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JADE REGENT

NIGHT OF FROZEN SHADOWS

By Greg A. Vaughan



LINNORMS

The Lands of the Linnorm Kings don't claim their name from mere poetic flourish. For as long as the Ulfen have struggled to make lives in their rugged land, so have they done battle with the primeval dragon-kin that claim the realm's eldritch forests and deadly mountains as their ancient territories. Gigantic and lethal, with the ability to breathe doom and lay terrible curses upon even those who think they've defeated the terrors, linnorms know few rivals, and only their limited numbers prevent them from consuming all the lesser creatures in their lands. Thus only those who have hunted a linnorm, slain it, and survived are fit to be called Linnorm Kings.



ONI

Terrifying creatures of Tian folklore, the oni are unfortunately far more than mere fairy tales. Cursed creatures without natural forms of their own, the oni long ago discovered means by which they could manifest physical forms in order to pursue their twisted ends. An oni loves nothing more than indulging in pleasures of the flesh—whether that be sex, food, violence, or some other visceral pursuit—and those humanoids roped into serving them do so to their sorrow. Oni believe themselves to be born to rule, and are quick to take over the societies they find themselves within, making cunning use of their shapeshifting abilities.



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NIGHT OF FROZEN SHADOWS



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“Night of Frozen Shadows” is a Pathfinder Adventure Path scenario designed for four 4th-level characters.
By the end of this adventure, characters should reach 7th level.

This product makes use of the *Pathfinder Roleplaying Game Core Rulebook*, *Pathfinder Roleplaying Game Advanced Player's Guide*, *Pathfinder Roleplaying Game GameMastery Guide*, *Pathfinder Roleplaying Game Bestiary*, *Pathfinder Roleplaying Game Bestiary 2*, and *Pathfinder RPG Ultimate Combat*. These rules can be found online as part of the Pathfinder Roleplaying Game Reference Document at paizo.com/pathfinderRPG/prd.

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JOURNEY TO THE EAST

James Jacobs has mentioned in previous forewords that the Jade Regent Adventure Path has been a long time in coming, and it's true—it's been hovering on the edges of our imagination for years now. Yet just because we knew the general shape of the campaign doesn't mean we knew every detail. Sure, "The Brinewall Legacy" was pretty well fleshed out, since Jacobs has always wanted to write it. But some of the other parts had lingering questions, such as: how do you smoothly introduce Inner Sea natives to Tian Xia?

The answer, of course, is vikings. We've all been eager to do more with vikings for a while now, and judging by the response on the messageboards, other folks are as well. Once we realized that the PCs were going to need a guide to get over the Crown of the World, everything started to fall into place. This was an opportunity to take players into Kalsgard, the de facto capital of the Linnorm Kingdoms—and if we're going to set an adventure in the city, we figured we really ought to provide a city gazetteer. And if we're going to provide a city gazetteer, then maybe we should do

a gazetteer of the whole region, in the form of *Pathfinder Campaign Setting: Lands of the Linnorm Kings*...

And so on. It's always fun when we're able to coordinate our various product lines to offer GMs extra support (and even more so when it gives us a convenient excuse to publish a book we've been wanting to do for years). And really, can you ask for more than ninjas and vikings *in the same adventure*? It's like the internet exploded, piñata-style, and we gathered up the resulting shower of memes. Delicious!

(For those of you saying there should be pirates to complete the internet-meme trifecta—you'll get your wish in a few short months...)

SO WHAT'S NEXT?

To my knowledge, everyone at Paizo is a fan of H. P. Lovecraft, but no one has a love for the Great Old Ones that runs as deep or as true as Creative Director James Jacobs. As far back as I can remember, Jacobs has been waiting anxiously for a big-budget film version of the classic Lovecraft story "At the

Mountains of Madness.” Though the latest news indicates that Jacobs may never get his wish, what we *can* do is give him the next best thing: an adventure that’s grown straight from that crazy arctic exploration vibe that makes “At the Mountains of Madness” (and books like Dan Simmons’ *The Terror*) so memorable. In “The Hungry Storm,” next month’s Adventure Path installment, Jason Nelson brings us his own version of winter horror, featuring killing winds and the monstrous entity that controls them. If your PCs are lucky, they may be able to survive snow-madness and lead their caravan in an icy trudge through lands so inhospitable that even magical societies leave them alone. And if not, no one back home in Varisia will ever hear from them again.

MASTER OF DEVILS

The PCs in the Jade Regent Adventure Path aren’t the only folks headed to the distant land of Tian Xia. In *Master of Devils*, the new Pathfinder Tales novel from Dave Gross, some other familiar faces are headed east as well.

Longtime readers of Pathfinder Adventure Path may remember Pathfinder venture-captain and Chelish count Varian Jeggare, as well as his smart-mouthed and streetwise bodyguard Radovan, from their first appearance in “Hell’s Pawns,” the Pathfinder’s Journal which ran alongside the Council of Thieves Adventure Path. Since then, the haughty half-elf and the rough-and-tumble hellspawn have had quite the wild ride, starring in the Pathfinder Tales novel *Prince of Wolves* as well as several free weekly web fiction stories at paizo.com, and even venturing to Minkai in “Husks,” the murder mystery Pathfinder’s Journal which kicked off last month. Yet with *Master of Devils*, the long-awaited sequel to *Prince of Wolves*, we’re taking the mystery-solving duo even further out of their element.

Master of Devils sees the pair transported to Quain, one of the most powerful nations in the Successor States. When disaster strikes, “Brother” Jeggare is forced to take shelter in a warrior monastery, and finds himself competing with the disciples of Dragon Temple as he unravels a royal mystery. Meanwhile, Radovan—trapped in the body of a devil and held hostage by the legendary quivering palm attack—must serve a twisted master by defeating the land’s deadliest champions and learning the secret of slaying an immortal foe. Together with an unlikely army of beasts and kami, the two companions must take the lead in an ancient conflict that will carry them through the exotic land, all the way to the Gates of Heaven and Hell and a final confrontation with the infamous Master of Devils!

Master of Devils is an exciting book, and for more reasons than just the quality of its story. Just as we’ve known for a long time that we eventually wanted to go over the Crown of the World and explore Tian Xia, we’ve also known that a single Adventure Path isn’t enough to detail an entire continent. Much of that detail will come in the upcoming *Pathfinder*

ON THE COVER

Wayne Reynolds reimagines an old friend from all the way back in *Pathfinder Adventure Path* #1—Shalelu Andosana, the wily elven ranger who protects Sandpoint. As of this adventure, she’ll relinquish her duty and turn north with the PCs, to help guard them (and Ameiko) against what dangers they may face in the frozen lands of the Crown of the World. And of course, as Wayne knows, no adventure would be complete without a picture of ninja fighting on a longship!

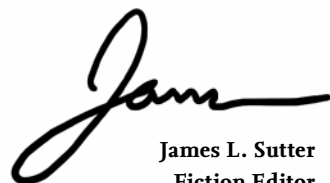
Campaign Setting: Dragon Empires Gazetteer. Yet even that isn’t enough if we want to breathe the same sort of life into Tian Xia as we did into Avistan and northern Garund.

That’s where Dave’s novel comes in. In a novel, GMs and players can view the world through the eyes of someone living there, without fear of spoiling a big reveal or dealing with metagame knowledge. We knew Tian Xia was ripe for a novel of its own, yet since the region is so new to both players and GMs, we wanted the main characters in the novel to be outsiders as well—characters from the more familiar Inner Sea region, who must explore and puzzle through the land’s differences even as the reader does. Fortunately for us, we had just the team.

And make no mistake—Tian Xia is very different from the Inner Sea. While the Jade Regent Adventure Path focuses on Minkai, a region inspired much more by Japanese history and mythology, *Master of Devils* takes place in the Successor States, the region most inspired by the legends of ancient China. In his book, Dave perfectly captures the feel of so many of our favorite wuxia stories. It seems like every village and roadside inn has its own colorful, larger-than-life hero, locked in a complex network of friendships and rivalries. Drawing from film, fiction, and folk tales, Dave has helped us weave a world that is at once alien and familiar, where the barriers between magic and mundanity are drawn differently than in traditional Western fantasy.

In short, the perfect situation for a couple of foreigners to come in and start messing things up.

Both Jade Regent and *Master of Devils* are our attempts to play in a world that’s not just new to you, but new to us as well. We hope you’ll have as much fun exploring it as we are!



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JADE REGENT

NIGHT OF FROZEN SHADOWS

● PART ONE: INTO THE NORTH

The PCs journey to the Lands of the Linnorm Kings in search of the legendary sword Suishen and a guide to take them over the Crown of the World, but they soon find they have enemies willing to kill to prevent them from reaching Minkai.

PAGE 8

● PART TWO: A GATHERING OF SHADOWS

The PCs face both viking warriors and mysterious ninja on their continuing quest to find the sword and a guide, and must break into a powerful trade guild that is actually a front for a guild of ninja and assassins from Tian Xia.

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● PART THREE: ASSAULT ON RAVENSCRAEG

To recover Suishen and rescue the only man who can guide them to Tian Xia, the PCs venture into the Ulfen hold of Ravenscraeg, where they must defeat the ninja of the Frozen Shadows and their mysterious mistress, the ogre mage Kimandatsu.

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ADVANCEMENT TRACK

“Night of Frozen Shadows” uses the medium XP track.

4 The PCs begin this adventure at 4th level.

5 By the time the PCs enter the hold of Ravenscraeg, they should be well into 5th level.

6 The PCs should be 6th level before they venture into the dungeon levels of Ravenscraeg.

The PCs should be 7th level by the adventure’s end.

ADVENTURE BACKGROUND

When the Amatatsu family came over the Crown of the World, fleeing Minkai and the assassination attempts of the oni of the Five Storms, they knew that Kalsgard, de facto trading capital of the Lands of the Linnorm Kings and the Avistani end of the Path of Aganhei, would be the obvious place to look for them. Exhausted, depleted in numbers by their trek, and bereft of funds, they had to find some means to finance their escape farther south before being discovered by their pursuers. The oldest survivor of the journey, a young man named Tsutoku, took over responsibility for the family and their heritage. Seeing no other options, Tsutoku sold the family's heirloom sword, the sentient katana *Suishen*, to a local collector in order to raise the funds to continue the journey south. Tsutoku always intended to return and buy back the sword after the family was safely established, but when he was lost along with two of the family's ships sailing between Brinewall and Magnimar, the Amatatsu legacy was forgotten. *Suishen* remained in the hands of its new owner, Fynn Snaevald, and the oni agents who had come to Kalsgard in search of the missing Amatatus continued to search in vain.

But the agents of the Five Storms did not remain idle. Working from the shadows of Kalsgard's Jade Quarter, they created the secretive thieves' guild known as the Frozen Shadows, a society of ninja, cutthroats, and oni agents made up of tengu from Tian Xia and additional agents recruited from within the human population, all beholden to the Five Storms back in Minkai. The Frozen Shadows worked behind the scenes of the rough-and-tumble Ulfen port to both gather information and subtly increase their own power.

Following the Frozen Shadows' attack on Brinewall in search of the *Amatatsu Seal* and the destruction of the entire colony at their hands, the Five Storms believed the Amatatsu family was no more. Nevertheless, they ordered the Frozen Shadows to remain in Kalsgard, keeping watch for any sign of a returning Amatatsu heir. The Frozen Shadows were placed under the command of the ogre mage Kimandatsu, sent from Minkai to manage and expand the organization.

Disguised as a Tian silk merchant, Kimandatsu joined the Rimerunners Guild, a powerful Kalsgard trading guild, even as she began reorganizing the Frozen Shadows. Kimandatsu's subtlety and careful planning ensured that many of the organization's peripheral members had no idea who or what it was they were working for. Besides the rank-and-file tengu and human members of the guild, Kimandatsu recruited others to her cause—the half-troll sorcerer Goti Runecaster, who became Kimandatsu's most trusted advisor; the ninja-monk Omoyani, who trains and manages the Frozen Shadows' network of clandestine agents; and the strange, awakened blood-feather raven Wodes, who serves the guild as spymaster.

Meanwhile, a Rimerunners merchant factor named Thorborg Silverskorr took the Tian silk trader Kimandatsu (in human guise) under her wing to mentor the newcomer, but as the two women quickly grew in wealth and influence, Kimandatsu murdered the human woman and used her natural shapechanging ability to assume Thorborg's identity and place in the power structure of the Rimerunners Guild and Kalsgard. In her guise as Thorborg Silverskorr, Kimandatsu has further increased the power and wealth of both the Frozen Shadows and the Rimerunners, which now operates as little more than a front for the guild of thieves and assassins. Three years ago, Kimandatsu purchased a fortified hall outside Kalsgard called Ravenscraeg from an ailing viking raider with ties to the Rimerunners named Snorri Stone-Eye. Using the Rimerunners Guild as a proxy, Kimandatsu developed Ravenscraeg as a secret headquarters and training center for the Frozen Shadows. Kimandatsu believed that it was only a matter of time before the Amatatus revealed themselves again, and she was determined to be ready to strike swiftly and decisively when they did.

When the PCs opened the *warding box* and discovered the *Amatatsu Seal* in the vaults beneath Brinewall Castle in "The Brinewall Legacy," the Five Storms' seers in Minkai once more detected the seal, and informed Kimandatsu that the Amatatus had reappeared. The ogre mage wasted no time, quickly mobilizing the Frozen Shadows in preparation for the arrival of the Amatatsu heirs in Kalsgard, for they would surely have to pass through the city on their way to Minkai across the Crown of the World.

Through their vast web of informants, the Frozen Shadows learned that a merchant and collector named Fynn Snaevald had purchased an ancient sword from Tian expatriates over 50 years ago. Believing that the sword might be *Suishen*, the heirloom blade of the Amatatsu family, Kimandatsu instructed one of her agents, a local chieftain named Asvig Longthews, to break into Snaevald's house and steal the sword. Rather than risk *Suishen* falling into the hands of the Amatatus again, Kimandatsu disposed of the blade in an oubliette deep beneath her fortress of Ravenscraeg, where she hoped no one would ever find it.

At the same time, Kimandatsu realized that the Amatatsu heirs would need a guide to take them over the Crown of the World. Using the influence of the Rimerunners Guild with other trade guilds in Kalsgard, Kimandatsu was able to ensure that most of the city's guides would be unavailable for hire, but one wild card remained—a man named Ulf Gormundr, a freelance guide who refused to swear himself to the service of one of the guilds. Kimandatsu ordered Asvig Longthews to capture Ulf Gormundr and imprisoned him in Ravenscraeg, in case the Frozen Shadows should later have need of his skills to follow the Amatatsu heirs over the Crown of the World.

Finally, Kimandatsu sent out one her allies, the blood-feather raven Wodes, to watch the trade routes south of Kalsgard for any sign of the Amatatsu heirs. When Wodes finally found the PCs' caravan and reports its location back to the Frozen Shadows, Kimandatsu sent Asvig Longthews on another mission for her—to stop the PCs and their friends from ever reaching Kalsgard.

ADVENTURE SUMMARY

The PCs journey to Kalsgard with Ameiko Kaijitsu and the caravan run by her former adventuring companion Sandru Vhiski. They seek to recover the sword *Suishen* and locate a guide who will be able to take them over the Crown of the World. Unfortunately, their actions in Brinewall have not gone unnoticed, and agents of the Five Storms are on the lookout for them. This becomes apparent when Linnorm Kingdoms vikings raid the caravan's riverside camp one evening. The raiders themselves leave a clue, however, in that all wear similar gold armbands—a mark of their allegiance to a local Ulfen chief.

Upon arriving in Kalsgard, the PCs begin searching for *Suishen* and the whereabouts of a guide named Ulf Gormundr. All clues point to a local chief named Asvig Longthews, who appears to have not only stolen the sword and sent the raiders to attack the PCs, but very possibly to have kidnapped the only available guide as well. A raid upon Asvig's farm confirms these facts, but neither the sword nor Ulf Gormundr is found. Meanwhile, agents of the Frozen Shadows continue to harass the PCs in the city.

Further investigation leads the PCs to the Rimerunners Guild, a front for the Frozen Shadows, prompting a break-in or some other means to obtain information about their illicit dealings. Eventually, the PCs discover evidence that the Frozen Shadows operate out of their own fortified sanctuary, a remote hall called Ravenscraeg. The climax of the adventure occurs as the PCs make an assault on Ravenscraeg to recover *Suishen* and rescue Ulf Gormundr. In doing so, they manage to unmask the ogre mage Kimandatsu and have the opportunity to take down the Frozen Shadows for good.

PART ONE: INTO THE NORTH

At the conclusion of "The Brinewall Legacy," the PCs recovered the *Amatatsu Seal*, and in so doing, learned that Ameiko Kaijitsu is the last surviving heir to the Jade Throne of Minkai. At the same time, the PCs became Amatatsu scions themselves, and learned that the Amatatsu family's legendary sword *Suishen* can be found in the city of Kalsgard in the Lands of the Linnorm Kings. Ameiko is certainly interested in going to Kalsgard to recover the sword, and then traveling on to Minkai to claim her birthright. However, the PCs might still have unfinished business in Sandpoint

and wish to return there before traveling to Kalsgard. Ameiko needs to leave both the Rusty Dragon and her family's glassworks in capable hands while she's away, so she agrees to return to Sandpoint, if only temporarily, if the PCs express that wish.

Regardless of whether the PCs start in Brinewall or Sandpoint, the adventure begins as the PCs and their friends Ameiko, Koya Mvashti, Sandru Vhiski, and Shalelu Andosana journey to Kalsgard in the company of Sandru's caravan (these NPCs are detailed in "The Brinewall Legacy," while the *Jade Regent Player's Guide* contains more details on the caravan). If the PCs start in Sandpoint, they must first traverse the 500 miles between Sandpoint and Brinewall—this is the same caravan route taken in "The Brinewall Legacy." Once the PCs are past Brinewall, or if they start there, the caravan route takes them through frozen, desolate lands fraught with peril and hidden dangers, but the PCs are accomplished adventurers in a large and well-armed caravan. As a result, they have little to fear from the typical creatures that stalk the wild fringes of northern civilization, and the barbaric Noland tribes that haunt this bleak borderland prefer softer targets for their ambushes.

The route from Brinewall to Kalsgard passes through the Nolands and enters the Lands of the Linnorm Kings, where it joins an existing trade route between the dwarven mine at Kopparberget and the city of Jol before continuing north into the Grungir Forest. The caravan road crosses the eastern neck of the Grungir until it reaches the bridge to Losthome, at which point the route follows the western bank of the Thundering River as it meanders north, connecting the many small settlements and steadings that stand upon the river's banks. At the confluence of the Thundering and Rimeflow rivers, the trade route branches again, with one trail crossing the Skalsbridge and heading northeast toward Trollheim while the other continues along the Rimeflow to Kalsgard.

The total distance from Brinewall to Kalsgard is about 440 miles; the time it takes to travel between them depends on the speed of the PCs' caravan, but is likely around 2 weeks. The trip is largely uneventful save for the occasional glimpse of some of the larger predators of the region, such as bears and mountain lions shadowing the caravan for a mile or so before losing interest and searching elsewhere for easier prey. The ravens and sea birds of the region are plentiful overhead, and the caravan's travelers can even supplement their provisions with an elk or two taken down in the hills and at the forest's edge. If you wish, you can enliven the journey with additional caravan encounters or wandering monsters. Caravan encounters are described in the *Jade Regent Player's Guide*, and some ideas for caravan encounters suitable for this adventure may be found in this month's Bestiary on page 80.



THE WATCHER

During the journey, starting after the caravan leaves the Nolands and continuing until it reaches Losthome (a distance of about 160 miles), allow each PC a DC 18 Perception check each day. If the check is successful, that PC notices that one of the ubiquitous ravens shadowing the caravan in the hope of finding scraps to eat is a much larger specimen than normal, perhaps the size of a small dog. Once this particular raven has been spotted, the PCs can easily pick it out from the rest and recognize that it returns every couple of days before departing again. A DC 22 Perception check made after the raven has been detected notices that one of its wing pinions is blood-red in color. If the PCs make a DC 15 Knowledge (arcana) or Knowledge (local) check, or simply ask one of the superstitious Varisians of the caravan, they can learn that such a “blood-feather” raven is seen as an evil omen and is often thought to be in the service of dark powers.

The raven remains out of range of missile weapons and spells, usually just perching on a tree branch and watching or soaring high above. If the PCs try to attack the raven, it has a readied action to dive into nearby brush and gain total concealment. Searching for it reveals no trace, and it will not be seen again until the attack at Skalsbridge (see below). Regardless, the raven no longer appears once Losthome comes into sight.

THE FURY OF THE NORTHMEN (CR 6)

This encounter occurs about 300 miles into the journey from Brinewall, as the caravan camps for the night at Skalsbridge, an ancient bridge that crosses the Thundering River where it joins with the Rimeflow. The night is cold, and a frozen mist clings low to the ground, making the light dim, even within the range of the campfire light (providing concealment to all creatures in the mist). Allow each PC to make a DC 28 Perception check. If successful, they spot the blood-feather raven perched atop one of the lintel posts of the bridge above the campsite. If spotted, it uses a readied action to quickly fly away into the concealing darkness. At this point, have the PCs make another DC 18 Perception check (those who spotted the raven gain a +4 bonus on the check) to hear the sound of a muffled oar in an oarlock out on the darkened river. If the PCs hear this noise, they have 1 round to take action. Otherwise, they are surprised.

The sounds of night are muted amid the freezing fog that clings to blankets, cloaks, and Varisian mustachios alike. The dull silence is suddenly broken by the scrape of wood upon the gravel bank of the river—a boat has beached just beneath the bridge—quickly followed by the splash of feet in the shallows and the oath-cries and battle-songs of Ulfen raiders!

Creatures: The blood-feather raven, Wodes, has been following the caravan for days and reporting its position to the Frozen Shadows. With this information, Kimandatsu has sent a group of unruly Ulfen warriors on a nighttime raid on the caravan's camp in the hope of destroying the Amatatsu heir and her protectors. The attack consists of 40 Ulfen warriors, though the PCs only have to deal with 12 of them. The raiders charge into the camp (and into any ambush the PCs may have prepared if they managed to hear the boat before landfall). The rest spread out and attack the rest of the caravan in the fog and darkness. You can run the attack on the caravan as a caravan combat (see the *Jade Regent Player's Guide*), or you can just assume the outcome of that battle mirrors that of the PCs' own battle with the raiders. If using the caravan combat rules, the Ulfen warriors attacking the caravan have the following statistics: **AC** 17; **hp** 40; **Attack** +8; **Damage** 2d6+5; **XP Award**: 1,200 XP.

ULFEN WARRIORS (12)

CR 1/2

XP 200 each

Human warrior 2

CN Medium humanoid (human)

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

DEFENSE

AC 15, touch 10, flat-footed 15 (+4 armor, +1 shield)

hp 18 each (2d10+7)

Fort +4, **Ref** +0, **Will** -1

OFFENSE

Speed 30 ft.

Melee battleaxe +5 (1d8+2/x3)

Ranged throwing axe +2 (1d6+2)

TACTICS

During Combat Ulfen warriors attempt to batter their opponents down through sheer strength of arms.

They attempt to use their Intimidate skill to demoralize opponents at the beginning of battle, and employ little in the way of tactics unless commanded by a powerful captain.

Morale If two-thirds of a warrior's companions are slain, he attempts to flee, abandoning his comrades to their fate.

STATISTICS

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

Base Atk +2; **CMB** +4; **CMD** 14

Feats Toughness, Weapon Focus (battleaxe)

Skills Intimidate +5, Profession (sailor) +4

Languages Skald

Gear chain shirt, light wooden shield, battleaxe, throwing axes (2), gold lion's head arm-ring (worth 35 gp)

Development: If the PCs defeat the raiders, any survivors flee into the night hoping to escape into the wilderness. If the PCs take any of the raiders captive and attempt to question them, the prisoners initially refuse to talk, having sworn an oath to Kimandatsu and the Frozen Shadows. If forced

to speak, a prisoner suddenly dies 1 round before he can divulge any information, a result of the *blood geas* placed upon him by Kimandatsu using her tetsubo *Oathtaker* (see page 60 for details on this magic weapon). *Speak with dead* or similar magic reveals only that the raiders were sent by a man named Asvig Longthews—the dead give up no further information. A search of the raiders' bodies, however, reveals that each wears a gold arm-ring—a common Ulfen armband worn around the upper arm—bearing a stylized depiction of a lion's head embossed in the metal.

If the raiders are defeated and unable to escape by river, the PCs find their boat, a small river knarr with a length of 52 feet and 20 sets of oars (equivalent to a keelboat but with the speed of a longship; see page 163 of the *Pathfinder RPG Core Rulebook*). Painted upon its prow in Skald is the name *Aril's Hammer*. There is nothing of interest aboard the ship. Any PCs with ranks in Profession (sailor) could successfully navigate it down the river and/or sell it for as much as 1,500 gp in Kalsgard, but doing so would certainly alert the boat's owners to both the party's presence and the failure of the raid. Sailing the knarr into Kalsgard or attempting to sell it there earns the PCs 10 Notoriety Points (see Fame and Misfortune on page 11). Kalsgard is about 140 miles away from Skalsbridge, and the knarr makes about the same speed on the river as the PCs' caravan does on the road. If the PCs continue with the caravan, they can blend in with the many other caravans, entering the city much less conspicuously than they would sailing a stolen ship into the city's harbor.

If either the caravan or the PCs are defeated, they can retreat into the concealing fog and regroup with the surviving members of their caravan some distance away. The raiders do not remain long, looting the caravan and gathering up their dead before returning to their ship and heading back downriver to Kalsgard. In this case, one of the raiders' bodies is accidentally left behind in the shallows, allowing the PCs to find one of the raiders' arm-rings with a DC 20 Perception check.

KALSGARD

Upon arrival in Kalsgard, the PCs' caravan immediately moves into the city's Bone Quarter to camp among the others of its kind in order to avoid further attention. Sandru Vhiski suggests that the PCs procure their own quarters within the hustle and bustle of the city to further throw off suspicion while the caravan surreptitiously makes preparations for the journey over the Crown of the World to Minkai.

The PCs can easily find accommodations within the city for a reasonable price and can begin investigating one of several avenues of immediate interest. The PCs are likely interested in locating and recovering the heirloom Amatatsu sword *Suishen*, but Sandru also tells them they need a guide who can take the caravan safely across the Crown of the World to Minkai. In addition, the PCs might be interested

in digging for information on the *Aril's Hammer*, Asvig Longthews, or the lion's head arm-rings worn by the raiders who attacked the caravan at Skalsbridge, or even seeking out the significance of the blood-feather raven. All of these possibilities are explored in the following sections.

The NPCs accompanying the PCs are assumed to remain with the caravan, staying out of sight, but they can emerge to help the PCs if needed, particularly if the PCs have need of their skills. Even if the PCs can make certain skill checks on their own, the NPCs can use the aid another action to assist in these checks. Keep in mind, however, that if the NPCs accompany the PCs, some of the combats might be easier than normal, and may need to be adjusted to reflect the greater ability of the party. In addition, the open presence of the NPCs in Kalsgard (particularly Ameiko) may further increase the PCs' notoriety as they proceed with their investigations (see Fame and Misfortune below). More information on the city of Kalsgard may be found in the gazetteer beginning on page 62.

FAME AND MISFORTUNE

With the activation of the *Amatatsu Seal* in Brinewall, the Frozen Shadows are now on the lookout for any surviving Amatatsu scions (such as Ameiko and the PCs) and seek to eliminate them and prevent their return over the Crown of the World to Minkai. As a result, the more overt the PCs are in their activities in Kalsgard, the more they come to the attention of the Frozen Shadows. This is reflected by the accrual of Notoriety Points (NP). The more NP the party accumulates, the more aggressive the Frozen Shadows are in their pursuit of the PCs. The number of NP gained by the PCs for their actions is given in the descriptions of individual encounters.

The table below lists events that transpire as the PCs accumulate NP. These encounters should be run as soon as possible after the PCs accumulate that level of NP, since they will often gain additional NP in dealing with these encounters. If the PCs acquire enough NP at once to skip an NP level, run the higher-NP encounter.

NP Score	Event
5	Rumors and Innuendo
7	A Murder of Crows
10	Me and My Shadow
12	Anonymous Threat
15	Ransacked Room
20	Mistaken Identity
25	Fatal Warning
30	Sniper
32	Poisoned Food
37	Thug Ambush
40	Kidnapped!
45	Omoyani's Deadly Kiss

KELDA'S REWARD

If the PCs rescued Kelda Oxgutter from the dungeon beneath Brinewall Castle in "The Brinewall Legacy" and escorted her to Kalsgard, she leaves their caravan at this point to rejoin her clan. She lives up to her promise, however, and rewards the PCs with the gift of a *scabbard of vigor* (*Pathfinder RPG Advanced Player's Guide* 309). Of course, if the PCs have developed a relationship with Kelda, they might also be able to hire her to stay with the caravan, at your option.

EVENT 1: RUMORS AND INNUENDO

Once the PCs reach this level of NP, every time they succeed at a DC 10 or higher Diplomacy check to gather information, the PCs learn that shadowy figures in Kalsgard's criminal underworld have been asking questions about the party: who they are, where they came from, where they are staying, what their business in town is, and so forth. No more information can be gleaned about who is asking the questions, only that the queries are being made.

EVENT 2: A MURDER OF CROWS

Allow the PCs to make a DC 15 Perception check. Successful PCs notice that no matter where the party goes, a greater-than-usual number of ravens seems to be watching them from nearby trees, roofs, and masts of ships. What's more, the ravens appear to be intently watching the PCs specifically. If attacked, the birds scatter in a raucous cloud of black feathers, earning disapproving looks and signs against the evil eye from bystanders.

EVENT 3: ME AND MY SHADOW

Allow the PCs to make a DC 20 Perception check. A success reveals that an individual has been tailing the party through town, always staying several buildings or streets behind, just around the corner. If the PCs attempt to capture this "shadow," they must succeed at a DC 15 Bluff check or DC 18 Stealth check. Otherwise, the tail eludes them. If successful, the PCs can capture the tail, who turns out to be a 15-year-old Tian boy from the Jade Quarter named **Kei** (N male human rogue 2). Kei freely confesses that he was hired by a hooded man to follow the party and leave reports of their movements under a specific barrel on the river docks. If the PCs investigate, they find that the barrel has been moved. If the PCs confront or capture Kei, they gain 2 NP.

EVENT 4: ANONYMOUS THREAT

As the PCs pass a blind and crippled beggar on the street, he mumbles, "They know who you are and are coming for

you.” If questioned, the beggar states only that he was given a pair of copper pennies to say that phrase when a group that smelled of boiled cabbage walked past him. A DC 10 Perception check is enough to realize that boiled cabbage has been rubbed on one of the PCs’ cloaks—something that could have easily occurred as the PCs rubbed shoulders with passersby and street vendors alike through the crowded streets of Kalsgard. If the PCs examine the copper coins given to the beggar, a DC 15 Knowledge (geography) or Knowledge (local) check identifies them as Minkai coins.

EVENT 5: RANSACKED ROOM

Wherever the PCs are staying, they return to their accommodations to discover that one of their rooms has been broken into and ransacked while they were out. Nothing was taken (the ransacked room should belong to a PC who did not leave anything valuable in the room), but it was thoroughly searched and is in complete disarray. There were no witnesses to the break-in, but a DC 15 Perception check made while searching the room finds an unlocked window that was apparently the method of entry, and a single large, black feather on the floor.

EVENT 6: MISTAKEN IDENTITY (CR 5)

A drunk and angry Ulfen warrior named Gorvald Thrimbyrson approaches the PCs. Gorvald’s favorite hunting hound was recently poisoned, and while he was drinking to his misery, a hooded stranger advised him that the PCs were the perpetrators of the crime. Gorvald demands weregild of 50 gp from the PCs or he will declare a blood feud. If the PCs pay him weregild or convince him that they are not the culprits (by changing his attitude from hostile to friendly with a successful Diplomacy check), Gorvald goes away mollified. If the PCs refuse to pay, he immediately rages and attacks (note that he is not so drunk as to take any penalties in combat). If a battle ensues, the PCs gain 3 NP. Gorvald has no further information.

GORVALD THRIMBYRSON

CR 5

XP 1,600

Male human barbarian 6

CN Medium humanoid (human)

Init +1; **Senses** Perception +10



GORVALD THRIMBYRSON

DEFENSE

AC 17, touch 9, flat-footed 16 (+5 armor, +1 Dex, -2 rage, +3 shield)

hp 74 (6d12+30)

Fort +9, **Ref** +3, **Will** +5

Defensive Abilities improved uncanny dodge, trap sense +2

OFFENSE

Speed 40 ft.

Melee +1 *battleaxe* +13/+8 (1d8+7/x3)

Ranged throwing axe +7 (1d6+6)

Special Attacks rage (16 rounds/day), rage powers (knockback, powerful blow +2, superstition +3)

TACTICS

During Combat Gorvald rages on the first round of combat, then tries to demoralize one of his opponents with Intimidate. He wades into combat with his battleaxe thereafter.

Morale Once he has sworn a blood feud, Gorvald fights to the death.

Base Statistics When not raging, Gorvald’s statistics are **AC** 19, touch 11, flat-footed 18; **hp** 62; **Fort** +7, **Will** +3; **Melee** +1 *battleaxe* +11/+6 (1d8+5/x3); **Ranged** throwing axe +7 (1d6+4); **Str** 18, **Con** 14; **CMB** 10; **Skills** Intimidate +13

STATISTICS

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

Cha 10

Base Atk +6; **CMB** +12; **CMD** 21

Feats Cleave, Intimidating Prowess, Power Attack,

Quick Draw

Skills Acrobatics +7, Intimidate +15, Perception +10, Profession (sailor) +7

Languages Common, Skald

SQ fast movement

Gear +1 *hide armor*, +1 *heavy wooden shield*, +1 *battleaxe*, throwing axe, 10 gp

EVENT 7: FATAL WARNING

One of the PCs’ contacts, such as a local informant, a friendly barmaid, or simply a shopkeeper they have done business with, turns up floating face down in the harbor (the victim should not be one of the significant NPCs from the caravan, Fynn Snaevald, Uksahkka, or any other NPC who is integral to the plot of the adventure). No one saw how the individual got there, but the body is found in the early morning hours and word of the person’s death trickles back to the PCs within a few hours. The body is being held in a nearby city watch guardhouse, but the PCs can examine it with a successful DC 15 Diplomacy check or a bribe of at least 20 gp. A simple inspection of the body reveals a single stab wound to the spine as the cause of death. If the PCs cast *speak with dead*, the victim says only that he heard a footstep behind him and

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then felt a sudden pain in his back. Before everything went dark, he saw a single black feather fluttering to the ground.

EVENT 8: SNIPER (CR 6)

As the PCs travel down one of the city streets, they suddenly come under fire by a sniper from the nearby rooftops. The sniper, named Hekja, is 30 feet above the ground and has cover against the PCs.

HEKJA CR 6

XP 2,400

Female human fighter 4/rogue (sniper) 3 (*Pathfinder RPG*

Advanced Player's Guide 134)

NE Medium humanoid (human)

Init +4; **Senses** Perception +11

DEFENSE

AC 20, touch 15, flat-footed 15 (+5 armor, +4 Dex, +1 dodge)

hp 49 (7 HD; 4d10+3d8+10)

Fort +7, **Ref** +9, **Will** +6; +1 vs. fear

Defensive Abilities bravery +1, evasion

OFFENSE

Speed 30 ft.

Melee mwk short sword +11/+6 (1d6+2/19–20)

Ranged +1 composite longbow +12/+7 (1d8+5/x3)

Special Attacks deadly range* (+10 ft.), sneak attack +2d6

TACTICS

During Combat Hekja makes a ranged sneak attack against the most heavily armed and armored PC on the surprise round. On following rounds, she fires at the PCs as long as they remain in sight.

Morale If Hekja sees that the PCs are coming after her or attempting to flank her and cut off her escape, she drinks her *potion of invisibility* and climbs down (DC 20 Climb check) to a rear courtyard where she has a horse waiting.

STATISTICS

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

Base Atk +6; **CMB** +8; **CMD** 23

Feats Deadly Aim, Dodge, Iron Will, Point-Blank Shot, Precise Shot, Weapon Finesse, Weapon Focus (composite longbow), Weapon Specialization (composite longbow)

Skills Acrobatics +14, Climb +12, Escape Artist +14, Knowledge (local) +7, Perception +11, Stealth +14

Languages Common, Skald

SQ accuracy*, armor training 1, rogue talents (snap shot*)

Combat Gear +1 seeking arrows (3), *potion of invisibility*;

Other Gear +1 chain shirt, +1 composite longbow (+2 Str) with 20 arrows, masterwork short sword, *cloak of resistance* +1, light horse, pouch containing 42 gp, riding saddle, 500 gp in saddlebags

* See the *Advanced Player's Guide*.

Development: If captured and questioned, Hekja confesses that a man named Jorgan the Axe paid her 500 gp

to kill at least one of the PCs. Jorgan normally spends his time in the seedier dives of Kalsgard, but if the PCs search for him, he cannot be found (he has returned to Ravenscraeg; see Part Three). If Hekja escapes without killing a PC, she returns to make another attempt after procuring another *potion of invisibility* and a *slaying arrow* keyed to a PC's race. Each time the PCs fight Hekja, they gain 2 NP. If she is slain, they gain an additional 2 NP. If the PCs bring the matter to Kalsgard's city watch, their investigation reaches a dead end, and the PCs gain an additional 1 NP.

EVENT 9: POISONED FOOD

When this event occurs, one of the PCs' meals, whether at their inn, in camp, or at some other place of place of repast, is poisoned with hemlock (*Core Rulebook* 559). The food was not poisoned when it was prepared, but rather the supplies used for the meal were poisoned. If a PC prepares the meal, that PC can make a DC 18 Craft (alchemy) check to notice the taint in the food. A *detect poison* spell likewise reveals the corruption. If undetected, any creature that eats the food must make a DC 18 Fortitude save or succumb to the poison.

Story Award: If the PCs survive the poison, award them 1,200 XP.

EVENT 10: THUG AMBUSH (CR 7)

As the PCs are traveling down a side street or alley in Kalsgard (most likely in the Jade Quarter), they are accosted by eight Tian thugs, who surround the PCs and attack from all sides.

STREET THUGS (8) CR 1

XP 400 each

hp 16 each (*Pathfinder RPG GameMastery Guide* 265)

TACTICS

During Combat The thugs flank with each other to make sneak attacks, focusing on one or two foes to bring them down before moving on to others.

Morale If half of the thugs are defeated, the rest scatter and flee.

Development: If any of the thugs are captured, they readily admit to being hired by a hooded man with a Tian accent. They were paid in gold coins from Minkai to kill the PCs. They do not know anything else. The PCs gain 5 NP after fighting these thugs, whether they kill all of the thugs or some escape. If the PCs report the attack to the authorities, they gain another 2 NP.

EVENT 11: KIDNAPPED!

By the time the PCs have reached this level of NP, the Frozen Shadows are well aware of them and their whereabouts. At some point when Ameiko—or one of the other significant NPCs accompanying the party—is alone (either while

staying with the caravan or, if accompanying the party, at some unguarded moment) the Frozen Shadows kidnap her and take her to Ravenscraeg. Kimandatsu imprisons her in area **D19** with Ulf Gormundr until the oni decides on the appropriate means of disposing of her. Wherever Ameiko is captured, there are no visible signs of a struggle, though there is an obvious point of egress where her kidnappers gained entry and took her out with them. If the PCs have appropriate divination magic at their command, they might be able to track their friend to where she is being held. This kidnapping automatically results in a gain of 5 NP for the PCs, thereby triggering the next event as well.

EVENT 12: OMOYANI'S DEADLY KISS (CR 7)

If the PCs have acquired sufficient NP to reach this level, they have well and truly made enemies of the Frozen Shadows. Kimandatsu immediately sends her top assassin, the ninjamonk Omoyani (see page 47), to immediately halt the threat the PCs pose. Omoyani attempts to corner the PCs in some out-of-the-way location, preferably outside of town on a lonely stretch of road, and make a quiet end to them once and for all.

Development: If she cannot kill the PCs, Omoyani tries to escape, only to return later to attempt to finish the job. Omoyani is under a *blood geas* to Kimandatsu and the Frozen Shadows (see page 10) and dies if captured and questioned.

IN SEARCH OF SUISHEN

From the visions and knowledge imparted to them by the *Amatatsu Seal* at the end of the previous adventure, the PCs know that Ameiko's grandfather, Rokuro Kaijitsu (formerly Amatatsu Tsutoku), sold the sword *Suishen* to a merchant and collector in Kalsgard named Fynn Snaevald. Even though the sale took place almost 60 years ago, it is still the best lead the PCs have to help them find the sword. With a DC 15 Knowledge (local) check, or DC 15 Diplomacy check to gather information, the party can easily learn that Fynn Snaevald is still alive and well, working as an independent trader of amber and whale oil, and a well-known collector of Tian antiquities. His home in Kalsgard's Amber Quarter can easily be located.

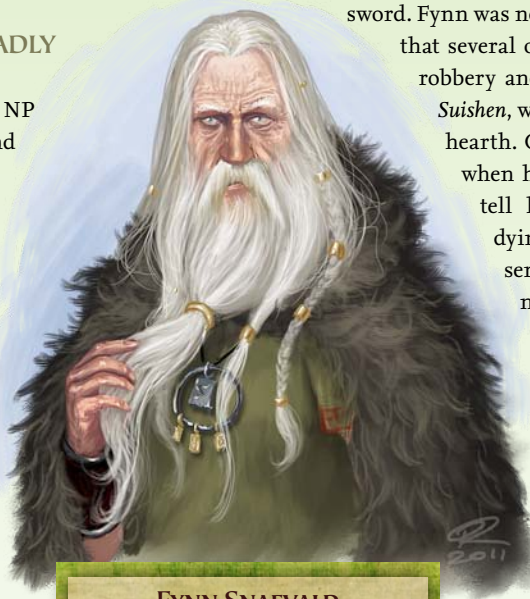
Simply knocking at the sturdy door of Snaevald's home brings an answer from the old merchant himself. Any mention of *Suishen* or matters pertaining to Tian Xia (or a DC 10 Diplomacy or Bluff check) gains the PCs an audience.

Fynn Snaevald (N male human expert 8) is slender and wiry, with blue veins crawling across his arms and neck beneath a shock of white beard and hair that floats around his head like a halo. Although well into his nineties, Snaevald is still hale, hearty, and feisty. He is happy to talk to the PCs about Tian Xia and reminisce about his long-ago purchase of the Tian sword over mugs of warm ale and crusty bread brought from his kitchens by well-groomed servants.

Fynn is particularly animated in talking about *Suishen*, and relates that only a few weeks ago (shortly after the PCs discovered the *Amatatsu Seal* in Brinewall, in fact) a band of masked, black-suited thieves broke in and stole the sword. Fynn was not at home at the time, but he says that several of his servants were killed in the robbery and that the only thing taken was *Suishen*, which he kept on display above his hearth. One of his servants was still alive when he arrived home, and was able to tell him what had occurred before dying. The only description the servant could give was that one of the masked intruders was much taller than the others and seemed to be in charge. Fynn reported the robbery to the city's watchmen, but nothing ever came of it.

