



# TO SCALE THE DRAGON™



A PATHFINDER®  
SOCIETY™ SCENARIO

By Tim Hitchcock

# TO SCALE THE DRAGON™

## PATHFINDER SOCIETY SCENARIO 16

Design: Tim Hitchcock  
Development: Joshua J. Frost  
Editing: Joshua J. Frost  
Editorial Interns: David Eitelbach and Hank Woon  
Senior Art Director: James Davis  
Interior Artist: Ben Wooten  
Cartographer: Rob Lazzaretti  
Vice President of Operations: Jeff Alvarez  
Events Manager: Joshua J. Frost

Paizo CEO: Lisa Stevens  
Corporate Accountant: Dave Erickson  
Sales Manager: Chris Self  
Technical Director: Vic Wertz  
Publisher: Erik Mona

Pathfinder Society Scenario 16: To Scale the Dragon is a Pathfinder Society Scenario designed for 5th to 9th level characters (Tiers: 5–6 and 8–9). This scenario is designed for play in Pathfinder Society Organized Play, but can easily be adapted for use with any world. This scenario is compliant with the Open Game License (OGL) and is suitable for use with the 3.5 edition of the world's most popular fantasy roleplaying game.

The OGL can be found on page 18 of this product.

Paizo Publishing, LLC  
2700 Richards Road, Suite 201  
Bellevue, WA 98005  
[paizo.com/pathfindersociety](http://paizo.com/pathfindersociety)

**Product Identity:** The following items are hereby identified as Product Identity, as defined in the Open Game License version 1.0a, Section 1(e), and are not Open Content: All trademarks, registered trademarks, proper names (characters, deities, artifacts, places, etc.), dialogue, plots, storylines, language, incidents, locations, characters, artwork, and trade dress.

**Open Content:** Except for material designated as Product Identity (see above), the contents of this Paizo Publishing game product are Open Game Content, as defined in the Open Gaming License version 1.0a Section 1(d). No portion of this work other than the material designated as Open Game Content may be reproduced in any form without written permission. To learn more about the Open Game License and the d20 System License, please visit [wizards.com/d20](http://wizards.com/d20).

Pathfinder Society Scenarios are published by Paizo Publishing, LLC under the Open Game License v 1.0a Copyright 2000 Wizards of the Coast, Inc. Paizo Publishing, LLC, the Paizo golem logo, GameMastery, and Pathfinder are registered trademarks of Paizo Publishing, LLC; Pathfinder Chronicles, Pathfinder Companion, and Pathfinder Society are trademarks of Paizo Publishing, LLC.

© 2009 Paizo Publishing, All Rights Reserved.



# TO SCALE THE DRAGON

BY TIM HITCHCOCK

In those times when the kingdoms were young, adventurous souls traveled their reaches far and wide, seeking ever to expand into the new territories and tread those places unknown to their kin. Some ventured for sport or fame, but others sought only the purest knowledge. These individuals became known as mystics, powerful individuals who could speak the tongues of birds and beasts and spirits, see the future amidst the stars, and converse with ancient dragons. Among them, only one remains within the remembrance of the modern world—Amao, the Frost-Blossom, who ascended a spirit journey up Mount Cania to the sacred flower that blooms high atop its harsh wintry peaks. It is said he found his flower, and it bestowed upon him four truths, words of making and unmaking that he should keep for all eternity, until the time came that he was called to recite them. Amao made his home in the cloud-skirted ice and snow and lived for over a century, until the years finally devoured him. Near his cave, his bones were laid to rest in a simple cairn overlooking the surrounding peaks. Though it has been eons since Amao walked barefoot across the snow precipices of the Fog Peaks, the time has come for him to recite the truths. But to what audience he recites them may forever alter the fate of things to come.

## SUMMARY

High atop the Fog Peaks in southern Galt, the bones of a mystic lie buried in an ancient cairn and the Pathfinder Society desperately needs them to contact the deceased, and charges the PCs with the bones' recovery. Arriving at the cairn, the PCs soon discover it is sacred to a clan of mountain primitives called taer who worship a massive serpentine beast that dwells nearby. Defeating the monster enrages the taer and the beastmen vengefully attack in droves. Compounding matters, the Aspis Consortium secretly watches from the shadows, waiting to ambush the PCs and steal the bones for themselves. The PCs must travel to the cairn, defeat its remorhaz guardian, recover the mystic's bones and escape the clutches of the vengeful taer, and finally, survive a neck-breaking sled race while fighting off agents of the Aspis Consortium. If they successfully retrieve the bones, they

help the Society gain possession of ancient secrets known as the Four Truths.

## GETTING STARTED

Read or paraphrase the following to get the scenario underway:

Two weeks ago, Osprey showed up at the Grand Lodge in Absalom, his features shadowed by the long cowl of his heavy leather cloak, his unmistakable voice a sullen whisper of both mystery and urgency.

“A grim shadow creeps over Absalom, one that threatens all of us. We know not its source or even its purpose, and need answers to secrets only known to the dead. Your task is one of great importance and urgency. You must retrieve the bones of the ancient mystic Amao from his cairn and bring them to me so our seers can contact his spirit. We need to contact him before these dark forces track his spirit down in the worlds beyond and devour him. Take extra care on this mission, for the Aspis Consortium also dearly desires these bones and their secrets. Amao's bones rest in a cairn atop a mountain. Go to Cania's Drop, a small waystation high in the Fog Peaks along the border of Southern Galt. There you will meet with an ex-Pathfinder named Rysam Aklon who will provide you with equipment and directions to Amao's cairn. You shall hear from me again once you complete your mission, but for now may the gods speed you on your way.”

Now, here in the foothills of a wintry southern Galt, bitter winds blister skin and numbness settles in to exposed extremities. While Absalom isn't known for its sunshine, at least its foggy shores are more favorable than the bone-brittling cold of the Fog Peaks. Before you lies your destination, a mountain waystation run by exiles and recluses.

The Fog Peaks climb thousands of feet into the icy skies of eastern Golarion. In the harsh mountain environment rests an isolated waystation called Cania's Drop. About a mile above sea level, individuals non-acclimated to high altitudes must succeed on a Fortitude save each hour (DC 15 +1 per previous check)

## DOG SLEDDING

The rules presented for operating a dog sled are deliberately simple. They do not represent real world physics and are in no way an attempt to simulate the complexities of an actual dog sled race or combat. Instead, they provide a simple and easy way to determine the results of a few basic maneuvers. It is suggested that the GM keep this section visible throughout the adventure to make running dogsled encounters easier.

A dogsled contains a 6-foot-long, 18-inch-wide wooden basket suspended on a frame above two runners. They travel between 3 to 15 mph, with an average speed of about 5 mph. For combat purposes, distance traveled isn't as much a factor as the relationship between the two moving vehicles. Determine their relative positions using a scale of 1 to 10 to represent their basic move increments, with 5 representing the average increment. If a sled's speed increment drops to 0, it stops moving. Anyone thrown or bounced from a moving sled rolls for 1d4 x 10 feet taking 1d6 points of nonlethal damage for every 10 feet rolled.

In order to engage in any action with another moving sled (such as combat or exchanging gear or riders), the two sleds must be side by side. In combat, this usually means the attacking sled must overtake its target in order to pull along side. Of course, if the attacker's sled is already in front of the target, he can make an attack as the target passes.

### DRIVING A SLED

How a musher (the person steering the sled and driving the dogs) handles his pack of dogs determines the results of all actions. A musher has three basic actions: **Mush**, **Break**, or **Maneuver**.

**Mush:** Mush speeds up the sled as a move action. Handle Animal DC 12 increases the speed by +1 increment.

**Break:** Break slows the sled down as a move action. Handle Animal DC 12 decreases the speed by -1 increment. As a full-round action, the musher can also attempt a full stop with a successful DC 20 Handle Animal check. The sled still moves its maximum distance for that round, however at the end of the round the sled's movement is 0.

**Maneuver:** Maneuver allows a musher to change the position of his sled. The basic maneuvers are listed below.

**Turn:** Turn allows a musher to alter the direction of the sled within about 60 degrees to either side of the direction it is traveling. The Handle Animal skill check DC is 10 + 1 per every 5 degrees turned. Sleds moving faster than 5 increments risk tipping over. If a driver attempting a high-speed-turn fails the Handle Animal check by more than 10, the dogs maneuver erratically, causing the sled to tip over. The results are detailed in the crash section.

