



WHERE MAMMOTHS DARE NOT TREAD

BY JERALL TOI



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Pathfinder Society Scenario #5–10

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Pathfinder Society Scenario #5–10: Where Mammoths Dare Not Tread is a Pathfinder Society Scenario designed for 7th- to 11th-level characters (Tier 7–11; Subtiers 7–8 and 10–11). This scenario is designed for play in the Pathfinder Society Organized Play campaign, but can easily be adapted for use with any world.

This adventure makes use of the following Pathfinder Roleplaying Game products: the *Pathfinder RPG Core Rulebook*, *Pathfinder RPG Advanced Player's Guide*, *Pathfinder RPG Bestiary*, and *Pathfinder RPG Bestiary 2*, *Pathfinder RPG Ultimate Combat*, *Pathfinder RPG Ultimate Equipment*, and *Pathfinder RPG Ultimate Magic*. These rules can be found online for free as part of the Pathfinder Roleplaying Game Reference Document at paizo.com/prd.

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By JERALL TOI



When the Pathfinder Society first turned its attention to the dwarven Sky Citadel, Jormurdun, the Decemvirate decided to base operations in Nerosyan, the crusader nation of Mendev's capital city. Already considered an ally of the Society and home to two of its lodges, Nerosyan was the logical choice to serve as a staging ground for an expedition into the Worldwound.

The arrival of hundreds of agents in Nerosyan, however, was poorly timed, as it coincided with the failure of the *wardstones* and concerted attacks from demonic armies. Though Mendev remains an ally that the Society intends to aid, the Pathfinder Society's Master of Swords, Marcos Farabellus, has reassessed the logistics of using Nerosyan as a staging ground for the expedition to Jormurdun—doing so would involve a trek from the Worldwound's southeastern edge to its northwestern extreme. With the increased levels of demonic activity, Farabellus is rightly concerned that the costs of the resources required for such a venture, including potential Pathfinder casualties, would be far too high.

Farabellus petitioned the Decemvirate to instead establish a base camp on the eastern edge of the Realm of the Mammoth Lords. From there, agents should be able to travel to the camp through the *Hao Jin Tapestry* or overland, follow the Tusk Mountains, and reach Jormurdun with minimal losses.

The Pathfinder Society's leaders haven't yet approved Farabellus' proposal. Instead, they've authorized the Master of Swords to send a small force into the region to scout out a suitable site, secure the location, and ensure the cooperation of any locals.

SUMMARY

The PCs begin in Absalom, where Marcos Farabellus, the Pathfinder Society's Master of Swords, and Aram Zey, the Society's Master of Spells, detail the various concerns over the Society's current plans to use Nerosyan as the staging ground for the Society's expedition into

WHERE ON GOLARION?

Where Mammoths Dare Not Tread takes place across the northeastern reaches of the Realm of the Mammoth Lords. The PCs travel from warm and humid Tolguth, across the open tundra of the Thunder Steppes, to the foothills of the snowcapped Tusk Mountains—and potentially across the Mammoth Lord's eastern border to the barren Sarkorian Steppe along the Worldwound's western border. For more information about the Realm of the Mammoth Lords, its Kellid inhabitants, and the Worldwound, see *Pathfinder Campaign Setting: The Inner Sea World Guide*, *Pathfinder Player Companion: People of the North*, and *Pathfinder Campaign Setting: The Worldwound*.



the Worldwound and to the lost Sky Citadel Jormurdun. Farabellus thereafter explains the merits of establishing the staging ground along the eastern border of the Realm of the Mammoth Lords before asking the PCs to make the journey north and survey sites that may suit the Society's needs.

In an attempt to prepare the PCs, Aram Zey informs them of some of the cultural norms and expectations of the Mammoth Lords, stating that the PCs may need to negotiate with the barbarians for information about potential sites and for the rights to make use of those

GM RESOURCES

Where Mammoths Dare Not Tread makes use of the *Pathfinder RPG Core Rulebook*, *Pathfinder RPG Advanced Player's Guide* (APG), *Pathfinder RPG Bestiary* (B1), and *Pathfinder RPG Bestiary 2* (B2), *Pathfinder RPG Ultimate Combat* (UC), *Pathfinder RPG Ultimate Equipment* (UE), and *Pathfinder RPG Ultimate Magic* (UM). This adventure assumes the GM has access to these sourcebooks. In addition to being available for purchase in bookstores and game stores worldwide, all rules referenced in this adventure can be found in the free online Pathfinder Reference Document at paizo.com/prd.

sites. Once the PCs are ready to depart, Zey teleports them to the jungles surrounding Tolguth, along with a collection of gifts and trade goods. Zey leaves them a magical beacon that would allow him to reach them through the *Hao Jin Tapestry* and with instructions to seek out information at Tolguth.

En route to Tolguth, the PCs encounter a predatory dinosaur in combat with a small group of vrock—a raiding party from the Worldwound. Following the encounter, a hunting band from Tolguth, which had been tracking the dinosaur, makes its presence known. The band's initial attitude towards the PCs depends on what the Kellids witnessed during the battle against the vrock.

After dealing with the hunters, the remainder of the journey to Tolguth is uneventful. Once within the walled settlement, the settlement's elders soon grant the PCs an audience wherein they can petition for information and assistance. With the support of the hunting band, the PC can win the elders' favor with ease; otherwise, the PCs may have to give gifts to win Tolguth's trust and support, reducing the PCs' resources later in the adventure. Ultimately, the elders agree to assist the PCs, informing them of three potentially viable locations and of the Red Winter tribe, which still lays claim to any or all of those sites.

The PCs are then free to explore the three sites in any order, which takes several days of hard travel across the Thunder Steppes and the rugged terrain surrounding the Tusk Mountains. As the PCs survey the sites, the Red Winter tribe—a Kellid tribe that still claims the lands along the edge of the Worldwound—quickly learns of

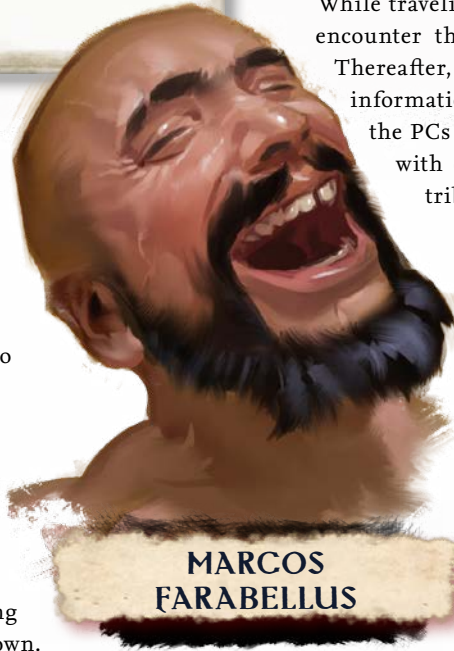
the Pathfinders' presence and sends scouts to intercept them soon after they finish surveying their second site. In dealing with the scouts (and the Red Winter tribe as a whole) the PCs can use diplomacy or violence. Dispersing the tribes by force of arms grants the Pathfinder Society uncontested control of the area. Alternatively, the PCs can win the trust of the Red Winter tribe with words, though its leader insists on allying only with strong warriors. To seal the treaty, the PCs must enter the Worldwound and slay a powerful demon to prove their worthiness—and the more dangerous, the more impressive.

While traveling into the Worldwound, the PCs may encounter the ghostly remains of Kellid raiders.

Thereafter, following the Red Winter tribe's information, the PCs encounter their prey. If the PCs manage to slay the demon and return with evidence of the deed, the Red Winter tribe accepts the Society's petition to establish a camp with the Realm of the Mammoth Lords.

GETTING STARTED

Read or paraphrase the following to get the adventure underway.



Before the Pathfinder Society's Master of Swords, Marcos Farabellus, a large map of northern Avistan lies spread across the table. A notched and battered longsword weighs the map down on one side, preventing it from furling closed, while its sheathe does the same on the other side. Farabellus has placed all manner of

objects upon the map, each indicating a different landmark or Pathfinder Society resource. Aram Zey, the Master of Spells, frowns as Farabellus places another piece down upon the map.

"This is the lost Sky Citadel Jormurdun, in the very northwestern extreme of what is now the Worldwound," Farabellus explains, pointing towards a dwarven-minted gold coin, "And this red stone is Nerosyan, Mendev's capitol city. As you can see, any expedition launched from Nerosyan has to cross the entire demon-infested Worldwound to reach the Sky Citadel. With the recent failure of the wardstones and increased demonic attacks along the border, such a journey would be suicide. It makes more strategic sense to enter the Worldwound from the west—from the Tusk Mountains, home of the Mammoth Lords. It's a shorter distance and there'd be a whole lot fewer demon armies along the way."

"Though that may be true, we have no allies or holdings in the Realm of the Mammoth Lords," Aram Zey interrupts, pushing over a miniature marble elephant, much to Farabellus' clear annoyance. "However, though we do not intend to forsake our allies in Mendev, the Master of Swords makes a valid point. The Decemvirate has therefore authorized a small reconnaissance

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mission to the Realm of the Mammoth Lords. We are sending you to scout along the eastern border of the Worldwound, find and secure a suitable location that we could use as a staging ground for our expedition, and ensure the cooperation of the local barbarian tribes.”

The PCs undoubtedly have questions for the two senior Pathfinders. Answers to some of the most common questions the PCs may have are provided below. Should the PCs not ask questions, Farabellus, eager to see his proposed plan through to fruition volunteers some of the information anyway, with Zey interjecting when the discussion tends towards the travel arrangements.

How do we get there and back? Zey answers this question. “I’ll teleport us to a spot just outside of the barbarian settlement of Tolguth. Not too close though—these are people easily startled by magic. Once you find a suitable location, simply snap this ceramic disc,” he instructs, placing a palm-sized, intricately carved disk on the table. “It will form a temporary beacon that I can use to create a waypoint for the *Hao Jin Tapestry*. With the waypoint, we can easily move agents and supplies to the new base camp, but it takes time to set up; don’t think of this as an emergency evacuation device.”

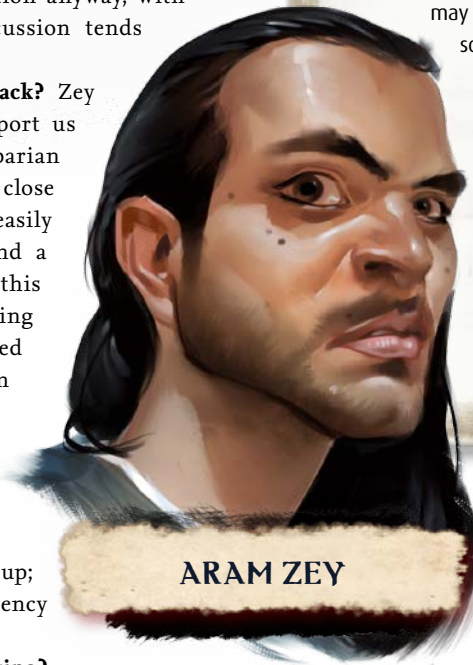
Where should we start looking? Zey answers this question. “I suggest that you visit Tolguth first. If you can befriend the barbarians there, they should be able to tell you of a few possible locations. I intend to send a number of gifts and trade goods with you to smooth negotiations. Of course, this does require that one of you can at least understand Hallit.”

What type of location would suit our needs? Farabellus answers this question. “The Realm of the Mammoth Lords is a dangerous place, especially that close to the Worldwound. Therefore, any staging ground has to be secure and defensible. Ease of access and availability of local resources is a secondary concern, since we can move a limited number of supplies through the *Hao Jin Tapestry*.”

What dangers could we expect? Farabellus answers this question. “It may be warm around Tolguth, but beyond that lies cold and unforgiving tundra. We call it the Realm of the Mammoth Lords for a reason—think giant animals with lots of insulation. That close to the Worldwound, I wouldn’t be surprised to see some evidence of demonic influence, as well.”

TRADE GOODS

Aram Zey provides several trade goods to aid the PCs’ negotiations. Offering one or more of the eight goods as gifts grants the PCs a cumulative +2 bonus on Diplomacy checks during that encounter. Offering one or more goods after failing a Diplomacy check allows the PC to attempt the check again at no penalty but does not increase the bonus on the check any further. Some individuals react more favorably to specific goods as detailed in the respective encounters’ descriptions, potentially granting a larger bonus. The PCs may use any goods that they do not trade, and they may give away their own possessions as gifts so long as the gift has a market value of at least 750 gp. The Society provides the following for trade: five masterwork cold iron bastard swords; 750 gp worth of silver jewelry; 20 pounds of Taldan chocolate; a chest of alchemical remedies including six flasks each of antiplague and antitoxin; three *potions of cure moderate wounds*; three firefoot fennec pelts; six bottles of fine Chelish wine; and a fur-lined *cloak of resistance +2*.