Since the PCs have expressed interest in *Suishen*, Fynn makes them an offer. He states that other than as a trophy that collected dust for 5 decades, he never cared much for the sword. Although he tried to carry

and wield the weapon in his younger days, every time he did so it gave him an uncomfortable feeling (unknown to him, this was due to his alignment conflict with the sentient weapon). At this point, Fynn doesn't really care about getting the sword back. He is old, and has no heirs to leave it to when he dies. However, the sword was his property, and that, along with the deaths of his servants, makes him an aggrieved party in the matter. Under the laws and traditions of the Ulfen people, Fynn is entitled to weregild—compensation for the stolen item from the perpetrator. But since no weregild has been offered, he is entitled to pursue blood vengeance against those who have wronged him. Fynn states that he is now an old man and incapable of pursuing that blood vengeance on his own, but it is within his rights to appoint proxies to do so on his behalf. Therefore, Fynn has a proposition for the PCs. If they can discover who perpetrated this crime against him, exact blood vengeance against them to defend his honor and property rights, and recover the sword, he will reward the PCs by giving them *Suishen* as a prize.



FYNN SNAEVALD

Fynn has no further information to offer the PCs unless they bring up the matter of the lion's head arm-rings. Arm-rings are common adornments among the Ulfen, but the lion's head emblem is unique enough that Fynn recognizes its source. A local ring-giver (a term used for a minor chieftain or landowner who maintains a standing body of followers) named Asvig Longthews is known to have a stylized lion's head in his personal runes. Mentioning the lion's head arm-rings jogs Fynn's memory, and he recalls that his dying servant mumbled something about "paying the lion's due" with his last breath. With no context or reason to suspect Asvig, Fynn made nothing of it and assumed the dying man had lost his wits. However, the servant could have been telling Fynn that he would need to seek blood vengeance from Asvig Longthews. Fynn adds that Asvig's nickname "Longthews" refers to the fact that the man is known to be extremely tall, like the man who led the robbery—another connection that hadn't occurred to him before.

Even if the PCs do not ask Fynn about the arm-rings, the old man suddenly recalls his servant's final words and mentions them to the PCs to see if they mean anything to them, leading to the discussion outlined above. Fynn does not know where Asvig's farm is located, only that it is outside of town and that Asvig is known to have several dozen warriors and retainers, any number of whom could be present there at any given time.

If the PCs ask Fynn about a guide for travel across the Crown of the World, he can only tell them that it is not the season for such travel, and that all such guides he knows of are already sworn to various mercantile concerns in Kalsgard. If asked about the *Aril's Hammer*, Fynn can confirm that it is a river merchant ship owned by the Rimerunners merchant guild, but it could have been rented out to anyone on any given day. He knows that the Rimerunners' guildhall stands at the river's edge in Kalsgard's Jade Quarter (see page 27). Fynn knows nothing of a blood-feather raven.

A FINDER OF PATHS

If the PCs ask around town for a guide who can lead them over the Crown of the World, they soon discover that this is the off-season for such travel because of the morozko storms that sweep the Crown this time of year. Furthermore, all of the guides who know the route are retained by various merchant guilds and would not be free to go with the PCs on an unsanctioned journey anyway. If the PCs are not subtle in their questioning (at your discretion, based on how the questioning is roleplayed), they gain 1 NP. With a DC 20 Knowledge (local) or Diplomacy check to gather information, however, the PCs can eventually track down a possible guide in a grog shop in the Fire Quarter—an inebriated and slightly

bruised and battered Varki tracker named **Uksahkka** (N female human ranger 3).

Well into her cups, Uksahkka claims that while she hasn't crossed over the Crown of the World herself, her business partner Ulf Gormundr is the best guide this side of the Crown. Not only that, but Ulf is available for hire, having burned too many bridges with the local power players by not conforming to their ideas of "exclusive" employment. Uksahkka knows for a fact that Ulf would be willing to guide them over the Crown, and for only a modest fee—provided his current whereabouts can be located.

Uksahkka goes on to explain that Ulf has gone missing, and she fears that some harm might have befallen him. She relates that Ulf's last job—a great boon that had come



UKSAHKKA

to him seemingly out of nowhere, considering he was on the outs with so many merchant guilds—was to develop a new trade route through the Grungir Forest for a local chieftain named Asvig Longthews. Ulf went out to Asvig's farm nearly a week ago to obtain the final details and initial payment before picking up Uksahkka to join him, but he never came back. A few days ago, Uksahkka herself went out to Asvig's farm to find out what had happened, but Asvig told her that the no-good Ulf had never shown up for the job. Asvig then ordered his warriors to throw Uksahkka off his land (which explains her bruises and battered condition). With no leads, Uksahkka returned to town and crawled into a bottle to drown her sorrows.

Now that the PCs are here, though, she assures them that if they find and rescue Ulf from whatever he has gotten himself into, the crazy fool is sure to be willing to guide them over the Crown of the World out of gratitude, even into the teeth of the morozko. Though she will not accompany the PCs back to Asvig's farm for fear of Asvig and his men, Uksahkka is more than happy to give the PCs directions to the farm (see Part Two).

ADDITIONAL INQUIRIES

In addition to looking for *Suishen* and a guide, the PCs can also dig around for information about a few other things. If the PCs ask around about the lion's head arm-rings worn by the Skalsbridge raiders, a successful DC 25 Knowledge (local), Knowledge (nobility), or Diplomacy check to gather information reveals that the lion's head is the rune-sign of Asvig Longthews. Learning the location of Asvig Longthews's farm requires a further check at the same DC (unless the PCs talk to Uksahkka; see A Finder of Paths on page 15). However, such questioning about Asvig or his arm-rings earns the PCs 2 NP. See Part Two if the PCs decide to pay Asvig Longthews a visit at his farm.

Following up on the *Aril's Hammer* with a DC 30 Knowledge (local) or Diplomacy check reveals that the ship is owned by the Rimerunners merchant guild. See The Rimerunners Guild on page 27 if the PCs follow up their questions with a visit to the Rimerunners' guildhall. This line of questioning, however, garners the PCs another 1 NP.

Finally, the PCs might try to find out more information on the blood-feather raven. A DC 15 Knowledge (arcana) or Knowledge (local) check is sufficient to learn that a blood-feather raven is a rare phenomenon and that the Ulfen consider it to be a mark of evil and vile sorcery. A DC 25 Knowledge (arcana) or Knowledge (local) check reveals that such a bird is known to be the familiar of a local sorcerer of ill repute named Goti Runecaster. Goti Runecaster is said to reside in the wilds somewhere outside Kalsgard, but nobody knows where. The PCs will eventually encounter both Goti Runecaster and the blood-feather raven Wodes in Part Three of this adventure.

PART TWO: A GATHERING OF SHADOWS

After talking to either Fynn Snaevald or Uksahkka, the PCs will likely want to pay a visit to Asvig Longthews. With few leads other than the knowledge that both *Suishen* and Ulf Gormundr may be held at the chieftain's farm, not to mention the fact that Longthews seems opposed, for unknown reasons, to the PCs' planned journey over the Crown of the World, a raid on the farm seems prudent. Depending on how much notoriety the PCs have accrued by this point, Asvig may also be aware that the PCs are now in Kalsgard, and more than likely wishes them further harm.

Asvig's farm lies a 2-hour walk (1-hour ride) southeast of the city in an area of lightly forested and marshy hills. Like many of the steadings in the area, Asvig's farm is a fortified house of sod and stone where the landowner and his retainers can gather for common defense against the dangers of the wild. There are several sheds and outbuildings for mounts, tools, and animals, but none are occupied or of any particular interest.

The PCs can go to the farm during the day, but if the PCs spoke with Uksahkka, her experiences at the farm seem to indicate that a diplomatic solution is likely to be unsuccessful. A wiser choice would be to approach the farm under the cover of darkness, especially since only a single road leads to the farm and the surrounding terrain is treacherous.

ANIMAL POSTS (CR 6)

A ring of short wooden posts driven into the ground surrounds the farm and its outbuildings, spaced every 30 feet at a distance of 60 feet from the farmhouse. The road to the farmhouse passes between two of these posts. These "animal posts" are topped with fancifully carved lion heads (like those on Asvig's arm-rings) that are obviously the work of a woodcarver who had never actually seen a lion before (as would be the case for most Ulfen artisans). The craftsmanship, however, is of good quality, and gold and red paint highlights the seams and creases in the wood. In addition, runes have been carved running down the length of each post. A successful DC 18 Knowledge (arcana) check recognizes the runes on the posts as being related to conjuration magic, while a *detect magic* spell reveals a moderate aura of conjuration (summoning) on the posts themselves.

Trap: The animal posts form a powerful ward around the farmhouse. Whenever a Small or larger creature passes between two of these posts (including flying above them) without drawing in the dirt a specific rune known only to Asvig's allies, each of the two posts summons a guardian lion to attack anyone in sight not wearing a lion's head arm-ring. If a post is attacked or damaged, it likewise summons

NIGHT OF FROZEN SHADOWS



a lion to defend it. The guardian lions resemble the post carvings in that they have only a fanciful resemblance to ordinary lions; they are in fact supernatural leopards from the First World.

If the PCs make a DC 28 Perception check before passing between the posts, they notice the smudged remains of runes recently drawn in the dirt and hurriedly erased. A successful DC 20 Spellcraft check allows the PCs to recreate the rune and pass through without triggering the trap.

Normally the sounds of combat outside would alert those in the house, but on this night the noise of celebration drowns out all but the loudest of spells (such as *fireball*, *shout*, and the like). As a result, no reinforcements are forthcoming unless the PCs are particularly incautious.

ANIMAL POSTS (2) CR 4
XP 1,200 each

Type magic; Perception DC 28; Disable Device DC 28

EFFECTS

Trigger proximity (*alarm*); **Reset** automatic (1 day); **Bypass** Spellcraft DC 20 (see above)

Effect spell effect (*summon monster III*, summons 1 entropic leopard [*Pathfinder RPG Bestiary* 40, *Bestiary* 2 292] for 10 rounds)

ASVIG'S FARMHOUSE

If the PCs arrive at the farm after nightfall, they find the house ablaze with light and the sounds of boisterous celebration coming from within. Asvig is currently hosting a feast in honor his own liege lord's funeral, and has invited a number of his retainers and warriors to join him. The farm's sheds and barns hold a dozen or more mounts, and it is evident that a large crowd has gathered for this party, though there are no visible watchmen outside. If the PCs use the farm's outbuildings as cover, they can get relatively close to the farmhouse unseen. With the distraction of the festivities and the inebriated condition of many of its participants, the PCs should have a good chance of breaking in to either recover *Suishen* and rescue Ulf Gormundr or defeat Asvig's entire complement in a raid. The PCs might wish to wait a few hours until the celebrants inevitably fall asleep from their revels, but a quick glance up the road shows another large party bearing torches—more revelers—approaching from a couple miles off, who will arrive within the hour. The PCs must be quick in their raid and be gone before these reinforcements arrive.

The walls of the main house are constructed of courses of sod laid atop stone and average 3 feet thick. Floors are bare dirt covered with fresh grasses or sweet hay and are dug down below ground level to a depth of 3 feet. The roof is

thatch above heavy wooden beams and rises to 12 feet at the center (8 feet near the walls), with narrow smoke holes above the fire pits. Doors are of strong wood with no locks, and can be barred from within, though none currently are.

Creatures: In addition to Asvig Longthews and his wife Helva, 17 Ulfen warriors are currently present at the farm, as well as 10 thralls acting as servants and entertainers for the feast. While this might seem like an insurmountable number of foes for the PCs at this level, they are inattentive and spread throughout the farm, and many of them are already well into their cups. None of the celebrants are currently outside, so the PCs can easily scout around the farm to plan their attack and take up positions. Discovery is unlikely, as all of the occupants

of the farmhouse are distracted and the background noise of the feast is considered an unfavorable condition, increasing the DC of all Perception checks made by the partygoers by +7.

The PCs can get an idea of the number of people within by listening at doors with a DC 5 Perception check. The positions and conditions of the celebrants are as follows: of the 14 Ulfen warriors in the main hall (area A1), only six are in any condition to fight. Two more are drunk, and the remaining six are asleep. In addition, five thralls are serving food and being generally manhandled in that area. Three thralls are preparing food in the kitchen (area A3), and two drunk warriors are having their way with a thrall in the pantry (area A4). Asvig and another warrior (both drunk) are entertaining Asvig's wife, Helva, and another thrall in the master's chamber (area A5).

While Asvig and all of the warriors are armored, they require 1 round to draw their weapons and ready their shields. Drunk warriors have the sickened condition. Those who are asleep have passed out from too much ale—they require 2 rounds to wake once combat starts near them, then 1 more round to grab weapons and shields, but they won't enter combat unless all of the other warriors in their area are defeated (and they are sickened as well). Combat involving loud spells or lasting more than 2 rounds draws the attention of anyone in adjacent rooms after 2 rounds, and from farther rooms 2 rounds later. Sleeping warriors only wake to the sounds of combat in the room they occupy. Thralls cower in corners and under tables but may (at your discretion) assist the PCs (or the warriors) with a timely blow from a serving platter or drinking horn if the opportunity presents itself. If you need statistics for thralls, use the stat block for the barmaid on page 302 of the *Pathfinder RPG GameMastery Guide* (thralls do not have antitoxin as part of their gear, however).

If the PCs visit the farm during the day, before the feast, they will have to face Asvig, Helva, and all of the warriors, none of whom are drunk or asleep. They are not interested in talking to the PCs, and react to visitors at the farm in the same way they did to Uksahkka. Such a large number of well-armed foes is likely far above the PCs' ability to handle, but Asvig's warriors are not interested in a fight, only in throwing the PCs off Asvig's land. You should allow the PCs to escape such a battle, so that they can return at night when the feast is in full swing (if necessary, Uksahkka can reappear at this point to suggest this course of action).

ASVIG LONGTHEWS

CR 3

XP 800

Male human aristocrat 1/fighter 3

NE Medium humanoid (human)

Init +0; Senses Perception –3



ASVIG LONGTHEWS

DEFENSE

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

hp 36 (4 HD; 3d10+1d8+11)

Fort +3, Ref -1, Will +0; +1 vs. fear

Defensive Abilities bravery +1

Weaknesses sickened

OFFENSE

Speed 30 ft.

Melee +1 *shortspear* +7 (1d6+3)

Ranged throwing axe +1 (1d6+2)

TACTICS

Before Combat Asvig is drunk and has the sickened condition (already reflected in his stat block).

During Combat Asvig drinks a *potion of divine favor* on the first round of combat. He focuses his attacks on spellcasters as much as possible, hoping to hew them down quickly and demoralize his opponents.

Morale Asvig is under a *blood geas* to Kimandatsu and the Frozen Shadows and fights to the death as a result, screaming curses and vile epithets to the very end.

STATISTICS

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

Base Atk +3; CMB +7; CMD 17

Feats Combat Expertise, Improved Trip, Intimidating Prowess, Power Attack, Weapon Focus (*shortspear*)

Skills Bluff +5, Handle Animal +4, Intimidate +10, Knowledge (local) +5, Perception -3, Profession (farmer) +3, Ride +0

Languages Common, Skald, Tien

SQ armor training 1

Combat Gear *potions of divine favor* (2); **Other Gear** masterwork chainmail, masterwork heavy wooden shield, +1 *shortspear*, throwing axes (2), platinum lion's head arming (worth 350 gp), fine felt cloak (worth 10 gp), gold neck ring (worth 50 gp), gold ringed pin brooch (worth 25 gp)

HELVA, WIFE OF ASVIG

CR 2

XP 600

Female human witch 3 (*Pathfinder RPG Advanced Player's Guide* 65)

CE Medium humanoid (human)

Init +5; **Senses** Perception +1

DEFENSE

AC 17, touch 13, flat-footed 15 (+4 armor, +1 deflection, +1 Dex, +1 dodge)

hp 19 (3d6+6)

Fort +2, Ref +2, Will +2

OFFENSE

Speed 30 ft.

Melee mwk sickle +2 (1d6)

Ranged dart +2 (1d4)

Special Attacks hexes (misfortune [1 round], slumber [3 rounds])

Witch Spells Prepared (CL 3rd; concentration +6)

2nd—*burning gaze** (DC 15), *pox pustules** (DC 15)

ROOMS IN ASVIG'S FARMHOUSE

Asvig's farmhouse consists of the following areas.

A1. Main Hall: The long chamber has a sunken floor with 3-foot-high raised platforms along the sides for sleeping and sitting. The platforms are currently crowded with trestle tables and chests used for extra seating. A fire pit dominates the center of the floor.

A2. Wool Room: Wool from Asvig's sheep is prepared here for sale in the markets of Kalsgard. There is no door to the outside, simply an opening in the wall that wool carts can be pushed into for loading. Bundles of raw wool are piled along the walls next to buckets of water and urine for scouring. A bench holding combs for carding the wool sits next to the door to the main hall.

A3. Kitchen: This is a simple kitchen with a stone oven and fire pit. A sheep is currently roasting on a spit over the fire. Earthen platforms along the walls hold cooking utensils, crocks, barrels, earthenware, and several barrels of ale and mead.

A4. Pantry: This cold room is stocked with roots, tubers, and dried vegetables hanging from the rafters. Two butchered sheep likewise hang from hooks and several bags of grain are stacked against the walls.

A5. Master's Chamber: Only a wooden screen separates this side chamber from the main hall. A massive feather bed dominates the room with only a few chests for clothes and personal possessions squeezed in around it.

A6. Storeroom: Asvig keeps his valuables in this small chamber, stored in chests or hung from the rafters on racks or hooks (see *Treasure* on page 20).

1st—*animate rope, cause fear* (DC 14), *mage armor*
0 (at will)—*dancing lights, detect magic, detect poison, read magic*

Patron Trickery

TACTICS

Before Combat Helva casts *mage armor* before combat.

During Combat Helva uses her slumber hex on any warriors engaging Asvig, then casts *animate rope* to bind sleeping foes. She uses her misfortune hex on others in combat, while targeting attackers with *burning gaze* or *pox pustules*.

Morale Helva fights as long as Asvig lives. If he falls, she attempts to flee.

STATISTICS

Str 10, Dex 13, Con 12, Int 16, Wis 8, Cha 15

Base Atk +1; CMB +1; CMD 14

Feats Alertness, Combat Casting, Dodge, Improved Initiative

Skills Appraise +9, Craft (cloth) +9, Heal +5, Intimidate +8,

Knowledge (arcana) +9, Perception +1, Sense Motive +1, Spellcraft +9

Languages Aklo, Common, Skald, Tien, Varisian

SQ witch's familiar (raven named Glome [stores all prepared spells plus *augury*, *chill touch*, *ray of enfeeblement*, *unseen servant*, and *zone of truth*])

Gear darts (4), masterwork sickle, *ring of protection* +1, gold and copper box brooch (worth 70 gp), silk rope (50 feet)

* See the *Advanced Player's Guide*.

ULFEN WARRIORS (17)

CR 1/2

XP 200 each

hp 18 each (see page 10)



HELVA

Treasure: Several chests in area **A6** hold the following items: a masterwork short sword with a walrus ivory pommel cap (worth 330 gp), a pair of *boots of elvenkind*, 19 gold lion's head arm-rings (worth 35 gp each), a jeweled box brooch (worth 150 gp), three fine felt cloaks (worth 15 gp each), five copper neck rings (worth 2 gp each), five silver ringed pin brooches (worth 10 gp each), five silver pommel caps taken from defeated rivals (worth 10 gp each), an ornate whalebone tally stick (worth 75 gp), three small bales of fine angora wool (worth 15 gp each), and a felt bag holding 258 sp and 47 gp. In addition, stacked about the room are two chain shirts, three light wooden shields, two masterwork battleaxes, five short swords with silver pommel caps (worth 20 gp each), and nine spears. In addition, each of the thralls at the farmhouse wears a copper neck ring (worth 2 gp each).

Development: If Asvig is captured alive, he dies from his *blood geas* if questioned (see page 10). Neither Helva nor any of the warriors are under such a *geas*, however, and they will talk if successfully intimidated. The thralls will talk if simply promised their freedom and allowed to go back to Kalsgard to find work. Anyone questioned reveals the reason for the celebration: it is a funeral feast for Asvig's own ring-giver, an old jarl and renowned viking raider named Snorri Stone-Eye, who is scheduled to be burned with his funeral ship at the break of dawn.

Those questioned can likewise confirm that Asvig ordered both the attack on the PCs' caravan by the *Aril's Hammer* and the theft of Fynn Snaevald's Tien sword (Asvig led that raid himself), though they do not know why. They can confirm that he rented the *Aril's Hammer* from the Rimerunners Guild and has frequent dealings with the merchant guild. They can also corroborate that Asvig had the guide Ulf Gormundr captured but moved him from the farm—and again he did not reveal his reasons. They do not know where the sword or the guide are currently located but state that Asvig mentioned that Ulf would soon be joining Snorri Stone-Eye, so it's probable Ulf has been placed on the funeral ship to be burned to death.

The PCs can easily leave the farmhouse before the second group of revelers arrives (another 20 Ulfen warriors), leaving those warriors to discover the aftermath. If the PCs left anyone at the house alive, they gain 5 NP as word of their deed spreads. If the only survivors are thralls, they earn only 2 NP, as the tale is only the whispered gossip of the lower classes. If the PCs leave no survivors, they gain only 1 NP as the Frozen Shadows' suspicions are raised but they lack any hard evidence of the PCs' involvement.

If the PCs have not yet encountered Fynn Snaevald or the Varki tracker Uksahkka by this point, their actions at

Asvig's farm attract the attention of those NPCs. Already suspecting Asvig of the theft of *Suishen*, Fynn Snaevald approaches the PCs to recover the sword for him. Likewise, Uksahkka seeks out the PCs for any word of Ulf Gormundr at Asvig's farm. When she discovers that he was not there, she asks the PCs to find him, offering her partner's services as a guide over the Crown of the World in exchange for his rescue.

THE FINAL REST OF SNORRI STONE-EYE

The PCs can easily discover the time and location for the launching of Snorri Stone-Eye's funeral ship simply by asking around town with a DC 10 Diplomacy check to gather information. His pyre-ship is scheduled to be launched an hour after dawn from a peninsula just west of Kalsgard called Spear-shaker's Point that is often used for the funeral rites of famous warriors.

In addition, a DC 20 Diplomacy check to gather information or DC 15 Knowledge (local) check reveals a few more details about the deceased. Snorri Stone-Eye, called the Mad Reaver, was a well-known jarl renowned for his many successful viking raids against the soft lands to the south. The Rimerunners Guild financed several of these raids and took a cut of each journey's profits. Recently, Snorri contracted an mysterious illness on one of his journeys. His decline was swift, and he soon perished, but he sold off many of his assets before he died (primarily to the Rimerunners Guild, it is believed).

The PCs can easily reach Spear-shaker's Point in time for the funeral launch, but they may be in poor shape after their raid upon Asvig's farm. Fortunately for them, Uksahkka seeks them out for news of the raid (if they don't check in with her first), and informs them that the funeral launch will be delayed at least until near nightfall because of a thick pre-dawn fog that will roll in and linger throughout most of the day. If asked how she can be so sure, Uksahkka merely states that Varki shamans have long been known for their affinity with nature. Her father's sister was a powerful wind whisperer, and some of her aunt's gift has come down through the bloodline to her.

Regardless of the veracity of Uksahkka's claims of blood kinship to weather priests, a thick fog does roll in off the water just before dawn, just as she predicted. Such a fog is a bad omen for a funeral, and it obstructs the view of the mourners, so the funeral is indeed postponed until nightfall. The PCs might think this an opportune time to try to board the ship and search for *Suishen* and Ulf, but Snorri's own huscarls—numbering more than three dozen—take up positions as honor guards around the funeral ship for the entire day. Infiltrating the vessel and making off with some of its contents will clearly require a bloody and quite possibly futile fight. Luckily for the PCs, Uksahkka comes through with a solution once again.

Uksahkka explains to the PCs that her people are known for the use of light, paddled boats called kayaks, which ride low in the water, and are maneuverable and—most importantly—quiet. She agrees to meet the PCs at a certain rocky spit not far from Spear-shaker's Point at an hour before nightfall with enough two-person kayaks to transport all of the PCs. Uksahkka will give the PCs a quick tutorial on the use of the kayaks while they wait for the funeral ship to launch. When the ship drifts by this beach, the PCs can quickly paddle out to the vessel, using the last remnants of the lingering fog to board the ship unnoticed by the mourners on shore, and get Ulf and the sword off before the ship starts to burn in earnest. If nothing else, the Varki's plan allows the PCs all day to rest and recuperate from their ordeal at Asvig's farm in order to tackle the task at full strength.

KAYAK LESSONS (CR 7)

Uksahkka meets the PCs at the appointed hour on the rocky spit outside of town. She brings enough two-person kayaks to hold all of the PCs plus one additional passenger (Ulf Gormundr). It is still an hour before sunset, and the honor guard remains in place around Snorri's funeral ship beyond the spit. The fog has mostly lifted, but enough shreds remain to mask the PCs' activities and their boarding of the ship.

Uksahkka spends the next half-hour instructing the PCs on the use of the kayaks, a relatively simple task. After this training, Uksahkka prepares to depart back to town. She fears that Asvig's associates may be looking for her after the events at the farm and needs to make sure the hiding place she has prepared for Ulf and herself is secure. Uksahkka gives the PCs a clay token with a picture of a songbird stamped on one side. Once the PCs have rescued Ulf, they should present the token to the priest at the shrine of Shelyn in the Fire Quarter, and he will show them to her safe house. Uksahkka then heads off into the dispersing fog. She will not stay for the rescue under any circumstances.

Creature: While the PCs have been learning how to kayak, their activities have attracted the attention of a shark-eating crab swimming nearby. This giant, long-legged crab, which bears a thick, spiny carapace, habitually lurks in the area awaiting the funeral ships that sometimes give it a chance at a free meal, but happily attacks the PCs for fresher fare as they wait on the beach. It first surfaces about 60 feet offshore, and spends 1 round getting to the beach. If the PCs' kayaks are drawn up on the beach, the crab attacks one of the hide-covered boats first (giving the kayak the broken condition), before attacking the PCs. Not really interested in fighting for a meal, the crab flees back to the sea if reduced to 30 hit points or fewer.

SHARK-EATING CRAB

CR 7

XP 3,200

Pathfinder RPG Bestiary 50

N Huge vermin (aquatic)

Init +2; Senses darkvision 60 ft.; Perception +5

DEFENSE

AC 20, touch 10, flat-footed 18 (+2 Dex, +10 natural, -2 size)

hp 84 (8d8+48)

Fort +12, Ref +4, Will +3

Immune mind-affecting effects

OFFENSE

Speed 30 ft., swim 60 ft.

Melee 2 claws +13 (1d8+9 plus grab)

Space 15 ft.; Reach 15 ft.

Special Attacks constrict (1d8+9), darting claw

STATISTICS

Str 29, Dex 14, Con 22, Int —, Wis 12, Cha 2

Base Atk +6; CMB +17 (+21 grapple); CMD 29 (41 vs. trip)

Skills Perception +5, Swim +17; Racial Modifiers +4 Perception

SQ water dependency

SPECIAL ABILITIES

Darting Claw (Ex) Evolved for snatching fast prey, a shark-eating crab is exceptionally quick with its claws. When making a full attack, if a shark-eating crab misses with both

of its claw attacks, it gains an additional claw attack at a -2 penalty against any creature within its reach.

Water Dependency (Ex) Shark-eating crabs can survive out of the water for 1 hour per point of Constitution. Beyond this limit, a shark-eating crab runs the risk of suffocation, as if it were drowning.

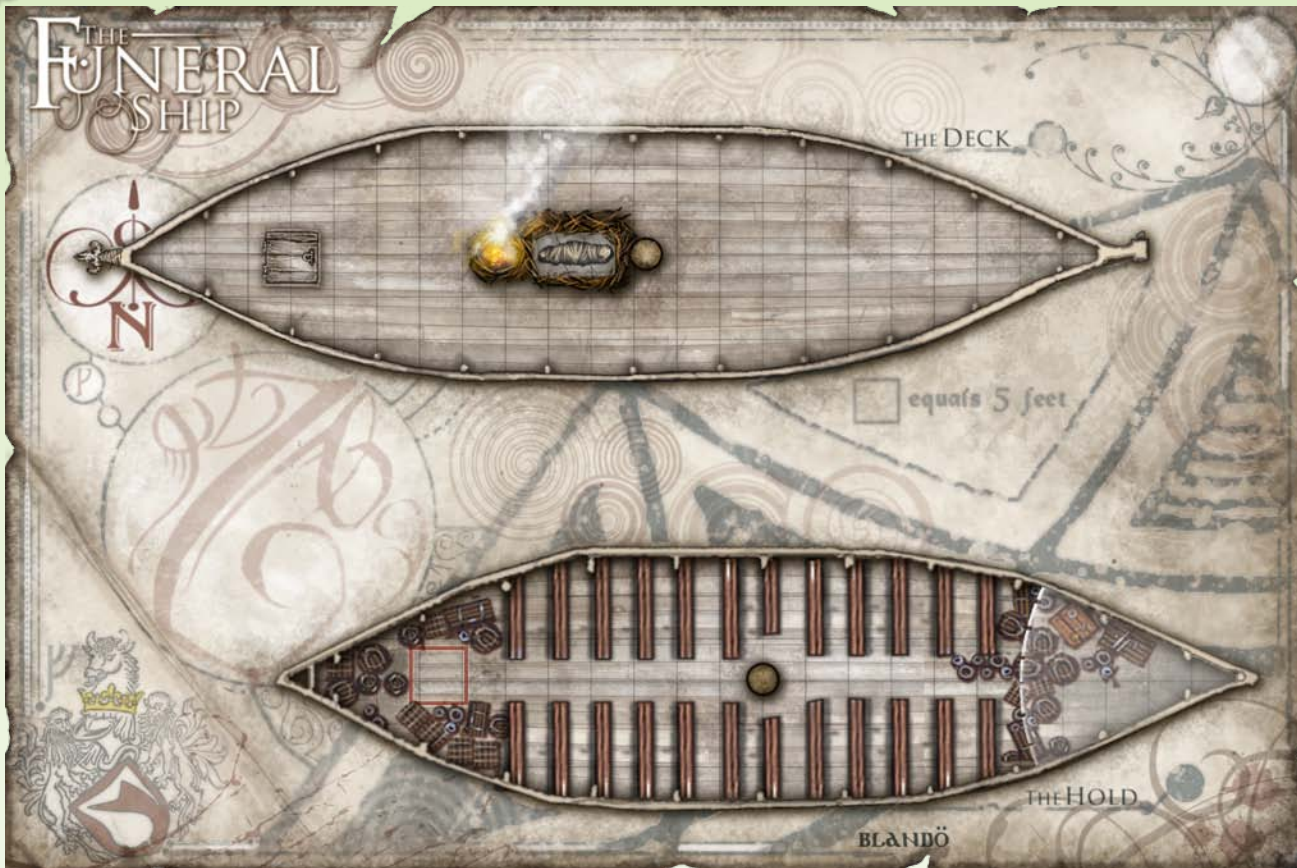
THE FUNERAL SHIP (CR 4)

Soon after the PCs defeat the giant crab, they notice the funeral ship floating by the spit in the thinning fog, a small glow on its deck marking the beginnings of the funeral pyre that will soon consume it. To reach the ship, the PCs must kayak out to the ship before it passes out of sight. The trip is short and smooth, and with Uksahkka's training, requires only a successful DC 10 Profession (sailor) or Wisdom check by at least one of the rowers for each kayak. If both rowers fail the check, their kayak turns upside down—a DC 15 Strength check is required to right the boat before its occupants drown (*Core Rulebook* 445). Fortunately, even if the kayaks do tip, the PCs' equipment is safe, since it is secured within the kayak's hull by their feet. As long as the PCs make successful checks, it takes only a few minutes to reach the funeral ship, tie off the kayaks, and board. Once on board the funeral ship, read or paraphrase the following.



SHARK-EATING CRAB

NIGHT OF FROZEN SHADOWS



The deck of the longship has been built up with planks over the old rowing benches, creating a space belowdecks. It appears that the funerary treasures have been placed in this hold, as the deck is empty save for a silent, shrouded form resting atop a bier in front of the mast, surrounded by stacked wood. A leather sack sits atop small pile of sand at the base of the bier, the glow of flame and wisps of smoke escaping from it.

A hatch at the bow of the ship leads to the hold beneath the deck. It is nailed shut, but can be pried open with a DC 15 Strength check. A DC 20 Perception check detects the faint rattle of chains coming from below, but no one responds to shouts or knocks from above. The bier is composed of stacked firewood soaked with oil, but if the burial shroud is removed from the body upon the bier, the “corpse” is revealed to be a wooden manikin—Snorri Stone-Eye’s actual corpse must be interred below with the funeral treasures.

The pile of sand on the deck is hollowed out and holds an urn of lamp oil within it. A leather bag containing burning coals has been placed over the top of the urn to act as a delayed timer for the fire. As soon as the coals burn through the leather bag, they will land in the oil, igniting the oil and the bier. Simply removing the bag of coals from the sand pile disables this timer, though it would be better for the

PCs to place it to the side so they can reset the timer to burn the ship before they leave. If the mourners on shore don’t see the ship alight soon, they’ll be suspicious and are likely to come investigate. The PCs will need to work fast and then ignite the bier as they leave if they are to avoid detection.

The hold below the main deck is a cramped space with a low, 4-foot-high ceiling, occupied by rowing benches and stacked funerary treasures. Medium and larger creatures are considered to be squeezing inside the hold.

Creature: Snorri Stone-Eye, the Mad Reaver, lurks in the hold belowdecks. Snorri now exists as a draugr captain and has been shackled to the mast by a heavy chain. Some time ago, the vile viking captain contracted a chronic wasting illness while on an uncharted island in the Steaming Sea. The disease resisted all attempts at magical healing, and as the years passed, Snorri slowly succumbed to the ailment. When he finally died of the illness, he immediately rose as a draugr captain, an undead warrior dripping with seaweed and putrid seawater. His retainers managed to contain him and sought to send him to his final rest by burning him with his ship, without letting news of the curse that had befallen his house reach the ears of others. Snorri wears an eye patch over his left eye, which covers a *nacreous gray sphere ioun stone* that was implanted into the empty socket years ago, and is the source of his epithet.

JADE REGENT

THE ULFEN HELM

Among the funeral treasures of Snorri Stone-Eye is a magnificent winged full helm. It is obviously quite valuable, and while the helm radiates both a faint aura of divination magic and a moderate good aura, it is not a magic item and cannot be identified as such. In fact, the helm was not one of Snorri's treasures at all—it is actually a cassisian angel named Helgarval.

A servant of Desna, Helgarval was summoned to the Material Plane to serve as a familiar but was stranded when its master died. Since that time, the angel has tried to do good deeds in order to gain the notice of its betters and return to its home plane of Elysium. Most recently, Helgarval stumbled upon the doings of the oni of the Five Storms in the Kalsgard area and has spent years quietly observing the oni and their agents and gathering as much information as it could. Learning of Snorri Stone-Eye's connections with the Rimerunners Guild (and thus with the Frozen Shadows), Helgarval secretly stowed away on the funeral ship, only to find itself trapped belowdecks.

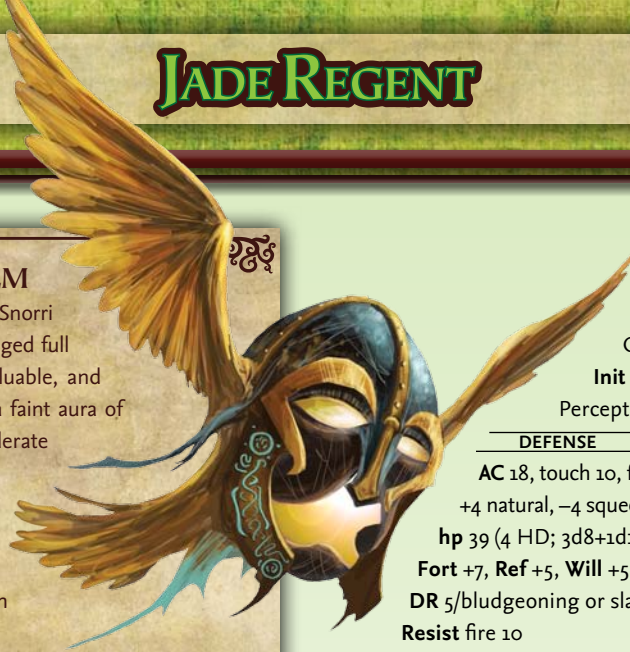
Unless recognized as a living creature (such as with a DC 12 Knowledge [planes] check, but only if a PC asks to make the check), Helgarval does not yet reveal its presence, but any nonevil individual wearing the helm receives the benefits of the angel's lesser protective aura. The angel wishes to gauge the PCs' intentions before it makes its presence known to them, but can be a valuable ally when it finally chooses to do so (see Further Investigations on page 27 for more information on Helgarval's actions when it finally reveals itself).

Although fastened to the mast, the chain is long enough to allow Snorri to move anywhere in the hold, though he is considered to be squeezing (already reflected in his stat block). When the PCs first venture into the hold, they can hear chains rattling at the far end of the hold, behind a stack of grave goods. They can trace the chain fastened to the mast to this area, but a thick mist obscures vision in the stern of the ship. If the PCs investigate, they discover that it is not Ulf Gormundr in the stern of the boat, but rather Snorri Stone-Eye himself, who attacks anyone peering over the stacked goods to see him.

SNORRI STONE-EYE

CR 4

XP 1,200



Male draugr captain
fighter 1 (*Pathfinder RPG*
Bestiary 2 110)

CE Medium undead (water)

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

Perception +9

DEFENSE

AC 18, touch 10, flat-footed 14 (+4 armor, +4 Dex, +4 natural, -4 squeezing)

hp 39 (4 HD; 3d8+1d10+21)

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

DR 5/bludgeoning or slashing; **Immune** undead traits, **Resist** fire 10

Weaknesses squeezing

OFFENSE

Speed 30 ft., swim 30 ft.

Melee mwk greataxe +8 (1d12+10/x3 plus energy drain) or slam +6 (1d10+10 plus energy drain)

Special Attacks energy drain (1 level, DC 15)

Spell-Like Abilities (CL 5th; concentration +9)

3/day—*obscuring mist*

TACTICS

Before Combat As soon as he hears movement on the deck above, Snorri casts *obscuring mist*.

During Combat Snorri swings his greataxe at the closest foe, attempting to drain levels from his living foes.

Morale Snorri fights until destroyed, pursuing opponents for as far as his chain will reach.

STATISTICS

Str 25, **Dex** 18, **Con** —, **Int** 14, **Wis** 14, **Cha** 18

Base Atk +3; **CMB** +10; **CMD** 24

Feats Power Attack, Toughness, Weapon Focus (greataxe)

Skills Climb +13, Intimidate +11, Perception +9, Profession (sailor) +9, Stealth +10, Swim +19

Languages Aquan, Common, Giant, Skald (cannot speak)

Gear masterwork chain shirt, masterwork greataxe, *nacreous gray sphere ioun stone* (*Pathfinder Campaign Setting: Seekers of Secrets* 45; provides immunity to magical aging and protects the wearer from ability score penalties from aging)

Treasure: A quick search of the ship reveals that neither Ulf Gormundr nor the sword *Suishen* is present on the ship. The funerary goods stacked in the hold are worth several thousand gold pieces, but most of the items are bulky and impossible to carry off the ship quickly and in kayaks. As a full-round action, each PC can make an Appraise check. The result of this check $\times 10$ is the value in gp of portable, nonmagical treasures each character can quickly gather before the next encounter occurs (see *Smoke on the Water* on page 25). In addition, a beautiful Ulfen helmet with gold inlays and backswept wings mounted to its sides sits near the hatch—a true viking treasure apparently worth 650 gp, but possibly

of much greater value to the PCs (see The Ulfen Helm sidebar on page 24).

HELGARVAL

CR 2

XP 600

Cassisian angel (*Pathfinder RPG Bestiary 2* 26)

hp 13

SMOKE ON THE WATER (CR 6)

After the PCs have defeated Snorri Stone-Eye and have had the chance to ascertain that their quarry is not aboard the ship (as well as to gather a few valuables if they so choose), the PCs suddenly hear the loud “whump” of lamp oil catching fire on the deck above, followed by the crackling of the wood in the bier. Whether or not the PCs delayed the timing device or removed it altogether, the funeral ship has caught fire with them still on it! While the PCs were busy with the draugr captain down below, another group boarded the ship and set it alight. As the PCs climb back up to the deck, read or paraphrase the following.

The wooden bier has become fully alight and burns brightly at midship. Beyond it in the water you can see the kayaks that brought you here cut loose and drifting out of reach. Tied off at the stern of the ship are two canoes, into which a group of black-clad, masked figures are quickly clambering.

Creatures: While the PCs were below, a group of four ninja dispatched by the Frozen Shadows arrived at the ship in two canoes. The Frozen Shadows caught wind of the PCs’ involvement in the raid on Asvig’s farm and their interest in Snorri Stone-Eye and sent the ninja to eliminate the PCs while they are stranded on the burning funeral ship. The ninja have set the ship afire and cut loose the PCs’ kayaks but have not yet made it back to their own canoes, which are tied to the stern of the ship. When the PCs emerge from the hold, the ninja quickly move to attack the PCs.

If any of the PCs did not go into the hold and stayed on the main deck, they can make opposed Perception checks against the ninja’s Stealth checks. If detected, three of the ninja engage any PCs on deck in combat, while the fourth lights the bier with a tindertwig.

At the same time, the funeral ship is on fire, centered on the 8 squares around the bier on the main deck. Unless the PCs use some means to prevent it from doing so, the fire spreads in a 5-foot-radius every 3 rounds. Anyone adjacent to a square that is aflame must make a DC 15 Reflex save each round or take 1d6 points of fire damage. Anyone occupying a square that is aflame takes 3d6 points of fire damage each round and must make a DC 15 Reflex save or catch on fire (*Core Rulebook* 444). After a square has been alight for 6 rounds, it collapses into the hold below. Anyone entering or occupying the square then takes 6d6 points of

fire damage and must make a DC 15 Reflex save to avoid catching on fire. After 18 rounds the ship begins to break up and sink, dropping everyone into the frigid waters to find their way ashore. These rules are an abbreviated version of the fire rules presented in *Pathfinder Adventure Path* #30—if you prefer a more detailed system for the spread of fire throughout the ship, you can use those rules instead of the ones presented here.

Anyone who catches on fire can dive overboard to extinguish the flames automatically, but must then contend with swimming in the cold waters (DC 10 Swim check). A DC 20 Climb check is required to clamber back onto the ship or a DC 10 Climb check is necessary to climb into one of the ninja’s two canoes. The PCs’ kayaks have drifted 75 feet away from the ship and are largely out of reach, while the rocky beach currently lies 200 feet from the ship.

FROZEN SHADOW NINJA (4)

CR 2

XP 600 each

Human ninja 3 (*Pathfinder RPG Ultimate Combat* 13)

NE Medium humanoid (human)

Init +7; **Senses** Perception +5

DEFENSE

AC 15, touch 13, flat-footed 12 (+2 armor, +3 Dex)

hp 20 each (3d8+3)

Fort +2, **Ref** +6, **Will** +0

OFFENSE

Speed 30 ft.

Melee mwk siangham +6 (1d6+2) or dagger +5 (1d4+2/19–20)

Ranged mwk shortbow +6 (1d6/x3) or dagger +5 (1d4+2/19–20)

Special Attacks sneak attack +2d6

TACTICS

During Combat The ninja attempt to trap the PCs against the fire and prevent them from reaching the canoes, making sneak attacks if the opportunity presents itself.

