

A PATHFINDER RPG ADVENTURE FOR LEVEL 17 BY GREG A. VAUGHAN

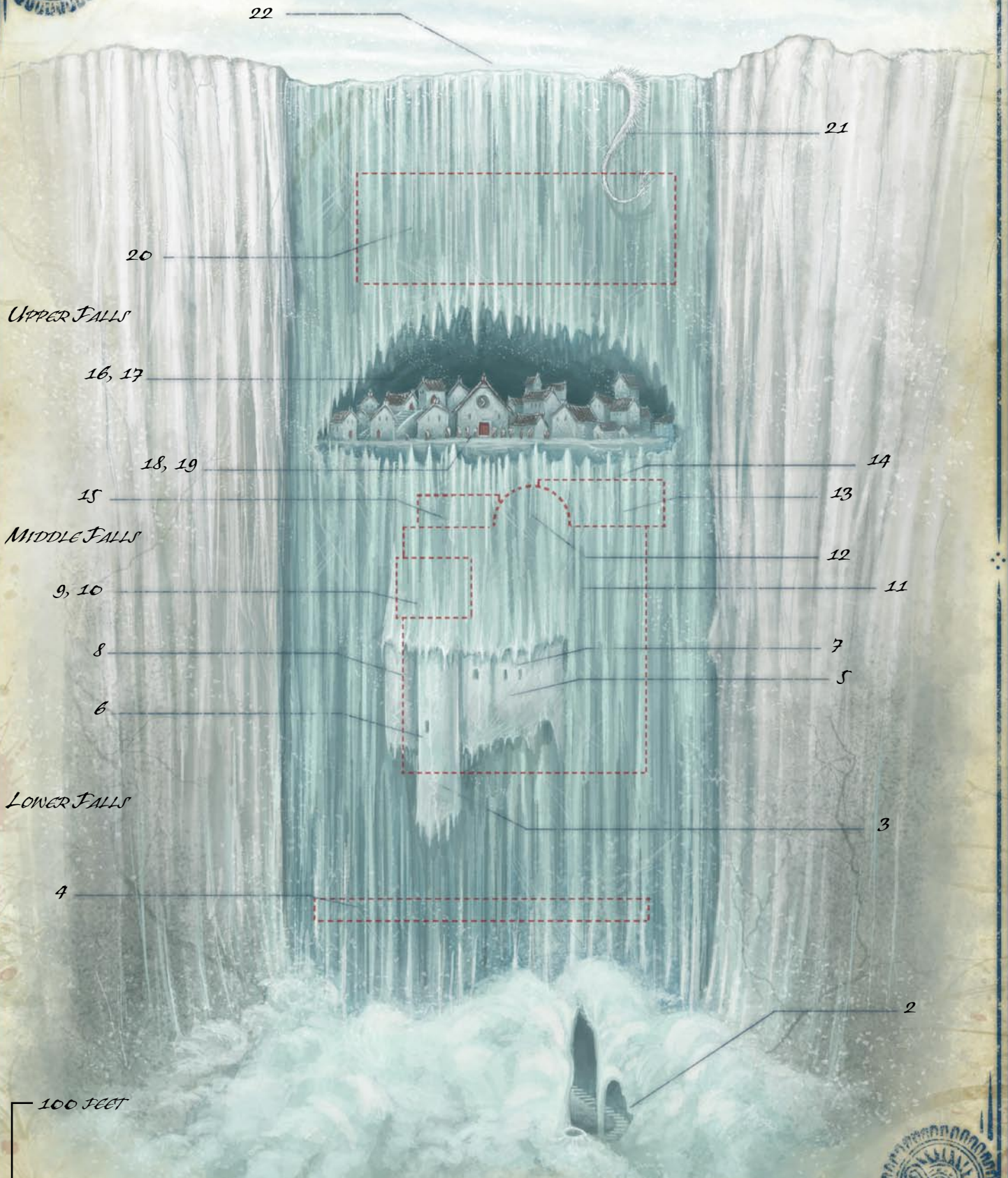
PATHFINDER[®]

MODULE[™]



The Witchwar Legacy

THE VEIL OF FROZEN TEARS



22

21

20

UPPER FALLS

16, 17

18, 19

14

MIDDLE FALLS

15

13

9, 10

12

11

8

7

5

6

LOWER FALLS

3

4

2

100 FEET

20 FEET

TO AREA 1



BLANDO

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The Witchwar Legacy

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The Witchwar Legacy is a Pathfinder Module designed for four 17th-level characters and uses the medium XP advancement track. This module is designed for play in the Pathfinder Campaign Setting, but can easily be adapted for use with any world. This module is compliant with the Open Game License (OGL) and is suitable for use with the Pathfinder Roleplaying Game and the 3.5 edition of the world's oldest fantasy roleplaying game. The OGL can be found on page 31 of this product.

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The Witchwar Legacy

Nearly 500 years ago, the Witch Queen Tashanna, Ninth Daughter of Baba Yaga, sought the means to overcome her mother and rule Irrisen unopposed for all time, sparking the short but exceptionally bloody rebellion that became known as the Witchwar. Baba Yaga ruthlessly crushed Queen Tashanna's rebellion, and the Old Crone executed all her wayward daughter's loyalists, placing them in a frozen tomb in the far north. There, it is said, their spirits remain entrapped alongside the wealth looted in their short-lived coup—left as an object lesson by Baba Yaga for any who would ever dare to challenge her power again and risk the fate of the Witchwar Legacy.

Adventure Background

Half a millennium ago, the reign of Queen Tashanna of Irrisen drew near its end, and the time approached for her to abdicate her throne and abandon Irrisen—and even Golarion—or other worlds and dimensions. Tashanna, however, chose a different course. Rather than give up her throne and the kingdom she had so carefully nurtured for nearly a century, she sought to depose her own mother, Baba Yaga, and retain her rulership of Irrisen. After years of research, she was finally able to locate the *Torc of Kostchtchie*, an artifact containing the mortal soul of the Demon Lord of Giants and Cold. Knowing of Kostchtchie's hatred for Baba Yaga, Tashanna used her possession of the torc to convince the demon lord to ally with her in a rebellion against Baba Yaga. This short but bloody rebellion became known as the Witchwar.

Unfortunately, Tashanna underestimated Baba Yaga's personal power. The Old Crone had created both Kostchtchie and the torc, and possessed the means to undo them. Baba Yaga first faced Kostchtchie and savaged him with her magic, sending him fleeing to Iobaria to lick his wounds while her loyalists decimated his giant forces. The Queen of Witches then turned her attention to Tashanna and quickly defeated her rebel forces as well, capturing her daughter and ignobly parading her before her own defeated troops.

Baba Yaga executed every one of Tashanna's followers and created a huge magical necropolis wherein she interred Tashanna's defeated army and purportedly the deposed witch queen herself, along with the magical torc that led to her downfall. Known as the Veil of Frozen Tears, this hidden necropolis, filled with traps of the Old Crone's devising and foul guardian spirits, remained inviolate for 5 centuries—until now.

Now Queen Elvanna, Fourteenth Daughter of Baba Yaga, nears the end of her own reign over Irrisen and faces the uncertain future of her sister-queens who have gone before her. She hopes to hedge her bets with the possession of a powerful artifact, such as the *Torc of Kostchtchie*. To this end, she has discovered the location of the Veil of Frozen Tears and sent mercenaries to penetrate its wards in order to recover the torc for herself. But the dangers of the frozen necropolis are manifold, and none of her hirelings have yet returned from their quest. A side effect of their meddling, however, is that some of the necropolis's wards have been breached. Kostchtchie is now aware of the location of the tomb and Elvanna's efforts to reclaim his torc. Remembering well the humiliating and painful results of the last time someone possessed his torc, the demon lord has sent his own agents to bring it to him. These two factions are heading for a confrontation over the hidden necropolis, and woe to those who get in the middle.

Where on Golarion?

The Witchwar Legacy takes place in the nation of Irrisen, a land of superstition, witchcraft, and eternal winter ruled by the White Witches—the descendants of Baba Yaga, legendary Queen of Witches.

If you're interested in reading more about Irrisen and the White Witches, check out the Pathfinder Tales novel *The Winter Witch* by Elaine Cunningham, available at paizo.com and bookstores everywhere.



Adventure Summary

The PCs are hired to recover the *Torc of Kostchtchie* from the Veil of Frozen Tears (see Adventure Hooks below). Arriving at the hidden necropolis, the PCs realize that they are not the first to venture into the frozen tomb—groups representing both Kostchtchie and Elvanna are present at the Veil of Frozen Tears, some having fallen prey to the traps of the necropolis. The PCs must deal with these groups according to their own reasons for being at the tomb.

As the PCs delve deeper into the Veil, they encounter the many traps and guardians left behind by Baba Yaga, and learn more about the nature of the tomb's creation and its true purpose. Finally, the PCs breach the last of the Veil's wards and locate the *Torc of Kostchtchie*. Before they can claim it for themselves, however, the demon lord sends one of his minions to collect the torc. What the PCs ultimately decide to do with the powerful artifact could have a ripple effect across Irrisen for years to come.

Adventure Hooks

The PCs can be brought into this adventure in any of several ways. Most likely they are the latest group hired by Queen Elvanna to enter the Veil of Frozen Tears and recover the *Torc of Kostchtchie* for her. Likewise, agents of Kostchtchie can approach them, asking them to beat Elvanna's hirelings to the necropolis and recover the torc so that the demon lord can claim it. Finally, the PCs may

simply be freelancers who have learned of the race between Elvanna and Kostchtchie to recover the torc and seek to prevent either of these evil powers from recovering it.

The default assumption for this adventure is that the PCs are independent freelancers, working for neither Elvanna nor Kostchtchie. While the PCs' role will affect their interactions with some of the demon lord's and the witch queen's servants during the course of the adventure, their reasons for seeking to recover the torc ultimately don't matter. At this level, they are likely to have been participants in a long-standing campaign, and individual GMs can best tailor the PCs' motivations to fit that campaign. As a result, the PCs' motivations have largely been left to you to develop as you see fit.

All of the information in the Adventure Background—including the location of the Veil of Frozen Tears—can be learned by the PCs with a DC 25 Knowledge (history) or Knowledge (nobility) check, or a DC 35 Knowledge (local) check. Likewise, it can be obtained with a successful DC 30 Diplomacy check to gather information in Whitethrone, or through magical means.

Additionally, at 17th level, the PCs should possess many possible ways of reaching the Veil of Frozen Tears once they know what it is and have an idea of where it can be found. Once again, the details of this have been left to you to further develop or not as needed. The adventure begins as the PCs arrive at the Veil.

The Mercenaries

Both Elvanna and Kostchtchie have previously dispatched parties to recover the torc, but none of them have returned to report success. Information on these two groups is detailed below, as well as additional details should the PCs be hired by one of these factions.

Elvanna's Hirelings

Queen Elvanna hopes to gain the *Torc of Kostchtchie* for one or more of the following reasons.

- She seeks to reignite the Witchwar, thinking that she can persevere where her sister failed and actually defeat Baba Yaga somehow.
- She seeks the torc as a prize to offer to her mother as a bargaining chip for more favorable circumstances following her tenure as ruler of Irrisen.
- She believes that having a demon lord at her beck and call could provide her with some valuable insurance against an uncertain future once her tenure as Irrisen's regent has ended.

Ultimately, it is up to you to tailor Elvanna's motives to best suit your game; alternatively, you can simply leave her motives murky to add an aura of mystery to the course of events.

Elvanna hired multiple groups to recover the *Torc of Kostchtchie* for her. Two of the groups made it all the way to the tomb, the most recent only 10 days ago under the leadership of Elvanna's granddaughter, the White Witch Ilivorr Karanasi, but only Ilivorr herself now survives (see area 19). The rest fell to the dangers of the North, rival groups sent by Kostchtchie, and the tomb's many wards.

If the PCs undertake this quest as Elvanna's latest hired mercenaries, the queen promises them each a magic item of their choice worth up to 35,000 gp plus all of the treasures they recover, save the torc itself, in exchange for its successful recovery. If the PCs like, they can combine the values of their individual rewards to obtain more valuable magic items. Before they leave, the PCs can also make use of the libraries within the Royal Palace in Whitethrone, providing a +5 circumstance bonus on any Knowledge checks about the background of the adventure (as presented in the Adventure Hooks section), as well as on any other Knowledge checks relating to the history of Irrisen or the Veil of Frozen Tears that they are required to make throughout the rest of the adventure—a side benefit of their research into the subject. More information on the city of Whitethrone can be found in *Pathfinder Campaign Setting: Cities of Golarion*.

Kostchtchie's Agents

When Baba Yaga cursed and twisted Kostchtchie into the hideous thing that he is today, she captured his mortal soul in a golden torc, in effect granting him immortality. With his soul thus bound, anyone possessing the torc could use it to gain some measure of control over the demon lord. Reasons that Kostchtchie may be seeking the torc include the following:

- The demon lord seeks to recover the torc to prevent anyone from gaining power over his soul.
- Kostchtchie believes that by destroying the torc, he may be able to become a truly immortal human, rather than a cursed and twisted demon.
- Kostchtchie wants to recover the torc to prove something to Baba Yaga or to offer it to her in exchange for freeing him from his curse.

As with Elvanna, Kostchtchie's ultimate goal is left open; you can determine what works best in your campaign.

Like Elvanna, Kostchtchie also dispatched several groups to the necropolis from the frost giant fortress of Holvirgang to the east (see Appendix 3). Only one of these groups successfully made it to the tomb, but it is a large group indeed. Led by the Abyss gigas Ferric, an ancient demonic giant, and his twisted, fiendish frost giant lieutenants, the group set up a camp near the base of the Veil of Frozen Tears (see area 1) while Ferric took a selected retinue inside to search the tomb. They have had more success than most of Ilivorr's group, but the Abyss

gigas himself is stymied at the entrance to the upper levels of the Veil (area 9), and his chief captain, Hingarl, fell prey to a wendigo and now haunts the necropolis village (area 17).

Depending on their motivations, the PCs might be approached by agents of Kostchtchie to acquire the torc for him. If the PCs agree to undertake the quest on behalf of the demon lord, Kostchtchie's agents offer each PC a magic item of his or her choice worth up to 36,000 gp or a demonic boon (see *Lords of Chaos: Book of the Damned*, Vol. 2) for the return of the torc. Alternatively, successful PCs might be awarded command of any surviving giants previously sent to the Veil.

The Veil of Frozen Tears

The Veil of Frozen Tears lies at the northernmost edge of Irrisen in an isolated area where the cold plain abuts the mountainous glaciers of the Crown of the World. Its location has largely been lost to time and history, due in no small part to the wards laid over it by Baba Yaga, but individuals with the resources of Queen Elvanna or the PCs can locate it with some concerted effort. Baba Yaga's wards were specifically intended to hide it from Kostchtchie's knowledge, so it is only with the recent intrusion by Elvanna's minions that the demon lord was able to pinpoint its location and send his own agents to recover his torc.

The Veil sits at the head of a narrow valley, where it meets the mountainous scarp of the northern glaciers. The following description assumes that the PCs approach the Veil from the lowlands to the south.

An unbelievable sight waits at the end of this valley, where the frozen plains meet the Crown of the World. At the head of the valley, a massive waterfall once plunged the seven hundred feet to the valley floor, but the waterfall has frozen solid, leaving a braided ice column of unimaginable proportions extending from the lip of the cliff above to its base of jagged ice boulders and frozen hillocks at the bottom—the legendary Veil of Frozen Tears, the icy necropolis of the defeated rebels of the Witchwar. A fortification of some sort, apparently carved from the ice itself, protrudes from the ice sheet halfway up, with both a turret and wall pierced with arrow slits. Above this, a hollow has been carved out of the ice, forming a great shelf upon which appears to sit some sort of village. A fissure marks the ice flow's lower reaches and possibly provides entrance. A hundred yards away from the base of the icefall is a camp occupied by a number of large brutes.

Baba Yaga created the Veil of Frozen Tears as retribution against her daughter Tashanna and her upstart rebellion. As the Witchwar concluded, the survivors of the rebelling

army were captured by Baba Yaga's forces. A massive purge then took place, in which the Old Crone's monstrous soldiers rounded up the families of all the disloyal troops. These terrified civilians—men, women, and children—were forced to undergo a brutal march north to the uttermost edge of Baba Yaga's kingdom. Many of them did not survive the long road of cold and deprivation, and those who did remained haunted to the end of their days by what they found at the end of their journey. At the head of a narrow valley, they found their loved ones—the hundreds of captured soldiers—chained to the massive stone escarpment. The deposed Queen Tashanna and her war captains stood huddled under guard on one slope of the valley, while the hapless families of the condemned stood below on the valley floor. Baba Yaga's infamous hut stood atop the escarpment like an enthroned ruler surveying her domain.

While the horrified crowd of thousands watched, Baba Yaga stepped from the entrance of her hut and wove a mighty spell that rerouted an icy river flowing through the nearby mountains and brought it to the cliff's edge just above the hundreds of chained prisoners. The sudden rushing flood poured over the cliff face. The chained prisoners were held helplessly in its path as the onslaught tumbled down upon them. Many were killed outright by the crushing weight of the water and the debris it carried, or were ripped bodily from the face of the cliff—leaving twisted limbs still manacled to the rock—as they tumbled to their doom hundreds of feet below. Others drowned as the newly formed waterfall gushed down over them, stealing their breath even as it numbed their bodies with its cold.

