





# Adventure Toolbox

## BROKEN TUSK MOON

The Quest for  
the Frozen  
Flame

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Fires on the  
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Characters can find a number of new alchemical and magic items throughout “Broken Tusk Moon.” They can also gain access to various new skill feats, snares, spells, and a new archetype.

## ALCHEMICAL BOMBS

Alchemical bombs are martial thrown weapons with a range increment of 20 feet that explode upon hitting a creature or object. See page 544 of the *Core Rulebook* for more details on alchemical bombs. Characters might find the following new bombs in this adventure. A character can reverse engineer a bomb to learn its formula (*Core Rulebook* 293).

### TALLOW BOMB

Burning Mammoths make these bombs from a greasy, congealed mixture of fats from their animal and humanoid victims.

### TALLOW BOMB

ITEM 1+

UNCOMMON    ALCHEMICAL    BOMB    CONSUMABLE    FIRE    SPLASH

**Usage** held in 1 hand; **Bulk** L

**Activate** ◆ Strike

A mixture of rendered animal fat and acids designed to ignite the fat when exposed to air, a tallow bomb creates a splash of burning oil that adheres to skin, clothes, and hair. A tallow bomb deals the listed fire damage, persistent fire damage, and splash damage. On a critical hit, a living creature taking persistent fire damage from a tallow bomb is sickened 1 from the stench of burning fat and can't reduce its sickened value below 1 while the persistent fire damage lasts. Many types of tallow bombs grant an item bonus to attack rolls.

**Type** lesser; **Level** 1; **Price** 3 gp

The bomb deals 1d4 persistent fire damage and 1 fire splash damage.

**Type** moderate; **Level** 3; **Price** 10 gp

You gain a +1 item bonus to attack rolls. The bomb deals

2d4 persistent fire damage and 2 fire splash damage.

**Type** greater; **Level** 11; **Price** 250 gp

You gain a +2 item bonus to attack rolls. The bomb deals 3d4 persistent fire damage and 3 fire splash damage.

**Type** major; **Level** 17; **Price** 2,500 gp

You gain a +3 item bonus to attack rolls. The bomb deals 4d4 persistent fire damage and 4 fire splash damage.

### TWIGJACK SACK

Quickklings in the eastern Gornok Plain have devised a grisly use for the remains of their twigjack foes.

### TWIGJACK SACK

ITEM 1+

UNCOMMON    ALCHEMICAL    BOMB    CONSUMABLE    SPLASH

**Usage** held in 1 hand; **Bulk** L

**Activate** ◆ Strike

Sharp, flexible brambles poke from this sack made of intricately intertwined plant fibers. The sack's contents creak under the strain of the tightly compressed bundle.

When thrown, a twigjack sack bursts open, spraying brambles in all directions that gouge and slash nearby creatures. A twigjack sack deals the listed piercing damage, persistent bleed damage, and splash damage. Many types of twigjack sacks grant an item bonus to attack rolls.

**Type** lesser; **Level** 1; **Price** 3 gp

The bomb deals 1d6 piercing damage, 1 persistent bleed damage, and 1 piercing splash damage.

**Type** moderate; **Level** 3; **Price** 10 gp

You gain a +1 item bonus to attack rolls. The bomb deals 2d6 piercing damage, 3 persistent bleed damage, and 2 piercing splash damage.

**Type** greater; **Level** 11; **Price** 250 gp

You gain a +2 item bonus to attack rolls. The bomb deals 3d6 piercing damage, 4 persistent bleed damage, and 3 piercing splash damage.

**Type** major; **Level** 17; **Price** 2,500 gp

You gain a +3 item bonus to attack rolls. The bomb deals 4d6 piercing damage, 5 persistent bleed damage, and 4 piercing splash damage.



## MAGIC ITEMS

In addition to the *Primordial Flame*, countless artifacts, relics, and magic items have played a large part in the lives and legends of the people of northern Avistan. Below are just some of these mystical objects, each of which the characters can acquire throughout “Broken Tusk Moon.”

### CANDLECAP

This simple, magical headgear has caused a lot of trouble in Red Cat Cave recently. No one is quite sure where the *candlecap* came from, and its existence poses more questions than answers. Though useful, it’s far from powerful—yet its double has never been found.

#### CANDLECAP

#### ITEM 1

UNIQUE EVOCATION INVESTED MAGICAL

Price 12 gp

**Usage** worn headgear; **Bulk** –

The crown of this stitched leather cap is sewn in the shape of a small bowl. Fixed inside the bowl is a melted nub of wax with a small black wick.

**Activate**  $\blacklozenge$  Interact; **Effect** You shake your head, and the candle wick ignites. The *candlecap* sheds dim light in a 20-foot radius. The candle doesn’t require oxygen and can’t be smothered or quenched. Activating the *candlecap* again douses the light.



### EMBER DUST

Druids create this magical dust by capturing the primal essence of a campfire’s final, smoldering embers and placing the essence into abeyance temporarily, until it can be called forth again.

#### EMBER DUST

#### ITEM 2

UNCOMMON CONSUMABLE EVOCATION FIRE MAGICAL

Price 6 gp

**Activate**  $\blacklozenge$  Interact

This handful of gritty black dust glows faintly, like old coals, but is cool to the touch. When *ember dust* is sprinkled upon the ground or a flat surface in an adjacent unoccupied square, the dust transforms into a bonfire that fills the majority of the square. For 8 hours, the bonfire blazes regardless of whether it has any fuel. The fire doesn’t harm the surface on which it was sprinkled, and it can’t be extinguished except by fully dousing or submerging it in water, or by smothering it completely. Anything that’s lit from the bonfire requires fuel to burn and can be quenched normally. While it’s safe enough to move through the space and edge around the bonfire, a creature remaining in the

bonfire for at least a full round takes 1d6 fire damage each round. After 8 hours, the bonfire becomes a normal fire and continues burning only as conditions permit.

### MAD MAMMOTH'S JUKE

The Burning Mammoths supposedly crafted the first of these powerful talismans, and they keep the formula a heavily guarded secret. In conflicts between opposing followings, possession of a *mad mammoth’s juke* can spell the difference between victory and defeat.

#### MAD MAMMOTH'S JUKE

#### ITEM 5

RARE CONJURATION CONSUMABLE MAGICAL TALISMAN TELEPORTATION

Price 30 gp

**Usage** affixed to armor; **Bulk** –

**Activate**  $\blacklozenge$  envision; **Trigger** You would be injured by an effect that would bury you, such as an avalanche or a tunnel collapse; **Requirements** You are an expert in Acrobatics.

This small, fragile tusk came from a very young mammoth. It’s filled with ice-cold glacial water and capped with a carved piece of ivory. When you crush the tusk, the water rushes around you in an instant as you twist away from impending disaster with a supernatural flourish. You teleport to an unoccupied space within 200 feet that you can see, bringing along all your equipment. You can’t bring any other creature with you, even in an extradimensional space.

### MUDLILY

*Mudlilies* manifest in the shallows of dirty ponds and lakes touched by primal magic or where the barrier between the Material Plane and the First World is thin. Though uncommon, they’re easy to spot in the wild because their unsullied golden color stands out amid their muddy surroundings.

#### MUDLILY

#### ITEM 1

UNCOMMON INVESTED MAGICAL TRANSMUTATION

Price 15 gp

**Usage** worn; **Bulk** –

This golden flower grows amid filthy ponds or puddles, its spotless yellow petals sharply contrasting its soiled surroundings. You can pin a *mudlily* to your clothing or your hair to enjoy some of its magical sullyng and cleaning properties. While you wear a clean *mudlily*, you gradually become dirty over the course of an hour; grime and mud subtly manifest from nowhere onto your clothes, hair, skin, and all of your possessions other than the *mudlily*. After just 1 hour, you appear as though you’ve been living in



squalor for years. This filth can be washed away normally, but it inevitably returns as long as you continue to wear a clean *mudlily*.

