and chip away from the dome overhead and tumble to the floor. With that, the Daughter of Rán floats quickly back into the opening at the base of the coral column and disappears inside, visible as only an indistinct shadow within the irregular opaque growths. Following close on this, a third and final crash shatters the silence and the upper portion of the domed ceiling collapses inward in a cascade of rubble and shells, tumbling down upon the crystalline coral and shattering it beneath the immense weight of its fall. In moments, the once-beautiful coral sculpture has been reduced to a massive pile of rubble and crystalline shards. There is no sign of the demigoddess within.

You don't have time to look long, because in the hole broken through the dome you see a horrific sight. It is the dead narwhal you encountered previously, only now animated with unholy life. Its flesh is stretched taut and discolored, sunken around the wounds it had suffered, and its spiral horn has transformed, becoming a blackened, pitted thing that seethes with the energy of Hel's domain.

The creature that the PCs face is a **narwight**, a powerful undead creature of the deeps infused with the dark powers of the Underworld. It had claimed sunken Hjallos as its own until Kólga moved in and took over the lost godshouse so she could await her mortal lover. She had impaled it upon the special obsidian and deep coral harpoon (see **The Carcass**), which had served to immobilize it, much like a stake through the heart of a vampire. The brykolakas stumbled upon its carcass and began to feed just before the PCs arrived. In that battle, it is possible that the PCs removed the harpoon, which allowed the undead sea beast to recover. If they did not, then the harpoon became dislodged by other means.

If **Agresh** escaped the PCs at Ethlass' castle, then she followed the PCs here after stealing a *mask of the favored* from one of the defeated suitors. She intends to harvest the fertilized eggs of the goddess for her own foul

experiments. She came upon the narwight and either allied with it (if the PCs had already removed the harpoon) or removed the harpoon herself in order to ally with it. In either of these cases, Agresh rides upon the back of the creature as it carries her into battle (she is fully healed of any injuries she sustained at their hands but has not recovered any spells she cast). If Agresh did not survive the encounter with PCs and they did not remove the harpoon themselves, then a shark coming upon the scene of the carnage after the earlier battle with the brykolakas accidentally dislodged the harpoon. In that case, the narwight is here alone.

In either case, Kólga views its arrival as one more test of the worthiness of her suitor and does not interfere in the battle, remaining inside the hollow crystal coral formation. In fact, if a PC looks for the tunnel that she used to enter the coral, he finds no trace of it. There does not seem to be any way to get inside the now-demolished coral column.

NARWIGHT XP 19,200 hp 136 (See New Monster appendix)

AGRESH THE GALDRICGE XP 19,200 hp 126 (See A Shoal of Suitors) Gear mask of the favored CR 12

CR 12

Concluding the Adventure

After the battle concludes and the narwight (and Agresh, if present) is defeated, Kólga rises from the rubble of the crystalline coral growth. She is clearly unharmed and appears to have been curious just to see how her favored would acquit himself. However, she does have a forlorn expression on her faces as she gazes down into the rubble of crystalline shards that once housed her bower. Clearly visible to the PCs is a pile of several dozen translucent spheres, each the size of a man's hand, stacked into a pile and held together by some sort of slimy coating. A DC 15 Knowledge (nature) quickly identifies these as some type of roe — the egg mass secreted by a fish — though of an unusually large size. However, they are all now smashed or otherwise damaged by the weight of the collapsing coral.

The sad expression of Kólga clearly shows that she held some attachment to the roe and she looks up with great regret at the chosen PC. "Alas," she says, "my brood has suffered a terrible wyrd at the works of yon foul beast that you have defeated. It appears that the Norns have decreed that our union is not to be at this time. But fear not, mortaling, I will not forget your worthiness. And when next I produce such a brood in only 125 years' time, I will come and find you that our destiny might be fulfilled. Farewell for now, but I will seek you when the time comes again."

With that Kólga, the Cool Wave, is suddenly gone. She makes no acts of spellcasting, simply one moment she is there and the next moment there is no sign of her. The PCs are left alone amid the carnage of the godshouse and their quest to gain the favor of a Daughter of Rán. But the PCs need not leave empty-handed. The chosen PC still retains his *mask* of the favored, and the crystalline coral is not only exceedingly rare but valuable as well. It has conveniently been broken into thousands of shards worth 75 hs per pound. If the PCs spend 12 man-hours sifting through the rubble and silt in the chamber, they can recover 200 pounds of the broken coral (15,000 hs total value).

In addition, the PCs have had an opportunity here. They could make a capricious friend, or they could make a deadly enemy depending on how they behaved toward Kólga. Treating her with respect garners her continued favor, and anytime the PCs are upon the sea, any unfavorable weather they face is reduced in duration by 1d4 days. If this exceeds the duration of the weather, then the seas not only remain calm but grant the PCs favorable winds for as many days by which the roll exceeded the length of the bad weather. However, if the PCs managed to anger the Cool Wave, they quickly learn of her usually well-controlled temper. In this case, they'd better remain on land until she forgets. But since a demigoddess never forgets, whenever they are at sea, they will be hounded by double the normal chances of hostile weather or encounters.