The crowd of onlookers below was not spared the slaughter. Too late they realized their jeopardy as the mighty waters rushed over the cliff and into the valley. They fled in droves for the slopes of the valley, but many hundreds were unable to escape before being swept away in the catastrophic flood. Thus Queen Tashanna and her captains learned the price of their betrayal as they watched their loyal followers being wiped out, and saw even the families of those followers destroyed by the Old Crone's vengeance.

Finally, as her fabled hut stood firm on its perch in the midst of the rushing flow, Baba Yaga cast a final spell. With a wave of her hand, the tumbling waters below her froze solid into a cyclopean column of twisted ice spilling over the cliff's edge and into the valley. With another motion, she summoned great ice worms that rose from the snows and ice of the valley slopes and began to tunnel into the frozen cataract, creating tunnels and chambers within the frozen tomb. The last sight beheld by the surviving families as they were led away on their long march south was of Tashanna and her war captains being taken in chains to face their own fates in the newly carved

tunnels of the frozen veil that now hid their deceased loved ones. None of the officers of the former witch queen were ever seen in Irrisen again. The Old Crone's vengeance was complete, and the Witchwar became but a distant memory as the nation of Irrisen, bloodied but whole again, continued on beneath the rule of another of her daughters.

The PCs can learn this tragic history of the Veil with a DC 20 Knowledge (history) or DC 30 Knowledge (local) check. Likewise, any number of divinations or magical investigations can uncover the tale.

Features of the Veil

The Veil of Frozen Tears is a waterfall formed of magically frozen ice. This ice is much more resilient than normal ice, with the physical properties of hewn stone (hardness 8, hp 540 per 10-foot-square section, Break DC 50) but much more slippery (Climb DC 40). In fact, the icy floors of the frozen necropolis are so slick that attempts to run or charge require a DC 15 Acrobatics check to avoid falling. The tunnels and caverns were quarried out roughly enough, however, that the usual ice movement penalties (*Pathfinder RPG Core Rulebook* 442) do not apply. Ceiling heights are 20 feet unless otherwise noted. Doors are made of the same rock-hard ice, but are hinged and can be easily opened and closed—none have locks. All of the ice is opaque, preventing anyone from seeing details in adjoining areas, though light sources will appear as diffuse glows from up to 50 feet away. During the day, no light sources are necessary as the daylight suffuses the thick ice and provides normal visibility. Arrow slits are 1 foot wide and 3 feet high, and have no shutters.

The ice of the waterfall does not melt unless exposed to fire damage sufficient to overcome its stone-like properties, and it constantly radiates freezing temperatures such that the interior of the waterfall is considered to be extreme cold (–25 degrees F), dealing 1d6 points of lethal damage per minute (no save). The extreme cold further requires a Fortitude save (DC 15, +1 per previous check) each minute, or it deals another 1d4 points of nonlethal damage and exposes the individual to frostbite and hypothermia (treat as fatigued). See page 442 of the *Pathfinder RPG Core Rulebook* for further details. A simple *endure elements* spell will negate these dangers, as will any amount of cold resistance.

As a result of Baba Yaga's powerful spells, the entire frozen waterfall bears an overwhelming aura of transmutation and abjuration magic, and none of its effects can be dispelled or removed unless otherwise noted. Although Baba Yaga screened the entire necropolis against scrying to keep the *Torc of Kostchtchie* hidden, the breaching of the tomb has sundered those wards, so *scrying*

and other magical divinations now function normally unless otherwise noted.

Attempting to enter the Veil by magical means (such as via *dimension door* or *teleport*) meets with an effect similar to a *forbiddance* spell, except that planar travel is not blocked, and any creatures without the cold subtype take 12d6 points of damage (Will DC 30 for half) after 3 rounds. This damage continues every 10 minutes that they remain within the Veil (allowing a new save each time). Entering the Veil physically (such as through areas 2, 16, or 21) avoids these effects completely.

While ethereal movement through the necropolis is not blocked, the Ethereal Plane in the vicinity of the Veil is infested with the anguished and vengeful spirits of those slain in the Old Crone's revenge. Characters who become ethereal within the frozen waterfall or attempting to enter the necropolis ethereally are attacked by 3d6 dread wraiths. An additional 1d6 dread wraiths join the combat every 3 rounds the characters remain ethereal. The wraiths cannot pursue opponents beyond the bounds of the Veil, but rejuvenate every 24 hours to continue their cursed existence.

DREAD WRAITHS (3D6)

CR 13

XP 25,600 each

hp 184 each (see page 18)

1. Giant Base Camp (CR 19)

A large encampment sprawls near the base of the waterfall behind a rough ice wall. Several huge tents of poorly cured mammoth hide cluster together around a cleared space in the center, and a number of giant beasts are corralled on the camp's outskirts. Despite the biting cold, there is no sign of any fires for warmth or cooking.

Kostchtchie's giants have set up a base camp 300 feet from the base of the Veil of Frozen Tears while their leader Ferric and his lieutenants search the necropolis. The camp is a massive affair, with a dozen giant-sized hide tents and a fenced-in corral made from rough-hewn logs, both encircled by a 10-foot-tall wall of hard-packed snow.

Creatures: A total of 14 frost giants and 10 ogres inhabit the camp, under the command of Graff, a fiendish, deformed frost giant blessed by Kostchtchie himself. The giants also keep a string of mounts and pack beasts that includes nine woolly mammoths, 12 woolly rhinoceroses, and a pack of six trained winter wolves. The giants attack anyone nearing the Veil who does not immediately provide evidence of working for Kostchtchie. There is a 35% chance of the giants attacking even those hired by Kostchtchie, seeing them as rivals for the demon lord's favor. Though the giants watch the entrance to the Veil



at area 2, resourceful PCs will likely be able to find some means to bypass them if they choose to do so.

GRAFF CR 11

XP 12,800

Male fiendish gnarled frost giant (*Pathfinder RPG Bestiary* 149, 294, and new template, see page 28)

CE Large humanoid (cold, giant)

Init -2; **Senses** darkvision 60 ft., low-light vision; Perception +10

DEFENSE

AC 23, touch 7, flat-footed 23 (+4 armor, -2 Dex, +12 natural, -1 size)

hp 161 (14d8+98)

Fort +15, **Ref** +2, **Will** +6

Defensive Abilities ferocity, rock catching; **DR** 10/good; **Immune** cold; **Resist** fire 15; **SR** 16

Weaknesses vulnerability to fire

OFFENSE

Speed 30 ft.

Melee greataxe +19/+14 (3d6+15/x3) or
2 slams +19 (1d8+10)

Ranged rock +8 (1d8+15)

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

Special Attacks rock throwing (120 ft.), smite good 1/day (+14 damage)

STATISTICS

Str 31, **Dex** 7, **Con** 23, **Int** 10, **Wis** 14, **Cha** 6

Base Atk +10; **CMB** +21 (+23 overrun or sunder); **CMD** 29 (31 vs. overrun or sunder)

Feats Cleave, Great Cleave, Improved Overrun, Improved Sunder, Martial Weapon Proficiency, Power Attack, Toughness
Skills Climb +16, Craft (armor) +8, Intimidate +6, Perception +10, Stealth +0 (+4 in snow)

Languages Common, Giant

Gear chain shirt, greataxe, ice boulders (4)

FROST GIANTS (14) CR 9

XP 6,400 each

hp 133 each (*Pathfinder RPG Bestiary* 149)

OGRES (10) CR 3

XP 800 each

hp 30 each (*Pathfinder RPG Bestiary* 220)

WINTER WOLVES (6) CR 5

XP 1,600 each

hp 57 each (*Pathfinder RPG Bestiary* 280)

WOOLLY MAMMOTHS (9) CR 9

XP 6,400 each

Mastodon elephants (*Pathfinder RPG Bestiary* 128)

hp 133 each

WOOLLY RHINOCEROSSES (12)

CR 6

XP 2,400 each

hp 76 each (*Pathfinder RPG Bestiary* 235)

Development: If the PCs establish peaceful relations with the giants or successfully intimidate captured prisoners, this band can give the details of the numbers in Ferric's party, which entered the Veil 8 days ago, and can provide the PCs with a password that will allow passage past those giants within. With a successful DC 16 Knowledge (local) check, the PCs can likewise hear rumors around the camp of a strange beast that howls in the storms and has taken more than one giant in the night, including their captain—the gnarled giant Hingarl (see area 17).

Treasure: If the camp is looted, the PCs can recover four barrels of fine red wine (frozen) worth 200 gp each, crates packed with 24 place settings of gold-and-enamel plates marked with the arms of Irrisen with matching silverware (worth 100 gp per setting), and a total of 15,000 gp in assorted valuables and goods.

2. The Freezing Stair (CR 15)

The steaming crater of a geyser has carved a jagged crevasse in the side of the waterfall here, creating a cathedral of dripping ice stalactites above. Barely visible through the steam to the right of the geyser spout is a secondary crevasse in which can dimly be seen a stair, rising upward into the obscuring ice.

An ice stair has been carved into the base of the waterfall leading into the necropolis. Next to it is a geyser that has melted away a portion of the waterfall's facade. The internal stairway lies exposed to the outside 30 feet up, where the geyser has melted through the waterfall.

Twenty feet up the stair are three suspicious lumps of ice. A DC 15 Perception check or chipping away at the ice reveals that each is a frozen human corpse encased in a thin coating of ice. The ice can be cleared from a corpse with 1 minute of effort or the application of at least 15 points of fire damage (any damage exceeding this amount is applied to the corpse and its belongings). The corpses appear to be fairly recent and apparently died from extreme frostbite, based on their blackened skin. All three are Irrisen warriors wearing scale mail and armed with battleaxes and longswords. A DC 17 Knowledge (local) or Knowledge (nobility) check identifies the warriors as part of one of the expeditions sent by Queen Elvanna some weeks ago. PCs using a *speak with dead* spell can learn that they were part of a group of seven led by the White Witch Ilivorr Karanasi that arrived 10 days ago. They do not know what became of their comrades.

Hazard: Every round, there is a cumulative 10% chance that the geyser erupts. When it does so, it sends forth a

plume of steam and scalding water 100 feet into the air, completely filling the crevasse it has hollowed out of the face of the waterfall. The stair is protected from this explosion except where it passes through the geyser's crevasse between the heights of 30 feet and 50 feet. Anyone within a 10-foot radius of this zone when the geyser erupts takes damage for as long as the geyser erupts.

GEYSER

CR 15

XP 51,200

Effect 20d6 points of fire damage per round (Reflex DC 25 half, though evasion will only quarter the damage rather than avoid it entirely on a successful save) for 1d4+1 rounds. Starting in the second round of the geyser's eruption, the rapidly cooling water begins running down the ceiling of the stairwell and dripping down in a forest of quickly freezing icicles. This rain of freezing water affects anyone on the stairs below the geyser's eruption and lasts for the length of the eruption as well as 1d3 rounds thereafter. Any creature caught in this freezing downpour takes 10d6 points of cold damage each round and is slowed (as the *slow* spell) by the layer of ice forming on it. A DC 30 Reflex save halves this damage (once again, only quartering it for evasion) and prevents the *slow* effect. Once the creature has been slowed, each additional failed save causes its speed to be reduced by 10 feet. If the creature's speed reaches 0 feet, it is encased in ice and is considered helpless. At this point the creature continues taking damage from the freezing water—automatically failing any saving throws—plus an additional 3d6 points of cold damage each round until freed from the ice. The creature also begins to suffocate until at least partially freed (requiring a full-round action by someone other than the helpless individual).

Treasure: The following treasures can be recovered if the frozen corpses are cleared of ice: a suit of +3 *scale mail*, two suits of +1 *scale mail*, a +3 *dagger*, a +2 *battleaxe*, a +2 *holy cold iron longsword*, a masterwork battleaxe, a *feather token* (bird), and a *ring of protection* +4.

3. Cursed Custodian (CR 15)

After several circuits, the stair from area 2 opens into this room at the base of a turret-like fortification crafted into the face of the waterfall.

This chamber is wide and open with an icy ceiling rising forty feet overhead from which great icicles droop. Another stair exits at the far end, and the south wall curves outward, forming a turret. The floor is scattered with cracked and frozen bones of all sizes. Some are brown with great age, but others are much more recent additions.

The bones are the remains of ancient captives, and of more recent explorers who sought to plumb the depths of Tashanna's tomb. Several of the remains are only a

few weeks old or less and represent human and giant minions sent by Kostchtchie or Elvanna. A secret door in the western ice wall can be found with DC 30 Perception check. Behind it is a circular passage of smoothly gouged contours that descends in a spiral deeper into the ice, ending at area 4.

Creature: Baba Yaga left a custodian in this chamber to guard against intrusions from the main entrance of the tomb. The ancient white dragon Artaregilus was once a favored ally of the Old Crone but fell from favor; she was cursed by the witch and left here as an eternal guardian. She is compelled to never leave this chamber. The nature of her curse is that Baba Yaga permanently placed a small elemental fire source in her gullet. It not only provides the dragon with a constant gnawing pain, but also causes several side effects. While the dragon no longer radiates her cold aura, she likewise no longer has a vulnerability to fire. The most startling effect, however, is the change to her breath weapon. Rather than the standard cone of cold, her breath comes out as a scalding cloud of steam. Though extremely painful to Artaregilus, it causes her no damage. As a result, she also does not have the standard blizzard ability of an ancient white dragon, though her steam breath still limits vision as fog does.

ARTAREGILUS

CR 15

XP 51,200

Cursed ancient white dragon (*Pathfinder RPG Bestiary* 101)

hp 283

Special Attacks breath weapon (50-ft. cone, DC 27, 20d4 fire)

Combat Gear wand of ventriloquism (18 charges); **Other Gear** ring of sustenance (on rear claw)

Development: Although she enjoys battling intruders, Artaregilus is more interested in finding a way to end her curse. Thus, after several initial parties were destroyed recently, the ice troll shaman Shathbardok (see area 6) managed to successfully negotiate his group's safe passage by paying her bribes and promising to find the means to end her curse deeper within the Veil (though no such cure exists). When the PCs first enter this chamber, Artaregilus is clinging invisibly to the ceiling directly above them. If she is not immediately detected and attacked, she uses *ventriloquism* to pretend to be a disembodied ghost demanding to know the reason for the PCs' intrusion. If they succeed on a DC 35 Diplomacy check, they can bargain with her for safe passage (-2 to the DC for every 5,000 gp offered in bribes). Otherwise, she grows bored after 2d4 rounds and attacks.

Treasure: Hidden under a thin layer of ice on the floor (melted by her breath and then refrozen) is

Artaregilus's treasure hoard (DC 27 Perception to locate, hp 50 or Break DC 20 to recover). The hoard consists of 5,580 cp, 17,800 sp, 3,240 gp, 490 pp, and 130 assorted gems worth a total of 11,400 gp.

4. Builders' Burrow (CR 16)

The passage ends in a low grotto carved through the core of this vast ice formation. The walls, floor, and fifteen-foot-high ceiling are irregular and rough-hewn, but smoothed as if by melting and refreezing. A cold mist fills the air, reducing vision in this labyrinth of ice tunnels.

When Baba Yaga called up a horde of ice worms to make the initial delvings into the Veil, she sent them here to



Artaregilus

hibernate when their work was done. This chamber was then sealed off and forgotten. The latent heat of these ancient remorhazes creates the constant mist in these tunnels that is equal to a *fog cloud* in effect but covers the entire area. A DC 22 Perception check is necessary to notice the vertical passage cut into the ceiling at the eastern end of the area, which rises 85 feet to area 11.

Creatures: A total of 15 elder remorhazes, known as winter worms, still hibernate in this area, encased in the ice of the tomb. Each round the PCs remain in this area, there is a 35% chance they disturb 2d4 remorhazes, which burst forth from the surrounding walls, floor, and ceiling to attack in a famished rage.

WINTER WORMS (15)

CR 8

XP 4,800 each

Advanced remorhazes (*Pathfinder RPG Bestiary* 233, 294)
hp 112 each

Hazard: There is a cumulative 20% chance per round of combat that a portion of the ceiling collapses over the combat area, forming a 10-foot-radius bury zone and a 10-foot-wide slide zone.

COLLAPSING CEILING

CR 8

XP 4,800

Effect *bury zone:* 8d6 damage (DC 15 Reflex save for half); *slide zone:* 3d6 damage (DC 15 Reflex save negates); plus buried (*Pathfinder RPG Core Rulebook* 415)

Development: There is a 50% chance that 1d4+2 winter worms begin stalking the PCs through the necropolis after they leave this area, attacking at the GM's discretion.

5. Lower Hall

Stairs emerge through the floor near the base of a forty-foot-high wall topped by a balcony. Another set of stairs across the room climbs to the balcony itself. These stairs bear a glistening sheen, as if wet, and scattered pieces of broken wood lie at its foot.

The eastern stair is coated with ice from water barrels that the giants on the balcony above rolled down the stairs. This water quickly froze, creating a slippery coating over the stairs. The stairs are treated as difficult terrain and require a DC 15 Acrobatics check to climb at half speed, or a DC 25 check to go faster.

Development: The frost giants and winter wolves at area 7 keep a watch over this chamber and attack anyone they see who does not immediately give the password from the giant camp (area 1). They have cover from below because of the balcony's rail.

6. Inner Sanctum (CR 18)

Perfectly transparent crystalline stairs without any visible means of support descend forty feet to the floor of this chamber. A narrow arrow slit in the south turret allows a gust of cold wind to enter and stir the many hide and stick fetishes that have been arrayed around an altar of black stone on a short dais at the north end of the room.