ARAM ZEY

Farabellus and Zey allow the PCs ample time to prepare for their journey. Once they are ready, Zey hands over two parcels of trade goods (see the sidebar above) before teleporting the group to Tolguth.

If none of the PCs speak Hallit, Zey provides one *potion of tongues*, though he also suggests that they may want to find or acquire additional means of communication.

Knowledge (geography) or Knowledge (local)

The PCs may already know about the Realm of the Mammoth Lords, its people, and their culture.

15+ The Realm of the Mammoth Lords is a savage and untamed wilderness, inhabited by great beasts such as mammoths, herds of bison and aurochs, and the tribes of nomadic Kellid barbarians that hunt them.

20+ Despite its remoteness, the Realm of the Mammoth Lords sees many visitors. Raiding orcs from Belkzen to the south, servants of Irrisen’s Witch Queen seeking to expand their borders from the west, traders from Tian Xia brave enough to cross the Crown of the World from the north, and—most dangerous of all—invading demonic forces from the Worldwound to the east. As most of the land’s visitors are hostile, the indigenous Kellids

A1. The Dinosaur and the Demon



1 square = 5 feet

Pathfinder Flip-Mat: Forest

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are justifiably cautious around strangers and show a particular dislike for anything demonic or any displays of foreign magic—especially magic that harnesses cold.

25+ Tolguth is a surprisingly warm location, warmed by chains of hot springs and volcanic vents that run along deep glacier-carved valleys. Predatory creatures, including dinosaurs said to have crawled up from poorly understood underground caverns, overrun the jungles surrounding Tolguth. Few Kellids travel much farther to the east due to their mammoths' aversion to the Worldwound. The resulting no-man's land is called *hrungara*—the point beyond which the mammoths do not willingly go.

30+ Deep beneath Tolguth and the Tusk Mountains lies a primordial world forgotten by time. Known as Deep Tolguth, the vast caverns feature their own subterranean sun and are home to massive dinosaurs and other strange and mighty beasts.

A. TOLGUTH

Aram Zey leaves the PCs in a clearing three miles south of Tolguth with directions to the Kellid settlement. The lands surrounding Tolguth are warm and support vast stands of great tropical plants such as cycads, ferns, and rhododendrons, which form a dense jungle at the bottom of a deep glacier-carved valley. The clearing features a large, round boulder resting in the middle of bubbling hot spring—a relatively good landmark for Aram Zey's *teleport* spells.

A1. The Dinosaur and the Demon (CR 10 or CR 13)

Aram Zey's directions are accurate, and finding the route to Tolguth is an easy matter. As the PCs push deeper through the jungle, they come across an increasingly common sight along the eastern reaches of the Realm of the Mammoth Lords: demons.

Despite the incessant heat, humidity, and buzzing of insects, navigating the jungles surrounding Tolguth is relatively easy thanks to the trampled foliage, fallen trees, and footprint-scarred game trails that cut through the dense plant growth. A gray, cloudless sky peers through the lush canopy as a stark reminder of the northern latitude.

Creatures: A mile and half out of Tolguth, as the PCs make their way down yet another one of the jungle's many wide paths, a vrock (three vocks in Subtier 10–11) charges out of the jungle ahead of them, chattering loudly. A massive dinosaur follows just seconds later, obviously angry. With a successful DC 10 Perception check, a PC notices several spears embedded in its hide, each bearing colorful pieces of cloth wrapped around the hafts; from the decorations, a PC can identify the spears as those of Tolguth warriors with a successful DC 15 Knowledge

SCALING ENCOUNTER A1

Make the following changes to the encounter to accommodate a party of only four PCs:

Subtier 7–8: Reduce the starting hit points of both creatures by 15. Anytime the allosaurus has the option of attacking a PC or the vrock, give it an equal chance of attacking any target instead of always attacking a PC.

Subtier 10–11: Remove one vrock from the encounter.

check. The dinosaur focuses on mauling any vrock it can reach, though after being harassed by the demon, it readily snaps at anything else that approaches. The vrock delights in taunting the dinosaur for 1 minute before its wrathful nature causes it to attack the animal in earnest.

Although the two combatants don't go out of their way to attack the PCs, both readily attack any Pathfinders that approach. Place the PCs in the starting area shown on the map. The dinosaur and demon fight in the large, area outlined at the center of the map, and any creature either one spots approaching within 20 feet of this area draws its attention and initiates combat with the PCs.

The PCs are not the only ones watching this melee. A small band of Kellid hunters have been tracking this dinosaur—known for having killed one of Tolguth's prize mammoths—for the better part of a day, having skirmished with it earlier. Spotting these hunters requires a successful DC 15 Perception check (not including penalties for distance), and a PC who sees them and succeeds at a DC 20 Sense Motive check infers not only that the Kellids are watching both the PCs and the large creatures, but also that the warriors are judging the PCs' actions.

Subtier 7–8 (CR 10)

ALLOSAURUS

CR 7

hp 93 (*Pathfinder RPG Bestiary* 290)

TACTICS

During Combat The allosaurus snaps at any creature that strays within its reach. Given a choice, it favors fighting the PCs over struggling against the vrock's damage reduction and spores.

Morale Thoroughly frustrated and incensed, the dinosaur fights to the death unless driven off by fear effects, compulsions, or similar effects.

VROCK

CR 9

hp 112 (*Pathfinder RPG Bestiary* 69)

TACTICS

Before Combat The vrock is too busy tormenting the dinosaur to pay much attention to its surrounding and takes a –10 penalty on Perception checks.

PATHFINDER SOCIETY SCENARIO

During Combat Eager for battle, the vrock first attempts to stun as many foes as possible with its stunning screech before tearing into the nearest foes with its natural weapons. The vrock delights in finding new enemies and preferentially targets the PCs.

Morale Driven by an insatiable bloodlust, the vrock fights to the death.

Subtier 10–11 (CR 13)

TYRANNOSAURUS

CR 9

hp 133 (*Pathfinder RPG Bestiary* 86)

TACTICS

See Subtier 7–8.

VROCKS (3)

CR 9

hp 112 each (*Pathfinder RPG Bestiary* 69)

TACTICS

See Subtier 7–8.

Treasure: Although neither the demon nor the dinosaur carries any treasure, the elders of Tolguth sometimes pay a bounty to warriors who defeat dangerous beasts. So long as the PCs reduce any of the foes to 0 hit points or fewer and succeed at improving Denur's attitude to indifferent or better (see below), she cedes her claim to any trophies to the PCs and tells them that the people of Tolguth often admire decorated hunters. These trophies have no gold value on their own, but the elders of Tolguth (area A2) do give the PCs a gift of a fine smilodon pelt and a +1 *invigorating spear* (*Pathfinder RPG Ultimate Equipment* 144) to honor their achievement (in Subtier 10–11, it's instead a +2 *invigorating spear*). If the PCs fail to meet these conditions, Denur takes any trophies for herself and her band and claims the prize instead.

Development: After the PCs defeat the dinosaur and vrocks, the four Kellid hunters emerge from hiding and make their presence known. Denur, the group's leader, speaks a smattering of Common and, with spear ready, demands that the PCs identify themselves. Tall, lean, and muscular, the Kellids are a menacing group; the countless scars exposed beneath their piecemeal hide armor only add to their intimidating presence.

Denur had been tracking the dinosaur to put an end to its mammoth-killing ways, and her initial attitude toward the PCs depends on what they did during the recent fight. Even though the Kellids typically let their enemies destroy each other undisturbed, the hunters have a deep respect for anyone who would charge into a brutal melee; their starting attitude is indifferent (Diplomacy DC 10) if any PC purposefully joined the combat and used melee attacks, and any PC who reduced one of the enemies to 0 or fewer hit points with a melee attack gains a +3

circumstance bonus on Diplomacy checks to influence the Kellids. They have a starting attitude of unfriendly (Diplomacy DC 24) if the PCs either waited out the combat or attacked from a distance, as the Kellids may respect such discretion but are otherwise cautious of these strangers. Any PC who used magic with easily observed components takes a –2 penalty on all Diplomacy checks to influence the Kellids, with this penalty increasing to –5 if any spell cast had the cold descriptor.

Denur and her companions feel it is best to confront any strangers and learn their intentions, but she trusts that the elders of Tolguth are better judges of character. She willingly leads the PCs to Tolguth so long as she is at least indifferent toward them. If she has an attitude of unfriendly, she only agrees to lead the PCs to Tolguth if they surrender their weapons. If her attitude worsens to hostile, she sternly warns them to leave before withdrawing into the jungle to return home. Even if Denur don't guide them, the PCs can reach Tolguth by following Aram Zey's directions—though befriending the hunters makes it easier for the PCs to negotiate with the other Kellids in the area.

In the unlikely event that the PCs fight Denur and her companions, use the statistics for the Red Winter warriors on page 12 for all four characters.

Rewards: If the PCs do not acquire the trophies and receive the reward from Tolguth's elders, reduce each PC's gold earned as follows.

Subtier 7–8: Reduce each PC's gold earned by 1,566 gp.

Out of Subtier: Reduce each PC's gold earned by 2,149 gp.

Subtier 10–11: Reduce each PC's gold earned by 2,733 gp.

A2. Negotiations with Tolguth

Whether or not the PCs have Denur as a guide, they reach Tolguth without further incident.

High walls, constructed from timber, stone, and earth surround Tolguth. The Kellids have cut away the foliage surrounding the settlement, providing an unobstructed view for several hundred feet from the walls. Three bipedal dinosaur carcasses, each with rounded dome-like heads, lie crumpled and pressed up against the fortifications—a clear indication of the need for such defensive measures.

Even at a distance, a PC can identify the corpses with a successful DC 15 Knowledge (nature) check as those of typically peaceful pachycephalosauruses. As the PCs draw closer, they can identify signs of mutation and fiendish taint on the corpses with a successful DC 15 Knowledge (planes) check.

Tolguth is a large settlement of several thousand, and many of the inhabitants speak and understand Common. The buildings inside the walls are evenly divided

between permanent structures of wood and moveable yurts more common on the steppe. Warriors at the gate into the settlement inquire about the PCs' business, but except in exceptional cases, they don't prevent the PCs from entering; PCs with particularly exotic appearances (such as native outsiders) may be questioned or searched more thoroughly, and have their weapons peace-bonded. In fact, if the PCs mention their mission to find a base camp for an expedition, any Kellid here recommends speaking with Tolguth's elders—referred to as elders out of respect as much as actual age. The PCs are shown to a larger building to await their meeting before being led to the elders later that day.

Diplomacy (gather information) or Knowledge (local)

While the PCs are waiting, they have an opportunity to learn more about the leaders that they're about to meet.

15+ Three local leaders tend to meet with strangers: Traros, sometimes referred to as "the Father of Tolguth;" Vanna Demonbreaker, a mammoth rider of great skill; and Bloodspeaker Olovon, who is a shaman with considerable influence. It's customary for one to offer one or more gifts before asking a favor.

20+ Traros oversees Tolguth with more fatherly concern than strict authority, and he is seen as a good leader. Vanna often pushes for Traros to combat the encroaching Worldwound directly, though so far he has taken a less aggressive approach by reinforcing Tolguth's defenses. Bloodspeaker Olovon is fiercely loyal to Traros and often brandishes a holy symbol of a woman astride an elk—identifiable with a successful DC 15 Knowledge (religion) check as a regional depiction of Desna.

25+ Vanna is quietly concerned that Traros has grown soft with age, and the two frequently find themselves of different minds about how to handle the Worldwound. Bloodspeaker Olovon often acts as a mediator between the two, which has kept their relationship from souring into bitter rivalry.

30+ Some believe that Bloodspeaker Olovon struggles to reconcile Traros's increasingly defensive and isolationist decisions with his personal faith, and he is likely to welcome new allies who might remind his colleagues that the outside world continues to move, even if Tolguth does not.

When it's time for the meeting, several Kellids lead the PCs to a larger stone and wood building. The three leaders are waiting for the PCs and invite them to sit, enjoy Tolguth's hospitality, and explain their reason for visiting. The three's starting attitude is indifferent, and so long as Denur was able to return to Tolguth, the PCs receive the same bonuses and penalties for as they

did in area A1. If the PCs improved Denur's attitude to friendly or helpful, the PCs gain an additional +3 bonus on Diplomacy checks during this encounter, and they instead take a -3 penalty if Denur's attitude toward the PCs is unfriendly or hostile.

