

A PDF COMPANION TO NORTHLANDS BY DAN VOYCE AND CHRIS HARRIS

CHAPTER ONE: RIDDLES OF STEEL TEN QUESTS AT THE FEAST

Skrig Langtvæk: Swallowing ale as if he breathed it, Skrig is a funloving troll in service to a local jarl. Manners of an otyugh, but a crude understanding of *drengskapr*.

Threebeards Krokson: A man of few accomplishments who's nevertheless skilled in persuading men to invest in audacious plans that somehow never come to fruition. Delights in pointing out where other men's ideas have flaws, but always has a ready excuse or scapegoat when his own endeavors are mentioned.

Ulfstyr the Fearless: A dark-eyed Viking captain with nightblack hair, who rarely hides from storm and never from battle. A paladin who makes and accepts challenges without regard for his own safety.

Rolf Scarlegs: The bitterest, most cantankerous old man the PCs have ever met. An adventurer who's been everywhere, done everything, and is unimpressed by anyone. A self-taught master of two-weapon fighting with the scars to prove it.

Ærndís the Wanderer: Unkempt beggar-woman and witch. Walks with a limp thanks to the broken sword worn strapped to her leg. Her family and holdings were destroyed long ago, but the Norns have foretold that somewhere in the world her only son survived. "The sword will know him," Ærndís claims.

Sven Farewide: The world's greatest traveler, or so he claims. Youthful, impulsive, and fiercely defensive about his honor. An oracle informed him that he'll face "the great gnawing beast below" so now he's looking for men to sail into Niflheim and confront Nídhöggr himself!



Stalland Woman-Lucky: Neatly-kept blond man, fine quality clothes and glittering jewelery. A comely maid in one hand and a drinking horn in the other hand; he's quick with a joke, a pun, or an anecdote. Should tempers flare, he's quick to find words that soon have the protagonists laughing as friends again.

Grimhild "Bloodaxe" Svipson: A ruddy-haired berserker with a wild tangled beard. His clothes are travel stained but a heavy gold torc marks him as a man of import. Carries a sword in an ornately worked scabbard depicting ravens and bears. Anyone looking too closely at him will catch his eyes, piercing and wild, an impression of barely restrained fury. If they are lucky someone will nudge the viewer and whisper "berserk" in warning.

Black Skalgar: A wizard renowned for ill-luck and magical mishaps, Skalgar lacks a nose, one ear, and a most of his left hand but has gained a limp and black burn-scar across his face. Despite this, he's cheerful and optimistic that a great destiny awaits him.





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Silksif Helm-Crusher: Silksif is an immensely-strong shieldmaiden descended from Valhalla to teach the Jomsvikings a lesson about female warriors. She's sworn to empty a drinking horn from the Jomsjarl's own ale-butt in the heart of his keep, but even a Valkyrie isn't a match for a whole army, so she's looking for heroes to help her raid the hall.

Adventures at the Thing

Whenever barbarian heroes gather to allocate status, dispute the feuds, and make alliances, adventure is sure to follow. Here are some suggested debates and encounters to embroil your PCs in. Characters wise and wily in their judgments might want to consider the Lawmaster achievement feat (*Northlands*, page 45):

- Jarl Grinulf always gets his way thanks to a new *huskarl*—a silent, unblinking beast of a trollkin who seems impervious to steel. He challenges anyone refusing his master's demands to *holmganga*. Rumors abound that he's a *vaettir* and no local dares stand against him. Will you?
- Uvabeg says his daughters were kidnapped by the sons of Ketil Grim, but both boys claim the girls were willing and happy to abscond with them. Both their father and the girls' original betrotheds are here to claim compensation. Ketil's sons say they can afford neither.
- When his sword was carried off by Halfdan's pet giant eagle, Harvak, Skagen brought down the beast with an arrow-shot. Unfortunately the wounded eagle dropped the blade from on high, which fell onto (and into) Skagen's brother and killed him. Each claims that the other is responsible, and a feud threatens to engulf both families.
- Drótt's prize oxen wandered sick and dying onto the land of Sæhildr Fairhand. She healed it and now claims it as her own, saying the oxen would have died if not for her.
- When Allesif's son drowned, renowned swimmer Einhar Eelson refused to save him. Allesif claims that because of Einhar's skill (the only good swimmer nearby at the time), his refusal to help even when offered lavish gifts is tantamount to murder.
- PCs are charged with guarding nearby glades during a fertility ritual where young men and women dance naked beneath in the moonlight to honor the Vanir. Prevent any assignations in the dark—but no peeking!
- A jarl locked in a tangled land dispute approaches you, claiming that his more chasimatic rivals are falsemen cereated by a nightgarm.
- The magical *Tyr stone*, upon which the lawspeakers stand to pronounce their judgments, has been stolen. The perpetrators are stone giants who claim the rock is actually the head of their jotun grandfather, and its use as a mere footstool is a grievous affront!