As the fire spreads, the ninja avoid the flames, using their shortbows if necessary.

Morale The ninja fight to the death to prevent the PCs from escaping from the burning ship.

STATISTICS

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

Base Atk +2; **CMB** +4; **CMD** 17

Feats Improved Initiative, Stealthy, Weapon Finesse

Skills Acrobatics +9, Bluff +6, Climb +8, Disable Device +11, Disguise +7, Escape Artist +11, Knowledge (local) +7, Perception +5, Sleight of Hand +9, Stealth +13 (+14 when stationary), Swim +8

Languages Common, Skald, Tien

SQ ki pool (1 point), ninja tricks (fast stealth), no trace +1, poison use

Combat Gear *fugitive's grenade* (see page 60), *potions of vanish** (2), *tindertwigs* (2); **Other Gear** leather armor, dagger, masterwork shortbow with 20 arrows, masterwork siangham, shinobi shozoku (see sidebar), jade raven statuette (worth 50 gp), masterwork thieves' tools

SPECIAL ABILITIES

Fast Stealth (Ex) A ninja can move at full speed using the Stealth skill without penalty.

Ki Pool (Su) A ninja has a pool of *ki* points, supernatural energy she can use to accomplish amazing feats. As long as she has at least 1 point in her *ki* pool, a ninja treats any Acrobatics skill check made to jump as if she had a running start. By spending 1 point from her *ki* pool, a ninja can make one additional attack at her highest attack bonus, but she can do so only when making a full attack. In addition, she can spend 1 point to increase her speed by 20 feet for 1 round. Finally, a ninja can spend 1 point from her *ki* pool to give herself a +4 insight bonus on Stealth skill checks for 1 round. Each of these powers is activated as a swift action.

No Trace (Ex) A ninja learns to cover her tracks, remain hidden, and conceal her presence. The DC to track a ninja using the Survival skill increases by +1. In addition, her training gives her a +1 insight bonus on Disguise skill checks and on opposed Stealth checks whenever she is stationary and does not take any action for at least 1 round.

Poison Use (Ex) A ninja is trained in the use of poison and cannot accidentally poison herself when applying poison to a weapon.

* See the *Advanced Player's Guide*.

Development: If the PCs defeat the ninja and remove any of their masks, the attackers are revealed to be Tian men and women, though there is nothing else to further identify them. A DC 20 Knowledge (local) check recognizes the jade raven statuettes carried by each of the ninja as a symbol of the Frozen Shadows, a guild of thieves and assassins in Kalsgard. Defeating the ninja earns the PCs 2 NP. If any of the ninja escape alive, the PCs gain 4 NP instead.

THE SHRINE OF SHELYN (CR 5)

At this point, the PCs have yet to locate either *Suishen* or Ulf Gormundr, and are now likely aware that they have hidden enemies among the Tian expatriates of Kalsgard. With no further leads, the PCs have little choice but to enter the Fire Quarter and find Uksahkka at the shrine of Shelyn, using the clay token she gave them. Unfortunately, the PCs (and Uksahkka) have garnered the attention and antipathy of the Frozen Shadows.

As the PCs approach on the street leading to the shrine of Shelyn, read or paraphrase the following.

The sounds of screams and the crashing of tumbling masonry roll down the street over the normal noises of the crowd.

Ahead, above the press, the shrine of Shelyn slowly sways and then collapses into the street, dumping its facade of stone and mortared brick on those unfortunates below, resulting in another wave of screams of pain and fear.

Creatures: While the PCs have searched for *Suishen* and Ulf Gormundr, the Frozen Shadows have been busy as well, ambushing the PCs at Snorri Stone-Eye's funeral ship and following Uksahkka to the shrine of Shelyn. Once they tracked her there, the blood-feather raven Wodes used a scroll to summon an earth elemental to assault the shrine. As the PCs draw near the shrine, they see a Large earth elemental pounding away at the building and quickly reducing it to rubble. An elderly Tian priest lies injured on the street nearby. A DC 18 Perception check notices the blood-feather raven perched atop the building across the street. When the PCs arrive, the raven commands the elemental to turn its attacks upon the PCs, then flaps out of view behind the building and disappears. Although the earth elemental is a summoned creature, the PCs should receive the full amount of XP for defeating the creature. The earth elemental has spent 2 rounds attacking the shrine, and remains for 7 more rounds before disappearing.

LARGE EARTH ELEMENTAL

CR 5

XP 1,600

hp 68 (*Pathfinder RPG Bestiary* 122)

Development: The old priest **Yin-Po** (NG male human cleric of Shelyn 5) is unconscious but only slightly wounded. If revived, he relates that the elemental suddenly appeared and attacked his shrine only moments before the PCs' arrival. He was caught off guard and could not stop the devastation. Yin-Po mentions that he saw a large raven with a blood-red feather across the street just before the attack and notes that such a creature is considered a powerful omen among his people, but he did not see where it went. If shown the clay chit given to them by Uksahkka, Yin-Po quickly ushers the PCs through the rubble into an alley behind the shrine. He guides them to a secret door to the hidden cellar where Uksahkka is hiding, but the door has been battered down and Uksahkka is nowhere to be found. Apparently the elemental's attack was a distraction so that unknown agents could gain access to the hiding Varki tracker.

A DC 17 Perception check made while searching the cellar notices a large black feather lying in a corner. The feather is much too large to be that of a normal raven or even the large blood-feather raven seen earlier. Canny PCs might think of the *yamabushi tengu* Kikonu they faced in Brinewall, and in fact, the feather was left by *tengu* ninja of the Frozen Shadows sent here to kidnap Uksahkka.

A DC 25 Perception check discovers one final clue in the cellar: a blowgun dart treated with blue whinnis poison

(identifiable with a DC 14 Craft [alchemy] check). If the poison is successfully identified, the PCs should realize that Uksahkka was probably knocked unconscious and kidnapped, rather than killed, but where she was taken remains a mystery.

The PCs gain 1 NP for fighting the earth elemental. Yin-Po will provide his healing abilities to the PCs for free in thanks for their help, but he has no further assistance to offer them.

FURTHER INVESTIGATIONS

The only lead the PCs likely have at this point is the black feather found in Uksahkka's safe house, and perhaps whispers of various people's connections with the Rimerunners Guild.

Questions pertaining to large raven feathers or black-garbed assassins coupled with a DC 20 Diplomacy or Intimidate check (asking in the Jade Quarter reduces the DC to 10) reveal that a thieves' guild known as the Frozen Shadows has come to prominence in Kalsgard in recent years. Its members are rumored to have almost supernatural abilities in stealth and assassination and often leave a large black feather as a calling card (actually just the result of the tengu ninja molting because of the frigid climate of Kalsgard). No one knows where the guild is headquartered, however, and such inquiries earn the PCs 1 NP (double that if they used Intimidation rather than Diplomacy).

Fortunately for the PCs, they have one additional ally that they are likely unaware of. The cassisian angel Helgarval has been investigating the oni presence in Kalsgard for some time. The battle at the shrine of Shelyn convinces Helgarval of the party's good intentions, so it reveals itself to them at an appropriate time, giving the PCs the broad strokes of its purpose. Helgarval hasn't been able to learn much more than the PCs, but it has gleaned one vital piece of information: The Rimerunners Guild, a powerful trading guild in Kalsgard, is actually a front for the Frozen Shadows thieves' guild, who it believes are agents of the Five Storms oni from far-off Minkai. In addition, Helgarval has learned that a blood-feather raven (perhaps the same one the PCs have already encountered on multiple occasions) is known to be the familiar of a local spellcaster named Goti Runecaster, and that Goti is a close associate and advisor to Thorborg Silverskorr, head of the Rimerunners Guild.

Although the PCs have no hard evidence to tie Silverskorr and the Rimerunners to the Frozen Shadows, the theft of *Suishen*, or the disappearances of Ulf Gormundr and Uksahkka, it is highly likely that the PCs could learn something of interest from a more thorough investigation of the Rimerunners Guild, which is sure to have evidence held in a safe or somewhere else in its guildhall.

FROZEN SHADOWS EQUIPMENT

The members of the Frozen Shadows carry several items of Tian gear that the PCs may not have encountered before.

Katana: These swords are noted for their wickedly sharp yet slender, gently curved blades, designed to make graceful hacking strokes capable of severing opponents' heads and limbs. Though finely balanced, these blades are difficult to master. Characters can use a katana two-handed as a martial weapon, but must take the Exotic Weapon Proficiency (katana) feat to use it one-handed. When a katana delivers a coup de grace, it gains +4 to damage when calculating the DC of the Fortitude saving throw to see whether the target of the coup de grace dies from the attack. The bonus is not added to the actual damage of the coup de grace. A katana is a one-handed exotic melee weapon that deals 1d8 points of slashing damage and has a critical modifier of 18–20/x2. A katana costs 50 gp and weighs 6 lbs.

Shinobi shozoku: This is a close-fitting bodysuit of dark fabric, favored by ninja and assassins. It is of masterwork quality and grants a +2 circumstance bonus on Stealth checks while worn. A shinobi shozoku costs 50 gp and weighs 2 lbs.

Tetsubo: A slight improvement over the greatclub, this weapon consists of a long, slender length of wood whose upper half is shod with a thick sheet of studded iron. A tetsubo is a two-handed exotic melee weapon that deals 1d10 points of bludgeoning damage and has a critical modifier of x4. A tetsubo costs 20 gp and weighs 10 lbs.

Wakizashi: These short, slender blades are between 1 to 2 feet long. They are primarily used as back-up weapons, to decapitate defeated enemies, or to commit seppuku (ritual suicide) as a matter of honor. Like the katana, a wakizashi has an increased Fortitude save DC when delivering a coup de grace. A wakizashi is light exotic melee weapon that deals 1d6 points of piercing or slashing damage and has a critical modifier of 18–20/x2. A wakizashi costs 35 gp and weighs 2 lbs.

THE RIMERUNNERS GUILD

Specializing in trade with Tian Xia over the Crown of the World as well as along the rivers of the Lands of the Linnorm Kings, the Rimerunners Guild is extremely influential in and around Kalsgard, with many local merchants and their retainers and much of the local economy beholden to it. A DC 10 Diplomacy check to gather information or DC 20 Knowledge (local) check reveals that a merchant of high repute named Thorborg Silverskorr leads the guild, but she is rarely seen in public, and has numerous connections with the wealthy and powerful of Kalsgard,

including Linnorm King Sveinn Blood-Eagle himself. The Rimerunners' guildhall is located on the waterfront in the Jade Quarter, and is staffed by dozens of well-armed guards, both day and night.

If the PCs come to the Rimerunners Guild in search of more information about the ship *Aril's Hammer*, the clerk on duty merely states that the *Aril's Hammer* was stolen from the guildhall's docks several nights ago (3 nights before the attack on the PCs' camp at Skalsbridge) and has not been seen since. If questioned about Asvig Longthews or Snorri Stone-Eye, the clerk briskly explains that the guild's list of clients and agents is confidential. The clerk will not confirm either man's connection with the guild, but neither will he deny such connections. If the PCs come in search of Uksahkka, or at Helgarval's behest, a meeting with one of the guild's clerks elicits no more information than the PCs have already gleaned. Clearly the PCs will need to do more than just ask a few questions to find the answers they seek.

INVESTIGATING THE RIMERUNNERS

The Rimerunners are powerful and influential (as well as a possible front for a guild of thieves and assassins), and are likely far too powerful for the PCs to confront directly. In addition to the normal guards posted throughout the guildhall, dozens of armed guards, members of the city watch, and witnesses may be found near the guildhall at any time during the day, making any sort of direct frontal assault unwise at best. Nevertheless, if the PCs wish to try such a tactic, see *Members of the Guild* on page 29 for details of the guild's daytime staff. At the same time, Thorborg Silverskorr and Goti Runecaster are seldom seen in public, so locating them individually is likely out of the question. This leaves the PCs with a few options for how to proceed: they can attempt to break into the guildhall at night when it is most lightly staffed, try to sneak in by stealth, or attempt to use deception to obtain more information from unsuspecting clerks.

Breaking and Entering: If the PCs break into the guildhall at night by stealth, see *Members of the Guild* on page 29 for the locations and actions of the guild's guards. If the PCs are detected and captured by the guards, they will be handed over to the city watch to await a hearing before the king's council. In this case, you will need to modify the adventure accordingly to engineer an escape opportunity for them.

Fast-Talking a Clerk: Alternatively, the PCs can attempt to obtain information about the guild's goings-on by subtly interrogating one of the guild's clerks, but they need to have at least a pretense of being at the guild on actual business. The PCs might look to Fynn Snaevald or Sandru Vhiski for assistance with this. In addition, the PCs need to look like merchants and businesspeople, not armed adventurers. A DC 10 Diplomacy check gains an audience

with a guild clerk, while a DC 20 Diplomacy check (or a legitimate business proposition of at least a 3,000 gp value) obtains a private meeting with a guild factor in area **B4**. With Sandru's help, the PCs can automatically gain an audience with a clerk, while a DC 15 Diplomacy check nets them a meeting with a factor.

Once the PCs have successfully gained an audience with a clerk or factor, they must make another Diplomacy check in order to casually mine for information in regard to Thorborg Silverskorr, Goti Runecaster, recent unusual activities in the guild, and the like. Pointed questions about thieves' guilds, the Frozen Shadows, kidnappings, or similar topics only result in startled blank stares (the clerks and factors truly know nothing about such things) and incur a -2 penalty on all subsequent Diplomacy checks. Using Intimidate or making accusations likewise fails to reveal anything and imposes a -5 penalty on further Diplomacy checks. The PCs must succeed at a DC 30 Diplomacy check (each PC present may attempt the check once) to obtain the information detailed under *Development* on page 30. If a PC attempts to aid another, that PC may not make her own Diplomacy check later. Apply the following modifiers to the PCs' Diplomacy checks as necessary.

DC Modifier	PC Actions
Failed use of charm or other mind-affecting magic	-5
Using Intimidate or making accusations	-5
Questioning about criminal activities	-2
Offering bribe; bonus is per 10 gp in value of the bribe offered (+5 maximum)	+1
All PCs wear appropriate merchant attire (at least equal to courtiers' outfits in quality)	+2
Affiliation with a reputable merchant (Fynn Snaevald, Sandru Vhiski's caravan, etc.)	+2
Convincing roleplay (GM's judgment)	+1 to +3
Gaining audience with a factor	+3
Successful DC 15 Bluff check	+5
Successful use of charm or other mind-affecting magic	+10

THE RIMERUNNERS GUILDHALL

The Rimerunners guildhall has exterior masonry walls 2 feet thick (DC 20 Climb check to scale), with a roof of sturdy shake shingles (treat as a 6-inch-thick wooden wall). The chimneys are lead pipes only 8 inches in diameter, and stout wooden shutters and iron bars block all of the windows (treat as portcullises that cannot be opened). All doors and window shutters are of strong wooden construction, and the doors are locked and shutters barred at night (hardness 5, hp 20, Break DC 25, Disable Device DC 25). The day manager carries keys to all of the doors in the guildhall, as well as the key to the safe in area **B9**, while the night guards carry keys to all doors except those in area **B2**.

NIGHT OF FROZEN SHADOWS

The following descriptions outline the main areas of the Rimerunners' guildhall.

B1. Front Office: A long counter runs across the front of this room. Brass bars extend from this counter to the ceiling, with only small "teller windows" allowing transfer of items. A locked gate (hardness 10, hp 60, Break DC 25, Disable Device DC 25) blocks access behind the counter. A wooden railing surrounds the elevated floor behind the counter. Clerks sit on stools behind the counter, while factors work at desks on the raised area.

B2. Manager's Office: The guild's day manager works here during daylight hours and locks up when he leaves. It contains a cloak tree, a desk, and a few mundane records (but nothing of importance).

B3. Closet: This closet holds only mundane office supplies. A DC 23 Perception check locates a secret trap door in the ceiling, but a DC 18 Perception check notices worn spots at the edges of the shelves where they are used as a ladder to reach the ceiling hatch.

B4. Meeting Room: These rooms contain long tables surrounded by chairs for private meetings.

B5. Guest Chamber: These simple but comfortably appointed rooms are for important guests of the guild or can be rented out by guild members for 5 gp per night. The eastern room (area **B5a**) is currently unoccupied, but the western room (area **B5b**) has been converted into a makeshift prison for Uksahkka until she is transferred to Ravenscraeg.

B6. Dormitory: Seven simple beds and chests occupy this dormitory, and are used by the guildhall's security force, as well as by guests of the guild.

B7. Storage Closet: This closet holds only mundane supplies and storage.

B8. Counting Rooms: The guild's merchant factors use these small offices, which contain desks, counting tables, and a few chairs. There is 50% chance that 1–2 factors occupy each room during the day. The rooms are empty at night.

B9. Secure Storage: A heavy, locked iron strongbox stands against the north wall (DC 30 Disable Device check to open). The day manager holds the only key. Within the strongbox are gold bullion and coins totaling 2,000 gp in value, as well as important ledgers and paperwork (see Development on page 30 for details on these documents).

MEMBERS OF THE GUILD

The Rimerunners Guild has hundred of members throughout the Lands of the Linnorm Kings and beyond, but their guildhall in Kalsgard only has about two dozen staff in total.

Creatures: During the day, three clerks, two factors, and two Rimerunners guards occupy the front office (area **B1**), with an additional guard posted at each exterior door. The guild's day manager works in area **B2**, while six off-duty

guards rest in area **B6**. In addition, there are always at least dozen guards and city watchmen within hailing distance of the guildhall during the day.

At night, only six Rimerunners guards are present in the guildhall. Four guards occupy area **B6** (three of whom are asleep and unarmored), while two guards patrol the guildhall, unlocking and relocking each interior door they come to (with the exception of area **B2**—though they will break down these doors if they hear anyone within). The guards on patrol take 10 on their Perception checks and make a complete circuit through the building every 15 minutes. If they detect intruders, they raise the alarm, alerting the sole awake guard in area **B6**, who wakes the others and then throws a special alchemically treated log on the fire in the dormitory. This causes bright red sparks to fly from the chimney of the building and attracts patrols of city guards and more Rimerunners guards. These reinforcements arrive in 10 minutes, during which time the PCs will have to engineer their escape to avoid capture.

DAY MANAGER CR 5

XP 1,600

Traveling merchant (*Pathfinder RPG GameMastery Guide* 285)
hp 31

GUILD CLERKS (3) CR 1

XP 400 each

Shopkeep (*Pathfinder RPG GameMastery Guide* 284)
hp 13 each

GUILD FACTORS (2) CR 5

XP 1,600 each

Traveling merchant (*Pathfinder RPG GameMastery Guide* 285)
hp 31 each

RIMERUNNERS GUARDS (6) CR 3

XP 800 each

Human fighter 4
LN Medium humanoid (human)
Init +2; **Senses** Perception +7

DEFENSE

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

hp 34 each (4d10+8)

Fort +5, **Ref** +3, **Will** +2; +1 vs. fear

Defensive Abilities bravery +1

OFFENSE

Speed 30 ft.

Melee mwk greatsword +9 (2d6+6/19–20) or

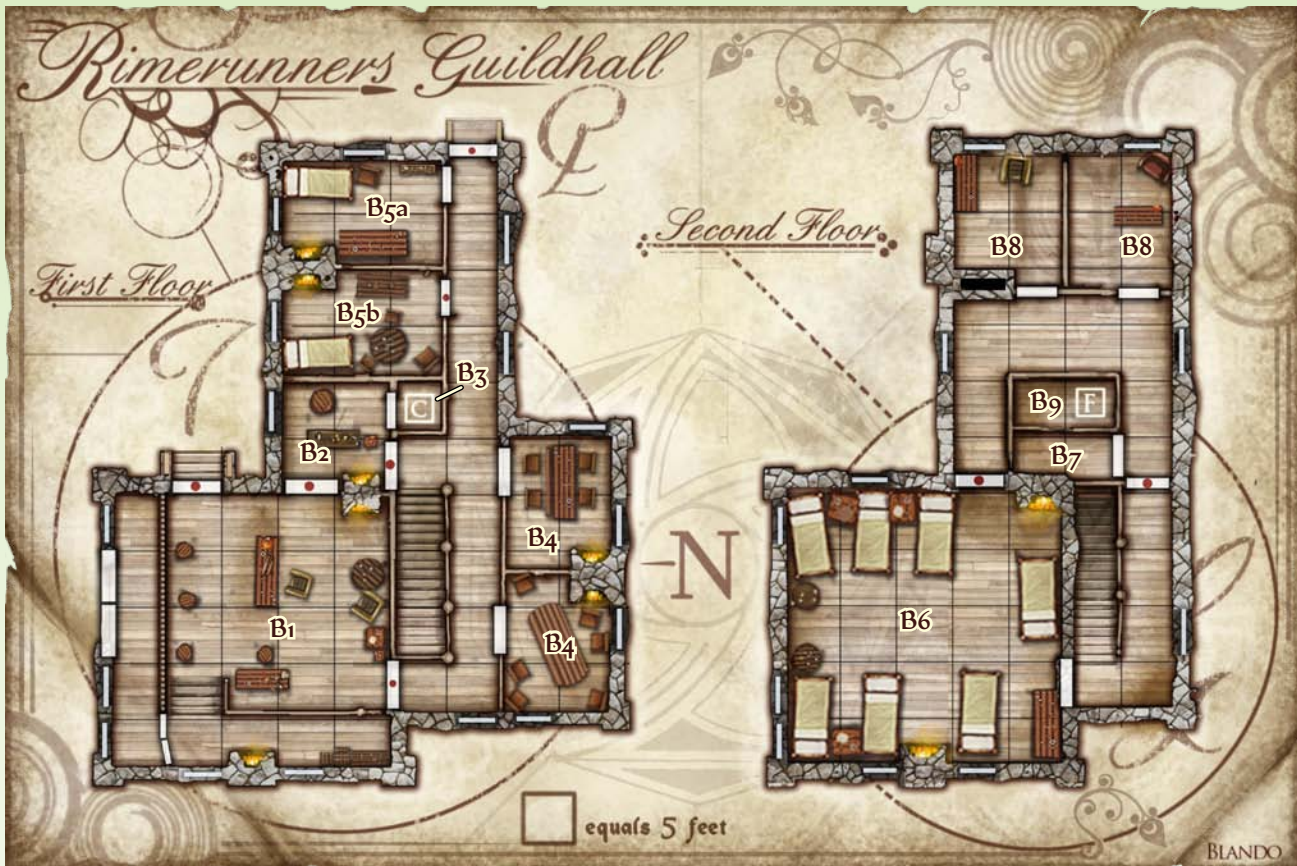
sap +7 (1d6+3 nonlethal)

Ranged javelin +6 (1d6+3)

TACTICS

During Combat The guards try to intimidate opponents before attacking with their greatswords.

JADE REGENT



Morale The guards are well paid and loyal, fighting until at least half of them are killed or incapacitated, at which point they retreat outside and attempt to contain intruders within the building until reinforcements arrive.

STATISTICS

Str 16, **Dex** 14, **Con** 13, **Int** 10, **Wis** 12, **Cha** 10

Base Atk +4; **CMB** +7; **CMD** 19

Feats Alertness, Combat Reflexes, Dazzling Display, Power Attack, Weapon Focus (greatsword), Weapon Specialization (greatsword)

Skills Intimidate +7, Perception +7, Sense Motive +7

Languages Common

SQ armor training 1

Combat Gear *potion of cure light wounds*; **Other Gear** chainmail, masterwork greatsword with silver pommel cap (pommel cap worth 20 gp), 3 javelins, sap, pouch with 1d10x5 gp

Development: If the PCs sneak into area **B9** and open the strongbox there, they find many mundane business documents and financial records of the guild. With time to go through the documents, the PCs can easily confirm that the *Aril's Hammer* was rented to Asvig Longthews on the night of the attack at Skalsbridge, and that he was contracted by the guild to “acquire a Tian antique” from a specific address recognizable as that of Fynn Snaevald’s house (a reference to Asvig’s theft of *Suishen*). More importantly, a

DC 15 Perception check locates ledgers detailing financial transactions transferring large sums of money over the last few years (as well as the aforementioned “Tian antique”) to a location called Ravenscraeg. These “development expenses” were all personally approved by Thorborg Silverskorr—not a smoking gun in and of itself, but certainly evidence that this Ravenscraeg and its secrecy is of importance to Silverskorr. A DC 20 Perception check reveals that the Rimerunners purchased Ravenscraeg from Snorri Stone-Eye 3 years ago. If the PCs succeed in stealing the documents without getting caught or leaving behind evidence of their infiltration, their NP score is unchanged. If they succeed but leave behind evidence (broken doors, unconscious guards, etc.), they gain 3 NP. If the alarm is raised during the PCs’ attempt, they gain 5 NP. If any PCs are captured, they instead gain 8 NP.

If the PCs succeed at the Diplomacy check to question a guild clerk or factor, in addition to acquiring a large amount of mundane gossip about the Kalsgard business scene, they learn that Thorborg Silverskorr purchased an old hall outside of town called Ravenscraeg from Snorri Stone-Eye a couple years ago and that Silverskorr has been spending a great deal of the guild’s money on refurbishing and developing the building. Nobody knows exactly what’s going on at Ravenscraeg, but based on the funds involved, the secrecy surrounding the project, and Silverskorr’s personal involvement, it must be something big for the

guild's future. The PCs gain 1 NP for each failed Diplomacy check while questioning a guild clerk.

If the PCs find Uksahkka in area **B5b**, the Varki tracker has been roughed up some, but is otherwise none the worse for wear. She can tell the PCs that she overheard her captors speaking about transferring her to a place called Ravenscraeg, where Ulf Gormundr is also apparently being held. She will not accompany the PCs there, however, as her recent experiences have soured her on life in Kalsgard. She is ready to wash her hands of the entire business, and plans to leave the city as soon as possible.

Story Awards: If the PCs rescue Uksahkka from the Rimerunners Guild, award them 1,200 XP. If the PCs manage to sneak into the guild and recover the documents in area **B9** without raising the alarm, award them 2,400 XP. Likewise, if they successfully question one of the guild's clerks or factors, award the PCs 2,400 XP.

PART THREE: ASSAULT ON RAVENS CRAEG

Once the party has learned of Thorborg Silverskorr's interest in Ravenscraeg (and the possibility that both *Suishen* and Ulf Gormundr might be there), they have little trouble finding out more about it. A DC 15 Knowledge (local) check or DC 20 Diplomacy check to gather information learns that Ravenscraeg was the hall of the Mad Reaver Snorri Stone-Eye. It is called Ravenscraeg because it lies high among the rocky crags south of Kalsgard, accessible only to the eponymous ravens that roost atop its ridgepole, save for a perilous stair that climbs the cliff face to the hall above. Nobody in his right mind went to Ravenscraeg while the Mad Reaver inhabited it, but according to rumor, it has been purchased by a mysterious new owner.

Ravenscraeg lies 2 days' walk south of Kalsgard in the craggy hills near the Grungir Forest. Once its location is known, the journey to Ravenscraeg can be made in 1 day on horseback or 2 days on foot. The trail passes through boggy terrain south of Kalsgard dotted with small copses and shale hillocks. The gray line of craggy hills is visible to the south and beyond them the green forest. In addition to the encounter provided below, you can also check for random encounters during the trip to Ravenscraeg. Likewise, if the PCs have accumulated sufficient NP, the journey to Ravenscraeg is the perfect opportunity for Omoyani to strike (see Omoyani's Deadly Kiss on page 14).

GUARDIAN OF THE TRAIL (CR 5)

This encounter occurs approximately halfway to Ravenscraeg.

The trail winds its way through green bogs here. Swaying cattails grow thick in a shallow pool beside the muddy path, and tiny, colorful flowers dot the water's surface.

Creature: The pool beside the path contains an ochre jelly, which lurks just below the surface to prey on passersby. The Frozen Shadows have left the ooze here to guard the path to Ravenscraeg, and trek overland through the bogs to go around its territory. The jelly attacks anyone who passes its pool with a pseudopod. The jelly tirelessly pursues prey until it either catches a meal or is reduced to fewer than 15 hit points, at which point it slinks off into the bogs to hunt another day.

OCHRE JELLY

CR 5

XP 1,600

hp 63 (*Pathfinder RPG Bestiary* 218)

Treasure: A human skull and spinal column lie hidden in the muck near the cattails (DC 23 Perception check to notice). A silver necklace with nine black pearls worth 900 gp still hangs around the unfortunate victim's neck.

RAVENS CRAEG

When the PCs first approach Ravenscraeg, read or paraphrase the following.

The hills rise sharply ahead into a steep and craggy shale escarpment hundreds of feet high. Tucked into a narrow defile between two of these crags is a stone-and-timber longhall and tower, weathered and gray. The hall stands nearly one hundred feet above the base of the cliff, with only a single wooden stair climbing in a series of switchbacks up the cliff face to its front gate. All is silent save for the raucous caws of the ravens that congregate atop the hall's tower and ridgepole high above.

Snorri Stone-Eye built Ravenscraeg as an impregnable sanctuary. The Mad Reaver claimed that his magical artificial eye gave him the "second sight," allowing him to peer into both the past and the future and see the way things were and the way things would be. He predicted that there would come a time when the very gods waged war against each other upon Golarion and the Rough Beast would slip his chains to ravage the world. Stone-Eye claimed that only those who were prepared would be spared the devastation and enjoy the fruits of a world ripe for conquest when the gods had destroyed themselves and the dust had settled. The Mad Reaver would weather the storm in this safehold, from which he would emerge as the strongest power in the North.

On a voyage into the Steaming Sea in search of magical artifact to protect his fortress, Snorri contracted an illness that defied all attempts at healing and ultimately killed him. Snorri grew progressively worse over the years, losing even the ability to speak. He moved into a townhouse in Kalsgard, where he finally succumbed to his illness and rose again an undead draugr captain. With their liege-lord

RAVENS CRAEG ON ALERT

The encounter areas in this section present the occupants of Ravenscraeg in their usual locations. If they have been alerted to the PCs' presence, however, they move to other locations to better deal with intruders, as described below.

Area C4: The ninja from area C8 move into area C4, hiding among the tables on the balconies to ambush the PCs. The ninja do not engage the PCs while the raven swarms remain in the room unless their hiding places are discovered by the PCs, at which point they attack normally (the ravens do not attack the ninja). In addition, any thug or ninja reinforcements are stationed here to fend off further incursions.

Area C6: Two thugs from area C7 led by Jorgan the Axe (see area C16) wait in this room to rush out and take the PCs by surprise after they deal with the ravens and ninja.

Area C8: Six thugs from area C7 wait here. The thugs are terrified of the raven swarms and do not emerge from their rooms for any reason as long as the swarms remain in area C4.

Area C15: The four thugs from area C11 are posted on this landing to guard access to the upper reaches of the tower. The thugs attempt to pin the PCs on the stairs and force them over the rail if possible.

gone, Snorri's few remaining retainers sold Ravenscraeg at a fire sale price to the Rimerunners Guild.

Although the Five Storms have had a presence in Kalsgard for many years, they have truly blossomed only recently, when the ogre mage Kimandatsu took on the persona of Thorborg Silverskorr. With the purchase of Ravenscraeg, Thorborg has been quietly diverting resources from the Rimerunners Guild to transform Ravenscraeg into a secure headquarters for the Frozen Shadows and a permanent base from which to conduct their training and plan their operations.

The PCs' raid upon Ravenscraeg may take several attempts and could involve trips back to Kalsgard. Each time the PCs leave Ravenscraeg with any of the Frozen Shadows' leaders (Kimandatsu, Goti Runecaster, Jorgan the Axe, Omoyani, or Wodes) alive, they gain 4 NP. In addition, each day that the PCs are absent from Ravenscraeg, the surviving leaders are able to call in reinforcements from Kalsgard and the surrounding area with messenger ravens. The table below gives the rate at which reinforcements arrive. The results are cumulative (i.e., daily reinforcements continue to occur even on days when weekly reinforcements arrive, etc.) until their maximum has been reached. Once all of the leaders have been killed, these reinforcements no longer arrive. If the PCs station guards at the bottom of the cliff stair, these reinforcements can be intercepted before reaching the hall (except the trolls, who arrive via area C12). Otherwise, the reinforcements

are integrated into the garrison into a layered defensive deployment to ward against further incursions, and the PCs must face them when they enter Ravenscraeg again.

RAVENS CRAEG REINFORCEMENTS

Time Elapsed	Reinforcements
1 day	1d4 Frozen Shadow ninja (maximum 10; see page 25) and 1d6 Frozen Shadow thugs (maximum 20; see area C7)
3 days	1d3 Frozen Shadow monks (maximum 9; see area D6) and 1d2 tengu ninja (maximum 8; see area C3)
7 days	1d2 trolls (maximum 4; see area D5)

FEATURES OF RAVENS CRAEG

All doors within Ravenscraeg are considered to be strong wooden doors but do not have locks unless otherwise noted (hardness 5, hp 20). Secret doors are made of stone. Arrow slits and windows have good wooden shutters that can be latched from within (hardness 5, hp 15, Break DC 18, Disable Device DC 15). Walls are composed of masonry when not hewn directly from the stone scarp, except the upper floors of the tower, which are constructed of timber. The roof of the longhall is composed of wooden shingles while the tower has a thatch roof. Ceilings are generally 10 feet high throughout the fortress unless otherwise noted. Windows as well as torches set in sconces illuminate the upper levels of Ravenscraeg. The dungeon levels are not lit unless otherwise noted.

The only approaches to Ravenscraeg are by the stairs at area C1, by the secret trail from Grungir Forest (area C12), by air, or by scaling the escarpment itself. The rock of the escarpment is rough and lichen-covered, requiring a DC 18 Climb check to scale. Climbing the crags or approaching the hall by air both have a chance of attracting attention from the tower roof (see area C22).

C. RAVENS CRAEG HALL

These areas are those aboveground levels that constitute Ravenscraeg's longhall and tower (see map on page 36).

C1. THE WOODEN STAIR

A rickety wooden stair climbs the cliff face in a series of switchbacks to a fortified hall ninety feet above. The stairs and rails are built of timber planks, silver with age, and climb haphazardly through a series of railed landings on their winding ascent. In some places the stairs and landings are secured directly to the rock face, and in others they hang free upon wooden supports and buttresses driven into the rock. Lichens and moss cover the stairs and rocks, with pale vines, roots, and blooms of nightshade, willowherb, and bog tea sprouting from occasional crevices in the stone.



The stairs and landings groan when trod upon and sway alarmingly in the wind but are otherwise stable. The stairs are 5 feet wide, steep, and slightly slippery, and they count as difficult terrain, though the landings do not. The landings are positioned at odd intervals, so there is no set length of stairs between each. There are a total of seven landings in the staircase (area C2 is the fourth and area C3 is the seventh and final landing).

C2. FOURTH LANDING (CR 5)

A short flight of stairs rises to a landing abutting the cliff face. A small hollow in the rock is plastered over with what looks like a huge wasp nest.

This landing stands 50 feet above the ground.

Creature: The nest is the home of a spider eater, a monstrous insectile beast the size of a horse with the head of a spider, a giant stinger, and two long arms tipped with wickedly sharp pincers. While the spider eater frequently hunts in the Grungir Forest for its favorite prey, the Frozen

Shadows have made a deal with the creature to guard the approach to Ravenscraeg in exchange for regular payments of food. The spider eater ignores tengus or anyone bearing a jade raven amulet, but attacks anyone else attempting to climb the stairs.

SPIDER EATER

CR 5

XP 1,600

N Large magical beast

Init +2; **Senses** darkvision 60 ft., low-light vision, scent; Perception +15

DEFENSE

AC 18, touch 12, flat-footed 15 (+2 Dex, +1 dodge, +6 natural, -1 size)

hp 52 (5d10+25)

Fort +9, **Ref** +6, **Will** +2

OFFENSE

Speed 30 ft., fly 60 ft. (good)

Melee bite +9 (1d8+5), 2 pincers +4 (1d6+2), sting +9 (1d6+5 plus poison)

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

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SPIDER EATER

Special Attacks implant, poison

Spell-Like Abilities (CL 10th; concentration +10)

Constant—*freedom of movement*

TACTICS

During Combat The spider eater hovers near the stairs, attempting to paralyze climbers with its poisonous sting.

Morale The spider eater flies off if reduced to 20 hit points or fewer.

STATISTICS

Str 21, **Dex** 14, **Con** 21, **Int** 3, **Wis** 12, **Cha** 10

Base Atk +5; **CMB** +11; **CMD** 24

Feats Dodge, Hover, Skill Focus (Perception)

Skills Fly +8, Perception +15

SPECIAL ABILITIES

Implant (Ex) Female spider eaters hatch their eggs inside of a live host. The host must be under the effect of their paralytic poison and be Large or larger. Incubation usually lasts no longer than 6 weeks, at which point the young eat their way out of the host, killing it in the process.

Poison (Ex) Sting—injury; *save* Fort DC 17; *frequency* 1/minute for 5 minutes; *effect* paralysis 1d6+5 weeks; *cure* 1 save.

Development: Once the PCs have engaged the spider eater, tengu ninja from area C4 emerge to attack the PCs. See area C3 for details on this ambush.

C3. MAIN LANDING (CR 6)

This wide porch surmounts the rickety conglomeration of stairs and landings below, providing a panoramic view of the boggy plains that extend to the hazy horizon. The looming gray stone hall of the fortress blocks further progress. Inset arrow slits with heavy wooden shutters flank a bronze-banded portal that leads within. Above, three more arrow slits look out over the precipice.

It is a 90-foot drop from this landing to the ground below. The entry doors are barred from within with a heavy wooden beam (hardness 5, hp 20, Break DC 25).

Creatures: Unless the party has managed to approach Ravenscraeg undetected, a greeting party of three tengu ninja from area C19 has been sent to deal with the PCs as they climb the stairs. The ninja wait until the PCs encounter the spider eater at area C2 before exiting area C4 and sneaking down to the sixth landing to wait in ambush (the ninja gain a +4 bonus on their Stealth checks due to the cover of the intervening stairs, unless the PCs have somebody not on the stairs or landings keeping watch, such as someone on the ground or flying). After the PCs have dealt with the spider eater and are climbing the 20-foot-long stretch of stairs between the fifth and sixth landings, one of the tengus leaps down to the fifth landing 15 feet below (it can avoid taking falling damage with a DC 10 Acrobatics check), while the others remain above, trapping the PCs between them on the stairs. Two of the ninja try to make sneak attacks while the third attempts to trip an opponent on the stairs. On a successful trip attempt, the victim has a 50% chance to either fall prone upon the stairs or tumble over the rail. The sixth landing is 80 feet above the ground, and the fifth landing 65 feet above the ground. Anyone who is falling can make a DC 17 Reflex save to grab a railing from a lower stair or landing, falling only 1d4x10 feet rather than all the way to the ground 90 feet below.

TENGU NINJA (3)

CR 3

XP 800 each

Tengu ninja 4 (*Pathfinder RPG Bestiary* 263, *Pathfinder RPG Ultimate Combat* 13)

NE Medium humanoid (tengu)

Init +4; **Senses** low-light vision; Perception +9

DEFENSE

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

hp 29 each (4d8+8)

Fort +2, **Ref** +8, **Will** +1

Defensive Abilities uncanny dodge

OFFENSE

Speed 30 ft.

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Melee mwk wakizashi +8 (1d6+1/18–20), bite +2 (1d3) or dagger +7 (1d4+1/19–20), bite +2 (1d3)

Ranged blowgun +7 (1d2 plus poison) or dagger +7 (1d4+1/19–20)

Special Attacks sneak attack +2d6

TACTICS

Before Combat The ninja drink their *potions of blur* before attacking.

During Combat The ninja fire blowgun darts poisoned with deathblade poison on the first round of combat, before drawing their wakizashi and leaping to attack, flanking foes where possible.

Morale The ninja fight to the death.

STATISTICS

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

Base Atk +3; **CMB** +7; **CMD** 18

Feats Agile Maneuvers, Weapon Finesse

Skills Acrobatics +11, Climb +10, Disguise +9, Escape Artist +11, Intimidate +8, Knowledge (local) +7, Linguistics +9, Perception +9, Sleight of Hand +11, Stealth +15 (+16 when stationary)

Languages Common, Skald, Tengu, Tien

SQ gifted linguist, *ki* pool (3), ninja tricks (surprise attack, vanishing trick), no trace +1, poison use, swordtrained

Combat Gear *potion of blur*, *potion of disguise self*, blue whinnis poison (2 doses), deathblade poison (1 dose);

Other Gear leather armor, blowgun and 10 darts, daggers (3), masterwork wakizashi (see sidebar on page 27), climber's kit, 50-ft. silk rope with grappling hook, shinobi shozoku (see sidebar on page 27)

SPECIAL ABILITIES

Vanishing Trick (Su) As a swift action, a ninja can disappear for 1 round per level. This ability functions as invisibility. Using this ability uses up 1 *ki* point.

Development: If the PCs leave Ravenscraeg and return later on subsequent sojourns, surviving thugs from areas C7 and C11 and any reinforcements gather on the landing to rain broken rocks and debris (taken from area C5) down on intruders. The PCs have cover from these attacks until they reach the sixth landing, but the thugs have an inexhaustible supply of ammunition and keep up the bombardment until half their number are killed, at which point they retreat into area C4.

C4. GREAT HALL (CR 5)

Rows of pillars support the forty-foot-high roof of this longhall. Torches set into pillar sconces and two fire pits set with iron spits in the center of the rush-strewn floor give the room a ruddy glow. Several doors open into rooms on either side beneath ten-foot-high balconies lined with feasting tables. At the far end of the hall, a fifteen-foot-high balcony with the master's high table looks out over all. Smoke holes cut into the

roof high above allow in more light and the croaking of the many ravens that roost on the roof's ridgepole.

Snorri Stone-Eye hosted elaborate feasts as well as entertainments of a more sinister nature in this hall, which the cultists and ninja of the Frozen Shadows still use as a gathering hall and mess. The fire pits are 3 feet deep and hold burning coals and ash to a depth of 1 foot. Anyone who enters one of these pits takes 3d6 points of fire damage per round and must succeed at a DC 15 Reflex save to avoid catching fire.

Anyone examining the high table on the balcony at the head of the room (area C4a) finds some Skald words roughly carved into the table with a dagger point: "Time is the coin of fools, rendered due unto the gods." Snorri inscribed these words in his madness and failing health as he contemplated the coming apocalypse he had foreseen. A trap door in the floor of this balcony to the west opens onto the hallway below (area C10). A rope ladder has been rolled up and stowed next to a joist beneath the trap door, allowing it to be deployed as a move action. This trap door functioned as an emergency exit for Snorri Stone-Eye, but has not seen use since the Frozen Shadows acquired the hall.

Creatures: When the PCs first enter this chamber, two raven swarms descend into the hall from the smoke holes above to attack them.

RAVEN SWARMS (2)

CR 3

XP 800 each

N Tiny animal (swarm) (*Tome of Horrors III* 212)

Init +2; **Senses** low-light vision; Perception +10

DEFENSE

AC 14, touch 14, flat-footed 12 (+2 Dex, +2 size)

hp 18 each (4d8)

Fort +4, **Ref** +6, **Will** +3

Defensive Abilities half damage from piercing and slashing weapons, swarm traits

OFFENSE

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

Melee swarm (1d6)

Space 10 ft.; **Reach** 0 ft.