The PCs must offer at least one gift as well as succeed at a DC 22 Diplomacy check (DC 25 in Subtier 10–11) to win the elders' support. Offering more gifts allows the PCs to attempt the Diplomacy check again, as detailed in the Trade Goods sidebar on page 5. The GM can grant up to an additional +4 bonus on the check if the PCs make a special effort to match their gifts to the elders' interests or appeal to the elders' interests. Even if the PCs repeatedly fail the checks, they automatically succeed if they give all eight of the gifts. Traros then relents and speaks.

"You wish to explore hrungara, where even the mammoths dare not go? You are either very brave or very foolish, foreigners," Traros begins, "But no matter how reckless or insane, any enemy of the Worldwound is of value to Tolguth."

He smiles broadly before continuing, "We know of a few locations that may serve as a campground for you; Vanna has used them in the past. The first is a small cave network among the lower reaches of the Tusk Mountains. The caves would provide shelter against the weather and the height provides a good view of the surroundings. The second is an isolated hot spring, located among the foothills at the base of the Tusk Mountains, much like the springs that heat Tolguth. The third is an abandoned town, built by foreigners generations ago. Vanna can tell you more about each, but before you set out, I have one warning.

"The Red Winter tribe still ekes out an existence on the Thunder Steppes and foothills of the Tusk Mountains. They lay claim to those lands and have often challenged Vanna and her raiders, thankfully without resorting to violence. I doubt they would be as accommodating to foreigners."

Vanna gives the PCs directions to the three sites, helping them update maps as needed. Vanna then answers any other questions to the best of her knowledge. If the PCs recovered trophies from encounter A1, she also rewards them at this time.

What do you know of the Red Winter tribe? "I have seen them fight once—wild beasts, all of them, some fighting with their bare hands alone, tearing demons apart. Even with all of their individual strength though, they are a small and shrinking tribe, struggling to survive along the Thunder Steppes. They were once a proud tribe, roaming the Ginji Mesa until something drove them east and broke their spirit."

What dangers could we encounter? "The great beasts still roam the Thunder Steppes, though their movements

are difficult to predict these days. Within the mountains, frost giants are common, and along hrungara, anything is possible.”

B. SURVEYING THE EASTERN FRONT

The three sites are located relatively close to one another, yet the closest of the three still lies 45 miles east of Tolguth. A group with a base speed of 30 feet takes almost 3 days to cover the distance, whereas a party with a base speed of 20 feet takes nearly a day longer to cover the same distance. The weather is relatively mild but still cold (*Pathfinder Core Rulebook* 442), and as long as the PCs wear cold weather gear or have similar protection, there is no threat of exposure. The three sites form an uneven triangle, and each is within one day’s travel from the other two. The PCs may visit the sites in any order. Surveying a site takes at least 1 hour, and the PCs can make a skill check at each site to learn additional information. Each site’s entry lists the survey details.

B1. The Giant’s Camp

This site is located in the foothills of the Tusk Mountains. Following a few hundred feet of gentle climbing, the PCs reach a relatively sheltered cave network that could easily hold several dozen Pathfinders and their equipment.

Although nowhere near as high as the Tusk Mountains’ snowcapped peaks, the location provides a commanding view. The Thunder Steppes and Sarkorian Steppe are both visible to the east. To the west, a canyon of red rock forms an ugly scar across the grays, browns, and greens of the mountains.

With a successful DC 20 Knowledge (geography) check, a PC can identify the red rock formation as the Red Rune Canyon, a corrupted place that some hypothesize is connected to the Worldwound and drives any animals brave enough to enter it mad. Exploring Red Rune Canyon is beyond the scope of this adventure, but its proximity may still be a point of concern for the PCs when deciding which site to choose as the Society’s base camp. With a successful Survival check, the PCs can also learn the following based on the check’s result.

15+ The cave network is dry, sheltered, and spacious, but provides little else. The space can easily accommodate a few dozen Pathfinder agents, a handful of large animals, and the supplies necessary to support them.

20+ The cave network sees frequent use as a campsite by others, evidenced by the remains of fires and litter. Some of the tracks left in the dust, though old, are large enough to belong to humanoids that could be at least 15 feet tall. With a successful DC 19 Knowledge (local) check, a PC surmises that the footprints probably belong to frost giants.

B2. The Natural Spring

Nestled among the foothills along the base of the Tusk Mountains, a large steaming pool of bubbling water warms the nearby area, providing a welcome break from the chill winds that blow across the Thunder Steppes.

With a successful Survival check, the PCs can learn the following based on the check’s result.

15+ Though hot, the spring water is safe and drinkable. It’s likely heated in the same manner as the springs surrounding Tolguth.

20+ The surrounding terrain provides little shelter from the elements and even less in the way of defense.

B3. The Abandoned Border Town

Twelve dilapidated, wooden buildings huddle around what once was a crossroad. The structures creak in protest as the wind howls through their empty window frames.

A PC who makes a successful DC 15 Knowledge (history) check recalls that similar settlements line the Worldwound’s border. This abandoned village was likely founded to house farmers, merchants, and tradesman required to support the construction and fortifications of the *wardstones*. With a Survival or Knowledge (engineering) check, the PCs can learn the following based on the check’s result.

15+ The town has a well that—with a little maintenance—could provide water. The buildings, though old, would be strong and sturdy enough to withstand the elements with minor repairs.

20+ There’s no evidence pointing to why the town was abandoned. Ancient tables remain set as if for dinner, the cupboards still house the threadbare remains of clothing, and there are no signs of looting or animal habitation.

C. THE RED WINTER TRIBE

As the PCs survey potential staging grounds, the Red Winter tribe—a Kellid tribe that still claims the lands along the edge of the Worldwound—quickly learns of the Pathfinders’ presence and sends scouts to intercept the PCs.

C1. The Red Winter Scouts (CR 10 or CR 13)

Soon after the PCs finish surveying the second site, scouts led by Dorok Bear’s Claw warily approach them by using the minimal cover to cover their movements. Before the PCs even see Dorok and his band, they might identify the Kellids’ tracks with a successful DC 25 Survival check. With a successful DC 29 Perception check (which includes modifiers for distance and

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conditions), the PCs can spot the Kellids once they're within 300 feet; the Kellids are able to move 20 feet closer unseen for every point by which the PCs failed the Perception check.

Dorok is a giant of a man, and the story behind his title is clear; he has strapped a large, preserved bear's claw to the stump of what remains of his left arm. Before approaching the PCs, he instructs his scouts to circle around them, thus allowing the scouts to observe and, if necessary, attack the foreigners from multiple directions. Once Dorok gets close enough that the PCs can clearly hear his voice, he shouts out a challenge in Hallit, demanding to know why the PCs have trespassed on Red Winter lands.

Dorok and his scouts are primarily interested in understanding why the PCs have entered their lands without permission. Though Dorok would prefer to run the PCs off by using the threats or actual violence, he's willing to listen to any story they offer. If the PCs respect the Red Winter's authority and succeed at a DC 19 Diplomacy check, they can convince Dorok that they mean no harm and that he should take them to meet the tribe's leaders. If the PCs meet Dorok's challenge with insults or violence, Dorok offers them one opportunity to flee before he orders his scouts to attack.

Dorok can't speak for the tribe's leaders, but still answers questions to the best of his ability. When not in situation that requires snap decision-making, Dorok is a cautious speaker, tending to take a few moments to think his answers through properly. His only response to questions about his missing hand is a fierce scowl.

How did you find us? "Southerners do not know how to hide themselves properly along the open Thunder Steppes. It is remarkable that a rhinoceros has not yet gored you or that a mammoth has not trampled you while you slept, if one considers where you have left your tracks."

How should we approach your tribe's elders? "You should speak to them with the respect that their stations and experiences demand. Thanock, strongest of us, guides the might of the Red Winter. Bloodspeaker Velka, the lore keeper, has seen more winters than Thanock and I together. To survive out here for as long as that, you must be strong—stronger than even Thanock."

Which campsite would you recommend? "How can I answer that when Thanock has not yet agreed to let you use our land?"

Creatures: Dorok leads a small, but able group of Red Winter warriors.

Subtier 7–8 (CR 10)

DOROK BEAR'S CLAW

CR 8

Male Kellid barbarian 9

N Medium humanoid (human)

Init +1; **Senses** scent; Perception +13

DEFENSE

AC 19, touch 11, flat-footed 17 (+5 armor, +1 deflection, +1 Dex, +1 dodge, +3 natural, –2 rage)

hp 118 (9d12+54)

Fort +11, **Ref** +5, **Will** +7

Defensive Abilities improved uncanny dodge, trap sense +3;

DR 2/—

OFFENSE

Speed 30 ft.

Melee 2 claws +17

(1d6+7) or

mwk longspear +14/+9

(1d8+9/×3)

Ranged javelin +10

(1d6+6)

Special Attacks rage (22

rounds/day), rage powers

(beast totem^{APG}, increased damage

reduction, lesser beast totem^{APG}, scent)

TACTICS

During Combat Dorok's tactics are simple but efficient; he begins to rage as soon as combat begins and targets any obvious arcane casters first. While raging, Dorok's right hand transforms into a vicious bear-like claw, similar to the claw strapped to his left arm. Dorok frequently uses Power Attack as he claws enemies apart, relying on his rage powers to overcome magical defenses.

Morale With the pride of the Red Winter tribe at stake, Dorok fights to the death unless otherwise commanded to stand down by one of the tribe's leaders.

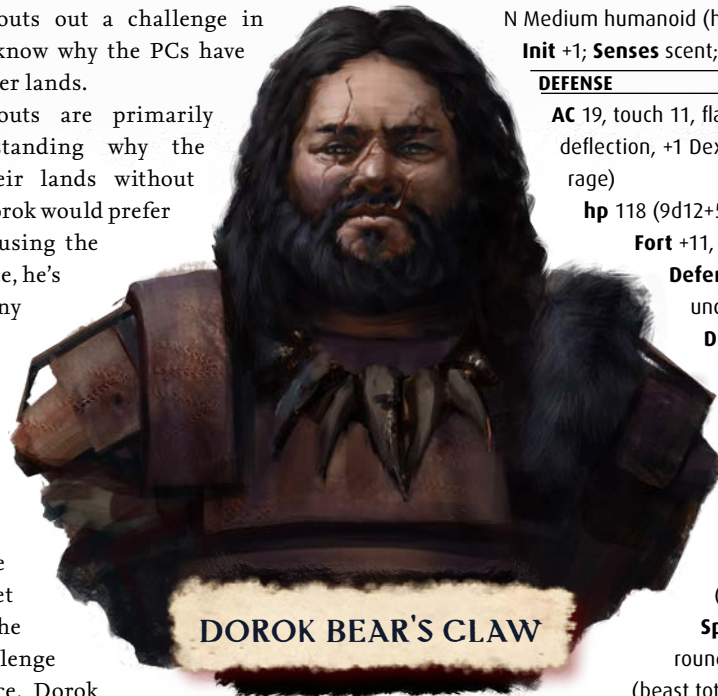
Base Statistics While he's not raging, Dorok's statistics are **AC** 18, touch 13, flat-footed 16; **hp** 100; **Fort** +9, **Will** +5; **Melee** mwk longspear +12/+7 (1d8+6/×3); **Str** 19, **Con** 14; **CMB** +13, **CMD** 26; **Skills** Climb +10, Swim +9.

STATISTICS

Str 23, **Dex** 13, **Con** 18, **Int** 10, **Wis** 12, **Cha** 8

Base Atk +9; **CMB** +15; **CMD** 26

Feats Blind-Fight, Dodge, Power Attack, Step Up, Toughness,



DOROK BEAR'S CLAW

PATHFINDER SOCIETY SCENARIO

SCALING ENCOUNTER C1

Make the following adjustments to accommodate a party of four PCs.

Subtier 7–8: Remove one Red Winter warrior from the encounter.

Subtier 10–11: Remove two Red Winter warriors from the encounter.