Chapter Four: Magic of the North RESKINNED MAGIC

It's easy to add more new magic to northern campaigns by tweaking existing spells to match the elemental powers of the North or boisterous northern themes. For example:

Ancestor's Wrath: You summon the ghostly visage of an ancestor or totem animal that fights beside you in battle. Treat as *spiritual weapon* except rather than an item the spell takes humanoid or animal shape.

Blinding Flurry: A swirl of blizzard whips through the area of effect, afflicting everyone in the vicinity with snow blindness. Treat as *glitterdust* but it doesn't inflict a penalty on Stealth, instead covering the area with snow (as detailed in the Core Rulebook).

Chilling Stare: As *burning gaze* from the *Pathfinder*[®] *Roleplaying Game: Advanced Player's Guide*, except that the cold damage caused, and possibly hypothermia.

Donar's Wrath: With a crash of thunder, lightning strikes. Treat as *flame strike* except that the spell does half electricity damage and half sonic.

Flying Icicles: As *magic missile*, except the school is conjuration [cold] as it creates shards of ice that each cause 1d4 impact damage and 1 pt. of cold damage.

Hair of the Hound: You transfer a hangover you're currently suffering to another creature. Treat as *touch of fatigue*.

Protection from Cold, **Magic Circle against Cold**: Designed to ward off the minions of Boreas, these spells function as their namesakes, except they only affect creatures with the cold subtype and require sulphur, black powder, or alchemical fire as a material component.

Soften Ice and Snow: Packed snow becomes powdery, while thick ice breaks up into slush. Thin ice simply breaks into countless shards. Use *soften earth and stone*, but the snow or ice returns to its natural state within an hour or two.

Summon Child of the North: Add the following northern monsters to those available via *summon monster* spells: Ice Maiden, Krake Spawn (*VI*); Thuellia (*VIII*); Liosalfar (*IX*).

NEW ARTIFACTS

Child of Draupnir

Aura faint conjuration; CL 9th

Slot ring; Price 20,250 gp; Weight —

DESCRIPTION

- Draupnir is the magical ring worn by Wotan, from which eight gold rings of equal weight fall every ninth night. One ring out of every 999 produced shares similar powers to its master.
- A child of Draupnir produces eight non-magical duplicates of itself (each worth 9 gp) every nine nights. If the wearer is killed while wearing the ring, he or she is immediately subject to a raise dead spell, which consumes the ring.

New Wondrous Items

Banner of Power

Aura faint transmutation; CL 5th Slot —; Price 5,400 gp; Weight 15 lbs.

DESCRIPTION

The maw on this howling standard is empowered to swallow a spell of third level or lower that generates fear or grants a morale bonus (*bless*, good hope, prayer; crushing despair, fear, scare, etc.). Such a spell can be cast specifically into the standard's bronze head, and later unleashed by the banner's wielder (who need not be a spellcaster) as a standard action.

CONSTRUCTION

Requirements Craft Wondrous Item, *calm emotions*; **Cost** 2,700 gp

Banner of Roaring

Aura moderate or strong evocation; CL 7th Slot —; Price 20,000 gp; Weight 15 lbs.

DESCRIPTION

This howling banner lets out a thunderous roar upon command. Treat this exactly as a horn of blasting. Greater banners of roaring can also be found (treat as a greater horn of blasting; cost 70,000 gp, caster level 16th).

CONSTRUCTION

Requirements Craft Wondrous Item, shout or greater shout; Cost 2,210gp

Skis, Enchanted

Aura faint enchantment; CL 3rd

Slot feet; Price 2,500 gp; Weight 14 lbs.

