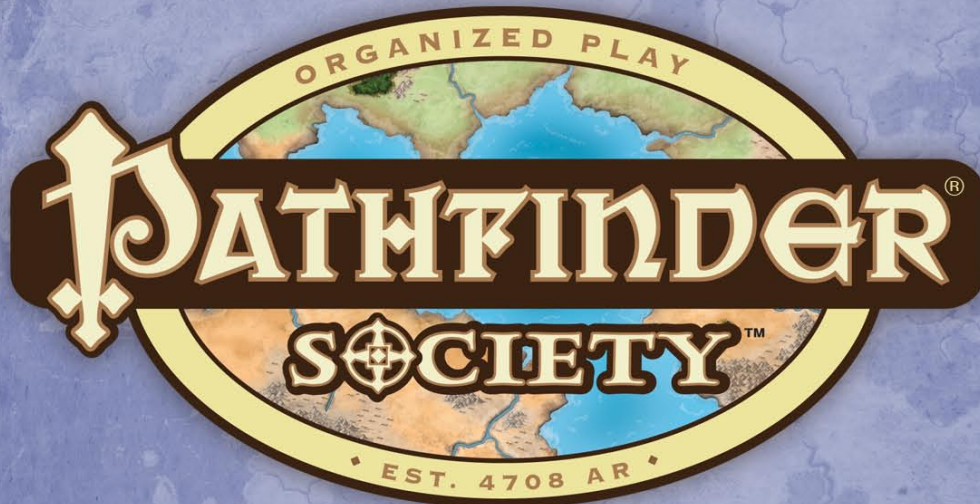


A PATHFINDER SOCIETY SCENARIO



SHADES OF ICE, PART VI EXILES OF WINTER™

By Joshua J. Frost



SHADES OF ICE PART II: EXILES OF WINTER

PATHFINDER SOCIETY SCENARIO 2–17

Design: Joshua J. Frost
Development: Mark Moreland
Editing: Christopher Carey
Senior Art Director: Sarah Robinson
Layout: Crystal Frasier
Interior Artist: Jeffrey Lai
Cartographers: Robert Lazzaretti and Christopher West
Editorial Intern: Michael Kenway
Publisher: Erik Mona

Paizo CEO: Lisa Stevens
Vice President of Operations: Jeffrey Alvarez
Finance Manager: Chris Self
Staff Accountant: Kunji Sedo
Technical Director: Vic Wertz
Marketing Director: Hyrum Savage

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

Pathfinder Society Scenario 2–17: Shades of Ice, Part II: Exiles of Winter is a Pathfinder Society Scenario designed for 1st- to 5th-level characters (Tiers 1–2 and 4–5). 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 Pathfinder Roleplaying Game.

The OGL can be found on page 20 of this product.

Paizo Publishing, LLC
7120 185th Ave NE Ste 120
Redmond, WA 98052-0577
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, etc.), dialogue, plots, storylines, locations, characters, artwork, and trade dress. (Elements that have previously been designated as Open Game Content or are in the public domain are not included in this declaration.)

Open Content: Except for material designated as Product Identity (see above), the game mechanics 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.

Pathfinder Society scenarios are published by Paizo Publishing, LLC under the Open Game License version 1.0a Copyright 2000 Wizards of the Coast, Inc. Paizo Publishing, LLC, the Paizo golem logo, Pathfinder, and GameMastery are registered trademarks of Paizo Publishing, LLC; Pathfinder Roleplaying Game, Pathfinder Campaign Setting, Pathfinder Player Companion, Pathfinder Module, and Pathfinder Society are trademarks of Paizo Publishing, LLC.
© 2011 Paizo Publishing, LLC.



SHADES OF ICE, PART II: EXILES OF WINTER

BY JOSHUA J. FROST



After surviving the plot against them in Pathfinder Society Scenario #2–15: *Shades of Ice, Part I: Written in Blood*, the PCs traveled on to Whitethrone, the capital of the icy nation of Irrisen. In order to gain entry to the country, they joined a mixed caravan of merchants and hunters on a diplomatic mission to Irrisen and disguised themselves as simple merchant guards or warriors. With this ruse, they managed to pass the notoriously well-guarded Irrisen border, with its bizarre chicken-legged huts, and were just outside the city of Irrisen when two large bands of ice trolls led by Irrisen soldiers beset the caravan. The PCs fled unharmed while the massive trolls ruthlessly slaughtered the entire caravan, and as the present scenario begins, they find themselves outside the city of Whitethrone looking for a way in. The trouble is, Irrisen's capital city recently outlawed the presence of Pathfinders, meaning the PCs have to be crafty, creative, or stealthy to get in and find the missing Pathfinder historian Rognavd Skagni.

Meanwhile, the few remaining Shadow Lodge members in Whitethrone waited for Runa White to return from Trollheim, and a large party led by Melkorka Skur set off on their own mission deep into the northern reaches of the Realm of the Mammoth Lords in search of an ancient weapon hidden inside a frozen keep. The Shadow Lodge in Whitethrone is hidden beneath an abandoned brewery and was established by Caggrigar, a Shadow Lodge member of ill repute who, after establishing the lodge in Irrisen, traveled on to the Worldwound in search of a dark and powerful artifact (see Pathfinder Society Scenario #2–08: *The Sarkorian Prophecy*). With Caggrigar gone, Runa away in Trollheim (or dead, depending on the results of *Written in Blood*), and most of the rest of the Whitethrone Shadow Lodge agents headed east on a mission, the responsibility of running the lodge fell to Vermund, a loyal but unreliable Shadow Lodge agent, former Pathfinder, and a man with a filthy obsession. Vermund long ago heard the calling of the druids, but his calling was one of wilderness protection and cleansing nature of all blights—even humanity. He lived his early days wandering the Verduran Forest, killing loggers, farmers, and anyone else who dared harm the land.

WHERE ON GOLARION?

Exiles of Winter takes place in the city of Whitethrone in Irrisen, the capital of the land of eternal winter. Whitethrone is a bustling city of nearly 25,000 souls, with snow goblins, ice trolls, winter wolves, and worgs counted among them and possessing the same rights as humanfolk. The city's Howlings district is home to most of the lupines who can walk in human form there due to the magics of Baba Yaga. Irrisen is a neutral evil nation and the PCs would be wise to watch their step as they travel within the city—merchants are barely tolerated, foreigners even less so, and those seen as adventurers (such as Pathfinders) need to watch their step as their kind has a reputation for murdering monsters. Because this is a lower-level scenario, most of the encounters will be with the lesser denizens of the city (such as the lesser Jadwiga—human descendants of previous daughters of Baba Yaga who have lower standing than the current daughters of Queen Elvanna), but don't let the PCs feel comfortable. Feel free to have them nearly encounter formidable ice trolls, or just barely escape an ogre brawl only to witness a foreigner not pay the proper subservience to a winter wolf in human form and be torn apart for it. Whitethrone is a dangerous place—reinforce that fact as often as you can. For more information about Whitethrone, refer to *Pathfinder Campaign Setting: Cities of Golarion*, available at your favorite local game store or online at paizo.com.



THE SHADES OF ICE SERIES

Exiles of Winter is the second chapter of the three-part Shades of Ice adventure arc set in Avistan's frigid northern reaches. All three parts are designed for Tier 1–5 and are intended to be played in order. As such, this scenario assumes the PCs played through the first part, *Written in Blood*. For those PCs who did not play *Written in Blood*, assume they met the others in Trollheim and decided to join them on their journey to Whitethrone to rescue Skagni. The PCs who played *Written in Blood* likely possess a map once held by Runa White—a map that shows the precise location of the Whitethrone Shadow Lodge beneath an abandoned brewery. Should none of the PCs possess this map, they instead learn the location of the brewery and the Shadow Lodge from one of the caravan merchants who often delivered goods there (and was then killed in the ice troll ambush).

After a high bounty on his head sent dozens of would-be assassins after him, Vermund fled the Verduran Forest and headed south for Absalom, where he intended, quite on a whim, to join the Pathfinder Society and take his war for mother nature global. Vermund was an easy recruit into the Shadow Lodge, though his penchant for fighting anyone who so much as cut a branch off a living tree and his large, gross collection of various insects earned him a quick reputation as someone to be called upon for dirty work, but he was otherwise left to his own devices. Vermund is only in charge of a few minor Shadow Lodge agents, most of them new recruits (and some of them not even former Pathfinders), and a clan of snow goblins from the ice-dwelling Frostfur Tribe readying their slaves from the Lands of the Linnorm Kings' Blood Ram tribe for sale in Whitethrone (see *Written in Blood*). He left the day-to-day operations of the lodge to his inexperienced charges and the slaver goblins and doesn't yet know the result of that decision is a wide-open gap in the lodge's security—a gap the PCs will likely walk right through. With the goblins on the lookout for intruders and the halls of the lodge trapped and (as far as he's concerned) secured, Vermund spends his days growing his insect collection in his overheated, sweaty room, completely unaware that real Pathfinders looking for Rognvald Skagni are coming and may just end his days forever.

SUMMARY

The PCs arrive at the bone-white walls of Whitethrone after narrowly escaping the slaughter of their caravan. They must use skill and diplomacy to get into the city, after which they must use secrecy and stealth to make it across the city and find the Shadow Lodge hidden beneath an

abandoned brewery. Once inside the brewery, the PCs face rabid watch dogs and goblin guards before descending into freshly dug areas the Shadow Lodge expanded for living and storage. There the PCs face the current leader of the lodge, an inept blight druid named Vermund and his inexperienced agents. Moving on, the PCs face down a powerful, mutated goblin slaver and his assistants and rescue the Blood Ram tribe and famed historian Rognvald Skagni from slavery. From Skagni, the PCs learn that the more reliable agents in the lodge set out for the Realm of the Mammoth Lords to find a rumored keep said to contain a powerful ancient weapon. The PCs finish the scenario battling a young white dragon set to guard a mysterious and heavily warded door.