Special Attacks distraction (DC 12), eye-rake

STATISTICS

Str 2, **Dex** 15, **Con** 10, **Int** 2, **Wis** 15, **Cha** 7

Base Atk +3; **CMB** +3; **CMD** 9 (can't be tripped)

Feats Ability Focus (eye-rake), Skill Focus (Perception)

Skills Fly +11, Perception +10

SQ swarm traits

SPECIAL ABILITIES

Eye-Rake (Ex) Any living creature damaged by a raven swarm must make a DC 14 Reflex save or be blinded as the swarm scratches and tears at the victim's eyes. The blindness lasts

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for 1d4 days until the eyes naturally heal, or until they are healed (with *remove blindness* or a DC 15 Heal check). The save DC is Constitution-based.

Development: If the PCs leave Ravenscraeg and return later, two more swarms attack when they enter this chamber, as long as Wodes still lives (see area C20).

C5. GUARDROOM

These guardrooms both have shuttered and latched arrow slits overlooking the main landing (area C3). They are empty save for piles of rock and broken rubble for defenders to throw at attackers climbing the stair outside. A DC 10 Knowledge (engineering) or Profession (miner) check can identify the rubble as recently quarried local rock, left over from the recent construction in the dungeon levels.

C6. EMPTY BUNKROOM

Numerous wooden bed frames with rope mattresses occupy this sparsely furnished room. It does not appear that anyone has used this room recently, but it could quarter as many as a dozen.

This bunkroom has not seen regular use since the habitation of Snorri Stone-Eye, but remains empty in case the Frozen Shadows ever recall all of their agents and adherents from Kalsgard to Ravenscraeg. A curtain to the north conceals a small alcove containing a bench and discolored bucket serving as a rude privy. A door next to the privy leads to an empty closet.

Development: If the party leaves Ravenscraeg and returns later, any Frozen Shadow thug reinforcements are quartered in this chamber and kept on alert for further incursions.

C7. THUG BUNKROOM (CR 5)

A dozen bunks stand haphazardly about this room, strewn with rumpled bedding, assorted clothing and personal items, and the discarded remains of food and empty plates. Near the north door sit two stained, foul-smelling buckets that are apparently not emptied frequently enough.

Those members of the Frozen Shadows who lack the aptitude to be trained as monks or ninja are quartered in this bunkroom.

Creatures: Eight Frozen Shadow thugs occupy this room. These ruffians are a mix of Ulfen, Varki, and Tians drawn from the lower echelons of society. Thorborg Silverskorr's offer of membership in a secret brotherhood appealed to them because it provided a place to fit in and a chance to wield a modicum of power that they likely would never

otherwise have enjoyed. As a symbol of allegiance to the organization, each thug carries a jade statuette of a raven.

FROZEN SHADOW THUGS (8)

CR 1/2

XP 200 each

Human warrior 2

LE Medium humanoid (human)

Init +1; Senses Perception -1

DEFENSE

AC 15, touch 12, flat-footed 13 (+3 armor, +1 Dex, +1 dodge)

hp 17 each (2d10+2)

Fort +3, Ref +3, Will -1

OFFENSE

Speed 30 ft.

Melee spear +4 (1d8+3/x3) or
battleaxe +4 (1d8+2/x3)

Ranged spear +3 (1d8+2/x3) or
rock -1 (1d4+2)

TACTICS

During Combat The thugs rush to attack anyone entering the room. They have little patience for tactics, and simply gang up on the closest foes.

Morale If more than half their number are slain, the surviving thugs attempt to flee.

STATISTICS

Str 14, Dex 13, Con 11, Int 10, Wis 8, Cha 9

Base Atk +2; CMB +4; CMD 16

Feats Dodge, Lightning Reflexes

Skills Climb +6, Handle Animal +4, Intimidate +4

Languages Common, Skald, Tien

Gear studded leather, battleaxe, spear, jade raven statuette (worth 50 gp), pouch with 1d10 sp

Treasure: A few items of value can be found hidden among the bunks and clothing in this room with a DC 12 Perception check. These include a hnefatafl (a traditional Ulfen game) board and pieces made of walrus ivory worth 120 gp, three lucky runestones carved in chalcedony worth 35 gp each, a gold ringed pin brooch worth 20 gp, and an ornate Varki needlecase carved from whalebone with three bone needles worth 15 gp.

Development: At night, the four thugs from area C11 are in this room as well.

C8. NINJA BUNKROOM (CR 6)

Ten sleeping pallets lie neatly arranged about this room. At the foot of each is a small locker for personal belongings. An iron trap door sits in the floor near the east wall.

This chamber serves as a bunkroom for the human ninja of the Frozen Shadows. The iron trap door opens on a coal chute that leads down to area D5. The chute is a tight fit for

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FROZEN SHADOW NINJA

Tiny creatures and requires a DC 30 Escape Artist check for Small creatures to navigate. Anything larger cannot fit down the chute.

Like area C6, this room contains a privy and small closet to the north. The closet has been turned into a shrine to a foreign deity. A painted stone idol depicts a man with a fearsome scowling red face, bulging eyes, and long beard, wearing red Tian robes and an iron crown. In one hand he holds a noose, while the other holds several shuriken. A DC 20 Knowledge (religion) check recognizes the idol as Yaezhing, the Tian god of harsh justice and murder, and patron of ninja and assassins. A small bowl before the idol holds bits of gold jewelry and coins, while copper plates to either side of it hold the burnt remains of cubes of incense.

Creatures: The Frozen Shadows count more than two dozen trained ninja among their ranks, but most remain

in Kalsgard serving as spies and assassins while going about innocuous everyday lives beneath the notice of their unsuspecting neighbors. Currently, there are four human ninja here, resting and meditating.

FROZEN SHADOW NINJA (4)

CR 2

XP 600 each

hp 20 each (see page 25)

Treasure: The offerings in the bowl before the idol are worth a total of 250 gp. In addition, a search through the foot lockers turns up 20 blocks of Tian incense worth 10 gp each, a cash voucher from the Rimerunners Guild good for 80 gp, a jade bracelet worth 25 gp, and an antique painted ebony fan worth 250 gp.

Development: If the party leaves Ravenscraeg and returns later, any Frozen Shadow ninja reinforcements are quartered in this chamber.

C9. WINE AND FOOD STORES

The doors to this room are locked (DC 25 Disable Device check to open) and the key is kept in area C16.

This room is dark and cold, and numerous barrels, baskets, and sacks are stacked about the room. Butchered carcasses—primarily sheep, but a few hogs as well—along with bundles of roots, tubers, and herbs hang from the wooden rafters overhead.

This cool, well-insulated chamber preserves Ravenscraeg's main food stores. The foodstuffs kept here could feed three dozen people for more than a month, though the meat would go bad long before then, leaving primarily grains and dried vegetables after that. In addition to the foodstuffs, seven barrels of ale, two casks of mead, and 11 skins of fortified wine are kept here. In one corner sits a clay pot filled with fresh honeycomb.

C10. LOWER COURSE

This cramped corridor runs from one side of the longhall to the other. Multiple doors open at either end, and all manner of boxes, bags, chests, and crates have been stacked against the walls. The rafters overhead hold hooks and nets from which hang additional supplies.

All the various tools, equipment, and nonperishable supplies necessary for the maintenance and upkeep of Ravenscraeg are stored in this hallway. Nearly any sort of mundane tool can be found here, including a portable forge and a set of masterwork smith's tools. PCs who succeed at a DC 10 Perception check at the west end of the hall notice a trap door in the ceiling that leads up to the platform above (area C4a).

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C11. KITCHEN (CR 3)

A lean-to of stacked fieldstones, roofed with steeply sloping thatch, has been constructed against the walls of the main hall and adjacent cliff face. Two massive ovens occupy the south wall, and a number of tables and trestles have been set up about the room for food preparation.

This kitchen feeds those staying at Ravenscraeg and is well stocked, if somewhat rudely constructed. There is always bread baking in at least one of the ovens, and a cauldron of broth simmering at the hearth beneath the other.

Creatures: Four Frozen Shadow thugs, hard at work on the next meal, occupy this chamber at all times except the darkest watches of the night. Then the fires are banked and the room is empty. These cultists are not looking for a fight—although armored, they have only kitchen knives (treat as daggers) as weaponry, and they attempt to join their fellows in area C7 if confronted by the PCs.

FROZEN SHADOW THUGS (4) CR 1/2
XP 200 each
hp 17 each (see page 25)

C12. HIDDEN DELL

A picturesque dell squeezes between the steeply sloping flanks of the nearby crags that rise a hundred feet or more overhead. A narrow waterfall rushes in a torrent down one of these slopes and collects in a catch pond next to a thatch-roofed lean-to with two large fieldstone chimneys. A small torrent exits this pond, wending its way toward the great hall, where it disappears into a metal grate in the hall's foundation. A path from the lean-to leads over a narrow bridge of rough-sawn logs arching over the stream and farther down the defile, until it is lost among the rocky outcroppings beyond.

This dell is the secret back door to the hall, its winding course eventually reaching the northern edge of the Grungir Forest 3 miles distant through the winding crags. The trailhead in the forest is impossible to find unless one knows where to look. The pond's water is clean, ice cold, and 5 feet deep, and its torrent eventually empties into a subterranean course beneath Ravenscraeg. The slopes of the defile are extremely steep with few handholds (DC 15 Climb check to scale). There are currently seven sheep pasturing in the dell, where they remain, close to food and water.

C13. LABORATORY (CR 8)

This room has been hewn from the rock of the crag, and a wooden stair rises along the walls to the north. Tables and workbenches fill the chamber, holding all manner of alembics,

crucibles, burners, and assorted tools, as well as a large glass case holding what appears to be a humanoid body. A variety of dried herbs and plants dangle in profusion from hooks on the bottoms of the stairs, and sacks and chests holding additional equipment and components have been shoved underneath the stairs. A torch mounted on one of the stair posts illuminates the chamber with a flickering glow.

This chamber is the laboratory of Goti Runecaster. He primarily uses it to create the poisons employed by the Frozen Shadows, but indulges in various other bits of macabre research into death, undeath, and the infernal. The stairs to the north lead up to area C15, while a door to the south opens onto a stairway leading down to area D1.

Creature: The corpse in the glass case is actually inhabited by a hellwasp swarm, a horde of black-and-red wasps from the depths of Hell that possesses an intelligent hive mind. Goti acquired the hellwasps from a Chelish wizard, but recognizing their danger, sealed them in the glass case to study them in safety. When the PCs first enter the room, the hellwasps animate the body, banging on the glass and begging to be freed in a strange, droning voice in Infernal. The PCs can make opposed Perception checks against the swarm's Disguise check (the swarm has a Disguise skill of -1) to notice the forms of the wasps crawling beneath the body's skin. If the PCs break the case (hardness 1, hp 1, Break DC 5), they release the swarm, which immediately abandons the body and attacks any living creature in the room. The hellwasp swarm might very well be a bit much for a party of 5th- or 6th-level PCs to handle, so be sure to give them every opportunity to notice the swarm and leave it where it is imprisoned.

HELLWASP SWARM CR 8
XP 4,800

LE Diminutive vermin (evil, extraplanar, swarm)
Init +10; Senses darkvision 60 ft.; Perception +4

DEFENSE

AC 20, touch 20, flat-footed 14 (+6 Dex, +4 size)

hp 90 (12d8+36)

Fort +10, Ref +10, Will +7

DR 10/good; Immune mind-affecting effects, swarm traits, weapon damage; Resist fire 10

OFFENSE

Speed 5 ft., fly 40 ft. (good)

Melee swarm (3d6 plus poison)

Space 10 ft.; Reach 0 ft.

Special Attacks distraction (DC 18), inhabit, poison

STATISTICS

Str 1, Dex 22, Con 14, Int 6, Wis 13, Cha 9

Base Atk +9; CMB +11; CMD 16 (can't be tripped)

Feats Ability Focus (poison), Hover, Improved Initiative, Iron Will, Skill Focus (Perception), Toughness

Skills Fly +25, Perception +4, Stealth +24

Languages Infernal

SQ hive mind

SPECIAL ABILITIES

Hive Mind (Ex) When hellwasps swarm together, they gain an Intelligence of 6 and the ability to use skills and feats, and can speak Infernal with a voice made up of an amalgamation of their constant droning.

Inhabit (Ex) A hellwasp swarm can enter the body of a helpless or dead creature by crawling into its mouth and other orifices. Inhabiting the body requires 1 minute, and the victim must be Small, Medium, or Large. The swarm can abandon the body at any time, although doing so takes a full-round action. Any attack against the host deals

half damage to the hellwasp swarm as well, although the swarm's resistances and immunities may negate some or all of this damage.

If a hellwasp swarm inhabits a dead body, it can restore animation to the creature and control its movements, effectively transforming it into a zombie of the appropriate size for as long as the swarm remains inside. If a hellwasp swarm inhabits a living victim, it can neutralize the effects of its own poison and control the victim's movement and actions as if using *dominate monster* on the victim. The hellwasps quickly consume a living victim, dealing 2d4 points of Constitution damage per hour they inhabit its body.

A hellwasp-inhabited creature is relatively easy to spot, since its skin crawls with the forms of the insects inside. The swarm is intelligent enough to attempt to hide beneath loose clothing or a large cloak to keep its presence from being detected. The swarm can attempt a Disguise check to conceal its inhabitation of a host, taking a -4 penalty if it inhabits a Small host.

A *remove disease* or *heal* spell cast on an inhabited victim forces the hellwasp swarm to abandon its host.

Poison (Ex) Swarm—injury; *save* Fort DC 20; *frequency* 1/round for 6 rounds; *effect* 1d6 Dex; *cure* 2 consecutive saves.

Treasure: Most of the plants and roots in the room are from the nightshade family and are poisonous, though one small sack holds dried malyass roots that can be used to create 5 doses of malyass root paste with DC 16 Craft (alchemy) checks. The equipment on the tables constitutes a complete alchemist's lab, and there is a 55% chance that any mundane spell component can be found among the substances stored here with a DC 16

Perception check. If the assorted components and equipment stored here are transported back to Kalsgard, they could be sold to a magic shop or wizard for 1,500 gp, but these items weigh a total of 175 pounds. In addition, if the PCs spend at least an hour searching through the room, they find an empty *ring of counterspells*, a vial containing an ounce of *stone salve*, and six gold ingots worth 250 gp each.

C14. HOLDING CELL

The door to this room is locked (DC 25 Disable Device check to open) and the key is in area C16.

A cramped cell ten feet deep and no more than five feet high has been excavated in this corner of the tower's foundation. The cell is rank with the smell of sweat and urine, and a pair of rats scurry among the rib cage of some former inhabitant.

Ravenscraeg never had a formal dungeon and Snorri Stone-Eye's prisoners seldom lasted very long, but he



HELLWASP SWARM



consigned those he wanted to preserve for a while to this hole. The Frozen Shadows now use the cell for much the same purpose.

Creature: The cell's current occupant is an Ulfen merchant of Kalsgard named Lute Haggersly. Lute has been held here for 4 weeks, subsisting on the small portions of food and water given to him by his captors, and whatever rats he has been able to catch. Once a corpulent man, Lute is now a shadow of his former self and is weak with malnutrition and fever, but he has only minor injuries and conditions easily remedied with proper care or minor healing magic.

LUTE HAGGERSLY **CR 1**

XP 400

Shopkeep (*Pathfinder RPG GameMastery Guide* 284)

hp 13 (currently 4)

Gear none

Development: Lute is a merchant recently elected to the Rimerunners Guild's board of shareholders. He had the misfortune to vote against a measure proposed by Thorborg Silverskorr and then had the temerity to not be intimidated and bullied into capitulating. He was abducted from the road on a trip to some of the outlying villages around Kalsgard and was brought here, as the Frozen Shadows think he might be worth a sizable ransom at some point.

Lute has primarily faced Goti Runecaster so far, who tried out various noxious brews that he had concocted (fortunately with no overly baneful effects) and threatened him with infestation by the hellwasp swarm. Jorgan the Axe has worked him over a few times as well. Lute can tell the PCs that he has not been questioned and has no idea why he is being held. He warns the PCs that a hideous purple ogre seems to command the fortress, and he claims the ogre is actually none other than Thorborg Silverskorr, the leader of the Rimerunners Guild.

In fact, Kimandatsu visited Lute once in her oni form, just to scare him for a little fun. Outside the cell, Kimandatsu spoke to Goti in her human form, and though Lute did not witness her transformation himself, he was able to recognize Thorborg's voice, and is convinced Thorborg is actually the purple ogre who visited him.

Lute is of no help to the party and would prefer to wait somewhere safe (such as their camp) for the PCs to escort him back to Kalsgard. If brought safely home to Kalsgard, he awards each of them a gold arm-ring set with five freshwater pearls worth 250 gp. In addition, if introduced to the PCs' friend Sandru Vhiski, Lute agrees to enter into a trade agreement with Sandru, extending the caravan master's trade contacts into the Lands of the Linnorm Kings.

Story Award: If the PCs rescue Lute and safely return him to Kalsgard, award them 1,600 XP.

C15. TOWER LANDING

The stone walls turn to heavy timbers as this tower climbs above the longhall. This landing is dark, illuminated only by what little light spills from the room below. A steep, narrow stair lacking any railing rises through an opening in the ceiling 20 feet above. Beyond this stair, a door opens into a side room.

The narrow stairs lead up to area **C19**. This landing is normally uninhabited, but guards may be posted here if Ravenscraeg is on alert (see sidebar on page 32).

Development: Any sounds of combat on this landing draw the attention of tengu ninja from area **C19** above after 3 rounds.

C16. CAPTAIN'S QUARTERS (CR 4)

This chamber reeks of stale wine, rank sweat, and wild animal spoor. A rough bed sits at the far end, and a pot-belly stove rests between the windows, next to a coal bucket. Across from the stove is a small table holding several empty wineskins and a small oaken statuette.

Ravenscraeg's captain of the guard lives in these quarters. The bed is disheveled and covered in coarse bear hair. The wineskins are all empty. Lying on the table beneath the oak statuette are four keys (to areas **C9**, **C14**, **C17**, and **C18**).

Creature: A werebear ranger named Jorgan the Axe lives here. A heavy-set, muscular man with broad features, dark eyes, and thick red hair and beard, Jorgan serves Thorborg Silverskorr both as captain of the guard at Ravenscraeg and occasionally as an enforcer and assassin in Kalsgard. He is not aware that Thorborg is actually an ogre mage. Jorgan lived a solitary existence in the Grungir Forest until he attacked and gravely injured a jarl on a hunting trip who trespassed on his land. The jarl's huscarls hunted him down and captured him to bring to Kalsgard for execution. Thorborg Silverskorr saw him and offered to pay weregild for his release if Jorgan agreed to serve her. Since that day, the werebear has been a loyal member of the Frozen Shadows.

JORGAN THE AXE (HYBRID FORM) **CR 4**

XP 1,200

CN male human natural werebear ranger 4 (*Pathfinder RPG*

Bestiary 2 181)

hp 38

Special Attacks favored enemy (humans +2)

TACTICS

During Combat When confronted, Jorgan immediately changes into his hybrid form and attacks, focusing his assault on human foes if possible.

Morale Jorgan is under a *blood geas* to Kimandatsu (see page 10) and is terrified of the trolls in the dungeons. He fights to the death rather than risk the wrath of his employer at the hands of those beasts.

Treasure: Jorgan carries an ornate jade raven statuette set with precious stones, worth 100 gp. The oaken statuette on the table is carved in the image of an Ulfen warrior biting his shield in fury and is worth 10 gp. A DC 16 Perception check made while searching the coal bucket next to the stove finds a bag hidden beneath the coal containing 450 gp in freshly minted Chelish coins—payment for a recent freelance assassination performed by Jorgan for a Chelish merchant captain.

C17. ARMORY

The door to this room is locked (DC 20 Disable Device check to open), and the key is in area C16.

Wooden pegs on the walls of this chamber hold shields and scabbards, wooden stands hold chainmail hauberks, and open chests hold arrows and axes. A number of spears have been stacked together in one corner.

This room is Ravenscraeg's armory. The shutters over the arrow slit have been closed, making the room dark.

Treasure: Within this room are a total of five chain shirts, two suits of chainmail, seven light wooden shields, three battleaxes, nine short swords, 22 spears, and 225 arrows. A DC 25 Perception check made while searching the arrow lockers locates a single *greater magical beast slaying arrow*.

C18. CLOAKROOM

The door to this room is locked (DC 20 Disable Device check to open) and the key is in area C16. The room is dark because of the shutters covering the lone arrow slit. This room holds cloaks and cold weather clothing to outfit the occupants of the hall throughout the long winters. In addition, valuable furs and bales of raw wool sheared from the hold's sheep are stored here.

A DC 17 Perception check discovers rolls of leather scrolls covered in tiny, cramped Skald runes stuffed into one chest. These are the personal diaries of Snorri Stone-Eye and relate not only his vile past but also details of his apocalyptic revelation, as described under the introduction to Ravenscraeg. They have no bearing on this adventure, but could serve as seeds for development in your own campaign if you so choose. They also provide a hint to a secret treasure left by the Mad Reaver. Anyone who can read Skald and makes a DC 16 Linguistics check finds a passage in the rantings referring to a concealed cache in the upstairs flue, hidden away for the "coming winter" (see area C21).

Treasure: Several bales of wool in this chamber are worth 100 gp in the markets of Kalsgard, but they weigh a total of 500 pounds. There are also six bundles of wolf, bear, and fox furs worth 250 gp each.

C19. TENGU ROOKERY (CR 6)

Windows open to the elements bring a chill to this room. A fireplace stands against one wall, its ashes cold, next to a stack of firewood. A trap door with a wooden ladder leading to it opens in the ceiling to the southwest. Six light cots are spaced about the chamber, with a small footlocker next to each.

The tengu ninja of the Frozen Shadows use this room as a rookery. When cold weather strikes, they close the windows and keep a roaring fire in the fireplace, but thanks to a recent warm spell the room is currently open to the elements. The footlockers hold mundane personal effects of obvious Tian manufacture, as well as a number of large black feathers. The trap door in the ceiling is counterweighted so that it opens with a simple push from below. The ceilings of this chamber and areas C20 and C21 are 20 feet high.

Creatures: Six tengu ninja normally reside here, but three of them have been sent to guard the stair at area C3, leaving three remaining in this room. If the tengus hear intruders on the landing below, they use their vanishing trick to ambush the first PC to emerge from the stairs.

TENGU NINJA (3)

CR 3

XP 800 each

hp 29 each (see page 34)

Treasure: The footlockers contain six jade raven statuettes like those carried by other Frozen Shadows, though these are much more ornate, set with precious stones, and worth 100 gp each. In addition, various accoutrements of fine Minkai manufacture (decorative fans, silk kimonos, wooden sandals, and the like) totaling 250 gp in value can be found among the garments within.

Development: If the PCs leave Ravenscraeg and return later, any tengu ninja reinforcements are quartered in this chamber.

C20. THE BLOOD-FEATHER RAVEN (CR 6)

This chamber is empty of furnishings, and the floor is spattered with bird droppings. The room's door has been removed, but half-open shutters bearing many marks and scratches cover two arrow slits in the walls. A nest of ragged blankets and bits of thatch and straw lies against the center of the east wall. Large, black feathers are scattered about the room, lying thickest around the nest.

NIGHT OF FROZEN SHADOWS

Other than the nest, the room is largely bereft of adornment.

Creature: This chamber is the abode of the blood-feather raven Wodes, though he uses it as little more than sleeping quarters and a shelter to get out of bad weather. He spends most of his time out spying for the Frozen Shadows. Wodes is a strange being from the First World, a raven druid with a single, mysterious blood-red feather, who was touched by some fey power and awakened, gaining humanlike intelligence. Wodes eventually found his way into the Linnorm Kingdoms, where he encountered and formed an alliance with the sorcerer Goti Runecaster. Wodes now serves as spymaster for Kimandatsu and the Frozen Shadows, as well as maintaining and influencing the ubiquitous flocks of ravens that gather around Ravenscraeg. In addition to Wodes, a raven swarm currently occupies this chamber as well.

RAVEN SWARM CR 3
XP 800
hp 18 (see page 35)

WODES, THE BLOOD-FEATHER RAVEN CR 5
XP 1,600
Male advanced awakened raven druid 5
(*Pathfinder RPG Bestiary* 133)
NE Small magical beast (augmented animal)
Init +3; Senses low-light vision; Perception +18

DEFENSE

AC 18, touch 16, flat-footed 14 (+1 deflection, +3 Dex, +1 dodge, +2 natural, +1 size)

hp 59 (10 HD; 5d8+5d8+15)

Fort +9, Ref +8, Will +9; +4 vs. fey and plant-targeted effects

Defensive Abilities resist nature's lure

OFFENSE

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

Melee bite +11 (1d4+1)

Special Attacks lightning arc (1d6+2 electricity, 7/day), wild shape 5 hours/day

Druid Spells Prepared (CL 5th; concentration +9)

3rd—*gaseous form*^D, *sleet storm*, *summon nature's ally III*

2nd—*barkskin*, *cat's grace*, *heat metal* (DC 16), *wind wall*^P

1st—*charm animal* (DC 15), *magic fang*, *obscuring mist*^D, *produce flame* (2)

o (at will)—*detect magic*, *flare* (DC 14), *guidance*, *read magic*

D Domain spell; Domain Air

TACTICS

Before Combat Wodes casts *barkskin*, *cat's grace*, and *magic fang* before entering combat.

During Combat Wodes casts *summon nature's ally III* on the first round combat to summon 1d3 Small air elementals and

orders the raven swarm to attack intruders. Wodes then casts *produce flame* to attack opponents.

Morale Wodes has no great loyalty to the Frozen Shadows, but he is absolutely loyal to Goti and will not abandon Ravenscraeg as long as the sorcerer lives. If hard pressed, however, he retreats to area C22, circling around to enter the hall by other means and ambush the PCs later.

Base Statistics Without his spells, Wodes's statistics are Init +1; AC 14, touch 14, flat-footed 12; Ref +6; Melee bite +8 (1d4); Dex 13; CMD 18; Skills Fly +14, Stealth +16.

STATISTICS

Str 10, Dex 17, Con 12, Int 12, Wis 19, Cha 6

Base Atk +6; CMB +5; CMD 20

Feats Combat Casting, Dodge, Eschew Materials, Natural Spell, Skill Focus (Perception), Weapon Finesse

Skills Fly +16, Knowledge (geography) +8, Knowledge (nature) +9, Linguistics +4, Perception +18, Spellcraft +10, Stealth +18, Survival +6

Languages Auran, Common, Druidic, Skald, Terran, Tien

SQ nature bond (Air domain), nature sense, trackless step, wild empathy +3, woodland stride

Combat Gear scroll of *summon nature's ally II*, scroll of *summon nature's ally V*; Other Gear ring of protection +1, scroll case



WODES

Treasure: Secreted among the raven's nest are a number of human teeth (Wodes collects these), 27 gp, an ivory-and-onyx necklace worth 130 gp, and a writing kit with rolls of blank parchment cut into tiny strips and small leather cases that can be secured to a bird's leg, allow it to carry messages. The kit is worth 20 gp.

C21. GUEST ROOM

This chamber holds only a simple bed and a table bearing a water pitcher and basin. A fireplace stands in the eastern wall.

Currently unoccupied, this bedroom serves as a guest room for ranking members of the Rimerunners Guild or Frozen Shadows when they visit Ravenscraeg.

Treasure: The fireplace has no andirons to hold logs and is empty of ashes, as its flue has become clogged. The fireplace sits unused because the Frozen Shadow thugs have been too lazy to clean the chimney. As a result, they have not realized that the clog is actually a soot-stained, but still fully serviceable, pair of boots of *the winterlands*. These can

be found automatically if someone specifically searches the flue (or if the PCs found the clue in area C18). Otherwise, the boots can be discovered with a DC 22 Perception check.

C22. ROOKS' ROOST (CR 6)

A wooden platform has been built into the thatch roof of the tower; it is backed by wooden siding, while the far edge is a sheer drop off to the vale below. A trap door sits in the corner of the roof, and a small wire coop with a wooden table next to it sits in the shelter formed by the roof's peak. The entire platform and adjoining roof are thick with bird droppings, and numerous black birds flutter around and croak ominously.

This aerie is where Wodes communes with the many ravens that call the roofs of Ravenscraeg home. In Snorri Stone-Eye's day, the coop held messenger birds, but Wodes has no need for them because of his influence over the birds. Wodes writes his dispatches and attaches them to birds at the small table here, which bears many ink stains on its scarred surface. It is a 50-foot drop to area C12 below.

Creatures: As long as Wodes lives, three raven swarms linger about this tower top, attacking anyone other than the blood-feather raven or a tengu who emerges from the trap door or who approaches Ravenscraeg by air. Dozens of swarms actually inhabit the fortress and the surrounding crags, so do not subtract any losses due to fights with raven swarms in other areas from this number.

RAVEN SWARMS (3) CR 3
XP 800 each
hp 18 each (see page 35)

Treasure: A DC 16 Perception check reveals a shiny bauble dropped by one of the birds among the droppings. If cleaned off, it is revealed to be a small diamond worth 300 gp.

Development: If Wodes is slain, the birds here lose their aggressiveness and flee to the nearby crags, resuming their role as harmless scavengers.

D. DUNGEON LEVELS

Ravenscraeg's dungeons consist of the hall's cellar plus a lower level recently excavated by Kimandatsu. Unless otherwise noted, ceilings are 10 feet high and the walls are constructed of mortared stone, except areas D2, D3, and D10 through D19, which are hewn stone. There are no light sources in the dungeon unless included in the individual room descriptions.

D1. DUNGEON STAIR

The stairs descend into a plain room of mortared stones. The walls drip with condensation, giving the air a cold, clammy feel.

There is nothing of interest in this chamber. The stairs lead up to area C13. A DC 10 Perception check at the door detects the sound of rushing water in area D4.

D2. WATER ROOM

The door opens into a natural cavern thirty feet across and fifteen feet high. A waterfall pours in through a small aperture high on the south wall, filling a turbulent pool in the floor and sending a cold spray throughout the room. A smoothed ledge extends outward from the door, and two large barrels have been set to the right of it. Another ledge sits on the far side of the pool. A smaller cask sits on this ledge, next to a heavy wooden door.

The waterfall is the outflow of the pond and stream at area C12 above. The pool is 5 feet deep with a slippery, natural rock floor (DC 13 Acrobatics check to avoid slipping and accidentally dunking oneself in the water), and exits through a submerged outflow to the northeast. A Small creature could squeeze through this outflow, ending up in the stream at area D4, but the current is not strong enough to sweep creatures or equipment away. The two barrels each hold 50 gallons of water from the pool and have ladles hung on the inside of their rims. They are used as the water source for the denizens of this level and are refilled by the trolls in area D5 when they get low.

The door on the far side of the pool is locked (hardness 5, hp 20, Break DC 25, Disable Device DC 25). The cask next to the door is sealed and holds an unfamiliar and potent alcohol (actually rice wine, or sake, from Minkai). An aspergillum (usually used for sprinkling holy water) sits atop the cask. Kimandatsu uses the aspergillum and sake to ward off the executioner's hoods in area D3 if she needs to go in there, but the wine is worth 100 gp in the Jade Quarter. The key to the door to area D3 lies beneath the sake cask (DC 16 Perception check to find or automatic if the cask is lifted).

D3. CISTERN (CR 6)

This room is small and musty, hewn from solid rock. Near the far wall stands a low well, its opening only a foot in diameter. A winch and chain with a rusty steel bucket hang from the wall above it. In the far corner sits a pile of old wooden buckets and other debris, rotten and broken, with several different kinds of fungus growing on their remnants.

In the depths of winter when the pond and stream in area C12 freeze, the water in area D2 dries up. However, the well in this chamber accesses a natural cistern in the rock, so that the inhabitants of Ravenscraeg can still draw water. The well shaft is narrow and dark and descends over 30 feet to the water in the cistern, out of sight below. Though

it needs a replacement bucket to draw the water, the well is otherwise in good shape to reach this water supply.

Creatures: Lurking in the shadows near the ceiling of this room are four strange creatures called executioner's hoods, left here by Kimandatsu to guard the item at the bottom of the well (see Treasure below). These adolescent lurking rays resemble their namesakes, except for the writhing tentacles and teeth on their inner surfaces that they use to attack any creatures whose heads they manage to engulf. Kimandatsu uses the aspergillum and sake in area **D2** to drive off the executioner's hoods when she enters this chamber, as the creatures take damage from alcohol on their flesh. The hoods can safely ingest the sake, however, and have developed a taste for the potent rice wine. If not immediately offered sake when creatures first enter the room, the executioner's hoods spend 1 round moving into position above those PCs not wearing helmets. If noticed beforehand, they immediately drop onto the closest creature. The aspergillum from area **D2** can also be used against the executioner's hoods. The sprinkles of sake from the tool are not enough to actually harm the creatures, but it is enough to keep them at bay.

EXECUTIONER'S HOODS (4)

CR 2

XP 600 each

N Tiny aberration (*Misfit Monsters Redeemed* 50)

Init +1; **Senses** blindsense 10 ft., darkvision 60 ft., scent;

Perception +8

DEFENSE

AC 16, touch 13, flat-footed 15 (+1 Dex, +3 natural, +2 size)

hp 11 each (2d8+2)

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

Immune sleep effects

Weaknesses light sensitivity, vulnerability to alcohol

OFFENSE

Speed 10 ft., climb 5 ft.

Melee slam +3 (1d4 plus grab)

Space 2-1/2 ft.; **Reach** 0 ft.

Special Attacks constrict (1d4), engulf, strangle

TACTICS

During Combat The executioner's hoods drop down onto creatures below them and attempt to constrict and strangle their victims. If they miss, they make their laborious way back to the ceiling to try again.

Morale The hoods fight to the death unless confronted with enough alcohol to damage them, at which point they try to flee back up to the ceiling or down the well.

STATISTICS

Str 10, **Dex** 12, **Con** 12, **Int** 3, **Wis** 13, **Cha** 10

Base Atk +1; **CMB** +0 (+4 grapple); **CMD** 10 (can't be tripped)

Feats Skill Focus (Perception)

Skills Climb +13, Perception +8, Stealth +13

SPECIAL ABILITIES

Engulf (Ex) Although it is a Tiny monster, an executioner's

hood can drop onto the head of a Medium or smaller creature as a standard action. If the hood's attack succeeds, it can immediately make a grapple check to grab its target and constrict. The hood's crawling tendrils wrap themselves tightly around its victim, seeking entry into the creature's ears, nose, and throat, making it difficult to remove. Any attacks against the hood deal half damage to the hood and half to its grappled target inside.

Strangle (Ex) A grappling executioner's hood entirely covers its opponent's head with an airtight grip. A creature that is grappled by the hood cannot speak or cast spells with verbal components and must hold its breath (see Suffocation, *Core Rulebook* 445) unless it doesn't use its head to speak or breathe.

Vulnerability to Alcohol (Ex) Strong alcohol harms an executioner's hood. Every quart poured on it causes 1 point of damage. Four quarts of alcohol incapacitates it and forces it to release a grappled target.

Treasure: Anyone looking down the well with a light source can see a sword in a scabbard wedged in the shaft 15 feet below. This is *Suishen*, the ancestral sword of the Amatatsu family, and the reason the PCs came to Kalsgard (see page 61). When Kimandatsu ordered Asvig Longthews to steal the sword from Fynn Snaevald in order to prevent the Amatatsu heir from reclaiming it, the ogre mage was disappointed to discover that she could not wield the blade because of her alignment conflict and the sword's powerful ego. Unable to find a way to quickly and easily destroy *Suishen*, Kimandatsu instead tossed it into this well, assuming that the sword would eventually rust away at the bottom of the cistern, far removed from the eyes of those who would seek it. Instead, *Suishen* became lodged in the well shaft, waiting to be discovered by those with the birthright to wield it.

Suishen can detect Amatatsu scions within 60 feet, so as soon as Ameiko or any of the PCs who found the *Amatatsu Seal* in Brinewall enter the room, the sword activates its *flaming* ability, revealing its presence as fiery light suddenly pours forth from the well. Retrieving *Suishen* from the narrow well shaft might prove a difficult task, but Spivey or Helgarval (if they are with the party), or any creature of Tiny size or smaller, can fit down the 1-foot-diameter shaft and easily recover the sword.

D4. FLOODED PASSAGE

A deep channel of flowing water crosses the hall here. On the opposite side lies a heavy timber plank. A brass bell and clapper hang from the wall on this side of the stream.

The outflow from area **D2** flows across the passage here in a stream 7 feet deep, following a subterranean course before draining into the bogs a half-mile to the east. A

Small creature can swim against the current (DC 15 Swim check) to squeeze into the tunnel leading to area **D2**, but the exit tunnel is too narrow for a Small creature to pass through. The channel is 9 feet across, and can be crossed by jumping or swimming with a DC 15 Swim check. Stealth checks to quietly swim across the water and climb out on the far side take a -2 penalty. The timber plank on the far side of the stream is 15 feet long, weighs 200 pounds, and can support up to 1,000 pounds without breaking. The plank is 2 feet wide, and a DC 10 Acrobatics check is required to walk across it at full speed.

Development: Ringing the bell causes one of the trolls in area **D5** to arrive after 3 rounds. The trolls are not very bright, and if the PCs act as if they belong in the dungeon and succeed at a Bluff check, the troll slides the timber plank across to allow them to walk over the stream before sliding it back and returning to its room. If attacked, the troll bellows in rage, drawing the other troll from area **D5** in 1d3 rounds. The troll has a 50% chance of attempting to leap across the stream to attack (DC 10 Acrobatics check), and a 50% chance of retreating back to area **D5** to ambush the PCs along with its fellow.

D5. COAL CELLAR (CR 7)

This room is oppressively hot compared to the rest of the cellars. A coal furnace roars in the far wall, giving the room a dull red glow. A heap of coal is stacked against the east wall. An iron door opens in the ceiling above the coal pile. Three crude beds made of poorly cured bearskins and wolf pelts have been thrown on the floor before the fire. A hogshead rests between them, next to the bloody bones of some unfortunate creature.

Ravenscraeg was originally built with a furnace and hypocaust to heat the hall in the coldest winters. The system never worked right, however, and eventually Snorri Stone-Eye had all of the vents bricked over. The working furnace still remains, its fumes vented out from a small flue in the nearby cliff face. The coal chute from area **C8** empties into this room through the iron door in the ceiling. The hogshead is half full of cheap ale, and the skeletal remains are identifiable as a reindeer with a DC 10 Knowledge (nature) check.

Creatures: Two trolls occupy this room. These creatures originally hail from more southerly climes, but migrated north under increased pressure from Korvosan expansionism. They despise the cold climate of the Lands of the Linnorm Kings and were recruited from their frigid caves in the Grungir Forest by Goti Runecaster. The trolls have more pronounced noses than their typical southern brethren and wear heavy fur caps and coats to fight the chill that they insist they still feel even in this heated chamber. If they realize that the PCs are intruders, the trolls attack. If any of their opponents fall unconscious in combat, the trolls

use a standard action to throw the fallen foes into the 3-foot-diameter furnace opening. The interior of the furnace deals 6d6 points of fire damage each round to anyone inside, and anyone inside must also succeed at a DC 15 Reflex save to avoid catching fire. The trolls fight to the death.

TROLLS (2)

CR 5

XP 1,600 each

hp 63 each (*Pathfinder RPG Bestiary* 268)

Treasure: The trolls have hidden the payment they received from Goti beneath the coal pile (a DC 22 Perception check locates the stash). This wealth consist of 17 gold arm-rings worth 25 gp each and a sack of 50 amethysts worth 30 gp each.

Development: If the party leaves Ravenscraeg and returns later, any additional trolls summoned to the hall are quartered in this chamber.

D6. DOJO (CR 6)

The door to this room is locked (hardness 5, hp 20, Break DC 25, Disable Device DC 20). Omoyani (in area **D8**) has the key.

The ceiling of this grand chamber rises twenty feet overhead, its heavy beams serving as both rafters and supports for the great hall above. Teak paneling covers the walls, and the floor is of polished wood. Along the walls, wooden columns rise to the ceiling above, bearing banners emblazoned with pictograms from far-off Tian Xia. Above these hang small oil lamps that give off a dim glow. A small porcelain bowl rests before the center column to the south, and four reed mats are arranged before it.

This chamber was once a vast storage room and secondary barracks for Ravenscraeg, but with the coming of the Frozen Shadows it has been refurbished and converted into a dojo for training in the fighting arts of Tian Xia. The wooden floor is rigged so that it squeaks when anyone takes a step that is farther than 5 feet from the walls (-10 penalty on Stealth checks). Anyone who reads Tien recognizes the pictograms as words related to the combat philosophies of those faraway lands. The porcelain bowl holds pure water used for ritual ablutions before and after training sessions. The wooden columns have especially rough edges that enable them to be climbed with a simple DC 10 Climb check, though these handholds are not noticeable unless the columns are examined with a DC 15 Perception check. Likewise, the shadows among the rafters above conceal a series of handholds in the ceiling, allowing a creature to move hand over hand anywhere in the room at half speed with a DC 10 Acrobatics check (DC 20 to move full speed). A DC 30 Perception check is required to notice these handholds from the floor.

NIGHT OF FROZEN SHADOWS

Creatures: Three Frozen Shadow monks, a mix of Tian and Ulfen initiates, train and meditate in this dojo. If the alarm has been raised in the dungeon levels, they cling to the hidden handholds on the ceiling in the shadows of the heavy rafters 20 feet above, gaining cover from the rafters and concealment in the shadows. They are all within arm's reach of a wall so they can slow fall down to the floor if necessary.

FROZEN SHADOW MONKS (3) CR 3

XP 800 each

Human monk 4

LE Medium humanoid (human)

Init +6; Senses Perception +10

DEFENSE

AC 18, touch 17, flat-footed 15 (+2 Dex, +1 dodge, +1 monk, +1 natural, +3 Wis)

hp 29 each (4d8+8)

Fort +5, Ref +6, Will +7; +2 vs. enchantment

Defensive Abilities evasion

OFFENSE

Speed 40 ft.

Melee unarmed strike +6 (1d8+2) or
unarmed strike flurry of blows +5/+5 (1d8+2)

Ranged mwk spear +6 (1d8+2/x3)

Special Attacks flurry of blows, stunning fist (4/day, DC 15)

TACTICS

During Combat The monks begin combat by throwing thunderstones, followed by their spears, before slow falling down to the floor to attack intruders with flurries of blows and stunning fist attacks.

Morale The disciplined monks have sworn themselves to the Frozen Shadow and fight to the death.

STATISTICS

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

Base Atk +3; CMB +6; CMD 22

Feats Combat Reflexes, Deflect Arrows, Dodge, Improved Initiative, Improved Unarmed Strike, Stunning Fist, Weapon Focus (unarmed strike)

Skills Acrobatics +9 (+13 jump), Climb +9, Intimidate +5, Linguistics +1, Perception +10, Stealth +9

Languages Common, Skald, Tian

SQ fast movement, ki pool (5 points, magic), maneuver training, slow fall 20 ft., still mind

Combat Gear thunderstones (2); Other Gear masterwork spear, amulet of natural armor +1

Development: If Omoyani (in area D8) hears the sounds of combat in this room, she decides to let her pupils deal with the threat themselves, though she uses her *shozoku of the night wind* to turn invisible and climbs to the ceiling to observe the battle from there. If the monks fail to stop the intruders, Omoyani enters the combat herself, attacking as described in her Tactics in area D8.

D7. MONK CELL

Each of these nondescript cells contains a simple sleeping pallet, water cup, and small shrine dedicated to the Yama King (DC 20 Knowledge [religion] to identify).