Weapon Focus (claw)

Skills Acrobatics +11, Climb +12, Knowledge (nature) +7, Perception +13, Stealth +4, Survival +13, Swim +11

Languages Hallit

SQ fast movement, ursine prosthesis

Combat Gear *potions of cure moderate wounds* (2); **Other**

Gear +1 *hide armor*, mwk longsword, javelins (5), *amulet of mighty fists* +1, *cloak of resistance* +1, *ring of protection* +1, antitoxin, backpack, bedroll, climber's kit, rope, 46 gp

SPECIAL ABILITIES

Ursine Prosthesis (Ex) Dorok is able to use his prosthetic "hand" to help him perform two-handed tasks. He takes no penalties on skill checks due to his condition unless the task requires fine detail or careful manipulation. He is also able to wield two-handed weapons with the aid of his prosthesis, albeit with a –2 penalty on attack rolls.

RED WINTER WARRIORS (2)

CR 6

Kellid barbarian 7

N Medium humanoid (human)

Init +5; **Senses** Perception +11

DEFENSE

AC 14, touch 9, flat-footed 13 (+5 armor, +1 Dex, –2 rage)

hp 93 each (7d12+42)

Fort +10, **Ref** +4, **Will** +6

Defensive Abilities improved uncanny dodge, trap sense +2;

DR 1/—

OFFENSE

Speed 30 ft.

Melee +1 *longspear* +14/+9 (1d8+10/x3)

Ranged mwk composite longbow +9/+4 (1d8+4/x3)

Special Attacks rage (18 rounds/day), rage powers (knockback, quick reflexes, rolling dodge +2)

TACTICS

During Combat The Red Winter warriors begin to rage as soon as combat begins. They use their reach, knockback rage power, and additional attacks of opportunity to control melee threats. If targeted by ranged attacks, the warriors utilize their rolling dodge rage power.

Morale The Red Winter warriors fight bravely, but if Dorok dies, they withdraw to warn the rest of the tribe.

Base Statistics While not raging, the barbarians' statistics are **AC** 16, touch 11, flat-footed 15; **hp** 79; **Fort** +8, **Will** +4;

Melee +1 *longspear* +12/+7 (1d8+7/x3); **Str** 18, **Con** 14; **CMB** +11, **CMD** 22; **Skills** Climb +8, Swim +9.

STATISTICS

Str 22, **Dex** 13, **Con** 18, **Int** 10, **Wis** 12, **Cha** 8

Base Atk +7; **CMB** +13; **CMD** 22

Feats Combat Reflexes, Improved Initiative, Lunge, Power Attack, Toughness

Skills Acrobatics +9, Climb +10, Knowledge (nature) +6, Perception +11, Stealth +3, Survival +11, Swim +11

Languages Hallit

SQ fast movement

Combat Gear *potions of cure moderate wounds* (2); **Other**

Gear +1 *hide armor*, +1 *longspear*, mwk composite longbow with 20 arrows, *cloak of resistance* +1, backpack, bedroll, climber's kit, rope, 46 gp

Subtier 10–11 (CR 13)

DOROK BEAR'S CLAW

CR 10

Male Kellid barbarian 11

N Medium humanoid (human)

Init +1; **Senses** scent; Perception +15

DEFENSE

AC 20, touch 11, flat-footed 18 (+6 armor, +1 deflection, +1 Dex, +1 dodge, +3 natural, –2 rage)

hp 154 (11d12+77)

Fort +13, **Ref** +5, **Will** +8

Defensive Abilities improved uncanny dodge, trap sense +3; **DR** 3/—

OFFENSE

Speed 30 ft.

Melee 2 claws +21 (1d8+9/19–20/x3), or mwk longsword +18/+13/+8 (1d8+12/x3)

Ranged javelin +13 (1d6+8)

Special Attacks greater rage (26 rounds/day), pounce, rage powers (increased damage reduction, scent, beast totem^{APG}, greater beast totem^{APG}, lesser beast totem^{APG})

TACTICS

During Combat See Subtier 7–8.

Morale See Subtier 7–8.

Base Statistics While not raging, Dorok's statistics are **AC** 19, touch 13, flat-footed 17; **hp** 121; **Fort** +10, **Will** +5; mwk longsword +15/+10/+5 (1d8+7/x3); **Str** 21, **Con** 14; **CMB** +16, **CMD** 29; **Skills** Climb +13, Swim +10.

STATISTICS

Str 27, **Dex** 13, **Con** 20, **Int** 10, **Wis** 12, **Cha** 8

Base Atk +11; **CMB** +19; **CMD** 30

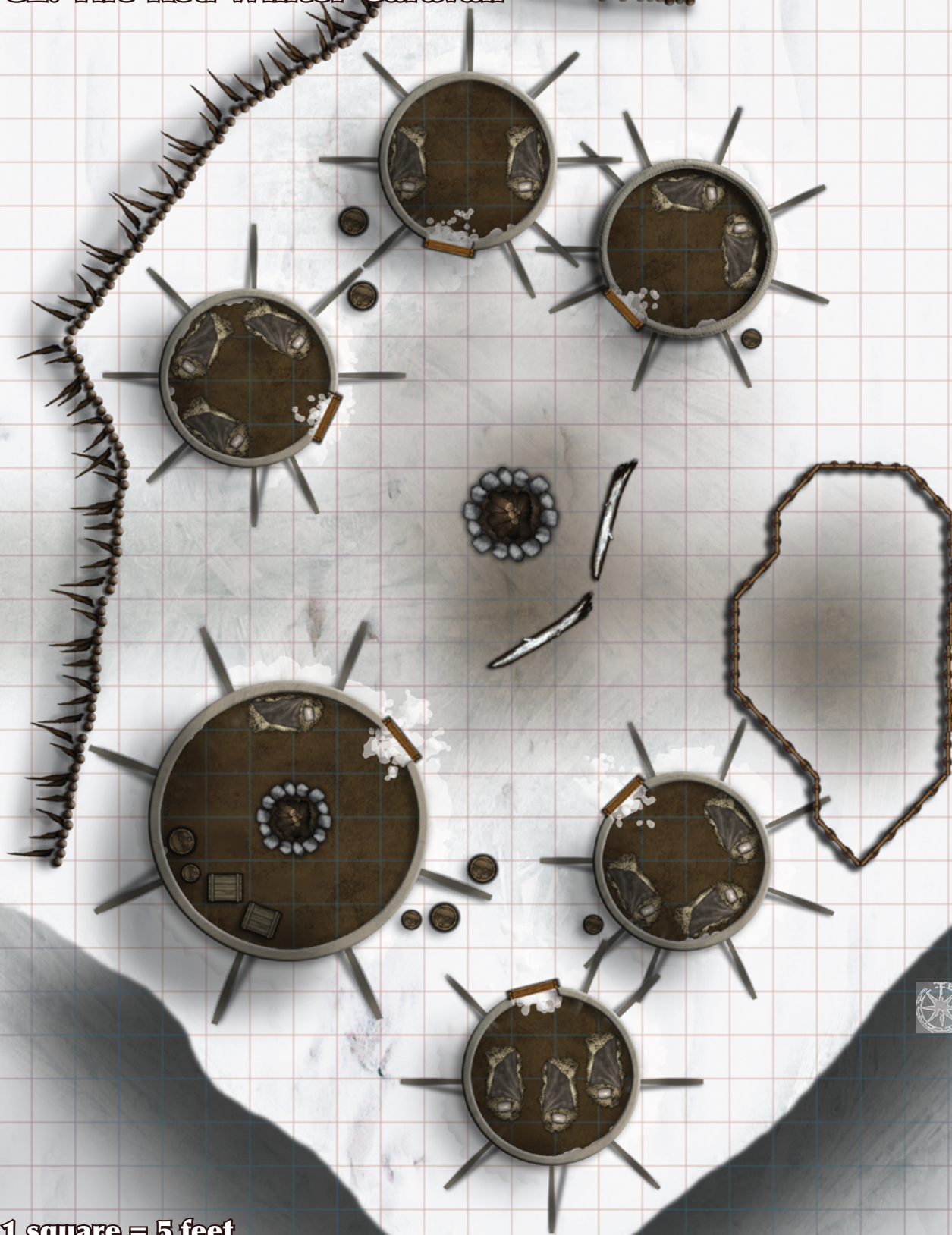
Feats Blind-Fight, Dodge, Improved Critical (claw), Power Attack, Step Up, Toughness, Weapon Focus (claw)

Skills Acrobatics +13, Climb +16, Knowledge (nature) +8, Perception +15, Stealth +5, Survival +15, Swim +13

Languages Hallit

SQ fast movement

C2. The Red Winter Caravan



1 square = 5 feet

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Combat Gear *potions of cure moderate wounds (2); Other Gear* +2 hide armor, mwk longspear, javelins (5), *amulet of mighty fists +1, belt of giant's strength +2, cloak of resistance +1, ring of protection +1, antitoxin, backpack, bedroll, climber's kit, rope, 246 gp*

RED WINTER WARRIORS (6)

CR 6

hp 93 each (use stats from tier 7–8)

Development: If the PCs convince Dorok to introduce them to the tribe's elders, he leads them back to the Red Winter camp. The tribe is currently on the move, tailing a migratory herd of elk across the Thunder Steppes. Dorok easily finds his way back by following a series of cleverly placed markers and employing his knowledge of the ungulates' migratory patterns. So long as Dorok accompanies the PCs, the tribe welcomes them but still keeps them at arm's length due to their ingrained suspicion of foreigners.

If the PCs defeat Dorok and his scouts or manage to evade him while en route to the final site, they can find the Red Winter tribe's trail with a successful DC 15 Survival check. If the PCs arrive without Dorok, the tribe's warriors confront them and demand to know their purpose. The PCs can talk down the guards and negotiate a meeting with the tribe's elders with a successful DC 19 Diplomacy check. If Dorok or one of his scouts managed to survive the PCs' attack and alert the tribe, the tribe's warriors attack the PCs as described in encounter C2.

Rewards: If the PCs fight but fail to defeat Dorok Bear's Claw and the Red Winter warriors, reduce each PC's gold earned as follows.

Subtier 7–8: Reduce each PC's gold earned by 1,208 gp.

Out of Subtier: Reduce each PC's gold earned by 1,744 gp.

Subtier 10–11: Reduce each PC's gold earned by 2,280 gp.

C2. The Red Winter Caravan (CR 11 or CR 14)

A handful of small family units are all that remain of the Red Winter tribe, which is on the move as it tracks the ever-shrinking herds across the eastern Thunder Steppes. The tribe's current holdings are limited to what the individual Kellids and few domesticated animals can carry on their backs. As a result, when they do make camp, it consists of little more than a few yurts, fire pits, and a crude paddock for the tribe's scant collection of livestock.

When the PCs arrive at the camp, read or paraphrase the following.

The camp is little more than a handful of yurts set up in a vaguely circular yet defensible arrangement partially surrounded by a crude palisade. A few open spaces create communal work areas where two large animal carcasses lie ready for butchering. Nearly everything in the camp is derived

from the local megafauna, from the yurts' woolen felt to the cooking meat to the bones used to create various tools, supports, and decorations.

The Red Winter tribe's hunters recently had a spate of good luck and have brought home two large aurochs. As the PCs enter the camp, they observe the fierce, scarred hunters break out in smiles, joke about the day's events, and join the rest of the tribe in carving up the carcasses. Cautious curiosity replaces mirth in the presence of strangers, and the tribe's leaders Thanock Sundered Bear and Bloodspeaker Velka step away from the dead aurochs to meet with visitors. They motion for their guests to join them in the largest yurt and take a moment to clean their hands before speaking. The structure is modest, containing only a few wooden and earthenware containers, a neatly folded stack of bedding, and a few furs that serve as seats.

Thanock Sundered Bear is a tough-looking warrior in his early thirties who has seen his tribe fall from a respected position in the Ginji Mesa to a shunned band pushed to eke out a living in the undesirable Thunder Steppes. Much of its misfortune resulted from Thanock's decisions early in his chieftainship that inadvertently upset other tribes and initiated a series of serious disputes. Nonetheless, the Red Winter tribe doesn't blame Thanock for what they have chosen to interpret as unavoidable difficulties. For years he has watched families leave to join stronger followings while others remain to endure hardships. Now his face is stern and commanding, and he struggles to convey any emotion beyond neutral intensity to strangers. He cannot speak Common, and relies on Bloodspeaker Velka to translate for him. However, in his youth, the Red Winter tribe met with Tien merchants who had crossed the Crown of the World. One of the traders impressed Thanock's father so deeply that the then-chieftain invited him to join the tribe. Having grown up with stories of the wonders of Tian Xia and its fighting styles, Thanock greets Tien PCs with relative warmth in their native language.