GETTING STARTED

Begin the scenario by bringing the players up to speed on the action between the conclusion of *Written in Blood* and the starting point of this adventure. They should know that their time in Trollheim ended quickly when they discovered clues leading to Whitethrone, the capital of Irrisen and home of Baba Yaga's white witch daughters, where they hoped to find the kidnapped historian Rognvald Skagni. Traveling across the border from the Lands of the Linnorm Kings into Irrisen is no small feat, but the PCs managed it by joining a mixed caravan of hunters and merchants headed for Whitethrone on a diplomatic mission. The merchants warned the PCs that Whitethrone has been up in arms against Pathfinders recently, and they would likely need to sneak into the city. Things were going well until terrifying ice trolls and soldiers of Whitethrone's Iron Guard who, it seems, were not interested in speaking to a diplomatic mission, ambushed the caravan. The PCs barely escaped with their lives, though most of their caravan did not.

Once the players understand the course of events taking place "off screen," allow them to buy anything they may need (assume this happened in Trollheim before the adventure began) before reading the following to get the adventure underway.

A biting wind blows from the north and snow blows in blinding drifts amid numbing fog. The bone-white walls of Whitethrone, capital of Irrisen and home of Baba Yaga's white witch daughters, rises into the frigid northern night. Somewhere within is the Shadow Lodge headquarters hinted at in Trollheim where the poor historian Rognvald Skagni is being held. Reaching this point was a difficult challenge, but gaining entry into the city itself presents the greatest obstacle yet.

Pathfinders who took part in the events of *Written in Blood* likely have appropriate cold weather gear and

are familiar with the harsh weather conditions of the frigid nations of northern Avistan. The average daytime temperature in Whitethrone during this adventure is just above freezing and the average nighttime temperature hovers right around -5 degrees Fahrenheit. Many of the encounters during this scenario take place outside, so the PCs will need to be prepared to face the elements (and GMs might want to brush up on their cold weather rules on page 442 of the *Pathfinder RPG Core Rulebook*).

Additionally, the PCs who played *Written in Blood* should still be hauling around expert historian Rognvald Skagni's chest that Venture-Captain Drandle Dreng asked them to deliver. The chest of documents presents a small challenge to the PCs. The chest is 2 feet wide, 4 feet long, and 3 feet deep. It's made of heavy oak, bound with iron, and locked with an enormous, finely crafted steel lock. The chest weighs around 100 pounds and it's imperative the PCs keep it safe—failing to do so means a loss of respect within the Society.

Once the PCs are ready, proceed to Act 1.

ACT 1: GETTING IN

The PCs find themselves outside the city walls of Whitethrone, intent on finding a way in without getting caught or killed by the Iron Guard. Pathfinders are banned from Whitethrone after Caggrigar and his Shadow Lodge agents successfully convinced the Iron Guard that the Pathfinder Society was rampaging through the Lands of the Linnorm Kings and would soon bring their thieving, murdering ways to Whitethrone itself. If the PCs are arrested and the Iron Guard discovers they are Pathfinders (by admission or by possessing a *wayfinder*), the Iron Guard immediately attack.

This act is an opportunity for the PCs to roleplay with several different groups entering the city, an opportunity for the PCs to use creative problem solving to enter the city unseen, or both.

The Harbor (CR 3 or CR 6)

Whitethrone's harbor on Glacier Lake is certainly the largest breach in the city's walls, but it also presents the most difficult means of entering the city. Moving, churning ice chokes the harbor, breaking apart and crashing together without warning, sending the unprepared trespasser to a watery grave in frigid waters. The Royal Palace—the seat of the queen of Irrisen—sits in the center of the harbor. Constructed entirely of ice and reaching a height far above the surface of the water, the palace provides a clear view of the frozen lake below. It takes a DC 20 Survival check to find a safe path across the ice, an opposed Stealth check to then make it across the ice without being spotted by someone in the palace (using

the Iron Guard corporal stat block below), and another Stealth check to bypass the Iron Guard patrolling the docks in order to make it into the city proper.

Failing the Survival check to cross the harbor's ice flow is incredibly dangerous. Should the PCs fail, they cannot find a safe path into the city. If they fail the check by 5 or more, they find what they think is a safe path that instead leads them into an incredibly dangerous natural hazard. Succeeding at the Survival check but failing either of the Stealth checks resorts in combat with the Iron Guard (see *The Iron Guard* on page 7).

Hazards: Failing the Survival check to cross the ice flow by 5 or more means the PCs encounter an icy natural trap that varies by tier. A wave choked with ice suddenly roars up from the lake, potentially tripping and crushing all of the PCs caught in it. Worse, anyone tripped by the wave risks being pushed under the frigid water by the ice and must smash through it to regain the surface.

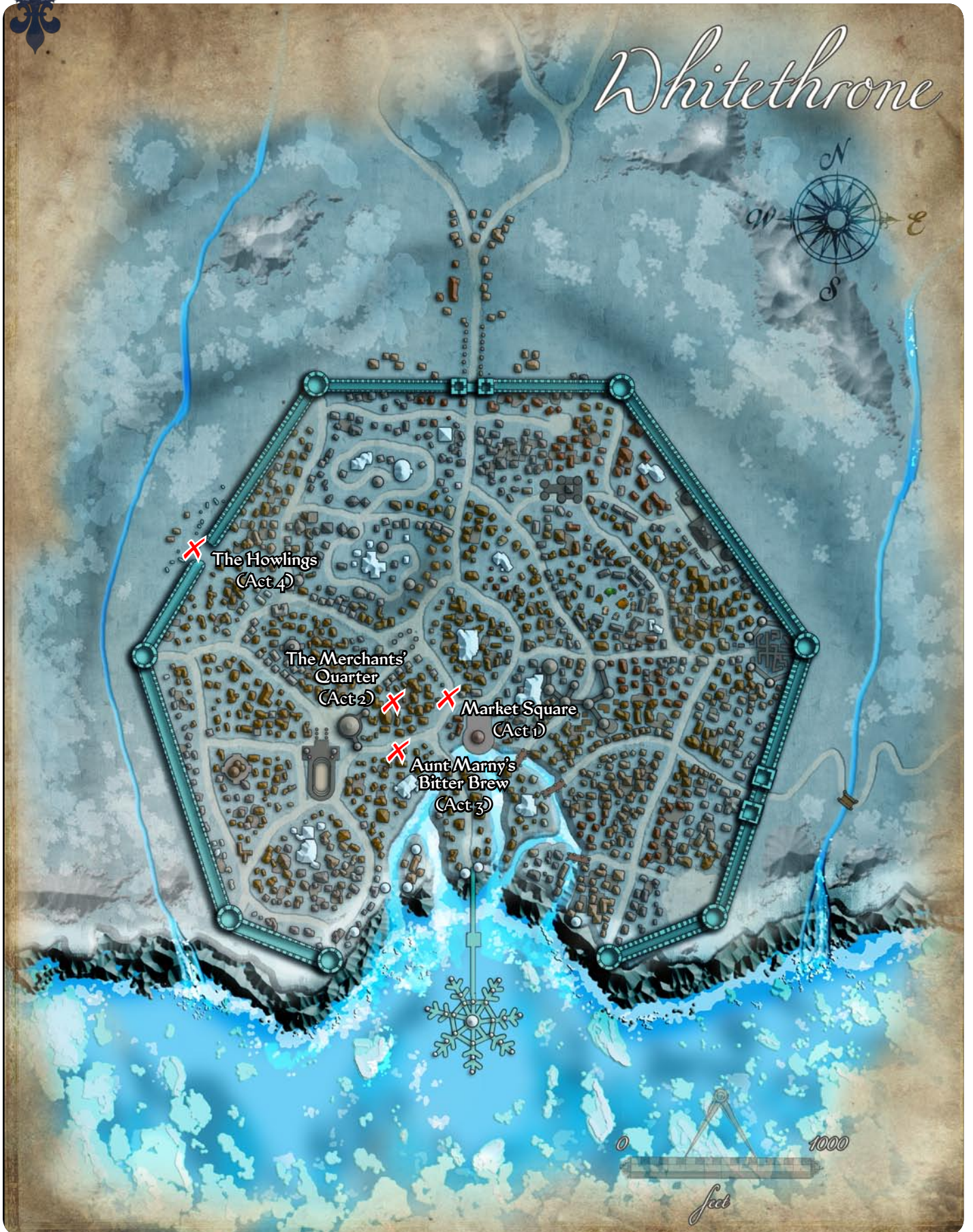
In Tier 1–2, the PCs must succeed at a DC 25 Perception check to see the wave coming and act in time to move out of the way. Anyone failing the check is targeted by the wave, which attempts to trip the PCs with a +10 CMB. Anyone who is tripped takes 2d6 points of bludgeoning damage and must succeed at a DC 15 Reflex save or be pushed beneath the ice by the harbor's unstable ice flow. Once beneath the water, the PC risks drowning (*Pathfinder RPG Core Rulebook* 445) and must deal 10 points of damage to the ice in order to cut back through to the surface. Any PC who suffers through all of that and climbs back to the surface of the ice is immediately beset with hypothermia and is considered fatigued (*Pathfinder RPG Core Rulebook* 442).

In Tier 4–5, the PCs must succeed at a DC 30 Perception check to see the wave coming and act to move out of the way. Anyone failing the check is targeted by the wave, which attempts to trip the PCs with a +15 CMB. Anyone who is tripped takes 4d6 points of bludgeoning damage and must succeed at a DC 15 Reflex save or be pushed beneath the ice. Cutting through the ice and the aftereffects of being submerged in freezing water are the same as Tier 1–2.

Climbing the Walls (CR 2 or CR 5)

Climbing the walls presents the next hardest way to enter the city. Irrisen is 90% surrounded by imposing bone-white stone walls guarded day and night by the hardy and ruthless Iron Guard. The walls are 40 feet tall and climbing them requires a DC 25 Climb check as there are no adequate hand- or footholds. The last 10 feet of climbing requires an opposed Stealth check. Use the Perception checks for the Iron Guard corporals on page 7 as the base attentiveness of the average Iron Guard soldier on the wall. Should the PC fail the Stealth check, one or more Iron Guards notice that PC and sound the

Whitethrone



alarm. If the PC reaches the top of the wall safely, she must make two more successful opposed Stealth checks to sneak along the wall and then descend the steps into the city without being noticed. Getting caught in either instance results in the alarm being sounded and, likely, in melee combat as the nearest guards arrive to kill the PCs (see below).