DESCRIPTION

These bone skis are carved from lindworm ribs and engraved with the runes *raidho* and *isaz*. They're almost impossible to fall over in, granting the wearer a +5 circumstance bonus to Acrobatics checks made while skiing.

CONSTRUCTION

Requirements Craft Wondrous Item, cat's grace; **Cost** I,250gp

Mead of Heidrún

Aura moderate conjuration; CL 11th Slot —; Price 17,820 gp; Weight 4 lbs.

DESCRIPTION

The great goat Heiðrún dwells upon the roof of Wotan's hall and nibbles at the ever-green leaves of Yggdrasill. From its udders drips mead of a taste and potency unmatched in all the Nine Worlds. Each day it flows in sufficient quantities that all the *einherjar* of Valhalla can quench their mighty thirst. Wotan's shieldmaidens sometimes carry wineskins of the *mead* to revive and fortify heroes in their time of need. Kings and connoisseurs have spent whole treasuries trying to purchase it.

Each wineskin holds enough divine mead for nine doses. As well as being the finest drink the imbiber has ever tasted, each portion bestows the effects of a *hero's feast* on the drinker.

CONSTRUCTION

The *mead of Heiðrún* cannot be created by mortal spellcasters, although characters are welcome to try milking Wotan's goat if they dare.

Sack of Air

Aura faint transmutation; CL 3rd Slot —; Price 1,080 gp; Weight 1/2 lb.

DESCRIPTION

- This sack contains meadow or sweet coastal air that can sustain a traveler high in the mountains. Inhaling its contents is a full round action, which grants the user all the benefits of a *deep breath* spell lasting 6 hours.
- The bag can be refilled once expended by leaving it open to catch a lowland breeze for four hours. Casting *deep breath* into it also refills it.

CREATION

Requirements Craft Wondrous Item, deep breath; **Cost** 540 gp

Tafl Board, Tyrannous

Aura faint enchantment; CL 3rd Slot —; Price 5,320 gp; Weight 2 lbs.

DESCRIPTION

- This set is enchanted to assist its owner, but at a price. Dice roll favorably and pieces shift position, giving its owner a +4 bonus to his or her Wisdom check to beat an opponent. A DC 25 Perception is required to detect this cheating. In addition, every time an opposed check is made in the normal course of the game, the loser suffers I hp damage for every level or Hit Dice he or she possesses. Once any game begins, both players are subject to a *suggestion* to play to the end (save DC 13).
- The set's beneficial magic of the board ceases to function for the owner if he or she loses a game played on it.

CONSTRUCTION

Requirements Create Wondrous Item, prestidigation, inflict light wounds, suggestion; **Cost** 2,660 gp

Trackless Snowshoes

Aura faint transmutation; CL 3rd Slot feet; Price 2,000 gp; Weight 5 lb.

DESCRIPTION

This is a pair of well-constructed snowshoes, made of pine and sinew. The wearer does not leave prints behind in snow, as per the *pass without trace* spell. The wearer's scent is not masked. *Trackless snowshoes* also reduce movement by 10 ft.

CONSTRUCTION

Requirements Craft Wondrous Item, pass without trace; Cost 1,000 gp



CHAPTER SIX: BESTIARY RESKINNED MONSTERS

Aegir's Wrath: Thought by some to be the fallen god Aegir himself, this monstrous sea creature emerges periodically from the depths to devour ships, flatten coastal villages, create maelstroms, and batter itself against the sea wall of Noatun. Few survive its wrath. Use the tarrasque, adding the aquatic subtype.

Bäckahästen ('Brook Horse'): Wicked fey steed that glows like moonlit fog and mist always surrounds it. Once lured into mounting, a rider cannot get off. Takes victims on a wild ride and then drowns them. If captured, they are stronger than any other beast of burden, and can bear a rider into other worlds. Use gorgon, but its breath produces only *obscuring mist*, but humanoids



attempting to ride them become paralyzed (DC 21 Fort), and on nights of the full moon, *Bäckahästen* can also *planeshift*.

Bjornlings: Bjornlings are primitive humanoids, lurking in the inaccessible nooks and crannies of the wild. Exceptionally hairy, these creatures have powerful frames and thick skulls that give them a bear-like appearance. They don't work iron and communicate only in grunts and roars but are skilled woodsmen and cunning raiders. Normally reclusive, they're afflicted with a madness that periodically compels them to descend on civilization in an orgy of violence (treat as orcs).

