

PATHFINDER SOCIETY[®]

SEASON OF THE TEN



DEATH ON THE ICE

By Scott D. Young



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GM RESOURCES

Death on the Ice makes use of the *Pathfinder RPG Core Rulebook*, *Pathfinder RPG Advanced Players Guide (APG)*, *Pathfinder RPG Bestiary*, *Pathfinder RPG Bestiary 2*, *Pathfinder RPG Bestiary 3*, *Pathfinder RPG Bestiary 5*, *Pathfinder RPG NPC Codex*, *Pathfinder RPG Ultimate Combat (UC)*, and *Pathfinder RPG Ultimate Magic (UM)*. This adventure assumes the GM has access to these sourcebooks. All rules referenced in this adventure are available in the free online Pathfinder Reference Document at paizo.com/prd, and the relevant rules from the Bestiary volumes and the Codex volumes are reprinted at the back of the adventure for the GM's convenience.

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HOW TO PLAY

Pathfinder Society Scenario #10-03: Death on the Ice is a Pathfinder Society Scenario designed for 5th- through 9th-level characters (Tier 5-9; Subtiers 5-6 and 8-9). This scenario is designed for play in the Pathfinder Society Roleplaying Guild campaign, but can easily be adapted for use with any world. For more information on the Roleplaying Guild, how to read the attached Chronicle sheets, and how to find games in your area, check out the campaign's home page at Pathfindersociety.club.



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DEATH ON THE ICE

By Scott D. Young



The realm of the boreal pole is one of the most hostile environments on Golarion, and only the hardiest of peoples choose to call it home. The Erutaki clans are amongst the few stalwart inhabitants of this harsh land of ice and snow. Contending with brutal weather and dangerous predators alike, the Erutaki eke out a living in the Crown of the World amongst the snow dunes and ice packs in the land of the polar sun.

One Erutaki clan, the Pilungak, lost two-thirds of its population to starvation when winter wolves drove the herds away before the clan's hunting season. Those who survived the winter left the bones of their families on the tundra and established a new summer camp on the Whitefang Peninsula. With plentiful fish and access to the sea, the Pilungak thought that their troubles were over. In fact, they had just begun.

Over the course of that first summer, the Pilungak began to change, apparently gaining strength from the very land itself. They became strong and bold, tall of stature and great of frame. They also became insular and aggressive towards other clans, even raiding other Erutaki camps for food and prisoners. Their summer camp became a walled village, and the Whitefang Peninsula became a place for other Erutaki clans to fear.

The newfound strength of the Pilungak came not from the land, but from something buried deep beneath it. An ancient evil slumbers under the polar ice at the Crown of the World, predating all history and perhaps even this incarnation of life itself. It seeped into the minds of the Pilungak through their dreams, warping their psyche and changing their bodies.

This affront against the natural order could not stand for long. The saumen kar, a mysterious race of giants the Erutaki know as "Winter's Favored," discovered the walled village of the Pilungak and determined that the evil tainting the tribe could not be allowed to spread beyond the village. After several indecisive clashes against the villagers, the Winter's Favored transformed themselves into raging snowstorms, blanketing the village and its people with snow and ice. None of the Pilungak were spared the fury of the storm.

When the snow stopped, the shamans of the saumen kar crafted a magical rune of ice over the site, blocking the evil

Where on Golarion?

Although most of this scenario occurs in the Crown of the World, the polar region north of Avistan, it begins in the city of Iceferry in the Land of the Linnorm Kings. More detail on the Crown of the World can be found in *Pathfinder Adventure Path #51: The Hungry Storm*.



influence that had corrupted the Erutaki settlers. Over time, hundreds of winter snowfalls added layers of thickly packed snow above the ice rune, protecting it from curious explorers and from the brief summer's warmth.

Today, only the oldest and wisest of the Erutaki remember the story of the Pilungak, told as a stern admonition in their oral histories. Over the past centuries, many new and curious peoples have come to north to explore, but most do not understand the subtleties of the Erutaki language and believe the stories of the Pilungak to be myths or parables.

One of the recent explorers is better suited to explore the mysteries of the north. Svala Ice-Rider, a Pathfinder of Varki descent, uncovered an old Ulfen text that contained the first recorded translation of the legend of the Pilungak. With some understanding of the Erutaki culture and their language, Svala realized that certain metaphorical phrases referred to an actual location under the ice. With the Pathfinder Society's blessing, Svala set out for Whitefang Peninsula with an

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archaeological team to begin excavations in the winter when the permafrost was still solid. Unfortunately, the excavations have damaged the protective ice rune created by the saumen kar, and evil energies have once again begun to seep up from the depths.

SUMMARY

The PCs are called to the Pathfinder Society's Iceferry Lodge by Venture-Captain Bjersig Torrsen, where they are introduced to the snowy owl Kuokei. Kuokei's partner, Pathfinder Svala Ice-Rider, is excavating a buried Erutaki village and has run into some trouble. The PCs are given Svala's notes and asked to accompany Kuokei to the Erutaki village of Aaminiut to verify Svala's translation of the Erutaki legend and seek further insight from the Erutaki elders.

On the voyage to Aaminiut, the PCs' ship runs into severe weather and iceberg hazards. Arriving near Aaminiut, the PCs disembark into canoes to navigate the narrow passage between the pack ice, where they encounter a playful pod of orcas. The way the PCs deal with the orcas affects the former's reception by the Erutaki.

Once ashore, the PCs meet the Erutaki loresingers and learn that the Ulfen explorers who first translated the story of the Pilungak missed several key nuances due to imperfect magical translation. The story in fact relates to an ancient protective rune of ice created by a race of people the Erutaki call, "Winter's Favored." With an early spring coming and the rune exposed by Svala's excavations, it is likely that the protective symbol will melt and release the ancient evil trapped beneath. The loresingers provide the PCs with a *wand of ice shape* and urge them to repair the rune and rebury it before the spring thaw unleashes an ancient evil upon the land.

After sending the owl Kuokei back to Svala with the new information, the PCs have two options to complete their mission. They can head straight across the frozen Whitefang Bay to the excavation site—in this case, they encounter a qallupilluk oracle and her merrow children in a patch of thin ice, but may arrive early enough to save Svala and her workers from an icy fate. Alternatively, PCs can opt to journey north along the Taraska River to find one of the "Winter's Favored" and seek their advice or aid in sealing the breach. In this case, the longer journey results in a more pressing combat: Svala and her team have already been overpowered by the undead horrors who have escaped from under the melting rune. The PCs must battle them while trying to both repair the ice-crafted rune and rescue Svala and the other archaeologists.

GETTING STARTED

The PCs begin the scenario in Iceferry, just across the river from Kalsgard, the largest settlement in the Land of the Linnorm Kings.

Venture-Captain Bjersig Torrsen is an athletic half-orc man with neatly groomed hair and a beard knotted in Ulfen

fashion. Although born deaf, he is a fluent conversationalist, able to read lips and understand any words spoken clearly and within his sight. He punctuates his speech with modified versions of the Pathfinder hand signals, and continuously scans the room visually to ensure he is not missing any questions or comments. Should the PCs ask about his deafness, he acknowledges its challenges but refuses to see it as a disability—it is simply a part of who he is. Bjersig is never without his companion Mahki, a friendly husky who watches for visitors and nudges the Venture-Captain to get his attention.

Read or paraphrase the following to get the adventure underway.

A keen-eyed half-orc man rises from his desk with a broad smile, and a large husky leaps up and bounds across the room. "Welcome to Iceferry, Pathfinders! I am Venture-Captain Bjersig Torrsen, head of this Lodge. This is Mahki." He indicates the husky that is circulating around the room, sniffing and nuzzling those present.

"I'll come right to the point," Bjersig begins, his eyes flitting back and forth around the room constantly. "I've received a concerning report from one of my agents up on the Whitefang Peninsula. Svala Ice-rider is a meticulous researcher who has been combing the Lodge's records for the last year. She stumbled upon an old myth recorded by an Ulfen explorer in contact with the Erutaki clans around Whitefang Bay. Few people seem to devote any time to studying the Erutaki culture, but Svala's mother is of Varki descent and so she has a personal connection. She's become my expert on Varki and Erutaki culture.

"Svala found an ancient loresong that had been translated and recorded by Ulfen traders, which spoke of a glacier on the Whitefang Peninsula which protected the lands from the coming of the dark of winter. It sounded like a typical local legend, but Svala came to believe that something had been lost in the translation. And she was correct." He shakes his head in amazement.

"The Erutaki often tell their stories through oral histories passed down within a tribe or village, and the oral languages of the Crown of the World have so many local variations and tonal nuances, not to mention culturally specific similes and metaphors, that direct translation is often flawed. The Ulfens who recorded the story probably used magical aid to understand it, but many of the Erutaki oral histories use allegory and cultural keystones to quickly convey complex concepts that can be easily misunderstood when literally translated. This find was hidden in plain sight for hundreds of years, just waiting for someone who could comprehend it."

Bjersig moves to a large map of northern Avistan on the wall, gesturing to illustrate his words. "Svala's expedition left three months ago. They sailed to the edge of the ice pack and then went inland by dogsled. It's a hard trip in the winter, but any excavation is best done while the permafrost is still frozen. In spring, the entire region turns into a muddy swamp, and any dig sites would run the risk of collapsing." He pulls a velvet cord beside his desk, and a wizened gnome quickly appears at the door.

"Please send in Kuokei." The gnome nods and disappears down the hallway.

"Svala has been sending regular reports by messenger, but her last report indicates things have taken an ominous turn. She and her team have uncovered a large ice structure buried under the snow, as well as signs of an Erutaki village, but the site is contaminated with blackfrost, a toxic and corrosive substance that blows down from strange ruins at the north pole. What's worse, there seem to be a number of unusual undead creatures also buried in the snow, of a kind never before seen. Svala is worried that perhaps there were more translation errors, ones she missed, that might shed light on what this site is and how it should be handled."

Suddenly a large and majestic snow-white owl flies into the room, landing to perch on the back of the venture-captain's chair.

"Ah, here is Kuokei," the venture-captain proclaims, indicating the owl. "She arrived last night with a missive from Svala, requesting assistance. And so, we finally come to the details of your assignment." He slides a large bundle of papers and journals across the desk.

