

Pathfinder Society Scenario #3-19



THE ICEBOUND OUTPOST

By Jeff Erwin



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PATHFINDER SOCIETY SCENARIO #3-19

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Pathfinder Society Scenario #3-19: The Icebound Outpost is a Pathfinder Society Scenario designed for 1st- to 5th-level characters (Tier 1-5; Subtiers 1-2 and 4-5). This scenario is designed for play in the Pathfinder Society Organized Play campaign, but can easily be adapted for use with any world.

This product makes use of the *Pathfinder RPG Core Rulebook*, *Pathfinder RPG Advanced Player's Guide*, *Pathfinder RPG GameMastery Guide*, *Pathfinder RPG Bestiary*, *Pathfinder RPG Bestiary 3*, *Ultimate Combat*, and *Ultimate Magic*. These rules can be found online for free as part of the Pathfinder Roleplaying Game Reference Document at paizo.com/pathfinderRPG/prd.

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THE ICEBOUND OUTPOST

BY JEFF ERWIN

Prize of the Ruby Phoenix Tournament, the fabled *Hao Jin Tapestry*—and the demiplane contained within it—motivated a number of rival organizations to enter the decennial contest of combat prowess, including the Pathfinder Society, Aspis Consortium, and Golden League. Despite the competitive opposition, the agents representing the Pathfinder Society triumphed, and secured the tapestry as their reward. Hao Jin's creation and the trophies therein have yet to be cataloged, studied, and revealed to the admiring world, and the retrieval and exploration of the tapestry is surely destined to be one of the Society's greatest triumphs, and doubtless the subject of many future volumes of the *Pathfinder Chronicles*. The task is far from over, however, for the Aspis Consortium, through underhanded means, has now gained a foothold within the tapestry. With feverish abandon, they hope to strip the tapestry of relics and knowledge before the Pathfinders can discover their intrusion.

Unfortunately, one of the first Pathfinder expeditions into Hao Jin's treasure realm crossed paths with an Aspis team operating out of a lizardfolk encampment in a fetid swamp. Members of the expedition learned not only of the Consortium's presence within what was supposed to be the Society's private adventuring realm; they also uncovered evidence that pointed to an Aspis base being set up near a glacier, though they could bring to light no further details.

The environment within the *Hao Jin Tapestry* was once maintained by the sorcerer herself, but after her disappearance from Golarion 300 years ago, whole ecosystems and carefully balanced weather patterns have shifted, leaving ruins that once stood in arid deserts drowned in the muck of expansive bogs and the halls of mountain dwarves now subsumed by humid jungles. Thus, it took researchers in the Grand Lodge some time to discover exactly where the purported Aspis Consortium outpost was located, but found it they have—within the Temple of Ragdya, an ancient vanaran structure transported in its entirety from the jungles of Vudra into Hao Jin's grandiose museum.

It was here that the Tian sorcerer displayed her treasures and trinkets of Vudran origin, as well as bound and trapped asuras, fey, and unique Vudran monstrosities;

WHERE ON GOLARION?

The *Icebound Outpost* takes place entirely within the *Hao Jin Tapestry*, the physical copy of which is sitting in a well-guarded vault beneath of the Grand Lodge in Absalom. The tapestry contains a pocket demiplane, created by the Tian sorceress Hao Jin to hold her largest and most dangerous treasures. Any creature can select a target location on the tapestry, and enter the demiplane instantaneously with the utterance of a command word.

Behind each arriving creature floats a 2-foot-diameter sphere of pulsing blue light, each visible only to the creature whose journey to the tapestry created it. A creature stepping into its own extraplanar eddy is shifted back to the Material Plane, to the same place it traveled from. If that space is occupied by another creature, the teleported creature appears in the nearest unoccupied square.

and here also she meditated, if the mood took her, in the temple's shadowed, tree-lined immensity. But since Hao Jin's disappearance, the demiplane's environments have careened out of control. What was once a teeming jungle, well watered and filled with brilliant foliage, flowers, and marvelous beasts, is now a desolate glacier, and the temple lies entombed in ice, flash-frozen in time.

While the Society believes it has the drop on its rivals by teleporting directly to their base, this is only half correct. In fact, the base commander, a half-orc silver agent named Leska Valentra, suspects something has been amiss for a few days, since her expected communiqué from the agents previously vanquished by the Pathfinders failed to arrive. Though she was supposed to attend the Consortium's diplomatic mission to the ratfolk settlement in Round Mountain, where the expedition's leadership is busy negotiating an alliance, Leska turned back when her suspicions finally got the better of her. Thus, just as the Pathfinder Society prepares to send a team of agents to the Temple of Ragdya, Leska and her compatriots are but a short distance away from their soon-to-be besieged base.

SUMMARY

The Pathfinders enter the *Hao Jin Tapestry* just outside the Temple of Ragdya, and face several possible points of entry into the well-guarded Aspis Consortium encampment within. Navigating the temple's various shrines and courtyards, the PCs must bypass or overwhelm the Aspis agents positioned throughout to watch for and fend off invaders, as well as powerful residual magic interwoven with the shrine itself in the form of a sinister haunt.

The temple's inner sanctum holds the expedition's scholar and appraiser—a scrollmaster wizard named Cathixia Rarikos. Distracted by the hoard of treasure she works diligently to catalog, she is largely unaware of the PCs, but her bodyguard, a Vudran rogue named Neevindi, keeps a sharp eye out for intruders.

Meanwhile, the camp's ranking Aspis agent, the half-orc ranger Leska Valentra, returns with her companion and a ratfolk envoy she was to escort back to Round Mountain. They attempt to outflank the Pathfinders and force surrender, using the roofs and pillars of the temple as cover to ambush and overwhelm the party.

GETTING STARTED

In the Grand Lodge of Absalom, center of operations of the world-spanning Pathfinder Society, the party is summoned by the Master of Spells, Aram Zey, who has instructed them to meet him in a vault deep below Skyreach—and to dress warmly. As the PCs enter the chamber, read aloud the following to begin the adventure.

A five-by-seven-foot tapestry hangs on the wall, surrounded by a series of platforms and ladders to allow a close view of any spot upon it. The room is otherwise empty, save for the Pathfinder Society's Master of Spells, Aram Zey, who paces impatiently before the *Hao Jin Tapestry*, glancing up as the door creaks open.

"Thank you for your quick arrival, Pathfinders," Zey says curtly, speaking without making eye contact, as though his mind is moving faster than his mouth. As he continues his focused pacing, he gestures toward the tapestry.

"As I'm sure you know, we recently came into possession of this wonder behind me—the *Hao Jin Tapestry*—by winning the Ruby Phoenix Tournament in distant Goka. Within this piece of fabric lies an entire world in which one of Golarion's greatest magicians placed treasures and mysteries beyond imagining. And it was supposed to be ours alone. This promise of exclusive access was made a lie, however, when the Aspis Consortium found a way into Hao Jin's astral vault that bypassed the tapestry altogether, and Aspis agents are now busy stealing whatever they can move, hoping we will act too slowly to protect our winnings. Fortunately, a recent mission

into the tapestry managed to uncover a clue about a possible Aspis base within the tapestry. That is your destination.

"The camp, interestingly, is within a great stone temple complex uprooted from the Vudran jungle many centuries ago by the sorceress herself. Since her disappearance, that part of the tapestry has been encased in a massive glacier. This temple—dedicated to a Vudran monkey-god, we believe—could prove enlightening on its own, notwithstanding the Aspis presence there. It's a grim thought imagining what the Consortium has done to the place, but apparently more than three-quarters of it is still protected by the glacier, so we can still salvage a great deal.

"Vanaras—the simian humanoids responsible for constructing this temple—are great builders, and this temple is representative of the huge complexes that once graced the Vimada Forest before their wars with men and the rise of Khiben-Sald. It's a representation of the cosmos, really, a series of nested squares with symbolic shrine-mountains all directed toward great Bahmenu, the mountain birthplace of the god Ragdya and, the vanaras believe, the center of the universe. This symmetry may serve you well, since it will help you predict the layout and functions of the temple as you make your way around it. Every corner of the temple will be fitted with a small shrine, all facing the symbolic mountain."

"Even an abandoned temple is a holy place to the vanaras, as it is to most of us Vudrani as well, and we hope you respect that fact. If you can save the sanctuary from the insolence of the gods-damned Aspis, it may draw the mirthful and enlightened eye of Ragdya himself upon our Society."

The PCs may enter the tapestry immediately should they wish to do so, or they may have additional questions for the Master of Spells. Aram Zey is short with them, and seems distracted with other important tasks he wants to move on to once his conversation ends, but he nevertheless does his best to answer their questions. Below are a few of the questions the Pathfinders may ask, as well as Zey's responses. Should they inquire about how they will get to and from the tapestry, refer to the Where on Golarion sidebar on page 3, which details the workings of the artifact.

Can you tell us anything more about the Aspis team? "Unfortunately, no. We simply know they were attempting to establish a base of operations in a glacier. Our analysis of the patterns and shapes on the tapestry indicates that this is where they must be doing so, but until you go and investigate, we won't know much more about their resources or any other Consortium threats to our operations within the tapestry."

Is anything else living there? "Possibly, though the conditions have changed significantly since Hao Jin's time. The wildlife in that part of the tapestry probably matched the jungle setting from which the temple was taken, and the advent of an ice age has no doubt killed or

driven away the original inhabitants. There's no telling, however, what has cropped up since then."

What do we know about Ragdya? "Ragdya's something of a mysterious deity. He's most popular among vanaras, of course. But he retains followers among the common peoples of rural and wooded Vudra, particularly in the region of Sikari. As he's a monkey-faced god and not a human one, priests and rulers elsewhere tend to dismiss his importance, so we know only so much about him here in the Inner Sea."

ACT 1: BREACHING THE TEMPLE

When the PCs are ready to enter the *Hao Jin Tapestry*, they simply need to touch the tapestry at a point marked in the bottom right corner and speak a command word given them on slips of paper by Aram Zey before he departs. Their appearance within sight of the Temple of Ragdya is instantaneous.

The air around the glacier hovers around the freezing point, the residual warm air from when this region was a jungle and the cold of the glacier keeping the climate relatively stable. Characters in cold weather gear need not make checks against the weather, but any unprotected PC must make a successful Fortitude save each hour (DC 15, +1 per previous check) or take 1d6 points of nonlethal damage. See page 442 of the *Pathfinder RPG Core Rulebook* for more information on cold dangers.

Unless otherwise stated, the ground within the Temple of Ragdya is smooth stone and the walls are 1-foot-thick, 30-foot-high masonry. The bottom 30 feet of the walls are clear of ice and are covered in relief sculptures, reducing the Climb DC by 5 (from DC 20 to DC 15), while the top 10 feet of any given wall are coated in a thick sheet of ice, increasing the DC to climb them by 5 (from DC 20 to DC 25). Except for the high-domed inner sanctum (area A6) and the rounded spires in areas A2 and A4, the entire temple is open to the air.

The moat surrounding the temple's outer walls, once filled with warm water, dancing fish, and beautiful lilies, is now nearly solid ice. A creature moving across the frozen moat must spend 2 squares of movement to enter an ice-covered square and the DC of all Acrobatics checks increases by +5. The surface of the ice is 10 feet below the floor of the temple itself.

Symmetrical and colossal, the brownish-red stones of the Temple of Ragdya emerge from the glacier, hinting broadly at the scope and immensity of the vanaran complex. Sinuous

nymphs, mighty tigers, and trumpeting elephants—frozen in ruddy stone—encrust the temple's outer friezes. Packed snow and ice clad depictions of vanaras in jungle scenes, creating an odd dissonance between the climate illustrated in the carvings and the frigid conditions of the temple. The wind howls, and muted voices drift from within the temple. Even more eerily, a strange hooting and shrieking issues from the temple's cornices and spires, as if by some magical or artificial means the calls of thousands of monkeys echo the sound of the arctic storm. A wide doorway stands unobstructed, providing ingress to the columned courtyard within.

While the PCs can scale the outer wall to enter the temple at any point, they are most likely to simply walk through the open doorway to area A1. From this vantage point, they have several paths from which to choose.

A1. Entryway (CR 3 or CR 6)

From the main entryway into the temple, the PCs can see several means of entry into the inner ring. Read the following to set the scene and allow the party to choose their path.