Bloodspeaker Velka is a middle-aged woman who has used her magic, insight, and way with words to keep the Red Winter tribe united over the past two decades. In her people's time spent along hungara, she has seen more and more omens of terrible times to come, yet she silently bears the burden of her worst premonitions to keep her people from despairing. She dresses in furs and wears an elaborate, elbow-length gauntlet threaded with spiritual talismans and terminating in a trio of sharpened ivory spikes on her left arm.

Thanock finds the idea of sharing his seasonal lands with strangers unappealing, but he also recognizes the importance of forging alliances. Thanock and Velka negotiate carefully, for the Red Winter tribe may not

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survive another poor decision. During the negotiations, the PCs must make a successful DC 22 Diplomacy check (DC 25 in Subtier 10–11) to convince Thanock to deal with the Society. If the PCs have any remaining trade goods, they may use them as part of the negotiations. Regardless of success or failure, Thanock holds his position on one particular point: the Red Winter will not welcome a weak Society that cannot share in defending the territory. If the PCs are to prove their people's worth, they must venture into the Worldwound, slay a powerful demon, and return with proof of their victory.

If the PCs fail the Diplomacy check, Thanock and Velka remain unimpressed by the prospect of allying with the Society, but accept that an enemy of their enemy is at least a neighbor worth having. Building a lasting alliance with the Red Winter tribe would help the Pathfinders significantly in their upcoming expedition, but simply earning the tribe's grudging permission to set up a camp by slaying a demon is sufficient to fulfill the Pathfinders' mission. The two leaders answer any questions to the best of their knowledge.

What type of demon should we slay to prove our worth?

Velka answers. "Two types of demon threaten our lands. The first and lesser of the two we have come to know as the corruptors—beast demons. They spread their taint through the animals, twisting their spirits. We have put down many a corrupted calf and the wild herds grow thin. These beast demons walk on the legs of a horse, and attack with claw and barbed tail, but most frightening of all are the human faces between their pincers. The second and far more powerful is a floating, disease-ridden ball of fat and filth. Where the beast demons corrupts, the filth demon kills, spreading disease and infecting the land. You need only bring us proof that you have killed one of these."

Where can we find these demons? Thanock answers as interpreted by Velka. "The beast demons range not far from hrungara, often crossing the border to corrupt healthy herds. We know how to identify signs of their passage and can show what to look for. As for the filth demon, we know one lairs in the remains of an ancient burial ground two days' journey from here."

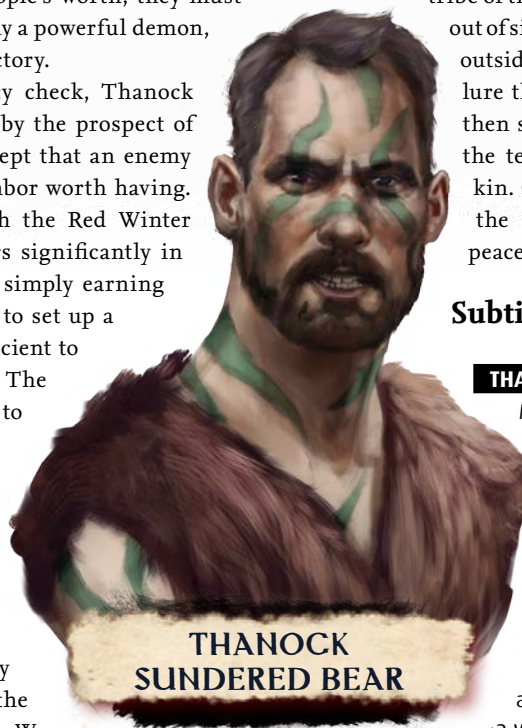
What happens if we refuse? Thanock answers. "Then we cannot come to an agreement. I shall then ask you to leave."

Creatures: Conceivably, the PCs could attack the Red Winter tribe and forcefully take the land from them. If the PCs attack, the Red Winter tribe doesn't hesitate in

retaliating. Each Red Winter adult is a hardened warrior and keeps one or more weapons close by. A handful of guards accompany Thanock and Velka during the negotiation. If Dorok is still alive, he and his scouts respond to the sounds of battle and reach the camp in 1d4 rounds.

If the PCs fought Dorok earlier in the encounter, and one or more of his allies survived to warn the Red Winter tribe of the PCs, most of the Kellids hide just out of sight within the yurts as a few remain outside, going about their business to lure the PCs into the camp. The Kellids then spring their trap by bursting from the tents to avenge the deaths of their kin. Once the Red Winter tribe identify the PCs as attackers, negotiating a peaceful solution is impossible.

Subtier 7–8 (CR 11)



THANOCK
SUNDERED BEAR

THANOCK SUNDERED BEAR CR 8

Male Kellid barbarian (savage barbarian) 7/monk (martial artist) 2
(*Pathfinder RPG Advanced Players Guide* 79, *Pathfinder RPG Ultimate Combat* 59)
N Medium humanoid (human)
Init +1; **Senses** Perception +14

DEFENSE

AC 21, touch 16, flat-footed 18 (+4 armor, +1 deflection, +1 Dex, +2 dodge, +2 Wis, +1 natural, –2 rage, +2 shield)

hp 103 (9 HD; 7d12+2d8+43)

Fort +12, **Ref** +6, **Will** +9; +1 vs. fear

Defensive Abilities evasion, improved uncanny dodge, naked courage, naked toughness

OFFENSE

Speed 40 ft.

Melee unarmed strike +14/+9 (1d6+6), bite +9 (1d4+3) or flurry of blows +13/+13/+8 (1d6+6)

Special Attacks flurry of blows, rage (18 rounds/day), rage powers (animal fury, guarded stance [+2 dodge vs. melee], no escape), stunning fist (3/day, DC 16)

TACTICS

Before Combat Wary of strangers, Thanock drinks his last *potion of mage armor* before meeting with the PCs.

During Combat Thanock begins combat by entering Snapping Turtle Style. Thanock's rage does not manifest as a wild, nearly uncontrollable fury, but rather as a silent and menacing promise of violence. He attempts to grapple the strongest opponent, using Snapping Turtle Clutch and Stunning Pin whenever possible. Thanock focuses on one target at a time until it's incapacitated, relying on his allies

PATHFINDER SOCIETY SCENARIO

to prevent others from interfering.

Morale Thanock fights to the death, or until Velka calls him off (see her tactics).

Base Statistics When not raging, using Snapping Turtle Style, or benefiting from *mage armor*, Thanock's statistics are **AC** 17, touch 16, flat-footed 14; hp 89; **Fort** +10, **Will** +7; **Melee** unarmed strike +12/+7 (1d6+4) or flurry of blows +11/+11/+6 (1d6+4); **Str** 19, **Con** 14; **CMB** +12, **CMD** 28; **Skills** Climb +10, Swim +12.

STATISTICS

Str 23, **Dex** 13, **Con** 18, **Int** 10, **Wis** 14, **Cha** 8

Base Atk +8; **CMB** +14 (+20 grapple); **CMD** 30 (32 vs. grapple)

Feats Dodge, Greater Grapple, Improved Grapple, Improved Unarmed Strike, Power Attack, Stunning Fist, Stunning Pin^{UC}, Snapping Turtle Clutch^{UC}, Snapping Turtle Shell^{UC}, Snapping Turtle Style^{UC}

Skills Acrobatics +13 (+17 when jumping), Climb +12, Intimidate +11, Linguistics +1, Perception +14, Survival +14, Swim +14; **Racial Modifiers** +4 Acrobatics when jumping

Languages Hallit, Tien

SQ fast movement

Combat Gear *potion of mage armor*; **Other Gear** *headband of inspired wisdom* +2, *ring of protection* +1, *gauntlets of the skilled maneuver* (grapple)

BLOODSPEAKER VELKA CR 7

Female Kellid bard (animal speaker)
8 (*Pathfinder RPG Ultimate Magic* 25)

NG Medium humanoid (human)

Init +6; **Senses** Perception +11

DEFENSE

AC 18, touch 12, flat-footed 16 (+3 armor, +2 Dex, +1 natural, +2 shield)

hp 63 (8d8+24)

Fort +5, **Ref** +9, **Will** +7

OFFENSE

Speed 30 ft.

Melee spiked gauntlet +5/+0 (1d4-1)

Special Attacks bardic performance 28 rounds/day (move action; attract rats, countersong, dirge of doom, distraction, inspire courage +2, soothing performance)

Bard Spells Known (CL 8th; concentration +12)

3rd (3/day)—*dispel magic*, *haste*, *see invisibility*, *summon nature's ally III*

2nd (5/day)—*blistering invective*^{UC} (DC 16), *calm emotions* (DC 16), *cure moderate wounds*, *glitterdust* (DC 17), *summon nature's ally II*

1st (5/day)—*cure light wounds*, *expeditious retreat*, *feather fall*, *liberating command*^{UC}, *remove fear*, *summon nature's ally I*

0 (at will)—*detect magic*, *light*, *mage hand*, *message*, *open/close*, *read magic*

TACTICS

Before Combat Wary of strangers, Velka casts *see invisibility* before meeting with the PCs.

During Combat Velka begins combat by casting *haste* and beginning her inspire courage bardic performance. In following rounds, she uses her magic to impede the PCs, dispel their magic, and summon elementals to engage airborne threats. She also heals her allies but prefers to save healing for after combat. She doesn't enjoy unnecessary slaughter, and offers the PCs the opportunity to surrender whenever a PC suffers a critical hit, falls unconscious, or dies; she instructs her allies—using magic if necessary—to honor any surrender.

Morale Though Velka knows when a fight is lost, so long as Thanock lives, she cannot bring herself to surrender—even if it might save her life or the lives of her kin. However, if the PCs kill Thanock and Dorok, Velka surrenders and commands any surviving Red Winter tribe members to stand down.

STATISTICS

Str 8, **Dex** 14, **Con** 14, **Int** 12, **Wis** 10, **Cha** 18

Base Atk +6; **CMB** +5; **CMD** 17

Feats Augment Summoning, Combat Casting, Extra Performance, Improved Initiative, Spell Focus (conjuration)
Skills Acrobatics +13, Escape Artist +13, Knowledge (local) +16, Perception +11, Perform (oratory) +15, Perform (percussion) +15, Survival +8, Use Magic Device +15

Languages Common, Giant, Hallit

SQ animal friend (bears, elephants) bardic knowledge +4, lore master 1/day, versatile performance (oratory, percussion)

Combat Gear *potion of darkvision*, *wand of lesser restoration* (9 charges); **Other Gear** +1 *leather armor*, +1 *light wooden shield*, *amulet of natural armor* +1, *cloak of resistance* +1, *claws of the ice bear*^{UE}, 77 gp

RED WINTER WARRIOR

CR 6

hp 93 (see page 12)

RED WINTER HUNTERS (2)

CR 4

Trapper (*Pathfinder RPG Gamemastery Guide* 276)



WHERE MAMMOTHS DARE NOT TREAD

hp 30 each

Subtier 10–11 (CR 14)

THANOCK SUNDERED BEAR CR 12

Male Kellid barbarian (savage barbarian) 11/monk (martial artist) 2 (*Pathfinder RPG Advanced Players Guide* 79, *Pathfinder RPG Ultimate Combat* 59)

N Medium humanoid (human)

Init +2; **Senses** Perception +18

DEFENSE

AC 24, touch 16, flat-footed 19 (+4 armor, +1 deflection, +2 Dex, +3 dodge, +2 Wis, +2 natural, –2 rage, +2 shield)

hp 162 (13 HD; 11d12+2d8+76)

Fort +15, **Ref** +8, **Will** +11; +2 vs. fear

Defensive Abilities evasion, improved uncanny dodge, trap sense +3; naked courage, naked toughness

OFFENSE

Speed 40 ft.

Melee unarmed strike +22/+17/+12 (1d6+10), bite +17 (1d4+5) or flurry of blows +21/+21/+16/+11 (1d6+10)

Special Attacks flurry of blows, greater rage (26 rounds/day), rage powers (animal fury, body bludgeon^{uc}, guarded stance [+2 dodge vs. melee], no escape, unexpected strike), stunning fist (5/day, DC 18)

TACTICS

Before Combat As Subtier 7–8.

During Combat Thanock begins combat by drinking his *potion of enlarge person* and then enters the Snapping Turtle Style. Thanock attempts to grapple the strongest opponent available, using guarded stance, Snapping Turtle Clutch, Body Shield, body bludgeon, and Stunning Pin whenever possible. Thanock focuses on one target at a time until it's incapacitated, relying on his allies to prevent others from interfering.

Morale As Subtier 7–8.