**Slam:** An attacker whose sled is parallel to his target can drive his sled into his opponent's as a slam attack. A DC

18 Strength check in order to muscle the sled into a quick, violent turn that deals 2d6 damage to the sled and knocks it off course, changing its direction by 30 degrees. The musher of the targeted sled must then make a Handle Animal check (DC 10 + damage to regain control of his sled) or he loses his next action. If a slam attack deals more than 10 points of damage, the targeted sled flips (see crash section.)

**Grapple:** Following a successful slam attack, riders within either sled can attempt to grapple the opponent's sled, or individuals on the sled. This requires a melee touch attack, either against the sled (AC 8) or an individual within reach. All individuals in a moving sled are considered flat-footed. At the start of the next round, grappled sleds make opposed Handle Animal checks to see who controls the movement of both sleds. Individuals on either sled then attack as determined by initiative. They can attempt any partial combat maneuver they so desire (including a move action to climb into the other sled), provided they first make a successful DC 14 Balance check. Anyone failing the check is thrown from the sled.

Regardless, the musher must remain at the reigns of the sled or the sled goes out of control, traveling in the direction it was before the loss of the musher for 1d4 rounds before tipping over and crashing.

Executing the Break maneuver during a grapple always causes one of the grappled sleds to flip, 50% chance for either (see crash below).

### OUT-OF-CONTROL

When a sled goes out-of-control, its musher is unable to perform any maneuvers until he regains control of his sled dogs with a successful DC 20 Handle Animal check. Anyone riding in an uncontrolled sled must make a DC 12 Strength check to hold fast and prevent from being bounced out of the sled. An out-of-control sled maintains its speed and direction, until control is regained or the sled crashes.

**Crash:** When a sled flips, all riders not strapped in are thrown from the sled. The dogs continue to drag the sled for 1d6 rounds dealing the sled 1d6 points of damage per round dragged. Anyone unfortunate enough to be strapped in the sled also takes damage.

to avoid becoming fatigued (for details, see DMG 90; altitude zones).

Cania's Drop is one of several dozen waystations erected in the Fog Peaks highlands, a wild expanse of rock and glaciers that creates a craggy border between southern Galt and northern Taldor. Situated to provide aid to travelers and keep watch over the surrounding lands, these stations are manned by outcasts, exiles, former criminals, and others who simply seek isolation or penance. Some willfully volunteer for the position, but

for others it serves as a punishment. Cania's Drop is run by Rysam Aklon, an ex-Pathfinder serving a self-imposed penance for murder.

The PCs find a small cabin at the waystation, just before sunset, after spotting a wisp of chimney smoke. Outside the cabin are rows of sleeping sled dogs, curled up together in the deep snow. The few strangers out in the cold eye the PCs with a mixture of nervousness and naked fear. As the PCs approach the cabin, they are immediately approached by a burly man with a shock of wild curly black hair, with strong, rough features that jut through his scraggly, unshorn beard. With ebon eyes gleaming beneath a low-sloped brow, and a demeanor burning bitter as the highland winds, he introduces himself as Rysam Aklon.

Rysam is the PCs contact—sort of. As a former Pathfinder, he still owes a few favors to the Society and Osprey in particular. Though none too pleased about dealing with visitors, especially ones he believes he's probably sending to their deaths in the harsh wintry highlands, he remains eager to clear his debts. Rysam tells the PCs they can reach the cairn by traveling a snaking trail the ancients called Qi-Oamatok Pass, which loosely translates to the Winding Serpent. Locals simply refer to it as the Dragon.

Then, almost as an afterthought, Rysam informs the PCs that The Dragon bisects wild lands sacred to clans of primitive beastmen that roam the high snowy peaks. Finally, he provides the PCs with meager supplies, which include among other things, dogsleds. He suggests they spend the night, and leave at first light if they hope to reach the cairn alive.

The PCs receive the following equipment: 1 dogsled and 6 trained dogs (riding dog; hp 13 [MM 272]) per every 2 PCs, 2 days rations per PC, 1 map of the Dragon (see the map on page 5), 1 set of heavy furs to help protect from the cold, and 1 heavy pick. If the PCs query Rysam about the pick, he responds dryly, "It's to dig up the bones."

Pressing Rysam further requires an opposed Diplomacy check, but if turned from friendly to helpful, he suggests PCs purchase a couple of scrolls from him at a discount. He has 2 scrolls of *calm animal* and 4 scrolls of *charm animal*, both CL 5 (20 gp each).

**Development:** The Aspis Consortium planted a mole within the waystation, a pock-faced man of Andoren decent who goes by the name of Krysher. He claims to be an ex-soldier serving punishment for desertion and among other things serves as a cook. When the PCs arrive, he watches cautiously, and as soon as they leave, he uses his *silver raven* to send word to his Aspis Consortium allies.

**KRYSHER**

**CR 5**

hp 25 (use stats for Aspis Ranger (Tier 8–9) on page 11)

**NOTES**

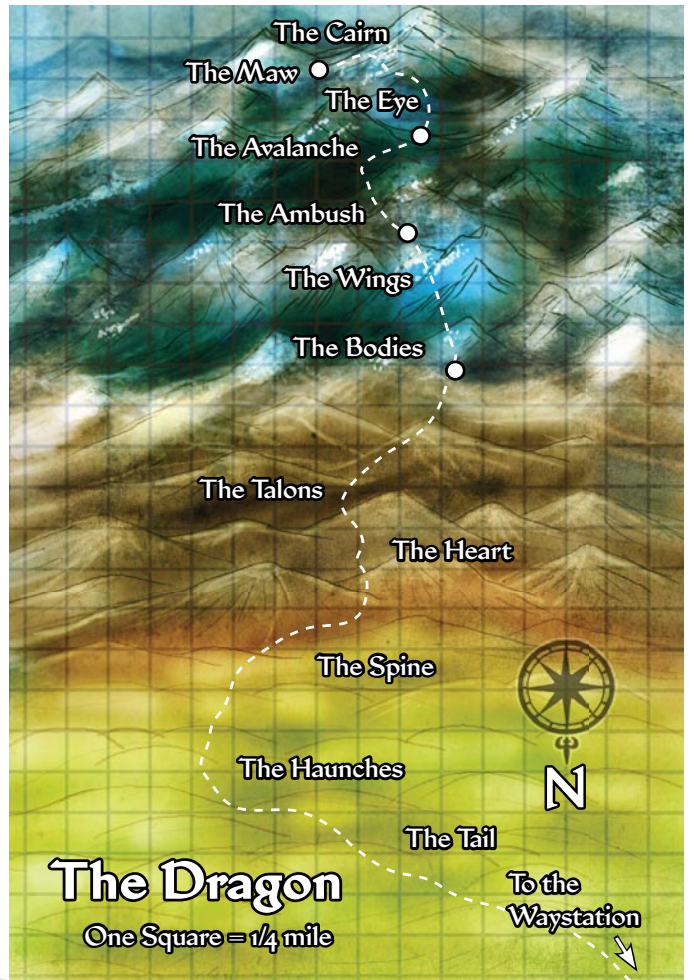
**Additional Gear** *figurine of wondrous power* (silver raven)

**The Dragon**

The cairn lies about 20 miles northeast of the waystation, a short but precarious journey through the icy mountain terrain. The second part of the journey follows the 8-mile long ancient pass shown in Rysam's map labeled "The Dragon." Travel is relatively uneventful, aside from spotting a few circling falcons and stray animal prints left by hares and wolves. The parts of the Dragon are as follows:

1. **The Tail:** This section of the pass is flat, but rocky. Every quarter-mile, all riders and mushers in sleds moving faster than half-speed must make a DC 12 Balance check to avoid becoming unbalanced. An unbalanced character can take no actions for one round in order to prevent himself from falling out of the sled.

2. **The Haunches:** This section of the pass has a steep incline. Ascending sleds slow all movement by -1, descending sleds increase all movement by +2. At the bottom of the incline is a steep turn. Once during the last quarter-mile, descending sleds must succeed on two



successive turn maneuvers or the sled breaks free from the dogs and rolls 200 feet down a steep embankment before being smashed to splinters. Anyone tumbling down the embankment takes 5d6 points of damage (Reflex DC 15 for half).

