

Pathfinder Society Scenario #3-01



THE FROSTFUR CAPTIVES

By Jim Groves



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PATHFINDER SOCIETY SCENARIO #3–01

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Pathfinder Society Scenario #3–01: The Frostfur Captives is a Pathfinder Society Scenario designed for 1st- to 5th-level characters (Tier 1–5; Subtiers 1–2 and 4–5). This scenario is designed for play in the Pathfinder Society Organized Play campaign, but can easily be adapted for use with any world. This scenario is compliant with the Open Game License (OGL) and is suitable for use with the Pathfinder Roleplaying Game.

The OGL can be found on page 23 of this product.

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THE FROSTFUR CAPTIVES

BY JIM GROVES

In recent months, the Decemvirate has spared no effort in tracking down the remnants of the rebel Shadow Lodge cells that declared open war on the Pathfinder Society. An important figure in these efforts is Ragna Lightstep. Hailing from the Lands of the Linnorm Kings, Ragna and her team specialize in infiltrating the Irrisen, a neighboring country to the east. Recently, they were assigned to locate goblins from the Frostfur tribe and determine the goblins' relationship with the Shadow Lodge cell that operated in Irrisen's capital of Whitethrone. Communicating through prearranged sending spells, Ragna reported a solid lead connecting the tribe and the fringe Shadow Lodge separatists. In response, the Ten initiated a plan to capture those goblins and bring them in for questioning, in the hope of obtaining a wealth of information from them about the Shadow Lodge rebels' operations in Irrisen and perhaps elsewhere as well.

The Decemvirate instructed Lightstep and her team to remain in Irrisen and capture the Frostfur mercenaries. Meanwhile they made separate plans to bring the captives secretly out of Irrisen and take them to a location where they can safely be questioned at length. To this end, they assembled two teams to handle moving the goblins: a small team would escort the captives from Irrisen to the Land of the Linnorm Kings, and a larger team would transport the goblins to their final destination.

In preparation for this operation, Pathfinder Society agents knowledgeable about Irrisen charted a route through for the smaller team to take to reduce the chances of them running afoul of military forces near the border of these two warring nations. Additionally, the Society contacted the castellan of Trollheim, Freyr Darkwine, to obtain consent for the Pathfinder Society to transport captives through his lands. Fortunately, he proved willing to grant his permission in thanks for the Society's assistance in quelling an assault on his armory in Trollheim earlier in the year.

The urgency of this mission stems from the state of affairs following the integration of the Shadow Lodge back into the Society's good graces under the renewed leadership of Grandmaster Torch. While the Decemvirate

WHERE ON GOLARION?

The Frostfur Captives starts in the frigid northwestern wilderness of Irrisen, near the Iceflow River in the far upper reaches of Avistan. Irrisen is a country locked in a never-ending state of winter, governed by one of Baba Yaga's daughters and her kin. Here monsters are treated as citizens, and the likes of goblins, ice trolls, and winter wolves have equal rights to human beings, if not more. For more information on Irrisen and the Lands of the Linnorm Kings, see the Pathfinder Campaign Setting books *The Inner Sea World Guide*, *Cities of Golarion*, and the forthcoming *Lands of the Linnorm Kings*, all available in bookstores and hobby stores everywhere, and online at paizo.com.



has agreed to take the Shadow Lodge's concerns and complaints seriously, not every member of the Shadow Lodge is interested in reconciliation. A number of rogue cells have refused to come in from the cold. Both the Decemvirate and Grandmaster Torch have made rooting out these renegades a priority.

Irrisen is a difficult nation for the Pathfinder Society to operate in, which is why the old Shadow Lodge had decided to relocate there after the fiasco in Kaer Maga. Nevertheless, the remaining renegades also have a problem—the goblins they've used as mercenaries and spies in the past. With their numbers depleted, the rebels now lack the resources to properly supervise their goblin

GOBLINS BE MONSTERS

In this adventure, the PCs are tasked with escorting a small band of goblins, which may be a difficult task for characters of some classes, alignments, and backgrounds. While goblins are often portrayed as comical miscreants, those in this adventure are wholly evil and more insane than simply funny. They have a mortal fear and hatred of dogs and horses, and an uncontrollable urge to light things on fire. They are sadistic and selfish and want only to eat and destroy whatever they can get their hands on. These character traits should cement them firmly in the role of monsters, rather than friendly or cute NPCs. But PCs must nevertheless keep them safe both from external threats and from one another. For more information on goblins, their traits, and their societies, see *Pathfinder Campaign Setting: Classic Monsters Revisited* and *Pathfinder Player Companion: Goblins of Golarion*, both available wherever books or gaming materials are sold, or online at paizo.com.

minions. Many of these goblins have valuable knowledge of the secret plans and habits of their former masters, knowledge the Decemvirate desperately wants to prevent further open conflicts with the Shadow Lodge. It is thus vitally important that the goblin prisoners be brought in alive for questioning.

SUMMARY

As the adventure begins, the PCs arrive at Ragna Lightfoot's camp in northwestern Irrisen. Lightfoot and her group are skilled at moving discreetly across Irrisen, and have been ordered to stay in the field. The PCs are given custody of the goblins, along with a general route to take on their journey that is intended to avoid requiring them to go deeper into Irrisen, or to cross more than one major river.

The first complication the PCs face is crossing the territory of the Icetooth goblin tribe. These goblins have taken up residency in two long-abandoned watchtowers in an alpine meadow. The Icetooth goblins won't let the PCs or the goblins of the rival Frostfur tribe pass uncontested. If the PCs don't dispatch the Icetooth goblins efficiently, the goblins light a signal fire visible for miles, complicating a future encounter.

During the PCs' continuing journey south, a brutal winter storm, typical of Irrisen's supernatural weather, assails them, putting their survival skills to the test as they struggle to get through the night. The next morning starving wolves greet them, hoping that the storm has left them an easy meal. In both cases, the PCs must not

only deal with the problem at hand, but also be mindful of their captives.

Eventually the PCs come to the mighty Rimeflow River, where Ragna has reckoned the PCs will have the easiest time crossing the river without attracting too much attention. There is a ferry at the small hamlet called Harvest's End, operated by a ruthless ice troll named Rimetusk. Rimetusk can be circumvented through subtlety and careful diplomacy, or through brute force.

Once across the Rimeflow, the PCs continue south for a short time and then due west across the border, unfortunately coming within range of a final Irrisen sentinel. Peppered along the border are little houses on stilts, fashioned to look like chicken legs. Within each is a sinister little doll crafted to look like Baba Yaga herself, set to watch traffic along the border. It is not enough for the PCs to elude this watcher; they must act quickly to prevent it from alerting the jadwiga Elvanna and bringing about the PCs' swift capture at the hands of the winter witches, who let none escape their land unmolested.

Finally free of Irrisen, the PCs need only hand over the goblins to the team responsible for taking them in for questioning—but a final betrayal threatens the mission. While Trollheim's castellan, Freyr Darkwine, may have given his blessing for the Pathfinders to bring goblin captives across the border, one of his local sub-commanders, a newly recruited Blackraven named Enrik Ironjaw, has his own thoughts on the matter. Ironjaw intends to lure the Pathfinders and their goblin captives to his longhouse and slay all of the goblins in revenge for his family's death in a recent goblin raid carried out by a different tribe. While his quarrel is not directly with the Pathfinders, should they interfere, he and his men won't hesitate to cut them down.

GETTING STARTED

Read the following to get the adventure underway:

"Close the door," Ambrus Valsin murmurs as the team gathers in his office. "Let me start by saying, this mission is not for dissemination among other members of the Society." The chamberlain of the Grand Lodge gives everyone a serious look in turn before continuing. "This mission is not an investigation, just a simple, straightforward assignment, but that makes it no less important."

"I need you to book passage to the Lands of the Linnorm Kings, and cross over into Irrisen. You're to head north and rendezvous with another team who have captured some—" Valsin pauses for a heartbeat before continuing. "—persons of interest. We have reason to believe that these individuals have information on the Shadow Lodge cells that are refusing to reconcile with the Society under Grandmaster Torch's

leadership.” Valsin’s expression becomes particularly grim at that point. “If these rogue cells are outright refusing amnesty, then they represent a clear threat to all of us. I need you to take charge of these captives and get them out of Irrisen safely and quietly. Once you’re clear of Irrisen, a larger extraction team will take custody of them and bring them in for questioning. Of course, we will cover the expense of your travel in full, and provide maps to lead you to the meeting point in Irrisen. Because of the nature of the mission and Irrisen itself, you’ll be meeting the other team in the field, away from what passes for civilization up there. The team you’ll be getting the prisoners from will show you the best route out of Irrisen, and the castellan of Trollheim has agreed to grant you passage through his lands. You are responsible for avoiding unexpected trouble between the handoff and Trollheim.”

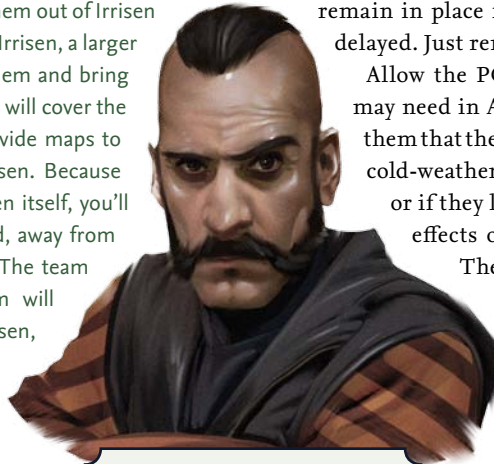
Valsin gestures for the team to depart, but pauses, staring at his fireplace for a moment before adding, “Wait. You need to know this. Your prisoners will be goblins. The Shadow Lodge separatists made extensive use of the sadistic creatures as soldiers and servants, and as much as you may want to throttle them, please remember that we need them alive.” Then with a final nod for luck, the venture-captain dismisses the group.

Before the PCs leave Valsin’s chambers, they may have questions for the venture-captain. Here are his answers to some of the most likely questions the PCs may ask.

Why doesn’t the team that captured the goblins bring them in themselves? Or why doesn’t the team bringing them in pick them up from Sverrir? “The extraction team is large and designed to keep the goblins from being killed by vigilant town guards or angry commoners with a grudge before they have a chance to talk, and a team that size would draw too much attention in Irrisen. And the team responsible for capturing the goblins is very experienced in moving through Irrisen without being noticed, so we need them to remain in the field.”

Do we have to travel on foot for this mission? “Yes. In other circumstances you could use horses or dog sleds, but you can’t when traveling with goblins, as they won’t tolerate either beast to live. Also, the Iceflow River follows the border, and you want to avoid disputed territory until you’re ready to cross, as its western edge is strongly guarded and we don’t have permission to move through that territory uncontested as we do in the south, where Freyr Darkwine’s Blackravens patrol.”

How many goblins have to survive? “More than half of the goblins must survive. We need to be able to compare and contrast their stories.”



Ambrus Valsin

How much time to do we have? “It’s a three and a half day journey from your rendezvous point to the extraction point outside Trollheim, but the extraction team will remain in place for an additional day in case you’re delayed. Just remember, don’t look for trouble.”

Allow the PCs time to purchase anything they may need in Absalom before setting out. Remind them that the north is cold, so they will likely need cold-weather gear if they do not already have it or if they lack magical means of offsetting the effects of the cold (such as *endure elements*).

The average daytime temperature in Irrisen during this adventure is just above freezing, and the average nighttime temperature falls to around -5° Fahrenheit. Most of the encounters in this scenario take place outside, so the PCs will need to be prepared to face the elements. For more information on

cold weather and its effects, see page 437 of the *Pathfinder RPG Core Rulebook*.

Knowledge (local)

Some PCs may have their own knowledge of goblins and be able to provide information of what the party may expect in their mission. The following DCs represent known details of goblinkind.

15+ Goblins are insane and sadistic. They have a strong hatred of dogs and a fear of horses, both rivaled only by their unnatural love of fire and destruction.

20+ Making the journey in 3-1/2 days doesn’t allow for much time for hunting, unless the party uses the extra day allowed by the extraction team. Provisions for the journey goblins will be provided, but they’ll need supervision. Goblins have fast metabolisms and find hunger painful. If they’re not watched, they’ll eat their rations all at once.

25+ Tying the goblins up and forcing them to march will be problematic. They’ll continually complain, and will stumble and fall on purpose, slowing the rate of travel.