Base Statistics When not raging, using Snapping Turtle Style, or benefiting from *mage armor*, Thanock's statistics are AC 20, touch 18, flat-footed 15; hp 129; **Fort** +12, **Will** +8; unarmed strike +19/+14/+9 (1d6+7) or flurry of blows +18/+18/+13/+8 (1d6+7); **Str** 22, **Con** 14; **CMB** +18, **CMD** 37; **Skills** Climb +12, Swim +14.

STATISTICS

Str 28, **Dex** 15, **Con** 20, **Int** 10, **Wis** 14, **Cha** 8

Base Atk +12; **CMB** +21 (+27 grapple); **CMD** 39 (41 vs. grapple)

Feats Body Shield^{uc}, Dodge, Greater Grapple, Improved Grapple, Improved Unarmed Strike, Power Attack, Rapid Grapple^{uc}, Snapping Turtle Style^{uc}, Snapping Turtle Clutch^{uc}, Snapping Turtle Shell^{uc}, Stunning Fist, Stunning Pin^{uc}

Skills Acrobatics +18, Climb +15, Intimidate +15, Linguistics +1, Perception +18, Sense Motive +9, Survival +18, Swim +17

Languages Hallit, Tien

SQ fast movement

Combat Gear *potion of cure moderate wounds*, *potion of mage*

SCALING ENCOUNTER C2

Make the following changes to accommodate a party of four PCs.

Subtier 7–8: Remove the Red Winter warrior from the encounter, and remove the *potion of mage armor* from Thanock Sundered Bear's gear.

Subtier 10–11: Use the Subtier 7–8 creature stats for Thanock Sundered Bear, and remove one Red Winter warrior from the encounter.

armor, *potion of enlarge person*; **Other Gear** belt of physical might +2 (Str, Dex), headband of inspired wisdom +2, ring of protection +1, amulet of mighty fists +1, boots of the winterlands, gauntlets of the skilled maneuver (grapple), 100 gp

BLOODSPEAKER VELKA CR 10

Female Kellid bard (animal speaker) 11 (*Pathfinder RPG Ultimate Magic* 25)

NG Medium humanoid (human)

Init +6; **Senses** Perception +14

DEFENSE

AC 21, touch 12, flat-footed 19 (+6 armor, +2 Dex, +1 natural, +2 shield)

hp 86 (11d8+33)

Fort +6, **Ref** +10, **Will** +8

OFFENSE

Speed 30 ft.

Melee spiked gauntlet +7/+2 (1d4–1)

Special Attacks bardic performance 35 rounds/day (move action; attract rats, countersong, dirge of doom, distraction, inspire courage +3, inspire greatness, soothing performance)

Bard Spells Known (CL 11th; concentration +16)

4th (3/day)—*break enchantment* (DC 19), *dimension door*, *hold monster* (DC 21), *summon nature's ally IV*

3rd (5/day)—*daylight*, *dispel magic*, *haste*, *see invisibility*, *summon nature's ally III*

2nd (5/day)—*blistering invective^{uc}* (DC 17), *calm emotions* (DC 19), *cure moderate wounds*, *glitterdust* (DC 18), *hold person* (DC 19), *summon nature's ally II*

1st (7/day)—*cure light wounds*, *expeditious retreat*, *feather fall*, *liberating command^{uc}*, *remove fear*, *summon nature's ally I*, *unseen servant*

0 (at will)—*detect magic*, *light*, *mage hand*, *message*, *open/close*, *read magic*

TACTICS

Use the tactics from Subtier 7–8.

STATISTICS

Str 8, **Dex** 14, **Con** 14, **Int** 12, **Wis** 10, **Cha** 20

Base Atk +8; **CMB** +7; **CMD** 19

Feats Augment Summoning, Combat Casting, Extra Performance,

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Greater Spell Focus (enchantment), Improved Initiative, Spell Focus (conjunction), Spell Focus (enchantment)

Skills Acrobatics +15, Escape Artist +15, Knowledge (local) +20, Perception +14, Perform (oratory, percussion) +19, Survival +11, Use Magic Device +19

Languages Common, Giant, Hallit

SQ animal friend (bears, dinosaurs, elephants), bardic knowledge +5, lore master 2/day, versatile performance (acting, oratory, percussion)

Combat Gear *potion of darkvision, wand of lesser restoration* (9 charges), *javelin of lightning*; **Other Gear** +2 chain shirt, +1 light wooden shield, amulet of natural armor +1, cloak of resistance +1, headband of alluring charisma +2, claws of the ice bear^{UE}, 37 gp

RED WINTER WARRIORS (5)

CR 6

hp 93 each (see page 12)

Development: If the PCs defeat Thanock Sundered Bear and Bloodspeaker Velka, they scatter the tribe and eliminate any challenge to the Pathfinder Society's use of the land. The PCs are then able to continue their survey of the three sites at their leisure. Defeating the Red Winter tribe effectively concludes the combat portion of the adventure; once the PCs select a base camp site and signal Aram Zey, proceed to the Conclusion (see page 26).

Alternatively, if the PCs choose to prove their worth to the Kellids, Thanock applauds their bravery and wishes them a good hunt. If the PCs have chosen to hunt the filth demon, Thanock warns them before they depart that he knows of no living Kellid defeating one.

Rewards: If the PCs fight but fail to defeat the Red Winter tribe, reduce each PC's gold earned as follows; note any reduction in gold earned from area C1 if the PCs encountered and fought Dorok Bear's Claw here.

Subtier 7–8: Reduce each PC's gold earned by 1,669 gp.

Out of Subtier: Reduce each PC's gold earned by 2,205 gp.

Subtier 10–11: Reduce each PC's gold earned by 2,742 gp.

D. INTO THE WORLDWOUND

After making their decision, the PCs can head into the Worldwound in search of the beast demon (area D2) or directly to the filth demon's graveyard (area D3). Both options take them more than a day's travel into the Worldwound.

The following three encounters assume that the PCs accepted the challenge from the Red Winter tribe and did not attack them. If the PCs instead scattered the tribe through combat and never enter the Worldwound, ignore any rewards entries in these areas. If the PCs decide to hunt down and slay both demons, only reduce their gold earned if they failed to meet the reward conditions for

both encounters, and include all items recovered on their Chronicle sheets.

D1. The Sarkorian Dead (CR 10 or CR 13)

Those hardy inhabitants of the Realm of the Mammoth Lords frequently range into the Worldwound, frequently raiding parties to sneak across the Sarkorian Steppe, slay demons, and earn glory. Though many raiding parties return successful, barbarian raiders frequently meet their demise against packs of plague beasts, tainted megafauna, or the demonic foes that stalk across the Steppe. Tragically, many of those that die upon the Sarkorian Steppe do not rest easily, as the corrupting influence of the Worldwound traps and warps their souls.

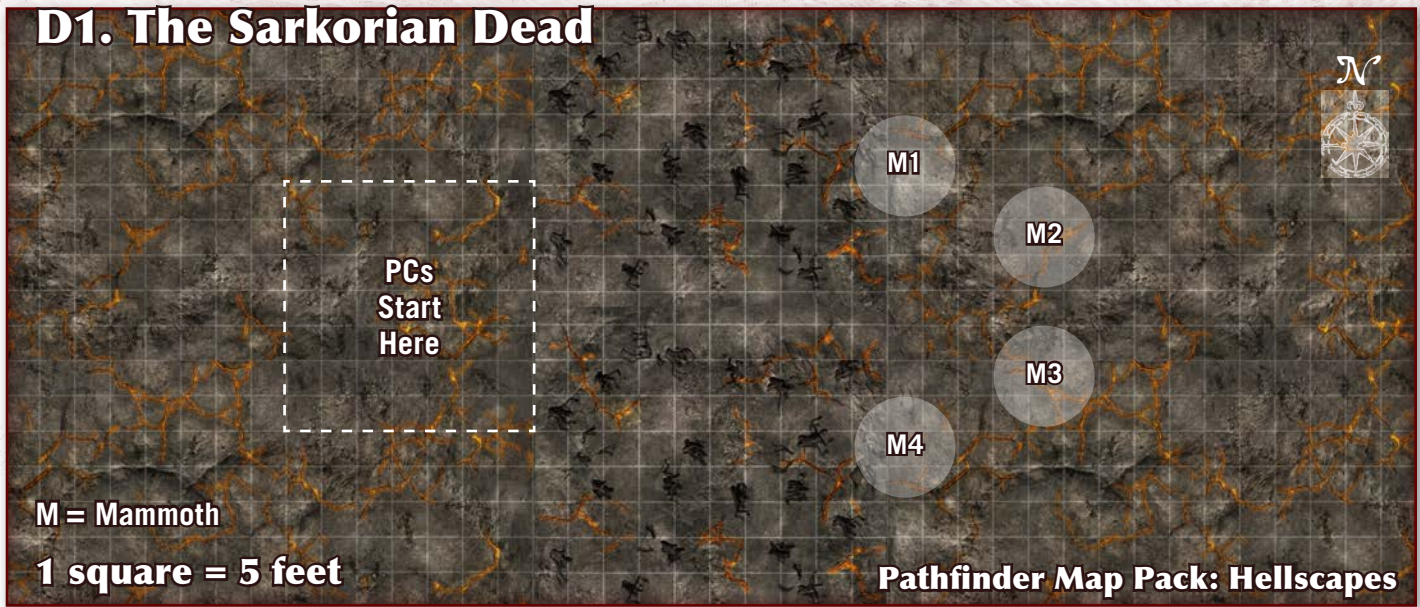
Early in their exploration of the Worldwound, the PCs encounter no dire threats; the ground occasionally ripples as if it were convulsing flesh, sickly grasses sometimes snatch at ankles, and the sky often takes on a sickly, alien hue, but nothing actively attacks them. If the PCs are in pursuit of a beast demon, they occasionally glimpse an aurochs with pure white hair and horns to the east. This animal—actually a kithangian in disguise—watches the PCs from afar and gallops away in the direction of their travel if they get approach within 500 feet. Using the undulating terrain of the steppe for cover, the demon disappears from sight only to reappear on the next rise, playing the part of a spirit animal untouched by the blighted landscape that wishes to guide the PCs to safety or a site of significance. In truth, it's leading them toward an ambush involving hazardous terrain and possibly several of its allies. The distance penalty on the PCs' Perception checks makes it unlikely that they will see through the demon's disguise, and a DC 20 Sense Motive check allows the PCs to deduce that the animal seems to want to lead them somewhere.

Early on the second day, the PCs come upon a battlefield where a Kellid raiding party made its last stand against rampaging demons. The spirits of the warriors and their mounts still linger, posing a threat to travelers. When the PCs arrive, read or paraphrase the following:

Gigantic blackened bones protrude from the ground and break up the otherwise monotonous, barren landscape. Giant rib cages lie exposed to the stinging winds, forming strange avenues and tunnels, while enormous mammoth skulls, with tusks still intact, stare vacantly across the open steppe.

As the PCs traverse through or near the graveyard, the restless dead rise up from the ground to relive their final moments. Mammoth skeletons pull themselves upright while ghostly armed and armored Kellids materialize mounted atop their skeletal mammoth steeds. The warriors let out a haunting wail, reminiscent

D1. The Sarkorian Dead



M = Mammoth

1 square = 5 feet

Pathfinder Map Pack: Hellscape

of a mighty war cry, as a second group of apparitions—ghostly demons—appear a short distance away. Within seconds, the two sides collide in a spectral skirmish, but as they do one rider points over at the PCs and calls out to his comrades in Hallit, “More demons! Don’t let them surround us!”

Creatures: Several barbarian raider ghosts and their skeletal mammoth mounts break off from the main host to attack the PCs.

Subtier 7–8 (CR 10)

SKELETAL MAMMOTH (2) CR 6	
NE Huge undead	
Init +6; Senses darkvision 60 ft.; Perception +0	
DEFENSE	
AC 13, touch 10, flat-footed 23 (+2 Dex, +3 natural, –2 size)	
hp 63 each (14d8)	
Fort +4, Ref +6, Will +9	
DR 5/bludgeoning; Immune cold, undead traits	
OFFENSE	
Speed 40 ft.	
Melee gore +20 (2d8+12), slam +20 (2d6+12)	
Space 15 ft.; Reach 15 ft.	
STATISTICS	
Str 34, Dex 14, Con —, Int —, Wis 10, Cha 10	
Base Atk +10; CMB +24; CMD 36 (40 vs. trip)	
Feats Improved Initiative	

SPECTRAL MAMMOTH RIDERS (2) CR 6	
Advanced Wraith (<i>Pathfinder RPG Bestiary</i> 281, 294)	
hp 57 each	
TACTICS	
During Combat The spectral Mammoth Lords see the PCs as	

demons and attack relentlessly.

