



THE FROZEN FINGERS OF MIDNIGHT™

BY CRAIG SHACKLETON

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PATHFINDER SOCIETY SCENARIO 04

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Pathfinder Society Scenario 04: The Frozen Fingers of Midnight is a Pathfinder Society Scenario designed for Tiers 1–2 (1st and 2nd level characters) and 4–5 (4th and 5th level characters.) 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 15 of this product.

Paizo Publishing, LLC
2700 Richards Road, Suite 201
Bellevue, WA 98005
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THE FROZEN FINGERS OF MIDNIGHT

BY CRAIG SHACKLETON

Five weeks ago, Skelg the Ripper, a famed Ulfen warrior from Irrisen and secret member of the Pathfinder Society, raided the funeral ship of Haldyr Bjornsson, an Ulfen jarl of Varisia. He rescued Haldyr's wife, an ice witch named Natalya who was about to be sacrificed on her husband's funeral pyre, and looted the ship. He left Natalya aboard Haldyr's ship to sail where she wished.

Soon after, Skelg settled in Absalom to begin his service to the Longaxes, a regiment of the Taldan emperor's royal guard. A week ago, Haldyr's son Bengeirr brought warriors to Absalom to avenge the pillaging of his father's ship and recover the stolen funeral items. When Bengeirr's men stormed Skelg's villa in the Ivy District, they unwittingly activated the *Beacon of the North*, a potent magical treasure stolen from the funeral ship. The *Beacon* caused the spread of a strange freezing curse to settle on Skelg, and when the mighty warrior crumpled shaking to the floor, his breath blowing in frosty vapors, Bengeirr was pleased beyond measure. Rather than allow Skelg a warrior's death, he left the fallen man in his villa, under watch of a few guards, to waste away and die abed—the greatest shame an Ulfen warrior can fathom.

With the activation of the freezing curse, the ship carrying Haldyr's wife, adrift off the Varisian coast, froze as well, a thin veneer of ice growing until the ship became shrouded in a thick craggy iceberg. Natalya is now trapped inside, a slave to her husband's funerary ship. The only means of ending the curse is to return the *Beacon of the North* to the prow of Haldyr's funeral ship, and unless this is achieved, the Ulfen warrior and fellow Pathfinders will freeze through to the bone and crumble into shards of ice.

With the aid of his manservant Tyros, Skelg smuggled a cryptic letter to his long time friend and venture-captain, Adril Hestram, seeking help from the Pathfinder Society. Afraid his letter might be intercepted, he neglected to

mention anything beyond his freezing curse—so any Pathfinders sent to help will have an unexpected surprise in the form of Bengeirr's men lurking about the villa. Skelg hopes that Adril sends those both wise and strong as they'll need to fight their way to him and then solve the riddle of his terrible curse.

Summary

The PCs are dispatched by the Pathfinder Society to aid Skelg, a fellow member of the organization who is suffering from a terrible freezing curse. When they reach the Ulfen warrior's villa, they discover his guards are replaced with warriors loyal to his mortal enemy Bengeirr, under orders to prevent anyone from aiding Skelg until he succumbs to the freezing curse. Once they deal with Bengeirr's lackeys and entreat with the slowly freezing Skelg, the party learns that Haldyr holds the key to his cure—the *Beacon of the North*. They must track the vengeful Bengeirr to his warehouse hideout on the docks and battle him for the frigid magical beacon.

Once this is done, they pass through a magical tapestry in Skelg's estate, transporting the party to the deck of the frozen funerary ship. There they battle the undead Haldyr and his slaves and entreat with Natalya, the only one who knows how to break the freezing curse. If they cannot convince her to aid them, Skelg is lost.

Getting Started

Read or paraphrase the following to get the adventure underway:

You have been called to the Grand Lodge of Absalom for a briefing. Seated in a small chamber around a darkwood table, various trophies gathered from across the face of Golarion hang from the walls. A monkey-shaped mask with a serpent's tongue glares out from the center of one wall, a strange

halberd with gold rings piercing its thick blade and dragons carved along its haft hangs opposite the monkey mask. You are alone save your fellow Pathfinders, who apparently have been called here for the same purpose.

Allow the PCs a few minutes to describe and introduce themselves, then continue:

Finally, a huge man wearing creaking leathers marches into the room. He looks at each of you, as if he were appraising a handful of gemstones freshly pulled from the earth, and nods curtly. Some of you know him as Adril Hestram, a longtime Pathfinder and rumored to be the unwitting architect of the famed Katapesh slave riot of 4702. Adril's physique puts most half-orcs to shame.

"Welcome, friends. We have a serious problem. Skelg the Ripper came to Absalom one month ago. Like many Ulfen warriors he joined the Longaxes, the Taldan Emperor's personal guard whose duty it is to protect the embassy and Taldan visitors. Skelg also dropped a hefty sum of gold to purchase a manor in the Ivy district, something a Longaxe isn't paid well enough to do. It is widely assumed that he brought most of his wealth with him from the north—a rumor I know to be true.

"It seems that Skelg also brought a curse with him. In his letter to me, he speaks of lying abed in this miserable summer dying from the cold. Neither physician nor priest has been able to cure his ailment, and there are no signs of disease or poison. Of course, for such a man, there is no greater dishonor than to die in bed instead of in battle.

"Normally, the Pathfinder Society would monitor these events and let the authorities deal with them. However, there are three factors that have drawn our interest. First, Skelg is himself a member of our Society and has asked for our help. Second, he is a personal friend of mine, and finding a sparring partner as worthy as Skelg to replace him would be a trying task. Last, he claims that artifacts of great power are involved, and that we may be able to recover them for the vaults of the Grand Lodge.

"We view this situation as having enough importance to assign you to investigate it. Go to the home of Skelg the Ripper, learn what you can, and do your best to help him. If you find an item that is somehow connected to the curse, either retrieve it or glean as much information as you can about it.

"I trust there are no questions?"

Adril is a venture-captain of the Pathfinder Society. He is a jovial man, with a winning smile that is almost fearsome on a man as large as he, and he has a bizarre sense of gallows humor. If the PCs have questions, he sighs heavily, but does his best to answer. Answers to questions the PCs may have are listed below, and worded with the assumption that his attitude remains unfriendly.

Where does Skelg live?

"Try and keep up with local events if you want to get anywhere in the Society. He lives in Greydog Manor, on Parkview Street in the Ivy district."

Note: this information can also be gained by a DC 25 Knowledge (local) check or a DC 15 Gather Information check.

How much do we get paid?