**3. The Spine:** In this section, the pass runs through a sloping field of boulders. Sleds entering the boulder field must make at least a 1 turn maneuver per quarter-mile or crash into a boulder.

**4. The Heart:** In this location, a dangerously narrow bridge of solid ice spans a 15-foot-wide ravine that splits the pass. A weathered chain, secured to large boulders at either end of the bridge, hangs suspended about three feet above its surface. Travelers usually tie off to the chain when crossing and walk the sleds.

Anyone attempting to move faster than his normal move action must make a DC 10 Balance check or slip on the bridge and fall into the 30-ft-deep chasm taking 3d6 falling damage and splashing into the rocky stream at the bottom (Reflex DC 10 for half). The stream is only a few feet deep, however the icy water can quickly cause wet creatures to catch hypothermia (see cold exposure; DMG 302).

Anyone attempting to drive a sled across the bridge must be traveling at a speed of 8 or greater and make a successful Handle Animal skill check DC 25. On a failed check, the sled dogs get skittish and turn away at the last minute. If this happens, the sled breaks loose and tumbles into the ravine. Riders and mushers can attempt a DC 12 Reflex save to dive from the sled before it tumbles into the ravine.

**5. The Talons:** Here the pass splits into adjacent routes, a higher path with a slow incline, and a wider steep path that plunges below it across a series of ice dunes. The upper path sits between 10 to 40 feet above the lower path. It is only 10 feet wide, and usually ices over. A sled moving faster than 3 risks sliding off the ledge onto the lower path taking appropriate damage. Every quarter-mile, mushers must make a Handle Animal skill check (DC 15 +1 per each additional speed increment) to prevent slipping.

Ascending the lower path decreases speed by -2, while descending the lower path increases speed by +3. Anyone descending at high speed must make an additional Handle Animal check DC 20 each quarter mile to prevent flipping on the ice dunes.

Additionally, Aspis Consortium members recently had an ill-met run-in with some beastmen. A DC 10 Spot check notices a trickle of frozen blood crossing the trail. Following the tracks (Survival DC 12) a few hundred yards off the trail leads to three piles of fresh snow that poorly conceal bodies. Two of the piles hide the bodies of hideous beastmen, white-furred simians native to the peaks (taer). The third holds a human, perhaps of Chelish

descent, killed by a gaping bite wound between his neck and shoulder. Searching the man (DC 10) uncovers a small bronze coin, indicating membership in the Aspis Consortium. All of the Aspis agent's gear has been removed, though he still wears thick furs.

**6. The Wings:** The pass drops into a small valley between two small hills. The path becomes extremely narrow and turn maneuvers are near impossible. All turn maneuver checks take a -4 penalty. Descending sleds speed up 1 and the risk for tipping over on a turn increases (anyone failing the maneuver check by 5 or more crashes).

**7. The Eye:** Near the top of the pass, the angle of the slope increases. It bisects a small glen near the base of a steep butte on the mountainside. Atop the butte, a wide ledge climbs slowly back up the mountain. The pass continues until it reaches a high ridge atop a staggeringly sheer scarp that spills down into the lowlands. The breathtaking view provides a panorama of most of the lower peaks.

As ascending players reach this part of the pass, a group of savage beastmen overlooking the pass spot them and start an avalanche hoping to drive them off.

**Trap:** 100-foot-wide Snow Avalanche (CR 7); see Avalanche (DMG 90). Following the avalanche, any PC succeeding at a DC 15 Spot check catches a glimpse of several white-furred simian creatures fleeing into the hills.

**8. The Maw:** Just past the scarp the path becomes impassable by sled. Here a tiny footpath winds up a steep slope covered with boulders (Climb DC 10). The path continues along a broad plateau and ends at the edge of a snow-filled gorge. The gorge is named The Maw for the jagged spires of rock that jut through the drifts. Atop the plateau rests the cairn.

## ACT 1: THE CAIRN (EL 6 OR EL 9)

The ancient cairn marks a sacred place of congregation for the various clans of primitive beastmen that inhabit the surrounding peaks. The beastmen, or taer as they call themselves, believe the cairn radiates mystic energies that purify them and make them stronger. Throughout their lives, taer make pilgrimages to the cairn to pray and give offerings to the spirits. Their rituals often involve the use of psychotropic herbs and fungi to amplify their spiritual connection to the cairn's natural powers.

Recently, a mammoth-sized remorhaz claimed the cairn as her nest, laying her clutch of eggs scattered among the cairn stones. The taer believe this to be a sign, and hold the beast and her eggs sacred. Conversely, the only reason why the remorhaz leaves the taer alone is because they haven't disturbed her eggs and they taste worse than they smell.

## To Scale the Dragon

The Maw is shrouded in fog when the PCs arrive. Clear visibility is about 60 feet, with an additional 30 feet counting as 50% concealment and anything after that as 100% concealment. While this won't affect Act 1 much, it'll have a significant impact on Act 2 and Act 3 (see those acts for details).

When the PCs reach the Cairn read or paraphrase the following:

Near the top of the slope, a broad plateau wraps around the mountain. Near the middle of the plateau rises a squat, 30-foot-square stone rostrum, upon which stand four columns of dark gray stone. One of the columns is broken and lies half-buried in the nearby drifts of snow. In the center of the rostrum rests a five-foot-tall beehive-shaped nest built of ice and cairn stones seemingly frozen around a clutch of eight massive bluish-gray speckled eggs, each the size of a brandy cask.

**Creatures:** A Search check (DC 15 + tier) reveals dozens of footprints left by an oversized barefooted humanoid. There are possibly more than one, but less than favorable weather conditions make it too difficult to be certain. As part of a sacred vision quest, a small group of taer camp upon the plateau. If interrupted they quickly become violent, believing trespassers to be evil spirits breaking the sanctity of their holy site. If the PCs make little effort to conceal their approach, the taers prepare an ambush—otherwise they sit in a circle upon the dais, staring upward at the stars softly moaning the sacred syllable with a low-bestial drone.

### Tier 5–6 (EL 6)

#### TAER (4)

CR2

N Medium monstrous humanoid (cold)

(Tomb of Horrors Rev., pg. 339)

**Init** +2; **Senses** darkvision 60 ft., scent; Listen +4, Spot +4

#### DEFENSE

**AC** 17, touch 12, flatfooted 15

(+2 Dex, +5 natural)

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

**Fort** +3, **Ref** +5, **Will** +4

**Immune** cold; **Vulnerability** fire

#### OFFENSE

**Spd** 50 ft.

**Melee** 2 slams +6 (1d4+3) and bite +4 (1d4+1)

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

**Special Attacks** stench

#### TACTICS

**During Combat** The taer immediately rush to attack outsiders in their sacred space, believing them to be demons.

**Morale** The taer fight to the death.

#### STATISTICS

**Str** 16, **Dex** 15, **Con** 15, **Int** 6, **Wis** 12, **Cha** 6

**Base Atk** +3, **Grp** +6

**Feats** Alertness, Multiattack

**Skills** Climb +5, Move Silently +4, Listen +4, Spot +4

**Language** Taer communicate through grunts, hooting, and yelling, as well as a body language similar to that of apes. A successful DC 15 Sense Motive interprets their intentions.

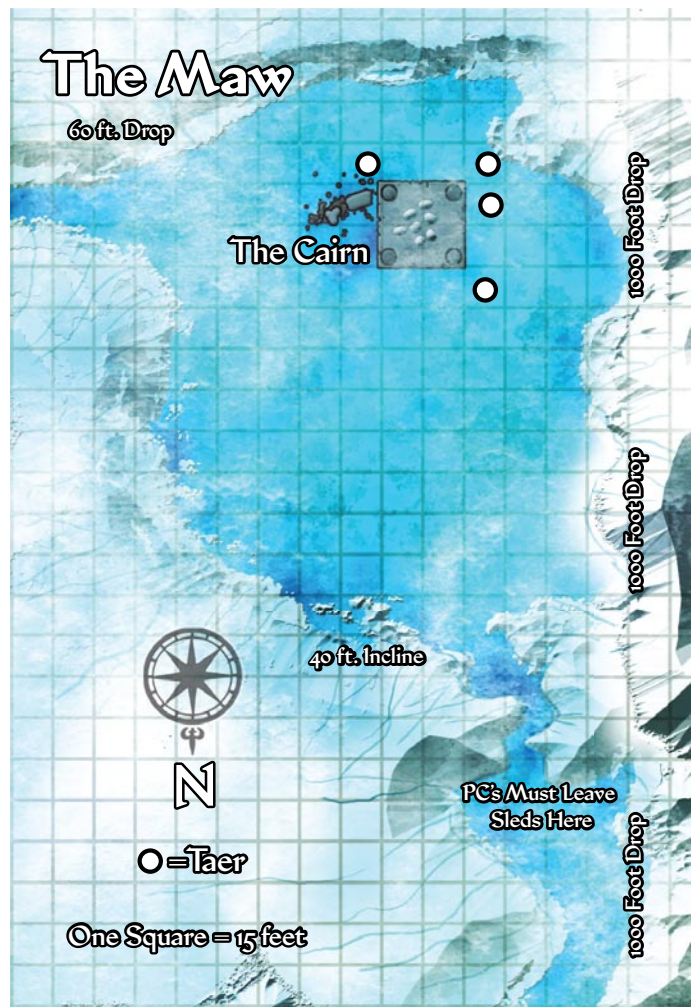
**Gear** One of the taer wears an *amulet of health*.