Appendix: New Monster

Narwight

A whale of desiccated mottled hide pulled taut over its massive body showing the scars and injuries of countless years, this creature's maw is filled with small-but-sharp triangular teeth and above this orifice extends a spiraling horn fully 10 feet long, pitted and blackened from some foul corruption. However the creature's eyes, dead and black yet somehow full of a malign will, are what truly distinguishes it from any normal narwhal.

NARWIGHT XP 19.200

CR 12

CE Huge undead (water) Init +6; Senses blindsight 120 ft., lifesense 60 ft., low-light vision; Perception +29 Aura soul capture 60 ft. (DC 21)

AC 28, touch 11, flat-footed 25 (+2 Dex, +1 dodge, 17 natural, -2 size) hp 136 (16d8+48 plus 16); fast healing 2 Fort +10; Ref +9; Will +12 Defensive Abilities channel resistance +4; Immune cold, undead traits; SR 23 Weaknesses deep coral vulnerability, resurrection vulnerability

Speed 10 ft., swim 80 ft. **Melee** bite +21 (2d8+11), gore +21 (3d6+11 plus energy drain)

Space 15 ft.; Reach 15 ft. (20 ft. with tusk) Special Attacks energy drain (2 levels, DC 21), hole, tusk

Str 33, Dex 15, Con —, Int 12, Wis 15, Cha 16 Base Atk +12; CMB +25; CMD 38 (can't be tripped) Feats Alertness, Dodge, Great Fortitude, Improved Initiative, Improved Natural Attack (gore), Lightning Reflexes, Skill Focus (Knowledge [history]), Toughness Skills Knowledge (history) +27, Perception +29, Sense Motive +25, Stealth +13, Swim +38; Racial Modifiers +4 Perception, +4 Knowledge (history) Languages Aquan, Necril

Environment any ocean Organization solitary Treasure double standard

Deep Coral Vulnerability (Su) Driving a weapon made of deep coral through a helpless narwight's melon (the organ found in all toothed whales inside their head between their nose and their blowhole) as a full-round action instantly slays it. If a narwight is not helpless, then an attack with a deep coral weapon can be made against the melon with a challenging called shot (an attack as a full-round action with a -10 penalty to the attack roll). If the called shot is successful, the narwight may make a single Fortitude save (DC = 10 + damage dealt) to dislodge the weapon. If successful, the deep coral weapon is dislodged from the melon (dealing normal damage again as it tears free). If the save is unsuccessful, the narwight is slain as above. Even if slain by a deep coral weapon in this manner, like a vampire, a narwight returns to life in 1d10 minutes if the weapon is removed unless the melon is excised from the creature and placed on dry land for 24 hours. A narwight returned to life whose tusk has been removed (for example, to release any captured souls) grows a new tusk in 24 hours.

Hole (Ex) The tusk of a narwight is extremely durable. As such, a charging narwight can make a single gore attack



against a boat or other structure that is in the water or within reach of its tusk to try to punch a hole through it. This is most commonly used to hole the hull of a ship. If the target is a boat or ship, the narwight must make a CMB check against DC 25 or an opposed Profession (sailor) check by the captain. For each size category the ship is larger than the narwight's size, it takes a cumulative –5 penalty on this CMB check. If the narwight's check is successful, the hull is holed and the ship gains the sinking condition. If the target is an inanimate object or structure other than a ship, its attack deals triple the normal damage of a tusk attack and ignores the first 8 points of hardness.

Resurrection Vulnerability (Su) A resurrection or similar spell of at least 7th level cast on a narwight destroys it if it fails a Will save. On a successful save, the narwight still takes half damage of what would normally be caused by a destruction spell.

Soul Capture (Su) Any living creature reduced below 0 hp within 60 feet of a narwight must succeed on a DC 21 Fortitude save or have its soul drawn into the narwight's tusk. The DC increases by 1 for every hit point it is below -1 (e.g. a creature at -3 hit points has a save DC of 23). Once the narwight captures a soul, it gains 5 temporary hit points for each Hit Die of the victim (minus any negative levels it has already given that victim through energy drain) just as if it had gained them through its energy drain attack. A narwight slowly digests a captured over a period of 1 hour, using it to fuel its dark energies. If the narwight is slain and the tusk broken (hardness 8, hp 75, Break DC 28), any souls that have not yet been digested are released back to their former bodies, returning them to -1 hit points (even if their hit points had previously been reduced below their negative Constitution score). The tusk cannot be destroyed or removed until the narwight is slain. Soul capture is a death attack. The save DC is Charisma-based.

Tusk (Ex) A charging narwight can make a single gore attack with its tusk in place of its normal bite and gore attacks. If it hits, the tusk deals 3d8+22 points of damage with a x3 critical multiplier.

