

- Beyond the Wailing Mountains -

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Beyond the Wailing Mountains

Beyond the Wailing Mountains is an adventure for the Pathfinder Roleplaying Game designed for a party of four to six characters of levels 6th to 8th level. The adventure involves a great deal of wilderness travel, deadly combats, and an ending that places the very fate of the world in the hands of the heroes. Like all the Northlands Saga adventures, **Beyond the Wailing Mountains** can be used on its own, as part of the saga, or as part of an ongoing campaign. It is designed for use with the Northlands setting available from **Frog God Games** but can easily dropped into any campaign the GM chooses.

If used as part of the Northlands Saga, *Beyond the Wailing Mountains* follows the events of *Vengeance of the* Long Serpent, though playing the latter is not necessary to run this adventure. For those who have not played *Vengeance of the* Long Serpent, the key events of that adventure are summarized below.

Adventure Background

In eons past, many dread gods rose and fell, thrown down by deities of good and their heroic champions. Most of these elder gods were born when the world was young, and were savage and feral, drawing their power from the primordial forces of nature perverted to evil and destruction. Most of these elder gods have long since been destroyed, but a few remain, sleeping away the ages and waiting for the opportunity to rise again.

One such elder god is Althunak, the Lord of Ice and Cold. His is not the natural changing of the season, of the cycle of autumn, winter, and spring, but instead the continual death of a perpetual winter. His cult once flourished when the races of the world were young, but he was challenged and destroyed by some of the earliest heroes to walk the world, or so it was thought. Wounded and harried, he fled into the Far North where the eternal ice and darkness would protect him. His cult followed, but even they could not long survive in the frozen north, and eventually they died away. Althunak, bereft of worshipers and fearful that the gods of good or their servants might soon find him, hid himself beneath a great frozen lake, drifting into a deathless sleep. Althunak's hidden abode was beyond the realms of men, and even the hardiest dwarven explorers rarely traveled so far north. It looked as if the dread elder god would lie sleeping and waiting for all eternity.

Fortune, or perhaps misfortune, came with the fall of the Kingdom of Uln many centuries ago. This occurred a few hundred years after the death of the last of Althunak's cult in the frozen north. The Ulnat, as the people of Uln were known, were overrun by goblinoid tribes and fled their lands for new homes. Over the generations they drifted north and west, until they came to settle along a rocky coastline called the Seal Coast. Here the refugee Ulnat established first one, and later a string of villages.

It is a son of the Ulnat who awoke the Lord of Ice and Cold ten years ago and has placed his people, and possibly all the Northlands, in peril. Elvanti was a cruel and haughty man who quarreled constantly with his elders and his fellow villagers. His family was wealthy by his people's standards, and well connected. Elvanti lusted after the most desirable maiden in his village, but was rebuffed by her and the village elders. In his anger and shame, he journeyed out across the tundra, seeking to prove himself in their eyes, all the while cursing them for not recognizing his great worth. Elvanti traveled farther than any of his people had before him, crossing the Wailing Mountains and the great fields of ice that lay beyond. The wind tore at him, and the cold seeped through his furs and sealskins, until he was at the point of death from exposure. It was then that he stumbled upon the ruins of the Temple of Ice and Stone.

Desperate, Elvanti opened the great doors — the first person to do so in centuries — and was greeted by the voice of Althunak. Offered not just life, but the power to make those who had spurned him tremble, Elvanti quickly submitted to the Lord of Ice and Cold, becoming the first high priest of Althunak in nearly a millennia. Ablaze with power, Elvanti returned the following spring to his village, and struck down those who opposed him, taking the maiden as the first of his Snow Brides. Ruling one small village was not enough for Elvanti or his new god, and so he began a series of conquests and forced conversions, until he ruled all but one of the villages of the Ulnat. Leaving his most loyal follower, the High Priest of the Coming Winter, in charge of finishing the conquest and constructing a second temple to Althunak, Elvanti the Chosen of Althunak returned across the Wailing Mountains to attend his fell master.

Into this sailed the Long Serpent and her crew, chasing the dream of good sealing and a profitable voyage. The ship had sailed north for three weeks in search of new sealing grounds. Far beyond any land they knew, they found a long, treeless coastline. The area was rich in fat seals, and so the men set up a camp and began the labor of hunting and rendering. After five days, a party of strange men armed with spears and knives attacked them. The leader of the voyage, one Olaf Henrikson, was slain in the battle, and his men decided to seek revenge. The next evening they sailed farther north, coming upon their attackers' village at dawn. Taking the villagers by surprise, the sailors quickly overwhelmed the settlement, driving the inhabitants away and thoroughly looting the place. In addition to a wealth of hides and ivory, they found several heavy gold and amber necklaces. Information gleaned from the few prisoners they took revealed that the necklaces came from a ruined 'village of great stones' inland. Their numbers had been reduced in the previous day's ambush, and so the crew of the Long Serpent decided to sail for home.

Vengeance of the Long Serpent (What Has Gone Before)

One of the late Jarl's men, Hallbjorn, borrowed the *Long Serpent* from the Jarl's widow and, with a hand-picked group of heroes, sailed back north to pillage and loot. Along the way a strange and mighty storm blew up, and Hallbjorn was swept overboard. Landing on the shores of the Far North, the surviving heroes discovered that the savages, known as the Children of Althunak, were members of a cult that worshipped a fell and dark primordial deity of winter, rage, and cannibalism. This cult had conquered all but one of the villages of the peaceful Ulnat people. The heroes then joined forces with the remaining Ulnat and destroyed the vile Children of Althunak. In the process, the unfinished Second Temple was destroyed.

However, the threat is not ended, as the ancient Temple of Ice and Stone still sits on the Lake of Frozen Screams. To rid the world of Althunak, this temple and the remains of his cult must be destroyed, an act of sheer madness and folly fit only for the most courageous or desperate of heroes.

Adventure Summary

If not already there, the PCs are drawn to the Far North by the strange wintery emanations of the restless Lord of Ice and Cold, hungering for vengeance over the recent defeat of his cult. This culminates in a surprise raid upon the Ulnat that led the resistance against his reign in Ulnataland. The PCs realize that Althunak still has some power, and that they must seek the Temple of Ice and Stone and confront Elvanti if the Far North is to know peace. To reach the heart of the fell god's power, they must journey from the Seal Coast to the foot of the Wailing Mountains, a journey that requires weeks of travel across the tundra. From there they must find their way along the Trail of Ravens through the Wailing Mountains, all the while facing the wrath of the Lord of Ice and Cold, as well as the various nasty critters that lair in those foreboding scarps. After crossing the mountains and a journey across the blasted landscape of the White Fields of Death, a region wholly unnatural in its malevolence, the heroes reach the City of the Lord of Winter where stands Althunak's earthly abode, the Temple of Ice and Stone. They must battle their way past its guardians, and confront the Chosen of Althunak in a fight to save the Far North, and maybe even beyond.

Adventure Hooks

Continuing the story begun in *Vengeance of the* Long Serpent, the party either returns to the Northlands, waits out the winter amongst the newly liberated Ulnat, or decides to brave the coming winter and the Wailing Mountains immediately after defeating the Children of Althunak. Overwintering with the Ulnat may be a good idea, but the winter will be particularly cruel and harsh. Ulnataland lies close to Althunak's home on the mortal plane, and his power is not only greater there, but easier to hide from other deities. The season passes without any attack, though the bitter cold and 5 feet of snowfall constitute a difficulty. The party may instead choose to brave the Wailing

Mountains immediately after shattering the power of the Children of Althunak. Winter, an especially foul winter, is fast approaching, and the PCs must battle against unnatural elements in order to cross the mountains and reach the Temple of Ice and Stone beyond.

Another option is for the party to return to the Northlands, leaving the Ulnat to contend with the horrors of Althunak's frigid wrath. If this is their choice, then circumstances will draw them back to the Far North. Omens of a coming evil begin to gather, such as sudden frosts in summer, milk or ale being frozen in its containers, and a very short summer followed by an extremely harsh and long winter. These omens point to something bad going on in the Far North. The PCs should have a big clue what it is: Althunak is not thoroughly defeated, and some his power remains. If the heroes seem to not get the hint, or are unwilling to journey north and face Althunak on his home ground, then a friend or ally from Ulnataland can make the long kayak journey south to find them. If the mournful pleas and tales of unnatural weather do not move them, well they can sit in the tavern for all the gods may care.

For GMs running this adventure on its own, the above hints of something foul to the north can be used. The party may also have heard of the *Long Serpent's* adventures in the Far North, tales of the horrible evil fought and the treasures recovered. This may lead them to journey to Ulnataland themselves and seek the fortune in hides, tusks, blubber, and amber found there. Another option is that they are exploring the seas beyond the Northlands and have stumbled upon the Seal Coast. Finally, this adventure can be run as part of a shipwreck story, where the party washes up on Ulnataland and must contend with the problems faced by the Ulnat — problems that threaten the Far North and maybe even the world.

Beginning the Adventure

The adventure begins in earnest as the PCs arrive in the Ulnat village of Laquirv on the Seal Coast. It was here that the campaign against the Children of Althunak was launched and from here that the Ulnat people look to for guidance. Laquirv is a village of some



200 Ulnat in 26 hide huts. A midden heap lies just to the west and 40 kayaks are beached upon the shore. More than two dozen dog sleds are covered by tarps at the edge of town, their teams wandering among the dwellings, playing and fighting for scraps. The village headman, and de facto elder of all the Ulnat by virtue of his wisdom and reputation, is Jarvi. It was he who sent his sons to seek help against the Children of Althunak — one, Yilithi, returned bringing riders of the dragon ships of the south who brought sword and flame to the cult of Althunak and destroyed its Second Temple of Ice and Stone. (This was the PCs if they played through the adventure *Vengeance of the* Long Serpent.)

The PCs arrive in the village to find it locked in the throes of sorrow. At last Jarvi's other son, Kelvani, has returned. He washed ashore late in the night, encased in a block of ice. Though obviously dead, he was brought into the main lodge and placed by the fire to free him from his icy prison so he could be given the proper Ulnat burial rites. But despite the fire blazing for more than 12 hours now with the driest drift wood and hottest-burning peat and the interior of the hut thick with the smoke and as hot as a sweat lodge, not a bit of the ice encasing the dead Ulnat warrior has begun to melt. Not a drop of melt water has struck the floor beside the fire where the ice block has been propped.