Knowledge (geography)

Similarly, some PCs may have extensive knowledge of Irrisen and the challenges the party may face while journeying through the icy realm.

15+ The party will be crossing a disputed border between two warring countries—Irrisen and the Lands of the Linnorm Kings. Getting too close to the actual border before you’re ready to cross will invite trouble. There is no easy way to cross the Iceflow River, which forms the border between the nations north of the mighty Rimeflow River, without attracting unwanted attention from Ulfen

IRRISEN GLOSSARY

In the course of this adventure, the PCs or NPCs may encounter or use some terms unique to Irrisen, especially concerning its ruling class—the famed White Witches!

Jadwiga: A descendent of a daughter of Baba Yaga, nobility

Jadwiga Elvanna: A member of the current royal family, a direct descendant of Queen Elvanna

Stilyagi: A group of rebellious and non-conformist jadwiga youth, who survive because of the station they were born into, not their actions or adherence to tradition

defenders who may not look kindly on goblins passing through their lands.

20+ It is eternally winter in Irrisen, and a lot of food is imported. There are no crops or easily obtained foodstuffs except those gained through fishing and some hunting of migratory animals.

25+ Snow goblins are citizens in Irrisen. This is definitely true in Whitethrone, but one might expect them to have some degree of social rank everywhere else.

Sverrir's Camp

The party's journey from Absalom to northwest Irrisen is long but mostly uneventful. The action of the scenario begins as the PCs arrive at the rendezvous location with the team sent to capture the goblins, led by **Sverrir Lightfoot** (N female Ulfen ranger 7).

Lightfoot's camp stands approximately 53 miles north of the Rimeflow River and 6 miles east of the Iceflow River. Her team consists of six Ulfen rangers and druids, including Ragna Lightfoot herself. When the PCs arrive, Ragna's team are already in the process of breaking down their shelters in preparation to move. Lightfoot greets the PCs, briefly introduces them to the goblins, and provides a map for getting to the hamlet of Harvest's End, where she believes they'll have the easiest time crossing the Rimeflow River. She also provides 4 days' worth of rations for each member of the party as well as for each goblin prisoner. Ragna is somewhat jealous that the PCs will soon be back in civilization while she is stuck in the comfortless backcountry of Irrisen, but her jealousy is tempered by relief at finally being rid of her goblin captives.

Treat this encounter as part of the scenario setup, and work to keep the interaction with Lightfoot and her team short and to the point. The PCs simply need to collect their prisoners, obtain directions to the rendezvous with the extraction team, and get on their way.

Creatures: There are at minimum four Frostfur captives, with one additional goblin for every member

of the party above four. The goblins' starting attitude is indifferent, as they do not quite differentiate between PC Pathfinders and the Shadow Lodge agents they served until very recently. They march where directed without requiring a Diplomacy check, so long as they remain at least indifferent. While they're not the smartest of creatures, the goblins know they're caught in a power struggle between "bosses," and that no one has their best interests at heart. Their attitude can be improved through Diplomacy, but this improvement lasts only 1d4 hours before another check must be made.

The goblins are essentially defenseless, and have no weapons or armor. If the PCs wish to arm or equip the goblins, the PCs must provide the gear themselves and should be willing to accept that the goblins likely won't return any of it later. When the goblins are unarmed, they recognize that they're relatively defenseless and don't openly challenge the PCs, but they are if treated like warriors, they may get delusions of grandeur and attempt to escape.

FROSTFUR PRISONERS (4)

CR 1/3

Goblin warrior 1 (*Pathfinder RPG Bestiary* 156)

NE Small humanoid (goblinoid)

Init +6; **Senses** darkvision 60 ft.; **Perception** –1

DEFENSE

AC 13, touch 13, flat-footed 11 (+2 Dex, +1 size)

hp 6 each (1d10+1)

Fort +3, **Ref** +2, **Will** –1

OFFENSE

Speed 30 ft.

Melee bite +2 (1d4), unarmed strike +2 (1d2)

STATISTICS

Str 11, **Dex** 15, **Con** 12, **Int** 10, **Wis** 9, **Cha** 6

Base Atk +1; **CMB** +0; **CMD** 12

Feats Improved Initiative

Skills Ride +10, Stealth +11, Survival +0

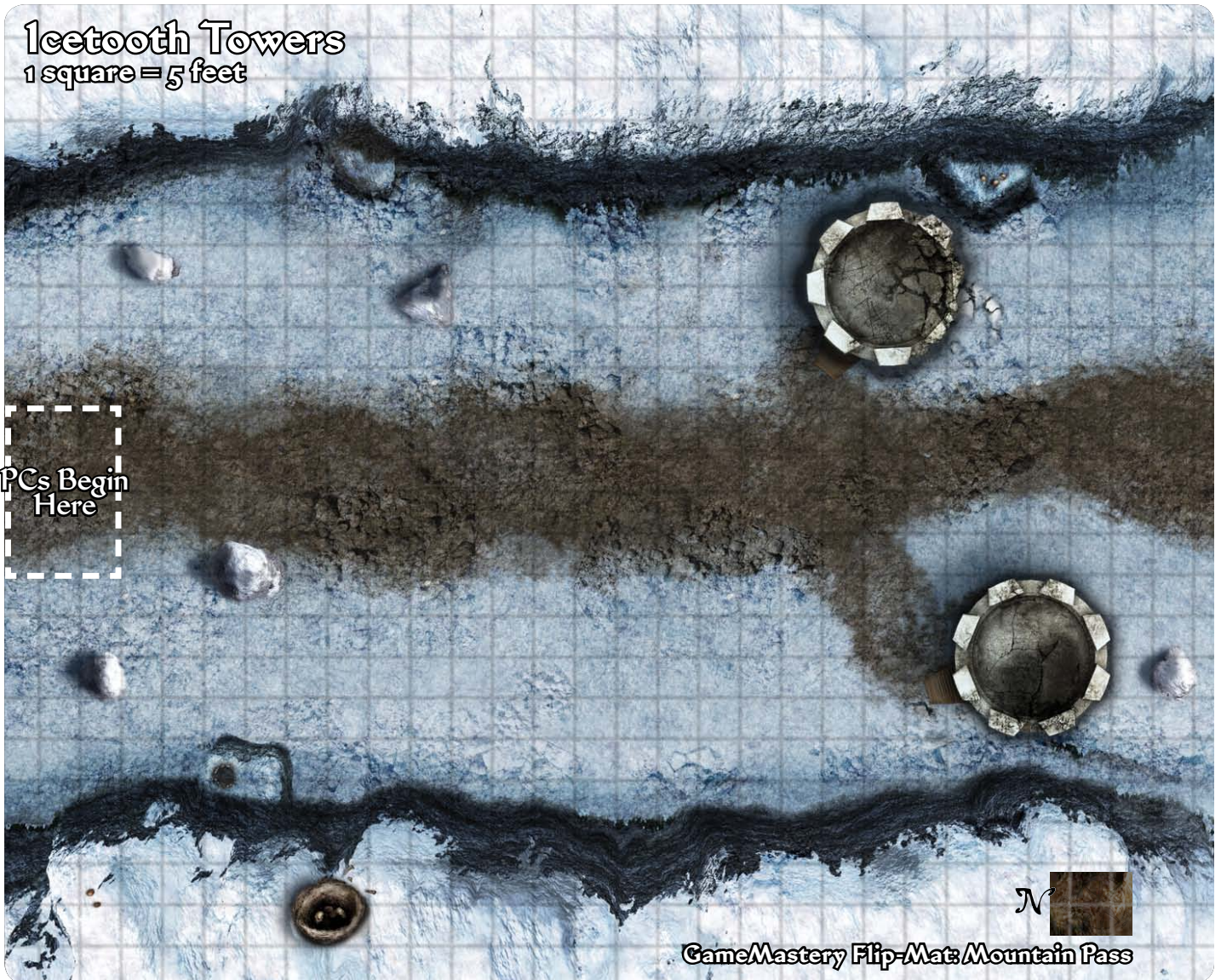
Languages Common, Goblin

Mission Notes: Shadow Lodge faction PCs must obtain Lightfoot's orders from Society leadership. The proud Ulfen keeps the mission orders, which suggest the Decemvirate feel it would be a misuse of resources to have her shepherding goblins, on her person. She won't share them under any circumstances, but a Sleight of Hand check opposed by her Perception allows a PC to lift them from her pack. In Subtier 1–2, Lightfoot has a +6 Perception modifier; in Subtier 4–5, she has a +9 Perception modifier. If she catches a PC doing this, she only smiles and says, "Nice try." GMs should remind players that open conflict between Pathfinders is strictly prohibited. Successfully obtaining Ragna's orders earns Shadow Lodge faction PCs 1 PP.

1cetooth Towers

1 square = 5 feet

PCs Begin
Here



Silver Crusade faction PCs will want to ask the goblins about any connection between the stilyagi and the Shadow Lodge. This faction mission can be accomplished any time during the scenario, but cannot be accomplished in the presence of another faction. If a goblin's attitude has been made friendly or higher, it willingly provides useful information to the questioner; otherwise, a DC 20 Diplomacy check is required to get the goblins to divulge any meaningful information. Getting the goblins to talk without another faction overhearing earns Silver Crusade faction PCs 1 PP.

ACT 1: ICETOOTH TOWERS (CR 2 OR CR 5)

The map that Ragna Lightfoot provides the PCs takes them past two ancient stone watchtowers set in a low

mountain pass. Lightfoot's map indicates they've been deserted since the Winter War, but her information isn't completely accurate or up to date; members of the Icetooth goblin tribe have recently moved into the abandoned towers.

A narrow southern pass winds its way through steep, icy hills, the frigid wind periodically dusting all in its path with a layer of snow. Two ancient stone watchtowers stand on either side of the path between two nearly vertical bluffs rising thirty feet to either side, just as Lightfoot's map indicated they would. The eighty-foot-wide path narrows to a mere twenty-five feet in width between the two fifty-foot towers.

At a casual glance, the watchtowers appear abandoned, though PCs who succeed at a DC 12 Perception check notice that snow has been knocked off the battlements,

specifically on the sections facing the path—the towers may not be as unoccupied as the party has been lead to believe. The Icetooth goblins don't maintain constant vigilance over the lands surrounding their towers, but unless the party makes opposed Stealth checks, the goblins automatically spot them when the PCs come within 55 feet of the towers, prompting the goblins to attack with their ranged weapons.

The towers are 50 feet tall, with doors on the south side. The doors are not locked, but are barred from within. The original doors rotted away centuries ago, and the ones in place now are of typical goblin craftsmanship (hardness 3, hp 10, Break DC 12).

The towers are simple structures. Inside, the ground floor of each tower is a 20-square-foot circular room where the goblins are lairing. The wooden stairway that once climbed the interior wall of the tower rotted away long ago, and now a single 50-foot ladder rises from the ground of each tower to wooden hatches leading to the roof.

On top of the east tower is a small metal pot filled with a sooty, tarlike substance. Once the Icetooth goblins are aware of the PCs, they toss a torch in it. When it burns, this substance creates a plume of greasy black smoke that can be seen for miles and signals that there's trouble in the area. The heavy wind above the bluff's crest dissipates much of the early smoke, but if the pot burns for 6 rounds, the signal grows strong enough to be seen from the town of Harvest's End to the south. The signal pot can be extinguished as a move action.

Creatures: A group of goblin warriors, led by a goblin shaman, occupy these two towers. They attack as soon as they see the party. Two goblin warriors guard the west tower, while the shaman and any remaining warriors occupy the top of the east tower.

The Frostfur goblin prisoners want to join the PCs in the fight, making themselves additional targets. With a successful DC 13 Diplomacy check or DC 10 Intimidate check, the PCs can order the goblins to hang back, but only until the PCs appear to have control of the situation. The Frostfur goblins have an ulterior motive here—they'd love to get their hands on some alchemist's fire if they can beat the PCs to it. They might pitch the vials off the tower into a soft snowbank (to collect later) if the PCs aren't watching or even swallow a vial whole. The goblins' ultra-fast metabolisms allow the vials to pass unbroken a few hours later, provided the ingesting goblin takes no damage in the meanwhile (50% chance that the alchemist's fire ignites if it does).

Subtier 1–2 (CR 2)

ICETOOTH WARRIORS (4) CR 1/3

hp 6 each (*Pathfinder RPG Bestiary* 156)

TACTICS

During Combat The warriors use their short bows from atop the tower until the PCs are at the base. At that point, they descend the ladder to ready their attacks pending the door being broken down. If the warriors occupy a tower that the PCs are ignoring in favor of the other tower, the goblins exit to attack the party on the ground from behind.