#### SPECIAL ABILITIES

**Stench (Ex)** Taers secrete a foul-smelling oil that nearly every form of animal life finds offensive. All living creatures (except taers) within 10 feet of a taer must succeed on a DC 13 Fortitude save or be sickened for 10 rounds. The save DC is Constitution-based. Creatures that successfully save cannot be affected by the same taer's stench for 24 hours. A *delay poison* or *neutralize poison* spell removes the effect from the sickened creature. Creatures with immunity to poison are unaffected, and creatures resistant to poison receive their normal bonus on their saving throws.

### Tier 8–9 (EL 9)

The fifth taer is near the other four on the map.



### UJUGRO WARRIORS (5)

CR4

Male or Female taer barbarian 2 (Tomb of Horrors Rev., pg. 339)

**Init** +2; **Senses** darkvision 60 ft., scent; Listen +5, Spot +5

---

#### DEFENSE

**AC** 15, touch 10, flatfooted 15; Uncanny Dodge

(+2 Dex, +5 natural, -2 rage)

**hp** 39 (3d8+6 and 2d10+4 plus rage)

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

---

#### OFFENSE

**Spd** 60 ft.

**Melee** 2 slams +10 (1d4+5) and bite +5 (1d4+2)

**Ranged** shortspear +8 (1d6+5)

**Special Attacks** Rage 1/day (8 rounds), Stench

---

#### TACTICS

**During Combat** The taer immediately rage and rush to attack outsiders in their sacred space, believing them to be demons.

**Morale** The taer fight to the death.

**Base Statistics:** **AC** 17, touch 12, flatfooted 15 (+2 Dex, +5 natural);

**hp** 35; **Will** +4; **Melee** 2 slams +8 (1d4+3) and bite +3 (1d4); **Str** 17,

**Con** 15; **Grp** +8

---

#### STATISTICS

**Str** 21, **Dex** 15, **Con** 15, **Int** 6, **Wis** 12, **Cha** 6

**Base Atk** +5, **Grp** +10

**Feats** Alertness, Multiattack, Weapon Focus (shortspear)

**Skills** Climb +6, Move Silently +5, Listen +5, Spot +5

**Gear** One of the taer wears an *amulet of health*.

**Treasure:** Regardless of tier, the PCs find an *amulet of health* on one of the taers.

**Mission Notes:** One of the pillars lies knocked over in the snow. Taldor faction PCs should be interested in the runes inscribed on the side of the pillar. It takes a Taldor faction PC 1d4 rounds to copy the runes to an available sheet of paper. A successful DC 20 Intelligence can also commit the runes to memory to be later written down.

**Rewards:** If PCs survive the taer attack, reward each tier thusly:

**Tier 5–6:**

Give each player 333 gp.

**Tier 8–9:**

Give each player 333 gp.

## ACT 2: THE SNOW SERPENT (EL VARIES)

The Mystic's bones lie beneath the cairn in a small sepulture sealed beneath a 3-foot-layer of blue ice (hardness 1; hp 100; Break DC 20). Beneath the ice seal rests a large flat stone engraved with a spiraling ring of primal looking pictographs. Touching the seal triggers the trap. The stone seals a small chamber filled with a bed of charcoal. Atop the charcoal sits a rolled up leather blanket tied closed with knotted silk rope. The leather blanket is lined with

red and orange silks that bind together a collection of bones, intricately scrimshawed with fine calligraphy and rubbed with gold leaf, to make the runes stand out.

**Creatures:** Any act that disturbs the ground near the eggs, such as chipping away at the ice or triggering the trap, attracts a female remorhaz who crawls out of the Maw and quickly speeds through the snow to defend her clutch. The monstrosity arrives a few minutes after PCs start digging; however allow them to make a (DC 10) Spot check to sense secondary tremors in the earth following their strikes. The angered beast targets anyone touching or disturbing its eggs.

**Traps:** The seal atop the engraved, large flat stone is trapped with a withering curse that varies by tier.

### Tier 5–6 (EL 5+7)

#### WITHERING CURSE

CR 6

**Type** magical; **Search** DC 25; **Disable Device** DC 25

---

#### EFFECTS

**Trigger** touch; **Reset** manual

**Effect:** Withering Curse (Mummy Rot; Fortitude DC 16; incubation time 1 minute; 1d6 Con/1d6 Cha; for details see MM 190)

#### REMORHAZ

CR 7

**hp** 73 (MM 214)

### Tier 8–9 (CR 8)

#### WITHERING CURSE

CR 8

**Type** magical; **Search** DC 28; **Disable Device** DC 28

---

#### EFFECTS

**Trigger** touch; **Reset** manual

**Effect:** Withering Curse (Mummy Rot; Fortitude DC 19; incubation time 1 minute; 1d6 Con/1d6 Cha; for details see MM 190)

#### ADVANCED REMORHAZ

CR 9

As a normal remorhaz with the following changes:

**Senses** Listen +11, Spot +11

---

#### DEFENSE

**AC** 22, touch 9, flat-footed 11

(+1 Dex, +11 natural, -2 size)

**hp** 139 (13d10+65)

**Fort** +18, **Ref** +9, **Will** +5

---

#### OFFENSE

**Melee** Bite +19 melee (2d8+13)

---

#### STATISTICS

**Str** 28

**Base Atk** +13; **Grp** +30

**Feats** Awesome Blow, Improved Bull Rush, Improved Natural Armor (2), Power Attack



## To Scale the Dragon

**Development:** As the remorhaz attacks it bellows furiously, slowly attracting the attention of a growing throng of taer. The beastmen gather in small groups upon the nearby fog-enshrouded cliffs to watch the fight, beating drums and chanting ominously. If PCs defeat the remorhaz, they suddenly become silent. Allow PCs a DC 15 Sense Motive or Knowledge (nature) check to determine the taer are about to turn violent. The PCs have five rounds to recover after the remorhaz fight before the first wave of taer strike from the fog (see Act 3). Give the PCs a strong hint to slash open the remorhaz's gullet to look for treasure—they sometimes

PCs will need to properly reseal the tomb after placing the soul gem within—this requires a successful Craft (masonry, stone-carving, or similar skill) or Disable Device skill check (DC 10).

**Rewards:** If the PCs defeat the remorhaz, reward each tier thusly:

**Tier 5–6:**

Give each player 417 gp.

**Tier 8–9:**

Give each player 1,083 gp.



eat their prey whole and treasure gets lodged there. Since the PCs have a short time before the first wave of taer attack, try not to force them to overlook the treasure in this act—make them aware that time is running short (the taer are coming!) but don't skip the treasure.

**Treasure:** Within the beast's gullet rests a *dusty rose prism ioun stone*. For Tier 8–9, the PCs also find a *gem of brightness*.

**Mission Notes:** Osirion faction PCs need to make a successful Heal or Knowledge (nature) skill check (DC 15) to deftly remove the remorhaz's gullet. Chelixa faction

### ACT 3: BEASTMEN IN THE FOG (EL VARIES)

A few rounds after the PCs defeat the remorhaz, read or paraphrase the following:

Dozens of shaggy beastmen howl from the fog-enshrouded precipices, their chants seemingly silenced by the death of monstrous worm-creature. Then slowly, the drums start beating. The tempo rises furiously, followed by an enraged chorus of violent, howling screams.