Treasure: Three of the rooms also contain the personal effects of the Frozen Shadow monks in area D6, including three jade raven statuette similar to those carried by other Frozen Shadows (worth 50 gp each).

Development: At night, the three monks from area D6 are asleep in their cells. If the party leaves Ravenscraeg and returns later, any additional monks summoned will be quartered in these cells as well.

D8. OMOYANI'S CELL (CR 7)

This austere room contains a simple pallet and clay drinking bowl. Its only nod to ostentation is a beautifully painted lacquered screen bearing the images of clouds and mountains rendered in a fanciful style.

Creature: The Frozen Shadows' training master, the ninja-monk Omoyani, resides in this cell when she is present at Ravenscraeg. A smallish woman of Tian descent with short-cropped hair, Omoyani normally lives in Kalsgard's Jade Quarter, working in disguise as a nondescript washerwoman. Despite this humble guise, her network of spies and informants throughout the city is second to none, and she manages most of the Frozen Shadows' clandestine operations from the side of her washtub. With the recent appearance of the Amatatsu heir and the PCs, however, Omoyani has been recalled to Ravenscraeg full time to prepare its defenses.

If encountered here, Omoyani is meditating out of sight behind the screen, prepared to sneak attack anyone who looks around it. If the PC have already faced Omoyani (see Omoyani's Deadly Kiss on page 14) then this room is empty.

OMOYANI CR 7

XP 3,200

Female human monk 4/ninja 4 (*Pathfinder RPG Ultimate Combat* 13)

LE Medium humanoid (human)

Init +4; Senses Perception +10

DEFENSE

AC 22, touch 20, flat-footed 17 (+2 armor, +2 deflection, +4 Dex, +1 dodge, +1 monk, +2 Wis)

hp 59 (8d8+20)

Fort +6, Ref +12, Will +7; +2 vs. enchantment

Defensive Abilities evasion, uncanny dodge

OFFENSE

Speed 40 ft.

Melee *Deadly Kiss* +11/+6 (1d4+2/19–20 plus poison) or

JADE REGENT

unarmed strike +10/+5 (1d8+1) or
unarmed strike flurry of blows +9/+9/+4 (1d8+1)

Ranged blowgun +10 (1d2 plus poison) or
earthfire shuriken +11/+6 (1d2+2 plus 1d6 fire) or
earthfire shuriken flurry of blows +9/+9/+4 (1d2+2 plus 1d6 fire)

Special Attacks flurry of blows, sneak attack +2d6, stunning
fist (5/day, DC 16, fatigued)

TACTICS

Before Combat Omoyani drinks her *potion of shield of faith* before combat.

During Combat Omoyani makes sneak attacks with *earthfire shuriken*, using a flurry of blows if possible. She then targets an archer or spellcaster with a blowgun dart poisoned with black lotus extract, continuing to attack with poisoned darts or shuriken until engaged in melee, at which point she activates her shadow clone ability and attacks with unarmed strike flurries of blows and stunning fist attacks.

Morale If reduced to fewer than 20 hit points, Omoyani uses her vanishing trick to disappear and escape, later returning to follow the PCs and ambush them at an opportune moment. If captured, Omoyani dies soon after, a result of the *blood geas* she has sworn to Kimandatsu (see page 10).

STATISTICS

Str 13, **Dex** 18, **Con** 12, **Int** 10, **Wis** 15, **Cha** 8

Base Atk +6; **CMB** +8; **CMD** 27

Feats Blind-Fight, Combat Reflexes, Deflect Arrows, Dodge, Improved Unarmed Strike, Quick Draw, Stunning Fist, Toughness, Weapon Finesse

Skills Acrobatics +12 (+16 jump), Bluff +7, Climb +10, Disable Device +15, Disguise +13, Escape Artist +10, Knowledge (local) +11, Linguistics +6, Perception +10, Stealth +19 (+20 when stationary)

Languages Common, Giant, Skald, Tengu, Tien

SQ fast movement, *ki* pool (6 points, magic), maneuver training, ninja tricks (shadow clone, vanishing trick), no trace +1, poison use, slow fall 20 ft., still mind

Combat Gear *potion of shield of faith* (+2), black lotus extract (1 dose), deathblade (2 doses); **Other Gear** *Deadly Kiss* (+1 dagger; see page 60), *earthfire shuriken* (3; +1 *flaming burst shuriken*; see page 60), blowgun and 10 darts, shuriken (5), *shozoku of the night wind* (see page 60), masterwork thieves' tools

SPECIAL ABILITIES

Shadow Clone (Su) The ninja can create 1d4 shadowy duplicates of herself that conceal her true location. This ability functions as *mirror image*, using the ninja's level as her caster level. Using this ability is a standard action that uses up 1 *ki* point.

Treasure: The lacquered screen is worth 200 gp, and can be identified as Tien in style with a DC 15 Knowledge (geography) or Knowledge (local) check. Behind the screen is a small leather trunk in which Omoyani keeps her washerwoman clothes and other possessions, including a disguise kit, an ornate blowgun fashioned from jade and lapis lazuli (not usable as a weapon but worth 200 gp as an art object), 150 gp in Tien coins, and a writ signed by Sveinn Blood-Eagle that gives the bearer the authority to commandeer any of the Linnorm King's huscarls within 2 miles of Kalsgard for up to 12 hours that Omoyani saves for emergency situations (a DC 16 Linguistics check can identify the writ as a forgery).

D9. EMPTY CELL

This room is identical to those at area D7, but no monk occupies the cell. A DC 12 Perception check notices an unusual amount of grit and masonry dust on the floor of the chamber. A DC 23 Perception check detects a secret door in the south wall.



OMOYANI

D10. NEW CORRIDOR

This corridor has been hewn from the native rock. A DC 12 Knowledge (dungeoneering) or Knowledge (engineering) check (or Perception check if a character has stonecunning) determines that the corridor is of much newer construction than the rest of the dungeon level. Kimandatsu constructed the rest of the dungeon from this point forward after taking possession of Ravenscraeg from Snorri Stone-Eye, using funds transferred from the Rimerunners Guild. The stairs at the end of the corridor lead down to area **D12**.

D11. GOTI'S CHAMBER (CR 5)

A brazier in the corner of this room glows faintly with red coals, its smoke reminiscent of the stench of scorched flesh. A short bed with a headboard carved with the image of an open-mouthed demon stands against one wall, and a small table cluttered with books, scrolls, and a stuffed and mounted stirge sits across from it. A magic circle has been scribed in center of the floor with chalk. Torn papers, bits of old food, and other debris are scattered about the room, collecting in corners and under the bed and table.

This is the bedchamber of the sorcerer Goti Runecaster, though he is rarely here—more often, he is engaged in research and experimentation in his laboratory, gathering herbs in the countryside, or involved in nefarious deeds in the shadows of Kalsgard. Kimandatsu summoned him to Ravenscraeg, and he is currently on guard in the second dungeon level.

The items on the table hold assorted paraphernalia related to magic research, including a partially scribed *scroll of planar binding*. The scroll is incomplete and currently beyond Goti's ability to create, but he is working toward that end. The circle on the floor is an outline for a protective circle for use with a *planar binding* spell, and can be identified as such with a DC 26 Knowledge (arcana) or DC 21 Spellcraft check. Examination of the brazier confirms that strips of dried flesh have been burnt in the brazier to create the repellent odor.

Creature: Although Goti is not present, he left behind a guardian in his bedroom. Anyone making a DC 22 Perception check hears a faint rustling sound coming from underneath the bed, where a giant crawling hand lies hidden in the debris. The undead hand attacks as soon as it is discovered or if any of the room's contents are disturbed. It fights until destroyed and pursues anyone who takes anything from the room.

GIANT CRAWLING HAND CR 5
XP 1,600
hp 52 (*Pathfinder RPG Bestiary* 2 59)

Treasure: A DC 20 Perception check detects a secret compartment hidden in the demon's mouth on the bed's headboard, but another DC 23 Perception check is necessary

to locate the trigger for opening it. Otherwise it can be battered open as a good wooden door (hardness 5, hp 15, Break DC 16), though opening it by force has a 50% chance of destroying the scrolls within. Inside the compartment are three arcane *scrolls of magic circle against evil* (caster level 5th) and a vial of powdered silver worth 60 gp (good for three castings of a *magic circle* spell). The stirge on the table is stuffed with sawdust, but if anyone cuts it open, four moonstones worth 30 gp each tumble out.

D12. GUARDROOM (CR 8)

The hallway widens here into a small chamber with a door exiting to the south. The door is banded with wide straps of iron and bears a large, heavy lock. A single brazier provides dim light to this area.

Goti Runecaster has strung a tripwire connected to a set of sleigh bells at the point marked **T** on the map. The alarm can be detected with a DC 16 Perception check and easily avoided simply by stepping over it. If not avoided, the alarm alerts the occupants of area **D12**. The secret door to area **D14** can be found with a successful DC 20 Perception check (DC 13 if the door is ajar).

Creatures: Six human zombies created by Goti Runecaster (using *scrolls of animate dead*) occupy this guardroom at all times. The zombies are all Ulfen warriors, and immediately attack anyone who approaches unless ordered otherwise by Goti.

In addition, Goti Runecaster himself is present. If he knows that the PCs are coming, he quickly ducks through the secret door into area **D14** (he leaves the door partially ajar for just this reason). There he casts his preparatory spells and drinks his *potion of eagle's splendor* while the zombies attack the PCs. Goti then casts *vanish* and emerges, invisible, from the main door to area **D14** to attack the rear ranks of the party with a poisoned crossbow bolt and his ranged spells. If threatened by a front-line fighter, Goti casts *create pit* to block that foe's approach. If caught unawares, Goti is seated on a cloak before the brazier warming his hands.

GOTI RUNECASTER CR 7
XP 3,200
hp 76 (see page 54)

HUMAN ZOMBIES (6) CR 1/2
XP 200 each
hp 12 each (*Pathfinder RPG Bestiary* 288)

D13. TREASURY (CR 6)

The door this room is securely locked (hardness 5, hp 20, Break DC 25, Disable Device DC 30). Kimandatsu (see area **D16**) has the key to the treasury.

Trap: To open the door correctly, the key must be turned completely in the lock twice. If only turned once, the door still opens, but the trap is not deactivated. Likewise, a successful Disable Device check on the lock does not deactivate the trap; it must be searched for and deactivated separately. If the door is opened without disabling the trap, it discharges a *flame strike*, filling the entire room with divine fire.

FLAME STRIKE TRAP CR 6

XP 2,400

Type magic; Perception DC 30; Disable Device DC 30

EFFECTS

Trigger touch; Reset none; Bypass lock

Effect spell effect (flame strike, 8d6 fire damage, DC 17 Reflex save for half damage); multiple targets (all targets in a 10-ft.-radius cylinder)

Once the door is open, read or paraphrase the following.

Beyond the door is a veritable trove of valuables gathered into one place. Chests overflow with gold and silver ornaments. Crates hold trade bars of precious metals. Ornate, gilded drinking horns peek out of a burlap sack, and coffers spill forth gold and silver coins in quantities rarely seen in this part of the world.

Treasure: Three chests, each weighing 50 pounds, hold gold and silver brooches and arm-rings worth a total of 2,100 gp. Five crates hold copper trade bars stamped with the rune of the Rimerunners Guild. There are 20 trade bars in each crate, and each trade bar is worth 5 gp and weighs 10 pounds. A sixth crate holds 20 silver trade bars, similarly stamped. These trade bars also weigh 10 pounds, but are worth 50 gp each. There are total of 23 gilded drinking horns of various beasts, each worth 15 gp, and one made from an aurochs horn and set with citrines worth 135 gp. The coffer holds a total of 850 gp, 1,975 sp, and 3,000 cp. These are all assets of the Rimerunners Guild that Kimandatsu has been skimming off the top and storing here for her own personal use.

In addition, one chest holds all of Ulf Gormundr's gear (see page 58). If Ameiko (or another significant NPC) is being held in area D19, then her possessions are here as well.

D14. PERSONAL STORES

Boxes and sacks lie neatly stacked in this chamber. Shelves holding orderly bins have been built into the walls. A wooden locker stands beneath the shelves. Despite the seeming order to this room, a faint charnel reek underlies the place.

Kimandatsu stores her own personal supplies of food and spirits in this chamber. Searching the crates and sacks reveals hard loaves, fine cheeses, and dried fruits and vegetables. The

bins on the shelves hold quality spices and seasonings, many imported from Tian Xia. The locker beneath the shelves holds the carcasses of game animals and even the limbs of a few humanoids in various states of decomposition—true delicacies for the oni's palate. The secret door to area D12 can be found with a DC 20 Perception check.

Treasure: One of the bins holds three bottles of Korvosan wine worth 20 gp each, and two flasks of aged sake imported from Minkai worth 50 gp each. The Tian spices are worth a total of 40 gp.

D15. GUARDED PORTAL (CR 6)

Stairs descend to a pair of alcoves flanking an ornate double door. Standing in each alcove is a bronze statue depicting a warrior dressed in the ornate garb and armor of a warrior of distant Tian Xia. Beneath their broad helmets, the statues wear demonic face masks with snarling fanged maws, while their hands clutch gracefully curved swords in poses of battle.

Creatures: These samurai statues are actually caryatid columns imported from Minkai. They have orders not to attack Kimandatsu or anyone carrying a jade raven statuette, but they animate and attack anyone else who attempts to enter Kimandatsu's inner sanctum.

SAMURAI GUARDIAN STATUES (2) CR 4

XP 1,200 each

Advanced caryatid columns (*Pathfinder RPG Bonus Bestiary* 8)

N Medium construct

Init +1; **Senses** darkvision 60 ft., low-light vision; Perception +0

DEFENSE

AC 16, touch 11, flat-footed 15 (+1 Dex, +5 natural)

hp 47 each (5d10+20)

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

Defensive Abilities shatter weapons; **DR** 5/—; **Immune** construct traits, magic

OFFENSE

Speed 30 ft.

Melee mwk katana +11 (1d8+7/18–20)

STATISTICS

Str 20, **Dex** 13, **Con** —, **Int** —, **Wis** 11, **Cha** 1

Base Atk +5; **CMB** +10; **CMD** 21 (cannot be disarmed)

SQ statue

Gear masterwork katana (see sidebar on page 27)

SPECIAL ABILITIES

Immunity to Magic (Ex) A caryatid column is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below. A *transmute rock to mud* spell deals 1d6 points of damage per caster level to a caryatid column, with no saving throw. *Transmute mud to rock*, on the other hand, heals any lost hit points. A *stone to flesh* spell

does not actually change the column's structure but negates its damage reduction and immunity to magic for 1 full round.

Shatter Weapons (Ex) Whenever a character strikes a caryatid column with a weapon (magical or nonmagical), the weapon takes 3d6 points of damage. Apply the weapon's hardness normally. Weapons that take any amount of damage in excess of their hardness gain the broken quality.

Statue (Ex) A caryatid column can stand perfectly still, emulating a statue (usually one that is holding up the ceiling, like a carved column). An observer must succeed at a DC 20 Perception check to notice the caryatid column is alive.

D16. KIMANDATSU'S LAIR (CR 9)

The interior of this chamber has been transformed into a multilevel architectural wonder. The chamber is divided into two tiers, the upper tier lying twenty feet above the lower tier, and rotated forty-five degrees. The peak of the ceiling rises to a pyramid sixty feet above the floor. The diagonal orientation of the upper tier forms four twenty-foot-high ledges above the walls of the lower tier. A fountain issues from the southernmost of these ledges, pouring in a waterfall to a decorative pool in the floor containing several ruby-hued koi. Black-lacquered folding screens have been set at various places about the room, creating a veritable maze of panels.

The ogre mage Kimandatsu has fashioned her lair to imitate a twisted pagoda she once occupied in her homeland of Minkai. The koi pond is only 3 feet deep and is fed by runoff from the stream on the level above. The screens have no special value, but they divide the room into sections, providing cover and concealment. A single screen can be knocked over as a move action. The northeast corner of the room has been sectioned off into a large pallet bed surrounded by a pair of silver braziers engraved with images of fanciful dragons and tigers. It is here that Kimandatsu sleeps and meditates when not out managing the affairs of the Rimerunners Guild as Thorborg Silverskorr. The secret door in the east wall to area D17 can be found with a DC 20 Perception check.

Creature: When the PCs arrive, Kimandatsu is here in her guise as Thorborg Silverskorr, entertaining a favored servitor, one of the Frozen Shadow ninja. When the PCs first enter, Kimandatsu smiles broadly and steps behind one of the screens, where she immediately turns invisible. She then flies invisibly to the western ledge 20 feet above the floor and casts *flame arrow* from her wand to make all of her arrows flaming. Kimandatsu then assumes her

natural form and attacks the PCs with *cone of cold* and her bow from the safety of her perch. The ninja drinks a *potion of vanish* and makes sneak attacks from the concealment of the folding screens as she maneuvers about the room.

Once Kimandatsu reveals her true form, she laughs and mocks the PCs for their futile attempts to disrupt her plans. She boasts that she controls the Frozen Shadows and the Rimerunners, and through them all of Kalsgard, bragging that even the Linnorm Kings must bow to the secret will of her masters. She claims that all of the Linnorm Kingdoms will work to prevent an Amatsatsu from gaining the Jade Throne, and that the PCs have no chance to overcome those arrayed against them. Much of this is overconfident braggadocio, but there is no reason to let the PCs know this right away.



THORBORG SILVERSKORR

FROZEN SHADOW NINJA (4) CR 2

XP 600 each

hp 20 (see page 25)

KIMANDATSU CR 9

XP 6,400

hp 104 (see page 56)

TACTICS

During Combat Kimandatsu uses *invisibility* and flight to keep out of reach of foes, flying from ledge to ledge as she fires flaming arrows from her bow.

Morale If reduced to fewer than 25 hit points, Kimandatsu turns invisible again and attempts to escape through the secret door to area D17. She releases the winter wolf from area D18 in the hope that it will attack the PCs,

but the wolf can detect her invisible presence with its scent ability and has a 50% chance of simply attacking the oni.

Treasure: The two silver braziers are each worth 75 gp, but nothing else in the room is overly valuable, since Kimandatsu stores such items in her treasury (area D13).

D17. DUNGEON

The passage beyond the secret door carries a noticeable chill. Around the corner stand two pairs of heavy wooden doors, both secured with large locks.

A DC 16 Perception check detects a low growl coming from somewhere ahead. This growl is from the winter wolf Skygni in area D18, who can smell the PCs in the corridor. The doors are of strong wood and locked (hardness 5, hp 20, Break DC 25, Disable Device DC 26). Kimandatsu carries the keys to both doors.

NPC RELATIONSHIPS

If you're using the relationship rules presented in the *Jade Regent Player's Guide*, the PCs have the opportunity during this adventure to further increase their Relationship Scores with the significant NPCs traveling with them. The PCs can increase their Relationship Scores with the NPCs below by the listed amount for taking the following actions or completing the following tasks:

Ameiko Kaijitsu: acquiring at least 30 NP: +1; recovering *Suishen* (area D3): +1; rescuing Ameiko (area D19): +1

Koya Mvashti: taking Koya to explore Kalsgard (present for at least three encounters): +1; allying with the cassian angel Helgarval (see page 25): +1

Sandru Vhiski: giving Sandru any valuable Tian food or drink: +1; introducing Sandru to Lute Haggerty (area C14): +1; finding a guide for the caravan by rescuing Ulf Gormundr (area D19): +1

Shalelu Andosana: giving Shalelu Kimandatsu's *bracers of archery* (area D16): +2; rescuing Ameiko (area D19): +1

D18. KENNEL (CR 5)

This dark cell is cold enough to cause breath to fog. Gnawed bones, animal waste, and tufts of white fur litter the floor.

Creature: Kimandatsu captured a winter wolf named Skygni and locked it in this chamber, hoping to train it as she used to do with tigers back home. The winter wolf is far more intelligent than the oni's trained tigers, however, and resents the ogre mage's attempts to train him. More than once, Kimandatsu has barely escaped the room with bite wounds and frostbite from the beast's attempts to kill her and escape. Skygni's starting attitude is hostile, but he will parley with the PCs if they can change his attitude to at least indifferent (+5 bonus on the Diplomacy check if Skygni sees them kill Kimandatsu and they do not immediately attack him). Otherwise, the wolf attacks the PCs for 1d4 rounds before making a break for the door and attempting to flee Ravenscraeg. Although Skygni is evil, if the PCs manage to treat with him peacefully, he can become a useful ally to them as they cross the Crown of the World in "The Hungry Storm." Skygni can serve as either a guard or scout for the PCs' caravan, but his presence imparts a -2 penalty to the caravan's Morale score for as long as he accompanies it (see the *Jade Regent's Player's Guide*). Skygni leaves the caravan as soon as it reaches Tian Xia.

SKYJNI CR 5
XP 1,600
 Male winter wolf (*Pathfinder RPG Bestiary* 280)

hp 57

Languages Common, Giant, Skald

D19. DEEP CELL (CR 5)

Inky darkness fills the inside of this chamber, along with a stale, fishy smell mixed with the stench of unwashed bodies. The sound of dripping water and a low moan echo through the still air.

Kimandatsu holds her most important prisoners—those she wishes to keep alive to question yet doesn't necessarily want others to know that she has—in this chamber. The northwest corner of the room is flooded to a depth of 2 feet with tepid water that leaks in from the koi pond in area D16. The pool contains a number of small frogs and fungi that serve as food for the chamber's guardians when they are not fed regularly by the ogre mage.

Creatures: Two blindheims are hiding in the pool, contentedly munching on tadpoles and the occasional koi brought to them by Kimandatsu. The oni has trained the blindheims to keep any captives helplessly blind and stop any escape or rescue attempts. The creatures attempt to blind anyone who tries to remove any of the captives or discovers them lurking in the pool, attacking and fighting to the death if cornered.

Ulf Gormundr also languishes in this cell, captured by Asvig Longthews and brought here by Kimandatsu to prevent him from being hired as a guide by the Amatatsu heir. Ulf has been kept alive for the valuable insights that he might be able to provide in regard to the intricacies of the Path of Aganhei. Although the minions of the Five Storms have made the trek across the Crown of the World before, it is never without dire hazard and they have never matched the frequency or success of Ulf Gormundr. Ulf is blind, exhausted, and does not recognize the PCs, though if they identify themselves as friends of Uksahkka, he becomes immediately hopeful and warns them of the hidden guardians in the room. If Ameiko (or another significant NPC) has been captured, then she is also held in here, blind, beaten, and exhausted. She immediately recognizes the PCs' voices and warns them of the "guardians in the dark."

ADVANCED BLINDHEIMS (2) CR 3

XP 800 each

hp 28 each (*Pathfinder RPG Bestiary* 246, 292)

ULF GORMUNDR CR 4

XP 1,200

hp 52 (see page 58)

Story Awards: If the PCs rescue Ulf Gormundr, award them 2,400 XP. Likewise, if Ameiko or another NPC was captured and rescued, award the PCs an additional 2,400 XP.



CONCLUDING THE ADVENTURE

Once the PCs rescue Ulf Gormundr (and possibly Ameiko), they are free to leave Ravenscrag. If they have not yet located *Suishen*, Helgarval encourages them to continue searching the hall and dungeons until it is found.

If the PCs kill Kimandatsu and her lieutenants, then the power of the Frozen Shadows in Kalsgard is broken, at least for now. The PCs and their allies will have no more organized opposition against them in either Avistan or the Crown of the World until the Five Storms learn of the failure of their underlings and can send new agents over the Crown of the World to take charge of the situation.

If the PCs freed Lute Haggerty, he reveals the truth about Thorborg Silverskorr discovered in Ravenscrag, which causes a major shake up in Kalsgard. Sveinn Blood-Eagle suspends the Rimerunners Guild's operations and seizes all of its assets while investigations are conducted, and the Linnorm King immediately and publicly distances himself from his formerly cordial relations with Thorborg Silverskorr.

For their part in avenging his blood feud upon Asvig Longthews and Thorborg Silverskorr, Fynn Snaevold

officially relinquishes ownership of *Suishen* to the PCs as promised. In addition, he offers to invest up to 2,000 gp in Sandru's caravan in exchange for a cut of any profits. The PCs can spend this wealth on any improvements for the caravan, including new wagons, caravan equipment, or caravan hirelings, but they cannot use it to purchase personal equipment for themselves.

With *Suishen* in their possession, the PCs can learn much of the history of the Amatatsu family and the oni of the Five Storms, up to the time it was sold to Fynn Snaevold, including identifying both Kikonu and Kimandatsu as members of the Five Storms. You can use *Suishen* to fill the PCs in on the background of the Adventure Path as presented in "The Brinewall Legacy," and as the Adventure Path progresses, *Suishen* can also reveal more information about both the Crown of the World and Minkai.

With Ulf Gormundr as a guide, the PCs can begin planning for the journey over the Path of Aganhei and through the deadly morozko storms as they cross the Crown of the World in the next installment of the Jade Regent Adventure Path, "The Hungry Storm."

GOTI RUNECASTER

THE MISBEGOTTEN SPAWN OF AN ILL-CONCEIVED UNION IN THE FIRST WORLD, THE HALF-SPRIGGAN, HALF-TROLL SORCERER GOTI RUNECASTER SERVES AS THE FROZEN SHADOWS' RESIDENT SPELLCASTER AND KIMANDATSU'S MOST TRUSTED ADVISOR.

GOTI RUNECASTER

CR 7

XP 3,200

Male half-troll spriggan sorcerer 5 (*Advanced Bestiary* 143, *Pathfinder RPG Bestiary* 2 257)

CE Medium humanoid (giant, gnome)

Init +2; **Senses** low-light vision; Perception +8

DEFENSE

AC 21, touch 12, flat-footed 19 (+4 armor, +2 Dex, +1 natural, +4 shield)

hp 76 (9 HD; 4d8+5d6+41); fast healing 2

Fort +10, **Ref** +4, **Will** +5

Defensive Abilities rock catching; **Resist** acid 10

OFFENSE

Speed 30 ft.

Melee mwk heavy pick +10 (1d6+4/x4)

Ranged mwk heavy crossbow +8 (1d10/19–20)

Special Attacks rock throwing (60 ft.), sneak attack +2d6

Bloodline Spell-Like Abilities (CL 5th; concentration +7)
5/day—elemental ray (1d6+2 acid)

Spriggan Spell-Like Abilities (CL 4th; concentration +7)
At will—*flare* (DC 13), *scare* (DC 15), *shatter* (DC 15)

Sorcerer Spells Known (CL 5th; concentration +7)
2nd (5/day)—*acid arrow*, *create pit** (DC 14), *scorching ray* (acid)
1st (7/day)—*burning hands* (acid; DC 13), *mage armor*, *magic missile*, *shield*, *vanish**

o (at will)—*acid splash*, *daze* (DC 12), *detect magic*, *detect poison*, *read magic*, *spark**

Bloodline Elemental (earth)

TACTICS

Before Combat Goti casts *mage armor* and *shield* before combat.

During Combat On the first round of combat, Goti drinks his *potion of eagle's splendor* (thereby increasing the save DCs of his spells). He attacks opponents with spells for as long as possible. In melee combat, Goti uses Arcane Strike to make his pick magical and increase its damage, and maneuvers to make sneak attacks against foes.

Morale If reduced to fewer than 15 hit points, Goti uses his *fugitive's grenade* to flee. He may return at a later time to continue harassing the party. If cornered and unable to escape, Goti uses his size alteration ability to change his size to Large and renews his attacks on his foes, fighting to the death.

Base Statistics Without his spells, Goti's statistics are **AC** 13, touch 12, flat-footed 11.

STATISTICS

Str 18, **Dex** 14, **Con** 16, **Int** 13, **Wis** 10, **Cha** 14

Base Atk +5; **CMB** +9; **CMD** 21

Feats Arcane Strike, Combat Casting, Eschew Materials, Great Fortitude, Martial Weapon Proficiency (heavy pick), Toughness

Skills Climb +6, Craft (alchemy) +9, Disable Device +4, Intimidate +7, Knowledge (arcana) +9, Linguistics +3, Perception +8, Sleight of Hand +4, Spellcraft +9, Stealth +4, Use Magic Device +8

Languages Aklo, Common, Giant, Gnome, Skald

SQ bloodline arcana (change energy damage spells to acid), size alteration, spriggan magic, spriggan skills

Combat Gear *fugitive's grenade* (see page 60), *potion of eagle's splendor*, *scroll of animate dead*, *wand of command undead* (11 charges), deathblade poison (1 dose); **Other Gear** masterwork heavy crossbow with 20 bolts, masterwork heavy pick

* See the *Advanced Player's Guide*.

Goti Runecaster was born in the First World, the unwanted get of an unfortunate union between a spriggan and a troll. Claimed by neither parent, he was left on the doorstep of an Irrisen hermit-witch who lived near a rift between the First World and Golarion. Growing up in the frigid barrens of the northlands, Goti embraced the innate talent for magic that ran in his blood and reached deep into the earth. Under the old crone's tutelage, he matured to become a formidable sorcerer in his own right, often setting out on his own to explore the frozen hinterlands of his winter-bound home.

After a time, Goti's adoptive mother ran afoul of the White Witches and was forced to flee Irrisen with her young ward in tow. They made their way into the wilds of the northeast corner of the Lands of the Linnorm Kings and there eked out a meager living among the rocks and lichens of the tundra. Eventually Goti fell in with a group of Ulfen raiders, slavers who struck into the Nolands and even the northern reaches of Varisia to take captives for the markets of Jol and Bildt. Although Goti worked hard to conceal the location of his foster mother's home in the wilds, some of his "partners" followed him as he trekked back to his home after one of their raids. The raiders surprised their erstwhile compatriot and took both Goti and his mother captive, hoping to extract riches and magic

from the witch and sell her blood and bones to disreputable alchemists and other purveyors of such grisly items.

Captured, beaten, and humiliated, Goti and his mother were marched in chains across the hills and moors of the Linnorm Kingdoms toward the market of Jol. But one night, as the slavers and their prisoners camped near Skalsbridge, figures materialized out of the darkness and fog and with silent blades made short work of the raiders. The slavers had run afoul of the Frozen Shadows, who were beginning to stretch their presence out of Kalsgard and into the surrounding lands, and wanted no interference from rival criminal groups.

The Frozen Shadows brought Goti and the witch before Kimandatsu in her hideout in Kalsgard's Jade Quarter. The ogre mage instantly sensed the potential in the half-troll sorcerer and elected not to sell the two captives into slavery. Instead, Kimandatsu granted them their freedom, allowing Goti's adoptive mother to return to her home on the tundra. In addition, the Frozen Shadows made sure that every slaver once associated with Goti's previous employers was eliminated, further securing the safety and secrecy of her lair. In exchange, Goti agreed to serve Kimandatsu for a year to work off his debt to the Frozen Shadows for their intervention.

Kimandatsu soon learned to rely on the sorcerer's counsel, and also his magic. One year became 20, and Goti Runecaster became Kimandatsu's most trusted advisor. Even when the ogre mage assumed the public identity of Thorborg Silverskorr, she was often seen in consultation with the strange sorcerer, further enhancing her reputation as a personage of great power and influence. His friendship with the powerful merchant factor has also helped Goti, for his monstrous appearance would likely have otherwise resulted in his expulsion from Kalsgard, or worse, his death at the hands of Sveinn Blood-Eagle's huscarls. But as a trusted ally of Thorborg Silverskorr, Goti enjoys a position of influence and status that would otherwise be closed to him.

In the decades since joining the Frozen Shadows, Goti has served Kimandatsu well. He creates most of the poisons used by the guild's assassins, and his sorcery has supported the guild's agents on numerous missions. Goti also recruited Wodes, the blood-feather raven druid—another First World outcast—into the service of the Frozen Shadows, whose use of ravens as messengers and spies has revolutionized the guild's communication network.

Goti usually remains at the Frozen Shadows' headquarters of Ravenscraeg, where the sorcerer indulges his passion for research into death and the infernal. His adoptive mother, now known in tales of the north as the Witch of the Frozen Fen, occasionally sends him spell scrolls and other magical boons to aid in his research. So far, Goti has created several zombies to help guard

Ravenscraeg, and has even acquired a swarm of hellwasps that he hopes to utilize at some future date.

CAMPAIGN ROLE

At the beginning of this adventure, Goti Runecaster is no more than a name to the PCs, possibly associated with both the mysterious blood-feather raven they keep encountering (who many believe is the sorcerer's familiar) and Thorborg Silverskorr, leader of the Rimerunners Guild. It's not until they explore Ravenscraeg that the PCs finally encounter Goti and his undead minions.

Sworn to Kimandatsu, Goti fights to defend her and Ravenscraeg, but if he should somehow survive, he might very well pick up her work and try to stop the PCs from reaching Minkai. If Kimandatsu still lives, Goti continues working with her, adding his spellcasting expertise to her minions' hit-and-run attacks against the PCs' caravan. If only Goti survives, he might follow the PCs across the Crown of the World himself, perhaps with additional allies or magic, either from the First World or furnished by his adoptive mother.





KIMANDATSU



A DANGEROUS ONI OF THE FIVE STORMS AND LEADER OF THE FROZEN SHADOWS, KIMANDATSU IS BETTER KNOWN IN KALSGARD AS THE ULFEN MERCHANT FACTOR THORBORG SILVERSKORR, WHOM KIMANDATSU BRUTALLY MURDERED AND WHOSE IDENTITY SHE ASSUMED.

KIMANDATSU (AKA THORBORG SILVERSKORR) CR 9

XP 6,400

Female ogre mage fighter 1 (*Pathfinder RPG Bestiary* 221)

LE Large outsider (giant, native, oni, shapechanger)

Init +7; **Senses** darkvision 60 ft., low-light vision; Perception +14

DEFENSE

AC 24, touch 12, flat-footed 21 (+7 armor, +3 Dex, +5 natural, -1 size)

hp 104 (9d10+55); regeneration 5 (acid or fire)

Fort +14, **Ref** +7, **Will** +10

SR 19

OFFENSE

Speed 30 ft., fly 60 ft. (average)

Melee *Oathtaker* +17/+12 (2d8+11/19–20/x4)

Ranged mwk composite longbow +13/+8 (2d6+7/x3 plus 1d6 fire)

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

Spell-Like Abilities (CL 9th; concentration +12)

Constant—fly

At will—*darkness*, *invisibility*

1/day—*charm monster* (DC 17), *cone of cold* (DC 18), *deep slumber* (DC 16), *gaseous form*

TACTICS

Before Combat Kimandatsu casts *flame arrow* from her wand before combat.

During Combat Kimandatsu uses *invisibility* and flight to keep out of reach of opponents, targeting them with flaming arrows from her bow. To avoid being pinned down, she casts *invisibility* after a series of attacks and moves to a new position to fire again. She casts *charm monster* to gain allies from among her foes and targets groups of opponents with *cone of cold* or *deep slumber* if she thinks it will have any effect.

Morale If reduced to fewer than 25 hit points, Kimandatsu casts *invisibility* and attempts to flee until she can regenerate back to full health, then returns to attack her enemies again by surprise. If cornered or surrounded, Kimandatsu casts *gaseous form* in a last-ditch effort to escape.

STATISTICS

Str 24, **Dex** 17, **Con** 23, **Int** 14, **Wis** 14, **Cha** 17

Base Atk +9; **CMB** +17; **CMD** 30

Feats Exotic Weapon Proficiency (tetsubo), Improved Critical (tetsubo), Improved Initiative, Iron Will, Lightning Reflexes, Weapon Focus (tetsubo)

Skills Bluff +15, Disguise +15, Fly +3, Handle Animal +10, Intimidate +15, Perception +14, Profession (merchant) +10, Sense Motive +14, Use Magic Device +15

Languages Common, Giant, Skald, Tien

SQ change shape (Small, Medium, or Large humanoid; *alter self* or *giant form I*), flight

Combat Gear *wand of flame arrow* (10 charges); **Other Gear** Large tatami-do armor (*Pathfinder RPG Ultimate Combat* 129), *Oathtaker* (Large +1 *tetsubo*; see page 60), Large masterwork composite longbow (+7 Str) with 20 arrows, *lesser bracers of archery*, keys to areas **D13**, **D18**, and **D19**

The ogre mage Kimandatsu is a member of the Five Storms, a powerful group of oni in far-off Minkai, and leader of the Frozen Shadows, the Five Storms' guild of ninja and assassins in Kalsgard in the Lands of the Linnorm Kings. In her human guise as Thorborg Silverskorr, a powerful and influential merchant factor of Kalsgard's Rimerunners Guild, Kimandatsu has increased the power and underground influence of the Frozen Shadows, as well as her own personal status. In fact, the Rimerunners Guild is now little more than a front for the Frozen Shadows, its coffers bankrolling the assassin's guild and furthering the ogre mage's personal ambitions.

In Minkai, Kimandatsu served as the Five Storms' chief hunter, chasing down any enemies that the oni marked as targets. From her twisted pagoda hidden deep in the Forest of Spirits north of Minkai, Kimandatsu raised and trained tigers to hunt and track the Five Storms' prey and either kill them or bring them to her unharmed. When the presence of the *Amatatsu Seal* was revealed in Brinewall but the oni found no trace of the Amatatus themselves, the Five Storms sent Kimandatsu over the Crown of the World to take command of the Frozen Shadows and renew the chase of the Amatatsu family.

Arriving in Kalsgard, Kimandatsu disguised herself as a Tian silk merchant and began involving herself in the mercantile interests of Kalsgard as she slowly marshaled her forces and reorganized the Frozen Shadows. Focusing her attentions on Kalsgard's merchant guilds and the wealth and influence they possessed, Kimandatsu slowly worked her way up through the ranks of the Rimerunners Guild, one of Kalsgard's most powerful trading concerns.

Kimandatsu soon wormed her way into the confidences of the up-and-coming merchant factor Thorborg Silverskorr, an influential and charismatic leader on the guild's board of shareholders. Under Thorborg's guidance, Kimandatsu gained a firm grasp of the business world of Kalsgard and the political climate in the Lands of the Linnorm Kings. At the same time, Kimandatsu exerted her subtle influence to help guide Silverskorr to successful business ventures. Using secret intelligence gathered by her ninja in the Frozen Shadows, Kimandatsu manipulated Silverskorr's business rivals into a number of tactical mistakes, as well as orchestrating seemingly innocent—through often deadly—mishaps to befall them. As Silverskorr grew in wealth and power, she gained greater and greater influence within the Rimerunners Guild.

It was a sorrowful day in the guild when Thorborg returned from a trading voyage south only to report that Kimandatsu, who had accompanied her on the trip, had been lost at sea during a storm. Fortunately, Kimandatsu had left her shares in the Rimerunners in Thorborg's capable hands, so the Ulfen factor was able to continue the Tian merchant's trade with barely a hiccup. Within a year of Kimandatsu's disappearance, Thorborg Silverskorr was appointed factotum of the guild by the board of shareholders. The power and profitability of the Rimerunners has only continued to grow under the skillful management of Thorborg, a popular public figure and favored daughter of Kalsgard.

Unfortunately for the Rimerunners, however, it was the real Thorborg Silverskorr who died during that fateful voyage, brutally murdered by the shapechanging Kimandatsu, who assumed the Ulfen's identity and now runs the Rimerunners as another branch of the Frozen Shadows.

Kimandatsu has continued this charade for years, increasing the wealth and power of the Rimerunners Guild as well as her own. She has insinuated herself into the elite of the city and is above suspicion or reproach in the eyes of Linnorm King Sveinn Blood-Eagle (to whom

she has made several lucrative loans). After acquiring the remote fortress of Ravenscraeg a few years ago from Snorri Stone-Eye, Kimandatsu was able to construct a true secret headquarters from which to expand the Frozen Shadows' influence beyond Kalsgard and to continue the pursuit of the Amatatsu family wherever in Avistan they might be. If Kimandatsu's plans are not stopped, it will not be long until the Frozen Shadows move unseen among the cities of the south as well as in Kalsgard.

CAMPAIGN ROLE

Kimandatsu is the final villain of "Night of Frozen Shadows," and is the impetus behind most of the attacks and obstacles the PCs have to face and overcome during the adventure. Entrusted with overseeing the Five Storms' agenda in Avistan, she will stop at nothing to prevent the PCs and Ameiko Kajitsu from crossing the Crown of the World and reclaiming the Jade Throne of Minkai.

To this end, Kimandatsu has a number of agents at her command. In addition to the rank-and-file members of the Frozen Shadows, the ogre mage can also call on Goti Runecaster, Jorgan the Axe, Omoyani, and Wodes. As the PCs' notoriety increases, Kimandatsu sends these agents out to harass the PCs and their allies.

If Kimandatsu survives the adventure, she continues to harass the PCs as they make their way to Minkai. She is utterly loyal to the Five Storms, and failure is not an option for her. Of course, if the PCs have killed most of the Frozen Shadows, Kimandatsu will have few allies left to assist her, but you can allow her to either recruit a few new agents in Kalsgard or perhaps recall some Frozen Shadow ninja from faraway assignments. During the next installment of the Jade Regent Adventure Path, "The Hungry Storm," Kimandatsu and her minions can make hit-and-run attacks against the PCs' caravan as it travels along the Path of Aganhei, and perhaps even ally with some of the PCs' enemies in that adventure to stop the PCs from crossing the Crown of the World and reaching Minkai.





ULF GORMUNDR



ULF GORMUNDR'S SKILL IN TRACKING AND COLD-WEATHER SURVIVAL MAKE HIM AN INVALUABLE ALLY ON A TREK ACROSS THE CROWN OF THE WORLD. HE CAN BE SURLY AND DIFFICULT TO WORK WITH, BUT NO ONE KNOWS THE PATH OF AGANHEI LIKE THE HALF-VARKI GUIDE.

ULF GORMUNDR

CR 4

XP 1,200

Male human ranger (guide) 5 (*Pathfinder RPG Advanced Player's Guide* 125)

CN Medium humanoid (human)

Init +2 (+4 in cold); **Senses** Perception +8 (+10 in cold)

DEFENSE

AC 19, touch 12, flat-footed 17 (+4 armor, +2 Dex, +3 shield)

hp 52 (5d10+20)

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

OFFENSE

Speed 30 ft.

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

Ranged mwk cold iron throwing axe +8 (1d6+3)

Special Attacks ranger's focus* 2/day (+4), weapon and shield combat style*

Ranger Spells Prepared (CL 2nd; concentration +2)

1st—*endure elements*

TACTICS

During Combat Ulf chooses one opponent to be the target of his ranger's focus and targets that foe with the majority of his attacks, using Power Attack if his strikes hit.

Morale Ulf is loyal to his employers, but he won't sacrifice his life for another's coin. He does his best to defend his clients and help them escape, but he has no compunction about fleeing and leaving them to their own devices if defeat seems inevitable or he is reduced to fewer than 13 hit points.

STATISTICS

Str 16, **Dex** 15, **Con** 14, **Int** 12, **Wis** 10, **Cha** 8

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

Feats Diehard, Endurance, Power Attack, Shield Focus, Skill Focus (Survival), Toughness

Skills Climb +11, Handle Animal +7, Knowledge (geography) +9 (+11 in cold), Knowledge (nature) +9, Linguistics +2, Perception +8 (+10 in cold), Ride +7, Stealth +8 (+10 in cold), Survival +11 (+13 in cold)

Languages Common, Skald, Tien, Varki

SQ favored terrain (cold +2), terrain bond*, track +2, wild empathy +4

Combat Gear *potions of cure light wounds* (2), tindertwigs (10);

Other Gear masterwork chain shirt, masterwork heavy wooden shield, +1 *longsword*, dagger, masterwork cold iron

throwing axe, throwing axes (2), climber's kit, cold weather outfit, 50-ft. hemp rope, pocket flask of Janderhoff whiskey, sextant*, smoked goggles*, snowshoes*, wolf skin

* See the *Advanced Player's Guide*.