The PCs are quickly ushered into the tent where Jarvi, looking ten years older than when last they saw him, and his son Yilithi, face tight with anguish and rage, sit beside the fire ignoring the heat and smoke to be with their kin. That the young warrior is dead is clear beyond a shadow of a doubt as his eyes stare sightlessly into eternity and his skin is black with frostbite. His lower jaw has been broken and hangs open, gruesomely distended, and someone obviously arrayed him in his death pose, legs straight, arms crossed over his chest — one hand holding the broken haft of a spear and the other clutching a bloody severed hand. Jarvi can see it as nothing other than the work of Althunak and his vengeful cult for the defeat they suffered at the hands of the Ulnataland's saviors and a dire warning that the Lord of Ice and Cold is far from through with the inhabitants of the Seal Coast.

If the PCs examine the ice-encased body, they find that it is virtually impervious to harm (hardness 15, hp 400, Break DC 40, immune to fire). There are no wounds on Kelvani, but he has very obviously frozen to death. The effect is supernatural so there is no aura of magic present, but if detected for, the ice block does give off an evil aura of moderate power.

Winter's Fury (CR 7 or 8)

After the PCs have had a chance to examine the body, Jarvi invites them to sup with him upon the village's recent bounty of roasted seal meat and a stew of highly prized mushrooms washed down with strong mead recently imported from the Northlands. They are joined in the meal by Yilithi and the other village elders and their families. There is little talk, as the long night will give plenty of time for that and a somber air to the meal as darkness falls outside.

Not long after the meal begins, a DC 10 Perception check notices the distant sound of dogs barking. If this check is successful, the PCs will have time to grab their arms and armor and prepare for when a few moments later a cacophony of barking snarling dogs breaks out in the camp followed closely by shrieks of pain and fear and the shouts of battle. If the PCs made the initial Perception check, they can exit the hut immediately to join in the fight. If not, then they must spend 2 rounds gathering weapons and shields that have been stacked against the hut's walls as is tradition among the Ulnat.

Creatures: Elvanti, the Chosen of Althunak, has followed his god's warning of the frozen warrior with a retributive strike of his own for the destruction of the Second Temple. A pack of yeti has descended from the Wailing Mountains and made the long march to the town in secret. They are led by an ice troll, one of Elvanti's snow brides. Though there are dozens of creatures attacking the village, the PCs will only have to deal with those in the immediate vicinity

of the main lodge. Yilithi and the village warriors will deal with the rest. If the PCs made their initial Perception check, they face only the **snow bride** and **2 yeti**, but if they were delayed due to gathering their weapons, an additional yeti has joined that group. To make matters worse Althunak chooses that moment to unleash the rest of his curse. The ice encasing Kelvani cracks open, and he arises as an **advanced fetch**. Jarvi's shrieks in the hut will alert the PCs, but they arrive in time only to find Kelvani's cold claws around his father's throat, having strangled the life out of him.

CR4

CR 3

SNOW BRIDE

XP 1,200

hp 45 (Pathfinder Roleplaying Game Bestiary 2 "Troll, Ice")

| YETI (2 or 3) | CR4 |
|--|-----|
| XP 1,200 | |
| he 15 (Dothfinder Delender in a Carne Destion (Wetill) | 1 |

hp 45 (Pathfinder Roleplaying Game Bestiary "Yeti")

KELVANI

XP 800 Advanced Fetch (The Tome of Horrors III 74) CE Medium undead (cold) Init +4; Senses darkvision 60 ft.; Perception +9

AC 19, touch 14, flat-footed 15 (+4 Dex, +5 natural) hp 28 (3d8+12 plus 3) Fort +5; Ref +5; Will +6 Immune cold, undead traits Weaknesses vulnerability to fire

Speed 30 ft.

Melee 2 claws +9 (1d4+6 plus 1d4 cold)

Str 22, Dex 19, Con —, Int 14, Wis 16, Cha 19 Base Atk +2; CMB +8; CMD 22 Feats Toughness, Weapon Focus (claw)

Skills Climb +12, Disguise +10, Intimidate +10, Knowledge (religion) +8, Perception +9, Stealth +10 Languages Abyssal, Common, Ulnat

Development: After the battle if the ice troll was slain, one of the villagers originally from the village of Alcanavt exclaims in shock and distress. He says that he recognizes the creature. Even through its hideous troll features, it is obviously female, and he states that he can tell that it bears the face of Klinqa, the fair maid whose hand in marriage Elvanti first sought and was rebuffed. After returning he conquered Alcanavt first and took Klinqa back with him beyond the mountains, proclaiming her to be his first "snow bride." After that many other villagers were taken prisoner as his conquest spread — many of them likewise fair maidens to be made brides of the new master.

Grim Counsel

Following the attack, Yilithi and the surviving elders gather together and confer quietly. They then summon the PCs into their midst. Yilithi, hero of the Ulnat for bringing the Dragon Riders to save the land the first time, speaks to them.

"My father and I spoke of this long before you arrived this day. We thought that with the destruction of the Temple of Ice and Stone and the scattering of the cultists of Althunak our troubles with the Lord of Ice and Cold would cease. However, these portents that we have seen and smelled on the North Wind, and now the tragedies of this day show us as fools.

"I know little of this fell cult, but I have spoken to many who served as slave laborers on the construction of the temple out on the tundra that now stands as little more than piles of scorched stones. Though the Temple of Ice and Stone was of importance to Elvanti's plans for Ulnataland, it was not the source of his power. For he disappeared beyond the wailing mountainss for a season 'ere he came back as the cursed thing he is now, and the workers say that when he spoke of the temple they were building that he referred to it often as the 'Second Temple.' My fear is that another, greater Temple still remains beyond that wall of mountains and that until it, too, has fallen Ulnataland shall know no peace from the Eternal Winter. We turn to you outlanders in this, our time of need.

"I know little of what lies beyond the wailing mountainss, just that legends say it is a place of evil. The Children of Althunak claim that their god lives there in a giant hut of stone in a sea of ice. To reach it, one must travel the Trail of Ravens, a treacherous and dangerous path through the Wailing Mountains. Other legends, older and from the first of our people to come from this land, speak of the trail as a fool's quest but one that mighty heroes of old once walked to face evil. Of the few lines of the saga I can recall, the one that sticks in my mind the most is this, 'The Trail of Ravens is littered with the bones of heroes.' If you will go, go carefully lest you add to that horrid passage."

If the PCs agree to this undertaking, they may wish to recruit some of the Ulnat warriors to accompany them on their quest. Although brave and willing to help, the warriors are also concerned with making sure they and their families have enough food to last the winter. Attempts to recruit them should best be handled with a bit of roleplaying and a DC 15 Diplomacy check. If successful, they recruit one warrior. For every two points by which the DC is exceeded, the character recruits one additional Ulnat warrior, to a maximum of five.

The Ulnat do not understand the concept of receiving orders, and can make unruly allies. They are brave and stalwart, and quite proficient at hunting and surviving in the frozen wilds. If at any point the Ulnat are mistreated or disrespected, they will likely simply walk off, not wishing to be slave to any man. Finally, the Ulnat would be willing to lend the party dogsleds (one per PC and NPC) to carry them at least to the Wailing Mountains, though it is doubtful the dogs would be able to make it across the Trail of Ravens. The dogsleds each have teams of 10 dogs.

ULNAT WARRIORS XP 400

Male Ulnat human ranger 2 N Medium humanoid (human) Init +1; Senses Perception +6

AC 15, touch 11, flat-footed 14 (+4 armor, +1 Dex) hp 23 (2d10+6 plus 2) Fort +6; Ref +4; Will +1

Speed 20 ft.

Melee spear +4 (1d8+3/x3) or mwk shortpsear +4 (1d6+2), handaxe +2 (1d6+1/x3) Ranged javelin +3 (1d6+2) Special Attacks favored enemy (animal +2)

Str 15, Dex 13, Con 16, Int 10, Wis 12, Cha 8 Base Atk +2; CMB +4; CMD 15

Feats Endurance⁸, Two-Weapon Fighting⁸, Weapon Focus (shortspear) Skills Climb +4, Handle Animal +4, Perception +6, Profession (fisherman) +6, Survival +6 (+7 tracking), Stealth +3, Swim +4

Languages Ulnat

SQ two-weapon fighting combat style, wild empathy +1 **Gear** hide armor, spear, masterwork shortspear, handaxe, 2 javelins

SLED DOGS XP 400

hp 13 (Pathfinder Roleplaying Game Bestiary "Wolf")

The Ulnat provide the PCs with provisions to last them a month as well as heavy furs and enough tents to shelter them at night. For each tent, they provide a heating lamp and a month's supply of whale oil. They will attempt to fulfill any other reasonable requests for equipment or supplies, but keep in mind their relatively primitive level of technology and limited trade when deciding if such an item is available.

CR1

Ulnataland

This portion of the adventure takes place in Ulnataland, the tundra that starts at the southern escarpment of the Wailing Mountains and extends all the way to the Seal Coast and the fragile Ulnat villages that cling there, braving these harsh latitudes.

The Far North

Beyond the wailing mountainss takes place in a region called the Far North, a land of ice and tundra that lies well within the Arctic Circle. It sits to the northeast of the Northlands, and is a land beyond the boundaries of the known world.

The Seal Coast

This cold and rocky coast supports hundreds of thousands of seals, walruses, and sea birds during the summer months. Cliffs rise up along the coast, broken here and there by beaches that tend to be more rock than sand. The cliffs are home to hosts of sea birds, including gulls, ospreys, cormorants, frigate birds, puffins, and terns. Fur bearing seals, as well as elephant seals, walruses, and sea lions cover the shores. The seas are filled with fish, crabs, squid, krill, whales, and porpoises.