"You are doing this on behalf of the Society—if you truly seek monetary reward, talk to Skelg. You can negotiate with him."

What caused the curse?

"If I knew, I would have said. Go ask Skelg."

What means have been used to heal Skelg?

"Skelg says he's tried everything. If you want more than that, ask him."

ACT 1: GREYDOG MANOR

Eventually, the PCs journey to Skelg's home to investigate further and entreat with the ailing Ulfen. When the PCs arrive at Greydog manor, read or paraphrase the following:

Parkview Street is true to its name, running the entire length of the Ivy District park. Standing like a tomb in a flower garden, Greydog Manor is easy to find. Six-foot-high walls surround the massive, stone building and an immense iron gate flanked by granite statues of hunting dogs stands open, offering access to the interior. Looking along the street, it is clear that locals give the estate a wide berth. The stone walls seem to give a slight chill to the air, which is not entirely unpleasant on such a hot day.

The manor has several windows that can be seen from the street, but all have curtains drawn. If the PCs peer over the top of the wall, they can see the Ulfen warriors in the courtyard, but they may be spotted themselves in return (Hide DC 13 to avoid detection).

The PCs can sneak around to the side of the mansion with a DC 13 Move Silently check. Climbing the walls of the manor requires a DC 5 Climb check to reach the second floor windows, which are not locked.

The building itself is 40 feet by 40 feet, and the courtyard at the front is the same size. The mansion has only one entrance (accessed from the courtyard), which is locked (DC 25 to open). The front gate can also be locked and is guarded by two northlander warriors loyal to Bengeirr, masquerading as a pair of Skelg's men. One of Bengeirr's warriors posted here carries a key that operates both locks. If the warriors spot the PCs sneaking around the manor, they first give a warning to leave. If their command is ignored, they attack.

If the PCs enter the courtyard, read or paraphrase the following:

The courtyard is cool and shady compared to the street outside. Dead leaves are scattered across the flagstones and the granite steps where two Ulfen warriors stand. Each man wears a chain shirt and a surcoat bearing the Taldan crest and carries the traditional imperial guard long axe.

The guards look at you sternly, and one of them speaks.
 “Skelg is ill. He wants no visitors.”

These Ulfen warriors are actually rivals of Skelg the Ripper. They killed his guards and disguised themselves to keep people out so that Skelg dies a dishonorable death in bed. Any PC making a DC 15 Knowledge (nobility and royalty) or a DC 20 Spot check notices that the guards are wearing their surcoats backward (they are not real guards, and when putting on the surcoats they had no idea what side faces front and which faces back.)

The guards insist that Skelg wants no visitors. If the PCs claim they are here to help Skelg, the guards say that he has decided he would rather die in peace. If the PCs insist on seeing Skelg or try to intimidate the guards, they pretend to agree to take the PCs to Skelg. Instead they close and lock the front gate and attack the PCs. The Ulfen warriors get a +2 circumstance bonus on Bluff checks due to their disguises.

TIER 1-2

ULFEN WARRIORS (2)

CR 1/2

Male human warrior 1
 CN medium humanoid

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

DEFENSE

AC 16, touch 12, flat-footed 14

(+4 armor, +2 Dex)

hp 9 (1d8+4)

Fort +3, **Ref** +2, **Will** +1

OFFENSE

Spd 30 ft.

Melee Greataxe +3 (1d8+2/x3)

TACTICS

Before Combat The guards try to close the gate before starting combat.

During Combat The Ulfen warriors flank their enemies whenever possible.

Morale The Ulfen warriors fight fearlessly, preferring death to cowardice.

STATISTICS

Str 15, **Dex** 14, **Con** 12, **Int** 10, **Wis** 13, **Cha** 8

Base Atk +1; **Grp** +3

Feats Toughness, Weapon Focus (greataxe)

Skills Jump +4, Survival +3, Swim +2

Languages Common, Skald

Gear chain shirt, battleaxe, key for Greydog Manor and gate (on one of the guards)

TIER 4-5

ULFEN WARRIORS (2)

CR 2

Male human barbarian 2

CN medium humanoid

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

DEFENSE

AC 14, touch 10, flat-footed 12

(+4 armor, +2 Dex, -2 rage), Uncanny Dodge

hp 25 (2d12+5)

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

OFFENSE

Spd 30 ft.

Melee greataxe +7 (1d12+6/x3)

Special Attacks Rage

TACTICS

Before Combat The guards try to close the gate before starting combat.

During Combat The Ulfen warriors rage at their first opportunity. They flank enemies whenever possible.

Morale The Ulfen warriors fight fearlessly, preferring death to cowardice.

Base Statistics

AC 16, touch 12, flat-footed 14

(+4 armor, +2 Dex), Uncanny Dodge

hp 21 (2d12+5)

Fort +4, **Will** +1

Melee Greataxe +5 (1d12+3/x3)

Abilities Str 15, Con 12

Grp +4

Skills Jump +5, Swim +3

STATISTICS

Str 19, **Dex** 14, **Con** 16, **Int** 10, **Wis** 13, **Cha** 8

Base Atk +2; **Grp** +6

Feats Toughness, Weapon Focus (greataxe)

Skills Jump +7, Survival +4, Swim +5

Languages Common, Skald

SQ fast movement, illiterate

Gear chain shirt, greataxe, key for Greydog Manor and gate (on one of the guards)

Development: If either of these warriors is taken alive, they remain grimly tight-lipped unless a PC succeeds on a DC 20 Intimidate, Bluff, or Diplomacy check. Success on such a check causes the surviving warrior(s) to cough up Bengeirr as the malefactor responsible for Skelg's condition. They also point the PCs in the direction of Bengeirr's warehouse.

Skelg's Story

Skelg is easy to locate inside the mansion. He is in the master bedroom on the upper floor. A single manservant named Tyros cares for Skelg, staying with him in the

room the majority of the time. When the PCs enter the room, read or paraphrase the following:

You open the door to the master bedroom and are greeted by a blast of heat. A roaring fire blazes in the fireplace even though the day is swelteringly hot. A huge bearded man shivers under his blankets, his bed pushed dangerously close to the fire. A thin servant sits in the far corner by a window, fanning himself with a handkerchief. The bearded man looks at you and blinks a few times, then speaks through chattering teeth. “Are y-you P-path-f-finders?”

The Freezing “Curse”

The curse that afflicts Skelg is not a curse in the traditional sense, nor is it a disease or poison. A small magical portal has been opened connecting Skelg to the far north, and the cold from the portal is freezing his body. The heat of Absalom slows down the rate at which the cold affects him, but he is effectively suffering from extreme cold (see *Cold Dangers* in the DMG, Chapter 8, for details.) The temperature of the portal is cold enough that *endure elements* is ineffective.