"This packet contains copies of Svala's notes and the original Ulfen translation of the myth. Svala thinks that she may have missed more of the story, or that the rest of the Ulfen translation may also be faulty. I need you to take these notes to Aaminiut, the largest Erutaki village in the Crown of the World. Speak with the elders there and see what their oral histories reveal about the site that the Ulfen translations don't. Send the information with Kuokei off to Svala at once, and then follow at best speed yourself to offer Svala what help you can before the thaw comes. I've got a longship ready to sail with the tide, with enough food and supplies to get you to Aaminiut. Resupply there, meet with the elders, and arrange some local land transportation and supplies to get you to the site. Now, any questions?"

Venture-Captain Torrsen answers any questions the PCs may have. Some possible questions and their answers include the following.

What do we know about the Erutaki? "It's the name by which most nations south of the Crown refer to the native human populations of those northernmost reaches, but they are not a single people—there are hundreds of unique clans with similar language and culture. They share some ethnic roots with the Varisians and Tian. Some of the clans are nomadic, following the caribou migration and living in tent camps; others build semi-permanent villages on rivers or near the coast. Most are willing to trade with foreigners, particularly for metal weapons or tools, which can be difficult to obtain otherwise."

And the Varki? "The Varki are a mix of the Erutaki and Varisian peoples. Great hunters, explorers, and whalers. They also make some of the most impressive scrimshaw art—intricate carvings on bone or narwhal ivory."

What will the journey be like? "It's three weeks to Aaminiut, and between the sea spray and the wind, it'll be bitter cold.

Inside the ship you'll be fine, but out on the land you'll freeze within a few days without proper gear. Magical protection is best, but thick furs and a hardy constitution's the next best thing. From Aaminiut north, it gets *really* cold—metal gets so cold you'll freeze your fingers onto your sword. There's a reason the Erutaki use wooden-hafted weapons and tools! Oh, and I hope you like dogs... because they'll be pulling you all the way to the Whitefang Peninsula."

What sort of dangerous wildlife can we expect? "It is polar bear season, so keep a close eye out. They'll be hunting seal and walrus along the coast and out on the ice, but some have developed a taste for other meat, and venture further inland. A herd of caribou can be an amazing sight, provided they aren't stampeding straight at you, of course. Seals and walruses can get ornery if pressed, and even the puffins don't always like company. Along the coast you might see whales, but they usually avoid humans."

What about these undead? "Svala's team has only seen a couple, but they seem to be some kind of undead particularly well-adapted to the ice and cold, perhaps frozen victims of the snowstorms that covered this site. Svala's report says their touch 'freezes the skin and the soul.' While Svala can wax poetic, I believe her description is intended to be quite literal."

KNOWLEDGE (GEOGRAPHY)

Based on the result of a Knowledge (geography) check, the PCs might know more about the village of Aaminiut and the Crown of the World. They learn all of the information with a DC equal to or less than the result of their check.

10+: The Crown of the World is an ice-covered land that joins the continents of Avistan and Tian Xia over Golarion's northern pole.



Cold

The bitter cold of the polar region is a constant adversary during this scenario, and it can prevent poorly-prepared PCs from ever reaching their objective. The GM should be familiar with the rules for cold weather on pages 442 of the *Pathfinder Roleplaying Game Core Rulebook*. Unless otherwise noted, the daytime temperature during the scenario is 30° F during the day, dropping to 20° F at night. Note that wet clothing offers no protection from the cold, and being wet also lowers the effective temperature for that character by another 10°. A PC can negate this drawback by donning dry clothes or spending 3 hours drying by a fire.

15+: Even in summer, the temperature is close to freezing, and winter brings some of the coldest temperatures experienced on Golarion.

20+: Travelers in the far north should watch out for snowstorms and ensure they keep dry. Being wet is like lowering the temperature from cold weather to severe cold, or severe cold to extreme cold.

25+: The Erutaki village of Aaminiut is built on stilts over the Taraska River delta along the western coast. It is the largest Erutaki settlement, and serves as the main point of trade between the Erutaki and Ulfen peoples.

TRAVELLING TO AAMINIUT

The journey to Aaminiut is three weeks by sea, and Venture-Captain Torrsten has chartered the Ulfen longship *Rimedrake* under **Captain Brynhild Redaxe** (female human barbarian 4/expert 4) to take the PCs north. The ship is loaded with all of the food and water required for the journey.

During the voyage, any PC that spends time with Kuokei can befriend the animal with a successful DC 15 Handle Animal or Charisma check. Spending significant time with the owl or offering her food provides a +2 circumstance bonus on the check. This relationship can affect the final combat in area D (see page 17).

On the tenth day out from Iceferry, the PCs sight their first iceberg, a large, irregular peak like a detached mountain. The captain grumbles that it is early for ice to be seen this far south so early in the year—perhaps there will be an early spring.

THE STORM

On the thirteenth day out from Iceferry, the wind picks up and grey clouds begin to gather overhead. Over the next twenty-four hours the ship is subjected to a fierce snowstorm (*Pathfinder RPG Core Rulebook* 438). Inside the ship, the PCs are protected and warmed by the small braziers that keep the temperature at a bearable (though not particularly comfortable) 40 degrees. Those outside suffer the effects of cold weather.

A. AAMINIUT HARBOR

After 21 days at sea, the *Rimedrake* arrives off the coast of Aaminiut. A recent storm has blown heavy bergs of pack ice up against the settlement's only quay, so the ship anchors in the outer harbor to await a landing party. Several Erutaki warriors push long dugout canoes into the water, and head to the ship to ferry passengers to shore.

The village of Aaminiut nestles on several small islands in the delta of the great Taraska River. Many clusters of long wooden houses are grouped around a central courtyard, each building resembling a traditional Ulfen longhouse except for the timbers which support each house rising several feet in the air. Every building in the village is on stilts, with rope and wooden swinging bridges connecting each islet to its neighbors, crossing the multitude of streams which are all that remains of the Taraska River in winter.

"The warmth of the houses can melt the permafrost," Captain Redaxe says, answering the unasked question. "Keeping them on stilts means the soil underneath doesn't thaw. Stays hard as a rock and makes a good foundation."

Near the center of town, in front of a semi-circle of tall, carved wooden poles, villagers gather and watch the ship's approach. Several warriors armed with spears push long dugout canoes into the water and begin to paddle towards the ship.

The Erutaki dugouts approach *Rimedrake* and pull up alongside. One of the warriors hails the ship and introduces herself (first in Skald and then in Common) as Tikasak. She offers to ferry the PCs to shore. Each canoe has two Erutaki warriors in it, and has room for two PCs per canoe (with Tikasak taking one space in the first canoe). There are enough canoes to transport the entire party to shore, although Large or larger creatures cannot fit in a canoe and must swim or wait for the Erutaki to return later with a raft.

Climbing down the rope ladder into the canoe requires a successful DC 5 Climb check to avoid falling into the water. Once the PCs have boarded their canoes, they proceed toward the narrow ice-free channel to shore. Each canoe moves at a speed of 30 feet per round as long as at least two passengers are paddling, and a speed of 20 feet per round if only one person paddles.

Creatures: A pod of killer whales has been migrating through the nearby waters, and the majestic creatures are drawn into the area by the passage of the canoes. Several of the younger male orcas (Huge adults in Subtier 8–9) begin swimming towards the dugout canoes to see if these seal-shaped objects are either playful or delicious. PCs can determine that the orcas are not particularly hostile with a successful DC 15 Handle Animal or Knowledge (nature) check (DC 18 in Subtier 8–9).

Hazard: The water is near freezing and counts as severe cold. Note that wet clothing offers no protection against the effects of cold.

BOTH SUBTIERS

TIKASAK

CR 1

Sail master (*Pathfinder RPG NPC Codex* 62; see page 22)

AC 14, touch 12, flat-footed 12 (+2 armor, +1 Dex, +1 dodge)

hp 18

Melee shortspear +5 (1d8+1)

Skills Handle Animal +4, Heal +4, Knowledge (geography) +3, Knowledge (nature) +1, Linguistics +0, Perception +5, Profession (sailor) +5, Survival +7, Swim +5

Languages Common, Druidic, Erutaki, Skald

Combat Gear *scroll of cure light wounds* (2); **Other Gear**

leather armor, masterwork shortspear, canoe paddle, healer's kit, holly and mistletoe, spell component pouch

TACTICS

During Combat Tikasak uses her spells to defend the canoes and prevent the PCs from using lethal damage on the orcas. If the PCs fight using lethal damage, she shouts at them to not hurt the clan's totem animals.

ERUTAKI WARRIOR (2 PER CANOE)

CR 1/2

Brigand (*Pathfinder RPG NPC Codex* 266; see page 21)

hp 15 each

Melee shortspear +3 (1d6+1)

Skills Perception +0, Profession (sailor) +6, Swim +4

Languages Erutaki

Gear leather armor, shortspear, canoe paddle

TACTICS

During Combat The warriors concentrate on paddling the canoes. If their canoe is capsized, they ignore their weapons and swim for the shore. If a PC appears to be drowning or unable to swim in the frigid waters, the nearest warrior attempts to rescue the PC. They do not attack the orcas under any circumstances.

SUBTIER 5-6 (CR 5)

VARIANT ORCA

CR 5

hp 67 each (*Pathfinder RPG Bestiary* 88; see page 21)

Special Attacks capsize (see Subtier 8-9)

TACTICS

During Combat The orca is more interested in playing with the canoes than eating. It attempts to capsize the lead canoe and then "play" with PCs in the water, attempting a combat maneuver check each round to fling a PC into the air. (Treat this as a bull rush combat maneuver check that moves the target PC into the air. The target takes 1d6 points of nonlethal damage from falling back into the water.) If the orca takes any lethal damage, it gives up this game and attacks with its bite.

Morale If not attacked, the orca gives up its game after three rounds and swims away, satisfied. If reduced to below 15 hp, the orca flees to seek easier prey elsewhere.

Scaling Encounter A

Make the following adjustments to accommodate a group of four PCs.

Subtier 5-6: Give the orca the sickened condition.

Subtier 8-9: Give both orcas the sickened condition.

SUBTIER 8-9 (CR 8)

ADVANCED VARIANT ORCA (2)

CR 6

N Huge animal

Init +8; **Senses** blindsight 120 ft., low-light vision; Perception +21

DEFENSE

AC 20, touch 12, flat-footed 16 (+4 Dex, +8 natural, -2 size)

hp 85 each (9d8+45)

Fort +11, **Ref** +10, **Will** +7

OFFENSE

Speed swim 80 ft.

Melee bite +15 (2d6+15)

Space 15 ft.; **Reach** 10 ft.