If you soil the *mudlily* with some dirt or mud, as long as you wear the flower, you instead become clean over an hour. Any gunk soiling your person vanishes completely from everywhere on your body except the *mudlily*. Each day at dawn, the *mudlily* instantly becomes clean again.

## RAVEN BAND

Kadlakas can fashion their feathers into magic items that contain a fragment of their spellcasting ability. The most common of these allows the wearer to understand ravens and—for a short time each day—speak with them. Kadlakas usually bequeath them only to trusted friends.

### RAVEN BAND ITEM 3

UNCOMMON DIVINATION INVESTED PRIMAL

Price 60 gp

Usage worn armband; Bulk –

This armband is woven from overlapping raven feathers, including one large feather from a kadlaka. As long as you wear it, you understand what ravens are saying, but you can't speak to ravens unless you activate the *raven band*.

**Activate**  $\blacklozenge$  Interact; **Frequency** once per day; **Effect** When you stroke the kadlaka feather, the *raven band* gives you the effects of *speak with animals*, except that you can speak with and understand only birds, not other animals.

## ZOIC FETISH

“Fetish” is a general term used by southerners for the ornaments, accessories, and jewelry crafted by the native people of the Avistani northlands. Depending on the particular community in which they are made, these small adornments might signify certain rights, social statuses, or be nothing more than pretty ornamentation. They are most commonly crafted from durable natural materials such as stone, hardwood, and bone, and strung into necklaces or bracelets with strips of hide or plant fibers. They're often passed down or gifted to others, sometimes in meaningful ceremonies but also simply as casual gifts.

A zoic fetish often represents a specific type of animal. Many native northlanders believe that zoic

fetishes grant their wearers special powers related to the animal the fetish signifies. However, only a rare few zoic fetishes actually possess magical powers like the one detailed below. Ironically, such magical fetishes are more likely to be found abroad, where wealthy collectors have few qualms about pawning powerful personal items stolen from the people of the Realm.

## BROKEN TUSK PENDANT

ITEM 3+

RARE ENCHANTMENT INVESTED PRIMAL

Usage worn; Bulk –



RAVEN BAND

The followers of the Broken Tusk have passed down their custom of crafting and gifting these small ivory necklaces for generations. They're typically made from mammoth tusk (though any type of ivory will do), and each is carved to resemble a particular kind of animal—usually a raven, a moose, an ox, or an otter. Because tradition dictates that Broken Tusk followers take ivory only from already-dead animals, *Broken Tusk pendants* are especially rare; if an individual loses their pendant, it might be years before they acquire the materials necessary to fashion a replacement. *Broken Tusk pendants* bear no magical powers if they are made for oneself; only gifted pendants have true magical properties.

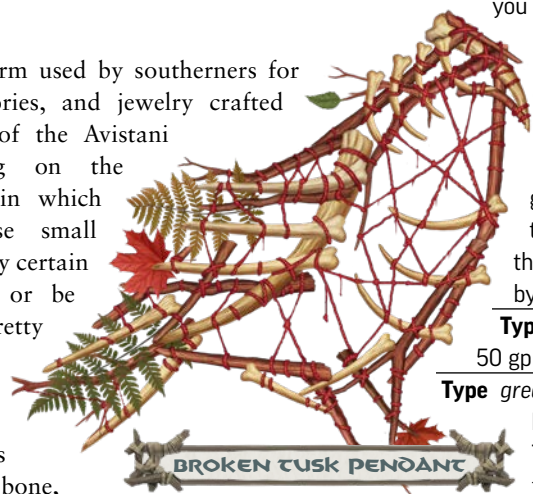
You wear a *Broken Tusk pendant* like jewelry or tie it to your clothing. A *Broken Tusk pendant* grants you a +1 item bonus to Nature checks; this bonus increases to +2 when you Command an Animal of the specific kind depicted by the pendant.

**Activate**  $\curvearrowright$  Interact; **Frequency** once per hour; **Trigger** An animal targets you with a melee attack, and you can see the animal; **Effect** You gain a +1 item bonus to AC against the triggering attack, or a +2 item bonus if the animal is the specific kind depicted by the pendant.

Type *Broken Tusk pendant*; Level 3; Price 50 gp

Type *greater Broken Tusk pendant*; Level 13; Price 3,000 gp

The pendant grants a +2 item bonus to Nature checks (+3 to Command an Animal of the type depicted by the pendant). Once per day, when you use the *Broken Tusk pendant's* activation, if the animal misses you, the *Broken Tusk pendant* casts *dominate* on the animal (DC 30). You can choose whether to use this once-per-day effect after the animal misses you.



BROKEN TUSK PENDANT

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## SKILL FEATS

Characters can gain access to the following new skill feats throughout “Broken Tusk Moon.”

### ALL OF THE ANIMAL

Head scout Wipa teaches this skill feat to characters who help her butcher an animal for meat, such as the moose at the beginning of the adventure or another animal slain throughout the course of the Broken Tusk following’s journey.

#### ALL OF THE ANIMAL FEAT 1

UNCOMMON GENERAL SKILL

**Prerequisites** trained in Survival

You know how to make the best and most efficient use of a hunted animal’s carcass. Choose a Large or larger corpse of an animal that died within the past day. While using Survival to Subsist near the carcass, you always receive enough food for yourself and one additional Medium creature, using up the meat from the carcass to do so. Since you’re using all of the animal, others can’t use the carcass’s meat for any other purpose, including their own use of All of the Animal.

### SPIRIT SPEAKER

Mammoth Lord Argakoa, also known as Argakoa the Songsinger, might teach a fraction of her tremendous skill to a young scout who joins her in song.

#### SPIRIT SPEAKER FEAT 2

UNCOMMON GENERAL NECROMANCY SECRET SKILL

**Prerequisites** expert in Nature

You know that when an animal dies, its spirit lingers briefly before moving on. Using low chants, body language that shows respect, and special movements that demonstrate to the spirit that you are an ally, you glean information from a spirit before it departs. This is a 1-minute activity. You must begin the activity while adjacent to the body of an animal or beast that died within the last 1 minute. As part of the activity, you ask one simple question of the spirit. Attempt a Nature check at a DC determined by the GM (normally, this is the appropriate DC for the level of the animal or beast when it was alive). Regardless of the result of your check, the spirit immediately departs and can’t be used for Spirit Speaker again. If the creature had the confused or frightened condition when it died, you can’t get a result better than a critical failure. Only one creature can use Spirit Speaker on a given dead animal, as the effort takes the spirit’s full attention.

**Critical Success** The spirit answers you truthfully. The spirit’s answer is likely to be terse or cryptic compared to normal communication with an animal, and it can pertain only to things the creature directly

experienced or considered important. The spirit doesn’t remember anything that happened more than 1 day ago.

**Success** As critical success, but the spirit doesn’t recall anything that happened more than 1 hour ago.

**Failure** The spirit doesn’t answer you.

**Critical Failure** The spirit is wracked with misery or bewilderment and gives you an erroneous answer.

### TAME ANIMAL

The young herd tender Imek has a natural way with animals. She is happy to teach what she knows to any characters who display a similar reverence toward living creatures, such as by peacefully resolving their encounter with the giant porcupine in Chapter 1 of this adventure. Although this feat is particularly useful to characters who want to recruit animal followers throughout the Quest for the Frozen Flame Adventure Path, it isn’t strictly necessary for the party to succeed in their adventures. It can be a great boon to parties taking part in other quests, as well.

#### TAME ANIMAL FEAT 1

UNCOMMON EXPLORATION GENERAL SKILL

**Prerequisites** trained in Nature

Animals born and raised far from humanoid settlements rarely get along with two-legged beings, whom they assume to be dangerous predators. In spite of this, you know how to approach and entreat a wild animal so that it’s more receptive to your presence and requests.

