

PATHFINDER®



QUEST FOR THE FROZEN FLAME

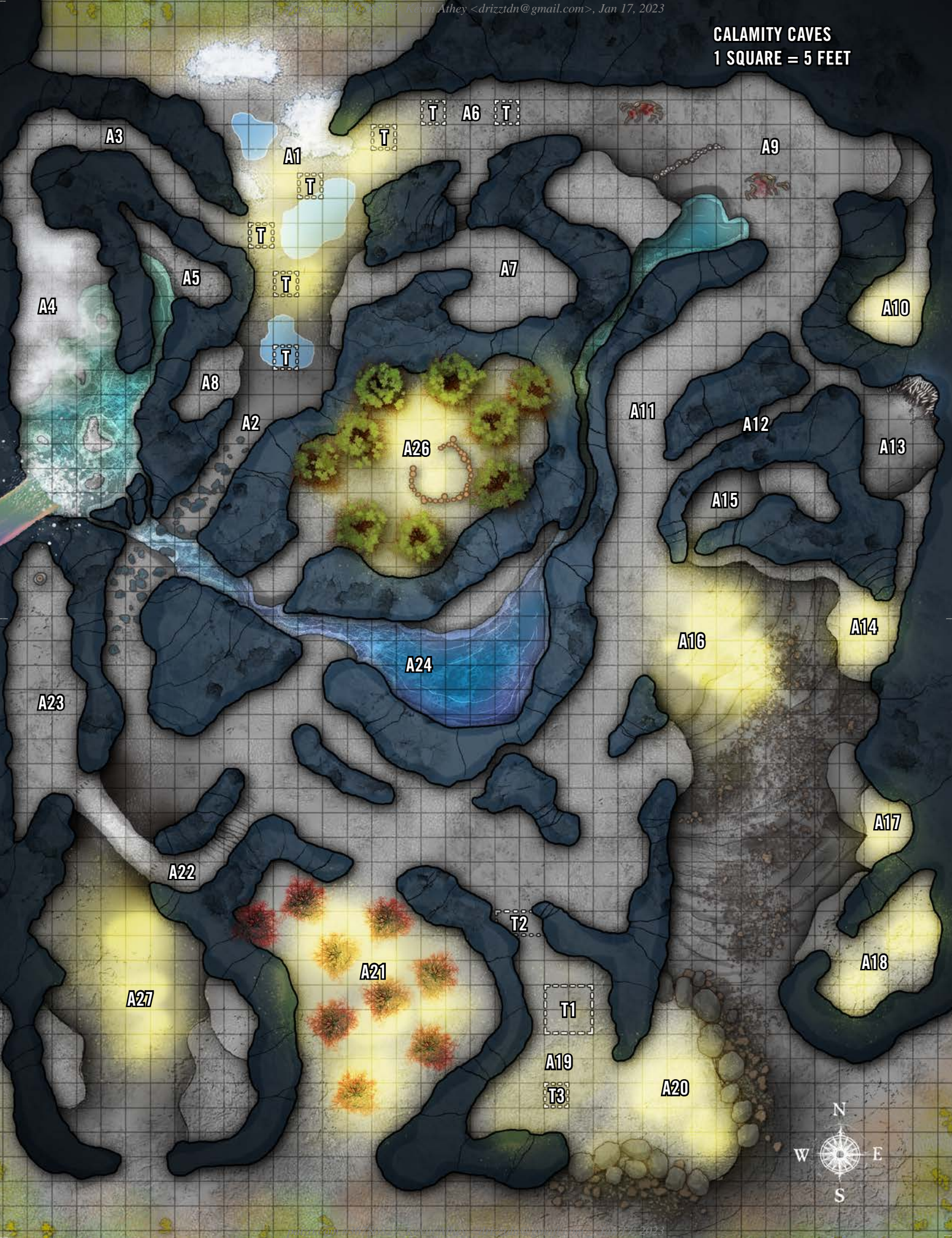
ADVENTURE PATH

LOST MAMMOTH VALLEY

By Jessica Catalan

CALAMITY CAVES

1 SQUARE = 5 FEET



PATHFINDER

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QUEST FOR THE FROZEN FLAME

ADVENTURE PATH

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Lost Mammoth Valley

LOST
MAMMOTH
VALLEY

Chapter 1: Calamity Caves 4

With enemies at their back, the Broken Tusks enter a limestone cave system once part of an ancestral migration route. The party must secure a safe route through the caves for their following to enter Lost Mammoth Valley.

Chapter 2: Blue Sky, Green Earth 18

Safe in Lost Mammoth Valley—for the moment—the party must strengthen their following, forge alliances, and find a path out before the Burning Mammoths catch up or the valley’s white dragon ruler destroys them. The party allies with Mendevian deserters and the valley’s oppressed Sutaki residents and comes into conflict with demons and servants of the dragon Venexus, including a cult of necromancers led by Ashen Swale, the Sutaki’s god caller. The party learns Venexus possesses the *Primordial Flame*.

Chapter 3: White Hot 46

After discovering the valley’s exit is through Venexus’s lair, the party infiltrates the Sutaki village controlled by Ashen Swale and helps the rebels overthrow their oppressors. During the uprising, the characters confront Ashen Swale and Venexus in the dragon’s lair, claim the *Primordial Flame*, and secure the path out of Lost Mammoth Valley.

FREEDOM TO EXPLORE

In “Lost Mammoth Valley,” the players explore an entire valley over the course of four character levels, meaning you can’t accurately predict where the party will go next. Rather than memorize every hex, consider reading the adventure once in order, to understand the connections between the valley’s factions, then go on the journey alongside your players, referring to the text of each hex as it comes up. This can promote a sense of discovery and initiative at your table—because even you don’t know exactly what lies ahead!

LEADERSHIP

Throughout “Lost Mammoth Valley,” the players continue to accrue new followers and lieutenants for their organization, the Broken Tusk following, which they began doing in the previous volume of this Adventure Path, “Broken Tusk Moon.” Various parts of this adventure depend on the characters’ organization level, which is determined by how many followers they have. See page 168 of the *Pathfinder Gamemastery Guide* for more details about the leadership subsystem.

ADVANCEMENT TRACK

“Lost Mammoth Valley” is designed for four characters.

- 4** The party is 4th level when they begin this adventure.
- 5** The party should reach 5th level after securing a route through Calamity Caves.
- 6** The party should reach 6th level before they attack the Ashen Tower.
- 7** The party should reach 7th level before they enter Lyuba.
- The party should reach 8th level by the adventure’s end.

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Chapter 1: Calamity Caves

After stealing the *Primordial Flame* 120 years ago, the warrior Metuak tried to return to the Burning Mammoths, but his quest was waylaid by the foul influence of Xeleria, a shadow demon he willfully bound himself to in the hopes that she would give him the strength necessary to reclaim the artifact. Power over Metuak's body alternated between himself and the demon, and she compelled him to commit countless atrocities. When the strain became too much for him to bear, Metuak abandoned his quest, resolving instead to escape the fiendish chains that shackled him.

To that end, Metuak sought aid from several powerful figures including Venexus, a white dragon

who laired in the mountains above Lost Mammoth Valley. Rather than help, however, Venexus attacked Metuak and claimed the *Primordial Flame* for herself. Running out of options, Metuak fled to the nearby settlement of Hillcross.

Now, over a century later, the Broken Tusks follow in Metuak's footsteps, seeking safety and the *Primordial Flame*. Although the party sealed the pass behind them, Ivarsa's war band will clear it and pursue them in time. To ensure the continued survival of their following, the party must enter Lost Mammoth Valley, reclaim the *Primordial Flame*, and escape before the Burning Mammoths catch up.

GETTING STARTED

After delaying their pursuers at the end of the last adventure, the Broken Tusk scouts lead their following to the opening of a limestone cavern which, according to their migratory map, is the entrance to Lost Mammoth Valley. The scouts must travel ahead of their kinfolk to find and secure a safe route through the caverns for their following.

CALAMITY CAVES

Calamity Caves is a damp limestone cave system with a stream winding through its northern half. There are multiple exits into Lost Mammoth Valley, but only one is stable and accessible enough to accommodate the entire Broken Tusk following.

The following locations correspond to the map on the inside front cover of this volume. Unless noted otherwise in the text, these locations share the following general features.

Ceilings: The ceilings in tunnels are 15 feet high. In caverns, ceilings are 25 feet high.

Lighting: Much of Calamity Caves is dark. The entrance at area **A1** and the exits at areas **A15**, **A18**, **A19**, and **A27** are dimly lit due to indirect sunlight. Six areas—**A14**, **A16**, **A17**, **A20**, **A21**, and **A26**—are outdoors and brightly lit.

Temperature: The temperature rises gradually the closer one gets to Lost Mammoth Valley. Areas in the northern half of the map are mild cold; any area south of area **A16** is normal temperature. (See page 517 of the *Pathfinder Core Rulebook* for the rules on temperature.)

Water: The water in these caves is near freezing. A creature that's been in water treats cold environments as one step colder (for example, mild cold as severe cold) until they change into dry clothing or spend at least 1 hour in an area of normal or higher temperature.

A1. CAVERN ENTRANCE

LOW 4

Light filters in through the entrance of this large limestone cavern. Though sheltered from wind, the air within the cave is chilly. Small piles of snow lie in heaps near the entrance. Inside, guano, skittering insects, and ice mark the rocky ground. Multiple wide tunnels exit this cavern. Above, bats roost among pockmarked stalactites.

Moving on an ice patch (the blue sections of the map) requires a successful DC 17 Acrobatics check to Balance. The snow (white sections) is difficult terrain. A character who succeeds at a DC 22 Nature check to Recall Knowledge identifies smilodon tracks in the snow. A week-old wolf corpse, riddled with maggots, lies near the entrance to area **A9**. A character who succeeds at a DC 17 Nature check or DC 19 Medicine check determines the wolf was exsanguinated through numerous tiny puncture wounds, likely made by vampire bats.

Cave paintings depicting animals decorate the western wall near the wolf corpse. The piece in the center depicts a line of figures passing through a row of triangles—the stalagmites and stalactites of a cave. The outline of a handprint, its fingers oriented south, marks the path to area **A2** as the Broken Tusks' old migratory route.

Aside from the southern path, two side tunnels (to areas **A3** and **A6**, respectively) and two overhangs near the ceiling (areas **A7** and **A8**) are the exits for this cavern. Scaling up to either overhang requires a DC 22

CHAPTER 1 SYNOPSIS

The Broken Tusk scouts enter Calamity Caves to chart a course and clear it of dangers so their following can attempt the journey. Inside, they encounter wildlife, gargoyles, a demon, and members of the valley's diverse factions. From Vare, an ex-Mendevian crusader, they learn that a community of native Sarkorians called Sutaki currently occupy the valley, ruled by a group of necromancers who worship the white dragon Venexus. From Tedanu, a Sutaki on the run with his daughter and a seer, the PCs discover the Sutaki to be a divided people. Although their leader, Ashen Swale, and his fellow necromancers worship Venexus, the recent closure of the Worldwound to the east led many Sutaki to imagine a better, more peaceful life—the kind of life their ancestors originally fled to Lost Mammoth Valley to protect.

Before leaving the caves, the party see Venexus for the first time. After securing a safe route through Calamity Caves, the scouts lead the Broken Tusks into Lost Mammoth Valley.

LOST MAMMOTH VALLEY

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SHORTCUTS

If the party prevents a cave-in in area **A2**, they'll quickly reach the exit in area **A27**. Although this seems like a shortcut, it's not. The party must find a safe route through Calamity Caves for their following. Forcing the Broken Tusk's mammoths to squeeze through the unstable passage, even with ceiling supports, would clearly cause a cave-in. Additionally, many other dangers must be neutralized before the following can enter Calamity Caves.

Athletics check to Climb. The eastern overhang is 20 feet up, and the western one is 15 feet up.

Creatures: Hundreds of vampire bats roost along the cavern's ceiling. The bats attack if they're disturbed or startled by loud noises, such as yelling or something falling on the ground.

VAMPIRE BAT SWARMS (2)

CREATURE 1

Pathfinder Bestiary 39

Initiative Perception +10

Hazards: Roosting bats have weakened the supports for this cavern's stalactites. Four are minor hazards that fall when damaged or the bats swarm past, indicated on the map with the letter T. To secure this route for their following, the scouts must knock down these stalactites and clear away the debris.

FALLING STALACTITES (4)

HAZARD 3

ENVIRONMENTAL

Stealth DC 23 (trained)

Description Unstable stalactites fall from the ceiling.

Disable DC 20 Survival (trained) to remove a stalactite without triggering a fall

AC 16; **Fort** +12, **Ref** +12

Hardness 12; **HP** 42 (BT 21); **Immunities** critical hits, object immunities, precision damage

Fall **↻** (attack) **Trigger** A stalactite is damaged or touched; **Effect** The stalactite falls, making an attack against each creature underneath.

Melee stalactite +16, **Damage** 2d10+13 bludgeoning

Treasure: Sticking out of a guano mound near the route to **A2** is a moderate darkvision elixir, dropped long ago.

A2. UNSTABLE PASSAGE

TRIVIAL 4

The ceiling of this passage connecting areas **A1** and **A27** is cracked and drips meltwater, which pools on the floor.

Hazard: Water damage left this tunnel unable to support the weight of the stones above.

CAVE-IN

HAZARD 4

ENVIRONMENTAL

Stealth DC 22 (trained)

Description The tunnel collapses, filling the passage with stone.

Disable DC 25 Survival (trained) to prop up the tunnel ceiling without triggering a collapse

AC 21; **Fort** +14, **Ref** +14

Hardness 13; **HP** 46 (BT 23); **Immunities** critical hits, object immunities, precision damage

Collapse **↻** **Trigger** A creature moves into the unstable tunnel; **Effect** The tunnel collapses in a cave-in that deals 4d8+10 bludgeoning damage to the triggering creature and all creatures in area **A2** (DC 21 basic Reflex save). On a failed save, the triggering creature is immobilized (Escape DC 21). This collapse fully blocks the tunnel (area **A2**), making it impassable.

A3. WARM PASSAGE

This inclined passage rising from area **A1** to area **A4** is noticeably warm. Its temperature category is normal. Slimy, transparent grease, which radiates heat and smells sickly sweet, stains the walls every 10 feet or so. A successful DC 17 Crafting check to Recall Knowledge determines that the grease is flammable, while a successful DC 20 Nature check to Recall Knowledge ascertains it's a waterproof oil secreted by lagofirs; though flammable, it keeps the lagofirs warm in frigid waters.

When fire is brought within 5 feet of lagofir oil, it ignites, dealing 1 fire damage to each creature within 5 feet of the oil.

A4. WATERFALL

LOW 4

The air in this foggy cavern smells sweet, and the walls glisten with a slick, glossy film. A small waterfall plunges from the southwestern ceiling into a partially frozen pool, drowning out most sound. At the pool's edge is an ivory post topped with an intricately carved shell.

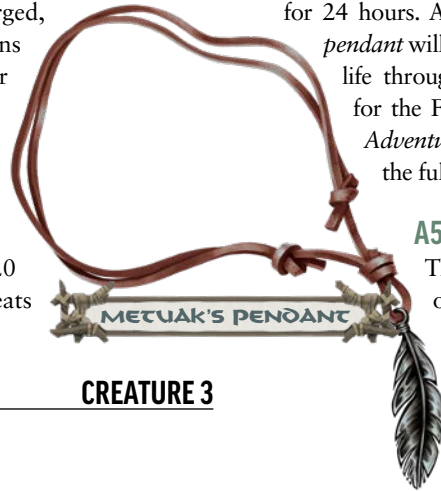
The fog and falls impose a -2 circumstance penalty to visual and auditory Perception checks. Creatures viewed through 10 feet or more of fog are concealed.

The pool is 7 feet deep and drains through fist-sized channels in the southeast wall. Five small ice chunks float in the pool. Standing on an ice chunk requires a DC 21 Acrobatics check to Balance. The ivory post at the pool's edge is carved with faded Hallit sigils. The legible phrases come from a prayer of thanks to Gozreh, indicating that this used to be a shrine. The large nautilus shell atop the post can be removed and is carved with images of waves beneath a thundering sky. The shell is intended as a drinking vessel.

Area **A3** slopes down to the north, and the pool snakes around the cavern's northeast corner to area **A5**.

Creatures: Two submerged lagofirs lounge in the pool. While submerged, they're unharmed by explosions (see Hazard, below). If the water is disturbed (including by an explosion), the lagofirs attack the source of the disturbance.

A lagofir can be calmed with a successful DC 16 Nature check. On a success, or if reduced to 20 Hit Points or fewer, a lagofir retreats to its burrow (area **A5**).



LAGOFIRS (2)

CREATURE 3

Page 86

Initiative Perception +11

Hazard: The lagofirs marked their territory by rubbing against the cave walls, caking them with so much lagofir oil that bringing an open flame into this chamber causes the whole area to combust.

OIL EXPLOSION

HAZARD 4

ENVIRONMENTAL **FIRE**

Stealth DC 22 (trained)

Description The flammable oil catches flame and explodes, burning up in a ball of fire.

Disable DC 25 Survival (trained) or DC 23 Crafting to neutralize the oil without setting it alight

AC 21; **Fort** +14, **Ref** +14

Immunities critical hits, object immunities, precision damage

Explode **Trigger** An open flame is brought into area **A4**;

Effect The oil on the walls explodes, dealing 4d8+10 fire damage to all creatures and objects in areas **A4** and **A3** (DC 21 basic Reflex save).

Treasure: The nautilus shell on the ivory post is worth 10 gp. A character who removes the shell from the shrine without replacing it with an alternative vessel earns the displeasure of Gozreh. For 2d4 days the character feels parched, no matter how much fluid they consume. Although this has no rules effect, the uncomfortable thirst can be ended early by leaving a drinking vessel at the shrine.

Long ago, Metuak stopped to pray at this shrine. Distracted by the demon possessing him, Metuak dropped a pendant given to him by his grandfather into the pool, where it remains to this day. The first character to put on *Metuak's pendant* has a vision of himself as a child receiving the pendant from an aged Burning Mammoth warrior. Curiously, the pendant is white quartz in the

vision, though it's black in the present day. That character is overcome with a rush of pride; they gain a +1 status bonus to Will saving throws against emotion effects for 24 hours. A character in possession of *Metuak's pendant* will experience other glimpses of Metuak's life throughout this adventure. See The Quest for the Frozen Flame on page 2 of *Pathfinder Adventure Path #175: Broken Tusk Moon* for the full story of Metuak's ill-fated quest.

A5. LAGOFIR BURROW

This cramped cavern has a ceiling height of 8 feet and is flooded with 4 feet of water. The lagofirs nest on a limestone ledge 1 foot above water level. The only exit leads back to area **A4**.

New Followers: Any lagofirs that fled area **A4** hide on the ledge here. A character can convince a cornered lagofir to join the following by succeeding at a DC 16 Nature check to Command an Animal. If one of the lagofirs was killed, each character in the party takes a -4 circumstance penalty to this check. On a failed check, the lagofirs ignore the party; on a critical failure, they attack.

Treasure: Lying in the lagofirs' nest is a *potency crystal*.

A6. WIDE PASSAGE

TRIVIAL 4

This inclined passage, connecting areas **A1** to the west and **A9** to the east, smells of animal musk (identifiable as smilodon urine with a successful DC 22 Nature check to Recall Knowledge).

A character who succeeds at a DC 19 Perception check notices a horizontal crevasse leading to area **A7** near the ceiling of a side chamber. The crevasse can be reached with a DC 20 Athletics check to Climb, and Squeezing through the crevasse requires a DC 17 Acrobatics check.

Hazards: Three unstable stalactites hang from the ceiling, each marked on the map with a T. To secure the route for their following, the scouts must knock down the stalactites and clear the debris.

FALLING STALACTITES (3)

HAZARD 3

Page 6

Stealth DC 23 (trained)

Securing a Route: This tunnel is part of the route the party should secure for their following.

A7. MAMMOTH GRAVE

Animals don't willingly enter this cave, which contains a mammoth skull larger than the cave's access points: the crevasse to the north that leads to area **A6** and the

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ledge to the west that drops down to area **A1**. On the ground, bones and other offerings encircle the skull. Opposite the skull is a bed of old furs.

Paintings theorizing the skull's origins decorate the walls. A character who succeeds at a DC 19 Society check identifies two prominent beliefs: first, that the mammoth is a guardian spirit presiding over the cave; and second, that the skull was placed here by a deity.

A character who sleeps in this cave has pleasant dreams of riding a mammoth beneath a sky alight with

color. They gain a +1 circumstance bonus to Nature checks to Command an Animal for 12 hours.

Treasure: Amid the offerings are a *ghost touch* rune, a cat's eye elixir, and a steel mirror.

A8. ABANDONED AMBUSH

This 15-foot-high ledge above area **A1** can be climbed with a DC 22 Athletics check. A few broken javelins indicate someone may have once hunted from this spot.

Treasure: Amid the broken javelins are 10 low-grade cold iron arrows.

A9. SMILODON DEN SEVERE 4

A slick flowstone curtain bisects this animal den, obscuring half the cave from either side. The sound of snapping bone and tearing flesh echoes from the south, nearly drowning out the whimpers from a raised ledge to the southwest. To the east, a cliff drops away into darkness. Two smilodon corpses, one in the north and one in the south, rest in pools of blood.