An alternative route over (or rather through) the wall is the breach in the Howlings district. In the northeast face of the bone-white walls there's a gap where the winter wolf denizens of Whitethrone have unfettered access to and from the city. Though many smugglers also use the gap, they do so with the appropriate bribes and understood capitulation to the rules of the Howlings. This would be a dangerous, most likely deadly, decision for the PCs as they haven't paid the bribes, likely don't know the rules, and would be detected in one sniff by a magically altered winter wolf in human form. Should the PCs choose to enter Whitethrone through this gap, have them make a DC 15 Knowledge (local) check to remember how insanely dangerous such a choice would be. Those who either ignore the danger or remain unaware of it and still try to enter through the gap are automatically spotted by the winter wolves. The wolves notify the Iron Guard, who come running, ready for combat (see The Iron Guard below).

Bluffing Their Way In (CR 2 or CR 5)

Though still a difficult act, bluffing or bribing their way into the city is the easiest avenue for the PCs to enter Irrisen. There are a few key ways they can accomplish this, but they are only achievable during the day as the gates are all closed after sunset. While attempting any of these methods of accessing the city, if the PCs admit they are Pathfinders, the Iron Guards at the gate immediately attack them.

Bribe a Merchant Caravan: With the right combination of skills and gold, the PCs could fairly easily bribe a merchant caravan for access to the city. The typical merchant headed into Whitethrone isn't exactly enamored with the powers that be and, due to their low standing, merchants here have to work very hard to pull in a decent profit. A good Bluff or Diplomacy check combined with a handful of coins might convince a merchant in whatever way he needs to be that smuggling the PCs in as secret cargo or disguised as guards or fellow merchants is worth his time. The typical merchant captain has a Charisma score of 12 and a total Diplomacy score of +7. Merchant captains begin as indifferent and need to be made friendly in order to help the PCs enter the city.

Bribe the Iron Guard: This method is tricky and fraught with peril. Iron Guards begin as hostile to the PCs and need to be made friendly before they'll even consider a bribe. Offering a bribe to an Iron Guard will bring immediate retribution (see below). If a PC manages

to make an Iron Guard friendly, a bribe of at least 10 gp is required for that guard to look the other way and wave the PCs into the city.

Don a Merchant Disguise: By far, most of the traffic entering Whitethrone on a given day is local merchant traffic or merchants from neighboring realms. Most merchants are recognizable to the gate guards who work the gates day in and day out and see the same faces often. Though these Iron Guards are typically suspicious of new merchants approaching the gates, they don't immediately assume that a new merchant is a threat and will likely treat PCs disguised as merchants with angry indifference. The Iron Guards are indifferent to new merchants and need to be made friendly in order to admit the PCs to the city. On admittance, though, the Iron Guards ask the PCs nation of origin, the nature of their merchant business in Whitethrone, how long they intend to stay, and then requires them to report to the Iron Barracks to receive a license to operate as a merchant in the city. Should the PCs fail to arrive at the Iron Barracks, the Iron Guard starts looking for them at nightfall as the ledger from the gate is compared to the ledger at the Barracks.

Anything Else: Your players might surprise you and come up with an entirely different way to enter the city—something not covered above. If this happens, be flexible and challenging, but don't immediately assume that it can't work if it's not one of the ideas above.

The Iron Guard

If the PCs at any time incur the wrath of the Iron Guard, these stats represent the typical group of Iron Guards who arrive to deal with them. In general, the Iron Guards kill first and ask questions later. Should the PCs defeat a squad of Iron Guards, they have 1 minute before another squad arrives and are better off fleeing the scene of the fight than staying to battle another group.

Tier 1–2 (CR 2)

IRON GUARD CORPORAL	CR 1
Female human fighter 2	
NE Medium humanoid (human)	
Init +0; Senses Perception +3	
DEFENSE	
AC 19, touch 10, flat-footed 19 (+7 armor, +2 shield)	
hp 21 each (2d10+6)	
Fort +5, Ref +0, Will +1; +1 vs. fear,	
Defensive Abilities bravery +1	
OFFENSE	
Speed 20 ft.	
Melee mwk longsword +6 (1d8+2/19–20), armor spikes +4 (1d6+2/x2)	
Ranged light crossbow +2 (1d8/19–20)	

TACTICS

Before Combat The corporal orders the PCs to drop their weapons even as she and the recruits are drawing theirs and preparing to attack.

During Combat The corporal shouts commands at her recruits and stays in the thick of the fight with them. She knows she's a hard target and isn't afraid to go toe-to-toe with the toughest PC. If reduced to fewer than 5 hit points, the corporal tries to drink her *potion of cure light wounds* on her next action.

Morale Honor-bound to protect Whitethrone, the corporal fights to the death.

STATISTICS

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

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

Feats Cleave, Persuasive, Power Attack, Weapon Focus (longsword)

Skills Diplomacy +3, Intimidate +8, Knowledge (local) +1, Perception +3, Sense Motive +2

Languages Common

Combat Gear *potion of cure light wounds*; **Other Gear** masterwork spiked banded mail, heavy wooden shield, mwk longsword, light crossbow

IRON GUARD RECRUITS (2)

CR 1/3

Male human warrior 1

NE Medium humanoid (human)

Init +0; **Senses** Perception +2

DEFENSE

AC 17, touch 10, flat-footed 17 (+5 armor, +2 shield)

hp 12 each (1d10+2)

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

OFFENSE

Speed 20 ft.

Melee longsword +4 (1d8+2/19–20), dagger +3 (1d4+2/19–20)

Ranged dagger +1 (1d4+2/19–20)

TACTICS

Before Combat The recruits draw their weapons and move to flank the toughest-looking PC.

During Combat The recruits work together to flank and attack one opponent at a time.

Morale So long as the corporal is alive, the recruits fight to the death. If the corporal is dead, the recruits flee or surrender if reduced to 3 hit points or fewer.

STATISTICS

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

Base Atk +1; **CMB** +3; **CMD** 13

Feats Power Attack, Weapon Focus (longsword)

Skills Intimidate +5, Knowledge (local) +4, Perception +2, Sense Motive +2

Languages Common

Other Gear scale mail, heavy wooden shield, longsword, dagger

Tier 4–5 (CR 5)

IRON GUARD SERGEANT

CR 3

Male human fighter 4

NE Medium humanoid (human)

Init +0; **Senses** Perception +3

DEFENSE

AC 17, touch 10, flat-footed 17 (+5 armor, +2 shield)

hp 42 (4d10+16)

Fort +7, **Ref** +1, **Will** +4; +1 vs. fear,

Defensive Abilities bravery +1

OFFENSE

Speed 30 ft.

Melee mwk longsword +8 (1d8+2/19–20), armor spikes +6 (1d6+2/x2)

Ranged mwk light crossbow +5 (1d8/19–20)

TACTICS

Before Combat The sergeant orders the PCs to drop their weapons even as he and the corporals are drawing theirs and preparing to attack.

During Combat The sergeant shouts commands at his recruits and stays in the thick of the fight with them. He knows he's a hard target and isn't afraid to go toe-to-toe with the toughest PC. If reduced to fewer than 15 hit points, the sergeant tries to drink his *potion of cure moderate wounds* on his next action.

Morale Honor-bound to protect Whitethrone, the sergeant fights to the death.

STATISTICS

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

Base Atk +4; **CMB** +6; **CMD** 16

Feats Cleave, Great Cleave, Iron Will, Persuasive, Power Attack, Weapon Focus (longsword)

Skills Diplomacy +4, Intimidate +10, Knowledge (local) +1, Perception +3, Sense Motive +5

Languages Common

SQ armor training 1

Combat Gear *potion of cure moderate wounds*; **Other Gear** masterwork spiked scale mail, heavy wooden shield, masterwork longsword, masterwork light crossbow with 10 bolts

IRON GUARD CORPORALS (2)

CR 1

hp 21 each (use the stats from Tier 1–2)

Mission Notes: Taldor faction PCs need to acquire a badge of office from one of the Iron Guard soldiers; doing so earns members of the Taldor faction 1 Prestige Award.

Rewards: If the PCs defeat an Iron Guard patrol, reward each tier thusly:

Tier 1–2:

Give each player 80 gp.

Tier 4–5:

Give each player 228 gp.

Note: The PCs may only receive this reward once and there is no extra reward for fighting additional patrols in Act 1 (though they may face another one in Act 2). Should the PCs enter the city without being attacked, roll the full reward for the appropriate tier into a future encounter so they're not punished for being smart or stealthy.

ACT 2: SNEAK AND PEEK (CR 2 OR CR 5)

Depending on how the PCs handled Act 1, they may need to sneak across the city and find the Shadow Lodge's location on Runa White's map. If the PCs entered the city disguised as merchants, they should have no problem traveling straight to the brewery (see Act 3). However, if the PCs came into the city by any other manner, they need to either break away from the merchants that smuggled them in or remain stealthy as they carefully move through a city that has outlawed their very presence.

The difficulty of successfully finding the brewery without attracting any Iron Guard attention depends on where the PCs entered Whitethrone. Consult the map of Whitethrone on page 6. For every block the PCs need to travel to reach the brewery, they must each make a Stealth check. Use the lowest Stealth roll of the party to determine the final Stealth check. In Tier 1–2, they need a result of 10 or better, while in Tier 4–5, they need a result of 15 or better. Failing by 5 or more draws unwanted attention as the PCs are spotted by an Iron Guard patrol (see below). Should the PCs travel through any part of the Howlings, increase the Stealth check needed to 20 for Tier 1–2 and 25 for Tier 4–5 to account for the inhabitants' scent ability.

Creatures: Should the PCs draw unwanted attention from an Iron Guard patrol, they're attacked by the same patrol as in Act 1.

Tier 1–2 (CR 2)

IRON GUARD CORPORAL CR 1
hp 21 (use the stats on page 7)

IRON GUARD RECRUITS (2) CR 1/3
hp 12 each (use the stats on page 8)

Tier 4–5 (CR 5)

IRON GUARD SERGEANT CR 3
hp 42 (use the stats on page 8)

IRON GUARD CORPORALS (2) CR 1
hp 21 each (use the stats on page 7)

Mission Notes: Cheliox faction PCs need to find a quiet place in Whitethrone to construct the summoning circle with the powder provided by Zarta Dralneen with a DC 10 Spellcraft check. Failure on the check means some of the powder touched exposed skin, dealing 1d6 points of fire damage and burning so painfully that the person it touched takes a –1 penalty on all attack rolls for the next 24 hours. This Spellcraft check may be made untrained with a –2 penalty. Cheliox faction PCs who successfully construct the summoning circle earn 1 Prestige Award.