The cold has injured Skelg badly and he is exhausted. He cannot recover until the portal the *Beacon of the North* opened inside him is closed. Each day his condition worsens slightly, although he has staved off the worst of the effects by staying near the fire. If Skelg is not “cured” within five days, he dies from the cold and then rises as a frozen zombie.

The portal is a spell effect and can be detected with *detect magic* (conjunction, caster level 20). Only *protection from cold* and *resist cold* offer temporary relief of the affliction, but even if he has these spells cast on him daily he’ll still perish in five days. All other spells will have no effect on his freezing ailment.

Development: Tyros explains the situation, with occasional interjections from Skelg. Tyros is reserved and the PCs need to prompt him for information. He will show them anything in the house that they wish to see. Skelg is more forthcoming, but has difficulty speaking in his current condition.

A week ago, Skelg caught Bengeirr’s men in his basement vault, mistaking them for common thieves. One of the intruders had lit a lantern he found in the vault that was actually the *Beacon of the North*, but Skelg was unaware of its magical properties. When the light from the lantern struck Skelg, he began to freeze. When the light shone on a tapestry hanging on a wall in the hallway outside of the vault, a shimmering doorway appeared, frightening the intruders enough to flee the manor. With Skelg in a weakened state from the immediate effect of the cold, the thieves easily escaped

him and fled with the lantern and other valuables from inside the vault.

The tapestry in the hall now depicts an Ulfen longship on a rolling sea, mostly encased in an iceberg (it was a meadow scene with shepherd and flock before the lantern shown on it.) Anyone examining the picture closely and making a DC 15 Spot check notices that a large lantern ring hangs from the mouth of the dragon figurehead, but no lantern hangs there.

After Bengeirr’s raid, one of Skelg’s men named Tirfyr walked into the portal on the tapestry to investigate. He returned a moment later saying that it led to a ship encased in ice. He went back to investigate further, but after half an hour, the portal disappeared, trapping poor Tirfyr in the frigged landscape. Skelg recognized the ship in the tapestry as the funerary ship of his old enemy, Haldyr. He believes Tirfyr traveled to the ship and that the cure to his curse lies there.

Two days ago, Bengeirr’s men returned with Bengeirr himself and killed Skelg’s guards. Bengeirr spat on the sickly Skelg, snarling, “Now you’ll die in bed like an old woman.” He left his guards to prevent anyone from saving Skelg and tossed the corpses of Skelg’s men into the vault in the basement. Skelg, in his weakened state, was unable to do anything to defend himself and hurriedly wrote a cryptic letter to his friend Adril, hoping his sparing partner would send help immediately. Then he had timid Tyros smuggle the letter into the city.

The items in Skelg’s vault came from his raid on the funeral ship of the Ulfen jarl, Haldyr Bjornsson. Skelg took the gold and silver lantern from the bow of the ship, along with most of the funeral offerings. Natalya, a pale Irriren of unearthly beauty left on the ship to burn with Haldyr, convinced him to give the ship to her.

If asked about his symptoms, Skelg quakes and utters: “It is as if the frozen fingers of winter’s blackest midnight clutch at my heart. I’m freezing from the inside out.”

If asked about compensation for their help, Skelg is willing to hand the *Beacon of the North* over to the Pathfinder Society as well as any unique or bizarre magical items found beyond the tapestry. He seems offended if the PCs push for more, as he’s under the assumption they’re here for the Pathfinder Society and should be aiding their brother out of loyalty and honor, rather than greed.

Mission Notes: Though Skelg is loyal to the Longaxes, an Andoran Faction PC making a DC 20 Diplomacy check can change his mind. If they remind him of his glory days and talk up the excitement of the Pathfinder lifestyle, give them a +5 on the check. If they fail to convince him at this point, they can try again later once he’s reunited with Natalya.

Qadira Faction members might notice that Skelg keeps the maps and journals of his travels on a shelf near the door to his bedroom. Have them perform a Spot Check DC 10 any time they're in Skelg's bedroom to notice the documents.

Cheliax Faction members can easily see that on the dressing table next to Skelg's bed rests his personal grooming kit; Tyros and Skelg are too distracted to notice or complain if a PC takes some hair from the brush or comb.

Investigation

If the PCs were unable to question the warriors at Greydog Manor, there are a few courses of investigation that the PCs can pursue. The most direct is to simply look for information on recent Ulfen visitors to Absalom. If the PCs ask around Absalom about Ulfen visitors, they can make a Gather Information check; they gain a +5 circumstance bonus to this check if they are specifically gathering information near the docks. They can get the following information depending on their roll.

10+: You should ask around the docks.

15+: The harbormaster probably has records of any Ulfen ships that have docked recently.

20+: Some northlanders recently rented a warehouse at the docks from Tullo Baltias.

25+: The warehouse is across from the The Rosy Fingers Tavern, a tavern on the west docks

If the PCs track down the harbormaster or Tullo Baltias, they can be persuaded to reveal more information. They start as indifferent, but if they can be made helpful they will reveal what they know. Both NPCs accept bribes, giving PCs a +5 bonus to any Diplomacy checks to influence them for every 10 gp bribe they receive. Attempting to bribe the harbormaster with less than 10 gp actually causes a -1 penalty on the Diplomacy check. Tullo Baltias is indifferent, will take the money offered, but will only be willing to spill additional information after the bribe reaches 10 gp.

The harbormaster can tell the PCs that the northlanders rented from Tullo Baltias, and Tullo can give them the address of the warehouse. Both Tullo and the harbormaster know that the northlander leader is named Bengeir Haldyrsson.

Rewards: If the guards in front of Greydog Manor are defeated, reward each Tier thusly:

Tier 1-2

Give each player 18 gp.

Tier 4-5

Give each player 20 gp.