Baba Yaga constructed this shrine to whatever unknown or nameless entities she venerates during the short time that she stayed here. The altar stone is wholly unlike any stone found on this part of Golarion; it is composed of black and charcoal-gray striations and has a vaguely greasy feel to it. It radiates an intense cold that deals 3d6 points of cold damage per round to any flesh that touches it, and anyone who looks at it for more than 1 round must make a DC 25 Will save or experience visions of benighted winter woods where snow-laden conifers are hung with all manner of grisly and unidentifiable fetishes, though who or what these represent is unclear. There are no other effects, however. The crystalline stairs lead up to a secret door (easily visible from this side) that opens onto area 8.

Creature: Currently camped in this room is a gnarled ice troll cleric of Kostchtchie, shaman for the band of giants led by Ferric. Shathbardok by name, this gigantic troll has been left in charge of the defense of the inner camp while the gigas and his guards ponder how to breach the doors at area 9. Shathbardok relocated here shortly thereafter and has been here for the last 2 days meditating over the altar and what it represents, silently crafting crude fetishes from his gear and clothing. He has not yet abandoned his faith in Kostchtchie, but has lost all interest in the current quest for the demon lord's torc. Shathbardok resembles a normal troll, but his hide is a mottled dark blue and gray, his limbs are twisted and misshapen, and he stands almost 20 feet tall.

Shathbardok is not immediately hostile to the PCs regardless of whom they are allied with, unless they attack him or disturb his fetishes or the altar. In fact, he is quite gregarious, questioning them about their past and reasons for coming. If asked about his activities, he merely states that he is studying the ways of the Queen of Witches, and that he finds her repellent, yet fascinating. If the PCs start a dialogue with Shathbardok, he can provide them with the password from the giant camp. If they mention heading toward area 3, he warns them that they must "find what the ghost wants" should they seek safe passage. He will not, under any circumstances, leave this room because of the subtle influences that the altar has had on him, and will eventually starve to death if left alone.

SHATHBARDOK
CR 18
XP 153,600

Male giant gnarled ice troll cleric of Kostchtchie 15 (*Tome of Horrors Revised* 350, *Pathfinder RPG Bestiary* 295, and new template, see page 28)

CE Huge humanoid (cold, giant)

Init -1; **Senses** darkvision 60 ft., low-light vision; Perception +12

DEFENSE

AC 33, touch 10, flat-footed 33 (+10 armor, +3 deflection, -1 Dex, +13 natural, -2 size)

hp 304 (20 HD; 5d8+15d8+215); regeneration 3 (acid or fire)

Fort +23, **Ref** +8, **Will** +16

Defensive Abilities ferocity, **DR** 10/adamantine, 5/magic; **Immune** cold;

Resist fire 10; **SR** 27

Weaknesses vulnerability to fire, vulnerability to slashing weapons

OFFENSE

Speed 15 ft.

Melee bite +21 (2d6+9/19-20), 2 claws +21 (1d8+9/19-20)

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

Special Attacks might of the gods +15 (15 rounds/day), rend (2 claws, 1d8+13), weapon master (15 rounds/day)

Domain Spell-Like Abilities (CL 15th; concentration +20) 8/day—battle rage +7, strength surge +7

Spells Prepared (CL 15th; concentration +20)

8th—*clenched fist* (DC 23), *power word stun*^P

7th—*blasphemy* (DC 22), *destruction* (DC 22), *power word blind*^P

6th—*blade barrier* (DC 21), *greater dispel magic*, *harm* (DC 21), *stoneskin*^P

5th—*flame strike*^P (DC 20), *greater command* (DC 20), *righteous might*, *slay living* (DC 20), *spell resistance*, *true seeing*

4th—*air walk*, *chaos hammer* (DC 19), *divination*, *divine power*^P, *freedom of movement*, *unholy blight* (DC 19)

3rd—*bestow curse* (DC 18), *blindness/deafness* (DC 18), *create food and water*, *dispel magic*, *invisibility purge*, *magic vestment*^P

2nd—*augury*, *bull's strength*, *calm emotions* (DC 17), *darkness*, *death knell* (DC 17), *spiritual weapon*^P

1st—*bane* (DC 16), *command* (DC 16), *deathwatch*, *doom* (DC 16), *entropic shield*, *hide from undead*, *magic weapon*^P

0 (at will)—*bleed* (DC 15), *detect magic*, *guidance*, *resistance*

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

TACTICS

Before Combat If Shathbardok becomes aware of intruders, he prepares for them by casting *stoneskin*, *spell resistance*, *air walk*, *freedom of movement*, and *spiritual weapon*.

During Combat If combat ensues, Shathbardok takes to the air with *air walk* while sending his *spiritual weapon* (a huge warhammer) against an arcane caster. He uses *clenched fist*, *blasphemy*, *destruction*, and *blade barrier* to keep opponents

at bay, and targets weakened foes with *power word blind* and *power word stun*.

Morale Shathbardok will not retreat from his newly found altar, and will fight to the death to defend it.

STATISTICS

Str 28, **Dex** 8, **Con** 28, **Int** 7, **Wis** 20, **Cha** 5

Base Atk +14; **CMB** +25; **CMD** 37

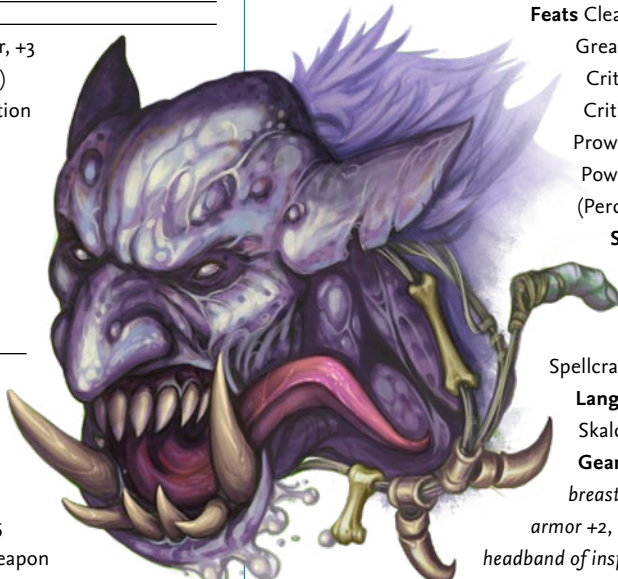
Feats Cleave, Combat Casting, Great Cleave, Improved Critical (bite), Improved Critical (claws), Intimidating Prowess, Lightning Reflexes, Power Attack, Skill Focus (Perception), Toughness

Skills Intimidate +13, Knowledge (religion) +3, Linguistics +3, Perception +12,

Spellcraft +10

Languages Common, Giant, Skald

Gear +4 *white dragonhide breastplate*, *amulet of natural armor* +2, *cloak of resistance* +1, *headband of inspired wisdom* +4, *minor ring of fire resistance*, *ring of protection* +3, *diamond dust* (worth 500 gp), *walrus tusk ivory unholy symbol of Kostchtchie* (worth 250 gp)



Shathbardok

SPECIAL ABILITIES

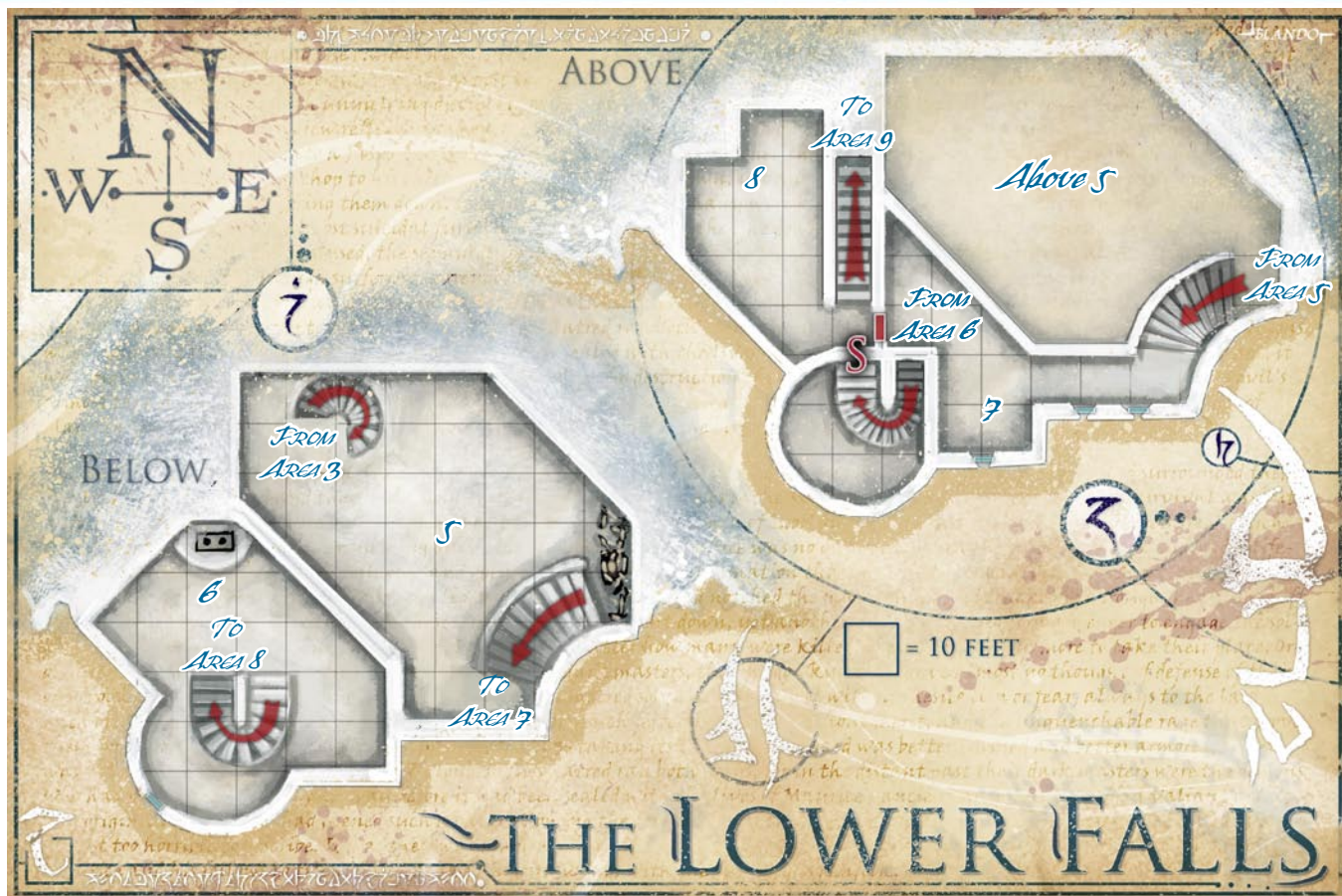
Vulnerability to Slashing Weapons (Ex) If an opponent rolls a natural 20 with a slashing weapon against an ice troll (followed by a successful roll to confirm the critical hit), the ice troll must succeed on a Fortitude save (DC 10 + damage taken) or lose a limb (50% arm or leg, 50% right or left). An ice troll who loses a leg falls prone but can continue moving at half speed. Severed limbs cannot attack but move at a speed of 30 feet toward the troll.

7. Watchers' Post (CR 14 or 15)

A broad balcony overlooks the gallery below, a stair curling downward to the right. A solid rail of ice surrounds the balcony to a height of five feet.

The balcony overlooks area 5, 40 feet below.

Creatures: Five frost giants and four winter wolves patrol this balcony, left behind by Ferric when he headed up to area 9. They are nominally under the command of the ice troll Shathbardok (in area 6) but they have not seen the shaman in several days. The giants and wolves attack as soon as they spot anyone in the room below, unless they are immediately given the password from the



giant camp, in which case they reluctantly allow passage. Even if the password is given, however, lingering around this area will eventually provoke an attack unless Ferric or Shathbardok intervenes.

In battle, the frost giants throw great shards of ice (treat as rocks) that they have gathered on the balcony. The winter wolves defend the stairs with their breath weapons and attempt to trip anyone climbing the stairs. The balcony rail provides cover to those on the balcony from attackers below.

FROST GIANTS (5) CR 9

XP 6,400 each

hp 133 each (*Pathfinder RPG Bestiary* 149)

WINTER WOLVES (4) CR 5

XP 1,600 each

hp 57 each (*Pathfinder RPG Bestiary* 280)

Development: Once battle is joined, the guards' cries rouse Narak in area 8, who joins them in the defense after 4 rounds.

Treasure: Collected in the giants' bags are treasures totaling 480 gp, 2,256 sp, and 3,560 cp, and three ice-blue zircons worth 185 gp each.

8. Cold Camp (CR 11)

This icy chamber has been turned into a campsite. A number of water barrels, wrapped in furs to insulate them from the cold, stand in the center of the room. Scattered around them are a number of giant-sized bedrolls composed of various mangy furs from arctic and mountain beasts. Against the north wall sits a mound of massive cuts of frozen, raw meat. To the east, a stair climbs up to the next level.

This is the camp of the gigas Ferric; it holds sleeping furs for a total of 10 giants. The mound of frozen meat is from a slaughtered woolly mammoth, and there are sufficient supplies here to keep Ferric's war party provisioned for another week. The secret door in the south wall opens onto stairs leading down to area 6, and can be discovered with a Perception check of only 17 thanks to some faint, bloody handprints where it was opened by Shathbardok after he consumed a raw mammoth steak. The stairs to the east lead up to area 9.

Creatures: Narak, one of Ferric's gnarled frost giant lieutenants, is currently sleeping here, still dressed in his armor. He awakens if any loud noises occur here or in the adjoining rooms. Otherwise he sleeps soundly, snoring

loudly. If awakened, he takes 3 rounds to rise and take up his weapons.

NARAK

CR 11

XP 12,800

Male fiendish gnarled frost giant (see Graff, page 7)

hp 161

Treasure: Hidden among the bedrolls are loose coins totaling 280 gp in value. There is also a delicate ice sculpture of a beautiful maiden (worth 1,800 gp) that bears a powerful curse (DC 30 to remove). Anyone touching it must make a DC 30 Will save or be compelled to worship before the altar in area 6 to the exclusion of all other activities (the target also gains a +10 bonus on the Perception check to find the secret door). A new saving throw is allowed every 24 hours to break the curse, but if the statuette is touched again, the curse starts anew. Ferric killed the previous owner for obsessively searching for the secret door and fed him to the winter wolves. No one connected his actions to the statuette, and no one has picked it up since. The statuette melts if taken into temperatures above freezing, which will likewise break the curse.



9. The Doorstep (CR 17)

A massive double portal composed of two white stone doors dominates the north wall of this sixty-foot-high chamber. Its surface bears a scene of craggy, snow-clad peaks in relief beneath the cavorting forms of unidentifiable creatures. The lintel above the door bears an inscription in ancient runes. Bloodstains mar the floor of the chamber, and piles of garbage have been swept into the corners.

This chamber marks the entry to the upper reaches of the Veil of Frozen Tears. An examination of the reliefs on the door and a DC 27 Knowledge (planes) check identifies the strangely disturbing creatures depicted only as things from beyond the known planes that are sometimes vaguely affiliated with Baba Yaga. A DC 37 Perception check spots one creature among the reliefs that can be positively identified as a wendigo. The doors themselves are of no known type of stone and are apparently locked without handle, lock, or hinges. In fact, they are entirely impregnable to all forms of physical or magical penetration, including divination magic such as

scrying, as are the walls of this chamber. The inscription above the door is in an archaic form of Skald (legible to speakers of that language with a DC 17 Intelligence check or DC 12 Linguistics check) and says, “Only by the Power of Faith shall ye pass Beyond.”

The inscription actually refers to area 10, rather than the impregnable double doors. In fact, the key to passing through the double doors is simply force of will. A successful DC 20 Charisma check causes the doors to become insubstantial to that individual. Once a creature has made this check, it can pass through freely and even aid another’s attempts to do so.

The party of the White Witch Ilivorr met its fate here, as attested to by the bloodstained floor. When Ilivorr’s group came upon this room, the witch figured out the means to pass through but was unable to gain passage for her surviving compatriots. Knowing Kostchtchie’s forces were fast approaching, she chose to forge on ahead and leave her companions on guard here. When the Abyss gigas Ferric arrived, he soon discovered this chamber and slaughtered Ilivorr’s guards.

Ferric has stayed in this room ever since, convinced the correct path to the torc lies beyond the doors and trying to figure out how to breach them.

Creatures: The Abyss gigas Ferric stands before the two doors, a towering monstrosity over 50 feet tall, with hairless ebon skin, boar-like tusks, and an adamantine warhammer and armor. A favored servant of Kostchtchie, Ferric was handpicked to lead the demon lord’s forces into the Veil of Frozen Tears to recover the *Torc of Kostchtchie*. Ferric is accompanied by a gnarled frost giant lieutenant, two normal frost giants, and a winter wolf. They ready for combat if they hear sounds of fighting in area 8 but do not descend to help, hoping to instead ambush the intruders when they come up to this area.

FERRIC

CR 16

XP 76,800

Male Abyss gigas (see page 27)

hp 283

GNARLED FROST GIANT

CR 11

XP 12,800

hp 161 (see Graff, page 7)

FROST GIANTS (2) **CR 9**

XP 6,400 each
 hp 133 each (*Pathfinder RPG Bestiary* 149)

WINTER WOLF **CR 5**

XP 1,600
 hp 57 (*Pathfinder RPG Bestiary* 280)

Treasure: The remains of Ilivorr's band have been devoured by the winter wolf, and their mundane equipment ruined and thrown on the garbage heaps. However, their valuables were taken by Ferric and are carried in his bag. It contains five suits of masterwork chainmail, a +2 *heavy wooden shield*, a +1 *shock light crossbow*, two *potions of lesser restoration*, a *belt of physical might +2* (Strength and Constitution), and a backpack holding 1,975 gp. The other giants carry a total of 2,200 gp in coins and semiprecious stones.

