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DEMIPLANES:
THE FROZEN CAGE



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DEMIPLANES: THE FROZEN CAGE

Untold millennia ago, an order of holy knights led by a mighty archon battled the daemoniac harbinger Shektalmaratu. In an act of heroic sacrifice they sealed Shektalmaratu's profane spirit away within an icy prison. In the wake of ages, these Wardens of the Frozen Flame are now few in number and are besieged in their last remaining keep by the harbinger's loyal servants, the Crusaders of the Shattered Sky. Here within the icy realm known as the Frozen Cage, these two powerful forces of good and evil are locked in a bitter stalemate, waiting for a time when powerful heroes arrive to tip the precarious balance and either aid in defeating the harbinger's minions once and for all, or fall to that evil power and have their very souls consumed to break the bonds holding Shektalmaratu at bay.

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FROZEN CAGE AT A GLANCE

An untold number of ages ago, a great and terrible daemonic harbinger known as Shektalmaratu waged an endless war across the planes. This lord of the dead rode from plane to plane like a plague, devouring all in his path and adding his enemies' desiccated husks to his legion's ranks.

When his conquests turned towards the Material Plane, the forces of good marshalled against the harbinger and his legions. Led by the archon Shezmarthal, an order of holy knights fabricated a demiplane and lured Shektalmaratu into its frigid depths. There he was defeated and bound and the surviving knights formed the Wardens of the Frozen Flame to keep him bound for all eternity.

Recent events have brought war to the Frozen Cage. Twice now, the Crusaders of the Shattered Sky have attacked the Frozen Cage. Dedicated to loosening Shektalmaratu's bonds, their first attempt met with partial success, but ultimately failed. However, their efforts enabled Shektalmaratu to further extend his fell influence to bind yet more minions to his purpose.

Their most recent incursion has swept aside most of the Wardens' defences and has carried them to the very bounds of their lord's prison. Now those tasked with keeping Shektalmaratu imprisoned are in desperate need of aid for the daemon's forces besiege them in their final mountainous redoubt. It is only a matter of time before Shektalmaratu's minions find a soul pure and powerful enough to release their terrible master.

PORTAL

A twenty-foot high arch of white marble rises from the ruined temple floor. At its centre, a swirling cloud of ice and snow whirls unending, releasing bursts of howling wind and freezing cold.

The portal within the Temple of Doors (location 1) can conceivably be connected to any ancient ruin on the Material Plane.

PHYSICAL TRAITS

Gravity Normal gravity

Time Standard time with 3-hour day/night cycles.

Shape and Size Finite size; 150 mile radius

OTHER TRAITS

Elemental & Energy None

Alignment Neutral

Magic Enhanced magic: cold. Impeded magic: fire. Additionally, the demiplane functions as if under the effect of a permanent *dimension lock* that cannot be dispelled. Only the plane's portal can be used to enter or exit.

NOTABLE DENIZENS

Lord Marshall Ciarn Albruszh (location 2; CE male human antipaladin 20) Leader of the Crusaders of the Shattered Sky.

Rabshakeh Salir Nar-Bahkun (location 3; LG male human paladin 16/crusader 6) Leader of the Wardens of the Frozen Flame.

Salbradi Nadar (location 4; CE winterwight) This fallen Warden risen as a winterwight leads the undead of the Bulwark.

Shektalmaratu (location 9; NE mythic obcisaemon) The daemonic harbinger imprisoned at the Frozen Cage's heart.

NOTABLE LOCATIONS

1. **Temple of Doors:** This ancient ruin is the only entrance to the Frozen Cage.
2. **Crusader Encampment:** This gathering of tents surrounds a ruined tower where Shektalmaratu's minions gather.
3. **Warden's Keep:** This icy fortress in the northern mountains is the surviving Wardens' final redoubt.
4. **Bulwark of Broken Shields:** A ruined wall within the Hoarfrost Chasm rife with undead.
5. **Field of Blades and Bones:** A frozen lake at the demiplane's centre littered with corpses and bladed ice.
6. **Ashen Drifts:** A region of negative-energy infused snow.
7. **Rimewall Escarpment:** A geographic formation dividing the eastern and western halves of the demiplane.
8. **Hoarfrost Chasm:** A deep gorge running through the Rimewall Escarpment.
9. **Prison of Eternal Winter:** A frozen pillar of fire hundreds of feet high surrounding the ancient temple serving as Shektalmaratu's prison.