Special Attacks capsize

During Combat The orcas are more interested in playing with the canoes than eating. They attempt to capsize the nearest canoe and then "play" with PCs in the water, using a combat maneuver each round to fling a PC into the air. (Treat this as a bull rush maneuver that moves the target PC into the air. The target takes 1d6 nonlethal damage from falling back into the water.) If the orcas suffer any lethal damage, they give up this game and attacks with its bite.

Morale If not attacked, the orcas give up their game after three rounds and swim away, satisfied. If injured to below 25 hp, an orca flees to seek easier prey elsewhere.

STATISTICS

Str 31, **Dex** 19, **Con** 20, **Int** 2, **Wis** 19, **Cha** 10

Base Atk +6; **CMB** +18; **CMD** 32

Feats Endurance, Improved Initiative, Skill Focus (Perception), Skill Focus (Swim), Weapon Focus (bite)

Skills Perception +21, Swim +30; **Racial Modifiers** +8 Perception

SQ hold breath

SPECIAL ABILITIES

Capsize (Ex) An orca can attempt to capsize a boat or a ship by ramming it as a charge attack and attempting a combat maneuver check. The DC of this check is 25, or the result of the captain's Profession (sailor) check, whichever is higher. For each size category the ship is larger than the creature attempting to capsize it, the creature attempting to capsize the ship takes a cumulative -10 penalty on its combat maneuver check.

Hold Breath (Ex) An orca can hold its breath for a number of minutes equal to 6 times its Constitution score (120 minutes) before it risks drowning.

Development: While the Erutaki clans do hunt whales, they do so under strict conditions and with the performance of many rituals of gratitude to spirits of nature for the supply of food, oil, and blubber. They do not brook reckless slaughter of what is essentially a totem animal for the entire town. If the PCs reach the shore without killing or dealing lethal damage to an orca, the Erutaki welcome them as honored and auspicious guests. Warriors congratulate the PCs for receiving the honor of playing with the orcas, something that only a few Erutaki experience. The PCs receive a +4 competence bonus on all Diplomacy and Bluff checks with Aaminiut's Erutaki, and are invited to meet the town's elders at the Lodge of Smoke (see below). In addition, one of the clan leaders presents the PCs with an intricate carving of a polar bear made of narwhal tusk worth 900 gp (2,100 gp in Subtier 8–9).

If the PCs injured or killed one or more orcas, their reception is much less enthusiastic. The Erutaki recognize the defensive nature of the combat, but feel that the strangers must be very unlucky for the orcas to mark them so. The PCs take a –2 penalty to Diplomacy checks while in Aaminiut. They are not invited to meet the town's elders, and must appeal for an audience with a successful DC 18 Diplomacy check (DC 22 in Subtier 8–9). However, Captain Redaxe offers to purchase the orca corpses from the PCs for 900 gp (2,100 gp in Subtier 8–9). Furthermore, the PCs can secure much of the essential information through Bjorn the Blade (see the Ulfen House).

Rewards: If the PCs injure but do not kill the orcas, reduce each PC's gold earned by the following amount.

Subtier 5–6: Reduce each PC's gold earned by 358 gp.

Out of Subtier: Reduce each PC's gold earned by 458 gp.

Subtier 8–9: Reduce each PC's gold earned by 558 gp.

AAMINIUT

Once ashore, the PCs can explore Aaminiut. Remember to apply any modifiers the PCs may have earned in the orca encounter to their Diplomacy checks. Most people seem more interested in seeing and speaking to Kuokei the owl, regarding the PCs as nothing more than the owl's entourage. Kuokei and Svala are known and respected in Aaminiut.

The town is spread across several low islets in the river delta, and also extends north into a swampy area of the mainland. Each Erutaki longhouse stands 3 feet above the ground on stout stilts, with rope-and-timber swinging bridges between many of the buildings. Each building's timbers are carved with stylized images of arctic animals, plants, and Erutaki warriors, with each group of buildings sharing a similar style. Each islet is home to a single clan, which sports its own totem animal and artistic style. Of note is the lack of any written words or symbols in the Erutaki section of town—no signs or words are visible on any of the buildings.

On the south side of the town, near the dock, a small collection of buildings has been constructed in a markedly different style. While still built upon stilts, these buildings

appear as conventional Ulfen mercantile establishments. On the outskirts of town, many wooden racks hold drying fish and hides, and dozens of tents provide temporary homes for those Erutaki who remain nomadic for part of the year.

AAMINIUT LOCATIONS

The PCs can investigate the following locations in Aaminiut as they strive to understand Svala's notes:

Lodge of Smoke: This serves as the general meeting place for Aaminiut's Erutaki clans. Large enough to hold two hundred people, the hall is somewhat smoky from many hearths and torches despite its four large chimneys.

Totem Circle: Twelve 30-foot-tall trees have been mounted here in a semi-circle, each tree carved with a series of images from Erutaki mythology. PCs who succeed at a DC 15 Perception check notice several carvings of large humanoid creatures seemingly made of snow crystals among the stylized carvings of typical arctic animals—foxes, wolves, bears, seals, and orcas. Any Erutaki whose attitude is at least friendly can identify these images as being of “Winter's Favored,” a reclusive race of giants who live in the wilderness. A successful DC 25 Knowledge (local) check identifies the images as being of saumen kar.

Ulfen House: This longhouse is the center of the Ulfen trade district. Part merchant's guild, part alehouse, it is located on the edge of town so that any noise of Ulfen sailors on shore leave doesn't offend the Erutaki. The brash former sea captain **Bjorn the Blade** (human barbarian 6/expert 3) is the de facto leader of the Ulfen population of Aaminiut. He knows how to reach the shrine dedicated to the beings known as Winter's Favored (see area C). Furthermore, he's on good terms with the Erutaki and can secure the basic information that Seshu would convey on pages 8–9. Finally, he can arrange transportation and supplies for the PCs' expedition to the Whitefang Peninsula. He performs these actions free of charge if a PC succeeds at a DC 26 Diplomacy check. If the PC fails, Bjorn's willing to still provide these services for 1,200 gp (or 600 gp if the PC failed by 5 or less).

Once the PCs gain an audience with the elders of Aaminiut, they are taken to the Lodge of Smoke in the company of many of Aaminiut's Erutaki citizens, who all wish to hear what the visitors have to say. They are brought to meet **Seshu** (human oracle [heavens] 3/bard 7), who asks to see Svala's notes. When she realizes that Svala must be excavating the buried Pilungak village, a look of horror crosses her face, and she motions the PCs to sit at her feet.

The room descends into silence as the Erutaki elder Seshu moves to the center of the room. She begins to chant in a low voice, punctuating certain words with hand gestures and facial expressions in a performance that is part lament, part interpretive dance. Tikasak translates the loresong, but it is clear she is abridging the story in order to keep up with the elder's tale.

“Once, long ago, the People were spread across the land. Each found its own way to live in harmony with the Animal World, the Plant World, and the Spirit World. Some of the people followed Caribou as she moved back and forth on the land. Others made a place near the sea, and hunted Seal and Blackfish. All were different, yet all were the same, and things were good.

“One day, some of the People went north to Malu Aninuk, what you call Whitefang Peninsula, to make a summer camp. The land there was poisoned with an evil that lay sleeping since before the world was made. The People who lived there became poisoned by this evil in turn, and they danced with the aurora and killed without gratitude, even eating human flesh. We call these people the Pilungak—the flesh eaters.”

“The Pilungak made a fortress of their village, with wooden walls covered in ice. From here, they brought terror to the worlds of animals, plants, and humans. When the aurora leaped high over the ice cliffs, we could hear the voices of the Pilungak howling in the night, and we were afraid.” The elder pauses her song, to allow Tikasak to catch up, and then begins again with a low-droning chant that fills the room.

“The Spirit World decided to help, and so they sent Winter’s Favored to the Human World to deal with the evil. Winter’s Favored went to the Pilungak and asked them to stop their dances and howlings, but the Pilungak would not stop. Winter’s Favored asked them to move far away, but they would not move. So Winter’s Favored transformed their own bodies into howling blizzards, and covered the village of the Pilungak with snow and ice. Not one of the Pilungak was spared by Winter’s Favored, and the Animal and Plant and Human Worlds were glad.

“But the evil was not destroyed, only buried and sealed away. To keep it from being uncovered again, Winter’s Favored made a special seal from the ice, with the power to restrain great evil. This seal they placed over the Pilungak village, and it keeps the evil trapped to this day.” The hall falls silent again as the chant dies away, and Seshu turns to address you.

“Many summers have come and gone since these days,” she says in Common. “The evil has been trapped by the sign of ice that Winter’s Favored made to protect us. Now, young Svala has dug up the Pilungak village and uncovered the seal, and spring is coming. If the seal melts, the evil will be released to roam the Land again, and no one in the Four Worlds will be safe.”

Once Seshu has finished telling her story, the elders bring out a small box of carved whalebone and present it to the PCs. The box contains a *wand of ice shape* (see the sidebar) with 22 charges. Seshu and the other clan elders beg the PCs to go to the site, repair any damage to the protective rune, and then rebury the village, all in order to undo the damage done by their colleague. With a successful DC 18 Spellcraft or Knowledge (arcana) check (DC 22 in Subtier 8–9), the PCs can determine that the damage to the rune can be repaired by using ice to rebuild the rune’s physical structure.

New Spell - Ice Shape

This 2nd-level spell (for clerics, druids, and sorcerer/wizards) functions as *stone shape*, but affects only ice and snow.

If the PCs mention the presence of the mysterious undead creatures at the site, onlookers cry out in terror as Seshu closes her eyes. “If the Pilungak have begun to escape, it may already be too late,” she intones sadly.

If the PCs agree to undertake this task, Seshu presents them with additional gifts: a *campfire bead* and a *wand of endure elements*. Also, in Subtier 5–6 she gifts the party a pair of *boots of the winterlands* (in Subtier 8–9 this is replaced by an ivory carving of a husky that functions as an *onyx dog*).

Once Seshu’s tale is done, the owl Kuokei begins to peck at the PCs and squawk pointedly. Kuokei attempts to remind the PCs that they were directed to send this information to Svala immediately, and Kuokei is eager to depart. With a successful DC 15 Handle Animal or Sense Motive check a PC understands that Kuokei is eager to leave, and expects the PCs to provide her with a message to take to her mistress.

Assuming the PCs provide a written message to the owl, it immediately takes off and flies away to the northwest, heading for the Whitefang Peninsula.