### OVERWHELMING ODDS

Sometimes it is best to run. The taer come in droves, and eventually the odds will turn upon the PCs, quite unfavorably. Hopefully they recognize when this occurs and know to flee, but it remains possible that the players might not realize this. If you have to, drop a few extra hints concerning the overwhelming force of taers, and maybe even ask them if they wish to flee.

Enraged that trespassers violated their holy site, murdered their kin, and slew their sacred beast, the taer fall upon the PCs with mad vengeance. Give the PCs a few seconds to process the events, then if they don't head for the sleds immediately, initiate the first of many taer attacks. Start with a volley of six spears thrown from inside the 50% concealment range of the fog. In the preliminary rounds, keep the taer forces small (use 4 taer for Tier 5–6, and 8 taer for Tier 8–9). Every 1d4 rounds thereafter, additional taer arrive (in the same numbers as above) and continue to do so until the PCs flee or are defeated. The initial taer are all from the same clan, which consists of 40 individuals; however, more clans are being summoned. A DC 20 Knowledge (nature) check recognizes that echoing drums are coming from various locations and distances, some using distinctly different response patterns indicating that the call is being answered by several different groups.

**Development:** The taer pursue the PCs to the best of their abilities, but cannot keep pace with characters traveling on dogsleds. They chase the PC for several hundred yards and then send them off with a final volley

### GAMEMASTERY FLIP-MAT: MOUNTAIN PASS

GameMastery Flip-Mat: Mountain Pass is the perfect accessory for Acts 4 and 5. Use the “front” side of the Flip-Mat with the two ruined towers and have the Aspis Consortium agents sled at the PCs from the towers as they approach from the longer side of the map opposite the towers. A sample of that map has been included here, but for those GMs looking for the perfect accessory for this scenario, look no further than GameMastery Flip-Mat: Mountain Pass, available online at paizo.com or at your local hobby store.

of stone spears. Describe the final volley as a rain of spears though only make one attack roll per PC. The rest of the spears stick into the cliff walls, sink into the snow, or clatter off the sleds. All is not over with the smelly taer, however, as they gather to strike back against the waystation at Cania's Drop.

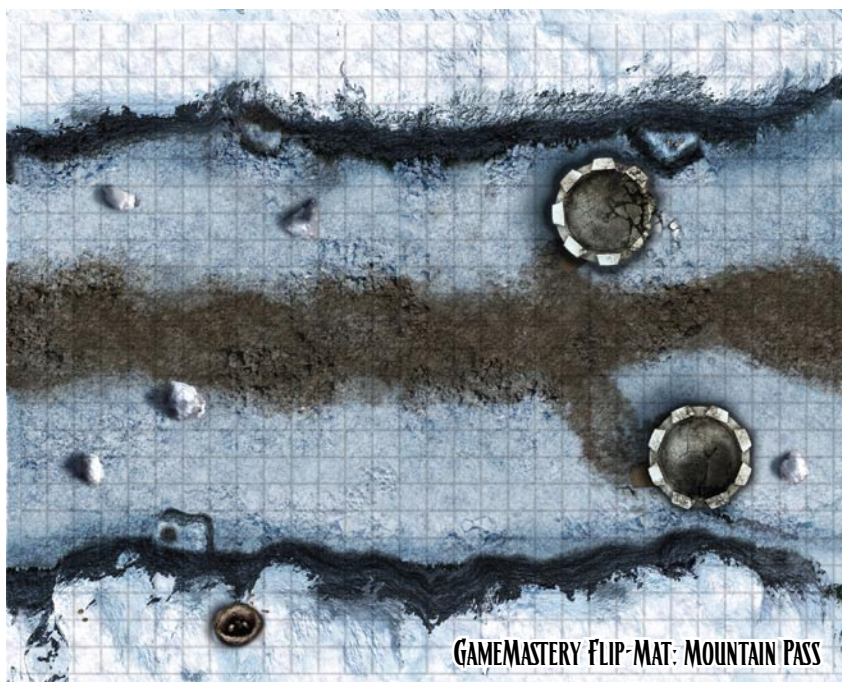
**Rewards:** There are no rewards for this act.

## ACT 4: WAITING IN THE WINGS (EL 7 OR EL 10)

This encounter takes place when PCs are en route back to the waystation. Responding to information provided by their connection at Cania's Drop, a team of Aspis agents tracked the PC's into the hills and prepared an ambush. Across the pass, they laid several rough-trimmed saplings partially buried in the snow. Any sled striking the felled trees bounces wildly, forcing the musher to slow down or lose control of his sled.

Atop the hills on either side of the map location labeled “The Wings,” (see page 5) eight consortium agents wait in ambush. When the PCs drive through the pass, they storm down upon them, two sleds on either side (sleds 1 and 3 from the North, sleds 2 and 4 from the South). As soon as PCs arrive, they begin their descent screaming and whooping in order to draw attention to themselves and away from the obstruction in the pass. The consortium agents begin the descent at a sled speed increment of 8. They target any out-of-control sleds first.

Once PCs reach the section of the pass known as the Wings, read or paraphrase the following:



GAMEMASTERY FLIP-MAT: MOUNTAIN PASS

## To Scale the Dragon

A chorus of yowling dogs echoes from atop the surrounding hills. Suddenly, from out of the snow-covered brush shoot four teams of dogsleds. They barrel down the hills at breakneck speed.

While this encounter can be resolved at this location, it was intended to be played out as a combat in moving sleds, down the mountain pass. The GM should describe the excitement of the race, the bouncing sleds, the racing winds, bright sun reflecting off the snow, etc. The course itself is 8-miles long, which at average speed should take approximately 96 minutes (about 12 minutes per mile). To make it play out smoothly, only determine sled actions and maneuvers when the sleds hit a major terrain change as described in the various sections of the Dragon description on page 5. In the interim, make a few checks to determine if sleds are gaining or losing ground and allow a little bit of ranged combat at a -4 penalty. Also, anyone engaging in ranged combat during the bumpy sled ride risks being jounced from the vehicle.

**Creatures:** There are four sleds headed for the PCs. The first two sleds have an Aspis Musher and an Aspis Ranger. The third sled is driven by an Aspis Musher and his passenger is an Aspis rogue named Fyrth. The fourth sled is driven by an Aspis Musher and carries an Aspis cleric of Norgorber named Ephys Cinderstorm.

### Tier 5–6 (EL 7)

#### ASPIS MUSER (4)

CR 2

Male or female human fighter 2

NE Medium humanoid

**Init** +1; **Senses** Listen +2, Spot +2

---

#### DEFENSE

**AC** 15, touch 11, flat-footed 14

(+4 armor, +1 Dex)

**hp** 14 (2d10+2)

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

---

#### OFFENSE

**Spd** 30 ft.

**Melee** heavy pick +5 (1d6+2/x4) or dagger +4 (1d4+2)

**Ranged** javelin +3 (1d6+2) or dagger +3 (1d4+2)

---

#### TACTICS

**During Combat** The mushers do their best to drive the sleds, only resorting to hand to hand combat if they crash or are forced to stop.

**Morale** As there is little chance of surviving in the mountains alone, these mercenaries fight to the death.

**Base Statistics Ranged** javelin +3 (1d6+2) or dagger +3 (1d4+2)

---

#### STATISTICS

**Str** 15, **Dex** 12, **Con** 13, **Int** 10, **Wis** 11, **Cha** 8

**Base Atk** +2; **Grp** +4

**Feats** Alertness, Animal Affinity, Point Blank Shot, Weapon Focus

(military pick)

**Skills** Climb +3, Handle Animal +5, Intimidate +1, Jump +4, Ride +3

**Languages** Common

**Gear** chain shirt, heavy pick, dagger (4), javelin (5), bronze consortium coin

#### ASPIS RANGER (2)

CR 3

Male or female human ranger 3

NE Medium humanoid

**Init** +3; **Senses** special senses; Listen +3, Spot +3

---

#### DEFENSE

**AC** 17, touch 13, flat-footed 14

(+4 armor, +3 Dex)

**hp** 15 (3d8)

**Fort** +3, **Ref** +6, **Will** +2

---

#### OFFENSE

**Spd** 30 ft.

**Melee** shortword +7 (1d6+1) or 2 shortwords +5/+5 (1d6+1)

**Ranged** +1 *bolas* +7 (1d4+2)

**Special Attacks** favored enemy (humans +2)

---

#### TACTICS

**During Combat** When in range, the rangers throw their bolas at mushers, attempting to trip them up and knock them off their sleds. During a sled grapple, they try to board the opponent's sled and attack with their swords.