Taldor faction PCs need to acquire a badge of office from an Iron Guard soldier if they didn't do so in Act 1. Procuring one earns members of the faction 1 Prestige Award.

Rewards: If the PCs defeat an Iron Guard patrol, reward each tier thusly:

Tier 1–2:
Give each player 80 gp.

Tier 4–5:
Give each player 228 gp.

Note: The PCs may only receive this reward once and there is no extra reward for fighting additional patrols during Act 2. Should the PCs enter the city and reach the brewery without being attacked, roll the full reward for the appropriate tier into a future encounter so they're not punished for being smart or stealthy.

ACT 3: AUNTIE MARNY'S BITTER BREW

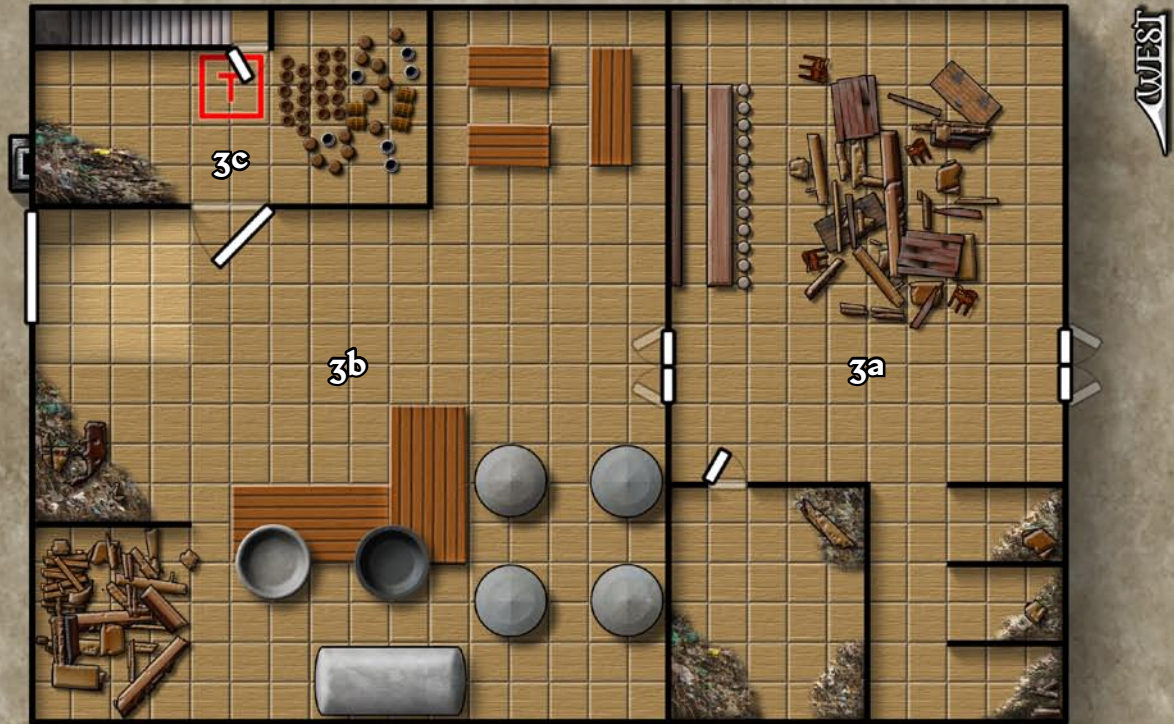
A large, dilapidated building sits crammed between equally dilapidated warehouses and flophouses. Its doors are chained shut, its windows are filled with broken glass and boarded from the inside, and its facade is faded, crumbling, and encrusted with icicles. Faded, hard-to-read letters are painted 10 feet tall across the top of the ruined structure—they read: Auntie Marny's Bitter Brew.

Auntie Marny's Bitter Brewery went out of business a decade ago and the main floor brew house and underground storehouses were empty and unused until 6 months ago when Caggrigar chose the abandoned brewery as the perfect location for Whitethrone's Shadow Lodge. The painted letters out front once read "Auntie Marny's Bitter Brewery" but the "-ery" faded to obscurity, so the building's entropic state has lent a bit of unfair criticism to the brewery's once frothy and delicious product.

In the past few months, the Shadow Lodge agents here and their goblin allies, led by a hideous mutated beast named Glorfan (who claims to be half troll but is,

Auntie Marny's Bitter Brewery

1 square = 5 feet



Whitethrone Shadow Lodge

1 square = 5 feet



in fact just a goblin warped by foul Lamashtan rituals), spent their time digging out additional areas beneath the brewery for housing, study, and storage. During their excavations, they hit a large underground cavern that connected to a series of icy, salt-encrusted tunnels that led deep below the city, but not deep enough to connect to the Darklands. Caggrigar and his most loyal agents sealed this area, protecting it from all types of intrusion both magical and mundane, and stored their most prized (and often most dangerous) relics, artifacts, and magic items collected from around Golarion. In essence, the Shadow Lodge had its own vaults now, just like the Pathfinder Society in Absalom. An enchanted and warded cold iron door bars access to the vault, and the areas beyond the door are outside the scope of this adventure.

Caggrigar left soon after to see to other Shadow Lodge business and a month ago the woman he left in charge, Melkorka Skur, took the remaining reliable agents and set out for the Keep of the Huskarl King far to the northeast in the Realm of the Mammoth Lords (see *Shades of Ice Part III: Keep of the Huskarl King*). This left a handful of low-ranking agents and recruits in the lodge under the indifferent and lazy command of Vermund, a filthy, smelly blight druid from the Verduran Forest who spends all of his days in his overly heated library sorting and caring for his massive insect collection. Vermund's indifference has led to serious lapses in the lodge's security—lapses the PCs should be able to exploit—but there are several traps and dangers the PCs will still need to face in order to find and rescue the missing historian.

3a. Taproom

A mass of broken tables, chairs, and barstools clutter the center of this dusty room, and a crumbling bar still stands in front of a broken mirror on the north wall. Three small alcoves in the southwest corner once served as semiprivate bar booths but now host only rubble. The door to a storage room in the northwest corner hangs loose on its hinges, the smell of rotting refuse wafting from within. Two sets of double doors lead to the street to the south and farther into the building to the north.

This room was once a modest taproom, where Auntie Marny served her bitter brews and allowed customers to mingle near the endlessly flowing alcohol. When the brewery went out of business, much of the furniture within was junked and used for firewood by the city's poor, and any remaining beer has long ago been plundered or leaked out of its containers and evaporated.

RABIES

Type disease, injury (bite); **Save** Fortitude DC 14
Onset 2d6 weeks; **Frequency** 1/day
Effect 1 Con damage plus 1d3 Wis damage (minimum reduction to 1 Wis); **Cure** 2 consecutive saves

3b. Brewery

The remnants of a once-working brewery are neatly organized around this large, warehouse-like room. Huge metal colanders, giant steel pots, enormous fermenting vessels, and a massive steam boiler stand covered in cobwebs and dust, their edges coated in rust and their support joints and screws popping and bending under years of neglect. At the north end of the room, the floor slopes down to large roller-doors that are chained and boarded shut and the southeast corner of the room holds three tables covered in empty bottles, faded labels, and broken glass. High above the room, thick oaken rafters span east to west and support enormous wooden arches that reach up thirty feet above the floor to the ceiling, the roof pock-marked with holes and bird's nests.

By all appearances, this room is nothing more than an abandoned brewery, a facade the Shadow Lodge worked hard to maintain even as they dug out and expanded the areas belowground.

Guard Dogs (CR 2 or CR 5)

The first thing the PCs face here are the brewery's guard dogs, who inch out of the shadows beneath the broken down metal equipment near the west wall and slaver and snarl at the PCs.

Creatures: The Shadow Lodge uses trained dogs here to keep the homeless and the curious away. Unfortunately, due to a lack of care and some bad luck, these dogs are all infected with rabies that they caught from a group of bats Vermund released here after studying them down in his library. The three dogs are all that remain of 10—once they were infected and started going mad, they became incredibly territorial and fought each other until only three diseased, mangy animals remained, each with a territory staked out beneath the fermenting vessels and other equipment. The dogs are slowly dying from the rabies, but are formidable opponents for the PCs as they attack recklessly and viciously to protect their territory.

Tier 1–2 (CR 2)

RABID DOGS (3)

CR 1/2

hp 6 (*Pathfinder RPG Bestiary* 87)

SPECIAL

These dogs have rabies—see the sidebar above for details.

Tier 4–5 (CR 5)

RABID RIDING DOGS (3) CR 2

hp 13 (*Pathfinder RPG Bestiary* 87)

SPECIAL

These riding dogs have rabies—see the sidebar on page 11 for details.

Development: The PCs have 1 round to recover after the fight with the dogs before the goblins attack (see below).

Goblin Muggers (CR 2 or CR 5)

The second wave of attacks come from above as the goblin lookouts perched in the shadowy rafters above begin firing their bows.

Creatures: There are several goblins here, hidden in the rafters where the rabid dogs couldn't reach them. They remain hidden throughout the PCs' fight with the dogs, attacking 1 round after the last dog is slain, preferring ranged weapons from the safety the rafters provide.

Tier 1–2 (CR 2)

GOBLINS (4) CR 1/3

hp 6 (*Pathfinder RPG Bestiary* 156)

Tier 4–5 (CR 5)

GOBLIN BOMBERS (3) CR 2

Goblin alchemist 3 (*Advanced Player's Guide* 26)

NE Small humanoid (goblinoid)

Init +8; **Senses** darkvision 60 ft.; Perception +0

DEFENSE

AC 21, touch 15, flat-footed 17 (+4 armor, +4 Dex, +2 natural, +1 size)

hp 32 each (3d8+15)

Fort +7, **Ref** +7, **Will** +1; +2 vs. poison

OFFENSE

Speed 30 ft.

Melee short sword +3 (1d4/19–20)

Ranged bomb +9 (2d6+1 fire)

Special Attacks bomb 4/day (2d6+1 fire and catch fire, DC 12, 10-ft. radius)

Alchemist Extracts Known (CL 3rd)

1st—*cure light wounds, endure elements, expeditious retreat, jump*

TACTICS

Before Combat Once the bombers see the PCs, they drink their Constitution mutagens and wait for the PCs to kill the rabid dogs before attacking.