To use this feat, choose a wild animal that isn’t actively hostile to you and which isn’t confined to an area smaller than its Speed in diameter (animals held in place or trapped are typically too scared to be tamed). Attempt a Nature check against a DC determined by the GM; this is usually the animal’s Will DC, but circumstances might adjust the precise DC. This attempt usually takes an hour, but you can perform it in 10 minutes if you have expert proficiency in Nature, 1 minute if you have master proficiency, or as a three-action activity if you have legendary proficiency.

**Critical Success** You form a friendly bond with the animal.

As long as it isn’t starving, the animal won’t attack you or creatures obviously allied with you, even if they’re creatures the animal would normally prey upon. This effect is permanent.

**Success** As critical success, but the effect lasts for 1 month.

If you or an ally teach the animal a basic action during that time with the Train Animal skill feat, the effect is permanent.

**Failure** You fail to make any kind of meaningful impression on the animal.

**Critical Failure** The animal does its best to attack you and is immune to Tame Animal for 1 month.

## SNARES

Northern Avistani have devised a number of ingenious ways to capture, hobble, or wound their prey.

Characters might learn how to craft the following snares throughout this adventure. A character must have the Snare Crafting feat to craft a snare. See page 589 of the *Core Rulebook* for more details on snares.

### BATTERING SNARE

Head scout Wipa teaches the characters how to craft this classic Broken Tusk snare.

#### BATTERING SNARE

SNARE 1

CONSUMABLE MECHANICAL NONLETHAL SNARE TRAP

Price 3 gp

This snare consists of a flat rock or metal plate held in place with a spring or flexible branch. When triggered, the flat object swings wide and smacks the triggering creature violently. The first creature to enter its square receives 2d6 bludgeoning damage (DC 16 basic Reflex save). On a critical failure, the creature is also stunned 1.

### DREAM POLLEN SNARE

The characters might find this snare on the barge belonging to the Hanspur cultists in Chapter 2.

#### DREAM POLLEN SNARE

SNARE 3

UNCOMMON CONSUMABLE INCAPACITATION MECHANICAL MENTAL SNARE TRAP

Price 12 gp

This simple trap is made of taut twigs that, when triggered, snap down on a pollen-filled sac of a peculiar flower. When inhaled, the pollen imparts a hazy state of profound agreeability. The first creature that enters the snare's space triggers the snare. The creature that triggered the trap must attempt a DC 18 Will save. Undead creatures and creatures that don't breathe are immune to dream pollen.

**Critical Success** The creature is unaffected.

**Success** The creature is stupefied 1 for 1 round.

**Failure** The creature is stupefied 1 for 1 round. For 1 minute, the creature becomes friendly to all creatures to which it was indifferent, or helpful to all creatures to which it was friendly. If the creature was unfriendly or hostile to any creatures, it remains unfriendly or hostile to them. If the creature is an animal, any creature to which it's friendly or helpful can use Diplomacy to Make an Impression on it and to make very simple Requests of it.

**Critical Failure** As failure, but the duration of the agreeability is 1 hour instead of 1 minute.

### HOOF STAKES SNARE

This trap is especially useful to big-game hunters—or hunters who themselves are simply on the smaller side.

#### HOOF STAKES SNARE

SNARE 3

UNCOMMON CONSUMABLE MECHANICAL SNARE TRAP

Price 10 gp

This snare consists of several narrow, sharpened stakes, each over a foot long, clustered together and pointing upward. The snare is patently obvious unless planted amid tall reeds or grasses or in someplace dark. Medium and smaller creatures can pass among the stakes easily; unlike most snares, the hoof stakes snare triggers only when a Large or larger creature enters its square. The snare deals 2d6 piercing damage to the triggering creature, which must attempt a DC 18 Reflex save.

**Critical Success** The creature is unaffected.

**Success** The creature takes half damage, and it takes a -5-foot circumstance penalty to its Speed for 1 minute, or until the creature or an ally spends three Interact actions to carefully remove the stakes.

**Failure** The triggering creature takes full damage. The creature takes a -5-foot circumstance penalty to its Speed, and any time it deals damage with a foot Strike (including as part of Trample or a similar ability), the creature takes 2d6 piercing damage. The effect lasts for 1 minute, or until the creature or an ally spends three Interact actions to carefully remove the stakes.

**Critical Failure** As failure, but the circumstance penalty to its Speed is -10 feet, and the creature takes 4d6 damage whenever it deals damage with a foot Strike.

### POISON BARBS SNARE

Countless hunters have made some variation of this simple snare to slow or cripple their prey.

#### POISON BARBS SNARE

SNARE 1

CONSUMABLE MECHANICAL SNARE TRAP

Price 4 gp

You set several barbed animal spines or wooden stakes in the ground, each tipped with poison from a venomous animal or toxic plant. The snare deals 1d4 piercing damage to the first creature to enter its square (DC 15 basic Reflex save). On a failed save, several barbs lodge in the creature's feet. For 1 minute (or until a creature or an ally spends three Interact actions to remove the barbs), the barbs deal 1d4 poison damage to the creature each time it Strides more than half its Speed.

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## SPELLS

Many people across the Realm of the Mammoth Lords have developed spellcasting customs rooted in their ancient traditions, hunting rituals, and environs.

### IMPART EMPATHY

While druids can empathize with animals, this spell enables the inverse.

### IMPART EMPATHY

### SPELL 2

UNCOMMON EMOTION ENCHANTMENT MENTAL

**Traditions** occult, primal

**Cast** ◆◆ somatic, verbal

**Range** 30 feet; **Targets** 1 animal

**Saving Throw** Will; **Duration** 1 day

You expand the target's ability to understand social cues that are normally beyond its comprehension. Any creature to which the target isn't unfriendly or hostile can use Diplomacy to Make an Impression on it and to make very simple Requests of it. This doesn't render the animal any more inclined to help than it otherwise would be.

**Heightened (4th)** The spell can also target plants and fungi.

### PACK ATTACK

Mammoth Lords who must temporarily ally with others sometimes cast this spell to foster cooperation between hunters from different followings.

### PACK ATTACK

### SPELL 2

UNCOMMON DIVINATION MENTAL

**Traditions** occult, primal

**Cast** ◆◆ somatic, verbal

**Range** touch; **Targets** you and 1 willing creature

**Duration** sustained up to 1 minute

You and one other target gain an uncanny coordination that helps you take down foes. You and the other target flank any enemy to which you are both adjacent, whether or not you are on opposite sides of the enemy's space.

**Heightened (5th)** The spell can target you and up to 4 willing creatures touched.

### PAINTED SCOUT

Some paintings in the caves and grottoes of the northlands go beyond mundane artistic renderings.

### PAINTED SCOUT

### SPELL 3

UNCOMMON DIVINATION SCRYING

**Traditions** occult, primal

**Cast** ◆◆◆ material, somatic, verbal

**Range** touch; **Targets** a cave wall or other stone surface

**Duration** sustained

You press your hand to the stone, causing hand-drawn scouts to spread out from your fingers. As long as you keep your hand on the wall and Sustain the Spell, you can see, hear, and smell through the painted scout using whatever senses you have (including natural senses like scent or darkvision, or magical effects like *see invisibility*).

You can move the scout up to your Speed along the wall each time you Sustain the Spell. The scout can move anywhere along the wall to a range of 120 feet as long as its path is unbroken; it treats sharp corners and particularly craggy spots on the wall as difficult terrain. The painted scout is bonded to the wall on which you created it and can't move onto another surface or material.

You can spend an action to make the scout Hide or Sneak, and you can roll a Nature or Occultism check in place of the usual Stealth check. The painted scout must be near a suitably obscured nook or cranny to Hide; it can't Hide or Sneak along a flat, featureless wall. If the painted scout is smeared or doused in water, the scout is destroyed and the spell ends.

**Heightened (6th)** You create up to five separate painted scouts, and the range to which the scouts can move along the wall increases to 500 feet. Each time you Sustain the Spell, you can move one scout up to your Speed, and you can see, hear, and smell through all five scouts simultaneously. A destroyed scout can't be replaced, and the spell ends if all the scouts are destroyed.