**Morale** If more than four of their allies fall, the rangers take their sleds and race off.

---

#### STATISTICS

**Str** 13, **Dex** 16, **Con** 11, **Int** 12, **Wis** 13, **Cha** 12

**Base Atk** +3; **Grp** +4

**Feats** Exotic Weapon Proficiency (*bolas*), Track, Two-Weapon Fighting, Weapon Finesse, Weapon Focus (shortsword)

**Skills** Climb +2, Concentration +2, Handle Animal +5, Heal +3, Hide +4, Jump +5, Knowledge (dungeoneering) +3, Knowledge (geography) +3, Knowledge (nature) +3, Listen +3, Move Silently +4, Ride +4, Search +2, Spot +3, Survival +4, Swim -1, Use Rope +6

**Languages** Common

**SQ** wild empathy

**Gear** chain shirt, +1 *bolas*, matched pair of shortwords, bronze consortium coin

#### FYRTH

CR 4

Male half-elf rogue 4

NE Medium humanoid (elf)

**Init** +4; **Senses** low-light vision; Listen +5, Spot +3

---

#### DEFENSE

**AC** 17, touch 14, flat-footed 17; Uncanny Dodge

(+3 armor, +4 Dex)

**hp** 20 (4d6+4)

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

**Defensive Abilities** evasion, uncanny dodge

**Immune** sleep spells and similar magical effects; **Resist** +2 save

versus enchantment spells or effects

---

**OFFENSE**

---

**Spd** 30 ft.

**Melee** mwk alchemical silver rapier +8 (1d6)

**Ranged** net +7 (0 plus entangle)

**Special Attacks** sneak attack (+2d6)

---

**TACTICS**

---

**During Combat** Once in range, he throws his nets attempting to entangle the nearest opponent's musher or dog team hoping to cause a sled crash.

**Morale** If more than half his allies are slain, Fyrth attempts to flee.

---

**STATISTICS**

---

**Str** 11, **Dex** 18, **Con** 13, **Int** 14, **Wis** 10, **Cha** 12

**Base Atk** +3; **Grp** +3

**Feats** Exotic Weapon Proficiency (net), Weapon Finesse

**Skills** Appraise +5, Balance +8, Bluff +3, Climb +4, Decipher Script +4, Diplomacy +3, Disable Device +6, Disguise +3, Escape Artist +6, Forgery +4, Gather Information +5, Hide +8, Intimidate +3, Jump +4, Knowledge (local) +4, Listen +5, Move Silently +8, Open Lock +7, Search +8, Sense Motive +2, Sleight of Hand +8, Spot +3, Tumble +8, Use Magic Device +1, Use Rope +7

**Languages** Common, Elven

**SQ** trapfinding, trap sense +1

**Combat Gear** 2 nets; **Other Gear** mwk alchemical silver rapier, mwk studded leather armor, mwk hand crossbow, bronze consortium coin, cryptic note, sack with 325 gp (bounty)

**EPHYS CINDERSTORM**

**CR 3**

Female human cleric 3 (Norgorber)

NE Medium human

**Init** +4; **Senses** Listen +3, Spot +3

---

**DEFENSE**

---

**AC** 16, touch 10, flat-footed 16

(+6 armor)

**hp** 21 (3d8+6)

**Fort** +5, **Ref** +1, **Will** +6

---

**OFFENSE**

---

**Spd** 20 ft.

**Melee** mwk shortsword +3 (1d6-1)

**Special Attacks** rebuke undead 6/day (+3; 2d6+6)

**Spells Prepared** (CL 3rd)

2nd—*detect thoughts*<sup>D</sup> (DC 15), *hold person* (DC 15), *spiritual weapon*

1st—*cause fear*<sup>D</sup> (DC 14) *command* (DC 14), *doom* (DC 14), *inflict light wounds* (DC 14)

0—*guidance*, *mending* (2), *resistance*

**Domains** death, knowledge

---

**TACTICS**

---

**Before Combat** As Ephys approaches, she casts *cause fear* on the nearest opponent's lead sled dog, trying to get it to panic. If she succeeds, the musher cannot break or make slam attacks for the duration of the spell. Furthermore, he suffers a –4 penalty to attempt any other maneuvers other than “mush.”

**During Combat** Ephys initiates combat by casting *command* on a musher, telling him to “break” so her sled can close in on them. Next, she casts offensive spells and defends her sled with her sword, if the opportunity arises to make a touch attack she uses her *death touch* domain ability.

**Morale** Ephys fights until her ranger allies flee, at which point she quickly follows suit.

---

**STATISTICS**

---

**Str** 9, **Dex** 11, **Con** 14, **Int** 12, **Wis** 17, **Cha** 13

**Base Atk** +2; **Grp** +1

**Feats** Combat Casting, Improved Initiative, Weapon Focus (shortsword)

**Skills** Concentration +6 (+10 casting defensively), Craft, Diplomacy +4, Heal +7, Knowledge (arcana) +3, Knowledge (history) +3, Knowledge (religion) +3, Knowledge (the planes) +3, Spellcraft +4

**Languages** Common

**Gear** +1 *breastplate*, mwk shortsword, *boots of the winterlands*, bronze consortium coin

**Tier 8–9 (EL 10)**

**ASPIS MUSER (4)**

**CR 4**

Male or female human fighter 4

NE Medium humanoid

**Init** +1; **Senses** Listen +2, Spot +2

---

**DEFENSE**

---

**AC** 15, touch 11, flat-footed 14

(+4 armor, +1 Dex)

**hp** 28 (4d10+4)

**Fort** +5, **Ref** +2, **Will** +1

---

**OFFENSE**

---

**Spd** 30 ft.

**Melee** +1 *heavy pick* +9 (1d6+6/X4) or dagger +7 (1d4+3)

**Ranged** javelin +6 (1d6+3) or dagger +6 (1d4+3)

---

**TACTICS**

---

**During Combat** The mushers do their best to drive the sleds, only resorting to hand to hand combat if they crash or are forced to stop.

**Morale** As there is little chance of surviving in the mountains alone, these mercenaries fight to the death.

**Base Statistics Ranged** javelin +6 (1d6+3) or dagger +6 (1d4+3)

---

**STATISTICS**

---

**Str** 16, **Dex** 12, **Con** 13, **Int** 10, **Wis** 11, **Cha** 8

**Base Atk** +4; **Grp** +7

**Feats** Alertness, Animal Affinity, Point Blank Shot, Quick Draw, Weapon Focus (military pick), Weapon Specialization (heavy pick)

**Skills** Climb +5, Handle Animal +8, Intimidate +1, Jump +9, Ride +4, Swim +3

**Languages** Common

**Gear** +1 *chain shirt*, heavy pick, dagger (4), javelin (5), bronze consortium coin

**ASPIS RANGER (2)**

**CR 5**

Male or female human ranger 5  
NE Medium humanoid  
**Init** +4; **Senses** Listen +3, Spot +4

**DEFENSE**

**AC** 18, touch 13, flat-footed 15  
(+5 armor, +3 Dex)

**hp** 25 (5d8)

**Fort** +4, **Ref** +8, **Will** +2

**OFFENSE**

**Spd** 30 ft.

**Melee** mwk shortword +11 (1d6+2) or 2 mwk shortwords +9/+9  
(1d6+2)

**Ranged** +1 *bolas* +10 (1d4+2)

**Special Attacks** favored enemies (humans +4, elves +2)

**Spells Prepared** (CL 2nd)

1st—*charm animal* (DC 12)

**TACTICS**

**Before Combat** The rangers attempt to cast *charm animal* upon the nearest opponent's lead sled dog, asking it to slow down.

**During Combat** When in range, the rangers throw their bolas at mushers, attempting to trip them up and knock them off their sleds. During a sled grapple, they try to board the opponent's sled and attack with their swords.