ACT 2: BENGEIRR'S WAREHOUSE

When the PCs reach the warehouse, read or paraphrase the following:

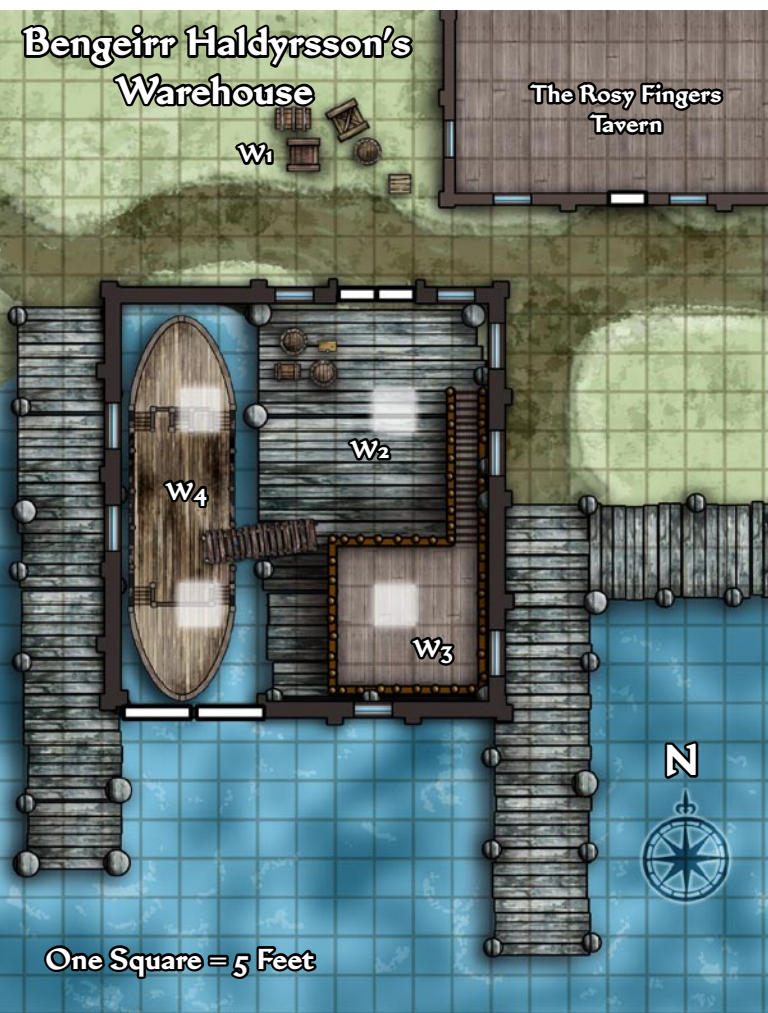
The warehouse across from The Rosy Fingers Tavern is built right on the docks, part of it extending over the water. The building is thirty feet tall with no visible windows. On the landward side is a pair of large cargo doors with a smaller door built into the right one. Piers run along either side of the building and on the seaward side is a massive set of doors able to accommodate a small ship.

The street is busy, with several taverns among the warehouses. Most of the warehouses have sentries in front of them, and the ships at the docks are similarly guarded. A northlander warrior with an axe resting in his lap sits on a small pile of crates across from the warehouse, obviously keeping watch on the main door.

Though the various dockhands and privately contracted guards in the area are only concerned about the ships they're paid to protect, attacking and killing the Ulfen guard at **W1** in broad daylight will immediately raise the alarm among the normal populace in and around the tavern. If a general alarm is raised (people shouting for the watch and fleeing from the scene to summon them), the PCs will have 1d4+4 minutes to finish their business in the warehouse before the city watch arrives. If the PCs attack the guard at **W1** at night, there's still a 50% chance that someone will see them and raise the alarm, bringing the night watch in 1d4+6 minutes. Any sort of commotion outside will immediately alert the warriors inside the warehouse and they will be ready when the PCs arrive.

You may need to remind the PCs at this point that they are adventuring in the most cosmopolitan city on Golarion and simply slaying people in the streets can have potential repercussions. If the watch arrives and the PCs have not yet entered the warehouse, they may ask the party at spear-point to march back to the local watch office for questioning. How this affects the remainder of the scenario is entirely up to you.

The PCs can also gain access to the warehouse via the water (by swimming under the locked boat doors near **W4**) or by climbing on the roof and accessing the skylights shown on the map in white above areas **W2**, **W3**, and **W4**. The walls of the warehouse are 30 feet tall and require a DC 10 Climb check to scale. The four skylights are covered with oiled paper (to keep out rain) and steel grates (hardness 10, HP 30, DC 20 Strength check to break from frame). The warehouse doors are locked (DC 25 Open Lock to open). Bengeir (see **W3**) and the Ulfen guard out front (see **W1**) both have keys.



W1. Warehouse Guard

One Ulfen warrior is stationed here. He rotates shifts regularly with the warriors at W2. If he spots trouble, he alerts Bengeir and the other warriors inside the warehouse. If the PCs try to intimidate or bluff their way into the warehouse and fail, the warrior immediately begins shouting to alert the men inside.

ULFEN WARRIOR CR 1/2

(TIER 4-5: CR 2)

hp 9 (TIER 4-5: hp 25); Use the Ulfen Warriors from Act 1.

TACTICS

Before Combat The warrior warns troublemakers to leave, and alerts Bengeir of any threats. He tries to avoid combat in the streets.

During Combat If attacked, he calls a warning to Bengeir and attempts to withdraw to the warehouse.

Morale The Ulfen warrior fights to the death.

STATISTICS

Gear warehouse key

W2. Warehouse Interior

The warehouse is mostly empty, as it is not being used for storage. A stairway leads up 20 feet to a loft (area W3) and under the stairs are several bedrolls. A section of the warehouse floor is open to the harbor, and a small ship is docked there.

Bengeirr spends most of his time in the loft, and two Ulfen warriors relax down below. (Increase to five Ulfen warriors for Tier 4-5). They immediately attack any intruders and are prepared to do so if an alarm is raised outside.

ULFEN WARRIORS (2) CR 1/2

(TIER 4-5: 5 warriors, CR 2)

hp 9 (TIER 4-5: hp 25); Use the Ulfen Warriors from Act 1.

TACTICS

Before Combat If alerted by the warrior in W1, the warriors unlock and arrange themselves around the door and wait for the PCs to enter.

During Combat If attacked, he calls a warning to Bengeir and withdraws to the warehouse.

Morale The Ulfen warriors fight to the death.

BENGEIRR HALDYRSSON CR 3

Human male cleric 3

CN medium humanoid

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

DEFENSE

AC 16, touch 9, flat-footed 16

(half plate +7, Dex -1)

hp 26 (3d8+9)

Fort +4, Ref +0, Will +5

OFFENSE

Spd 20 ft.