Morale The undead mammoth riders fight until incapacitated by their sunlight powerlessness or destroyed.

SPECIAL ABILITIES

Spirit Rider (Ex) A spectral mammoth rider can ride and fight from atop a skeletal mammoth as though it were a corporeal creature, though it never needs to make Ride checks to control or fight with its mount. As long as it is mounted and for 1d4+1 rounds thereafter, the rider ignores its sunlight powerlessness weakness.

Subtier 10–11 (CR 13)

ADVANCED SKELETAL MAMMOTHS (4) CR 7	
hp 91 each (see Subtier 7–8)	

SPECTRAL MAMMOTH LORD (4) CR 7	
Spectre (<i>Pathfinder RPG Bestiary</i> 256)	
hp 68 each	

TACTICS

As Subtier 7–8. The spectral mammoth lords favor one-on-one combat, and it is rare for more than two of them to attack the same target at once.

SPECIAL ABILITIES

Spirit Rider (Ex) See Subtier 7–8.

Development: The battle between the mounted undead barbarians and the spectral demons continues for only a few minutes before the giant skeletons crumble back to the ground and the ghosts fade away, leaving nothing but a deathly quiet behind. The PCs are then free to continue their hunt.

PATHFINDER SOCIETY SCENARIO

SCALING ENCOUNTER D1

Make the following changes to accommodate a party of four PCs.

Subtier 7–8: Remove one skeletal mammoth; one of the ghostly barbarians attacks on foot.

Subtier 10–11: Remove one of specter and one skeletal mammoth.

OPTIONAL ENCOUNTER

The Sarkorian Dead is an optional encounter. If there are fewer than 90 minutes remaining in which to complete the adventure, none of the ghostly Kellids notice the PCs; they and the spectral demons fight for several minutes before fading away.

D2. The Proving (CR 10 or CR 13)

As the kithangian uses teleportation to stay ahead of the PCs, it frequently assumes its true form to lay down tracks for the PCs to follow. With a successful DC 15 Survival check, a PC can easily find and follow these tracks, noting its distinctive equine hoof prints. When the PCs catch up to the kithangian, towards the middle of the second day, read or paraphrase the following.

The trail leads to a crumbling ruin, built on the edge of a shallow crater. Noxious fumes billow up from several vents at the base of the crater.

This was once the home for a family of herders, but all that remains of the structure are its scorched walls of crumbling fieldstones. The kithangian that the PCs hunt uses this blasted shell as a landmark, storage cache, and ambush site.

The raw abyssal energy thrumming throughout the Worldwound seeps up through the ground, forming low, rocky blisters that swell from the pressure of abyssal geysers, which explode if disturbed. Crossing through a square containing such a blister—represented on the map by the orange lava flows numbered B1 through B5—without setting it off requires a successful DC 15 Acrobatics check. When a geyser erupts, it explodes in a 30-foot-radius burst centered on the moving creature, dealing 3d6 points of energy damage to all creatures in that area (Reflex DC 15 halved) plus an additional 1d6 points of damage (2d6 in Subtier 10–11) for each additional geyser triggered by the creature's movement. Determine the damage's energy type randomly (acid, cold, electricity, fire, or sonic). Once a blister has exploded, it presents no further threat during the encounter. The

hazardous areas are obvious enough that a PC can spot them without needing to make a Perception check.

Creatures: A kithangian lairs in this area (three in Subtier 10–11). In a fashion atypical of its type, the beast demon has taken several tokens to remind itself of its failed spawn—the deformed and twisted bodies of its corrupted animal young. As the PCs approach, the kithangian emerges from behind the house as the white aurochs, motions to the structure with a toss of its head, and lows mournfully to coax the PCs into approaching and stepping closer to the abyssal geysers. In Subtier 10–11, the additional kithangians take the shape of young aurochs and hide among the larger beasts before initiating combat.

Several fiendish aurochs graze on the twisted grasses that struggle to grow in this area. These ungulates are several of the surviving descendants of the demon's decades-long corruption of the area's fauna, and they respond favorably to the kithangian's spoken commands.

Subtier 7–8 (CR 10)

KITHANGIAN	CR 9
CE Large outsider (chaotic, demon, evil, extraplanar)	
Init +4; Senses darkvision 60 ft., all-around vision; Perception +18	
DEFENSE	
AC 25, touch 9, flat-footed 25 (+16 natural, –1 size)	
hp 115 each (11d10+55)	
Fort +12, Ref +9, Will +7	
DR 10/good; Immune electricity, fear, poison; Resist acid 10, cold 10, fire 10; SR 20	
OFFENSE	
Speed 50 ft.	
Melee 2 claws +16 (1d6+6/19–20 plus grab), 2 stings +16 (1d6+6/19–20 plus poison)	
Space 10 ft.; Reach 10 ft.	
Special Attacks hatred, rasping tongues	
Spell-Like Abilities (CL 12th; concentration +15)	
Constant— <i>speak with animals</i>	
At will— <i>greater teleport</i> (self plus 50 lbs. of objects only), <i>hold animal</i> (DC 15), <i>unnatural lust</i> ^{UM} (DC 14)	
3/day— <i>air walk</i> , quickened <i>unnatural lust</i> ^{UM} (DC 14)	
1/day— <i>baleful polymorph</i> (DC 18), <i>summon</i> (level 3, 1 kithangian 35%)	

TACTICS

Before Combat The kithangian activates *air walk* then tries to lure the PCs toward the old house and into range of the abyssal geysers.

During Combat The kithangian commands the fiendish animals to charge the PCs—an act that likely triggers one or more of the hazards. It then uses its mobility to engage one or more PCs in melee, changing into its true form during its turn. It uses its melee attacks and spell-like abilities to sow confusion

D2. The Proving Ground



K

A1

A4

A2

A3

B1

B4

B5

B2

B3

A = Aurochs
B = Blister
K = Kithangian

1 square = 5 feet

Pathfinder Flip-Mat: Wasteland

PATHFINDER SOCIETY SCENARIO

and slay its foes, though it endeavors to keep one animal companion or mount alive. It does not hesitate to step on a geyser, trusting its resistances to absorb the punishment.

Morale The kithangian fights to the death.

STATISTICS

Str 22, **Dex** 11, **Con** 20, **Int** 7, **Wis** 19, **Cha** 16

Base Atk +11; **CMB** +18 (+22 grapple); **CMD** 28

Feats Improved Critical (claw), Improved Critical (sting), Improved Initiative, Lightning Reflexes, Power Attack, Quicken Spell-Like Ability (unnatural lust)

Skills Handle Animal +17, Intimidate +17, Perception +18, Stealth +10

Languages Abyssal, Celestial, Draconic; speak with animals, telepathy 100 ft.

SQ change shape (*beast shape II*, Medium or Large animal), swift transformation

SPECIAL ABILITIES



Hatred (Ex) A kithangian gains a +2 bonus on all attack rolls and damage rolls made against all creatures of the animal type. In addition, animals take a –2 penalty on all saving throws against a kithangian's supernatural or spell-like abilities.

Poison (Ex) Sting—injury; *save* Fort DC 20; *frequency* 1/round for 6 rounds; *effect* 1d4 Str plus nauseated; *cure* 2 consecutive saves.

Rasping Tongues (Su) The faces between a kithangian's claws have long rasping tongues covered with tiny teeth. Whenever a kithangian successfully grapples a foe with its claws, a rasping tongue slithers out from the face within and burrows into the creature's body. Each round that the creature is grappled, it takes 1d6 points of damage and 1d4 points of Charisma damage as its sense of self-identity is warped and twisted. A successful DC 18 Will saving throw negates the Charisma damage. The save DC is Charisma-based.

Swift Transformation (Su) A kithangian can use its change shape ability as a swift action.

FIENDISH AUROCHS (3)

CR 2

hp 22 each (*Pathfinder RPG Bestiary* 174, 294)

TACTICS

Before Combat The aurochs warily watch any approaching PCs and snort with displeasure.

During Combat The aurochs charge at the PCs at the kithangian's command and continually gore their targets. Taking energy damage, being targeted by area effects, being blinded, and similar effects cause the small herd to panic and trample their enemies, typically rampaging in a straight line.

Morale The aurochs are both aggressive and fear the kithangian's wrath. They fight to the death.

Subtier 10–11 (CR 13)

ADVANCED KITHANGIANS (3)

CR 10

hp 137 each (see Subtier 7–8)

TACTICS

Use the tactics for Subtier 7–8.

FIENDISH AUROCHS (4)

CR 2

hp 22 each (*Pathfinder RPG Bestiary* 174, 294)

TACTICS

Use the tactics for Subtier 7–8.

Treasure: From its skirmishes with Kellid warriors, the Kithangian has accumulated spoils of war that it stores under debris in the old house. Finding this treasure requires a successful DC 18 Perception check. In Subtier 7–8, this cache contains a gold torc, three intricately carved ivory bracelets, a *minor ring of inner fortitude* (*Pathfinder RPG Ultimate Equipment* 167), a suit

WHERE MAMMOTHS DARE NOT TREAD

of *rhino hide*, and a +2 *cold iron greatsword*. In Subtier 10–11, there is also a *lesser belt of mighty hurling* (*Ultimate Equipment* 210), and the greatsword is instead a +2 *cold iron courageous greatsword* (*Ultimate Equipment* 138)

Development: Once the PCs kill the kithangian, it's a simple matter to return to Thanock and the Red Winter tribe.

Rewards: If the PCs encounter but fail to defeat the kithangian and recover its hidden cache, reduce each PC's gold earned as follows. If the PCs defeat the demon but don't find its treasure, only reduce their gold earned by half the listed value.

Subtier 7–8: Reduce each PC's gold earned by 2,794 gp.

Out of Subtier: Reduce each PC's gold earned by 3,895 gp.

Subtier 10–11: Reduce each PC's gold earned by 4,997 gp.

D3. The True Hunt (CR 11 or CR 14)

Following Thanock's directions and locating the graveyard is a simple task. When the PCs arrive, read or paraphrase the following.

The air is heavy with the sickly sweet scent of putrefying flesh in this ancient graveyard. The source of the smell is quickly discernible: eight ancient crypts stand opened to the elements, several stuffed from floor to ceiling with rotting, putrid corpses.

This graveyard features numerous cairn-like crypts constructed from massive slabs of granite, assembled over the years to inter and honor those who fell in the defense of Sarkoris. As the Worldwound crept westward, it eventually corrupted the burial ground, causing the honored dead to fester. Since then, several different demons have called the site home.

As the PCs approach the graveyard, the weather takes a sudden turn for the worse as the gray clouds that have loomed above for most of the day burst open with a crack of thunder and a hail of frozen eyeballs. The ocular precipitation functions as hail (see *Pathfinder RPG Core Rulebook* 438).

Creatures: The gibrieth has made the graveyard its lair. The crypts provide it a convenient storage place for its victims as it waits for their flesh to soften and partially liquefy before the demon consumes them. It takes shelter from the falling eyes by wallowing atop the cadavers in a partially empty crypt, but once it notices visitors, it prepares to ambush them. In Subtier 10–11, two mammoth corpses have reanimated as plagued beasts and serve the gibrieth as guardians.

Subtier 7–8 (CR 11)

GIBRIETH

CR 11

CE Large outsider (chaotic, demon, evil, extraplanar)

SCALING ENCOUNTER D2

Make the following changes to the encounter to accommodate a party of only four PCs:

Subtier 7–8: Remove the fiendish aurochs from the encounter.

Subtier 10–11: Remove one advanced kithangian from the encounter.

Init +8; **Senses** darkvision 60 ft., scent; **Perception** +25

DEFENSE

AC 25, touch 13, flat-footed 21 (+4 Dex, +12 natural, –1 size)

hp 137 (11d10+77)

Fort +14, **Ref** +9, **Will** +10

Defensive Abilities amorphous; **DR** 10/good; **Immune** acid, disease, electricity, poison; **Resist** cold 10, fire 10; **SR** 22

OFFENSE

Speed 10 ft., fly 40 ft. (good)

Melee +1 *scorpion whip* +18/+13/+8 (1d6+8/18–20 plus disease), bite +12 (1d8+3 plus disease)

Ranged tumor +14 (2d6 acid plus disease)

Space 10 ft.; **Reach** 10 ft. (20 ft. with whip)

Special Attacks disease, whip specialist

Spell-Like Abilities (CL 13th; concentration +16)

At will—*contagion* (DC 17), *grease* (DC 14), *greater teleport* (self plus 50 lbs. of objects only), *unholy blight* (DC 17)

3/day—*stinking cloud* (DC 16)

1/day—summon (level 4, 1 gibrieth 35%), *waves of fatigue* (DC 18)

TACTICS

During Combat The gibrieth uses *stinking cloud* to disorient the PCs and flies up to stay out of reach while picking off individual targets as they flee from the cloud. He uses *unholy blight* to strike foes who bunch together.