LORE

A PC making a Knowledge (planes) check may know some information about the Frozen Cage. A successful check reveals all the information revealed by a lesser check.

DC 20: The Frozen Cage is made from elemental matter drawn from a convergence of Air and Water.

DC 25: Long ago a daemonic harbinger named Shektalmaratu was imprisoned here by an archon.

DC 30: Shektalmaratu is imprisoned but his profane essence is perverting the plane's very nature.

SHEKTALMARATU & SHEZMARTHAL

The full saga of Shektalmaratu's & Shezmarthal's story appears on page 6.

DEMIPLANE DRESSING

D%	
01-02	Several skeleton frozen in the snow
03-04	Scattered scraps of armour
05-06	Shimmering aurora in the sky
07-08	Upright man wholly encased in windblown ice
09-10	Sundered palisade half buried in snow
11-12	Skeletal corpse of an ice drake
13-14	Stick-bare tree covered in feather ice
15-16	Discarded, broken weapon
17-18	Several wind-tattered battle standards
19-20	A mass grave marked by a few piled stones
21-22	Part of a horse's corpse preserved by the cold
23-24	Battered holy symbol
25-26	Mammoth skeleton
27-28	Frozen and flayed corpse
29-30	Demolished siege engine buried in snow
31-32	Ruined watchtower
33-34	Small copse of frozen trees
35-36	Partial, crumbling wall
37-38	Rows of frozen corpses set on spears
39-40	Pyramid of severed heads eight feet tall
41-42	Haunting whispers on the wind
43-44	Abandoned cluster of tents
45-46	Ice cave entrance
47-48	Sixty-foot high snowdrift
49-50	Ice obelisk carved with Abyssal writing
51-52	Human bones arranged in a geometric pattern

53-54	Frozen corpses of dispatched undead
55-56	Arrow-riddled corpse
57-58	Icy sinkhole that descends into darkness
59-60	Headless corpse
61-62	Deep trench filled with jagged spikes of ice
63-64	Pit of half-frozen slush (treat as quicksand)
65-66	Ice covered statue of a holy knight
67-68	Jagged rocks spattered in frozen blood
69-70	Abandoned backpack frosted over with ice
71-72	Field of mirror-smooth ice
73-74	Ancient sword driven into the ice
75-76	Cave containing a shrine to a good-aligned deity
77-78	Frozen statue depicting an angel in battle
79-80	Large, flat rock turned into a sacrificial altar
81-82	Frozen skeleton of a giant
83-84	Razor-sharp forest of ice formations
85-86	Ruined shrine to an evil-aligned deity
87-88	Fissure in the ice revealing a buried ruin
89-90	Tiny elemental birds made of ice flying overhead
91-92	Loose dragon's tooth
93-94	Detritus from a recent avalanche
95-96	Thousands of ancient, frozen corpses in armour
97-98	Ice worm tracks
99-100	Enormous ice cave entrance littered with bones



NOTABLE LOCATIONS

1: TEMPLE OF DOORS

Little more than crumbling walls and toppled pillars, the Temple of Doors is the only way to reach or leave the Frozen Cage. Once a noble temple dedicated to gods of good and valour, the temple lies in a state of ruin since the second siege of the Crusaders of the Crumbling Sky. The ceiling has collapsed, leaving only broken arches resembling the ribcage of a gutted beast exposed to the sky. Ice and snow drifts through the abandoned ruin, and packs of mindless undead haunt its halls. These undead force the Crusaders watching the temple for Warden activity to lair in nearby mountain caves. The plane's entrance, a twenty-foot tall arched door surrounding an icy portal, undamaged by the ravages of time, rises at the temple's westernmost end.

2: CRUSADER'S ENCAMPMENT

Situated at the western edge of the Field of Blades and Bones and nestled in the Rimewall Escarpment's shadow, the Crusader Encampment is a massive gathering of tents spread over a half-mile of frozen tundra. Spears and polearms bearing the banner of the Crusaders of the Shattered Sky – a crumbling blue field above black – border the camp's perimeter, interspersed with the frozen corpses of the crusaders' enemies impaled on pikes. At the camp's heart is a crumbling stone tower with its upper level demolished, the rubble from it long since buried by the snow drifts. This ruin serves as the headquarters for the 1,500 crusaders in their efforts to release Shektalmaratu.