Blood-Breath Spirit: A hungry spirit from the void that enters the world through the bloody last breath of a berserker. Turns its victim into a sleep-walker and haunts the night, shifting from body to body. Treat as a bodiless vampire with the ability to possess others as per *magic jar*.

Boreal Steeds: Boreal steeds are supernatural horses said to have been sired of Boreas. They gallop across the tundra in herds and serve as mounts for Boreas champions. Treat as nightmares with the cold and air subtypes; their manes and hooves crackle with static electricity rather than fire. Their breath does not produce smoke but a blizzard that inflicts snow blindness. Replace *planeshift* with *fly* and *windwall*.

Dökkálfar: Also known as the Children of the Ginnungagap, Dökkálfar ('dark elves') dwell in the yawning void beyond creation. Existence pains them, so they strive to destroy the Nine Worlds and return everything to nothingness. Use shadow fiends, shadows, nightshades, and similar creatures.

Einherjar: The heroic dead, dwellers in Asgard who train eternally for the battles of Ragnarok. They feast, fight to the death, and are *resurrected* unharmed each day in Wotan's hall. Build as normal characters but change type to Outsider and they are immune to fear. Dead PCs may well be among their number.

Fossegrim: Foam-bearded fey linked to waterfalls as dryads are to trees. Skilled harpists, able to enchant listeners and foretell the future with their songs. Proud and swift to wrath, but sometimes

helpful. Lonely Fossegrim occasionally teach visitors runes, magical songs, or how to play superlatively. Use storm giant but change type to Fey (water) and replace spell-like abilities with the following: Constant—*obscuring mist*; 2/day-*control water, water walk*; 1/day-*cone of cold, elemental body* (water only).

Fylgjur: Fylgjur are servants of the Norns charged with seeing that a person meets their fate. Fylgjur usually take the form of a maiden or a totem animal, commonly appearing in dreams. Seeing one whilst awake is an omen of some critical moment in the near future. Treat as an incorporeal awakened animal, with the additional ability to cast *dream* or *nightmare* once per day.

Gengangere: Gengangere ('those who walk again') are corpses that don't realize they're dead. They mindless re-enact the daily tasks of their previous life, or try to complete some task that they died attempting, reacting with savage violence if interfered with or shown their true nature. Treat as zombies except there's a 50% chance each round of combat that they go berserk as per the *rage* spell.

Huldra: Often wives of trolls and other monsters, these brawny northern nymphs take the form of wholesome-looking country girls with animal tails. They lack the sorcerous powers and *blinding beauty* of other nymphs, but can become *invisible*, take on *tree shape* and have all the combat prowess of a monk (level to their hit dice).

Iron Dryads: Also known as *Iárnvidjur* ('iron wood women'), these unforunate fey have been captured by hags and nailed to one of Iron Wood's trees, to bind them as unwilling guardians. Their bodies remain comely-shaped but their skin is hard and grey, studded with jagged, cold iron thorns. Treat them as bearded devils, using that creature's beard attack to represent the iron dryad's thorns.

Luot-Chozjik is a minor goddess revered as protector of reindeer herds, known to help travelers lost in the snows. She appears as a Large reindeer with hooves and antlers of gold. Use awakened wooly rhinoceros with the advanced and celestial templates. **Mist Troll:** Troll hags who worship the darkest of the Vanir and work evil by trickery and misdirection as well as brawn. Treat as ogre mages.

Mosquito, Dire: Treat as a stirge but change type to Vermin.

Mosquito Swarm: Treat as a wasp swarm but exchange poison for *bleed* (3 hps per round) and counts as exposure to a disease of the DM's choice.

Partalainen: That Which Dwells at the End of the World, the Partalainen is an unknown beast of immense proportions, whose tentacle-like arms occasionally breach the surface of the frozen sea. The arms are studded with poisonous spikes and sport fang-studded suckers. Use purple worm statistics.

Sea People: It's common to sacrifice to the sea peoples both before and during sea-voyages. Aegir has many inhuman followers beneath the waves—various hideous living creatures, fey, and drowned dead. Dwelling in flooded dwarven ruins and halls sunken beneath the Swive, they're no friends of the Aesir and harbour many Vanir exiles. Use sea monsters and variants of existing fey creatures, adding the aquatic subtype.

