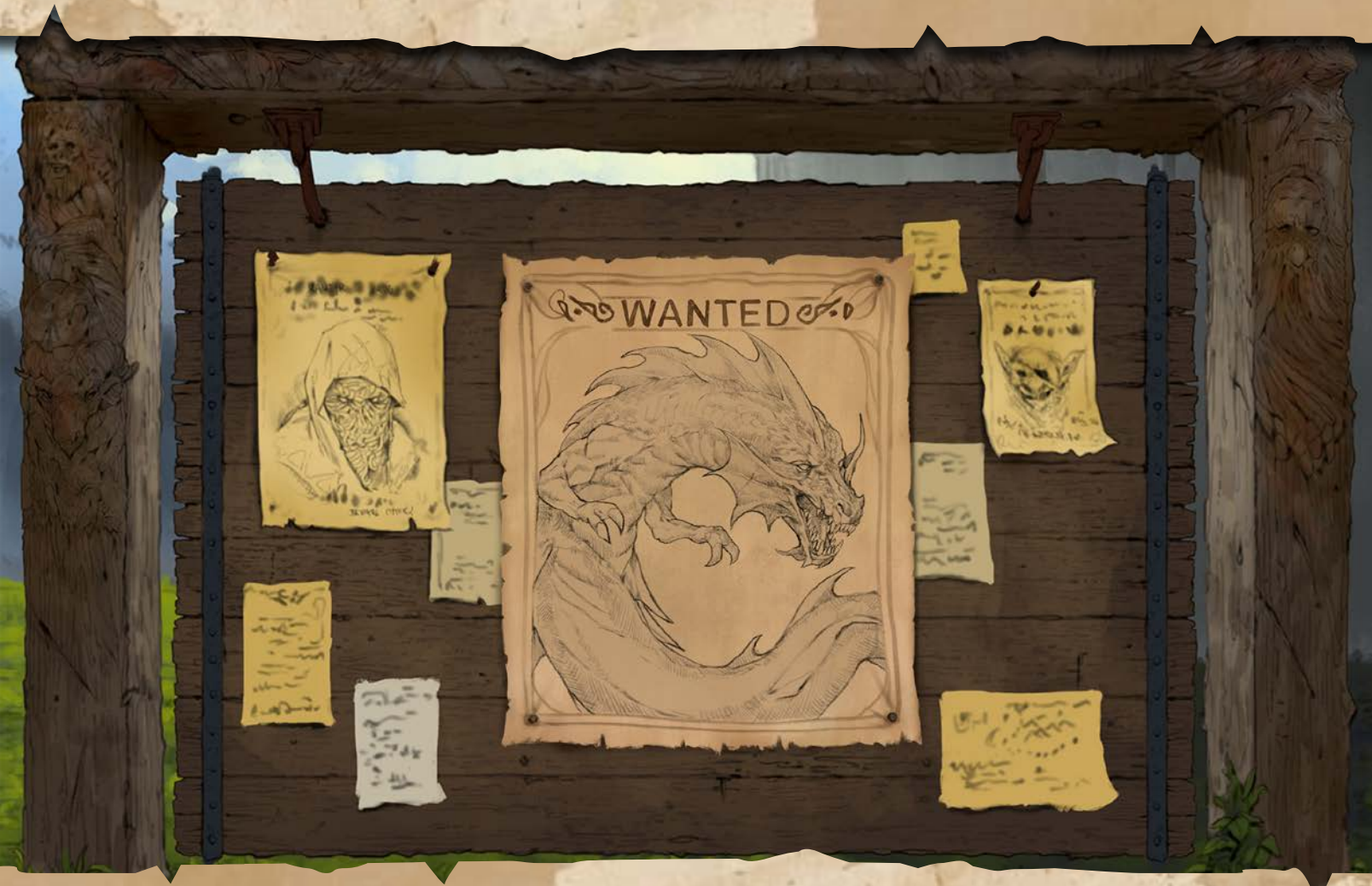
Second Edition

Pathfinder®



The Whitefang Wyrm

By Michael Sayre

Bounty: 1

Level: 1

Sanctioned for use with:

Pathfinder Society

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HOW TO PLAY

PLAY TIME: 1–1.5 HOURS

LEVEL: 1

PLAYERS: 3–6

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The Whitefang Wyrm

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Campaign Home Page: pathfindersociety.club
Books: *Pathfinder Core Rulebook*, *Pathfinder Bestiary 2*
Maps: *Starfinder Flip Mat: Ice World*
Online Resource: Pathfinder Reference Document at paizo.com/prd

Adventure Summary

When a draconic predator threatens the food supply of a northern village, it is up to a group of heroes to track the creature back to its lair and end the threat it poses.