Morale The Icetooth goblin warriors fight to the death.



Icetooth Shaman

ICETOOTH SHAMAN CR 1/3

Female goblin adept 1 (*Pathfinder RPG Bestiary* 156)

NE Small humanoid (goblinoid)

Init +3; **Senses** darkvision 60 ft.; Perception +1

DEFENSE

AC 14, touch 14, flat-footed 11 (+3 Dex, +1 size)

hp 7 (1d6+4)

Fort +0, **Ref** +3, **Will** +3

OFFENSE

Speed 30 ft.

Melee dagger –1 (1d3–2/19–20)

Ranged light crossbow +4 (1d6/19–20)

Adept Spells Prepared (CL 1st; concentration +2)

1st—*burning hands* (DC 12), *sleep* (DC 12)

0—*create water*, *ghost sound*, *touch of fatigue* (DC 11)

TACTICS

During Combat As her first move action, the goblin shaman lights the signal fire, and then fires her pre-loaded crossbow at the party approaching the tower. When the PCs get to the base of her tower, she lobs a vial of alchemist fire down on them, before descending the ladder to the tower's ground floor. She readies to cast *burning hands* on whoever batters down the door (she's unconcerned about hitting other goblins). She then tries to bring down other foes with her *sleep* spell, followed by *touch of fatigue*.

Morale The Icetooth goblin shaman fights to the death.

STATISTICS

Str 6, **Dex** 16, **Con** 11, **Int** 10, **Wis** 13, **Cha** 7

Base Atk +0; **CMB** –3; **CMD** 10

Feats Toughness

Skills Heal +5, Ride +7, Stealth +12

Languages Goblin

Combat Gear *potion of cure light wounds*, alchemist's fire (3);

Other Gear dagger, light crossbow with 10 bolts, wooden holy symbol of Zarongel, 25 gp

Subtier 4–5 (CR 5)

ICETOOTH WARRIORS (3)

CR 1

Goblin warrior 3 (*Pathfinder RPG Bestiary* 156)

NE Small humanoid (goblinoid)

Init +6; **Senses** darkvision 60 ft.; Perception –1

DEFENSE

AC 18, touch 13, flat-footed 16 (+4 armor, +2 Dex, +1 shield, +1 size)

hp 22 each (3d10+6)

Fort +4, **Ref** +3, **Will** +0

OFFENSE

Speed 30 ft.

Melee mwk short sword +7 (1d4/19–20)

Ranged shortbow +6 (1d4/x3)

TACTICS

During Combat The warriors use their shortbows from atop the tower until the PCs are at the base. At that point, they descend the ladders to ready their attacks pending the door being broken down. If the warriors occupy a tower that the PCs are ignoring in favor of the other tower, the goblins exit to attack the party on the ground from behind.

Morale The Icetooth goblin warriors fight to the death.

STATISTICS

Str 11, **Dex** 15, **Con** 12, **Int** 10, **Wis** 9, **Cha** 6

Base Atk +3; **CMB** +2; **CMD** 14

Feats Improved Initiative, Weapon Finesse

Skills Acrobatics +1, Ride +8, Stealth +9

Languages Goblin

Combat Gear *potion of cure light wounds*, alchemist's fire;

Other Gear chain shirt, light wooden shield, masterwork short sword, shortbow with 20 arrows, 5 gp

ICETOOTH SHAMAN

CR 1

Female goblin adept 3 (*Pathfinder RPG Bestiary* 156)

NE Small humanoid (goblinoid)

Init +3; **Senses** darkvision 60 ft.; Perception +1

DEFENSE

AC 14, touch 14, flat-footed 11 (+3 Dex, +1 size)

hp 16 (3d6+6)

Fort +1, **Ref** +4, **Will** +4

OFFENSE

Speed 30 ft.

Melee dagger +0 (1d3–2/19–20)

Ranged mwk light crossbow +6 (1d6/19–20)

Adept Spells Prepared (CL 1st; concentration +2)

1st—*burning hands* (DC 13), *cause fear* (DC 12), *sleep* (DC 12)

0—*create water*, *ghost sound*, *touch of fatigue* (DC 11)

SNOWBLOOMS

A strange event occasionally occurs in the Irrisen wilderness. A mysterious flower that resembles a pale blue daffodil blooms in the snow and wilts as soon as the snow stops falling. If plucked during the storm, the flower instantly turns to delicate, non-magical crystal. Herbalists speculate that the flowers are a sign of the land itself resisting Baba Yaga's magic. They are thus considered sacred in the Lands of the Linnorm Kings, and are prized by art collectors everywhere. The *jadwiga*, however, consider the flowers detestable weeds to be destroyed on sight, and trafficking in them is punishable by death. The value of a bloom depends on its quality when plucked; blooms are more plentiful at lower temperatures and their quality is higher.

TACTICS

During Combat As her first move action, the goblin shaman lights the signal fire, and then fires her pre-loaded crossbow at the party approaching the tower. When the PCs get to the base of her tower, she lobes a vial of alchemist's fire down on them, and descends the ladder to the tower's ground floor. She readies to cast *burning hands* on whoever batters down the door (she's unconcerned about hitting other goblins). She then tries to bring down other foes with her *sleep* spell, scare them with *cause fear*, and finally weaken them with *touch of fatigue*.

Morale The Icetooth goblin shaman fights to the death.

STATISTICS

Str 6, **Dex** 16, **Con** 11, **Int** 10, **Wis** 13, **Cha** 7

Base Atk +1; **CMB** –2; **CMD** 11

Feats Spell Focus (evocation), Toughness

Skills Appraise +3, Heal +7, Ride +7, Stealth +14

Languages Goblin

SQ summon familiar (raven)

Combat Gear *potion of cure light wounds*, alchemist's fire;

Other Gear dagger, masterwork light crossbow with 10 bolts, wooden holy symbol of Zarongel, 5 gp

BIRD (RAVEN FAMILIAR)

CR —

hp 8 (*Pathfinder RPG Bestiary* 133)

Development: If the PCs fail to extinguish the smoke signal by the end of the 6th rounds after it was lit, remember to apply the warning penalty to Bluff, Diplomacy, Intimidate, and Knowledge (local) DCs for any social encounters in Harvest's End (see page 12).

Treasure: The goblins have amassed a small cache of spoils from recent ambushes of travelers along this path, which they now heap in a pile on the ground floor of the western tower. Among the worthless junk collected here

OPTIONAL ENCOUNTER

The encounter in Act 3 is an optional encounter. If the introduction ran long or the players have less than two and a half hours in which to finish the scenario, feel free to skip Act 3 and move straight into Act 4. There are no rewards or faction missions associated with this encounter.

the PCs may find some items of value. In Subtier 1–2, the PCs may locate a *potion of bull's strength* and two tanglefoot bags with a successful DC 15 Perception check; in Subtier 4–5, the pile of junk contains only trash.

Rewards: If the PCs defeat the Icetooth goblins, reward each subtier thusly:

Subtier 1–2:

Give each PC 89 gp.

Subtier 4–5:

Give each PC 166 gp.

ACT 2: SNOWBLIND (CR 1 OR CR 4)

Read the following text aloud to begin the next act.

With the rough hills at now far to the north, the land opens into a broad grassland where the snow is much sparser. The sky is overcast and the temperature has risen, making the march south somewhat easier. For as far as the eye can see, there is nothing but open ground and great fir trees that dot the landscape.

Unfortunately, the sky is overcast and the temperature is rising because there's about to be a snowstorm.

Hazard: If the PCs succeed at a DC 15 Survival check, they recognize that a major snowstorm is coming, and that they should start preparing a camp as soon as possible. Regardless of whether the PCs know the storm is coming or not, the change in the weather will become obvious when heavy snowflakes start to come down, reducing their visibility.

In Subtier 1–2, setting up a camp to endure the storm for the night is a simple matter of making a DC 15 Survival check. One PC should make the check, acting as the leader of the camp set-up, but other PCs may assist in the roll. Setting up camp takes an hour, and if the PCs were aware that the storm was coming (described above), allow them an extra chance to make camp if they fail the first attempt before the storm sets in. They must make a Fortitude save each hour they are exposed to the storm without shelter (DC 15, +1 per previous check) or take 1d6 nonlethal damage for being unprotected in weather

below 40° F until they successfully make a camp. See page 442 of the *Core Rulebook* for more details. PCs with ranks in Survival may gain a bonus on this save and assist others if their rolls are high enough.

In Subtier 4–5, setting up camp is very similar to doing so in Subtier 1–2—including the extra chance to set up camp if the PCs know the storm is coming—but the blizzard is much more severe and the consequences for failure are much harsher. A PC must succeed at a DC 20 Survival check to make camp. The PCs must all make a Fortitude save every 10 minutes they are exposed to the storm without shelter (DC 15, +1 per previous check) or take 1d6 nonlethal damage for being unprotected in weather below 0° until they successfully make a camp. See page 442 of the *Core Rulebook* for other circumstances that affect this challenge. PCs with ranks in Survival may gain a bonus on this save and assist others if their rolls are high enough. Additionally, those PCs wearing cold weather outfits need only make a save against the cold once per hour.

Development: The goblin prisoners are unhelpful in setting up camp. Instead they either argue with each other or mock the PCs doing all the work. They receive a +2 bonus on their Fortitude saves against the cold, because of they are acclimated to Irrisen's weather. If left with no supervision, they start eating all of their rations for the journey. If the goblins do eat all of their rations, they become ravenous in the morning. Unless the PCs have a magical way to feed them, they become almost unbearable—complaining, dragging their feet on the march, arguing with each other and the PCs, and drawing attention to themselves once the PCs arrive in Harvest's End. Remind PCs who want to hunt that they're on a tight schedule and game is sparse (add +5 to Survival DCs for hunting).

If a PC makes a successful DC 13 Diplomacy check, she convinces the goblins to stay out of trouble and out of the next day's rations, but can't convince the goblins to help to set up camp.

Treasure: If the PCs leave their shelter at any point during the night and endure part of the storm (for example, because they take a turn at watch), they find a rare snowbloom flower growing near the campsite. In Subtier 1–2, the picked flower is worth 170 gp; in Subtier 4–5, because the snowbloom formed in a major blizzard, the flower is worth 750 gp.

Rewards: If the PCs retrieve the snowbloom flowers, reward each subtier thusly:

Subtier 1–2:

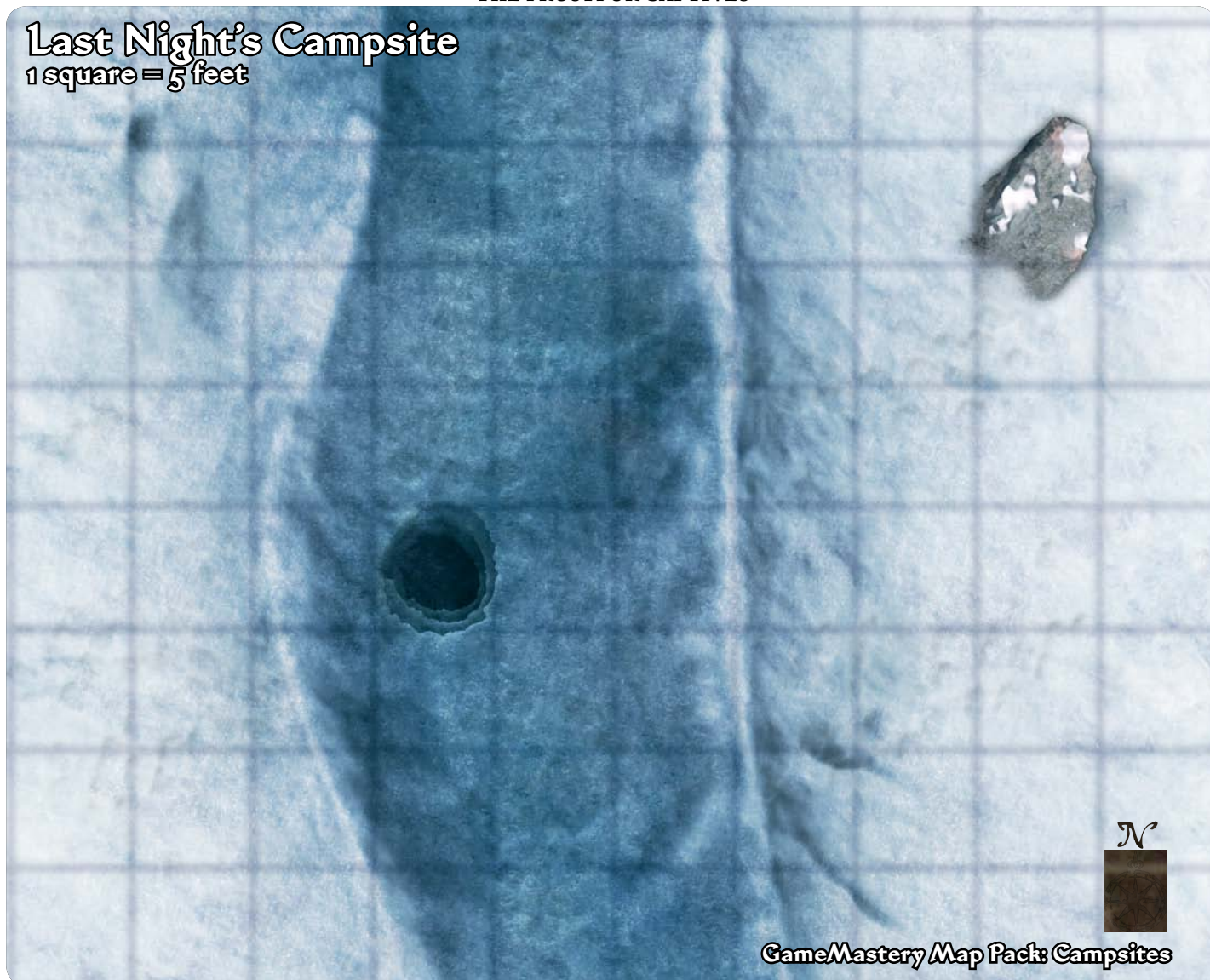
Give each PC 28 gp.