**Morale** If over half of their allies fall in combat, the rangers take to their sleds and race off.

**STATISTICS**

**Str** 13, **Dex** 17, **Con** 11, **Int** 12, **Wis** 13, **Cha** 12

**Base Atk** +5; **Grp** +6

**Feats** Exotic Weapon Proficiency (*bolas*), Track, Two-Weapon Fighting, Weapon Finesse, Weapon Focus (shortsword)

**Skills** Climb +5, Concentration +2, Handle Animal+6, Heal +3, Hide +5, Jump +7, Knowledge (dungeoneering) +3, Knowledge (geography) +5, Knowledge (nature) +4, Listen +3, Move Silently +6, Ride +5, Search +2, Spot +4, Survival +5 (+7 Tracking), Use Rope +7

**Languages** Common

**SQ** animal companion, wild empathy

**Gear** +1 *chain shirt*, +1 *bolas*, matched pair of mwk shortwords, bronze consortium coin

**FYRTH**

**CR 6**

Male half-elf rogue 6  
NE Medium humanoid (elf)  
**Init** +4; **Senses** low-light vision; Listen +5, Spot +5

**DEFENSE**

**AC** 17, touch 14, flat-footed 17; Uncanny Dodge  
(+3 armor, +4 Dex)

**hp** 30 (6d6+6)

**Fort** +3, **Ref** +9, **Will** +2

**Defensive Abilities** evasion

**Immune** sleep spells and similar magical effects; **Resist** +2 save

versus enchantment spells or effects

**OFFENSE**

**Spd** 30 ft.

**Melee** +1 *rapier* +9 (1d6+1)

**Ranged** net +7 (0 plus entangle)

**Special Attacks** sneak attack (+3d6)

**TACTICS**

**During Combat** Fyrth shoots opponents with poisoned hand crossbow bolts. When in range, he throws his nets, attempting to entangle the nearest opponent's musher or dog team, hoping to cause a sled crash.

**Morale** If more than half his allies are slain, Fyrth attempts to flee.

**STATISTICS**

**Str** 11, **Dex** 18, **Con** 13, **Int** 14, **Wis** 10, **Cha** 12

**Base Atk** +4; **Grp** +4

**Feats** Exotic Weapon Proficiency (net), Weapon Finesse

**Skills** Appraise +5, Balance +10, Bluff +3, Climb +6, Decipher Script +4, Diplomacy+5, Disable Device +6, Disguise +3, Escape Artist +6, Forgery +4, Gather Information +5, Hide +8, Intimidate +5, Jump +6, Knowledge (local) +4, Listen +5, Move Silently +8, Open Lock +7, Search +8, Sense Motive +2, Sleight of Hand +8, Spot +5, Tumble +10, Use Magic Device +5, Use Rope +9

**Languages** Common, Elven

**SQ** evasion, trapfinding, trap sense +2, uncanny dodge

**Combat Gear** 2 nets; **Other Gear** +1 *rapier*, +1 *studded leather armor*, *cloak of resistance* +1, bronze consortium coin, cryptic note sack with 625 gp (bounty).

**EPHYS CINDERSTORM**

**CR 5**

Female human cleric 5 (Norgorber)  
NE Medium humanoid (human)  
**Init** +4; **Senses** Listen +3, Spot +3

**DEFENSE**

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

**hp** 35 (5d8+10)

**Fort** +6, **Ref** +1, **Will** +7

**OFFENSE**

**Spd** 20 ft.

**Melee** +1 *shortsword* +5 (1d6+1)

**Special Attacks** rebuke undead 6/day (+3; 2d6+8)

**Cleric Spells Prepared** (CL 5th):

3rd—*blindness/deafness* (DC 16), *clairaudience/clairvoyance*<sup>D</sup> (DC 16), *dispel magic* (DC 16)

2nd—*detect thoughts*<sup>D</sup> (DC 15), *hold person* (DC 15)(2), *spiritual weapon*

1st—*cause fear*<sup>D</sup> (DC 14) *command* (DC 14)(2), *doom* (DC 14), *inflict light wounds* (DC 14)

o—*guidance*, *mending* (2), *resistance* (2)

**Domains** death, knowledge

**TACTICS**

**Before Combat** As Ephys approaches, she casts *cause fear* on the

nearest opponent's lead sled dog, trying to get it to panic. If she succeeds, the musher cannot break or make a slam attacks for the duration of the spell. Furthermore, he suffers a -4 penalty to attempt any other maneuvers other than "mush."

**During Combat** Ephys initiates combat by casting *command* on a musher, telling him to "break" so her sled can close in on them. Next, she casts offensive spells and defends her sled with her sword, if the opportunity arises to make a touch attack, she uses her *death touch* domain ability.

**Morale** Ephys fights until her ranger allies flee, at which point she quickly follows suit.

---

**STATISTICS**

---

**Str** 10, **Dex** 11, **Con** 14, **Int** 12, **Wis** 17, **Cha** 13

**Base Atk** +3; **Grp** +3

**Feats** Combat Casting, Improved Initiative, Weapon Focus (shortsword)

**Skills** Concentration +8 (+12 casting defensively), Diplomacy +4, Heal +7, Knowledge (arcana) +4, Knowledge (history) +5, Knowledge (religion) +4, Knowledge (the planes) +4, and Spellcraft +5

**Languages** Common

**Gear** +1 *breastplate*, +1 *shortsword*, *boots of the winterlands*, bronze consortium coin

**Development:** The consortium agents have orders to seize the bones from the PCs, and while they weren't given specific orders to kill, they have no reservations about committing murder. They attempt to run down the PCs, topple their sleds, and rifle through their gear for the bones. If they find them, they immediately disengage from combat and flee. While this encounter might end in a single battle in the Wings, it could easily blossom into a grueling sled race spanning the entirety of the Dragon (refer to page 4 for details on dog sledding).

**Mission Notes:** Anyone searching Fyrth finds a cryptically-scribed message, obviously written in code. A successful Decipher Script check (DC 15) unscrambles a formal request for the assassination of Rysam, with an unstated sum payable upon delivery of his head to Avery Slyeg, one of Riddleport's more infamous crime bosses. The note also mentions a contact within the waystation named Krysher.

All low-level Aspis Consortium agents carry bronze coins on their person, to identify themselves to other members; however Ephys has a slightly higher rank. A Search check (DC 15) discovers a silver coin sewn into a secret pocket in the seam of her cloak and Qadiran faction PCs should be interested in this coin.

**Rewards:** If the PCs survive the ambush, reward each tier thusly:

**Tier 5–6:**

Give each player 931 gp.

**Tier 8–9:**

Give each player 2,115 gp.

## ACT 5: RAID ON CANIA'S DROP (EL 7 OR EL 9)

Drums and smoke signals swiftly spread the beastmen's voices through the lower peaks. The violation of the holy lands, slaying of their brethren, and butchery of their most sacred creature has roused them to war against any humans they encounter, including the small waystation at Cania's Drop. By the time PCs return, the tribes of the lower hills have already laid siege to the waystation and its men bravely fight the onslaught of terrifying beastmen.

As the PCs approach Cania's Drop they spot gouts of thick black smoke smearing angrily across the pale sky and smell the scent of burning wood. A quick DC 12 Spot check sights the source of the fire as Cania's Drop. The waystation is under siege and its roof is burning. Its brave men rush out. Their clothes aflame, they drop and roll in the snow only to meet with the vicious fangs and claws of waiting beastmen. PCs have only a short time to come to the aid of the besieged waystation before all perish to the enraged taers.

The fire has consumed a portion of the waystation and if it isn't extinguished quickly, the flames spread out of control and the waystation burns to cinders and ash. The flames deals 3d6 points of damage per round, and if they deal more than 100 hp damage to the waystation, it's destroyed. If the PCs spend any time throwing snow or water on the fire, they can dampen and even put out the flames. For the sake of determining damage to the building, a bucket of water removes 1d4 damage the building has taken so far—anything less than a bucket of water splashes uselessly on the flames. Damage-dealing water or cold-based spells can target the building to help put out the fire as well. If the hit points of the building ever reaches 100 again, the fire is out though part of the building is gutted.

**Creatures:** The closest group of taer to the PCs as they approach are listed below and vary by tier. There is a full melee already in progress—several groups of ragtag warriors battle the beastmen in various locations around the waystation. This group of taer appear to be trying to start another fire on the opposite side of the waystation very close to the approaching PCs. Use the map of the Maw on page 7 for this encounter—the PCs approach the waystation from the bottom of the map and the group of taers surround the waystation building (the ruins on the map).