Rewards: If the PCs do not speak to Seshu and receive her gifts, reduce each PC’s gold earned by the following amount.

Subtier 5–6: Reduce each PC’s gold earned by 743 gp.

Out of Subtier: Reduce each PC’s gold earned by 1,284 gp.

Subtier 8–9: Reduce each PC’s gold earned by 1,826 gp.

OPTION ONE—ACROSS THE ICE

The PCs may decide that they must reach the excavation site as soon as possible to repair the damage before the spring thaw. The Erutaki loan the PCs dogsleds and enough supplies to make it to the excavation site on Whitefang Peninsula, a journey of 21 days. Each dogsled consists of a 5-foot-by-10-foot sled and six strong Medium huskies (use the statistics for a riding dog). A dogsled can carry two passengers and enough food and firewood for the trip to the Whitefang peninsula, assuming no one gets lost. Each dogsled also comes equipped with a tent, campsite kit, and other essentials for crossing the frozen Whitefang Bay. If invited, Tikasak accompanies the PCs as guide and interpreter, providing a +4 bonus on all Survival checks to avoid getting lost or to forage for food.

The trip poses several hazards to PCs. The temperature is about 20° F during the day and 10° F at night (see the rules for cold weather on page 442 of the *Pathfinder RPG Core Rulebook*). Rather than repeatedly roll Fortitude saves against the cold weather, each PC attempts a DC 18 Fortitude save (DC 20 in Subtier 8–9) against the cold weather at the beginning of each encounter; resistance to cold weather, such as that provided

by endure elements, allows the PC to automatically succeed. If the PC fails, she begins the encounter fatigued and with 4d6 points of nonlethal damage.

Travel across the ice is relatively smooth, but the lack of landmarks makes it easy to get lost. The PCs must succeed at a DC 15 Survival check (DC 18 in Subtier 8–9) each day to avoid becoming lost and losing a day of travel (and the associated rations and other supplies). If the PCs run out of food, see the rules for starvation on page 444 of the *Pathfinder RPG Core Rulebook*. If the PCs run out of firewood, they cannot warm up enough overnight to remove any fatigue or nonlethal damage gained from cold temperatures without magical assistance.

B. THIN ICE

Two days out from Aaminiut, the ice begins to change. Channels of open water become more common, and several large spurs of broken ice make the going slow. The icy obstacles always seem to be directing them away from their path and towards the edge of the ice pack, as if some malevolent intelligence is controlling the spring thaw.

As the PCs make their way through the increasingly difficult frozen terrain, they spot a humanoid corpse on the ice ahead. The glint of armor is faintly visible beneath the corpse's furs.

Creatures: The thin ice is actually the work of a powerful hag-like creature named Ulumamuktu, who haunts the waters of Whitefang Bay. She picks up the trail of the PCs' dogsleds (or other mode of land travel), and lays an ambush in an area of thin ice. (If the PCs are flying, this encounter will occur when they land to set up camp for the night.) The corpse is merely a lure to attract curious travelers.

Ulumamuktu's initial attitude is unfriendly, but the PCs can improve her attitude using Diplomacy. Providing gifts of food or valuables can provide a +4 circumstance bonus on this roll, but Ulumamuktu immediately attacks if offered a mirror or any other shiny object which can reflect her own hideous visage back to her.

In Subtier 8–9, Ulumamuktu is accompanied by three of her "children", vicious aquatic ogres known as saltwater merrow. These beasts remain below the ice while their mother engages the PCs in conversation. Cautious PCs can spot them as dark shapes visible under the ice with a successful DC 19 Perception check.

Hazard: The ice in the indicated areas is thin, and may collapse under the weight of passing creatures. When a Large or larger creature or object (including a loaded dogsled) moves over a patch of thin ice, the ice creaks ominously. Roll a d20; on a roll of 5 or less the ice gives way. If the ice gives way, a hole the size of the creature or object appears at that location, and the creature must succeed at a DC 20 Reflex save or fall into the freezing water (treat as extreme cold.) Once a hole is created in the ice, all adjacent squares of ice become thin ice, using the same rules as above.

SUBTIER 5–6 (CR 8)

ULUMAMUKTU

CR 8

Qallupilluk oracle 3/witch 1 (*Pathfinder RPG Advanced Player's Guide* 42, 65, *Pathfinder RPG Bestiary* 4 224)

LE Medium monstrous humanoid (aquatic)

Init +1; **Senses** darkvision 60 ft.; Perception +13

Aura cloying scent (15 ft.)

DEFENSE

AC 18, touch 11, flat-footed 17 (+1 Dex, +7 natural)

hp 123 (12 HD; 1d6+3d8+8d10+63)

Fort +8, **Ref** +10, **Will** +13; +4 vs. disease

DR 5/cold iron; **Resist** cold 10, fire 10

OFFENSE

Speed 30 ft., swim 40 ft.

Melee bite +17 (1d6+7), 2 claws +17 (1d6+7 plus grab)

Special Attacks curse of scales, hexes (slumber^{APG}, unnerve beasts^{UM})

Spell-Like Abilities (CL 8th; concentration +11)

At will—*water breathing*

3/day—*charm animal* (DC 14), *charm person* (DC 14), *chill metal* (DC 15), *sleet storm*

1/day—*commune with nature*, *divination*

Oracle Spells Known (CL 3rd; concentration +6)

1st (6/day)—*command* (DC 14), *endure elements*, *inflict light wounds* (DC 14), *obscuring mist*, *sanctuary* (DC 14)

0 (at will)—*bleed* (DC 13), *detect magic*, *detect poison*, *mending*, *resistance*

Mystery Winter

Witch Spells Prepared (CL 1st; concentration +5)

1st—*chill touch* (DC 15), *sleep* (DC 15)

0 (at will)—*daze* (DC 14), *mending*, *touch of fatigue* (DC 14)

Patron Portents

TACTICS

Before Combat Ulumamuktu is curious about the passage of strangers through her domain. She casts *sanctuary* and emerges from the thin ice using her ice shape ability. If not offered gifts, she quickly tires of conversation and attacks.

During Combat Ulumamuktu uses her unnerve beasts hex on a PC driving a dog sled, forcing that sled's team of huskies to stop following commands. With one dog sled separated from the rest, she then uses ice shape to remove the ice underneath it and drop it into the water. Her goal is to grapple a PC, get them into the water, drown them, and then flee to enjoy her meal. If faced by a party that can fight effectively underwater, she uses curse of scales to give herself an ally.

Morale Ulumamuktu fights until below 25 hp, then dives into the water to flee.

STATISTICS

Str 24, **Dex** 12, **Con** 21, **Int** 18, **Wis** 15, **Cha** 16

Base Atk +10; **CMB** +17 (+21 grapple); **CMD** 28

Feats Blind-fight, Combat Reflexes, Extra Hex^{APG}, Extra Revelation^{APG}, Lightning Reflexes, Stand Still

DEATH ON THE ICE

B. Thin Ice



- G** : Corpse
- M** : Merrow (under ice)
- U** : Ulumamuktu

Pathfinder Map Pack: Frozen Sites

Skills Bluff -1, Climb +18, Diplomacy -1, Disguise -1, Intimidate +14, Knowledge (arcana) +15, Knowledge (history) +15, Knowledge (nature) +15, Knowledge (planes) +13, Perception +13, Sense Motive +13, Spellcraft +15, Stealth +12, Survival +13, Swim +26

Languages Aklo, Aquan, Common, Erutaki, Giant, Skald, Tien

SQ amphibious, oracle's curse (wasting), revelations (child of winter, cold aura [10 ft., DC 14], ice shape), witch's familiar

SPECIAL ABILITIES

Amphibious (Ex) A qallupilluk can survive indefinitely on land.

Cloying Scent (Su) Qallupilluks exude a vaguely sweet and unexpectedly pleasant briny scent. This smell comforts and distracts humanoid and animals that come within 15 feet of the qallupilluk, causing such creatures to take a -2 penalty on saves against mind-affecting effects.

Scaling Encounter B

Make the following adjustments to accommodate a group of four PCs.

Subtier 5–6: Apply the sickened condition to Ulumamuktu.

Subtier 8–9: Remove 1 merrow from the encounter.

Oracle Mystery: Winter

The Winter oracle mystery is found in *Pathfinder RPG Players Companion: People of the North*. Relevant rules required to run this encounter are reprinted below (slightly abridged). Oracles of the winter mystery embrace the howling winds, biting cold, and wind-driven snows of the far north.

Class Skills: An oracle with the winter mystery adds Intimidate, Knowledge (nature), Stealth, and Survival to her list of class skills.

Bonus Spells: *endure elements* (2nd), *frost fall*^{MC} (4th), *sleet storm* (6th), *ice storm* (8th), *icy prison*^{UM} (10th), *cone of cold* (12th), *ice body*^{UM} (14th), *polar ray* (16th), *mass icy prison*^{UM} (18th).

Revelations: The winter mystery includes these mysteries.

Child of Winter (Ex): You can move across regular snow without penalty, and heavy snow costs you only 2 squares of movement instead of 4. You can move across icy surfaces without penalty, and never need to make Acrobatics checks to run or charge on ice. You leave no trail in ice or snow and cannot be tracked unless you desire (you may choose to leave a trail if you so desire).

Cold Aura (Ex): Once per day as a swift action, you can cause waves of cold to radiate from your body. This cold deals 1d6 points of cold damage to all creatures within 10 feet. A successful Fortitude save halves the damage. In addition, a flurry of snow momentarily surrounds you, granting you concealment until your next turn.

Ice Shape (Su): You can sculpt ice and snow. This ability functions like *stone shape*, but it targets only ice and snow, not stone. You can use this ability a number of times per day equal to 3 + your Charisma modifier.

Curse of Scales (Su) If a qallupilluk grapples a Medium or Small humanoid opponent, her target begins transforming into a monster. Starting on the third consecutive round of grappling, the grappled target must succeed at a DC 19 Fortitude save every round or fully transform into a grindylow, reefclaw, bunyip, merrow, or scrag. Once transformed, the creature is slavishly devoted to the qallupilluk. If the qallupilluk is slain, the creature loses this devotion but remains transformed. The transformation ends after 1 hour or if the creature is slain.

A qallupilluk can make this transformation permanent by performing a ritual that takes 10 minutes and deals 30 points of damage to the qallupilluk. This is a curse and polymorph effect.

