



# FROM UNDER ICE

By Andrew Hoskins





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## Pathfinder Society Scenario #6–18

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*Pathfinder Society Scenario #6–18: From Under Ice* 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.

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# From Under Ice

By ANDREW HOSKINS



Nine thousand years ago, dwarves first emerged on the surface of Golarion, at the conclusion of their Quest for the Sky. A few years later, the dwarves of the newly built citadel of Jormurdun watched in amazement as huge chunks of flaming metal tumbled out of the sky. They investigated this baffling event, and discovered pieces of a fallen starship. From the wreckage, the explorers retrieved an artifact they dubbed the Sky Key. It became a symbol of the Quest for the Sky, and the dwarves kept it safe in their fortress city of Jormurdun for millennia.

Jormurdun did not last forever. In approximately 1600 AR, duergar attacked and conquered the citadel. As the surviving dwarves fled, Jormurdun's last king, Guthuran, broke the Sky Key into five pieces, keeping one for himself and giving one to each of his heirs. King Guthuran hoped that his heirs might one day return to reunite the Sky Key and Jormurdun's scattered people.

These scions of Jormurdun headed west, but grew weary of travel and settled down. King Guthuran's youngest son, Naldak, settled in one of the eastern Linnorm Kingdoms and founded the town of Naldak's Point. There his people found Ulfen clients who respected the dwarves' craftsmanship. In 3313 AR, as Baba Yaga and her forces invaded what would soon become Irrisen, another powerful spellcaster approached the dwarves: the Tian sorcerer Hao Jin. She offered Naldak's descendants shelter from the encroaching armies. They refused, but Hao Jin returned each of the following nights, repeating her offer. As the armies of Baba Yaga massed on the horizon on the fourth day, the dwarves reluctantly agreed. Hao Jin's magic transported most of Naldak's Point to her personal demiplane hidden in the *Hao Jin Tapestry*. There, the dwarves have survived in the centuries since.

In 4714 AR, the Pathfinder Society explored Jormurdun and recovered King Guthuran's piece of the Sky Key. The Society wishes to reassemble the Sky Key to explore its purpose. Society agents have struggled to track the dwarves by following millennia-old trails; a combination of divinations and the recent discovery of an old Ulfen map have pointed to Naldak's Point in southwest Irrisen as the last known location of a Sky Key component.

## WHERE ON GOLARION?

*From Under Ice* begins in the rugged northlands of the Land of the Linnorm Kings. From there, the characters travel by boat east into Irrisen, an icy land ruled by the White Witches and their monstrous allies. For more information about both of these regions see *Pathfinder Campaign Setting: Irrisen*, *Land of Eternal Winter*, *Pathfinder Campaign Setting: Lands of the Linnorm Kings*, and *Pathfinder Player Companion: People of the North*.



Naldak's Point is a few miles southeast of Dalun, an Irrisen port city on the banks of the Thundering River. Baroness Nadya, the White Witch who rules Dalun, aspires to establish peaceful trade with the nearby Linnorm Kingdom of Southmoor. She sent her daughter, Uliyara, as an emissary to Whiterook, an Ulfen village near the border between Southmoor and Irrisen. Nadya has been giving her unruly daughter increasing responsibilities, hoping that she will mature into a serious aristocrat. While Uliyara approached Whiterook, Nadya's spiteful sister Urgalaena, ruler of the Irriseni town of Saarbotten, sent raiders to the area, hoping to take her niece hostage for political leverage. The would-be kidnappers clashed with Whiterook's guards, and Uliyara's entourage were swept up in the fray. Uliyara concealed herself with a *hat of disguise*

## GM RESOURCES

This adventure makes use of the *Pathfinder RPG Core Rulebook*, *Pathfinder RPG GameMastery Guide*, *Pathfinder RPG Bestiary*, *Pathfinder RPG Bestiary 2*, *Pathfinder RPG Advanced Class Guide*, *Pathfinder RPG Advanced Player's Guide*, and *Pathfinder RPG Ultimate Magic*. This adventure assumes the GM has access to these sourcebooks, though the relevant *Bestiary* and *GameMastery Guide* entries have been reprinted at the back of this scenario for easy reference. The rules for all these resources are available online for free at [paizo.com/prd](http://paizo.com/prd).

and escaped to the north. Now determined to complete her mission, and to show the world that not all the Jadwiga are malicious, she traveled to Kalsgard, searching for any merchants willing to journey to and trade with Dalun.

Uliyara discovered that Pathfinder Society agents were making inquiries about Irrisen and Dalun in particular. Because foreigners distrust the Jadwiga, she disguised herself as Haltani, a Varki woman, and posed as an expert on Irrisen. She promised the Society she could offer safe passage into Dalun and introduce them to her contacts.

## SUMMARY

The PCs meet Venture-Captain Calisro Benarry in Kalsgard aboard the *Grinning Pixie*, her ship and traveling Pathfinder Lodge. She explains that the Pathfinder Society has located a piece of the Sky Key in Irrisen. Benarry believes the area is frozen over and provides the PCs with equipment to excavate the site along with a map that marks the dwarven ruins of Naldak's Point. She also introduces them to Haltani, a Varki woman who has agreed to be their guide into Dalun. Haltani is actually Uliyara, a stilyagi Jadwiga whose mother sent her to the Linnorm Kingdoms as a trade emissary. Though Uliyara's primary goal is to find merchants who willing to trade with Dalun, she is also interested in finding out about the world outside of Irrisen. She is willing to guide the PCs, even though they are not primarily merchants, as long as they engage in trade in Dalun.

The PCs travel upriver through Grungir Forest, but as they pass by Whiterook, Ulfen border guards waylay them, demanding to know what business they have traveling to Irrisen. The PCs either defeat the border guards in combat or follow them to Whiterook to speak with their leader, Halvor. Halvor believes that Dalun is responsible for a recent raid on Whiterook, and wants to use the PCs to launch a counter-raid.

If the PCs convince the Ulfen to travel to Dalun with nonviolent intentions, as scouts or emissaries, they can enter Dalun without incident, as long as they convince

Halvor not to reconsider his offer of peace. Guards from Dalun meet the convoy just outside the village to inspect the trade goods and conduct business. Uliyara introduces the PCs to several of the settlement's influential and wealthy individuals, and helps negotiate safe passage deeper into Irrisen. If the Ulfen intend to attack, Uliyara warns the guards and flees. Even a raid provides the PCs a distraction that allows them to slip around Dalun.

After leaving Dalun, the PCs travel southeast toward Naldak's Point. Once they reach the site, a winter wolf intercepts them, revealing Haltani's true identity as Uliyara the Jadwiga. The PCs must choose whether to give her up or fight the winter wolf. If the PCs relinquish her, the wolf takes Uliyara hostage. If they decide to protect her, they gain her admiration and trust.

After breaking through the ice sealing the main entrance to Naldak's Point, the PCs learn that most of the town has vanished. They find the body of a lone dwarf preserved in the ice, whose animated corpse rises to attack them. His sealed pouch contains his journal, preserved by the bitter cold, which relays his eyewitness account of Hao Jin's arrival and the eventual displacement of the town.

Once the PCs verify that the Sky Key is not in Naldak's Point, they must make their way back to safety. However, several Irriseni agents have been following the party, and they confront the PCs at the entrance. Baroness Nadya sent her niece Kiryena to seek her wayward daughter. If the Pathfinders have befriended Uliyara, she speaks in their defense. Otherwise, Kiryena is convinced that Uliyara has been abducted and brainwashed if she is with the party, or murdered if she has left the party, and arrests the PCs if they do not fight their way to freedom.

## GETTING STARTED

The adventure begins as the PCs arrive onboard the *Grinning Pixie*. Read or paraphrase the following to get the adventure underway.

The hull of the *Grinning Pixie* creaks and groans in the freezing waters of Kalsgard, at the mouth of the Rimeflow River. Venture-Captain Calisro Benarry, the half-orc captain of the vessel, shivers as she strides in to her well-furnished cabin and out of the bitter winds. A Varki woman clad in leathers and a snow leopard fur coat is already seated inside the cabin. "Welcome to the Linnorm Kingdoms," says Venture-Captain Calisro Benarry. She takes a long drag from a hip flask before continuing. "The North is no place for a free captain, but here we are. Oh, Kalsgard is fine—they've got stiff drink here—but you've got to head inland, where it's even colder." She pulls her mammoth-fur coat tighter across her body as she continues. "I hope you all weren't planning to freeze to death and packed for the weather."

"You've all heard of Jormurdun? Well, that dwarven sky citadel contained an artifact called the Sky Key. King Gutharan broke it



into five pieces and gave four of them to his heirs as they fled the invasion, keeping the fifth for himself. One of Gutharan's heirs, Naldak, traveled into what is now southwestern Irrisen and established a small town called Naldak's Point. That's where the trail goes cold. Most likely, Baba Yaga wiped them out when she invaded. The piece of the Sky Key and the ruins of Naldak's Point are probably buried under a millennium of ice and snow, just waiting for someone—you—to go dig them out. I've packed you ten blocks of blackfire clay to make the task more manageable," the venture-captain says, handing over a backpack stuffed with black bricks. "Don't forget to take these with you."

"You're heading east, up the Rimeflow and Thundering Rivers, past the Grungir Forest, and into Irrisen. Desna smiles—the site is about half a day's hike north of Dalun, a small trade city on the Irrisen border. Take a small river boat packed with supplies and a letter of trade, make nice with the city officials, and see if you can get permission to travel inland. Head to the site and find our missing Sky Key piece. You'll know you're on the right track if you recover signs that the royal family settled there."

Watch yourselves in Irrisen. Antagonizing the locals is like poking a sleeping ice bear in the eye, except it won't kill you as quickly. The Society is not especially welcome in Irrisen, so try to keep what friends we have, and if you can, make new ones. With that in mind, I've hired a local to bring you safely to Dalun." Venture-Captain Benarry gestures toward the Varki woman. "This is Haltani, and she will guide you into and out of Irrisen alive."

The Varki woman springs to her feet gracefully and addresses the party. "It is always a pleasure to meet travelers from faraway lands. It is true that Irrisen is a harsher land than most. Keep your wits about you, and your journey should be profitable."

Venture-Captain Benarry takes a moment to answer any questions the PCs have before sending them upriver. If the PCs need to purchase any gear, the *Grimacing Pixie's* quartermaster can sell them nearly any mundane or alchemical gear in addition to magic items worth 2,500 gp or less.

**What is a Sky Citadel?** "The dwarves built huge underground fortresses, tunneling straight up to try and reach the sky. They're all ancient and most of them are lost. The Society recently discovered a previously forgotten Sky Citadel in the Tusk Mountains: Jormurdun."



**What does the Sky Key do?** "I've heard it has something to do with time magic, but anyone I speak to insists it's strictly theoretical until we can unite the whole thing."

**Who is King Gutharan?** "The last dwarven king of Jormurdun. They call him Gutharan the Bold. When it became clear that Jormurdun would not survive a siege, he bought his people time to flee with a doomed last stand."

**What do you know about Naldak's Point?** "Not much. I found the name in an old book, and then found the location on this old Ulfen map that predates Irrisen. It's mostly a dwarven town, so it was probably underground."

**What sorts of signs of the royal family might we find?** "Keep an eye out for signet rings or other jewelry stamped with the appropriate imagery."

**Who is Baba Yaga?** "She's head of the Jadwiga, and a powerful witch. Although she doesn't rule Irrisen directly, I wouldn't say anything negative about her once you get to Dalun. Legend has it, she only shows up every 100 years to put a new daughter on the throne, but she's still pretty important to them."

**Who are the Jadwiga?** "Irrisen's ruling class; they're all descendants of Baba Yaga."

**Isn't Irrisen an awful place?** Haltani answers, "Not all of Irrisen is bad, but the land is dangerous. Ice trolls, snow goblins, or even winter wolves can accost unwary travelers. Dalun is safe, though; they accept outsiders and are eager for trade. I've spent quite a lot of time in the city and have many contacts there."

## Knowledge (history)

PCs may already know the following information about Irrisen's history.

**15+:** Irrisen has a violent history with all of its neighbors, but especially with the Ulfen from the Linnorm Kingdoms. Jadwiga sometimes capture and enslave Ulfen people.

**20+:** Baba Yaga and an army of monsters, including ice trolls, winter wolves, and evil fey, invaded the eastern portion of the Land of the Linnorm Kings in 3313 AR. They took only 23 days to conquer the entire region now known as Irrisen.

**25+:** Every 100 years, Baba Yaga returns to Golarion and replaces the current queen with a new one. She takes the old queen away with her in a magical hut that stands on a pair of chicken legs. No one really knows where Baba Yaga takes the monarchs or why they never return.

## ROLEPLAYING “HALTANI”

Haltani is actually a Jadwiga named Uliyara, who hides her identity because she wishes to avoid the distrust that most people outside of Irrisen feel for her kind. Though Uliyara has no desire to rule, her birthright demands she take a position of leadership. She lacks the capacity for witchcraft, much to her mother’s frustration. Uliyara identifies as a stilyagi, a Jadwiga who yearns to learn about and experience cultures outside insular Irrisen, and she would like to act as an ambassador to other nations. She is talented and plans her ruse well, but her excitement when learning about other cultures distracts her. She believes the Jadwiga are noble and commanding, traits to be valued in the harsh endless winter. If confronted with their cruelty, she acquiesces that some can be particularly abusive of their power, such as her aunt, Baroness Urgalaena of Saarbotten. Uliyara views free Ulfen as barbaric and equally vicious, thanks to centuries of war crimes and reciprocated violence. She finds the winter wolves and the monstrous allies of the White Witches distasteful, but accepts their place in Irrisen. Although Uliyara tries to stay open minded, her distrust of free Ulfen causes her to be particularly cautious around them.

She avoids physical contact to maintain her *hat of disguise’s* illusion, and attempts to withdraw or change the subject if PCs ask about her background or about any details of Varki culture. If the PCs discover her identity, she confesses her true motivations of wanting to establish trade to Dalun and justifies her use of the disguise because Jadwiga are highly distrusted. She acknowledges that traveling in disguise is suspicious behavior.

As long as the PCs are engaging in activities she supports, Uliyara uses the aid another action to assist on all skill checks. She uses her inspire competence bardic performance to assist on skill checks that can be performed in a single round. She does not use inspire competence on Diplomacy checks, because such checks require at least 10 rounds.

During the scenario, PCs have a number of opportunities to improve Uliyara’s attitude toward them. The Influence Points that the PCs earn represent the strength of the impression they make on her. While Influence Points are primarily relevant at the end of the adventure, tracking them throughout the adventure makes the last encounter flow more smoothly.

## Knowledge (local) or Diplomacy (gather information)

PCs may already know the following information about modern Irrisen.

**15+:** Irrisen is known as the Land of Eternal Winter, as it stays freezing year round. Powerful witches known as the White Witches rule the nation and allow monsters

the same rights as humanoids. The human descendants of Baba Yaga are called Jadwiga, and are the aristocracy of Irrisen. Ulfen people who find themselves in Irrisen at the bottom of the social hierarchy; the fortunate are serfs, and the rest are slaves.

**20+:** Intelligent monstrous races, such as ice trolls and winter wolves, are citizens in Irrisen. Though not as socially powerful as the Jadwiga, they command considerable respect and are often able to do as they please without consequence.