Melee mwk greatsword +4 (1d12+1/19-20)

Tier 4-5: +1 greatsword +4 (1d12+2/19-20)

Ranged *Beacon of the North* +1 ranged touch (special)

Spells Prepared (CL 3rd)

2nd – *death knell* (DC 14), *sound burst* (DC 14), *spiritual weapon*^D

1st – *comprehend languages*, *endure elements*, *inflict light wounds*^D, *sanctuary* (DC 13)

0 – *detect magic*, *light* (2), *mending*

D: Domain spells **Deity:** Gorum **Domains:** Destruction, War

Special Attacks *Smite*: +4 to hit, +3 damage (1/day)

Special Actions Spontaneous casting (cure spells)

TACTICS

Before Combat Bengeir positions himself by the *Beacon of the North* at the first sign of trouble.

During Combat On the first round, Bengeir casts *spiritual weapon* to attack the PC nearest the stairs. In subsequent rounds, Bengeir focuses the *Beacon of the North* on one new PC every round from the balcony. If a PC reaches the balcony, he leaves the *Beacon* and fights in melee, using his *smite* ability

on his first attack. He reserves his spells to cure himself if injured.

Morale Bengeirr fights to the death.

STATISTICS

Str 13, **Dex** 8, **Con** 12, **Int** 10, **Wis** 14, **Cha** 15

Base Atk +2; **Grp** +3

Feats Combat Casting, Toughness, Weapon Focus (greatsword) [war domain], Weapon Proficiency (greatsword) [war domain]

Skills Concentration +6, Intimidate +5, Knowledge (religion) +5

Languages Common, Skald

SQ Aura of chaos

Combat Gear *Beacon of the North*; **Other Gear** Masterwork greatsword (**Tier 4-5**: +1 greatsword), half plate, wooden holy symbol of Gorum

W3. Warehouse Loft

This loft is set up as a small office, but there is also a cot set up here for Bengeirr. The *Beacon of the North* currently hangs on a chain from the ceiling. The goods stolen from Skelg's vault are stored here. There are carpets, urns, sculptures, and other works of art, weighing a total of 800 pounds and worth 3,000 gp. There is also a box containing 2 *potions of cure moderate wounds*. Skelg wants all of these items returned to him with the exception of the potions, which he'll gladly part with.

W4. Ulfen Longship

This ship is a simple one-level longship with benches for rowers and a single mast. In the bottom of the ship are seven bodies tightly wrapped in sailcloth. They are the remains of warriors killed in the two raids on Greydog Manor. A mundane lantern of similar size and design to the *Beacon of the North* hangs from the prow of the ship. (**Tier 4-5**: Tucked beneath one of the benches is a small, ornately carved oaken chest inlaid with gold and precious stones itself worth 1,700 gp. Inside the chest are five *potions of resist energy (cold)* 30.)

Rewards: If Bengeirr and his men are defeated and the warehouse is properly searched, reward each Tier thusly:

Tier 1-2

Give each player 157 gp.

Tier 4-5

Give each player 956 gp.

ACT 3: THE FROZEN FUNERARY SHIP

Far to the northwest, an iceberg drifts south along the Varisian coast. Haldyr Bjornsson's funeral ship is frozen inside the iceberg. The connection with the *Beacon of the North* has created a portal here that is similar to the one afflicting Skelg. The ship itself radiates cold, which created the iceberg that now entraps it.

BEACON OF THE NORTH

Aura faint illusion; **CL** 3rd

Slot none; **Price** 90,000 gp

DESCRIPTION

The *Beacon of the North* is a huge bullseye lantern designed to be hung on the prow of a ship. To activate its powers requires a special lamp oil that only the white witches of Irrisen know how to create. It can hold enough oil to burn for 8 hours, although it currently has only 2 hours of oil remaining. When lit, the lantern burns with a cold light, and if the burning oil is used as a weapon, it does cold damage instead of fire damage.

The lantern also opens portals under the right circumstances. If hung on the prow of Haldyr Bjornsson's funeral ship (to which it is attuned) and lit, it opens a ship-sized portal to Whitethrone harbor in Irrisen. If the light is focused on the main mast of the ship or on the tapestry depicting the ship, a 5-foot-wide portal opens connecting the tapestry to the ship's main mast so creatures touching one appear at the other. The portals remain open as long as the lantern is lit, even if it no longer shines directly on the portal. A portal appears as a shimmering blue-white patch of light, and it is impossible to see what is on the other side.

As a standard action, the wielder can focus the beam on a single living creature, which creates a small portal from the frozen north to the creature's body (Will save DC 15 negates). Cold energy leaks through this tiny portal, exposing the creature to a permanent cold environment (see *Cold Dangers* in the DMG, Chapter 8, for details.) If the *Beacon* is focused on the creature for multiple rounds, the portal opens further. A second failed save worsens the exposure to severe cold, and a third failed save causes extreme cold. Regardless of the level of cold, the portal only inflicts environmental damage once per day plus once for every round the *Beacon* shines on the creature. Any creature that dies from the environmental damage caused by the *Beacon* rises the following midnight as a frozen zombie. (See **Act 3**.)

Creating a portal of any size consumes 10 minutes of oil.

If the *Beacon* is used to open a ship-sized portal, all other small portals created by it close immediately. If the *Beacon of the North* is lit while separated from the ship it is attuned to, the ship slowly turns and drifts in the direction of the *Beacon* unless actively steered in another direction or moored in place. This continues even after the *Beacon* is doused and only ends when the two are reunited or a knowledgeable spellcaster attunes the *Beacon* to a different ship.

CONSTRUCTION

Requirements Craft Wondrous Item, *chill touch*, *teleport*;

Cost 45,000 gp, 3,600 XP

The ship is not entirely abandoned, however. Haldyr has risen as an undead monster and a handful of other unfortunates now act as the ship's zombie crew. Haldyr's wife, Natalya, still lives on the ship, and has used flaming spheres to carve tunnels and caverns within the iceberg.

The PCs can create a portal to the ship by shining the *Beacon of the North* on the tapestry in Skelg's basement. When the PCs step through the portal, they appear in area **S1** of the iceberg. The entire iceberg is a cold environment (see *Cold Dangers* in the DMG, Chapter 8, for details.) Any living creature who dies from the cold while on the iceberg rises as a frozen zombie the next midnight (see area **S3**.) Areas with ice floors are slippery, and treated as difficult terrain. Ice has 0 hardness and 3 hit points per inch of thickness; ice takes normal damage from fire attacks (not half).

S1. Arrival Portal

Read or paraphrase the following text:

As you step through the portal, you find yourself in a strange ice-cave. Sunlight filters through the walls and ceiling, and three braziers give some warmth to this otherwise chilly space. Directly ahead of you, a tunnel leads through the ice, sloping steeply downward. Behind you, a shimmering portal hangs on what appears to be a main mast embedded in the ice. Following the mast downward, you can barely make out the blurry outline of a ship's deck below.