Clinging precariously to this coast are the small villages of the Ulnat peoples, battered and scarred by their recent conquest by the Children of Althunak. Details of these villages are provided in Vengeance of the Long Serpent. At this time, only the villages of Gualivik, Hranavik and Laquirv are the only ones still occupied by the Ulnat, the rest little more than burned-out remains where pitched battles were fought against the Children of Althunak and the sites abandoned by the survivors. Though Gualivik is the largest Ulnat settlement, numbering thirty-five hide huts and some 280 villagers, it is Laquirv that serves as the lead village as the only one that stood firm against the cult and from whence the seeds of rebellion rose. See "Beginning the Adventure" above for details of the events in Laquiry. In all only 600 Ulnat are permanent inhabitants of the villages of the Seal Coast with perhaps another 2,000 scattered in nomadic bands along the coast and across the tundra. Though small in number and recovering from the recent conquest of their lands, they are a hardy and hopeful people that are already on the road to recovery if the depredations of the Lord of Ice and Cold can be staved off for a time.

Tundra

The interior of the Far North is a vast tundra dotted with small microclimates that support stunted and twisted trees and shrubs. The wind is strong and a constant force that man, beast, and plant must contend with. During the day the temperature slowly rises to slightly over 50° F, and at night it dips into the upper 30's (and approaches freezing by morning). Mosses, lichens, and heath cover the ground. These low-lying plants often grow in clumps that are separated by small rivulets of melt water. Boggy areas are common around the lakes and are often the breeding ground of all manner of nasty little flying things such as mosquitoes, black flies, and no-see-um (a very tiny biting fly).

During the summer the sun rarely dips below the southwestern horizon, instead dropping low in the sky for a long, 5-hour twilight before rising to begin another day. PCs will have to adapt to this near constant daylight, something that will no doubt throw them off in regaining spells, etc. This means that, when you take into account the openness of the terrain, that there are few places to hide on the tundra.

Gathering food is difficult, as is hunting, and both activities suffer a -2 penalty to Survival checks. Tracking is somewhat easier as the ground is moist all summer and the low-lying plants do not bounce back quickly once they are trod upon (+2 bonus to Survival checks). Herds of musk oxen, caribou, woolly rhinos, and mammoths wander the tundra, as do the wolves and great cats that prey upon them. Most of these animals tend to be in the southwestern portion of Ulnataland, preparing for their annual migration to slightly warmer winter grounds.

The PCs may very well want to explore the tundra, either before or after crossing beyond the wailing mountainss. There is little for them to gain in treasure, though bringing back a mammoth tusk or two would be profitable and impressive. If they decide to spend time on the tundra, or as they cross the tundra to reach the Wailing Mountains, check for random encounters once a week on the table below.

Crossing the tundra to reach the Trail of Ravens takes 2 weeks if traveling by dogsled over the intermittent patches of snow (or 3 weeks if on foot).

| Tundra Random Encounter Table | | |
|----------------------------------|---------------------|--|
| <u>d20</u> | Encounter | |
| | No encounter | |
| 6–7 | Cultist Drifters | |
| 8 | Mammoth! | |
| 9 | Wolves | |
| 10 | Strange Lights | |
| 11 | Musk Oxen | |
| 12–13 | Caribou | |
| 14 | | |
| 15 | Saber-Toothed Tiger | |
| 16 | Dire Wolverine | |
| | Dire Boar | |
| | Ulnat Hunters | |
| 20 | Dire Bear | |

No encounter: Nothing unusual happens this week.

Cultist Drifters: A band of 1d8+1 Children of Althunak cultists led by a shaman are wandering the tundra, their power broken and their allies scattered. They are a sorry lot who wish only to make it across the mountains to rejoin their fellows. They will fight, but their hearts are not in it, and will surrender if overmatched. If the party needs some clue as to how to cross the Wailing Mountains, a prisoner might know the route (though he may not be trustworthy).

| CHILDREN OF ALTHUNAK CULTISTS (1d8+1) XP 400 hp 26 (see Area C3) | CR 1 |
|--|------|
| CHILDREN OF ALTHUNAK SHAMAN | CR 5 |

hp 41 (see Area C3)



CR —

CR 9

ICE MEPHIT FAMILIAR XP hp 20 (see Area C3)

Mammoth!: A herd of 1d10+5 of these massive beasts ambles by, ignoring the pesky fleas that dare to intrude on the summer feeding and breeding grounds. If the PCs actually attack and survive a pitched battle with the herd (they do not retreat unless three or more are killed), the PCs can add 7 days' rations and recover ivory and furs worth 2,000 gp.

MAMMOTHS (1d10+5) XP 6.400

hp 133 (Pathfinder Roleplaying Game Bestiary "Elephant, Mastodon")

Wolves: A pack of 3d4 hungry wolves will stalk the party for days, attacking at the first opportunity - i.e. when someone is wounded, weakened, or alone.

WOLVES (3d4) CR 1 XP 400

hp 13 (Pathfinder Roleplaying Game Bestiary "Wolf")

Strange Lights: The northern lights are aglow, familiar to Northlanders but strange to those from other places.

Musk Oxen: A herd of 1d12+6 of these shaggy beasts form a circle at the approach of the party, their horns pointed out and the 3d6 noncombatant young in the middle. Each musk ox slain adds 2 days' rations to the party's stores.

CR4 MUSK OXEN (1d12+6) XP 1.200 hp 42 (Pathfinder Roleplaying Game Bestiary

"Aurochs")

Caribou: Deer like animals move by in a great herd thousands strong, heading towards the southwest and their winter forage. The PCs can secure 1d6 days' rations by hunting them with a DC 12 Survival check.

Woolly Rhinoceros: This fearsome and irritable beast has taken a dislike to the party and will attempt to drive them off, only closing to attack if injured. It is worth 3 days' rations if killed.

WOOLLY RHINOCEROS

XP 2,400 hp 76 (Pathfinder Roleplaying Game Bestiary "Rhinoceros, Woolly")

Saber-Toothed Tiger: This massive predator stalks the party for several days before attacking late one night, grabbing a victim and running off. Attacks will continue for three nights, stop, and then resume for another three nights.

SABER-TOOTHED TIGER CR 8 XP 4.800

hp 105 (Pathfinder Roleplaying Game Bestiary "Tiger, Dire")

Dire Wolverine: A dire wolverine has decided that the party's campsite is a perfect place to raid. He comes charging in the early morning light, grabs whatever food or livestock he can, and heads off across the tundra. If tracked he can be found in his lair, a small burrow dug into the side of a hillock.

DIRE WOLVERINE

XP 1,200 hp 42 (Pathfinder Roleplaying Game Bestiary "Wolverine, Dire")

Dire Boar: The PCs have wandered into the territory of a mated pair of dire boars. These large swine spend most of their time rooting around in sedges and mating and will attack in a maddened rage if encountered. They can each provide 2 days' rations if killed.

DIRE BOARS (2)

XP 1,200

hp 42 (Pathfinder Roleplaying Game Bestiary "Boar, Dire")

CR4

CR4

CR 7

Ulnat Hunters: A group of 1d6+1 Ulnat warriors and their dogs (one per two warriors, rounded down) are out hunting on the tundra. If the PCs have friendly relations with the Ulnat, these hunters stop and chat, sharing their camp and rations for the night. If the party is in sad shape, the Ulnat provide what help they can, such as directions, up to 1 day's rations, and information on what creatures have been seen in the area (roll again on the encounter table and determine a direction and 1d4 days in which the encounter lies). Should the PCs be on poor terms with the Ulnat, the hunters keep their distance but not attack unless provoked.

| ULNAT WARRIORS (1d6+1) XP 400 hp 23 (see page 7) | CR 1 |
|--|------|
| GUARD DOGS (1–3) | CR 1 |

XP 400

hp 13 (Pathfinder Roleplaying Game Bestiary "Wolf")

Dire Bear: This grumpy and hungry beast will hang around the party's camp hoping to score a quick meal. If slain, he can provide the party with 2 days' rations himself.

DIRE BEAR XP 3.200

CR 6

hp 95 (Pathfinder Roleplaying Game Bestiary "Bear, Dire")

Wailing Mountains

These high and imposing mountains are composed of gray stone and rise oddly out of the surrounding tundra. There are no foothills or general upslope in the approach to the Wailing Mountains, just a sudden springing of towering masses of stone. The mountains themselves are sheathed year round with a thick layer of ice from their peaks to half way down their steep flanks. The mountains support no life, as the wind whips from the west scouring even the shale and scree from the stony slopes.

The Trail of Ravens and Beyond

Into the Mountains

The Trail of Ravens begins in a hidden dale at the foot of the Wailing Mountains and winds up through valleys, eventually crossing into the mountains proper. If the PCs have been told where to look, then finding it requires 1d2 days after the PCs arrive at the mountains. Otherwise, searching the dales at the base of the mountains requires 1d4 weeks before the correct one is stumbled upon. The trail itself is only 3 feet wide at many places and 60 miles of hiking and climbing, much of it at a sharp incline, even though it covers only 20 miles as the crow flies. The going is rough, and hazards abound. In the mountains proper the wind whips across the bare slopes and thunders down from the snow-covered peaks with an incessant moaning wail that rises and lowers in pitch with the speed of the frigid winds. It is from this unsettling feature that the mountains gain their name. The trail follows along the edges of chasms and ravines, skirts high cirques, and crosses the mountains on saddles of bare rock. There are plenty of places for an ambush, and a feeling of being watched constantly plagues any traveler.

The wind and the low ambient temperatures pose a constant threat, and travelers are not able to make good time. No matter the season, the days here are shorter, and the nights much colder than would be expected. This is doubly true on the western face, as the Trail of Ravens descends down ice-coated switchbacks to the White Fields of Death beyond. See "Environments" and "Additional Rules" in the chapter 13 of the Pathfinder Roleplaying Game for more information concerning rations, travel times, and exposure. If the Trail of Ravens is being attempted in summer, then the daily temperature will be 20 degrees, dropping to -30 degrees at night.