**25+:** Recently, some younger Jadwiga have begun to question the insular culture and closed borders of Irrisen. They seek to learn about peoples outside of Irrisen, the more “exotic” the better. The White Witches have dubbed them the stilyagi, or “culture crows,” as they disregard the culture of Irrisen and mimic the cultures of other foreign lands. However, because they rarely have the opportunity to interact with foreigners, their depictions are often wildly outdated, stereotypical, and even downright offensive.

**Treasure:** Venture-Captain Benarry provides the PCs with a map of Irrisen. The rough location of Naldak’s Point is marked on the map. In addition, she gives the PCs a letter of trade, which they can use to trade for goods in Dalun (see area **B2**), and 10 blocks of blackfire clay. A PC can apply blackfire clay to her skin as a full round action to gain a +4 alchemical bonus on saving throws to resist cold weather for one hour. Alternatively, a PC can combine 5 blocks over the course of a minute to create a heat source equivalent to a small campfire. More information on blackfire clay can be found on page 102 of *Pathfinder RPG Ultimate Equipment*. Finally, Venture-Captain Benarry loans the PCs the use of a small sailing boat.

## A. SAILING UPRIVER

The wind carries the small sailing vessel upriver. On the banks, the occasional elk or deer dashes away at the sight of the ship. At night, the temperature drops dramatically while wolves howl in the distance. The trip up the Rimeflow and Thundering Rivers takes several weeks, but passes in relative safety. Most of the landscape is comprised of rocky grassland and rough hills. The Land of the Linnorm Kings is a rugged land with rugged people. Occasionally the PCs pass fishing villages where grim people give them evaluating gazes, scowl at them, or ignore them completely.

## A1. Uliyara’s Curiosity

If none of the PCs is trained in Profession (sailor), then Uliyara offers to sail the boat. Otherwise, she attempts to use the aid another action to assist with a PC’s Profession (Sailor) check.

**Creatures:** During the trip, usually when the group camps for the night, Uliyara speaks with each PC



individually. She asks the PCs about themselves, bringing up topics such as their homelands, their religious beliefs, their roles in the Pathfinder Society, the strange lands they have visited, and any unusual or noteworthy objects they possess. Her questions often show how little she knows about the rest of Golarion.

She doesn't initiate conversation with Ulfen PCs, but she doesn't outright ignore them. If there are any Jadwiga PCs, Uliyara doesn't divulge her true name or appearance to them, as they could be spies for her aunt. Instead, she tries to subtly discern their loyalties.

Each PC who speaks with Uliyara can attempt a single skill check to represent the impression that she makes and potentially earn Influence Points. PCs can use Diplomacy to befriend her, Bluff to tell wild stories, Intimidate to appear tough or dangerous, or Knowledge (geography) to accurately recount their travels. Based on how much information each PC divulges about her background, beliefs, and experience, the GM can award up to a +4 circumstance bonus on the skill check. Ulfen PCs receive a –2 penalty on this skill check. In Subtier 1–2, Uliyara is particularly curious about the PCs' backgrounds and excited to have the opportunity to speak with outsiders. Her attitude begins at friendly, and the DC to make a strong impression on her is 14. In Subtier 4–5, her attitude begins at indifferent, and the DC to make a strong impression on her is 19.

The PCs occasionally see Uliyara remove a pale blue diamond necklace from under her furs and gaze longingly at it. Her mother gave her the necklace when she left for Whiterook as a trade envoy. She was supposed to give it to Whiterook's leadership as a gesture of goodwill, but raiders from Saarbotten attacked and forced her to flee before getting the chance. If asked about the necklace, she gladly shows it to them and can tell them about ice diamonds (See Faction Notes below). If the PCs ask how she got it, she simply replies that "It was a gift," and is reluctant to say more.

Allow PCs who wish to scrutinize Uliyara to attempt a Sense Motive or Perception check. With a successful DC 24 Sense Motive check, they can tell that she is nervous when talking about herself and that she is holding something back. With a successful DC 36 Perception check, a PC notices slight variations in her appearance from one day to the next. Even if a PC manages to touch her and successfully disbelieve the *hat of disguise's* illusion with a DC 11 Will save, the PC must still succeed at a DC 26 Perception check to notice that Uliyara is wearing a disguise.

## ULIYARA ("HALTANI")

CR 3

Female human bard 4

N Medium humanoid (human)

Init +2; Senses Perception +5

## DEFENSE

AC 16, touch 12, flat-footed 14 (+4 armor, +2 Dex)

hp 21 (4d8)

Fort +1, Ref +6, Will +5; +4 vs. bardic performance, language-dependent, and sonic

## OFFENSE

Speed 30 ft.

Melee shortsword +4 (1d6+1/19–20)

Ranged shortbow +5 (1d6/x3)

Special Attacks bardic performance 14 rounds/day (countersong, distraction, fascinate [DC 16], inspire competence +2, inspire courage +1)

Bard Spells Known (CL 4th; concentration +8)

2nd (2/day)—*gallant inspiration*<sup>APG</sup>, *misdirection* (DC 16)

1st (4/day)—*comprehend languages*, *cure light wounds*, *lesser confusion* (DC 15), *magic aura*

0 (at will)—*ghost sound* (DC 14), *light*, *mending*, *message*, *prestidigitation* (DC 14), *read magic*

## TACTICS

**Before Combat** Uliyara uses her *hat of disguise* and versatile performance to stay in character, using *misdirection* to detect as an inanimate object before any important interactions. She casts *magic aura* on her *hat of disguise* every few days to mask its aura.

**During Combat** Uliyara prefers to avoid direct confrontation. She uses her abilities to bolster her allies.

**Morale** If alone or reduced to fewer than 10 hit points, Uliyara flees from combat.

## STATISTICS

Str 12, Dex 14, Con 10, Int 8, Wis 13, Cha 18

Base Atk +3; CMB +4; CMD 16

Feats Cosmopolitan<sup>APG</sup> (Hallit, Skald, Handle Animal, Survival), Skill Focus (Perform [act]), Spellson<sup>UM</sup>

Skills Acrobatics +4, Appraise +3, Climb +3, Diplomacy +11, Handle Animal +8, Knowledge (arcana) +5, Knowledge (local) +5, Knowledge (nature) +5, Knowledge (nobility) +5, Linguistics +3, Perception +5, Perform (act) +14, Perform (oratory) +8, Profession (merchant) +5, Profession (sailor) +5, Sense Motive +5, Sleight of Hand +4, Spellcraft +3, Survival +7, Use Magic Device +8

Languages Common, Elven, Hallit, Skald

SQ bardic knowledge +2, versatile performance (act)

Combat Gear *potions of cure light wounds* (3); Other

Gear chain shirt, shortsword, dagger, shortbow with 20 arrows, *hat of disguise*, cleats<sup>APG</sup>, disguise kit, backpack, snowshoes<sup>APG</sup>, ice diamond necklace, 25 gp

**Development:** If at least one PC succeeds at an influence check, that PC makes a strong impression on Uliyara, and the party gains 1 Influence Point. If at least half of the PCs succeed at their influence checks, the party gains 2 Influence Points instead.

**Faction Notes:** During the trip, the highest-level Scarab Sage faction member receives a *sending* from

## REWARDS FOR AREAS A AND B

In areas **A** and **B** of this scenario, the PCs can make a variety of choices, which lead to different sets of encounters. The PCs might fight the Whiterook border guard in area **A2**, then make trade deals in Dalun and negotiate passage with Baroness Nadya. Alternatively, they might follow the border guard to Whiterook, and after a failed Diplomacy check, end up swept into a raid on Dalun. They might also convince Halvor to approach Dalun peacefully.

As long as the PCs complete at least two of the following encounters, they receive the full rewards for areas **A** and **B**: defeating the Whiterook border guard in area **A2**, defeating the Dalun guards in area **B1**, convincing Halvor not to raid Dalun (this requires convincing him twice, once in area **A3** and again in area **B1**), and gaining Baroness Nadya's blessing to travel to Naldak's Point in area **B2**. If the PCs use a creative solution that leads this scenario in an unexpected direction, the GM may consider counting a different major milestone achieved by the PCs as a successful encounter.

If the PCs complete only one major encounter in areas **A** and **B**, reduce each PC's rewards as follows.

**Subtier 1–2:** Reduce each PC's gold earned by 100 gp.

**Out of Subtier:** Reduce each PC's gold earned by 225 gp.

**Subtier 4–5:** Reduce each PC's gold earned by 350 gp.

If the PCs don't complete any major encounters in areas **A** and **B**, reduce each PC's rewards as follows.

**Subtier 1–2:** Reduce each PC's gold earned by 200 gp.

**Out of Subtier:** Reduce each PC's gold earned by 450 gp.

**Subtier 4–5:** Reduce each PC's gold earned by 700 gp.

Tahonikepsu: "Scarab Scholar, I require your help. Find an ice diamond in Irrisen, high quality. Mined in Wintercrux, very rare. Bring to me. Possible Sage Jewel." With a successful DC 15 Knowledge (geography) check, Knowledge (local) check, or other appropriate check, the PC knows that these rare diamonds are only excavated from the mines of Hope Lost, approximately 70 miles east of Dalun. They range from pure white to light blue in color, are harder and denser than standard diamonds, and are particularly receptive to magical enchantment.

If the PCs gain at least 5 Influence Points with Uliyara over the course of the adventure, she may give her ice diamond necklace to a character that has expressed curiosity about it.

## A2. Whiterook's Border Guard (CR 3 or CR 6)

A bend in the river and several large rocks cause white-water rapids across most of the water's breadth; only a narrow channel with a swift current flows without obstruction near

the southern bank. Tall trees grow on either shore, casting shadows with their large overhanging branches.

Scouts from Whiterook have been using this site as both an ambush point and a place to observe passing ships for decades. Though they are mostly interested in ships coming from Irrisen in the east, they still take interest in anyone heading toward their enemies. The PCs' boat passes 10 feet from the shoreline and 20 feet from the nearest Ulfen's hiding place.

**Creatures:** Border guards from Whiterook hide in the nearby foliage, ready to spring their trap. When they see the PCs' boat approaching, they cut a counterweight line to raise the net (see Traps). The Ulfen guards demand to know what business the PCs have traveling toward Irrisen, and to search their ship. The guard's weapons are not drawn. A PC who succeeds at a DC 15 Sense Motive check discerns that the guards are wary, but that they don't intend to initiate violence. In Subtier 4–5, this squad is overseen by a seasoned captain, who uses his position of authority to try to cow the PCs.

## Subtier 1–2 (CR 3)

WHITEROOK BORDER GUARDS (2)	CR 1
Human barbarian 2	
N Medium humanoid (human)	
<b>Init</b> +2; <b>Senses</b> Perception +5	
<b>DEFENSE</b>	
<b>AC</b> 16, touch 10, flat-footed 14 (+4 armor, +2 Dex, –2 rage, +2 shield)	
<b>hp</b> 24 each (2d12+6)	
<b>Fort</b> +6, <b>Ref</b> +2, <b>Will</b> +2; +2 vs. magic	
<b>Defensive Abilities</b> uncanny dodge	
<b>OFFENSE</b>	
<b>Speed</b> 30 ft.	
<b>Melee</b> mwk longspear +9 (1d6+5)	
<b>Ranged</b> javelin +4 (1d6+5)	
<b>Special Attacks</b> rage (7 rounds/day), rage powers (superstition +2)	
<b>TACTICS</b>	
<b>Before Combat</b> The raiders wait for a ship to fall into their trap. They attempt to interrogate travelers and only attack if the travelers are hostile, agents of Irrisen, or refuse a search.	
<b>During Combat</b> The raiders throw javelins against particularly dangerous foes and use their grappling hooks to pull trapped ships to shore.	
<b>Morale</b> If reduced to 10 hit points or fewer, the raiders flee to Whiterook, seeking reinforcements.	
<b>Base Statistics</b> When not raging, the barbarian's statistics are <b>AC</b> 18, touch 12, flat-footed 16; <b>hp</b> 20; <b>Fort</b> +4, <b>Will</b> +0; <b>Melee</b> mwk longspear +7 (1d6+3); <b>Str</b> 16, <b>Con</b> 13; <b>CMB</b> +5,	



## A2. River Boat



1 square = 5 feet

GameMastery Map Pack: Boats and Ships

**CMD** 17; **Skills** Climb +5, Swim +4.

### STATISTICS

**Str** 20, **Dex** 13, **Con** 17, **Int** 8, **Wis** 12, **Cha** 10

**Base Atk** +3; **CMB** +8; **CMD** 17

**Feats** Combat Reflexes, Weapon Focus (longspear)

**Skills** Acrobatics +4, Climb +7, Handle Animal +4, Intimidate +4, Knowledge (nature) +5, Perception +5, Survival +5, Swim +6

**Languages** Common, Skald

**SQ** fast movement

**Combat Gear** alchemist's fire (2); **Other Gear** mwk hide armor, mwk heavy wooden shield, mwk longspear, javelin (4), cold weather outfit, furs<sup>APG</sup>, grappling hook with 50 feet of rope, keg of mead (2), 3 gp

### Subtier 4–5 (CR 6)

#### WHITEROOK BORDER GUARDS (2)

CR 1

Human barbarian 2 (see Subtier 1–2 on page 8)

**hp** 24 each

#### WHITEROOK BORDER GUARD CAPTAIN

CR 5

Raider (*Pathfinder RPG GameMastery Guide* 280; see page 27)

**hp** 67

### TACTICS

### SCALING ENCOUNTER A2

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

**Subtier 1–2:** The border guards have been stuck out here for many monotonous hours, and have consumed a bit too much mead to dull the boredom. Apply the sickened condition to both border guards.

**Subtier 4–5:** Apply the sickened condition to both the border guards and the guard captain.

**During Combat** The captain is confident that he and his guards are more than a match for the PCs, and would prefer a peaceful inspection to unnecessary bloodshed. He spends the first round of combat attempting to intimidate the PCs into laying down their weapons. He rolls an Intimidate check to attempt to demoralize the party (see the Intimidate skill on page 99 of the *Pathfinder RPG Core Rulebook*). If the PCs do not surrender, he enters rage and fights to the best of his ability.

**Morale** The captain retreats to Whiterook to gather reinforcements if he is reduced to 15 hit points or fewer or if both of his guards are knocked unconscious.

**Traps:** Whiterook has recently constructed a large rope net to catch ships moving through here in order to pillage or question travelers. When the scout sees a ship approaching, he cuts a line holding a counter weight, causing the triangular net to raise up. The net is 15 foot tall and 30 feet wide at the base. The boat's pilot must succeed at a DC 20 Profession (sailor) check (DC 25 in Subtier 4–5), or the boat is entangled. If the boat is entangled, all creatures on deck are knocked prone unless they succeed at a DC 15 Reflex save. The net has hardness 0 and 20 hp. Each PC who spots the ambush with a successful DC 15 Perception check gains a +4 circumstance bonus on these Profession (sailor) and Acrobatics checks.

**Development:** If the PCs decide to stop and negotiate, the Ulfen insist that the party follow them to Whiterook and talk to their battle leader, Halvor. Uliyara stays quiet; she is nervous to go with the Ulfen, but she doesn't want to draw attention to herself. If the PCs avoid going to Whiterook, most likely by defeating the guards in combat, they gain 1 Influence Point.

**Rewards:** See the sidebar Rewards for Areas A and B on page 8 for all encounters in areas A and B.

## A3. Whiterook

The village of Whiterook sits against a tall cliff wall. A line of close-growing birch trees and tangle of vines shield the village, acting as a natural palisade. One of the larger birches bears a carved bird, which lends the village its name. In the center of the village, a massive fire pit sits stocked with timbers and dry brush as if ready for a massive bonfire.