Patrols of black-armoured crusaders clad in dark furs, typically accompanied by two or three winter wolves, protect the camp. The Crusaders are vigilant for the Warden's scouts and spies, as well as hapless outsiders who could serve as appropriate sacrifices to Shektalmaratu. Aiding in the Crusaders' observations are well-armed sentries posted at the top of the Rimewall Escarpment who watch the horizon.

The Crusaders of the Crumbling Sky are not immediately hostile to travellers unless they approach in great number or with clearly hostile intentions. Lord Marshall Albruszh (CE male human antipaladin 20) is keenly optimistic the struggling Wardens will capitulate and is eagerly anticipating a parlay. Outsiders who come upon the Crusaders are treated as guests and escorted to the Lord Marshall's tower for a warm drink, a hot meal and shelter. This treatment is designed to engender trust from outsiders who could be manipulated into working against the Wardens. Lord Marshall Albruszh personally meets all such outsiders and spins a tale of wrongful persecution by the Wardens. He goes as far as to claim his Crusaders are the only thing standing between the daemon harbinger Shektalmaratu and his release. If he senses particularly pure hearts among the outsiders, he invites them to accompany him to the Prison of

Eternal Winter to aid in ensuring the prison remains intact. Any traveller foolish enough to accept finds himself an unwilling sacrifice to Shektalmaratu.

3: WARDEN'S KEEP

The sole bastion of the Wardens of the Frozen Flame, Warden's Keep is an ancient fortification built in the Aldenvach Mountain's foothills. The Keep is an impressive – though lonely – structure that at its height housed 5,000 Wardens. Much of the keep now lies in ruins, with walls crumbled to frozen piles of rubble and toppled towers consumed by snow drifts. A skeleton crew of 473 wardens man the keep. The keep could not repulse a sustained attack by the Crusaders of the Crumbling Sky were it not for its strategic location and still operational siege weaponry.

Visitors approaching by land are forced to use one of two treacherous routes. The first is Iceworm Pass, a snaking canyon cutting through the foothills, filled with branching paths often leading to dead ends or deadfall traps. Those bypassing the canyon must cross the foothills of the Aldenvach Mountains where wind speeds can reach upwards of 70 mph with 150 mph gusts. These winds kick up blinding snow and flaywind blizzards (see "Demiplane Hazards").

DEMIPLANE HAZARDS

Many environmental hazards plague travellers.

Cold: The average temperature is 0 degrees Fahrenheit, though in areas of high winds the temperature drops to a bone-chilling -20 to -40 degrees Fahrenheit. Due to the artificial nature of the demiplane's day-night cycle, the temperature does not change between day and night.

Bladed Ice: These patches of dagger-like ice growths are difficult to spot, requiring a DC 20 Survival or DC 25 Perception check to notice. Fields of bladed ice are sharp enough to puncture flesh and armour with ease, dealing 1d4 slashing damage and 1d4 cold damage for every 5 feet of movement a traveller makes through an area of bladed ice. This ice also impedes movement as heavy snow.

Flaywind Blizzard: Powerful winds kick up ice into whirling sheets of razor-sharp frost that can strip flesh and armour with equal ease. These blizzards last 1d6x10 minutes and inflict 2d6 slashing damage and 2d6 cold damage per round.

Wind: Outside the Hoarfrost Chasm and the Iceworm Rift (and other such narrow, deep trenches) the winds are extreme and hazardous. They average speeds of 50 mph with frequent gusts of up to 75mph on the open plains. The wind speed is reduced by half at the border of the Rimewall Escarpment and reduced to one-third within deep trenches.

Those who reach Warden's Keep find the structure shielded from the devastating winds by a pair of jagged cliffs called the Jaws of Aldenvach. The cliffs force visitors into a bottleneck choked with the remnants of centuries of attempted invasions. Visitors to the keep are not immediately assailed by its defences, however, and those not readily identifiable as members of the Crusaders of the Crumbling Sky are met halfway into the Jaws by Warden scouts. The Wardens are wary of travellers and foreigners, but those who convince the scouts of their good intentions find shelter and welcoming company in the keep.