10. The Witch's Cavernlet (CR 17)

An eerie sight greets the eye as this large chamber is entered: row upon row of identical, life-size ice sculptures depicting a bent-backed old crone with a skull-like face standing in perfect ranks. A sense of woe seems to radiate from each statue, and dark arcs of power crackle across their surfaces and leap from sculpture to sculpture.

The walls, floor, and ceiling of this chamber are of the same impregnable ice as area 9, and the entire chamber is under the effects of a permanent *dimensional lock* (cannot be dispelled). The statues all depict Baba Yaga wearing a death mask, and each bears at its core a small connection to the Negative Energy Plane. Regardless of which entrance is used, the statues always face whoever has entered (paradoxically, even if both entrances are used simultaneously). One of the statues (the second from the end in the northwestern corner of the last row) has been shattered, and shards of ice litter the floor around its base (Ilivorr destroyed this statue to get at the doll inside; see Development). Baba Yaga created this room both to benefit the undead minions she left behind in the tomb and to wear down those who would dare intrude.

Hazard: Each east-west row of statues has a field of arcing negative energy that lances back and forth between the statues from floor to ceiling and wall to wall. The field cannot be dispelled, though an *antimagic field* can nullify the field within its area of effect, and *mage's disjunction* will deactivate any row of statues that it touches. Each statue has 60 hit points, but can only be damaged by positive energy, such as that channeled by a cleric or from spells and effects that deal holy

damage (treat the statues as evil outsiders for spells such as *holy smite*). The statues receive no saving throws. If three adjacent statues are destroyed in a row, that row's negative energy field fails, allowing safe passage past it. Once all seven rows have been nullified, the room can be safely traversed. Regardless of whether rows are active or not, if a single statue remains intact, a wave of negative energy is released in the room every round. Statues that are destroyed magically reform 10 minutes later.

NEGATIVE ENERGY FIELD **CR 17**

XP 102,400

Effect channeled negative energy (10d6 points of damage, DC 25 Will save for half) every round to all creatures in room as long as a single statue is intact; 20d6 points of negative energy damage and 10d6 points of cold damage to any creature touching or passing through the field (no save; undead are healed by the negative energy and unaffected by the cold)

Treasure: Halfway across the room, a packet of *dust of dryness* lies on the floor (DC 19 Perception check to notice) where it was dropped by Ilivorr as she made her way across the room under an *antimagic field* cast from a scroll she owned.

Development: Each of the statues contains an exquisitely carved, tiny porcelain doll depicting a gnarled old woman at its core. These dolls are for use in the Witch Clock ritual (see area 18), but the statues must be destroyed to recover the dolls inside.

11. The Wall of Woe (CR 12)

A natural fissure has formed in the ice of the waterfall where it meets the stone of the cliff face, climbing to a height of one hundred sixty feet. The rock face itself is broken by a series of shallow, natural terraces covered by only a few feet of ice. The ice is transparent enough to see the blackened corpses of hundreds of human warriors manacled to the cliff face. Many of the manacles hang empty or hold only the dismembered remnants of limbs. In some places, the ice has actually been chipped away to expose the rock wall, and the exposed manacles hang empty—their previous occupants conspicuously absent.

Baba Yaga chained the unfortunate soldiers of Tashanna's ill-fated rebellion upon these terraces, to be forever frozen into the ice sheet, or torn bodily from their perches from the force of the waterfall and hurled to their doom, leaving only mangled limbs behind. The death toll of executed rebels was staggering when Baba Yaga brought the waterfall upon them, and not all of the drowned or frozen victims have rested easily, as evidenced by the places where they have managed to

escape the confines of their icy graves. These walking dead now reside in area 12. The remaining corpses lie under 1d3 feet of ice, but have nothing of value or interest if the PCs bother to free one.

The nearly vertical tunnel from area 4 enters the floor of this chamber in a shallow alcove. At the top of the crevasse, a ledge provides access to area 12, though it has an overhang and is not readily visible from below. The most likely ways to traverse this area are to fly or climb the ice wall (Climb DC 40), though climbers take cold damage from exposure to the ice (see Features of the Veil on page 6).

Hazard: Any creature that flies past or climbs upon the ice disturbs the latent consciousness of the hundreds of executed rebels. This manifests itself as shadowy, clawed arms extending from the ice to attack the PCs and sap their strength. Those PCs still on the floor or on the ledge outside area 12 are not subject to these attacks, but those who have been previously attacked continue to be beset as long as they remain in the room. The shadowy arms extend from the nearest wall and can reach anywhere in the room. These shadowy manifestations cannot be damaged or destroyed, and only one attacks each PC. PCs directing attacks against the frozen corpses have no effect on the incorporeal touch attacks.

CLAWS OF FROZEN RAGE CR 10

XP 9,600

Effect one attack per PC per round (incorporeal touch +11, 1d8 points of Strength damage)

Creatures: The disembodied shadow claws are not the only danger in this room. Four will-o'-wisps have taken up residence in a small crevice in the chamber's ceiling. The incorporeal arms pay them no mind, but the will-o'-wisps quickly join in on any attacks. They prefer to gang up on vulnerable climbers, attempting to cause a fatal fall.

WILL-O'-WISPS (4) CR 6

XP 2,400 each

hp 40 each (*Pathfinder RPG Bestiary* 277)

Treasure: If the PCs manage to access the will-o'-wisps' hidden lair (DC 35 Perception check to find), they locate a silver-chased bronze goblet of ancient Kellid design. It is worth 2,000 gp and allows its owner to cast *detect poison* upon the contents of the cup once per day.

12. Chamber of Retribution (CR 17)

The domed ceiling of this large, round room rises thirty feet overhead. Bars of ice block alcoves flanking a door to the north, as well as passages to the east and west. An elaborate

ice throne sits within a raised alcove to the south, surveying the chamber. Heavy manacles are inset into the throne's arms, back, and legs. Several more sets of manacles are spaced about the chamber's walls, interspersed with various diabolical instruments of torture. A fifteen-foot-diameter cage of ice bars that extend from floor to ceiling dominates the center of the room. Floating within this cage is a huge sphere of crackling, gray energy.

Queen Tashanna's war captains were tortured to death in this chamber, while Tashanna herself was chained to the throne and forced to watch. The throne bears a permanent *antimagic field*, and the manacles attached to the throne and throughout the chamber are masterwork and made of cold iron.

The ice bars are as strong as an ice wall 6 inches thick. There is no visible means of opening the bars blocking the cells and exit corridors. In Tashanna's time, these were operated by a secret command word, but the command has been long lost. However, a DC 27 Use Magic Device check can cause the ice bars blocking the alcoves and exits to retract into the ceiling for 1 round. The bars of the central cage do not retract in this manner. A rime of ice covers the torture implements, but all show clear signs of use long ago—bloodstains, bits of frozen flesh, amputated appendages, and so on.

Creatures: The gray sphere held in the cage is actually an elder negative energy elemental that served as the centerpiece of Baba Yaga's tortures. It cannot leave the cage unless the bars are smashed, but it is able to reach anywhere in the room except the alcoves. The cage bars provide cover from anyone more than 5 feet away. The elemental attacks any living creatures that enter the chamber.

In addition, seven vengeful hoar spirits, the undead remains of some of the soldiers executed in area 11 that managed to break free from their icy prison, lurk in this room. They were drawn to the negative energy elemental and enjoy its bursts of negative energy, almost like a drug. The hoar spirits fight to defend the negative energy elemental from any intruders. In addition, the elemental uses its negative energy attacks to repair damage that the hoar spirits take in battle, and can use its Command Undead feat to control one hoar spirit at a time (using it to attack a creature out of its reach in one of the alcoves, for example). The hoar spirits pursue fleeing opponents beyond this room, but retreat here to recover if reduced below 20 hit points. They otherwise fight until destroyed.

ELDER NEGATIVE ENERGY ELEMENTAL CR 12

XP 19,200

N Huge outsider (elemental, extraplanar) (*Tome of Horrors III* 66)

Init +14; **Senses** darkvision 60 ft.; Perception +20

DEFENSE

AC 27, touch 19, flat-footed 16 (+10 Dex, +1 dodge, +8 natural, -2 size)

hp 161 (17d10+68)

Fort +9, **Ref** +20, **Will** +10

DR 10/—; **Immune** elemental traits, negative energy

OFFENSE

Speed fly 60 ft. (good)

Melee 2 slams +25 (2d8+6 plus 2d8 negative energy plus energy drain)

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

Special Attacks energy drain (3 levels, DC 18), negative energy attacks, negative energy burst 4/day (DC 22, 9d6)

STATISTICS

Str 22, **Dex** 31, **Con** 18, **Int** 10, **Wis** 11, **Cha** 11



Hoar Spirit

Base Atk +17; **CMB** +25; **CMD** 46

Feats Cleave, Combat Reflexes, Command Undead^B, Dodge, Flyby Attack, Improved Initiative, Mobility, Power Attack, Spring Attack, Weapon Finesse

Skills Acrobatics +30, Bluff +20, Fly +30, Knowledge (planes) +20, Perception +20, Stealth +22

SQ death throes

SPECIAL ABILITIES

Death Throes (Su) If the negative energy elemental is killed, it explodes in a flash of swirling negative energy that affects all within a 50-foot radius. Living creatures within the area take 8d8 points of negative energy damage (Reflex DC 22 for half). Negative energy-based creatures and undead gain hit points equal to the amount of damage the death throes would have otherwise dealt (see Negative Energy Attacks regarding temporary hit points and doubling hit points). The save DC is Constitution-based.

Negative Energy Attacks (Ex) The elemental's slam attacks are infused with negative energy. This deals extra damage to a living target but heals undead (and other negative energy-based creatures) by the same amount. Undead and negative energy creatures can be healed up to their normal hit point total, gaining extra hit points as temporary hit points. These temporary hit points disappear 1 minute later. Creatures healed to twice their normal hit points must make a DC 22 Fortitude save or explode in a burst of negative energy (no damage to others). The save DC is Constitution-based.

Negative Energy Burst (Su) A negative energy elemental can channel negative energy in a 30-foot radius as a 17th-level cleric. The elemental can use this ability a number of times per day equal to its Constitution modifier. The save DC is Constitution-based.

VENGEFUL HOAR SPIRITS (7)

CR 11

XP 12,800 each

Advanced hoar spirit fighter 5 (*Tome of Horrors II* 94)

CE Medium undead (cold)

Init +7; **Senses** darkvision 60 ft., sense heat 60 ft.; **Perception** +15

DEFENSE

AC 27, touch 14, flat-footed 23 (+8 armor, +3 Dex, +1 dodge, +5 natural)

hp 137 each (15 HD; 10d8+5d10+65)

Fort +12, **Ref** +7, **Will** +10

Immune cold, undead traits

Weaknesses vulnerability to fire

OFFENSE

Speed 30 ft.

Melee 2 claws +18 (1d6+7/19-20 plus 1d6 cold plus glaciante)

Special Attacks cold (1d6), glaciante (DC 18)

Spell-Like Abilities (CL 10th; concentration +13)
1/day—*cone of cold* (DC 18)

STATISTICS

Str 18, **Dex** 17, **Con** —, **Int** 10, **Wis** 15, **Cha** 16

Base Atk +12; **CMB** +16; **CMD** 30

Feats Dodge, Great Fortitude, Improved Critical (claws), Improved Initiative, Improved Natural Attack (claws), Mobility, Spring Attack, Step Up, Toughness, Weapon Focus (claws), Weapon Specialization (claws)

Skills Acrobatics +16, Climb +15, Perception +15, Stealth +19

SQ armor training 1

Gear +2 *breastplate*

SPECIAL ABILITIES

Cold (Su) A hoar spirit's body generates intense cold, dealing 1d6 points of cold damage with each claw attack. Creatures attacking a hoar spirit with unarmed or natural attacks take 1d6 points of cold damage each time they hit.

Glaciate (Su) A creature hit by a hoar spirit's claw must succeed on a DC 18 Fortitude save, or take 1 point of Dexterity damage and be paralyzed by bone-numbing cold for 1d4+1 rounds. The save DC is Charisma-based.

Heatsense (Ex) Hoar spirits can detect heat (such as that generated by living creatures) within 60 feet, including the heat of invisible creatures. Heatsense functions as blindsense in regard to any nonvisible heat sources within its range.

Development: A DC 32 Perception check while examining the throne notices that one of the throne's foot manacles has been removed (Ilvorr took one for use in the Witch Clock ritual). Anyone who thinks to count the links in the manacle chains finds that each of the throne's chains has 27 links, while the ones on the walls have only 26. There are five such chains still attached to the throne, at least one of which is required for the Witch Clock ritual (see area 18).

13. Jailers' Wing (CR 19)

The corridor opens into a wide chamber outfitted as a dining room, with three round, wooden tables, shiny with frost, and several chairs. The walls hold bookcases, and a number of woven carpets—stiff with age and cold—cover the floor. Five doors line the far wall.

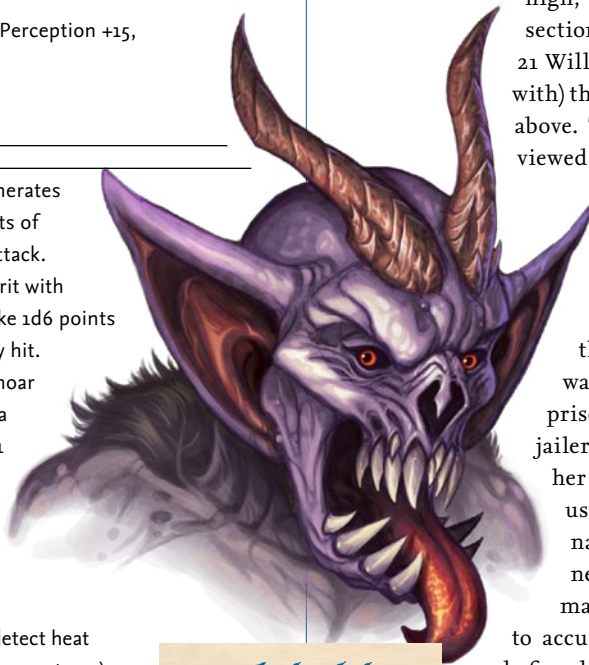
This area served as living quarters for the jailers of Tashanna and her captains. The furniture is ordinary, and the books—brittle with age and the cold—are discourses on mundane subjects of interest to the

inhabitants of Irrisen 5 centuries ago. The five rooms are each simply furnished with a bed, desk, chair, and small personal items but otherwise hold nothing of interest. The ceiling of the outer chamber is 30 feet high, but the 10-foot-wide central section is actually an *illusory wall* (DC 21 Will save to disbelieve if interacted with) that hides the entrance to area 14 above. The wall is transparent when viewed from area 14.

Creatures: Baba Yaga's chief torturer, a nabasu demon named Takrilak, still resides in his chamber above and watches through the illusory ceiling. The demon was allowed to feed upon the prisoners, as well as on his fellow jailers once Baba Yaga had finished her work at the Veil. The Old Crone used a *binding* spell to confine the nabasu to areas 12–16 without need of food or rest until he matures, but Takrilak managed to accumulate only 19 growth points before he ran out of victims. He has spent the last 500 years here frustrated and waiting for the arrival of new victims.

Over the years, he has devoured the bodies of the ghouls he once created, but because of the nature of their creation and the presence of the negative energy elemental in area 12, they remain as five dread wraiths under Takrilak's control.

The dread wraiths lurk in the bedrooms waiting for intruders to become distracted by the illusory ceiling or to begin searching the bedchambers. Then they attack by leaping through the walls. As soon as the battle is joined, Takrilak pokes his face through the *illusory wall* and attempts to use his death-stealing gaze for as long as possible before anyone notices the source of the negative levels (DC 50 Perception check to notice the demon's face, unless a PC is specifically looking up at the ceiling, which drops the DC to 20). If Takrilak manages to obtain his last growth point, he immediately matures and plane shifts to the Abyss.



Takrilak

TAKRILAK	CR 17
XP 102,400	
Male advanced nabasu demon (<i>Pathfinder RPG Bestiary</i> 64)	
CE Medium outsider (chaotic, demon, evil, native)	
Init +7; Senses darkvision 60 ft.; Perception +42	
DEFENSE	
AC 31, touch 14, flat-footed 27 (+3 Dex, +1 dodge, +17 natural)	

hp 293 (9d10+244)
Fort +28, **Ref** +28, **Will** +28
DR 10/cold iron or good; **Immune** death effects, electricity, paralysis, poison; **Resist** acid 10, cold 10, fire 10; **SR** 28

OFFENSE

Speed 30 ft., fly 60 ft. (average)
Melee bite +34 (1d8+6), 2 claws +34 (1d6+6)
Special Attacks consume life, death-stealing gaze 19/day (DC 18), sneak attack +2d6
Spell-Like Abilities (CL 27th, concentration +31)
 At will—*deeper darkness*, *greater teleport* (self plus 50 lbs. of objects only), *telekinesis* (DC 19)
 3/day—*enervation*, *silence* (DC 16), *vampiric touch*
 1/day—*mass hold person* (DC 21), *regenerate*, *summon* (level 4, 1 nabasu 30% or 1d4 babasu 30%)

STATISTICS

Str 22, **Dex** 17, **Con** 22, **Int** 15, **Wis** 16, **Cha** 19
Base Atk +9; **CMB** +34; **CMD** 48
Feats Cleave, Combat Expertise, Dodge, Improved Initiative, Power Attack
Skills Acrobatics +34, Fly +34, Knowledge (arcana) +33, Knowledge (planes) +33, Perception +42, Sense Motive +34, Stealth +34 (+42 in shadowy conditions), Survival +34
Languages Abyssal, Celestial, Draconic; telepathy 100 ft.