Several humanoid bodies hang naked in the trees outside the palisade. Hanging next to them is the skinned corpse of what appears to be a bear-sized wolf.

The guards lead the PCs into Whiterook, their small but well defended village. The people here are tough, worn down by regular raids from the forces of Irrisen. While going about their daily chores, they give the PCs wary looks, especially any who appears to be a spellcaster.

Uliyara recognizes her bodyguards hanging outside the city walls along with her aunt's forces. She stares at the hanging bodies, muttering under her breath, "Savage butchers... monsters all."

The guards lead the party to the center of the village, near the unlit fire pit, while one of Whiterook's citizens fetches the village's battle leader, Halvor. He is a tall man with massive muscles, long blond hair, and a thick beard, whose face bears numerous battle scars. Halvor asks the PCs what business they have this far east. Whether or not they tell him their plans, he guesses that Irrisen is their destination based on the direction that they were heading and their cache of blackfire clay. He says the following.

---

"Going into Irrisen expecting anything but death is folly. Ice and pain await you there; even if you live, you will have lost much by going there. Turn back. Abandon whatever fool's errand has sent you."

---

If the PCs mention Dalun, Halvor tells them of his experiences with the town.

---

"I know of Dalun and their claims of peace. I believed those claims myself, up until the last moon. They sent envoys to talk of trade, but as we were about to let them in, we were attacked by winter wolves, ice trolls, and a dozen Jadwiga soldiers." He spits on the ground before continuing. "We slew enough of them to scare them off, but lost many good warriors. I just wished we had captured that Jadwiga witch while she was here, but she vanished into the night."

---

If the PCs ask Halvor about the envoy from Dalun, he tells them that the envoy was lead by Uliyara, daughter of Baroness Nadya, the ruler of Dalun. He suspects that she used magic to vanish when the fighting started. If the PCs ask him about the invaders from Irrisen, he produces scraps of uniforms and other equipment. PCs who succeed at a DC 15 Knowledge (nobility) check recognize the insignia of Saarbotten, an Irriseni town near the border. If the PCs show the scraps to Uliyara, she recognizes the insignia and tells the PCs that nearly every Irriseni settlements has its own forces and acts independently. The PCs can also discover this information with a successful DC 20 Knowledge (local) or Knowledge (nobility) check.

Halvor would like to launch a counter-raid against Dalun, and offers the PCs a proposal.

---

"My warriors demand retribution. We will go with you to Dalun, acting as your caravan guards. Once outside the city's walls, we'll attack. After that, you can continue on your way without the threat of Dalun at your backs."

---

If the PCs don't offer a more peaceful approach to the city, Uliyara suggests the Ulfen travel with them to see that Dalun desires peace. She staunchly opposes any plan that includes violence. Though the PCs may side with Uliyara, convincing Halvor to abstain from violence requires a successful DC 20 Diplomacy check. In Subtier 4–5, Halvor is a charismatic leader who is harder to convince, raising the DC to 24. If the PCs point out that the attack on Whiterook came from Saarbotten's force and not Dalun's, they receive a +2 circumstance bonus on this Diplomacy check. Uliyara assists on this check with an aid another, and if the PCs fail, she casts *gallant inspiration*. Uliyara's Spellsong feat allows her mask the casting of this spell with a Perform (act) check. The PCs



can attempt to recognize that she is casting a spell with an opposed Perception or Sense Motive check. Do not roll for Halvor—assume that he rolls low enough to fail his Perception or Sense Motive check.

**Creatures:** Twelve Whiterook raiders watch the PCs from nearby as the PCs speak to Halvor. In the unlikely event that the PCs attack, Uliyara does not assist them, and the Ulfen's superior numbers quickly overwhelm the PCs. After the Ulfen subdue the PCs, Halvor questions the PCs further and eventually allows them to leave with all of their equipment, but the PCs must swear serious oaths to repay their debts in the future, and they gain the Weregild Thrall negative boon. Uliyara meets up with the PCs outside of Whiterook and guides them past Dalun to Naldak's Point (area C).

**Development:** Once the PCs decide how to approach Dalun, Halvor gives them space to sleep overnight in the village until the next morning. Halvor gives the party two *potions of resist energy (cold)*. When the PCs set off for Dalun, a dozen warriors in a longship sail beside them. If the PCs argue for a peaceful solution, they earn 1 Influence Point, but if they convince the Ulfen to pursue a peaceful solution they instead earn 2 Influence Points.

**Rewards:** See the sidebar Rewards for Areas A and B on page 8 for all encounters in areas A and B.

## B. DALUN, IRRISEN

As the PCs travel into Irrisen, the temperature drops dramatically, falling to well below freezing. In the distance, log cabins march across the snowy fields, walking on knobby wooden legs. During the trip, they see a winter wolf on the north bank, following the boat. If they attack the wolf, it runs away and howls; otherwise it eventually leaves without a sound.

### B1. A Pack of Gate Guards (CR 3 or CR 6)

Stone cliffs mark the border of Irrisen on the northern bank. Chill winds send flurries of snow over the edge, landing in the river and on the grassy bank of the southern shore where maple trees fight the icy doom of Irrisen's endless winter. A long, narrow cart path winds its way up the side of the cliff from the docks to Dalun's iron gates.

Guards and their Irriseni ice bear companions wait just outside the gates of Dalun for the PCs and the Ulfen from Whiterook to approach. In Subtier 4–5, an officer mounted on a horse accompanies the guards.

If the PCs traveled to Whiterook and convinced Halvor and his warriors not to attack, Halvor begins to reconsider his decision to approach the city peacefully. The Jadwiga are traditional enemies of his people. The long history of atrocities that his people have suffered, together with how

### SCALING ENCOUNTER B1

To accommodate a group of four PCs, remove all ice bears from the encounter, and give the Dalun guards animal aspect (bear).

weak Dalun's defenses appear to be up close, both weigh heavily on his mind. He shakes with barely contained rage. However, before he orders his guards to attack, he turns to the PCs and says "To approach in peace, after all the witches have done..." and pauses to give the PCs one last chance to convince him not to order a raid. PCs who succeed on a DC 15 Sense Motive check discern that Diplomacy is particularly difficult in this charged situation, and that other social approaches would be much easier. The PCs can convince him not to attack with a successful DC 25 Diplomacy check (DC 29 in Subtier 4–5). Alternatively, the PCs could invent plausible reasons not to attack with a successful DC 15 Bluff check (DC 19 in Subtier 4–5). The PCs can instead use a successful DC 15 Intimidate check (DC 19 in Subtier 4–5) with a reason why the Ulfen should fear the consequences of the raid to convince Halvor not to issue the order to attack. The guards are too far away to overhear the PCs' conversation with Halvor.

If Halvor decides to attack Dalun, his warriors climb over the walls into Dalun, leaving the PCs to fight the guards just outside the gate. Combat breaks out when the PCs are about 60 feet down the path from Dalun's gates. Uliyara uses a *message* to warn the guards of the imminent attack and flees as soon as she can. If the PCs have earned at least 3 Influence Points with her, she sends one of the PCs the message "Meet me east of town." An attack on Dalun means that the PCs cannot enter the town.

If the PCs defeated the Whiterook border guard, or convinced Halvor not to attack Dalun, the Dalun guards make normal inquiries when the PCs reach the gate, asking the PCs who they are and what business they have in Dalun. Regardless of the PC's answers, Uliyara ensures that the PCs gain passage into Dalun, using her *message* spell to speak to the guards privately if necessary.

**Creatures:** In Subtier 1–2, the two gate guards each lead an Irriseni ice bear. Ice bears are a smaller breed of polar bears that are well-suited to the sparse food supply of Irrisen. In Subtier 4–5, a commander riding an armored horse leads three guards with ice bear companions.

### Subtier 1–2 (CR 3)

#### DALUN GUARDS (2)

CR 1

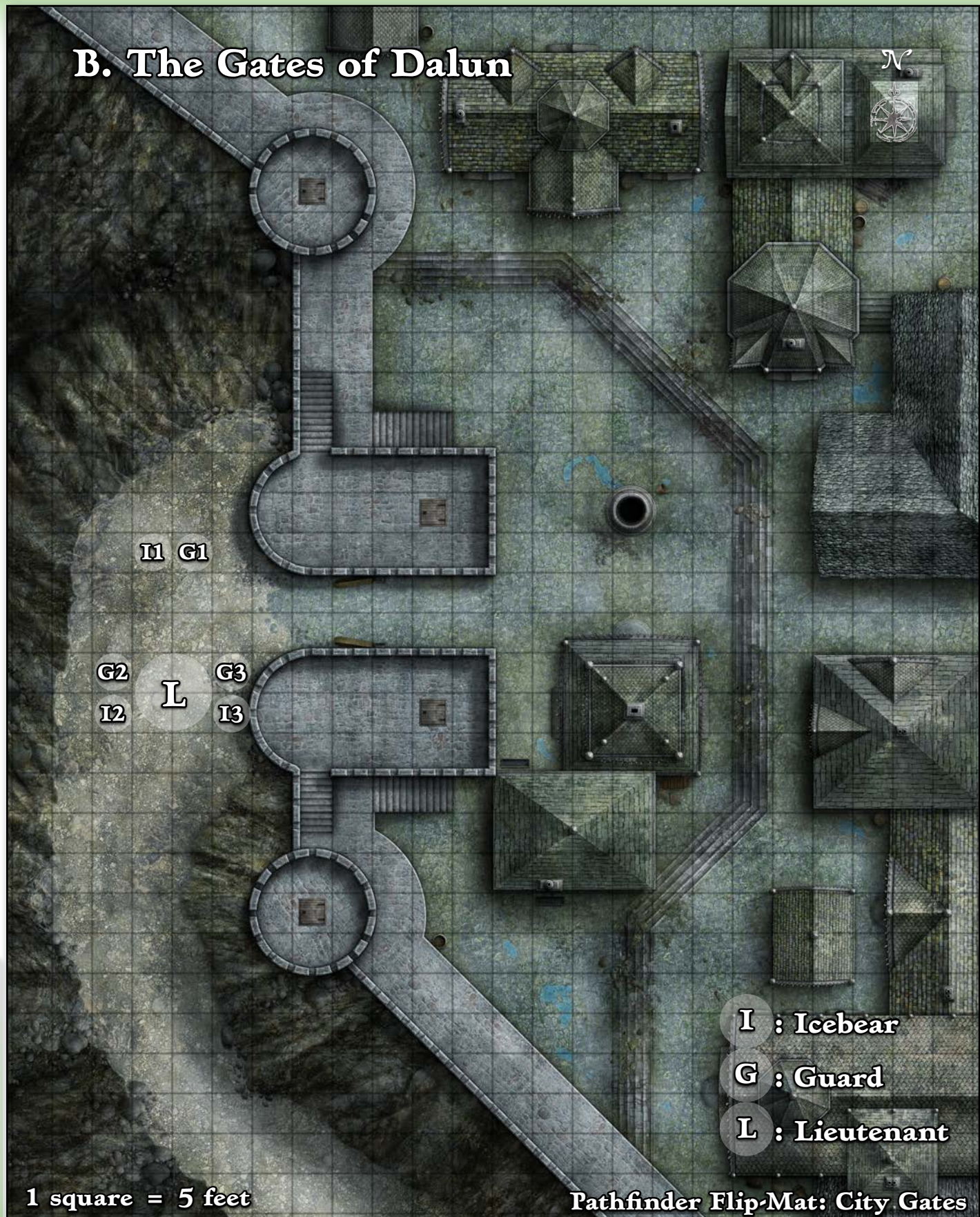
Human hunter 2 (*Pathfinder RPG Advanced Class Guide* 26)

N Medium humanoid

**Init** +3; **Senses** Perception +7



## B. The Gates of Dalun



I : Icebear  
G : Guard  
L : Lieutenant

1 square = 5 feet

Pathfinder Flip-Mat: City Gates



## DEFENSE

**AC** 19, touch 13, flat-footed 16 (+6 armor, +3 Dex)

**hp** 19 (2d8+7)

**Fort** +4, **Ref** +6, **Will** +2

## OFFENSE

**Speed** 20 ft.

**Melee** longsword +2 (1d8+1/19–20)

**Ranged** heavy crossbow +4 (1d10/19–20)

**Hunter Spells Prepared** (CL 2nd; concentration +4)

1st (3/day)—*cure light wounds*, *keen senses*<sup>APG</sup>, *magic fang*,  
*summon nature's ally I*

0 (at will)—*detect magic*, *detect poison*, *guidance*, *light*,  
*resistance*

## TACTICS

**Before Combat** One guard casts *detect magic* while the other casts *detect poison*, to assist with searching people coming into the city. The guards direct their bears, if present, to look for any hidden creatures with their scent ability.

**During Combat** The guards send their bears to harass dangerous opponents while they fire their crossbows from a safe distance, using animal aspect (tiger) to enhance their Dexterity. If engaged in melee, they switch to animal aspect (bull) to enhance their melee attacks.

**Morale** If the guards are reduced to 10 hit points or fewer, they yell loudly, "Dalun is under attack!" and attempt to flee into the city and signal for reinforcements.