Skinshifters: Skinshifters are naturally awakened animals with the ability to shrug off their animal skin and assume human form once per week. While in human form the creature must hide or carry its discarded skin. Characters who find the *skinshifter's mantle*

(see Chapter Four) can use it to transform themselves, trapping the animal in humanoid form.

Talking Stones: Sacred boulders said to hold the wisdom of Aurgelmir and giantish secrets from the dawn of time. Chants and ardent prayers can rouse them from slumber to speak to visitors. Use various different elemental creatures, such as galeb duhr, earth mephitis, xorn, or even stone jotuns.

Thurs Ghoul: Hulking brutes, thursir whose hunger provoked them to cannibalism and an afterlife as the walking dead. Treat them as devourers with the rock throwing and *thurs* rune mastery of thursir.

Vargamors: Vargamors are men who worship the power of Fenris and his sons. Some use witch-brewed 'wolf salves' to take on lupine traits; others are the stunted offspring of humans and werewolves, born and perpetually trapped in hybrid form. They serve as loyal spies and minions to nightgarms and the worgs (treat as gnolls).

Wintermen are emaciated, rime-bearded foes who emerge each winter to purge weak trees and animals from the forest, carpet the underbrush with frost, and dance around villages laying traps of slippery ice. They've also been known to stuff incautious children in large sacks, carrying them off unless appeased by gifts from their parents. Fortunately even mild spring warmth drives these hairless yeti into hibernation beneath the ground.



New Monsters

FROSTVEIL

"They took the sled dogs first, one by one, and later the seal-skinner set to guard them. We'd hear a confused, muffled cry in the wind and then we'd find them—a raven harvest cold and stiff on the ice. Next time, we hid ourselves and watched, and saw them floating through the air like paper jellyfish or a wizard's kite: What at first appeared to be a wisp of blowing snow failed to disperse, coalescing into a billowing, snowflake sail that moved with graceful and sinister purpose. The 'cloak of death' our skraeling guide called it."

FROSTVEIL

XP 1,600

N Medium plant

Init +9; Senses blindsight 120 ft., all-round vision; Perception +4

CR 5

DEFENSE

AC 15, touch 15, flat-footed 10 (+5 Dex)

hp 17 (7d8–14)

Fort +3, Ref +7, Will +2

Defensive Abilities all-round vision, amorphous, enzyme defense, translucent body

Immunities cold, plant traits; Resist acid 5

OFFENSE

Speed 5 ft., fly (varies) (average)

Melee tangling strands +10 (1d4-4 plus engulf)

Special Attacks engulf (DC 15, 1d4 acid and psychotropic spores)

STATISTICS

Str 3, Dex 20, Con 6, Int 1, Wis 11, Cha 1

Base Atk +5; CMB +10 (+14 grappling); CMD 16 (20 grappling)

Feats Agile Maneuvers, Improved Initiative, Skill Focus (Fly), Stealthy

Skills Escape Artist +4, Fly +10, Perception +4, Stealth +5 **SQ** compression, freeze, translucent body, windborne

ECOLOGY

Environment any cold **Organization** solitary, pair, flurry (1d6+2), dance (2d6+2)

Treasure none SPECIAL ABILITIES

Engulf (Ex) A frostveil can try to wrap its body around a Medium or smaller creature as a standard action. Targeted creatures can make attacks of opportunity but if they do so, they are not entitled to a saving throw against the engulf attack. Those who do not attempt attacks of opportunity can attempt a DC 18 Reflex save to avoid being engulfed—on a success, they are pushed back or aside (target's choice) as the creature moves onward. Engulfed opponents gain the pinned condition and must save against the frostveil's psychotropic spores. The save DC is Dexterity-based.

Enzyme Defense (Ex) As a swift action, frostveils can sweat out a powerful alkaline enzyme that breaks down flesh and organic materials into useable nutrients. Creatures engulfed by the frostveil or those who strike it with an unarmed strike or natural weapon take Id4 acid damage.