Ulf Gormundr was born the son of a Varki shaman and an Ulfen whaler. Although his father sometimes took him on voyages to Kalsgard or out in the Steaming Sea, Ulf was usually left in his mother's village in the eastern Icemark. Ulf idolized the crusty Ulfen sailors who were his father's shipmates and always intended to join the whaling trade when he came of age. When Ulf was just 13 years of age, however, his father failed to return from a voyage, and word eventually reached the village that his ship had gone down in a storm at sea.

Ulf traveled to Kalsgard and attempted to join the crew of another Ulfen whaler, but his age, inexperience, and half-Varki blood led all of the captains to turn him away. He stayed in Kalsgard for a time looking for a trade with little success until he encountered Inuk, a Varki tracker from another Icemark village. Inuk made a good living working as a hunting guide in the Grungir Forest and Stormspear Mountains, and took the young Ulf under his wing as an apprentice hunting guide, alongside his own daughter, Uksahkka. Ulf and Uksahkka became fast friends, as close as brother and sister. The two often joined Inuk on his excursions and sometimes made their own way across the tundra to visit their home villages in the Icemark.

When Uksahkka and Ulf were in their late teens, Inuk took a commission with an Ulfen jarl to guide some of his retainers on the Path of Aganhei over the Crown of the World and into the exotic lands of Tian Xia. Although Inuk had made this trek with his own father once as a boy, he had never attempted it on his own. Despite the pleas of Uksahkka and Ulf to not go on the dangerous trek or to at least take them with him, Inuk could not resist the lucrative pay offered, and forbidding the youths to follow, set out with his charges into the Stormspear Hills. Neither Inuk nor his party ever returned.

When it became obvious that the expedition was not going to return, the enraged jarl had Uksahkka arrested and pilloried, claiming that the Varki guide had led his caravan into an ambush and looted their murdered bodies before

disappearing. Ulf's Ulfen blood prevented the jarl from making the same baseless claim against him, but not from blackmailing him: If Ulf did not follow the Path of Aganhei himself and discover the fate of the party, bringing back proof of its discovery and the blood of its traitorous guide, Uksahkka would not be released from the stocks. With no other way to save his adopted sister, Ulf set out alone, never having trodden the Crown of the World before. Two months later, Ulf did the impossible—he returned alive.

Through a combination of luck, guile, and his own tracking experience, Ulf had actually discovered the remains of the Ulfen party. They had been caught unprepared by a massive snowstorm, and blaming Inuk for their misfortune, had murdered him. Left to their own devices far out in the frozen wasteland of the Crown, the fools had succumbed to the elements and slowly froze or starved to death. Ulf carried with him proof of Inuk's murder and the corruption and incompetence of the jarl's own men.

Upon his return, Ulf found Uksahkka very near death, having barely survived on the scraps of food and water that she could beg from passersby.

Ulf then publicly confronted the jarl with his proof and demanded Uksahkka's release, but the jarl contemptuously ordered one of his huscarls to kill the young half-Varki guide. But Ulf had learned something of fighting too, not only from his father's rough-and-tumble whaler crew, but also from the Varki hunters of his youth, and a throwing axe found the huscarl's neck before he was even able to close for combat. Another found the jarl's back as he fled. Taking the jarl's sword as his own, Ulf broke the stocks that held Uksahkka and took her back to the Icemark to nurse her back to health. Many witnesses had seen the injustice perpetrated by the jarl, and he was no favorite of the king's, so no weregild was demanded and no blood feud sanctioned. But word did get out that Ulf Gormundr had single-handedly trekked the Crown of the World and returned alive to tell of it.

For years now, Ulf and Uksahkka have served as guides throughout the Lands of the Linnorm Kings, and Ulf has established a reputation for himself as a skilled guide along the Path of Aganhei (Uksahkka does not take part in these expeditions, feeling that to do so would dishonor the spirit of her father, who attempted the same trip and failed). Unfortunately,

after a hard life of loss, betrayal, and bigotry, Ulf Gormundr has also gained a reputation as a loose cannon and difficult employee. More than one merchant guild has hired Ulf only to fire him or have him quit soon after because of some disagreement or injustice, either real or perceived. At least one of Ulf's employers terminated his services after he beat their factor nearly to death over the mistreatment of some Varki porters. Nevertheless, his reputation as a guide over the Crown is second to none.

For his part, Ulf cares little for the opinions of others. He cares neither for his employers nor their gold, but he cares deeply for his adopted sister Uksahkka, and he harbors a bitter grudge against those in power who abuse their authority to harm the disenfranchised. Ulf will go to great lengths to right what he sees as injustice.

CAMPAIGN ROLE

Ulf has a key role to play in the next installment of the Adventure Path, "The Hungry Storm." His help and guidance will be crucial as the PCs take their caravan over the Path of Aganhei across the Crown of the World. Ulf agrees to work for the PCs in gratitude for rescuing him, though he keeps his relationship with them strictly professional.



JADE REGENT TREASURES

THE FOLLOWING UNIQUE TREASURES CAN BE FOUND IN “NIGHT OF FROZEN SHADOWS.”
PLAYER-APPROPRIATE HANDOUTS APPEAR IN THE GAMEMASTERY JADE REGENT ITEM CARD SET.

DEADLY KISS

Aura moderate evocation; **CL** 6th
Slot none; **Price** 10,302 gp; **Weight** 1 lb.

DESCRIPTION

Forged centuries ago for a master poisoner known for her seductive assassinations, *Deadly Kiss* is a Tian-style +1 dagger with a blue metal blade. If the wielder is carrying poison on her person, she can, as a swift action, magically apply the poison to the blade with no chance of exposing herself to the poison. The poison simply disappears from its container and reappears on the blade. This consumes the dose of poison. As with any poisoned weapon, if an attack with the blade results in a natural 1, the wielder exposes herself to the poison unless she has the poison use special ability.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *unseen servant*, creator must have the poison use ability; **Cost** 5,302 gp

EARTHFIRE SHURIKEN

Aura strong evocation [fire]; **CL** 12th
Slot none; **Price** 400 gp; **Weight** 1/2 lb.

DESCRIPTION

This +1 *flaming burst shuriken* is etched with the image of an erupting volcano. Any creature damaged by an *earthfire shuriken* must make a DC 15 Reflex save or catch fire. Each round, burning creatures may attempt a Reflex save to quench the flames; failure results in another 1d6 points of fire damage.

CONSTRUCTION

Requirements Craft Magic Arms and Armor; *burning gaze* (see page 208 of the *Advanced Player's Guide*); *flame blade*, *flame strike*, or *fireball*; **Cost** 198 gp

FUGITIVE'S GRENADE

Aura faint conjuration and transmutation; **CL** 3rd
Slot none; **Price** 750 gp; **Weight** —

DESCRIPTION

These small grenades are made from hollowed eggshells filled with assorted powders and reagents and inscribed with magical glyphs. When broken, a *fugitive's grenade* creates a 10-foot-radius cloud that lasts for 2 rounds. This cloud is otherwise identical to a *fog cloud*. A single smoke tendril in the center of the cloud forms a solid-feeling rope, 20 feet long, that functions as a *rope trick* spell. When the smoke

cloud dissipates, so does the smoke rope, though the *rope trick's* extradimensional space remains for its full duration. Once the smoke rope disperses, any creatures inside the extradimensional space must jump or climb out by other means. A *fugitive's grenade* may be thrown as a ranged touch attack with a range increment of 10 feet.

CONSTRUCTION

Requirements Craft Wondrous Item, *fog cloud*, *rope trick*;
Cost 375 gp

OATHTAKER

Aura moderate necromancy; **CL** 9th
Slot none; **Price** 18,540 gp; **Weight** 20 lbs.

DESCRIPTION

This Large +1 *tetsubo* (see page 27) is banded in corroded iron bearing brass studs that are embossed with wicked Tien characters of punishment and pain. Once per day, the wielder can bestow a *blood geas* upon a willing subject who swears an oath to the wielder (the wielder and the subject must agree on the exact nature of the oath). The *blood geas* functions as a *mark of justice* that activates if the subject of the *blood geas* breaks his oath, dealing 12d6+9 points of damage to the subject. If the subject survives, the *blood geas* is removed, though the subject can swear a new oath and receive a new *blood geas* if he chooses. A character can be under only one *blood geas* at a time. A *blood geas* is permanent unless removed by the wielder.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *mark of justice*, *slay living*; **Cost** 9,440 gp

SHOZOKU OF THE NIGHT WIND

Aura moderate illusion; **CL** 4th
Slot body; **Price** 12,000 gp; **Weight** 2 lbs.

DESCRIPTION

This black bodysuit is of the type typically worn by ninjas and assassins, but it grants its wearer a +2 armor bonus and a +5 competence bonus on Stealth checks. In addition, if the wearer is in illumination of less than normal light, she can use *invisibility*, as the spell, once per day. If the wearer is a ninja with the vanishing trick *ninja trick*, then the wearer can use that ability twice per day without the expenditure of any *ki* points and regardless of the surrounding light level.

CONSTRUCTION

Requirements Craft Wondrous Item, *invisibility*; **Cost** 6,000 gp

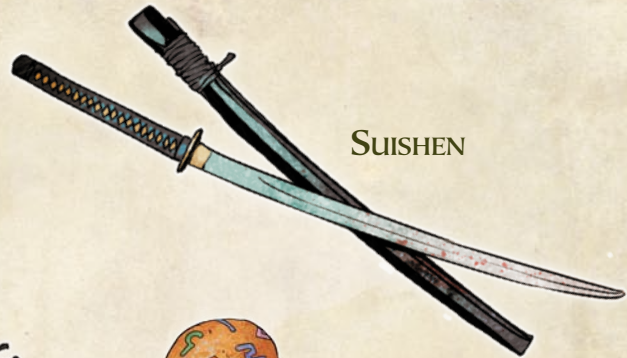
JADE REGENT TREASURES



DEADLY
KISS



SHOZOKU OF THE
NIGHT WIND



SUISHEN



FUGITIVE'S
GRENADES



EARTHFIRE
SHURIKEN



OATHTAKER

SUISHEN, GUARDIAN OF THE AMATATSU (MINOR ARTIFACT)

Aura strong evocation; CL 20th

Slot none; **Weight** 6 lbs.

CONSTRUCTION

Alignment NG; **Ego** 25

Senses 60 ft., darkvision, detect Amatatsu scions, read languages

Int 12; **Wis** 16, **Cha** 13

Communication speech, telepathy

Languages Common, Tien

Powers Constant—*endure elements*

3/day—*air walk, daylight, resist energy (cold), see invisibility*

DESCRIPTION

Suishen is a +2 *defending flaming katana* (see page 27). The ancestral blade of the Amatatsu family, *Suishen* is believed to contain the soul of the first Amatatsu emperor of Minkai. It has been passed down through generations of the family, serving as advisor and spiritual guide. It was actually *Suishen's* idea to be sold to Fynn Snaevald in order to save the family line.

Suishen can detect any scion of the Amatatsu family within 60 feet, whether a natural-born descendant or a person invested with the right to rule as an Amatatsu (such as a creature marked by the *Amatatsu Seal*). Although *Suishen* is neutral good, any Amatatsu scion, regardless of alignment, can wield the sword without gaining a negative level. This boon is at *Suishen's* discretion, however, and should such a

scion ever betray the family or prove unworthy as an heir, the sword can reinstate this penalty and cause a personality conflict. Even though *Suishen* can likely dominate anyone who tries to wield it, the sword usually acquiesces to the wishes of its wielder, provided she is a rightful Amatatsu scion—though after 50 years of holding its silence, *Suishen* is a bit rough as a conversationalist, communicating in a very gruff, no-nonsense manner.

Suishen has a number of additional abilities as well, though it reveals these powers to its wielder only after she has shown herself honorable and worthy of bearing the family's heirloom blade. Each time *Suishen's* wielder is involved in a fight in which an oni of the Five Storms (such as Kimandatsu) is killed, the wielder is made aware of one new power in the following order. If a new person wields *Suishen*, that person must learn the sword's additional powers all over again.

- *Resist energy (cold)* 3/day becomes *protection from energy (cold)* at will.
- *Suishen* gains the *flaming burst* ability.
- *Invisibility purge* at will.
- *Suishen* gains the *bane* ability against creatures with the oni subtype.

DESTRUCTION

Suishen is destroyed if the blade is used to slay the last Amatatsu scion.



KALSGARD

“WHEN THE BREATH OF WOLVES RUSHES DOWN FROM THE SPEARS OF THE NORTH, THERE’S NO EASY PLACE TO FIND SAFETY AND WARMTH. HUNTERS HUDDLE IN CAVES LIKE BEARS, FAMILIES CROUCH LIKE SHADOWS AROUND PITIFUL FIRES, AND SAILORS SHIVER UNTIL THEIR BLACK TOES FEEL COLD NO MORE. BUT WHEN ONE FINDS A WARM SPOT, A PLACE TO A MAKE A BED AND LIFE FREE FROM THE KILLING COLD, HE CAN’T KEEP HIS SECRET FOR LONG. KALSGARD IS THE WORST-KEPT SECRET IN THE NORTH, AND IN DROVES THEY COME—FOR RICHES, FOR SAFETY, FOR WARMTH. MANY FIND NONE OF THESE, FOR ON THE BANKS OF THE RIMEFLOW, MEN HAVE WALLED OUT THE KILLING COLD, BUT BECOME MORE DANGEROUS WOLVES THAN ANY BORN AMID ICE AND STONE.”

—WIND SISTER TALLA YRSASDOTTIR

Kalsgard, the trading capital and oldest surviving settlement of the Linnorm Kingdoms, is a huge, bustling city rising upon the southern shore of the Rimeflow River's wide mouth. Founded countless centuries ago, it has grown from a crude village into today's thriving metropolis. No records survive from the time of Kalsgard's founding, but an ancient saga tells that King Ulvass set sail from Kalsgard on his epic journey to discover Arcadia almost 500 years before Aroden raised the *Starstone* from the depths of the Inner Sea. Therefore, the township of Kalsgard must have existed in some form for at least 5,000 years.

Historically, much of Kalsgard's growth came from its role as a major trading port for Ulfen vikings returning from raids to the south. The spoils brought back by these reavers ensured the city's expansion and allowed specialist crafts to develop that catered to the influx of sailors and local desires for exotic goods. In the more recent past, the rugged sailors of the Linnorm Kingdoms have increasingly turned to trade, making Kalsgard the primary mercantile port in the north. Much of the surrounding area consists of carefully tended farmland that generates foodstuffs and raw materials that are exchanged for high-quality merchandise and trade goods.

Kalsgard has been ruled by a continuous line of Linnorm Kings dating back to before the Winter War with Irrisen. While the city has suffered fire, siege, and other disasters, its citizens have always survived and rebuilt the city stronger than before. The Ulfen residents are a mixture of tribes from different parts of the northern lands, with subtly differing cultures and traditions. Other substantial human ethnicities in the city include the Varki, who come from the arctic lands of Icemark to the northwest; Varisians, who hail from the south; and Tians, who reside in the Jade Quarter along the city's waterfront.

Kalsgard has a large dwarven population. Deeply integrated into the life of the city, dwarves are well regarded, and their expertise in many trades deeply appreciated. The lifestyle of Kalsgard suits dwarves; they mix freely with other races and are welcomed as valued members of society. While many dwarves hold respected positions throughout the city, a large number dwell in the enclave of Undercroft, a series of tunnels and canals built directly into the banks of the Rimeflow River and passing beneath the city itself. Here, among the foundations of Kalsgard, dwarves carve ice and stone to amass reservoirs of fresh water, and tend enclosures of underground livestock bountiful enough to provide for the city's population during winter.

The gnomes of Kalsgard live primarily on the northern bank of the Rimeflow River in the township of Iceferry, operating many of the ferry services that provide passage across the river. There are also many who love the stimulation of living in the heart of Kalsgard. While some of the other citizens grumble at the gnomes' eccentricities,

many in Kalsgard feel they brighten the city, and enjoy their unique perspectives. The potent gnome whisky called throatburn is infamous throughout the city for its intoxicating power. On the first Fireday of Desnus, the gnomes of Kalsgard hold a mock "Linnorm Hunt" festival on the city's main promenade. The hunt excites the imagination of Kalsgard's children as they search for and "slay" the beast, an elaborate linnorm costume operated by gnomes and supplemented with illusion magic.

The natives of Kalsgard are used to seeing a wide variety of races and ethnicities on their streets. Visitors to Kalsgard find the native Ulfen coarsely boisterous and loud, but generally welcoming to those who treat the city and its people with respect and courtesy. While an exotically garbed stranger might draw stares from local passersby, these are almost always looks of curiosity rather than fear or hatred. The only exceptions are for those who openly present themselves as witches from Irrisen. The Linnorm Kingdoms have never formally declared a truce with Irrisen, and anyone foolish enough to claim to be an Irrisen national is swiftly arrested and then imprisoned, exiled, or executed.

Kalsgard continues to expand and grow. Each year, many hopefuls come to the city from small towns and villages in search of employment, riches, and a better life. Today Kalsgard is a very large city, even by the standards of Taldor or Chelixa, although natives of those nations are often loath to acknowledge the Ulfen as peers. More than half the population of the Linnorm Kingdoms crams itself inside Kalsgard's thick walls, enjoying the security and prosperity of the nation's de facto capital.

KALSGARD

CN metropolis

Corruption +6; **Crime** -1; **Economy** +7; **Law** +8; **Lore** +5; **Society** +4
Qualities Insular, Notorious, Prosperous, Strategic Location, Superstitious, Tourist Attraction

Danger +20

DEMOGRAPHICS

Government overlord

Population 72,080 (62,383 humans, 7,212 dwarves, 973 gnomes, 724 halflings, 493 elves, 83 half-elves, 212 other)

Notable NPCs

Linnorm King Sveinn Blood-Eagle (CN male human barbarian 18)

War Priest Chief Gudrun Fire-Hair (CN female human cleric of Gorum 14)

High Skald Thyrie Tarnralsdottir (CG female human bard 12)

Master of Shipyards Sigfastr Gunnarsen (N male dwarf expert 11)

Wind Sister Talla Yrsasdottir (NG female human ranger 7/nature warden 3)

Royal Advisor Grundi Erigson (N male dwarf fighter 1/bard 7/eldritch knight 2)

MARKETPLACE

Base Value 30,400 gp; **Purchase Limit** 200,000 gp;

Spellcasting 6th

Minor Items all available; **Medium Items** 4d4 (+1 *cold resistance light fortification chainmail*, +2 *vicious adamantite battleaxe*, *belt of dwarvenkind*, *breastplate of command*, *cloak of resistance +5*, *horn of blasting*, *iron bands of binding*, *ring of water walking*, *stone of good luck*, *winged shield*); **Major Items** 3d4 (*belt of giant strength +6*, *frost brand*, *helm of brilliance*, *horn of Valhalla*, *instant fortress*, *lantern of revealing*, *manual of gainful exercise +2*, *ring of regeneration*)

CUSTOMS

All free warriors in Kalsgard are expected to own and bear arms. In the city, one of a leader's duties is to provide his followers with weapons, whether that leader be a member of the ruling elite, a wealthy merchant, or a shop owner with a single employee. The fine armaments of a lord's warriors enhance his reputation, and he would be ashamed to appear publicly with an inadequately equipped escort.

In Kalsgard, helms often bear flourishes in the shapes of wings, spikes, plumes, antlers, or even snakes; it's considered bad luck, however, to wear a helmet with horns on it. Only in certain festivities or religious events is it appropriate to wear a horned helm. Often a play or a puppet-show portrays the villain or fool with a horned helm, and much comedy is made of the pointy headwear poking others or getting stuck in things like doorframes.

When an Ulfen citizen dies, mourners observe one of a wide variety of funeral rituals. If an Ulfen from a coastal, island, or river heritage dies and is wealthy or high ranking, mourners place the body aboard a simple funerary boat or raft for a final voyage and set the vessel alight as it is cast off, cremating the remains. For those whose ancestors came from settlements away from large bodies of water, an elongated circle of stones set in the ground symbolizes a ship, and the body is cremated upon a wooden pyre inside the circle. Those from places where wood is less available are inhumed in cairns or mounds, and richer folk are sometimes buried in wagons, along with the bodies of horses to carry them to the afterlife. A small rise to the south of the city holds many such mounds. Some of those from the southern Thanelands still bury their dead by sinking them into the peat bogs that lie to the southwest.

In almost every funeral ritual, the departed is dressed and outfitted for the journey to Pharama's domain. Workers and warriors have their weapons and equipment interred with them; homemakers, their domestic tools; nobles, their favorite jewelry; and so on. Food and drink are placed alongside the dead for the trip. It is said that in the distant past, funeral offerings even included the sacrifice of servants or captives so they could attend the departed in the afterlife.

LAW & ORDER

Given the volatile and competitive nature of many Ulfen and the sheer number of people crammed into the city, the justice system in Kalsgard is a mix of tradition and innovation that has evolved to suit the city's circumstances. Many of the edicts created in Kalsgard's recent past were implemented to prevent or contain blood feuds. An example is an ordinance requiring aggrieved parties to wait 1 week "for their blood to cool" before initiating a blood feud. There are also efficient sets of regulations detailing how to arrange a suitable *weregild* as compensation.

There are few jails in Kalsgard; they are mostly used to hold suspects or put them into protective custody until their innocence or guilt can be determined. Those found guilty are usually required to pay *weregild*, or if they are unwilling to pay, are sold as thralls. Those convicted of serious crimes, such as betraying an oath to a liege-lord or cowardice leading to the death of allies, often receive sentences of *thralldom*, banishment, or a duel to the death.

The city of Kalsgard supports numerous guard troops. The city's king maintains a watch independent of his own warriors, and each quarter has its own unit of guards. Most crafting and trading guilds retain detachments of security guards who patrol the streets in the neighborhood of guild buildings, and any important leader also has a retinue of personal bodyguards. Added to this is the law that obligates any adult citizen to aid in the capture of a criminal when a victim raises a cry. While Kalsgard has a reputation for brawling and fighting, as well as for locals who quickly issue challenges if they feel insulted, it is rare for visitors to have their pockets picked or be the victims of similar petty crimes. Even if such things happen, the culprit—who is often also an outsider to Kalsgard—is highly likely to be caught. A common punishment for stealing is shaving and tarring the thief. As a result, trifling crimes in Kalsgard are extremely unusual, and the few crime guilds that operate in the city are particularly wary and very cunning.

CITY GEOGRAPHY

As Kalsgard has expanded over the centuries, the space inside the city's walls has become overly cramped again and again. Each time the city runs out of room, its leadership embarks on massive projects to build extensions to the outer city wall. Visitors to Kalsgard might wonder why people don't simply build new houses outside the city walls when the city becomes overcrowded. Yet being a warrior and raiding culture, the Ulfen want their homes securely defended, especially while they're away. There are many tales told of the wilderness that exists just miles from the city, and the beasts that claw at the city gates at night.

The walls both around and within Kalsgard clearly divide the city, forming the boundaries of many of the city's quarters. Remnants of older walls still exist in

Kalsgard, but these were largely torn down long ago and their stones used as materials for housing. Today, the city's soldiers and guards use the parapets of the remaining partition walls as a way to move swiftly across the city, and severe penalties are enforced for those found tampering with or pilfering stones from these ramparts. The walls converge at the great ring castle of Thanelands Linnorm King Sveinn Blood-Eagle, the center of city government.

AMBER QUARTER

The Amber Quarter is the hub of manufacturing and production in Kalsgard. Shops with similar wares tend to congregate together along the streets of the quarter, making it easy for shoppers to compare items. All kinds of goods are available here, but the streets that bear witness to the most guards are those of the jewelers and crafters of precious metals. The people of Kalsgard love wearing jewelry to show off their wealth and rank. Men favor armbands and torcs, women tend to wear circular brooches and chain necklaces to fasten their tunics, and both sexes enjoy wearing rings and cloak pins. Swirling designs depicting monstrous creatures commonly decorate this jewelry. Many other types of objects including armor, buckets, combs, cups, keys, and weapons are also adorned with carvings or inlaid with valuable metals. Other precious materials commonly available in the quarter include mammoth and walrus ivory, jet, and pieces of amber. Artisans also create useful everyday items from inexpensive but unusual substances such as antlers, bone, and soapstone.

While most Ulfen use coins for purchases nowadays, in the past it was a widespread practice to create change during a transaction by chopping a piece of silver jewelry into pieces and valuing the silver by weight. Bits of this "hacksilver" can still be found in the quarter, and several shops specialize in collecting and rejoining pieces of hacksilver, or recreating missing parts of a valuable piece.

Recently, rumors have claimed that the Jade Serpent (a priceless idol brought back by some of the first Ulfen explorers to reach Tian Xia thousands of years ago) has resurfaced in the Amber Quarter. Such rumors have been circulating intermittently for years, and countless tales tell of those who find the ferocious linnormlike dragon statue, then lose it again as the destiny of the idol conspires to find its way back to Tian Xia.

BONE QUARTER

As one of the newest parts of Kalsgard, the Bone Quarter hosts more open space than any other quarter in the city. It is also one of the poorer and dirtier parts of the city. Many hopefuls who migrate to Kalsgard eventually find themselves here, as do most Varisian caravans visiting the region. The city's residents see little distinction between travel-loving Varisian caravaneers and Sczarni con artists, and so prevent

Varisian caravans from camping in any quarter besides the Bone Quarter without special dispensation.

The place was initially named for the cattle farmers and hunters who lived and worked here, but at present many in Kalsgard say that it's called the "Bone Quarter" because you can see the ribs sticking out of the desperate and malnourished inhabitants. Accommodations and land are cheap, but the quarter is home to a large number of unemployed, and certain streets that run near the outer wall are dangerous to frequent after dark. Most houses in the quarter are cheaply made from branches daubed with a mixture of mud, straw, and dung, and have leaky thatched roofs. The neighborhoods close to Kalsgard's center are full of humble, struggling families who work the lower-paying jobs in the city. They are most likely to suffer during winter, and there are always some in the Bone Quarter who succumb to starvation or die from illnesses throughout the harsh cold months.

Whispered stories claim that the rats inhabiting the middens and cesspits in this quarter have developed a sly intelligence and collective deviousness. Some claim that large packs of rats have been known to overwhelm animals and even brazenly devour people, but few reliable eyewitnesses have seen such unlikely horrors.

Deadeye's Debris: Named by destitute skalds living in the quarter, this charred ruin was once a towering wooden stave church of Erastil. Severely damaged after a fire tore through this part of the city, the temple's priests abandoned the place 80 years ago. Today, the only inhabitant of the temple ruins is an old hermit named **Arnora the Ancient** (LN female venerable human oracle 4) who sees herself as the last guardian of the shrine. She protects it, preventing the townsfolk or anyone else from demolishing the ruins. Her powers and menacing appearance have given her a reputation for wickedness, but she sometimes provides healing to those who cannot afford to go anywhere else. Many in the quarter, however, would like to see her gone and the land cleared for new housing.

FIRE QUARTER

Inland from the trading waterfront of Kalsgard is the rowdy Fire Quarter. Unlike most other parts of the city, multistory buildings are common in this quarter. Here all manner of Ulfen competition, relaxation, and entertainment takes place. While numerous wrestling halls and athletic courts provide places where one can engage in various athletic contests, taverns and drinking houses represent the most common diversions. The latter establishments host a diversity of boasting, brawling, dancing, and drinking challenges on a regular basis. Most taverns offer traditional drinking horns, but many customers prefer to use mugs and tankards, because unless entirely drained, a horn can't be put down without spilling its contents. Every pub or drinking hole employs multiple bouncers, whose main

JADE REGENT



tasks are preventing damage to the furnishings, extracting payment from those who do smash up the place, and directing groups of belligerent customers to an empty area where they can exchange blows without bothering other drinkers. The city guard patrols the streets in large groups, and unless it appears someone is about to be killed, they usually let brawlers resolve their grievances before dragging away the loser to recover in the guardhouse.

In many of the taverns, skalds entertain crowds with heroic sagas of champions from long ago. The high skald Thyrie Tarnralsdottir often performs at the Whistling Fox, and is equally famous in Kalsgard both for her poignantly beautiful sagas and traditional Ulfen kennings and for her unbeaten record in drinking competitions—thanks to a seeming near-immunity to alcohol. At the House of the Deep-Minded, the Ulfen board game of hnefatafl is popular. In hnefatafl, one player attempts to protect a leader piece from the other player's larger army. Wagers between players and betting on games are common, and the house takes a small percentage in exchange for supplying the boards and venue. The taverns here cater to all tastes; at the Grim Harvest, for example, brooding regulars soak up the gloomy atmosphere and down bitter spirits from cups made from human skulls.

For those seeking paid companionship, a wide array of services are available, varying dramatically in price and quality. Asking for the best the Fire Quarter has to offer invariably leads to a visit to the Hall of Splendid Valor.

The Hall of Splendid Valor: This is easily the finest and most expensive brothel in the city. Inside the hall's doors, gorgeous "azatas" whose costumes consist of wings and little else escort patrons to an idealized (but inaccurate) version of a feasting hall designed to be similar to tales of Valenhall in far-off Arcadia. The clientele dine on sweetmeats and fine wines served by scantily dressed lovelies of their preference, while warrior beauties clad in impractical and extremely revealing armor perform mock sword and axe duels or wrestle for their audience's pleasure. Customers then retire with their chosen escorts to luxurious fur-lined bedchambers. The keeper of the house is **Belende the Showy** (CE female human bard 5), a sensual, wily, and amoral businesswoman willing to go to any lengths to drive her major competitors out of business and increase the profits of her bordello.

HORN QUARTER

The Horn Quarter is chiefly populated by farmers and laborers who cultivate the fields southwest of Kalsgard. Most farmers here grow small crops of vegetables near their homes to ensure that their personal stores can last through the long winter, and thick turf layers the roofs of their stone longhouses to provide insulation against the harsh climate. Superstitions abound among the Horn

Quarter's residents, who often make sacrifices of cattle, goats, or sheep to appease the gods and spirits, displaying the carcasses of such offerings on poles outside their front doors to show off their piety to neighbors.

The southern end of the quarter is home to a series of farms where beekeepers cultivate flowers during the warmer months and tend several colonies of a resilient breed of honeybee. About twice as large as a normal bee, specimens of this strain are also more aggressive but produce a clear, sweet honey that has its own unique taste and brews into excellent mead. Honey and beeswax from Kalsgard are highly regarded trade commodities throughout the Linnorm Kingdoms and in the nations to the south. Were it not for the value and wide-ranging appeal of these bees' honey, the city's rulers would never tolerate the bees within their city walls due to their frequent swarms, but circumstances being as they are, guards patrol the areas surrounding the apiaries to prevent tampering, watch for signs of swarming, and ensure no one is endangered.

The inhabitants of the Horn Quarter retreat inside the city walls before nightfall, normally having locked their animals in barns or sheds for the night. It's rare for thieves or wild animals to break into a farmyard outside the city, but when this occurs, the farmers band together, often employing trained warriors to guard their properties during the night and catch the intruders.

The Stephfir Ostlery: Situated close to the western city walls, this extensive series of corrals and stables gives the appearance of an upright establishment where riders can stable their mounts while in the city. It is also, however, one of the most popular venues in the Linnorm Kingdoms for the northern blood sport of horse fighting. Those leaving their mounts here should be clear with the staff what services they're looking for—stabling or sport—or they might be surprised at their horses' temperament when they return. At the Stephfir Ostlery, trainers condition aggressive stallions to be wildly vicious toward other horses. Pairs of these horses are released into an indoor enclosure where they rear up, kicking and biting ferociously at each other, and battle to the death. While considered distasteful by many in Kalsgard, horse fighting remains a popular spectator sport, and the Ostlery's fights draw large crowds who gamble heavily on the outcome. **Halldorr Byrakson** (NE human male ranger 6) runs the stables. His current prize stallion, Duskgasher, is a brutal beast whose sharpened hooves have crushed the skull of many a challenger—both equine and human.

ICE QUARTER

The Ice Quarter is the focus of day-to-day commerce in Kalsgard, its crowded streets lined with a multitude of shops and stalls selling extravagances and mundane necessities to locals and visitors alike. Here fur-clad

traders barter for consignments of trade goods in the many markets and merchandise is distributed. Close by Rannveig's Run, the stream that runs through Kalsgard, looms the crenellated fortress-temple of Gorum, and the ornate and curving sky-shrine to Desna sits in the open courtyard by the quarter's western gate.

Near the middle of the quarter rises a worn lump of stone roughly the size of a horse. The people of Kalsgard believe this to be the original runestone marking the founding of the settlement. While any markings have long since worn away, citizens often touch the stone for luck.

Numerous restaurants and eating halls have sprung up to accommodate visitors to the Ice Quarter; most of these establishments serve traditional Ulfen fare, including local delicacies such as grilled horsemeat and seabird stew. Several public bathhouses can also be found in the quarter.

The Hunting Serpent Inn: This popular lodge welcomes all visitors to Kalsgard; its rates are inexpensive and its staff are happy to accommodate travelers with special preferences and exotic pets. The owner of the inn, **Tosti Finehall** (NG male human expert 2/warrior 2), is one of a small congregation in Kalsgard that worships Cayden Cailean. Being a pious man, Tosti owns a rapier but never actually wears such a nontraditional weapon. Always glad to meet and talk with fellow worshipers, he only charges them a nominal amount for food and board.

IVORY QUARTER

Close by the shops of the Amber Quarter lies the business center of Kalsgard, where Ulfen merchants broker deals and backers organize trading expeditions and voyages. The city's various trade guilds keep their guildhalls here. Some of the more powerful trading organizations in the city include the Seven Lands group, a syndicate that manages much of the trade between the seven kingdoms in the Lands of the Linnorm Kings; the Sunrise Seekers, a consortium that attempts long trading voyages to the south; and the Icecrown Union, the largest of the merchant guilds, which frequently sends caravans north over the Path of Aganhei to Tian Xia. The guildmaster of the Seven Lands group is **Hroldmar Ragnarson** (N male human rogue 6), an extraordinary negotiator who heads an informal council of the trading guilds, and who works hard to balance their often-disparate interests, thereby preventing the guilds from turning against each other. He periodically requires the services of independent foreigners to complete tasks that must not be traced back to him.

JADE QUARTER

For generations, Kalsgard's Jade Quarter has served as a home for the steady flow of Tian immigrants coming over the Crown of the World. Most hail from the empire of Minkai, and the Jade Quarter reflects many of that

land's native customs, architectural styles, and traditions, uniquely blended with the Ulfen ways of northern Avistan. Although most residents of the Jade Quarter are of Tian descent, the neighborhood also contains a sizable Varki population, composed of members of that nomadic group who find sedentary life to their tastes. Nevertheless, numerous intermarriages over the years and plenty of ongoing trade mean that a group of non-Tian folk walking down the streets of the Jade Quarter is nothing of particular note. Visitors, whether Tian or natives of the Inner Sea, often feel as though they're entering an alien community when they happen upon the Jade Quarter, baffled by the bizarre intermingling of artistry, people, strict traditions, inscrutable faiths, and even the occasional rare creature, all buzzing amid the din of strange languages.

Madam K's Perfumery: While **Madam Kawaoh** (LN female human bard 9) knows an astonishing amount about fragrances and perfumes, this knowledge has absolutely no bearing on her business. Crammed into the basement level of a disreputable butcher's shop, her tiny establishment appears to be a single room of shelves teeming with strange bottles and a riot of tear-inducing aromas. Few Tians and even fewer Ulfen visit her boutique, having neither the coin nor interest to indulge in such vanity. This suits Madam Kawaoh fine, though, as it disguises her actual work. Behind her miniature showroom lies an archive many times its size, filled with curiosities and exotica from across Tian Xia. Madam Kawaoh has made it her business to collect the relics and heirlooms many Tian immigrants are forced to sell after their long and dangerous treks to secure a place in Kalsgard. While she doesn't return these items to their original owners, she tries to inform them of their treasures' new home, giving them the first opportunity to buy the items back. Although these onetime owners can rarely afford to repurchase their former possessions outright, Madam Kawaoh knows the value of service and favors, and so has dozens of her neighbors indentured to her. Her secret shop is also open to those she deems worthy of exploring its treasures, as many of the items in her keeping are magical or quite valuable in terms of price and sentimentality. Non-Tian are rarely admitted, but she's been known to show her wares to those who perform favors for her.

OAK QUARTER

The easternmost quarter in Kalsgard is the industrious Oak Quarter. Here booms of lumber brought downstream from villages and towns like Losthome are stored and crafted into a diverse assortment of finished goods. Burly laborers transfer logs from the river to lumberyards where workers saw them into manageable timber, which they sell to artisans throughout the city. A large number of woodcarvers, carpenters, and craftspeople live in the

quarter, supplying the shipyards as well as producing furniture, carts, tools, cutlery, and diverse other merchandise. Wooden blocks pave many of the streets here, both to provide firm footing and to keep mud and snow from the shoes of residents. Several of the larger surface entrances to the Undercroft are located in and along the Oak Quarter's riverfront. At the quarter's northwest end stretches the Street of Winged Thorns, which features a series of shops selling well-made archery equipment.

The Guhailla clan, a family of crafters renowned for carving linnorm figureheads for new longships, resides in the Oak Quarter. Their carvings are exquisite works of art, and most Ulfen sailors consider a Guhailla figurehead to be both a status symbol and a good luck charm to protect them from disaster at sea.

Kalsgard Shipyards: The shipyards are a chaotic series of piers, dry docks, and warehouses built seemingly at random along the Rimeflow's edge. Owned by numerous family concerns allied together into the shipbuilders' guild, the Kalsgard Shipyards produce the finest longships in the Linnorm Kingdoms. Kalsgard's reputation for graceful, resilient, and swift longships often attracts sea captains from the other Linnorm Kingdoms seeking new vessels. The Master of Shipyards is **Sigfastr Gunnarsen** (N male dwarf expert 8), a dwarf whose family has long resided in Kalsgard. With an innate affinity for woodcraft, Sigfastr journeyed to distant parts of Avistan to perfect the craft of shipbuilding. Having worked and studied in Eleder, Augustana, and other great shipbuilding cities, he returned home and quickly rose through the ranks of the shipbuilders' guild. He hopes to personally craft the ship that King Sveinn will sail to Arcadia.

STONE QUARTER

The Stone Quarter rises upon a rocky incline east of the city's center, and much of the stone used in the city originally came from here. At the center of the quarter stands a grand temple dedicated to the Forge Father Torag, surrounded by the workshops of many highly skilled blacksmiths and

armorers. Traditional Ulfen society holds these artisans in high esteem, as historically Ulfen sea raiders trusted their lives to the quality of their arms and armor. As a general rule, the quality of smiths in the Stone Quarter corresponds to their shops' proximity to the temple, and there is much competition among metalworkers to obtain land as close to the temple as possible.

There are also many learned residents of the quarter who study the history of their people, recording and passing on the traditional sagas and oral history of the Linnorm Kingdoms. While these scholars are far more scattered and informal than "civilized" academies, a patient and respectful pupil can learn a great deal from them.

Numerous magic items can also be purchased in the various shops found here.

Stonemasons in the quarter chisel intricate and flowing designs into runestones. Most buyers commission runestones to remember dead kinsfolk or loved ones, to mark territory, or as long-lasting reminders of historic events. A few older runestones in the quarter are known to hold mystical powers or forgotten knowledge.

The Great Temple of Torag: From atop a knoll at the highest point in the quarter looms the imposing temple of Torag. Constructed from huge blocks of granite, the structure has the shape of an enormous warhammer, with the main worship area and holy forge at the hammer's "head" and the "shaft" of the hammer housing the priest's chambers. Elaborately etched steel paneling covers much of the interior, and highly decorated metallic bracing reinforces the vaulted ceiling. The high priestess is **Nauma Irongleam** (LG female human cleric of Torag 7), a hardworking woman also regarded as one of the foremost armorsmiths in Kalsgard. The temple offers spellcasting services but also occasionally needs the assistance of competent individuals to escort special shipments of ore from Kopperberget to the temple in Kalsgard.



SVEINN BLOODEAGLE



SHELYN

SHELYN (SHEHL-IHN) IS A GODDESS WITH A KIND HEART, WHO WOULD MOVE MOUNTAINS OR TAKE EXTREME RISKS FOR THOSE SHE LOVES. AS A VERY OLD GODDESS WHO HAS WATCHED MONSTROUS CIVILIZATIONS RESHAPE THE WORLD WHILE PRIMITIVE HUMANS HAD YET TO DISCOVER FIRE, SHE HAS SEEN COUNTLESS VARIATIONS IN ART, AND INNUMERABLE LOVE STORIES PLAYED OUT UNDER EXTRAORDINARY AND IMPOSSIBLE CIRCUMSTANCES. SHE IS A PASSIONATE AND CREATIVE ARTIST IN BOTH MATTERS OF THE HEART AND WORKS OF BEAUTY. SHE TRIES TO ALWAYS MAKE THE WORLD A BETTER PLACE BY HER ACTIONS. SHE PREACHES AND PRACTICES THAT TRUE BEAUTY COMES FROM WITHIN, AND THAT EVERY PERSON CAN BE BEAUTIFUL IN SOME WAY OR ASPECT. SHE HAS SOOTHED ENOUGH BROKEN HEARTS TO KNOW THAT LOVE AND BEAUTY ARE NOT EASY THINGS, BUT SHE REMAINS AN OPTIMIST, FOR SHE HAS SEEN THESE THINGS MEND HURTS AND TURN OTHERS AWAY FROM EVIL.

Shelyn represents all aspects of love, whether innocent affection between children, courtly love between a knight and a lady, companionship from a beloved pet, the devotion of a parent to a child, the steady tenderness of an old couple, the chaste adoration of a paladin for a deity, or the passionate vigor of newlyweds. However, she prefers relationships not solely based on carnal desires; she does not oppose such relationships, but hopes they blossom into something more meaningful. Likewise, she does not consider greed true love, whether the coveting of riches or jealous feelings toward an uninterested person.

Shelyn is always shown as a young woman barely out of her youth, with eyes of blue or silver (or sometimes one eye of each color). Her hair is ankle-length, with several strands of bright green, red, and gold. She is usually shown as a human, though her ethnicity and coloration may vary, and she has been depicted

as an elf, half-elf, dwarf, gnome, halfling, and even a half-orc. She always wears tasteful clothing and jewelry that accentuate her beauty without revealing too much of it. Her physical proportions vary depending on the artist and regional standards for beauty—in some lands she is shown as thick-bottomed and pot-bellied, while in others she is shown as strong and sturdily built, or waif-thin in still others, depending on the look favored for young women in that region. The goddess herself prefers appearing as a human woman of average proportions and exceptional beauty, dressed in attractive but comfortable clothing. Her avatar is the embodiment of passion, energy, and devotion, and nearby objects and even the air and light themselves bend toward her as if her very proximity brought bliss.