## STATISTICS

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

**Base Atk** +1; **CMB** +2; **CMD** 15

**Feats** Precise Shot, Rapid Reload (heavy crossbow), Toughness

**Skills** Handle Animal +4, Intimidate +3, Knowledge (local) +1, Knowledge (nature) +4, Perception +7, Profession (soldier) +6, Sense Motive +3, Spellcraft +4, Stealth +3, Survival +7 (+8 to follow tracks), Swim +1

**Languages** Common, Skald

**SQ** animal companion (bear), animal focus (2 minutes/day), nature training, track +1, wild empathy +1

**Combat Gear** potion of cure light wounds, thunderstone; **Other Gear** breastplate, heavy crossbow with 10 bolts, longsword, cleats<sup>APG</sup>, cold weather outfit, furs<sup>APG</sup>, signal whistle, snowshoes<sup>APG</sup>, 13 gp

## IRRISENI ICE BEARS (2)

CR —

Bear animal companion

N Small animal

**Init** +6; **Senses** low-light vision, scent; Perception +5

## DEFENSE

**AC** 15, touch 13, flat-footed 12 (+2 Dex, +2 natural, +1 size)

**hp** 19 (3d8+6)

**Fort** +5, **Ref** +6, **Will** +2

## OFFENSE

**Speed** 40 ft.

**Melee** bite +5 (1d4+2), 2 claws +5 (1d3+2)

## STATISTICS

**Str** 15, **Dex** 15, **Con** 15, **Int** 2, **Wis** 12, **Cha** 6

**Base Atk** +2; **CMB** +3; **CMD** 15 (19 vs. trip)

**Feats** Endurance, Improved Initiative

**Skills** Perception +5, Survival +2, Swim +6

**SQ** animal focus (bear), tricks (attack [any creature], come, defend, down, guard, heel)

## Subtier 4–5 (CR 6)

### DALUN GUARDS (3)

CR 1

**hp** 19 each (see Subtier 1–2)

### IRRISENI ICE BEARS (3)

CR —

**hp** 19 each (see Subtier 1–2)

### DALUN LIEUTENANT

CR 4

Human cavalier 5 (*Pathfinder RPG Advanced Player's Guide* 32)

LE Medium humanoid (human)

**Init** +0; **Senses** Perception +1

## DEFENSE

**AC** 18, touch 10, flat-footed 18 (+6 armor, +2 shield)

**hp** 47 (5d10+15)

**Fort** +7, **Ref** +1, **Will** +2

## OFFENSE

**Speed** 20 ft.

**Melee** mwk battleaxe +9 (1d8+3/×3) or  
dagger +8 (1d4+4/19–20)

**Ranged** javelin +5 (1d6+3)

**Special Attacks** banner +2/+1, cavalier's charge, challenge (+5, +2, 2/day)

## TACTICS

**Before Combat** The Dalun lieutenant only uses his *potion of barkskin* if he knows he is going into combat.

**During Combat** The lieutenant makes use of his mounted combat feats to take down heavily armored targets first.

**Morale** The lieutenant fights to the death to protect Dalun.

## STATISTICS

**Str** 16, **Dex** 10, **Con** 16, **Int** 8, **Wis** 12, **Cha** 13

**Base Atk** +5; **CMB** +8; **CMD** 18

**Feats** Mounted Combat, Power Attack, Ride-By Attack, Spirited Charge, Swap Places<sup>APG</sup>

**Skills** Climb +4, Diplomacy +5, Handle Animal +9, Intimidate +5, Knowledge (local) +6, Knowledge (nobility) +6, Profession (soldier) +5, Ride +5, Sense Motive +6, Swim +4

**Languages** Common

**SQ** expert trainer +2, mount (horse), order of the lion (lion's call), tactician (2/day, 5 rounds, standard action)

**Combat Gear** *potion of barkskin*, *potion of cure moderate wounds*; **Other Gear** mwk breastplate, mwk darkwood heavy wooden shield, mwk battleaxe, dagger (2), javelin (4), cleats<sup>APG</sup>, cold weather outfit, furs<sup>APG</sup>, signal horn<sup>APG</sup>, snowshoes<sup>APG</sup>, 11 gp

## DALUN LIEUTENANT'S MOUNT

CR —

Horse animal companion

N Large animal

**Init** +2; **Senses** low-light vision, scent; Perception +7

### DEFENSE

**AC** 20, touch 11, flat-footed 18 (+3 armor, +2 Dex, +6 natural, -1 size)

**hp** 42 (5d8+20)

**Fort** +7, **Ref** +6, **Will** +2

**Defensive Abilities** evasion

### OFFENSE

**Speed** 50 ft.

**Melee** bite +8 (1d4+5), 2 hooves +3 (1d6+2)

**Space** 10 ft.; **Reach** 5 ft.

### STATISTICS

**Str** 20, **Dex** 14, **Con** 17, **Int** 3, **Wis** 12, **Cha** 6

**Base Atk** +3; **CMB** +9; **CMD** 21 (25 vs. trip)

**Feats** Power Attack, Run, Toughness

**Skills** Acrobatics +5, Perception +7, Swim +8

**SQ** combat trained, tricks (attack [any creature], come, defend, down, guard, heel, track)

**Gear** studded leather barding

**Development:** If the PCs enter Dalun peacefully, they earn 1 Influence Point, and they can continue to area B2. If the Ulfen or the PCs initiate combat with the guards, the commotion of the raid prevents cannot enter the city and must use the map provided by Venture-Captain Benarry to make their way to area C. In this instance, Baroness Nadya is particularly cautious and orders Dalun's guards to travel in larger groups; in both Subtiers, add an additional Dalun guard to the encounter Followed! on page 19.

If the PCs tried to get the Ulfen to approach Dalun peacefully but failed, and they have earned at least 3 influence Points, Uliyara confronts the PCs just east of town. She is willing to continue to guide the party if they reassure her that their intentions are peaceful, but she doesn't take them into Dalun. Otherwise, if the PCs fought the Dalun guards, Uliyara doesn't return to the party.

**Rewards:** See the sidebar Rewards for Areas A and B on page 8 for all encounters in areas A and B.

## B2. Negotiating with the Jadwiga

The grey stone buildings of Dalun stand huddled together, as if the stonework was attempting to withstand the cold. Snowy cobblestone streets lead to a tall white spire in the center of town, its sharp point piercing the blue sky; an icy sheen covers the surface, glistening in the muted sunlight.

Colorfully dressed merchants stand out against the blue, grey and white clothing worn by the citizens of Irrisen, who trot through the white cobblestone streets with immediacy. The occasional ice troll lumbers along, giving non-jadwiga humans a disdainful snarl.

Uliyara gives the PCs the names of several prominent Jadwiga merchants with whom they can trade, including Alexei Kartov, a respected jeweler (see Faction Notes below). The PCs may wish to buy other trade goods including ore, furs, or rare witch-tree seeds. With a successful DC 20 Diplomacy or Profession (merchant) check, the PCs negotiate a favorable deal on the trade goods.

Once the PCs have traded away their letter of credit, Uliyara asks them to speak to Baroness Nadya, the ruler of Dalun, to gain her permission to travel farther north. Uliyara does not follow the PCs in to the meeting, as she has "other business to attend to in Dalun," but she recommends that the PCs tell the Baroness that "Haltani sends her regards." The PCs easily locate Baroness Nadya outside her palace, seated in a garden whose "foliage" is intricately sculpted out of ice. A group of guards stands nearby, and they eye the PCs with open suspicion. The guards demand that the PCs lay down their weapons and explain why they would dare to enter the Baroness's presence without invitation. If the PCs pass along Uliyara's message, Nadya recognizes the name "Haltani" as one of her daughter's monikers, and gestures to her guards to back away. Nadya is interested in establishing long-term diplomatic relationships, but wary of spies from her sister in Saarbotten or the free Ulfen. With a successful DC 17 Bluff or Diplomacy check, she grants the PCs her permission to travel no more than 5 miles from Dalun, close enough to visit the dig site. If the PCs do not pass along Uliyara's message, they can still attempt this Bluff or Diplomacy check, but the Baroness and her guards are wary—the DC of the check increases to 22. If they fail this check, she still allows them passage but secretly arranges for guards to shadow them. In this event, add an additional Dalun guard to the encounter Followed! on page 19.

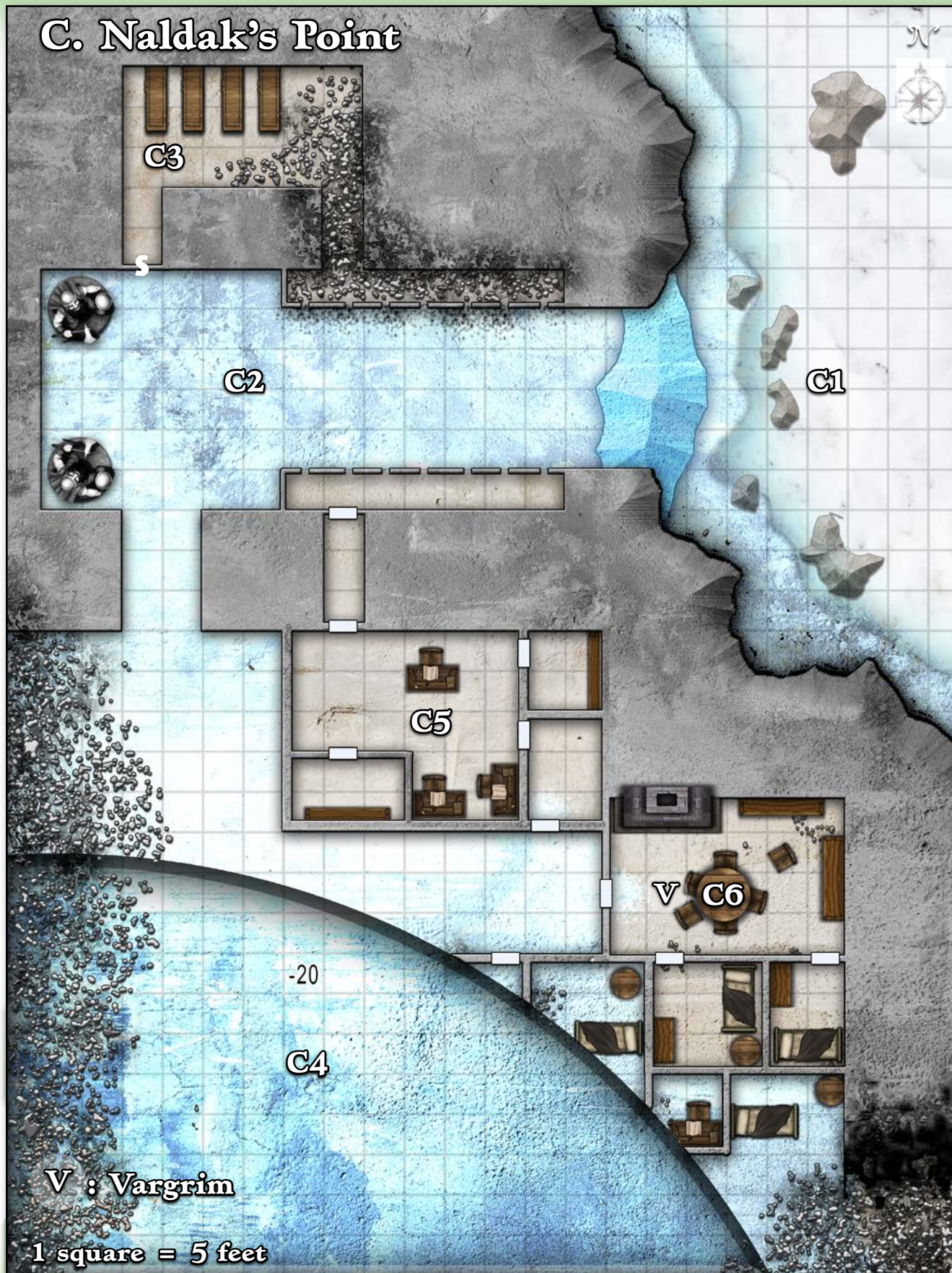
**Development:** Once the PCs have exchanged their letter of credit and received permission to explore the lands around Dalun, they can proceed to area C. If the PCs receive a favorable deal with the Dalun merchants, they earn 1 Influence Point. Creating a positive impression on Nadya also awards them 1 Influence Point, for a possible total of 2 Influence Points.

**Faction Notes:** Scarab Sage faction members may wish to speak with Alexei Kartov to obtain a high-quality ice diamond. They must track him down at a local gambling hall with a successful DC 10 Knowledge (local) or Diplomacy check before trading with him. If the PCs fail the DC 20 Diplomacy or Profession (merchant) check to receive a favorable deal, they can still purchase an ice diamond from Kartov for the letter of credit and 100 gp in Subtier 1–2, or the letter and 300 gp in Subtier 4–5.

**Rewards:** See the sidebar Rewards for Areas A and B on page 8 for all encounters in areas A and B.



# C. Naldak's Point





## SCALING ENCOUNTER C1

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

**Subtier 1–2:** As a winter wolf runt, Rigrory begs for scraps and has become malnourished; he has the sickened condition and can only use his breath weapon once.

**Subtier 4–5:** Remove the advanced simple template from Rigrory.

## C. NALDAK'S POINT

Forests of evergreens open to a vast, relatively featureless snowy plain, making navigation difficult. Traveling to the dig site requires three hours of marching through the snow and a successful DC 18 Survival check to avoid getting lost. If Uliyara is with the PCs, she grants them a +4 circumstance bonus on this check. If the PCs fail the check, they wander for one hour without making progress, and can attempt the check again.

Each PC must attempt a Fortitude save (DC 15, +1 per previous check) each hour to resist the cold and arctic winds. Each time a PC fails a Fortitude save, she takes 1d6 points of nonlethal damage, which cannot be healed until she enters a warmer area. A cold-weather outfit grants a +5 circumstance bonus on these Fortitude saves.

### C1. The Wolf's Choice (CR 4 or CR 7)

Once the PCs arrive at Naldak's Point, read or paraphrase the following.

As the vast plains give way to rugged hills, the ground becomes hard and icy. An enormous rocky mound protrudes from the ground, covered in ice and snow. On the northeast side of the mound, thick walls of ice cascade down the side of the hill like a miniature glacier. Two shapeless stone monoliths stand near the base of the mound.

The entrance to Naldak's Point lies beyond a collapsed archway. Several feet of ice have frozen over the once splendid foyer; those who look closely can still see the remains of chiseled stonework beyond the frozen wall, and a tunnel leading into the rocky mound.

The PCs must find a way through the ice wall on the ground, or through one of several collapsed pieces of ceiling that have also frozen over in thick layers of ice. If they have trouble coming up with a way through, the GM should remind them of the cache of blackfire clay provided by Venture-Captain Benarry. Melting the ice takes 2 hours when using the entire supply of blackfire clay, though a PC succeeding at a DC 15 Knowledge (engineering) check can use the clay more efficiently and accomplish the task

in only 1 hour. The blackfire clay produces substantial heat; PCs who stand near to the melting wall no longer have to roll Fortitude saves to resist cold, and are capable of healing any nonlethal damage they sustained on the journey. The ice wall has hardness 0 and 3,600 hit points. If the PCs decide to physically chisel their way through, all characters that participate in manually breaking the ice gain the fatigued condition until they rest for 8 hours.

**Creatures:** Rigrory waits in ambush, and approaches the PCs as soon as they open a passage into Naldak's Point. Sent by Baroness Urgalaena to retrieve Uliyara, he's been tracking the path of the party and knows this is the most likely site of interest. In Subtier 1–2, Rigrory is a young winter wolf whose breath weapon is not fully developed. In Subtier 4–5, Rigrory is a particularly formidable winter wolf. Rigrory demands that the PCs surrender Uliyara to him.

If Uliyara has left the party, Rigrory recognizes the PCs as the group that was previously guarding her, and demands that the PCs stop hiding her. When the PCs cannot do so, he attacks.

### Subtier 1–2 (CR 3)

RIGRORY	CR 3
Variant young winter wolf ( <i>Pathfinder RPG Bestiary</i> 295, 280)	
NE Medium magical beast (cold)	
<b>Init</b> +7; <b>Senses</b> darkvision 60 ft., low-light vision, scent; Perception +11	
DEFENSE	
<b>AC</b> 16, touch 13, flat-footed 13 (+3 Dex, +3 natural)	
<b>hp</b> 30 (4d10+8)	
<b>Fort</b> +6, <b>Ref</b> +7, <b>Will</b> +2	
<b>Immune</b> cold	
<b>Weaknesses</b> vulnerable to fire	
OFFENSE	
<b>Speed</b> 50 ft.	
<b>Melee</b> bite +7 (1d6+4 plus 1d4 cold and trip)	
<b>Special Attacks</b> breath weapon (every 1d4 rounds, 15-ft. cone, 2d6 points of cold damage, Reflex half DC 14)	
TACTICS	
<b>Before Combat</b> Rigrory burrows into a snowdrift at the base of the rocky mound and waits for the party to arrive. Rigrory recognizes Uliyara, and tries to use her deception to his advantage. He emerges from the snow, tells the PCs who she is, and demands that they surrender her to him. He threatens to call down the entire pack if the PCs don't acquiesce.	
<b>During Combat</b> If the PCs don't surrender Uliyara, Rigrory attacks. He uses his breath weapon on the first round, and then attacks the PC who looks easiest to trip.	
<b>Morale</b> If reduced to 20 hit points or fewer, he attempts to flee while howling for reinforcements, hoping to get credit for locating Uliyara, even if he can't capture her.	