4: BULWARK OF BROKEN SHIELDS

This demolished wall once blocked the only safe land route from the Temple of Doors to the Prison of Eternal Winter. When the Crusaders of the Shattered Sky arrived for their second incursion, they entered the Hoarfrost Chasm with a vanguard of 2,000 soldiers and outflanked the Warden forces there before word of the defeat at the Temple of Doors could reach the defenders. In the following ferocious battle, the bulwark was destroyed and the Wardens manning it slaughtered to the last. On order of Lord Marshall Albruszh the fallen Wardens were reanimated as undead and left to man the remnants of the bulwark.

A great mass of hateful undead linger within the demolished fortification, chief among them the fallen captain of the bulwark's defenders, Salbradi Nadar, now risen as a winterwight. Most of the undead are ghouls, morphs and wraiths. Some of

the undead have scraps of their former memories and training and Salbradi has marshalled them into a coherent fighting force.

5: FIELD OF BLADES AND BONES

The Field of Blades and Bones is a vast frozen lake spread across the middle of the Frozen Cage, littered with the icy corpses of the dead. The field gets its name not only from the bodies of the Crusaders and Wardens buried amidst the ice, but also the razor-sharp blades of ice forming amidst the wind-driven snow.

6: ASHEN DRIFTS

Near the centre of the Field of Blades and Bones the snow and ice turns ashen gray, gradually blackening the closer it gets to the Prison of Eternal Winter. Within this 10-mile radius negative energy infuses the fouled snow and ice, granting undead a +2 profane bonus on attack rolls and saves and a +4 profane bonus to turn resistance. Living creatures must make a DC 25 Will save every hour or suffer 2d6 negative energy damage that cannot be healed by non-mythic sources while within 10 miles of the Temple of Black Ice.

7: RIMEWALL ESCARPMENT

Rising 600 feet above the western edge of the Field of Blades and Bones, the Rimewall Escarpment is a natural barrier preventing travel towards the Temple of Doors. The land atop the escarpment is exposed to the perpetually severe winds as well as flaywind blizzards (see "Demiplane Hazards").

8: HOARFROST CHASM

The Hoarfrost Chasm divides the Rimewall Escarpment north and south, cutting through the land all the way from the Temple of Doors to the western edge of the Field of Blades and Bones.

At its western side, the chasm meets the height of the Rimewall Escarpment and gradually descends 600 feet but is only ever 80 feet across at its widest, leaving sheer canyon walls encrusted with ice looming overhead.

Sometimes, strong winds blow drifts of snow across the top of the chasm, creating a precarious, icy canopy. Such ice canopies are unstable and create deadly avalanches. It is the great depth of the Hoarfrost Chasm that helps shield travellers from the frigid winds whipping across the Frozen Cage, but now this once safe passage is patrolled by undead from the Bulwark of Broken Shields.

RANDOM ENCOUNTERS & EVENTS

D20	EL	
1	7	2d6 ghosts
2	7	1d4 winter wolves
3	10	2d6 wraiths
4	12	1 frost worm
5	4	Flaywind blizzard (1d6 minutes)
6	11	1d4 greater ice elementals
7	2	Bladed ice field (1 square mile)
8	—	Gale force winds (x3 wind speed; 1 minute)
9	12	1 lost Crusader (Brutal Warlord ¹)
10	11	2d6 Crusader scouts (Mountaineer ¹)
11	—	Gale force winds (x3 wind speed; 1 minute)
12	2	Bladed ice field (1 square mile)
13	9	1 lost Warden (Pious Guard ¹)
14	14	3d4 advanced frost drakes
15	4	Flaywind blizzard (1d6 minutes)
16	—	1d6 Warden scouts (Cave Stalker ¹)
17	—	Gale force winds (x3 wind speed; 1 minute)
18	14	2d8 morphs
19	17	1 wendigo
20	17	1d8 dread wraiths

¹ Pathfinder Roleplaying Game NPC Codex

9: PRISON OF ETERNAL WINTER

Rising up from the heart of the Field of Blades and Bones, the Prison of Eternal Winter resembles a column of twisting tongues of coal-black fire, like an explosion frozen in time. Surrounding – some argue consuming – the Prison of Eternal Winter, this icy growth covers the entirety of the temple within and courses like inky veins through the structure, boring all the way to Shektalmaratu's prison.