Subtier 4–5:

Give each PC 125 gp.

Last Night's Campsite

1 square = 5 feet



ACT 3: LAST NIGHT'S CAMPSITE (CR 2 OR CR 5)

The following morning, after the storm has subsided, the PCs are in for a rude awakening (if bedding down with goblins in their midst wasn't bad enough). A pack of wolves have found their campsite and are desperate enough to attack the large group, even if the PCs have a blazing fire to ward off predators.

Creatures: Three wolves cautiously investigate the campsite. If they scent live (or recently living) bodies, they don't hesitate to attack, using pack tactics—flanking and tripping, focusing on the perceived weakest target en masse before moving on to the next weakest.

The Frostfur goblin are unafraid of the wolves, as the two races have an affinity for each other. The goblins wail at the slaughter of the wolves (even if the wolves are trying to slaughter them in return). If the PCs are distracted

in combat, an unrestrained goblin tries to jump on a wolf's back and escape by riding away. This can only be accomplished with the Subtier 4–5 wolves (of Medium size), but that won't prevent the goblins in Subtier 1–2 from trying and failing miserably. A goblin need to succeed at a DC 20 Ride check to stay on the unwilling mount's back and a DC 20 Handle Animal check to get the wild beast to actually ride away with the creature on its back. Any goblin who attempts to ride a wolf and fails attracts the wolf's attention, and it diverts its next attack to that goblin.

Subtier 1–2 (CR 2)

ADOLESCENT WOLVES (3)

CR 1/2

Young wolf (*Pathfinder RPG Bestiary* 278, 295)

N Small animal

Init +4; **Senses** low-light vision, scent; **Perception** +8

DEFENSE

AC 15, touch 15, flat-footed 11 (+4 Dex, +1 size)

hp 9 each (2d8)

Fort +3, Ref +7, Will +1

OFFENSE

Speed 50 ft.

Melee bite +1 (1d4–1 plus trip)

STATISTICS

Str 9, Dex 19, Con 11, Int 2, Wis 12, Cha 6

Base Atk +1; CMB –1; CMD 13

Feats Skill Focus (Perception)

Skills Perception +8, Stealth +12, Survival +1 (+5 scent tracking)

Subtier 4–5 (CR 5)

WOLVES (2)

CR 1

hp 13 each (*Pathfinder RPG Bestiary* 278)

DIRE WOLF

CR 3

hp 37 (*Pathfinder RPG Bestiary* 278)

Hazards: The deep snow around the campsite is difficult terrain. This affects the wolves as well, though they have a higher movement than most PCs.

ACT 4. HARVEST'S END (CR 2 OR CR 5)

The village of Harvest's End is a quiet place. Traveling merchants in colorful garb are easily distinguished from the locals, who dress in woolen clothes of drab browns, greens, and grays. There are no sounds of laughter or play here. Fishermen put their catch out for display, while others congregate in small groups and whispered conversations. Smoke rises from the chimneys of uniform but well-constructed buildings, most of which are surrounded by small white picket fences.

Harvest's End subsists on fishing and trade, but also sports a ferry across the wide Rimeflow River that allows merchants and lumberers to cross back and forth. The ferry is operated by an ice troll named Rimetusk, who is supposed to keep the peace and represent the will and presence of the jadwiga Elvanna as well as serve as a lookout for Ulfen raiders coming into Irrisen territory to attack Algidheart or other major settlements along the waterway. Harvest's End's isolation from Whitethrone and the lack of any immediate contact with the jadwiga to whom Rimetusk is supposed to report has fostered a sense of self-interest and self-importance in the troll, and he now runs the town as the de facto representative of the government in Whitethrone.

If the PCs failed to stop the goblins' smoke signal in Act 2, treat all Bluff, Diplomacy, Intimidate, and Knowledge (local) DCs in this act as +2 higher than normal, as the entire community (especially Rimetusk) is suspicious of strangers coming from the north.

Before the PCs cross the river (and inevitably deal with Rimetusk, who oversees the only ferry), they have the opportunity to visit local merchants and services. They may also use their time in the village to gather some information or tips on how to deal with the capricious ice troll to better their chances of crossing the river with their charges without trouble.

Mission Notes: Andoran faction PCs should be interested in locating a covert member of the Heralds of Summer's Return while in the village, and they shouldn't have too much difficulty. **Ingrit Henrigsdottir** (NG female Ulfen rogue 4) hides in plain sight, working as a server at the village's only inn. Contacting her without blowing her cover, (especially since she's responsible for delivering Rimetusk's lunch when he's manning the ferry) can be problematic. A DC 16 Sleight of Hand check allows someone to discreetly hand her the note without any of the villagers noticing; if other characters create a distraction, the PC attempting this action receives a +2 bonus on his check. Alternatively, if the PCs want to leave the note somewhere hidden for Ingrit to retrieve later, a DC 20 Bluff (secret message) check tells her where to find it. If the PCs fail to pass the note or message to her discreetly, Ingrit plays dumb in order to protect her cover and her life. Andoran faction PCs who successfully get the note into Ingrit's hands earn 1 PP.

Qadira faction PCs may be interested in uncovering the lucrative vices of the jadwiga Elvanna. PCs searching for such information might find a friend in Chelish merchant **Gaius Larue** (LE male Chelaxian expert 5), a frequent visitor to Whitethrone, though the PCs must persuade Larue to divulge this information, as he doesn't want to create potential competitors. A DC 16 Diplomacy check gets him to reveal that female Vudrani slaves are currently in fashion among the jadwiga, particularly slaves who can dance and tell stories. Larue cryptically adds, with a wink, that Vudran cooking spices are also in high demand. Qadira faction PCs who convince Larue to disclose goods in high demand among the jadwiga earn 1 PP.

Osirion faction PCs are tasked with learning about Irrisen's mining industry. Few people in Harvest's End know much about the topic, as those sent to the mines are rarely seen or heard from again. PCs who ask around about it are directed to **Jarrag Coldhands** (N male Ulfen commoner 2), a local fisherman. Jarrag's twin sons were sent to the mines years ago, and he learned quite a bit from trying to determine if they were still alive. Getting him to tell what he's learned about the mines requires

dredging up painful memories, but a DC 18 Diplomacy check gets him to open up. Osirion faction PCs who get Jarrag to talk earn 1 PP.

Diplomacy (gather information) or Knowledge (local)

PCs seeking to learn more about Rimetusk can discover the following facts from the townsfolk in Harvest's End.

10+ If anything bad happens to Rimetusk, the entire village will suffer reprisals from the jadwiga Elvanna once the regional tax collector finds out.

15+ Rimetusk is not supposed to impede legitimate commerce, but he sometimes does to exert his authority.

20+ The ice troll was corrupt before he had power but is now unscrupulous in his crookedness. He's been known to skim off the top of what he turns over to tax collectors dispatched by the jadwiga Elvanna. He's also known to take the occasional bribe.

25+ Rimetusk can't stand humans who don't know their place (which is beneath him, of course), but he sincerely respects anyone who can best him in a feat of strength, especially wrestling.

Crossing the Rimeflow

The greatest challenge in Harvest's End is gaining access to the ferry leading to the south side of the river. Like everyone in power in Irrisen, the town's would-be ruler—who is also the person in charge of the ferry—is moody and capricious. Rimetusk is also curious about strangers he's never laid eyes on before, but too proud to ask many questions. By refusing to let them use the ferry, he reckons he'll learn about them, and more importantly what he can get out of them in the form of bribes and tribute.

The PCs can get past Rimetusk without a fight in a number of ways, several of which are listed below. Feel free to reward players for creative solutions not mentioned here, using the examples as a guide for determining DCs and chances of success for unlisted solutions.

Bluff: Posing as traveling merchants with opposed skill check against Rimetusk's untrained Sense Motive check gets PCs past him without further trouble. Unless the PCs can actually present themselves as merchants (such as with the Disguise skill or illusion magic), consider this to be an unlikely lie and apply the necessary modifiers to the PCs' Bluff checks. The Frostfur goblins can also influence this check by as much as +5/−5 depending on whether they're currently friendly or unfriendly toward the PCs.

Diplomacy: Appealing to the fact that Rimetusk has no good reason to hold up travelers might work, but consider the ice troll to have an unfriendly starting attitude for this purpose. Every 10 gold pieces the PCs offer in bribes grant them a +1 bonus on such a Diplomacy check. The

HARVEST'S END	
NE village	
Corruption +2; Crime −4; Economy −1; Law +2; Lore +0;	
Society −3	
Qualities insular	
Danger +0	
DEMOGRAPHICS	
Government overlord	
Population 143 (140 humans, 2 halflings, 1 ice troll)	
Notable NPCs	
Apothecary Grelzenda (N female human witch 4)	
Fisher's Guildmaster Thorvic Seldri (LE male human ranger 3)	
Innkeeper Bernila Harger (N female expert 4)	
Rimetusk (CE male ice troll)	
MARKETPLACE	
Base Value 500 gp; Purchase Limit 2,500 gp;	
Spellcasting 3rd	
Minor Items 2d4; Medium Items 1d4; Major Items —	

Frostfur goblins can also influence this check by as much as +5/−5 depending on whether they're currently friendly or unfriendly toward the PCs.

Duel: The PCs can attempt to convince Rimetusk to duel one of them even after an attempt to Bluff or use Diplomacy has failed. Rimetusk agrees to a wrestling match with one PC (no weapons or natural weapons to be used on either side). If a PC can pin him, Rimetusk lets the party pass without further hindrance. The Frostfur goblins cannot influence this contest, but depending on their attitude toward the PCs, they may cheer for either side. Failure to win has no negative consequences other than the troll's laughter and taunting boasts of his prowess. If a PC interferes with the wrestling match or uses weapons against the troll, Rimetusk immediately attacks that PC.

Intimidate: This is the riskiest means to get past the troll other than attacking him outright. If a PC can intimidate Rimetusk, he lets them pass, so long as he remains intimidated long enough for them to cross to the other side of the river. Failure to intimidate the ice troll imparts a −2 penalty on any untried attempt to Bluff or use Diplomacy, and failure by 5 or more prompts Rimetusk to immediately attack the PC who tried to intimidate him.

Creature: Most of Harvest's End's residents give Rimetusk a wide berth, having long ago learned their lesson about being in the wrong place when he gets it in his head that he has to show the town who's boss. He walks freely through the village, his glare inspiring fear in the small community despite the residents being used to his

presence, but generally spends the day outside the village between the town proper and the ferry docks.