The PCs take on a request from local leaders Seshu and Bjorn and begin immediately hunting for signs of the so-called "Whitefang Wyrm." The PCs track the creature across dangerous ice floes while avoiding the hazards of the Crown of the World. The PCs eventually follow the creature to its lair, where they can decide whether to slay the dangerous predator or to diplomatically convince him to cease his attacks.

The Whitefang Wyrm

By Michael Sayre

Adventure Background

In the northern village of Aaminiut, Erutaki tribal members live side-by-side with Ulfen traders. The peaceful cooperation of these peoples has made the town a safe haven for many seeking shelter and trade before entering or exiting the deadly ice fields and glaciers of the Crown of the World. Lately, that peace has been disturbed by a creature slipping in across the ice floes that blanket Aaminiut's frigid bay, sabotaging the nets and lines of Erutaki and Ulfen fishers, and stealing their catches. The Erutaki elder **Seshu** (N female human elder) and her counterpart, the Ulfen merchant **Bjorn the Blade** (CN male human merchant), have combined their resources and posted a joint bounty for the creature.

Getting Started

The adventure assumes the PCs have recently arrived at or spent some time in the village of Aaminiut. In Aaminiut's central square, the leaders of the settlement's two cultures, the Ulfen merchant Bjorn the Blade and the Erutaki elder Seshu, converse quietly as Bjorn hammers the final nail attaching a scrolled piece of hide to the village's notice board. Villagers and traders gather around the board to read the scroll, murmuring in concerned interest. When the PCs investigate, they discover the scroll is a bounty posting depicting a draconic head in profile with the following notice in Common, Ulfen, and the local written dialect of Erutaki.

Hunters needed!

Over the past weeks, a creature some of us have come to know as the "Whitefang Wyrm" has been spotted lurking near our settlement, stealing fish from our nets and baskets and leaving nothing but wreckage in its wake. We believe the creature's lair is somewhere on or across the ice floes of Whitefang Bay. As this creature poses a threat to the survival of all of Aaminiut's residents, we have prepared a sack of ivory and oosik carvings from the Erutaki and silver bracelets and armbands from the Ulfen, payable to whoever ends the creature's attacks on our food supply. Proof of the creature's defeat must be presented to claim this bounty.

-Elder Seshu and Bjorn the Blade

Where on Golarion?

This adventure takes place near the settlement of Aaminiut, in the polar region north of Avistan known as the Crown of the World. More detail on the Crown of the World can be found on page 7 of *Pathfinder Lost Omens World Guide*.

If the PCs catch Bjorn and Seshu as the two post the bounty, they can question the pair about it. Seshu and Bjorn are friendly and welcome the PCs to Aaminiut (or greet them by name if the PCs have been in Aaminiut overnight or longer). They have little to offer beyond the details already described on the bounty, though Bjorn notes that a witness described the wyrm as having a fin running down its spine, while Seshu notes that it couldn't have been much larger than the harbor seals swimming nearby (PCs can easily spot the seals cavorting in the nearby waters and identify them as being Medium creatures). Bjorn, ever the opportunistic merchant, also mentions that he has dog teams and sleighs capable of transporting up to three PCs apiece for rent for 5 sp. PCs who don't have enough cash on hand to pay this rate can convince Bjorn to extend them credit on the team with a successful DC 18 Diplomacy check to Request a Favor from the merchant, but in this case Bjorn increases the price per sled and team to 6 sp and informs the PCs that if someone beats them to the wyrm, he still expects to be repaid.