- Freeze (Ex) Against snowy ground or when flying in a blizzard, a frostveil can take 20 to hide in plain sight, appearing to be a patch of snow.
- **Psychotropic Spores (Ex)** Engulf—ingested or inhaled; save Fort DC 11; frequency 1 round; effect 1d3 Str damage, 50% chance target is confused for 1d3 rounds; cure 1 save
- **Translucent Body (Ex)** A frostveil's thin colorless tendrils are almost invisible, granting it concealment (20% miss chance) from attacks.
- Windborne (Ex) Frostveils weigh next to nothing and can catch the slightest breeze, but lack the motive power to fly unaided. Their fly speed is dependent on the strength and direction of the local wind: Light (10 ft.), Moderate (20 ft.), Strong (40 ft.), Severe (60 ft.), Windstorm (80 ft.), Hurricane (100 ft.), or Tornado (120 ft.). They cannot move against the wind but can tack like a sailing ship to move at half speed up to 90 degrees from the direction of the wind.

"The north wind blows and the blizzard-ship billows its sail of snow-stars," so say the Northmen, and it is why they always set the door of their tents and snow-shelters facing downwind of the prevailing breeze. Its fear of the frostveil: the silently gliding, beautiful killer of the polar desert.

Whipped through the air by snowstorms, resembling a spider's web dangling with delicate ice crystals, frostveils are actually semi-sentient algae adapted to the merciless cold of the uttermost North. Flat nodes shaped like large snowflakes, each a handspan or more in width connect their net-like bodies and trailing tails of transparent, membranous fibers. They act as miniature sails to carry the nigh-weightless frostveils aloft on the wind in search of prey. The gossamer tendrils of connective tissue stream behind and between the flying snowflakes, ready to grab and tangle any warm-blooded creature it detects. Each star-like node contains crude sensory organs able to detect warmth as meager as a living creature's breath and steer the gliding web toward it. Dragged in by swiftly contracting tendrils, the frostveil draws its body together, enveloping the source of heat, spreading out to cover every inch of its surface. Once attached, the frostveil clings tenaciously to its victim, draining their body heat-and often asphyxiating them in the process-while secreting psychotropic spores to quieten the target, and covering itself in acidic enzymes to prevent outside interference and aid digestion of its prey.

A frostveil grows rapidly after feeding on a human-sized or larger victim. After several days it divides into two new creatures, each ready to be carried aloft when the next wind brushes by.

Frostveils in the Frozen North

Frostveils sail at random on the north wind, alighting on the snowy ground when the wind dies or their tendrils snare an unwary victim. Their typical tactic is to swoop silently onto unwary prey, using blowing snow for concealment. From time to time, they also gather high in the sky when the wind whips them in circles, engaging in an elaborate twisting dance where their tendrils touch and tickle each other for reasons no earthbound sage has yet determined. Et by the northern lights, skraeling shamans say the dance of the frostveils is beautiful, and a powerful omen. With great care, shamans sometimes harvest frostveils for their frozen spore-shards, which grant potent visions of the Otherworld when melted on the tongue.

VISION SPORES

Type ingested; Addiction minor, Fortitude DC 18 Price 50 gp

- **Effect** 1d4 hours; variable: 50% chance of either a vision-filled sleep for 1d4 hours that acts as *divination*, or the ability to see ethereal creatures
- Effect -4 penalty on saves against illusions and mind-affecting effects

Damage 1d2 Wis damage

In the frozen city of Geskleithron, frostveils are farmed and harvested by ice mephits so their delicate filigree bodies can decorate the frozen halls of Boreas's elemental court, but are also sold on in the city's black market to warm-bodied wizards and unscrupulous assassins, for use as traps or guardians. Boreas's stormy heralds and assassins, the thuellai (see the *Northlands* page 107) sometimes carry a pack of frostveils along with them on their hunts, but most blizzard demons are too violent and impulsive to make good use of the frostveils' stealthy skills.

LINDWURM

Coiling like a living corkscrew, moving with a scraping hiss, a serpentine form skates nimbly across the ice on long curving claws, maw agape and stinking of a hundred graves.

CR 5

XP 1,600

NE Large dragon [cold]

Init +5; Senses darkvision 60 ft., low-light vision, scent; Perception +8 (+12 if prone)

DEFENSE

AC 20, touch 16, flat-footed 14 (+5 Dex, +1 dodge, +	4
natural)	
hp 90 (6d12+12)	
Fort +7, Ref +10, Will +6	
Immunity cold, paralysis, sleep	

Vulnerability fire OFFENSE

Speed 40 ft., swim 20 ft.