In Subtier 1–2, Rimetusk is something of a runt, a weak specimen of his race. He doesn't recognize his own handicaps, however, and still thinks of himself as more powerful than anyone in the village or passing through. Much of why he was selected for such a menial position as enforcing jadwiga rulership over such a small settlement is because of his weakness, though he perceives it as a sign of his prowess that he was given a whole town to lord over.

The PCs' goblin charges can play a significant role in the interaction with Rimetusk. Irrisen law views them as citizens with the same rights and privileges as humans. Despite the letter of the law, however, belief in equality among the nation's monstrous races becomes more abstract the farther one gets from Whitethrone, and the Frostfur goblins are aware that citizenship does not equate to physical might. Successful Diplomacy checks or bribes of food and drink should keep the goblins relatively quiet as the PCs deal with the ice troll, but if

the goblins have been mistreated (or if they feel they have been), they don't hesitate to protest to Rimetusk that they're being abducted. The ice troll tunes much of that out as "goblin talk," but it can put the PCs at significant disadvantage, as noted above.

Subtier 1–2 (CR 2)

RIMETUSK

CR 2

Male weakened ice troll (*Pathfinder RPG Bestiary* 2 271)

CE Large humanoid (cold, giant)

Init +4; **Senses** darkvision 60 ft., low-light vision; Perception +7

DEFENSE

AC 15, touch 13, flat-footed 11 (+4 Dex, +2 natural, –1 size)

hp 22 (3d8+9); regeneration 2 (acid or fire)

Fort +4, **Ref** +7, **Will** +1

Immune cold

Weaknesses vulnerable to fire

OFFENSE

Speed 30 ft.

Melee battleaxe +4 (2d6+3/x3), bite –1 (1d8+1) or bite +4 (1d8+3)

Space 10 ft.; **Reach** 10 ft.

TACTICS

During Combat Rimetusk focuses his attacks on the PC who most recently damaged him or challenged his authority.

Morale Rimetusk has an inflated sense of his own prowess and doesn't recognize when he's beaten. He fights to the death.

STATISTICS

Str 17, **Dex** 18, **Con** 16, **Int** 9, **Wis** 10, **Cha** 7

Base Atk +2; **CMB** +6; **CMD** 20

Feats Intimidating Prowess, Skill Focus (Perception)

Skills Intimidate +5, Perception +7, Survival +4

Languages Common, Giant

Gear battleaxe, 33 pp, 2 gp

Subtier 4–5 (CR 5)

RIMETUSK

CR 5

Male ice troll warrior 1 (*Pathfinder RPG Bestiary* 2 271)

CE Large humanoid (cold, giant)

Init +4; **Senses** darkvision 60 ft., low-light vision; Perception +9

DEFENSE

AC 18, touch 13, flat-footed 14 (+1 armor, +4 Dex, +4 natural, –1 size)

hp 54 (7 HD; 6d8+1d10+22); regeneration 5 (acid or fire)

Fort +7, **Ref** +10, **Will** +2

Immune cold

Weaknesses vulnerable to fire



OFFENSE

Speed 30 ft.**Melee** +1 *battleaxe* +10 (2d6+5/x3), bite +3 (1d8+2), claw +3 (1d6+2) or bite +8 (1d8+4), 2 claws +8 (1d6+4)**Space** 10 ft.; **Reach** 10 ft.**Special Attacks** rend (2 claws, 1d6+6)

TACTICS

During Combat Rimetusk focuses his attacks on the PC who most recently damaged him or openly challenged his authority. If he finds he's having an easy time hitting a particular target, he power attacks to drop that opponent sooner so he can move on to another target.**Morale** Rimetusk is extremely confident of his combat prowess and fights to the death.

STATISTICS

Str 19, **Dex** 18, **Con** 16, **Int** 9, **Wis** 10, **Cha** 7**Base Atk** +5; **CMB** +10; **CMD** 24**Feats** Intimidating Prowess, Power Attack, Skill Focus (Perception), Weapon Focus (*battleaxe*)**Skills** Intimidate +7, Perception +9, Survival +5**Languages** Common, Giant**Other Gear** +1 *battleaxe*, *bracers of armor* +1, 84 pp, 6 gp

Development: Rimetusk's death—whether he started the confrontation with the PCs or not—spells hardship and ruin for the village after the PCs leave. The jadwiga will replace the ice troll, and make an example of the village about the price of rebellion. If the PCs kill the troll, all the NPCs and local businesses—including those required for faction missions—refuse to have anything to do with them, terrified of being associated with their actions.

Mission Notes: Sczarni faction PCs may try to persuade Rimetusk to work with their organization. That is not difficult in and of itself, but Rimetusk wants some assurance that the Sczarni have the backbones to withstand Irrisen's harsh lawgivers and strange customs. As a test, the troll attempts an Intimidate check against the Sczarni PCs. If the troll fails to intimidate them, he's suitably impressed. If he succeeds, the PCs can turn it around with a flat DC 20 Bluff check to convince Rimetusk that they weren't actually intimidated, but rather were showing him the respect he's due. If Rimetusk is convinced the PCs can't be intimidated, Sczarni faction PCs earn 1 PP.

Rewards: If the PCs get past Rimetusk and cross the Rimeflow River, reward each subtier thusly:

Subtier 1–2:

Give each PC 57 gp.

Subtier 4–5:

Give each PC 418 gp.

ACT 5: DOLLHOUSE (CR 2 OR CR 5)

The PCs are almost free and clear of Irrisen. With the Rimeflow miles behind them, they're ready to turn west to cross over into Hagreath, the easternmost portion of the Lands of the Linnorm Kings, and their final destination of Trollheim. The planned route through a stretch of wooded land is intended to keep them out of sight from the wandering patrols of either nation. Unfortunately, the Witch Queen and her children guard the border well.

Natural trails wind through these woods, allowing passage through the thickets and shrubs. A sudden opening reveals a little house, no larger than a small child's tree fort, built atop bundled tree branches lashed together like stilts or legs. The woodwork on the exterior of the house is exquisite, almost delicate in its craftsmanship. The only entrance to this small, one room structure is an open doorway facing west.

This small house is the residence of one of the many guardians of Irrisen's border. A DC 15 Knowledge (local) check allows a PC to recall legends telling of small, chicken-legged houses inhabited by porcelain dolls, created from the souls of stolen children and fashioned in the likenesses of ugly, white-haired crones. These dolls supposedly sit and watch Irrisen's western border, and many tales say they walk the land at night with murderous intent. The miniature house is empty save for a small wooden chair, sized to fit a porcelain doll. The hut stands 10 feet off the ground.

Even in the daytime, the forest canopy filters all but dim light, and at night even the moonlight doesn't penetrate the foliage overhead. The dense trees themselves offer cover; any square marked with trees should be considered to have shrubs and thickets at its base.

Creatures: The porcelain doll that resides in this hut may be in the hut or outside it, depending on the time of day the PCs approach. During the day, it sits in the small chair in the center of the hut. It sits perfectly still, creepily watching the landscape through the hut's door. If the PCs enter the hut or attack it, it stands and fights.

If the PCs arrive at night, the doll is nearby, patrolling the area, and is already aware of the PCs. Because of its tiny size, it can move through the underbrush normally. It attempts to gain surprise against the PCs as they investigate its empty hut.

The Frostfur goblins become terrified at the sight of the porcelain doll. Cowering, they plead for the PCs to protect them from the wrath of the Witch Queen, who they believe (correctly) can see through the doll's eyes. They might get underfoot and in the way of the PCs, but they take no part in the combat whatsoever.

Subtier 1–2 (CR 2)

IRRISEN GUARDIAN DOLL

CR 2

Soulbound doll (*Pathfinder RPG Bestiary 2* 255)

NE Tiny construct

Init +6; **Senses** darkvision 60 ft., low-light vision;

Perception +3

DEFENSE

AC 15, touch 14, flat-footed 13 (+2 Dex, +1 natural, +2 size)**hp** 19 (3d10+3)**Fort** +1, **Ref** +3, **Will** +1**DR** 2/magic; **Immune** construct traits**Weaknesses** susceptible to mind-affecting effects

OFFENSE

Speed 20 ft.**Melee** dagger +3 (1d2–2/19–20)**Space** 2-1/2 ft.; **Reach** 0 ft.**Spell-Like Abilities** (CL 3rd,

concentration +2)

3/day—*light*, *mage hand*, *open/close*, *prestidigitation*1/day—*inflict serious wounds* (DC 12), *levitate*

TACTICS

During Combat The Irrisen Guardian Doll initiates combat by casting *inflict serious wounds* on the PC it sees as the largest threat, generally whichever PC attacks it or investigates it first. It then uses its *levitate* spell-like ability to move out of melee range, hoping its connection to the jadwiga will bring reinforcements.

Morale The Irrisen Guardian Doll is tasked with a single duty—to watch and protect the nation's borders—and it fights until destroyed to uphold that order.

STATISTICS

Str 7, **Dex** 14, **Con** —, **Int** 11, **Wis** 10, **Cha** 9**Base Atk** +3; **CMB** +3; **CMD** 11**Feats** Improved Initiative, Toughness**Skills** Perception +3, Stealth +13**Languages** Common**SQ** alignment variation, soul focus

SPECIAL ABILITIES

Alignment Variation (Ex) Soulbound dolls have an alignment-dependent spell-like ability usable once per day; those with a neutral evil alignment can cast *inflict serious wounds* (DC 12).

Susceptible to Mind-Affecting Effects (Ex) The weakened conviction of a soulbound doll's soul makes it susceptible to mind-affecting effects, despite the fact that the doll is a construct.

Soul Focus (Su) The soul bound to the doll lives within a focus integrated into the doll—in this case, a gem embedded into its chest. As long as this soul focus remains intact, it

can be used to animate another doll, using the same cost as creating a new construct. Once bound into the soul focus, the soul continues to learn, and so if later it is put into a new doll body, the soul retains its personality and memories from its previous body or bodies. A soul focus has hardness 8, 12 hit points, and a break DC of 20.

Subtier 4–5 (CR 5)

IRRISEN GUARDIAN DOLL

CR 5

Soulbound doll sorcerer 4 (*Pathfinder RPG Bestiary 2* 255)

NE Tiny construct

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

DEFENSE

AC 17, touch 16, flat-footed 13 (+3 Dex, +1 dodge, +1 natural, +2 size)**hp** 41 (7 HD; 3d10+4d6+11)**Fort** +2, **Ref** +5, **Will** +6**DR** 2/magic; **Immune** construct traits;**Resist** cold 5**Weaknesses** susceptible to mind-affecting effects

OFFENSE

Speed 20 ft.**Melee** dagger +5 (1d2–2/19–20)**Space** 2-1/2 ft.; **Reach** 0 ft.**Spell-Like Abilities** (CL 3rd; concentration +5)3/day—*mage hand*, *message*, *open/close*, *prestidigitation*1/day—*inflict serious wounds* (DC 15), *levitate***Bloodline Spell-Like Abilities** (CL 4th; concentration +6)

5/day—cold steel (2 rounds)

Sorcerer Spells Known (CL 4th; concentration +6)2nd (4/day)—*scorching ray*1st (7/day)—*cause fear* (DC 13), *charm person* (DC 14), *enlarge person*, *shield*0 (at will)—*acid splash*, *bleed* (DC 12), *daze* (DC 13), *detect magic*, *ray of frost*, *resistance***Bloodline** Boreal*

TACTICS

Before Combat If the doll has time to prepare while the PCs aren't aware it's alive, it casts *shield*. Then just before combat, it uses its cold steel ability to grant its dagger the *frost* special ability for 2 rounds.