ARCANA OR DRAGON LORE (RECALL KNOWLEDGE)

PCs who succeed at a DC 15 Arcana check to Recall Knowledge can glean helpful insight into the true nature of the Whitefang Wyrm based on Bjorn and Seshu's descriptions of the creature. Note that both the critical Failure and Critical Success conditions can have a unique impact on area **A** (page 5).

Critical Success The PC correctly identifies the creature as a tatzlwyrm, a smaller and less intelligent cousin to true dragons that favors stealth and ambush tactics. In addition, the PC knows that tatzlwyrms can speak Draconic, if somewhat crudely, and are occasionally open to negotiation if they believe it's in their best interest, particularly if the other party is not obviously weaker than the tatzlwyrm and treats the tatzlwyrm with respect.

Success The descriptions lead the PC to the conclusion that it's likely not a true dragon, but rather a drake or tatzlwyrm—these smaller cousins to dragons lack some of their more powerful cousins' most terrifying abilities.

Critical Failure The PCs latches onto Bjorn's mention of the wyrm having a fin running down its spine and believes the creature to be a silver dragon, a potential ally who's likely more scared of the people of Aaminiut than they are of it.

HERO POINTS

As the PCs head out onto the ice, remind them that they each have 1 Hero Point available.

WHITEFANG BAY

The trek across the frozen ice of Whitefang Bay to the wyrm's lair takes between 4 and 8 hours, depending on whether or not the PCs rented dog teams from Bjorn and how they fare in dealing with the hazards along the way. If the PCs rented the dog teams and sleds, or if they have their own equivalent, use the Tracks in the Snow skill challenge below. (If the PCs have at least three quadrupedal companion animals that are Small or larger, they can pull a three-person sled the PCs fashion or buy—sleds are available in Aaminiut for 3 sp.) If the PCs travel on foot, use the Unstable Ice skill challenge instead. For both challenges in this section, PCs with Dragon Lore can use that skill in place of the skill described in the Disable section of the hazard. Both challenges in this section begin with the PCs in exploration mode (*Pathfinder Core Rulebook* 479). Have each PC choose their exploration mode activity and encourage them to use activities like Follow the Leader, Investigate, Scout, and Search.

TRACKS IN THE SNOW

As the PCs' dog teams race across the frozen ice of Whitefang Bay, the PCs make good time, but their speed makes them more likely to lose the Whitefang Wyrm's trail. One hour into their journey, the PCs reach the first point in the journey where their target has created a false trail to ensure he cannot be followed back to his lair. Have the PCs establish a marching order and give each PC using the Investigate or Search activities an opportunity to attempt a DC 15 Perception check to detect this trickery.

If at least one PC succeeds, one PC can attempt a DC 13 Survival check to pick up the correct trail (bonuses to Track apply to this check). If the PC succeeds, reaching the Whitefang Wyrm's lair takes only 4 hours; proceed to area **A** (page 5) and use the 4-hour travel time modifications. Rangers with Hunt Prey and other characters with similar abilities who succeed at the Survival check can activate their Hunt Prey ability with the tatzlwyrm as their target.

Hazard: If none of the PCs detect the deception, including if none of the PCs used the Investigate or Search activities, the PCs encounter a collapsing ice hazard.

COLLAPSING ICE — HAZARD 0

ENVIRONMENTAL TRAP

Stealth DC 15

Description The ice here is weak and collapses under the weight of a Small or larger creature.

Disable Craft DC 19 (2 actions) to create a makeshift device to brace the ice.

Collapse ↷ Trigger A creature follows the false trail onto thin ice; **Effect** The ice collapses beneath the lead dog sled team. The dogs and sled can be rescued, but the PCs lose significant time.

Travel Time: If the PCs successfully disable the hazard before it triggers, it still take only 4 hours to reach Whitefang Wyrm's lair; use the 4-hour travel modifications for area **A** (page 5). If the hazard triggers, it takes the PCs 8 hours to reach the lair; use the 8-hour travel time modifications for area **A**.

UNSTABLE ICE

The PCs travel across the ice on foot. Though the PCs travel more slowly than if they had taken the dogs, the Whitefang Wyrm's tracks are much easier to see and the PCs do not need to move at half speed to Investigate, Search, or Track as they travel.