Four columns stand vigil in this open-air courtyard, a wide doorway opening in the center of each wall. To the east, a huge banyan lies fallen across the wide bridge that once permitted access to the great gates of the temple. To the north and south stretches a ten-foot-wide walkway running along the temple's exterior wall. A wide moat of black ice separates this walkway and the inner complex. To the south, a crude wooden ramp leads from the walkway to the ice's surface ten feet below. Two steep stone stairways lead up from the ice to doorways in symmetrical chambers flanking the main entrance on the other side of the moat.

The simplest way into the temple is across the ice to the south, as the ramp and stairs make getting on and off the ice relatively easy. Anticipating this means of entry, the Aspis agents have a constant sentry placed in area A2, looking out through the doorway from behind the wall.

Alternatively, the PCs may wish to climb down onto the ice to the north of the entryway, which requires a DC 10 Climb check. This path leads to area A4, where the PCs must survive a deadly haunt.

The ancient banyan tree that lies across the stone bridge to area A3 fell long before the Aspis Consortium arrived, but the agents who set up this outpost capitalized



**Master of Spells
Aram Zey**

on its tactical positioning, placing a trap and alarm on it should any creature attempt to climb over it to enter the temple through the main gates. The tree is nearly 6 feet wide along its trunk, and requires a successful DC 15 Climb check to scale.

Trap: Hidden within the tangle of boughs and roots on the felled banyan tree is a snare trap set to trigger whenever a creature moves across the surface of the massive trunk. In Subtier 4–5, the rope used in the snare trap has been coated in a dose of malyass root paste. A series of tiny bells have been attached to the snaring branch, which ring to alert the guards in area A2 of incursion when the trap is triggered.

Subtier 1–2 (CR 3)

SNARE TRAP CR 3

Type magic; Perception DC 23; Disable Device DC 23

EFFECTS

Trigger spell; Reset none

Effect spell effect (*snare*, 1d6 damage, entangled and lifted 10 feet off the ground)

Subtier 4–5 (CR 6)

POISONED SNARE TRAP CR 3

Type magic; Perception DC 23; Disable Device DC 23

EFFECTS

Trigger spell; Reset none

Effect spell effect (*snare*, 1d6 damage plus malyass root paste, entangled and lifted 10 feet off the ground)

A2. Guardroom (CR 2 or CR 5)

The Aspis Consortium guardroom is a converted protective shrine. Most signs of its original dedication have been effaced by the camp, either by deliberate vandalism, or having been broken off for sale to collectors of Vudran antiquities on the Material Plane. Before its destruction, this shrine venerated Meenashdu, god of charity and almsgiving.

Stuffy and hot, this shrine has been transformed into a guardhouse and barracks for the Consortium's henchmen. The smell of cooking food fills the air, and the poorly vented fire, burning in the shrine's southwest corner, leaves a smoky haze in the room. Everywhere there are signs of a hurried collection of artifacts—the walls are covered in an elaborate relief sculpture, its surface marred with deep gouges where parts of its face were haphazardly carved from the larger whole, and a number of niches in the wall now lie empty, their icons and relics absent. The fire consumes a huge sheaf of palm-frond pages, upon which Vudran calligraphy may be discerned as the flames devour it.

The cooking fire is located at the foot of the shrine alcove, as indicated on the map. A creature in the same square as the fire takes 1d4 points of fire damage per round (a successful DC 15 Reflex save halves this damage). Guards fighting near it use the fire pit to protect their flank during the battle.

Creatures: Most of the Aspis agents currently assigned to this base can be found here, their associates spread throughout the *Hao Jin Tapestry* as they rape it of its riches. The twin Ulfen warriors, Skell Wulfsson and Hildir Wulfsdottir, and the tiefling rogue Drabbin were assigned the job of guarding the temple from incursion. Drabbin also reluctantly serves as the camp's cook.

Skell and Hildir have a particularly strong sibling rivalry, each continually trying to show up the other in combat and in his or her position in the Aspis Consortium organization. Currently, both are but bronze agents, but Hildir has been getting hints from Leska that she may soon be promoted to a position of more responsibility than that of a simple guard. At the time the PCs arrive, Skell is on watch and is crouched behind the wall adjacent to the stairway leading from area A2 to the frozen moat.

Hildir and Drabbin sit around the fire flirting, though Hildir is more forthcoming with her advances than the tiefling, who is unused to such attentions. They can be caught unawares if the PCs sneak into the guardroom from area A3, but if Skell raises the alarm or the PCs set off the snare trap in area A1, both rise and prepare to repulse intruders.

Subtier 1–2 (CR 2)

DRABBIN CR 1/2

Male tiefling rogue 1 (*Pathfinder RPG Bestiary* 264)

NE Medium outsider (native)

Init +3; Senses darkvision 60 ft.; Perception +4

DEFENSE

AC 16, touch 13, flat-footed 13 (+3 armor, +3 Dex)

hp 10 (1d8+2)

Fort +2, Ref +5, Will +0

Resist cold 5, electricity 5, fire 5

OFFENSE

Speed 30 ft.

Melee short sword +3 (1d6+1/19–20)

Ranged dagger +3 (1d4+1/19–20)

Special Attacks sneak attack +1d6

Spell-Like Abilities (CL 1st; concentration +1)

1/day—*darkness*

TACTICS

Before Combat If Drabbin is aware of the PCs' approach from the moat, he spends a full round putting on his cleats to allow for better movement on the ice. If he still has time to prepare or the PCs approach from another

THE ICEBOUND OUTPOST



The Temple of Ragdya
1 square = 5 feet

part of the temple, he applies his *oil of magic weapon* to his short sword.

During Combat Drabbin tries to flank with one of his Ulfen compatriots whenever possible, but settles for attacking from range if the PCs are dealing too much damage in melee.

Morale If either twin falls in combat, Drabbin uses his *darkness* spell-like ability to grant himself concealment and attempts to escape, throwing his thunderstone at any PCs giving chase, both to deafen them and to alert his allies in area **A5** of the Pathfinders' assault.

STATISTICS

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

Base Atk +0; **CMB** +1; **CMD** 14

Feats Weapon Finesse

Skills Acrobatics +7, Bluff +6, Climb +5, Disable Device +7, Intimidate +4, Knowledge (local) +4, Perception +4, Profession (cook) +4, Stealth +9; **Racial Modifiers** +2 Bluff, +2 Stealth

Languages Common, Infernal

SQ trapfinding +1

Combat Gear *oil of magic weapon*, *potion of cure light wounds*, thunderstone; **Other Gear** masterwork studded leather, short sword, daggers (5), cleats*, cold weather outfit, thieves' tools, bronze Aspis Consortium badge, 23 gp

* See the *Advanced Player's Guide*.

HILDR WULFSODDITR

CR 1/2

Female human barbarian 1

CN Medium humanoid (human)

Init +2; **Senses** Perception +5

DEFENSE

AC 17, touch 11, flat-footed 14 (+4 armor, +2 Dex, +1 dodge, -2 rage, +2 shield)

hp 16 (1d12+4)

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

OFFENSE

Speed 40 ft.

Melee battleaxe +6 (1d8+4/x3)

Ranged light crossbow +3 (1d8/19-20)

Special Attacks rage (6 rounds/day)

TACTICS

Before Combat If Hildr is aware of the PCs' approach, she spends a full round putting on her cleats to give her better mobility on the ice. Otherwise, she wears normal cold-weather boots that provide no additional traction.

During Combat Hildr enters a rage and charges at the first target in sight. She is a whirlwind in a fight, moving from target to target unless doing so will open her to excessive attacks of opportunity. She and Skell are competitive and do not aid one another in battle, though if her brother falls, she focuses all her attention on the enemy who dealt the killing blow.

Morale While raging, Hildr fights to the death. She only flees or surrenders if her brother is somehow forced to do the same.

Base Statistics When not raging, Hildr's statistics are **AC** 19,

touch 13, flat-footed 16; **hp** 15; **Fort** +4, **Will** +1; **Melee**

battleaxe +4 (1d8+2/x3); **Str** 15, **Con** 14; **CMB** +3, **CMD** 16.

STATISTICS

Str 19, **Dex** 15, **Con** 18, **Int** 8, **Wis** 12, **Cha** 10

Base Atk +1; **CMB** +5; **CMD** 18

Feats Dodge, Weapon Focus (battleaxe)

Skills Climb +5, Handle Animal +4, Intimidate +4, Perception +5, Survival +5

Languages Common, Skald

SQ fast movement

Combat Gear *potion of cure light wounds*; **Other Gear** chain shirt, masterwork heavy wooden shield, battleaxe, light crossbow with 10 bolts, cleats*, cold weather outfit, bronze Aspis Consortium badge, 26 gp

* See the *Advanced Player's Guide*.

SKELL WULFSSON

CR 1/2

Male human fighter 1

N Medium humanoid (human)

Init +5; **Senses** Perception +2

DEFENSE

AC 19, touch 11, flat-footed 18 (+6 armor, +1 Dex, +2 shield)

hp 14 (1d10+4)

Fort +5, **Ref** +3, **Will** +1

OFFENSE

Speed 20 ft.

Melee longsword +4 (1d8+2/19-20)

Ranged heavy crossbow +2 (1d10/19-20)

TACTICS

Before Combat Skell is on watch duty and has his crossbow loaded and readied to fire at any foe he spots encroaching on the Aspis base from cover.

During Combat Skell fights from cover against unprepared enemies, but is unafraid to step out onto the ice to engage invaders in melee, lessening the ice's effect on his movement with his cleats. Skell and Hildr are competitive and do not aid one another in battle, but if his sister falls in the course of the skirmish, Skell focuses his attention on the enemy who dealt the killing blow.

Morale As long as Hildr fights alongside him, Skell fights to the death. If she falls and he is reduced to 5 or fewer hit points, he flees to area **A5** to gather reinforcements.

STATISTICS

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

Base Atk +1; **CMB** +3; **CMD** 14

Feats Improved Initiative, Lightning Reflexes, Weapon Focus (longsword)

Skills Handle Animal +3, Perception +2, Survival +5

Languages Common, Skald

Gear masterwork chainmail, heavy wooden shield, heavy crossbow with 10 bolts, longsword, cleats*, cold weather outfit, bronze Aspis Consortium badge, 6 gp

* See the *Advanced Player's Guide*.

Subtier 4–5 (CR 5)

DRABBIN**CR 2**Male tiefling rogue 3 (*Pathfinder RPG Bestiary* 264)

NE Medium outsider (native)

Init +3; **Senses** darkvision 60 ft.; Perception +6**DEFENSE****AC** 18, touch 14, flat-footed 14 (+4 armor, +3 Dex, +1 dodge)**hp** 26 (3d8+9)**Fort** +3, **Ref** +6, **Will** +3**Defensive Abilities** evasion, trap sense +1; **Resist** cold 5, electricity 5, fire 5**OFFENSE****Speed** 30 ft.**Melee** mwk short sword +6 (1d6+1/19–20)**Ranged** dagger +5 (1d4+1/19–20)**Special Attacks** sneak attack +2d6**Spell-Like Abilities** (CL 3rd; concentration +3)
1/day—*darkness***TACTICS**

Before Combat If Drabbin is aware of the PCs' approach from the moat, he spends a full round putting on his cleats to allow for better movement on the ice. If he still has time to prepare or the PCs approach from another part of the temple, he applies his *oil of magic weapon* to his short sword.

During Combat Drabbin tries to flank with one of his Ulfen compatriots whenever possible, but settles for attacking from range if the PCs are dealing too much damage in melee.

Morale If either twin falls in combat, Drabbin uses his *darkness* spell-like ability to grant himself concealment and attempts to escape, throwing his thunderstone at any PCs giving chase, both to deafen them and to alert his allies in area **A5** of the Pathfinders' assault.