During Combat The bombers stay in the rafters as long as they can, hurling bombs and alchemist's fire at the PCs. Should the PCs retreat into the room to the south, the goblins run across the rafters and drop into the trash along

the north wall to go after them.

Morale The goblin bombers fight to the death, but if there is only one remaining, he runs for the stairs and attempts to warn Vermund about the PCs.

Base Statistics When not under the effects of its mutagen, a goblin bombers stats are: **AC** 19, touch 15, flat-footed 15 (+4 armor, +4 Dex, +1 size); **hp** 26 each; **Fort** +5; **Con** 14, **Cha** 6

STATISTICS

Str 10, **Dex** 19, **Con** 18, **Int** 13, **Wis** 10, **Cha** 4

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

Feats Brew Potion, Improved Initiative, Throw Anything, Weapon Focus (bomb)

Skills Climb +3, Craft (alchemy) +7, Ride +11, Stealth +15, Swim +3; **Racial Modifiers** +4 Ride, +4 Stealth

Languages Common, Goblin

SQ alchemy (alchemy crafting +3, identify potions), mutagen (+4/–2, +2 natural, 30 minutes), discoveries (explosive bomb*), poison use, swift alchemy

Combat Gear *potions of cure light wounds* (2), alchemist fire (3), tanglefoot bag (2), thunderstone (3); **Other Gear** +1 studded leather, short sword

Development: If one of the goblins manages to escape and flee down the stairs to warn Vermund, all creatures encountered after this are ready and waiting for the PCs.

Rewards: If the PCs defeat the goblins, reward each tier thusly:

Tier 1–2:

Give each player 18 gp.

Tier 4–5:

Give each player 384 gp.

3c. Keg Storage (CR 1 or CR 4)

The kegs in this room are almost all cracked or broken in some way, and all are empty. Trash stands piled in the northwest corner of the room in front of a crumbling fireplace. An open door in the east wall gives ingress to a landing of downward-leading stairs.

Trap: The Shadow Lodge agents rigged a trap here to drop the stack of empty kegs onto anyone who doesn't know exactly where to step in the trapped 10-foot square. Once triggered, the kegs thunder down atop anyone in the trapped area and smash the open door on the east wall into pieces.

Tier 1–2 (CR 1)

FALLING KEGS TRAP CR 1

Type mechanical; **Perception** DC 15; **Disable Device** DC 15

EFFECTS

Trigger touch; **Reset** none

Effect Atk +10 melee (3d6); multiple targets (all targets in a 10-ft. square)

Tier 4–5 (CR 4)

FALLING KEGS TRAP

CR 4

Type mechanical; **Perception** DC 25; **Disable Device** DC 20

EFFECTS

Trigger touch; **Reset** none

Effect Atk +15 melee (3d6); multiple targets (all targets in a 10-ft. square)

Development: If the PCs set off the trap, give Vermund and the Shadow agents in area 3d a chance to hear the kegs falling. If any of the men in the room succeed at a DC 20 Perception check, Vermund and his agents are ready for the PCs when they enter.

3d. Makeshift Library (CR 3 or CR 6)

This brick-walled room is fifty feet long and twenty-five feet wide and the ceiling stands twenty feet tall. Abandoned metal braces, likely once used to hold up shelves of items, are studded along the north and south brick walls. A fresh, new-looking wooden door is closed on the south wall. The entire room smells of unwashed flesh and possesses a faint, sickly-sweet odor. The room is unbelievably hot, a sharp contrast to the cold brewery above. Makeshift shelves stand on east and west ends of the room, some of them sparsely filled with books. A large, round wooden table sits in the middle of the room, surrounded by chairs. Along the entire length of the north wall are stacked cages, jars, buckets, bottles and various bits of masonry, all teeming with a wide variety of insects.

With the departure of Caggrigar and Melkorka, Vermund has taken this room for his own. He keeps the fireplace along the north wall roaring day and night to keep the cold away from both himself and his insects. Vermund's companions sweat profusely, though the druid seems completely unaffected by the heat. Dozens of species of insects fill the receptacles along the north wall, many of them dead simply from being crammed as a seething mass into any available object that would hold them.

Creatures: Vermund is here with the only remaining Shadow Lodge agents who prefer to hangout with the creepy insect-obsessed blight druid than the malformed Glorfan and his goblin slaves in area 3f. In Tier 4–5, Vermund desperately breaks open some of his insect containers, releasing a swarm of biting insects that functions like a spider swarm.

Tier 1–2 (CR 3)

VERMUND

CR 1

Male human druid (blight druid) 2 (*Advanced Players Guide* 98)
NE Medium humanoid (human)

Init +2; **Senses** Perception +6

DEFENSE

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

hp 21 (2d8+9)

Fort +7, **Ref** +2, **Will** +5

OFFENSE

Speed 20 ft.

Melee mwk sickle +1 (1d6–1)

Ranged sling +3 (1d4–1) or

magic stone sling +4 (1d6+1)

Special Attacks destructive smite (+1, 5/day)

Druid Spells Prepared (CL 2nd; concentration +4)

1st—*cure light wounds*, *magic stone*, *summon nature's ally I*, *true strike*^D

0 (at will)—*flare* (DC 12), *guidance*, *read magic*, *resistance*

D Domain Spell; **Domain** Destruction

TACTICS

Before Combat If Vermund knows the PCs are coming, he summons a dire rat and then hides behind the westernmost bookshelf.

During Combat Vermund lets his agents fight in melee and tries to stay back, using his *magic stones* and sling to hit PCs who are out of melee combat and casting *cure light wounds* if one of his agents looks seriously hurt. If there are particularly tough PCs, he hits them with *flare* whenever it makes sense to do so. If reduced to fewer than 5 hit points, Vermund attempts to drink his *potion of cure moderate wounds* on his next action.

Morale Vermund fights to the death.

STATISTICS

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

Base Atk +1; **CMB** +0; **CMD** 12

Feats Great Fortitude, Toughness

Skills Climb +1, Handle Animal +5, Knowledge

(dungeoneering) +4, Knowledge (geography) +4, Knowledge

(nature) +6, Linguistics +1, Perception +6, Spellcraft +4,

Survival +8, Swim +1

Languages Common, Druidic, Skald

SQ nature bond (Destruction domain), nature sense, vermin empathy +3, woodland stride

Combat Gear *potion of cure moderate wounds*; **Other Gear** masterwork hide armor, masterwork sickle, sling with 10 bullets, 700 gp

SHADOW LODGE AGENTS (2)

CR 1/2

Human warrior 2

CN Medium humanoid (human)

Init +0; **Senses** Perception –1

DEFENSE

AC 15, touch 10, flat-footed 15 (+3 armor, +2 shield)

hp 22 each (2d10+7)

Fort +4, Ref +0, Will +0

OFFENSE

Speed 30 ft.

Melee mwk warhammer +5 (1d8+1/x3) or dagger +3 (1d4+1/19–20)

Ranged dagger +2 (1d4+1/19–20)

TACTICS

Before Combat If the agents know the PCs are coming, they draw their weapons and hide behind the bookshelf closest to the fireplace to ambush the PCs.

During Combat The agents attack the nearest PC and continue this tactic for the entire combat.

Morale The agents are idealists, but not stupid. They surrender if reduced to 3 hit points or less.

STATISTICS

Str 13, Dex 10, Con 12, Int 9, Wis 10, Cha 11

Base Atk +2; CMB +3; CMD 13

Feats Toughness, Weapon Focus (warhammer)

Skills Intimidate +4, Knowledge (dungeoneering) +3, Knowledge (local) +3, Linguistics +0

Languages Common, Skald

Gear studded leather, heavy wooden shield, masterwork warhammer, dagger, 44 gp

Tier 4–5 (CR 6)

VERMUND CR 3

Male human druid (blight druid) 4 (*Advanced Players Guide* 98)

NE Medium humanoid (human)

Init +6; Senses Perception +9

DEFENSE

AC 17, touch 12, flat-footed 15 (+5 armor, +2 Dex)

hp 37 (4d8+16)

Fort +8, Ref +3, Will +7; +4 vs. fey and plant-targeted effects

Defensive Abilities resist nature's lure

OFFENSE

Speed 20 ft.

Melee mwk scythe +3 (2d4–1/x4)

Ranged sling +5 (1d4–1) or

magic stone sling +6 (1d6+1)

Special Attacks destructive smite (+2, 6/day), wild shape 4 hours/day

Druid Spells Prepared (CL 4th; concentration +7)

2nd—*barkskin*, *summon swarm* (2), *shatter*^D

1st—*cure light wounds*, *magic stone*, *summon nature's ally I* (2), *true strike*^D

0 (at will)—*flare* (DC 13), *guidance*, *read magic*, *resistance*

D Domain spell; Domain Destruction

TACTICS

Before Combat If Vermund knows the PCs are coming,

he casts *barkskin* on himself (not figured into his stats), summons a dire rat, and then hides behind the westernmost bookshelf.

During Combat Vermund lets the agents fight in melee and tries to stay back, casting *summon swarm* to summon spider swarms and using his *magic stones* and sling to hit PCs who are out of melee combat. He also casts *cure light wounds* if one of his agents looks seriously hurt. If there are particularly tough PCs, he activates his *feather token* and directs it after that PC, then hits him with *flare* whenever it makes sense to do so. If reduced to fewer than 5 hit points, Vermund attempts to drink his *potion of cure moderate wounds* on his next action.

Morale Vermund fights to the death.

STATISTICS

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

Base Atk +3; CMB +2; CMD 14

Feats Great Fortitude, Improved Initiative, Toughness

Skills Climb +2, Handle Animal +6, Knowledge (dungeoneering) +5, Knowledge (geography) +5, Knowledge (nature) +7, Linguistics +1, Perception +9, Spellcraft +5, Survival +10, Swim +2

Languages Common, Druidic, Skald

SQ nature bond (Destruction domain), nature sense, vermin empathy +5, woodland stride, trackless step

Combat Gear *feather token* (whip), *potion of cure moderate wounds*; Other Gear +1 *hide armor*, masterwork scythe, sling with 10 bullets, 339 gp

SHADOW LODGE AGENTS (2) CR 2

Human ranger 2/warrior 1

CN Medium humanoid (human)

Init +2; Senses Perception +7

DEFENSE

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

hp 25 each (3 HD; 2d10+1d10+5)

Fort +5, Ref +5, Will +2

OFFENSE

Speed 30 ft.