Hazard: Three hours into their journey and halfway to the tatzlwyrm's lair, the PCs reach an area of unstable ice. The Whitefang Wyrm is familiar with the area and easily avoids the natural hazard, but the PCs must work harder to navigate the unstable area. If the PCs successfully detect and disable the unstable ice, reaching the Whitefang Wyrm's lair takes only 4 hours; proceed to area **A** (page 5) and use the 4-hour travel time modifications. Rangers

with Hunt Prey and other characters with similar abilities who succeed at the Perception or Survival check to disable the unstable ice floe hazard can activate their hunt prey ability with the tatzlwyrm as their target.

UNSTABLE ICE HAZARD 0

ENVIRONMENTAL TRAP

Stealth DC 15

Description The ice here is fractured due to the warming weather conditions and the inexorable flow of the ocean water below.

Disable Athletics DC 19 ❖❖ to move the ice sheets into a more stable position

Drift ↷ **Trigger** A creature steps onto the unstable ice; **Effect** The weight and momentum of the creatures causes the fractured ice to shatter and separate, leaving them stranded on a floating iceberg.

Travel Time: If the PCs are stranded on a floating iceberg, they can eventually return to the trail using ropes, magic, or other means, but reaching the Whitefang Wyrm's lair takes 8 hours; proceed to area **A** and use the 8-hour travel time modifications.

A. FROZEN DEN MODERATE 1

The tatzlwyrm that has been preying on the food supplies of Aaminiut lives in an icy cavern in the side of a large upthrust of ice in the middle of Whitefang Bay. Use the map on page 6 for this area. The cavern's ceiling is 10 feet tall, and all of the surfaces are made of ice. The lighting conditions and circumstances of the fight are further modified by how long the PCs took to reach the lair.

4-Hour Travel Time: The northern sun is still high in the sky and rays of light reflect throughout the cavern, making it brightly lit. The tatzlwyrm has not had time to hide and prepare an ambush and is located in the middle of the open area between the ice slicks rather than hidden in the southern alcove.

8-Hour Travel Time: The sun sits low on the western horizon and its rays cannot reach into the lair. The lair is dark and creatures without darkvision require a light source to see.

Creature: A single tatzlwyrm named Ssalarn (pronounced with a sibilant hiss followed by a wet snarl) makes his home here. Though not particularly evil, the tatzlwyrm is a fierce and territorial creature. If the PCs take 8 hours to travel to his lair, Ssalarn sees them approaching and prepares for their approach by hiding and ambushing them from hiding with his gelid breath before moving in to attack with his teeth and claws. Otherwise, the tatzlwyrm is caught by surprise and reacts based on the PCs' actions.

If the PCs take only 4 hours to arrive and attempt to talk to Ssalarn, the tatzlwyrm's reaction depends on how the PCs approach him. PCs who can speak Draconic, critically succeeded at the Recall Knowledge check in the Getting Started section (page 3), and treat Ssalarn with respect have a chance to talk to the tatzlwyrm and try to win him over through diplomatic means, though the tatzlwyrm is unfriendly. Similarly, a PC who speaks Draconic, critically failed the Recall Knowledge check, and asks Ssalarn if he is a silver dragon strokes the tatzlwyrm's ego, making him Indifferent. Under either success condition, the PCs receive one chance to Make an Impression (*Core Rulebook* 246) on the tatzlwyrm after conversing with him. If they improve the tatzlwyrm's attitude towards them to friendly, Ssalarn agrees to accompany the PCs back to Aaminiut, saying that he will agree to stop raiding the village's fish if they agree to pay him an appropriate tribute as the village's "guardian." Ssalarn demands the PCs prove their worth in combat before he accompanies them, however; proceed with the combat encounter below, but Ssalarn surrenders when reduced to 10 or fewer Hit Points.

If the PCs fail to improve the tatzlwyrm's attitude to friendly, no one in the group speaks Draconic, they insult the tatzlwyrm in any way, or any of the PCs is a kobold, Ssalarn immediately attacks and fights to the death.

Below are some possible questions the PCs might have for Ssalarn and the tatzlwyrm's responses.

Who are you? "Ssalarn am I, king of this place. Who trespasses in my home?"

Are you a silver dragon? "Clever to see! Not silver but dragon am I."