STATISTICS**Str** 13, **Dex** 17, **Con** 14, **Int** 10, **Wis** 10, **Cha** 10**Base Atk** +2; **CMB** +3; **CMD** 17**Feats** Dodge, Iron Will, Weapon Finesse**Skills** Acrobatics +9, Bluff +8, Climb +6, Disable Device +9, Intimidate +6, Knowledge (local) +6, Perception +6, Profession (cook) +4, Stealth +11; **Racial Modifiers** +2 Bluff, +2 Stealth**Languages** Common, Infernal**SQ** rogue talents (combat trick), trapfinding +1**Combat Gear** *oil of magic weapon*, *potion of cure light wounds*, thunderstone; **Other Gear** +1 studded leather, masterwork short sword, daggers (5), cleats*, cold weather outfit, thieves' tools, bronze Aspis Consortium badge, 17 gp* See the *Advanced Player's Guide*.**HILDR WULFSDOTTIR****CR 2**

Female human barbarian 3

N Medium humanoid (human)

Init +2; **Senses** Perception +7**DEFENSE****AC** 17, touch 11, flat-footed 14 (+4 armor, +2 Dex, +1 dodge, –2 rage, +2 shield)**hp** 37 (3d12+12)**Fort** +7, **Ref** +3, **Will** +4**Defensive Abilities** uncanny dodge, trap sense +1**OFFENSE****Speed** 40 ft.**Melee** mwk battleaxe +9 (1d8+4/×3)**Ranged** light crossbow +5 (1d8/19–20)**Special Attacks** rage (10 rounds/day)**TACTICS**

Before Combat If Hildr is aware of the PCs' approach, she spends a full round putting on her cleats to give her better mobility on the ice and drinks her *potion of shield of faith*. Otherwise, she wears normal cold-weather boots that provide no additional traction.

During Combat Hildr enters a rage and charges at the first target in sight. She is a whirlwind in a fight, moving from target to target unless doing so will open her to excessive attacks of opportunity. She and Skell are competitive and do not aid one another in battle, though if her brother falls, she focuses all her attention on the enemy who dealt the killing blow.

Morale While raging, Hildr fights to the death. She only flees or surrenders if her brother is somehow forced to do the same.

Base Statistics When not raging, Hildr's statistics are **AC** 19, touch 13, flat-footed 16; **hp** 31; **Fort** +5, **Will** +2; battleaxe +7 (1d8+2/×3); **Str** 15, **Con** 14; **CMB** +5, **CMD** 18; **Skills** Climb +6.

STATISTICS**Str** 19, **Dex** 15, **Con** 18, **Int** 8, **Wis** 12, **Cha** 10**Base Atk** +3; **CMB** +7; **CMD** 20**Feats** Dodge, Power Attack, Weapon Focus (battleaxe)**Skills** Climb +8, Handle Animal +6, Intimidate +6, Perception +7, Survival +7**Languages** Common, Skald**SQ** fast movement**Combat Gear** *potion of cure serious wounds*, *potion of shield of faith*, alchemist's fire (2); **Other Gear** masterwork chain shirt, masterwork heavy wooden shield, masterwork battleaxe, light crossbow with 10 bolts, cleats*, cold weather outfit, bronze Aspis Consortium badge, 46 gp* See the *Advanced Player's Guide*.**SKELL WULFSSON****CR 2**

Male human fighter 3

CN Medium humanoid (human)

Init +6; **Senses** Perception +4**DEFENSE****AC** 20, touch 12, flat-footed 18 (+6 armor, +2 Dex, +2 shield)**hp** 30 (3d10+9)**Fort** +5, **Ref** +5, **Will** +2; +1 vs. fear

Defensive Abilities bravery +1

OFFENSE

Speed 30 ft.

Melee mwk longsword +7 (1d8+2/19–20)

Ranged mwk heavy crossbow +6 (1d10/19–20)

TACTICS

Before Combat Skell is on watch duty and has his crossbow loaded with his *screaming bolt* and readied to fire at any foe he spots encroaching on the Aspis base from cover.

During Combat Skell fights from cover against unprepared enemies, but is unafraid to step out onto the ice to engage invaders in melee, lessening the ice's effect on his movement with his cleats. If he has a chance, he drinks his *potion of bull's strength* before entering melee. Skell and Hildir are competitive and do not aid one another in battle, but if his sister falls in the course of the skirmish, Skell focuses his attention on the enemy who dealt the killing blow.

Morale As long as Hildir fights alongside him, Skell fights to the death. If she falls and he is reduced to 10 or fewer hit points, he flees to area **A5** to gather reinforcements.

STATISTICS

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

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

Feats Improved Initiative, Lightning Reflexes, Point-Blank Shot, Rapid Reload, Weapon Focus (longsword)

Skills Handle Animal +5, Perception +4, Survival +7

Languages Common, Skald

SQ armor training 1

Combat Gear *potion of bull's strength*, *screaming bolt*;

Other Gear masterwork chainmail, masterwork heavy wooden shield, masterwork heavy crossbow with 10 bolts, masterwork longsword, cleats*, cold weather outfit, bronze Aspis Consortium badge, 23 gp

* See the *Advanced Player's Guide*.

Treasure: A search of Drabbin's pack reveals an exquisite tiny silver statuette of the Vudran goddess Likha he had hoped to claim for himself instead of sharing a cut of its worth with the rest of his team. The statuette is worth 100 gp.

Mission Notes: Player characters searching the Aspis agents' belongings can discover several items of value stashed away in Drabbin's pack (see *Treasure*, above). Among them is a gold seal, such as one would use to mark letters and edicts, with the imprint of a 10-tusked elephant. Written in Vudrani script, the name on the seal reads "Sigurdanda Virgandya," which can be made out with a DC 12 Linguistics check (a PC who speaks Vudrani automatically succeeds at this check). A Lantern Lodge faction PC who obtains this seal and verifies that it did belong to the legendary Vudran maharajah earns 1 Prestige Point.

Osirion faction PCs should wish to save the book fueling the cooking fire—a copy of the *Mizravrtta Brahmodya*. A

PC may remove the book from the flames as a full-round action, taking 1d4 points of fire damage (a successful DC 12 Reflex save halves this damage). From the time the PCs enter the room, they have 1 minute to rescue the book before the flames consume it. Retrieving the book earns Osirion faction PCs 1 Prestige Point.

Each of the three of the guards stationed in this area has a bronze Aspis shield hidden under his clothing. Sczarni faction PCs should wish to recover these, though they must locate at least one silver badge in order to complete their faction mission.

A PC succeeding at a DC 15 Knowledge (religion) check may identify some of the remaining iconography decorating the shrine as relating to the worship of Meenashdu, Vudran god of charity and almsgiving. As Meenashdu is a neutral good deity, the restoration of his shrine satisfies the Silver Crusade's faction mission. The idol to the god that once stood where the fire now burns can be located in area **A6**. If the statue is returned here and the graffiti on the walls are cleared away with thorough scrubbing, Silver Crusade faction PCs earn 1 Prestige Point.

Rewards: If the PCs defeat the Drabbin, Hildir, and Skell, award each subtier thusly:

Subtier 1–2:

Give each PC 116 gp.

Subtier 4–5:

Give each PC 443 gp.

A3. Central Courtyard

The temple's central sanctum rises from this wide courtyard. Bas relief carvings cover every inch of its curved surface—winsome apsaras, vanara heroes, and avatars of the monkey lord himself all seem frozen in the bone-chilling cold. In stark contrast with the celestial beings carved on the sanctum's outer walls, a carved throng of evil covers the walls of the courtyard itself—fiendish asuras, great black nagas, and goblinoid hordes are frozen in stone as they besiege the mountain rising from the temple's center.

Because of the layout of the temple, the PCs have an advantage sneaking up to the work crew in front of the north entrance of the inner sanctum. From here, the Pathfinders have an excellent view of the central part of the temple, including most of area **A5**. Particularly stealthy parties can reach this point without engaging the guards in area **A2** by either going through area **A4** or bypassing the snare trap and avoiding Skell's notice.

A successful DC 10 Knowledge (planes or religion) check allows a character to note that the walls of the courtyard and central sanctum are in fact a structured catalog of

outsiders affiliated with Vudra, from the wickedest to the most enlightened.

Creatures: Though there are no creatures in this area itself, it is possible the PCs will attract the attention of the guards in area **A2**. If the Pathfinders do so while attempting to cross the bridge from area **A1**, the guards move through the temple and engage the PCs here. See page 6–10 for details on these Aspis Consortium agents.

A4. Apsara Shrine (CR 2 or CR 5)

This shrine looks as though it was constructed yesterday, its intricate stonework unblemished by time, vandals, or weather. A statue of a beautiful four-armed woman bearing a scroll in each hand rests beneath a tall spire. Images of daring acts of heroism, long journeys, and unrequited love fill the walls.

This protective shrine looks now as the defiled one in area **A2** looked before the Aspis Consortium plundered it. The ruthless explorers would have done the same here were it not for the residual spirit of a long-dead apsara—a Vudran nymph—that protects the holy site in the form of a terrible haunt. After the death of a team member, the Leska declared the shrine off limits, and focused her agents' efforts on less dangerous portions of the temple.

A successful DC 20 Knowledge (religion) check identifies the sculpted idol as a representation of Likha, Vudran goddess of fables and storytelling—and sister of Meenashdu, whose temple in area **A2** has already been stripped of valuables.

Haunt: When Hao Jin brought the Temple of Ragdya into her tapestry's treasure realm, she was unaware of an apsara that tended to this shrine, and it was carried here along with the temple. Even though no vanaras came to worship at the once-holy site in its extraplanar isolation, the apsara continued tending to the shrine and protecting it from the elements. But when Hao Jin disappeared and the carefully maintained balance within her tapestry began to shift, the apsara died of cold as the newly formed glacier engulfed much of the rest of the temple. The tragedy of her death lingers here, and the apsara's spirit continues to haunt the shrine. The rules for running a haunt can be found on page 242 of the *Pathfinder RPG GameMastery Guide*, or online at paizo.com/pathfinderRPG/prd.

Subtier 1–2 (CR 2)

TOUCH OF THE FROZEN APSARA CR 2

NE haunt (5-ft. radius circle centered on the statue of Likha)

Caster Level 2nd

Notice Perception DC 16 (to feel a rush of cold air and hear a lonely sighing)

hp 4; **Trigger** proximity; **Reset** 1 day

Effect When the haunt is triggered, a sensation of deep cold and despair overtakes the targets. All creatures within the haunt's area are targeted by a *chill touch* spell (+2 touch attack, 1d6 damage and 1 Str damage, Fortitude save DC 12 partial).

Destruction A ritual response of gratitude for the nymph's protection of the temple (DC 15 Knowledge [religion] to know the rite) destroys the haunt.

Subtier 4–5 (CR 5)

HAIL OF FROZEN TEARS CR 5

NE haunt (10-ft. radius circle centered on the statue of Likha)

Caster Level 5th

Notice Perception DC 20 (to feel a rush of cold air and hear a lonely sighing)

hp 10; **Trigger** proximity; **Reset** 1 day

Effect When the haunt is triggered, a sensation of deep cold and despair overtakes the targets and the air fills with whirling hail as the *ice storm* spell (3d6 bludgeoning damage and 2d6 cold damage).

Destruction A ritual response of gratitude for the nymph's protection of the temple (DC 20 Knowledge [religion] to know the rite) destroys the haunt.

A5. The Ice Carvers (CR 2 or CR 5)

The sheer walls of the glacier dominate this open courtyard, towering as high or higher than the central sanctum's tall, spired dome on the courtyard's south end. A wide set of stairs leads up into the sanctum itself, while a lone statue stands out as the only feature of the courtyard, whose walls are encased in thick ice.

This is a work site for a group of four slaves and their taskmaster. The Aspis Consortium camp is still being cut out of the ice, and the noise of chiseling, cracking ice, and heaving workers muffles the Pathfinders' approach, imposing a –10 penalty on Perception checks made to notice any activity taking place outside this particular courtyard.

Creatures: Four slaves (human commoners 2, hp 7) ill-dressed for the cold weather hack at the glacial eastern wall of the courtyard with rusted picks. If it weren't for the physical exertion required to make headway in clearing the glacier from the temple, they would likely be shivering, but each is covered in sweat as though working in 90-degree heat. They pay no attention to the PCs unless combat breaks out, at which point they cower against the wall to stay out of harm's way.

The slavedriver is a leathery-skinned man, short and squat, who looks to have just come out of weeks spent under the harsh desert sun of another world. He is dressed in bulky, bone-studded leather lined with furs,

and he chuckles as he lashes with his whip at one of the slaves, who has slipped and fallen into the shin-deep snow made of the slaves' glacial shavings.