Shelyn is the daughter of an unknown mother and the spirit-wolf Thron, the Prince That Howls. Thron once roamed the mountains, forests, and skies, singing his feral song to the earth, stars, and moon, proclaiming his love for life and song and love itself. He had many mates among the spirits and mortals, and from these unions came two children greater than he: his daughter Shelyn and his son Dou-Bral. Shelyn is unusual in that she and her brother are the only close relatives among the major Golarion deities. (Several nonhuman deities have divine families, particularly the dwarven pantheon, but none of them are as prominent as these two.) Ages ago, Shelyn and Dou-Bral quarreled, and he left the world to explore regions past the edge of the Great Beyond, abandoning his divine interests and responsibilities. When he returned, possessed by an alien mind and transformed into the dark god Zon-Kuthon, he captured and tortured his own father,

remaking the noble wolf's flesh into his herald, a thing of pain and horror. Zon-Kuthon and Shelyn fought again, but eventually the goddess wrested his glaive from him (thinking it was the source of his corruption), and the two declared a truce. Despite the hurts he has caused, she has not forgotten the person he used to be, and hopes to someday redeem him. Her story of love and devotion despite sorrow inspires mortal friends and lovers to persevere in adverse circumstances, bards to craft epic songs and tragedies, and artists to create works that touch the soul.

Shelyn's domain is a remote valley on Nirvana, where she, her petitioners, her servants, and allied agathions celebrate the creation of beauty and respect for love. Nearby is a similar valley, empty of creatures, said to have been the original realm of her brother before he became Zon-Kuthon. Especially blessed artists may receive visions of her realm's landscapes to inspire their works, and many widows and widowers of her faith experience dreams of walks in the realm's rose gardens, with their deceased loves at their side.

Shelyn sometimes contacts her faithful directly by means of short but precise whispered messages in the ear, but she prefers to work

through reassuring thoughts and reminders of loved ones or favored music. Songbirds are sacred to her church; their presence is considered good luck, and most temples include feeders on the roof or in nearby trees to encourage bird visitation and nesting. Shelyn's displeasure can manifest in a number of ways, such as a brief glimpse of a repellent reflection in a mirror, a lover's quarrel, a drably colored bird, a bird singing off-key, or wilted rose beds. She is slow to anger, and even the harshest communication from her is not harmful, only temporarily uncomfortable. She is greatly saddened by those who betray the ones they love, and haunts such folk with guilt and the subtle sounds of those they betrayed until they either genuinely ask for forgiveness or abandon the faith entirely.

Shelyn is neutral good, and her portfolio is beauty, art, love, and music. Her weapon is the glaive *Whisperer of Souls*, seized from her brother Zon-Kuthon and claimed as her own; she keeps it as a reminder of her brother's transformation and to show her worshipers that it is necessary to fight for the things you love. Her holy symbol is a songbird with rainbow feathers. Her domains are Air, Charm, Good, Love, and Protection.

Shelyn is worshiped by people of all alignments and social statuses. Good and neutral folk seek her counsel in finding love or inspiration for music and art, or regaining a straying love or lost muse. Evil folk turn to her when



"FILL YOUR HEART, EYES, AND MIND
WITH THE BEAUTY OF THE WORLD.
WITHOUT BEAUTY AND LOVE, WE
ARE NOTHING."

—MELODIES OF INNER BEAUTY

they realize their lives are empty without love and beauty, or pray to her hoping to turn the heart of a cherished prisoner (in the end finding their own hearts awakened instead). Many scoff at her faith as being full of weaklings, dandies, dreamers, and fools—but in the presence of her power, they cannot help but love her, for all things love her, even unfeeling undead and unthinking objects.

The truth is, many of Shelyn's faithful are dreamers and fools—drunk on love, they believe that love is sword, shield, food, and drink. Most of her long-term followers are more practical, however, knowing that while love is intangible, a journey, and a source of inspiration, it must be tempered with common sense. Only a lucky few can afford to abandon everything for the sake of love; most must find love as they can, relish it when they find it, and remember it fondly if it leaves. In the middle are folk who wear their hearts on their sleeves—quick to fall in love, obvious in showing it, obvious again in mourning when the heart is broken, and willing to risk breaking it again. A devoted follower of the goddess's love aspect truly feels alive only when in love or in pursuit of love.

Devotees of art are the more practical members of the faith, though only relative to the lovestruck. Artists starving to perfect their craft, whether it be the musician who forsakes all others in pursuit of the perfect song or the dancer who practices for hours on blistered feet to perfect a single movement, are all devotees of Shelyn, obeying the obsessive urge to create something that will inspire others for generations. The goddess doesn't ask mortals to attempt this level of devotion, but she understands and respects the heartfelt desire to create, whether out of love, grief, the desire for fame, or the edge of madness.

Among her worshipers are artists, young lovers, old couples still very much in love, musicians, those awaiting arranged marriages, the broken-hearted, and romantics of all stripes. Star-crossed lovers pray to be united, and young men and women pray to catch the eye of a crush or to find attractive and loving spouses. A husband in a politically motivated marriage prays that his wife never meets his beloved mistress, while his wife asks that her husband never suspects the peasant boy who makes her heart ache with longing. Shelyn does not require fidelity, but teaches that you should not be reckless with other peoples' hearts, nor should you tolerate those who are reckless with your heart, for an oft-broken heart is slow to heal.

Marriage for love pleases her, as does finding love outside a marriage when doing so does not hurt the spouse. Parental love is powerful and usually the first love any creature knows, and therefore she supports having children (whether by birth or adoption), no matter the organization of the family unit, as long as they are raised by loving parents. Though she considers divorce a sad thing, she understands that hearts may change, and it's

sometimes better to end a marriage than to fight too hard to save something doomed to fail.

Worship services for Shelyn may be quiet and slow-paced or loud and upbeat, but they are always heartfelt; dance and music are central to any ritual. Food, particularly large group meals where every person or family brings a different pot or plate of food, is common at evening ceremonies, and is often used to welcome new members of the community.

TEMPLES AND SHRINES

Shelyn's temples are roomy places surrounded by gardens and statues, decorated inside with paintings and sculptures and always filled with music. Most have at least one rosebush in the garden. The walls are decorated with framed calligraphy of poems from her holy book (these works are sometimes sold to wealthy patrons, who present them to their loved ones). The temples are havens for young lovers, with romantic views of statues, natural scenes, or the sky, and are the sites of many wedding ceremonies. Often the temple art was donated, created, or sponsored by those who found love and approval from the church when all others opposed them; priests of the temple usually create the rest.

Individual Shelynite temples may focus on one type of art, such as painting or dancing or a type of musical instrument, particularly if the temple is small. Larger ones are often multidisciplinary, with a leaning toward orchestral performance or theater, particularly in Taldor.

Many temples are associated with one or more agathions, similar to patron saints. These agathions are believed to have once been mortal worshipers of Shelyn whose reward for their devotion to beauty and love was transformation into celestials. These temples usually have iconography and art relating to their agathions and the noble animals they resemble.

The church as a whole is disorganized, but this doesn't really hinder its activities. Priests gain status based on wisdom (particularly in overcoming problems with loved ones) and artistic sense, but otherwise a temple usually makes decisions communally. Those priests who agree with a particular solution help work toward it; those who disagree either try a different method or stay out of the situation.

Formal garb for the church is a pair of leggings and a long tunic for men or a calf-length dress for women. The clothing is cut and tailored to flatter the wearer but is not overtly sexual. Bright green, red, and gold are preferred colors. White overgarments such as vests, belts, or scarves are used to accent the main colors. Many ceremonial outfits include the image of a rose in one of these four colors, and rose-adorned regalia are part of many religious ceremonies.

A PRIEST'S ROLE

Most of Shelyn's clergy are clerics or bards, though she has a few paladins, druids, and rangers of high status in her

church. Their duty is to promote and protect beauty, art, and love so that these things may flourish, and to inspire others to joy and enlightenment. Though all priests have access to charm magic, they do not use it recklessly or to seduce, as doing so is a violation of the goddess's teachings and unfair to those who might be honestly searching for love. Her clergy have, however, been known to use magic such as *calm emotions* to ease the hurt of a broken heart. Most priests eventually get married, though some refuse to limit themselves to just one partner, and practice respectful polyamory or polygamy.

A priest must endeavor each day to create something of beauty. Typically this is visual art or music, but other skills such as gardening, mentoring others in music or other arts, or aiding a local theater count for this purpose. Among more militant priests, beauty may come from the perfection of acrobatic and aesthetically appealing martial arts and weapons routines. The priesthood recognizes that mortals can be superficial, rejecting good folk unlucky enough to be unattractive, and so priests help these ugly ducklings to find their inner beauty while simultaneously finding ways to accentuate their more attractive physical qualities, often through the use of flattering clothing or hairstyles. Those with no talent for creating art often work in jobs where they can associate with, sponsor, and look after artists. Some serve nobles as scouts for upcoming talents or arrange patronages between these individuals. Wealthier priests may own theaters, art galleries, concert halls, or music schools.

Typically, non-adventuring priests support themselves through some kind of art, which means they tend to be employed in larger cities or travel in the manner of wandering minstrels. Shelyn's rangers and druids are usually the sort who live off the land, content to watch over places of natural beauty or perhaps hire themselves out to lovers in need of a fresh start in a new place. In general, her priests make fine negotiators and teachers, as the people they interact with can't help but like them and want to please them.

Though few layfolk worship her exclusively, Shelyn is a favorite of anyone seeking love, joy, or beauty—commoners pray their newborns will grow up handsome or beautiful, nobles pray that arranged marriages brings them kind and attractive mates, cowhands pray to dance with the most attractive shepherds, and so on.

HOLY TEXT

Shelyn's holy book is *Melodies of Inner Beauty*, a collection of stories about the goddess, her family, her history, and her doctrine, each written in a different style. *Melodies* is more of a hymnal than a prayer book—most stories are expressed through song, others through storytelling or epic verse, and still others are meant to be spoken during a dance. The book glosses over the ugly parts of the stories (particularly about Zon-Kuthon), though other divinely inspired documents of the church reveal more details.



APHORISMS

There are innumerable poems and songs inspired by love, yet most followers hold three sayings as Shelyn's most important messages.

The creation of beauty is the highest art. Even the tiniest thing done to make something of beauty or improve a thing's appearance is a blessing to the world.

Love is never born of evil. Love is a positive, fulfilling energy. Possessiveness, jealousy, and similar feelings stem from evil, and are not love. Rejoicing when your enemies suffer is evil; though their punishment may be deserved, a loving heart does not allow itself to be discolored by hatred.

Love is the greatest of all things. Knowledge, language, and prophecy all pass in time, but love, faith, and charity toward others persist, their repercussions felt in this world and the next. Even when love is barely more than a flickering candle, it can ignite the heart and soul into a raging flame that defies time, death, war, fate, and nature.

HOLIDAYS

The church of the Eternal Rose has no universal holidays except Crystalhue. However, any anniversary of love is reason for an entire temple to celebrate, and vow-renewals are a common occurrence among the faithful. For a temple associated with an agathion, that celestial's mortal birthday, wedding anniversary, or confirmation in the church may be a local holiday.

Crystalhue (Winter Solstice): This day of artistic creation is traditionally a time for courtship and romantic proposals. Originally a secular event created by bards in Taldor, its popularity grew over several decades until members of the church adopted it as their own about 200 years before the Age of Lost Omens. The faithful celebrate it by exchanging small tokens of polished crystal, typically on rings or pendants. Some temples support the poor by providing the materials to create these simple items, and by setting up areas outside temples where the items are then sold in the days before Crystalhue.

RELATIONS WITH OTHER RELIGIONS

Shelyn is in a unique position among the deities in that everyone loves her and wishes to please her (though they may not acknowledge this when she is not around). She cannot help this, as it is merely her nature. However, the other gods and goddesses all have different ideas about what it is to love someone, and far too many of the evil ones equate love with ownership (and treat their "property" horribly). Asmodeus would make her the greatest of the Whore Queens. Lamashtu would make her the mother of the most "beautiful" monsters. Rovagug would place her within one of his eyes so that she might watch the glory of him destroying all creation. These evil beings consider this "love" the highest honor, but obviously the Eternal Rose rejects these things. She has been romantically involved with several minor and major deities, but refuses to bind herself to any of them for fear of hurting all others who love her. She has no children, though few



believe her to be absolutely chaste in her interactions with other divine beings.

Shelyn is friendly with Bolka, the dwarven goddess of love and beauty, though recognizing that their worshipers have very different ideas about such things. There is also some overlap between Shelyn's interests and those of Calistria, goddess of lust. Fortunately, the two amuse each other and understand the need for both lust and love in a passionate relationship, and likewise that a loving relationship can turn lustful and vice versa (though neither deity truly respects the other's interests). Neither goddess has any serious designs on the other's followers, and while Calistria covets Shelyn, the Eternal Rose rejects these advances because she knows the interest is superficial and carnal.

Shelyn is the only deity who has any regular contact with Zon-Kuthon. The two half-siblings have reached an agreement about their disagreement, and he never attacks her. However, she remains wary that the evil force that controls him might one day change its mind, and so is more cautious with him than with any other being in the universe. She also recognizes the look of longing in his eyes when he sees her glaive, and suspects that somehow its alien thoughts are the key to freeing her brother from the dark shadow that consumes him.

The one other constant sorrow for Shelyn is her broken relationship with Nadiri, a minor goddess of suicide (particularly romantic suicide). Originally Nadiri was just a divine servant of Shelyn, tasked with watching over couples whose love was forbidden by race, culture, or family decree, but when one pair of her mortal wards chose to kill themselves rather than live apart, she somehow gained supernatural power and fled from Shelyn in fear and confusion, eventually becoming the Lost Maiden, a true (if very minor) deity. The Eternal Rose has tried to reconcile with Nadiri many times in the past 3 centuries, but strange circumstances always manage to keep them apart (and have been the inspiration for several tragic operas, whether directly about the goddesses or rewritten as a story about mortals). Shelyn senses the young goddess slipping away from her. The Lost Maiden has attracted the attention of Urgathoa, Zyphus, and even Hanspur, which puts Shelyn at odds with them and places their otherwise-amicable relationships on shaky footing.

NEW SPELLS

Clerics and paladins of Shelyn may prepare *charm person* as a 1st-level spell and *good hope* as a 4th-level spell; they may prepare *sympathy* as an 8th-level spell but can only cast it on works of art. All priests treat *charm animal* as if it were a 2nd-level spell on their class spell list. Bards may learn *eagle's splendor* as if it were a 1st-level spell. In addition to *unbreakable heart* (see *Pathfinder Campaign Setting: Gods and Magic*), her priests have access to the following spell.

CUSTOMIZED SUMMON LIST

Shelyn's priests can use *summon monster* spells to summon the following creatures in addition to the normal creatures listed in the spells.

Summon Monster II

Grig* (*Bestiary* 2)

Summon Monster III

Silvanshee agathion (*Bestiary* 2)

Summon Monster V

Vulpinal agathion (*Bestiary* 2)

* This creature has the extraplanar subtype but is otherwise normal for its kind.

ASPECT OF THE NIGHTINGALE

School transmutation (polymorph); **Level** bard 1, cleric 1, druid 1, paladin 1, ranger 1 (Shelyn)

Casting Time 1 standard action

Components V, S, DF

Range personal

Target you

Duration 1 minute/level

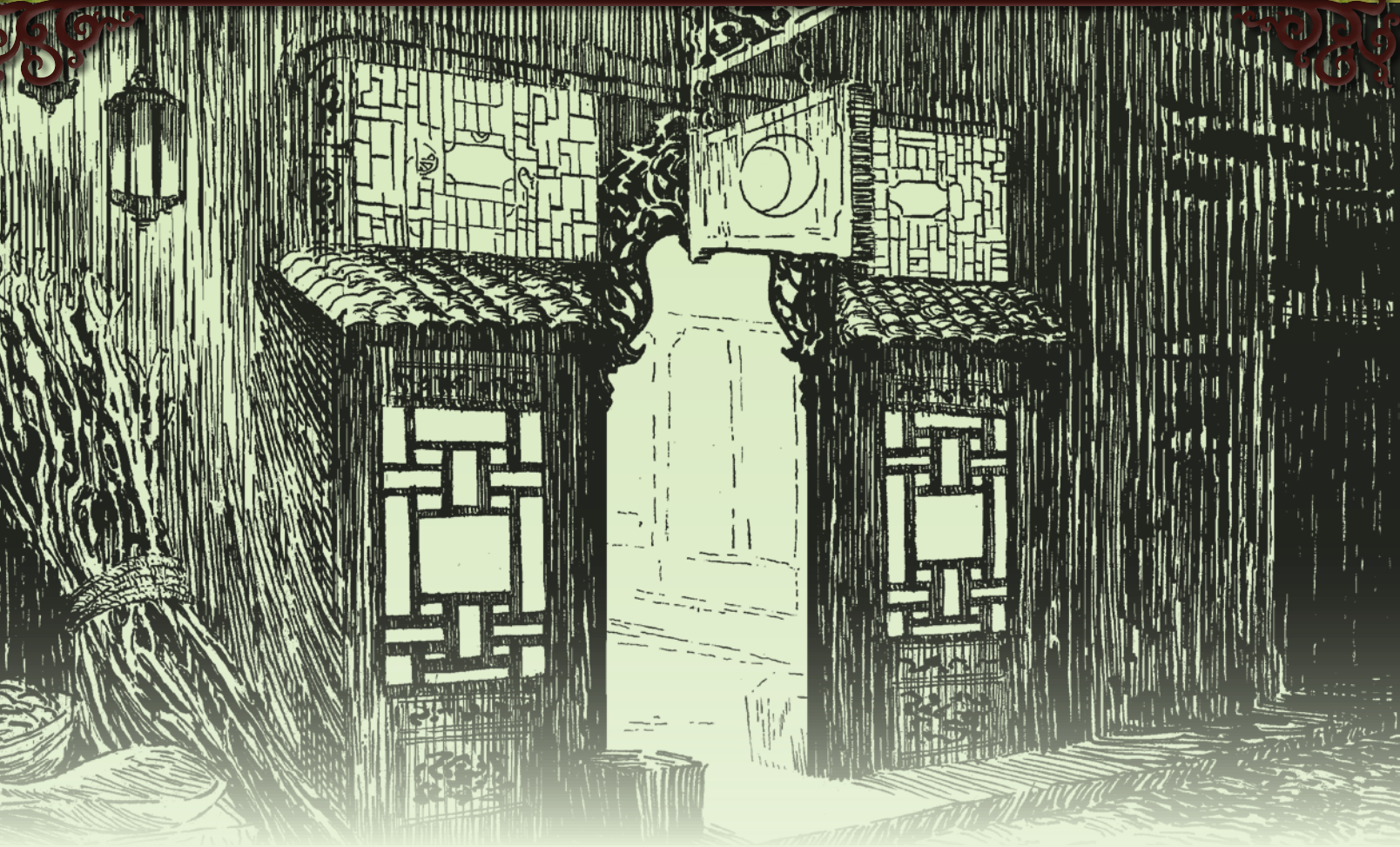
You take on an aspect of a nightingale. Your voice becomes clear and pleasant. You gain a +2 competence bonus on Perform (sing) checks and a +2 competence bonus on Diplomacy checks. Once per minute, if you are subject to a charm effect that allows a saving throw, you may roll twice and take the more favorable result.

PLANAR ALLIES

Shelyn's divine servants are either transformed petitioners or supernatural beings she has created. Her herald is the Spirit of Adoration (see page 88), a giant winged woman whose eyes burn with the fire of true love threatened. The following are two of her most blessed minions.

Harmonia: This cloudlike being contains dozens of winking eyes and singing mouths. She remembers everything she hears, and delights in carrying messages, often improvising songs from these missives and whispering them to bards a hundred years later. She prefers to be paid with new music created by skilled performers, though she also accepts fine instruments and scrolls of bard spells.

Phoenix Tail: This brilliantly plumed avoral (*Pathfinder RPG Bestiary* 2 16) bard is a master calligrapher and painter, using his own feathers as quills for writing and as canvas for paint. He has moments of mania and spells of dark depression, both of them fueling his art and devotion to the goddess. He crafts magic items out of his own plumes (particularly bird and swan boat *feather tokens*) and gives them to mortals pursuing art, music, or love. He prefers payment in the form of original paintings and fine inks and paints.



THE FELICITOUS MOON

PATHFINDER'S JOURNAL: HUSKS 2 OF 6

As we left our contact's house, I realized how bad it was that Yamana Hisao was dead. The Pathfinders in Absalom sent us to the Minkai conjurer so he could teleport us back after we'd fetched his magic pearl.

I whispered to the boss, "Who's going to send us back to Absalom?" His lips tightened, but he didn't say anything.

We were screwed.

I rubbed the back of my neck and shoulder where the throwing stars had hit me. The wounds had shrunk to chubby little scars, but I felt the tender bruises underneath. After giving me the healing potion, the boss suggested lighting me up would have had the same effect.

The boss once saved my life by dropping a fireball on me to incinerate a swarm of undead. Not only didn't the

spell kill me, but it healed my broken back. The problem is that enough fire burns away my good looks and cool temper.

All things being equal, I'd rather drink a potion.

We hustled down the hill to the lower districts of Oda. Along every third or fourth street, yellow lamps bobbed ahead of the watchmen's shadows. Cresting the hill, we saw the ocean half a mile away, the water a black mirror to the sky, the stars winking at their reflections. The shore was brighter still, with hundreds of lanterns forming constellations on the land.

"There lies the thirteenth district, the Seahorse." Inspector Takeda paused to gesture at the bright area. A strip of land curled out into the ocean, fading into a coiling sandbar exposed by the retreating tide. Black

piers jutted from the beach, where hundreds of fishing boats lay on the sand.

"Where is the tattoo shop?" asked the boss.

Takeda indicated a spot halfway along the slope between us and the Seahorse. He set a brisk pace. The boss, Arnisant, and I had no trouble matching his speed, but I worried about Kazuko. The housekeeper's wooden clogs sounded like a drum roll on the pavestones. She managed to stay exactly eight steps behind the inspector. She'd hitched up her robes, revealing a couple of inches of skin above those cute little toe-socks. She saw me looking, and I threw her the little smile. She returned her gaze to the street.

Takeda's men Shiro and Osamu watched our backs in case the ninja came back for another go. They'd acted spooked ever since the attack. Despite their identical clothes and haircuts, the constables didn't look much alike. Osamu was ten years older, with a scar on his lip over a missing tooth. The way they held their swords steady as they jogged reminded me of what the boss had said about Takeda's missing katana. If it was such an important symbol of his samurai status, I had to agree that it was weird he didn't have one.

Since Takeda's boys had our backs, I kept an eye on the rooftops. The only prowlers I spied were a couple of cats. A mangy orange tom hissed at Arnisant. The wolfhound ignored the challenge, so I hissed back for him. The cat yowled at the sight of my teeth.

Most of the single-story houses were wood with paper windows, but every third building had a stone wall between it and its neighbor. I didn't need the boss to explain why. Back in Egorian, letting your house burn down earns you a beggaring fine. The penalty grows worse with every neighboring home destroyed. After three or four, you end up on the tines.

Takeda rounded a corner and slowed. The row houses gave way to shops. The boss's spell let me speak and understand the local lingo, but I couldn't read the signs. Even so, I knew our destination as soon as I saw the crescent moon sign tattooed with the images of a fancy dragon and unicorn. The Felicitous Moon.

Takeda banged on the door, calling up to the second-floor balcony. "Wake up! Wake up! By the authority of Lord Koga, I command you to open the door."

He kept up the racket, but no one called down. I didn't see any lights on the other side of the closed windows.

Takeda pulled the latch, but the door was locked tight. He glanced at Osamu, who bowed and ran around to the back. Takeda banged on the door and repeated his commands. From the other side of the row houses, Osamu called out, "Locked!"

Takeda frowned. "Perhaps Ichisada spends the night elsewhere. We shall move on to the next tattoo shop and return here tomorrow."

The boss raised his head and inhaled through his nose. He moved closer to the door and sniffed again. Half-elves are known for sharp hearing, but the boss's nose is at least as keen as his ears. I couldn't smell anything but the faint odors of charcoal and roast pork. Arnisant's stomach rumbled. Ropes of saliva dribbled from his jaws. The drooling was the wolfhound's one really unattractive trait.

"Inspector," said the boss. "I suspect we shall find Ichisada inside, yet unable to answer his door."

Takeda turned to Shiro. "Fetch a locksmith."

"There is no need for such a delay," said the boss. He gestured to me. "With your permission..."

Takeda hesitated a moment before nodding. I slipped a feeler and the snake rake from my sleeve. Tipping a wink to Kazuko, who stood behind Takeda, all cute and demure, I knelt before the door.

"Radovan once worked as a locksmith," the boss said.

It wasn't exactly a lie. Anyway, Takeda didn't complain.

The boss twisted his ring to produce a bright light in the cup of his hand. He held it over the lock to give me a better view. I didn't need it to pick the lock, but it never hurts. I can't see colors in the dark, and it's good to be able to spot the indigo stain of black lotus extract or the sheen of sassone leaf residue.

The keyhole didn't look much different from those back home. There was no cover, and the cylinder was nice and roomy. I ran the feeler inside and counted four pins. The shear line was too ragged to rake open, but it wouldn't take long to crack the hard way. I lay down the tools, slipped a half-diamond pick and torsion wrench from my boot.

As I trapped the first pin, I felt a little more spring than I expected. A funny feeling tickled in my gut.

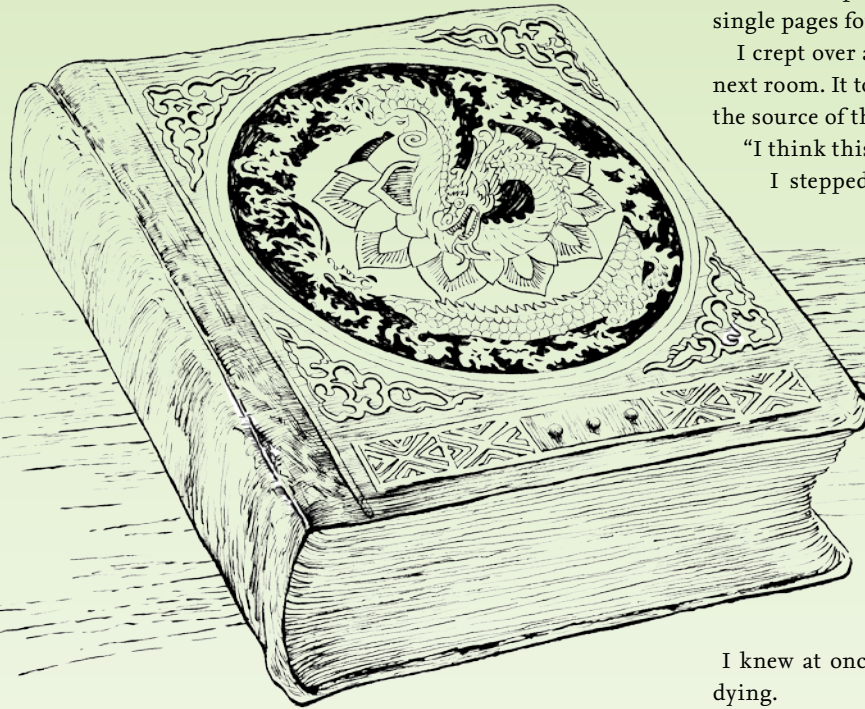
"Step back a bit, will you, boss?"

He moved away, still holding up his palm to light the door.

The trap slit was in the first place I looked, half an inch from the surface in the doorframe to my right. I looked up, left, and back down, checking for others. The boss realized what I was doing and followed my gaze with his light. We did it again to be sure. Then he held the light to the side, illuminating the slit. Inside I saw the razor edge of a spring-bound blade. Sure enough, it glistened with a ruddy paste. I didn't recognize the stuff. The hairs on the back of my neck rose.

"Give me the small and medium hooks," I said, still holding the first pin half-triggered. "Upper left sleeve, inside."

The boss had to search for a second, since it was a new jacket, but he got the picks without jostling me. He popped them in my mouth like a pair of slim cigars. Careful, I



“So this is what was worth torturing a man to death for.”

offered him the torsion wrench and half-diamond. He held them steady, and I let go.

“What is it?” Osamu panted after his sprint back from the rear. Shiro shushed him.

I ignored the junior constables and turned my attention to the trap. I probed with the hooks until I found a couple of narrow wedge points. I wiggled the hooks until they were nice and tight before taking the lock picks back from the boss.

The rest was easy, except for the tense second when I triggered the lock. The door swung open an inch, and the hooks trembled as they held the blade trap in place. Behind me, Shiro and Osamu sighed in relief.

Takeda stepped forward to push open the door, but the boss stopped him. “A moment more, Inspector. To be safe.”

What he meant was I should go first. After all, I’m the bodyguard.

I checked the door for tripwires or any other surprises. Finding none, I pushed it open and peered around.

Inside was a tiny lobby. Dozens of scrolls hung on the walls, each depicting a tattoo design: demons, courtesans, soldiers, swords, tigers, snakes, sharks, octopuses, falcons, ogres, phoenixes, unicorns, dragons—lots of dragons. Thick straw mats covered the floor. To one side lay a

clutter of empty cabinet drawers. Torn books, scrolls, and single pages formed a mound on top of them.

I crept over and pushed aside a curtain to see into the next room. It took me a few seconds to speak after seeing the source of the odor we’d detected. It wasn’t pork.

“I think this is our guy.”

I stepped inside, making room for the others to follow. Takeda was first. He blanched at the sight of the naked body suspended by chains at eye level. Steel hooks pierced its flesh at the ankles, thighs, wrists, and arms, as well as four points on the back. It hung facedown, its head bowed over a brazier.

Whoever it was that tortured him left a couple of cooking skewers in his body. Half his flesh had been peeled away. What remained was a horror of black and red burns.

I knew at once the poor bastard had been a long time dying.

The boss plucked a scented handkerchief from his sleeve and put it to his nose. Beside him, Arnisant snuffled at a dark stain on the floor.

Shiro gagged. Osamu caught Kazuko by the shoulders and turned her back toward the other room before she got a good look.

“We are too late!” blurted Shiro. “It is just like the murder of Yamana.”

“No,” said the boss. “This crime is entirely different.”

Shiro jutted his jaw in a way that said he wanted an explanation. He had to wait while the boss continued his examination.

No one had stolen this guy’s skin. The pieces they cut from him lay cracked and curled in the ashes beneath his charred face. I put a finger on the brazier. It was cool. From that and the decay of the body, I reckoned he’d been dead a couple or three days.

While the boss inspected the corpse, I followed Arnisant around the room. More tattoo patterns decorated the walls. Someone had pushed a padded table against the wall to make room for the torture. Three more cabinets stood with their empty mouths gaping, drawers pulled out and smashed. Broken jars littered the floor in pools of green, purple, and yellow dye.

Arnisant nosed a bit of Ichisada’s skin that had escaped the brazier. I snatched it away. First the fingers, now this. The last thing I wanted was the hundred-and-sixty-pound wolfhound getting a taste for human.

The scrap of flesh was round as a coin, about two inches wide with a zinnia tattoo. Once I had the nasty

little morsel in hand, I didn't know what to do with it. I didn't want it in my pocket, and Arnisant was taller than the table, so it was no use putting it there. I laid it on Ichisada's shoulder, tattoo-side up.

The scrap caught the boss's attention. He peered at it a few seconds before continuing his circuit of the room.

Takeda sent his men through the rest of the house, cautioning them not to disturb any evidence. The inspector stayed behind, watching the boss.

Since Arnisant was nearby and the boss knew how to use a sword as well as his scrolls, I saw no harm in leaving him with Takeda. I followed Osamu and Shiro. When they paused to light a lamp in the kitchen, which was missing its cooking brazier, I went upstairs to check the dark rooms before they made a mess of them.

Someone had tossed the upper floor rooms just like those below. Except for a litter of art books in one room, I didn't find much. The killers had ripped open a quilted mattress but rolled it out of the way to pry up the floorboards. Beneath them was a little cache, probably for a lockbox they'd stolen. They'd dumped out potted plants and cut apart a few paper lantern covers.

I found closed latches on all the windows. By the time I got back to the balcony doors, Shiro had arrived with a lantern.

I waved him over to the door. He held up the light, and I saw a slender black thread on the latch. Only a quarter inch or so hung from the loop around the brass hook. It obviously wasn't a trap, so I eased open the doors. I spotted a couple of fresh vertical scrapes where the doors met and knew this was where the killers came in and went out. They'd slipped the latch with a blade to get in. They pulled it back in place with a thread to shut it on the way out.

On the balcony we found a few more overturned plants and a small round mat. In the light of Shiro's lantern, I spied a few partial footprints in the spilled potting soil. The shape suggested the intruders wore soft boots or slippers.

Shiro groaned. "Kappas."

"What?" The boss's spell didn't unfold that word for me, unless it meant some kind of weird turtle.

"The Kappas are criminals, a gang. They are rumored to have ninja among their members."

"Come on." I led the way back downstairs.

Osamu was back, but in his absence Kazuko had crept into the room to resume her post behind Takeda. It occurred to me that she followed him the way Arnisant heeled to the boss. I didn't like it. We might be servants, but we're not dogs.

Kazuko peered around Takeda's shoulder at the hanging body. Her eyes were a little wide, but her expression was more curious than frightened.

I liked her a little more for that. The kid had moxie.

The boss plucked a scroll from his belt of little holsters. I'd been meaning to suggest he conceal the things, but he liked showing off. Some guys in my old line of work do the same thing with knives and throwing blades. I think it's a bad idea to advertise where you keep your kit.

"Now," said the boss, "The late Ichisada Jiru will tell us why he died."

Osamu gasped, but he stopped his hand before it touched his katana. That was a good thing for him. I had the big knife in hand and was ready to do more than flash it if he got frisky.

Takeda tried to act cool, but he couldn't keep the disgust off his face. "Count Jeggare, do you mean to employ necromancy?"

"Certainly not." The boss stiffened, offended at the suggestion.

"Even so, I must tell you I am not authorized to pay for magical assistance. Our precinct's annual accounting—"

"I am neither a necromancer nor a hedge wizard seeking to conjure coins from your purse," the boss snapped. It was his turn to catch himself. He changed his tone. "Honored Inspector, I would consider it a privilege to assist your investigation with any means at my disposal. I assure you I practice no unwholesome magics, and there will be no charge."

Takeda looked relieved. He bowed, the boss bowed, Takeda bowed again, and the boss had enough.

Before triggering the riddle scroll, the boss pointed at the ceiling. I didn't see what he meant until he twisted his light ring and shone it on a space above the table. Years of smoke had stained most of the plaster brown, but a sharp rectangular area remained white.

"They took something off the ceiling," I said.

"I think not. There are no signs of removed fixtures, nor any indication of a broken adhesive. Yet the plaster in the borders of that rectangle appears exceptionally smooth compared to the surface around it."

Shiro and Osamu exchanged blank looks, but I could tell by his expression that Takeda followed what the boss was suggesting.

The boss ran his thumb over the edge of the riddle scroll, releasing its magic. He held up a hand, looking through the V of his thumb and the rest of his hand. "As I suspected, an illusion conceals a box secured to the ceiling. There we will find what the intruders sought."

I hopped onto the table and reached for the blank spot. Eight inches below the ceiling, my hands touched an unseen surface. I felt around, tracing the borders of the wooden box until I found an open face. Inside, my fingers touched several slender books. They became visible as I pulled them from the magic box. I climbed down and put the books on the table for everyone to see.

Takeda kept looking back up at the ceiling. “I don’t understand. Why do we not see smoke stains on the surface of the invisible compartment?”

“A most astute question,” said the boss. “As particles of smoke and grime settle upon the enchanted object, they become part of the body originally rendered invisible. The effects of the spell immediately apply also to the blemishing material. This very issue has long been a source of debate between the instructors of the Acadamae in Korvosa and the docents of the Arcanamirium in Absalom. If you wish to study the matter further, you might be interested in a treatise I obtained during a diplomatic mission to Qadira some forty years—”

That was all I could stand before letting my attention wander to the books. Magic doesn’t make sense like botany or engineering or any of the boss’s hundred other hobbies. That’s why it’s called magic.

Kazuko moved beside me. I tipped her a wink to let her know she wasn’t the only one bored by the lecture. She rewarded me with a brief smile before looking down. Takeda’s politeness trapped him into listening to the boss, but it was his own fault for asking a question. While he suffered the penalty, I flipped through the hidden books.

One was some kind of ledger. I couldn’t read a word of it without a different kind of translation spell from the boss, so I set it aside. The next one was not a ledger but a single page bound in pasteboard and tied shut with ribbons. At first it looked like a letter, but with two signatures at the bottom, I figured it for a contract. The boss was going to love that one.

The third book was more fun. Inside were more tattoo references, each one covering both pages. Even allowing for the difference in style between the Varisian tattoos I’d seen and the pictures on Ichisada’s walls, I could tell a master artist had created these. They were full of detail, and every stroke was beautiful by itself. The weird thing was that all of the ink was faded, as if the pages had been left open to the sun a long time. There weren’t many pages in the book. I flipped through them all to see a phoenix, a dragon, a tengu, an octopus with razor claws, a furry ogre, and a goblin with a turtle shell on its back and a bowl-shaped dent on top of its skull.

I pointed at the latter two. I recognized one from Kazuko’s earlier description. After my chat with Shiro, I had a good guess about the other. “I know that’s a yeti. What’s this, a kappa?”

Kazuko nodded. She frowned down at the writing beside the drawings. Even without understanding them, I got the impression they were instructions of some sort. Maybe something about which lines to draw first and things like that. For all I knew, it might as well have been magic.

That was a thought.

“Say, boss,” I said. “Take a look at this.”

He hates being interrupted mid-lecture, but his irritation vanished when he saw the pages. The first book’s pages had barely stopped fluttering when he picked up the third and ran his finger down each page. The others had to be thinking that he was just feeling the paper, but I knew he’d copied every word and image into the giant book he keeps in his brain.

Everyone else stared while he stood ruminating for a minute. I used the break to count the freckles on Kazuko’s neck. Her pale skin was another kind of illusion, a thin layer of white powder that began to melt during our rush from Yamana’s house. A few faint blemishes had emerged from the fading cover. Seeing her imperfections didn’t make her any less pretty. It made her more real.

“This was the first killing,” said the boss. “The assailants entered through the upstairs balcony—” he paused to see me nod “—between three and four days ago.” The room got quieter as the Minkai held their breath, waiting for him to spill. The boss loves this part. When I’ve figured out a few clues on my own, I kind of love it, too.

“This is the key document.” He held up the contract from the invisible box. “It is an agreement between Ichisada and someone known as the Master Kappa. The former pledges to safeguard six magical tattoos until such time as the latter designates a recipient for them. In exchange, Ichisada enjoys a lifetime exemption from the protection money owed to this Master Kappa.”

“This district does not fall within the Kappas’ territory,” said Takeda.

“Are the gangs at war?”

“No,” said Takeda, pinching his lower lip. “But there have been troubling reports. Members of the Red Knives and Snake Skin gangs have been killed over trifling disputes.”

“Were they important figures? Lieutenants, perhaps?”

“Yes.”

“The intruders came for this book of magical tattoos. Ichisada would not surrender it. Even if he had, the result would have been the same.” He opened the book to the faded images. “Note that the enchantment has been expended. Ichisada had already applied the tattoos, probably to six different subjects. If the torture initially began to extract information, it must have been to gain the identities of those on whom he had applied the tattoos.”

“What do you mean, if it ‘initially began to extract information?’” Takeda’s stoic expression was beginning to crumble.

The boss lifted Ichisada’s head and opened its slack jaw. Inside, the tattoo artist’s tongue was a burned stub.

I winced at the sight, thinking of someone else crippled in that manner. Someone I cared about much more than Ichisada.

"It is impossible to prove by visual examination alone, but it appears that Ichisada was silenced early in the..." He sought the right word and came up with "ordeal."

"Such cruelty," breathed Takeda. Beside him, the faces of Shiro and Osamu froze in grim expressions. Maybe they harbored anger. More likely they covered fear of what the criminals might do to them if they were captured.

"Why would Ichisada cross the Kappas?" asked Shiro.

"Someone offered him money for the tattoos?" suggested Osamu.

"Perhaps," said the boss. "Yet the ledger indicates Ichisada had no shortage of wealthy clients. If he crossed a dangerous gang for money, it seems likely that he would have fled the city rather than suffer their revenge."

"You are right." Takeda glanced at the scrap of flesh I'd left on the corpse. That's when I realized the zinnia tattoo cut from Ichisada looked almost identical to the zinnia designs on Takeda's robe. "I believe Ichisada knew he would suffer but accepted the consequences. He defied Master Kappa because he knew the man was evil."

Kazuko gazed at Takeda with a look of wonder or disbelief. He spoke with such intense sincerity that I couldn't believe him, either.

"To whom did Ichisada give these magical tattoos?"

"Unfortunately, the ledger includes no mention of these tattoos," said the boss. He waited while Shiro and Osamu slumped in disappointment before making his reveal. "However, the last page of the book shows unusual wear. Furthermore, it smells faintly of lemon juice, a crude but popular medium for creating hidden writing. Let us uncover its secret."

Activating his light ring again, he held the glowing crystal behind the final page and turned the book for Takeda to see. There in translucent characters were six lines of characters.

Takeda's finger moved to indicate two of the names. "These are the first two victims."

"Who are the others?" asked the boss.

"This one we call Square-Head. He is one of the Snake Skin gang. And this one is a moneylender."

Kazuko craned her neck to look at the list. Takeda took the book from the boss and

snapped it shut, but she'd already seen something. Her hand flew to her mouth, too late to stop her exclaiming, "Matano Hideo!"

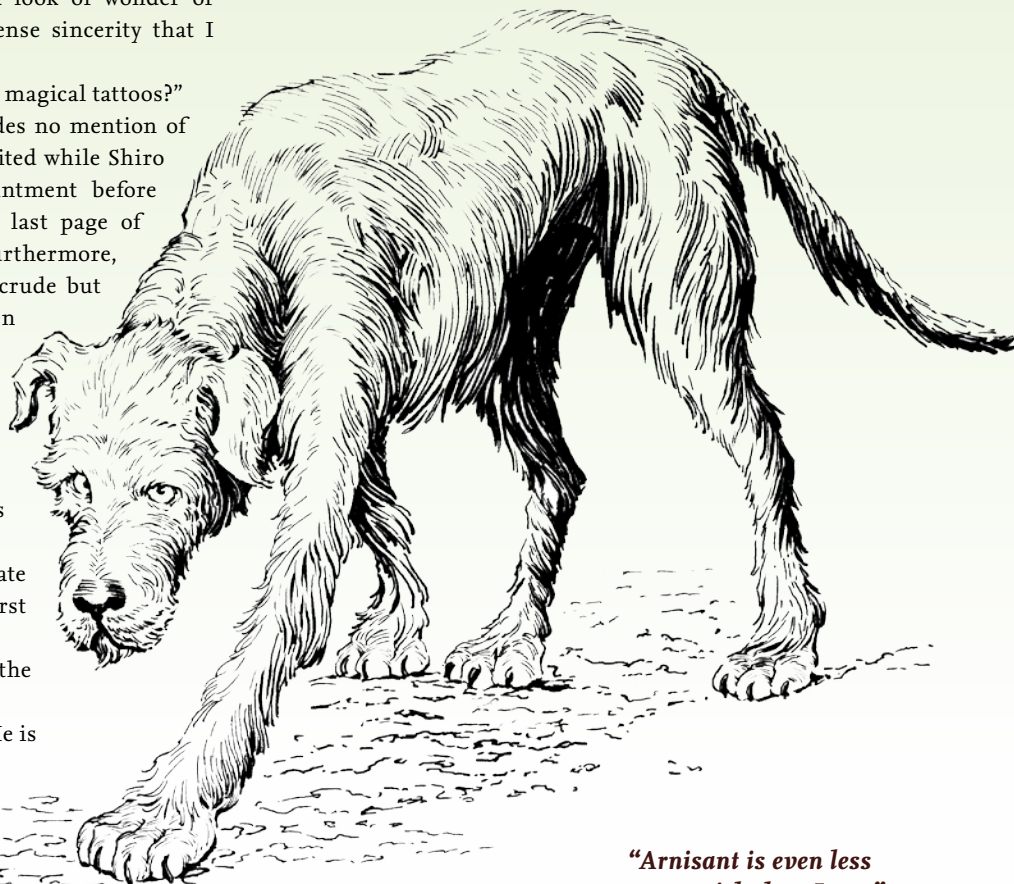
"The famous actor?" said Shiro. "How could a housemaid know a man like him?"