PAINTED SCOUT

## GAME HUNTER ARCHETYPE

Some hunters transform the act of tracking and killing animals into a sport—or even an art.

### GAME HUNTER

Game hunters find, follow, and slay game animals, then honor their fallen rivals by securing and preserving a trophy of the kill. Many game hunters show a reverential respect for their prey bordering on the sacred. The finest game hunters engage only in a fair chase, strive for painless kills, and use every part of the animal's carcass.

**Additional Feats:** You can also choose each of the following class feats as an archetype feat of the indicated level, even if it isn't one of your class feats. If the feat normally has a class trait, it loses that trait. The feat counts toward the number of archetype feats required by the Game Hunter Dedication feat. **6th:** Hunter's Aim (*Core Rulebook* 172); **8th:** Running Reload (*Core Rulebook* 172); **14th:** Double Prey (*Core Rulebook* 175).

### GAME HUNTER DEDICATION FEAT 2

UNCOMMON ARCHETYPE DEDICATION

**Prerequisites** trained in Survival

You are skilled at tracking big game animals and similar creatures. You gain the Hunt Prey action (*Core Rulebook* 168), but you can designate only animals, beasts, and dragons as prey. In addition to the other benefits of Hunt Prey, you gain a +2 circumstance bonus to Stealth checks against your hunted prey.

When you succeed at a Strike against your hunted prey while it's flat-footed, it must attempt a Fortitude save against your class DC. On a failure, the prey's Speeds are each reduced by 10 feet for 1 round; on a critical failure, the duration of this effect is 1 minute. The prey is then temporarily immune to this effect for 10 minutes.

If you already have Hunt Prey, you become an expert in Survival. You apply the Stealth bonus and the Speed reduction only when your prey is an animal, beast, or dragon.

**Special** You can't select another dedication feat until you have gained two other feats from the game hunter archetype.

### BIG GAME TRAPPER FEAT 4

ARCHETYPE

**Prerequisites** Snare Crafting, Game Hunter Dedication

You can set snares specifically for big prey, leaving smaller creatures unscathed. Each time you set a snare, you can choose Small, Medium, Large, or Huge. That snare can be triggered only by creatures of that size or larger.

### KEEP PACE

FEAT 6

ARCHETYPE

**Prerequisites** Game Hunter Dedication

**Trigger** Your prey is within reach and attempts to move away from you.

When your hunted prey tries to bolt, you follow. You Stride up to your Speed, following your hunted prey and keeping it in reach throughout its movement until it stops moving or you've moved your full Speed. You can use Keep Pace to Burrow, Climb, Fly, or Swim instead of Stride if you have the appropriate movement type.

### QUICK POSITIONING

FEAT 8

ARCHETYPE

**Prerequisites** Game Hunter Dedication

**Requirements** You could see your hunted prey when you rolled initiative at the beginning of the encounter, and this is your first action on your first turn of the encounter. You're always ready to get the jump on your target. You Step up to twice.



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## GLYPTODON HIDE

When properly treated, a freshly slain glyptodon's scutes contract into tough disks that repel blows.

The carapace can be cut up and fashioned into a heavy but protective suit of hide armor with a distinctive, armadillo-like look.

# GLYPTODON

Glyptodons are enormous, armadillo-like megafauna that roam sandy riverbanks and ancient forests in search of their favorite foods, namely riparian grass and tender saplings. Surly and suspicious, glyptodons avoid predators not out of a defensive instinct—their armored hides protect them from most well-equipped carnivores—but rather because they simply prefer to be left alone to their placid foraging. Despite their great size, glyptodons can survive on surprisingly little food, and they'll eat just about anything. As a result, they're more likely to be encountered roaming across vast tundra or desert regions than other large herbivores, appearing as a single, lumbering hump against an otherwise-flat horizon.

A glyptodon's scutes—the thick, bony plates of its carapace—grow in distinctive patterns and scar readily, making it easy for non-glyptodons to identify individual animals. Glyptodons have notoriously bad eyesight, even for prey animals, and rely on their sense of smell to get around and identify threats and each other. In combat, they primarily rely on their thick carapaces to protect them from attackers.

Although southern merchants have occasionally attempted to create a glyptodon-mounted trading network, riding these giants is an exercise in frustration, as their rounded hides provide little purchase for humanoid riders' feet or saddles. However, some webbed-toed people of the plains, including bands of lizardfolk, have managed to maintain glyptodon mounts thanks to their strong, flexible, clawed feet. Other ancestries primarily view glyptodons as a source of meat and tough hides, the latter of which make for excellent impromptu shelters and river boats.

When cornered, a glyptodon uses its powerful digging claws to scrape or scare away attackers. Glyptodons can use their tails to ward off smaller predators, but generally do so only as a last resort.



GLYPTODON

## GLYPTODON

## CREATURE 5

N LARGE ANIMAL

**Perception** +9; scent (imprecise) 30 feet

**Skills** Athletics +14

**Str** +6, **Dex** +2, **Con** +4, **Int** -4, **Wis** +2, **Cha** -2

**AC** 23; **Fort** +15, **Ref** +11, **Will** +9

**HP** 65

**Carapace Block** **Trigger** An adjacent creature targets the glyptodon with an attack; **Effect** The glyptodon turns, blocking the attack with its carapace and thrusting its heavy body toward the attacker. It gains a +2 circumstance bonus to its AC against the triggering attack. If the attack critically fails, the glyptodon attempts to Shove the attacker.

**Speed** 25 feet

**Melee** **claw** +15 (agile), **Damage** 2d6+6 slashing

**Melee** **tail** +15 (reach 10 feet), **Damage** 2d10+6 bludgeoning plus clobbering tail

**Clobbering Tail** A glyptodon's stiff tail is its strongest weapon. When a glyptodon critically hits with its tail Strike, the target is flat-footed for 1 round.

# GROPLIT

The groplit is a squat little animal shaped like a water droplet, with a bulbous rear end and an eel-like face that juts from a narrow skull. Its rear legs are more muscular than those in front, which it primarily uses for balance, giving it the gait and appearance of a toad. Groplits are best known for their greasy skin and queasy hygienic habits: they spend most of each day using their two long tongues to slurp up their own oily excretions or similarly viscous discharge originating from plants or other animals. Although they prefer to dwell in northern wetlands, fens, and moist caves, groplits can thrive in all but the most barren environments. They'll eat just about anything, though they tend to prefer small, crunchy animals like bugs and birds.

Groplits are famously loyal and highly sociable companions, and they make for dedicated, if somewhat odd-looking, pets. They can be taught simple commands and appear to take great pride in obeying them, performing stunts even in the face of obvious danger. An unscrupulous master might train a groplit with the intent to sacrifice it in an emergency, a fate to which the groplit is happily resigned. This single-minded obedience and their slow reproductive rate make groplits fairly rare in the wild.

As a result of the way their bones are structured, groplits exhibit an imperturbable smile, of sorts—a physical feature which some find as creepy (or enraging) as others find it endearing. Its apparently ceaseless jubilation has given this creature the nickname “the grinning toad” in some parts of the world.

Because they love to lap up oily matter of all kinds, groplits are naturally drawn to greasy animals like slurks, giant slugs, and lagofirs (*Pathfinder Adventure Path #176: Lost Mammoth Valley*). For the most part, such animals rarely mind the company of an amiable groplit, though there's no such thing as a free meal; groplits who drop their guard amid their found family often end up on the wrong side of their companions' intestinal tracts.



## GROPLIT GREASE

The grease excreted from a groplit's skin might look repulsive but has many practical uses when collected and bottled. It naturally repels water and burns quickly, making it a useful fire-starter on wet or windy days. It's also handy for cooking to a high, fast heat, such as to char food. Groplit grease retains its viscous consistency in all but the most extreme temperatures and therefore makes a good lubricant for machines made of stone or metal (although it's a poor lubricant for wood, as friction makes it likely to set the wood aflame). This latter trait has made groplits highly attractive to southerners who rely on such machines.