Hidden behind hundreds of feet of twisting black ice, the Prison of Eternal Winter is an ancient temple, laid to ruin by the furious throes of the daemoniac harbinger during his binding and

SHEKTALMARATU & SHEZMARTHAL

An untold number of ages ago, the great and terrible daemoniac harbinger Shektalmaratu waged endless war. This lord of the dead rode from plane to plane like a plague, devouring all in his path and bringing the desiccated husks of his enemies with him as reinforcements. When his conquests turned towards the Material Plane, the forces of good marshalled against the harbinger and his legions. Led by the archon Shezmartial, a group of holy knights fought valiantly, but did not possess the strength to defeat this unearthly foe.

In a last-ditch effort to spare more worlds from his ravages, Shezmartial and his champion Rabshakeh Ahiras Ha-Aghral fabricated a demiplane from the elemental material born where the planes of Air and Water converge. Here, they brought the last of their forces. Taking the bait, Shektalmaratu led his legions across the planes to this frozen outpost, besieging the temple at its heart where Shezmartial and Ahiras awaited. Scores of soldiers died in the conflict, whittling down the harbinger's armies. When Shektalmaratu came to battle Shezmartial, he found himself unprepared for the archon and his champion sacrificing their lives to enact a mythic ritual of binding. Shektalmaratu fought against the imprisonment as it turned his flesh to ice, using all of his power to try and burn himself free, but even the flames around the mighty harbinger's body were frozen in place and his cruel spirit bound to this lonely, frozen realm forever.

In the wake of Shektalmaratu's imprisonment, the survivors of Ahiras' legion formed a covenant known as the Wardens of the Frozen Flame to safeguard Shektalmaratu's prison. For thousands of years this secretive order waxed and waned, its members maintaining fortresses on both sides of the plane's entrance portal. But unbeknownst to the Wardens, while Shektalmaratu was imprisoned, his mind was still free to roam the planes. Working for centuries, Shektalmaratu discovered a means to project his foul consciousness to those whose wills were weak and hearts filled with corruption.

Over time, these disparate folk formed a legion of their

is rife with undead. These malevolent entities are all former members of both the Crusaders of the Shattered Sky and the Wardens of the Frozen Flame, reanimated and wholly loyal to their imprisoned master.

Since his imprisonment, Shektalmaratu's undying servants have chiselled their way through the black ice to create a network of catacombs and tunnels. Powerful undead, risen from the ranks of those sacrificed to the daemon harbinger guard these myriad passages. Unfortunately, such mundane means of escape are far beyond the imprisoned Harbinger, and Shektalmaratu is forced to bide his time supping on the souls of the dead until he has consumed enough to sunder his bonds.

own, calling themselves the Crusaders of the Shattered Sky. These devout followers had a singular purpose: to free their master. Three hundred years ago, the Crusaders made their first attempt to siege the Frozen Cage and free Skeltalmaratu. These cruel warriors cut a bloody path through the Wardens' ranks and made a reckless march to the Temple of Black Ice.

This ill-planned attack ended when the Rabshakeh of the Wardens confronted the legion at the gates of the temple. Thousands on both sides died, but when the Rabshakeh fell in battle and his pure soul was consumed, the binding on Shektalmaratu's prison weakened just enough for the harbinger to attempt to free himself. The resulting quake shook the demiplane to its foundations, causing the Rimewall Escarpment to split down its middle, forming the Hoarfrost Gorge and nearly sundering the Temple of Doors. But one such soul was not enough to release the harbinger, and soon the quaking subsided and the dark prison became still once more.

In the following centuries, the Wardens rebuilt their forces and constructed a wall within the Hoarfrost Gorge to prevent easy access to Shektalmaratu's prison. But the Crusaders of the Shattered Sky were not defeated, for with his binding weakened Shektalmaratu was able to expand his terrible influence. When his followers returned their numbers and resolve had doubled. The Wardens were slain by the thousands, forcing the survivors to retreat to their northernmost outpost, in the frigid Aldenvach Mountains. This time the Crusaders spared many of the defeated Wardens, dragging them to Shektalmaratu's prison and sacrificing them to weaken his bonds. But even these pious souls were not enough, for it was a mythic soul that nearly freed the harbinger last time and it would require a soul of mythic power to sunder his bonds.

Now, three years later, the Crusaders of the Shattered Sky wait. Unable to annihilate the Wardens or free their master, they bide their time in the hopes the Wardens will starve themselves into surrender so their leader can be sacrificed to Shektalmaratu. The Wardens, penned up in their mountain keep, reach out across the planes with magic in the hopes of finding heroes powerful enough to come to their aid.

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