Following the trail is not easy, as it splits in many places, forming side trails that take divergent paths around obstacles only to rejoin the main trail a few hundred yards or even a few miles later. It is easy to get lost, end up on a side trail, and possibly lose sight of the main trail or how to get back to it. Each day of travel requires a DC 15 Survival check to avoid getting lost. Getting lost adds a day onto the journey as the party must backtrack to find where they turned wrong. In total it requires 60 miles of travel by foot to traverse the Trail of Ravens, plus additional time for blocked routes and back tracking, and travelers can make approximately 5 miles per day. Even if the party is capable of flight, such travel is not advisable by anything smaller than a dragon because of the buffeting and exhausting gale-force winds that keep flyers confined to the lower altitudes.

In addition to the environmental hazards of the Wailing Mountains, there are numerous sudden threats and wandering creatures that would like nothing more than to much on some tasty adventurers. Roll once each day on the table below to determine if a random encounter occurs, but you may need to apply some common sense based on the experience and general health of the party. None of the monster encounters will occur more than once, and repeated rolls for the same should be treated as no encounter.

Wailing Mountains Random Encounter Table

| <u>d20</u> | Encounter |
|------------|------------------------|
| 1-6 | No encounter |
| 7 | Avalanche |
| 8 | Blizzard |
| 9-10 | Blocked Path |
| 11-13 | Crevasse |
| 14 | Hankul the Frost Giant |
| 15-16 | Ogres |
| 17 | Remorhaz |
| 18 | Trolls |
| 19–20 | Yeti |

Avalanche: With a thundering crack, a mass of snow tumbles down the mountainside and rushes towards the party. See the rules for avalanches in the "Environment" section of the Pathfinder Roleplaying Game. The path ahead is blocked, and the party will have to find another way through the Wailing Mountains, backtracking at least five miles to find a different trail, and losing a day of travel.

Blizzard: The weather is getting worse, and that's saying something considering the weather in the Wailing Mountains is already pretty bad. A fierce blizzard is starting to form, and a DC 15 Survival or Knowledge (nature) check can predict what is coming and when it will hit. In the next 1d6-1 hours the wind will pick up, clouds move in, and the snow start to fall. In the next 24 hours, 30 inches of snow will fall, filling passes and blocking any movement. See the rules for cold dangers in the "Environment" section of chapter 13 in the Pathfinder Roleplaying Game. The cold is considered extreme cold during this time and anyone that loses consciousness risks suffocation from burying. Conscious characters must continually dig themselves out. Movement is impossible in these conditions with no visibility, and the PCs will be delayed 3 days as they wait for the weather to pass, dig themselves out, and find a clear way to proceed. No encounters will occur during that time.

Blocked Path: A recent avalanche has blocked the way ahead, forcing the party to find another route. This causes the PCs to lose a day of travel.

Crevasse: The party stumbles upon a crevasse across their path. There is a 33% chance that it is buried under a crust of snow and requires a DC 15 Perception or Survival check to notice before someone steps in it and falls through. The crevasse is $1d20 \times 10$ feet deep and $1d6 \times 5$ feet across. It has ice-slick sides that require a DC 25 to scale. Low-level flight is safe in these areas, but if the PCs cannot find a way to cross the rift, treat it as a blocked path above.

Hankul the Frost Giant: This foul giant has willingly thrown his allegiance behind Althunak, and has been set to guard a specific part of the Trail of Ravens. Mostly Hankul just sits on a rock starring

across the White Fields of Death at the distant City of the Lord of Winter, hoping to one day earn a place there amongst the riches and sacrificial victims. If he encounters the PCs, however, he attacks mercilessly with thrown rocks until he is able to close and hew at least one of them down with his axe before giving up pursuit and resuming his vigil. If spotted before he sees the party (DC 20 Perception check), he can be avoided by backtracking and taking a different fork in the trail, which costs a day of travel.

HANKUL THE FROST GIANT CR 9 XP 6,400

hp 133 (Pathfinder Roleplaying Game Bestiary "Giant, Frost")

Ogres: These brutes have been wandering north in search of easy plunder for over five years now, having begun off to the southeast in a distant and unexplored land. They are less than intelligent and have yet to realize that their ever northward trek is doomed to failure. When they encounter the party, their initial reaction is unfriendly, but the lead ogre (Smashface) is a bit smarter than the other two (Tusk and Take) and can be persuaded to serve as a mercenary force for the PCs if his attitude is changed to friendly. An appropriate payment would be gold, food, alcohol, or Large weaponry or armor, plus promises of more (requiring a new Diplomacy check every 1d4–1 days). If the party looks weak, however, the ogres will seize the opportunity for plunder and food.

OGRES (3) XP 800

CR 3

CR 7

CR 5

hp 30 (Pathfinder Roleplaying Game Bestiary "Ogre")

Remorhaz: Another native beast converted over to Althunak's service, centuries ago the Lord of Ice and Cold's cult managed to capture and breed a pair of remorhazes, spawning a line of dreadful guardians. The inbred and corrupted descendants of this pair have been dispatched to guard several branches of the Trail of Ravens. The remorhazes are mad with the taint of their service to Althunak, but are still cunning enough to watch and wait in ambush.

REMORHAZ

XP 3,200

hp 94 (Pathfinder Roleplaying Game Bestiary "Remorhaz")

Trolls: Two trolls haunt this branch of the Trail of Ravens, hoping to make a good kill and not just feast but bring themselves to the attention of Althunak in order to enter his service (and get to eat a lot more humanoids). They are not terribly bright, and could be talked into letting the party pass if the trolls can be convinced the PCs are worshippers of the fell god with successful Bluff checks.

TROLLS (2)

XP 1,600

hp 63 (Pathfinder Roleplaying Game Bestiary "Troll")

Yeti: In ages past Althunak counted many tribes of yeti among his followers. Today only one remains loyal, and has begun to move from its home further north towards the City of the Lord of Winter in order to reaffirm their ancient pacts. Three of the yeti are moving ahead of the tribe, elements of which were involved in the recent attack on Laquirv, and are scouting the mountains and looking for prey. They are hungry, and the party represents meat on the hoof.

YETI (3) XP 1,200

hp 45 (Pathfinder Roleplaying Game Bestiary "Yeti")

Across the White Fields of Death

Upon reaching the halfway point in the trek through the mountains, travelers begin to catch longer and longer glimpses of the landscape that lies beyond. The White Fields of Death are a vast plain of snow and ice that extends from the Wailing Mountains to the far horizon. No living soul has ever been known to cross them, and it is unknown how far they extend to the west. From western peaks of the Wailing Mountains, the City of the Lord of Winter is visible on the opposite horizon, 50 miles away. To the north beyond the city, the plains reach to the south lies other, warmer lands, and the White Fields of Death eventually disappear into tundra and then taiga. If Althunak and his cult have their way, the plains will extend clear to the other pole, engulfing all that lives in the grip of an eternal winter.

Traveling the White Fields of Death is a harrowing experience. The cold is deep, and penetrates through even the heaviest furs. The wind howls constantly, slicing at any exposed skin and driving the chill deeper into the explorers' bodies — there is always extreme cold, day or night (-30 to -60 degrees). Above, a pale sun seems unable or unwilling to provide any heat, yet its constant glare off the ice can cause blindness (DC 15 Fortitude save each day or blinded for 1d4 days). There is little shelter and no trees - indeed no life at all. All food and fuel must be brought along from the other side of the Wailing Mountains, and it is likely that an unprepared party will suffer greatly. Even movement is a chore, as there are only two kinds of terrain on the plains, snow-covered ice (considered difficult terrain) and bare ice. See the "Environment" section in chapter 13 of the Pathfinder Roleplaying Game for the cold dangers and effects of moving on ice, but covering 10 miles a day is making good time. The only breaks in the endless white are up-thrust ridges of ice, crevasses, and large snow drifts. Any of these can be dangerous to traverse, and should be approached with care as explained under random encounters below.

On the White Fields of Death encounters happen infrequently and at a longer encounter distance. However, the area is inhabited solely by the spawn of Althunak, dangerous creatures warped by the dread Lord of Ice and Cold into hideous abominations. Needless to say, these things attack intruders, sometimes stalking them for a while before swooping in for the kill. Roll on the encounter table for every day of travel spent in the White Fields of Death. An encounter with a particular creature should not occur more than once and should otherwise be considered as no encounter. Environmental hazards can occur multiple times.

White Fields of Death Random Encounter Table <u>d20</u> **Encounter** 1 - 8No encounter 9 Ice Ridge 10 Crevasse 11 Snowdrifts 12 Bones of Althunak 13 Fell Ice Field 14 Tears of the Winter Lord's Victims 15 Ice Cave 16 Blue Fang the Snow Bear 17 Ice Golem Devil Dog Pack 18

- 19 Ice Daemon Marauders
- 20 Young White Dragon

CR4

Ice Ridge: The ice ridges are large chunks of ice that have been thrust up out of the plains at steep angles and may soar to over 100 feet in height in stretches upwards of a quarter mile. Inside these ridges, the wan heat from the sun has created ice caverns that provide some shelter from the wind. However, these caves are likely to contain fell creatures bound in service to Althunak (see Ice Caves below), and they are not welcoming hosts. A DC 15 Acrobatics check is needed to safely cross an ice ridge without falling 1d6 x 10 feet.

Crevasse: Crevasses can be found beneath any of the terrain: the fields of snow, the plains of ice, or even bisecting ice ridges. A crevasse is a deep fissure in the underlying ice field, and is difficult to cross, but is most dangerous when a layer of crusty snow lies above it. See "Crevasses" in the Wailing Mountains random encounter table above.

Snowdrifts: Large snowdrifts, which the wind has sculpted into dunelike formations, move slowly across the White Fields of Death. These pile up on the windward side of ice ridges, or are found in miles-wide snow ergs. The danger here is that the fine, loose snow does not provide ample support for any creature larger than size Small. A DC 15 Survival check is needed for a larger creature to safely cross one of these snow drifts without falling in and being buried under 2d6 feet of snow (see "Avalanches" in chapter 13 of the Pathfinder Roleplaying Game for the effects of being buried).

Bones of Althunak: The Bones of Althunak are jagged pillars of ice that thrust themselves up out of the ice for 1d3 miles in all directions. When in a field of the Bones, 1d6 bones make sudden attacks on random PCs for each mile traveled (+15 melee, 1d8+8 damage plus 8 cold).