This area was a smilodon den until a roru demon recently killed the mature smilodons, leaving three cubs alive but terrified on the raised ledge. The ledge is 7 feet high and requires a DC 15 Athletics check to Climb. Each cliff steppe down to area **A10** descends 20 feet and requires a DC 19 Athletics check to Climb. Climbing the flowstone curtain requires a DC 22 Athletics check.

A shallow pool of water in the southeast corner empties through a narrow tunnel to area **A24**.

Creature: A roru carefully consumes the southern smilodon corpse, leaving the pelt undamaged. When it notices the party, the demon leaps into the corpse and attacks. When forced from the smilodon corpse, it attempts to leap into the second corpse.

RORU

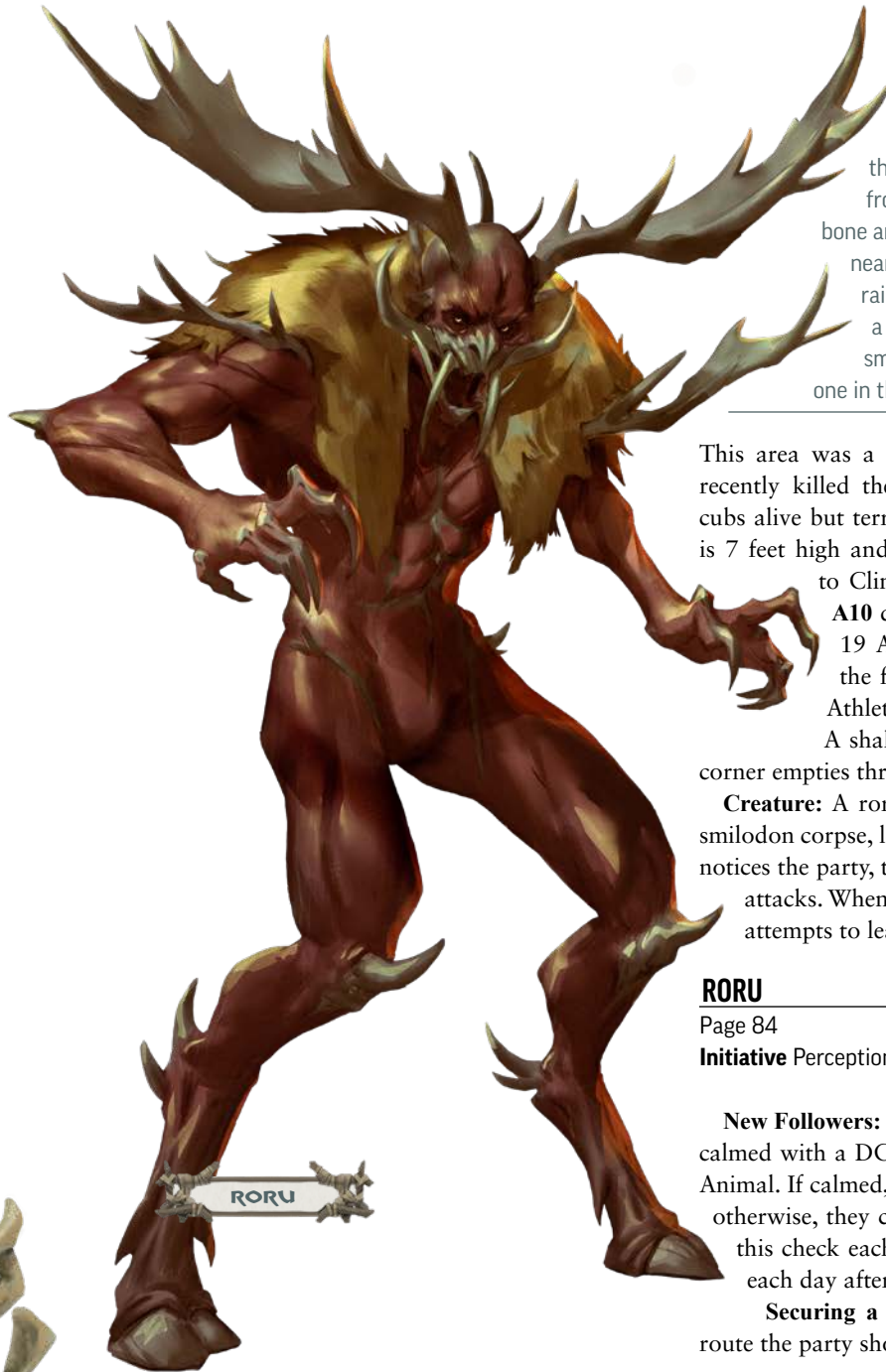
CREATURE 7

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Initiative Perception +16

New Followers: The panicked smilodon cubs can be calmed with a DC 19 Nature check to Command an Animal. If calmed, the cubs join the party's following; otherwise, they cower in terror. The party can retry this check each day, with the DC decreasing by 1 each day after the first.

Securing a Route: This cavern is part of the route the party should secure for their following.



RORU

A10. SHAFT

A human skeleton lies on the ground in the middle of this dead-end cavern to the east of area A9. The cavern is illuminated by a dot of light coming from the ceiling 140 feet above. A character can Climb the shaft with a DC 24 Athletics check.

Two hundred years ago, a hunter trekking through the mountains above fell through a hole and plummeted here to their death. Their furs have long rotted away, but their hunting equipment remains intact.

Treasure: A character who searches the skeleton finds a bola, a long spear, three javelins, and a *lesser healing potion*.

A11. MOLDY TUNNEL

TRIVIAL 4

This inclined tunnel heads south out of area A9 and is wide enough to accommodate the party's following, serving as the primary path through Calamity Caves. The tunnel's highest point is above the scree slopes of area A16, at which point it curves west and descends to the main exit in area A27.

Hazards: Brown mold grows in patches along the tunnel's length.

BROWN MOLD (10)

HAZARD 2

Pathfinder Gamemastery Guide 77

Stealth DC 21 (trained)

Securing a Route: This tunnel is part of the route the scouts should secure for their following. They'll need to clear away the mold to make the passage safe.

A12. NARROW PASSAGE

The ceiling of this offshoot from area A11 is 6 feet high.

Treasure: A creature that succeeds at a DC 20 Perception check notices a loose rock that can be removed with a successful DC 17 Athletics check to Force Open or a successful DC 18 Thievery check. Behind the rock is a vial of leadenleg (*Pathfinder Advanced Player's Guide* 254), a *mesmerizing opal*, and 30 gp worth of semi-precious stones.

A13. CAVE FLOWERS

Helictites shaped like flowers line the north-eastern wall of this small cavern. Although helictites are natural, the form they've taken here is uncanny. Opposite is a mound of dried flowers and cave paintings depicting a bald, pregnant woman wearing a crown of flowers. She carries an infant in one arm and a mammoth calf in the other. A character who succeeds at a DC 17 Religion check identifies this as a shrine to the Mother of All, a Kellid representation of the goddess Fandarra. For more information on Fandarra, see page 62.

The chamber's northwest corner leads to areas A11 and A12. A character who succeeds at a DC 18 Perception check notices an overhang in the south that leads to an inclined tunnel 3 feet in diameter. Reaching it requires a successful DC 17 Athletics check to Climb. The tunnel leads to area A14.

Treasure: Amid the dried flowers is an *emerald grasshopper*, a clay bird figurine worth 5 gp, an ivory bracelet worth 2 gp, a bead necklace worth 1 gp, and a polished quartz elk figurine worth 10 gp.

A14. EXTERIOR BALCONY

This exterior stone balcony is 70 feet above area A16. Scaling the cliffs requires a DC 20 Athletics check to Climb. A 3-foot-wide tunnel in the northern rock face leads to area A13. A foot-wide ledge winds along the northern rock face to area A15. Traversing the ledge requires a DC 16 Acrobatics check to Balance. Characters who fall from this height can try to Grab a Ledge 20 feet down.

A character who succeeds at a DC 19 Perception check notices humanoid figures on a distant ledge hemmed in by boulders (area A20). If spotted, these figures hide.

If a character crosses the narrow ledge, read the following aloud.

In the distance, far beyond the rocky slopes and caverns, Lost Mammoth Valley reveals itself—a verdant valley strewn with fields of bright flowers and tall green grasses. A shape looms large in the sky, silhouetted black by the sun—a dragon flying right for the caves! From somewhere nearby, a gravelly voice hisses, "Take cover, you fool!"

The voice comes from area A15.

The dragon is Venexus, a white dragon with terrible burns along her side. Venexus has lorded over Lost Mammoth Valley for centuries and is the current owner of the *Primordial Flame*. The characters are destined to confront her at the end of this adventure. When the characters spot her from this balcony, Venexus is passing by on one of her regular excursions to hunt and terrorize the valley's inhabitants. Her aim here isn't to snuff out intruders in her valley, but to instill dread in her "vassals" and discourage prospective settlers.

Currently, Venexus has spotted a herd of elk outside Calamity Caves and is approaching to eat. It's likely she notices the figures at area A20 (who grovel and give her gifts), and it's possible she notices the party if they don't heed the stranger's warning.

XP Award: If the party goes unnoticed, grant them 10 XP each.

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A15. HERMIT'S HIDEAWAY

This long chamber accessible from the ledge in area A14 has all the trappings of a living space. An unlit fire pit, three half-butchered bats, and a bushel of bolts lie in the lower living area. The back of the room is a raised stone sleeping loft, lined with large rocks that provide standard cover to its occupants. The 10-foot ceiling is covered in stones held up by nets controlled by a pulley near the sleeping loft (see Hazard, below).

Creatures: An aged halfling soldier named Varilyn Eridge, better known as Vare, made this living space her residence not long ago. When the party enters Vare's hideaway, she's taking cover in the sleeping loft, holding a loaded crossbow in one hand and the rope pulley in the other. She calls out "Stop! Take one more step and I'll bring the mountain down on your head! Who are you? What are you doing here?"

As long as the party doesn't claim to be allied with Venexus or Ashen Swale, Vare allows them to enter and introduces herself. If pressed, Vare says she lives "nearby" and once served in the Mendevian crusades, battling the demons of the Worldwound. She refuses to elaborate for now. The party will have a chance to learn more about Vare in Chapter 2.

If the party invites Vare to join their following, she declines, explaining that she has "unfinished business" in the area she needs to see through. (If the characters make a particularly strong impression on her, she might divulge her personal mission to them now, though it won't be relevant until the party makes its way out of Calamity Caves. See area B7 on page 25 for more details.)

If the party asks about the caves or Lost Mammoth Valley, Vare curtly shares the following:

- Calamity Caves is filled with dangerous predators. People rarely visit, she says. "Though there seem to be plenty around today," she spits. She's leaving the caves after dark; the party can use her shelter once she's gone.
- Mendevian soldiers live in the valley's southern forest. She doesn't live with them.
- Stray demons from the Worldwound invasion remain here and there in the valley, mainly along the northern perimeter.
- The white dragon Venexus rules the valley. The Sarkorians who live here worship her. Vare doesn't know much about the Sarkorians and doesn't want to associate with anyone who reveres evil.

VARILYN "VARE" ERIDGE

CREATURE 4

UNIQUE NG SMALL HALFLING HUMANOID

Female halfling ex-crusader

Perception +14

Languages Common

Skills Acrobatics +14, Athletics +12, Crafting +14, Scouting Lore +12, Stealth +11, Survival +12

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

Items crossbow (20 bolts), scale mail, low-grade cold iron shortsword

Guide's Warning When Vare is about to roll a Perception or Survival check to determine her initiative, she can alert her allies as a free action. Vare visually or audibly warns allies, granting them a +1 circumstance bonus to their initiative rolls. Depending on how Vare warns allies, this action has the auditory or visual trait.

Snare Crafting Vare can use the Crafting skill to create the following snares: alarm snare, hampering snare, irritating thorn snare (page 79), marking snare, signaling snare, and smoke screen snare (page 80). Vare can create four snares each day without paying for the materials, using 3 Interact actions to set up each snare.

AC 21; **Fort** +12, **Ref** +11, **Will** +14

HP 60

Speed 25 feet

Melee ✦ shortsword +12 (agile, versatile S), **Damage** 1d6+6 piercing

Ranged ✦ crossbow +9 (range increment 120 feet, reload 1), **Damage** 1d8+2 piercing



VARILYN "VARE" ERIDGE

Guiding Words ♦ Vare points out a weakness of a creature within 30 feet. Vare and all allies that can hear or see her gain a +1 status bonus to attack and damage rolls against that creature until the beginning of Vare's next turn. Vare adds an extra 1d6 precision damage to her weapon and unarmed attacks that hit that creature for the duration.

Hazard: Vare rigged the ceiling to collapse with a net and rocks. Although the trap statistics are provided, she doesn't trigger it, and the party shouldn't receive experience for avoiding it. Instead, the party may use it. If the characters choose to rest here for the night, consider having the gargoyles from area **A18** or the wolves from area **A27** attack in the morning, providing the scouts a thrilling opportunity to trigger the rockfall ceiling against their opponents.

ROCKFALL CEILING

HAZARD 5

MECHANICAL TRAP

Stealth DC 20 (trained)

Description A load of rocks, held up by a rope pulley, is dropped on the cavern's lower level.

Disable DC 25 Thievery (trained) to pin the pulley in place
AC 22; **Fort** +15, **Ref** +15

Hardness 12; **HP** 50 (BT 25); **Immunities** critical hits, object immunities, precision damage

Drop Rocks ↻ **Trigger** A creature holding the rope pulley pulls it; **Effect** The net releases, dropping rocks on all creatures and objects in the lower half of area **A15**, dealing 4d8+14 bludgeoning damage (DC 26 basic Reflex save). The area then becomes difficult terrain.

A16. SCREE SLOPES

SEVERE 4

The meandering, sloping path of area **A11** opens onto a steep, rocky slope that leads down to ground level. The northern cliffs are 70 feet high (areas **A14** and **A15**); the southeast cliffs are 20 and 40 feet high (area **A17**) and 60 feet high (area **A18**). Scaling any of the cliffs requires a DC 20 Athletics check to Climb.

Creatures: A wing of gargoyles live in area **A18**. If the party makes loud noises or triggers the treacherous scree hazard (see below), three gargoyles fly here to attack. In this case, Vare fires her crossbow at the gargoyles from area **A15**. After the battle, she hides.

GARGOYLES (3)

CREATURE 4

Pathfinder Bestiary 161

Initiative Perception +10

Hazard: The slope is unstable scree. Although the party could take this route down to the valley, it's far too dangerous for the rest of the Broken Tusks.

VARE'S TALE

Vare and her three brothers fought in the Mendevian Crusades for 30 years. When Vare's youngest brother, Elan, was given a suicide mission, she convinced him to abandon the crusades with her, fleeing west along with his battalion. Days later, demons destroyed Kenabres, killing Vare's remaining brothers and countless others.

When the ex-crusaders discovered Lost Mammoth Valley, they thought it a divine gift, but within hours Elan was killed by a chimera. Stricken with grief, Vare remained behind to bury Elan, while the other deserters traveled deeper into the valley.

Today, Vare is a hermit and survivalist. During the day, she ranges between Calamity Caves and her homestead in the foothills. At night, she dreams of slaying the chimera that killed her brother.

Vare's a gruff curmudgeon who's been alone so long she doesn't remember how to interact with other people. Half the time she forgets to speak aloud, and the other half she recites her thoughts. In her heart, Vare's lonely and yearns for purpose. Fear of loss, however, keeps her isolated.

TREACHEROUS SCREE

HAZARD 3

Pathfinder Gamemastery Guide 77

Stealth DC 23 (trained)

Treasure: The gargoyles wear equipment scavenged from slain Sutaki and Mendevians. From the Sutaki, they have +1 *hide armor*, a composite shortbow, and 20 arrows. From the Mendevians, they have a *minor sturdy shield*, *holy water*, and a moderate ghost charge (*Advanced Player's Guide* 253).

A17. TRIPLE CLIFFS

Each of these three cliffs above area **A16** is 20 feet higher than the previous one. They can be Climbed with a DC 20 Athletics check. Loud noise attracts the gargoyles in area **A18**.

A18. GARGOYLE ROOST

MODERATE 4

A wing of five gargoyles roost in this small cave above the cliffs of area **A17**, though they spend most of their time hunting. Inside the cave are the remains of their meals, including cracked bones, a half-eaten elk, dirty pelt beds, and goods stolen from travelers.

Creatures: When the party reaches the highest cliff outside area **A18**, two gargoyles attack. On their turns, the gargoyles attempt to Shove the characters off the cliffs.

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REPUTATION

Throughout this adventure, the party can accrue Reputation Points, which is a measure of how well known and respected the party is among Lost Mammoth Valley's denizens. Reputation plays a pivotal role in Chapter 3 of this adventure, though the players don't need to know that just yet. For now, simply have your players keep track of their total Reputation Points. See page 164 of the *Gamemastery Guide* for the full rules on reputation.

If the characters didn't already fight the other three gargoyles, those three flee in terror, totally caught unaware and believing the party is in league with the dangerous hermit who lives in these caves. (This is preferable to having the party fight all five gargoyles at once, which would be an extreme encounter.)

GARGOYLES (2)

CREATURE 4

Pathfinder Bestiary 161

Initiative Perception +10

Treasure: Among the gargoyle's possessions are a spyglass and 50 feet of rope.

A19. RIGGED CAVERN

TRIVIAL 4

The ceiling of this side cavern off area **A11** is 12 feet high. A character who succeeds at a DC 17 Perception check hears voices from out of sight (area **A20**). Smoke wafts in from outside, imposing a -1 circumstance penalty to olfactory and visual Perception checks. Creatures 15 feet or more away are concealed.

Hazards: Sutaki hunters set three snares in this cave. The Stealth DC and Disable DC of each snare is 16. An alarm snare is strung across the cavern's entrance (marked "T1" on the map), a hampering snare is just north of the room's center ("T2"), and a biting snare is situated at the cavern exit ("T3"). If a trap is triggered, the hunters in area **A20** prepare to ambush the party.

A20. SECLUDED PLATEAU

MODERATE 4

This secluded plateau above area **A16** is 30 feet above ground level and hemmed in on two sides by boulders. The clear side can be Climbed with a DC 17 Athletics check. Smoke from a small fire billows into area **A19**.

Creatures: Four Sutaki hunters chat while waiting for their leader Eokoe and clanmates to return from area **A25**. If the party arrives at this plateau without Eokoe and Tedanu, the hunters attack, suspecting the party serves Ashen Swale and intends to kill Dini. They set an ambush if they hear the party approaching.

SUTAKI HUNTERS (4)

CREATURE 2

CG poachers (*Pathfinder Gamemastery Guide* 218)

Initiative Perception +9 or Stealth +8

During the battle, the hunters shout insults at the party, accusing them of working for a "corpse-loving tyrant" and worshipping an "overgrown lizard." If the party convinces the hunters they aren't enemies by succeeding at a DC 17 Diplomacy check, or when a hunter is reduced to 10 Hit Points or fewer, the leader of these hunters, Onak, calls for peace, explaining, "We thought you worked for our enemies, but it seems you're not from this valley. Who are you?"

If the party accepts the truce, Onak welcomes them while the hunters tend their own wounds. Onak explains that the valley and its people, who call themselves Sutaki, are ruled by the white dragon Venexus and a powerful necromancer named Ashen Swale. "Ashen Swale is a tyrant," Onak growls, "who leads a cadre of necromancers, worships Venexus, and mocks our ancestors." Many inhabitants are unable to fight back, but these hunters (Onak, Lunit, Kohak, and Uldu) are among those who have decided to take a stand. Right now, they're protecting someone important on behalf of a seer named Eokoe. The hunters' wards went deeper into the caves with a few escorts, but they haven't yet returned.

If the party arrives with Eokoe, Tedanu, and Dini, the hunters offer their thanks. If the party asks the hunters to join their following, they insist they have other responsibilities. "But if the stars are aligned," Onak says, "then we're surely destined to meet again."

Reputation: The party can gain up to 6 Reputation Points here (see the Reputation sidebar for more info about using this subsystem in "Lost Mammoth Valley"):

- If the party helps the hunters tend to their wounded, only deal nonlethal damage to the hunters, or refrained from injuring the hunters at all, the characters gain 1 Reputation Point.
- If the party returns the possessions of the dead Sutaki from area **A21**, they gain 1 Reputation Point.
- If the party escorts the injured Sutaki hunter here from area **A21**, they gain 1 Reputation Point.
- If the party arrives with Eokoe, Tedanu, and Dini, they gain 3 Reputation Points.

XP Award: However they resolve this encounter, award the characters XP as if they had defeated the hunters in combat.

A21. TAINTED GROVE

SEVERE 4

Leafless trees with black, twisted trunks grow in this grove between Calamity Caves and Lost Mammoth Valley. Steep mountain walls to the east and west shelter the grove from the winds.

Long ago, the Burning Mammoth warrior Metuak took shelter in this vale after losing his amulet in the caves. Without his protective amulet, Metuak felt the grip of Xeleria's influence grow ever tighter, tainting his mind and the terrain around him. The Abyss-tainted trees here are the result of this demonic influence. A character who succeeds at a DC 20 Nature check to Recall Knowledge recognizes the taint in the trees, while a character who succeeds at a DC 21 Religion check to Recall Knowledge determines that the corruption came from a demon.