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## GROPLIT

## CREATURE 0

UNCOMMON N SMALL AMPHIBIOUS ANIMAL

**Perception** +6; darkvision

**Skills** Acrobatics +5 (+7 to Escape), Athletics +6, Stealth +5

**Str** +2, **Dex** +3, **Con** +2, **Int** -4, **Wis** +2, **Cha** -2

**AC** 16; **Fort** +6, **Ref** +7, **Will** +4

**HP** 16; **Weaknesses** fire 2

**Flammable Grease** A groplit's DC to recover from persistent fire damage is increased by 2 (generally, from DC 15 to DC 17).

**Greasy Slide** **Trigger** A creature misses the groplit with a melee Strike; **Effect** The groplit Strides or Swims up to 10 feet. This movement doesn't trigger reactions.

**Speed** 25 feet, swim 20 feet

**Melee** **◆** jaws +8 (finesse), **Damage** 1d4+2 piercing plus incendiary dollop

**Melee** **◆** tongue +8 (agile, finesse), **Effect** incendiary dollop

**Hopping Charge** **◆◆** The groplit Strides twice, Leaps twice, or Strides once and Leaps once. It then makes a jaws Strike at the end of the movement.

**Incendiary Dollop** Creatures struck by the groplit are smeared with some of its flammable grease. For the following 1 minute, or until a creature scrubs away the grease dollop with a single Interact action, the DC of the creature's checks to recover from persistent fire damage is increased by 2.







## KADLAKA FEATHERS

Kadlakas occasionally gift their feathers as tokens of friendship and esteem or to repay a debt of honor. This gift is usually a single feather, but it's no insignificant thing—a kadlaka's primary flight feathers can be as long as a human's arm, and once gifted, a feather doesn't grow back. Even more impressively, kadlakas can weave one of their feathers into a headband or armband to imbue it with magical properties.

# KADLAKA

Kadlakas—strong, lanky humanoid with raven-like features—combine the most formidable aspects of talented hunters and airborne scouts, to say nothing of their potent magical powers over thunder and lightning. Though they shy from most humanoids, kadlakas readily form friendships with ravens and other birds, and they sometimes make temporary alliances with people who prove themselves capable stewards of wild animals and the natural order of things. When they do settle on a roost—whether for a single season or a lifetime—kadlakas often position themselves as guardians of a natural feature or local flock. Because a kadlaka's natural form might frighten humanoid travelers, they often take on the guise of a human or other common bipedal ancestry to gain information and pass on warnings.

## KADLAKA

## CREATURE 4

RARE LN MEDIUM BEAST

**Perception** +14; low-light vision

**Languages** Common, Sylvan

**Skills** Acrobatics +11, Crafting +10, Diplomacy +9, Intimidation +11, Nature +10, Stealth +11, Survival +10

**Str** +3, **Dex** +5, **Con** +0, **Int** +2, **Wis** +4, **Cha** +3

**AC** 21; **Fort** +8, **Ref** +13, **Will** +14

**HP** 60; **Resistances** electricity 5, sonic 5

**Speed** 25 feet, fly 50 feet

**Melee** ♦ beak +12 (deadly d8), **Damage** 2d6+7 piercing

**Melee** ♦ longspear +12 (reach 10 feet), **Damage** 1d8+7 piercing

**Ranged** ♦ lightning echo +14 (electricity, range 60 feet), **Damage** 2d10 electricity and 1d4 persistent electricity

**Primal Innate Spells** DC 20; **2nd** *animal messenger* (ravens only), *speak with animals*; **1st** *charm*, *feather fall* (×3); **Constant** (2nd) *pass without trace*

**Change Shape** ♦ (concentrate, polymorph, primal, transmutation) The kadlaka can change their appearance to that of a Medium humanoid. This doesn't change their Speed or their attack and damage modifiers with their Strikes but might change the type of damage their melee Strikes deal (typically to bludgeoning). While in their humanoid shape, the kadlaka can't use Wingbeat. Each kadlaka has a fixed humanoid form—they can't adopt a different appearance each time they use this ability.

**Silent Lightning** (illusion, primal) A kadlaka's movements are practically silent. Against a creature using only hearing to perceive them, they gain a +4 circumstance bonus to their Stealth check. As normal,

this benefit also improves the kadlaka's Stealth DC.

**Wingbeat** ♦♦ (evocation, primal, sonic) The kadlaka beats their wings with a mighty peal of thunder. Creatures in a 15-foot emanation take 5d6 sonic damage (DC 21 basic Fortitude save). On a failed save, the creature is also pushed 5 feet away from the kadlaka. The kadlaka can't use Wingbeat again for 1d4 rounds.



KADLAKA

# LOBLOBI

In the First World, rivers don't always flow as expected; sometimes they run backward, upward, or just disappear into mist and reappear somewhere else entirely. Fey native to such rivers are often just as capricious. This quality is particularly true of loblobis, cunning carnivores who resemble small, chubby humans with the heads and wings of crested herons.

These malicious tricksters love playing any pranks that result in other creatures being embarrassed, hurt, or even drowned. Their most common "antic" is to cast *water walk* on a hopeful river-crosser, only to dismiss the spell when their victim has traversed halfway across. Conversely, most loblobis are terrible sports when they're the butt of a joke. It's common wisdom that few creatures can hold a grudge like a loblobi.

Exceptionally vain, loblobis flutter and dance constantly to show off their plumage. Failing to comment on a preening loblobi's appearance is a sure method to invite eternal enmity, but flattery might buy enough time to sneak away from the evil fey.

## LOBLOBI

## CREATURE 1

UNCOMMON CE SMALL FEY

**Perception** +6; low-light vision

**Languages** Aquan, Common, Sylvan

**Skills** Acrobatics +7, Crafting +5, Deception +8, Performance +6, Stealth +7, Thievery +7

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

**AC** 16; **Fort** +4, **Ref** +9, **Will** +8

**HP** 25

**Unflappable Self-Importance** When a loblobi rolls a success on a Will save against an emotion effect or an effect that would make it controlled, it gets a critical success instead. When it rolls a critical failure against such an effect, it gets a failure instead. However, a loblobi is vulnerable to flattery. It takes a -4 circumstance penalty to its Will and Perception DCs against any fulsome Deception and Diplomacy checks to Lie, Make an Impression, or Request.

**Speed** 20 feet, fly 30 feet

**Melee** ♦ beak +9 (agile, finesse), **Damage** 1d6+2 piercing

**Primal Innate Spells** DC 16, attack +8; **2nd** *faerie fire*, *water walk* (at will; the loblobi can Dismiss the Spell); **1st** *grease*, *hydraulic push*; **Cantrips (1st)** *dancing lights*, *prestidigitation* (only to move, clean, or soil small amounts of water)

**Arrogant Preen** ♦ (enchantment, incapacitation, mental, primal) The loblobi tidies its feathered crest to look supernaturally regal. Each non-fey creature within 30 feet must attempt a DC 17 Will save, then is temporarily immune to Arrogant Preen for 1 hour.

**Critical Success** The target is unaffected.

**Success** The target is distracted by the preening and can't take reactions until the start of its next turn.

**Failure** The target is fascinated by the loblobi and can't take reactions for 1 minute.

**Critical Failure** As failure. Additionally, while the creature is fascinated, any hostile actions from the loblobi don't break the fascination, but instead allow the target to attempt a new Will save to end the effect at the start of its next turn.



## LOBLOBI DUPES

Loblobis get along well with other river creatures who regularly flatter them and don't mind being the victims of the loblobi's inventive pranks. Since other loblobis rarely put up with this treatment, they don't often gather in groups. Loblobis particularly like to have companion creatures they find ugly, as they think it makes them look all the more regal by comparison. The one curious exception are gremlins; though loblobis hate gremlins' appearance, they don't want anything to do with gremlins, who they viciously drive away from their rivers and shores.