Fell Ice Field: Fell Ice Fields radiate a deep and unnatural cold that saps the will and devours the body's heat. They spread in all directions

for 1d6–1 miles (minimum 1 mile) and are not distinguishable from regular ice except with a DC 20 Knowledge (arcana) check. When crossing these fields, each PC must make a DC 15 Will save and a DC 15 Fortitude save for each mile traveled (or each hour if not moving). A failed Will save deals 1d2 points of Wisdom damage, while a failed Fortitude save deals 1d2 points of Strength or Constitution damage (50% chance of either). Anyone reduced below 5 Wisdom loses the will to move onward and must be carried by comrades. Likewise remember to apply encumbrance penalties to those whose Strength is reduced.

Tears of the Winter Lord's Victims: This is an abyssal sleet that suddenly breaks over the party. Althunak is not a wasteful deity, and he makes use of what few resources are left to him. One of these are the anguished tears of the souls sacrificed to him — souls forever tortured in whatever far-off and frigid plane he dwells upon. These he gathers, and sends back to the mortal world as a demonic freezing rain. The sudden squall of salty, freezing rain howls in torment as it falls. The rain causes *fear* as the spell from a 12th level caster (DC 19). If anyone is panicked as a result, roll immediately for another encounter to see if any of the plain's denizens converge on the site of the sudden storm in order to look for easy prey in headlong flight.

Ice Cave: The PCs have found an ice cave, which may be used to get out of the wind and rest for a bit. However, ice caves are often the home of something large and dangerous, so roll for an additional encounter to see if one of the creatures from the encounter list comes to visit.

Blue Fang the Snow Bear: Blue Fang was once the companion to a wicked druid of the Nuk people. The druid turned to Althunak to gather more power, but this blasphemy against the natural order led to his downfall at the hands of a stout group of heroes. His companion, Blue Fang, escaped his master's doom and made his way



north, where Althunak gifted the bear with power and intelligence. Most of the time Blue Fang sleeps in an ice cave, dreaming of the day when he may once more ravage the southern lands in his new master's name. The presence of trespassers on the White Fields of Death has roused the slumbering demon ursine, and now he prowls the snow and ice. Originally a particularly large polar bear, Blue Fang has been changed by his time in service to Althunak. His fur is whiter, and his claws and fangs have turned a pale blue. Ice coats his body, and shards of ice protrude from his frozen hide.

BLUE FANG THE SNOW BEAR XP 6,400

CR 9

Male half-fiend dire bear (Pathfinder Roleplaying Game Bestiary "Bear, Dire; Half-Fiend")

CE Large outsider (native)

Init +7; **Senses** darkvision 60ft., low-light vision, scent; Perception +22

AC 21, touch 12, flat-footed 18 (+3 Dex, +9 natural, -1 size) hp 105 (10d8+60) Fort +13; Ref +10; Will +8 DR 5/magic; Immune poison, cold; Resist acid 10, electricity 10; SR 20

Spd 40 ft.; fly 80 ft. (good) **Melee** 2 claws +15 (1d6+9 plus grab), bite +15 (1d8+9) **Space** 10 ft.; **Reach** 5 ft. **Special Attacks** smite good 1/day (+10 damage)

Spell-like Abilities (CL 10th):

1/day— contagion (DC 14), desecrate, unholy blight (DC 15)

3/day—darkness, poison (melee touch +15, DC 15)

Str 29, Dex 17, Con 23, Int 12, Wis 16, Cha 12 Base Atk +7; CMB +17 (+21 grapple); CMD 30 (34 vs. trip) Feats Endurance, Improved Initiative, Iron Will, Run, Skill Focus (Perception)

Skills Acrobatics +16, Climb +22, Fly +18, Perception +22, Stealth +12 (+16 in snow), Survival +13, Swim +26 **Languages** Abyssal, Druidic (cannot speak)

Ice Golem: Long ago there was a mighty-but-vain warrior named Heroth. Although he had vanquished his foes and driven them before him, he longed for more and sought to unite his nomadic people into a kingdom. The tribes rose against him, and he fled north eventually wandering into the City of the Lord of Winter. In those bygone days the city was a thriving cultic center, and Heroth was initiated into the mysteries. When the Cult of Althunak began to fail and the fell god retreated from the world, one of his earthly followers volunteered to live out the centuries until Althunak's return as a living statue of ice. Heroth became Ever-Faithful, an ice golem, and though the magic that was meant to keep his mind whole has failed, he still remembers one thing: kill any who are not of the cult.

EVER-FAITHFUL, ICE GOLEM

XP 1,600

' 1,600

hp 53 (Pathfinder Roleplaying Game Bestiary "Golem, Ice")

Devil Dog Pack: A pack of 1d6+3 voracious devil dogs have picked up the party's scent and are now stalking them. The hounds are difficult to see against the white of the snow and ice and attempt to avoid detection prior to their attack. The hounds follow the party and attack them when their guard is lowered, such as when the PCs have made camp and bedded down for the night. Devil dogs are hairy, wolflike beasts whose coats run from light blue to a dirty white. Their eyes glow with a blue light.

DEVIL DOGS (1d6+3) XP 1,600

The Tome of Horrors Revised 157 CE Medium magical beast (cold) Init +2; Senses darkvision 60 ft., low-light vision, scent; Perception +10

AC 15, touch 12, flat-footed 13 (+2 Dex, +3 natural) hp 45 (6d10+12) Fort +7; Ref +7; Will +3 Immune cold Weaknesses vulnerability to fire

Speed 50 ft. Melee bite +9 (1d6+3 plus trip) Special Attacks frightful baying, throat-rip

Str 15, Dex 15, Con 15, Int 6, Wis 12, Cha 10 Base Atk +6; CMB +8; CMD 20 (24 vs. trip) Feats Skill Focus (Perception), Skill Focus (Survival), Weapon Focus (bite) Skills Perception +10, Stealth +9 (+13 in snow), Survival +6 (+10 tracking by scent)

Frightful Baying (Ex) When a devil dog bays, all creatures within 30 feet with fewer HD than the devil dog, must succeed on a DC 13 Will save or become frightened for 2d6 rounds. The save DC is Charismabased.

Throat-Rip (Ex) As a full-round action, a devil dog can deliver a coup de grace against a grappled or helpless opponent. If the victim survives the attack, he must succeed on a Fortitude save (DC 10 + damage dealt) or die anyway. Opponents killed in this manner cannot be raised, but resurrection, true resurrection, or the like can restore the slain creature to life.

Ice Daemon Marauders: In bygone ages, Althunak was able to press a legion of guardian daemons into his service. Most of these lesser ceustodaemons were destroyed or scattered when the Lord of Winter's power was broken, yet some few remained bound in service, waiting in the ice. Now a band of 1d4 ice daemon marauders has been sent to stop the interlopers from crossing the White Fields of Death, and they have found the party. They resemble horned frogs with wide, toothy mouths. The ice daemons are not noted for their intelligence, and will simply charge in, screaming the name of their master in their foul tongue.

ICE DAEMON MARAUDERS (1d4) CR 5 XP 1,600

hp 68 (see Area C3)

Young White Dragon: When Elvanti reformed the Cult of Althunak, the dread god was able to call out to evil creatures throughout the Far North. One of those who answered that call is Nastria, a young female white dragon. Driven from her nest by her siblings and struggling to make her way in the frigid wastes, Nastria has offered her services to Althunak in return for power. The Lord of Ice and Cold has yet to extend any power to the vain dragon, and Nastria is yet to prove herself worthy of said power. As a result, she will attack the party with intent to cause as much damage as possible while keeping herself from suffering any major harm in order to prove herself without over-much risk.

NASTRIA, YOUNG WHITE DRAGON CR 6 XP 2,400

hp 66 (Pathfinder Roleplaying Game Bestiary "Chromatic Dragon, White")

CR 5

The Temple Of Ice and Stone

On the far horizon, its pale blue light casting a glow upon the clouds above, sits the City of the Lord of Winter and the Temple of Ice and Stone. Centuries ago the Cult of Althunak built this temple and city to serve as the capital of their fell god's frozen empire. After his first defeat, Althunak fled here, bringing with him his most prized followers. Over the years they all succumbed to the dreadful cold of the place, leaving the hiding deity bereft of worshipers.

All that changed a few years ago when Elvanti stumbled across the Wailing Mountains and into the ice-choked streets of the City of the Lord of Winter. Heeding a call to serve, and thus live to gain power and vengeance, the young man wandered out across the causeway and into the temple. There he first prostrated himself before the Idol of the Winter King, begging for an end to the burning cold and a curse upon those who shunned him. In response, the voice in his head bade him to strip bare and place himself as a sacrifice on the High Altar. This Elvanti did, and over a period of three weeks the bitter wind tore the flesh from his body and all tender emotions from his heart. As his own muscles and organs were sliced away by the breath of his dark god, the voice ordered Elvanti to consume his own flesh, and thus the now-mad young man ate himself in a grim feast shared with Althunak.

Through death and self-cannibalism, Elvanti was reborn, though not as the young Ulnat hunter had once been. Now he was the Chosen of the Cannibal God of Ice and Cold, and Oracle of the Perpetual Winter. He resides there still, directing his followers and sending agents and priests out on missions for the Lord of Ice and Cold.

City of the Lord of Winter

The City of the Lord of Winter sits on the edge of a large lake of broken ice floes, the Lake of Frozen Screams. The city is semicircular and bounded with a high stone wall pierced by a single gate. The city and the temple are constructed of granite quarried from the Wailing Mountains and mortared with ice. The influence of Althunak keeps the temperature well below freezing, and the ice never melts. Throughout the city are statues and reliefs depicting scenes from the Liturgy of Icy Death or the Way of Hunger, the two unholy texts of the Cult of Althunak. These scenes are ones of unnaturally harsh winter and blatant acts of cannibalism. Feasts of severed humanoid body parts adorn the walls as friezes, statues depicting Althunak in his various guises stand at intersections or leer down from cornices amid smaller statues dedicated to past priests and champions of the cult.