Creatures: Near the center of the grove lies the corpse of a Sutaki hunter who was charged with protecting Dini. His surviving companion, **Udiak** (NG male human hunter 2), dangles from a tree, its branches wrapped around his neck. If the party frees Udiak within 5 rounds, they save his life. Otherwise, he dies.

Two vicious arboreals wait for the party to enter the grove, then block the entrance and attack, fighting to the death.

FIENDISH ARBOREALS (2) CREATURE 4

UNCOMMON CE LARGE FIEND PLANT

Demon-touched arboreal wardens (*Pathfinder Bestiary* 24)

Initiative Stealth +14

HP 75; **Weaknesses** axe vulnerability, cold iron 5, fire 5, good 5; **Resistances** bludgeoning 5, piercing 5

Melee ♦ stone longsword +13 (evil, reach 10 feet), **Damage** 1d6+8 bludgeoning plus 1d4 evil

Melee ♦ shield bash +13 (evil), **Damage** 1d4+8 bludgeoning plus 1d4 evil

Hazard: The remaining trees are incapable of locomotion, but together they form a complex hazard that attacks as long as the party remains in the grove.

ABYSS-WARPED TREES HAZARD 4

UNIQUE COMPLEX ENVIRONMENTAL

Stealth DC 12 (trained) to determine the trees can move

Description A forest of fiendish trees swing their branches and shift their roots to bludgeon and trip creatures in the tainted grove (area **A21**).

Disable DC 22 Survival (trained) to find a location the trees can't reach or DC 24 Religion to recite a prayer that temporarily casts out the fiendish energy inside a single tree in the grove, disabling it for 1 minute. A disabled or destroyed tree creates a 5-foot-square area in the grove that's safe from this hazard.

AC 18; **Fort** +14, **Ref** +14

Hardness 10; **HP** 40 (BT 20) per tree; **Immunities** critical hits, object immunities, precision damage; **Weaknesses** fire 5
Shift Roots ⇨ **Trigger** A creature ends its movement in the grove; **Effect** The trees throughout the tainted grove shift their roots wildly, making the area difficult terrain, then the Abyss-warped trees roll initiative.



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Tighten Grip  **Trigger** The Abyss-warped trees critically hit a creature with a branch Strike; **Effect** The Abyss-warped trees loop their branches around the triggering creature, grabbing it (Escape DC 21).

Routine (4 actions) The Abyss-warped trees use their first action each round to lash their roots; each creature in the tainted grove must succeed at a DC 21 Reflex save or fall prone. The Abyss-warped trees use their second, third, and fourth actions to make branch Strikes against up to three different creatures in the tainted grove.

Melee branch +14, **Damage** 2d8+5 bludgeoning

Reset The Abyss-warped trees cease moving 1 minute after no living creatures are in the tainted grove.

They reset immediately. A disabled tree reanimates after 1 minute. A destroyed tree regrows after 1 month.

Vision: Once the area is secure, a character wearing *Metuak's pendant* (see area A4's Treasure entry on page 7) has a vision of Metuak's past: in it, they find themselves enjoying an evening meal around the fire with their following, laughing and talking, when suddenly the earth begins to rumble. The character rises, looking around as their heart thumps in their chest. Demons attack, and the character draws a weapon to defend their kin. After the vision, the character becomes hyperalert, gaining a +1 circumstance bonus to initiative checks for 24 hours.

If Udiak survives the encounter, he thanks the scouts breathlessly before sobbing briefly over the body of his dead friend. Once he composes himself, he explains that he and his fellow hunter were working to secure a safe path through the caves (see area A25). He wants to bring the remains back to his compatriots but is likely too injured to do so himself (see area A20's Reputation entry).

XP Reward: If the characters save Udiak from dying by freeing him within 5 rounds, grant them each an additional 30 XP.

A22. BRIDGE

Rough limestone stairs along the southern wall of area A11 lead up to this natural bridge that connects two tunnels at opposite sides of a large cavern; the other end leads to area A23. The bridge is narrow, requiring a DC 17 Acrobatics check to Balance. A creature that falls lands in the wolf den 20 feet below (area A27).

A23. SHRINE TO VENEXUS MODERATE 4

This cavern's floor and ceiling are unnaturally smooth, and cave paintings cover its walls. The only exit is along the bridge (area A22) above the wolf den (area A27). The central painting depicts a white dragon shooting ice from one outstretched claw and fire from the other as people grovel and offer tribute. The painting is magical and sheds bright light in this room. A character who succeeds at a DC 19 Perception check notices the white dragon in the paintings has burns along her side and wears a strange hide and bone necklace that contains a tiny flame. A character who succeeds at a DC 22 Arcana or Society check to Recall Knowledge identifies the necklace as the *Primordial Flame*.

A large bowl filled with ash rests before the painting, surrounded by offerings (primarily bones, polished stones, carved rocks, pelts, and clay vessels).

Creatures: Four long-horned bison skulls among the offerings are undead monsters called beheaded. If the party triggers the hazard (see below) or attempts to leave with stolen offerings, the beheaded attack. The skulls aim to Push or Shove the party out of the shrine and off the bridge (area A22). The beheaded don't attack anyone who displays a sigil of Venexus.

LONG-HORNED BISON BEHEADED (4) CREATURE 2

UNCOMMON NE MEDIUM MINDLESS UNDEAD

Perception +7; darkvision

Skills Acrobatics +8 (+10 to Maneuver in Flight), Athletics +7

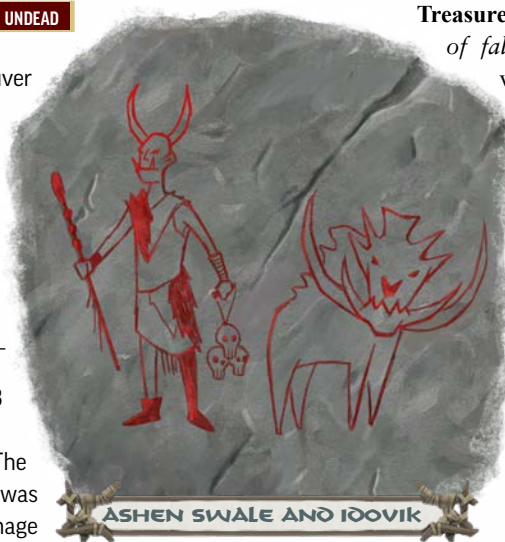
Str +3, **Dex** +4 **Con** +1, **Int** -5, **Wis** +1, **Cha** +0

AC 18; **Fort** +7, **Ref** +10, **Will** +5 **HP** 32, negative healing; **Immunities** death effects, disease, mental, paralyzed, poison, unconscious; **Weaknesses** positive 3

Speed 15 feet, fly 30 feet

Melee \blacktriangleright horn +11, **Damage** 1d10+3 piercing plus Push 10 feet

Toss \curvearrowright **Requirements** The beheaded's previous action was a horn Strike that dealt damage to its target; **Effect** The beheaded tosses its head, attempting to move the target creature into another space within reach of its horns. It rolls an Athletics check against the target's Fortitude DC. On a failure, the target remains in place.



Hazard: Ashen Swale enchanted the bowl in front of the central painting, turning it into a magical trap that triggers whenever a creature approaches without displaying a sigil of Venexus. A creature that witnesses the hazard and succeeds at a DC 19 Arcana or Religion check to Identify Magic determines the trap was woven with arcane magic and isn't a divine effect.

PUNISHING ALTAR HAZARD 4

UNIQUE MAGICAL NECROMANCY NEGATIVE TRAP

Stealth DC 25 (trained) to notice the bowl is the center point for a magical trap

Description The bowl releases a wave of negative energy when a living creature approaches without displaying a religious symbol of Venexus.

Disable DC 22 Thievery (expert) to remove the bowl without triggering the magic, or *dispel magic* (2nd level, counteract DC 20) to counteract the runes

AC 21; **Fort** +14, **Ref** +14

Hardness 12; **HP** 46 (BT 23); **Immunities** critical hits, object immunities, precision damage

Necromantic Wave \curvearrowright **Trigger** A living creature approaches within 10 feet of the bowl without displaying a religious symbol of Venexus; **Effect** The bowl releases a wave of necromantic energy, dealing 4d8+10 negative damage (DC 21 basic Reflex save) to the triggering creature and all creatures in the area not displaying a religious symbol of Venexus. On a critical failure, a creature becomes drained 1.

Treasure: Among the offerings is a *scroll of false life*, a stick of rare incense worth 5 gp, and an uncut diamond worth 20 gp.

A24. SHALLOW POOL

Two streams form a pool in this cavern. The water is 3 feet deep. The ceiling is 4 feet above the water in the tunnels and 2 feet above the surface of the pool. The stream to the northeast connects to the pool in area A9, and the inclined northern shore along the western stream rises to area A26.

A character who succeeds at a DC 19 Perception check while in the pool notices a shaft in the ceiling that leads up 15 feet to a 3-foot-diameter tunnel that ends in area A25. Handholds carved into the shaft make it possible to Climb with a DC 15 Athletics check.

A25. SECRET SHRINE

Barely 5 feet around, this small hidden shrine is cramped yet incredibly intricate. Colorful paintings cover its domed ceiling, and a central glass prism reflects light from multiple tiny air shafts around the cavern. This shrine can be accessed from area A24, though it's so small the shrine itself is not shown on the map.

The paintings in the shrine depict seven Sutaki gods alongside the god callers who summoned them. Many gods are shown with multiple god callers, having been summoned across generations. The gods depicted include a two-headed vulture bear (Kagia), a gold mammoth spouting fire from three trunks (Luwaka), a feathered moose with flowered antlers (Esonu), a woolly white rhino with horns cresting its back (Gosiak), a dozen-legged giant ferret (Dowanu), and an elk with the torso and head of a great owl (Fonalu).

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The seventh god is a boar with jutting bone spurs. This boar, Idivik, is depicted alongside Ashen Swale, a pale figure drawn with demonic features—an insulting depiction with only a passing resemblance to Ashen Swale.

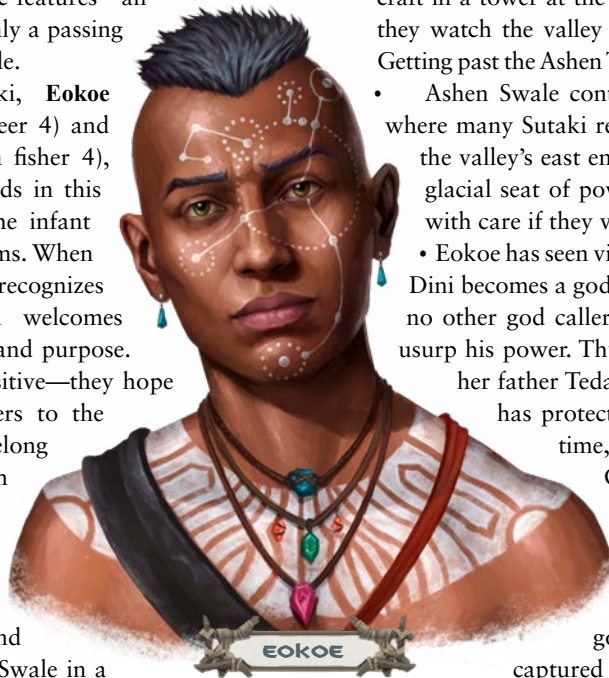
Creatures: Two Sutaki, **Eokoe** (CG genderfluid human seer 4) and **Tedanu** (NG male human fisher 4), pray to their ancestral gods in this chamber while a third, the infant Dini, sleeps in Tedanu's arms. When the party arrives, Eokoe recognizes them as foreigners and welcomes them, asking their names and purpose. Eokoe is polite and inquisitive—they hope to endear these newcomers to the coalition of rebels they belong to, the Blood Owls, though they don't share this fact aloud. To that end, they share information about their people and the valley they live in, and paint Venexus and Ashen Swale in a starkly despicable light. See the Blood Owls sidebar on page 51 for more details about the burgeoning Sutaki rebellion.

However, Eokoe also needs the party's help immediately: Two hunters tasked with protecting Dini left to secure a path back to their fellows at area **A20** and never returned. Eokoe wants the party to escort Tedanu, Dini, and himself to area **A20**, then look for the two missing hunters (see area **A21**).

A character who succeeds at a DC 18 Perception check notices Tedanu has a six-star constellation tattooed on his right hand. If asked, he explains that stars have significance in his culture and that the bonds certain stars share—constellations—are signs of loyalty, kinship, and devotion. Among Sutaki, it's customary to tattoo matching constellations on the hand as a sign of unbreakable bonds, such as friendship, love, or partnership. Tedanu shares his tattoo with his wife Nukiak.

Eokoe shares the following information with the Broken Tusk scouts.

- The Sutaki of Lost Mammoth Valley are divided. They're forced to worship the dragon Venexus, who rules the valley, although most don't want to. They're ruled by a cruel god caller named Ashen Swale, who is a necromancer and a tyrant—he banned veneration of all past god callers and the gods they summoned after destroying their shrines. In response, some Sutaki built this hidden shrine, far from Ashen Swale and the village.



- Ashen Swale has fierce followers, many of whom are necromancers. The necromancers learn their craft in a tower at the valley's center. From there, they watch the valley and ensure no one leaves. Getting past the Ashen Tower unnoticed is difficult.
- Ashen Swale controls the village of Lyuba, where many Sutaki residents live. It's located at the valley's east end, at the base of Venexus's glacial seat of power. The party should step with care if they visit.
 - Eokoe has seen visions of the future in which Dini becomes a god caller. Ashen Swale allows no other god callers to live, fearing they will usurp his power. Thus, Eokoe helped Dini and her father Tedanu escape the village. Dini has protectors and will be safe for a time, but can't live in Calamity Caves forever.
 - Dini's mother, Nukiak, was an outspoken opponent of Ashen Swale and refused to go into hiding. She was captured 3 weeks ago. Tedanu believes Nukiak lives, but Eokoe suspects she's been executed.
- Last year, a traveling warrior named Ivarsa asked Venexus and Ashen Swale to join her impressive following, but Venexus drove her off. Eokoe could tell Ivarsa was cruel and bloodthirsty—though no worse than Ashen Swale—so they would've refused anyway. Venexus won't allow Sutaki citizens to follow another, for even though the dragon cares little for them, she doesn't share what's hers.

New Followers: If Eokoe learns about the Broken Tusks, they ask the party to hide Dini and Tedanu among their following. If the party agrees, Tedanu, Dini, and all but one of the hunters join the Broken Tusks. The remaining hunter goes with Eokoe and Onak, who do not join the following. Instead, they return to Lyuba; Eokoe has family there and believes their place is among their people. Only when all Sutaki are free will Eokoe leave the valley.

A26. SAPLING HUT

MODERATE 4

This open-air cave up an incline above the western stream in area **A24** contains a warm, verdant grove with tall, slender trees and a simple hut of bent saplings and mud.

On the far side of the hut are two corpses. One is a Sutaki necromancer dispatched by Ashen Swale to capture Tedanu and Dini. The necromancer tracked

Tedanu to Calamity Caves but was killed by the animals here. The second corpse is rotten and wears the half-plate of a Mendevian crusader.

A character who succeeds at a DC 19 Medicine check determines the bodies were both killed by large bites, and the rotten corpse is diseased. A creature that succeeds at a DC 16 Religion check to Identify Creature determines that the rotten corpse was a plague zombie.

Creatures: Four castoroides live in this hut they built. When the necromancer and zombie (the corpses described above) arrived, the castoroides attacked. One, which consumed zombie flesh, is sick and dying in the hut. The other three attack and won't leave the grove. The party can calm the castoroides with a successful DC 20 Nature check. On a success, the castoroides retreat into the hut.

CASTOROIDES (3)

CREATURE 3

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Initiative Perception +10

New Followers: The ill castoroides has stage 2 zombie rot (DC 18 Fortitude save). If the party cures it, all four castoroides join the party's following.

Treasure: The plague zombie was a Mendevian deserter killed and reanimated by the necromancer. It wears half plate marked with the banner of Mendev. The necromancer's body still wears a religious symbol carved from bone in the shape of a four-fingered white dragon's claw, worth 5 sp. This token can be worn to bypass the punishing altar hazard in area **A23**. A nearby spellbook, destroyed by the castoroides, indicates this necromancer was an arcane spellcaster.

XP Award: If they cure the ill castoroides, award the characters an additional 30 XP.

A27. WOLF DEN

MODERATE 4

This wolf den opens onto Lost Mammoth Valley. Its northern end connects to areas **A2** (if it hasn't already collapsed) and **A11**, which rises to the east. The bridge in area **A22** passes overhead, 20 feet in the air. A ledge on the western wall is 7 feet high, while the two on the eastern wall are 5 feet and 10 feet high. Climbing a ledge requires a DC 15 Athletics check.

The outline of a single handprint on the wall near the cavern's north end, its fingers oriented south, offers directions to Lost Mammoth Valley and marks this area as part of the old migratory route.

Creatures: When the party reaches the center of this cavern, 16 wolves surround them, snarling and snapping aggressively. If a character succeeds at two successive DC 17 Nature checks, the wolves let the party pass. If the character offers the wolves fresh meat, they gain a +1 circumstance bonus to their Nature check and need only one success to pass through, rather than two. If the wolves aren't calmed, six wolves attack. After they're defeated, the other wolves bow their heads to the party in submission and surrender.

WOLVES (6)

CREATURE 1

Pathfinder Bestiary 334

Initiative Perception +7 or Stealth +7

New Followers: If the party calms the wolf pack before they attack, all the wolves join their following. Otherwise, 10 wolves join their following.

Securing a Route: This cavern is part of the route the scouts should secure for their following. They'll need to defeat or enlist the wolves to make this cavern safe for the Broken Tusks to pass through.

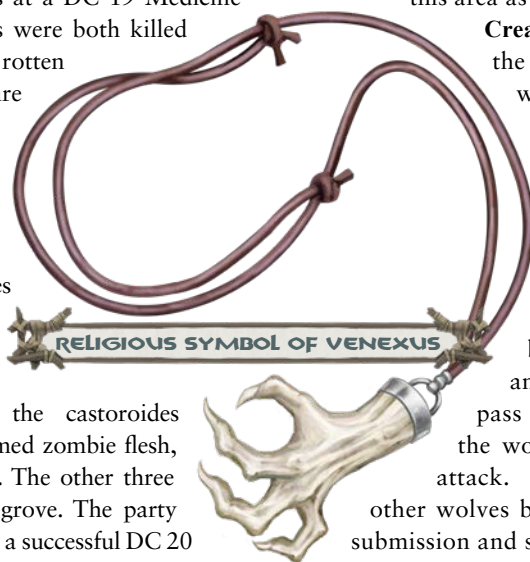
LOST MAMMOTH VALLEY

When the party first emerges into Lost Mammoth Valley, read the following.

Lost Mammoth Valley unfolds like a dream. The caves transition to rolling hills carpeted in blossoming flowers, then idyllic grasslands marked by a river forked in two. Far in the distance is a single mountain, with hills to its north and a forest to its south. The air is warm, with a clear sky and a breeze heavy with the scent of flowers.

A scan of the horizon identifies countless animals living in the valley—insects, birds, and small mammals nearby, and herds of elk and bison on the plains. Whatever else Lost Mammoth Valley may bring, hunger won't be one of them. This valley is paradise.

XP Reward: When the party secures a safe route through the caves, they gain 80 XP and can escort the rest of the Broken Tusks into Lost Mammoth Valley.



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Shortly after the characters lead the Broken Tusk following through Calamity Caves and into the safe cradle of Lost Mammoth Valley, Mammoth Lord Argakoa approaches the scouts. (If the party has forged close bonds with another of the following's leaders, that figure should replace Argakoa in this scene.)

"This is a sight we desperately needed to see: a place of plenty and promise." Argakoa pauses, looking back to scan the faces of the other following members. "You've brought smiles to faces, satisfaction to hungry bellies, and hope to hearts. It's more than we asked of you, but our work isn't done. There's no one I trust more to chart our course than you.

"It will be weeks before the Burning Mammoths can pursue us. You've bought us time to resupply and recuperate. But this valley is dangerous. We can't rush in blindly, and we will need to continue our journey east come autumn. For now, the Broken Tusk following will remain in these caves, hidden from Venexus and Ashen Swale. While our people rest, I ask that you survey our surroundings. I'm certain you'll find allies and enemies in this valley. I trust you to determine which are which."

Argakoa offers a rare smile. "Report back when you can. If you find a safe place deeper in the valley, show us the path. We must put more space between Ivarsa and our people.

"Can we count on you?"

When the party agrees, Argakoa thanks them for their dedication and wishes them luck.

For the foreseeable future, the party will chart their own course through Lost Mammoth Valley. The exploration is handled similarly to the previous hexplorations in *Pathfinder Adventure Path #175: Broken Tusk Moon*, with one major change: the party's goal isn't to move through Lost Mammoth Valley as fast as possible, but to explore it. During their exploration, they should be alert for opportunities to grow and move their following, forge alliances, and reclaim the *Primordial Flame*.