Graestos, a bronze Aspis Consortium agent, relishes his assignment—motivating the slaves purchased by the Consortium as disposable workers with his whip and the threat of siccing his Osirian sand panther on the first to faint from exhaustion. The tawny cat, named Isehкта, paces behind her master, ever watchful of the slaves who occupy Graestos's attention.

The noise of the work is likely enough to cloak the Pathfinders' approach unless they take no precautions to move quietly, and gives them considerable opportunity to get the jump on the slavemaster. Graestos is a coward and doesn't hesitate to use the slaves as shields while his animal companion fights in his stead. If given the chance, he rushes into the inner sanctum to gather reinforcements. Thus the party must act quickly to cut off his escape or the encounter becomes considerably more difficult. If Graestos does elicit aid, he and Neevindi (area A6) team up against the PCs, while the scrollmaster continues her work unless the Pathfinders find their way to her desk.

Subtier 1–2 (CR 2)

GRAESTOS	CR 2
Male human druid 3 NE Medium humanoid (human) Init –1; Senses Perception +9	
DEFENSE	
AC 13, touch 9, flat-footed 13 (+4 armor, –1 Dex) hp 20 (3d8+3) Fort +4, Ref +0, Will +6	
OFFENSE	
Speed 30 ft. Melee mwk whip +3 (1d3 nonlethal) Cleric Spells Prepared (CL 3rd; concentration +6) 2nd— <i>barkskin</i> , <i>flame blade</i> 1st— <i>cure light wounds</i> (DC 14), <i>endure elements</i> , <i>obscuring mist</i> o (at will)— <i>detect magic</i> , <i>know direction</i> , <i>read magic</i> , <i>resistance</i>	
TACTICS	
Before Combat If aware of the PCs' approach, Graestos grabs a slave as a human shield and casts <i>barkskin</i> on himself. He positions himself in the entryway to the inner sanctum so that he cannot be cut off from retreating there for aid.	
During Combat Graestos sends Isehкта into melee, remaining within reach of his slaves to act as unwilling shields. He uses his whip to trip foes engaged in combat with his panther, all the while making his way to the inner sanctum and his allies there.	
Morale If he cannot gather aid from area A6, Graestos surrenders when reduced to 5 or fewer hit points.	

STATISTICS
Str 10, Dex 8, Con 12, Int 13, Wis 16, Cha 15 Base Atk +2; CMB +2 (+4 trip); CMD 11 (13 vs. trip) Feats Combat Expertise, Exotic Weapon Proficiency (whip), Improved Trip Skills Climb +6, Handle Animal +8, Intimidate +5, Knowledge (nature) +9, Perception +9, Spellcraft +7, Survival +11 SQ nature bond (animal companion), nature sense, wild empathy +5, woodland stride, trackless step Combat Gear <i>scroll of lesser restoration</i> , tanglefoot bag; Other Gear +1 <i>studded leather</i> , masterwork whip, spell component pouch, bronze Aspis Consortium badge, bill of slave purchase

ISEHKTA	CR —
Female small cat animal companion N Small animal Init +6; Senses low-light vision, scent; Perception +5	
DEFENSE	
AC 20, touch 17, flat-footed 14 (+6 Dex, +3 natural, +1 size) hp 16 (3d8+3) Fort +4, Ref +9, Will +2	
OFFENSE	
Speed 50 ft. Melee bite +4 (1d4+1 plus trip), 2 claws +4 (1d3+1)	
STATISTICS	
Str 13, Dex 22, Con 13, Int 2, Wis 12, Cha 6 Base Atk +2; CMB +2; CMD 18 (22 vs. trip) Feats Combat Reflexes, Improved Natural Attack (claws) Skills Climb +5, Perception +5, Stealth +14 SQ sprint	

Subtier 4–5 (CR 5)

GRAESTOS	CR 6
Male human druid 6 NE Medium humanoid (human) Init –1; Senses Perception +12	
DEFENSE	
AC 14, touch 9, flat-footed 14 (+4 armor, –1 Dex, +1 natural) hp 48 (6d8+18) Fort +6, Ref +1, Will +8; +4 vs. fey and plant-targeted effects Defensive Abilities resist nature's lure	
OFFENSE	
Speed 30 ft. Melee mwk whip +5 (1d3 nonlethal) Special Attacks wild shape 2/day Cleric Spells Prepared (CL 6th; concentration +9) 3rd— <i>call lightning</i> (DC 16), <i>cure moderate wounds</i> (DC 16), <i>spike growth</i> (DC 16) 2nd— <i>barkskin</i> , <i>delay poison</i> (DC 15), <i>flame blade</i> , <i>summon nature's ally II</i> 1st— <i>cure light wounds</i> (DC 14), <i>endure elements</i> , <i>obscuring mist</i> , <i>produce flame</i>	

THE ICEBOUND OUTPOST

o (at will)—*detect magic, know direction, read magic, resistance*

TACTICS

Before Combat If aware of the PCs' approach, Graestos grabs a slave as a human shield and casts *barkskin* on himself and drinks his *potion of bear's endurance*. He positions himself in the entryway to the inner sanctum so that he cannot be cut off from retreating there for aid.

During Combat Graestos sends Isehкта into melee, remaining within reach of his slaves to act as unwilling shields. The druid employs spells such as *call lightning* and *spike growth* to control the battlefield, and uses his whip to trip foes engaged in combat with his panther, all the while making his way to the inner sanctum and his allies there.

Morale If he cannot make his escape earlier to gather aid from area A6, Graestos surrenders when reduced to 12 or fewer hit points.

STATISTICS

Str 10, **Dex** 9, **Con** 12, **Int** 13, **Wis** 16, **Cha** 15

Base Atk +4; **CMB** +4 (+6 trip); **CMD** 13 (15 vs. trip)

Feats Combat Expertise, Exotic Weapon Proficiency (whip), Improved Trip, Toughness

Skills Climb +6, Handle Animal +11, Intimidate +8, Knowledge (nature) +12, Perception +12, Spellcraft +7, Survival +14

SQ nature bond (animal companion), nature sense, trackless step, wild empathy +8, woodland stride

Combat Gear *potion of bear's endurance, scroll of lesser restoration, wand of neutralize poison* (3 charges), tanglefoot bag; **Other Gear** +1 studded leather, masterwork whip, amulet of natural armor +1, spell component pouch, bronze Aspis Consortium badge, bill of slave purchase, 14 gp

ISEHKTA

CR —

Female small cat animal companion

N Medium animal

Init +5; **Senses** low-light vision, scent; Perception +6

DEFENSE

AC 21, touch 15, flat-footed 16 (+5 Dex, +6 natural)

hp 39 (6d8+12)

Fort +7, **Ref** +10, **Will** +3

OFFENSE

Speed 50 ft.

Melee bite +8 (1d6+4 plus trip), 2 claws +8 (1d6+4)

STATISTICS

Str 18, **Dex** 21, **Con** 15, **Int** 2, **Wis** 12, **Cha** 6

Base Atk +4; **CMB** +8; **CMD** 23 (27 vs. trip)

Feats Combat Reflexes, Improved Natural Armor, Improved Natural Attack (claws)

Skills Climb +9, Perception +6, Stealth +10

SQ sprint

Development: What the PCs do with the slaves here is up to them, but the captives can offer valuable information

should the PCs interrogate them. All four are natives of Golarion, purchased from slave markets in Okeno by people they can only assume were Aspis Consortium agents. They spent months rowing a massive galley, though where it went they don't know, and none of the slaves has an accurate count of how long they were at sea. When finally the ship docked, they were all given a powerful sleeping draught and awoke within this realm. They don't know the true nature of the demiplane where they've worked the last few weeks, but they have heard their captors referring to it as "the tapestry," what ever that means."

If the PCs inquire about the agents stationed here, the slaves can describe everyone the PCs encounter in this adventure as well as over 20 other agents who have come and gone in the past few weeks, some staying longer than others. They aren't quite sure what role most of the agents here play within the camp, but they know who's in charge. They describe Leska and mention that she left a few days ago with her lieutenant—a mysterious man with a Tian accent who didn't seem to be a member of the Aspis Consortium himself—and a ratfolk who arrived a few days earlier and had been treated with exceptional respect. Where they were going or how long they planned to be away, the slaves have no idea.

Mission Notes: Andoran faction PCs will likely want to find solid evidence that the slaves were indeed purchased to be used as political ammunition in Andoran's fight to sully the Aspis Consortium's name. Such evidence exists in the form of a bill of sale bearing the seal of a prominent slave market in Okeno as well as an Aspis Consortium seal—that of a gold agent—folded and tucked into Graestos's belt pouch. Recovering this from Graestos's body earns Andoran faction PCs 1 Prestige Point.

Graestos has a bronze Aspis Consortium badge tucked under his belt, which Sczarni faction PCs are likely to want to collect if they do not already have enough bronze badges to satisfy the conditions of their faction mission.

Rewards: If the PCs defeat Graestos, award each subtier thusly:

Subtier 1–2:

Give each PC 140 gp.

Subtier 4–5:

Give each PC 390 gp.

A6. The Inner Sanctum (CR 2 or CR 5)

A row of columns lines the inside of this tall, thin dome, each decorated with intricate carvings. The walls are completely covered in flowing script, etched into the red-brown stone with the delicacy of fine calligraphy. In the room's center, a massive mountain of bronze rises nearly thirty feet. Several

SCROLLMASTERS AND TREASURE

Normally, an NPC's gear that the PCs damage or destroy in the course of an adventure is still considered available for purchase at the end of a Pathfinder Society scenario. The scrollmaster wizard archetype presents an interesting quandary in this regard, as his special abilities are specifically intended to be destroyed when used. Defeating a scrollmaster in combat without damaging valuable loot in the process is a large part of the unique challenge the archetype presents. In this encounter, keep note of what scrolls Cathixia uses as part of her scroll blade and scroll shield class abilities and which are destroyed in the process. Award the PCs the gold piece value listed in the rewards section below even if they can't salvage all of Cathixia's gear, but cross any scrolls destroyed during the battle off the party's Chronicle sheets at the adventure's conclusion.

crates are visible on the south side of the stylized mountain, opposite the stepped entryway. The flicker of an unseen flame illuminates the room in dim light, the shadows shifting as if something were moving in front of its source.

The temple's inner sanctum is an elaborate representation of Ragdya's holy texts and major religious iconography, including the legendary mountain Bahmenu upon which he is said to reside. The elaborate carvings on the columns and walls depict scenes from the legendary deeds, from his youthful escapades stealing from the six-armed calikangs of Astangapur, to his wooing of his hundred brides, to his crossing the sea on the back of a celestial garuda. A PC who makes a successful DC 15 Knowledge (religion) check can notice other deities from the Vudran pantheon playing roles in many of these scenes, including Likha, goddess of fables, Chamidu, goddess of beasts, Suyuddha, goddess of war, and Gruhastha, god of protection.

The brass mountain at the sanctum's center is hollow, and holds within it a great statue of Ragdya and a gold-and-gem-encrusted mosaic covering its inner surface. A narrow, 10-foot-high archway in the mountain's southern face provides access to the statue. The Aspis Consortium has set up the heart of the camp here, within the shelter of the massive dome and next to the obvious supply of wealth. A paper-covered desk, a chair, and several crates of goods are scattered about the southern half of the room as a result.

Within the hollow mountain are two everburning torches, aiding the Consortium's appraiser in her assessment of the wealth contained within, and a lit lantern sits on the desk. They shed bright light within the isolated space, normal light throughout the southern half of the room, and dim light in the northern half of the room.

Creatures: In the cramped interior of the brass mountain, the Aspis Consortium's resident scholar and appraiser, the half-elf scrollmaster Cathixia Rarikos, works to analyze and price the gems and gold found here. She is singleminded and oblivious to just about everything except the task at hand. Unless alerted by her bodyguard Neevindi, she only looks up to see the PCs when combat breaks out in the inner sanctum itself.