Melee bite +10 (1d8+4, disease) and 2 claws +7 (1d6+2) or tail +10 (1d8+4 and grab)

Special Attacks constrict (1d8+4), corpse breath, grab (tail attack)

STATISTICS

Str 18, Dex 20, Con 14, Int 6, Wis 12, Cha 8 Base Atk +6; CMB +11 (+15 grappling); CMD 26
Feats Dodge, Mobility, Runic Blood ^B , Spring Attack
Skills Acrobatics +16, Climb +14, Escape Artist +10,
Perception +8, Stealth +8, Survival +8, Swim +10; Racial
Modifiers +4 Acrobatics, +4 Climb, +4 Perception when
prone
Languages Draconic
SQ snake belly
ECOLOGY
Environment any cold
Organization solitary, pair, or pack (3–8)
Treasure standard
SPECIAL ABILITIES

Corpse Breath (Ex) Lindwurms devour carrion with relish, and their bite carries filth fever.

- Runic Blood (Su) Lindwurms have an innate connection to the rune isaz, which governs ice, imprisonment, and paralysis. They possess the monster feat Runic Blood (Isaz) as a bonus feat. (See Northlands for runic powers.)
- Skittering Skater (Ex) Lindwurms ignore the difficult terrain modifier of ice and grease spells. They can always take 10 when making Acrobatics checks to skate across ice using their claws, even under stressful conditions. (See Northlands, chapter three.)
- **Snake Belly (Ex)** When lying prone with its sensitive stomach on the ground, a lindwurm can sense approaching creatures by the vibrations they cause. Although not as effective as true tremorsense, this grants a +4 bonus to Perception checks.

Ensnaring snakes, glima worms, skittering tongue of the linnorm, river-walking writhing skaters... There are countless kennings for the lindwurm, for these dragons infest the northern wilderness year after year. When winter comes and the breath of Boreas freezes the land, they glide into Trollheim and Jotunheim, following the course of frozen rivers and lakes. When

spring's warmth returns, they retreat into the icy tundra of the Bleak Expanse, only to return the following winter with a determination and infallible homing instinct that's the match of any salmon...

Lindwurms have long serpentine bodies and crocodilian jaws, but they skitter overland on spindly limbs. Their talons are long and curved, doubling as skates or short skis when moving over ice. Few things are swifter on the ice. Semi-domesticated lindwurms serve the inhabitants of Geskleithron, City of Ice, pulling yeti warsleds and carrying Boreas' ice mephit cavalry into battle.

In the wild, lindwurms hunt in groups, roving between breaks in the ice looking for breaching whales and seals, or incautious skraeling fishermen. They employ wolf-pack tactics and enjoy surprising foes with their more than animal intelligence. They prefer to skate by their prey at speed, snapping a bite as they pass or snatching up small or medium enemies with their grappling tail. Battles between lindwurms and the north's white dire bears are legendary: a powerful omen for ice-dwelling priests and shamans.

A Craft (scrimshaw) check (DC 20) turns a pair of lindwurm claws into a set of masterwork skates. Up to three sets of claws can be salvaged from each creature.

SEA Welf

"I saw no more terrible beast on all my journeys north than the seawolf. The white bears had their aloof majesty, the lindwurm serpentine grace, but the monster that gnawed away the pack ice beneath our feet and savaged any who fell into the waters was a thing of nightmare countenance. It had the body of a shark, the neck of a snake, the face like a wolf and mouth of dragon's fangs. The men it snatched were



torn apart, like rags worried in the mouth of a rabid dog. A mighty harpoon-thrust eventually broke its back, but still the monster snarled and pawed and thrashed."

SEA WOLF XP 800

N Large magical beast (aquatic)

Init +3; **Senses** darkvision 60 ft., scent, low-light vision; Perception +7

CR 3

Aura frightful roar (30 ft./90 ft., DC 11)

DEFENSE
AC 17, touch 12, flat-footed 13 (+3 dex, +4 natural, -1 size)
hp 34 (4d10+12)
Fort +7, Ref +7, Will +1
Defensive Abilities ferocity
OFFENSE
Speed 10 ft., swim 50 ft.
Melee +9 bite (2d6+4 plus vorpal bite)
Space 10 ft.; Reach 10 ft.
Special Attacks blood frenzy, vorpal bite
STATISTICS
Str 19, Dex 16, Con 16, Int 2, Wis 11, Cha 7
Base Atk +4; CMB +8; CMD 21
Feats Combat Reflexes, Weapon Focus (bite)
Skills Perception +7, Swim +14; Racial Modifiers +4
Perception, +8 Swim
SQ semi-amphibious
ECOLOGY