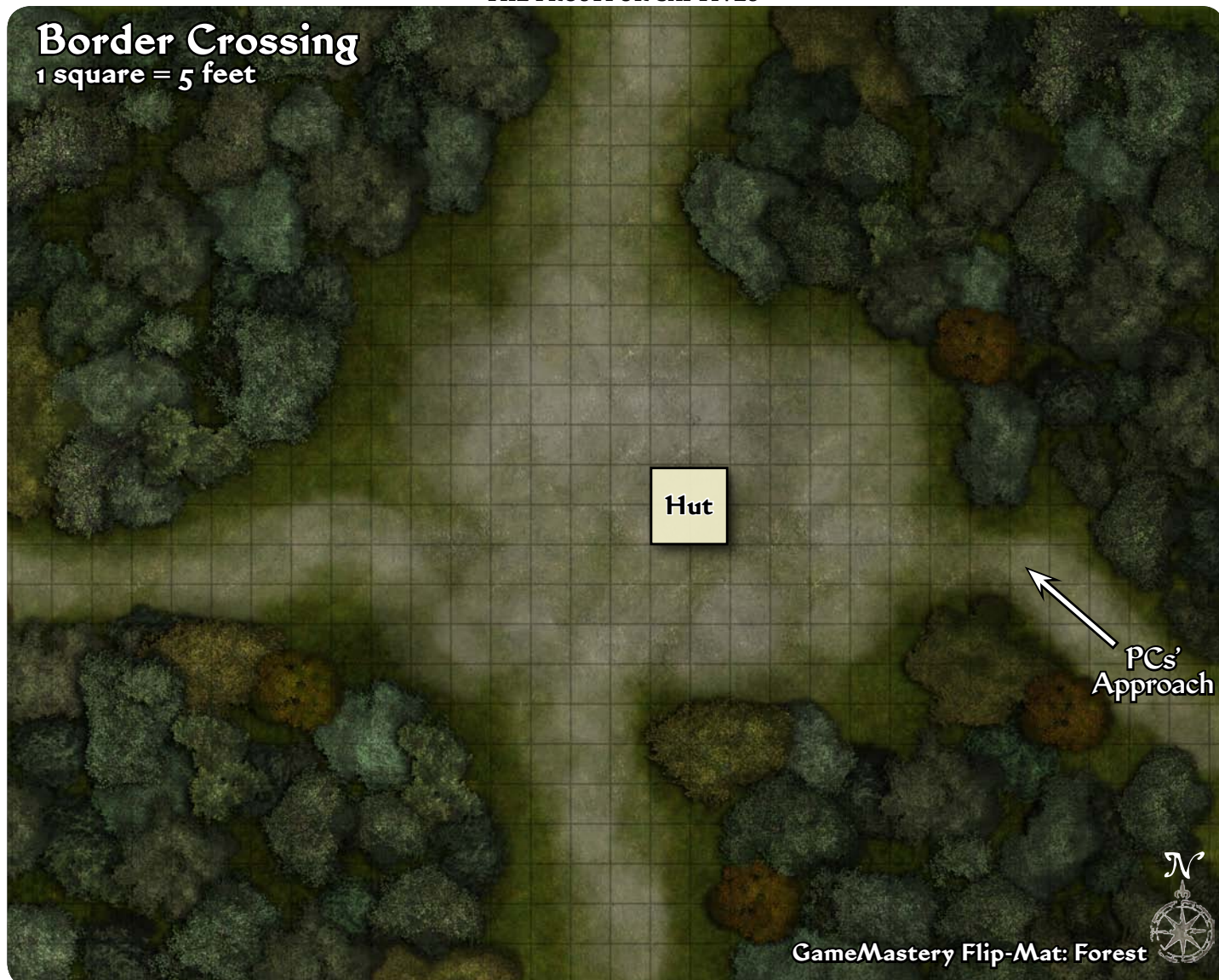
During Combat The Irrisen Guardian Doll initiates combat by casting *inflict serious wounds* on whichever PC the doll sees as the largest threat, which is generally the PC who attacked it or investigated it first. The doll then uses its *levitate* spell-like ability to move out of melee range, hoping its connection to the jadwiga will bring reinforcements while it uses ranged magical attacks to bring down the PCs.



Guardian Doll

Border Crossing

1 square = 5 feet



GameMastery Flip-Mat: Forest

Morale The Irrisen Guardian Doll is tasked with a single duty—to watch and protect the nation’s borders—and it fights until destroyed to uphold that order.

STATISTICS

Str 7, **Dex** 16, **Con** —, **Int** 15, **Wis** 12, **Cha** 14

Base Atk +5; **CMB** +6; **CMD** 15

Feats Dodge, Eschew Materials, Improved Initiative, Spell Focus (enchantment), Toughness

Skills Fly +16, Knowledge (arcana) +11, Perception +7, Spellcraft +9, Stealth +17

Languages Common, Skald, Sylvan

SQ alignment variation, bloodline arcana, icewalker, soul focus

Gear dagger

SPECIAL ABILITIES

Alignment Variation (Ex) Soulbound dolls have an alignment-dependent spell-like ability usable once per day; those of neutral evil alignment can cast *inflict serious wounds*.

Bloodline Arcana (Su) When you cast a spell with the cold

descriptor, increase the spell’s save DC by 1.

Cold Steel (Sp) You can touch a weapon or up to 50 pieces of ammunition as a standard action, giving the weapon or ammunition the *frost* special ability for a number of rounds equal to 1/2 your sorcerer level (minimum 1).

Icewalker (Ex) You gain cold resistance 5 and can move across snow and icy surfaces without penalty and without leaving tracks.

Soul Focus (Su) The soul bound to the doll lives within a focus integrated into the doll—in this case, a gem embedded into its chest. As long as this soul focus remains intact, it can be used to animate another doll, using the same cost as creating a new construct. Once bound into the soul focus, the soul continues to learn, and so if later it is put into a new doll body, the soul retains its personality and memories from its previous body or bodies. A soul focus has hardness 8, 12 hit points, and a break DC of 20.

Susceptible to Mind-Affecting Effects (Ex) The weakened

conviction of a soulbound doll's soul makes it susceptible to mind-affecting effects, despite the fact that it is a construct

* See the *Advanced Player's Guide*.

Development: PCs who investigate the hut and the doll (after defeating it) may make a DC 18 Knowledge (arcana) check to recognize the porcelain crone's eyes are scrying devices that allow the white witches of Irrisen to observe the entire length of their border through the eerie sentinels' views. If anyone removes the dolls' eyes, the goblins become alarmed, telling other party members the eyes should be left alone, or Baba Yaga will track them down and take revenge.

Treasure: Further examination of the defeated doll uncovers a piece of pale blue quartz inside its chest, carved into the shape of an intricate snowflake, which a PC can locate with a successful DC 18 Perception check. Making a successful DC 17 Knowledge (arcana) check enables a PC to identify this object as the doll's soul focus. Again, the goblins warn of terrible repercussions if someone takes it, pleading with the other PCs to intercede. This exquisite piece of craftsmanship not only contains the doll's soul, but is worth 1,000 gp as an art object alone.

Mission Notes: Members of the Taldor faction who realize that the doll's eyes could be a means to remotely communicating with the jadwiga should be interested in removing them. Doing so earns each PC of the Taldor faction 1 PP.

Cheliox faction PCs will likely be interested in the doll's soul focus. Retrieving it for their faction nets each Cheliox faction PC 1 PP.

Rewards: If the PCs retrieve the porcelain doll's soul focus reward each subtier thusly:

All subtiers:

Give each PC 167 gp.

ACT 6: BLACKRAVEN BETRAYAL (CR 3 OR CR 6)

The party has now left Irrisen behind and crossed into the easternmost region of the Lands of the Linnorm Kings, a barren and well defended land called Hagreach. They should expect no more trouble as the castellan has given his blessing for them to escort their captives to the extraction team. The map indicates a Blackraven way station along the trackless route to Trollheim where the PCs may rest and recuperate before the last leg of their journey.

The woods open to a clearing where a large, grass-covered mound, like a small oblong hill, dominates the area. A stout wooden door is set directly into the side of the mound, while a thin trail of smoke rises from the very top. Immediately to the south is a wooden horse stable, all of its doors closed.

This longhouse and the adjoining buildings (see the map on page 20) belong to the Blackravens, an elite Ulfen militia that guards the border against ice trolls and other invaders. The highest ranking soldier here is a young lieutenant named Enrik Ironjaw who only recently joined the Blackravens after his family was killed in a winter wolf raid. Freyr Darkwine, who is both the Blackravens' commander and Trollheim's castellan, passed word to Ironjaw to expect the party to pass through the area with their captives and to let them through with the goblins in tow. Unfortunately, the castellan underestimated Enrik's desire for revenge against Irrisen and overestimated his willingness to follow any order given. Enrik's small detachment of Blackravens are all relatively green and inexperienced and obey the lieutenant's orders, even those he makes himself, outside the chain of command. Now the Blackravens, on Enrik's orders, plan to lure the goblins into a trap. They're more than willing to kill the PCs as well, if they interfere.

Creatures: Enrik Ironjaw, two Blackraven warriors, and a cleric of Gorum are currently stationed at the longhouse. All three low-ranking Blackravens are new recruits and they follow Enrik's orders strictly, even when doing so makes them violate the will of Freyr Darkwine. The chaplain, a tall blonde woman with a battle scar on her cheek, sits on the steps to the roof hatch at **6f**, while the two Blackraven soldiers are hidden in the closed stable with the team's four mounts.

When the PCs arrive, Enrik emerges from the longhouse's entrance and greets the Pathfinders warmly, identifying himself and explaining that the castellan advised him of their impending arrival and intent. He offers them the hospitality of the longhouse (a hot meal and good drink) before the final leg of their journey, suggesting that the goblins be secured in the Blackravens' emptied storage room. PC who make a DC 20 Sense Motive check realize that Ironjaw is only feigning friendliness and that something is wrong.

If the PCs accept Enrik's offer, he shows them the storeroom at **6g** and helps them secure the goblins within its strongly locked door. He then invites the PCs to the Mess Hall in area **6d**, where he and the chaplain serve them a modest feast of roasted turkey, stewed potatoes, and spiced wine. Meanwhile, the warriors move quietly from the stable (area **6i**), up the hill to where it meets the longhouse's sloping roof, and descend into the structure through the hatch at **6f**, with the intent of murdering the goblins while the PCs are distracted. Allow the PCs to make DC 15 Perception checks to hear the warriors moving about on the roof and the sound of them attacking the goblins should they get that far. Additionally, the PCs can make DC 15 Sense Motive checks to notice that Enrik and the chaplain keep giving each other significant looks while entertaining the Pathfinders.

If the PCs decline Enrik's offer of hospitality, the Blackraven looks disappointed for a moment, then sets his strong jaw and furrows his brow. "Freyr Darkwine is no king," he says. "It is not for him to erase a weregild of a thousand years to convenience the Pathfinders. Kill us all if you must, but you'll not drag us before his justice. Those goblins will die like the monsters they are!" His warriors then burst from the stables, and the chaplain exits the hatch in the longhouse's roof to support them.

In Subtier 1–2, Enrik Ironjaw has the same statistics as the Blackraven warriors; in Subtier 4–5, he has a unique stat block.

Subtier 1–2 (CR 3)

BLACKRAVEN WARRIORS (2)

CR 1/2

Human warrior 2

CN Medium humanoid (human)

Init +1; **Senses** Perception –1

DEFENSE

AC 17, touch 11, flat-footed 16 (+4 armor, +1 Dex, +2 shield)

hp 18 each (2d10+7)

Fort +4, **Ref** +1, **Will** –1

OFFENSE

Speed 30 ft.

Melee mwk battleaxe +5 (1d8+1/x3)

Ranged throwing axe +3 (1d6+1)

TACTICS

During Combat The Blackraven warriors' primarily target the goblins, only attacking the PCs directly if they protect their prisoners. The warriors reserve one throwing axe for enemies at range, and the second for anyone attempting to flee.

Morale Enrik Ironjaw fights to the death to avenge his family.

The warriors under his command surrender if reduced to 5 or fewer hit points.

STATISTICS

Str 13, **Dex** 13, **Con** 12, **Int** 9, **Wis** 8, **Cha** 10

Base Atk +2; **CMB** +3; **CMD** 14

Feats Toughness, Weapon Focus (battleaxe)

Skills Climb +1, Handle Animal +4, Ride +1, Survival +0

Languages Common, Skald

Combat Gear *potion of cure light wounds*, acid flask; **Other**

Gear chain shirt, heavy wooden shield, masterwork battleaxe, throwing axes (2), 15 gp

ENRIK IRONJAW

CR 1/2

Use statistics for Blackraven Warriors.

hp 18

BLACKRAVEN CHAPLAIN

CR 1/2

Female human cleric of Gorum 1

CN Medium humanoid (human)

BLACKRAVEN LONGHOUSE ROOMS

Because the PCs are essentially free to roam about the entire Blackraven complex, the locations within are presented below. Depending on the PCs' decisions, they may or may not visit some of these rooms.

6a. Pantry: Here the Blackravens keep stores for extended stays in the lodge and provisions for patrols stopping at the lodge to resupply.

6b. Kitchen: The Blackravens take turns preparing meals here for the contingent of troops stationed at the longhouse at any given time. The remnants of today's meal lie strewn about, as though someone shirked his duty to clean up after cooking.