Neevindi is more alert than her charge, but the massive brass mountain blocks all but the loudest sounds from outside the room, and Cathixia's absent-minded humming, mutterings, and chuckles at humorous thoughts only she knows block out whatever faint sounds make it through the acoustically suboptimal inner sanctum. If Gaestros makes his way into the inner sanctum and alerts the bodyguard to the PCs' approach, she leaves Cathixia to her task and ventures out into the courtyard to help the slavedriver. Otherwise, she doesn't notice the PCs until one of them rounds the central mountain sculpture into her line of vision.

Neevindi attempts to protect Cathixia—her knowledge and expertise are expensive to replace, and the bodyguard is nothing if not dedicated to her assignment—and tries to stand between the scholar and the party. Neither Cathixia or Neevinda expect to be spared and do not surrender.

Subtier 1–2 (CR 2)

CATHIXIA RARIKOS

CR 1

Female middle-aged half-elf transmuter (scrollmaster) 2

(*Pathfinder RPG Ultimate Magic* 89)

N Medium humanoid (elf, human)

Init +0; **Senses** low-light vision; Perception +1

DEFENSE

AC 16, touch 10, flat-footed 16 (+4 armor, +2 shield)

hp 15 (2d6+6)

Fort +2, **Ref** +0, **Will** +2; +2 vs. enchantments

Defensive Abilities scroll shield

OFFENSE

Speed 30 ft.

Melee +1 *scroll blade* +4 (1d6+3/19–20)

Special Attacks scroll blade

Arcane School Spell-Like Abilities (CL 2nd; concentration +5)

6/day—*telekinetic fist* (1d4+1 bludgeoning)

Transmuter Spells Prepared (CL 2nd; concentration +5)

1st—*comprehend languages*, *expeditious retreat*, *mage armor*, *magic missile*

0 (at will)—*arcane mark*, *detect magic*, *mage hand*, *read magic*

Opposition Schools abjuration, illusion

TACTICS

Before Combat Cathixia has placed her physical

enhancement bonus in Constitution. Once she becomes aware of the PCs, Cathixia casts *mage armor* and draws

THE ICEBOUND OUTPOST

her scrolls, preparing to enter combat. These effects are already included in her statistics.

During Combat Cathixia hopes the PCs will underestimate her combat ability, and readies for someone to approach her. Otherwise, she acts defensively, letting Neevindi protect her. Cathixia uses her 2nd-level scrolls first as both her scroll blade and scroll shield (her AC and melee entries above assume she is using these scrolls). When either is destroyed, she switches to a 1st-level spell in its place. She doesn't use her *scroll of tongues* for either ability, however, valuing it as her most expensive resource.

Morale Cathixia fights to the death.

STATISTICS

Str 14, **Dex** 11, **Con** 14, **Int** 16, **Wis** 9, **Cha** 11

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

Feats Combat Casting, Scribe Scroll, Skill Focus (Appraise)

Skills Appraise +11, Knowledge (arcana) +8, Knowledge (history) +7, Knowledge (religion) +7, Linguistics +8, Perception +1, Spellcraft +8; **Racial Modifiers** +2 Perception

Languages Celestial, Common, Draconic, Elven, Osiriani, Tien, Vudrani

SQ elf blood, physical enhancement +1

Combat Gear *scroll of bear's endurance*, *scroll of cause fear*, *scroll of charm person*, *scroll of false life*, *scrolls of identify* (2), *scroll of tongues*; **Other Gear** spellbook (contains all cantrips and all prepared 1st-level spells, as well as *burning hands*, *charm person*, and *feather fall*), spell component pouch, silver Aspis Consortium badge, 5 gp

SPECIAL ABILITIES

Scroll Blade (Su) Cathixia can wield any paper, parchment, or cloth scroll as if it were a melee weapon, treating it as a short sword with an enhancement bonus equal to 1/2 the level of the highest-level wizard spell on the scroll; a scroll with only a cantrip or 1st-level spell on it counts as a masterwork short sword. She is proficient with this weapon, and feats and abilities that affect short swords apply to this weapon. She cannot wield two scroll blades at the same time.

Activating this ability is a free action. A scroll blade only retains its abilities in the hands of the scrollmaster. The scroll blade has hardness 0 and hit points equal to the highest-level wizard spell on the scroll. Each successful hit by the scroll blade reduces its hit points by 1; this damage cannot be repaired, but does not affect casting from the scroll. When its hit points reach 0, the scroll is destroyed.

Scroll Shield (Su) Cathixia can wield any paper, parchment, or cloth scroll as if it were a light wooden shield. In her hands, the scroll grants a +1 shield bonus with an enhancement bonus equal to 1/2 the level of the highest-level wizard scroll on the scroll; a scroll with only a cantrip or 1st-level spell counts as a masterwork light shield. The scroll has no armor check penalty, arcane spell failure chance, or maximum Dexterity bonus. The scrollmaster is considered proficient

with this scroll shield, and can use a scroll blade in one hand and a scroll shield in the other.

Activating this ability is a free action. A scroll shield only retains its abilities in the hands of the scrollmaster. The scroll shield has hardness 0 and hit points equal to the highest-level wizard spell on the scroll. Each successful attack roll against the wizard reduces the scroll shield's hit points by 1; this damage cannot be repaired, but does not affect casting from the scroll. When its hit points reach 0, the scroll is destroyed.

NEEVINDI

CR 1/2

Female human rogue 1

LN Medium humanoid (human)

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

DEFENSE

AC 16, touch 12, flat-footed 14 (+4 armor, +1 Dex, +1 dodge)

hp 11 (1d8+3)

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

OFFENSE

Speed 30 ft.

Melee sap +3 (1d6+3 nonlethal)

Ranged dagger +1 (1d4+3/19–20)

Special Attacks sneak attack +1d6

TACTICS

During Combat Neevindi gives Cathixia some room, moving forward toward the PCs to eliminate threats before they can reach the wizard. If someone gets past her, Neevindi moves to flank with Cathixia to more quickly take down those who present the largest threat to her charge. Unless forced to fight from range, Neevindi prefers knocking her foes out with her sap with the intention of interrogating them later.

Morale Neevindi defends Cathixia to the death.

STATISTICS

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

Base Atk +0; **CMB** +3; **CMD** 15

Feats Dodge, Iron Will

Skills Acrobatics +4, Climb +6, Escape Artist +4, Knowledge (local) +3, Perception +5, Profession (bodyguard) +5, Sense Motive +5, Stealth +4

Languages Common, Vudrani

SQ trapfinding +1

Combat Gear *potion of cure light wounds*, antitoxin; **Other**

Gear masterwork chain shirt, daggers (3), sap, cold-weather outfit, sunrods (4), bronze Aspis Consortium badge, 17 gp

Subtier 4–5 (CR 5)

CATHIXIA RARIKOS

CR 4

Female middle-aged half-elf transmuter (scrollmaster) 5

(*Pathfinder RPG Ultimate Magic* 89)

N Medium humanoid (elf, human)

Init +1; **Senses** low-light vision; Perception +1

DEFENSE

AC 19, touch 11, flat-footed 18 (+4 armor, +1 Dex, +4 shield)

hp 40 (5d6+20)

Fort +4, Ref +3, Will +4; +2 vs. enchantments

Defensive Abilities scroll shield

OFFENSE

Speed 30 ft.

Melee +2 scroll blade +6 (1d6+4/19–20)

Special Attacks scroll blade

Arcane School Spell-Like Abilities (CL 5th; concentration +8)

6/day—telekinetic fist (1d4+2 bludgeoning)

Transmuter Spells Prepared (CL 5th; concentration +8)

3rd—*haste*, *lightning bolt* (DC 16), *tongues*

2nd—*bull's strength*, *daze monster* (DC 15), *scorching ray*,
see *invisibility*

1st—*burning hands* (DC 14), *comprehend languages*,
expeditious retreat, *mage armor*, *magic missile*

0 (at will)—*arcane mark*, *detect magic*, *mage hand*, *read magic*

Opposition Schools abjuration, illusion

TACTICS

Before Combat Cathixia has placed her physical enhancement bonus in Dexterity. Once she becomes aware of the PCs, Cathixia casts *mage armor* and draws her scrolls, preparing to enter combat. Both are already included in her statistics.

During Combat Cathixia hopes the PCs will underestimate her combat ability, and readies for someone to approach her. Otherwise, she acts defensively, letting Neevindi protect her. Cathixia uses her 4th-level scrolls first as both her scroll blade and scroll shield (her AC and melee entries above assume she is using these scrolls). When either is destroyed she switches to using a 2nd-level scroll in its place, saving her 3rd-level scrolls for emergencies.

Morale Cathixia fights to the death.

STATISTICS

Str 14, Dex 13, Con 14, Int 16, Wis 9, Cha 11

Base Atk +2; CMB +4; CMD 15

Feats Combat Casting, Scribe Scroll, Shield Focus, Skill Focus (Appraise), Toughness

Skills Appraise +14, Knowledge (arcana) +11, Knowledge (history) +8, Knowledge (nobility) +7, Knowledge (religion) +8, Linguistics +11, Perception +1, Spellcraft +11; **Racial Modifiers** +2 Perception

Languages Abyssal, Celestial, Common, Draconic, Elven, Infernal, Kelish, Osiriani, Tien, Vudrani

SQ elf blood, physical enhancement +2

Combat Gear *scroll of bear's endurance*, *scroll of dimension door*, *scroll of false life*, *scroll of hold person*, *scroll of shout*, *scroll of tongues*; **Other Gear** *cloak of resistance* +1, spellbook (contains all cantrips and all prepared spells, as well as *charm person*, *feather fall*, and *fireball*), spell component pouch, silver Aspis Consortium badge

SPECIAL ABILITIES

Scroll Blade (Su) Cathixia can wield any paper, parchment, or

cloth scroll as if it were a melee weapon, treating it as a short sword with an enhancement bonus equal to 1/2 the level of the highest-level wizard spell on the scroll; a scroll with only a cantrip or 1st-level spell on it counts as a masterwork short sword. She is proficient with this weapon, and feats and abilities that affect short swords apply to this weapon. She cannot wield two scroll blades at the same time.

Activating this ability is a free action. A scroll blade only retains its abilities in the hands of the scrollmaster. The scroll blade has hardness 0 and hit points equal to the highest-level wizard spell on the scroll. Each successful hit by the scroll blade reduces its hit points by 1; this damage cannot be repaired, but does not affect casting from the scroll. When its hit points reach 0, the scroll is destroyed.

Scroll Shield (Su) Cathixia can wield any paper, parchment, or cloth scroll as if it were a light wooden shield. In her hands, the scroll grants a +1 shield bonus with an enhancement bonus equal to 1/2 the level of the highest-level wizard scroll on the scroll; a scroll with only a cantrip or 1st-level spell counts as a masterwork light shield. The scroll has no armor check penalty, arcane spell failure chance, or maximum Dexterity bonus. The scrollmaster is considered proficient with this scroll shield, and can use a scroll blade in one hand and a scroll shield in the other.

Activating this ability is a free action. A scroll shield only retains its abilities in the hands of the scrollmaster. The scroll shield has hardness 0 and hit points equal to the highest-level wizard spell on the scroll. Each successful attack roll against the wizard reduces the scroll shield's hit points by 1; this damage cannot be repaired, but does not affect casting from the scroll. When its hit points reach 0, the scroll is destroyed.

NEEVINDI

CR 2

Female human rogue 3

CN Medium humanoid (human)

Init +5; Senses Perception +7

DEFENSE

AC 17, touch 12, flat-footed 15 (+5 armor, +1 Dex, +1 dodge)

hp 26 (3d8+9)

Fort +3, Ref +4, Will +4

Defensive Abilities evasion, trap sense +1

OFFENSE

Speed 30 ft.

Melee mwk sap +7 (1d6 nonlethal+3)

Ranged dagger +3 (1d4+3/19–20)

Special Attacks sneak attack +2d6

TACTICS

During Combat Neevindi gives Cathixia some room, moving forward toward the PCs to eliminate threats before they can reach the wizard. If someone gets past her, Neevindi moves to flank with Cathixia to more quickly take down those who present the largest threat to her charge. Unless forced to

THE ICEBOUND OUTPOST

fight from range, Neevindi prefers knocking her foes out with her sap with the intention of interrogating them later.

Morale Neevindi defends Cathixia to the death.