The tunnel leads to the stern of the ship (area **S2**.) Anyone stepping through the portal is transported to the portal in Skelg's basement. This chamber is 20 feet above the ship's deck.

S2. Ship's Stern

When the PCs make their way to the deck, read or paraphrase the following:

The sloped tunnel is slippery, but after a long curve it suddenly opens into another cave at the rear deck of a ship. More braziers keep the worst of the cold at bay, but a wall of solid ice blocks access to the foredeck. A large drum stands on the deck, and behind it is a trapdoor leading into the hold.

The drum is not magical, but a Profession (sailor) check (DC 10) reveals that it is meant to keep time for the oarsmen when rowing. If anyone plays a rhythm for rowing on the drum (Perform DC 12), the zombies in **S3** attempt to row the ship.

S3. Below Decks

When the PCs descend to the lower deck, read or paraphrase the following:

The smell of death and rot fills this lower deck, even with the cold. It is darker down here without the sunlight filtering through the ice, and no braziers burn. Shadowy movements are visible in the darkness, accompanied by an eerie creaking noise as though someone were still working the oars. A figure moves toward you along the aisle between the rowing benches. It appears to be a withered human wearing an Ulfen burial mask.

The figure in the darkness is the remains of Haldyr Bjornsson, risen from the dead to seek vengeance for the desecration of his funeral. Four zombies pull uselessly at the frozen oars. Tirfyr is one of the zombies, and a second



The Frozen Fingers of Midnight

is a former companion of Skelg's who was slain by an arrow when he and Skelg raided the funeral ship. The others were once members of Haldyr's honor guard.

Haldyr and the zombies attack anyone other than Natalya, unless the zombies are compelled to row by the drum in **S2**, in which case Haldyr attacks alone.

Haldyr and the zombies are infused with the cold of the ship. Haldyr's paralysis (or energy drain) manifests as cold, and the frozen zombies can freeze with their icy touch instead of simply slamming their enemies with their fists.

Haldyr's burial mask is made of silver and gold, and is imbued with a permanent *desecrate* effect (faint evocation, CL 3rd, Craft Wondrous Item, *desecrate*; Price 6,000 gp.) The Pathfinder Society would be interested in such an item. Given that its imbued with an evil spell, remind any good aligned PCs that keeping or wearing it could be dangerous—its probably best to just turn the object over to the Pathfinders at the Grand Lodge in Absalom and let them investigate and study the item.

At the front of the ship, a second ladder leads up to the foredeck (area **S4**.) Natalya maintains an *alarm* on the front half of the ship; any PC moving past the ship's mast triggers a silent warning to her.

TIER 1-2

HALDYR BJORNSSON

hp 13; Ghoul, MM 118

Resist Cold 5

CR 1

FROZEN ZOMBIES (4)

hp 16; Human Commoner Zombies, MM 266

Melee Icy touch +2 touch (1d6 cold) or

Slam +2 (1d6+1)

Note: Replace DR 5/Slashing with Cold Resistance 5

CR 1/2

TIER 4-5

HALDYR BJORNSSON

hp 26; Wight, MM 255

Resist Cold 5

CR 3

FROZEN ZOMBIES (6)

hp 16; Human Commoner Zombies, MM 267

Melee Icy touch +2 touch (1d6 cold) or

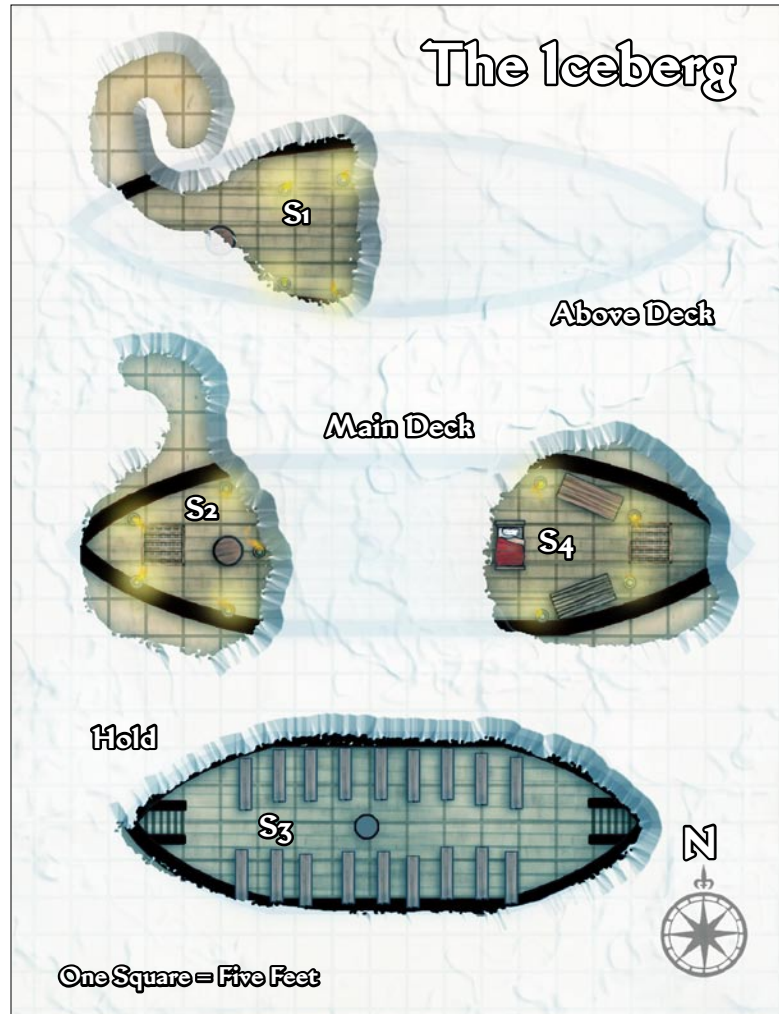
Slam +2 (1d6+1)

Note: Replace DR 5/Slashing with Cold Resistance 5

CR 1/2

S4. Natalya's Sanctum

When the PCs enter this area, read or paraphrase the following:



You climb up the ladder to the deck of the ship. The soft glow of sunlight again penetrates into this ice cave, and several braziers burn near the walls. A beautiful woman stands next to a simple chair, facing you. Other furniture in the chamber suggests that this is her private quarters. The woman looks you over as though judging a draft animal, and asks, "Have you come to work the oars? I am in need of more rowers."