SUBTIER 8–9 (CR 11)

ULUMAMUKTU CR 8

hp 123 (see subtier 5–6)

TACTICS

Before Combat See Subtier 5–6

During Combat See Subtier 5–6

Morale Ulumamuktu fights until reduced to 25 hit points or fewer, then dives into the water to flee.

SALTWATER MERROWS (3) CR 6

hp 73 each (*Pathfinder RPG Bestiary* 2 189, see page 21)

TACTICS

Before Combat The merrows wait under the ice for Ulumamuktu to call for them. With a successful DC 19 Perception check, they can be spotted through the thin ice as dark humanoid shapes.

During Combat The merrows burst through patches of thin ice (requiring a successful DC 10 Strength check) as part of a move action. They try to bull rush heavily-armored or sleeping PCs into holes in the ice, then they gang up on PCs threatening Ulumamuktu.

Morale The merrow fight to the death.

Treasure: The frozen corpse is that of an Ulfen explorer slain by the qallupilluk and kept as a lure. The corpse wears a +1 *mithral chain shirt* and a masterwork heavy steel shield, and bears a +1 *flaming battle axe* clutched in frozen hands. In Subtier 8–9, the corpse instead wears a +1 *spellstoring mithral chain shirt*^{SE} that contains a *shocking grasp* spell (caster level 4th), and the axe is a +1 *flaming adamantite battleaxe*. Also in Subtier 8–9, the corpse's pouch contains a pair of *elemental gems* (one fire and one water).

Development: If Ulumamuktu is slain or appeased with offerings, the PCs have no further issues as they continue to the dig site. If Ulumamuktu escapes alive, the PCs are plagued by thin ice and strange noises in the night for the rest of their journey, causing them to be fatigued for the encounter at the excavation site (area D).

OPTION TWO—FINDING WINTER'S FAVORED

The PCs may elect to travel north into the Hoarwell March to search for one of the “Winter’s Favored,” the saumen kar who originally built the ice rune. Tikasak can tell them that the Winter’s Favored are still revered by the Erutaki, and the giants are known to visit a shrine in the Hoarwell March where gifts of food and offerings are left for them. A PC who succeeds at a DC 25 Knowledge (local) check can identify Tikasak’s description of Winter’s Favored as the race of tundra giants known as saumen kar. The trip to the

shrine takes 12 days, assuming nothing goes wrong and the PCs don't get lost; it is a further 14 days to the excavation site on Whitefang peninsula. If invited, Tikasak accompanies the PCs as their guide and interpreter.

The Erutaki offer to loan the PCs dogsleds. These function in the same way as the sleds detailed on page 9.

C. SHRINE TO WINTER'S FAVORED

Many Erutaki revere the giants they call "Winter's Favored" and leave gifts of food and hand-sized carvings of animals at modest shrines scattered across the tundra. This particular shrine sits on a small hill under a lone pine tree, which towers above the other greenery nearby. Weathered stone steps lead to the top of the hill, cut into the rock untold ages ago.

Creatures: As the PCs arrive at the shrine, they attract the attention of a monstrous polar bear that has been terrorizing the local clans. The beast, named Shaktu by the few who have seen him and survived, lurks near the shrine and lumbers to attack as soon as the PCs approach. In the higher subtier, Shaktu is accompanied by his mate.

At the start of the third round of combat, the saumen kar Ainamuuren appears and watches the battle intently. He sees no reason to intervene, viewing the encounter as an example of the "kill or be killed" nature of the polar region.

ALL SUBTIERS

AINAMUUREN	CR 10
Saumen kar (<i>Pathfinder Adventure Path #51: The Hungry Storm 90</i>)	
CN Large monstrous humanoid	
Init +2; Senses darkvision 60 ft., scent; Perception +21	
DEFENSE	
AC 24, touch 11, flat-footed 22 (+4 deflection, +2 Dex, +9 natural, -1 size)	
hp 136 (13d10+65)	
Fort +11, Ref +10, Will +9	
Defensive Abilities frostbite brands;	
Immune cold; Resist fire 20	
OFFENSE	
Speed 40 ft.	
Melee greataxe +21/+16/+11 (2d6+12/19-20/x3 plus 1d6 cold), head butt +15 (1d6+4 plus stun)	
Space 10 ft.; Reach 10 ft.	
Special Attacks snowstorm (2d6 cold plus 2d6 slashing damage, DC 24), stun (1 round, DC 24)	
Spell-Like Abilities (CL 13th; concentration +13)	
3/day— <i>wall of ice</i> (DC 14)	
1/day— <i>summon nature's ally VI</i> (polar bear [dire bear] only)	
TACTICS	
Before Combat Ainamuuren appears at the beginning of the third round to watch the combat.	

During Combat If attacked, Ainamuuren head butts the nearest foe and then makes full attacks with his greataxe, concentrating on one foe into it drops and then moving on to the next.

Morale Ainamuuren fights to the death.

STATISTICS

Str 26, **Dex** 15, **Con** 20, **Int** 11, **Wis** 12, **Cha** 11

Base Atk +13; **CMB** +22; **CMD** 38

Feats Alertness, Diehard, Endurance, Great Fortitude, Improved Critical (greataxe), Self-Sufficient, Weapon Focus (greataxe)

Skills Heal +3, Knowledge (nature) +13, Perception +21, Sense Motive +3, Stealth +14 (+18 in ice and snow), Survival +21;

Racial Modifiers +4 Stealth in ice and snow

Languages Giant

SPECIAL ABILITIES

Frostbite Brands (Ex) A saumen kar's brands infuse the creature with intense cold, so much that it gains resistance to fire 20 and its touch deals an additional 1d6 points of cold damage. A saumen kar's metallic weapons conduct this chill. The brands can be removed by the spell *erase* as though they were magic writing with a caster level equal to the saumen kar's Hit Dice. If the brands are removed, it loses both its fire resistance and its ability to do additional cold damage until the following dawn, when the brands re-etch themselves upon its body.



C. Shrine to Winter's Favored

Saumen
Kar
Enters
Here

Polar
Bears



PCs
Enter
Here

1 square = 5 feet

Pathfinder Flip-Mat: Winter Forest

Snowstorm (Su) In mimicry of its unforgiving environment, a saumen kar can transform into a living snowstorm of lethal power. This ability lasts as long as and operates like the whirlwind special attack with the following changes: Creatures within the area of the snowstorm take 2d6 points of cold damage and 2d6 points of slashing damage and take a –20 penalty on Perception checks. A saumen kar gains a fly speed of 40 feet (perfect) while in this form.

Stun (Ex) While a saumen kar's horns are not large enough for a gore attack, they extend under the skin to form a bony plate. A creature struck by a saumen kar's head butt must succeed at a DC 24 Fortitude saving throw or be stunned for 1 round.

SUBTIER 5–6 (CR 7)

SHAKTU CR 7

Advanced giant polar bear (*Pathfinder RPG Bestiary* 288, 289, 41)
N Huge animal

Init +5; **Senses** low-light vision, scent; Perception +10

DEFENSE

AC 26, touch 13, flat-footed 21 (+5 Dex, +13 natural, –2 size)

hp 77 (5d8+55)

Fort +15, **Ref** +9, **Will** +6

OFFENSE

Speed 40 ft., swim 20 ft.

Melee bite +13 (2d6+12), 2 claws +13 (1d8+12 plus grab)

Space 15 ft.; **Reach** 10 ft.

TACTICS

Before Combat Shaktu has spent several hours feeding on offerings and toppling anything inedible. He emerges from behind the shrine.

During Combat Shaktu charges a PC on the edge of the group, lashing out with one of his claws. When Shaktu successfully grapples an opponent with his grab ability, he attempts to maintain the grapple on its next turn, using the move option of the grapple to pull his victim behind the shrine before feeding on them.

Morale Shaktu flees if brought below 15 hp.

STATISTICS

Str 34, **Dex** 20, **Con** 32, **Int** 2, **Wis** 20, **Cha** 14

Base Atk +3; **CMB** +17 (+21 grapple); **CMD** 32 (36 vs. trip)

Feats Endurance, Run, Skill Focus (Survival)

Skills Acrobatics +5 (+9 to jump), Perception +10, Survival +10, Swim +24

SUBTIER 8–9 (CR 10)

DIRE POLAR BEARS (2) CR 8

N Large animal (see page 21)

hp 115 each

TACTICS

Before Combat Shaktu and his mate emerge from behind the shrine where they have been feeding on offerings.

During Combat Shaktu charges a PC on the edge of the group, lashing out with one of his claws. When Shaktu successfully grapples an opponent with its grab ability, he attempts to maintain the grapple on his next turn, using the move option of the grapple to pull its victim behind the shrine before feeding on them. While Shaktu is grappling an opponent, his mate protects him from other attacks, lashing out at anyone who draws near and avoiding grappling until Shaktu has finished with his prey.

Morale The polar bears flee if either of them is reduced to 15 or fewer hit points.

Development: After the PCs defeat the bears, Ainamuuren approaches, curious about the PCs' reasons for journeying to the Crown of the World. If told about the excavation of the Pilungak village, he scowls and asks if the ice rune is still intact. Ainamuuren can show the PCs what the ice rune looks like by pointing it out amongst the many runes branded into his flesh. With a successful DC 20 Diplomacy check (DC 25 in Subtier 8–9) a PC can convince the saumen kar to accompany the PCs to the site to help repair the damage.

D. EXCAVATION SITE

The site that Svala and her team have been excavating is a large sinkhole in the ice, partially covered with tents and wooden frameworks. Near the site, a campsite for about a dozen people has been thoroughly destroyed. Several bodies lie in the ruins of the camp, including one that seems to be a frozen corpse riddled with patches of blackfrost.

The PCs approach this location from the south.

The excavation site sits on a broad plain near the edge of the ice pack. A wide pit dug into the snow and permafrost exposes the top of an ice crystal formation that extends from the ground. A symmetrical series of icy channels are connected to the crystal, forming a geometric pattern marred in several places by digging. At the edge of the pit, several tents and tables have been torn apart, with papers and tools scattered everywhere. A dark, powdery dust lies in patches on the snow, forming a thin crust that seems to resist the wind. Several humanoid bodies lie in the wrecked camp.

If the PCs came straight from Aaminiut (Option One), they arrive just as Svala and her team are fending off another attack by the undead. In this case Svala is conscious and able to cast healing spells on the PCs, and Kuokei fights alongside any PC who befriended her on the voyage north.