STATISTICS

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

Base Atk +2; **CMB** +5; **CMD** 17

Feats Dodge, Improved Initiative, Iron Will, Weapon Focus (sap)

Skills Acrobatics +6, Climb +8, Escape Artist +6, Knowledge (local) +5, Perception +7, Profession (bodyguard) +7, Sense Motive +7, Stealth +6

Languages Common, Vudrani

SQ rogue talents (combat trick), trapfinding +1

Combat Gear *potion of cure light wounds*; **Other Gear** +1 chain shirt, daggers (3), masterwork sap, cold-weather outfit, sunrods (4), bronze Aspis Consortium badge, 27 gp

Treasure: At Cathixia's desk is a detailed map, albeit somewhat allegorical and stylized, of the Vudran peninsula (DC 10 Perception to notice or automatic with *detect magic*). Close inspection of the map reveals that it hides within it the workings of a *know direction* spell and functions as a scroll of the same spell. If Cathixia expends all the scrolls in her possession during the combat, she uses this as a last resort.

A small golden statuette of an asura (a many-armed and grotesquely tusked seminaked woman) is partially wrapped for transport to Golarion proper and rests in one of the Aspis Consortium's crates here. A successful DC 15 Perception check locates the idol among the straw packing in which it has been cushioned, and it can be identified as a depiction of a beatific one asura with a successful DC 15 Knowledge (planes) check.

A much larger statue has been wrapped in blankets and tied with tough twine, and lies on its side beneath Cathixia's desk. This statue, representing Meenashdu, god of charity and almsgiving, was brought here from area A2 to make room for the cooking fire there. A DC 15 Knowledge (religion) check identifies the deity. The statue weighs 1,000 pounds but can be lifted by as many as four PCs if they use the twine as handholds.

Mission Notes: Cheliox faction PCs who identify and recover the asura statue from the Aspis Consortium's crate earn 1 Prestige Point.

Qadira faction PCs who retrieve Cathixia's Vudran map without it being destroyed by the scrollmaster or without the spell on it being cast (thus removing key components of the map's image) earn 1 Prestige Point.

Sczarni faction PCs may locate a silver Aspis Consortium badge on Cathixia, and a bronze badge on Neevindi. These may be retrieved to count toward the total number the Sczarni need to complete their faction mission.

A Shadow Lodge faction PC—and only a Shadow Lodge faction PC—can locate a secret compartment on the

underside of Cathixia's desk with a successful DC 15 Perception check. In this hidden drawer she keeps a secret account of the Tian ninja Yashi Momota's recent tagging along on Aspis Consortium missions. She believes he represents only the first stage in a growing alliance between the Consortium and the Golden League of Goka, and has details on other evidence that she believes supports her theory. If this document is recovered, members of the Shadow Lodge faction earn 1 Prestige Point.

Rewards: If the PCs defeat Cathixia and Neevindi, award each subtier thusly:

Subtier 1–2:

Give each PC 99 gp.

Subtier 4–5:

Give each PC 423 gp.

ACT TWO: GETTING OUT ALIVE

As the PCs make their way into the heart of the Aspis Consortium base, the camp's commander, Leska Valentra, returns to the temple to find the remnants of the Pathfinders' confrontations with her underlings. She is accompanied by two allies of the Aspis Consortium; the first is the ratfolk envoy from Round Mountain who first invited the Consortium to the Pagoda of the Rat to negotiate an alliance, while the second is a ninja from Tian Xia, a member of the Golden League—the Gokan crime syndicate that has, since the Ruby Phoenix Tournament, been collaborating with the Consortium to expand these organizations' operations into the each other's sphere of influence.

Finding the camp besieged, Leska and her allies move quietly in the PCs' wake, and upon reaching the inner sanctum and discovering the party within, prepare an ambush for the Pathfinders as they attempt to leave what they likely assume to be a temple clear of enemies.

The Ambush (CR 4 or CR 7)

As the PCs make their way back out of the temple, Leska and her allies spring their trap. The most likely location for this encounter is area A3, as the PCs need to go this way in order to leave the temple, whether over the fallen tree or across the frozen moat. Alternatively, if the PCs are focused on the southern half of area A6, the half-orc and her companions may stage their ambush just outside the inner sanctum in area A5. The locations of any freed slaves may inform the NPCs' decision, as they are unlikely to attempt to surprise the PCs somewhere the slaves can see them and warn the Pathfinders of danger.

Creatures: The camp's commander, silver agent Leska Valentra, her Golden League ally Yashi Momota, and the ratfolk envoy Tzizzan left the Temple of Ragdya 2 days ago. The trio's destination was the ratfolk settlement at within

the tapestry at a place called Round Mountain, where she was negotiate with other Aspis Consortium agents and the ratfolk there to form a mutually beneficial alliance between the two powers. But a day into the journey, her hunter's instinct tugged at her. Unenthusiastic about the alliance negotiations she was set to attend, she turned the party around, despite Tzizzan's vocal reluctance.

Shortly after the PCs arrived, she and her allies returned to the temple to find the results of the PCs' incursion. Instantly, she shifted into tracking mode, following the PCs' steps throughout the temple and piecing together the course of events. Realizing the PCs are now within the inner sanctum—and that she is the last remaining Aspis Consortium agent who can stop them—she sets up an ambush for them as they exit the complex to return to Golarion.

She sends Momota up one of the temple walls to hide and strike at the PCs while she draws their attention. She moves to a position in which they are unlikely to miss her, and stands still, menacingly awaiting their approach. Tzizzan is the least enthused about the potential battle and does not plan to actively fight the PCs. He hides himself to stay out of the way, and offers his assistance in the form of morale support but leaves as much of the fighting to Leska and Momota as he can.

Subtier 1–2 (CR 4)

LESKA VALENTRA	CR 1
Female half-orc ranger 2	
CE Medium humanoid (human, orc)	
Init +1; Senses darkvision 60 ft.; Perception +5	
DEFENSE	
AC 14, touch 11, flat-footed 13 (+3 armor, +1 Dex)	
hp 21 (2d10+6)	
Fort +5, Ref +4, Will +0	
Defensive Abilities orc ferocity	
OFFENSE	
Speed 30 ft.	
Melee kukri +4 (1d4+3/18–20), kukri +4 (1d4+1/18–20)	
Ranged chakram +3 (1d8+3)	
Special Attacks favored enemy (dwarves +2)	
TACTICS	
Before Combat Leska draws her kukris and stands where the PCs will easily notice her as they attempt to leave the temple, waiting for Momota to get into position for the ambush. If the PCs were especially brutal in their handling of the other defeated Aspis Consortium agents in the temple, she drinks her <i>potion of bull's strength</i> as well.	
During Combat Leska targets any dwarves in the party first, after which she focuses her attention on the PC who seems to be dealing the most damage to her and her allies. If faced with a particularly adept ranged combatant, she drops one	

kukri and throws a chakram at the target before moving in to engage the PC in melee.

Morale Leska is enraged at the PCs' incursion and avenges deaths of the Aspis Consortium agents who fell at the party's hands, fighting to the death and using her orc ferocity to strike a last blow against the nearest PC.

STATISTICS
Str 17, Dex 13, Con 14, Int 12, Wis 10, Cha 8
Base Atk +2; CMB +5; CMD 16
Feats Two-Weapon Fighting, Weapon Focus (kukri)
Skills Climb +8, Intimidate +6, Knowledge (local) +3, Perception +5, Stealth +6, Survival +5, Use Magic Device +1;
Racial Modifiers +2 Intimidate
Languages Common, Dwarven, Orc
SQ orc blood, track +1, weapon familiarity, wild empathy +1
Combat Gear <i>potion of bull's strength</i> , <i>potion of cure light wounds</i> , <i>wand of snare</i> (1 charge); Other Gear masterwork studded leather, kukris (2), chakrams* (2), silver Aspis Consortium badge, 12 gp
* See the <i>Advanced Player's Guide</i> .

YASHI MOMOTA	CR 1
Male human ninja 2 (<i>Pathfinder RPG Ultimate Combat</i> 13)	
LE Medium humanoid (human)	
Init +2; Senses Perception +5	
DEFENSE	
AC 13, touch 12, flat-footed 11 (+1 armor, +2 Dex)	
hp 16 (2d8+4)	
Fort +1, Ref +5, Will +0	
OFFENSE	
Speed 30 ft., climb 20 ft.	
Melee mwk siangham +4 (1d6+2)	
Ranged shuriken +3 (1d2+2)	
Special Attacks sneak attack +1d6	
TACTICS	
Before Combat Momota climbs one of the temple's walls and prepares a shuriken with his dose of drow poison. Once positioned, he uses Stealth to hide himself from immediate notice.	
During Combat Momota begins by spending a <i>ki</i> point to make a second shuriken attack, hoping to get off two sneak attacks and deliver his dose of drow poison before the PCs know what hit them. After such an attack, he drinks his <i>potion of vanish</i> to become invisible for 1 round and drops to the ground, where he fights with his siangham.	
Morale Momota is loyal to the Aspis Consortium only so long as his superiors in the Golden League have a means of hearing of this disloyalty. He surrenders if Leska is killed, but otherwise fights to the death.	
STATISTICS	
Str 14, Dex 15, Con 12, Int 10, Wis 10, Cha 13	
Base Atk +1; CMB +3; CMD 15	
Feats Extra Ki, Stealthy	

THE ICEBOUND OUTPOST

Skills Acrobatics +7, Bluff +6, Climb +15, Disguise +6, Escape Artist +9, Knowledge (nobility) +5, Perception +5, Sleight of Hand +7, Stealth +9

Languages Common, Tien

SQ *ki* pool (4), ninja trick (wall climber), poison use

Combat Gear *potion of blur*, *potion of vanish**, drow poison (1 dose), smokesticks (3); **Other Gear** padded armor, masterwork siangham, shuriken (5), 18 gp

SPECIAL ABILITIES

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

* See the *Advanced Player's Guide*.

TZIZZAN

CR 1/2

Male ratfolk bard 1 (*Pathfinder RPG Bestiary* 3 231)

N Small humanoid (ratfolk)

Init +2; **Senses** darkvision 60 ft.; Perception +7

DEFENSE

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

hp 9 (1d8+1)

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

OFFENSE

Speed 20 ft.

Melee shortspear +2 (1d4+1)

Ranged sling +3 (1d3+1)

Special Attacks bardic performance 6 rounds/day (countersong, distraction, fascinate, inspire courage +1), swarming

Bard Spells Known (CL 1st; concentration +3)

1st (2/day)—*charm person* (DC 13), *sleep* (DC 13)

o (at will)—*daze* (DC 12), *detect magic*, *message*, *prestidigitation*

TACTICS

Before Combat Tzizzan has no quarrel with the Pathfinder Society, and separates himself from his allies when they prepare for the fight.

During Combat Tzizzan tries to stay out of the fight, playing a droning tune on his flute to inspire courage, but taking no hostile actions. If attacked, he fights defensively with his shortspear.

Morale The ratfolk envoy is a coward who wants only to survive so he can once again see his family in Round Mountain. After being hit in combat, he drinks his *potion of invisibility* and tries to escape, and surrenders if hit a second time.