**STATISTICS****Str** 16, **Dex** 17, **Con** 14, **Int** 9, **Wis** 13, **Cha** 10**Base Atk** +4; **CMB** +7; **CMD** 20 (24 vs. trip)**Feats** Improved Initiative, Skill Focus (Perception)**Skills** Perception +11, Stealth +9 (+15 in snow), Survival +4;**Racial Modifiers** +2 Perception, +2 Stealth (+8 in snow), +2 Survival**Languages** Common, Giant**Subtier 4–5 (CR 6)****RIGRORY****CR 6**Advanced winter wolf (*Pathfinder RPG Bestiary* 294, 280)

NE Large magical beast (cold)

**Init** +7; **Senses** darkvision 60 ft., low-light vision, scent; Perception +13**DEFENSE****AC** 21, touch 12, flat-footed 18 (+3

Dex, +9 natural, –1 size)

**hp** 69 (6d10+36)**Fort** +11, **Ref** +8, **Will** +5**Immune** cold**Weaknesses** vulnerable to fire**OFFENSE****Speed** 50 ft.**Melee** bite +12 (1d8+10 plus 1d6 cold and trip)**Space** 10 ft.; **Reach** 5 ft.**Special Attacks** breath weapon (every 1d4 rounds, 15-ft. cone, 6d6 points of cold damage, Reflex half DC 17)**TACTICS**

Use the tactics in Subtier 1–2 (see page 16).

**STATISTICS****Str** 24, **Dex** 17, **Con** 22, **Int** 13, **Wis** 17, **Cha** 14**Base Atk** +6; **CMB** +14; **CMD** 27 (31 vs. trip)**Feats** Improved Initiative, Run, Skill Focus (Perception)**Skills** Perception +13, Stealth +6 (+12 in snow), Survival +7;**Racial Modifiers** +2 Perception, +2 Stealth (+8 in snow), +2 Survival**Languages** Common, Giant

**Development:** If the PCs relinquish Uliyara, Rigrory doesn't attack them or call his pack. He also doesn't care if they take her gear, including the ice diamond necklace. Uliyara follows the winter wolf without putting up a fight—she recognizes that she would be unlikely to win in combat, and believes that she would be better off trying to resolve this situation diplomatically with whoever gave the order to track her down. If the PCs protect Uliyara, they earn 1 Influence Point. Now exposed, Uliyara no longer pretends to be Haltani.



**Rewards:** If the PCs fail to defeat Rigrory or if they give up Uliyara, reduce each PC's gold earned by 181 gp in both Subtiers.

**C2. Frozen Foyer**

Intricate gilded stonework adorns the entrance, and a complex marble mosaic paves the floor. Arrow slits flank the north and south sides of the hall, but the north side has collapsed and is choked with rubble. On the eastern end, two 10-foot-tall marble statues of armored dwarves flank a fresco depicting an opulent throne room.

The faces of the statues have been broken off.

When Hao Jin transported Naldak's Point into her tapestry, the town's absence in the large hill created several cave-ins and cracks in the ceiling.

Snow melted and dripped into the once sealed cavern, creating large pools of water.

As the forces of Baba Yaga approached, the Jadwiga's powerful winter magic froze everything solid, creating large sheets of ice that coat every surface in the common areas.

**Hazard:** Ice covers the floor. Characters must spend 2 squares of movement to enter a square covered by ice, and the DC for Acrobatics checks on surfaces covered by ice increases by 5.

**C3. Hidden Cache**

The guards of Naldak's Point kept weapons and armor in reserve, hidden behind a secret door. Locating the hidden switch to open the door requires a successful DC 20 Perception check (DC 24 in Subtier 4–5).

**Treasure:** The residents cleared out most of the cache, but did not have time to claim everything. A masterwork heavy steel shield and an ivory-handled heavy crossbow (a +1 repeating heavy crossbow in Subtier 4–5) lie discarded on the floor.

**Rewards:** If the PCs fail to discover the hidden cache, reduce each PC's gold earned as follows.

*Subtier 1–2:* Reduce each PC's gold earned by 28 gp.

*Out of Subtier:* Reduce each PC's gold earned by 138 gp.

*Subtier 4–5:* Reduce each PC's gold earned by 249 gp.

**C4. Naldak's Point Lost**

Thousands of icicles cover the ceiling of this cylindrical chamber. The outside edge forms a perfect circular curve, cutting into stone without mark of chisel or tool, impossibly smooth. Only places where ice flows over the stone, or where

the structures have collapsed, mar the perfect precision of the cylinder. The remains of workshops and living spaces, still furnished, peak through holes in the cylindrical void. At the southern and western edges of the cavern, large portions of the stone and ice have collapsed, cutting into the immense void with piles of rubble.

All that remains of Naldak's Point is the ruined foyer, a crumbling guard post, and an empty chamber of rock and ice. Hao Jin's magic transported most of the town into her magical tapestry demiplane. The edge of the spell sheared through walls, doors, furniture, and stone with perfect precision.

**Hazards:** Ice covers the walls and floor (see area C2).

## C5. Abandoned Guard Post

Desks sit empty, a few scraps of meaningless paper littering the drawers. A weapon rack in the southeastern corner of the room contained the town's arsenal during their heyday. The door to the iron cage in the northeastern corner of the room is locked with an average lock (Disable Device DC 25). Only the tattered remains of an old cot and manacles remain in the room.

## C6. Entombed in Ice (CR 3 or CR 6)

As the only fully intact apartment remaining from Naldak's Point, this is where the dwarf, Vargrim, came to rest when Baba Yaga's forces invaded. He had ventured out to look for his son, Bardak, who had run off, refusing to go with Hao Jin. While Vargrim was still out searching for his son, Bardak had returned to Naldak's Point. Not able to wait a moment longer, Hao Jin teleported the majority of the town, including Bardak, into her magical tapestry. Vargrim returned moments before the spell was completed and watched as the town vanished. He sat alone in the only remaining apartment until the Jadwiga descended on him. They laughed at his ill fortune and left him to freeze to death, creating a thick wall of ice to entomb him forever.

**Creatures:** The frozen corpse of a dwarf slumps against the wall, perfectly preserved in a block of ice. Vargrim, descendant of Naldak, was the head of his clan when Baba Yaga invaded. He wears a hexagonal hematite beard clasp with a single dwarven rune inscribed on the face. Once a creature gets within striking distance, he bursts from the ice and attacks.



## Subtier 1–2 (CR 3)

### VARGRIM

CR 3

Advanced variant ghoul (*Pathfinder RPG Bestiary* 294, 146)

CE Medium undead

**Init** +4; **Senses** darkvision 60 ft.; Perception +9

**Aura** frozen aura (10 ft., DC 15)

### DEFENSE

**AC** 18, touch 14, flat-footed 14 (+4 Dex, +4 natural)

**hp** 17 (2d8+8)

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

**Defensive Abilities** channel resistance +2

### OFFENSE

**Speed** 30 ft.

**Melee** bite +5 (1d6+3 plus disease and paralysis), 2 claws +5 (1d6+3 plus paralysis)

**Special Attacks** paralysis (1d4+1 rounds, DC 15, elves are immune to this effect)

### STATISTICS

**Str** 17, **Dex** 19, **Con** —, **Int** 17,

**Wis** 18, **Cha** 18

**Base Atk** +1; **CMB** +4; **CMD** 18

**Feats** Weapon Finesse

**Skills** Acrobatics +6, Climb +8, Perception +9, Stealth +9, Swim +5

**Languages** Common, Dwarven

**SQ** ice walker

### TACTICS

**During Combat** Vargrim attacks Uliyara first if she is present.

He is motivated only by two desires: to exact revenge on witches, and to satisfy his supernatural hunger. He attempts to paralyze as many people as possible to remove the PC's advantage of numbers.

**Morale** Vargrim fights until he is destroyed.

### SPECIAL ABILITIES

**Disease (Su)** *Ghoul Fever*: Bite—injury; save Fort DC 15; onset 1 day; frequency 1/day, effect 1d3 Con and 1d3 Dex damage; cure 2 consecutive saves. The save DC is Charisma-based. A humanoid who dies of ghoul fever rises as a ghoul at the next midnight. A humanoid who becomes a ghoul in this way retains none of the abilities it possessed in life. If is not under the control of any other ghouls, but it hungers for the flesh of the living and behaves like a normal ghoul in all respects. A humanoid of 4 Hit Dice or more rises as a ghast.

**Frozen Aura (Su)** Any creature that ends its turn within 10 feet of Vargrim takes 1d6 points of cold damage (Fortitude DC 15 half). The save DC is Charisma-based.

**Ice Walker (Ex)** Vargrim can travel across ice and snow at full speed without penalty.



## Subtier 4–5 (CR 7)

**VARGRIM****CR 6**Variant revenant (*Pathfinder RPG Bestiary 2* 235; see page 28)**Aura** frozen aura (10 ft., DC 18)**DEFENSE****hp** 76**STATISTICS****SQ** ice walker**TACTICS**

**During Combat** Vargrim uses his chilling shriek on the first round. On the second round, he then attacks a Jadwiga, if there are any present (Uliyara is his most likely target). If the PCs attack him in the first two rounds, he is enraged that they are interfering with his revenge, and he turns his attention toward killing the PCs.

**Morale** Vargrim is fueled by his hatred for the Jadwiga that left him to die, and fights until he is destroyed.

**SPECIAL ABILITIES**

**Chilling Shriek (Su)** Once every 1d4 rounds, Vargrim can shriek as a standard action. All creatures within a 60-foot radius must succeed on a DC 18 Reflex save or be entangled in shards of ice for 1d4 rounds. Creatures who are immune to cold are immune to this ability. The save DC is Charisma-based. This ability replaces baleful shriek.

**Frozen Aura (Su)** Any creature that ends its turn within 10 feet of Vargrim takes 2d6 points of cold damage (Fortitude DC 18 half). The save DC is Charisma-based.

**Ice Walker (Ex)** Vargrim can travel across ice and snow at full speed without penalty.

**Reason to Hate (Su)** Vargrim hates all Jadwiga. If he can kill a single Jadwiga, he is immediately slain. When Vargrim encounters a Jadwiga, he gains the benefits of a *haste* spell (CL 20) as long as the Jadwiga remains in sight. In addition, Vargrim gains a +4 profane bonus on attack rolls, weapon damage rolls, grapple checks, and saving throws against any Jadwiga.

**Treasure:** Lying on the table is Vargrim's waraxe. In Subtier 1–2, it is a masterwork dwarven waraxe; in Subtier 4–5, it is a +1 *dwarven waraxe*.

**Development:** Vargrim's pack contains his personal diary, written in Dwarven, containing the story of Hao Jin transporting the entire city to safety, his last minute search for his son, and being left behind just as Baba Yaga's armies closed in (see **Player Handout**). Just as the PCs leave area C6, a group of trackers from Dalun arrives in area C2 (see the encounter Followed! below).

**Faction Notes:** Grand Lodge faction members should be particularly interested in the beard clasp worn by the frozen dwarf. It is a gladdringgoch, a traditional beard or hair clasp that a clan's leader wears as a mark of status. A PC who succeeds at a DC 15 Knowledge (local) or Knowledge

**SCALING ENTOMBED IN ICE**

To accommodate a group of four PCs, the undead dwarf's bones have locked in place from sitting alone for so long.

**Subtier 1–2:** Remove the advanced template from Vargrim (removing the template lowers the save DCs for his disease, paralysis, and frozen aura).

**Subtier 4–5:** The PCs gain a surprise round. Vargrim is staggered on the first full round of combat. Use the frozen aura from Subtier 1–2 (see page 18).

**OPTIONAL ENCOUNTER**

The encounter in area C6 with the undead dwarf is optional. If fewer than 90 minutes remain in the scenario, Vargrim's corpse is still present but he is not an undead.

**SCALING FOLLOWED!**

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

**Subtier 1–2:** Remove the Small ice elemental from the encounter.

**Subtier 4–5:** Replace the Dalun lieutenant and his mount with a Dalun guard and an Irriseni ice bear from Subtier 1–2.

(history) check recognizes the social significance of the clasp. With a successful DC 15 Knowledge (nobility) or Linguistics check, a PC recognizes the rune for one of King Guthuran's family lines; this rune served as the basis for the modern dwarven rune for "royalty" or "king's blood."

**Rewards:** If the PCs fail to obtain Vargrim's waraxe, reduce each PC's gold earned as follows.

**Subtier 1–2:** Reduce each PC's gold earned by 28 gp.

**Out of Subtier:** Reduce each PC's gold earned by 111 gp.

**Subtier 4–5:** Reduce each PC's gold earned by 194 gp.

**Followed! (CR 4 or CR 7)**

After the PCs have had sufficient time to explore Naldak's Point, they encounter forces from Dalun in area C2.

**Creatures:** Trackers from Dalun have followed the PCs to Naldak's Point. Baroness Nadya heard that spies from Saarbotten were trying to capture her daughter, and she suspects that the PCs may be those spies. The Baroness sent her niece Kiryena to find Uliyara and discern the PCs' true motives. Kiryena demands to know who the PCs are and what they are doing. In Subtier 1–2, a guard from Dalun, an Irriseni ice bear, and a Small ice elemental accompany

Kiryena. In Subtier 4–5, a mounted guard lieutenant from Dalun and an ice troll accompany her instead.

If the PCs wish to allay Kiryena's suspicions, they must succeed at a Diplomacy check to convince her not to take them prisoner. If Uliyara is alive, and with the PCs, she steps forward and defends the PCs, granting them a bonus on this Diplomacy check equal to twice the number of Influence Points they have earned. The base DC of this Diplomacy check is 22 in Subtier 1–2, and 27 in Subtier 4–5. If the PCs attack first before giving Kiryena a chance to talk, and Uliyara is present, Uliyara yells at the PCs to stop fighting and quickly asks what Kiryena is doing here. The PCs lose 3 Influence Points, but Kiryena recognizes that Irrisen is a dangerous land, and those who hesitate do not always survive. She is willing to listen to the PCs if put away their weapons.

Kiryena has the winter witch archetype, a variant of witch that appears in *Pathfinder Campaign Setting: Inner Sea Magic*. All relevant rules for her archetype are included in her stat block.

## Subtier 1–2 (CR 4)

**DALUN GUARD** CR 1  
hp 19 (use the statistics for the Dalun guard on page 13)

**IRRISENI ICE BEAR** CR —  
hp 19 (use the statistics for the Irriseni ice bear on page 13)

**KIRYENA** CR 1  
Female human witch (winter witch) 2 (*Pathfinder RPG Advanced Class Guide* 65, *Pathfinder Campaign Setting: Inner Sea Magic* 43)  
N Medium humanoid (human)  
**Init** +1; **Senses** Perception +1

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**DEFENSE**  
**AC** 15, touch 11, flat-footed 14 (+4 armor, +1 Dex)  
**hp** 13 (2d6+4)  
**Fort** +3, **Ref** +1, **Will** +3

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**OFFENSE**  
**Speed** 30 ft.  
**Melee** dagger +0 (1d4–1/19–20)  
**Special Attacks** hexes (evil eye [–2, 6 rounds], misfortune [1 round])

**Spell-Like Abilities**  
Constant—*endure elements* (cold only)  
**Witch Spells Prepared** (CL 2nd; concentration +5)  
1st—*frostbite*<sup>UM</sup>, *mage armor*, *unshakable chill*<sup>UM</sup> (DC 15)  
0 (at will)—*daze* (DC 14), *detect magic*, *message*, *ray of frost*  
**Patron** Winter<sup>UM</sup>

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**TACTICS**  
**Before Combat** Kiryena casts *mage armor* before heading into the cave.