Melee mwk warhammer +4 (1d8+1/x3), mwk light hammer +4 (1d4)

Ranged dagger +5 (1d4+1/19–20)

Special Attacks favored enemy (humans +2)

TACTICS

Before Combat If the agents know the PCs are coming, they drink their *potions of bull's strength* and *potions of invisibility* (not figured into their stats), draw their weapons, and hide behind the bookshelf closest to the fireplace to ambush the PCs.

During Combat The agents attack the nearest PC and continue this tactic for the entire combat.

Morale The agents are idealists, but not stupid. They surrender if reduced to 3 hit points or fewer.

STATISTICS

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

Base Atk +3; **CMB** +5; **CMD** 17

Feats Toughness, Two-Weapon Fighting, Weapon Focus (warhammer), Weapon Focus (light hammer)

Skills Climb +6, Handle Animal +6, Intimidate +6, Knowledge (dungeoneering) +5, Knowledge (local) +5, Knowledge (nature) +5, Linguistics +1, Perception +7, Survival +7

Languages Common, Skald

SQ track +1, wild empathy +3

Combat Gear *potion of bull's strength*, *potion of invisibility*;

Other Gear +1 studded leather, masterwork warhammer, masterwork light hammer, daggers (6)

BITING INSECTS SWARM **CR 1**

Spider swarm (*Pathfinder RPG Bestiary* 258)

hp 9

Development: If Vermund or any of the agents are captured alive, they can be persuaded to tell the PCs pretty much anything they need to know. They know the historian Rognavd Skagni is in area 3f, a slave among the Blood Ram slaves who is about to be shipped south for sale by Glorfan, the hideous mutant goblin that runs the slaving operation. The agents know the lodge was established by Caggrigar and his allies and was run by Melkorka Skur until she recently left with all of the “good agents” to explore the Keep of the Huskarl King in the Realm of the Mammoth Lords to the northeast. Vermund knows that the Keep is home to an enormous clutch of recently uncovered white dragon eggs that came to light when the glacier that encased the keep for a thousand years receded and opened it once more for exploration. Vermund doesn't know what the Shadow Lodge leaders want with the white dragon eggs, but imagines it can't be good.

Mission Notes: Cheliox faction PCs can hide the letter from Zarta Draldeen here. No non-Cheliox faction PCs can see this happen, though, in order for the mission to be a success. Hiding the letter without being caught earns Cheliox faction PCs 1 Prestige Award.

Vermund knows the Shadow Lodge in Whitethrone gets all of its supplies from an underground supplier named Grandmaster Torch in Absalom, should Qadira faction PCs ask him that question. Discovering the identity of the Shadow Lodge's supplier earns Qadira faction PCs 1 Prestige Award.

Taldor faction PCs will likely want to ensure that Vermund dies, but only after admonishing him for the scar he gave Vice-Duke Wardric Hammersbound in the Verduran Forest—Vermund, for his part, doesn't remember that incident at all. If a Taldor faction PC reprimands Vermund and the Shadow Lodge druid does

not survive the encounter, award each Taldor faction PC 1 Prestige Award.

Rewards: If the PCs defeat Vermund and his agents, reward each tier thusly:

Tier 1–2:

Give each player 253 gp.

Tier 4–5:

Give each player 647 gp.

3e. Living Quarters (CR 1 or CR 4)

The new door in area 3d leads into the dug-out cave the Shadow Lodge and the goblins call home. The living quarters were expanded through the back of a room that was once a trash pit for the storage area. Now the trash pit serves as a trap, while the cave beyond is makeshift sleeping quarters.

Trap: What began as a trash pit quickly became the place for Vermund to dispose of the insects from his collection that died (and since he has a lot of them, many die every day). In organizing the defense of the lodge after Vermund was left in charge, he turned his dead insect pit into a pit trap to catch anyone sneaking around the living quarters.

Tier 1–2 (CR 1)

DEAD INSECT-FILLED PIT TRAP **CR 1**

Type mechanical; **Perception** DC 20; **Disable Device** DC 20

EFFECTS

Trigger location; **Reset** manual

Effect 30-ft.-deep pit filled 10 feet deep with dead insects (2d6 falling damage); DC 20 Reflex save avoids; multiple targets (all targets in a 10-ft.-square area)

SPECIAL

Should the dead insects at the bottom of the pit somehow be removed, increase the damage to 3d6.

Tier 4–5 (CR 4)

DEAD INSECT-FILLED PIT TRAP **CR 4**

Type mechanical; **Perception** DC 25; **Disable Device** DC 20

EFFECTS

Trigger location; **Reset** manual

Effect 70-ft.-deep pit filled 10 feet high with dead insects (6d6 falling damage); DC 20 Reflex save avoids; multiple targets (all targets in a 10-ft.-square area)

SPECIAL

Should the dead insects at the bottom of the pit somehow be removed, increase the damage to 7d6.

Development: The only thing of interest here is a crumpled-up note from Melkorka to Vermund that reads,

“Do your duty. Protect the lodge. Your insect interests come second to that. —Melkorka”

Mission Notes: Cheliox faction PCs can hide the letter here, but must do so without non-Cheliox faction PCs seeing it. Successfully hiding the letter in secret earns Cheliox factions PCs 1 Prestige Award.

Osirion faction PCs need to climb down into the pit and collect a sample of rare rime mold—this is a simple task and requires only successfully descending into the pit and ascending with the sample, a DC 10 Climb check. Doing so earns Osirion faction PCs 1 Prestige Award.

3f. Stores (CR 3 or CR 6)

This large cavern was dug out to store months of supplies, but since the departure of Caggrigar and Melkorka, it’s been expanded considerably by the goblins to house and store large quantities of slaves. At present, the north and south walls are choked with slaves chained to the wall, all of them (save one) Blood Ram tribe members from the Lands of the Linnorm Kings. Famed historian Rognvald Skagni is also a slave here and is the southeasternmost slave. Skagni is in bad shape—he has several broken bones in his fingers, which have turned purple and started to smell funny, and he’s delirious with hunger and thirst. The rest of the slaves are in only slightly better condition and they are all starting to show signs of starvation.

Creatures: Glorfan, a hideously mutated goblin who claims to be half-troll, with a half-dozen vestigial limbs, a comically over-sized mouth, and enormous crooked teeth, is the leader of the band of goblins here and pays them to help him capture and sell slaves. Glorfan grew up near the Frostfur Tribe’s shrine to the goblin hero-gods Hadregash, Venkelvore, Zarongel, and Zogmugot, and often bathed and drank from the sacred fountain there. Over time, the fell Lamashtan taint in the water deformed him into a hideous beast—even by goblin standards—and he was exiled from the tribe. Forced to fend for himself, Glorfan took to slaving and quickly established a presence among the goblin tribes and winter witches of Irrisen. Stronger and more intelligent than the average goblin, Glorfan has been one of the few allies of his kind to actually contribute significantly to the success of the Shadow Lodge here and abroad.

Tier 1–2 (CR 3)

GLORFAN	CR 2
Male mutated goblin fighter (savage warrior) 2 (<i>Advanced Player’s Guide</i> 107, <i>Pathfinder RPG Bestiary</i> 156)	
CE Medium humanoid (goblinoid)	
Init +2; Senses darkvision 60 ft.; Perception +0	
DEFENSE	
AC 15, touch 12, flat-footed 13 (+2 Dex, +3 natural)	

hp 24 (2d10+9); fast healing 1
Fort +5, **Ref** +2, **Will** +2; +1 vs. energy drain and death effects
Defensive Abilities spark of life +1

OFFENSE

Speed 30 ft.
Melee 2 claw +5 (1d4+3), bite +5 (1d6+3)

TACTICS

Before Combat If Glorfan knows the PCs are coming, he hides with his assistant behind the boxes on the east wall, ready to ambush the PCs.

During Combat Glorfan attacks the nearest PC and does so throughout the combat.

Morale His size, strength, and unnatural healing has given Glorfan too much confidence. He is not afraid of anything and fights to the death.

STATISTICS

Str 17, **Dex** 14, **Con** 15, **Int** 14, **Wis** 10, **Cha** 6
Base Atk +2; **CMB** +5; **CMD** 17
Feats Intimidating Prowess, Iron Will, Toughness
Skills Intimidate +6, Ride +11, Stealth +8, Swim +8; **Racial Modifiers** +4 Ride, +4 Stealth
Languages Common, Goblin, Skald
SQ Mutation

SPECIAL ABILITIES

Mutation (Ex) Glorfan’s prolonged exposure to *waters of Lamashtu* left him with a number of deformities. He gains two claw attacks and one bite attack, fast healing 1, and unnaturally tough skin, and is exceptionally large for a goblin. As a result, his CR is 1 higher than normal.

GLORFAN’S ASSISTANT **CR 1/2**

Goblin warrior 2 (*Pathfinder RPG Bestiary* 156)
 NE Small humanoid (goblinoid)
Init +6; **Senses** darkvision 60 ft.; Perception +1

DEFENSE

AC 16, touch 13, flat-footed 14 (+2 armor, +2 Dex, +1 shield, +1 size)
hp 19 (2d10+4)
Fort +4, **Ref** +2, **Will** –1

OFFENSE

Speed 30 ft.
Melee mwk short sword +4 (1d4/19–20)
Ranged shortbow +5 (1d4/x3)

TACTICS

During Combat Glorfan’s assistant attacks whomever Glorfan is attacking.

Morale Glorfan’s assistant fights so long as Glorfan is fighting—if Glorfan dies, the assistant drops his weapons and runs.

STATISTICS

Str 10, **Dex** 15, **Con** 13, **Int** 10, **Wis** 8, **Cha** 7
Base Atk +2; **CMB** +1; **CMD** 13
Feats Improved Initiative

Skills Perception +1, Ride +5, Stealth +11; **Racial Modifiers** +4 Ride, +4 Stealth
Languages Goblin
Other Gear leather armor, light wooden shield, masterwork short sword, shortbow with 20 arrows

Tier 4–5 (CR 6)

GLORFAN CR 2

Male mutated goblin fighter (savage warrior) 4 (*Advanced Player's Guide* 107, *Pathfinder RPG Bestiary* 156)

CE Medium humanoid (goblinoid)

Init +2; **Senses** darkvision 60 ft.; Perception +0

DEFENSE

AC 17, touch 13, flat-footed 14 (+2 Dex, +1 dodge, +4 natural)

hp 42 (4d10+16); fast healing 1

Fort +6, **Ref** +3, **Will** +3; +1 vs. energy drain and death effects

Defensive Abilities spark of life +1

OFFENSE

Speed 30 ft.