STATISTICS

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

Base Atk +0; **CMB** +0; **CMD** 13

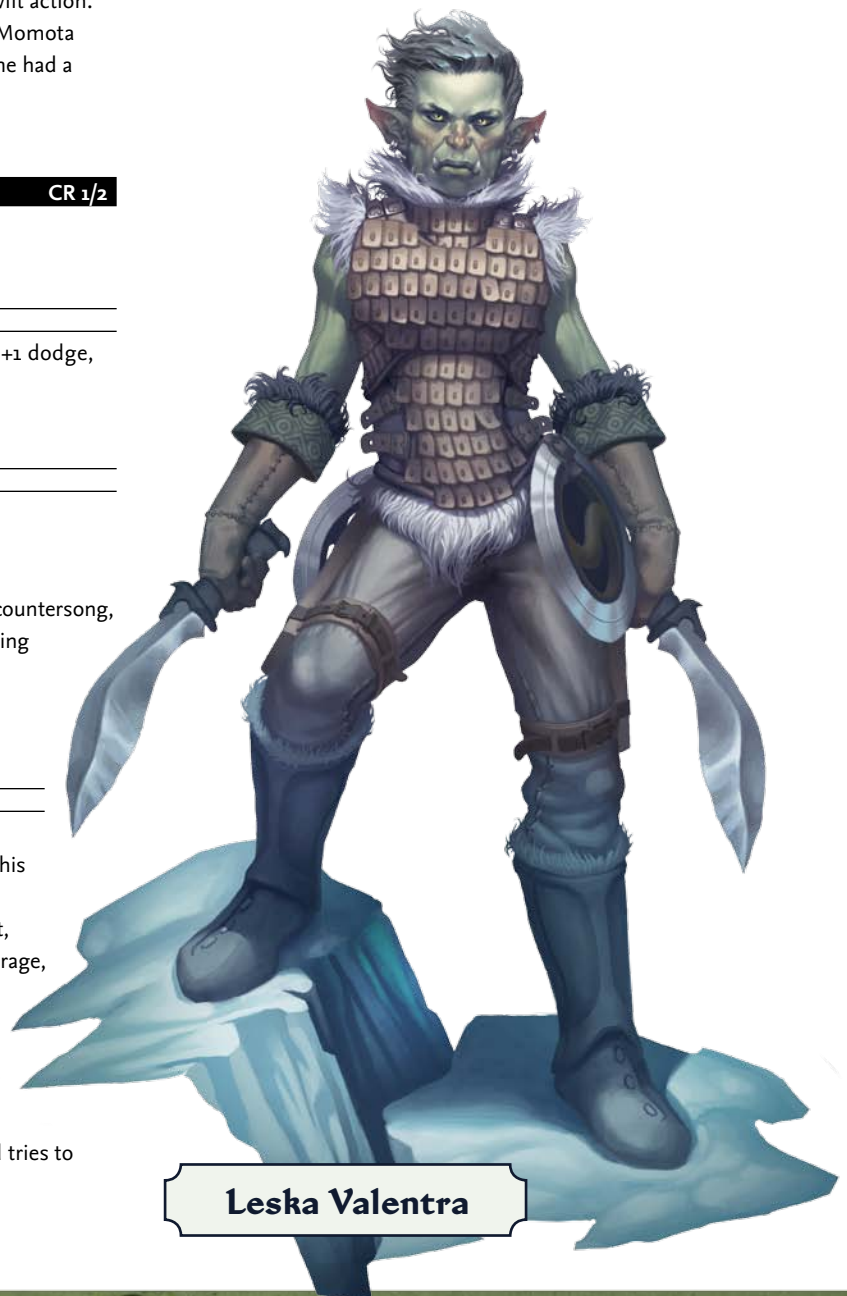
Feats Dodge

Skills Acrobatics +6 (+2 when jumping), Craft (alchemy) +2, Diplomacy +6, Perception +7, Perform (wind) +6, Sense Motive +5, Use Magic Device +8; **Racial Modifiers** +2 Craft (alchemy), +4 Handle Animal to influence rodents, +2 Perception, +2 Use Magic Device

Languages Common, Tien

SQ bardic knowledge +1

Combat Gear *potion of cure light wounds*, *potion of invisibility*; **Other Gear** leather armor, shortspear, sling with 10 bullets, map to Round Mountain, silver flute, spell component pouch, 21 gp



Leska Valentra

Subtier 4–5 (CR 7)

LESKA VALENTRA

CR 4

Female half-orc ranger 5

CE Medium humanoid (human, orc)

Init +1; **Senses** darkvision 60 ft.; Perception +8

DEFENSE

AC 17, touch 11, flat-footed 16 (+5 armor, +1 Dex, +1 shield)

hp 47 (5d10+15)

Fort +7, **Ref** +6, **Will** +4

Defensive Abilities orc ferocity

OFFENSE

Speed 30 ft.

Melee mwk kukri +9 (1d4+4/18–20), mwk kukri +9 (1d4+2/18–20)

Ranged chakram +6 (1d8+4)

Special Attacks favored enemy (dwarves +4, native outsiders +2)

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

1st—*resist energy*

TACTICS

Before Combat Leska draws her kukris and stands where the PCs will easily notice her as they attempt to leave the temple, waiting for Momota to get into position for the ambush. She casts *resist energy*, selecting the type she sees the most evidence of in the PCs' battles against the rest of the agents in the temple. If the PCs were especially brutal in their handling of the other defeated Aspis Consortium agents in the temple, she drinks her *potion of bull's strength* as well.

During Combat Leska targets any of her favored enemies in the party first, after which she focuses her attention on the PC who seems to be dealing the most damage to her and her allies. If faced with a particularly adept ranged combatant, she drops one kukri and throws a chakram at the target before moving in to engage the PC in melee.

Morale Leska is enraged at the PCs' incursion and avenges deaths of the Aspis Consortium agents who fell at the party's hands, fighting to the death and using her orc ferocity to strike a last blow against the nearest PC.

STATISTICS

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

Base Atk +5; **CMB** +9; **CMD** 20

Feats Endurance, Iron Will, Two-Weapon Defense, Two-Weapon Fighting, Weapon Focus (kukri)

Skills Acrobatics +5, Climb +11, Intimidate +9, Knowledge (local) +4, Perception +8, Stealth +8, Survival +8, Use Magic Device +1; **Racial Modifiers** +2 Intimidate

Languages Common, Dwarven, Orc

SQ favored terrain (urban +2), hunter's bond (companions), orc blood, track +2, weapon familiarity, wild empathy +4

Combat Gear *potion of bull's strength*, *potion of cure light wounds*, *wand of snare* (1 charge); **Other Gear** +1 *chain shirt*, masterwork kukris (2), chakrams* (2), *cloak of resistance* +1,

wayfinder, cracked vibrant purple prism ioun stone (currently storing no spells; *Seekers of Secrets* 49), silver Aspis

Consortium badge, 7 gp

* See the *Advanced Player's Guide*.

YASHI MOMOTA

CR 4

Male human ninja 5 (*Pathfinder RPG Ultimate Combat* 13)

LE Medium humanoid (human)

Init +2; **Senses** Perception +8

DEFENSE

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

hp 41 (5d8+15)

Fort +3, **Ref** +7, **Will** +4

Defensive Abilities uncanny dodge

OFFENSE

Speed 30 ft., climb 20 ft.

Melee mwk siangham +7 (1d6+3)

Ranged mwk shuriken +6 (1d2+3)

Special Attacks sneak attack +3d6

TACTICS

Before Combat Momota climbs one of the temple's walls and prepares two shuriken with his doses of drow poison as well as his siangham with one of the other two poisons in his possession (GM's choice) and resheathes the blade. If he has time, he also drinks his potion of *shield of faith*. Once positioned, he uses Stealth to hide himself from immediate notice.

During Combat Momota begins by spending a *ki* point to make a second shuriken attack, hoping to get off two sneak attacks and deliver his doses of drow poison against two targets before the PCs know what hit them. On the following round, he uses his vanishing trick (invisible for 5 rounds as the *invisibility* spell, costs 1 point from his *ki* pool) and drops to the ground, where he fights with his siangham.

Morale Momota is loyal to the Aspis Consortium only so long as his superiors in the Golden League have a means of hearing of this disloyalty. He surrenders if Leska is killed, but otherwise fights to the death.

STATISTICS

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

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

Feats Extra Ki, Iron Will, Stealthy, Toughness

Skills Acrobatics +10, Bluff +9, Climb +19, Disguise +9, Escape Artist +12, Knowledge (nobility) +8, Perception +8, Sleight of Hand +10, Stealth +12

Languages Common, Tien

SQ *ki* pool (5), ninja tricks (vanishing trick, wall climber), no trace +1, poison use

Combat Gear *potion of shield of faith*, *potion of blur*, drow poison (2 doses), giant wasp poison (1 dose), large scorpion venom (1 dose), smokestick; **Other Gear** +1 *studded leather*, masterwork siangham, masterwork shuriken (5), *cloak of resistance* +1, 2 gp

THE ICEBOUND OUTPOST

SPECIAL ABILITIES

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

No Trace (Ex) Momota has learned to cover his tracks, remain hidden, and conceal his presence. The DC to track him using the Survival skill increases by +1. In addition, his training gives him a +1 insight bonus on Disguise checks and opposed Stealth checks whenever he is stationary and does not take any actions for at least 1 round.

* See the *Advanced Player's Guide*.

TZIZZAN

CR 2

Male ratfolk bard 3 (*Pathfinder RPG Bestiary* 3 231)

N Small humanoid (ratfolk)

Init +2; **Senses** darkvision 60 ft.; Perception +9

DEFENSE

AC 17, touch 14, flat-footed 14 (+3 armor, +2 Dex, +1 dodge, +1 size)

hp 20 (3d8+3)

Fort +1, **Ref** +5, **Will** +4; +4 vs. bardic performance, language-dependent, and sonic

OFFENSE

Speed 20 ft.

Melee shortspear +4 (1d4+1)

Ranged sling +5 (1d3+1)

Special Attacks bardic performance 10 rounds/day (countersong, distraction, fascinate, inspire competence +2, inspire courage +1), swarming

Bard Spells Known (CL 3rd; concentration +5)

1st (4/day)—*charm person* (DC 13), *comprehend languages*, *expeditious retreat*, *sleep* (DC 13)

0 (at will)—*daze* (DC 12), *detect magic*, *mage hand*, *message*, *prestidigitation*, *resistance*

TACTICS

Before Combat Tzizzan has no quarrel with the Pathfinder Society, and separates himself from his allies when they prepare for the fight.

During Combat Tzizzan tries to stay out of the fight, playing a droning tune on his flute to inspire courage, but taking no hostile actions. If attacked, he fights defensively with his shortspear.

Morale The ratfolk envoy is a coward who wants only to survive so he can once again see his family in Round Mountain. If reduced to half his total hit points, he drinks

his *potion of invisibility* and tries to escape, and surrenders if hit an additional time after that.

STATISTICS

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

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

Feats Dodge, Magical Aptitude

Skills Acrobatics +8 (+4 when jumping), Craft (alchemy) +2, Diplomacy +8, Perception +9, Perform (wind) +8, Sense Motive +7, Spellcraft +2, Use Magic Device +12; **Racial Modifiers** +2 Craft (alchemy), +4 Handle Animal to influence rodents, +2 Perception, +2 Use Magic Device

Languages Common, Tien

SQ bardic knowledge +1, versatile performance (wind)

Combat Gear *potion of invisibility*, *scroll of cure light wounds*, *scroll of scare*; **Other Gear** +1 *leather armor*, shortspear, sling with 10 bullets, map to Round Mountain, silver flute, spell component pouch, 6 gp

Development: If the PCs capture any of the three enemies, they can gather valuable information from each of them through interrogation. None are completely open with the PCs, but the Pathfinders can convince them that talking is in their respective best interests through Bluff, Diplomacy, or Intimidate, using the DCs appropriate for each NPC based on his or her statistics. Even after surrendering, Leska and Momota are hostile toward the PCs while Tzizzan is merely unfriendly. Because of the high Diplomacy DCs needed to improve such negative attitudes, Bluff, Diplomacy, or magical compulsion may be the best tactic for many parties.

Leska can tell the PCs she was assigned to create a lasting Apsis Consortium base here from which other agents operating in the tapestry could be dispatched and which could act as a staging area for treasures plundered before they were sent back to Golarion. She tells them the portal is located within a temple in a giant sphinx monument in the middle of a vast desert. She also knows the portal connects to a location in Varisia, though she can't provide more information than that.

Both Leska and Tzizzan can speak to the alliance in the works between the ratfolk of Round Mountain—who hold perhaps more power than any other stable civilization within Hao Jin's demiplane—and the Apsis Consortium. The ratfolk was sent as an envoy to the temple to invite the commanding agent here back to the rats' home in Round Mountain, and other envoys were sent to other Apsis Consortium settlements throughout the demiplane.

Yashi Momota admits to being an agent in the Goka-based crime syndicate known as the Golden League and says that his goals and the Consortium's currently align, so he is working with them for the time being.

Mission Notes: Leska has in her possession Decian Bardos's *wayfinder* (in Subtier 4–5, the *wayfinder* contains

a cracked vibrant purple ioun stone, though the spell-storing item currently contains no spells). Taldor faction PCs should wish to retain this upon her defeat, earning members of the faction 1 Prestige Point.

She is also wearing a silver Aspis Consortium shield badge. Her associates are not Consortium members, though the double agent has a silver badge as well. Questioning Tzizzan and learning of Round Mountain resolves the Grand Lodge mission.