Not just ordinary narwhals that have been transformed into wights, narwights are actually the undead remnant of an entire species of sentient whale-like creatures called primecetans. In fact, narwights represent all that remains of the primecetan race, apparently the result of some primordial cataclysm that destroyed all primecetans that were not transformed into narwights. Whether this ancient cataclysm caused all surviving primecetans to become narwights or if some ancient primecetans used necromancy to transform themselves into narwights to escape the cataclysm is unknown. The name narwights was first applied to the creatures by superstitious Northlander sailors who first reported sightings of the reclusive creatures and compared them to the restless dead of their own lands. They do not refer to themselves as narwights, but take extreme (usually spectacularly violent) offense to anyone who calls them primecetans. If they have a name by which they refer to themselves as a race, it is unknown to land dwellers. In the few peaceful contacts reported with the creatures, they usually only address themselves by their own individual names, extensive sobriquets, often with an almost-poetic quality. Known narwight names include: Sings-To-The-Deep-He-That-Cometh, Cold-On-Darkness-Below-In-Blood, and Bones-Of-The-Sea-Evermore. The aquatic races tend to avoid narwights altogether, and as they typically lurk only in the deepest waters and seem to be extremely few in number in the vastness of the oceans, it is usually not hard to do so.

Despite their dire reputations as heartless killers and devourers of souls, narwights are also known for their great knowledge of the past. Since they are essentially immortal in their undead state unless physically destroyed and their race is known to extend back into the very dawn of time, these intelligent creatures are considered storehouses of vast amounts of historical information. Some speculate that they may be related in some way to the mystical race of deep singer whales (see *Dead Man's Chest* by **Frog God Games**), but neither race acknowledges this. They are

also known to be bitter enemies, which neither supports nor refutes the speculation. It is also thought that they perhaps possess some rudimentary racial memory from which individuals can draw on to access time periods even before their own births. That they possess incredible recall as well only adds to their reputation as primeval historians.

Though they are dangerous to deal with and often difficult to find, the wise and the powerful among the undersea races have on multiple occasions elected to consult one of these creatures to help unravel some tangle of information or mystery of the distant past. And considering the long-lived sea elves are among those who do so, their reservoir of ancient historical information must extend far back indeed. However, those who seek them in this capacity are advised to swim carefully and bring many rare and valuable gifts such as might please a being that has truly "seen it all," because if not appeased by the initial offering, a narwight is likely to choose to devour the soul of the one making the offering instead. As a result, the sea-dwelling races are much more likely to consult a more peaceable deep singer whale or a thume (see *Dead Man's Chest* by **Frog God Games**) when in need of information, only resorting to consulting a narwight when important questions of a truly primordial nature are at hand.

Narwights are extremely territorial and avoid their own kind as much as any other. A narwight stakes out a territory, usually but not always in the deep sea, and patrols it in search of sentient trespassers upon which to feed. Other narwights inherently sense the territory of another narwight and avoid it in all but the greatest of exigencies. Narwights prefer to occupy the ruins of ancient civilizations long-sunk beneath the waves (or civilizations that were aquatic to begin with) or a natural locations of some great historic or geologic significance where they work to prevent destruction of these features that hold so much of the past within their very structures. That they do nothing with the information themselves but only hold it in a sterile stasis does not concern them. On occasion when these locations are occupied before the arrival of a narwight claiming the territory, they only devour the souls of a majority of the occupants and offer the survivors the choice between total annihilation or abject servitude for the rest of their existence. Those that choose servitude can then sometimes serve as agents who go abroad on behalf of their narwight master to fulfill enigmatic missions whose purpose is known only to the narwight itself.

As a matter of personal survival, narwights order their minions to destroy any colonies of deep coral that they locate, though they rarely possess the courage to go near these colonies themselves.

Elder Narwights

Even among the ranks of the eons-old narwights, it is said that there are some few whose existence extends back even farther - perhaps all the way to the beginning of time. Whether these are indeed the original members of the primecetan species still extant after all this time or not, they are called elder narwights and held in great esteem even by other narwights. Some legends hold that to look into the eye of an elder narwight is to see the beginnings of all things and to then go insane with the knowledge. Found only in the deepest, most remote sea trenches and locales, the reclusive elder narwights have 20 Hit Dice, Charisma scores of at least 26, and the special abilities of a loremaster of a level equal to their Charisma modifier. Most elder narwights also have levels in some spellcasting class, which count as key class levels and gain the bonus to this class level for spellcasting as a loremaster based on their Charisma modifier as well. For example, an elder narwight with a 28 Charisma that is also a 6th-level sorcerer has the spellcasting abilities of a 15th-level sorcerer. The elder narwights have discovered a way to excise their melon organ, so that all elders no longer have their blindsight ability but have also lost their deep coral vulnerability. Elder narwights add +4 to their CR plus an additional 1 for each key class level they possess.

ETHLASS' CASTLE - PLAYER'S MAP



GODSHOUSE OF RÁN - PLAYER'S MAP



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