Environment cold aquatic



Organization solitary, pair, pod (1d3+2) Treasure none

SPECIAL ABILITIES

- **Blood Frenzy (Ex)** A sea wolf that detects a significant quantity of blood nearby has a 50% chance each round of flying into frenzy, biting and thrashing madly for either one minute or until any opponents are dead, whichever occurs sooner. This blood frenzy grants it ferocity, +2 Strength, and a -2 penalty to AC. The creature cannot end its frenzy voluntarily.
- **Frightful Roar (Ex)** When a sea wolf roars all creatures with 3 Hit Dice or fewer must succeed at a DC 11 Will save or become panicked for 2d4 rounds. An opponent that succeeds on his or her saving throw is immune to the same creature's roar for 24 hours. The range is 30 feet in the open air but three times that underwater. This is a sonic, mind-affecting fear effect. The DC is charisma-based.
- Keen Scent (Ex) Underwater, sea wolves can notice creatures by scent at triple standard distance, and can detect even small amounts of blood at ranges of up to half a mile.
- **Semi-amphibious (Ex)** Sea Wolves can survive out of the water for up to an hour, after which time they begin to suffocate, effectively drowning in the air.
- **Vorpal Bite (Ex)** A sea wolf's grinding jaws are perfectly designed for dismembering prey. When it confirms a critical hit with its bite on a target of up to Medium size, the recipient takes triple damage and must make a DC 16 Fortitude save or lose a limb. The DC is strength-based. Roll 1d10 to determine the location severed:
 - I-2 Head (this may result in instant death, depending on the victim's anatomy)
 - 3–4 Left arm/foreleg
 - 5–6 Right arm/foreleg
 - 7–8 Left leg
 - 9–10 Right leg

The sea wolf is a totem beast for many tribes and is known by many names: Sisiutl, Wasgo, and Haietlik to name but a few. Northern *kennings* call it Ice Gnawer, Child of Wolf and Seal, Mara's Hound, and the Spirit of Sudden Death.

A hybrid of fish and mammal, a sea wolf is 8 feet long and looks like a small orca with a serpentine neck and lupine head; their huge maws are filled with rows of triangular, serrated teeth adept at tearing flesh and sundering bone. Their bodies are covered in short, white fur, which is highly prized by skin traders for its warmth and waterproof qualities. Their pectoral fins feature stubby, clawtipped proto-paws used for scrabbling across ice. Skraeling shamans sometimes make climbing charms from these talons, or use their gnashing fangs to make arrowheads, *necklaces of strangulation*, and tooth-studded *clubs of wounding*.

TACTICS

Perhaps related to the bunyip of the hot south, sea-wolves prowl northern coasts and estuaries, hunting among the fragmenting pack ice each summer. They lurk beneath the surface of the chill grey waters, snapping at swimmers between the broken ice chunks or lurching up onto an iceberg to break or unbalance it, sending prey tumbling into the cold waves. When necessary, they'll also rove beach and riverbank in search of carrion or unwary victims. Moored longships and coastal halls beware.

Sea wolves are commonly encountered in mated pairs or small family groups, working together to corral victims from fish and seals to larger prey like polar bears and kayaking northmen. They've been known to gnaw away at ice bridges and the frozen surface of lakes and rivers, leaving trap-like fragile patches that plunge unwary victims into their waiting jaws. Their knack for cunning hunting tricks gives many victims the impression they have greater than animal intelligence.

WAY OF THE SEA WOLF

Like the path of the *berserkir* and *úlfhéðinn* detailed in *Northlands*, some barbarians let the savagery of the sea wolf inspire their rages, selecting from the following list of rage powers to emulate their totem animal.

Pathfinder[®] *Roleplaying Game*[™] *Core Rulebook:* animal fury, fearless Rage, mighty swing, powerful blow, raging swimmer, scent, terrifying howl.

Pathfinder[®] Roleplaying Game[™] Advanced Player's Guide: beast totem, inspire ferocity, reckless abandon.

Northlands: bear chest, Donar's wrath.

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