Rewards: If the PCs defeat Leska and her allies, award each subtier thusly:

Subtier 1–2:

Give each PC 169 gp.

Subtier 4–5:

Give each PC 710 gp.

CONCLUSION

Regardless of how the Pathfinders fare in Leska's ambush and what information they manage to gather from them, after the battle, the Aspis Consortium presence in the Temple of Ragdya is eradicated. The intelligence the PCs can possibly obtain in the course of the mission is extremely valuable to the Pathfinder Society, and Aram Zey and a number of venture-captains commend the Pathfinders upon their return to the Grand Lodge if the party recovered even a small bit of it.

But while the Pathfinders are free to return to Golarion through the invisible eddies left where they entered the realm, those who came through the Aspis Consortium's portal are not so lucky. Thus, any captured Aspis agents or freed slaves are trapped in the tapestry—at least until the Pathfinder Society's arcanists and researchers find another means of accessing the demiplane other besides the *Hao Jin Tapestry* itself, or until the Society finds the Aspis Consortium's back door.

Success Conditions

In order to meet the Pathfinder Society's needs, the PCs must clear the Aspis Consortium threat in the Temple

of Ragdya. Whether the agents are killed, captured, or routed is not as important to the Decemvirate as whether or not their base is taken from them and the relics within that they planned to steal are returned to Society control. If the PCs defeat all of the Aspis Consortium agents in the temple, award each PC 1 Prestige Point.

Faction Missions

In addition to their primary mission for the Pathfinder Society, members of each faction can earn prestige for completing tasks on behalf of their respective factions, as outlined below.

Andoran Faction: Andoran faction PCs who recover the bill of sale for the slaves working in area **A5** earn 1 Prestige Point.

Cheliox Faction: Cheliox faction PCs who locate and retrieve the asura statuette in area **A6** earn 1 Prestige Point.

Grand Lodge Faction: Grand Lodge faction PCs who interrogate Leska or Tzizzan and discover the Aspis Consortium's plans to ally with the ratfolk of Round Mountain earn 1 Prestige Point.

Lantern Lodge Faction: Lantern Lodge faction PCs who identify and recover the seal of legendary maharajah Sigurdanda Virgandya in area **A2** earn 1 Prestige Point.

Osirion Faction: Osirion faction PCs who recover the *Mizravrta Brahmodya* from the cooking fire in area **A2** earn 1 Prestige Point.

Qadira Faction: Qadira faction PCs who retrieve the Vudran map in area **A6** earn 1 Prestige Point.

Sczarni Faction: Sczarni faction PCs who obtain three or more Aspis badges—including at least one silver badge—earn 1 Prestige Point.

Shadow Lodge Faction: Shadow Lodge faction PCs who locate and recover Cathixia's notes on the Aspis Consortium's burgeoning relationship with the Golden League in area **A6** earn 1 Prestige Point.

Silver Crusade: Silver Crusade faction PCs who restore the statue of Meenashdu to its rightful place in area **A2** earn 1 Prestige Point.

Taldor Faction: Taldor faction PCs who retrieve Decian Bardos's *wayfinder* in Act 2 earn 1 Prestige Point.

THE ICEBOUND OUTPOST

Andoran



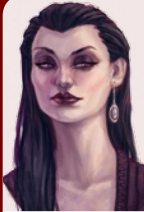
Citizen of Free Andoran,

Having heard of the nature of your mission, we ask you to remain vigilant for impressed and unwilling members of the Aspis camp. The Consortium is accustomed to using captives for their worst work, and if the conditions within the tapestry are the same as they are in Consortium dig-sites and bases on Golarion, then we fully expect to find slaves to bent to their service there. But simply freeing them isn't enough. We need tangible evidence that they are purchased slaves and not merely captured prisoners forced to work. Such evidence could be invaluable in changing the public perception of the Consortium in Andoran, and eventually maybe beyond our borders.

In democracy's name,

Major Colson Maldris

Cheliax



Momentary diversion,

My curiosity has been piqued by the opportunities offered by your mission. According to a plaything I had the opportunity to pleasantly interrogate last evening, the Vudran pantheon to which this temple was once dedicated has an intriguing integration of the infernal—though they call them asuras—within their divine hierarchy. I wish to know more of these beings. Bring me some trifle of their worship and I have a Vudran love manual I have hopes of exploring with your aid.

Hell-speed,

Paracountess Zarta Dralneen

Grand Lodge



Loyal Pathfinder,

There are some in the Society, myself included, who suspect some grander strategy on the part of our rivals. It's of prime importance that evidence of Aspis Consortium efforts in the Hao Jin Tapestry be brought to our attention, beyond their overt goals of gross pillage and theft. Another team in the tapestry who came across the Consortium's agents passed on a suspicion that some sort of secret alliance with beings dwelling on the demiplane might be in the offing. Get to the bottom of this.

Good luck,

Venture-Captain Ambrus Valsin

Lantern Lodge



Honorable salutations,

We Pathfinders of Tian Xia have long been fascinated with the exploits of the famous Hao Jin—just as Pathfinders of the Inner Sea are inspired by the works of Nex and Geb. Records kept by one of my many predecessors as venture-captain of Goka indicate that Hao Jin obtained a historic Vudran artifact in the century before her disappearance—the seal of a powerful maharajah named Sigurdanda Virgandya—yet this item is not among the manifests of the collection held by the Abadaran priests in her stead. I believe it may have been kept in the very temple to which you are set to travel, within her demiplane vault. I would be honored if you could retrieve it, should you find it there.

My gratitude,

Venture-Captain Amara Li


Osirion



Devoted servant of the Forthbringer,

As ever, the true understanding of the past and the potential future is our goal. It is our tentative belief that the temple you will be entering might contain some surviving manuscripts of Hao Jin's lifetime, including, perhaps, an earlier text of the *Mizravrtta Brahmodya*. Besides its importance to the understanding of Vudran secrets, it may shed some light on the ancient sea voyages undertaken by the servants of the God-Pharaohs to what the papyri call Wutja-Ra, and the islands of the Seas of Verdure and Reeds. Locate this, and it will mark your afterlife for favor.



In the name of the holy dead,

 Amenopheus, the Sapphire Sage

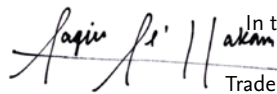
Qadira



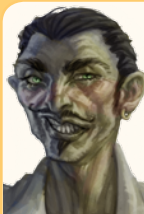
Obedient Child of Kelesh,

Our wealth and power in the Inner Sea depends, in part, in our cargoes and caravans of spices and exotic goods from the far-flung ports of Vudra and its interior. But while we are the best positioned of all those who seek to dominate this pungent and rich region, these riches attract many rivals. Moreover, my associates and I believe that secret ruins and unknown rajyas may yet exist in Vudra's eastern portions that might be still marked on maps or mosaics in this ancient temple. If you can quietly find such evidence, it would give us leverage to retain our preeminence.



In the name of the Satrap,

 Trade Prince Aaqir al'Hakam

SCZARNI



Fellow traveler,

I've heard that you are going to be taking on the Asp Consortium within the Society's demiplane playground. We have a little favor to ask of you while you're there. The Consortium uses little metal shields to prove their allegiance in secret when carrying out their operations. A few—perhaps three—of these signs, including at least one silver badge, would be highly valuable to our contacts in the black market, and I think I can promise, they would be put to valuable use damaging the Asp's "good" name in the underworld. I'll remember this, if you're up to it.



Thanks,

 Guaril Karela


SHADOW LODGE



Faithful agent,

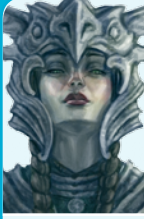
If there's one thing I learned in my exile from the Pathfinder Society, it is that knowledge is power. And now, while we still struggle to earn the trust of the Decemvirate and those Pathfinders who are still ignorant to abuse they suffer at the Ten's whims, providing knowledge to the Society that would otherwise have gone undiscovered could return us to the organization's good graces. I need you to find me documents—likely somewhere other Pathfinders don't notice them—about the Consortium's resources or future plans. It needs to come from the Shadow Lodge, though, so it can't be something anyone else can discover.



In testament to your trust,

 Grandmaster Torch

THE ICEBOUND OUTPOST

Silver Crusade

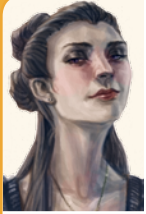


Hail, Striver,

Many are the divine powers who stand against the minions of evil and destruction. While the temple to which you travel is dedicated to a neutral deity, the Vudran people venerate many gods, and there are likely shrines to celestial deities among them. But I fear the Aspis Consortium lacks our reverence and has likely already pillaged many of these holy sites. Do whatever is in your power to restore any blasphemed altars and give the powers of good the respect they deserve.

Dawnflower be with you,
Ollysta Zadrian
Ollysta Zadrian

TALDOR



Loyal Imperial Subject,

I understand that your forthcoming mission is directed against the Aspis Consortium's underhanded incursion into the Hao Jin Tapestry. I have heard from unimpeachable sources that the camp commander there is the notorious Leska Valentra, who killed the noble Taldan Pathfinder Decian Bardos last year. His wayfinder, engraved with his signet and handed down by generations of well-born explorers, was not recovered with his body. The Empire and his lineage pray that you may find it so it may be handed to his proper heirs.

For the Empire,
Gloriana Morilla
Lady Gloriana Morilla

**PATHFINDER SOCIETY SCENARIO #3-19:
THE ICEBOUND OUTPOST**

Event _____	Date _____
GM # _____	GM Character # _____
GM Name _____	GM Prestige Earned _____
<input type="checkbox"/> Andoran <input type="checkbox"/> Cheliah <input type="checkbox"/> Grand Lodge <input type="checkbox"/> Lantern Lodge <input type="checkbox"/> Osirion <input type="checkbox"/> Qadira <input type="checkbox"/> Sczarni <input type="checkbox"/> Shadow Lodge <input type="checkbox"/> Silver Crusade <input type="checkbox"/> Taldor	

Character # _____	<input style="width: 20px; height: 20px;" type="text"/> Prestige Points
Character Name _____	
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PATHFINDER SOCIETY SCENARIO #3-19

THE ICEBOUND OUTPOST

Scenario Chronicle #

Slow Normal

SUBTIER			
1-2	262	524	MAX GOLD
SUBTIER			
4-5	983	1,966	

This Chronicle Certifies That

Player Name	A.K.A.	Character Name	Pathfinder Society #
Has Completed This Scenario.			
Faction			

EXPERIENCE

Starting XP	
+	GM's Initial
XP Gained (GM ONLY)	
Final XP Total	

FAME

Initial Fame	Initial Prestige
+	GM's Initial
Prestige Gained (GM ONLY)	
Prestige Spent	
Final Fame	Current Prestige

GOLD

Start GP	
+	GM's Initial
GP Gained (GM ONLY)	
+	GM's Initial
Day Job (GM ONLY)	
+	Items Sold
Subtotal	
-	Items Bought
Total	

Items Found During This Scenario

SUBTIER
1-2

- drow poison (75 gp, limit 1 dose)
- potion of blur* (300 gp)
- potion of bull's strength* (300 gp)
- potion of invisibility* (300 gp)
- scroll of bear's endurance* (150 gp)
- scroll of false life* (150 gp)
- scroll of lesser restoration* (150 gp)
- scroll of tongues* (375 gp)
- wand of snare* (CL 5th, 1 charge; 225 gp, limit 1)

SUBTIER
4-5

- amulet of natural armor +1* (2,000 gp)
- cloak of resistance +1* (1,000 gp)
- cracked vivid purple prism ioun stone* (2,000 gp; *Seekers of Secrets* 49, stores one spell level, as a *ring of spell storing [minor]*, comes empty of spells)
- drow poison (75 gp, limit 2 doses)
- potion of bear's endurance* (300 gp)
- potion of cure serious wounds* (750 gp)
- screaming bolt* (267 gp, limit 1)
- scroll of dimension door* (700 gp)
- scroll of hold person* (375 gp)
- scroll of scare* (150 gp)
- scroll of shout* (700 gp)
- wand of neutralize poison* (CL 5th, 3 charges; 675 gp, limit 1)

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 #