EXPLORING LOST MAMMOTH VALLEY

Lost Mammoth Valley is 100 miles long and 36 miles wide, encircled by impassable mountains. Each hex is 12 miles across and follows the standard rules for hexploration on page 170 of the *Gamemastery Guide*.

Experience: Although there are many locations in Lost Mammoth Valley, the party isn't expected to explore them all, and doing so would likely grant the characters more Experience Points than expected for this Adventure Path. Keep this in mind if your players seem intent on fully exploring the valley, and if so, consider removing encounters or reducing XP awards accordingly.

Lost Mammoth Valley is split into halves. The west half is intended for 5th-level characters, and the east half is intended for 6th-level characters.

Temperature: Lost Mammoth Valley has daytime temperatures of 70° F all year. If asked, a Sutaki native can explain this wasn't always the case; the weather changed after Venexus obtained the *Primordial Flame* over a century ago.

Time: The Broken Tusk following enters Calamity Caves at the beginning of Sarenith and must leave Lost Mammoth Valley by the end of Lamashan, giving them 5 months to complete this adventure. It's presumed the party spends 1 week in Calamity Caves (Chapter 1) and spends the final month in the easternmost hexes and Lyuba (Chapter 3). This gives the party approximately 3 months and 3 weeks to explore Lost Mammoth Valley. Although this exploration is free-form, you should encourage the party to reach the following monthly milestones.

By the end of Sarenith, the Broken Tusks should be out of Calamity Caves.

By the end of Erastus, the party should reach Mount Galeok (area **B21** or **B22**) or adjacent hexes.

By the end of Arodus, the party should enter Sutaki territory (areas **B35–53**).

By the end of Rova, the party should enter Lyuba (area **C**), progressing into Chapter 3.

By the end of Lamashan, the party should defeat Venexus, reclaim the *Primordial Flame*, and leave Lost Mammoth Valley with their following, completing this adventure. At this point, the party will be ready for "Burning Tundra," the final adventure in the Quest for the Frozen Flame Adventure Path.

FACTIONS OF THE VALLEY

The following factions live in Lost Mammoth Valley. More details about each faction appear throughout the adventure.

Ashen Swale: Ashen Swale is the tyrannical ruler and god caller of the valley's Sutaki people. He and his loyal followers venerate Venexus. They use violence and other cruel methods to ensure people obey. Ashen Swale

CHAPTER 2 SYNOPSIS

With the Broken Tusks safe in Calamity Caves, the scouts explore Lost Mammoth Valley, intent on growing and protecting their following, making allies, and overcoming dangers that could threaten their people. During their explorations, the party battles a chimera, dangerous wildlife, demons, necromancers, and Ivarsa's minions. They have opportunities to ally with Vare, other Mendevian deserters, tatzlwyrms, leshys, wildlife, and Sutaki, all the while earning Reputation Points and avoiding the attention of the dragon Venexus.

GOLARION'S CALENDAR

This adventure takes place over most of the summer and autumn as the characters trek from one end of the Lost Mammoth Valley to the other. Although many northern Kellids track the date using a lunar calendar system, the text of "Lost Mammoth Valley" refers to months by the names commonly used in other parts of Golarion. See page 9 of *Pathfinder Lost Omens World Guide* for more information about Golarion's calendar. For ease of reference, the months relevant to this adventure and their real-world equivalents are as follows.

- Sarenith (June)
- Erastus (July)
- Arodus (August)
- Rova (September)
- Lamashan (October)

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lives in Lyuba (area C). He maintains the Ashen Tower in the valley's center (area B32), where his followers learn necromancy and interrogate noteworthy prisoners. This base exerts influence over 5 hexes: areas B26–B29 and B30–B34.



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Blood Owls: This group of Sutaki freedom fighters works to overthrow Ashen Swale and escape Venexus. These rebels are primarily found in Lyuba (area C), though some are scattered throughout the valley, most notably Eokoe (area A25 in Chapter 1) and Soulsinger Kotasi and Jakowa (area B47).

The Burning Mammoths: Ivarsa's been to Lost Mammoth Valley before, though there are few locations she can picture vividly enough to teleport to without mishap. By the time the party exits Calamity Caves, she's teleported a number of loyal soldiers into the valley. These Burning Mammoth strike forces are detailed further in areas B5 and B40. Although Ivarsa would like to kill the party herself, she doesn't trust her frost giant allies alone with her following and must delegate the party's execution to her soldiers.

Demons: When Metuak traveled through Lost Mammoth Valley, Xeleria's presence tainted the land. This corruption acts as a beacon, drawing demons to the northern half of the valley where he once walked.

Mendevian Deserters: Ex-soldiers who abandoned the Mendevian Crusades before the Worldwound was closed have settled in the valley's southwest forest and established their base at area B18. These superstitious soldiers battle Ashen Swale's necromancers (area B24), Venexus's "draconic servants" (area B13; actually tatzlwyrms unaffiliated with Venexus), and "spirits from a haunted tomb" (area B17; actually a dryad and some mischievous leshys). As the Mendevian deserters have met only Ashen Swale's necromancers, they believe all Sutaki are a unified group under him and Venexus.

Sutaki: Most Sutaki are neither necromancer nor rebel—they're people trying to survive under an oppressive, tyrannical rule. The party must earn the trust of Sutaki common folk through their actions, which is measured by their reputation. Most Sutaki live within Lyuba (area C), although they also range throughout Sutaki territory (areas B35–B51).

Vare: The hermit Vare, whom the party may have met in Chapter 1, resides in area B7. She regularly visits area B2 to tend her brother's grave and area A to check on Calamity Caves. She wants revenge against her brother's killer, the chimera in area B8.

Venexus: Venexus rules the valley and considers everything within it her property. She ranges across the entire valley but lives at the far eastern end (area D). She possesses the *Primordial Flame*, and the valley's eastern exit is through her lair.

VALLEY EVENTS

The following events are associated with a particular date, rather than a location. At an appropriate point after the specified dates, run the following encounters.

EVENT 1: OPENING GAMBIT MODERATE 5

At the end of Arodus, the Burning Mammoths dispatch advance scouts through the partially cleared pass. These scouts enter Calamity Caves, then Lost Mammoth Valley. They have orders to eliminate the party and their following and will act against whichever group they find first. An advance unit consists of one mage, two raiders, and two trackers.

If the Broken Tusk following remains near Calamity Caves, they're stalked by the advance unit, which slowly picks off weak, vulnerable, or isolated members of the following. The advance unit should have opportunity to kill or capture no more than five members of the following before the party arrives to assist.

If the advance unit doesn't find the following near Calamity Cave, they track the party, encountering them in 2d4 days.

BURNING MAMMOTH RAIDERS (2) **CREATURE 2**

NE bandits (*Pathfinder Gamemastery Guide* 208)

Initiative Stealth +8

BURNING MAMMOTH TRACKERS (2) **CREATURE 3**

NE trackers (*Pathfinder Gamemastery Guide* 219)

Initiative Stealth +9 or Survival +13

BURNING MAMMOTH MAGE **CREATURE 3**

NE mage for hire (*Pathfinder Gamemastery Guide* 226)

Initiative Stealth +7

EVENT 2: SPLITTING FORCES

By mid-Arodus, a group of frost giants leave Ivarsa's army and circle around the valley. The party notices the frost giants trekking across the southern mountains the next time they stop at a vantage point (see the Vantage Points sidebar on page 23). This has no immediate impact but presages the frost giant attack to come in the next adventure, "Burning Tundra."

EVENT 3: WAR BANDS MODERATE 6

By mid-Rova, the pursuing Burning Mammoths have cleared the pass, claimed Calamity Caves, and entered Lost Mammoth Valley. Ivarsa begins marching her army across the valley, driving the Broken Tusk following east. Their progress is slow, and they won't enter Sutaki territory until after the party defeats Venexus and leaves the valley behind. The Burning Mammoth army is visible from any vantage point.

WAYMARKERS

Long before Venexus, Sutaki, and Mendevians settled in Lost Mammoth Valley, it was a migratory route walked by the original Burning Mammoths—the shared ancestors of both the party and Ivarsa. To make the journey easier, these nomads built waymarkers that pointed the way from Calamity Caves to the (currently sealed) valley exit. Time and the *Primordial Flame* have changed this valley since the waymarkers were erected, and the safest path of the past is no longer the safest today.

Each waymarker is a 12-foot-tall, 3-foot-square pile of stones topped by a metal ring. A flat stone disk carved with constellations is set in the ground on the waymarker's south side. When viewed from this disk at night, the pole star, Cynosure, is centered in the ring. The disk and waymarker enable a traveler to quickly determine north, regardless of skill, time, or weather. The fingers of a handprint painted onto the base of each waymarker points to the next waymarker, indicating the old migratory route.

Each waymarker is a holy site to Desna.

This army is meant to spur the party on, rather than be a combat encounter. Nevertheless, Ivarsa deploys war bands to kill the party. Each time the party leaves Lyuba after mid-Rova, they encounter a war band, with a maximum of one war band every other day. A war band consists of one captain, four raiders, and two archers.

BURNING MAMMOTH RAIDERS (4) **CREATURE 2**

NE bandits (*Pathfinder Gamemastery Guide* 208)

Initiative Stealth +8

BURNING MAMMOTH ARCHERS (2) **CREATURE 2**

NE archer sentries (*Pathfinder Gamemastery Guide* 233)

Initiative Perception +11

BURNING MAMMOTH CAPTAIN **CREATURE 6**

NE monster hunter (*Pathfinder Gamemastery Guide* 227)

Initiative Perception +13

VALLEY LOCATIONS

The following locations in Lost Mammoth Valley correspond to the map on page 22. Whenever the party Travels into a new hex, they automatically discover any non-hidden locations. To discover a hidden location, a character must succeed at the listed check during a Reconnoiter activity (*Gamemastery Guide* 173). At your discretion, characters can gain

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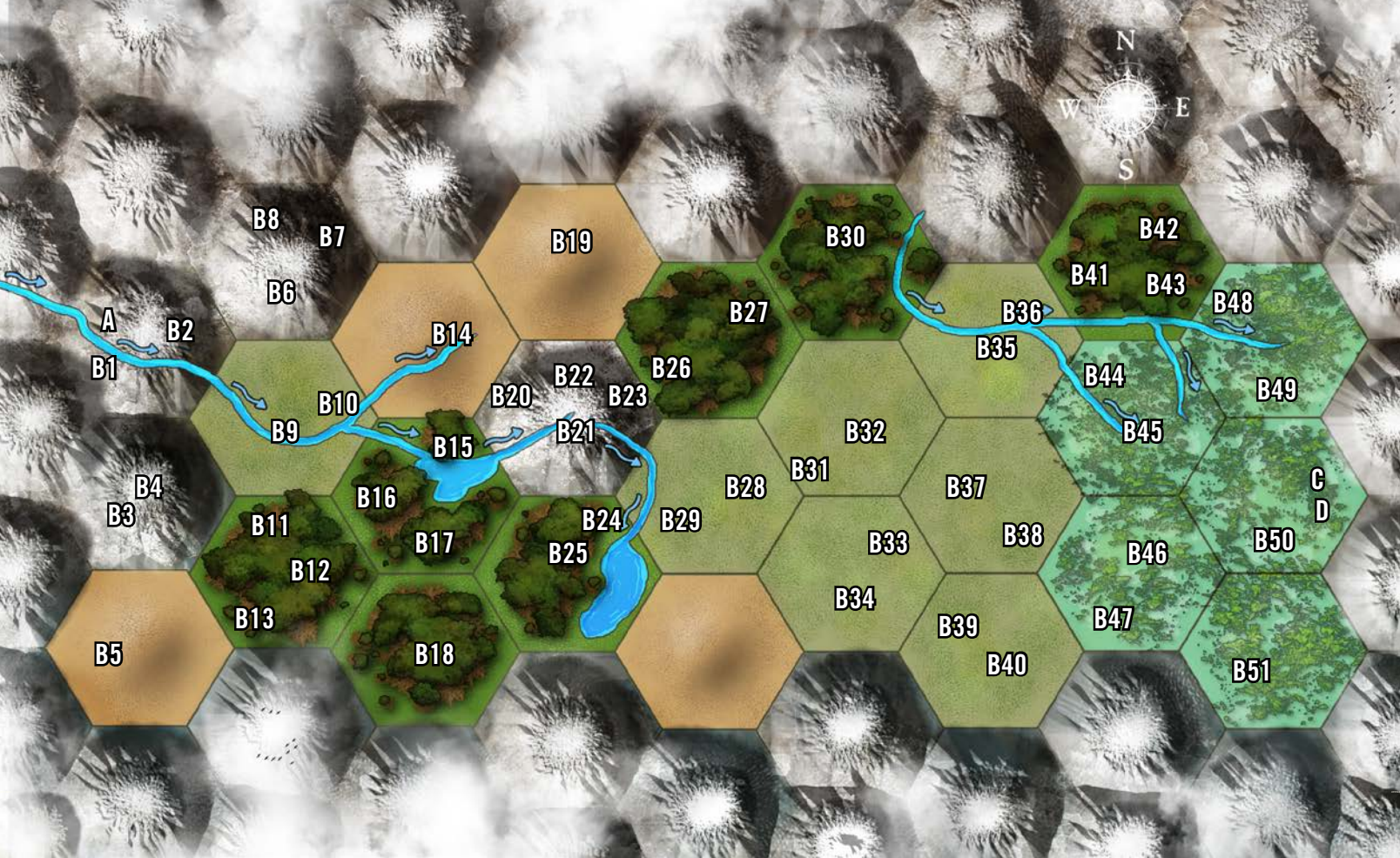
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a circumstance bonus to checks to discover a hidden location due to knowledge or other helpful conditions. Exceptionally useful aid, such as detailed directions from a person who's been to a location before, could enable the characters to automatically pass their check to discover a hidden location.

A. CALAMITY CAVES

Calamity Caves is detailed in Chapter 1.

B1. WAYMARKER

Terrain: Mountain

This waymarker stands 300 feet from the exit of Calamity Caves, on the south bank of a nearby river. The river is fast flowing, 20 feet wide, 4 feet deep. It originates in the mountains and exits this hex to the southeast.

The waymarker's handprint points southeast along the river's course, to area **B9**. Its stone disc depicts the three-star constellation Ohoto (a magic spear).

B2. IOMEDAEAN GRAVE

Hidden (Perception or Survival DC 18)

Terrain: Mountain

A longsword with an Iomedean religious symbol tied around its crossbar emerges from this cairn like a gravestone. A stone atop the cairn reads in Common, "Elan Eridge. Corporal, Brother, Son, Friend. Though his cloak turns white, his blade never dulls. By the Inheritor's grace he is saved." Elan Eridge was Vare's youngest brother.

A character who succeeds at a DC 20 Perception or Survival check notices a path around the cairn, indicating the grave is well-tended. Following the path requires a DC 22 Survival check to Track; it leads northeast to area **B6** then **B7**.

Treasure: The longsword is a +1 *low-grade cold iron longsword*. If the characters excavate the grave, they find a green tower shield but no body.

B3. GRIFFON ROOST

MODERATE 5

Hidden (Perception or Nature DC 20)

Terrain: Mountain

A cave bear skeleton rests on a rocky promontory on the upper slopes of this mountain. A character who succeeds at a DC 20 Medicine check finds score marks on the bones caused by large talons, claws, and beaks.

A character who succeeds at a DC 18 Perception check discovers white feathers nearby, while a critical success further reveals two large bird nests 70 feet up the mountain. Thirty feet away from these two fresh nests are four abandoned nests.

Creatures: A griffon hides nearby to ambush the party. Like many northern griffons, it has the hindquarters of a lynx and the upper body of a snowy owl. Two more griffions join the battle after 2 rounds.

A character who succeeds at a DC 17 Nature check can calm a griffon. Calmed griffions retreat to their nests, which altogether contain five griffon eggs. If the party moves adjacent to a fresh nest, the griffions attack and can't be calmed.

GRIFFONS (3)

CREATURE 4

Pathfinder Bestiary 194

Initiative Perception +11 or Stealth +3

New Followers: If the party kills the griffions, the eggs are defenseless; without care, they'll die. If the party cares for the eggs, they hatch after one month and the five baby griffions join the party's following. If the party claims a griffon egg while a griffon still lives, the griffon stalks the party to retrieve its egg.

Treasure: If the party searches the old nests, they find an ancient religious symbol depicting a circle ringed by squares. A character who touches this religious symbol has a vision of a circle of standing stones along a forked river. This vision occurs once. This religious symbol is useful at the Lea of Honored Souls (area B10), which the symbol depicts. Although the river to the north may be visible to characters with keen eyes, the fork isn't. A character who succeeds at a DC 19 Perception or Survival check determines a distant ridge (area B4) would be a better vantage point.

B4. VANTAGE POINT

Terrain: Mountain

This ridge is the point of highest elevation in its hex. From here, the party can see the nearby river's course (including its fork), as well as the forest and the valley's central mountain.

B5. HILLTOP CAMP

Terrain: Hills

A large firepit surrounded by stone benches surmounts this wide hilltop. Burning Mammoths

VANTAGE POINTS

Vantage points offer a view into surrounding hexes, as noted in each vantage point. Characters gain a +1 circumstance bonus to skill checks to discover hidden locations and to Survival checks to Subsist in hexes they've viewed from a vantage point. At your discretion, these bonuses could be higher.

Additionally, characters at a vantage point can see the weather outside the valley, which is never as pleasant as within.

If you feel your players would benefit from additional guidance, consider mentioning other helpful sights the party notices from a vantage point.

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used this camp for generations before abandoning the valley to invading demons.

Creatures: Ivarsa teleported to this campsite with a unit of her warriors, then left, ordering her minions to eliminate the party. It's likely the warriors see the party approaching and prepare an ambush, with the archers taking cover behind the stone benches. Zealously loyal to Ivarsa, the warriors fight to the death.

BURNING MAMMOTH ARCHERS (2) CREATURE 2

NE archer sentries (*Pathfinder Gamemastery Guide* 233)

Initiative Perception +11

GRIZZLY BEAR CREATURE 3

Pathfinder Bestiary 40

Initiative Perception +10

ANIMAL ENSLAVER CREATURE 4

NE beast tamer (*Pathfinder Gamemastery Guide* 237)

Initiative Perception +12

Treasure: The warriors' camp contains four bedrolls, three *vine arrows*, a superb repair kit, and six waterskins. Two of the waterskins are poisoned with belladonna (DC 19; *Core Rulebook* 551).

B6. HUNTER'S BLIND

Hidden (Perception or Survival DC 22)

Terrain: Mountain

A well-worn, well-hidden trail from area **B2** winds up a rocky mountain ridge to this hunter's blind. A character who follows this trail from area **B2** discovers this area automatically. A character can continue to follow this trail north to area **B7** with a successful DC 22 Survival check to Track.

The hunter's blind is a small wooden shelter camouflaged with net, leaves, stones, and dirt. It has four arrow slits. While inside a hunter's blind you have greater cover against creatures outside of the blind.

A character who succeeds at a DC 18 Perception or Survival check determines that the blind was built by a Small creature. A character who succeeds at a DC 20 Society or Engineering Lore check determines it



CHIMERA OF LOST MAMMOTH VALLEY

to be constructed with local materials, though using methods not typical to the region.

Treasure: Vare constructed this hunter's blind and uses it a few times each month. Inside is a specialist snare kit and 10 gp worth of snare crafting components.

B7. VARE'S HOMESTEAD

Hidden (Perception or Survival DC 16)

Terrain: Mountain

This wooden hut is on a lightly forested mountainside. Outside is a firepit and a half-butchered ram.

Creatures: Vare built and lives in this homestead. At the party's approach, she hides. When the party arrives in the clearing, or if she's spotted, Vare shows herself and remarks, "You again? What do you want?" Whatever the party's response, Vare invites them to share her fire and a meal but doesn't allow them into her hut.

If the party is using Elan's sword, Vare points out that it doesn't belong to them. If the party offers it to her, she shakes her head and insists she doesn't deserve it. If the party has Elan's shield, Vare knows they excavated her brother's grave and won't speak to them any further.

As long as the party treats Vare with respect, she'll answer questions about herself and her past (see Vare's Tale in the sidebar on page 11).

If the party invites Vare to join their following, she declines, saying she has "unfinished business" she needs to see through. When pressed, she explains that her youngest brother, Elan, was killed by a chimera which still haunts the region today; Vare intends to kill it. If the characters assist her, she'll give them her brother's blade (or allow them to keep it if they already possess it), join their following, and welcome the Broken Tusk following to stay at her homestead until it's time to move on. If they agree, she allows the characters to spend the night. The next morning, she leads them to the chimera's cave in area **B8**.

New Lieutenant: If the party slays the chimera, Vare joins their following as a lieutenant and invites them to bring the Broken Tusks here, promising to shelter and protect the following while the party scouts ahead.

Treasure: When Vare joins their following, she gives the party directions to her brother's grave (area **B2**) and tells them to claim his sword, as "the blade wasn't forged to catch the rain." She also gives them a book containing instructions for crafting her favorite snares, including the snares in this volume's Adventure Toolbox (page 76) and 1d6 additional common snares of your choice.