**During Combat** Kiryena uses her evil eye and misfortune hexes against the most dangerous-looking PCs. If a PC looks heavily injured, she casts *unshakable chill* on that PC. If she is cornered in melee, she casts *frostbite*.

**Morale** If Kiryena is reduced to 5 hit points or fewer, she retreats, ordering the guard and the ice elemental to cover her retreat, then follow her.

**Base Statistics** Without *mage armor*, Kiryena's statistics are **AC** 11, touch 11, flat-footed 10.

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**STATISTICS**  
**Str** 8, **Dex** 13, **Con** 12, **Int** 17, **Wis** 10, **Cha** 14  
**Base Atk** +1; **CMB** +0; **CMD** 11  
**Feats** Combat Casting, Great Fortitude  
**Skills** Appraise +4, Bluff +3, Diplomacy +3, Heal +4, Knowledge (arcana) +8, Knowledge (nature) +7, Knowledge (planes) +7, Perception +1, Sense Motive +1, Spellcraft +7, Use Magic Device +6  
**Languages** Common, Giant, Hallit, Skald  
**SQ** familiar (raven named Zemyana)  
**Combat Gear** *wand of ill omen*<sup>APG</sup> (25 charges); **Other Gear** dagger, courtier's outfit (with jewels), 48 gp

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**SPECIAL ABILITIES**  
**Cold Flesh (Ex)** A winter witch gains *endure elements* as a constant, spell-like ability, but only against cold temperatures. This replaces the witch's 4th-level hex.  
**Ice Magic** When a winter witch casts a spell with the cold descriptor, the save DC of the spell increases by 1. She cannot learn or cast spells with the fire descriptor.

**SMALL ICE ELEMENTAL** CR 1  
hp 13 (*Pathfinder RPG Bestiary* 2 114; see page 25)

## Subtier 4–5 (CR 7)

**DALUN LIEUTENANT** CR 4  
Human cavalier 5 (use the statistics for the Dalun lieutenant on page 13)  
hp 47

**DALUN LIEUTENANT'S MOUNT** CR —  
Horse (use the statistics for the Dalun lieutenant's mount on page 14)  
hp 42

**ICE TROLL** CR 4  
hp 45 (*Pathfinder RPG Bestiary* 2 271; see page 29)

**KIRYENA** CR 4  
Female human witch (winter witch) 5 (*Pathfinder RPG Advanced Class Guide* 65, *Pathfinder Campaign Setting: Inner Sea Magic* 43)  
N Medium humanoid (human)  
**Init** +1; **Senses** Perception +5



**DEFENSE****AC** 15, touch 11, flat-footed 14 (+4 armor, +1 Dex)**hp** 40 (5d6+20)**Fort** +5, **Ref** +3, **Will** +5**Resist** cold 5**OFFENSE****Speed** 30 ft.**Melee** dagger +1 (1d4-1/19-20)**Special Attacks** hexes (evil eye [-2, 7 rounds], healing [cure moderate], misfortune [1 round])**Spell-Like Abilities**Constant—*endure elements* (cold only)**Witch Spells Prepared** (CL 5th; concentration +9)3rd—*sleet storm*, *spit venom*<sup>UM</sup> (DC 17)2nd—*blindness/deafness* (DC 16), *cure moderate wounds*, *false life*1st—*frostbite*<sup>UM</sup>, *icicle dagger*<sup>UM</sup>, *mage armor*, *unshakable chill*<sup>UM</sup> (DC 17)0 (at will)—*daze* (DC 14), *detect magic*, *message*, *ray of frost***Patron** Winter<sup>UM</sup>**TACTICS****Before Combat** Kiryena casts *mage armor* and *false life* before heading into the cave. As soon as she detects the PCs, she casts *icicle dagger*.**During Combat** Kiryena uses *sleet storm* to hamper the PCs, saving *blindness/deafness* and *spit venom* to debilitate the most threatening PCs. She uses her healing hex to revive her allies if they fall unconscious.**Morale** If she is reduced to 10 hit points or fewer and she cannot heal herself, she retreats, ordering the ice troll and lieutenant to cover her retreat, then follow her.**Base Statistics** Without *mage armor* and *false life*, Kiryena's statistics are **AC** 11, touch 11, flat-footed 10; **hp** 30.**STATISTICS****Str** 8, **Dex** 13, **Con** 12, **Int** 18, **Wis** 10, **Cha** 14**Base Atk** +2; **CMB** +1; **CMD** 12**Feats** Combat Casting, Elemental Focus (cold)<sup>APG</sup>, Extra Hex, Great Fortitude**Skills** Appraise +5, Bluff +7, Diplomacy +7, Heal +4, Knowledge (arcana) +12, Knowledge (nature) +8, Knowledge (planes) +8, Perception +5, Sense Motive +5, Spellcraft +12, Use Magic Device +6**Languages** Common, Giant, Hallit, Skald**SQ** familiar (raven named Zemyana)**Combat Gear** *wand of ill omen*<sup>APG</sup> (25 charges), *wand of see invisibility* (13 charges); **Other Gear** dagger, *boots of the winterlands*, *cloak of resistance* +1, courtier's outfit (with jewels), 32 gp**SPECIAL ABILITIES****Cold Flesh (Ex)** A winter witch gains *endure elements* as a constant, spell-like ability, but only against cold temperatures. At 4th level, she gains cold resistance 5, making her comfortable in near-freezing temperatures. This

replaces the witch's 4th-level hex.

**Ice Magic** When a winter witch casts a spell with the cold descriptor, the save DC of the spell increases by 1. She cannot learn or cast spells with the fire descriptor.**Development:** If the PCs successfully talk down the guards and Uliyara is present, they gain 1 Influence Point. She thanks them for the exciting adventure and asks how she might be able to join the Pathfinder Society. This inquiry causes Kiryena to give her cousin an alarmed look, but she says nothing. Kiryena and her guards escort Uliyara back to Dalun, and they offer to escort the PCs as well.

If the PCs don't convince the Dalun officials of their good intent, but are willing to go peacefully, the guards take the PCs into custody. They strip them of all weapons, potions, and potential combat gear before escorting them to Dalun, leaving it to Baroness Nadya to decide their fate. Baroness Nadya eventually releases the PCs, but she confiscates Vargrim's journal, and the Pathfinder Society is forced to expend additional resources to purchase it from her. Baroness Nadya forbids her daughter from interacting with the Pathfinder Society in the future, and so the PCs lose all Influence points that they have earned with Uliyara. The PCs do not need to pay any Prestige points to secure their release, but they receive no Prestige Points or Fame for the scenario. Baroness Nadya returns all of the PCs' gear, including the gold that they earned in previous encounters of this scenario.

However, if the PCs decide to fight their way to freedom, Uliyara sides with Kiryena and tries to protect her cousin and her people. If combat breaks out, the PCs lose all Influence Points that they have earned.

**Faction Notes:** If the PCs earn 5 Influence Points or more, and do not get into combat with Kiryena and her guards, then Uliyara gives her ice diamond necklace to any Scarab Sage faction member who has shown an interest in it.**Rewards:** If the PCs fail to convince the Dalun officials of their innocence or fail to defeat them in combat, reduce each PC's gold earned as follows.*Subtier 1–2:* Reduce each PC's gold earned by 72 gp.*Out of Subtier:* Reduce each PC's gold earned by 317 gp.*Subtier 4–5:* Reduce each PC's gold earned by 562 gp.

## CONCLUSION

The journey from Dalun to Kalsgard proceeds without incident. Once the PCs return to the *Grimning Pixie*, Venture-Captain Benarry is able to translate the dwarven journal, if needed. While she initially expresses disappointment that the PCs did not recover a piece of the Sky Key, her chagrin quickly turns to excitement as she reads through Vargrim's journal.

Venture-Captain Benarry's face breaks into a wide smirk, and she laughs heartily. "To think, Naldak's piece of the Sky Key has been in the Hao Jin tapestry all along! Well, easy enough. I'll just have to have a chat with the Master of Spells about sending a group of agents in to pick it up. The tapestry is vast, and we never would have known where to look it weren't for you. To top that off, studying the section of Naldak's Point that Hao Jin's magic narrowly missed ripping out of Golarion could teach us more about the tapestry itself. Well done, Pathfinders!"

If the PCs were able to earn 5 or more Influence Points, the Society gains Uliyara as a contact in Irrisen and considers training her as a Pathfinder if they can get Baroness Nadya's approval. Venture-Captain Benarry thanks the PCs for finding the Pathfinder Society "a new ally in an unforgiving country." Benarry uses her network of contacts to keep in touch with Uliyara, trading books on customs of the Inner Sea for news from Irrisen.

## Reporting Notes

If the PCs earned 5 or more Influence Points with Uliyara, check box A on the reporting sheet. If a Scarab Sage faction member obtained Uliyara's ice diamond necklace, check box B. If a Scarab Sage faction member obtained an ice diamond from Alexei Kartov, check box C.

## Primary Success Conditions

The PCs succeed at their primary mission if they obtain Vargrim's journal from area C6 and return to Venture-Captain Benarry with it in hand.

## Secondary Success Conditions

The PCs successfully complete their secondary mission if they earn 5 or more Influence Points with Uliyara, securing an influential ally in Irrisen. Fulfilling the secondary success condition also earns each PC the Warm Friend in a Cold Land boon on her Chronicle Sheet.

## Faction Notes

The Grand Lodge Faction is very interested in discovering more about both the descendants of King Gutheran and the *Hao Jin tapestry*. If the PCs obtained and fully identified the gladdringgoch, each Grand Lodge faction PC earns the Naldak's Legacy boon on her Chronicle sheet.

The Scarab Sages Faction seeks rare jewels that could form the foundation for future *sage jewels*. If the PCs obtained an ice diamond, either from Alexei Kartov or from Uliyara, each Scarab Sage faction PC earns the Icy Jewel Recovery boon on her Chronicle Sheet.

## PLAYER HANDOUT

*The cold winds howled fiercely last night. I fear that the cataclysm may truly be as great as the strange sorcerer Hao Gin warned. She has been knocking at our doors every morning, and today, I made the decision for the clan—better to take the risk of letting her whisk us all away into her mysterious realm than the certainty of freezing to death. Unfortunately, Bardak didn't agree. My son is far too stubborn for his own good. He ran off, and I couldn't find him anywhere. Now it's too late; Hao Gin spirited away the rest of the clan, and I'm stuck out here in the last few rooms that she left behind. Even worse, a giant block of ice froze over the only way out of here. I could swear I heard cackling laughter from the other side of the ice, before it grew thick enough to seal off all sound from the outside world. I can only pray to Torag that Bardak changed his stubborn mind and accompanied his kin.*



## Pathfinder Society Scenario #6–18: From Under Ice

Event \_\_\_\_\_ Date \_\_\_\_\_

GM # \_\_\_\_\_ GM Character # \_\_\_\_\_

GM Name \_\_\_\_\_ GM Prestige Earned \_\_\_\_\_

☐ Dark Archive ☐ The Exchange ☐ Grand Lodge ☐ Liberty's Edge  
☐ Scarab Sages ☐ Silver Crusade ☐ Sovereign Court  
☐ A ☐ B ☐ C ☐ D

Character # \_\_\_\_\_ ☐ Prestige Points

Character Name \_\_\_\_\_  
☐ Dark Archive ☐ The Exchange ☐ Grand Lodge ☐ Liberty's Edge  
☐ Scarab Sages ☐ Silver Crusade ☐ Sovereign Court

Character # \_\_\_\_\_ ☐ Prestige Points

Character Name \_\_\_\_\_  
☐ Dark Archive ☐ The Exchange ☐ Grand Lodge ☐ Liberty's Edge  
☐ Scarab Sages ☐ Silver Crusade ☐ Sovereign Court

Character # \_\_\_\_\_ ☐ Prestige Points

Character Name \_\_\_\_\_  
☐ Dark Archive ☐ The Exchange ☐ Grand Lodge ☐ Liberty's Edge  
☐ Scarab Sages ☐ Silver Crusade ☐ Sovereign Court

Character # \_\_\_\_\_ ☐ Prestige Points

Character Name \_\_\_\_\_  
☐ Dark Archive ☐ The Exchange ☐ Grand Lodge ☐ Liberty's Edge  
☐ Scarab Sages ☐ Silver Crusade ☐ Sovereign Court

Character # \_\_\_\_\_ ☐ Prestige Points

Character Name \_\_\_\_\_  
☐ Dark Archive ☐ The Exchange ☐ Grand Lodge ☐ Liberty's Edge  
☐ Scarab Sages ☐ Silver Crusade ☐ Sovereign Court

Character # \_\_\_\_\_ ☐ Prestige Points

Character Name \_\_\_\_\_  
☐ Dark Archive ☐ The Exchange ☐ Grand Lodge ☐ Liberty's Edge  
☐ Scarab Sages ☐ Silver Crusade ☐ Sovereign Court

Character # \_\_\_\_\_ ☐ Prestige Points

Character Name \_\_\_\_\_  
☐ Dark Archive ☐ The Exchange ☐ Grand Lodge ☐ Liberty's Edge  
☐ Scarab Sages ☐ Silver Crusade ☐ Sovereign Court

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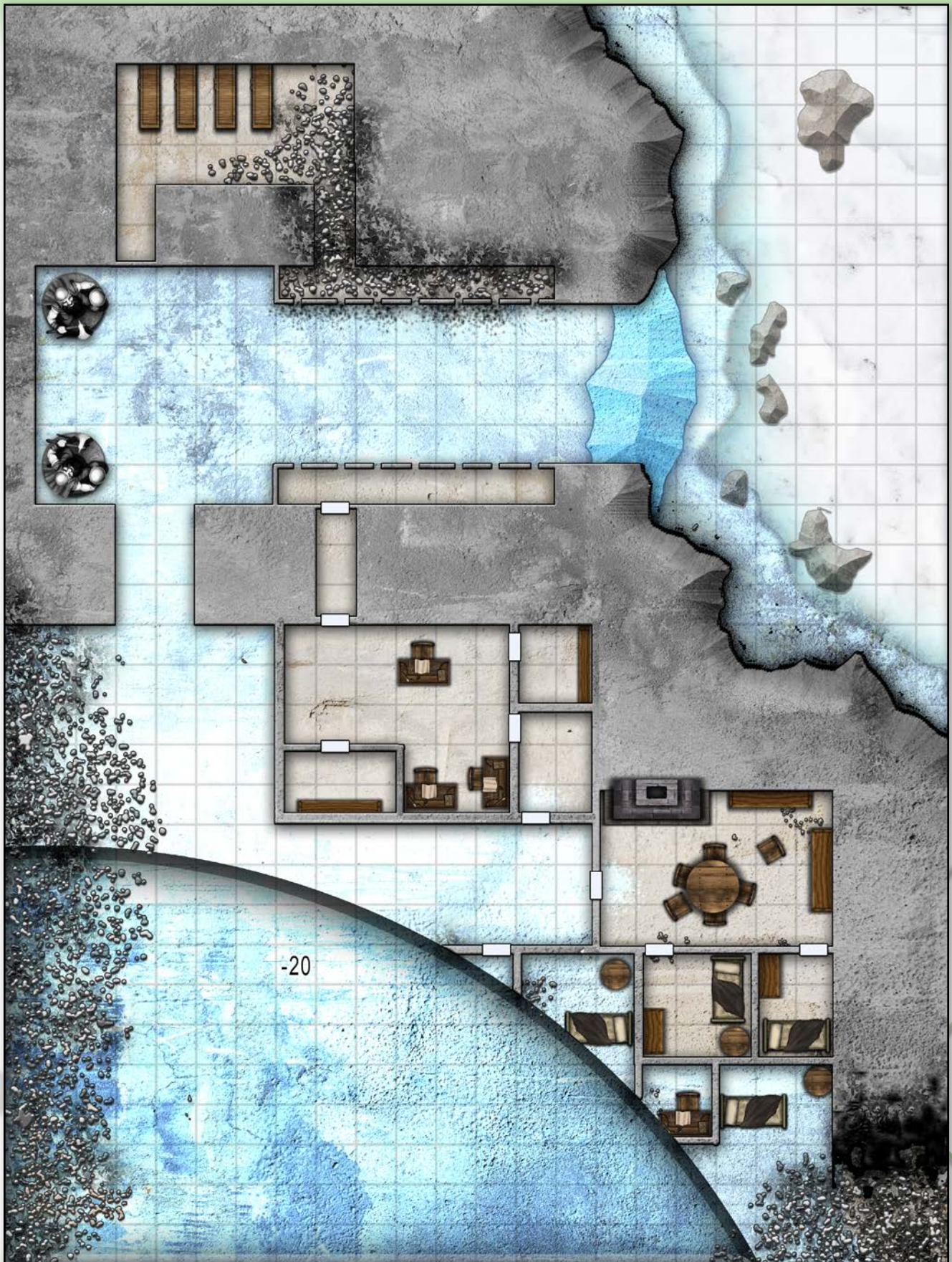
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# ELEMENTAL, ICE

From the waist up, this icy creature's features are humanoid, but below its body is a snake-like, slithering tail.