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# RIME SLUDGE

## FROZEN IN TIME

At low enough temperatures, a rime sludge can freeze solid. Its basic biological processes shut down, and it can survive indefinitely in this frozen state. Thawing a frozen rime sludge can bring it back to life after being inanimate for hundreds or even thousands of years. Though thawed rime sludges can't express what the world was like in earlier ages, they occasionally contain important or relics of the past, such as tools, weapons, or even magical items.

Rot and decay play a natural role in swamps of all climates, and latent magical energies or other strange phenomena can transform decomposing matter into oozes or other monstrous creatures made of living muck. Tundra wetlands are no exception to this trend. Worse, in such regions, a quick freeze can prevent noxious sludge from breaking down, and sequential years of short, seasonal thaws can compress rot upon rot until the pestilential mass animates as a rime sludge. These rare, noxious oozes hungrily search for and consume any organic matter they find in their northland habitats.

Like most oozes, rime sludges consist primarily of protoplasm, though theirs has a slushy consistency peppered with disgusting nuggets of indigestible matter, such as petrified wood, jagged arrowheads, and animal fossils. A rime sludge renews this protoplasm by consuming plants and animals and maintaining a careful balance of semifrozen decomposition in its mutable form.

Rime sludges are among the few oozes that thrive in cold climates, as too much heat accelerates their natural decay. Rime sludges can't survive temperatures too far above freezing for more than a few days. Rising temperatures force them to migrate toward cooler climates or cold underground areas.

Few intelligent creatures inhabiting cold climates want anything to do with rime sludges. These oozes can't be trained, tend to wander off at random, and emit a noxious stink at the slightest hint of warmth. Some inventive creatures try to trap rime sludges in pits to keep them contained and use them to dispose of prisoners or food scraps. Because of the oozes' overpowering stench, these pits tend to be quite deep.

## RIME SLUDGE

## CREATURE 1

RARE N MEDIUM MINDLESS OOZE

**Perception** +4; motion sense 60 feet, no vision

**Skills** Athletics +7

**Str** +2, **Dex** -5, **Con** +2, **Int** -5, **Wis** +1, **Cha** -5

**Motion Sense** A rime sludge can sense nearby motion through vibration and air movement.

**AC** 8; **Fort** +7, **Ref** +2, **Will** +4

**HP** 38; **Immunities** cold, critical hits, mental, poison, precision, unconscious, visual; **Weaknesses** fire 2

**Noxious Sublimation** The first time each round that the rime sludge takes fire damage, a cloud of sickening decay roils outward, dealing 2d6 poison damage (DC 17 basic Fortitude save) to all creatures in a 10-foot emanation. A creature that fails its saving throw is also sickened 1 (or sickened 3 on a critical failure).

**Speed** 10 feet, swim 10 feet; slushy undulation

**Melee** ♦ pseudopod +9, **Damage** 1d4+2 bludgeoning plus 1d4 poison

**Slushy Undulation** A rime sludge ignores difficult terrain and greater difficult terrain from ice and snow and doesn't risk falling prone when crossing ice.

RIME SLUDGE

# TAPIR, GIANT

With a blunt, prehensile trunk and a squat posture, giant tapirs resemble a cross between elephant and boar, though they're actually more closely related to horses and rhinoceroses. Tapirs live in loose herds that graze near rivers and lakes. They enjoy fresh water, not only for the lush plants that grow along the shores—which they eat in prodigious quantities—but also for the protection the water provides. When predators approach, tapirs retreat to the water to hide, keeping their snouts barely above the surface to breathe. Likewise, the breezes and scents that accompany creeks and rivers mask tapirs' musk as they travel along these waterways. Despite their ungainly movement, tapirs are remarkably sure-footed, easily traversing mud and similar terrain thanks to their broad toes.

Humanoids often hunt giant tapirs for their meat and durable hides. Such hunts are far from guaranteed, though; tapirs can run at least as fast as their hunters, and most will fight if cornered. The docile giants do what they can to avoid confrontation whenever possible. If they sense danger approaching, giant tapirs make a loud whistling sound to warn other tapirs about predators. A community who befriends or domesticates a herd of tapirs can use this whistling habit as an alarm system against encroaching enemies.

Giant tapirs are usually quite placid, but they can be fearsome when roused. Their tusk-like front teeth are suitable for gouging attackers, and a tapir that manages to get a mouthful of an enemy's arm or leg can use its blunt molars to grind the flesh to paste. Tapirs have good hearing and an excellent sense of smell, but like many prey animals, they have poor vision. In the chaos of combat against multiple enemies, giant tapirs can become overwhelmed and confused, lashing out at allies as well as foes or fleeing the scene entirely.



## TAPIR MOUNTS

Like horses, to which they're distantly related, giant tapirs make serviceable mounts. Few giant tapirs have the temperament to serve as war-steeds, even with years of training, and they aren't as fast as horses. Thus, most giant tapirs are suitable only for casual travel or carrying luggage. Giant tapirs eagerly charge into or across water, which can take an unready rider by surprise.

Tapirs trained as mounts gain the Buck reaction (DC 16).

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## GIANT TAPIR

## CREATURE 2

**N** **LARGE** **ANIMAL**

**Perception** +8; low-light vision, scent (imprecise) 30 feet

**Skills** Athletics +8 (+10 to Swim), Stealth +5

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

**AC** 18; **Fort** +11, **Ref** +7, **Will** +6

**HP** 30

**Speed** 25 feet; splayed toes

**Melee** **◆** jaws +10, **Damage** 1d8+6 piercing

**Grinding Bite** **◆** **Requirements** The giant

tapir's last action was a successful

jaws Strike against a creature;

**Effect** The tapir gnaws the

target's flesh and muscle with its

blunt teeth. The creature must

attempt a DC 18 Fortitude save.

**Critical Success** The creature is unaffected.

**Success** The creature is enfeebled 1 until the start of its next turn.

**Failure** The creature takes 2d4 bludgeoning damage and is enfeebled 1

until the end of its next turn.

**Critical Failure** The creature takes 4d4 bludgeoning damage and is

enfeebled 1 for 1 minute.

**Splayed Toes** Giant tapirs ignore difficult terrain from mud and shallow water.





# Pakano

## BROKEN TUSK BULLY AND TRAITOR

Pakano is a talented young scout whose pampered childhood, distorted sense of honor, and presumptive air of authority have resulted in a selfish and arrogant man. From an early age, Pakano discovered that he could use violence and false promises to get whatever he wanted, and he has operated in this way ever since. Even when he came of age and developed an impressive physique and striking features, Pakano's unbridled antagonism precluded friendships and alliances in his tight-knit community. A pariah in all but name, Pakano would have surely been cast out by now if not for his unspoken birthright.

The great-grandson of Grandfather Eiwa's deceased sister, Pakano is the heir apparent to Eiwa's role as Mammoth Lord of Falcon House. Of all the Broken Tusk houses, Falcon House's family tree is both the oldest and the most gnarled. Pakano's grandmother fell in love with a respected Kellid aasimar named Lomok, and through their union, she bore a daughter named Kopua. Lomok ultimately joined the Burning Mammoths in their fight against the demons of the Worldwound, leaving his brokenhearted wife and infant child in the care of the Broken Tusks. Thankfully, the protectors of the *Primordial Flame* recognized Kopua's gifts—her sonorous laughter and unmatched kindness—and she became a beloved fixture of Broken Tusk life, her bright golden hair as recognizable a symbol as their actual banner. Kopua married a grim but dashing Kellid man, and they soon announced their pregnancy to the following's joy.

Just like so much of the Broken Tusks' good fortune, this too wasn't meant to last. Kopua died just after giving birth to a son, Pakano, and Pakano's maternal grandmother passed away of a broken heart not long after. Most of Falcon House, including Pakano's father, alternated between cherishing the young survivor and privately blaming him for Kopua's death. As Pakano grew, his father saw himself in the boy's one brown eye and his beloved wife in the yellow eye. Grief-stricken, Pakano's father fled the Broken Tusks one winter night, presumably to perish alone somewhere in the vast, desolate tundra. As the only other living member of their bloodline, Grandfather Eiwa took it upon

himself to raise the orphaned Pakano, but by then, the seeds of resentment had already taken root.