The city is laid out in semi-circular streets running parallel to the outer wall and pierced with radiating streets that join at the head of the causeway that leads out to the Temple of Ice and Stone. The broadest street is the Cold Lord's Way that runs from the causeway head to the gate at the Bastion of the Faithful. This street is used for major religious processions, and is the most highly decorated and ornamented street in the city. To the west of the causeway head is a small crumbled keep, the Citadel of Eternal Winter. Here the defenders of the city, the Eaters of Men, had their headquarters. This order of warriors is a foul perversion of a more civilized knighthood and, though their numbers are small, they pose a grave threat to any who would assault the city. At the end of the Cold Lord's Way is a large gate that serves as an entrance to the causeway. The causeway head is shaped to resemble the gaping maw of Althunak, ready to consume his followers and the sacrifices they bring. Passing through this mouth, one enters the causeway and begins the long, chill walk to the temple itself.

C1. The Outer Wall

A 20-foot-high wall of ice-mortared stone encloses the City of the Lord of Winter on three sides. The wall would be easy to climb as the stones are not fitted together as tightly as one constructed with more common techniques were it not for the sheets of ice coating it (Climb DC 20). Along the top of the wall is a 10-foot wide walkway which is only accessed through the Bastion of the Faithful. The wall is meant more for show than defense and does not feature the usual defensive structures commonly found on city walls such as towers, crenellations, murder holes, or firing slits. The wall itself is filled with packed snow and ice, which provides a solid-enough core if no one decides to heat it up.

C2. The Bastion Of the Faithful (CR 7)

The only entrance into the City of the Lord of Winter is guarded by a 40-foot tower of ice-mortared stone. No gate bars the way, and the construction of the tower is simple in the extreme. The Bastion of the Faithful lacks crenellations, murder holes, or even arrow slits; it sits as an ornately decorated preface to the "splendors" of the city.

Creatures: Inside the bastion is a small watch station guarded by a squad of the cult's elite Eaters of Men. One **Champion of Althunak** and **5 Eaters of Men** wait for any intruders to come along. A set of stairs lead up to an open doorway that leads onto the wall, and further up through the tower to a hatch that opens onto the tower roof. Due to the lack of cover on the White Fields of Death, they will likely see any approaching figures well in advance and be prepared for a fight. The champion and three temple guards lurk just inside the watch station, and two more temple guards have taken up positions on the wall across from the tower.

CR 2

EATERS OF MEN (5) XP 600

Male Ulnat human barbarian (savage barbarian) 3 (Pathfinder Roleplaying Game Advanced Player's Guide "Barbarian") CE Medium humanoid (human) Init +7; Senses Perception +7

AC 16, touch 14, flat-footed 16 (+3 Dex, +1 dodge, +2 shield) hp 37 (3d12+9 plus 3) Fort +6; Ref +4; Will +2 (+3 vs. fear)



Defensive Abilities naked courage, uncanny dodge

Speed 40 ft.

Melee mwk greatclub +7 (1d10+3) Ranged javelin +6 (1d6+2) Special Attacks rage (11 rounds/day), rage power (animal fury)

Str 15, Dex 17, Con 16, Int 10, Wis 12, Cha 8 Base Atk +3; CMB +5; CMD 19

Feats Improved Initiative^B, Power Attack, Weapon Focus (greatclub) Skills Acrobatics +7, Climb +6, Intimidate +5, Perception

+7, Survival +7

Languages Ulnat

SQ fast movement

Gear heavy wooden shield, masterwork greatclub, 5 javelins, heavy winter furs

CHAMPION OF ALTHUNAK XP 1,200

CR 4

Male Ulnat human barbarian (savage barbarian) 5 (Pathfinder Roleplaying Game Advanced Player's Guide "Barbarian") CE Medium humanoid (human) Init +7; Senses Perception +9

AC 19, touch 14, flat-footed 19 (+3 Dex, +1 dodge, +1 natural, +4 shield) **hp** 58 (5d12+15 plus 5) Fort +7; Ref +4; Will +0 (+1 vs. fear) Defensive Abilities improved uncanny dodge, naked courage, uncanny dodge

Speed 40 ft.

Melee mwk greatsword +11 (2d6+6/19-20) Ranged javelin +8 (1d6+4) Special Attacks rage (15 rounds/day), rage power (animal fury, no escape)

Str 18, Dex 17, Con 16, Int 10, Wis 9, Cha 8

Base Atk +5; CMB +9; CMD 23 Feats Cleave, Improved Initiative^B, Power Attack, Weapon Focus (greatsword) Skills Acrobatics +9, Climb +8, Intimidate +7, Perception +9, Survival +9 Languages Ulnat SQ fast movement Gear +2 heavy steel shield, amulet of natural armor +1, masterwork greatsword, 5 masterwork javelins, heavy winter furs

Treasure: While the guards carry little in the way of treasure, their heavy furs provide protection from extreme cold, and the watch station holds simple provisions sufficient to feed 6 men for a week, which may be of particular value to a party of starving wanderers coming in off the White Fields of Death.

C3. The Cold Lord's Way (CR varies)

This processional stretches from the gates of the Bastion of the Faithful to the causeway head. It is a 50-foot-wide street paved with rock hard ice. Along its length are reliefs and statues dedicated to the worship of Althunak, as well as a few murals made of colored ice.

Creatures: If the party is not making any attempt to be stealthy, they risk the attention of several groups watching the street. These consist of three groups consisting of 8 Children of Althunak led by a Children of Althunak shaman, two groups of 3 ice daemon marauders, and one patrol of 6 Eaters of Men led by a Champion of Althunak. Space the first five groups as you see fit along the Cold Lord's Way, keeping watch over it and the nearby streets. The Eaters of Men patrol is stationed just before the causeway head, acting as a last ditch defense of the causeway beyond.

CHILDREN OF ALTHUNAK CULTISTS (3 groups of 8) CR 1 XP 400

Male Ulnat human barbarian 2 CE Medium humanoid (human) Init +5; Senses Perception +6

AC 15, touch 11, flat-footed 15 (+4 armor, +1 Dex) hp 26 (2d12+6 plus 2) Fort +6; Ref +1; Will +1 Defensive Abilities uncanny dodge

Speed 30 ft.

Melee mwk greatclub +6 (1d10+3) Ranged javelin +3 (1d6+2) Special Attacks rage (9 rounds/day), rage power (animal fury)

Str 15, Dex 13, Con 16, Int 10, Wis 12, Cha 8 Base Atk +2: CMB +4: CMD 15 Feats Improved Initiative^B, Weapon Focus (greatclub) Skills Handle Animal +4, Perception +6, Profession (fisherman) +3, Survival +6, Swim +4 Languages Ulnat SQ fast movement

Gear hide armor, masterwork greatclub, 5 javelins

CHILDREN OF ALTHUNAK SHAMANS (3)

CR 5

XP 1,600 Male Ulnat human adept 7 CE Medium humanoid (human) Init +2; Senses Perception +4

AC 16, touch 12, flat-footed 14 (+3 armor, +2 Dex, +1 shield) hp 41 (7d6+7 plus 7) Fort +3; Ref +4; Will +7

Speed 30 ft. Melee mwk sickle +4 (1d6) Spells Prepared (CL 7th, melee touch +3): 2nd—bull's strength, inflict moderate wounds (DC 14), web (DC 14) 1st-bless, command (DC 13), inflict light wounds (DC

13), obscuring mist

0 (at will)—guidance, stabilize, touch of fatigue (DC 12)

Str 10, Dex 14, Con 12, Int 10, Wis 15, Cha 12 Base Atk +3; CMB +3; CMD 15

Feats Alertness⁸ (with familiar), Brew Potion, Combat Casting, Improved Familiar, Light Armor Proficiency⁸, Shield Proficiency

Skills Craft (alchemy) +6, Heal +8, Knowledge (local) +6, Knowledge (nature) +6, Knowledge (religion) +6, Perception +4, Profession (herbalist) +8, Sense Motive +4, Spellcraft +6

Languages Ulnat; empathic link with familiar, speak with familiar

SQ summon familiar (ice mephit)

Combat Gear potion of cure moderate wounds; Other Gear +1 leather armor, light wooden shield, masterwork sickle, stone holy symbol of Althunak

CR 5

ICE MEPHIT FAMILIAR

Pathfinder Roleplaying Game Bestiary "Mephit" N Small outsider (cold) Init +6; Senses darkvision 60 ft.; Perception +6

AC 21, touch 14, flat-footed 18 (+2 Dex, +1 dodge, +7 natural, +1 size) hp 20 (7 HD); fast healing 2 (when below freezing) Fort +3; Ref +5; Will +5 Defensive Abilities improved evasion; DR 5/magic; Immune cold Weaknesses vulnerability to fire

Speed 30 ft., fly 40 ft. (average) Melee 2 claws +5 (1d3+1) Special Attacks breath weapon (15-foot cone every 4 rounds, 1d4 cold plus sickened 3 rounds, Reflex DC 13 for half and negates), deliver touch spells

Spell-like Abilities (CL 6th): 1/hour—magic missile

1/day—chill metal (DC 14), summon (level 2, 1 ice mephit 25%)

Str 13, Dex 15, Con 12, Int 9, Wis 11, Cha 14 Base Atk +3; CMB +3; CMD 16 Feats Dodge, Improved Initiative Skills Bluff +9, Fly +10, Perception +7, Stealth +13 Languages Auran Common: empathic link with

Languages Auran, Common; empathic link with master, speak with master SQ share spells

ICE DAEMON MARAUDERS (2 groups of 3) XP 1,600

Young lesser ceustodaemon (Pathfinder Roleplaying Game Bestiary "Daemon, Ceustodaemon") NE Medium outsider (daemon, evil, extraplanar) Init +3; Senses darkvision 60 ft., detect good, detect magic, see invisibility; Perception +15

AC 21, touch 13, flat-footed 18 (+3 Dex, +8 natural) hp 52 (8d10+8) Fort +7; Ref +5; Will +8

DR 10/good or silver; **Immune** acid, death effects,

disease, mind-affecting effects, paralysis, poison, polymorph effects, sleep effects; **Resist** cold 10, electricity 10, fire 10

Speed 30 ft.