B8. CHIMERA CAVE

SEVERE 5

Hidden (Perception or Nature DC 20)

Terrain: Mountain

This barren, rocky mountainside is difficult terrain. Sixty feet above, up a cliff, is a cave. Scaling the cliff requires a DC 20 Athletics check to Climb.

Creatures: An aggressive and cruel chimera lives in the cave. It has the heads of a woolly ram, a snow leopard, and a white dragon. It's likely that the chimera notices the party approach, at which point it attacks. When the chimera is reduced to 40 Hit Points or fewer, it retreats to its cave. If cornered in its cave, the chimera fights to the death.

This chimera killed Vare's brother. If she's with the party, she fights alongside them.

CHIMERA

CREATURE 8

Pathfinder Bestiary 63

Initiative Perception +16

Treasure: A character who searches the cave finds a +1 *breastplate* emblazoned with the religious symbol of Iomedae, *holy prayer beads*, a shell necklace, and a silver belt buckle. These items belonged to Elan. Vare takes the necklace and belt buckle but encourages the party to claim the remaining equipment.

B9. WAYMARKER

Terrain: Plains

This waymarker stands on the north bank of a river that originates in the northwest and continues to the northeast where it forks. The river is slow flowing, 100 feet wide, and 4 feet deep.

The waymarker's handprint points east, along the river's southern fork and into a forest (area **B15**). Its stone disc depicts the seven-star constellation Gesta (an elk).

B10. LEA OF HONORED SOULS

MODERATE 5

Terrain: Plains

A circle of ancient rectangular stone monoliths stands where the river forks. Each stone features a carving of a different regional deity (such as those described starting on page 60). A character can identify these deities by succeeding at a DC 20 Religion check.

Hundreds of small piles of stones and bones wait outside the gathering circle, each painted or carved with dots, spirals, and lines. Although each pile marks a death, no bodies are buried here. Instead, each pile contains a token, amulet, or possession that belonged to the deceased. These memorials and the gathering circle are collectively called the Lea of Honored Souls. This area is shown on the map on page 26.

Long ago, the lea was tended by a Burning Mammoth priest. When the following abandoned their migratory route through the valley, the priest

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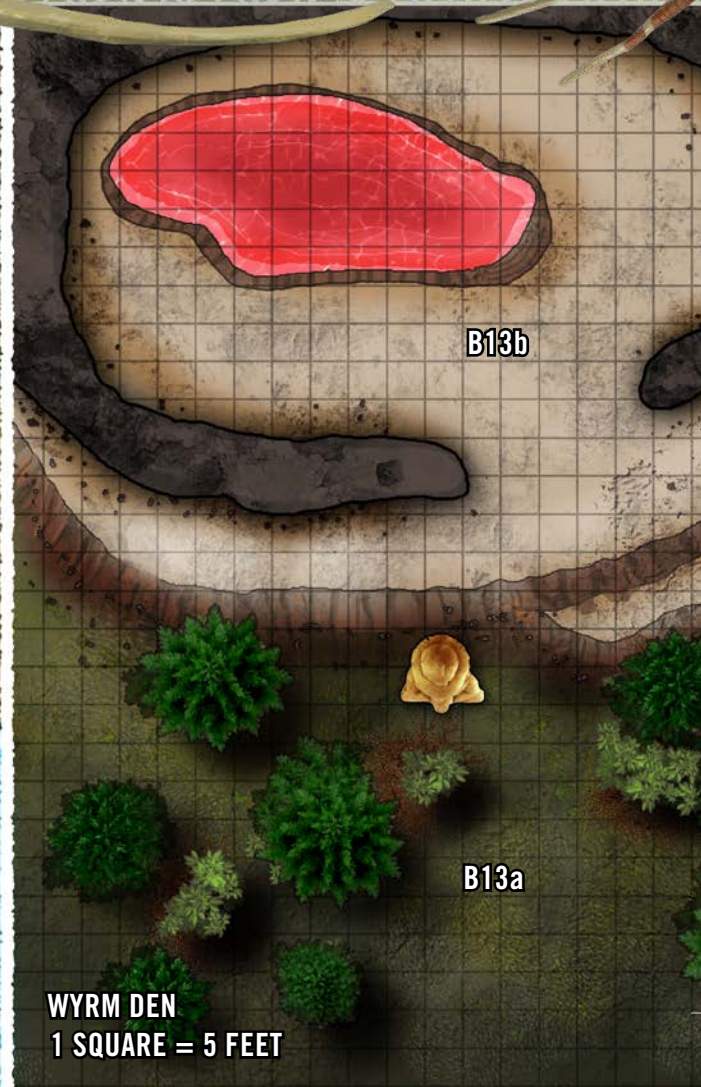
LEA OF HONORED SOULS
1 SQUARE = 5 FEET



B13b

B13a

WYRM DEN
1 SQUARE = 5 FEET



remained to ensure the spirits memorialized were respected. After a decade, griffons carried off the priest and fed him to their young, angering the spirits here. Unless a character bears the religious symbol of the priest from area **B3** (see Soothing Spirits on the next page), the spirits rise to deflect the party.

Creatures: After the characters enter the gathering circle and trigger the haunt (see Hazard, below), the spirits wail, “Return him!” Two poltergeists manifest in the circle and attack. The poltergeists can’t leave the Lea of Honored Souls.

POLTERGEISTS (2) **CREATURE 5**

Pathfinder Bestiary 264

Initiative Intimidation +15


Hazard: In their sorrow over the lost priest, the spirits formed a haunt representing their collective consciousness and sorrow.

FINAL FLIGHT **HAZARD 5**

UNIQUE HAUNT
Stealth DC 26 (expert)

Description A creature experiences the death of a priest carried off by griffons and fed to their chicks.

Disable DC 22 Diplomacy (trained) to soothe the restless spirits, or DC 24 Religion (trained) to recite a prayer honoring the deceased; two successful checks are required to disable the haunt

Final Flight  (illusion, mental, occult) **Trigger** A creature enters the gathering circle; **Effect** The triggering creature experiences the last moments of the priest who once tended the Lea of Honored Souls. Griffons swoop down from the sky and snatch the priest up in their claws, dealing 1d8+7 slashing damage. They’re carried southwest across the valley to a mountain peak and dropped into a nest of young griffons. As the chicks devour the priest, the character takes 1d8+7 piercing damage and 2d8 mental damage. The affected creature must then attempt a DC 22 Will save.

Critical Success The creature is unaffected.

Success The creature takes half damage from all damage dealt by the haunt.

Failure The creature takes full damage.

Critical Failure The creature takes full damage and can’t shake off the vision; they take 1d8 persistent bleed

damage and are frightened 1—believing they're being eaten alive—as long as the bleed damage persists.

Reset The haunt deactivates 1 minute after all living creatures leave the Lea of Honored Souls. Ten minutes after deactivating, the haunt resets.

Soothing Spirits: If the party brings the priest's religious symbol from the griffon roost (area **B3**) to the lea, the priest's ghost manifests and the spirits here sink back into their memorial stones with a happy sigh. The haunt is permanently destroyed, and the poltergeists no longer form.

The priest, **Jodren** (LN male human ghost priest 3), thanks the party. He can explain his past, role, and the site's purpose.

If the party asks about other visitors, Jodren says one other Burning Mammoth passed through the valley long ago—a traveler cursed by a flaming lamp and bound to a demon of darkness. This other visitor took a different path and didn't stop by the Lea of Honored Souls. He avoided the waymarkers and went northeast instead, to the lake. Jodren doesn't know where the visitor went from there, but he does know that he left the valley through the white dragon's den. The visitor's passage changed the valley: plants grew rampant, weather warmed, and winter never came again. After that, the dragon had the flaming lamp. The priest doesn't know the name Metuak, though the story is clearly about the fabled warrior.

Jodren asks the party to make him a memorial like those throughout the lea. He then plucks a spectral ring from his finger and tosses it at a member of the party. Once the work is done, the ghost smiles, settles into his memorial stones, and vanishes from sight.

Treasure: Jodren's ring is a *spiritsight ring* (page 81).

B11. THE SCAR

Terrain: Forest

This section of the forest was the site of a forest fire. A character who succeeds at a DC 20 Nature check determines the forest was burnt by magical flame approximately 3 months ago.

The Mendevian deserters in area **B12** know Venexus started the fire by shooting a ball of fire from a lamp she wears around her neck. Venexus often attacks as she passes by, but never lands to actually face the soldiers in combat.

B12. FOREST PATROL

Terrain: Forest

This dense, shadowy forest is occupied by the Mendevians who abandoned the crusades alongside Elan and Vare (see areas **B2** and **B7**).

Creatures: The party runs into a squad of a dozen soldiers sent to destroy the tatzlwyrms in area **B13**. (If necessary, represent each soldier's statistics using the bodyguard stat block from page 226 of the *Gamemastery Guide*.) The soldiers believe the scouts work for Ashen Swale; they demand the party surrender and reveal where their undead servitors are. A character can convince the soldiers they're unaffiliated with Ashen Swale and Venexus with two successful DC 15 Diplomacy checks. If convinced, the soldiers are willing to share the following information about their current situation.

These soldiers abandoned the way and resettled here. The valley's ruled by a dragon and her necromancer worshippers called Sutaki. The soldiers no longer possess the resources to leave, so they've dug in here.

The soldiers are "beset by enemies on all sides." Tatzlwyrms serving the dragon attack from the south (area **B13**), there's a haunted vale to the northeast (area **B16**), and Sutaki wage war with them to the east (area **B23**), then raise the dead, using fallen soldiers to assault them. The Sutaki necromancers serve Ashen Swale (allied with the dragon) and are currently under the command of Turkek, one of his lieutenants.

Soldiers' Deal: If the party asks the soldiers to join their following, the soldiers explain that it's not up to them, it's up to Commander Montgrim. Their base of operations is hidden, but the soldiers will escort the party there to speak with their commander if the party helps destroy the tatzlwyrms first. If the party agrees, the soldiers lead them to the wrym den (area **B13**).

B13. WYRM DEN

Hidden (Perception or Nature DC 22)

Terrain: Forest

If the party is led here by the Mendevian soldiers (area **B12**), they find this location automatically. A map of this location appears on page 26.

When the soldiers moved into this forest, they forced the local tatzlwyrms to the fringes, where they've survived by eating birds, small animals, and the occasional lone soldier. Six months ago, though, the tatzlwyrms organized under the rule of two massive tatzlwyrms and attacked the soldiers, igniting the current conflict. The soldiers suspect these two monstrous tatzlwyrms recently awakened from hibernation or were sent here by Venexus to lead her "draconic armies." In truth, the tatzlwyrms are unaffiliated with Venexus and are simply fighting to reclaim their territory.

B13a. APPROACH

LOW 5

This forest clearing is surrounded by bushes and evergreen trees, which are difficult terrain. North of the

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clearing is a 20-foot-tall wooden statue. A character who succeeds at a DC 20 Religion check identifies the worn figure as The Warrior, a regional variant of Gorum, often depicted as one of three related divinities that oversee hunting and warfare (see The Pursuants on page 64 for more details). Beyond the statue is a series of rocky rises topped by a cave.

Creatures: Three tatzlwyrms guard this clearing and attack trespassers. If the party is accompanied by Mendevian soldiers, the soldiers battle an additional nine tatzlwyrms on their own.

TATZLWYRMS (3)

CREATURE 2

Pathfinder Bestiary 2 256

Initiative Perception +8

B13b. TATZLWYRM LAIR

SEVERE 5

This small cave sits atop a 20-foot-tall rise which requires a DC 20 Athletics check to Climb. A pair of outcroppings, 5 feet and 10 feet above ground level, respectively, provide easier access to the cave, each requiring a DC 17 Athletics check to Climb.

The dimly lit cave features a 5-foot-deep pool of red, faintly glowing water. Before the tatzlwyrms moved into this cave, it was a holy site to the Warrior (page 65). A creature that bathes in this pool gains a +1 status bonus to Strength-based attack rolls and skill checks for 24 hours.

Although the pool has no source and the water tastes metallic, it is clean, clear, and safe to drink. Water removed from the pool retains its color but stops glowing and has no additional effects.

Creatures: One year ago, two tatzlwyrms eggs fell into this pool. Rather than die, the eggs recently hatched into two giant tatzlwyrms, each smarter, larger, and stronger than their kin. These two tatzlwyrms, Retkyl and Vyrdor, lead the tatzlwyrms in retaking the forest.

When the party defeats the tatzlwyrms in area **B13a**, Retkyl and Vyrdor emerge from the caves, roar “Devour them!” in Draconic, and attack the party. Any soldiers accompanying the party urge them to take down the “cursed dragon spawn” leading the wyrms while they fight a second wave of tatzlwyrms. Retkyl and Vyrdor remain mobile, knowing they have the advantage in both the trees and atop the ridge.

RETKYL AND VYRDOR

CREATURE 6

As jungle drakes (*Pathfinder Bestiary* 132)

Initiative Perception +13

Speed 30 feet, climb 30 feet

If Retkyl or Vyrdor is knocked unconscious or killed, the other calls for parley. The tatzlwyrms

promises to order their kin to stand down and leave the people in the forest unharmed for as long as the Mendevians maintain peace. Any soldiers present believe the wyrms are lying and serve Venexus, while the tatzlwyrms insist they hate her and can't leave the forest for fear of her wrath. If the party accepts the tatzlwyrms' offer, the others retreat to their den. Convincing the soldiers to accept the tatzlwyrms' surrender requires a successful DC 20 Deception, Diplomacy, or Intimidation check.

New Followers: If the party tells the tatzlwyrms leaders they oppose Venexus, Retkyl and Vyrdor (whichever survives) offers to join them in their battle. Whichever tatzlwyrms leaders survive join the party's following as lieutenants, and 15 tatzlwyrms join as followers.

Aftermath: After the battle, any remaining soldiers lead the party to their base (area **B18**).

Treasure: The soldiers give the party a lesser elixir of life in thanks.

B14. DARK CAMP

MODERATE 5

Terrain: Hills

Metuak camped along the river on his journey through Lost Mammoth Valley. Xeleria's taint infected the water and soil, killing flora and shrouding the camp in a permanent 4th-level *darkness* spell. A character who succeeds at a DC 20 Religion check determines the site was corrupted by a demon. A character who succeeds at a DC 19 Perception or Survival check determines the camp was last used a century ago.

Upon entering this area, a character wearing *Metuak's pendant* (area **A4**) has a vision of Metuak. In it, the character walks through a crowd toward a stone that spews shadows into the sky. As the character walks, the people in the crowd offer them comfort, thanks, and tears. The character feels that although they're making a tremendous sacrifice, they're doing the right thing—they are strong enough to survive and this is the only way to save their people. That character gains resistance 5 against negative damage for 24 hours. (The scene is of Metuak willfully allowing a shadow demon to enter his body, with the mistaken hope that the demon's power will enable him to safely seize the *Primordial Flame*.)

Creatures: Two shadows emerge from the river and attack. A character with a light source can keep the shadows at bay with a DC 22 Intimidation check. On a critical success, the shadows flee. On a success, the shadows remain 20 feet away from the party. If any character damages a shadow while they're being kept at bay, the shadows attack, leaving the character who Intimidated them unscathed.

SHADOWS (2)

Pathfinder Bestiary 289

Initiative Stealth +14

B15. WAYMARKER

Terrain: Forest

This waymarker is on the north bank of a placid lake fed by two rivers, one to the northeast and one to the northwest. The lake is a mile wide and very deep.

The waymarker's handprint points northeast, to a distant mountain (area **B20**). Its stone disc depicts the five-star constellation Atakal (a legendary cave).

B16. THE WILT

Terrain: Forest

The wildlife in this area has all died from intense cold. Icicles still hang from the trees, and the grass is damp. A character who succeeds at a DC 25 Arcana check to Recall Knowledge determines this damage was caused by the breath of a white dragon.

B17. ELDER TREE

Terrain: Forest

This 500-foot-tall tree towers over the surrounding forest. In a hollow beneath its roots is an ancient shrine to Fandarra, which the Mendevian soldiers believe is the home of angry spirits. For more information on Fandarra, see page 62.

Creatures: Outside, three terrified Mendevian soldiers—**Arvis** (NG male halfling soldier 2), **Belguese** (CN female half-elf braggart 2), and **Ray** (CG female kitsune abjurer 2)—argue over who will enter the hollow first. They've been ordered to destroy the spirits, but lack the necessary courage. Terrified, they ask the party to destroy the spirits on their behalf. The soldiers are willing to trade information or escort the party to their base (area **B18**) in exchange for help.

In truth, the hollow isn't haunted. Rather, it's home to six mischievous pine leshys who adore playing tricks on the soldiers. When the party enters, the pine leshys hide, making spooky sounds and moving roots to scare them. If the pine leshys are spotted, they burst out in a fit of giggles and congratulate the party on their keen eyes. A character can convince the leshys to stop scaring the soldiers by rolling a successful DC 18 Diplomacy check. (See page 77 for more details on pine leshys.)

CREATURE 4



Dryad's Quest: Before the party leaves, a dryad bound to the tree appears and introduces herself as **Daphelia** (CG female dryad 3). She begs a favor, explaining that her brother, Bargott, lives in another tree on the opposite side of the valley's central mountain. The two trees are twinned, and she was once able to feel his presence. Now, however, she feels nothing. Daphelia suspects this is due to the valley falling outside the sway of the seasons, which has caused it to become cursed. If the party asks Daphelia about the valley, she tells the party she was here long before it "sprouted" a century ago. She offers the party a seed from the elder tree, freshly sprouted despite not resting in soil, and asks them to deliver it to her brother so he knows he's not alone.

When the soldiers learn the party has "defeated the spirits," they're grateful (or embarrassed if they learn the truth). They offer to escort the party to their commander (area **B18**).

New Followers: If the characters return Bargott (see area **B27**) here to bond with the elder tree, the leshys are impressed and join the party's following. Additionally, Daphelia rewards the group with a *verdant staff* plucked from the branches of the elder tree.

B18. DESERTER ENCAMPMENT

Hidden (Perception or Survival DC 22)

Terrain: Forest

The Mendevian soldiers of Lost Mammoth Valley live in a camouflaged encampment here deep in the forest. Recently, the soldiers fell under attack from all sides, battling tatzlwyrms to the west, angry spirits to the north, and Sutaki necromancers to the east. Commander **Montgrim** (LG male dwarf military veteran 5) leads the soldiers alongside his four lieutenants: **Moro** (LG nonbinary half-orc battlemuse 4), **Nuphri** (LN female catfolk spellshield 4), **Timini** (CG female gnome guerilla 4), and **Yosef** (NG male human tactician 4).

In addition to dugouts, treetop watch posts, and yurts, the encampment has a kitchen, field hospital, and smithy. Communal meals are served three times a day.

If the party arrives without an escort, they're surrounded by soldiers and questioned at arrow-point. Otherwise, they're welcomed with curiosity. Shortly after arriving, they're approached by Commander Montgrim, who asks their business in the forest.

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New Followers: Commander Montgrim and his soldiers despise Lost Mammoth Valley and would love to leave with the party's following, but they're unable to safely depart while their enemies remain. Commander Montgrim offers to ally with the party if the scouts help his company defeat their foes: the tatzlwyrms in area **B13**, the "ghosts" in area **B17**, and the necromancers in area **B24**. Once complete, the soldiers reclaim the forest and prepare to either march to join the party's following or welcome them to the forest.

Additionally, Commander Montgrim offers the party one final piece of advice: before the Broken Tusk following can proceed further east into the valley, the scouts will need to claim the Ashen Tower, which houses necromancers and undead and acts as a territorial barrier. Far-ranging undead patrols prevent access to the eastern valley. The Ashen Tower is under the command of Turkek, one of Ashen Swale's lieutenants.

After the party defeats Turkek and her minions in area **B32**, Commander Montgrim, Moro, Nuphri, Timini, and Yosef join the party's following as lieutenants. The other 30 soldiers join as followers.

Treasure: If the party helps the soldiers reclaim the forest, Commander Montgrim gifts them a *moderate potion of retaliation* (*Advanced Player's Guide* 259) and up to 50 units of basic ammunition of their choice (arrows, bolts, or bullets). After the party defeats Turkek, Commander Montgrim gifts them a *tiger menuki* and a moderate bloodhound mask (*Advanced Player's Guide* 254).

B19. BLOOD GEYSER

MODERATE 5

Terrain: Hills

This hilltop geyser is surrounded by a circle of offal and flanked by two large ivory statuettes that have been toppled and defaced. A character who examines the statuettes and succeeds at a DC 19 Religion check identifies each as depicting one of Gozreh's aspects.

Upon entering this area, a character wearing *Metuak's pendant* (see area **A4**) has a vision of the moment Metuak stole the *Primordial Flame* from Red Cat Cave and was cursed by its guardian. The character reaches for a hide-and-bone lamp upon a stone plinth. They hear a feline snarl, and the lamp suddenly sears their flesh. The character howls in pain, their focus slips, and there's a strange shifting in their chest. The pain intensifies, and the shifting is forgotten. Clutching the burning lamp, the character flees. The pendant around their neck changes from white to black. For 24 hours, the character gains the demon trait.

Creatures: When the party enters this area, two quasits disguised as wolves attempt to drive them to the geyser, where a babau known as the Blood Poet holds dominion. If the quasits are attacked, they flee to the geyser and hope the party follows. The Blood Poet attacks on sight.