6c. Barracks: Modest two-tiered bunks fill this room. A secret door in the southeast corner leads to area 6e.

6d. Mess Hall: A large oak table fills this hall, its surface stained with years of spilled ale and wine. A chandelier of giant boar tusks holding two dozen blazing candles lights the chamber.

6e. Armory: The Blackravens store spare weapons, shields, and armor here.

6f. Roof Access: A set of stairs leads up to a trapdoor in the ceiling, providing the Blackravens with access to the roof to easily make repairs or defend the building from higher ground.

6g. Storage Room: This room is normally used for storing non-weapon, non-perishable items needed to maintain the longhouse and support Blackraven activity in the area. In anticipation of the PCs' arrival, Enrik and his men cleared the room, and it is now completely empty.

6h. Long Hall: The trophies of years of battle between the Blackravens and the monstrous armies of Irrisen line the walls of this long, wide hallway.

6i. Stable: This heavy wooden stable currently houses four horses. The doors have been secured to prevent them from prematurely spooking the expected goblin prisoners.

6j. Outhouse: This small outbuilding serves as the longhouse's outhouse.

Init –1; **Senses** Perception +3

DEFENSE

AC 13, touch 9, flat-footed 13 (+4 armor, –1 Dex)

hp 13 (1d8+5)

Fort +3, **Ref** –1, **Will** +5

OFFENSE

Speed 30 ft.

Melee greatsword +2 (2d6+3/19–20)

Ranged light crossbow –1 (1d8/19–20)

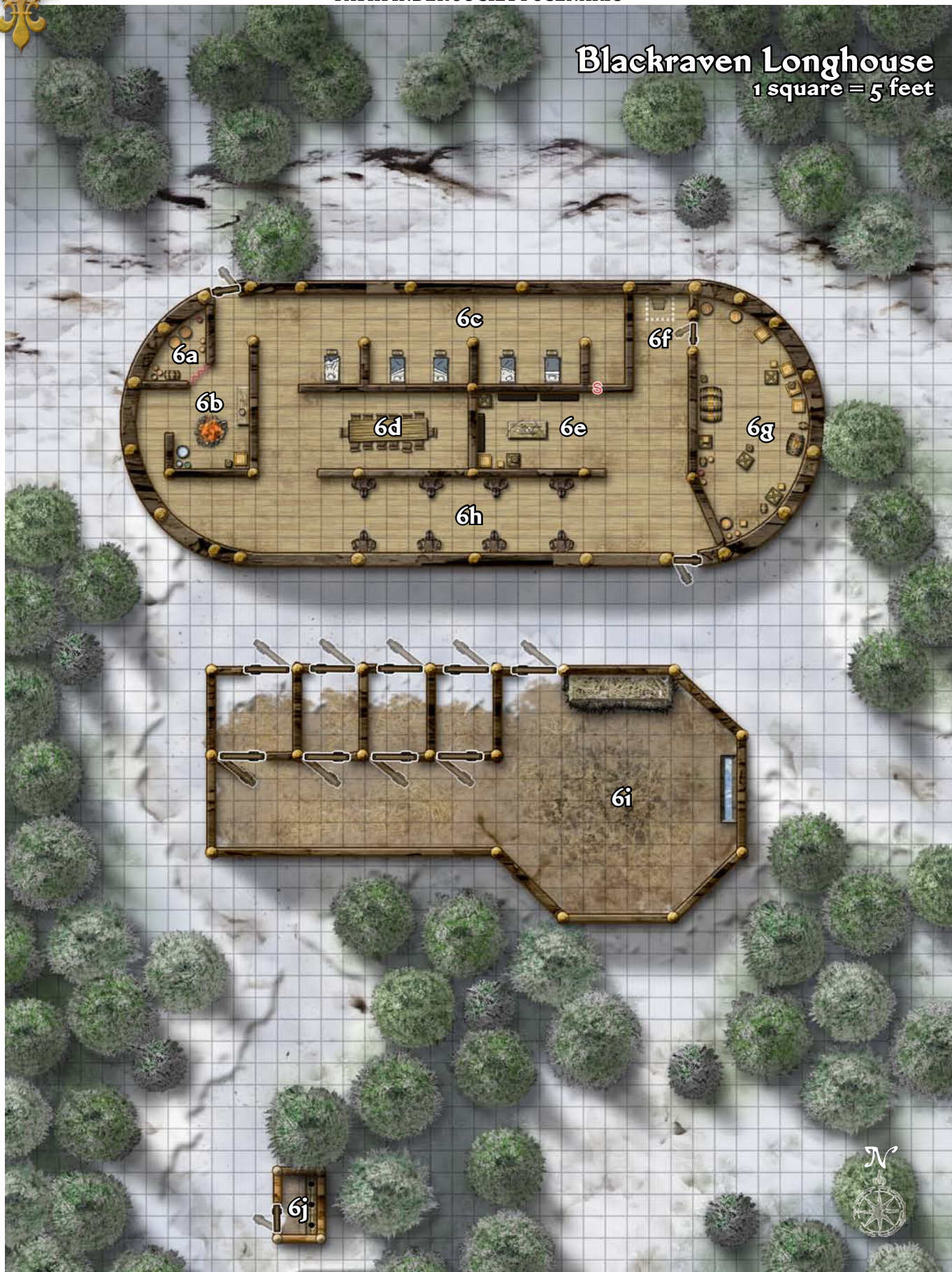
Special Attacks channel positive energy 4/day (DC 11, 1d6), destructive smite (+1, 6/day)

Domain Spell-Like Abilities (CL 1st; concentration +4)



Blackraven Longhouse

1 square = 5 feet



THE FROSTFUR CAPTIVES

6/day—battle rage (+1 damage)

Cleric Spells Prepared (CL 1st; concentration +4)

1st—*doom* (DC 14), *shield of faith*, *true strike*^D

o (at will)—*guidance*, *resistance*, *stabilize*

D Domain spell; **Domains** Destruction, War

TACTICS

During Combat The chaplain first casts *shield of faith*, then *doom* on the most martial-looking PC, finally wading into combat thereafter. She employs her destructive smite domain power every round until she has expended all uses.

Morale The chaplain fights to the death as long as her superior, Enrik, still stands; otherwise, she surrenders to her obvious betters if reduced below 5 hit points.

STATISTICS

Str 14, **Dex** 8, **Con** 13, **Int** 10, **Wis** 17, **Cha** 12

Base Atk +0; **CMB** +2; **CMD** 11

Feats Combat Casting, Toughness

Skills Heal +7, Knowledge (religion) +4, Spellcraft +4

Languages Common, Skald

SQ aura

Combat Gear *potions of cure light wounds* (3), tanglefoot bag; **Other Gear** chain shirt, light crossbow with 10 bolts, greatsword, wooden holy symbol of Gorum, 5 gp

Subtier 4–5 (CR 6)

ENRIK IRONJAW

CR 4

Male human fighter 5

CN Medium humanoid (human)

Init +2; **Senses** Perception +1

DEFENSE

AC 18, touch 12, flat-footed 16 (+6 armor, +2 Dex)

hp 47 (5d10+15)

Fort +6, **Ref** +3, **Will** +4; +1 vs. fear,

Defensive Abilities bravery +1

OFFENSE

Speed 30 ft.

Melee +1 *greataxe* +11 (1d12+6/x3)

Ranged throwing axe +8 (1d6+4)

Special Attacks weapon training (axes +1)

TACTICS

During Combat Enrik is confident he can keep some of the PCs busy while his men deal with the goblins, fighting fearlessly against the most menacing-looking PC.

Morale Enrik fights to the death as long as any goblins still live. If all the goblins are dead, he calls for an end of the fight, seeing no reason humans should kill each other over monsters.

STATISTICS

Str 17, **Dex** 14, **Con** 14, **Int** 8, **Wis** 12, **Cha** 10

Base Atk +5; **CMB** +8; **CMD** 20

Feats Cleave, Combat Reflexes, Great Cleave, Iron Will, Power Attack, Step Up, Weapon Focus (*greataxe*)

Skills Climb +6, Intimidate +7, Ride +5, Survival +6

Languages Common, Skald

SQ armor training 1

Combat Gear *potion of cure moderate wounds*; **Other Gear**

masterwork breastplate, +1 *greataxe*, throwing axes (2), 40 gp

BLACKRAVEN WARRIORS (2)

CR 1

Male human warrior 3

CN Medium humanoid (human)

Init +4; **Senses** Perception +0

DEFENSE

AC 16, touch 10, flat-footed 16 (+4 armor, +2 shield)

hp 22 each (3d10+6)

Fort +4, **Ref** +1, **Will** +1

OFFENSE

Speed 30 ft.

Melee mwk battleaxe +7 (1d8+2/x3)

Ranged throwing axe +3 (1d6+2)

TACTICS

During Combat The Blackraven warriors first target the goblins, only attacking the PCs directly if they protect their prisoners. The warriors reserve one throwing axe for enemies at range, and the second for those attempting to flee.

Morale The warriors under Enrik's command fight vigilantly as long as their superior is there to spur them on, but surrender if reduced to 8 or fewer hit points if he is dead or unconscious.

STATISTICS

Str 15, **Dex** 11, **Con** 12, **Int** 9, **Wis** 10, **Cha** 8

Base Atk +3; **CMB** +5; **CMD** 15

Feats Improved Initiative, Toughness, Weapon Focus (*battleaxe*)

Skills Climb +4, Handle Animal +3, Ride +3, Survival +3

Languages Common, Skald

Combat Gear *potion of cure light wounds*, acid flask, alchemist's fire; **Other Gear** masterwork chain shirt, heavy wooden shield, masterwork battleaxe, throwing axes (2), 25 gp

BLACKRAVEN CHAPLAIN

CR 1

Female human cleric of Gorum 2

CN Medium humanoid (human)

Init –1; **Senses** Perception +3

DEFENSE

AC 13, touch 9, flat-footed 13 (+4 armor, –1 Dex)

hp 19 (2d8+7)

Fort +4, **Ref** –1, **Will** +6

OFFENSE

Speed 30 ft.

Melee mwk greatsword +4 (2d6+3/19–20)

Ranged light crossbow +0 (1d8/19–20)

Special Attacks channel positive energy 4/day (DC 12, 1d6), destructive smite (+1, 6/day)

Domain Spell-Like Abilities (CL 2nd; concentration +5) 6/day—battle rage (+1 damage)

Cleric Spells Prepared (CL 2nd; concentration +5)

1st—*bless*, *doom* (DC 14), *shield of faith*, *true strike*^D

o (at will)—*bleed* (DC 13), *guidance*, *resistance*, *stabilize*
D Domain spell; **Domains** Destruction, War

TACTICS

During Combat The chaplain first casts *shield of faith*, then casts *doom* on the most martial-looking PC, finally wading into combat thereafter. She employs her destructive smite domain power every round until she has expended all uses.

Morale The chaplain fights to the death as long as her superior, Enrik, still stands; otherwise, she surrenders to her obvious betters if reduced below 8 hit points.

STATISTICS

Str 14, **Dex** 8, **Con** 12, **Int** 10, **Wis** 17, **Cha** 13

Base Atk +1; **CMB** +3; **CMD** 12

Feats Combat Casting, Toughness

Skills Heal +8, Knowledge (religion) +5, Spellcraft +5

Languages Common, Skald

SQ aura

Combat Gear *potion of cure light wounds*; **Other Gear** chain shirt, light crossbow with 10 bolts, masterwork greatsword, wooden holy symbol of Gorum, 10 gp

Development: If the PCs take any of the Blackravens' captive, the chaplain and warriors admit to being new to the organization and truthfully claim that they were just following the orders of their commanding officer. Enrik, for his part, spouts vigilante rhetoric about revenge against the monsters of Irrisen and condemns the PCs for protecting such foul beasts as their Frostfur captives. He openly admits that he defied Freyr Darkwine's orders to give the PCs aid and ensure the goblin prisoners made it to Trollheim safely, and spits at the suggestion that he should have done otherwise, given the horrible fate his family suffered at goblin hands.

Mission Notes: Members of the Lantern Lodge seeking to meet with Freyr Darkwine will want to take one of the renegade Blackravens prisoner, even if they must persuade other factions to help. Taking a prisoner alive earns each Lantern Lodge faction PC 1 PP.

Rewards: If the PCs defeat the Blackravens, reward each subtier thusly:

Subtier 1–2:

Give each PC 161 gp.

Subtier 4–5:

Give each PC 424 gp.