If the PCs detoured to find the saumen kar (Option Two), Svala and her team are nearly overwhelmed by the undead; Svala has only 1 hit point and no spells remaining, while all but one of the other archaeologists are unconscious and stable at –3 hit points each. Add two blackfrost mummies to the encounter—one has clawed its way up from underground, while the other was an archaeologist who has succumbed to blackfrost poisoning and risen as undead. Kuokei is conscious

D. Excavation Site

A : Archeologist
B : Blackfrost Mummy
K : Kuokei
S : Svala

1 square = 5 feet

and defends her fallen mistress, but fights alongside any PC who befriended her on the voyage north.

Repairing the ice rune can be done either before or during combat with the blackfrost mummies. With a successful DC 18 Spellcraft or Knowledge (arcana) check, a PC can determine that simply replacing the missing sections of ice will allow the rune to regenerate its protective aura. (If the PCs fail this check, Svala or the saumen kar can provide the information.) A PC can attempt a DC 15 Craft (sculpture) or Dexterity check as a full-round action and activate the *wand of ice shape* (or use a similar ability with power over ice) to rebuild one broken section of the rune. The ice from the intact sections of the rune flow over and incorporate the newly-created ice, and a faint blue glow seems to flow through the ice, infusing it with magical power. Alternatively, the saumen kar Ainamuuren can repair one section of damaged rune per round (he won't fight on behalf of the PCs, however). When a section of rune is repaired, all blackfrost mummies swiftly converge on that point and attack whoever performed the repairs, instinctively knowing the risk it represents.

Other creative solutions may work, but these should take more time (often a minute or more), include a similar check to repair the rune, and require the PCs to complete the initial combat first. For example, a careful approach using *create water* might allow a PC to slowly rebuild the ice. GMs are encouraged to allow players to think outside the box to solve this issue: once the main group of mummies is defeated and Svala and the archaeologists are revived, they should have time to develop a plan that has a reasonable chance of success. (Due to the risks inherent in tampering with the magic of the rune, taking 20 is not feasible, but PCs are able to take 10 as long as there are no enemies currently on the field).

The barricade is about 4 feet high and grants cover.

Creatures: The restless corpses of several Pilungak villagers have escaped from their subterranean prison and are attacking the archaeologists. These creatures, called blackfrost mummies, are unique to this location, so the DC for the Knowledge (religion) check to identify them is 20. In Subtier 8–9, the archaeologists have uncovered an ivory scrimshaw construct called a tupilaq, which animates and attacks anyone attacking the mummies.

The weakened ice rune also allows additional blackfrost mummies to break free of their icy prison over time. Beginning at the end of the third round of combat, and continuing every five rounds thereafter, a new blackfrost mummy begins to claw its way free of the permafrost within 10 feet of the dig pit marked A on the map. The blackfrost mummy needs a full-round action to pull itself free of the ground. This action provokes attacks of opportunity, and the mummy has the flat-footed and entangled conditions until it completes the full-round action. (Note that if there is a living target adjacent to the mummy, it will attack that creature instead of pulling itself out of the ice, thus

Scaling Encounter D1

Make the following adjustments to accommodate a group of four PCs.

Subtier 5–6: Reduce the save DC of all blackfrost poison effects in the encounter by 2. In addition, reduce the save DC to resist the blackfrost mummy's chilling touch special attack by 2.

Subtier 8–9: Remove one blackfrost mummy from the encounter. In addition, the amount of time before new blackfrost mummies begin to emerge from the cavern is increased to 6 rounds.

Blackfrost Poison

The ancient race that built the eerie city near the north pole left behind strange arcane engines that still produce emanations of entrancing blue energy as well as a vile black sludge. This sludge oozes below the surface of the Boreal Expanse through subglacial channels, occasionally bubbling to the surface in pools of dark slurry. Arctic winds sometimes bear flecks of the viscous substance and deposit it as a residue of black frost on cliff sides and glaciers.

Type poison, contact; **Save** Fortitude DC 15

Onset 1 minute; **Frequency** 1/minute for 6 minutes

Initial Effect 2d6 hp damage (half acid, half cold); **Secondary**

Effect 1d2 Con damage; **Cure** 2 consecutive saves

remaining entangled.) There are more than two-hundred blackfrost mummies buried under the ice rune, and they continue to emerge until the ice rune is repaired (see Development on page 19).

Hazards: There are patches of blackfrost poison scattered across the excavation site. Moving through one of these affected areas exposes the PC to blackfrost poison (see the sidebar above). A blackfrost mummy that moves into one of these squares raises a cloud of blackfrost poison that extends in a 10-foot radius around the mummy and lasts for 1 round. While the mummy is within this cloud, it gains the benefits of a *haste* spell and the onset time for blackfrost poison delivered by its slam changes to immediate.

In addition, any PC within 10 feet of the dig pit marked A must succeed at a DC 17 Will save (DC 19 in Subtier 8–9) or hear indistinct but horrible whispers in their head and see shadowy figures out of the corner of their eye, a vestigial effect of the great evil that is buried beneath. There is no mechanical effect to this, but it should drive home to the PCs that there is more to this issue than simply a horde of poisonous, energy-draining undead horrors.

PATHFINDER SOCIETY SCENARIO

ALL SUBTIERS

ARCHAEOLOGISTS (3) CR 2

Heir Apparent (*Pathfinder RPG NPC Codex* 251)

hp 22 each (currently 3)

TACTICS

During Combat The archaeologists are hurt and suffering from blackfrost poison (2 minutes remain). They avoid combat.

SVALA ICE-RIDER CR 6

Female human ranger 7

CG Medium humanoid (human)

Init +8; **Senses** Perception +12

DEFENSE

AC 20, touch 15, flat-footed 15

(+5 armor, +4 Dex, +1 dodge)

hp 57 (7d10+14) (currently 21)

Fort +6, **Ref** +9, **Will** +6

OFFENSE

Speed 30 ft.

Melee mwk shortspear +9/+4 (1d6)

Ranged mwk shortspear +13 (1d6)

Special Attacks favored enemies (undead +2, magical beasts +4)

Ranger Spells

Prepared (CL 4th; concentration +6)

2nd—*protection from energy*

1st—*delay poison, endure elements* (already cast)

TACTICS

During Combat Svala and Kuokei act on an Initiative count of 20 but remain next to the archaeologists, defending them from approaching enemies. On request, Svala casts spells to aid the PCs or activate her *wand of cure moderate wounds* on any PC who moves adjacent to her. If the PCs detoured to find the Saumen Kar, Svala is reduced to 1 hit point when the PCs arrive, and her *wand of cure moderate wounds* has only 5 charges remaining.

STATISTICS

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

Base Atk +7; **CMB** +7; **CMD** 22

Feats Boon Companion, Close-Quarters Thrower^{UC}, Dodge, Endurance, Improved Initiative, Iron Will, Precise Shot, Weapon Focus (shortspear)

Skills Handle Animal +9, Knowledge (geography) +11, Knowledge (history) +8, Knowledge (local) +4, Knowledge (nature) +11, Linguistics +5, Perception +12, Stealth +14, Survival +12

Languages Common, Erutaki, Hallit, Skald, Tien, Varisian

SQ favored terrain (cold +2), hunter's bond (owl named Kuokei), track +3, wild empathy +6, woodland stride

Combat Gear *scroll of lesser restoration* (2), *wand of cure moderate wounds* (23 charges), antitoxin (10); **Other Gear** +1 mithral chain shirt, mwk shortspears (3)

SPECIAL ABILITIES

Boon Companion The abilities of Svala's animal companion are calculated as though your class were 4 levels higher, to a maximum effective druid level equal to her character level.



KUOKEI CR —

Female snowy owl animal companion (*Pathfinder RPG Core Rulebook* 53)

N Small animal

Init +3; **Senses** low-light vision; Perception +7

DEFENSE

AC 19, touch 14, flat-footed 16 (+3 Dex, +5 natural, +1 size)

hp 45 (6d8+18)

Fort +7, **Ref** +8, **Will** +4; +4 vs. enchantment effects

Defensive Abilities evasion

OFFENSE

Speed 10 ft., fly 80 ft. (average)

Melee bite +8 (1d4+2), 2 talons +8 (1d4+2)

TACTICS

During Combat Kuokei stays next to Svala and doesn't leave her side. If a PC that befriended

Kuokei in area **A** falls in combat, Kuokei will fly to that PC and defend them against all attackers. If Svala falls and a PC befriended Kuokei in area **A**, the owl picks up Svala's *wand of cure moderate wounds* and flies to that PC, depositing the wand at the PC's feet.

Morale Kuokei refuses to leave the battlefield until Svala is safe. She fights to the death.

STATISTICS

Str 14, **Dex** 17, **Con** 14, **Int** 3, **Wis** 14, **Cha** 6

Base Atk +4; **CMB** +5; **CMD** 18

Feats Flyby Attack, Toughness, Weapon Finesse

Skills Acrobatics +3 (-5 to jump), Fly +10, Perception +7, Stealth +12

SQ devotion, link, share spells

SUBTIER 5-6 (CR 9)

BLACKFROST MUMMIES (4) CR 5

Variant mummy (*Pathfinder RPG Bestiary* 210)

LE Medium undead

Init +0; **Senses** darkvision 60 ft.; Perception +16

DEFENSE

AC 20, touch 10, flat-footed 20 (+10 natural)

hp 60 (8d8+24)

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

DR 5/—; **Immune** undead traits

Weaknesses vulnerability to fire

OFFENSE

Speed 20 ft.

Melee 2 slams +14 (1d8+7 plus 1d6 cold and poison)

Special Attack chilling touch

TACTICS

Before Combat Four blackfrost mummies are on the surface at the start of combat. One of the mummies attempts to batter down the barricade behind which Svala and her team are hidden—succeeding after three rounds—while the others dig furiously at the areas where the dig site has broken the sealing rune.

During Combat The mummies focus their attacks on anyone attempting to repair the fractured ice rune.

Morale The blackfrost mummies fight to the death.

STATISTICS

Str 24, **Dex** 10, **Con** —, **Int** 6, **Wis** 15, **Cha** 15

Base Atk +6; **CMB** +13; **CMD** 23

Feats Power Attack, Skill Focus (Perception), Toughness, Weapon Focus (slam)

Skills Acrobatics +0 (–4 to jump), Perception +16, Stealth +11

Languages Erutaki

SPECIAL ABILITIES

Chilling Touch (Su) This mummy's touch carries an icy chill.

Creatures who take cold damage from the blackfrost mummy's slam attack must succeed at a DC 16 Fortitude save or be slowed (as the *slow* spell) for 1d4 rounds.