DREAD WRAITHS (5) **CR 13**

XP 25,600 each
 LE Large undead (incorporeal) (*Pathfinder RPG Bestiary* 281)
Init +13; **Senses** darkvision 60 ft., lifesense 60 ft.; Perception +28
Aura unnatural aura (30 ft.)

DEFENSE

AC 26, touch 26, flat-footed 16 (+7 deflection, +9 Dex, +1 dodge, -1 size)
hp 184 each (16d8+112)
Fort +12, **Ref** +14, **Will** +15
Defensive Abilities channel resistance +4; incorporeal; **Immune** undead traits
Weaknesses sunlight powerlessness

OFFENSE

Speed fly 60 ft. (good)
Melee incorporeal touch +20 (3d6 negative energy plus 1d8 Con drain [Fort DC 23])
Space 10 ft.; **Reach** 10 ft.
Special Attacks create spawn

STATISTICS

Str —, **Dex** 28, **Con** —, **Int** 14, **Wis** 20, **Cha** 25
Base Atk +12; **CMB** +22; **CMD** 40
Feats Alertness, Blind-Fight, Combat Reflexes, Dodge, Improved Initiative, Improved Natural Attack (incorporeal touch), Mobility, Spring Attack
Skills Diplomacy +18, Fly +24, Intimidate +26, Knowledge (planes) +13, Perception +28, Sense Motive +28, Stealth +24
Languages Common, Infernal, Skald

14. Torturer's Chamber

Half of this chamber is an opening looking down into the room below. Upon the wide ledge that runs along the opening is an assorted collection of humanoid bones—gnawed clean, split open, and emptied of marrow.

Takrilak, the nabasu torturer, resides in this chamber (see area 13). The bones are all that remains of his former prisoners and fellow jailers.

Treasure: After slaying his fellow jailers, the demon collected all of the valuables from their personal quarters in area 13. These items have been deposited beneath one of the bone piles and can be found with a DC 28 Perception check. They consist of *drums of panic*, a necklace of hollow gold beads worth 2,000 gp, a decanter and six goblets carved from rose quartz (5,500 gp for the set), a chalcedony seal depicting a pair of antlers over crossed arrows worth 1,165 gp, three fire opals worth 1,000 gp each, and a number of pieces of finely crafted, antique Irrisen pottery worth a total of 4,500 gp.

15. Guardroom (CR 17)

A battle appears to have occurred here recently. A number of charred humanoid skeletons lie strewn about, and a lifelike stone statue of an ogre points at the north wall with an arm that ends in a broken stump—the hand and the barbed falchion it held lie on the floor near the southern stair.

Creature: Baba Yaga left a guardian in this chamber, a horned devil named Steriastes. The cornugon made a deal with the Old Crone and, in exchange for additional powers, agreed to guard the route to the necropolis (area 16) until the ice of the Veil of Frozen Tears melts away. Steriastes is a horned devil with weathered, stone-like skin, the cracks in his stony armor glowing with hellfire. He waits in *statue* form near the north wall. Steriastes wiped out one of Elvanna's expeditions that made it into the Veil through area 16 several weeks ago. The devil managed to slay all of the party—most succumbed to his *fireballs* and *lightning bolts*, but one ogre in the group (who first noticed the devil in his *statue* form) fell victim to his *flesh to stone* ability. If the PCs bother to resurrect or otherwise revive any of these individuals, they are uncooperative and have no useful information.

STERIASTES **CR 17**

XP 102,400
 Advanced horned devil (*Pathfinder RPG Bestiary* 76, 294)
hp 247
Additional Spell-Like Abilities (caster level 16th, concentration +24)
 1/day—*flesh to stone* (DC 22), *statue*

Treasure: Searching through the tatters of the slain party's equipment uncovers a few still-intact valuables. These include 4,700 gp in assorted coinage and gems, a +1 *improved shadow chain shirt*, a +2 *rapier*, a *belt of dwarvenkind*, a *portable hole*, a *ring of counterspells* (currently empty), a *ring of invisibility*, and a frozen *potion of cure serious wounds*. In addition, anyone who thinks to cast *stone to flesh* or *break enchantment* on the petrified severed hand and sword can claim a *shatterspike falchion*.

16. The Witchwar Necropolis

A vast hollow opens in the face of the frozen waterfall, forming a high-ceilinged ice cave. Here, out of the same ubiquitous ice, has been constructed a traditional Irrisen village of multilevel cottages topped with steep, gabled roofs. Many are built directly into the jagged ice walls that form the cave-like hollow. The tinkling of water can be faintly heard above the moaning of the wind from somewhere in the cluster of buildings. Near the lip of the ice cliff stands a larger structure that appears to be surrounded by a ring of statues.

A DC 15 Knowledge (history or local) check is enough to recognize that the village is actually a style of necropolis common to peoples of the North many centuries ago—an imitation of the ordinary life that the deceased had left behind. This one is unique in that it is composed entirely of Baba Yaga's magical ice. The ice tombs are sculpted in exquisite detail to mimic the cottages they represent, and each has a single door carved into one wall. However, these doors are sealed with ice and must be broken open to gain access to the tombs within (hardness 8, hp 60, Break DC 25). Many of the cottages have multiple levels, with one stacked directly atop another, accessible by exterior stairs leading to sealed doors. Cottages that are connected internally have unsealed ice doors within.

Breaching an ice cottage reveals a single, plain chamber with 1d4 ice biers upon which lie the frozen remains of human warriors of Irrisen, still clad in their arms and armor. These warriors are members of Baba Yaga's loyal army who fell in battle against Tashanna's rebels; they are interred here as honorary guardians of the traitors' tomb. None are animate, and they have no valuables other than their armor and weapons. There are no magic items among them, but just about any sort of masterwork weapon or armor can be recovered at the GM's discretion.

A. Main Entrance: An alley-like cave has been cut through the ice between two of the tombs. It leads deeper into the ice to a stair that winds down to area 10.

B. Jailers' Stair: No tombs occupy the connected buildings that lead to this stair. It descends to area 15.

The Wendigo

Hingarl was afflicted with wendigo psychosis when he was captured from the giant camp in the valley below by a wendigo—a malevolent, cannibalistic outsider that roams the Northern skies. Wendigo psychosis is a supernatural disease that drains Wisdom and drives those afflicted to cannibalism, eventually turning the infected creature into a wendigo itself. GMs who wish to use a wendigo in this adventure, either to represent Hingarl's eventual transformation or to haunt the PCs' journey to or from the Veil of Frozen Tears, can find stats for the wendigo in *Pathfinder Adventure Path #6*, or in the *Pathfinder RPG Bestiary II*.

C. Back Entrance: Part of the ceiling has collapsed at the back of this tomb. A rough, vertical passage climbs 100 feet to area 20.

D. Signs of Passage: A small snowdrift that has gathered here bears a single, recent humanoid footprint that is plainly visible to anyone who passes by this way. Examination reveals it to be the boot-clad footprint of a Medium creature of slight build. A DC 20 Perception check reveals that someone has broken the seal of a nearby sepulcher door, though nothing within seems to have been disturbed.

E. Hingarl's Lair: The door to this second-floor sepulcher has been broken open (DC 15 Perception check to notice from the end of the alley leading to the stairs). The ice biers have been crushed and the interred bodies devoured. Their equipment lies strewn about in ragged heaps of frozen cloth and metal, along with newer bones and fresh splashes of frozen blood. This building now serves as the lair of the mad frost giant Hingarl (see area 17). The fresh bones and blood are from one of Queen Elvanna's parties, which Hingarl ambushed and devoured, but they were not enough to assuage his growing cannibalistic hunger.

17. Village Square (CR 17)

An elegantly sculpted ice fountain sits in the middle of this small square at the center of the necropolis, depicting a flock of winter geese as they take flight. A jet of water springs from the top of the fountain, tumbling down into the basin below. Miraculously, the water remains unfrozen despite the frigid temperature.

The water in the ice fountain is enchanted to remain in liquid form, though it is actually colder than the surrounding ice in temperature. Anyone touching the water takes 1d6 points of cold damage per round. Anyone immersed in the 3-foot-deep basin takes 10d6 points of

damage per round and must make DC 30 Fortitude save or be affected by hypothermia (treat as fatigued) until the creature dries off and the cold damage is healed.

Creature: This square is the favorite haunt of the mad frost giant, Hingarl. Once Ferric's second-in-command, the gnarled giant captain was captured by a wendigo, infected with a supernatural disease known as wendigo psychosis that drained his Wisdom, and left here to degenerate into madness. Now haunted by vivid, predatory dreams, Hingarl wanders the necropolis waiting for humanoid victims to come within reach so he can give in to his cannibalistic urges and devour them. Until he musters up the courage to descend the icefall and feed upon his own kind in the giant camp, however, he cannot complete his transformation into a new wendigo.

Hingarl lurks around the village square, hiding among the twisting alleys while waiting for prey. He waits for PCs to near the fountain before raging, then charges out

and attempts to bull rush a PC into the freezing waters. He steps into the basin beneath the freezing downpour to fight with his back to the fountain. Anyone coming within 5 feet of the giant is splashed by the super-chilled water and is treated as if immersed. Hingarl has cover from the fountain itself against anyone attempting to attack him from the rear. Once a PC is felled, Hingarl drags that foe into the fountain with him and begins to feed upon the unfortunate victim (1d6+7 bite damage per round), howling with rage that his ravenous hunger is still not sated. Hingarl fights to the death.

HINGARL

CR 17

XP 102,400

Male fiendish gnarled frost giant barbarian 6 (*Pathfinder RPG Bestiary* 149, 294, and new template, see page 28)

CE Large humanoid (cold, giant)

Init +0; **Senses** darkvision 60 ft., low-light vision; Perception +20

DEFENSE

AC 27, touch 7, flat-footed 27 (+8 armor, +12 natural, -2 rage, -1 size)

hp 308 (20 HD; 14d8+6d12+206)

Fort +24, **Ref** +6, **Will** +5; +3 vs. spells, supernatural abilities, and spell-like abilities

Defensive Abilities ferocity, improved uncanny dodge, rock catching, trap sense +2; **DR** 10/good; **Immune** cold; **Resist** fire 15; **SR** 22

Weaknesses vulnerability to fire

OFFENSE

Speed 30 ft.

Melee *Burnbrand* +30/+25/+20/+15 (2d6+15/x3 plus 1d6 fire) and bite +24 (1d6+7) or 2 slams +29 (1d8+14) and bite +24 (1d6+7)

Ranged rock +8 (1d8+15)

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

Special Attacks rage (22 rounds/day), rage powers (animal fury, no escape, superstition +3), rock throwing (120 ft.), smite good 1/day (+20 damage)

TACTICS

Base Statistics When not raging, Hingarl's statistics are **AC** 29, touch 9, flat-footed 29; **hp** 268; **Fort** +22, **Will** +3; **Melee** *Burnbrand* +28/+23/+18/+13 (2d6+13/x3 plus 1d6 fire) or 2 slams +27 (1d8+12); **Str** 35, **Con** 26; **CMB** +29 (+31 bull rush, overrun, or sunder); **Skills** Climb +32, Intimidate +32

STATISTICS

Str 39, **Dex** 11, **Con** 30, **Int** 12, **Wis** 5 (normally 12), **Cha** 6

Base Atk +16; **CMB** +31 (+33 bull rush, overrun, or sunder); **CMD** 39 (41 vs. bull rush, overrun, or sunder)

Feats Awesome Blow, Blinding Critical, Cleave, Critical Focus, Great Cleave, Improved Bull Rush, Improved Overrun, Improved Sunder, Intimidating Prowess, Power Attack



Hingarl

Skills Climb +34, Craft (armor) +10, Intimidate +34, Perception +20, Stealth +0 (+4 in snow)

Languages Common, Giant, Skald

SQ fast movement

Gear *breastplate of command, Burnbrand (+1 flaming burst battleaxe)*

18. The Witch Clock (CR varies)

This structure resembles a large, two-story cottage with wide double doors at its front and rear. Above the southern doors is a giant clock face, ten feet in diameter. The clock bears strange, arcane symbols instead of traditional numbers and has four hands—one short, one long, one forked, and one wavy—that appear to be keeping time in no recognizable system. Rows of identical white marble statues depicting a bent old crone holding a scythe with a blade of dull-gray metal stand at the building's base. These statues appear to be on railed tracks of ice that loop around the sides of the clock building, from one set of double doors to the set on the opposite side.

This strange building is a giant cuckoo clock constructed by Baba Yaga. It keeps no time recognizable to inhabitants of Golarion, and the symbols on its face are completely indecipherable. Anyone entering the building finds its interior empty save for the rows of statues. Any gears or mechanisms for operating the clock or bells for the sounding of its chimes are conspicuously absent. Other than serving to keep time for whatever strange purposes Baba Yaga intended, the Witch Clock is also the entrance to the Frozen Cenotaph (area 19) and bears clues for the method of opening the magical portal to that area. When Ilivorr made it here, she was able to decipher the means to access area 19 and scratched a message to her compatriots in case they managed to make it this far. Anyone on the south side of the clock can make a DC 12 Perception check to notice this message scratched in the ice before the double doors. It is written in Skald and reads, "A stitch in time." This was meant to serve as a clue to the location of Baba Yaga's instructions for opening the cenotaph.

Anyone examining the clock face can make a DC 15 Intelligence check or a DC 22 Perception check to notice that while the long, short, and forked hands move at different speeds and in different directions, the wavy hand does not move at all and remains pointed at the arcane symbol where the "9" would be on a normal clock face (this is what Ilivorr's clue refers to). Anyone closely examining this symbol notices that it is in fact composed of tiny, tightly graven script giving it its shape. This script is also in Skald but requires a DC 40 Perception check or a DC 25 Linguistics to decipher it unless some magical means is used to magnify or translate it. The tiny script in the symbol is reproduced as a handout on page 22.

The verse provides clues to both the nature of Tashanna's "entombment" as well as the means to access the cenotaph. Rather than being frozen in ice, as the Veil of Frozen Tears would suggest, the tomb is actually frozen in time (as illustrated by the unmoving clock hand). The references to the "loop," "collar gild," and "demon's soul" hint at the presence of the *Torc of Kostchtchie* within.

To access the tomb, one of the 27-link manacles must be removed from the throne in area 12 and laid in a circle within 10 feet of the southern doors ("Ringed in steel, three loops times nine/Prized from the luckless seat"). Then a porcelain doll from area 10 must be placed within the loop ("Supplicants kneel, of porcelain fine"). When preparations are done, everyone who placed a doll inside the loop of chain sees the heretofore unmoving clock hand suddenly begin to spin wildly, and the clock face begins to glow with friction, becoming blindingly bright in only 1 round. Those characters then find themselves transported to area 19. The chain and fetishes are consumed in the process; entering the cenotaph again requires new components. Any who do not place a doll into the chain loop simply see their comrades, the chain, and the fetishes suddenly fade from view, but notice no discernible changes to the clock face.

Creatures: The Witch Clock is more than just an arcane gateway and timekeeping device for Baba Yaga; it is a guardian as well. The 28 marble statues are all images of Baba Yaga and hold masterwork scythes. Whenever a living creature approaches within 30 feet of the Witch Clock, it suddenly sounds with the peals of a giant bell and the statues begin to move. The south doors open and two statues emerge, sliding along their tracks. All of the statues slide one spot around in their revolution, and the north doors open for the two statues there to slide back inside the building. The entire process takes 1 round. The following round, the doors snap shut and the two statues that emerged animate as special caryatid golems and attack any living intruders they find. Any other statues that are attacked immediately animate and attack as well. The statues are not constrained to staying on their track once they have animated. They pursue intruders anywhere on this level before returning to their bases on the tracks (Hingarl is unaware of the statues' true nature, but has thus far avoided the Witch Clock out of superstition).

Each time another living creature comes within 30 feet of the building, or every third round that a creature remains within it, the process repeats itself. Any damaged statue that reenters the north doors is magically repaired on the round after the doors close. If a caryatid golem is destroyed and its base reenters the north doors, the statue reforms in the following round after the doors close and can reanimate again if it emerges through the south doors or is attacked again.

CARYATID GOLEMS (28) CR 11

XP 12,800 each

Modified stone golem (*Pathfinder RPG Bestiary* 163)

N Medium construct

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

DEFENSE

AC 26, touch 10, flat-footed 26 (+16 natural)

hp 97 each (14d10+20)

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

Defensive Abilities shatter weapons; **DR** 10/adamantine; **Immune** construct traits, magic

OFFENSE

Speed 20 ft.