Melee bite +10 (1d8+2), 2 claws +10 (1d4+2) Special Attacks breath weapon (30-ft. cone, 6d6 cold damage; Reflex DC 15 for half; usable once every 1d4 rounds) Spell-like Abilities (CL 8th):

Constant—detect good, detect magic, see invisibility At will—dimension door 3/day—dispel magic, fly

1/day—alspel magic, ily 1/day—hold monster (DC 17), slow (DC 15)

Str 14, Dex 17, Con 12, Int 11, Wis 14, Cha 15 Base Atk +8; CMB +10; CMD 23 (27 vs. trip) Feats Alertness, Blind-Fight, Power Attack, Step Up Skills Bluff +13, Intimidate +11, Knowledge (planes) +9, Perception +15, Sense Motive +15, Stealth +14, Survival +9 Languages Abyssal, Infernal; telepathy 100 ft. SQ drawn to service

EATERS OF MEN (6) XP 600 hp 37 (see Area C2)

CR — CHAMPION OF ALTHUNAK XP 1,200

hp 58 (see Area C2)

Tactics: These guardians' plan is to attack from ambush, pouring out of doorways or side streets. The three groups forming the remnants of the Children of Althunak are not entirely keen on the idea of dying for their fell god, especially since word has reached them of the slaughter of their fellows in Ulnataland. They wait until the PCs are close, than descend on them in a howling, maddened wave. If the party is already engaged with another group of attackers, the cultists wait, letting someone else take the risk. The ice daemons are less timid. Once the heroes are spotted they charge in, though if another force has already engaged the party, the daemons will hold back, biding their time and waiting for a clear opportunity. Finally, the squad of Eaters of Men wait and clean up the remains of any battles left from fighting the others, as they are more than happy to eat anybody who falls in the fight — intruder, cultist, or daemon alike.

C4. Slaves Homes of the Master of Eternal Cold (CR varies)

Even the servants of a dark god must have someplace to live, and the original designers of the City of the Lord of Winter realized this. To either side of the Cold Lord's Way spread low stone buildings that are the homes and storehouses of Althunak's most loyal servants. These structures are simple in construction, each being 10 to 20 feet square and 1 or 2 stories high. They have no doors or window coverings, thus allowing the breath of their cold god to flow into every room. Furnishings are sparse, mostly plain carved beds and chests, though the ones that are occupied by the current cult have pelts and other goods similar to those found amongst the Ulnat.

Creatures: Most of the houses stand abandoned. For each house searched, roll 1d10. On a roll of 1–2, the house is inhabited by 1d6–2 Children of Althunak and 1d2 noncombatant Ulnat slave women (N female human commoner 1). These houses also contain enough provisions in dried fish and bear fat to sustain 6 people for a week.

CHILDREN OF ALTHUNAK CULTISTS (3 groups of 8) CR 1 XP 400

hp 26 (see Area C2)

Treasure: The ancient cult had a great deal of wealth, and the occupied houses contain an ornately carved chest for holding ceremonial items. Each holds headdresses, necklaces, holy symbols, and other cultic paraphernalia made of gold and precious gems worth a total of 500gp.

Ad Hoc XP Award: Award 100 XP for each Ulnat slave that is freed from the cultists and escorted safely back across the Wailing Mountains.

CR2

The Temple of Ice and Stone

The Temple of Ice and Stone is constructed from blocks of granite mortared together with ice. It sits 50 feet above the Lake of Frozen Screams on sixteen pillars of stone sunk deep into the lake's frozen bed. Ice coats any exposed surface, and drips down the walls in frozen rivulets, forming icicles that can measure up to 20 feet in length. The walls are carved with reliefs depicting the history of the cult, as well as Althunak in his various guises as the Bringer of Winter, the Eater of Souls, the Howling Wind, and the Master of Eternal Cold.

From its start at the end of the causeway, the temple rises in three tiers, each suspended above the icy lake below. The first tier consists of the pronaos, a covered portico that serves as a gathering point for processions as they exit the causeway. Steps lead from the pronaos to the main cultic worship area, the cella. Sitting behind and partially above the cella is the opsithodomos, an area given over to the workrooms and living quarters of the highest members of the cult.

TI. Causeway Head

Forming the entrance to the causeway, the causeway head is shaped into a giant effigy of Althunak as the Eater of Souls, the more cannibalistic side of the fell god. Unlike the rest of the temple and city, the causeway head is not constructed of ice mortared stone, but carved from a single block of granite. The mouth is open and studded with icicle like fangs that extend down from the roof and reach up from the open jaws to frame the processional. Above this gaping maw are two large eyes made from sapphires cut into thousands of tiny facets to resemble fractured orbs of ice.

Treasure: The sapphires are worth 10,000gp each, if anyone is bold enough to cut out a god's eyes.

T2. Foretemple

Directly behind the causeway head is an area dedicated to lesser services in the name of Althunak. From this foretemple high priests atop a raised speaking platform addressed assembled throngs of worshipers and performed the daily sacrifices and prayers that form the mundane rites of the cult. The processional that runs from the Cold Lord's Way, across the causeway, and to the Temple of Ice and Stone splits to go around a raised dais here on which sits an altar of obsidian, complete with blood grooves and chains to hold sacrificial victims.

T3. Causeway (CR varies)

Connecting the foretemple and the City of the Lord of Winter to the temple proper is a long, narrow causeway only 10 feet wide, but 160 feet long. The causeway is built on stone pilings that rise up out of the icy Lake of Frozen Screams, sloping gently from the shore, 30 feet above the lake, up to the Temple of Ice and Stone, at which point the causeway is 50 feet above the lake's icy surface. There is no roof so that the breath of Althunak may play across the faithful as they proceed towards the Temple of Ice and Stone. As a result of the constant wind and freezing temperature, the causeway is covered with a thick layer of frost, which forms patches of black ice in some places. The walking surface itself has a slight pitch so that runoff can flow off either side. As a result, crossing the causeway at anything faster than half speed is perilous, made even more so as there are no rails or other features to keep one from slipping off and crashing to the lake below. Attempting to move faster than this requires a DC 10 Acrobatics check each round to avoid a slip and fall followed by a slide off of the causeway's edge to fall 40+ feet to the icy surface below for 4d6 points of damage plus hypothermia (treat as extreme cold) and possible drowning. See the "Cold Dangers" and "Water Dangers" sections in Chapter 13 of the Pathfinder Roleplaying Game.

Spaced along the length of the causeway are four pairs of statues depicting Althunak or one of his demonic minions. These statues leer over the causeway, threatening to topple down upon any who pass between them. The carvings are very lifelike, yet of an ancient artistic style. At four points along the causeway circles of blue sapphire have been inlaid into the stone. Each circle takes the form of a holy symbol of Althunak, a spiked snowflake, but formed into six concentric circles of repeating snowflake patterns (each slightly different).

Development: At each of these points the faithful are expected to perform a short ritual of obeisance, and then proceed on their way to the temple. If the ritual is not performed, is performed improperly, or if the sapphires are disturbed, then the nearest two statues awaken as gargoyles who punish the transgressor before returning to their stony sleep. If the offender flees, then each pair of statues he passes awakens and attacks. The gargoyles will not pursue their prey beyond the causeway head or into the temple. A DC 15 Knowledge (religion) check can determine the purpose of these ritual sites, but a DC 25 Knowledge (religion) is necessary to determine the proper ritual to perform. Fighting the gargoyles requires an Acrobatics check each round (as described above).

GARGOYLES (8) XP 1,200

CR4

hp 42 (Pathfinder Roleplaying Game Bestiary "Gargoyle")

T4. Pronaos (CR 6)

The pronaos sits only 50 above the lake, and is constructed in a simple post-and-lintel style. The ceiling is covered with a mural depicting Althunak leering down upon his faithful, hunger glinting in his multifaceted eyes and blood dripping from his fangs.

Creatures: A band of **6 Children of Althunak Acolytes** wait here, prepared to die to stop the intruders from proceeding any further and defaming the temple of their god.

| CHILDREN OF ALTHUNAK ACOLYTES (6) | CR 1 |
|-----------------------------------|------|
| XP 400 | |
| Male Ulnat human cleric 2 | |
| | |

CE Medium humanoid (human) Init +1; Senses Perception +3 Aura chaos, evil

AC 19, touch 11, flat-footed 18 (+6 armor, +1 Dex, +2 shield) hp 12 (2d8-2 plus 2) Fort +2; Ref +1; Will +5

Speed 20 ft.

Melee mwk heavy mace +2 (1d8) Special Attacks channel negative energy 6/day (DC 12, 1d6), spontaneous casting (inflict spells) Domain Spell-like Abilities (CL 2nd): 5/day—touch of chaos (melee touch +1), icicle (ranged touch +2, 1d6+2 cold) Spells Prepared (CL 2nd): 1st—bane, cause fear (DC 13), doom (DC 13), protection from law^D 0 (at will)—bleed (DC 12), guidance, resistance, virtue D domain spell; Domains Chaos, Water

Str 11, Dex 12, Con 9, Int 10, Wis 14, Cha 13



Base Atk +1; CMB +1; CMD 12

Feats Combat Casting, Extra Channel **Skills** Craft (stonemasonry) +4, Heal +6, Intimidate +3, Knowledge (Religion) +4, Perception +3

Languages Ulnat Gear chainmail, heavy wooden shield,

masterwork heavy mace, heavy furs

T5. Cella (CR 10)

A short set of stairs leads from the pronaos up to the cella, the main worship area for the cult. This room is also covered, but the ceiling and the farthest wall from the causeway are pierced with 10-foot diameter openings. At the far end stands the cultic statue of Althunak, the Idol of the Winter King, depicting him in all his glory as a seated king of ancient fashion, his throne made of gold, with a feast of victims at his feet. The right hand is raised, palm outward to greet his supplicants, the other rests on the left arm of the throne holding a severed human leg. Upon the statue's head is a crown made of diamonds and pale sapphires, crafted to look like icicles, set in a band of white gold. Amber and silver snowflakes adorn the chest and flanks of the god. The statue stands 40 feet high and is made of a narwhale ivory, covered in beaten gold, silver, and platinum. Before the statue is a blood-soaked ivory altar 3 feet high, 8 feet long, and 6 feet wide. Behind the statue is a concealed door (DC 15 Perception to locate) that opens onto an uncovered, icecoated stairway that leads 50 feet up to the opsithodomos (Area T6).