QUASITS (2)

CREATURE 1

Pathfinder Bestiary 76

Initiative Perception +7

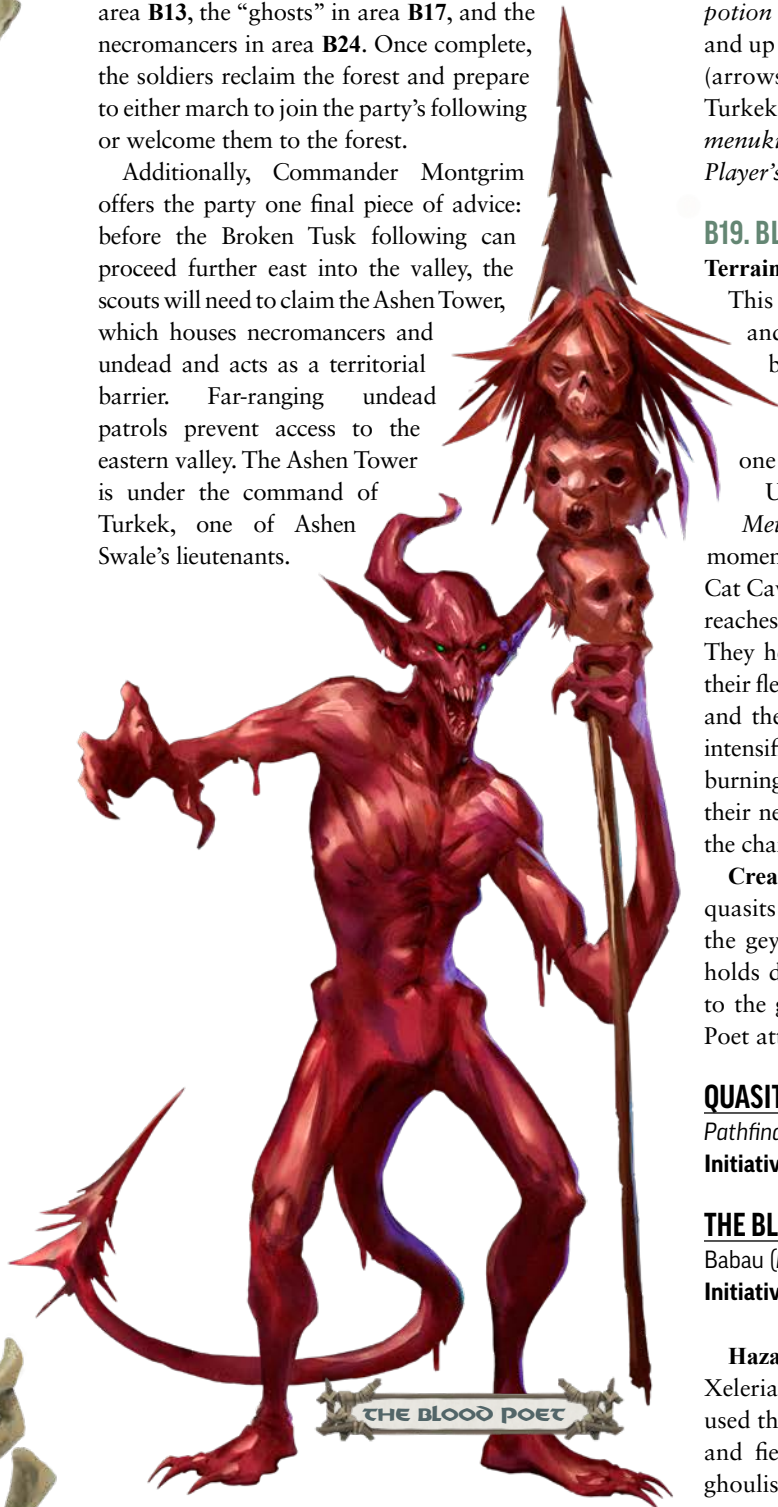
THE BLOOD POET

CREATURE 6

Babau (*Pathfinder Bestiary* 2 64)

Initiative Perception +13

Hazard: When Metuak prayed here a century ago, Xeleria's presence tainted his prayers. The Blood Poet used the land's residual taint, the blood of his victims, and fiendish rituals to transform the geyser into a ghoulish hazard. Every 1d4+2 rounds, the geyser



erupts with boiling blood, dealing 6d10 fire damage to all non-demon creatures within 40 feet (DC 22 basic Reflex save).

Gozreh's Favor: If the characters defeat the Blood Poet, clean and stand up the ivory statues, and pray to Gozreh, the geyser reverts to its natural form and the scouts earn Gozreh's favor. Thereafter, the geyser erupts for 2d4 rounds every 4 hours; characters are permanently immune to all damage dealt by the geyser.

Treasure: Shortly after they cleanse this geyser of evil, a bird lands beside the characters, drops a *fan feather token* at their feet, and flies away.

B20. WAYMARKER

Terrain: Mountain

This waymarker is 200 feet from Mount Galeok, the valley's central mountain. The handprint on the waymarker points east, to a hidden mountain pass (area **B21**). Its stone disc depicts the four-star constellation Evgi (an owl).

B21. MOUNTAIN PASS

Hidden (Perception or Survival DC 22)

Terrain: Mountain

Carved mammoth tusks line this hidden mountain pass like pillars. The carvings depict heroes and leaders of the past. A character who succeeds at a DC 25 Society check recognizes a few of the names of legendary ancestral kin.

As the party enters the mountain pass, they hear mammoth steps, crackling fire, and laughter. The footsteps of legends haunt activates. Unlike most haunts, this one is beneficial—a character who notices the haunt realizes it doesn't feel malevolent.

FOOTSTEPS OF LEGENDS

HAZARD 5

UNIQUE HAUNT

Stealth DC 23 (expert)

Description The characters witness Burning Mammoths walking this mountain pass in ages long past.

Disable DC 26 Diplomacy (trained) to convince the spirits to remain dormant, or DC 26 Religion (trained) to ritually silence the spirits

Ancestral Journey **Trigger** A good-aligned spiritual descendant of the Burning Mammoth following enters the mountain pass; **Effect** Burning Mammoths from long ago appear alongside the party, walking the mountain pass as one united following. They walk in the footsteps of ancestors, heroes, and legends. Each creature that witnesses the vision gains a +1 status bonus to Will saving throws and all skill checks for 24 hours.

Reset 1 hour

B22. WINDSWEEP PEAK

MODERATE 5

Terrain: Mountain

This windy mountain peak is a vantage point. From here, the party can see the forests, lakes, and rivers throughout the valley; the massive trees in areas **B17** and **B27**; the geyser at area **B19**; and the Ashen Tower at area **B32**. Additionally, they see the east end of the valley, which looks frozen and is surrounded by a swamp.

Creatures: Two living whirlwinds were summoned by the Burning Mammoths centuries ago to act as guides through the mountain. The elementals were revered and, when the Burning Mammoths abandoned the valley, chose to maintain their vigil here.

A century ago, the elementals felt the balance of nature shift and the valley fall out of sync with the seasons. As this coincided with the decade that Sutaki settled the valley, the elementals believe humanoids are to blame. They attack the party, blaming them in Auran for "usurping the natural order."

The party can convince the elementals they're not to blame by succeeding at a DC 20 Diplomacy check. If they do, the winds calm and turn into a mild breeze.

LIVING WHIRLWINDS (2)

CREATURE 5

Pathfinder Bestiary 144

Initiative Perception +10

B23. WAYMARKER

Terrain: Mountain

This waymarker is 200 feet from the exit of the mountain pass at area **B22**. The waymarker's handprint points southeast, to area **B28**. Its stone disc depicts the six-star constellation Kulum (a woolly rhino).

B24. BATTLEFIELD

MODERATE 5

Terrain: Forest

This battlefield marks the border between the forest and plains and is primarily identifiable by churned soil, blood-stained flora, a foul stench, and an ominous but unidentifiable sense of doom looming over the area. There are only three corpses in the area, as Sutaki necromancers reanimate the dead whenever possible.

Creatures: An enthusiastic Mendevian soldier named Bodill fights four skeletons. Bodill is a messenger and the adopted son of Commander Montgrim. He takes pride in his role and knows the soldiers rely on him to stay coordinated.

A necromancer from the Ashen Tower and her zombie megaloceros watch from the sidelines but join the battle if the party interferes. A fanatic, the necromancer fights to the death.

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BODILL**CREATURE 1**

UNIQUE LG SMALL GOBLIN HUMANOID

Chronicle (Pathfinder Gamemastery Guide 216)

Initiative Perception +14

SKELETON GUARDS (4)**CREATURE -1**

Pathfinder Bestiary 298

Initiative Perception +2

ZOMBIE MEGALOCEROS**CREATURE 4**

UNIQUE NE LARGE MINDLESS UNDEAD ZOMBIE

Variant megaloceros (page 85)

Slow A zombie is permanently slowed 1 and can't use reactions.**HP** 100, negative healing; **Immunities** death effects, disease, mental, paralyzed, poison, unconscious; **Weaknesses** positive 10, slashing 10**NECROMANCER****CREATURE 5**

Pathfinder Gamemastery Guide 230

Initiative Perception +10

Grateful Soldier: If he survives the battle, Bodill promises to spread word of the party's heroism. He asks if the party would like to help defeat the "villainous necromancers" that make the valley an "odorous, loathsome place." If they agree, Bodill escorts them to area **B18** to meet his father.

Treasure: After the battle, a grateful Bodill gives the party his *scroll of acid arrow* and an *invisibility potion*. The characters can also retrieve a bone religious symbol of Venexus from the necromancer, in addition to her other equipment.

B25. PYRE**Terrain:** Forest

This smoldering pyre burns the corpses of destroyed undead and fallen Mendevian soldiers. Nearby is a polluted lake that's been fouled by corpses and rot. The lake is fed by a river to the northeast that winds through necromancer territory. The necromancers purposefully fouled the river with corpses, poison, and magic, knowing it would empty into the Mendevian soldiers' main water source.

Creatures: Three soldiers tend the pyre to ensure it doesn't spread to the forest.

If the party offers to help, the soldiers warily allow them to add the three remaining undead onto the pyre. If a character succeeds at a DC 18 Diplomacy check while interacting with the soldiers, they say there's a battlefield further northeast, on the border between the forest and plains, where the soldiers battle Sutaki necromancers and their foul undead. The soldiers give the party directions to the battlefield (area **B24**), saying if the party really wants to help, they can collect any corpses from the battlefield and haul them here to be burned.

Treasure: If the party returns to this pyre with bodies to be burned—either undead or soldiers—the soldiers are both surprised and grateful. They offer the party three vials of lesser antiplague, three bottles of *holy water*, and a *blessed ampoule* (page 80) as thanks.

B26. COLD SPOT**MODERATE 5****Terrain:** Forest

This rotten forest is dark and oppressive with stunted, gnarled trees drooping with vine-like mold growths. A character who succeeds at a DC 20 Religion check determines these woods have been corrupted by decades of fiendish energy; consuming anything from this forest is deadly. A character who eats any plant or animal from this hex must succeed at a DC 22 Fortitude saving throw or contract choking death (*Gamemastery Guide* 118).



Creatures: As the party enters the cold spot, the temperature drops precipitously. Three bloodthirsty calathgars emerge from the undergrowth and attack the party.

If the party hasn't already cornered Bargott at area **B27**, he casts spells at them from afar here, staying in the shadows and hiding among the trees. If approached, Bargott flees to area **B27**.

CALATHGARS (3)

CREATURE 3

Pathfinder Bestiary 2 45

Initiative Stealth +13

BARGOTT

CREATURE 3

UNIQUE CE MEDIUM FEY NYMPH PLANT

Male dryad husk (*Battlezoo Bestiary 45*)

Perception +9; darkvision

Languages Common, Elven, Sylvan; *speaks with plants*

Skills Acrobatics +9, Athletics +10, Intimidation +11, Nature +11, Stealth +11, Survival +9

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

AC 18; **Fort** +8, **Ref** +11, **Will** +7

HP 70; **Immunities** emotion effects; **Weaknesses** cold iron 5

Speed 35 feet

Melee ♦ blighted branch +11 (finesse, magical, reach 10 feet), **Damage** 1d10+7 bludgeoning plus draining impact

Melee ♦ claw +11 (agile, finesse, magical), **Damage** 1d8+7 slashing

Primal Innate Spells DC 17; **3rd** *fear*; **2nd** *darkness*, *shatter*; **Cantrips (2nd)** *tanglefoot*; **Constant (4th)** *speaks with plants*

Draining Impact (primal) When Bargott hits a creature with his blighted branch Strike, the creature must attempt a DC 20 Fortitude save. Whatever the result, the creature is immune to Bargott's draining impact for 24 hours.

Success The creature is unaffected.

Failure The creature is drained 1.

Critical Failure The creature is drained 2.

Impart Anguish ♦♦ (mental, primal, visual) Bargott twists his face into a visage of utter agony, sharing his anguish with those who gaze upon him. Creatures in a 15-foot cone take 3d6 mental damage (DC 19 basic Will save). On a critically failed save, the creature is also stupefied 1 for 1 round.

B27. CORRUPTED TREE

SEVERE 5

Hidden (Perception or Religion DC 19)

Terrain: Forest

This forest is dark and rotten, like area **B26**. A character who eats any plant or animal from this hex must succeed at a DC 22 Fortitude saving throw or contract choking death (*Gamemastery Guide 118*).

CAPTIVES

Ashen Swale handpicked each of his necromancers for their devotion and loyalty—none surrender or willingly give the party information that could be used against Ashen Swale or Venexus.

If captured and questioned, a necromancer proudly professes their allegiance to Ashen Swale (a great and powerful god caller) and Venexus (a dragon god who wields both fire and ice, protects this valley from the ravages of winter, and lives among her people). Getting any other information requires a successful DC 22 Deception check. On a success, a necromancer shares the following information in response to direct questions:

- They learned their magic at the Ashen Tower, under the tutelage of Turkek (a well-respected necromancer and favored of Ashen Swale).
- There's no way out of the valley; Venexus sealed the exit long ago to keep her people safe.
- Venexus lives in a glacial palace that abuts Lyuba, a Sutaki village at the east end of Lost Mammoth Valley.

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A huge tree, 400 feet tall, rises above the forest. This is the twin of the elder tree (area **B17**), although it has sickened since the warrior Metuak rested beneath its boughs.

Upon entering this area, the Broken Tusk scout wearing *Metuak's pendant* (see area **A4**) has a vision of Metuak's past. They stumble forward through shadows, snarling from exertion. Something writhes inside their chest—a malignant presence that probes at their mind and tugs at their limbs. The character blinks away the shadows, forces their limbs to keep moving, and closes their mind to the thoughts and whispers. They're overcome with fear and regret as they realize one truth: they aren't strong enough. With a grunt of exertion, the character soldiers on.

Creatures: The corrupted elder tree attacks the party. When it's reduced to 50 Hit Points or fewer, Bargott joins the battle. If Bargott is shown the seed gifted to him by his sister, Daphelia (area **B17**), he must attempt a DC 20 Will saving throw. On a failure, he becomes stunned for 1 round, then slowed for the remainder of the encounter. On a success, he becomes slowed for 1 round.

BARGOTT **CREATURE 3**

Page 33

Initiative Stealth +11

CORRUPTED ELDER TREE **CREATURE 8**

UNIQUE **NE** **GARGANTUAN** **FIEND** **PLANT**

Variant arboreal regent (*Pathfinder Bestiary* 25)

Initiative Stealth +21

HP 150; **Weaknesses** axe vulnerability, cold iron 5, fire 5, good 5; **Resistances** bludgeoning 5, piercing 5

Bargott's Fate: When the corrupted elder tree is defeated, Bargott falls prone, immobilized with pain. He's suffering from a dryad's tree dependency (*Pathfinder Bestiary* 246). He begs to be brought to his sister (area **B17**) before he dies. A character who succeeds at a DC 20 Medicine check can ease Bargott's pain, removing the prone and immobilized conditions. If the characters bring the dryad to his sister, he can perform a 24-hour ritual to bond himself to his sister's tree, which enables him to survive as a dryad. Otherwise, he suffers a prolonged, painful death.

If Bargott is saved, he shares what he knows about the cause of his tree's corruption. A century ago, a man-demon wreathed in shadows and carrying a flame took shelter under his tree while Bargott hid in fear. Soon, he and his tree grew sick. The man-demon spoke to himself in two voices and

seemed to be heading northeast in search of the white dragon of this valley.

New Followers: If the party saves Bargott, the pine leshys in area **B17** join the party's following. See page 29 for more information.

B28. WAYMARKER

Terrain: Plains

This waymarker stands in the middle of barren plains. The waymarker's handprint points southeast, to area **B33**. Its stone disc depicts the five-star constellation Starmount (a legendary mountain with a peak that touches the stars).

B29. CORPSE FIELD

LOW 5

Terrain: Plains

Decaying elk corpses fill this blood-soaked field. It stinks of rot, and the air is heavy with flies.

A character who succeeds at a DC 18 Perception or Survival check notices wagon tracks leaving the field to the northeast. On a critical success, they also determine that the wagon is being pulled by two skeletal woolly rhinos. Following these tracks requires a DC 15 Survival check to Track. The tracks lead to area **B31**.

Creatures: Three hyaenodons stop eating the corpses to attack the party. Calming a hyaenodon requires a DC 17 Nature check; a calmed hyaenodon returns to its rotten meal.

HYAENODONS (3) **CREATURE 3**

Pathfinder Bestiary 211

Initiative Perception +9

New Followers: If the party feeds a calmed hyaenodon fresh meat, it joins the party's following.

B30. SCORCHED VALE **MODERATE 6**

Hidden (Perception or Religion DC 19)

Terrain: Forest

In the center of this forested, smoky valley is a large bonfire. Creatures 15 feet away are concealed. A map of this area can be found on page 36.

Creatures: Two brimoraks reside in this area. At the start of the battle, one stokes the bonfire, which spreads into a forest fire (see Hazard below).

BRIMORAKS (2) **CREATURE 5**

Pathfinder Bestiary 3 62

Initiative Perception +12

Hazard: The bonfire rapidly spreads into a roaring forest fire.

FOREST FIRE

HAZARD 4

COMPLEX ENVIRONMENTAL FIRE

Stealth -10

Description A 10-foot-by-10-foot bonfire spreads to the surrounding forest on each of its turns.

Disable A successful DC 22 Athletics, Nature, or Survival check from an adjacent square is sufficient to smother one 5-foot-square of fire; each attempt is an Interact action. Dousing the flames automatically extinguishes one or more sections of fire, with no check. Water typically clears a 5-foot square if the amount is small (such as from a spell like *create water* or *hydraulic push*). Larger amounts of water, such as a full bucket, typically douse a 10-foot-by-10-foot area (or 4 squares in some other shape). Throwing a bucket of water on flames requires an Interact action. A waterskin doesn't contain enough water to put out even 1 square of fire. Cold can also put out fire, but only if the cold can affect an area; cold is less effective than water, so a frost vial puts out only 1 square of fire, and a *ray of frost* is ineffective.

Stoke Flames **Trigger** A brimorak urges the fire to spread out of control; **Effect** The bonfire becomes a forest fire and rolls initiative.

Routine On its turn, the fire spreads into a number of additional squares equal to half the number of squares the fire currently occupies (minimum 1 square). You determine the squares the fire spreads into. Any creature that ends its turn next to the flames takes 2d8+5 fire damage, or 4d8+10 fire damage if it ended its turn within the flames (DC 25 basic Reflex save in either case). A creature can take damage from the forest fire only once per round.

Fire Aftermath: If the fire spreads to 15 or more squares, it becomes out of control and engulfs the whole area. Each character takes 4d8 fire damage per hour as long as they remain in this hex (DC 25 basic Fortitude save). As the party leaves the hex, Venexus arrives and uses her cold breath to extinguish the flames. After 12 hours, Venexus fully extinguishes the forest fire and flies back to her lair to rest.

B31. CARAVAN ROUTE

SEVERE 6

Terrain: Plains

Two skeletal woolly rhinos pull a massive, wheeled iron cage of sick and wounded elk through the plains. The tracks from area **B29** lead here. A character who succeeds at a DC 20 Perception or Survival check determines the wagon is headed toward a distant rock formation topped with a yurt (area **B32**).

Creatures: The cage is escorted by two Sutaki bone warriors—cultists who serve Ashen Swale but have

LEVEL UP

Area **B30** is the last hex designed for 5th-level characters. By this point it's likely your party has enough experience to level up to 6th level. If they don't, be sure to alert to your players that the dangers from here on out seem significantly stronger than those back west. If the players have unfinished quests given to them in earlier hexes, now is a good time to remind them of those obligations.

no magical skills—astride two skeletal horses, two zombie brutes made from reanimated Mendevian soldiers, and two necromancers. The bone warriors ride ahead and silently attempt to herd the party to the necromancers. If the party falls for this ploy, they fight the bone warriors, skeletal horses, zombies, and necromancers all at once. Otherwise, the necromancers remain near the wagon while the zombie brutes join the bone warriors and skeletal horses in melee combat. Regardless, when half the enemies are defeated, or when one necromancer is defeated, the necromancers cut the woolly rhino skeletons free from the wagon and order them to attack. A necromancer must spend 3 actions to cut one rhino free.