Melee mwk adamantite scythe +20/+15/+10 (2d4+7/x4)

Special Attacks slow

STATISTICS

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

Base Atk +14; **CMB** +19; **CMD** 29

SQ statue

Gear masterwork adamantite scythe

SPECIAL ABILITIES

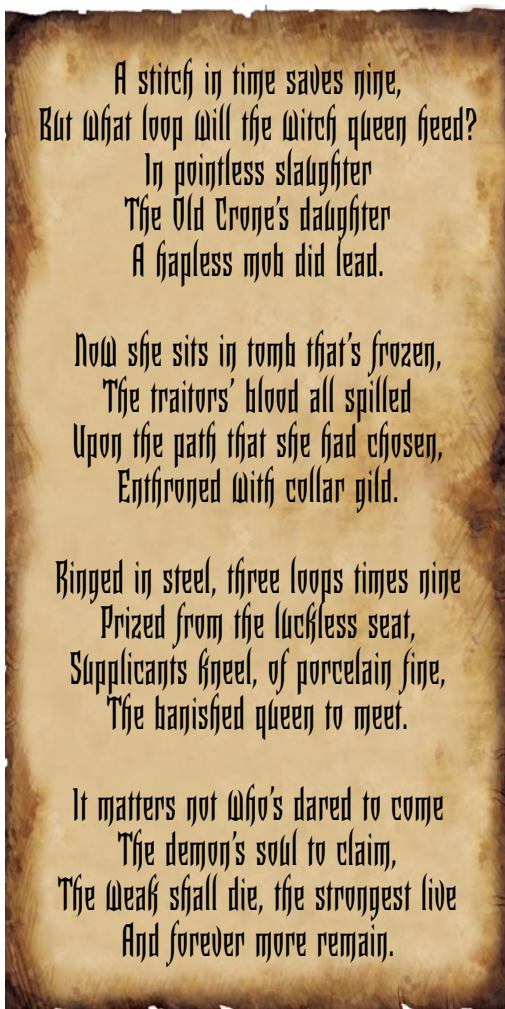
Shatter Weapons (Ex) Whenever a character strikes a caryatid golem with a weapon (magical or nonmagical), the weapon takes 3d6 points of damage. Apply the weapon's hardness normally. Weapons that take any amount of damage in excess of their hardness gain the broken quality.

Statue (Ex) A caryatid golem can stand perfectly still, emulating a statue. An observer must succeed on a DC 20 Perception check to notice the caryatid golem is alive.

19. The Frozen Cenotaph (CR 20)

This chamber has featureless white stone walls and flooring beneath an equally plain forty-foot-high ceiling. A dark smudge of ash—humanoid in shape—mars one wall. Directly ahead is a throne of the same white stone, with an inscription on its base. A life-size figure of a beautiful woman carved from ice, with a twisted, rune-scribed golden collar around her neck, sits upon the throne. Before her, a crystalline sphere stands on a white stone pedestal. Opposite her is a wide circle on the wall that displays a blurry image of the cliff outside the Witch Clock.

This chamber is the cenotaph—not the tomb—of Queen Tashanna, Ninth Daughter of Baba Yaga, because



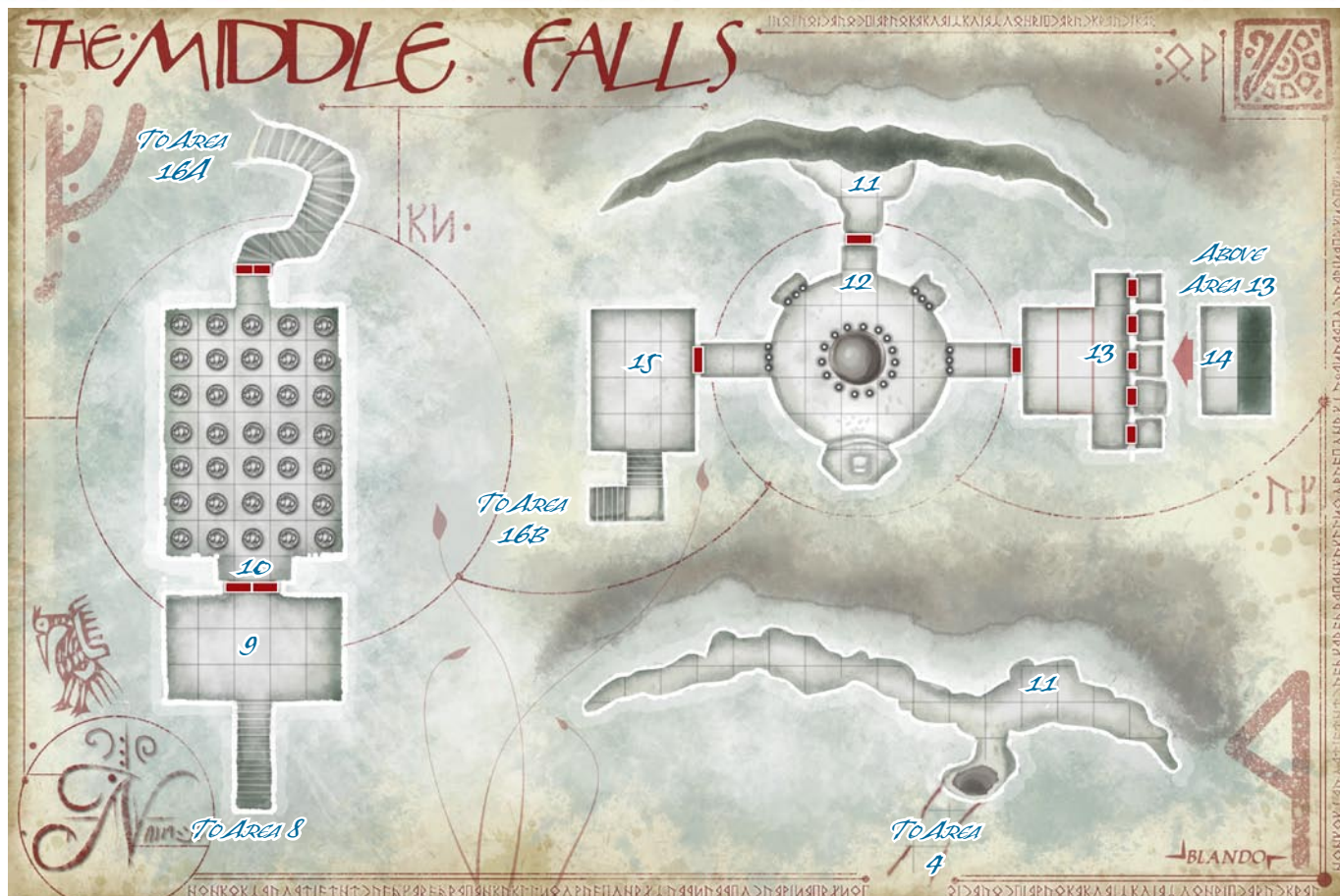
Handout 1

the witch queen is not here. A DC 25 Knowledge (history) or (nobility) check recognizes the ice statue as depicting Queen Tashanna, but examining the sculpture readily reveals the tool marks of its carving—it is no magically transformed woman, though the *Torc of Kostchtchie* resting around its neck is real enough. The inscription on the throne is in archaic Skald and states simply, “PAIN IS KNOWLEDGE.”

Baba Yaga moves in mysterious ways, and when she sought to punish her treacherous daughter, she did so by making her witness the folly of her uprising and the suffering she brought to those who followed her. She did not seek to punish her for her ambitions, however, and instead banished Tashanna forever from Golarion and its surrounding planes to other worlds where she could no longer attempt to interfere in the plots of Baba Yaga, yet where she had the opportunity to realize her own potential as a witch tyrant and binder of demons in her own right.

The cenotaph exists on its own demiplane outside of time and bears several powerful enchantments. It is frozen in time such that any creatures that enter have no further need of sustenance and do not age as long as they remain within (though healing, spell durations, and spell recovery function normally). Powerful wards on the chamber block any magical or divine means of detecting the *Torc of Kostchtchie* within from functioning. This effect ends as soon as the torc is taken from the chamber. In addition, the entire cenotaph is under the effects of a permanent *dimensional lock* (which cannot be dispelled).

Finally, the chamber demands a guardian. The first creature to enter must make a DC 30 Will save or be compelled to remain in the chamber and guard it against all intruders (as *dominate monster* with permanent duration; cannot be dispelled). Every week, the guardian is allowed a new saving throw at a cumulative –1 penalty. If somehow forcibly removed from the chamber, the guardian's compulsion ceases. If he reenters, though, he must make a new save.



Leaving the cenotaph requires only stepping through the blurry portal image that looks out on area 18. However, once a creature has left the chamber, it must repeat the ritual to enter again. The image shown through the portal is a moment trapped in time and does not show what is actually occurring outside the chamber.

Creatures: The current guardian of the chamber is the White Witch Ilivorr Karanasi, granddaughter of Queen Elvanna. Ilivorr led her group to the Veil 10 days ago, but had to leave most of her followers at the Doorstep (area 9). She managed to avoid Hingarl and entered the cenotaph alone, save for her familiar, whereupon she defeated the previous guardian, an ice troll. She then succumbed to the effects of the chamber's enchantment and now serves as its new guardian, seeking to slay all who enter.

ILIVORR KARANASI CR 20

XP 307,200

Female human witch 20 (*Pathfinder RPG Advanced Player's Guide* 65)

NE Medium humanoid (human)

Init +9; **Senses** see invisibility; Perception +32

DEFENSE

AC 32, touch 22, flat-footed 26 (+5 armor, +5 deflection, +5 Dex,

+1 dodge, +1 insight, +5 natural)

hp 185 (20d6+95)

Fort +17, **Ref** +20, **Will** +24

DR 10/adamantine; **Immune** fear; **Resist** cold 20; **SR** 18

OFFENSE

Speed 60 ft., fly 120 ft.

Melee +2 wounding kukri +21/+21/+16 (1d4+4/15–20 plus 1 bleed), +1 shocking burst kukri +20/+15 (1d4+2/15–20 plus 1d6 electricity)

Special Attacks hexes (agony, blight, evil eye, death curse, flight, forced reincarnation, healing, major healing, misfortune, retribution, slumber)

Spells Prepared (CL 20th; concentration +26)

9th—maximized *cone of cold* (DC 22), *mass hold monster* (DC 25), *power word kill*, *wail of the banshee* (DC 25)

8th—quicken *cure serious wounds*, *fire storm* (DC 24), *horrid wilting* (DC 24), *power word stun*

7th—*chain lightning* (x2, DC 23), *heal*, *power word blind*

6th—*flesh to stone* (DC 22), *greater heroism*, maximized *lightning bolt* (x2, DC 19), *slay living* (DC 22)

5th—*baleful polymorph* (DC 21), maximized *cure moderate wounds*, *feeblemind* (DC 21), *flame strike* (DC 21), *waves of fatigue*

4th—*black tentacles*, *dimension door*, *ice storm*, maximized *shocking grasp*, *wall of ice* (DC 20)

3rd—*bestow curse* (DC 19), *dispel magic* (x2), *lightning bolt* (x2, DC 19)

2nd—*blindness/deafness* (DC 18), *cure moderate wounds* (x2), *death knell* (DC 18), *false life*, *spectral hand*

1st—*charm person* (DC 17), *grease* (DC 17), *inflict light wounds* (DC 17), *obscuring mist*, *ray of enfeeblement* (DC 17), *unseen servant*

o—*bleed* (DC 16), *detect magic*, *light*, *touch of fatigue* (DC 16)

Patron elements

TACTICS

Before Combat Ilivorr casts *false life* on herself each day. In preparation for the arrival of the PCs in the cenotaph, she uses her flight hex, drinks her *potion of barkskin*, uses her

stone salve, and activates her *boots of speed*. She casts *greater heroism*, *spectral hand*, and *see invisibility* from her *hand of glory*. Ilivorr then casts *grease* directly in front of the clock portal and readies an action to release 3 charges from her *ring of the ram* at the doughtiest fighter.

During Combat Ilivorr uses her flight hex to stay airborne away from the PCs. She casts spells that can affect multiple foes, such as *mass hold monster*, *wail of the banshee*, *chain lightning*, or *black tentacles*. She targets a spellcaster with *feblemind* or her agony hex, and uses her death curse, forced reincarnation, and retribution hexes on anyone who closes to fight in melee. She uses her *spectral hand* to deliver *vampiric touches* from her wand.

Morale Ilivorr defends the cenotaph and its contents to the death.

Base Statistics Without her spells, Ilivorr has the following statistics: **AC** 26, touch 21, flat-footed 21; **hp** 150; **Fort** +13, **Ref** +15, **Will** +20; **Speed** 30 ft.; **Melee** +2 *wounding kukri* +16/+11 (1d4+4/15–20 plus 1 bleed), +1 *shocking burst kukri* +15/+10 (1d4+2/15–20 plus 1d6 electricity); **CMB** +15; **CMD** 33

STATISTICS

Str 14, **Dex** 20, **Con** 16, **Int** 22, **Wis** 18, **Cha** 14

Base Atk +10; **CMB** +20; **CMD** 34

Feats Agile Maneuvers, Alertness, Combat Casting, Improved Critical (kukri), Improved Initiative, Improved Two-Weapon Fighting, Martial Weapon Proficiency, Maximize Spell, Quicken Spell, Two-Weapon Fighting, Weapon Finesse, Weapon Focus (kukri)

Skills Craft (alchemy) +33, Fly +32, Intimidate +29, Knowledge (arcana) +28, Knowledge (history) +28, Knowledge (nature) +28, Knowledge (planes) +28, Perception +32, Sense Motive +10, Spellcraft +33, Use Magic Device +29

Languages Aklo, Common, Draconic, Giant, Hallit, Infernal, Skald

SQ enhanced NPC, witch's familiar (raven named Cain)

Combat Gear *potion of barkskin* (CL 12th), *ring of the ram* (35 charges), *stone salve*, *wand of vampiric touch* (CL 20th, 21 charges); **Other Gear** +2 *wounding kukri*, +1 *shocking burst kukri*, *belt of physical perfection* +4, *boots of speed*, *hand of glory*, *headband of mental prowess* +4 (Intelligence and Wisdom), *dusty rose prism ioun stone*, *major ring of cold resistance*, *ring of protection* +5, *black robe of the archmagi*

SPECIAL ABILITIES

Enhanced NPC Ilivorr's stats are built using a 20-point buy, and she has twice as much gear as is normal for an NPC of her level. These advantages increase her total CR by +1.

Hexes Using a hex is a standard action that does not provoke an attack of opportunity. The following hexes are summarized from the *Pathfinder RPG Advanced Player's Guide*, pages 66–69. *Agony* (Su): Can affect one creature within 60 feet, causing it to be nauseated (Fort DC 26 negates) for 20 rounds. A new save is allowed each round. A creature can only be affected once per day. *Blight* (Su): Cause the following curse against an Animal or



Ilivorr Karamasi

Plant creature with 1 round of contact. Blight Hex: type curse; *save* Will DC 26 negates; *frequency* 1/day; *effect* 1 Con damage. *Remove curse* DC 26. Only one blight hex can be active at a time.

Evil Eye (Su): Cause a foe within 30 feet to take a –4 penalty on one of the following (Ilivorr's choice) for 9 rounds: AC, ability checks, attack rolls, saving throws, or skill checks. A DC 26 Will save reduces the duration to 1 round. This is a mind-affecting effect.

Death Curse (Su): Cause a creature within 30 feet to become fatigued on the first round and exhausted on the second round. On the third round, the creature must make a DC 26 Fortitude save or die. A DC 26 Will save on the first round negates the entire effect. Creatures that fail the first save but succeed at the second remain exhausted and take 4d6+20 points of damage. Killing Ilivorr ends the hex, but any fatigue or exhaustion remains. A creature can only be affected once per day.

Flight (Su): *Feather fall* at will, +4 racial bonus on Swim checks, *levitate* 1/day, and *fly* 20 minutes/day in 1-minute increments.

Forced Reincarnation (Su): Cause a creature within 30 feet to die and be immediately *reincarnated* into a new body (Will DC 26 negates). A creature can only be affected once per day.

Healing (Su): *Cure moderate wounds* (CL 20th) once per creature per day.

Major Healing (Su): *Cure critical wounds* (CL 20th) once per creature per day.

Misfortune (Su): Cause a creature within 30 feet to roll twice and take the worst result on any ability check, attack roll, saving throw, or skill check for 3 rounds (Will DC 26 negates). A creature can only be affected once per day.

Retribution (Su): Cause a creature within 60 feet to take damage when it attacks for 6 rounds (Will DC 26 negates). Whenever that creature deals damage in melee, it immediately takes half that damage (round down). This damage bypasses any resistances, immunities, or damage resistance.

Slumber (Su): Cause a creature of any HD within 30 feet to fall asleep, as the *sleep* spell (Will DC 26 negates). The hex ends immediately if the creature takes damage. A creature can only be affected once per day.

Witch's Familiar (Ex) A witch forms a close bond with a familiar, a creature that teaches her magic and helps to guide her along her path. Instead of a spellbook, Ilivorr must commune with her familiar each day to prepare her spells. A witch's familiar otherwise functions like the wizard's arcane bond class feature.

Treasure: The orb on the marble pedestal is a *crystal ball* with *see invisibility*, used by the guardian to watch for intruders. The *Torc of Kostchtchie* lies around the neck of the ice statue of Queen Tashanna and may be removed easily.

Development: If Ilivorr is slain, whichever PC was the first to enter the chamber (or whoever placed his doll in the chain loop first) must make a DC 30 Will save

or immediately become the new guardian, compelled to attack any intruders (such as the other PCs). If that guardian is slain or his saving throw was successful, then the next PC who entered must make the saving throw. The only way to prevent the next person in line from having to make the save is for the current guardian to be removed alive from the cenotaph, with no further entries afterward. If the torc is removed from the chamber, see *Concluding the Adventure*.