Pakano knows enough about his forebears, including his warrior grandfather Lomok, to disdain the original Broken Tusks for their cowardice in the face of the demonic incursion to the east. He has long fantasized about the Burning Mammoths—his “true kinfolk,” in his words—and of leaving the Tusks to reunite with his warmongering cousins. In fact, only the promise of eventually inheriting the title of Mammoth Lord has kept Pakano loyal to his birth following.

It's now an open secret, however, that Grandfather Eiwa's title will be passed on to a more worthy candidate, not Pakano. Since catching wind of this rumor, Pakano has sworn to secure his birthright the only way he knows how: violence.

Not long ago, head scout Wipa's late husband, a well-liked hunter named Weohatan, took Pakano on an auroch hunt. Weohatan believed that it wasn't too late to teach the young man something about the right way to achieve a meaningful life, and he hoped to use this trip as an excuse to take Pakano under his wing. However, Pakano regarded Weohatan only as a rival to his own ascendancy. The vile youth purposefully botched their hunt, and when their auroch quarry charged them, he threw Weohatan in front of the stampeding animal. The young man came back to his people with his skin covered in Weohatan's blood, his eyes full of false tears, and his tongue coated in a well-practiced lie. Ultimately, he got away with his first murder. He found the taste delectable.

Pakano usually keeps his black hair in a tight braid so that his dual-colored eyes are on full display. He wears hide armor made from animals he has killed but makes sure to keep his toned muscles on full display.

### CAMPAIGN ROLE

From the outset of this adventure, Pakano views the characters as potential rivals for his title of Mammoth Lord. Pakano's past crimes, his disdain for his peers, and his belief in the inborn superiority of his bloodline all set the stage for his betrayal of the Broken Tusks.

When Pakano abandons the Broken Tusks at the end of Chapter 1, he walks straight into the Burning Mammoth camp bearing his great-grandmother's shield. Spotting the symbol of her following, Ivarsa welcomes Pakano into her fold and uses him to learn all she can of the Broken Tusks. The two form an intense bond almost immediately, each drawn to the other by the tantalizing prospect of a long-lost cousin born into the same exceptional bloodline. Late in the night, they consecrate their pact with a passionate ritual that leaves Pakano's face permanently scarred with elaborate burns, marking him forever as Ivarsa's most favored consort.

Fueled by dreams of revenge and bloodlust, Pakano readily undertakes Ivarsa's mission to spy on his former family's endeavors. Over the course of the adventure, he tracks the characters' flight across the Plains of Gornok and eastward, ultimately cutting them off at the pass to Lost Mammoth Valley. Here, he plots to create an avalanche that blocks the way forward, cornering the Broken Tusks and setting the stage for their annihilation.

Pakano isn't likely to survive his encounter with the characters at Rimecrag Pass, but that doesn't mean his role in this story ends. In fact, the heroes' monstrous rival is slated to return in an unlikely form in the third volume of the Quest for the Frozen Flame Adventure Path, "Burning Tundra."

creature he can see and hear, or one he's Tracking, as his prey. He gains a +2 circumstance bonus to Perception checks to Seek his prey and to Survival checks to Track his prey. The first time Pakano hits his designated prey in a round, he deals an additional 1d8 precision damage. Pakano also ignores the penalty for making ranged attacks within his second range increment. These effects last until Pakano uses Hunt Prey again.

**Spear Fighter** Pakano's spear has the parry weapon trait, and his Strikes with the spear deal an additional 1d6 damage. If he critically hits a creature with a spear, the creature is clumsy 1 until the start of Pakano's next turn.

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### PAKANO CREATURE 4

UNIQUE CE MEDIUM HUMAN HUMANOID

Male Kellid hunter

**Perception** +11

**Languages** Hallit

**Skills** Acrobatics +10, Athletics +12, Deception +8, Nature +9, Survival +11

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

**Items** hide armor, *mad mammoth's juke* (page 76), spears (3), moderate tallow bomb (page 75), wooden buckler (Hardness 3, 6 HP, BT 3)

**AC** 20 (21 with shield raised); **Fort** +14, **Ref** +8, **Will** +11  
**HP** 70

**Attack of Opportunity** ↻

**Shield Block** ↻

**Spurred by Death** ↻ **Trigger** An ally within 30 feet reduces a creature to 0 HP; **Effect** Pakano Steps or Strides.

**Speed** 25 feet

**Melee** ✦ spear +12 (parry), **Damage** 2d6+6 piercing

**Ranged** ✦ spear +10 (thrown 20 feet), **Damage** 2d6+6 piercing

**Ranged** ✦ tallow bomb +10 (splash, thrown 20 feet), **Damage** 2d4 persistent fire and 2 fire splash

**Hunt Prey** ✦ (concentrate) Pakano designates a single





# Syarstik Painted-Tiger

## SMILODON GHOST GUARDIAN

Syarstik remembers little of his before-life, the long nights stalking cold hills and days traversing vast frozen plains. Because of his great size and strength, all other animals feared him, with the exception, perhaps, of the mammoths. His body was striped with mottled patches of dark fur that allowed him to blend easily into shadows. Most creatures were his prey, and he knew no equal.

This all changed when Syarstik met the Wise One—an old human who would have made little more than a mouthful for the great cat. The shriveled man didn't fear Syarstik, nor did he threaten him, but rather spoke to the cat as an equal. After some time traveling together, the Wise One took Syarstik to an important burrow in a remote part of the plains, a site of old, powerful magic. There, the Wise One whispered sacred words, and Syarstik felt the man's words wash over him like running water. At once, a haze the cat had never noticed was lifted from his eyes, and he knew his true name, Syarstik, which meant “now you speak.” He also knew that the Wise One was dying. The ritual had exhausted the venerable man, and he gave Syarstik a command with his dying breath: to protect this sacred place from any who would desecrate it.

Syarstik faithfully fulfilled his old friend's final wish, remaining within the cave for many years, and found the sacred, solitary duty quite to his liking. When he was hungry, he would snatch white fish from the dark cave pond. When he was bored, he would chase deer or rodents in the dusty scrubs just outside the cavern's mouth. When intruders approached, he would coat his fur in red dirt to hide from his prey and, afterward, take long swims in the cave pool to cleanse himself of their blood.

Human-folk calling themselves Mammoth Lords visited his “Red Cat Cave” to paint stories of their trials and consult the stars through tiny holes in the cavern's ceiling. Syarstik regarded these visitors cautiously, but when they prostrated themselves respectfully and laid down their weapons, he allowed them entry. He oversaw many generations of such pilgrims, watching them grow from cubs to adults to wise ones. Yet, Syarstik himself never aged.

Over a century ago, a few of these human-folk came to Syarstik bearing a shrouded torch that somehow remained lit and that, when unsheathed, cast a blazing light that cut through the cave's darkness. The humans were clearly scared, and Syarstik nobly agreed to guard their sacred torch in his cavern. They spoke of demons who might come to take the torch, but Syarstik knew nothing of demons, and he felt no more fear of these foes than he did for any other animal.

Syarstik was thus taken by surprise when a wild-eyed human entered the cave a few winters later, spear in hand, to claim the eternal torch. This human—if that's truly what he was—stunk of fire and death, but also of something far worse than any other human-folk Syarstik had met. When Syarstik refused to let him take the torch, the warrior's sudden attack surprised the cave's guardian. The human stuck fast a spear in Syarstik's flank, and he was dying. With his last breath, Syarstik covered the sacred torch with his body, hoping to extinguish its eternal flame, but the torch continued to burn, and the immortal cat howled as his body was set ablaze.