Why are you stealing fish from Aaminiut? "I steals nothing! Fishermen steal fish from *me,* and I take them back. My kingdom, my fish!"

Could you please stop taking the fish from Aaminiut?

DEALING WITH A "DRAGON"

An important element to keep in mind when setting the tone of this encounter, particularly if the PCs engage the tatzlwyrm in conversation, is that the tatzlwyrm likely sees the interaction very differently than the PCs do. From the PCs' perspective, they are confronting a slithery serpent with clawed arms, roughly the size of a pony or large dog. From Ssalarn's perspective, he is a mighty dragon in the seat of his power. For inspiration, look to Bilbo Baggins's encounter with the dragon Smaug in J.R.R. Tolkien's *The Hobbit*; in Ssalarn's mind, he is Smaug and the PCs are the arrogant creatures foolish enough to creep into the dragon's lair.

A. FROZEN DEN
N
W
E
S
I.S.
I.S.
T
PCs Start Here
T = Tatzlwyrm
I.S. = Ice Slick
1 square = 5 feet
Starfinder Flip-Mat: Ice World

"Why I *not* take fish that belong to me? Maybe if fishers pay proper tribute and give me fish as thanks for protecting them, I not need to take what is already mine."

Ssalarn is not particularly clever or intelligent, but the creature has a certain low cunning and a high opinion of himself, interacting with the PCs accordingly.

Hazards: The tatzlwyrm has used his gelid breath to create ice slicks to the northeast and west of his lair. Long familiarity with the slicks means that Ssalarn isn't subject to their effects, but a PC who attempts to cross the deceptively slippery patches of ice risks falling and hurting themselves when they slide into a nearby wall. If the PCs arrive during the 8-hour travel time window, Ssalarn ambushes them with his gelid breath and then attempts to slither away to the far side of the western ice slick. If the PCs fight Ssalarn after conversing with him, the tatzlwyrm begins the combat the same way but uses the northeastern ice slick instead. Dealing damage to the hazard roughens the surface enough to turn the slick from a hazard into mere difficult terrain.

ICE SLICKS (2) — HAZARD 0

ENVIRONMENTAL TRAP

Stealth DC 17

Description A sheer slick of ice causes anyone other than Ssalarn who attempts to cross it to slip and fall.

Disable DC 18 Athletics check to break the ice and roughen its surface (2 actions)

AC 16; **Fort** +10, **Ref** +4

HP 20; **Immunities** critical hits, object immunities, precision damage

Slip and Slide ↷ **Trigger** A creature walks onto the ice slick; **Effect** The target must attempt a DC 15 Acrobatics check to Balance. If it fails this check, it falls prone and slides 10 feet in the direction it was moving when this reaction was triggered. If this movement is stopped by a wall, the target takes 1d6 bludgeoning damage per 5 feet of prevented movement. If this forced movement moves the target through another creature's space, that other creature must succeed at a DC 14 Reflex save or be knocked prone as well.

SSALARN — CREATURE 2

N MEDIUM DRAGON

Perception +8; darkvision

Languages Draconic

Skills Acrobatics +7, Athletics +8, Crafting +4, Intimidation +6, Stealth +7

Str +4, **Dex** +1, **Con** +3, **Int** –3, **Wis** +2, **Cha** +0

Natural Camouflage Ssalarn's white and blue scales provide natural camouflage. In areas of snow and ice, Ssalarn can move at his full Speed when Sneaking, and he gains a +4 circumstance bonus to Hide.

SCALING ENCOUNTER A

To adjust for larger groups of PCs, use the following adjustments.

5 PCs: Apply the elite adjustment (*Bestiary* 6) to Ssalarn.

6 PCs: Apply the elite adjustment to Ssalarn and increase the DCs to detect and disable the ice slicks by 1.

AC 18; **Fort** +11, **Ref** +5, **Will** +8

HP 30; **Immunities** paralyzed, sleep

Speed 30 feet, climb 30 feet

Melee ❖ **jaws** +10 (magical), **Damage** 1d8+6 piercing

Melee ❖ **claw** +10 (agile, magical), **Damage** 1d6+6 slashing

Gelid Breath ❖ The tatzlwyrm belches a puff of frigid vapor into the face of an adjacent creature, which must attempt a DC 15 Fortitude save; the creature takes a –2 circumstance penalty to this save if it's grabbed or flat-footed. The tatzlwyrm can't use Gelid Breath again for 2 rounds.