20. Upper Entrance (CR 19)

This vast, many-columned chamber has icicles forming a maze of stalactites on the ceiling and frozen curtains and ice pillars throughout. The floor itself is crowded with broken shards from dozens of ice columns that have shattered, creating razor-sharp stalagmites of ice.

This empty cavern is used by the ice linnorm at area 21 to store his treasure hoard, and a DC 25 Perception check notices the opening high on one wall that leads to its perch. If the ice linnorm has moved from its perch and it is daytime, then the Perception check is automatic from the sunlight that streams through the opening. The floor of this chamber is covered with broken ice shards, making it difficult terrain equal to dense rubble (2 squares of movement to enter a square, Acrobatics DCs increase by 5, and Stealth DCs increase by 2), and the ceiling is 75 feet high. At the back of the cavern, a seemingly bottomless ice pit descends 100 feet to area 16C.

Creature: Amid the treasures described below is an ice formation like a stalagmite, 30 feet tall and 17 feet in diameter. Within it can be seen a dark mass, indiscernible beneath the layer of ice. However, if attempts are made to break through the ice or if any of the treasures are moved, the entombed dark object reveals itself as a shoggoth, smashing free of the ice in 1 round and attacking anyone it finds. If the PCs manage to flee, it hunts them throughout the Veil, possibly turning up at inopportune times.

SHOGGOTH

CR 19

XP 204,800

hp 333 (*Pathfinder RPG Bestiary* 249)

Treasure: Heaped about the ice-encased shoggoth are 7,670 gp, 11,800 sp, 33,250 cp, 16 blue spinels worth 500 gp each, a copper snuff box (worth 15 gp) holding diamond dust worth 1,800 gp, a gold statuette of Desna with emeralds for eyes (worth 2,000 gp), a +2 *bladed scarf*, a *ring of improved climbing*, a *scroll of iron body*, and a *scroll of sunburst* (both CL 15th).

TORC OF KOSTCHTCHIE (MINOR ARTIFACT)

Aura overwhelming conjuration; CL 25th

Slot neck; Weight 2 lbs.

DESCRIPTION

This collar of finely wrought gold is inscribed with all manner of vile runes. It contains a piece of the demon lord Kostchtchie's mortal soul, entrapped by the witch Baba Yaga. The torc grants its wearer immunity to cold and the ability to command frost giants at will. This ability functions as *dominate person*, but affects only frost giants, who take a –10 penalty on their saves. In addition, the wearer can cast *giant form II* three times per day. Anyone who wears the torc for 1 week also gains the ability to summon an aspect of Kostchtchie once per day. This aspect takes the form of an Abyss gigas (see Appendix 2) who faithfully serves the wearer of the torc for 1 hour. Using the torc in this way certainly alerts Kostchtchie to the torc's whereabouts, and the demon lord will not rest until he has recovered the torc. In addition, any time one of the torc's powers is used, there is a cumulative 5% chance the wearer goes berserk (gaining all the benefits and drawbacks of the barbarian's rage ability), attacking the nearest non-giant creature until unconscious or dead or until no living non-giant remains within 30 feet.

DESTRUCTION

As Baba Yaga was the one who created the torc, only she possesses the means of destroying it. Those wishing to destroy the torc might need to deliver it to Baba Yaga when she returns to Golarion to place another of her daughters upon the throne of Irrisen and convince the Old Crone to destroy it herself.



21. Hibernating Guardian (CR 17)

Creature: Here at the top of the enchanted falls, among the frozen ripples and rivulets that make up the ice curtain below, roosts a sleeping ice linnorm. Tasked by Baba Yaga long ago to serve as a guardian of the Veil, this creature has grown lazy over the years and eventually made itself a cozy niche in which to sleep. It appears to be nothing more than one of the many ridges in the ice flow unless someone approaches within 40 feet and makes a DC 25 Perception check. Anyone coming this close, however, must make a Stealth check opposed by the creature's Perception check (+26), or the linnorm awakes angry and famished. Concealed at the base of its sleeping crevasse by the bulk of its body is a point where it has broken through into the interior passages of the Veil. If the linnorm is moved from its perch, this 15-foot-diameter entrance can be discovered with a DC

20 Perception check. The hole drops over 100 feet down to area 20.

ICE LINNORM

CR 17

XP 102,400

hp 279 (*Pathfinder RPG Bestiary* 191)

22. Witch's Overlook

Here at the precipice of the frozen falls, two footprints mark the ice, like the tracks of a gigantic bird that apparently stood here in the flow of the water as it froze to form the great icefall below.

Baba Yaga's fabled hut stood at this point as she wove her magic to create the Veil of Frozen Tears. When she and her hut disappeared, it left behind its footprints, indelibly inscribed in the work she wrought—a signature of sorts to warn those who would defy the Queen of Witches. The Veils' aura of transmutation magic is strongest at this point.

Concluding the Adventure

Regardless of whom they are working for, if the PCs remove the *Torc of Kostchtchie* from area 19, the demon lord senses the torc's return to Golarion and sends a minion to retrieve it. One round after the PCs emerge from the cenotaph with the torc, a demon named Nazalimora teleports into their midst. Nazalimora is a marilith with ice-blue skin and white scales; icicles hang from her six swords. She announces that she is a messenger from Mighty Kostchtchie and demands that the PCs hand over the torc at once. If they do so, Nazalimora sneers at them in contempt before teleporting away with the torc. If they refuse, the demon immediately attacks.

NAZALIMORA

CR 18

XP 153,600

Advanced marilith (*Pathfinder RPG Bestiary* 63, 294)

hp 296

Gear 6 +1 frost longswords

If the PCs are working for Queen Elvanna and return the torc to Whitethrone, they receive their promised reward. In addition, while Elvanna seems unconcerned about her granddaughter Ilivorr, she is very interested in the fate of her sister queen Tashanna, and questions the PCs closely about what they found in the Veil. She may have her own plans for the Veil and the *Torc of Kostchtchie*, but she gives the PCs no inkling of her ambitions.

If the PCs are working for Kostchtchie and give the torc to Nazalimora, they may return to Holvirgang to claim their reward. If they were promised command of the frost giants at the Veil, the marilith draws a wicked-looking knife and carves a demonic rune into the palms of the PCs' hands. The rune marks them as chosen servants of Kostchtchie, and any of the demon lord's giant troops at the Veil now willingly follow them. However, if the Abyss gigas Ferric is still alive (see area 9), he proves unwilling to relinquish his command, and the PCs must first defeat him before they can claim their reward.

If the PCs decide to keep the *Torc of Kostchtchie* for themselves, it is up to you to determine what effects occur in your campaign. At the very least, the PCs will have to fight to keep it. Now that the torc is free from its icy vault, Kostchtchie is unwilling to allow it to remain in the hands of mere mortals. The demon lord will make multiple attempts to retrieve it, sending successive waves of giants, demons, and white dragons against the PCs to reclaim the artifact.

Appendix 1: New Monster

Gigas, Abyss

This ebon-skinned monstrosity has a gaping maw with boar-like tusks and a wide nose beneath a furrowed brow that lacks any sort of eyes or visible visual organs. Its corded muscles twist and writhe beneath its smooth, hairless jet hide, giving its frame a gnarled, unbalanced asymmetry. It moves with a loping gait, however, and wears its armor, composed of thick, welded plates, effortlessly.

ABYSS GIGAS

CR 16

XP 76,800

CE Gargantuan humanoid (chaotic, evil, extraplanar, giant)

Init +5; Senses blindsight 100 ft.; Perception +27

DEFENSE

AC 31, touch 7, flat-footed 30 (+9 armor, +1 Dex, +15 natural, -4 size)

hp 283 (21d8+189)

Fort +21, Ref +8, Will +10

Defensive Abilities rock catching; DR 3/—, 10/lawful; Immune electricity; Resist acid 10, cold 10, fire 10, sonic 10

OFFENSE

Speed 60 ft. (50 ft. in armor)

Melee mwk adamantite warhammer +25/+20/+15 (4d6+19/19-20/x3), bite +19 (2d8+6 plus wrenching spasms)

Ranged rock +13 (4d6+19)

Space 20 ft.; Reach 20 ft.

Special Attacks rock throwing (160 ft.)

Spell-Like Abilities (CL 16th; concentration +18)

At will—*deeper darkness*, *fear* (DC 15), *mirror image*
3/day—*dispel magic*, *dominate person* (DC 17), *telekinesis*
(DC 17), *true seeing*

STATISTICS

Str 37, Dex 12, Con 28, Int 20, Wis 17, Cha 15

Base Atk +15; CMB +32 (+34 bull rush, +36 sunder); CMD 43 (45 vs. bull rush and sunder)

Feats Awesome Blow, Catch Off-Guard, Combat Reflexes, Greater Sunder, Improved Bull Rush, Improved Critical (warhammer), Improved Initiative, Improved Sunder, Power Attack, Stand Still, Throw Anything

Skills Climb +32, Intimidate +26, Knowledge (planes) +26, Perception +27, Sense Motive +24, Stealth +5, Survival +27

Languages Abyssal, Common, Giant

SQ planar empowerment

ECOLOGY

Environment any (Abyss)

Organization solitary, pair, or gang (3-7)



Treasure standard (adamantine full plate, adamantite warhammer, other treasure)

SPECIAL ABILITIES

Planar Empowerment (Su) While on the plane of the Abyss, an Abyss gigas gains access to *blasphemy* (DC 24), *cloak of chaos* (DC 25), and *earthquake* (DC 25) as spell-like abilities, each usable once per day. If the gigas ventures onto another plane, it cannot make use of these abilities (though its other spell-like abilities remain available). The save DC for the spell-like abilities is Charisma-based and includes a +5 racial bonus.

Wrenching Spasms (Su) When an Abyss gigas hits an opponent with its bite attack, the opponent must make a DC 29 Fort save or be overcome by wrenching spasms that wrack its body. These spasms cause the victim to be nauseated and deal 1d6 points of damage to Strength and Dexterity due to the painful contortion of bones, muscles, and limbs. The spasms continue for 1d6 hours or until healed with *heal*, *regenerate*, or *greater restoration*. The effects of this ability do not stack, but once a creature has recovered from or been cured of the effect, it can be affected again. Once a creature has made a successful saving throw against this effect, it cannot be affected by the wrenching spasms from that particular gigas for 24 hours. The save DC is Constitution-based.

Spawned from titans who took refuge in the rifts of the Abyss, the Abyss gigas roam the wastes between the once-mighty titan fortresses. These powerful beings do not typically dwell among their own kind, preferring instead to enslave lesser beings—demons and captured planar travelers—and rule over them as despotic tyrants. Many Abyss gigas serve more powerful demon lords in turn.

When more than one of the thankfully rare Abyss gigas live near each other, they exist in a state of perpetual warfare, sending forth wave after wave of their minions in battle. In these situations, only rarely do the gigas masters ever face each other and come to blows, and even then never to the death, as they are aware of the fragile existence of their nearly extinct race. When facing other opponents, however, an Abyss gigas is a fearsome foe, battling to the death to prove the superiority of its ancient line.

When encountered on the Material Plane, Abyss gigas are fond of taking control of companies of giants and compelling them to do their bidding, feeling at once both a distant kinship and a sense of domineering superiority. Frost giant cults of Kostchtchie are frequent recipients of this sort of attention.

Abyss gigas stand over 50 feet tall and weigh 25 tons or more, not including the weight of their Abyss-forged armor and weapons of adamantine. Abyss gigas usually favor the weapons of their demonic patrons. For example, followers of Kostchtchie often wield giant warhammers in both hands, servants of Lamashtu carry falchions, and those serving Urxehl use spiked greatclubs.

Appendix 2: New Simple Template

Gnarled Creature (CR +1)

Creatures who have been “blessed” with the demon lord Kostchtchie’s attention may acquire this template, which leaves them hunched and knotted with corded muscles and awkwardly formed limbs. Though slower and clumsier than their fellows, gnarled creatures are much stronger and hardier and have thick, horny skin. “Gnarled” is an acquired template that can be applied to any creature of the animal, dragon, fey, humanoid, magical beast, monstrous humanoid, outsider, undead, or vermin type.

Quick Rules: +1 on all rolls based on Str or Con, +1 hp/HD, –1 penalty on all rolls based on Dex, –2 penalty on all rolls based on Cha, gains Diehard as a bonus feat.

Rebuild Rules: AC increase natural armor by +3; **Speed** reduce base speed by 10 ft. (cannot be lower than 10 ft.); **Defensive Abilities** gains the ferocity ability; **Ability Scores** +2 Str, +2 Con, –2 Dex, –4 Cha.

Appendix 3: Holvirgang

The frost giant fortress of Holvirgang sits in Irrisen’s far north, where the Crown of the World meets the land’s icy tundra. While the deep caverns beneath the glacier are restricted to the giants and their closest allies and servants, the fortress’s outer bailey is open to all races, and traders from Irrisen, the Realm of the Mammoth Lords, and beyond meet here to trade and make deals. The frost giant jarl Grunginnir, a devotee of the demon lord Kostchtchie, is said to have his own plans for usurping Irrisen’s throne, though he ostensibly supports Queen Elvanna for now.

HOLVIRGANG

CE small city

Corruption +2; **Crime** +1; **Economy** +2; **Law** +2; **Lore** +1; **Society** –1

Qualities holy site, notorious, pious, prosperous

Danger +15

DEMOGRAPHICS

Government overlord

Population 1,420 (708 humans and members of other races, 314 frost giants, 178 other giants, 156 goblins, 32 ice trolls, 31 winter wolves, 1 dragon)

Notable NPCs

Captain of the Guard Gagarr (LE male frost giant barbarian 8)

High Priest Orri Ictore (CE male gnarled frost giant fighter 4/cleric of Kostchtchie 8)

Irrisen Ambassador Yrsa (LE female human witch 12)

Jarl Grunginnir (CE male frost giant ranger 11)

Queen Almveig (CN female frost giant sorcerer 10)

Tammedraxilar (CE female great wyrm white dragon)

MARKETPLACE

Base Value 6,400 gp; **Purchase Limit** 50,000 gp; **Spellcasting** 9th

Minor Items +1 hand crossbow, +1 heavy mace, wand of command undead (42 charges), handy haversack, 5 potions, 2 scrolls;

Medium Items +3 animated light steel shield, +2 defending battleaxe, figurine of wondrous power (marble mastodon [as elephant]), ring of the ram, lesser maximize metamagic rod; **Major**

Items +3 improved cold resistance moderate fortification hide armor

Places of Note

The following are some of the more important locations in Holvirgang.

The Outer Bailey

Holvirgang's outer walls are 60 feet tall and topped with ramparts. Constructed of granite blocks 20 feet thick, the walls are encased in magically hardened ice (hardness 10, hp 4,320). The 40-foot-wide stone gates normally stand open to traders and visitors, but can be closed in 1d4 rounds should the fortress come under attack. Two spurs of rock, each 80 feet high, flank the gates. These natural pillars have been hollowed out and converted into guard towers. The walls and gate towers are manned by 16 frost giants at all times. Piles of throwing rocks stand atop the walls at 60 foot intervals, ready for use in repelling attackers.

1. The Keg and Axe: Holvirgang's most famous inn sits on the southern side of the Market Square right to next to the main street. It boasts a taproom of truly giant proportions, and offers private accommodations for customers of all sizes, as well as an attached corral for riding animals, though those patrons with horses or other animals that might be considered food by other mounts (such as winter wolves) are warned to house them elsewhere.

2. Market Square: The largest open space in the outer bailey, this wide square hosts regular trade fairs, slave auctions, and shady deals. A wide variety of goods from across Golarion can be found in Holvirgang's market square, from the mundane to the exotic.

3. Statue of Kostchtchie: A massive, 100-foot-tall basalt statue of Kostchtchie, the demon lord of giants and cold, stands in the northeast corner of the Market Square, and is a site of pilgrimage for giants all over the north.

4. Irrisen Embassy: Queen Elvanna's ambassador, the White Witch Yrsa, resides in this palace of carved ice on the western side of the Market Square.

5. Westside: The majority of Holvirgang's non-giant inhabitants and visitors live in the western portion of the Outer Bailey, a haphazard arrangement of residences, shops, brothels, taverns, inns, and flophouses, constructed from wood, stone, or even ice.

6. Smoketown: Holvirgang's dirtier industries are relegated to this district on the settlement's outer fringes near the midden. Smithies, tanneries, slaughterhouses, and rendering factories are all located here.

7. Midden and Snow Goblin Warrens: The southeastern corner of the outer bailey serves as the fortress's dump. Holvirgang's resident snow goblins live in a twisting maze of small tunnels and burrows just off the midden, and often scavenge among the refuse for food or useful bits of rubbish.

8. Bear Pit: Off-duty giants and bloodthirsty visitors frequently gather around this 20-foot-deep pit to watch and gamble on regular bear-baiting events, where polar bears are pitted against wolves, winter wolves, mastodons, and each other. Occasionally, ice goblins or unfortunate human slaves are thrown into the pit to face the bears. The losers are usually ignobly dumped in the nearby midden.

9. Barracks and Mastodon Pens: This stone longhouse is set aside for visiting giants from other tribes. True allies or honored guests of Grunginnir are invited to stay in more luxurious accommodations inside the caverns of Holvir. At any given time, 5d6 giants of various types (mostly ogres, ice trolls, and frost giants) may be found lodging in the barracks. Nearby are pens for the giants' mastodon mounts.

10. Keep: Twelve elite guards, called *druzhinniks* (CE frost giant warrior 4), keep watch at the stone keep that protects the entrance to the caverns of Holvir at all times. At least one giant stands at the top of each of the keep's 60-foot-high towers, armed with throwing rocks and keeping a close eye on visitors in the Market Square. A 60-foot-wide ice sheet (*Pathfinder RPG Core Rulebook* 430) encircles the keep, providing a clear field of fire for the keep's giant defenders.