With this final desperate act, Syarstik cursed the wretched artifact that had spelled his doom, preventing the bearer of the torch from ever willingly relinquishing it to another. From then on, the torch's bearer would know no peace and be shunned by all. The shadows of the howling tiger permeated the cavern walls, imbuing them with Syarstik's angry magic.

Even after his mortal body turned to ashes, Syarstik's spirit lingered in the spot where he died. Haunted by his failure to protect the cave, the ghost of the great cat now rages against all intruders, human or otherwise. For more than a century, the people of the Gornok Plains have given Red Cat Cave a wide berth, telling tales of the ghostly predator that guards it and the ancestral cave paintings within that leap to life.

### CAMPAIGN ROLE

When the characters first meet Syarstik in Chapter 2 of this adventure, he's still maddened with grief and rage owing to his failure to protect the *Primordial Flame*. He attacks with his full fury, trying to turn the cave

itself against these new intruders by animating the cave paintings. Only once the characters have bested him in combat or broken his connection to the cave paintings does Syarstik realize that they're unaffiliated with the Kellid and the demon who took the artifact away.

Once he has been calmed, Syarstik gives the characters his full account of what happened in Red Cat Cave 120 years ago. He tells them about the Kellid warrior Metuak and the demon who possessed him as well as the curse Syarstik levied upon the *Primordial Flame* before his death. He doesn't know Metuak's final destination, but he knows that the warrior intended to travel through Lost Mammoth Valley to get there.

### SYARSTIK PAINTED-TIGER **CREATURE 5**

UNIQUE N LARGE GHOST INCORPOREAL SPIRIT UNDEAD

Male awakened smilodon ghost (*Pathfinder Bestiary* 53, 166)

**Perception** +14; darkvision, scent (imprecise) 60 feet

**Languages** Hallit

**Skills** Acrobatics +14, Intimidation +12, Nature +14, Stealth +14

**Str** -5, **Dex** +5, **Con** +0, **Int** -1, **Wis** +5, **Cha** +4

**Site Bound** Syarstik can't leave Red Cat Cave, and he rarely ever leaves area **E9**.

**AC** 21; **Fort** +9, **Ref** +12, **Will** +16

**HP** 40, negative healing, rejuvenation; **Immunities** death effects, disease, paralyzed, poison, precision, unconscious; **Resistances** all damage 5 (except force, *ghost touch*, or positive; double resistance vs. non-magical)

**Rejuvenation** (divine, necromancy)

When Syarstik is destroyed, he re-forms after 2d4 days within area **E9**, fully healed. Syarstik can be permanently destroyed only by a non-possessed wielder of the *Primordial Flame*.

**Speed** fly 30 feet

**Melee** ♦ ghostly fangs +15 (finesse, magical), **Damage** 2d6+6 negative

**Melee** ♦ ghostly claw +15 (agile, finesse, magical), **Damage** 2d4+4 negative

**Awaken Painting** ♦♦ (divine, transmutation)

Syarstik animates a cave painting within 60 feet for 10 minutes. The painting's movement mimics Syarstik's, so the connection between the ghost and the awakened painting is obvious. Creatures other than Syarstik within 10 feet of the awakened painting are flat-footed because of these eerie movements. Syarstik can make ghostly fangs Strikes at any creature within 10 feet of a cave painting; the

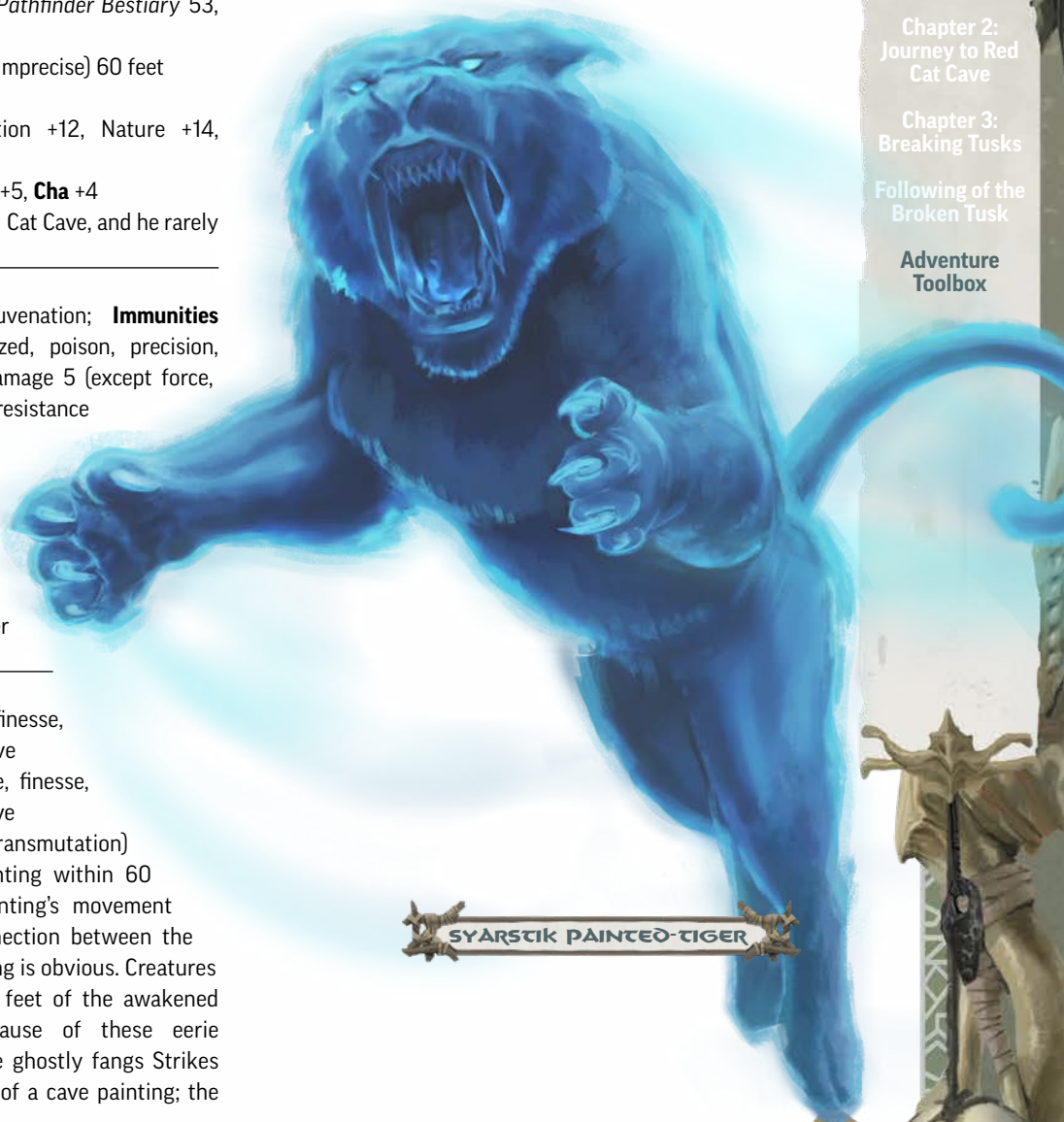
target's cover or concealment from the cave painting, rather than from Syarstik, applies to this Strike.

A creature adjacent to an awakened painting can spend 2 actions to attempt a DC 18 Occultism or Religion check (to compel the awakened painting to abate) or a DC 20 Crafting or Thievery check (to thoroughly smear the cave painting). On a success, the painting is destroyed, and the animation ceases. Either way, this activity has the concentrate trait.

Destroying three awakened paintings quells Syarstik's anger, causing the great cat to cease his attacks.

**Pounce** ♦ Syarstik Strides and makes a Strike at the end of that movement. If he began this action hidden, he remains hidden until after this ability's Strike.

**Sneak Attack** Syarstik deals an additional 1d6 precision damage to flat-footed creatures.



SYARSTIK PAINTED-TIGER

## BROKEN TUSK MOON

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