Creature: Elvanti, Chosen of Althunak and Oracle of the Perpetual Winter awaits the party here, ready to battle them in full view of his divine patron, and eat their hearts on the altar. He resembles a large, emaciated gorillalike creature with a vaguely humanoid face dominated by a vast maw of black, needle-sharp teeth and tiny white eyes without pupils. His scalp and body is covered with patchy fur the color of yellowed ivory, and his skin has the appearance of having been removed in ragged strips, revealing muscle and bone below with what remains of it blackened by frostbite and stretched taut over an emaciated frame with distended belly. Whatever vestiges of him were once human were long ago devoured by his hungering deity. He makes no pretense, does not try to hide or use cunning tactics; he simply waits and kills. With him are 2 snow brides taken from among the cult's slaves.

ELVANTI, CHOSEN OF ALTHUNAK XP 9,600

CR 10

CE Large outsider (chaotic, cold, evil, native) Init +4; Senses darkvision 60 ft.; Perception +17

AC 24, touch 9, flat-footed 24 (+15 natural, -1 size)

hp 124 (13d10+40 plus 13); regeneration 5 (fire) **Fort** +12; **Ref** +8; **Will** +7

Defensive Abilities DR 10/good and silver; Immune cold; Resist acid 10, electricity 10; SR 21 Weaknesses vulnerability to fire

Spd 30 ft. (ignores ice), fly 30 ft. (good)
Melee 2 claws +18 (1d8+6 plus 1d6 cold and grab), bite +18 (2d8+6 plus 2d6 cold)
Space 10 ft.; Reach 10 ft.
Special Attacks create snow bride, curse of frozen death, kiss of hunger and frost
Spell-like Abilities (CL 13th):



At will-doom (DC 14), protection from good, sanctuary 2/day—call lightning (DC 16), ice storm

Str 22, Dex 10, Con 19, Int 15, Wis 13, Cha 17 Base Atk +13; CMB +20 (+24 grapple); CMD 30 Feats Cleave, Great Cleave, Hover, Improved Initiative, Iron Will, Power Attack, Toughness Skills Acrobatics + 16, Fly +20, Intimidate +19, Knowledge (nature) +18, Knowledge (planes) +18, Knowledge (religion) +18, Perception +17, Survival +14 Languages Abyssal, Common, Ulnat

Create Snow Bride (Su) If a victim of the Chosen of Althunak's kiss of hunger and frost is reduced to 0 Wisdom before being killed by the cold damage, she undergoes a transformation into a snow bride. This transformation takes 1d4 rounds and can be reversed during this time period with a remove curse against DC 19. After that time the victim rises as a cannibalistic snow bride, taking on the form and characteristics of an ice troll (see Pathfinder Roleplaying Game Bestiary 2). The new snow bride is held in thrall of the Chosen of Althunak and is under his command. Once the transformation is complete, the snow bride can only be returned to her natural form if the both she and the Chosen of Althunak are slain and she is then raised with a resurrection or true resurrection. The curse DC is Charisma-based.

Curse of Frozen Death (Su) As a full-round action, the Chosen of Althunak can call down the curse of frozen death upon a target within 30 feet. The target must make a DC 20 Fortitude save or become encased in living ice, frozen in place and completely helpless. The target is unable to move or even speak but remains aware. The target does not need to eat, drink, or breathe, and does not age while so entrapped. The ice cannot be permanently removed through physical effort, for each piece chipped or melted a new piece grows in its place. The ice has a hardness of 10, 50 hp, and regenerates 10 hp per round. If all the ice is physically removed, it will simply grow back at the rate of 10 hp per round. It is a magical effect, and cannot be destroyed but must be dispelled against caster level 20. The save DC is Constitution-based.

Kiss of Hunger and Frost (Su) When the Chosen of Althunak makes a successful grapple check, he can give his kiss of hunger and frost to the victim each round that the grapple is maintained. The kiss deals 1d6 points of Wisdom damage and 1d2 points of cold damage per round.

SNOW BRIDES (2) CR4 XP 1.200 hp 45 (Pathfinder Roleplaying Game Bestiary 2 "Troll,

lce")

Treasure: In total the idol is worth 250,000 gp, though it is difficult to determine how one is to get it out without breaking it into smaller pieces. If this is done, ivory and gold, silver, and platinum leaf could

be recovered worth a total 45,000 gp, though moving it would require a complete wagon train (which would be virtually impossible to get across the Trail of Ravens). The crown itself is portable and is worth 20,000 gp on its own, and each of the 29 snowflakes is likewise worth 750 gp if removed.

T6. Opsithodomos

A small, concealed door behind the cult statue opens onto a narrow room above the temple. Here the cultic treasures are kept, as well as goods and material needed for the performance of the sacred rituals of the Cult of Althunak. The room spans nearly the width of the cella and the roof is pierced with opening similar to those in the cella that align with the openings in the cella's ceiling. In the back wall is a locked door (DC 15 Disable Device). Its key is hidden in the bale of polar bear furs mentioned below.

Treasure: The remains of the treasury of Althunak is here but has largely been looted of its magical and masterwork items to serve the needs of the cult. A few items remain: three large pieces of amber - each the size of a round shield — sit on pedestals of ice (6,000 gp each), on the walls are six tapestries looted from Northmen mead halls (1,500 gp each), and eight suits of vestments made of fine silk and woven with gold and silver thread (200 gp each) lie atop a bale of four polar bear furs (50 gp each). Finally, untouched and awaiting whomever was to be chosen the greatest warrior of the newly revived cult is a +3 icy burst greataxe etched with scenes of Althunak feasting on mortals and demons alike.

T7. Sacrificial Storage

This small room is used to hold victims before they are either taken to the main altar or the High Altar for sacrifice to Althunak. Like the rest of the Temple of Ice and Stone, the sacrificial storage room is built from granite blocks mortared with ice. Other than the door, there is only one opening in the room, a 10-ft. by 10-ft. section of wall cut into a lattice, allowing the wind and snow to come in and tantalize prisoners with the fate that awaits them in the scant time they have left in this world and the eternity that awaits them in Althunak's frigid planar home. The latticework is 2 feet thick, though the constant abrasion of wind and ice has weakened it.

Stone Latticework: 2 ft. thick; hardness 8; hp 150; Break DC 23.

T8. High Altar of the Lord of Ice and Cold

Perched on a small ledge overlooking the Lake of Frozen Screams 60 feet below is the High Altar. Here special ceremonies and sacrifices can be made in full view of Althunak, and open to his unholy breath. Windowlike openings through the inner walls of the temple allow those in Areas T5 or T6 to observe the occupants of the High Altar. Special sacrifices are tossed here from the open stairway that leads to the opsithodomos and left on the ledge naked, to await their fate. Victims either succumb to Althunak's cold embrace or throw themselves into the lake below. Either way they are dead, and their souls belong to the fell Lord of Ice and Cold.

Concluding the Adventure

The adventure ends when the PCs have either defeated the Chosen of Althunak and scattered his cult to the wind or failed in their attempt. However, victory is not as simple as that, and a primordial deity is a mighty thing to face. Althunak has invested a great deal of his power into his chosen and the reformation of his cult, and the loss of both will be sorely felt. Still, this does not destroy him; it merely weakens him and sets his plans back many years. But a deity is a long-lived and patient being, and there will come another time.

The greatest threat to Althunak is if any of the PCs who have fought him are followers of a stronger rival deity. If the party contains any clerics, druids, paladins, or oracles, then Althunak has lost the element of surprise and the current powers-that-be now know of his existence. He will slink away from their scrutiny, hoping to avoid a battle that he cannot win, and hide in whatever space between worlds that dark gods go to.

However, Althunak still lives and, although his cult is destroyed, some of his cultists may yet survive. Should any of the Children of Althunak live, they eventually return to the temple and rebuild. The greatest blow would be if the Temple of Ice and Stone was destroyed, for this is his most solid link to the mortal world. Without the temple, there is no continuity between his ancient and powerful cult and that which survives today, thus weakening him and his followers. In this case, Althunak will be left with no choice but to wait for the right celestial alignment before he can once more threaten the world with a perpetual winter.

In the meantime he has his vengeance to fulfill, for he is a god not merely winter but of a cold rage. It is rare that Althunak feels that he can act without provoking intervention by other gods, but when he does he uses whatever might he still has to harm the party. Winters for them will become slightly colder, fires will burn less hot in their hearths, and thicker films of ice will form on their water barrels. In the cold, dark months Althunak's influence will creep southward and seek to infect the minds of mortals, insinuating a burning cold into their hearts. Some will be turned towards the formation of a new cult, but others will be sent to harry his erstwhile foes. The GM should not be overly punitive with this, but the occasional assassin or random encounter with ice daemons or devil dogs might be appropriate. These occurrences should be rare, but noticeable, and should work to make the winter months ones of growing paranoia for the party.

The party may have further adventures in the Far North, and now that the perfidious cult of Althunak has been functionally destroyed Ulnataland would act as a fine base from which to further explore the region. The Ulnat are doubly joyful that the heroes have laid the cult to rest, and though many of them have died, a new spring in the history of the Ulnat people has begun. The Pcs are showered with offers to stay, to help the Ulnat rebuild, and even to marry especially if any of the fair maidens stolen to be snow brides have been recovered from their terrible curse. Any PC who has fallen in the quest will be buried with full honors, and his or her name will resound through the ages in Ulnat tale and song. Regardless, each PC finds himself in possession of 1,000 gp worth of treasures and valuable trade goods.

Or, their task completed, the party may very well decide to return home to southern lands. Laden with gifts and treasure, the PCs sail off as the Ulnat gather to sing songs of farewell and adulation. Our heroes sail south under clear skies and touched by warm breezes, a small gift from the powers-that-be in recognition of an onerous task completed.

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