Melee 2 claw +9 (1d4+4), bite +8 (1d6+4)

TACTICS

Before Combat If Glorfan knows the PCs are coming, he hides with his three assistants behind the boxes on the east wall, ready to ambush the PCs.

During Combat Glorfan attacks the nearest PC and does so throughout the combat.

Morale Glorfan's size, strength, and unnatural healing have given him too much confidence. He is not afraid of anything and fights to the death.

STATISTICS

Str 18, **Dex** 14, **Con** 15, **Int** 14, **Wis** 10, **Cha** 6

Base Atk +4; **CMB** +8; **CMD** 21

Feats Dodge, Intimidating Prowess, Iron Will, Toughness, Weapon Focus (claw)

Skills Intimidate +9, Ride +13, Stealth +10, Swim +11; **Racial Modifiers** +4 Ride, +4 Stealth

Languages Common, Goblin, Skald

SQ armor training 1, mutation

Gear amulet of natural armor +1, 75 gp

SPECIAL ABILITIES

Mutation (Ex) Glorfan's prolonged exposure to *waters of Lamashtu* left him with a number of deformities. He gains two claw attacks and one bite attack, fast healing 1, and is exceptionally large for a goblin. As a result, his CR is 1 higher than normal.

GLORFAN'S ASSISTANTS (3) CR 1

Goblin warrior 3 (*Pathfinder RPG Bestiary* 156)

NE Small humanoid (goblinoid)

Init +6; **Senses** darkvision 60 ft.; Perception +2

DEFENSE

AC 16, touch 13, flat-footed 14 (+2 armor, +2 Dex, +1 shield, +1 size)

hp 27 each (3d10+6)

Fort +4, **Ref** +3, **Will** +0

OFFENSE

Speed 30 ft.

Melee mwk short sword +7 (1d4/19–20)

Ranged shortbow +6 (1d4/x3)

TACTICS

During Combat Glorfan's assistants attack whomever Glorfan is attacking.

Morale Glorfan's assistants fight so long as Glorfan is fighting—if Glorfan dies, the assistants drop their weapons and run.

STATISTICS

Str 10, **Dex** 15, **Con** 13, **Int** 10, **Wis** 8, **Cha** 7

Base Atk +3; **CMB** +2; **CMD** 14

Feats Improved Initiative, Weapon Finesse

Skills Perception +2, Ride +5, Stealth +12;



Glorfan

Racial Modifiers +4 Ride, +4 Stealth

Languages Goblin

Gear leather armor, light wooden shield, masterwork short sword, shortbow with 20 arrows

Development: Glorfan and his assistant don't know what is behind the door to the west as they were expressly forbidden to go in there and the one goblin who did so didn't come back. Freeing the slaves here will provide a small challenge for the PCs as most of them aren't fit for travel and they're slaves from the Lands of the Linnorm Kings. The PCs could masquerade as slavers to escort the Blood Ram tribe out of the city, but their quest points east and the best the PCs can do for the Blood Ram tribe is free them, get them out of the city, and send them on their way. Rognvald Skagni is thrilled to be rescued by the PCs, even more thrilled to receive his chest (should the PCs still have it), and appreciative that the PCs defeated the man and woman who took him and sold him into slavery (see *Written in Blood*). Skagni knows all about the Shadow Lodge mission to the Keep of the Huskarl King and he urges the PCs to go after them and stop them. Should the Lodge get the weapon hidden there, they might cause serious problems for the Pathfinder Society and among the nations of the north. Though he doesn't know exactly what the "weapon" is, Skagni has read of its abundant power in ancient verbal tales passed down in the northern tribes of the Realm of the Mammoth Lords and knows that it's something to be feared. The old historian studied the keep for many years and can provide the PCs with a map to its location.

Treasure: A small, unlocked wooden chest sits in the northeast corner behind the supply boxes. Inside are *five potions of cure light wounds*, a *wand of cure light wounds* with seven remaining charges, and a *scroll of flaming sphere*.

Mission Notes: Andoran faction PCs need to ensure that Glorfan and his assistants all die and that all of the Blood Ram slaves present here survive. If all the slaves survive, each Andoran faction PCs earns 1 Prestige Award. Likewise, if Glorfan and his assistants are all killed, Andoran faction PCs earn 1 Prestige Award.

Cheliox faction PCs can hide the letter here, but again must do so without catching the notice of any non-Cheliox faction PCs. Successfully hiding the letter without being seen earns Cheliox faction PCs 1 Prestige Award.

Qadira faction PCs who examine the boxes and barrels of supplies can make a DC 20 Knowledge (local) check—success means they know the trademarks on the boxes belong to none other than Grandmaster Torch in Absalom. Identifying Grandmaster Torch's involvement in the Shadow Lodge earns Qadira faction PCs 1 Prestige Award. Qadira faction PCs also need to learn how Glorfan gets his slaves so quickly to market in the Inner Sea—

his secret is that he barely feeds them and hardly lets them rest as he and his goblins race them south over land and by boat. He takes large quantities of slaves and is unconcerned if several die along the way. Qadira faction PCs can learn this by interrogating Glorfan or his assistants. Obtaining this information earns Qadira faction PCs 1 Prestige Award.

Rewards: If the PCs defeat Glorfan and his assistant(s) and find the treasure trove, reward each tier thusly:

Tier 1–2:

Give each player 72 gp.

Tier 4–5:

Give each player 385 gp.

3g. Freezing Antechamber (CR 3 or CR 6)

Upon opening the door, the blast of cold from the room beyond is sharp and shocking. The room seems dimly lit by a soft blue light and the floor twinkles as though wet. In the west wall stands a tall, slim door made of a dark, bluish metal and carved with hundreds of runes and sigils. Looking up, the room disappears into a cold, cloudy haze.

The floor here is covered with slippery ice. It costs 2 squares of movement to enter a square covered by ice, and the DC of Acrobatics checks on ice increases by 5. A DC 10 Acrobatics check is required to run or charge across an ice sheet. The ceiling is 30 feet high, though the last 10 feet are concealed by a natural cold mist that mimics an *obscuring mist* spell. The door in the west wall is constructed of cold iron and radiates strong enchantment and transmutation magic. No matter what the PCs attempt, the door will not open and no one can move beyond it, not even magically. The caverns beyond are outside the scope of this adventure.

Creatures: This room's guardian is Aralantryx, a wyrmling (Tier 1–2) or young (Tier 4–5) white dragon. Though the PCs can't see it or detect it, the dragon is bound here by powerful magic and cannot leave the room under any circumstances. Her presence here may serve to hint at what intentions the Shadow Lodge has for the white dragons in the Keep of the Huskarl King.

Tier 1–2 (CR 3)

ARALANTRYX

CR 3

Female advanced wyrmling white dragon (*Pathfinder RPG*

Bestiary 100, 294)

CE Tiny dragon (cold)

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

DEFENSE

AC 21, touch 17, flat-footed 16 (+5 Dex, +4 natural, +2 size)

hp 28 (3d12+9)

Fort +6, **Ref** +8, **Will** +4

Immune cold, dragon traits, paralysis, sleep

Weaknesses fire

OFFENSE

Speed 30 ft., burrow 30 ft., fly 100 ft. (average), swim 60 ft.

Melee bite +7 (1d4+2), 2 claws +7 (1d3+2)

Space 2.5 ft.; **Reach** 0 ft.

Special Attacks breath weapon (15-ft. cone, 2d4 cold, Reflex DC 14 half, usable every 1d4 rounds)

TACTICS

Before Combat Aralantrix sits on a perch in the mists above the cold iron door.

During Combat The moment the PCs enter, Aralantrix shrieks in anger, swoops down, and blasts the PCs with its breath weapon. After that, she attacks the most convenient target.

Morale Aralantrix cannot leave the room but fights to the death as long as any PCs remain within her icy lair.

STATISTICS

Str 15, **Dex** 20, **Con** 17, **Int** 10, **Wis** 13, **Cha** 10

Base Atk +3; **CMB** +6; **CMD** 18

Feats Alertness, Improved Initiative

Skills Climb +8, Fly +15, Intimidate +6, Perception +9, Sense Motive +3, Stealth +19, Swim +16

Languages Draconic

SQ icewalking

SPECIAL ABILITIES

Icewalking (Ex) This ability works like the *spider climb* spell, but the surfaces the dragon climbs must be

Tier 4–5 (CR 6)

ARALANTRYX

CR 6

Young white dragon (*Pathfinder RPG Bestiary* 100)

hp 66

TACTICS

Before Combat Aralantrix sits on a perch in the mists above the cold iron door.

During Combat The moment the PCs enter, Aralantrix shrieks in anger, swoops down, and blasts the PCs with her breath weapon. After that, she attacks the most convenient target.

Morale Aralantrix cannot leave the room but fights to the death as long as any PCs remain within her icy lair.

Development: Anyone who makes a successful DC 15 Knowledge (arcana) check can determine that the cold iron door is warded by powerful and rare magic only used to hide the most dangerous of monsters or artifacts.

Mission Notes: Cheliox faction PCs can hide the letter here; as long as they are not seen doing so by anyone not

belonging to their faction, Cheliox faction PCs earn 1 Prestige Award for putting the letter here.

Osirion faction PCs need one of the two tips from the white dragon's wings. Acquiring an undamaged one requires a DC 15 Heal check and, if successful, earns a member of the Osirion faction 1 Prestige Award.

CONCLUSION

Along with Rognvald Skagni's knowledge of the Keep of the Huskarl King, the PCs can thoroughly search the underground areas of the lodge to find a series of journals and letters detailing Caggrigar's journey to the Worldwound with an elite team of Shadow Lodge agents; that the lodge left Vermund in charge after Melkorka Skur took the remaining reliable agents and set out for the Keep of the Huskarl King; and a single, unfinished letter from Caggrigar to someone named "the Spider" in Almas that talks about the "great power" contained within the keep that the Shadow Lodge could "harness and train" to take down the Grand Lodge in Absalom once and for all. The end of the unfinished letter mentions the failure of "our illustrious leader" and hints at support should the Spider wish to usurp control of the lodge entirely.