The woman is Natalya Yagevna, the widow of Haldyr Bjornsson. She is from a minor aristocratic family in Irrisen and an ice witch of minor power. She was given in marriage to Haldyr as a political strategy. When Haldyr died shortly after, Natalya was to have been sacrificed on his funeral ship. Skelg the Ripper interrupted the funeral and they sailed the ship safely away.

Natalya has little control over the ship and really doesn't even fully understand the magic at work here. She stayed with the ship because she felt she has nowhere else to go, but now she is trapped by it, frozen into the vessel's interior. She does not admit her ignorance to the

PCs, and maintains an air of calm superiority. The ship is truly hers; it was part of her dowry, and was originally crafted by the ice witches of Irrisen, as was the *Beacon of the North*.

TIER 1-2

NATALYA YAGEVNA

CR 5

Human female sorcerer 5

LE medium humanoid

Init +2; Senses Listen +3, Spot +3

DEFENSE

AC 17, touch 13, flat-footed 15

(+4 mage armor, +2 Dex, +1 ring)

hp 27 (5d4+3, +10 false life)

Fort +3, Ref +3, Will +5

OFFENSE

Spd 30 ft.

Melee mwk spear +2 (1d6-1/x3)

Spells Known (CL 5th)

2nd (5/day, 4 remaining today) – *false life**, *flaming sphere* (DC 15)

1st (7/day, 4 remaining today) – *alarm**, *endure elements**, *mage armor**, *magic missile*

0 (6/day) – *daze* (DC 13), *detect magic*, *light*, *prestidigitation*, *ray of frost*, *read magic*

*indicates a spell already cast

Special Abilities Combat Casting

TACTICS

Before Combat Natalya maintains an *alarm* (already cast) on the front half of the ship, so she is normally aware of intruders. She casts *mage armor*, *endure elements*, and *false life* every day (already cast), renewing them if they expire. Natalya negotiates with the PCs if possible.

During Combat On the first round, Natalya casts *flaming sphere*, which she directs against the nearest attacker each round. After that, she uses *magic missile* against the greatest threat to her. If her *flaming sphere* expires, she casts it again. If she loses her bonus hit points from *false life*, she casts it again. If she disables a PC, she threatens to kill him if the others do not accept her terms.

Morale If the PCs are getting the better of Natalya, she tries to negotiate with them.

STATISTICS

Str 8, Dex 14, Con 10, Int 13, Wis 12, Cha 16

Base Atk +2; Grp +1

Feats Alertness, Combat Casting, Toughness

Skills Bluff +11, Concentration +8, Diplomacy +5, Intimidate +5, Knowledge (arcana) +9, Listen +3, Spellcraft +11, Spot +3

Languages Common, Skald

Gear masterwork spear, *ring of protection* +1, *ring of sustenance*

Rat Familiar: Natalya has a rat familiar named Haldir, who hides under the deck of the ship during combat.

TIER 4-5

NATALYA YAGEVNA

CR 7

Human female sorcerer 7

LE medium humanoid

Init +2; Senses Listen +3, Spot +3

DEFENSE

AC 17, touch 13, flat-footed 15

(+4 mage armor, +2 dex, +1 ring)

hp 34 (7d4+3, +12 false life)

DR 10/magic vs. ranged weapons

Fort +4, Ref +4, Will +6

OFFENSE

Spd 30 ft.

Melee mwk spear +3 (1d8-1/x3)

Spells Known (CL 5th)

3rd (5/day) – *fly*, *vampiric touch*

2nd (7/day, 5 remaining today) – *false life**, *flaming sphere* (DC 15), *protection from arrows**

1st (7/day, 4 remaining today) – *alarm**, *color spray* (DC 14), *endure elements**, *mage armor**, *magic missile*

0 (6/day) – *daze* (DC 13), *detect magic*, *light*, *mending*, *prestidigitation*, *ray of frost*, *read magic*

Special Abilities Combat Casting, Combat Reflexes

TACTICS

Before Combat Natalya maintains an *alarm* (already cast) on the front half of the ship, so she is normally aware of intruders. She casts *mage armor*, *endure elements*, *false life*, and *protection from arrows* every day (already cast), renewing them if they expire. Natalya negotiates with the PCs if possible.

During Combat Natalya casts *color spray* on the first round of combat, followed by *flaming sphere*, which she directs against the nearest attacker each round. After that, she uses *magic missile* against the greatest threat to her. If her *flaming sphere* expires, she casts it again. If she loses her bonus hit points from *false life*, she casts it again. If she disables a PC, she threatens to kill him if the others do not accept her terms.

Morale If the PCs are getting the better of Natalya, she tries to negotiate with them.

STATISTICS

Str 8, Dex 14, Con 10, Int 13, Wis 12, Cha 16

Base Atk +3; Grp +2

Feats Alertness, Combat Casting, Combat Reflexes, Toughness

Skills Bluff +13, Concentration +10, Diplomacy +5, Intimidate +5, Knowledge (arcana) +11, Listen +3, Spellcraft +13, Spot +3

Languages Common, Skald

Other Gear masterwork spear, *ring of protection* +1, *ring of sustenance*

Rat Familiar: Natalya has a rat familiar named Haldir, who hides under the deck of the ship during combat.

Development: Natalya has three goals: she seeks companionship, she wants to regain the *Beacon of the*

North, and she wants to return to Irrisen. Her attitude toward the PCs starts as unfriendly and she does not agree to any deal that does not give her all three things. If her attitude can be shifted to friendly, she settles for two of her three goals, and if she becomes helpful she accepts one. If she becomes hostile, she attacks immediately.

Natalya's ideal choice of companionship is Skelg the Ripper, her savior and by the complex laws of the north, her captor and lord. If the PCs return to Greydog Manor, they can convince him to join Natalya with a DC 15 Diplomacy check. (See the Andoran Faction's mission below.) If the PCs give her the *Beacon of the North*, her attitude immediately becomes friendly. In exchange for the *Beacon*, Natalya is willing to reveal how to break the "curse" on Skelg and to help them break it and also offers the chest beneath her bed to the PCs as thanks for freeing her from her icy prison. If Natalya defeats the PCs in combat, she leaves them unconscious in the hold until they freeze to death.

The figurehead of the ship is frozen behind seven feet of ice. If Natalya is helping, she melts the ice with *flaming sphere*. If the PCs hang the *Beacon* in the figurehead's mouth and light it, a portal opens in front of the ship, and all other portals close (ending the "curse"). The new portal leads to Whitethrone harbor in Irrisen. If Natalya is alive, she opens another portal to the tapestry in Greydog Manor for the PCs before sailing through.