An indignant glare escaped Kazuko's eyes before she lowered her gaze. As her cheeks reddened, I wanted to slap Shiro upside his head. I didn't give a damn if he was a samurai or the king of Minkai. There was no reason to talk to her that way just because she was a servant.

"My neighbor is his housekeeper," she said, her voice still shrill as she wrestled down her anger. "His home is near the Flower and Willow Court."

"We must go there at once," said Takeda. "The death of such a celebrated personage would be an even greater catastrophe than we have already suffered."

"Of course," said the boss. I knew he'd agree. Nobles always stick together. I looked to Arnisant for some commiseration, but the big wolfhound sat beside the boss, pretending not to look at the meat hanging from the ceiling. He could have been a statue except for the streams of drool leaking out of his jowls.



"Arnisant is even less squeamish than I am."



BESTIARY

“WOULD THAT WE HAD DRAGONS. OR, AT LEAST, DRAGONS OF THE KINDS THEY TELL OF IN THE SOUTH—THINGS NOBLE AND AWESOME EVEN IN THE DEALING OF DEVASTATION. OUR LAND IS NOT NAMED FOR SUCH THINGS. HERE DEATH IS RARELY BEAUTIFUL OR PROUD. HERE GROWN MEN DIE OF THE COLD AND FOR WANT OF FOOD. HERE BEASTS KNOCK IN OUR DOORS TO MAKE OFF WITH OUR CHILDREN. HERE OUR WYRMS ARE NOT CREATURES OF EPICS AND SONGS—THEY ARE DEGENERATES OF A TIME PAST, DISASTERS OF THE UNNATURAL, CURSE BEARERS, RAMPAGERS, AND CORPSE EATERS. IS IT ANY SURPRISE, THEN, THAT OUR DRAGONSLAYERS ALL LIE DEAD?”

—INDLAD AHL OF JOL, *TEARS OF THE GRUNGIR*

The legends and terrors of the Lands of the Linnorm Kings take shape in this month's entry into the Pathfinder Bestiary. Born from the icy plains and taiga of the deadly northlands, these creatures can make excellent optional encounters as the PCs travel toward Kalsgard in this month's adventure, "Night of Frozen Shadows."

CARAVAN ENCOUNTERS

As the caravan travels through the dangerous lands of northern Varisia and into the Lands of the Linnorm Kings, there is a 15% chance of an encounter each day. Encounters indicated with an asterisk (*) have a 50% chance of occurring at night while the caravan is camped. All other encounters occur while the caravan is on the move. No encounters occur if the caravan camps at a settlement. If an encounter occurs, roll on the Varisia to Kalsgard Caravan Encounters table to see what the PCs will face. Note that all of the following encounters are caravan encounters and use the caravan combat rules found in the *Jade Regent Player's Guide*.

Flooded Bridge: While maps clearly show a bridge here, all that's visible now is a raging river and a few wooden posts. There's no better ford within a week's travel, so if the caravan doesn't want to turn back, it must try to cross here. Crossing the river requires three DC 16 Security checks. A failed check causes the caravan to lose 1d6 miles of travel from its daily total for every point the check is below the DC. If a check is failed by 5 or more, the caravan also takes 3d6 hit points of damage and loses 1 randomly determined unit of cargo before making it across.

Fog Raid (CR 4): An extremely heavy fog rolls in as evening sets, reducing visibility below 50 feet and making the nighttime camp much darker than usual. A local group of brigands, familiar with the regional evening fog, uses this opportunity to attempt to sneak into camp and steal cargo. The caravan must make a DC 19 Security check to notice the thieves before they enter the camp. If the check fails by 5 or more, the thieves steal 1d6 random units of cargo and sneak back into the night undiscovered. If the check fails by 4 or less, the thieves acquire a single random unit of cargo before being spotted and attempting to flee, giving the caravan only a single round of combat to defeat them (AC 15; hp 30; Attack +6; Damage 3d4+6). If the Security check is successful, the thieves are discovered before they acquire any cargo, and the caravan loses nothing unless it is defeated in the ensuing fight. The thieves attempt to flee as soon as they lose half their hit points.

Forest Drakes* (CR 4): A small rampage of forest drakes swoops in to attack the caravan (AC 17; hp 40; Attack +8; Damage 4d6+2). Because the drakes can attack from the sky, the caravan must succeed at a DC 15 Security check

VARISIA TO KALSGARD CARAVAN ENCOUNTERS

d% Roll	Encounter
01–15	Flooded bridge
16–40	Stranded travelers
41–50	Fog raid
51–65	Forest drakes*
66–90	Trolls*
91–100	Woolly rhino stampede

to notice this ambush in time to react. If this check fails, the caravan takes a –2 penalty to its Armor Class and on attack rolls for the first round of combat. Since the drakes can create an acid mist and boost their speed, escaping combat with the forest drakes requires two DC 17 Stability checks if the caravan opts to flee.

Stranded Travelers: A group of five travelers huddles in a camp. Their pack train (a less hardy version of a caravan with only beasts of burden, and no wagons) has lost too many animals to continue forward, and the travelers do not wish to turn back. If your caravan agrees to carry them to the next major settlement, they will each pay the caravan 100 gp. The travelers can only take the role of passengers.

Trolls* (CR 5): A pack of trolls attacks the caravan (AC 18; hp 55; Attack +10; Damage 4d8). The trolls regenerate 5 hit points per round unless caravan members make some effort to attack with acid or fire (expending one provision to fight with alchemist's fire or torches, spellcasters expending their highest-level spell slot for arcane attacks, heroes using flaming weapons, etc.). The caravan must make a DC 15 Resolve check each round members attempt to damage the trolls with acid or fire. On a successful check, all the caravan's damage is treated as acid or fire; on a failed check, only half the damage dealt counts as acid or fire. The trolls fight until they are reduced to 15 or fewer hit points they can't regenerate, then flee. The caravan can make one additional attack on the round the trolls use to retreat.

Woolly Rhinos (CR 6): A stampede of wild woolly rhinos thunders across the path of the caravan. This event is treated as a combat with the rhinos (AC 19; hp 70; Attack +12; Damage 4d10). On the first round of combat, the woolly rhinos deal double damage on a successful attack. The stampede only lasts 5 rounds, at which point the rhinos charge off even if they are not defeated. For every 10 hit points of damage dealt to the woolly rhinos, one is killed and can be salvaged for 1 cargo unit of food (10 provisions).

GARE LINNORM

An enormous draconic head rises up atop a massive serpentine neck wider than a galleon's mainmast. Seemingly endless coils break the water's surface around it, only hinting at the monster's terrifying size, as it opens its steam-shrouded maw with a hiss.

GARE LINNORM

CR 15



XP 51,200

CE Gargantuan dragon (aquatic)

Init +9; **Senses** darkvision 60 ft., low-light vision, scent, true seeing; Perception +24

DEFENSE

AC 30, touch 30, flat-footed 25 (+5 Dex, +19 natural, -4 size)

hp 229 (17d12+119); regeneration 10 (cold iron)

Fort +17, **Ref** +15, **Will** +14

Defensive Abilities freedom of movement; **Immune** curse effects, dragon traits, fire, mind-affecting effects, paralysis, poison, sleep; **SR** 26

OFFENSE

Speed 40 ft., swim 100 ft.

Melee bite +26 (2d8+13/19-20 plus poison), 2 claws +26 (2d6+13), tail slap +21 (2d8+6 plus grab)

Space 20 ft.; **Reach** 20 ft.

Special Attacks breath weapon (60-ft. cone, 17d8 fire damage, Reflex DC 25 half, usable every 1d4 rounds), constrict (tail, 2d8+19), death curse, poison

STATISTICS

Str 36, **Dex** 20, **Con** 25, **Int** 5, **Wis** 18, **Cha** 21

Base Atk +17; **CMB** +34 (+38 grapple); **CMD** 68 (can't be tripped)

Feats Critical Focus, Greater Vital Strike, Improved Critical (bite), Improved Initiative, Improved Vital Strike, Power Attack, Snatch, Staggering Critical, Vital Strike

Skills Climb +27, Perception +24, Stealth +2, Swim +41

Languages Aklo, Draconic, Sylvan

SQ amphibious

ECOLOGY

Environment cold rivers

Organization solitary

Treasure triple

SPECIAL ABILITIES

Breath Weapon (Su) Once every 1d4 rounds as a standard action, a gare linnorm can breathe a 60-foot cone of scalding steam, dealing 17d8 points of fire damage to all creatures struck (Reflex DC 25 halves). This steam then hangs in the air for 1 round after the linnorm creates it. Creatures in the area of effect or that enter the area take an additional 6d6 points of fire damage the second round (Reflex DC 25 negates). In addition, the cloud of steam acts as the spell *solid fog*, with a caster level equal to the linnorm's HD. The save DC is Constitution-based.

Death Curse (Su) When a creature slays a gare linnorm, the slayer is affected by the curse of the drowning gasp.

Curse of the Drowning Gasp: save Will DC 22; effect anytime

the creature imbibes a liquid of any kind, its lungs fill with water and it begins to drown. Treat this as the spell *suffocation** (DC 19 Fort save to resist), with a caster level equal to the linnorm's Hit Dice. The save DC for the curse is Charisma-based.

* See page 248 of the *Advanced Player's Guide*.

Freedom of Movement (Ex) A gare linnorm is under the constant effect of *freedom of movement*, as the spell of the same name. This effect cannot be dispelled.

Poison (Su) Bite—*injury*; save Fort DC 25; *frequency* 1/round for 10 rounds; *effect* 3d6 fire damage and 1d6 Dex drain; *cure* 2 consecutive saves. The save DC is Constitution-based.

True Seeing (Ex) A gare linnorm has *true seeing*, as the spell of the same name. This effect cannot be dispelled.

So named for a northern word for “river,” a gare linnorm's body resembles that of a gigantic serpent, save for two muscular forelimbs. The creature's head is long and angular, with crests that it uses to break through ice in its never-ending search for food. A gare linnorm's hide is a dull gray color akin to tarnished silver, with a slightly paler underbelly. Unlike many linnorms, a gare linnorm has a smooth hide, allowing it to slip easily through water and ice holes.

A gare linnorm can grow as long as 60 feet, typically weighs 11,000 pounds, and can live for over 1,000 years.

ECOLOGY

Little can compare to the power and efficiency of a gare linnorm in the regions where these beasts dwell. Like all linnorms, gare linnorms are relatively unintelligent compared with their chromatic and metallic cousins, but what these beasts lack in intelligence and spellcasting ability they make up for in brute strength, savage fury, and dangerous cunning. Despite dwelling in water, gare linnorms have an innate ability to raise their body temperature so dramatically that the creatures are immune to even the hottest flames. Gare linnorms use this ability to keep warm when hunting through rivers and waterways buried beneath feet of ice, which the creature can come bursting through with surprising speed and force when it detects prey above. A gare linnorm's breath weapon is similarly linked to this internal fire. Small gill-like vents along the creature's serpentine body pass water through the dragon, which is heated to extreme temperatures en route to the linnorm's mouth. The gare linnorm then expels the water through a series of muscular chambers that turn the water into a gout of steam hot enough to scald flesh and warp armor. The difference in temperature between the inside of the linnorm's mouth and the cold air of its homelands causes the steam to condense into a massive cloud of vapor that persists afterward and, because of the linnorm's magical nature, achieves an almost solid state, hampering movement throughout its area.

In addition to its deadly breath weapon, a gare linnorm's fangs are infused with potent venom. A creature bitten by the dragon is bathed in an eerie blue-white aura that burns like the hottest alchemist's fire. Meanwhile the poison attacks the nervous system with debilitating pain, gradually slowing the target's reflexes and motor functions until total paralysis sets in.

Gare linnorms prefer to hunt large prey, as fish and other small underwater creatures don't provide enough food to sate their enormous appetites. As a result, gare linnorms hunt not just larger, land-bound creatures like elk or moose, but even large predatory animals like brown bears and dire wolves when such creatures come to the water's edge to drink or cross. When hunting, a gare linnorm attempt to attack with surprise as it breaks through ice or emerges from the water. It bites first to poison its prey, then strikes with its tail, using its massive coils to crush its prey or drag it into the water, where any creature affected by the linnorm's poison soon drowns as the venom takes hold. Hunters and sages who have witnessed gare linnorms feeding recount stories of these monsters taking on entire herds of mammoths or woolly rhinos, often crushing one animal in its coils and goring another while others burn within the dragon's steaming breath. After feeding, gare linnorms retreat to their riverbed dens to sleep, often for days at a time.

HABITAT AND SOCIETY

Gare linnorms are always solitary. Their immense appetites and brutal tempers make most habitats strain to support even one, and a gare linnorm's territory can encompass a labyrinth of rivers and inlets exceeding 1,000 square miles. Males and females do not even join for reproduction. Instead, after a short period of voracious hunting and gorging, a female gare linnorm travels to the fringes of her territory to find a deeply frozen lake or section of river. The female then uses her breath weapon to melt a portion of the ice before laying a single egg and letting it float to the underside of the ice, still far beneath the surface. Next, the female stands guard until the water refreezes, encasing and protecting her egg, before returning to the heart of her territory. Any passing male can sense the egg, even within its icy shell, and uses his breath to free and fertilize it, after which he carries the fertilized egg beyond his own territory and deposits it deep in the mud and silt of a riverbed. The egg gestates for 6 months before hatching. A hatchling gare linnorm is the size of an adult crocodile and survives on fish and birds for the first few months.

Growth is rapid, with the linnorm reaching half its adult length within 2 years, when it begins to hunt larger land creatures, its breath weapon and venom now at full potency. Reproductive maturity is achieved after the first century, with females producing an egg just once every century.

Despite their fearsome reputations, gare linnorms are sometimes hunted by the brave or the foolhardy. In the Lands of the Linnorm Kings, would-be kings who kill a gare linnorm are afforded extra prestige, as such combat often requires fighting the beast both on land and on or beneath the surface of the water. Frost giants are also known to hunt gare linnorms, but invariably target hatchlings or the very young, raising the captive dragons as powerful sentries and loyal companions that are often more dangerous than the giant's entire clan.



NOGITSUNE

This fox-headed humanoid has a sleek, feminine form that moves with seductive grace. As she steps into a defensive posture, a mass of bushy tails flicks at the air above her back and she reveals teeth flecked with blood.

NOGITSUNE

CR 7



XP 3,200

NE Medium outsider (kitsune, native, oni, shapechanger)

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

DEFENSE

AC 21, touch 18, flat-footed 13 (+7 Dex, +1 dodge, +3 natural)

hp 80 (7d10+42); regeneration 5 (acid or fire)

Fort +8, **Ref** +12, **Will** +8

Defensive Abilities evasion; **SR** 18

OFFENSE

Speed 50 ft., **climb** 50 ft.

Melee bite +14 (1d6+4), 2 claws +14 (1d4+2 plus poison)

Ranged mwk dart +15/+10 (1d4+4 plus poison)

Special Attacks contagious whisper, sneak attack +3d6

Spell-Like Abilities (CL 7th; concentration +11)

Constant—*detect thoughts* (DC 16)

At will—*feather fall*, *jump*, *obscuring mist*

1/day—*displacement*, *haste*, *shadow walk*

STATISTICS

Str 18, **Dex** 25, **Con** 22, **Int** 17, **Wis** 16, **Cha** 19

Base Atk +7; **CMB** +11; **CMD** 29

Feats Dodge, Mobility, Spring Attack, Weapon Finesse

Skills Acrobatics +17 (+25 jump), Appraise +5, Bluff +14, Climb +16,

Diplomacy +7, Disable Device +16, Disguise +13, Escape

Artist +17, Knowledge (arcana) +5, Knowledge (local) +6,

Perception +13, Sense Motive +11, Sleight of Hand +10,

Stealth +17, Swim +5

Languages Common, Draconic, Fey, Giant

SQ change shape (Small or Medium humanoid or animal, *alter self* or *beast shape I*), fleet distraction, poison use

ECOLOGY

Environment any urban

Organization solitary

Treasure double (four masterwork darts, 5 doses of blue whinnis poison, other treasure)

SPECIAL ABILITIES

Contagious Whisper (Su) As a standard action, a nogitsune can influence a target she speaks to as per the spell *suggestion*. The target must succeed at a DC 17 Will save or be affected by this effect. In addition to being subject to *suggestion*'s normal effects, any creature affected by the contagious whisper can pass the enchantment on to other targets. Doing so requires the target to communicate the nogitsune's *suggestion*, forcing the new target to save as if it were the initial target. If such a secondary target resists the contagious whisper, it is unaffected, but this does not remove the *suggestion* from the initial target. Failing

the save puts another creature under the nogitsune's compulsion. Newly affected creatures are also able to spread the *suggestion*. A nogitsune's compelling whisper can affect a number of creatures equal to the its Hit Dice and lasts for a number of hours equal to its Hit Dice.

Creatures that successfully save versus the nogitsune's compelling whisper (as a primary or secondary target) cannot be affected by that particular nogitsune's compelling whisper for 24 hours. The save DC is Charisma-based.

Fleet Distraction (Su) A nogitsune can make a Bluff check or use its *obscuring mist* spell-like ability as a swift action in any round in which it moves up to half its base land speed.

Poison Use (Ex) Nogitsune are skilled in the use of poison and never risk accidentally poisoning themselves. Their aptitude is such that they often paint their weapons and nails with blue whinnis.

Blue Whinnis: injury; *save* Fort DC 14; *frequency* 1/round for 2 rounds; *initial effect* 1 Con damage; *secondary effect* unconsciousness for 1d3 hours; *cure* 1 save

Nogitsune are created when oni spirits take over the bodies of kitsune (sagacious humanoid fox-creatures). The resultant possession creates a creature with the kitsune's foxlike grace and cunning and infuses it with the destructive power of an oni. Nogitsune are always female, and resemble shapely humans with a covering of fur and a fox's head. A nogitsune's fur color varies and can be orange and white, grey, pure white, or even black. Whenever nogitsune use their shapechanging abilities to assume a humanoid form, they still evince somewhat pointed, vulpine features. In addition, any hair on their assumed form betrays the natural coloration of their pelts. Nogitsune stand between 5 and 5-1/2 feet tall and weigh just over 100 pounds.

More details on kitsune can be found in *Pathfinder Campaign Setting: Dragon Empires Gazetteer*.

ECOLOGY

Oni manifest themselves in different ways based on the creatures they take as vessels for their depraved wrath. They take particular joy in corrupting kitsune to form nogitsune, delighting in turning the mystical creatures into deadly killers and spreaders of woe. Most nogitsune become spies or assassins. Though they need no real reason to kill others, the coin they receive for their services allows them to afford the other vices they enjoy, such as pleasures of the flesh and excesses of drink and narcotics (when available). Nogitsune are deft killers because of their speed, grace, and spell-like abilities. Those who have seen them and lived tell tales of these oni running toward walls at blinding speed and then simply continuing upward to vault the wall's crown as if it were no more difficult to walk on than the ground. Still others

claim that nogitsune can dive into a shadow like a pool of water and disappear, while others mention the cloud of smoke that nogitsune often use to escape pursuit, even when running full speed.

Although they often don human form to disguise themselves for the purpose of infiltration, nogitsune prefer to stalk and kill prey in their natural form. This gives the creatures the choice of whether to use manufactured weapons or their own sharp claws and deadly bite. When wielding weapons, all nogitsune enjoy using poison, whenever possible employing toxins and venoms that do not kill outright (unless a contract so requires it) but rather render the victims unconscious or helpless. This gives the oni the joy of dealing the killing blow with their jaws and slaking their bloodlust in abject savagery.

A nogitsune's most feared weapon, however, is its contagious whisper. This powerful compulsion, often whispered into the victim's ear in honeyed tones, not only forces the targeted creature to believe whatever lie the nogitsune crafts, but also infects the subject of the contagious whisper with a corruptive echo of deceit that causes the victim to unknowingly pass on the nogitsune's suggestion to others. Nogitsune may use this ability to convince a successive series of servants to open all of the doors to a well-guarded castle, or to make a host of witnesses believe they saw an innocent man commit a brutal crime that was really the oni's own handiwork.

HABITAT & SOCIETY

Nogitsune inhabit large urban areas, where they can have their pick of a nearly endless stream of victims. Occasionally they will inhabit a town or village in the countryside, but such locales are always in the shadow of a large castle or estate that can provide additional opportunities to stalk and murder others. Wherever they choose to dwell, nogitsune lair in the seediest districts, where drugs, brothels, and crime are rampant. These areas not only discourage chase by would-be pursuers, but also place the oni in the midst of people who society generally doesn't miss if and when a contract doesn't slake the creature's bloodlust.

Those looking to hire a nogitsune can do so, but such a practice is both costly and dangerous. Although little binds a nogitsune to its accepted contract when it receives payment, most nogitsune happily carry out their orders for the sheer joy of bringing death to another. But many who foolishly hire nogitsune to do their killing find themselves the next victim once the initial target is slain. Nogitsune have little honor, and such treachery not only feeds their bloodlust, but also leaves fewer witnesses.

Nogitsune prefer to lead solitary lives and be in command of their own foul fates. Thus, most avoid

associating with more powerful creatures, other oni, or even other nogitsune. Those honorable samurai and good ninja who have fought and killed nogitsune recount seeing a conflicted and turbulent anger within the creatures, as if the once-righteous kitsune within a nogitsune constantly battles to reassert control. Although there is no record of such a reversal occurring, many believe that these malevolent oni drown themselves in death and bloodshed in order to extinguish the last vestiges of the creatures they were before.



SELKIE

This beautiful woman changes shape rapidly to become a sleek, aquatic creature with a gray hide of short fur. Her webbed hands end in sharp claws, and her jaws open unnaturally wide to reveal pointed teeth.

SELKIE

CR 5



XP 1,600

CN Medium monstrous humanoid (aquatic, shapechanger)

Init +7; **Senses** darkvision 60 ft., scent; Perception +8

DEFENSE

AC 18, touch 13, flat-footed 15 (+3 Dex, +5 natural)

hp 45 (6d10+12)

Fort +4, **Ref** +8, **Will** +5

Resist cold 10

OFFENSE

Speed 20 ft., swim 50 ft.

Melee bite +10 (1d8+6/19–20), 2 claws +10 (1d6+2)

Special Attacks puncturing teeth, shake

STATISTICS

Str 18, **Dex** 17, **Con** 14, **Int** 13, **Wis** 10, **Cha** 19

Base Atk +6; **CMB** +10; **CMD** 23

Feats Combat Reflexes, Deceitful, Improved Initiative

Skills Bluff +15, Disguise +11, Perception +8, Sense Motive +4, Stealth +10, Swim +21

Languages Aquan, Common

SQ change shape (any Small or Medium humanoid, *alter self*), echo of reason, hold breath

ECOLOGY

Environment any ocean

Organization solitary, pair, or pack (3–14)

Treasure standard

SPECIAL ABILITIES

Echo of Reason (Su) A selkie can instinctively alter the intonation of its voice to make anything it says sound more pleasing to those who understand it. When using the Bluff skill, a selkie treats its lies as one step more believable for the purposes of bonuses or penalties on the check.

Hold Breath (Ex) A selkie can hold its breath for a number of rounds equal to 6 × its Constitution score before it risks drowning.

Puncturing Teeth (Ex) A selkie's teeth allow it to concentrate great force in a small area. A selkie adds 1-1/2 times its Strength modifier to its bite attack and threatens a critical hit on a roll of 19–20.

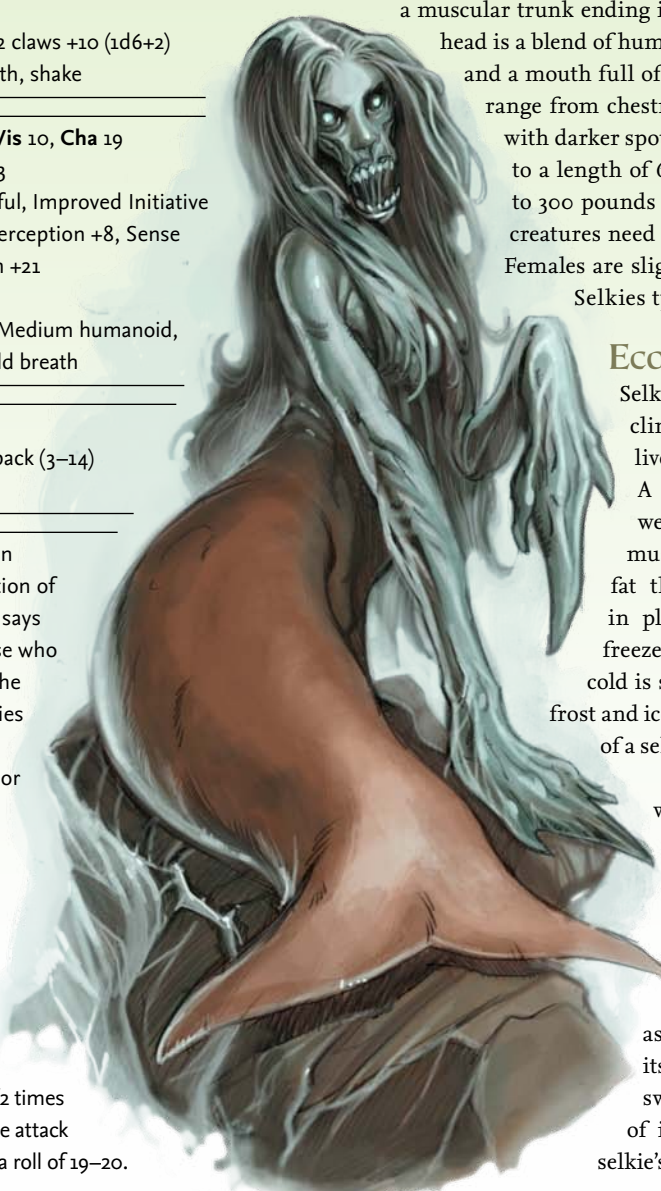
Shake (Ex) On a successful critical hit with its bite attack, a selkie shakes its victim back and forth with a jarring motion that can disorient the target. Creatures shaken by a selkie must succeed at a DC 15 Fortitude save or be dazed for 1 round. Even on a successful save, the target still takes a –2 penalty on all attack rolls and skill checks for 2 rounds. A selkie can use this ability on any Large or smaller creature. The save DC is Constitution-based.

Selkies are clever and brutal seal-like humanoids that often inhabit the colder oceans of the world. Although capable predators, selkies are best known for their mysterious shapechanging ability, which allows them to come ashore in the guise of land dwellers and even live among other races before luring their victims beneath the waves to drown. In its natural form, a selkie has webbed, clawed hands and a muscular trunk ending in broad flippers. A selkie's head is a blend of human and seal, with large eyes and a mouth full of curved teeth. Selkies' coats range from chestnut brown to slate, dappled with darker spots of gray. Male selkies grow to a length of 6-1/2 feet, but can weigh up to 300 pounds because of the extra fat the creatures need to survive in colder climes. Females are slightly shorter and slimmer. Selkies typically live up to 75 years.

ECOLOGY

Selkies can inhabit waters of any climate, but are best adapted to live in colder oceans and inlets. A selkie's body is extremely well muscled, but those muscles sit beneath a sheaf of fat that insulates the creature in places where even saltwater freezes. This natural resilience to cold is so strong that even magical frost and ice can bounce harmlessly off of a selkie's hide.

Selkies prey mostly on waterfowl, fish, and other small marine animals. When traveling in packs, selkies have been known to kill and eat large sharks and even small whales, but this is rare, as a selkie's need to keep its arms at its sides while swimming hinders the use of its claws when hunting. A selkie's webbed fingers are flexible,



with opposable thumbs, but the creatures normally use their claws only when locked in combat with either a competing predator or particularly resilient prey. Usually, however, a selkie's bite is more than enough to repel attackers or bring down enemies. A selkie's jaw is flexible, and can open to almost 160 degrees, allowing it to clamp down on prey even larger than itself. Additionally, as selkies do not have the necessary molars to grind meat, the creatures shake their prey in an effort to tear and shred their food into more digestible pieces. For this reason, the muscles along a selkie's neck are among the most powerful in its body.

Selkies also have supernatural powers at their disposal. All selkies can change their shape at will, shifting to take the form of any humanoid close to their size or slightly smaller. Some selkies use this ability to slip quietly into coastal settlements or onto large ships to steal food or other useful items such as nets. More often, though, selkies use their shapechanging abilities for mischief. A favorite tactic of selkies is to take the shape of a young woman or child and then thrash through the water near ships or piers, begging for help. When someone attempting to rescue the imperiled person gets close enough, the selkie returns to its natural form to attack. Especially malevolent selkies use this tactic in packs, letting one of their own act as bait while the others attack rescuers, making their presence known so that the apparent victim's danger seems all the more real.

Selkies are aided in their efforts to trick and beguile others by their uncanny ability to mimic human emotions when speaking. This ability allows selkies to add the perfect intonation, pitch, and emphasis to any words they speak, making it difficult for listeners to disbelieve even the most outlandish stories and tales.

HABITAT & SOCIETY

The true nature and origin of selkies puzzle scholars the world over. Observers first thought them to be a rare breed of oceanic lycanthropes, while others thought they were merfolk who had learned the arcane arts of transmutation. While many of these theories are nothing more than stories, varied rumors persist, with almost every coastal town and village claiming its own myths regarding the origin of the selkies to be the truth. Selkies enjoy propagating these stories during their time ashore and are usually the source of the most outlandish claims about their own nature, such as the tale that their ability to change shape comes from slipping out of a separate skin to enjoy their human form.

Despite their mischievous and often cruel ways, many selkies journey onto shore out of simple loneliness. In the ocean, selkies are solitary for the majority of their lives. Males and females come together briefly during their spring mating season, when the female gorges herself on food of all kinds and then finds a secluded cave or beach to birth a single pup. The mother then fasts as her pup

SELKIES IN MYTHOLOGY

The selkie is a creature of Finnish, Irish, and Scottish folklore. Legends depict them as seals that can become human by shedding their seal skin and emerging from the water. Most tales of selkies are romantic, usually with a tragic ending. Most often in these tales, a selkie slips from her skin and emerges from the water only to have a young man steal the skin, forcing the selkie to remain on land and in human form, and to marry the man and bear his children. Circumstances eventually conspire to return the selkie's pelt to her, and she abandons her human family to return to the sea. Other legends portray selkies as little more than wicked temptresses, using their beauty to lure people into the sea to die or be forever whisked away from their homes. This is particularly true of male selkies in myth, who invariably appear as handsome beguilers with great seductive powers over women, particularly the lonely wives of fishermen who have journeyed long and far from home. In either case, the offspring of humans and selkies are supposedly recognizable by their webbed fingers and love for the sea. Anthropologists have theorized that the selkie myth may have sprung from early sightings of the indigenous arctic peoples of the northern parts of Scandinavia, who wore clothing crafted from seal skins and used to float across the waters of northern Europe in long, low kayaks that somewhat resemble seals when seen from a distance.

nurses, feeding off the stored and accumulated fat she attained during mating season. After a few weeks, the pup is ready to swim and hunt alongside its mother, but most selkies are abandoned to hunt and live on their own after 2 to 3 years. Younger selkies then form packs with others of their kind until they can strike out on their own. The selkie lifecycle can have a profound effect on individuals, driving some to bouts of intense cruelty out of a sense of survivalist necessity. These selkies enjoy tricking land dwellers into the water to drown or eat them, and often don the guise of an attractive man or woman to entice a victim into the waves for a moonlight swim. Other selkies, however, do not recover from the early abandonment of their mothers and spend the rest of their lives searching for the company of others and a place to belong. These selkies sometimes use their shapechanging abilities to come ashore and live among other humanoids. In this guise, selkies live, love, and often marry land dwellers, sometimes living the rest of their lives on land. Children of such unions never emerge as selkies but feel an unexplainable yearning for the sea, and often become sailors or fisherfolk so they might quell this strange desire.

SPIRIT OF ADORATION

This armored woman appears to be carved from living marble, her angelic wings rising behind the shape of a heavenly warrior. In one hand she grips a fearsome glaive, every movement of which paints the air around her with swirls and flourishes of magical energy.

SPIRIT OF ADORATION

CR 15



XP 51,200

NG Large outsider (extraplanar, good)

Init +4; **Senses** darkvision 60 ft., low-light vision; Perception +33

Aura charming (30 feet, DC 25)

DEFENSE

AC 32, touch 20, flat-footed 27 (+6 armor, +6 deflection, +4 Dex, +1 dodge, +6 natural, -1 size)

hp 189 (18d10+90); fast healing 5

Fort +17, **Ref** +21, **Will** +25

DR 10/evil; **Immune** fire, sonic, **Resist** acid 30, electricity 30;

SR 26

OFFENSE

Speed 40 ft., fly 60 ft. (good)

Melee +2 *dancing glaive* +24/+19/+14/+9 (2d8+8/x3)

Ranged stunning bolt +21 (1d8 plus stun)

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

Spell-Like Abilities (CL 18th; concentration +24)

At will—*calm emotions, good hope*

STATISTICS

Str 18, **Dex** 19, **Con** 20, **Int** 19, **Wis** 22, **Cha** 23

Base Atk +18; **CMB** +23; **CMD** 44

Feats Blind-Fight, Dodge, Improved Iron Will, Improved

Sunder⁸, Iron Will, Mobility, Skill Focus (Perception),

Step Up, Weapon Focus (glaive), Wind Stance

Skills Acrobatics +13 (+17 jump), Bluff +18, Diplomacy +18,

Disguise +15, Fly +18, Handle Animal +15, Heal +15,

Intimidate +18, Knowledge (religion) +13, Perception +33,

Perform (dance) +27, Sense Motive +27, Spellcraft +22,

Stealth +21, Use Magic Device +15

Languages Auran, Common, Celestial, Ignan, Shadowtongue

SQ bardic magic, change shape (Small or Medium humanoid,

alter self), inspiration, unearthly grace

Gear +2 *dancing glaive*

ECOLOGY

Environment any (extraplanar)

Organization solitary

Treasure standard

SPECIAL ABILITIES

Aura of Charming (Su) The spirit's aura sways the feelings of creatures within 30 feet that have an attitude of unfriendly or worse. Such creatures must succeed at a DC 25 Will save or be affected by *charm monster* for 1 day. Creatures that attack the spirit must save against the aura, regardless of their attitude. A creature that makes its save is immune to the spirit's aura for 24 hours. The save DC is Charisma-based.

Bardic Knowledge (Ex) The spirit adds half her Hit Dice (+9) on all Knowledge checks and may make all Knowledge checks untrained.

Bardic Magic Each day, the spirit can cast any three bardic spells of any level and in any combination. Her caster level for these bard spells is 18th. She may select any spells from the bard spell list when using this ability.

Bardic Performance (Su) The spirit has the bardic performance class ability. She can use bardic performance for 11 rounds per day, and has access to the following abilities: countersong, distraction, fascinate, and inspire courage (+5).

Inspiration (Su) The spirit can choose an intelligent creature to inspire and serve as a muse for by giving that creature some token of her power (typically a lock of her hair or a piece of her garment). As long as the spirit retains her favor for this creature and the creature carries the spirit's token, the creature gains a +4 insight bonus on all Will saving throws, Craft checks, and Perform checks. A bard who has the spirit for a muse in this way can use his bardic performance for an additional number of rounds per day equal to the spirit's Charisma bonus. The spirit retains a link to her token and its carrier as if she had cast a *status* spell on the carrier. The spirit can end this effect at any time as a free action, even if she is not on the same plane as the carrier. The spirit may inspire a number of creatures at a time equal to her Charisma bonus.

Stunning Bolt (Su) The spirit's stunning bolt is a ray of brilliant divine energy. This attack has a range of 180 feet with no range increment. Any creature that it strikes takes 1d8 points of damage and must succeed at a DC 25 Will save or be stunned for 1d6 rounds. If the target succeeds at this save, it is merely dazzled for 1d6 rounds. The save DC is Charisma-based.

Unearthly Grace (Su) The spirit adds her Charisma modifier as a racial bonus on all her saving throws, and as a deflection bonus to her Armor Class.

The Spirit of Adoration is among Shelyn's greatest servants, an intelligent personification of true love, whose power lifts the heaviest heart and overcomes all obstacles. She rarely comes to the mortal world, and it is even rarer for her to enter battle, but when that time comes, it is said that there is nothing she cannot bend or break in pursuit of her goal.

The spirit's true form is that of a 10-foot-tall, angel-winged woman—usually a human but sometimes an elf—dressed in flowing clothes and bearing a shining steel glaive. When interacting with easily frightened mortals (especially children), she uses her shapechanging powers to look like a human or elf of normal height, attractive according to the standards of the local people, but she never makes herself so beautiful as to cause jealousy or inspire inappropriate comments or attention.

When not carrying out Shelyn's will, the spirit enjoys dancing in clouds, across lakes, and on mountaintops, whether on Golarion or Nirvana, ignoring the occasional bolt of lightning that strikes her.

ECOLOGY

Although she does not need to eat, the spirit loves the occasional taste of food or wine, especially wedding cake and champagne toasts. While she does not need to sleep, she loves to dream, deciding the framework of her dreams before she sleeps and enjoying the mystery of how they play out. Sleeping is the only time she is still, as she loves motion, frequently dancing with joy or gesturing with her hands while speaking. Her primary role is as a messenger of love and beauty, encouraging mortals to pursue love and create art, and for much of her work she is present but invisible, speaking just the right words to accomplish her mission and vanishing thereafter.

The spirit only kills when she absolutely has to, such as when confronted by mindless creatures or irredeemable undead, and even then only if sparing them would create a threat to others. She prefers to let her aura of charming change hostile creatures into temporary allies, giving her time to move aggressive opponents away from innocents and speak words of diplomacy under more amiable conditions. She uses her stunning bolts against creatures she believes can be talked into surrender or peace, reserving her glaive and attack spells for recalcitrant foes and alien or mindless things that absolutely cannot understand love or beauty.

HABITAT & SOCIETY

The spirit is a creature of love and is open with her emotions to all mortals. She treasures the presence of every infant, child, adult, and animal, and can appreciate the beauty of any landscape, no matter how stark, blasted, or strange. She is generous, compassionate, and tolerant, and those who meet her under pleasant circumstances can't help but agree that she is one of the nicest creatures they've ever met. However, most of her interactions on the mortal world occur when some great love or beautiful work of art is threatened. At these times she grows quiet, her eyes burn with the fire of true love threatened, and her face becomes the stern mask of an artist lost in the moment of finishing her masterpiece. When inspired by this cause, her hands wield glaive, spell, and ray in a beautiful and enthralling dance, as though they move to the very music of creation.

The spirit has an excellent memory for names and faces, and enjoys tracing the family trees of Shelyn's agathion servitors, often recognizing a distant mortal relation 10 generations later. She is friends with all of the

goddess's minions, and shares this affection with their mortal relatives. Though she is not a gossip, she listens to her fellow celestials and is aware of who they've helped in the mortal world; she keeps tabs on those who have benefited from the goddess's favor in the past and, if necessary, might be willing to repay a past favor.

The minions of Zon-Kuthon fill her with pity. Whenever she encounters them, she tries to steal them away to a temple of her creator and have the priests try to cleanse the mental stains of that dark god. She tries this with his divine servants as well, with much more limited success.



THE HUNGRY STORM

by Jason Nelson

Traveling at the head of a caravan they've built up scratch over the course of the previous adventures, the intrepid heroes must navigate Golarion's frozen northern continent, the so-called "Crown of the World," to reach the distant and legendary land of Minkai on the other side of the planet. Along their journey, they learn that a monstrous entity is manipulating the blizzards and storms of the north. Unless this new menace is defeated, the heroes may find themselves but the latest victims of the Hungry Storm.

CROWN OF THE WORLD GAZETTEER

Tread the paths of killing ice and burning snow. Learn what mysteries lie beyond the edge of the world and what relentless creatures call that bleak wilderness home. Discover the terrible majesty and unbelievable secrets of a realm that tries to claim all that enters its frigid boundaries. Beyond the strange peoples and legendary locations that dot one of Golarion's deadliest wilds, learn new ways to deal with the dangers of the frozen North,

prepare yourself to lay siege to the Crown of the World with arctic gear, and learn the secrets that might mean the difference between life and an icy tomb.

AND MORE!

Radovan and Jeggare follow a trail of horrific murders to a house of geishas, and uncover yet more disturbing secrets and strange clues about both the methods of the killer and the nature of their comrades in the next installment of "Husks," Dave Gross's newest entry into the Pathfinder's Journal. Also, the hearty and horrific inhabitants of the frozen north unleash all manner of icy dooms in the Pathfinder Bestiary.

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VIKINGS

A unique breed of warriors rises among the Ulfen of the Land of the Linnorm Kings, merciless raiders who sail far from their frigid lands in pursuit of plunder and glory. Coastal communities as far south as the Inner Sea know to fear the sight of the dragon-headed longships of the Ulfen raiders, as where the dragon boats sail, fire and pillaging are sure to follow.

While many, especially Ulfen merchants, claim that the days of bearded warriors sailing south from their icy holdings to sack poorly defended towns are long over, old scars are slow to heal, and most residents of the Steaming Sea know that within every Ulfen is a furious berserker waiting to be unleashed.



NINJA

Even as far away as Avistan, legends of the mystical assassins of Tian Xia manage to reach the ears of bards and sages, featuring frequently in fireside stories of that distant land. Little is known about the shrouded warriors, save that they are no mere street thugs, but rather artisans of the highest degree. Some people compare them to the notorious Red Mantis, yet as the stories tell, presuming anything about the strangely honor-bound ninja clans is a good way to wind up dead, whether elegantly dispatched through poison poured down a string and into a sleeping victim's ear, or beheaded gruesomely in a bedchamber whose door remains locked from the inside.

NINJA VERSUS VIKINGS!

A faceless menace stalks the viking empire. For decades a sinister band of assassins has watched and waited, hiding among the rugged people of Kalsgard, capital of the fierce Lands of the Linnorm Kings. In all this time their mysterious prey has lain hidden away, but no longer. With their quarry revealed, death stalks the streets of a city of hardy warriors and viking raiders. Having traveled from distant lands to this notorious city, the heroes prepare to take their first steps on an expedition into some of the world's most ferocious wilderness. Yet nothing is ever easy in dangerous Kalsgard, and soon they find themselves targeted by mysterious assassins. Can the heroes defend themselves and their friends from the blades of supernatural killers? Or will they meet their ends amid the ice and snow?

This volume of Pathfinder Adventure Path includes:

- "Night of Frozen Shadows," a Pathfinder RPG adventure for 4th-level characters, by Greg A. Vaughan.
- A trek through the crowded and deadly streets of Kalsgard, frigid capital of the Lands of the Linnorm Kings, by Matthew Goodall.
- Insights into the ways and worship of the goddess Shelyn, deity of beauty, love, and music, by Sean K Reynolds.
- Murder and mystery in the Pathfinder's Journal, by Dave Gross.
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