Caverns of Holvir

The frost giants of Holvirgang live in a network of caverns beneath the ice, known as Holvir. With the exception of the giants' servants and slaves, no non-giants are allowed in Holvir without Jarl Grunginnir's personal invitation. All tunnels in Holvir are at least 20 feet tall, connecting caverns with roofs 60 feet high or more. Grunginnir's *druzhinniks* regularly patrol these tunnels and caverns in squads of six, accompanied by two to four winter wolves.

11. Guardrooms: Eight *druzhinniks* are posted in each of these caverns at all times.

12. Troll Cave: A band of 32 ice trolls live in this side cavern, along with the tribe's 24 pet polar bears. The trolls serve the jarl as slave handlers, drudges, and additional defenders for the fortress.

13. Slave Quarters: The giants' slaves live in this cavern. While not chained, they have little hope of escaping



the icy walls of their prison. At any given time, 3d10 humanoid slaves, mostly of Ulfen stock, may be found huddled together for warmth around pitiful, smoky fires. The rest are scattered throughout the fortress, engaged in menial tasks.

14. Common Halls: This large cavern is the first of several that serve as homes to the common members of the frost giant tribe; the caverns contain living quarters, kitchens, storerooms, and armories. In all, over 200 adult frost giants inhabit these rooms, in addition to noncombatant children.

15. Winter Wolf Kennels: The tribe's 31 winter wolves live in this cavern when not patrolling the fortress or hunting in the wilderness beyond the walls.

16. Tammedraxilar's Lair: This cavern is the lair of Tammedraxilar, Grunginnir's ancient white dragon ally. The dragon keeps only a portion of her hoard here—the rest is safely secreted away deep in the Glacial Vaults.

17. Throne Room: Two huge thrones carved of solid ice sit atop a dais at the far end of this vaulted cavern, beneath the displayed skull of a mighty ice linnorm. Hundreds of skulls and frozen, severed heads of humans, giants, and monstrous beasts are impaled on icicles along the throne room's walls, victims of Grunginnir's

legendary greataxe *Grimfang*, a +3 vorpal icy burst greataxe. Grunginnir's four personal guards (CE frost giant fighter 6) flank the jarl's throne when he holds court and accompany him wherever he goes.

18. Royal Suite: Jarl Grunginnir and his queen, Almveig, inhabit this spacious and richly decorated cavern, which is subdivided into smaller chambers for comfort and privacy.

The Glacial Vaults

These hidden tunnels and caverns bore deep under the glacial ice. Only members of Grunginnir's tribe are allowed in these halls, which contain more living quarters, storerooms, armories, barracks, and treasure vaults. Rumor has it that Grunginnir is stockpiling a large number of weapons and soldiers in the deepest caverns, in preparation for an assault on Whitethrone and the crown of Irrisen.

The Glacial Vaults also contain a vast temple to Kostchtchie, where the giants engage in vile rites in homage to their demonic patron. The bones of countless sacrifices litter the floor of the huge ice cave holding the temple, which is large enough to hold hundreds of giants at one time.

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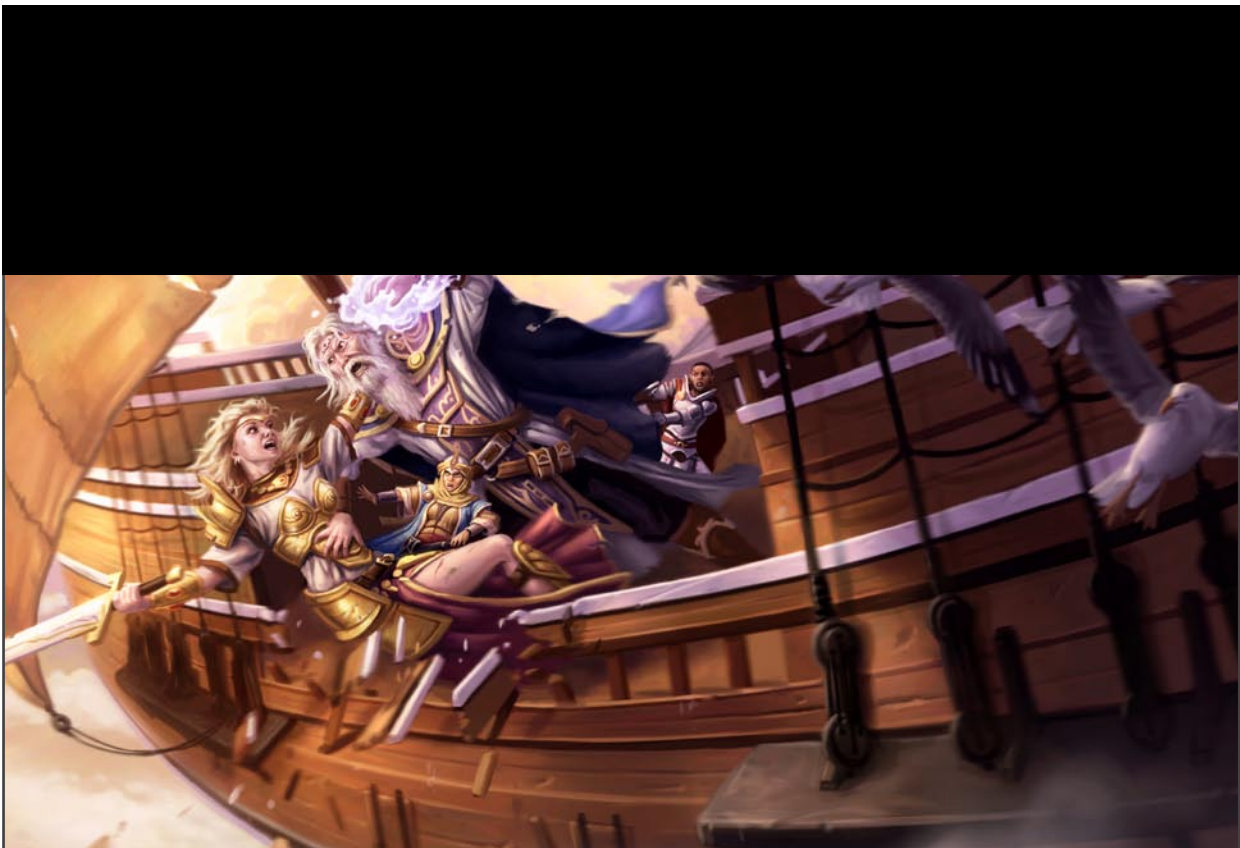
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SEELAH

FEMALE HUMAN PALADIN OF IOMEDAE 17

ALIGN LG INIT +4 SPEED 20 ft.

ABILITIES

20	STR
10	DEX
18	CON
8	INT
14	WIS
18	CHA

DEFENSE

HP 183

AC 36
touch 15, flat-footed 36

Fort +23, Ref +14, Will +21
Aura courage, faith, justice, resolve, righteousness
DR 5/evil; Immune charm, compulsion, disease, fear



Combat Gear potions of fly (2), potion of protection from energy, wand of cure serious wounds (50 charges), wand of restoration (20 charges); Other Gear +5 improved cold resistance full plate, +5 light fortification heavy steel shield, +3 holy composite longbow (+5 Str) with 20 arrows, +4 cold iron holy longsword, belt of physical might +4 (Str and Con), boots of speed, cloak of resistance +5, glove of storing, pink and green sphere ioun stone, phylactery of positive channeling, ring of feather falling, ring of protection +5, backpack, silver holy symbol, rations (10), 450 gp

OFFENSE

Melee +4 cold iron holy longsword
+27/+22/+17/+12 (1d8+9/17-20)
Ranged +3 holy composite longbow
+20/+15/+10/+5 (1d8+8/x3)

Base Atk +17; CMB +22; CMD 37

SPECIAL ATTACKS

channel positive energy (DC 22, 11d6), smite evil 6/day (+4 attack and AC, +7 damage)

SPELLS (CL 14th, Conc. +18)

4th—death ward, neutralize poison
3rd—daylight, dispel magic, prayer
2nd—remove paralysis, resist energy (2), shield other
1st—divine favor (2), endure elements, lesser restoration (2)

SKILLS

Knowledge (religion) +10
Perception +13
Sense Motive +20

FEATS

Blind-Fight, Cleave, Extra Lay On Hands, Improved Critical (longsword), Improved Initiative, Improved Vital Strike, Power Attack, Step Up, Vital Strike, Weapon Focus (longsword)

SPECIAL ABILITIES

detect evil at will, divine bond (weapon +5, 4/day), divine grace, lay on hands (8d6, 14/day), mercies (blinded, cursed, diseased, sickened, stunned)



HARSK

MALE DWARF RANGER 17

ALIGN LN INIT +5 SPEED 20 ft.

ABILITIES

18	STR
20	DEX
18	CON
10	INT
14	WIS
6	CHA

DEFENSE

HP 166

AC 35 (+4 vs. giants)
touch 20, flat-footed 30

Fort +14, Ref +15, Will +9;
+2 vs. poison and spells

Defensive Abilities

improved evasion



Combat Gear +5 bolts (3), +1 brilliant energy bolts (20), giant-slaying bolts (5), potions of cure serious wounds (4), potions of fly (2), potions of meld into stone (2); Other Gear +4 mithral breastplate of invulnerability, +4 flaming burst heavy crossbow with 30 bolts, +3 adamantite dwarven thrower, masterwork silver dagger, amulet of natural armor +5, belt of physical might +4 (Str and Dex), boots of the winterlands, cape of the mountebank, eyes of the eagle, handy haversack, efficient quiver, ring of minor cold resistance, ring of protection +5, rations (7), signal whistle, teapot, 801 gp

OFFENSE

Melee +3 adamantite dwarven thrower
+24/+19/+14/+9 (1d8+7/x3)
Ranged +4 flaming burst heavy crossbow
+27 (1d10+4 plus 1d6 fire/17-20)

Base Atk +17; CMB +21; CMD 41 (45 vs. bull rush and trip)

Special Attacks favored enemy (humanoid [giant] +8, undead +6, dragon +4, aberration +2), quarry, +1 on attack rolls against goblinoids and orcs

Spells Prepared (CL 14th, Conc. +16)

4th—freedom of movement
3rd—cure moderate wounds, neutralize poison
2nd—bear's endurance, protection from energy, spike growth (DC 14), wind wall
1st—delay poison, longstrider (2), pass without trace, resist energy

SKILLS

Climb +24
Heal +22
Knowledge (geography) +20
Knowledge (nature) +20
Perception +27
Stealth +25
Survival +22

Feats Deadly Aim, Diehard, Endurance, Far Shot, Improved Critical (heavy crossbow), Improved Precision Shot, Iron Will, Pinpoint Targeting, Point Blank Shot, Precise Shot, Rapid Reload (heavy crossbow), Shot on the Run, Vital Strike, Weapon Focus (heavy crossbow)

Special Abilities camouflage, darkvision 60 ft., favored terrain (cold +6, mountain +4, underground +2), hide in plain sight, hunter's bond (companions), swift tracker, track +8, wild empathy +15, woodland stride



MERISIEL

FEMALE ELF ROGUE 17

ALIGN CN INIT +12 SPEED 30 ft.

ABILITIES

12	STR
27	DEX
12	CON
10	INT
13	WIS
10	CHA

DEFENSE

HP 97

AC 34
touch 21, flat-footed 28

Fort +11, Ref +23, Will +11;
+2 vs. enchantment

Defensive Abilities improved evasion, improved uncanny dodge, trap sense +5



Combat Gear potions of cure serious wounds (2), potions of protection from energy (2); Other Gear +5 shadow slick studded leather, +4 returning daggers (2), +5 keen rapier, masterwork daggers (10), amulet of natural armor +5, bag of holding (type II), belt of incredible dexterity +6, cloak of resistance +5, ring of invisibility, ring of protection +5, rope of climbing, slippers of spider climbing, vest of escape, polished jade worth 100 gp, rations (5), 183 gp

OFFENSE

Melee +5 keen rapier +26/+21/+16
(1d6+6/15-20)
Ranged +4 returning dagger +24
(1d4+5/19-20)

Base Atk +12; CMB +13; CMD 37

Special Attacks sneak attack +9d6

SPECIAL QUALITIES

immune to sleep, low-light vision, rogue talents (bleeding attack +9, defensive roll, finesse rogue, improved evasion, resiliency, slippery mind, surprise attack, weapon training), trapfinding +8

SKILLS

Acrobatics +28
Bluff +20
Climb +21
Disable Device +32
Escape Artist +34
Intimidate +20
Perception +23
Sleight of Hand +28
Stealth +28

FEATS

Acrobatic Steps, Dodge, Improved Initiative, Improved Vital Strike, Mobility, Nimble Moves, Quick Draw, Spring Attack, Vital Strike, Weapon Finesse, Weapon Focus (rapier)



SEONI

FEMALE HUMAN SORCERER 17

ALIGN LN INIT +8 SPEED 30 ft.

ABILITIES

8	STR
18	DEX
12	CON
10	INT
14	WIS
26	CHA

DEFENSE

HP 104

AC 30
touch 20, flat-footed 25

Fort +15, Ref +18, Will +21
SR 18

Special Abilities arcane bond (skink familiar named Dragon), bloodline arcana, metamagic adept (4/day), new arcana, school power (+2 DC for evocation spells)



Combat Gear potions of cure serious wounds (3), normal quicken metamagic rod, scrolls of break enchantment (2), scroll of flesh to stone, scroll of fly, scrolls of protection from energy (2), wand of endure elements (50 charges), wand of magic missile (CL 9th, 50 charges), staff of fire; Other Gear dagger, amulet of natural armor +5, belt of incredible dexterity +4, circlet of persuasion, cloak of resistance +5, headband of alluring charisma +6, greater ring of cold resistance, ring of protection +5, robe of the archmagi, backpack, rations (7), 275 gp

SPELLS (CL 17th, Conc. +25)

8th (5/day)—clenched fist, incendiary cloud (DC 26), mass charm monster (DC 26), power word stun
7th (7/day)—delayed blast fireball (DC 29), finger of death (DC 25), greater teleport, prismatic spray (DC 29)
6th (7/day)—acid fog, chain lightning (DC 28), disintegrate (DC 24), globe of invulnerability, greater dispel magic, true seeing
5th (7/day)—cone of cold (DC 27), dismissal (DC 23), hold monster (DC 23), overlaid flight, telekinesis (DC 23), wall of force
4th (8/day)—charm monster (DC 22), dimension door, fear (DC 22), fire shield, greater invisibility, stoneskin, wall of fire
3rd (8/day)—dispel magic, displacement, fireball (DC 25), haste, lightning bolt (DC 25), slow (DC 21)
2nd (8/day)—false life, glitterdust (DC 20), invisibility, mirror image, scorching ray, web (DC 20)
1st (8/day)—burning hands (DC 23), enlarge person, grease (DC 19), identify, magic missile, shield
0 (at will)—acid splash, detect magic, disrupt undead, flare (DC 22), light, mage hand, mending, prestidigitation, read magic

Bloodline arcane

OFFENSE

Melee quarterstaff +7/+2 (1d6-1)
Base Atk +8; CMB +7; CMD 27

SKILLS

Bluff +26
Climb +2
Knowledge (arcana) +22
Knowledge (planes) +22
Perception +16
Sense Motive +4
Spellcraft +18
Use Magic Device +33

FEATS

Alertness, Combat Casting, Defensive Combat Training, Dodge, Eschew Materials, Extend Spell, Greater Spell Focus (evocation), Greater Spell Penetration, Heighten Spell, Improved Initiative, Quickened Spell, Spell Focus (evocation), Spell Penetration, Toughness

THE UPPER FALLS



22

21

DOWN TO
AREA 16C

20

OPEN TO
AREA 21

19

TO AREA 10

TO AREA 15

UP TO
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18

□ = 10 FEET



BLANDO

Entombed in the Ice

Pathfinder Module THE WITCHWAR LEGACY

The witch queens of Irrisen must abdicate their thrones every 100 years when their mother, Baba Yaga, places a new daughter on the throne. But one queen was unwilling to relinquish her rule, and led a doomed rebellion against the Mother of Witches. Afterward, Baba Yaga entombed her wayward daughter in an icy necropolis known as the Veil of Frozen Tears, along with a powerful artifact called the *Torc of Kostchtchie*, hiding them both far from mortal eyes.

Now, almost 500 years later, the tomb has been found, and the race is on to plunder its treasures. Will the PCs follow Elvanna, the current queen of Irrisen, in her attempt to recover the *Torc*, or will they join forces with the demon lord Kostchtchie? What secrets does the Veil of Frozen Tears conceal? Can the PCs reclaim the lost artifact and keep it from those who also seek its power, or will they fall victim to the denizens of the tomb and end up as eternal guardians themselves?

The Witchwar Legacy is an adventure for 17th-level characters, written for the Pathfinder Roleplaying Game and compatible with the 3.5 edition of the world's oldest RPG. The adventure features an icy necropolis frozen in time, cursed dragons, twisted giants, and the fell magics and devious riddles of the Queen of Witches herself! It also includes a description of the frost giant fortress of Holvirgang, and a new monster, the extraplanar scions of the titans called the Abyss gigas.

This adventure is set in the northern reaches of the wintry land of Irrisen in the Pathfinder campaign setting, but can be easily adapted for any game world.

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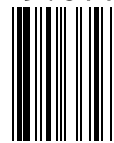
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