A chest beneath Natalya's bed contains her personal wealth: 1,000 gp worth of Irrisen trade bars.

Rewards: If all of the undead on the iceberg ship are defeated, reward each Tier thusly:

Tier 1-2

Give each player 292 gp.

Tier 4-5

Give each player 292 gp.

Special Reward Note: If the PCs fight and defeat Natalya, reward them an additional 357 gp for each Tier. Killing Natalya, however, can seriously impact the end of this scenario. It is up to you to decide how it resolves. This additional 357 gp is not reflected in the "max gold" boxes on the chronicle sheet at the end of this scenario.

Conclusion

There are several possible conclusions to the adventure. The Pathfinder Society is satisfied if the PCs save Skelg or acquire the *Beacon of the North*. If Skelg is left with Natalya and the *Beacon*, they are happy that the *Beacon* is at least still in the hands of a Pathfinder, but their preferred outcome is to both save Skelg and recover the lantern.

Faction Missions

Andoran Faction: PCs from the Andoran Faction who convince Skelg to leave the Longaxes earn 1 Prestige Award. The easiest way to achieve this is to convince him to go with Natalya at the end of the scenario; though convincing him to rejoin the Pathfinders also accomplishes this.

Cheliox Faction: PCs from the Cheliox Faction who steal a personal item, lock of hair, etc. from Skelg earn 1 Prestige Award.

Osirion Faction: PCs from the Osirion Faction who acquire a sample of oil from the *Beacon of the North* gain 1 Prestige Award.

Qadira Faction: PCs from the Qadira Faction who get copies of any maps, logs, or journals of Skelg's travels earn 1 Prestige Award.

Taldor Faction: PCs from the Taldor Faction who aid in making an embarrassing public display of Bengeirr being punished for harming Skelg earn 1 Prestige Award. Killing him also counts as an embarrassing public display.

Chelixa Faction Handout

Her Majestrix's Most Loyal Servant,

Darkness and fire embrace you. It is with most exquisite pleasure that I write this letter. A truly sensuous opportunity has befallen the empire.

Your coming assignment for that little boys' club you belong to involves an Ulfen barbarian named Skelg the Ripper. Skelg is a bodyguard to many important Taldan emissaries, and is frequently present at important meetings. Asmodeus's eyes must be everywhere for us to conquer the face of our world. You must try to steal some personal item of Skelg's, such as a lock of his hair, so it can be used to scry on him and the people he guards. This way we can learn many Taldan secrets, not to mention the other delicious details this might supply. I love to watch. You can watch with me if you like. I'll mull us some wine and prepare my chamber for the both of us.

Achingly Yours,

Paracountess Zarta Dralneen

Osirion Faction Handout

Honored Subject of the Ruby Prince,

A thousand blessings upon your ancestors—once more, our austere nation has need of your rarified services.

Your coming assignment involves an Ulfen man named Skelg the Ripper. Whispers reach my ears that he is befallen by some powerful magical curse, which he claims is connected with a magical lantern. If this lantern is powered by oil, acquire no more than a vial full of this oil and return it to me immediately. Do not attempt to steal the lantern from Skelg or the Society or you will compromise our position. Bring me this sample and you will be blessed by our ancestors.

In All Sincerity,

Amenopheus, The Sapphire Sage

Taldor Faction Handout

Agent of the Empire,

Your rarified services are once again required. I shall not bore you with obfuscation or frivolity.

There is a foul-smelling barbarian in Absalom by the name of Skelg the Ripper. Stinking brute though he be, he is of extreme use to our glorious empire. Skelg the Ripper is a member of the Longaxes, our emperor's royal bodyguards, and he is an important symbol of Taldor's presence in Absalom. Some strange sickness has befallen the Ulfen warrior. Every day he lies abed besmirches Taldor's honor. Whoever has caused this sickness to befall him must be punished in an embarrassing, public manner in order to restore honor to the Longaxes and, in turn, restore honor to Taldor. Try not to kill the fool as we want his open shame to weaken the will of our enemies. However, if he were to suffer some horrible tragedy before you were able to drag him before the people of Absalom and shame him, we would be disappointed, but not altogether displeased.

My Sincere Gratitude,

Baron Jacquo Dalsine

Andoran Faction Handout

Fellow Free Citizen,

Warm greetings on this cold Desnu morn. This city's chill and squalor does not agree with me, and each day I see the Council bow to slavers and oppressors, my heart sickens. We must do better, we can do better. It all begins with you, my friend.

There is a man in Absalom, an Ulfen warrior by the name of Skelg the Ripper. Skelg is a member of the Taldan Longaxes, and is a symbol of Imperial Taldor, but he is also a sometime member of the Pathfinder Society and a free individual. You must try to convince Skelg to turn his back on Taldor and embrace freedom with all his heart. If he throws off the shackling auspices of that decadent empire of slaves and fools, it will be a great victory for Andoran. Do not harm or threaten him in your efforts to achieve this, however, as true liberation can only be undertaken willingly.

Glory to you in your vital mission, and freedom to all.

Sincerely,

Captain Colson Maldris

Qadiran Faction Handout

Servant of the Satrap,

It can truly be said that no arm reaches farther than ours. Our ships sail nearly every sea and our sails dot the harbor of almost every city in the known world. We are an empire built on the gold of a thousand nations, unconquerable and vast. And yet, so many nations still lie beyond our reach, like ripe fruit sagging on the highest branches of a tree, mocking us with their sweetness. Your mission is a simple one. The man you have been sent to cure, Skelg the Ripper, once traveled vast swaths of uncharted lands far across the Arcadian Ocean. He must have kept maps or journals of his travels. Find these items and return them to me. Doing so will strengthen the Satrap's opinion of you and may gain you future wealth beyond your dreams.

Kind Regards,

Pasha Muhlia Al-Jakri

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SCENARIO 04: THE FROZEN FINGERS OF MIDNIGHT

Scenario Chronicle #

TIER	1-2	467	MAX GOLD
	4-5		

This Chronicle Certifies That

_____ A.K.A. _____

Player Name Character Name Pathfinder Society # Faction

_____ Has Completed This Scenario. _____

Items Found During This Scenario

TIER

1-2

Potion of cure moderate wounds (Cost: 300 gp)

The Yagevna family in Irrisen recognizes you as a close associate for freeing their daughter, Natalya, from her icy prison. When in Irrisen, you gain a +2 circumstance bonus on all diplomacy rolls when you mention the Yagevna family and how you assisted them.

TIER

4-5

Potion of resist energy (cold) 30 (Cost: 1,100 gp)

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 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 #