Morale A coward at heart, the gibrieth begs for mercy when reduced to fewer than 20 hit points, but it fights to the death if the PCs don't accept the surrender.

STATISTICS

Str 24, **Dex** 19, **Con** 24, **Int** 13, **Wis** 16, **Cha** 17

Base Atk +11; **CMB** +19 (+23 trip); **CMD** 35 (37 vs. trip)

Feats Combat Expertise, Combat Reflexes, Greater Trip, Improved Initiative, Improved Trip, Lightning Reflexes

Skills Fly +20, Knowledge (dungeoneering) +15, Knowledge (planes) +15, Perception +25, Sense Motive +17, Stealth +14, Survival +17; **Racial Modifiers** +8 Perception

Languages Abyssal, Celestial, Draconic; telepathy 100 ft.

SQ tumors

SPECIAL ABILITIES

Disease Any weapon a gibrieth wields becomes a vector for spreading the demonplague. A creature bitten by a gibrieth or damaged by a weapon it wields is exposed to this disease. A successful DC 22 Fortitude saving throw

D3. The True Hunt



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is needed to resist this creature's particular strain of demonplague—see the sidebar for more details. The save DC is Constitution-based.

Tumors (Su) As a swift action, a gibrileth can rip a grapefruit-sized tumor from its body with one of its many arms and throw it as a splash weapon with a range increment of 20 feet. A direct hit deals 2d6 points of acid damage, and deals 1d4 points of acid splash damage to all creatures within 5 feet of the target. A creature can avoid the splash damage with a successful DC 22 Reflex saving throw. The save DC is Constitution-based.

Whip Specialist (Ex) A gibrileth doesn't provoke attacks of opportunity when using a whip.

Subtier 10–11 (CR 14)

ADVANCED GIBRILETH CR 12

hp 159 (see Subtier 7–8)

TACTICS

Use the tactics for Subtier 7–8.

PLAGUED MAMMOTHS (2) CR 10

Plagued beast mammoth (*Pathfinder RPG Bestiary* 128, *Pathfinder Campaign Setting: The Worldwound* 56)

NE Huge undead

Init +2; **Senses** darkvision 60 ft.; Perception +23

DEFENSE

AC 24, touch 10, flat-footed 22 (+2 Dex, +14 natural, –2 size)

hp 105 (14d8+42)

Fort +6, **Ref** +6, **Will** +11

Defensive Abilities channel resistance +2; **DR** 5/slashing; **Immune** cold, undead traits

OFFENSE

Speed 40 ft.

Melee bite +22 (2d6+14), gore +23 (2d8+14), slam +22 (2d6+14)

Space 15 ft.; **Reach** 15 ft.

Special Attacks disease, trample (2d8+21, DC 31)

TACTICS

During Combat The plagued mammoths use their natural attacks to crush their enemies.

Morale The plagued mammoths fight to the death.

STATISTICS

Str 38, **Dex** 14, **Con** —, **Int** 2, **Wis** 10, **Cha** 15

Base Atk +10; **CMB** +26 (+28 bull rush); **CMD** 38 (40 vs. bull rush, 42 vs. trip)

Feats Endurance, Improved Bull Rush, Improved Iron Will, Iron Will, Power Attack, Skill Focus (Perception), Toughness, Weapon Focus (gore)

SPECIAL ABILITIES

Disease A plagued mammoth inflicts demonplague (DC 19; see the sidebar above) with each successful bite attack.

DEMONPLAGUE

The demonplague is a disease that affects plants and animals alike. In more intelligent creatures, the demonplague causes madness, then death. Such an infected creature grows paranoid and is prone to increasingly realistic hallucinations. In late stages, the creature's fingernails, teeth, and hair fall out, before finally horrible, pustulant wounds tear open and the creature dies a painful death. In animals and unintelligent beasts, it continues beyond death, animating them as undead horrors called plagued beasts.

Beyond the Worldwound's borders, the plague is much less virulent. Creatures gain a +4 bonus on saving throws against demonplague outside of the Worldwound, and those suffering from it are not contagious (although creatures like plagued beasts can still infect victims).

DEMONPLAGUE

Type disease, injury or ingested; **Save** Fortitude DC 18

Onset 1 day; **Frequency** 1/day

Effect 1d3 Con damage and 1d6 Wis damage, and victim is fatigued if it takes any ability damage from the disease; certain creatures slain by demonplague rise as plagued beasts (see *Pathfinder Campaign Setting: The Worldwound* 29); **Cure** 3 consecutive saves



GIBRILETH

SCALING ENCOUNTER D3

Make the following adjustments to accommodate a party of only four PCs.

Subtier 7–8: Apply the young template to the gibrileth.

Subtier 10–11: Remove one of the plagued mammoths from the encounter.

Treasure: The gibrileth has scavenged a small fortune from the bodies of its plague victims and from the ruins of old Sarkoris. It keeps most of this treasure buried under several layers of bodies in the southernmost crypt, and finding this wealth requires a successful DC 20 Perception check and several minutes of rearranging disease-ridden corpses. Anyone who attempts such a Perception check is exposed to demonplague (see the sidebar on page 25).

The valuables include two dozen beautifully cut pieces of amber, a beaten silver tablet inscribed in Skald with an extensive family tree, a platinum locket (the portrait within has long since decayed), a *lion's shield* that instead features a tusked mammoth, *boots of the mastodon* (*Pathfinder RPG Ultimate Equipment* 229), and a *stone of good luck* carved from magically hardened soapstone. In Subtier 10–11, there is also a *manual of gainful exercise +1* written on forty sheets of burnished steel and a *frost brand*.

Note that a character in Pathfinder Society Organized Play must purchase the manual for its benefits to last beyond the end of the scenario.

Development: Once the PCs kill the gibrileth, it's a simple matter to return to Thanock and the Red Winter tribe.

Rewards: If the PCs encounter but fail to defeat the gibrileth and recover its hidden cache, reduce each PC's gold earned as follows. If the PCs defeat the demon but don't find its treasure, only reduce their gold earned by half the listed value.

Subtier 7–8: Reduce each PC's gold earned by 2,794 gp.

Out of Subtier: Reduce each PC's gold earned by 3,895 gp.

Subtier 10–11: Reduce each PC's gold earned by 4,997 gp.

CONCLUSION

If the PCs slay a powerful demon and return with proof of their victory to the Red Winter tribe, Thanock Sundered Bear declares that the Pathfinder Society is a welcome neighbor and can take its pick of the campsites. If the PCs both won the support of the tribe using the Diplomacy skill in their earlier encounter at the camp and killed a gibrileth, Thanock realizes that he has the opportunity to make a very powerful ally indeed—he pledges his direct aid in the Society's business in the area, trusting that should he require their aid or political capital in the future, the Pathfinders will remember him as a friend. As a result, each PC earns the Accumulating an Army (Mammoth Riders) boon on their Chronicle sheets.

After the PCs have dealt with the Red Winter tribe—either by earning its trust or scattering its people—they are free to conclude their survey of potential campsites. Once they have selected a site, a PC simply needs to break Zey's disc to create a beacon for the wizard. Soon thereafter, Pathfinder agents are able to travel through the *Hao Jin Tapestry* to the chosen site. Aram Zey personally teleports the PCs back to Absalom where Farabellus summons them to discuss the Society's next move.

Reporting Notes

If the PCs selected the giant's camp (area **B1**) for the Pathfinder Society's base camp, check box A on the reporting sheet. If the PCs selected the natural spring (area **B2**), check box B instead. If the PCs selected abandoned border town (area **B3**), check box C instead. If the PCs completed the scenario by defeating the Red Winter tribe in combat or through diplomacy, also check box D.

Primary Success Condition

If the PCs successfully surveyed all three campsites, signaled Aram Zey to indicate the preferred site, and ensured through negotiation or violence that the Red Winter tribe would not contest the Pathfinder Society's use of the land, award each PC 1 Prestige Point.

Secondary Success Condition

If the PCs successfully earned the respect of the Red Winter tribe by slaying a powerful demon and winning over the tribe's leaders with words—thus earning the Accumulating an Army (Mammoth Riders) boon—award each PC 1 additional Prestige Point.

WHERE MAMMOTHS DARE NOT TREAD

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Pathfinder Society Scenario #5-10: Where Mammoths Dare Not Tread

Event _____ Date _____

GM # _____ GM Character # _____

GM Name _____ GM Prestige Earned _____

☐ Andoran ☐ Cheliah ☐ Grand Lodge ☐ Osirion
☐ Qadira ☐ Sczarni ☐ Silver Crusade ☐ Taldor
☐ A ☐ B ☐ C ☐ D

Character # _____ Prestige Points _____

Character Name _____

☐ Andoran ☐ Cheliah ☐ Grand Lodge ☐ Osirion
☐ Qadira ☐ Sczarni ☐ Silver Crusade ☐ Taldor

Character # _____ Prestige Points _____

Character Name _____

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W&P 13



Pathfinder Society Scenario #5–10: Where Mammoths Dare Not Tread

Character Chronicle #

Player Name

A.K.A.

Character Name

Pathfinder Society #

Faction

This Chronicle sheet grants access to the following:

Accumulating an Army (Mammoth Riders): You successfully recruited the aid of a small, capable tribe of Kellid people hardened by years of constant strife, and they are ready to aid you when the Pathfinder Society embarks to secure and explore the Sky Citadel of Jormurdun. This boon is cumulative with any other Accumulating an Army boons you possess, expands your options when preparing for the expedition, and grants you additional benefits when directly commanding the mammoth riders.

All Subtiers

+1 invigorating spear (18,302 gp; *Pathfinder RPG Ultimate Equipment* 144)
+2 cold iron greatsword (10,400 gp)
amulet of mighty fists +1 (4,000 gp)
amulet of natural armor +1 (2,000 gp)
boots of the mastodon (10,500 gp; *Ultimate Equipment* 229)
claws of the ice bear (1,300 gp; *Ultimate Equipment* 234)
gauntlets of the skilled maneuver (grapple; 4,000 gp; *Ultimate Equipment* 235)
headband of inspired wisdom +2 (4,000 gp)
mammoth's shield (9,170 gp; this is a lion's shield that instead features a mammoth's head)
minor ring of inner fortitude (18,000 gp; *Ultimate Equipment* 167)
rhino hide (5,165 gp)
ring of protection +1 (2,000 gp)
stone of good luck (20,000 gp)
wand of lesser restoration (9 charges; 810 gp, limit 1)

Subtier 6–7

+2 chain shirt (4,250 gp)
+2 courageous cold iron greatsword (20,400 gp; *Ultimate Equipment* 138)
+2 hide armor (4,165 gp)
+2 invigorating spear (32,302 gp; *Ultimate Equipment* 144)
belt of giant strength +2 (4,000 gp)
belt of physical might +2 (Str/Dex; 10,000 gp)
boots of the winterlands (2,500 gp)
frost brand (54,475 gp)
headband of alluring charisma +2 (4,000 gp)
lesser belt of mighty hurling (14,000 gp; *Ultimate Equipment* 210)
manual of gainful exercise +1 (27,500 gp)

Notes

For GM Only

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Pathfinder Society #

SUBTIER ☐ Slow ☐ Normal

7–8

2,180

4,360

SUBTIER ☐ Slow ☐ NormalOut of
subtier

3,022

6,045

SUBTIER ☐ Slow ☐ Normal

10–11

3,865

7,730

SUBTIER ☐ Slow ☐ Normal

—

—

—

MAX GOLD

EXPERIENCE

FAME

GOLD

Starting XP

+

GM's
Initials

XP Gained (GM ONLY)

=

Final XP Total

Initial Prestige

Initial Fame

+

GM's
Initials

Prestige Gained (GM ONLY)

—

Prestige Spent

Current
PrestigeFinal
Fame

Starting GP

+

GM's
Initials

GP Gained (GM ONLY)

+

GM's
Initials

Day Job (GM ONLY)

—

Gold Spent

=

Total