Poison (Ex) A blackfrost mummy is infused with blackfrost poison. Any creature hit by its slam attack, or any creature who hits it with a natural weapon, is exposed to the poison. *Save* Fortitude DC 15; *Onset* 1 minute; *Frequency* 1/minute for 6 minutes; *Initial Effect* 2d6 hp damage (half acid, half cold); *Secondary Effect* 1d2 Con damage; *Cure* 2 consecutive saves.

SUBTIER 8–9 (CR 11)

BLACKFROST MUMMIES (6)

CR 5

Variant undead

hp 60 each (see Subtier 5–6)

TACTICS

Before Combat Six blackfrost mummies are on the surface at the start of combat. One of the mummies attempts to batter down the barricade behind which Svala and her team are hidden, while the others dig furiously at the areas where the dig site has broken the sealing rune.

During Combat The blackfrost mummies attack in pairs, flanking and pummeling foes.

Morale Blackfrost mummies fight until destroyed.

TUPILAQ

CR 7

hp 59 (*Pathfinder RPG Bestiary* 3 275, see page 22)

TACTICS

Before Combat The tupilaq hides using *invisibility* and waits for the blackfrost mummies to engage intruders first.

During Combat The tupilaq selects a target at random, pursuing and attacking it to the exclusion of all others. It pursues this target to the ends of the earth if necessary.

Morale The tupilaq fights until destroyed.

Note that the onset time of blackfrost poison is longer than the initial combat may last, so PCs may not notice any ill effects until after they have defeated the initial group of mummies. The repair of the ice rune and dealing with the additional undead likely take long enough for these effects to become noticeable. It is also important to track the number of times each PC is exposed to the poison. Every additional exposure beyond the first increases the save DC by 2 and the duration by 50%. It is conceivable that the PCs may defeat the mummies and repair the ice rune, and still fall victim to the effects of blackfrost poisoning.

Treasure: Half-buried under the snow at point A on the map is a cache of ancient Erutaki weapons—various spears and clubs made of wood, bone, and stone. Although fragile and non-functional, the cultural significance of the trove is worth 3,300 gp (9,000 gp in Subtier 8–9). In addition, Svala gives the PCs her wand and *scroll of lesser restoration*, and the archaeologists offer the party 10 vials of antitoxin in gratitude for saving them.

Development: As soon as the rune is completely repaired, it glows with a bright flash like lightning, and the cavern leading to the buried village below collapses. This prevents further blackfrost mummies from appearing. Existing blackfrost mummies are shaken and lose their chilling touch and poison abilities, making them much easier to defeat.

Rewards: If the PCs do not rescue Svala and the archaeologists and recover the cache of Erutaki artifacts, reduce each PC's gold earned by the following amount.

Subtier 5–6: Reduce each PC's gold earned by 776 gp.

Out of Subtier: Reduce each PC's gold earned by 1,251 gp.

Subtier 8–9: Reduce each PC's gold earned by 1,726 gp.

CONCLUSION

Once the ice rune is repaired, Svala and the team begin to rebury the site and post warnings in a number of languages including Ulfen, Erutaki trail signs, and easily recognizable pictograms. If the saumen kar is present, he scolds Svala for her impetuous curiosity.

Once the ice rune is repaired, the PCs journey back to Iceferry without incident. Venture-Captain Torrsten congratulates them, and listens with great interest to the description of any new allies they have made.

REPORTING NOTES

If the PCs convinced Ainamuuren to journey with them to the site, check box A. If both Svala and Kuokei survived the final encounter, check box B.

PRIMARY SUCCESS CONDITIONS

Repairing the ice rune restores the protective effect, and keeps the ancient evil safely contained. Doing so earns the PCs 1 Prestige Point and grants them the Icewalker boon on their Chronicle sheet. PCs who befriend the saumen kar Ainamuuren and convince him to accompany them to the dig site also gain the Runic Tattooing boon on their Chronicle sheets.

SECONDARY SUCCESS CONDITIONS

To succeed at the Secondary Success condition, the PCs must rescue Svala and the archaeologists. Doing so earns the PCs 1 Prestige Point and grants them the Varki Archaeology boon on their Chronicle sheet.

APPENDIX: STAT BLOCKS

The following creatures appear in this scenario.

BEAR, DIRE POLAR

Fearsome bony growths protrude from this large animal's snowy fur.

DIRE POLAR BEAR CR 8

Pathfinder RPG Bestiary 5 41

N Large animal

Init +7; **Senses** low-light vision, scent; Perception +14

DEFENSE

AC 22, touch 12, flat-footed 19 (+3 Dex, +10 natural, -1 size)

hp 115 (10d8+70)

Fort +14, **Ref** +10, **Will** +6

OFFENSE

Speed 40 ft., swim 20 ft.

Melee bite +15 (1d8+9), 2 claws +15 (1d6+9 plus grab)

Space 10 ft.; **Reach** 5 ft.

STATISTICS

Str 29, **Dex** 17, **Con** 25, **Int** 2, **Wis** 16, **Cha** 14

Base Atk +7; **CMB** +17 (+21 grapple); **CMD** 28 (32 vs. trip)

Feats Endurance, Improved Initiative, Iron Will, Run, Skill Focus (Perception)

Skills Perception +14, Survival +7, Swim +21

BRIGAND

This keen-eyed human is clad in furs and leathers and carries a wickedly sharp spear.

BRIGAND CR 1/2

Pathfinder RPG NPC Codex 266

Human warrior 2

NE Medium humanoid (human)

Init +1; **Senses** Perception +0

DEFENSE

AC 13, touch 11, flat-footed 12 (+2 armor, +1 Dex)

hp 15 (2d10+4)

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

OFFENSE

Speed 30 ft.

Melee shortspear +3 (1d6+1)

Ranged longbow +3 (1d8/x3)

STATISTICS

Str 13, **Dex** 13, **Con** 12, **Int** 9, **Wis** 10, **Cha** 8

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

Feats Point-Blank Shot, Skill Focus (Stealth)

Skills Intimidate +4, Stealth +6

Languages Common

Combat Gear *potion of cure light wounds*, masterwork arrows (5), tanglefoot bags (2), thunderstone (2); **Other Gear** leather armor, longbow with 20 arrows, shortspear, 48 gp

DOLPHIN, ORCA

This sleek black whale has a distinctive white patch near each eye and a mouth filled with sharp teeth.

ORCA CR 5

Variant orca (Pathfinder RPG Bestiary 88)

N Huge animal

Init +6; **Senses** blindsight 120 ft., low-light vision; Perception +19

DEFENSE

AC 16, touch 10, flat-footed 14 (+2 Dex, +6 natural, -2 size)

hp 67 (9d8+27)

Fort +9, **Ref** +8, **Will** +5

OFFENSE

Speed swim 80 ft.

Melee bite +13 (2d6+12)

Space 15 ft.; **Reach** 10 ft.

Special Attacks capsizes

STATISTICS

Str 27, **Dex** 15, **Con** 16, **Int** 2, **Wis** 15, **Cha** 6

Base Atk +6; **CMB** +16; **CMD** 28

Feats Endurance, Improved Initiative, Skill Focus (Perception, Swim), Weapon Focus (bite)

Skills Perception +19, Swim +28; Racial Modifiers +8 Perception

SQ hold breath

SPECIAL ABILITIES

Capsize (Ex) An orca can attempt to capsize a boat or a ship by ramming it as a charge attack and making a combat maneuver check. The DC of this check is 25, or the result of the captain's Profession (sailor) check, whichever is higher. For each size category the ship is larger than the creature attempting to capsize it, the creature attempting to capsize the ship takes a cumulative -10 penalty on its combat maneuver check.

MERROW

This giant has pale green, scaled skin and large, webbed hands and feet. On either side of its neck are slotted gills.

MERROW, SALTWATER CR 6

Pathfinder RPG Bestiary 2 189

NE Huge humanoid (aquatic, giant)

Init +3; **Senses** low-light vision; Perception +7

DEFENSE

AC 19, touch 11, flat-footed 16 (+3 Dex, +8 natural, -2 size)

hp 80 (7d8+49)

Fort +11, **Ref** +5, **Will** +4

OFFENSE

Speed 40 ft., swim 40 ft.

Melee 2 claws +11 (1d8+7 plus grab)

Ranged javelin +6 (2d6+7)

Space 15 ft.; **Reach** 15 ft.

STATISTICS

Str 25, **Dex** 16, **Con** 23, **Int** 6, **Wis** 10, **Cha** 7

Base Atk +5; **CMB** +14 (+18 grapple); **CMD** 27

Feats Iron Will, Power Attack, Vital Strike, Weapon Focus (claw)
Skills Perception +7, Stealth -2 (+2 in water), Swim +15; **Racial Modifiers** +4 Stealth in water
Languages Giant
SQ amphibious

SAIL MASTER

This canny human is obviously more comfortable on a ship than land, moving perfectly in-sync with the wind and waves.

SAIL MASTER CR 1

Pathfinder RPG NPC Codex 62

Human druid 2
 NE Medium humanoid (human)
Init +1; **Senses** Perception +5

DEFENSE

AC 17, touch 12, flat-footed 15 (+2 armor, +1 Dex, +1 dodge, +3 shield)
hp 18 (2d8+6)
Fort +5, **Ref** +1, **Will** +4

OFFENSE

Speed 30 ft.
Melee mwk club +5 (1d6+3)
Ranged shortspear +2 (1d6+3)
Domain Spell-Like Abilities (CL 2nd; concentration +3)
 4/day—storm burst
Druid Spells Prepared (CL 2nd; concentration +3)
 1st—*cure light wounds*, *jump*, *obscuring mist*^o, *shillelagh*
 0 (at will)—*flare* (DC 11), *know direction*, *light*, *stabilize*
D Domain spell; **Domain** Weather

STATISTICS

Str 17, **Dex** 13, **Con** 14, **Int** 8, **Wis** 12, **Cha** 10
Base Atk +1; **CMB** +4; **CMD** 16
Feats Dodge, Shield Focus
Skills Handle Animal +5, Heal +5, Knowledge (geography) +3, Knowledge (nature) +1, Perception +5, Profession (sailor) +5, Survival +7, Swim +5
Languages Common, Druidic
SQ nature bond (Weather domain), nature sense, wild empathy +2, woodland stride
Combat Gear *scrolls of cure light wounds* (2), *scroll of entangle* (2), alchemist's fire (4); **Other Gear** masterwork leather armor, heavy wooden shield, masterwork club, shortspear, grappling hook, healer's kit, hemp rope (50 ft.), holly and mistletoe, spell component pouch, amber necklace (worth 25 gp), 45 gp

TUPILAQ

This small humanoid figure grinds and clatters as it moves, its body carved from bones decorated with fine scrimshaw.