## Tier 5-6 (EL 7)

### TAER (4)

hp 19 (use stats for the taer in Act 1)  
(Tomb of Horrors Rev., pg. 339)

CR 2

### UJUGRO WARRIOR (1)

hp 39 (use stats for the ujugro warrior in Act 1)  
(Tomb of Horrors Rev., pg. 339)

CR 4

## Tier 8-9 (EL 9)

### TAER (6)

hp 19 (use the stats for the taer in Act 1)  
(Tomb of Horrors Rev., pg. 339)

CR 2

### UJUGRO WARRIOR (4)

hp 39 (use the stats for the ujugro warrior in Act 1)  
(Tomb of Horrors Rev., pg. 339)

CR 4

**Development:** Assuming the PCs defeat the group of taer they encounter, the waystation folk win the day. If the PCs fail, another fire is set and the waystation burns to the ground, its residents a mighty feast for the local beastman tribes. Rysam survives the encounter if the PCs do and if made aware of the Aspis agent in his midst, he orders Krysher arrested. Krysher surrenders willingly and mockingly remarks that once the Galt authorities have taken him into custody it'll be a small matter of time and money to secure his freedom. How the PCs react to that is entirely up to them.

**Rewards:** There are no rewards for Act 5.

## CONCLUSION

If the PCs save Rysam and the waystation, its inhabitants pledge themselves forever in their debt. They invite the PCs to remain for a few days to recover and wait for Osprey to arrive. If the PCs refuse, Rysam adds that he could actually use the help getting things back to normal and making sure no further attacks are coming. If the waystation is destroyed, or worse seized by the taer, the PCs may need to flee. If this occurs, have them meet up with Osprey further down the mountain where they find him resting in his own small campsite.

A few days after the events of Act 5, the PCs find Osprey waiting for them, comfortably hanging out in front of the fire watching the logs spit and crackle in the dull orange glow. If PCs present him with the bones, he thanks them for their services to the Society and tells them they have indeed prevented a terrible fate by keeping the bones from the hands of those who would seek to steal the mystic's prophetic truths. Then he graciously bids

them farewell and, without warning, transforms into a long-winged hawk with mysterious dark markings about its eyes. Winging into to the ice-blue sky he soars off towards Absalom leaving the PCs standing in the cold, with thousands of miles between where they stand and the City at the Center of the World.

## FACTION MISSIONS

**Andoran Faction:** PCs from the Andoran faction who root out Krysher among the men stationed at Cania's Drop earn 1 Prestige Award.

**Cheliix Faction:** A Chelish faction PC to seal a soul gem in the sepulture gains 1 Prestige Award.

**Osirion Faction:** An Osirian faction PC who recovers the gullet of the remorhaz as a biological specimen earns 1 Prestige Award.

**Qadira Faction:** Successfully recovering a silver Aspis Consortium coin earns a Qadiran faction PC 1 Prestige Award.

**Taldor Faction:** Taldan faction PCs that successfully sketch the runes on the side of the fallen column at the cairn site earn 1 Prestige Award.

### Andoran Faction Handout

Redeemer of Sovereignty,

I pray you respond to this message with utmost urgency. We've received information concerning a bounty placed on the head of Rysam Ahlon, an old friend of mine currently living in self-exile at the Cania's Drop waystation in southern Galt. We are not sure who placed the bounty, and desperately seek solid evidence before we can proceed. We are certain that Cania's Drop has one among them who spies for whoever holds the bounty on Rysam. Find him before it's too late.

*Capt. Colson Maldris*

Yours in Earnest,

Captain Colson Maldris



### Chelixa Faction Handout

Hand of Destiny,

Within the enclosed insignificant gem, we've placed the soul of an individual who, over the last few decades, has created for our nation a considerable amount of distress. Be you ever so kind, and take this stone to the highest peaks with you. Once you find your destination, please lock the stone away beneath the ruins toward which you travel and from whence it cannot easily be recovered. For this, my deepest gratitude shall be shown to you upon your death.

*Zarta Draldeen*  
Patrician Zarta Draldeen

### Osirion Faction Handout

Oh Excellent Friend to the Ruby Prince,

Our seers have uncovered an ancient rite that requires a rare unguent brewed from reagents and tinctures extracted from a legendary worm-like beast. This creature has a spine that glows like molten gold, and is known to dwell high atop the grim spires of the Fog Peaks. We desperately need more information on these legendary beasts, and in particular strongly desire biological samples of this creature's gullet. Bring us a workable sample and our gratitude will know no bounds.

In Unfathomable Gratitude,



*Amenopheus*  
Amenopheus, The Sapphire Sage



### Qadiran Faction Handout

*Honorable Son of Qadira,*

*Our vicious competitors, the Aspis Consortium, are trying to crush our northeastern spice markets. While we have a few loyal agents sleeping amidst their organization, none possess the rank to access information we need to break their books and drive them out. We desperately need to procure one of their silver coins in order for one of our agents to assume the identity of a higher-ranking Consortium member. If possible, please try to recover one of these coins in your adventures.*

*May the Sun Always Light Your Way,*

*Pasha Muhlia Al-Jakri*



### Taldor Faction Handout

*Gallant Envoy to the Empire,*

*The mountain cairns of the Fog Peaks are of great significance to us. Our forbearers built such places to watch over the surrounding vales in times of need, and even today we can scry upon them to seek the wisdom of the mountain stars. The cairn you seek seems to have suffered some recent damage, and our influence over it has been shattered. Once you arrive, write down or commit to memory the runes on any damaged portions of the ruins and return those sketches to me immediately.*



*Most Sincerely,*

*BARON JACQUO*  
*Baron Jacquo Dalsine*

## **OPEN GAME LICENSE Version 1.0a**

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc (“Wizards”). All Rights Reserved.

1. Definitions: (a) “Contributors” means the copyright and/or trademark owners who have contributed Open Game Content; (b) “Derivative Material” means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) “Distribute” means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) “Open Game Content” means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) “Product Identity” means product and product line names, logos and identifying marks including trade dress; artifacts, creatures, characters, stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product Identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) “Trademark” means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) “Use”, “Used” or “Using” means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) “You” or “Your” means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder’s name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

### **15. COPYRIGHT NOTICE**

Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc.

System Reference Document. Copyright 2000. Wizards of the Coast, Inc; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on material by E. Gary Gygax and Dave Arneson.

**Pathfinder Society Scenario 16: To Scale the Dragon.** Copyright 2009, Paizo Publishing, LLC; Author: Tim Hitchcock.

**Tomb of Horrors.** Copyright 2002, Necromancer Games, Inc; Authors: Scott Greene, with Clark Peterson, Erica Balsley, Kevin Baase, Casey Christofferson, Lance Hawvermale, Travis Hawvermale, Patrick Lawinger, and Bill Webb; Based on original content from TSR.



# SCENARIO 16: TO SCALE THE DRAGON

Scenario Chronicle #

This Chronicle Certifies That \_\_\_\_\_

\_\_\_\_\_ A.K.A. \_\_\_\_\_

Player Name Character Name Pathfinder Society # Faction

\_\_\_\_\_ Has Completed This Scenario. \_\_\_\_\_

TIER		
5-6	▶	1,681
TIER		
8-9	▶	3,531
TIER		

MAX GOLD

### EXPERIENCE

Starting XP

+1 XP

Final XP Total

### Prestige Award

Starting PA

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

PA Gained (GM ONLY)

Final PA Total

### GOLD

Start GP

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

GP Gained (GM ONLY)

+ Items Sold

= Sub Total

- Items Bought

= Sub Total

- Gold Spent

= Sub Total

### Items Found During This Scenario

TIER  
5-6

*Amulet of health* (Cost: 4,000 gp)  
*Dusty rose prism ioun stone* (Cost: 5,000 gp)  
*Boots of the winterlands* (Cost: 2,500 gp)

TIER  
8-9

*Gem of brightness* (Cost: 13,000 gp)  
*Cloak of resistance +1* (Cost: 1,000 gp)

TIER

### Items Sold / Conditions Gained


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

### Items Bought / Conditions Cleared


TOTAL COST OF ITEMS BOUGHT

### For GM Only

EVENT	EVENT CODE	DATE	Game Master's Signature	GM Pathfinder Society #
-------	------------	------	-------------------------	-------------------------