ZOMBIE BRUTES (2)

CREATURE 2

Pathfinder Bestiary 341

Initiative Perception +4

SKELETAL HORSES (2)

CREATURE 2

Pathfinder Bestiary 299

Initiative Perception +8

BONE WARRIORS (2)

CREATURE 4

RARE NE MEDIUM HUMAN HUMANOID

Perception +11

Languages Common, Draconic, Hallit

Skills Acrobatics +10, Athletics +14, Crafting +9, Intimidation +8, Nature +7, Survival +7

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

Items bastard sword, moderate dread ampoules (2; *Advanced Player's Guide* 253), hide armor, javelins (4), bone religious symbol (Venexus), wooden shield (Hardness 3, HP 12, BT 6)

AC 21 (23 with shield raised); **Fort** +13, **Ref** +11, **Will** +7

HP 65

Attack of Opportunity **↻**

Shield Block **↻**

Speed 25 feet

Melee **↻** bastard sword +14 (two-hand d12), **Damage** 1d8+6 slashing

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SCORCHED VALE
1 SQUARE = 5 FEET

HEARTH
1 SQUARE = 5 FEET

Melee ♦ fist +14 (agile, nonlethal), **Damage** 1d4+6 bludgeoning
Ranged ♦ moderate dread ampoule +12 (bomb, range increment 20 feet, splash), **Damage** 2d6 mental plus 2 mental splash damage
Ranged ♦ javelin +12 (range increment 30 feet), **Damage** 1d6+6 piercing
Sudden Charge ♦♦ The bone warrior Strides twice. If they end their movement within melee reach of an enemy, the bone warrior makes a melee Strike against that enemy.

NECROMANCERS (2) CREATURE 5

Pathfinder Gamemastery Guide 230
Initiative Perception +10

SKELETAL WOOLLY RHINOCEROS (2) CREATURE 5

UNCOMMON NE LARGE MINDLESS SKELETON UNDEAD

Perception +9; darkvision
Skills Athletics +14
Str +5, **Dex** +1, **Con** +4 **Int** -5, **Wis** +2, **Cha** +0
AC 22; **Fort** +15, **Ref** +8, **Will** +11
HP 75, negative healing; **Immunities** death effects, disease, mental, paralyzed, poison, unconscious; **Resistances** cold 5, electricity 5, fire 5, piercing 5, slashing 5

Speed 35 feet
Melee ♦ horn +15 (reach 10 feet), **Damage** 2d10+5 piercing
Melee ♦ foot +15, **Damage** 2d6+6 bludgeoning
Rhinoceros Charge ♦♦ The rhino Strides twice, then makes a horn Strike. As long as the rhino moved at least 20 feet, the Strike's damage increases to 3d12+5. A Medium or smaller creature struck by this attack must succeed at a DC 22 Reflex save or be automatically Shoved back 5 feet and knocked prone by the force of the blow.
Trample ♦♦♦ Medium or smaller, foot, DC 19

New Followers: There are 10 wounded elk in the wagon. To calm an elk, a character must succeed at a DC 22 Nature check. The DC is reduced to 20 if the elk is first healed, or 18 if it's healed and released from the cage. To feed an elk, they must be both healed and calmed. If the party heals, calms, releases, and feeds the elk, they join the party's following.

Treasure: In addition to their equipment, each necromancer and bone warrior carries a bone religious symbol of Venexus. Each zombie brute wears a suit of scale mail, a bloodstained cloak embroidered with the sigil of Mendev, and a steel shield.

B32. THE ASHEN TOWER

Hidden (Perception or Survival DC 19)

Terrain: Plains

Atop and within this small cliff hides a necromantic facility built by Ashen Swale for his personal studies, which he wanted to occur far out of sight of his superstitious brethren. Now that he's in charge, Ashen uses this complex as a place for his followers to train, collect wildlife to use as necromantic subjects, and perform duties he'd prefer to keep secret. Since the Mendevian deserters entered Lost Mammoth Valley, this tower has served as a convenient place to launch attacks against the interlopers. Finally, since the necromancers control the width of the valley, they act as a border, preventing outsiders from entering Sutaki lands and Sutaki residents from leaving. The Ashen Tower is currently under the command of one of Ashen's most trusted followers, Turkek.

The Ashen Tower is a tall, rocky cliff with a cave at the base and a yurt on top. Most of the tower's chambers are inside the cliff and accessible through the cave. Alternatively, a character can scale the 100-foot cliff, which requires a DC 20 Athletics check to Climb, or take the long way around and approach from the distant rocky slope, which takes 3 hours but requires only one successful DC 15 Athletics check to Climb (on a failure, the character makes no progress and must spend another 3 hours to reattempt the check). Regardless of route, the yurt on the cliff top is surrounded by a defensive ring of sharpened sticks (see area **B32c**).

The following locations correspond to the map of the Ashen Tower on the rear inside cover of this volume.

Ceilings: Unless otherwise noted, ceiling height is 20 feet in interior chambers and 10 feet in tunnels.

Lighting: Torches shed bright light throughout the Ashen Tower.

B32a. ENTRY CAVE

SEVERE 6

Pens of sickly animals to the south and empty pens to the north line the walls of this cave. A character who succeeds at a DC 18 Perception check while Searching the empty pens notices necrotic flesh stuck to some of the bars; these pens are used to corral undead. At the eastern end of the chamber is a wooden lift.

A pair of small caverns to the north offer space for the bone warriors to sleep. Near these caves hangs a bone ladder that leads up 20 feet to uneven stone steps, which in turn climb 10 feet to a tunnel that ascends 20 more feet to area **B32b**.

Creatures: Three bone warriors relaxing in the side caverns attack if they notice the party. A mindless skeletal hulk operates the eastern lift and doesn't attack unless it witnesses combat or is attacked.

Anyone prominently displaying a religious symbol of Venexus can order the skeletal hulk to raise or lower the lift by saying "up" or "down" in Hallit. The lift spans the 50-foot cliff separating areas **B32a** and **B32b**.

BONE WARRIORS (3)

CREATURE 4

Page 35

Initiative Perception +11

SKELETAL HULK

CREATURE 7

Pathfinder Bestiary 299

Initiative Perception +16

New Followers: The wood pens are closed with simple latches. There are four elk, two moose, two grizzly bears, one lagofir, one hyaenodon, and one long-horned bison in the pens. If the party heals and tends these animals, they join the Broken Tusk following. Tending these animals until they're healthy and confident enough to leave takes a minimum of 4 days and a requires a successful DC 20 Medicine check and a successful DC 22 Nature check. The long-horned bison counts as a lieutenant.

Treasure: A character who Searches the living spaces and succeeds at a DC 20 Perception check discovers a *wounding* property rune, alchemist's tools, and a formula book containing the formulas for lesser and moderate dread ampoules, olfactory obfuscators, and skinstitch salves (*Advanced Player's Guide* 253–255).

B32b. MIDDLE CAVERNS

TRIVIAL 6

The shelves along the eastern walls of this ritual chamber are filled with necromantic tomes, spell components, and dozens of preserved severed hands. Atop one of the room's two tables sit a metal box and a recently severed hand that bears a six-star constellation identical to the one on Tedanu's hand (see area **A25**).

The metal box is locked with a good lock. A notice carved on the box's exterior warns the tower's students: "Do not destroy, animate, or experiment on. Do not return to owner." It contains the inanimate severed head of a Sutaki woman; a character who succeeds at a DC 25 Religion check identifies it as the lost head of a dullahan. The party can meet this dullahan in areas **B41** and **B43** if they haven't already.

A cliff to the west and a tunnel to the north both lead to area **B32a**. A tunnel to the southeast winds up through the cliff to area **B32c**. To the south stands a cage built from bone.

Creatures: Necromancers studying here practice their craft on the severed hands of prisoners, using them to create crawling hands that are then kept on the shelves. When the party touches any object in this room, the hands attack as one.

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CRAWLING HAND SWARM

CREATURE 5

NE LARGE SWARM UNDEAD

Perception +11; **lifesense** 30 feet, **tremorsense** (imprecise) 30 feet

Languages Common, Hallit; can't speak any language

Skills Athletics +10, Stealth +12

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

AC 21; **Fort** +11, **Ref** +15, **Will** +9

HP 60, negative healing; **Immunities** death effects, disease, paralyzed, poison, precision, swarm mind, unconscious, visual; **Weaknesses** area damage 5, splash damage 5; **Resistances** bludgeoning 2, piercing 5, slashing 5

Stifle **Trigger** A creature in the swarm's space attempts to Cast a Spell with a verbal component or attempts an action with the linguistic or vocal traits; **Effect** The swarming hands clamp over the triggering creature's mouth, preventing it from vocalizing. The affected creature must succeed at a DC 22 Reflex save or the triggering action is disrupted.



CRAWLING HAND SWARM

Speed 30 feet, climb 30 feet

Pummeling Grasp **◆** Each enemy in the swarm's space takes 3d6 slashing damage (DC 20 basic Reflex save). A creature that fails its save against Pummeling Grasp is also knocked prone.

A wounded prisoner also languishes in the bone cage, her left arm ending in a bloody stump; this is **Nukiak** (CG female human rebel 4), Tedanu's wife and Dini's mother who was transferred to the Ashen Tower for interrogation after publicly denouncing Ashen Swale. Despite the pain she endured, Nukiak refused to give up information on the Blood Owls, a burgeoning Sutaki rebellion that aims to kill Ashen Swale, escape Venexus, and free the valley's Sutaki population from their oppressive rule.

Nukiak is gravely wounded and delirious from blood loss. She currently has 10 Hit Points; if the soul draining cage hazard is triggered, she likely starts dying. If freed from her cage, she staggers after the party, barely able to stand. If healed, Nukiak grabs the nearest sharp object and asks the party to help her kill Turkek (see area **B32d**). She warns the party that the necromancers here are sadists who betray their own flesh and blood. She doesn't want her undead hand reattached, and attempts to heal the hand or reattach it fail. Nukiak is brave, determined, and a skilled warrior. Use the stats for a chaotic good bounty hunter (*Gamemastery Guide* 226) to represent her in combat, if necessary.

Hazard: The bone cage holding Nukiak is trapped.

SOUL DRAINING CAGE

HAZARD 6

MAGICAL NECROMANCY NEGATIVE TRAP

Stealth DC 25 (expert) or *detect magic*

Description Necromantic runes inscribed on the cage bars and lock drain the vitality of living creatures who interact with the cage.

Disable Thievery DC 25 (expert) to drain the runes' power harmlessly or *dispel magic* (3rd level; counteract DC 22) to counteract the rune

Soul Drain **↻** (arcane, necromancy, negative)

Trigger A creature touches the cage bars, door, or lock directly or with a tool; **Effect** The trap deals 4d8+18 negative damage to the triggering creature, creatures inside the cage, and all creatures adjacent to the cage (DC 27 basic Fortitude save). On a failed save, a creature is also drained 1.

Treasure: The shelves contain a *scroll of bone spray* (page 76), a *scroll of boneshaker* (3rd level; page 76),

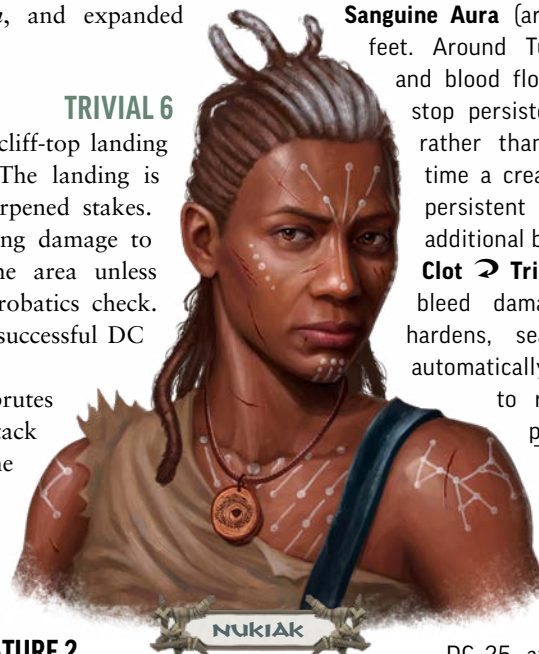
a scroll of blood vendetta (*Advanced Player's Guide* 216), a scroll of enervation, and expanded healer's tools.

B32c. PINNACLE

TRIVIAL 6

A hole in the ground of this cliff-top landing slopes down to area **B32b**. The landing is surrounded by a wall of sharpened stakes. The stakes deal 2d8+2 piercing damage to creatures moving through the area unless they succeed at a DC 22 Acrobatics check. Removing a stake requires a successful DC 21 Athletics check.

Creatures: Four zombie brutes patrol the clifftop and attack intruders on sight. If the party is particularly loud, one necromancer from the yurt (area **B32d**) comes out to investigate.



NUKIAK

ZOMBIE BRUTES (4)

CREATURE 2

Pathfinder Bestiary 341

Initiative Perception +4

B32d. YURT

SEVERE 6

The necromancers studying at the Ashen Tower live in this comfortable yurt. Thick hide curtains separate Turkek's living space from her students. The hut is dimly lit by filtered sunlight during the day or two braziers at night. Thick furs line the walls in Turkek's personal quarters, making it dark during all hours.

Creatures: The two necromancers here attack the party on sight. Turkek emerges from her quarters and joins her students the following round.

NECROMANCERS (2)

CREATURE 5

Pathfinder Gamemastery Guide 230

Initiative Perception +10

TURKEK

CREATURE 7

UNIQUE NE MEDIUM DHAMPIR HUMAN HUMANOID

Female human dhampir necromancer

Perception +12; bloodsense (imprecise) 30 feet, darkvision

Languages Common, Draconic, Hallit, Necril

Skills Arcana +17, Athletics +14, Deception +10, Intimidation +12, Stealth +13

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

Items spellbook with all prepared spells, wand of widening (2nd-level darkness)

AC 23; **Fort** +16, **Ref** +16, **Will** +14; +2 circumstance to all saves vs. disease

HP 100, negative healing

Sanguine Aura (arcane, aura, necromancy) 30 feet. Around Turkek, wounds heal slowly and blood flows faster. The flat check to stop persistent bleed damage is DC 16, rather than DC 15. In addition, each time a creature in the emanation takes persistent bleed damage, it takes 1d6 additional bleed damage.

Clot ⤴ **Trigger** Turkek takes persistent bleed damage; **Effect** Turkek's blood hardens, sealing her wounds. Turkek automatically passes her next flat check to recover from the triggering persistent bleed damage.

Speed 25 feet

Melee ⤴ fangs +16 (grapple, unarmed), **Damage** 1d6+5 piercing plus 1d6 persistent bleed

Arcane Prepared Spells

DC 25, attack +17; **4th** blood vendetta (*Advanced Player's Guide* 216), grim tendrils, sanguine mist (*Pathfinder Secrets of Magic* 127); **3rd** bind undead, grim tendrils (×2); **2nd** bone spray (page 76), false life, invisibility, spider climb; **1st** grim tendrils, mage armor, ray of enfeeblement (×2); **Cantrips (4th)** detect magic, ghost sound, mage hand, shield, telekinetic projectile

Blood Let ⤴ **Requirements** Turkek's last action was a fang Strike that hit the target; **Effect** Turkek rips her fangs across one of the target's arteries or veins, dealing an additional 1d6+5 slashing damage.

Siphon Blood ⤴ **Requirements** A creature within Turkek's sanguine aura is taking persistent bleed damage; **Effect** Turkek draws her enemy's blood into her own body to heal her wounds. She regains 7 Hit Points.

New Lieutenant: After Turkek and her minions are dead, Nukiak thanks the party. If her family is with the Broken Tusk, Nukiak joins the following as a lieutenant. If not, she leaves and makes her way further into Lost Mammoth Valley, heedless of the dangers, to locate her kin.

Reputation: If the party conquers the Ashen Tower and kills Turkek, they gain 2 Reputation Points. If Nukiak joins their following, they gain an additional 2 Reputation Points.

Treasure: A character who searches the yurt finds four bone religious symbols of Venexus, a candle of revealing (*Advanced Player's Guide* 257), and a skinstitch salve (*Advanced Player's Guide* 255).

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B33. WAYMARKER

Terrain: Plains

This waymarker stands in a field of tall grass. The waymarker's handprint points east, to area **B38**. Its stone disc represents the seven-star constellation Hatkalur (a mammoth).

B34. DEADFALL

LOW 6

Terrain: Plains

A tangled mass of scrub and branches stands out from the grassy plains.

Creatures: A necromancer and their zombie servitors have cornered two woolly rhinos and their calf against

the deadfall. The necromancer attacks the party while the zombies menace the rhinos. Flashy spell effects and loud noises startle the woolly rhinos into attacking; they target the nearest creature each round.

ZOMBIE BRUTES (3)

CREATURE 2

Pathfinder Bestiary 341

Initiative Perception +4

NECROMANCER

CREATURE 5

Pathfinder Gamemastery Guide 230

Initiative Perception +10

WOOLLY RHINOCEROSSES (2)

CREATURE 6

Pathfinder Bestiary 2 228

Initiative Perception +11

New Followers: If the necromancer and undead are defeated, the rhinos can be calmed with a successful DC 25 Nature check. On a success, they leave with their calf. On a critical success, the two adult rhinos join the following as lieutenants and the calf joins as a follower.

B35. BLOODY FORK

SEVERE 6

Terrain: Plains

The ground in this hex is damp and soggy.

At the point where the river forks, blood and gore stain the banks.

Creatures: A roru demon commands four feral moose to attack on the party. The roru has irreparably corrupted the moose, which can't be calmed or commanded.

MOOSE (4)

CREATURE 3

Pathfinder Bestiary 3 173

Initiative Perception +9

RORU

CREATURE 7

Page 84

Initiative Perception +16

Reputation: If the party kills the roru and the feral moose, they gain 1 Reputation Point.

B36. HUNTER'S CAMP

Hidden (Perception or Survival DC 22)

Terrain: Plains

A dozen Sutaki hunters led by **Fenak** (NG male human demon hunter 6) camp amid the soggy plains. They hunt for a roru that's driven local moose feral. Curious about the party, the hunters welcome the scouts into their camp.



If the characters ask the hunters to join their following, Fenak asks how many the Broken Tusk numbers. If the Broken Tusk following is at least 12th level (see the Leadership sidebar on page 3), Fenak is impressed and gifts the party a *swift block cabochon*. Otherwise, he shakes his head and scoffs, certain the scouts are idealistic dreamers with big dreams and no hope of success. Regardless, before he and his fellow hunters join their following, Fenak insists the scouts prove their people's strength by claiming Lost Mammoth Valley.

B37. VENEXUS SHRINE

LOW 6

Terrain: Plains

A massive ivory statue of Venexus clutching a burning lamp towers over the surrounding fields. Locals are forced to place offerings in a large bowl at the statue's base every month, as well as each time they pass by.

Creatures: If a character removes an offering or leaves without making an offering, the statue attacks.

GIANT ANIMATED STATUE

CREATURE 7

Pathfinder Bestiary 21

Initiative Perception +13

Aftermath: Hours after the statue is defeated, Venexus arrives and rages over its destruction, breathing ice and slinging fire.

Treasure: The offering bowl contains a *tourmaline sphere* *aeon stone*, an ivory mask carved in the likeness of a mammoth and worth 10 gp, a crystal flower worth 10 gp, three bladders of lagofir oil (which is oil, with a DC 8 flat check for the oil to ignite successfully when it hits, rather than a DC 10 flat check), and 80 gp of coins, pelts, and polished stones.

B38. WAYMARKER

Terrain: Plains

This waymarker stands in the middle of a grassy field. The waymarker's handprint points east, to area B47. Its stone disc depicts the three-star constellation Thaw (a warm breeze heralding spring).

B39. HUNTING GROUNDS

Terrain: Plains

A large Sutaki hunting party gathers on these plains.

Creatures: When the characters arrive, the Sutaki hunters welcome them, explaining they're about to undertake a communal hunt. If the party joins, each character must contribute to each phase of the hunt, attempting one associated skill check. A character who succeeds at three or more hunting phases is beneficial to the hunt. The hunting phases are tracking and

stalking the herd (Stealth or Survival DC 22), preparing an ambush (Crafting or Stealth DC 21), chasing the herd (Acrobatics or Athletics DC 20), butchering the carcasses (Nature or Survival DC 23), preparing a feast (Crafting or Survival DC 22), and entertaining the hunters (Diplomacy or Performance DC 21).

After the celebratory feast, the hunters bemoan the current state of the valley and tell their guests of their troubles. Lyuba is flooded, their lands are swamps, and the stench of death keeps prey away. The hunters blame a demon for this turn of events, and they share one of their ancestral legends with the scouts: that of a demon who wore the shell of a man, and how this demon-man visited Venexus and gifted her a magic lamp. The lamp drove off winter and melted Venexus's glacial palace, flooding the eastern valley and forcing the dragon to regularly rebuild her lair using ice magic.

Reputation: The party gains 1 Reputation Point for each character who was beneficial to the hunt. If they help the hunters carry the meat back to Lyuba, they gain an additional 2 Reputation Points.