TUPILAQ CR 7

Pathfinder RPG Bestiary 3 275

N Small construct
Init +4; **Senses** darkvision 60 ft., low-light vision; Perception +0

DEFENSE

AC 20, touch 15, flat-footed 16 (+4 Dex, +5 natural, +1 size)
hp 59 (9d10+10)
Fort +3, **Ref** +7, **Will** +3
DR 10/bludgeoning; **Immune** construct traits

OFFENSE

Speed 30 ft., swim 60 ft.
Melee bite +15 (1d8+10/19-20 plus grab), 2 claws +15 (1d4+5)
Special Attacks seek target, shearing jaws
Spell-Like Abilities (CL 7th; concentration +4)
 3/day—*invisibility*

STATISTICS

Str 21, **Dex** 18, **Con** —, **Int** —, **Wis** 11, **Cha** 5
Base Atk +9; **CMB** +13 (+17 grapple); **CMD** 27
Skills Swim +13
SQ scrimshaw magic

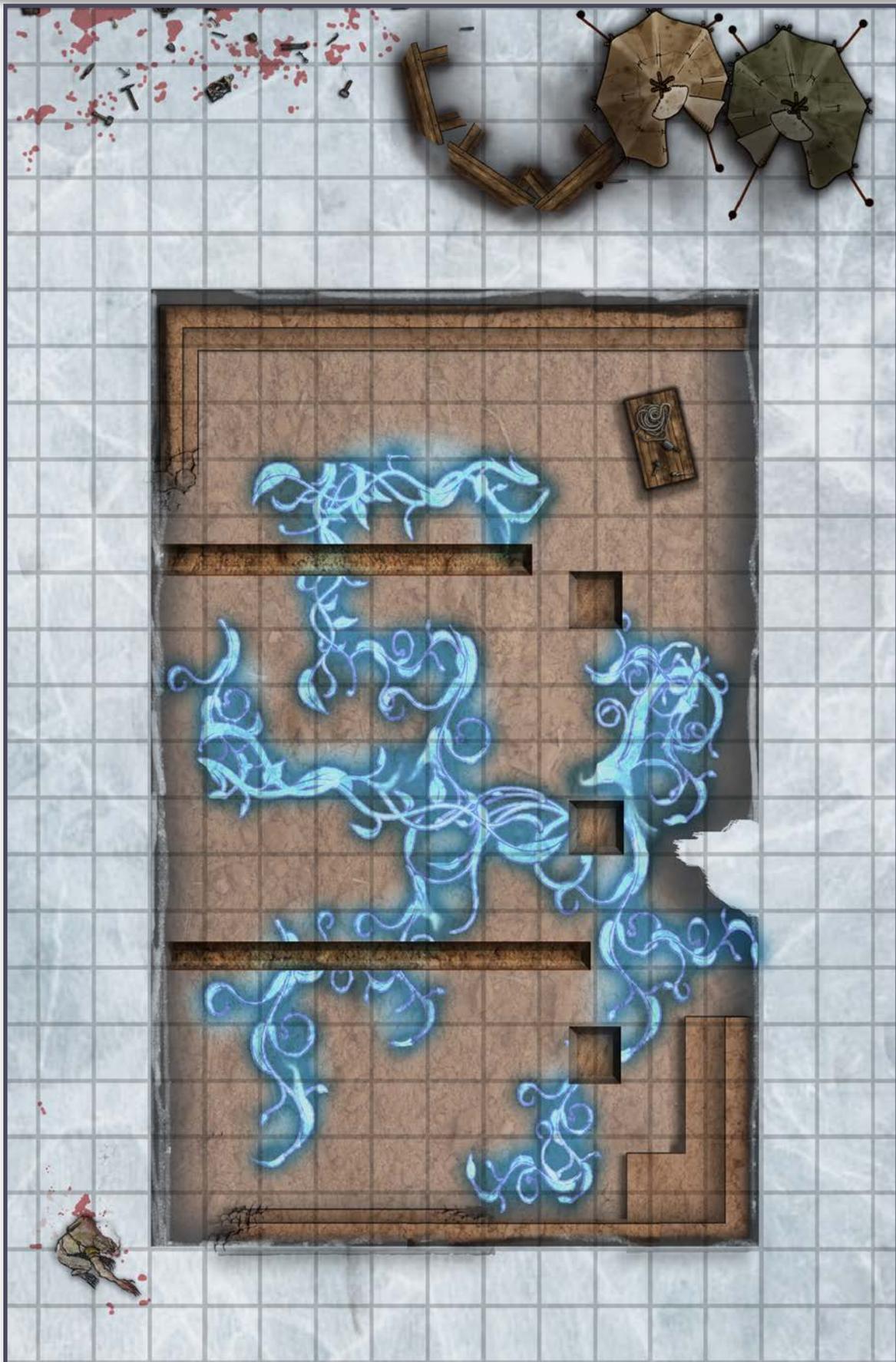
SPECIAL ABILITIES

Scrimshaw Magic (Sp) When a tupilaq is created, its creator can inscribe a single spell he knows into the tupilaq as a complex scrimshaw design. The tupilaq gains the ability to use that spell as a spell-like ability (CL 7th) three times per day. The tupilaq's creator can inscribe a new spell onto the tupilaq if he wishes, replacing the previous scrimshaw. The tupilaq presented here utilizes *invisibility* in this manner. *Erase* can destroy a tupilaq's scrimshaw if it fails a Fortitude save against the spell. If a tupilaq's scrimshaw is removed in this manner, it loses access to the spell as a spell-like ability, and seeks out its creator to attack and kill him. The tupilaq's creator becomes the target of the tupilaq's seek target ability in this case. If a tupilaq's creator is already dead, the tupilaq instead seeks out the nearest living creature and attacks this new target on sight, continuing this spree of murder until it is itself destroyed.

Seek Target (Su) A tupilaq's creator can place a drop of blood, lock of hair, or other portion of a creature's body in the tupilaq's maw as a standard action. From that point on, the tupilaq constantly knows what direction that creature is located in, and gains a +20 insight bonus on all Perception checks made to locate the creature. A new target cannot be assigned to a tupilaq in this manner until its previous target is dead.

Shearing Jaws (Ex) All tupilaqs are crafted with oversized jaws capable of tearing and pulling. A tupilaq applies twice its Strength modifier to damage with a successful bite attack and threatens a critical hit on a roll of 19-20. A tupilaq is treated as Large for the purpose of checks move a grappled opponent.

DEATH ON THE ICE



PATHFINDER SOCIETY SCENARIO

Pathfinder Society Scenario #10-03: Death on the Ice

Event _____ Date _____

GM # _____ GM Character # _____

GM Name _____ GM Prestige Earned _____

Dark Archive Silver Crusade Sovereign Court Liberty's Edge
 Scarab Sages The Exchange Grand Lodge Concordance
 A B C D

Character # _____ Prestige Points

Character Name _____
 Dark Archive The Exchange Grand Lodge Liberty's Edge
 Scarab Sages Silver Crusade Sovereign Court Concordance

Character # _____ Prestige Points

Character Name _____
 Dark Archive The Exchange Grand Lodge Liberty's Edge
 Scarab Sages Silver Crusade Sovereign Court Concordance

Character # _____ Prestige Points

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 Scarab Sages Silver Crusade Sovereign Court Concordance

Character # _____ Prestige Points

Character Name _____
 Dark Archive The Exchange Grand Lodge Liberty's Edge
 Scarab Sages Silver Crusade Sovereign Court Concordance

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Pathfinder Society Scenario #10-03: Death on the Ice © 2018, Paizo Inc.; Author: Scott D. Young.



Pathfinder Society Scenario #10-03: Death on the Ice

Character Chronicle #

Core Campaign

A.K.A. _____ - _____

Player Name _____ Character Name _____ Organized Play # _____ Character # _____ Faction _____

This Chronicle sheet grants access to the following:

Icewalker: While adventuring in the Crown of the World was a chilling experience, your adventures on the polar ice have made you more resistant to the frigid conditions. You may check a box next to this boon as a standard action to gain either cold resistance equal to your character level for 3 hours or the benefits of an *endure elements* spell for the next 24 hours.

Runic Tattooing: Spending time with the saumen kar Ainamuuren has given you a rudimentary understanding of magical tattoos. Whenever you cast a spell of 1st, 2nd, or 3rd level (including from a wand, scroll, stave, or other magic item) with a range of touch or personal, you can check one box that precedes this boon per spell level as a swift action to store the spell on your body as a tattoo. At any time within the next 24 hours, you may spend a swift action to activate the tattoo and instantly gain the benefits of the spell; you can only target yourself with spells stored in this manner. Entering an *antimagic field*, dying, or failing to activate the tattoo before 24 hours has passed causes both the spell and that use of this boon to be wasted.

Varki Archaeology: Successfully saving Svala from the undead hordes of frozen Pilungak has helped the Society retain a uniquely skilled agent. Whenever you attempt a Knowledge check related to the Erutaki, the Varki, undead, magical beasts, or the Crown of the World, you may check a box next to this boon as an immediate action to gain a +4 bonus on that check.

New Spell - Ice Shape

This 2nd-level spell (for clerics, druids, and sorcerer/wizards) functions as *stone shape*, but affects only ice and snow.

SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
5-6	1,275	2,549

SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
Out of Subtier	1,989	3,978

SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
8-9	2,704	5,407

SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
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MAX GOLD	Starting XP	GM's Initials
	XP Gained (GM ONLY)	
	Final XP Total	

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

FAME	Starting GP	GM's Initials
	GP Gained (GM ONLY)	
	Day Job (GM ONLY)	
	Gold Spent	
GOLD	Total	

Subtier 5-6	Subtier 8-9
+1 flaming battleaxe (8,310 gp) wand of cure moderate wounds (16 charges; 1,440 gp, limit 1) wand of ice shape (22 charges; 5,200 gp, limit 1)	+1 flaming adamantine battleaxe (11,010 gp) +1 mithral spell storing chain shirt (5,100 gp; Pathfinder RPG Ultimate Equipment 122) wand of cure moderate wounds (16 charges; 1,440 gp, limit 1) wand of ice shape (22 charges; 5,200 gp, limit 1)

For GM Only

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