Critical Success The target is unaffected.

Success The target is clumsy 1 for 1 round.

Failure The target takes 2d6 cold damage and is clumsy 1 for 1 round.

Critical Failure The target takes 4d6 cold damage and is clumsy 1 for 1 minute.

Development: Once the PCs defeat Ssalarn, they can return to Aaminiut to collect their reward. If the PCs are accompanied by the tatzlwyrm, Elder Seshu and Bjorn the Blade are at first alarmed by the creature, but then become intrigued by the possibilities presented by a draconic ally and agree to set aside a basket of fish for the tatzlwyrm, leaving it at the edge of the bay each evening. Regardless of whether the PCs slay the tatzlwyrm or broker an alliance between him and the village, they receive a sack of carvings and silver jewelry worth 16 gp.

CONCLUSION

After receiving their reward, the PCs are free to look around Aaminiut in search of further adventure or move on to new sites of interest.

OBJECTIVE

The PCs fulfill their objective if they defeat the tatzlwyrm. For home groups, award 100 XP to your players; this includes their awards for completing the skill challenge and defeating the tatzlwyrm, and an accomplishment bonus for fulfilling the bounty. Pathfinder Society GMs, see the Organized Play Tools (page 9) for determining appropriate rewards.

Appendix 1: Art

The Whitefang Wyrm

Organized Play Tools

Chronicle Sheet

Characters playing this scenario for Pathfinder Society credit earn a Chronicle Sheet. If the PCs defeat the tatzlwyrm, they earn 4 gp each. Bounties do not grant Downtime.

At the time of publication, the organized play program uses a version of the Slow advancement presented on page 509 of the *Pathfinder Core Rulebook*, simplified to 1 XP per 100 XP normally granted in core play. This adventure also grants the character 1 Fame and 1 Reputation to one of the factions for which the character has a faction champion boon.

Pathfinder Society Event Reporting Form

Date _____ Event Code: _____

Location _____

GM Org Play #: -2			GM Name:		GM Faction:		
Adventure #:			Adventure Name:				
Reporting Codes: (check when instructed, line through all if no conditions to report)	☐ A	☐ B	☐ C	☐ D	Fame Earned:		
Bonus Faction Goal Achieved: ☐ Yes ☐ No ☐ N/A			Scenario-based Infamy earned? ☐ Yes ☐ No ☐ N/A				

Character Name:		Faction:		
Org Play #: -2	Level	☐ Grand Archive ☐ Radiant Oath ☐ Vigilant Seal ☐	☐ Envoy's Alliance ☐ Horizon Hunters ☐ Verdant Wheel	☐ Slow Track ☐ Dead ☐ Infamy

Character Name:		Faction:		
Org Play #: -2	Level	☐ Grand Archive ☐ Radiant Oath ☐ Vigilant Seal ☐	☐ Envoy's Alliance ☐ Horizon Hunters ☐ Verdant Wheel	☐ Slow Track ☐ Dead ☐ Infamy

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Bounty #1: The Whitefang Wyrm

Character Chronicle #

Chronicle Code: R1S6

Player Name | A.K.A. Character Name | Organized Play # | Character # - 2

Faction _____ Reputation _____

Faction _____ Reputation _____

Faction _____ Reputation _____

Adventure Summary

In the northern village of Aaminiut, you accepted a bounty posted by local leaders to track down and deal with a creature that had been stealing fish and leaving a mess in its wake. You followed the trail of this creature and discovered him to be a tatzlwyrm, a territorial and prideful dragon who believed those fish were his rightful due. When confronted with this sight, you (☐ slew the dragon/ ☐ convinced the dragon to leave the village in peace).

Items

Purchases

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

REWARDS

Starting XP

XP Gained

Final XP

Starting GP

GP Gained

Items Sold

GP Spent

Total GP

Notes

FOR GM ONLY

EVENT | EVENT CODE | DATE | Game Master's Signature | GM Organized Play #