CONCLUSION

No other threats confront the PCs after Enrik's betrayal, and they are able to deliver their captives to the extraction team just outside the heavily walled and densely populated city of Trollheim. The goblins give a last worried look over their shoulders before they're hustled away.

If the PCs report the actions of Enrik Ironjaw, senior commanders of the Blackravens accept their account as likely true, and not their fault. They're unhappy nevertheless, and unless the PCs have further business in Trollheim it is suggested they be on their way. Some PCs may wish to meet with Freyr Darkwine, but simply reporting a traitor isn't worthy of taking up the busy castellan's time.

If the party took at least one of the Blackravens prisoner, they're granted an audience with the organization's head, who just happens to be **Freyr Darkwine** (CG male Ulfen ranger 13). Darkwine has no interest or reason to meet with the Pathfinders otherwise, but if they are bringing traitors before him, he listens to what the PCs have to say. He makes no bones about how this favor to the Society is going to cost him, as he clearly expected too much of his embattled people. Nevertheless, he promises to see the prisoner (or prisoners) brought to justice and duly punished, but wonders aloud if the lives of "good" men were really worth goblin secrets. He entertains any proposal from the Lantern Lodge as a separate matter, and replies privately to that faction's leaders after a Lantern Lodge PC delivers her message.

Success Conditions

If the PCs manage to deliver at least half of their goblins alive to the extraction team (rounded up), each PC earns 1 PP.

Faction Missions

Player characters of a given faction who complete the listed mission earn 1 PP for their efforts.

Andoran Faction: Andoran faction PCs who deliver a note to Ingrid Henrigsdottir in Act 4 earn 1 PP.

Cheliox Faction: Cheliox faction PCs who salvage the porcelain doll's soul focus in Act 5 earn 1 PP.

Grand Lodge Faction: Grand Lodge faction PCs who prevent any goblins and the porcelain doll from escaping, and prevent the death of Rimetusk in Acts 3, 4, and 5 earn 1 PP.

Lantern Lodge Faction: Lantern Lodge faction PCs who take a Blackraven prisoner in Act 6 earn 1 PP.

Osirion Faction: Osirion faction PCs who learn about Irrisen's mining industry in Act 4 earn 1 PP.

Qadira Faction: Qadira faction PCs who discover the lucrative vices of the jadwiga in Act 4 earn 1 PP.

Sczarni Faction: Sczarni faction PCs who persuade Rimetusk to work with their faction in Act 4 earn 1 PP.

Shadow Lodge Faction: Shadow Lodge faction PCs who obtain the capture team's orders before Act 1 earn 1 PP.

Silver Crusade Faction: Silver Crusade faction PCs who interview the goblins about the stilyagi during any act earn 1 PP.

Taldor Faction: Taldor faction PCs who take the porcelain doll's eyes in Act 5 earn 1 PP.

PATHFINDER SOCIETY SCENARIO #3-01: THE FROSTFUR CAPTIVES

Event	Date
GM #	GM Character #
GM Name	
☐ Andoran ☐ Cheliah ☐ Grand Lodge ☐ Lantern Lodge ☐ Osirion ☐ Qadira ☐ Sczarni ☐ Shadow Lodge ☐ Silver Crusade ☐ Taldor	

Character #

Character Name

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

Prestige Points

Character #

Character Name

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

Prestige Points

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Prestige Points

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Prestige Points

Character #

Character Name

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

Prestige Points

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PATHFINDER SOCIETY SCENARIO

Ardoran



Friend of Freedom,

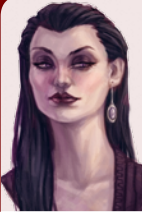
Irrisen has an underground resistance movement, known as the Heralds of Summer's Return, that we want to encourage. One of their agents is deep undercover in the small village you'll be passing through in the course of your mission. Locate her at the local tavern; she wears a pin of a white eye. Deliver this note discreetly, and whatever you do, don't expose her in front of anyone. The common folk in Irrisen are too broken down to be trusted.

I trust in your abilities,

Colson Maldris

Major Colson Maldris

Chelax



My succulent minion,

This mission to a frozen wilderness sounds so awful that it's a wonder I didn't think it up, except for the fact it sounds so incredibly boring. Nevertheless, opportunity presents itself like a harlot. The Irrisen witches have some bizarre magical means of watching their border. Since you'll be traipsing across it, be a sweet pet and fetch me an example of this magic. I believe it takes the shape of a snow-colored gem. I promise to parade you before my coterie and swell with pride. Well—one of us will, anyway.

Trust me, you want to succeed,

Zarta Dralneen

Paracountess Zarta Dralneen

Grand Lodge



The confidence of the Ten be upon you,

I'm writing to you privately, aside from the mission briefing, because I require someone dependable on this expedition. If the remnants of the original Shadow Lodge have retreated to Whitethrone, we'll have difficulty getting to them. I can only imagine the sorts of allies they're making in that damned city. We need to learn what these goblins know, but not at the risk of making the jadwiga Elvanna aware of our actions and interests. To that end, make sure nothing goes wrong. Don't allow a single goblin to escape alive, don't let any border guards live to see the group, and don't allow an 'incident' to happen in Harvest's End. This operation needs to be smooth, quiet, and efficient.

I'm counting on you,

Ambrus Valsin

Venture-Captain Ambrus Valsin

Lantern Lodge



Most Honored One,

Long have I wondered why the rulers of the Lands of Linnorm Kings cannot conceive of another means to combat their hated foes, the witches of Irrisen. It is a country of great wealth, but without means to feed itself, no matter how many slaves it consumes. The dreadful winter wolves cannot subsist on stones, no? Yet Goka does brisk trade with the witches because they pay handsomely. I would suggest to the Linnorm Kings that if they engaged in fewer raids upon traders from Tian Xia, Tian Xia would have less need to subsidize those losses by selling food to Whitethrone. An audience with Castellan Darkwine is beyond your station, but if an opportunity presents itself, speak to him of these things on my behalf when you are in Trollheim.

Many blessings upon you,

Amara Li

Venture-Captain Amara Li

THE FROSTFUR CAPTIVES

Osirion



Loyal Servant of the Ruby Prince,

The pharaoh has few contacts in Irrisen, and the people are tight-lipped under the lash of the witches. It is a land of great mineral wealth and heavy taxes, but all the wealth seems to disappear in Whitethrone. Your mission has you passing through a small community. Find a local person willing to speak, and make some discreet inquiries about what exactly they're mining and how much of it is going to the capital.

There are strange rumors about the monuments being constructed in Whitethrone, and wealth that would buy a small kingdom. We wonder whether Elvanna might be attempting to construct a contemporary "artifact." You see, our interest is the mining industry is anything but mundane.

For those who precede us,

Amenopheus, the Sapphire Sage

Qadira



Unwavering Servant of the Satrap,

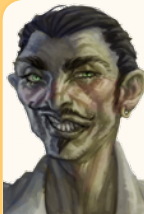
As you are well aware, frozen Irrisen is one of the locales where we have the fewest trade agreements. Yet the jadwiga are generous to those who meet their needs, and despite their frigid exterior, their needs are many.

You have never failed your people, and I trust you never will. There are those who do lucrative business in that frozen land. Seek them out and speak with them. Find out the current appetites of the ruling class, no matter how unsavory. If we can satisfy them, they will be one step closer to being ours.

In trust,

Trade Prince Aaqir al'Hakam

SCZARNI



My upright friend,

While others talk, we get things done, so I'll dispense with clever banter. What passes for a good time in Whitethrone is something about which I could care less. What I do care about is moving goods and information. They have you going through a little town called Harvest's End. There's no money to be made there, but it is a means to travel across the Rimeflow River without a headache. The place is run by an ice troll named Rimetusk. No doubt you'll have to deal with him in the course of your mission. I want you to pull him aside and suggest that we could be good friends to him in return for very little effort on his part. As a word of caution, ice trolls are all about the ego. If he flares his nostrils and scares you, whatever you do, don't admit it. Just tell him you're giving him his due. Odds are he might just believe it.

Till the Lady of Graves makes us honest,

Guaril Karela

Shadow Lodge



Trusted Agent,

I can't believe what I'm reading. Thousands of miles to babysit goblins? Don't mistake me, this is a vital objective. I know, it was my idea, but definitely not my implementation of it. It's a perfect example of the issues that led to the rebellion in the first place—investigative agents being assigned grunt work that trusted mercenaries could handle. Nevertheless, the Shadow Lodge routinely used goblins, and we need to know what they know.

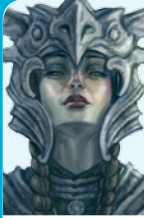
That being said, I want to take this up with the Decemvirate. In order to make my point clear, I want a copy of Ragna Lightfoot's orders. She'll have them on her when you meet. Get them for me, discreetly.

Keep the silence,

Grandmaster Torch

PATHFINDER SOCIETY SCENARIO

Silver Crusade



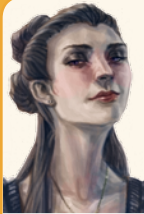
Champion of the Light,

We were blessed when you joined our ranks, as we are always looking out for more defenders of good. To that end, while there is precious little goodness to be found in Irrisen, we've learned of a group who are not only curious, but have the social rank required not be immediately executed for it. The stilyagi are young men and women of high birth, but who eschew conventional tradition. They're non-conformist and open-minded, and while that doesn't necessarily make them good, it does suggest fertile ground in which ideas can be planted. If the renegades haven't gotten to them first, that is. Speak to the goblins in absolute private. You're just supposed to transport them, but see if they know about any ties between the stilyagi and the violent sects of the Shadow Lodge.

Blessings,

Ollysta Zadrian

TALDOR



Hero of Taldor,

Unlike my predecessor, I have no illusions concerning the state of the Empire, but I do have ambitions for it. I would like to establish diplomatic communications with the jadwiga in Irrisen. Yet if I send an envoy and that envoy twitches his nose wrong, I find myself requiring another envoy.

It is said that the witches know everything that transpires in their kingdom, but the wise know how to put out their prying eyes and stuff up their ears. If I had to guess, I'd say they have some sort of scrying network. If I knew how it worked, I could open up a dialogue from thousands of miles away and close it when I chose to. Investigate this for me, and if you come across something of interest, bring it back to me.

Our glory shall once again match our pride,

Lady Gloriana Morilla



PATHFINDER SOCIETY SCENARIO #3-01: THE FROSTFUR CAPTIVES

Scenario Chronicle #

☐ Slow ☐ Normal

SUBTIER	251	502
1-2		
SUBTIER	650	1,300
3-4		

MAX GOLD

This Chronicle Certifies That

Player Name	A.K.A.	Character Name	Pathfinder Society #
Has Completed This Scenario.			
Faction			

EXPERIENCE

Starting XP

+	GM's Initial
---	--------------

XP Gained (GM ONLY)

Final XP Total

FAME

Initial Fame	Initial Prestige

+	GM's Initial
---	--------------

Prestige Gained (GM ONLY)

-

Prestige Spent

--	--

Final Fame Current Prestige

GOLD

Start GP

+	GM's Initial
---	--------------

GP Gained (GM ONLY)

+	GM's Initial
---	--------------

Day Job (GM ONLY)

+

Items Sold

=

Subtotal

-

Items Bought

=

Total

Items Found During This Scenario

SUBTIER

1-2

Average snowbloom (50 gp; When given as a gift to a native of the Lands of the Linnorm Kings with a starting attitude of indifferent or better, this rare flower grants you a +2 circumstance bonus on one Bluff or Diplomacy check against that person. Alternatively, when shown to a native of Irrisen, the flower grants a +2 circumstance bonus on Intimidate checks made against that target.)

Potion of bull's strength (300 gp)

SUBTIER

4-5

Exquisite snowbloom (150 gp; When given as a gift to a native of the Lands of the Linnorm Kings with a starting attitude of indifferent or better, this rare flower grants you a +5 circumstance bonus on one Bluff or Diplomacy check against that person. Alternatively, when shown to a native of Irrisen, the flower grants a +5 circumstance bonus on Intimidate checks made against that target.)

Bracers of armor +1 (1,000 gp)

Potion of cure moderate wounds (300 gp)

Items Sold / Conditions Gained

TOTAL VALUE OF ITEMS SOLD
Add 1/2 this value to the "Items Sold" Box

Items Bought / Conditions Cleared

TOTAL COST OF ITEMS BOUGHT

For GM Only

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Pathfinder Society #