Faction Missions

Andoran Faction: Andoran faction PCs who ensure all of the Blood Ram slaves survive the scenario earn 1 Prestige Award. Andoran faction PCs who also kill all of the goblin slavers and their mutated leader Glorfan earn 1 bonus Prestige Award.

Cheliox Faction: Cheliox faction PCs who use Zarta Dralneen's powder to build a summoning circle somewhere in Whitethrone earn 1 Prestige Award. Cheliox faction PCs who also hide Zarta's letter somewhere in the lower level of the lodge without being seen by non-Cheliox faction PCs earn 1 bonus Prestige Award.

Osirion Faction: Osirion faction PCs who find the sample of rare rime mold in the bottom of Vermund's dead insect pit earn 1 Prestige Award. Osirion faction PCs who also bring back one flawless white dragon scale from the tip of the Aralantrix's wing earn 1 bonus Prestige Award.

Qadira Faction: Qadira faction PCs who uncover the source of the Whitethrone Shadow Lodge's supplies earn 1 Prestige Award. Qadira faction PCs who also discover exactly how Glorfan shipped his slaves south to the Inner Sea earn 1 bonus Prestige Award.

Taldor Faction: Taldor faction PCs who acquire a badge of office from a member of Whitethrone's Iron Guard earn 1 Prestige Award. Taldor faction PCs who also remind Vermund of the terrible horrors he visited upon Taldan noble Vice-Duke Wardric Hammersbound before the blight druid dies earn 1 bonus Prestige Award.

**SCENARIO 2-17:
SHADES OF ICE, PART II: EXILES OF WINTER**

Event _____ Date _____
GM # _____ GM Name _____

Character # _____ Prestige Points

Character Name Andoran Cheliox Taldor
 Osirion Qadira

Character # _____ Prestige Points

Character Name Andoran Cheliox Taldor
 Osirion Qadira

Character # _____ Prestige Points

Character Name Andoran Cheliox Taldor
 Osirion Qadira

Character # _____ Prestige Points

Character Name Andoran Cheliox Taldor
 Osirion Qadira

Character # _____ Prestige Points

Character Name Andoran Cheliox Taldor
 Osirion Qadira

Character # _____ Prestige Points

Character Name Andoran Cheliox Taldor
 Osirion Qadira

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 2-17: Shades of Ice, Part II: Exiles of Winter. Copyright 2011, Paizo Publishing, LLC; Author: Joshua J. Frost.

Andoran Faction Handout

Champion of Freedom,

I hope this letter reaches you in time. Word of your exploits in Trollheim traveled on fast hooves and reached me just this morning. I am obviously concerned that an entire tribe of people, no matter how barbaric they may be, were taken as slaves in the Lands of the Linnorm Kings and shipped to Whitethrone for sale. Should you find the Blood Ram tribe, ensure that they are all safe and free. We must strike a blow at Irrisen's immoral slave trade by convincing them that taking slaves from her neighboring countries has no profit in it.

It should go without saying that slavery and those who perpetrate it have no place in a civilized world. Kill those who would dare enslave free peoples and leave their bodies behind as a message that the profession of slavery in Irrisen is no longer a safe line of work.

Capt. Colson Maldris

For Andoran,

Captain Colson Maldris



Cheliox Faction Handout

Tender Flesh Puppet,

The fact that your time in the north has been extended by the trifle disappearance of one historian has caused me such grief that I ordered a dozen of my slaves whipped so that I might feel your displeasure.

No matter, your time there shall serve some purpose nonetheless. Enclosed with this missive are a vial of red powder and a series of instructions for its use. Once you've gained access to the city of Whitethrone, find a quiet place and pour the powder on the ground exactly as the directions detail. Unless you wish to feel excruciating pain, do not allow any of the powder to touch your skin.

You should also find enclosed with this missive a second letter, this one sealed by my hand and stamped with my seal. If you are able to find this Shadow Lodge in Irrisen's capital, it might give us the opportunity to extend an offer from Cheliox to the heads of the Shadow Lodge. Once you're done with your mission there, hide the letter somewhere the Shadow Lodge fools sleep or work so that it may be found.

My Whip Awaits,

Zarta Draldeen

Paracountess Zarta Draldeen

Osirion Faction Handout

Hero of the Ruby Prince,

The serendipitous news that your journey is to take you to Irrisen is too good to fully comprehend. Since I had you collect one part of the concoction I'm brewing, I shall have you gather the second. There is a rare mold in the north called rime mold that only grows in icy conditions on rotting things. As things don't often rot in the cold, the mold is usually restricted to warm garbage pits such as in an inn or beneath a castle. Should you find such a pit, dig through it and find the mold—it's white with hints of blue and glows faintly in the dark. Should your journey in the north next send you the Realm of the Mammoth Lords—no, the thought is too exciting to finish.

On a more serious note, my eyes and ears in Irrisen tell me the Shadow Lodge may be dealing or attempting to deal in the sale of writhing white dragons. If this is true, I need a specific piece of a white dragon to finish a rare poultice for the Ruby Prince's perpetually burned and cracked feet. A single tip of a white dragon's wing should suffice, though do be careful removing it as once damaged it becomes worthless for my recipe. You'll need to send it through my envoy in Whitethrone within the next few days—after that I'll have another source for it and won't need yours.



For Our Ancestors,

Otoneraphim

Otoneraphim, Humble Scribe of the Ruby Prince

Qadira Faction Handout

Loyal Servant of the Satrap,

I admit the idea of you traveling on into Whitethrone will benefit our cause greatly, though I must strenuously advise caution and stealth while lingering in the realm of Baba Yaga's daughters. Merchants are regarded as less than most monsters and must step carefully.

My warning established, take care to observe these Shadow Lodge fellows in Whitethrone. I would know from where they garner their everyday staples and supplies. They can't be buying them locally as the fare is grim and mundane—no, they must be trading with someone farther south, perhaps one of our own pashas, to acquire their Inner Sea tastes. Any evidence of this line of trade would help me a great deal.

My second task for you is a sensitive one—I have... information about the Whitethrone Shadow Lodge already. Specifically, that a bizarre creature named Glorfan works out of their halls and commands a small retinue of goblins in the shipping and receiving of slaves. What I'm most curious about is how Glorfan gets his slaves south so quickly—it's almost as though someone possessing extensive magical prowess is teleporting his slaves into the markets surrounding the Inner Sea, though I have a hard time believing a simple slaver in Whitethrone has those sorts of resources. Find out how he does it and your reward will be the continued market domination of our brothers and sisters in coin.

Sincerely,

Pasha Muhlia Al-Jakri 

Taldor Faction Handout

Exalted Champion of the Grand Prince,

What a delightful opportunity your presence in Whitethrone presents for me! There is to be a north-themed ball at the Grand Prince's palace in Oppara this coming winter, and were I to dress as a member of the Witch Queen's own Iron Guard, I would be the talk of the party! Do whatever it takes—I don't care what—but return to me with a badge of office of the Iron Guard. It should go without saying that the higher the rank, the more praise I will heap on you in my stories of your grand bravery in Baba Yaga's lair.



On a more serious note, I understand the Shadow Lodge fools recruited that reckless tree-hugger Vermund into their ranks in Whitethrone. Damn that fool druid and his pathetic crusade against humanity and all who even cut a branch off a precious oak! Before he joined the Society, he was nature's avenging demon in the Verduran Forest and he once slew the bodyguard of Vice-Duke Wardric Hammersbound, a cousin of some sort to the Grand Prince himself. In the scuffle, that smelly ruffian left a small cut on the vice-duke's cheek, a shame he has only recently recovered from. When you slay the idiot Vermund, remind him of the horrors he rained down on the vice-duke in the Verduran Forest and let his ears' last listen be that of your laughter as he dies knowing Vice-Duke Wardric Hammersbound has had his revenge!

For Taldor!
BARON JACQUO
 Baron Jacquo Dalsine



SCENARIO 2-17 SHADES OF ICE, PART II: EXILES OF WINTER

This Chronicle Certifies That _____

Player Name	A.K.A.	Character Name	Pathfinder Society #	Faction
-------------	--------	----------------	----------------------	---------

_____ Has Completed This Scenario.

Scenario Chronicle # _____

TIER	1-2	▶	503	MAX GOLD
TIER	4-5	▶	1,872	
TIER		▶		
TIER		▶		

EXPERIENCE

Starting XP
+1 XP
Final XP Total

PRESTIGE AWARD

Starting PA		
<table border="1" style="width:100%; border-collapse: collapse;"> <tr> <td style="width:85%;"></td> <td style="width:15%; text-align: center; font-size: small;">GM's Initial</td> </tr> </table>		GM's Initial
	GM's Initial	
PA Gained (GM ONLY)		
Final PA Total		

GOLD

Start GP		
<table border="1" style="width:100%; border-collapse: collapse;"> <tr> <td style="width:85%; text-align: center;">+</td> <td style="width:15%; text-align: center; font-size: small;">GM's Initial</td> </tr> </table>	+	GM's Initial
+	GM's Initial	
GP Gained (GM ONLY)		
+ _____		
Items Sold		
= _____		
Subtotal		
- _____		
Items Bought		
= _____		
Subtotal		
- _____		
Gold Spent		
= _____		
Subtotal		

Items Found During This Scenario

TIER
all

Dragonkiller: You defeated Aralantryx, the Shadow Lodge's enslaved white dragon, and gained special insight into how to kill others of her kind. You may add an extra 1d6 points of damage to a single damage roll made against a true dragon at any time in the future. This damage stacks with other bonus damage such as sneak attack and is not multiplied on a critical hit. When this bonus has been used, cross Dragonkiller off your Chronicle sheet.

TIER
1-2

Scroll of flaming sphere (150 gp)
Wand of cure light wounds (CL 1st, 7 charges; 105 gp; limit 1)

TIER
4-5

Amulet of natural armor +1 (2,000 gp)
Feather token, whip (500 gp)
Potion of bull's strength (300 gp)
Potion of cure moderate wounds (300 gp)
Potion of invisibility (300 gp)

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 # _____