## ICE ELEMENTAL

**Languages** Aquan

### ECOLOGY

**Environment** any land or water (Plane of Water)

**Organization** solitary, pair, or gang (3–8)

**Treasure** none

### SPECIAL ABILITIES

**Ice Glide (Su)** A burrowing ice elemental can pass through nonmagical ice and snow as easily as a fish swims through water. Its burrowing leaves behind no tunnel or hole, nor does it create any ripple or other sign of its presence. A *control water* spell cast on an area containing a burrowing ice elemental flings the elemental back 30 feet, stunning the creature for 1 round unless it succeeds on a DC 15 Fortitude save.

**Icewalking (Ex)** This ability works like the *spider climb* spell, but the surfaces the elemental climbs must be icy. The elemental can move across icy surfaces without penalty and does not need to make Acrobatics checks to run or charge on ice.

**Numbing Cold (Su)** When an ice elemental deals cold damage to a creature, that creature must succeed on a Fortitude save or be staggered for 1 round. The save DC is listed in the elemental's stat block and is Constitution-based.

**Snow Vision (Ex)** An ice elemental can see perfectly well in snowy conditions and does not take any penalties on Perception checks while in snow.

## SMALL ICE ELEMENTAL

CR 1

XP 400

N Small outsider (air, cold, elemental, extraplanar, water)

**Init** –1; **Senses** darkvision 60 ft., snow vision; Perception +5

### DEFENSE

**AC** 16, touch 10, flat-footed 16 (–1 Dex, +6 natural, +1 size)

**hp** 13 (2d10+2)

**Fort** +4, **Ref** +2, **Will** +0

**Immune** cold, elemental traits

**Weaknesses** vulnerable to fire

### OFFENSE

**Speed** 20 ft., burrow (ice and snow only) 20 ft., swim 60 ft.

**Melee** slam +4 (1d4+1 plus 1d3 cold)

**Special Attacks** numbing cold (DC 12)

### STATISTICS

**Str** 12, **Dex** 8, **Con** 13, **Int** 4, **Wis** 11, **Cha** 11

**Base Atk** +2; **CMB** +2; **CMD** 11 (can't be tripped)

**Feats** Power Attack

**Skills** Knowledge (planes) +2, Perception +5, Stealth +8, Swim +9

**SQ** ice glide, icewalking

## MEDIUM ICE ELEMENTAL

CR 3

XP 800

N Medium outsider (air, cold, elemental, extraplanar, water)

**Init** +0; **Senses** darkvision 60 ft., snow vision; Perception +7

### DEFENSE

**AC** 16, touch 10, flat-footed 16 (+6 natural)

**hp** 30 (4d10+8)

**Fort** +6, **Ref** +4, **Will** +1

**Immune** cold, elemental traits

**Weaknesses** vulnerable to fire

### OFFENSE

**Speed** 20 ft., burrow (ice and snow only) 20 ft., swim 60 ft.

**Melee** slam +7 (1d6+4 plus 1d4 cold)

**Special Attacks** numbing cold (DC 14)

### STATISTICS

**Str** 16, **Dex** 10, **Con** 15, **Int** 4, **Wis** 11, **Cha** 11

**Base Atk** +4; **CMB** +7; **CMD** 17 (can't be tripped)

**Feats** Cleave, Power Attack

**Skills** Knowledge (planes) +4, Perception +7, Stealth +7, Swim +11

**SQ** ice glide, icewalking

## LARGE ICE ELEMENTAL

CR 5

XP 1,600

N Large outsider (air, cold, elemental, extraplanar, water)

**Init** +5; **Senses** darkvision 60 ft., snow vision; Perception +11

### DEFENSE

**AC** 17, touch 10, flat-footed 16 (+1 Dex, +7 natural, –1 size)

**hp** 68 (8d10+24)

**Fort** +9, **Ref** +7, **Will** +2

**DR** 5/–; **Immune** cold, elemental traits

**Weaknesses** vulnerable to fire

### OFFENSE

**Speed** 20 ft., burrow (ice and snow only) 20 ft., swim 60 ft.

**Melee** 2 slams +12 (1d8+5 plus 1d6 cold)

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

**Special Attacks** numbing cold (DC 17)

### STATISTICS

**Str** 20, **Dex** 12, **Con** 17, **Int** 6, **Wis** 11, **Cha** 11

**Base Atk** +8; **CMB** +14; **CMD** 25 (can't be tripped)

**Feats** Cleave, Great Cleave, Improved Initiative, Power Attack

**Skills** Intimidate +11, Knowledge (planes) +9, Perception +11, Stealth +8, Swim +13

**SQ** ice glide, icewalking

## HUGE ICE ELEMENTAL

CR 7

XP 3,200

N Huge outsider (air, cold, elemental, extraplanar, water)

**Init** +7; **Senses** darkvision 60 ft., snow vision; Perception +13

### DEFENSE

**AC** 20, touch 12, flat-footed 16 (+3 Dex, +1 dodge, +8 natural, –2 size)

**hp** 95 (10d10+40)

**Fort** +11, **Ref** +10, **Will** +3

**DR** 5/–; **Immune** cold, elemental traits

**Weaknesses** vulnerable to fire

## OFFENSE

**Speed** 20 ft., burrow (ice and snow only) 20 ft., swim 60 ft.

**Melee** 2 slams +15 (2d6+7 plus 1d8 cold)

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

**Special Attacks** numbing cold (DC 19)

## STATISTICS

**Str** 24, **Dex** 16, **Con** 19, **Int** 6, **Wis** 11, **Cha** 11

**Base Atk** +10; **CMB** +19; **CMD** 33 (can't be tripped)

**Feats** Cleave, Dodge, Great Cleave, Improved Initiative, Power Attack

**Skills** Intimidate +13, Knowledge (planes) +11, Perception +13, Stealth +8, Swim +15

**SQ** ice glide, icewalking

## GREATER ICE ELEMENTAL

**CR 9**

**XP 6,400**

N Huge outsider (air, cold, elemental, extraplanar, water)

**Init** +8; **Senses** darkvision 60 ft., snow vision; Perception +16

## DEFENSE

**AC** 23, touch 13, flat-footed 18 (+4 Dex, +1 dodge, +10 natural, -2 size)

**hp** 123 (13d10+52)

**Fort** +12, **Ref** +14, **Will** +4

**DR** 10/—; **Immune** cold, elemental traits

**Weaknesses** vulnerable to fire

## OFFENSE

**Speed** 20 ft., burrow (ice and snow only) 20 ft., swim 60 ft.

**Melee** 2 slams +20 (2d8+9 plus 2d6 cold)

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

**Special Attacks** numbing cold (DC 20)

## STATISTICS

**Str** 28, **Dex** 18, **Con** 19, **Int** 8, **Wis** 11, **Cha** 11

**Base Atk** +13; **CMB** +24; **CMD** 39 (can't be tripped)

**Feats** Cleave, Combat Reflexes, Dodge, Improved Initiative, Lightning Reflexes, Power Attack, Vital Strike

**Skills** Escape Artist +20, Intimidate +16, Knowledge (planes) +15, Perception +16, Stealth +12, Swim +17

**SQ** ice glide, icewalking

## ELDER ICE ELEMENTAL

**CR 11**

**XP 12,800**

N Huge outsider (air, cold, elemental, extraplanar, water)

**Init** +9; **Senses** darkvision 60 ft., snow vision; Perception +19

## DEFENSE

**AC** 24, touch 14, flat-footed 18 (+5 Dex, +1 dodge, +10 natural, -2 size)

**hp** 152 (16d10+64)

**Fort** +14, **Ref** +17, **Will** +5

**DR** 10/—; **Immune** cold, elemental traits

**Weaknesses** vulnerable to fire

## OFFENSE

**Speed** 20 ft., burrow (ice and snow only) 20 ft., swim 60 ft.

**Melee** 2 slams +24 (2d10+10/19-20 plus 2d8 cold)

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

**Special Attacks** numbing cold (DC 22)

## STATISTICS

**Str** 30, **Dex** 20, **Con** 19, **Int** 10, **Wis** 11, **Cha** 11

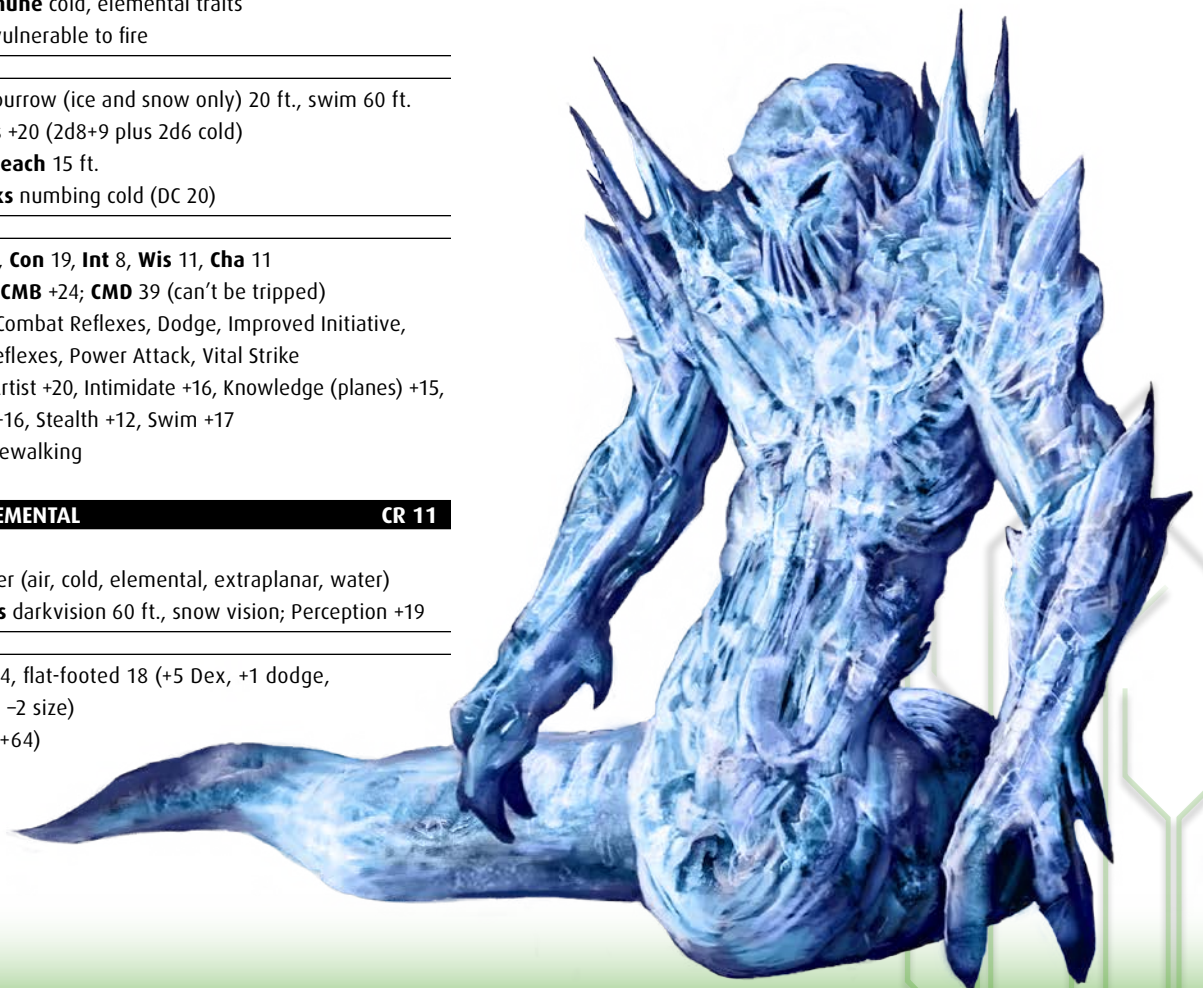
**Base Atk** +16; **CMB** +28; **CMD** 44 (can't be tripped)

**Feats** Cleave, Combat Reflexes, Dodge, Improved Critical (slam), Improved Initiative, Lightning Reflexes, Power Attack, Vital Strike

**Skills** Escape Artist +24, Intimidate +19, Knowledge (planes) +19, Perception +19, Stealth +16, Swim +37

**SQ** ice glide, icewalking

Ice elementals are creatures made of animated snow and ice. They form in especially cold parts of the Plane of Water and along its border with the Plane of Air, where giant icebergs careen off of world-high waterfalls into the open sky. Ice elementals vary in their exact appearance.





## MARAUDERS

Raiders and bloodthirsty savages who prey upon the fringes of empires, marauders view themselves as the unbridled lords of land and sea. From horseback, grim vessels, or on foot, these deadly warriors strike back against the encroachments of law and civilization, wresting food, wealth, and whatever other spoils they please from proud or unwary victims. Many marauders find themselves spearheading a clash between cultures, a conflict not pursued for evil reasons but due to misunderstandings, expanding borders, or dwindling resources, and they refuse to stand down without a fight.



### RAIDER

CR 5

XP 1,600

Human barbarian 6

CN Medium humanoid

**Init** +2; **Senses** Perception +8

#### DEFENSE

**AC** 15, touch 11, flat-footed 12 (+4 armor, +2 Dex, +1 dodge, -2 rage)**hp** 67 (6d12+28)**Fort** +9, **Ref** +4, **Will** +5**Defensive Abilities** improved uncanny dodge, trap sense +2

#### OFFENSE

**Speed** 40 ft.**Melee** mwk spear +12/+7 (1d8+7/×3) or kukri +11/+6 (1d4+5/18–20)**Ranged** mwk composite longbow +9/+4 (1d8+3/×3)**Special Attacks** rage (16 rounds/day), rage powers (animal fury, no escape, scent)

#### TACTICS

**Base Statistics** When not raging, the raider has **AC** 17, touch 13, flat-footed 14; **hp** 55; **Fort** +7, **Will** +3; **Melee** mwk spear +10/+5 (1d8+4/×3) or kukri +9/+4 (1d4+3/18–20); **Str** 17, **Con** 14; **CMB** +9; **Climb** +9, **Swim** +7.

#### STATISTICS

**Str** 21, **Dex** 14, **Con** 18, **Int** 10, **Wis** 12, **Cha** 8**Base Atk** +6; **CMB** +11; **CMD** 22**Feats** Dodge, Mobility, Point Blank Shot, Shot on the Run**Skills** Acrobatics +11 (+15 jump), Climb +11, Intimidate +8, Knowledge (nature) +6, Perception +8, Survival +7, Swim +9**Languages** Common**SQ** fast movement**Combat Gear** oil of magic weapon, potion of cure light wounds, thunderstone; **Other Gear** +1 studded leather, javelin of lightning, kukri, masterwork composite longbow (+3 Str) with 40 arrows, masterwork spear, 1 gp**Boon** Raiders can assist the PCs in ascending high mountain peaks, cliffs, or passes, while warning them of dangerous areas and hidden locales (+2 circumstance bonus for 1 week on Perception and Survival checks within a 10-mile radius).

Raiders are the children of the raging storm, wild warriors from the wrinkled hills and jagged mountains. They descend from their aeries with moods as foul and war cries as terrifying as the wild weather that drives them, leaping, scaling the heights, diving from cover to cover, and raining death upon their enemies.

Raiders can be used as skirmishers or scouts, or they can represent any sort of bandits or wild men from the hills who strike the outlying bastions of civilization without warning.

Raiders are often found alone but may travel with a monster hunter (CR 7) or in pairs with a viking (CR 9). Six raiders might form a raiding party with a chieftain, or serve as a chieftain's honor guard (CR 12).

# REVENANT

*This shambling corpse is twisted and mutilated. Fingers of sharpened bone reach out with malevolent intent.*

## REVENANT

CR 6



XP 2,400

LE Medium undead

Init +7; Senses darkvision 60 ft., sense murderer; Perception +13

### DEFENSE

AC 19, touch 13, flat-footed 16 (+3 Dex, +6 natural)

hp 76 (9d8+36)

Fort +7, Ref +6, Will +7

DR 5/slashing; Immune cold, undead traits; SR 17

Weaknesses self-loathing

### OFFENSE

Speed 30 ft.

Melee 2 claws +14 (1d8+7 plus grab)

Special Attacks baleful shriek, constrict (1d6+7)

### STATISTICS

Str 24, Dex 17, Con —, Int 7, Wis 12, Cha 19

Base Atk +6; CMB +13 (+17 grapple); CMD 26

Feats Cleave, Improved Initiative, Power Attack, Step Up, Weapon Focus (claw)

Skills Intimidate +16, Perception +13

Languages Common

SQ reason to hate

### ECOLOGY

Environment any land

Organization solitary

Treasure standard

### SPECIAL ABILITIES

**Baleful Shriek (Su)** Once every 1d4 rounds, a revenant can shriek as a standard action. All creatures within a 60-foot spread must make a DC 18 Will save or cower in fear for 1d4 rounds. This is a mind-affecting fear effect. The save DC is Charisma-based.

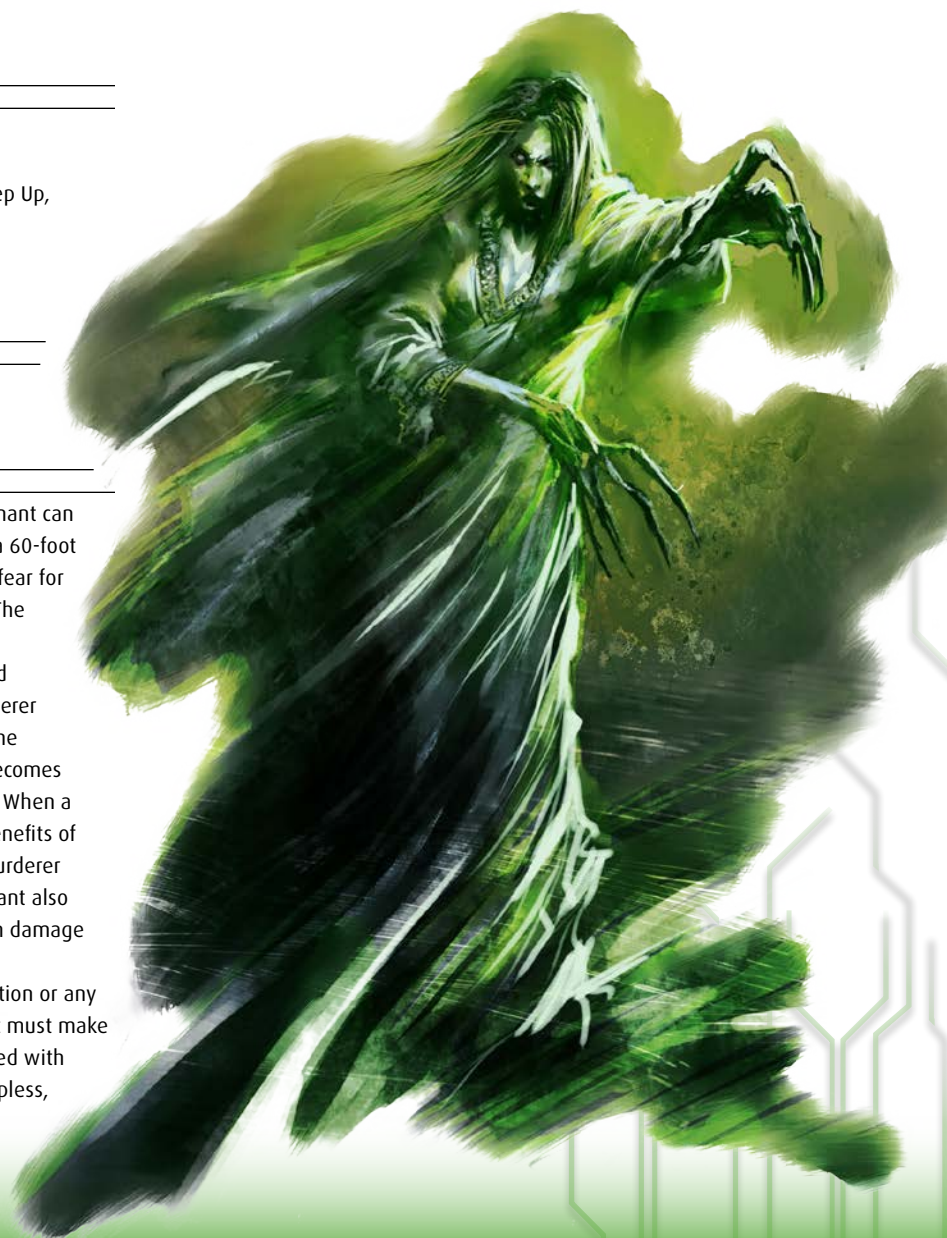
**Reason to Hate (Su)** A revenant's existence is fueled by its hatred for its murderer. As long as the murderer exists, the revenant exists. If the murderer dies, the revenant is immediately slain. A murderer who becomes undead does not trigger a revenant's destruction. When a revenant encounters its murderer, it gains the benefits of a *haste* spell (CL 20th) that lasts as long as its murderer remains in sight. Against its murderer, the revenant also gains a +4 profane bonus on attack rolls, weapon damage rolls, grapple checks, and saving throws.

**Self-Loathing (Ex)** When confronted with its reflection or any object that was important to it in life, a revenant must make a DC 20 Will save to avoid becoming overwhelmed with self-pity. This condition renders the revenant helpless, and lasts until the revenant is attacked or sees its murderer. If a revenant resists becoming

overwhelmed, the revenant becomes obsessed with the source that triggered the saving throw and does everything it can to destroy it, reacting to the trigger as if the trigger were its murderer and gaining bonuses from its reason to hate ability.

**Sense Murderer (Su)** A revenant knows the direction but not the distance to its murderer—this sense can be blocked by any effect that blocks scrying. Against its murderer, a revenant has *true seeing* and *discern lies* in effect at all times (CL 20th); these abilities cannot be dispelled.

Fueled by hatred and a need for vengeance, a revenant rises from the grave to hunt and kill its murderer. Devoid of any compassion, emotion, or logic, a revenant has but one purpose, and cannot rest until it has found vengeance.





# TROLL, ICE

*This large creature has light blue-green skin and cold, piercing eyes. Dressed in rough furs, its tusked jaw juts forth in a long underbite.*

## ICE TROLL

**CR 4**

**XP 1,200**
**CE** Large humanoid (cold, giant)

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

### DEFENSE

**AC** 17, touch 13, flat-footed 13 (+4 Dex, +4 natural, -1 size)

**hp** 45 (6d8+18); regeneration 5 (acid or fire)

**Fort** +5, **Ref** +8, **Will** +2

**Immune** cold

**Weaknesses** vulnerable to fire

### OFFENSE

**Speed** 30 ft.

**Melee** battleaxe +7 (2d6+4), bite +2 (1d6+2), claw +2 (1d4+2) or bite +7 (1d6+4), 2 claws +7 (1d4+4)

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

**Special Attacks** rend (2 claws, 1d6+6)

### STATISTICS

**Str** 19, **Dex** 18, **Con** 16, **Int** 9, **Wis** 10, **Cha** 7

**Base Atk** +4; **CMB** +9; **CMD** 23

**Feats** Intimidating Prowess, Lightning Reflexes, Skill Focus (Perception)

**Skills** Intimidate +7, Perception +9, Survival +4

**Languages** Giant

### ECOLOGY

**Environment** cold mountains or underground

**Organization** solitary or band (3-6)

**Treasure** standard

Ice trolls are somewhat smaller than normal trolls, but they possess greater intelligence and cunning and are just as voraciously hungry. They display the typical hunched posture of trolls, combined with long arms tipped with sharp claws and the distinctive troll underbite. Like normal trolls, ice trolls possess amazing regenerative powers that enable them to recover from almost any wound. Unlike most trolls, ice trolls often use weapons in battle, but in the heat of combat, they often cast aside weapons in favor of their rending claws. An ice troll stands about 10 feet tall and weighs up to 900 pounds.

Because of their greater intellects, ice trolls sometimes work as mercenaries, and often serve as soldiers in monstrous armies. They frequently ally with frost giants, and may even be found among northern barbarian tribes, as long as they are well fed and well paid.

Ice trolls enjoy the taste of human flesh, and those not working with humans frequently set traps near civilized areas to catch their favorite prey. They will also raid isolated settlements for food, often bringing captured humans back to their icy lairs, where the unfortunate victims are caged and fattened up before finally being devoured by the voracious trolls.

In combat, ice trolls are more cautious than normal trolls. They do not normally rush headlong into battle, instead focusing on weaker foes or those bearing fire. They do not hesitate to attack opponents armed with fire, but work together to defeat such enemies before they can bring their dangerous weapons to bear.

Ice troll society is more patriarchal than normal troll society, and while males may form gangs to hunt or raid, most ice trolls live in small family groups comprised of a male, a female, and their offspring.





# Pathfinder Society Scenario #6–18: From Under Ice

Character Chronicle #

☐ Core Campaign

Player Name

A.K.A.

Character Name

Pathfinder Society #

Faction

## This Chronicle sheet grants access to the following:

**Icy Jewel Recovery (Scarab Sages):** You have recovered an ice diamond, a gem that is highly receptive to magical energy. Tahonikepsu infused the ice diamond with powerful magic. Even the leftover shards of the diamond that she carved away carry a spark of power, which she is willing to share with those who helped her acquire the diamond. You may either take an *ice diamond shard* for free, or a *greater ice diamond shard* for the subsidized price of 300 gp. If you select an *ice diamond shard*, you can activate this boon to channel harmful magic targeting you into the shard, granting a +2 bonus on a saving throw after you roll the saving throw but before the GM reveals the result. Alternatively, you can activate this boon to use the *ice diamond shard* as an additional material component for a spell or spell-like ability. If you do so, the caster level for that spell or spell-like ability increases by 1. A *greater ice diamond shard* has the same properties as an *ice diamond shard*, except that it either grants a +3 bonus on a saving throw or increases the caster level of a spell or spell like ability by 2. When you use this boon, cross it off your Chronicle sheet.

**Tapestry Traveler (Grand Lodge):** In recognition of your detailed reports about Naldak's descendants, the Pathfinder Society gifts you with insights that may prove useful on a future journey into the *Hao Jin tapestry*. You may activate this boon at any time within the *Hao Jin tapestry*, and its benefits apply for the rest of the scenario. You gain favored terrain +2 (*Hao Jin tapestry*) as per the ranger ability of the same name. A character with the favored terrain ability may instead chose to permanently change one of his favored terrains to the *Hao Jin tapestry*. When you use this boon, cross it off your Chronicle sheet.

**Warm Friend in a Cold Land:** You have befriended Uliyara, a stilyagi Jadwiga, and she proves to be a valuable ally in Irrisen. Whenever you are in Irrisen, you can apply a +2 circumstance bonus on all Diplomacy checks. You may additionally bring Uliyara along with you on one mission to any location, allowing her to grant you the effects of this boon outside of Irrisen. When you use this boon outside of Irrisen, cross it off of your Chronicle sheet.

**Wereguild Thrall:** Your attack on the village of Whiterook was unsuccessful. The Ulfen allowed you to leave, on the condition that you swear serious oaths to repay your debt in the future. You may spend 5 Prestige Points to cross off this negative boon. Until you remove this boon, you must send 50 gp per character level to Whiterook at the end of each scenario (25 gp per character level if you are using the slow track). Additionally, you must spend your time between missions laboring as an indentured servant, and cannot roll Day Job checks.

### All Subtiers

cleats (5 gp; *Advanced Player's Guide* 182)  
furs (12 gp; *Advanced Player's Guide* 182)  
hat of disguise (1,800 gp)  
potion of resist energy (cold) (300 gp)  
snowshoes (5 gp; *Advanced Player's Guide* 182)  
wand of ill omen (25 charges; 375 gp, limit 1;  
*Advanced Player's Guide* 229)

### Subtier 4–5

boots of the winterlands (2,500 gp)  
cloak of resistance +1 (1,000 gp)  
javelin of lightning (1,500 gp)  
potion of barkskin (300 gp)  
potion of cure moderate wounds (300 gp)  
signal horn (1 gp; *Advanced Player's Guide* 182)  
wand of see invisibility (13 charges; 1,170 gp, limit 1)

SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
1–2	254	508
SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
Out of Subtier	599	1,197
SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
4–5	943	1,886
SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
—	—	—
SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
—	—	—

MAX GOLD
Starting XP
+ <small>GM's Initials</small>
XP Gained (GM ONLY)
=
Final XP Total

FAME		
	Initial Prestige	Initial Fame
	+	GM's Initials
	Prestige Gained (GM ONLY)	
	-	
	Prestige Spent	
	Current Prestige	Final Fame

GOLD		
	Starting GP	
	+	GM's Initials
	GP Gained (GM ONLY)	
	+	GM's Initials
	Day Job (GM ONLY)	
	-	
	Gold Spent	
	=	
	Total	

### For GM Only

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Pathfinder Society #