B40. BURNING MAMMOTH CAMP

SEVERE 6

Hidden (Perception or Society DC 22)

Terrain: Plains

A Burning Mammoth war band dispatched by Ivarsa to subjugate as many Sutaki as possible has set up camp here to hold their many prisoners; Ivarsa plans to eventually absorb all of these prisoners into her army. In the camp's center is a massive cage.

Creatures: The Burning Mammoths currently hold 15 Sutaki captive in this encampment. The war band is led by Reikar, a skilled liar and warrior, and his war mage, Sezela. A furious white dragon, Fezerod, occupies the central cage, bound in chains and wearing an iron muzzle. The war band displays the captured dragon as a sign of their might, but must tread carefully lest Venexus attack before they're ready.

This dragon is Venexus's brother—a furious Ivarsa tracked him down and enslaved him after Venexus rebuffed her a year ago. The cage, chains, and muzzle are each locked with good locks; Reikar has the keys.

RUFFIANS (6)

CREATURE 2

Pathfinder Gamemastery Guide 209

Initiative Perception +8

SEZELA

CREATURE 3

NE human tiefling adept (*Pathfinder Bestiary* 262)

Initiative Perception +6

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FEZEROD**CREATURE 6**

Young white dragon (*Pathfinder Bestiary* 113)

Initiative Perception +13

HP 115 (currently 50)

REIKAR**CREATURE 7**

NE gang leader (*Pathfinder Gamemastery Guide* 249)

Initiative Deception +15 or Perception +14

Aftermath: If freed, Fezerod bellows his rage to the skies, then attacks any remaining Burning Mammoths. After the battle, Fezerod snarls, scoops up Reikar's corpse, and flies away. Out of other options and currently too weak to leave the valley, he flies to his estranged sister's glacial palace (area **D**) as a last resort. Upon arriving, he tells Venexus about the Burning Mammoths, though he purposefully doesn't mention the party that freed him.

Reputation: The party gains 2 Reputation Points for defeating this war band and freeing the Sutaki prisoners, who immediately set out for home.

Treasure: The party finds two *lesser potions of disguise*, two *lesser potions of cold resistance*, and a wad of *malleable clay* (page 80) among the possessions of the Burning Mammoths.

B41. OMINOUS CLEARING**TRIVIAL 6**

Terrain: Forest

While traveling through this eerie forest, the party hears the sounds of hoofbeats, rustling leaves, and ominous moans, but they don't locate the source until they enter a foreboding clearing in the woods.

Creature: A dullahan named Wonoak appears in the clearing, mounted on a buffy elk with constellations painted onto its fur. She asks the party who they serve. If one of the scouts can convince Wonoak they don't serve Ashen Swale with a successful DC 22 Diplomacy check, she says, "Your enemy is also mine. Return my head to me and I will join you in your struggle.

Sutaki listened to me once; this is why I was killed. They will do so again. Ashen Swale will die."

If the characters fail their check, Wonoak attacks. If reduced to 30 Hit Points or fewer, she flees. If destroyed before she can flee, she re-forms here after 1 hour. Wonoak can't be permanently destroyed as long as Ashen Swale lives. The party can gain experience for defeating her only once.

WONOAK**CREATURE 7**

Dullahan (*Pathfinder Bestiary* 140)

Initiative Perception +14

Reputation: If Wonoak is given her head (from area **B32b**), she places it in her saddlebags and promises to aid the party by spreading word of their noble deeds among her people. The party gains 1 Reputation Point.



WONOAK

B42. SHELTERED HOMESTEAD

Hidden (Perception or Survival DC 20)

Terrain: Forest

This simple mudbrick house is the home of **Dhannen** (N female half-elf weaver 5), Wonoak's widow. When the party approaches, they find Dhannen outside, tending a small flock of rams. She asks what they want. When she's sure they're not locals, she ushers them inside her hut and warns them against visiting this forest; it's dangerous.

Inside, Dhannen offers the party tea and some conversation, talking about her home and her wife. She changes the subject if the party mentions Lyuba and pales if they mention Ashen Swale. She tells the scouts that Ashen Swale is a monster, and they're certain to lose loved ones if they cross him.

If a character succeeds at a DC 22 Diplomacy check, Dhannen reveals that Ashen Swale killed her wife. In life, her wife Wonoak was a respected warrior, community leader, and outspoken detractor of Ashen Swale. When he rose to power, he confronted Wonoak, threatening to kill Dhannen if the pair remained in Lyuba. Deciding that staying together was more important than where they lived, Wonoak and Dhannen bid their people farewell and settled in these woods. Shortly after they moved in, Ashen Swale and his bone warriors assassinated Wonoak, taking her head as a keepsake. But the land here is tainted, and the dead don't always stay that way. Wonoak came back—always comes back—and protects Dhannen from harm. She warns the party that if they haven't met her wife yet, they will, so they shouldn't tarry. Soon after, Dhannen ushers them out of her home.

B43. GAME TRAIL

Terrain: Forest

This long game trail cuts through the eerie forest. As they hike, the scouts hear the sound of hoofbeats, rustling leaves, and ominous moans, although the source is never apparent.

Creatures: If the scouts haven't encountered her yet, the dullahan Wonoak appears on the trail. See area **B41**'s Creature and Reputation entries for more information.

WONOAK

CREATURE 7

Dullahan (*Pathfinder Bestiary* 140)

Initiative Perception +14

B44. FISHING CAMP

Terrain: Swamp

This misery-stricken little fishing camp in the swamp is home to 20 Sutaki fishers, although half are currently missing. Four were taken by a monstrous bat, and six went out to find them but never returned. The remaining fishers fear for their lives, but Lyuba's

populace relies on the fish they catch, so abandoning their camp isn't an option. Ashen Swale's undead scare most wildlife, away from Lyuba and the surrounding environs; without the fish, frogs, and crustaceans these fishers catch, their fellow villagers will starve.

Creatures: Recognizing the party as warriors, the fishers ask the scouts to protect them, as neither their god (Venexus) nor their leader (Ashen Swale) has yet come to their aid. The party can find the bat monster they speak of in area **B45**.

Reputation: If the party returns with news of the deceased fishers and slain nabasu, they gain 1 Reputation Point. If they return the bodies of the deceased to the fishing camp, they gain 1 additional Reputation Point and the fishers ask the party to help them transport the bodies to the local soulsinger in area **B47**. Helping transport the bodies grants 1 additional Reputation Point.

B45. CORPSE CLEARING

MODERATE 6

Hidden (Perception or Religion DC 22)

Terrain: Swamp

The swamp is shallow here, with only a few inches of water and sucking mud. The area is difficult terrain and reeks of rotting corpses and bog gas. Three gnarled trees rise above the muck; each is 30 feet tall and requires a DC 15 Athletics check to Climb.

Creatures: Eight ghouls hide in the swamp; they emerge and attack when the characters enter this area. After the ghouls are defeated, a nabasu arrives and attacks the party alongside two more ghouls. The ghouls are the missing fishers from area **B44**, who were killed by the nabasu.

GHOULS (10)

CREATURE 1

Pathfinder Bestiary 169

Initiative Perception +7

NABASU

CREATURE 8

Pathfinder Bestiary 266

Initiative Perception +17

B46. WAYMARKER

Terrain: Swamp

This waymarker is sinking into the swamp; only its top ring remains above water level. Beneath the water, the handprint has worn away and the stone disk is lost beneath 3 feet of mud and plants.

B47. BRASS PYRE

Terrain: Swamp

Two wood platforms rise out of the deep bog on stilts, connected by docks. Atop one platform sits a large

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PUBLIC OPINION

Throughout the remainder of this adventure, the party will frequently interact with Sutaki. Most share the following general opinions about the valley's notable figures.

Ashen Swale and Venexus: Sutaki are beholden to a despicable necromancer named Ashen Swale, who in turn serves a vicious white dragon who rules the valley. Most Sutaki don't like either, but believe change is hopeless.

Nukiak, Tedanu, and Dini: Tedanu and Dini are well-liked public figures in the Sutaki community, and most people are heartened to hear they're safe. Anyone who hears of Nukiak's fate at the Ashen Tower blanches with shock—Ashen Swale told the citizens that Venexus devoured Nukiak for her treachery.

Wonoak and Dhannen: Anyone who knew Wonoak in life becomes distraught to hear she's now a dullahan. No one was aware Ashen Swale had her assassinated; they believed Wonoak and Dhannen were living happily on the valley outskirts.

brass bowl 10 feet in diameter, once used as a funeral pyre. On the second platform stands a wood house. A small barge at the docks holds decaying corpses.

For generations, Sutaki burned their deceased and soulsingers ushered the souls of the dead to the afterlife with music. When Ashen Swale rose to power, he banned the practice, instead claiming all corpses for his necromantic studies.

Today, deceased Sutaki are transferred to the brass pyre here, where Soulsinger **Kotasi** (CG male human soulsinger 7) sings their souls to the afterlife and prepares them for delivery to Ashen Swale. Kotasi writes the names of the deceased on animal hide, coats the hide in the blood of the deceased, and burns the hide in place of the dead. The bodies are brought to Lyuba on a funerary barge sailed by **Jakowa** (NG male human ferrier 7), Kotasi's husband. The pair live together in the raised house.

Creatures: Kotasi and Jakowa despise Ashen Swale for perverting tradition and putting everyone's souls at risk so he can meddle with the flesh of the dead. Both are members of the Blood Owls and show great interest in the party. They openly share information about the Sutaki locals, their history, Ashen Swale (see page 88), and Venexus (see page 90), but deny the existence of the Blood Owls until the scouts have earned their trust.

Kotasi and Jakowa know of several groups in need: the fishers are being attacked by a monstrous bat (area

B44), a demon has driven moose feral (area **B35**), the hunters are undertaking a grand hunt (area **B39**), and several people have gone missing (area **B40**).

If the scouts help all four groups, they earn Kotasi and Jakowa's trust. While Jakowa keeps watch outside, Kotasi invites the party into his home with the intent of enlisting them in the Blood Owls, which he explains are a group of Sutaki that aim to overthrow Ashen Swale and free their people from Venexus's rule. Kotasi believes if the party can earn the trust of the Sutaki people, they will unite alongside the party's following. As Ashen Swale maintains a tight hold on the village of Lyuba, Kotasi recommends the scouts help people in the land outside the village first. Later, they can sneak into Lyuba to meet the other Blood Owls. If the characters are amenable to this plan, Kotasi gives them each a religious symbol of Tanagaar (see page 66) carved in blood-red wood—the sigil of the Blood Owls. The back face of the symbol features a ring of five dots. When they reach Lyuba, he suggests they wear it to the observatory.

Reputation: For earning sigils of the Blood Owls, the characters gain 2 Reputation Points.

B48. TRACKER'S CAMP

Terrain: Swamp

This large camp sits on a patch of dry land amid the swamp.

Creatures: Thirty Sutaki youths between the ages of 13 and 16 learn to track, hunt, and butcher animals in this camp under the tutelage of **Gavaga** (N male human teacher 6) and his protégé **Ysone** (LN female human mentor 3). Although these skills were traditionally taught at home, the presence of Ashen Swale's undead servitors scare the majority of wildlife away from Lyuba.

The students are thrilled to meet the party and inspired by tales of life outside the valley. They're happy to be in Gavaga's camp, as it lets them leave Lyuba. Many yearn to excel as hunters, trappers, and fishers so they can join far-ranging hunting parties. They obey Gavaga in all matters.

Gavaga is a dour man who doesn't take kindly to troublemakers in his camp. He swiftly tempers any excitement his students express at seeing the party with a sharp rap from his cane. Neither he nor Ysone wants to hear about the party's following, motives, or goals, and they tell the scouts that such talk isn't allowed in camp. If dissent is spread in Gavaga's camp, he hisses to them that Ashen Swale will punish them all. He won't let the party influence the students in his care.

If the scouts ignore Gavaga's rules, his students are shocked and shun the party. If the scouts obey his rules

and linger in the area, Gavaga tells them to help with teaching. Teaching the students requires a successful DC 22 Survival check to Track. If at least half the characters succeed at such a check, Gavaga invites them to speak with him in private about their goals and motives. Gavaga thinks the party will surely die if they oppose Ashen Swale, and he says as much. He mentions he had a sister once who he hasn't seen in many years; Wonoak and her wife fled to the northern forest to escape Ashen Swale's ire. He asks the party to pass his greetings onto his sister if they go that way (areas B42–B43).

New Lieutenant: Gavaga is furious if told his sister is a dullahan and demands proof. Leaving Ysone in charge, he travels with the party to his sister's home. When he finds his sister, he weeps, and they speak with one another. After their visit, Gavaga vows to support the party and joins their following as a lieutenant alongside Ysone. Until the end of the adventure, he remains in his camp to prepare his students for life outside the valley as members of Broken Tusk.

Reputation: If the characters successfully help teach Gavaga's students, they gain 1 Reputation Point. They gain 1 additional Reputation Point if Gavaga joins their following.

B49. SHATTERED SHRINE

Hidden (Perception or Nature DC 22)

Terrain: Swamp

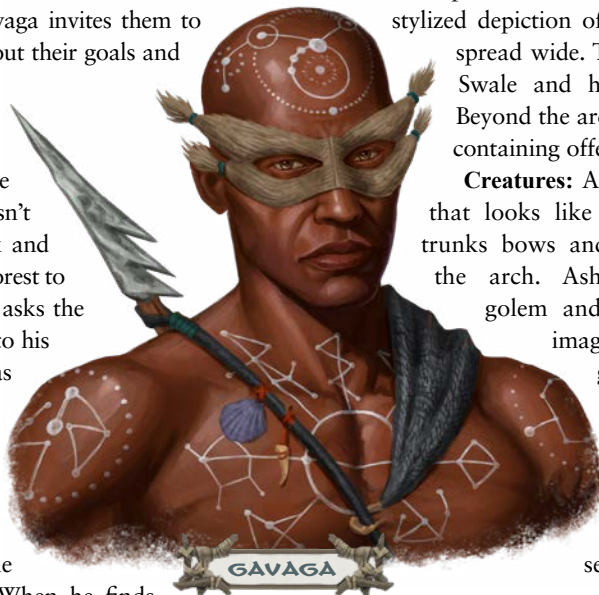
A character who succeeds at a DC 22 Crafting check discerns this rocky hill to be a stone building destroyed about a decade ago and overtaken by swamp growth. Anyone who spends 2 hours sifting through the rubble finds the remains of finely carved statues and clay vessels. A character who sees the statues and succeeds at a DC 23 Religion check determines the site was an extravagant shrine to the original Sutaki gods that has been purposefully destroyed.

B50. WAYMARKER

Terrain: Swamp

This waymarker was partially destroyed long ago, with most of the rocks collapsing into a jumbled pile peeking out of the swamp.

Treasure: A character who sifts through the rubble finds the waymarker's metal ring (worth 5 gp).



B51. VENEXUS SHRINE

Terrain: Swamp

The top of this monolithic quartz arch forms a stylized depiction of Venexus with her wings spread wide. The columns depict Ashen Swale and his boar eidolon, Idovik. Beyond the arch sits a large quartz bowl containing offerings for Venexus.

Creatures: A grotesque carrion golem that looks like a mammoth with three trunks bows and prostrates itself before the arch. Ashen Swale created this golem and painted it gold in the image of Luwaka, a Sutaki god predating Ashen Swale and Idovik. The characters may recognize Luwaka as one of the gods painted on the ceiling of the secret shrine in area A25.

CARRION GOLEM

Pathfinder Bestiary 2 128

Initiative Perception +6

Sutaki locals visiting the shrine consider the carrion golem a grave insult but lack the strength to oppose Ashen Swale. Each time they try to remove the undead, the necromancer's bone warriors apprehend nearby citizens and drag them before Venexus, where they're supposedly devoured for their impertinence. In truth, bone warriors transfer these insubordinates to the Ashen Tower.

Dire Consequences: If the party attempts to take any offerings from the quartz bowl, disturb the arch, or harm the undead guardians before gaining sufficient support from the Sutaki (see Chapter 3), nearby witnesses interfere, explaining that any damage the party does will be visited on the people of Lyuba tenfold. If the characters ignore their advice, the nearby people flee and the party loses 5 Reputation Points.

Treasure: There are 30 gp worth of assorted trinkets and coins in the quartz bowl.

C. LYUBA

The Sutaki village of Lyuba is detailed beginning on page 47 in Chapter 3.

D. GLACIAL PALACE

Venexus's glacial palace is detailed beginning on page 55 in Chapter 3.

TRIVIAL 6

LOST MAMMOTH VALLEY

Chapter 1:
Calamity Caves

Chapter 2:
Blue Sky,
Green Earth

Chapter 3:
White Hot

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Chapter 3: White Hot

Chapter 3 begins when the party enters Lyuba, a Sutaki village situated at the base of Venexus's glacial palace (areas C and D, respectively, on the map on page 22). This isn't a hard transition—the party might enter Lyuba well before they're done with their tasks in Lost Mammoth Valley, but they're also free to leave the village as often as they desire. Indeed, the Broken Tusk scouts' time in Lyuba is much more difficult if they haven't accrued sufficient Reputation Points to earn the villagers' trust (see Reputation on the following page). Additionally, the challenges in this part of the adventure are intended for 7th-level characters. These encounters will be much more difficult for lower-level parties.

In Lyuba, the party has two objectives: claim the *Primordial Flame* and escape Lost Mammoth Valley. Achieving these goals isn't easy, as Venexus, Ashen Swale, and their cult stand against them. To succeed, they'll need the help of as many Sutaki as possible.

LYUBA

Lyuba is a dreary village sinking into a frigid, stinking swamp. Its few landmasses that rise above water level are packed with mud and log huts, all connected by wooden docks and mounds of sodden muck. The largest of these land masses is at the far-eastern end, fenced off by logs, guarded by corpses, and occupied

by Ashen Swale and his loyal followers. Beyond that is Venexus's glacial palace—a barrier of ice that blocks the valley's exit and towers above the surrounding village. Rising from the swamp water are trees, plants, and abandoned ruins. Lyuba flooded when Venexus first obtained the *Primordial Flame* a century ago, and it has remained waterlogged since.

Homes: Homes in Lyuba are built from logs and mud, with sod roofs. Most have one room.

Water: Most of the water in Lyuba is between 2 and 8 feet deep. Walking through water is difficult terrain. Visibility while underwater is reduced to 10 feet.

Wildlife: There are many insects in Lyuba, but very few other wild animals—most have been scared off by the undead.

Reputation: As the party gains Reputation Points (see the Reputation sidebar on page 12), they gain the respect of the citizens of Lyuba. However, nearly all Sutaki fear Ashen Swale and so are torn between helping the party and avoiding them completely. The behavior toward the party of the average Sutaki villager is based on the party's reputation, as noted below.

0–10 Reputation Points: The characters are total strangers. Most Sutaki consider them dangerous outsiders and report them to Ashen Swale's minions.

11–20 Reputation Points: Many Sutaki will look the other way when the party passes but won't lie to Ashen Swale's minions about them if questioned.

21–30 Reputation Points: Most Sutaki actively lie to Ashen's Swale's minions to aid the party, offer well-wishes, and allow the party to hide in their home for a short time.

31–40 Reputation Points: Nearly every Sutaki lies to Ashen Swale's minions to aid the party, allows them to hide in their home, and offers the party minor gifts or favors.

41+ Reputation Points: The party has earned the trust of Sutaki leaders. All but a few Sutaki pledge their support to the party against Ashen Swale and provide aid when asked.

EVENT 4: APPROACHING LYUBA

LOW 7

Unless the party has a way to enter Lyuba completely undetected, they're approached by a warrior patrol on the mud path leading into town.

Creatures: The patrolling warriors question the party to determine if they're Sutaki who belong in Lyuba and if they had a legitimate reason to be outside the village (such as hunting or fishing). If the characters fail to convince the patrol of their legitimate business, the bone warriors attack.

BONE WARRIORS (3)

CREATURE 4

Page 35

Initiative Perception +11

LOCATIONS IN LYUBA

The following notable locations in Lyuba correspond to the map on page 48.

C1. Lagofir Pen: This massive aquatic corral holds 12 lagofirs (page 86) raised for their oil, pelts, and meat. The lagofirs are tended by **Nasanu** (N male tiefling human herder 3).

C2. Alchemist's Hut: Smoke and acrid smells waft about this large hut. Inside, **Kezaku** and her sister **Epaku** (CG female human alchemists 3) brew a variety of alchemical bombs, elixirs, and tools, including all the alchemical items in the Adventure Toolbox (page 78).

CHAPTER 3 SYNOPSIS

Seeking the *Primordial Flame* and the valley's exit, the party enters Lyuba, allies with the Blood Owl rebellion, and strives to gain the support of the local citizenry without being discovered. Under cover of night, the party defeats Ashen Swale's loyal village overseers. With the village secure, the party lures Venexus from Lyuba, then attacks Ashen Swale's compound while the dragon is away, inciting a rebellion. The party enters Venexus's glacial palace to defeat her final remaining allies. When Venexus returns, the party fights her and Ashen Swale for control of Lost Mammoth Valley and the *Primordial Flame*. Freed from Venexus's tyranny, the Sutaki and Broken Tusks leave Lost Mammoth Valley for Hillcross, escaping before the Burning Mammoths can catch them.

LOST MAMMOTH VALLEY

Chapter 1:
Calamity Caves

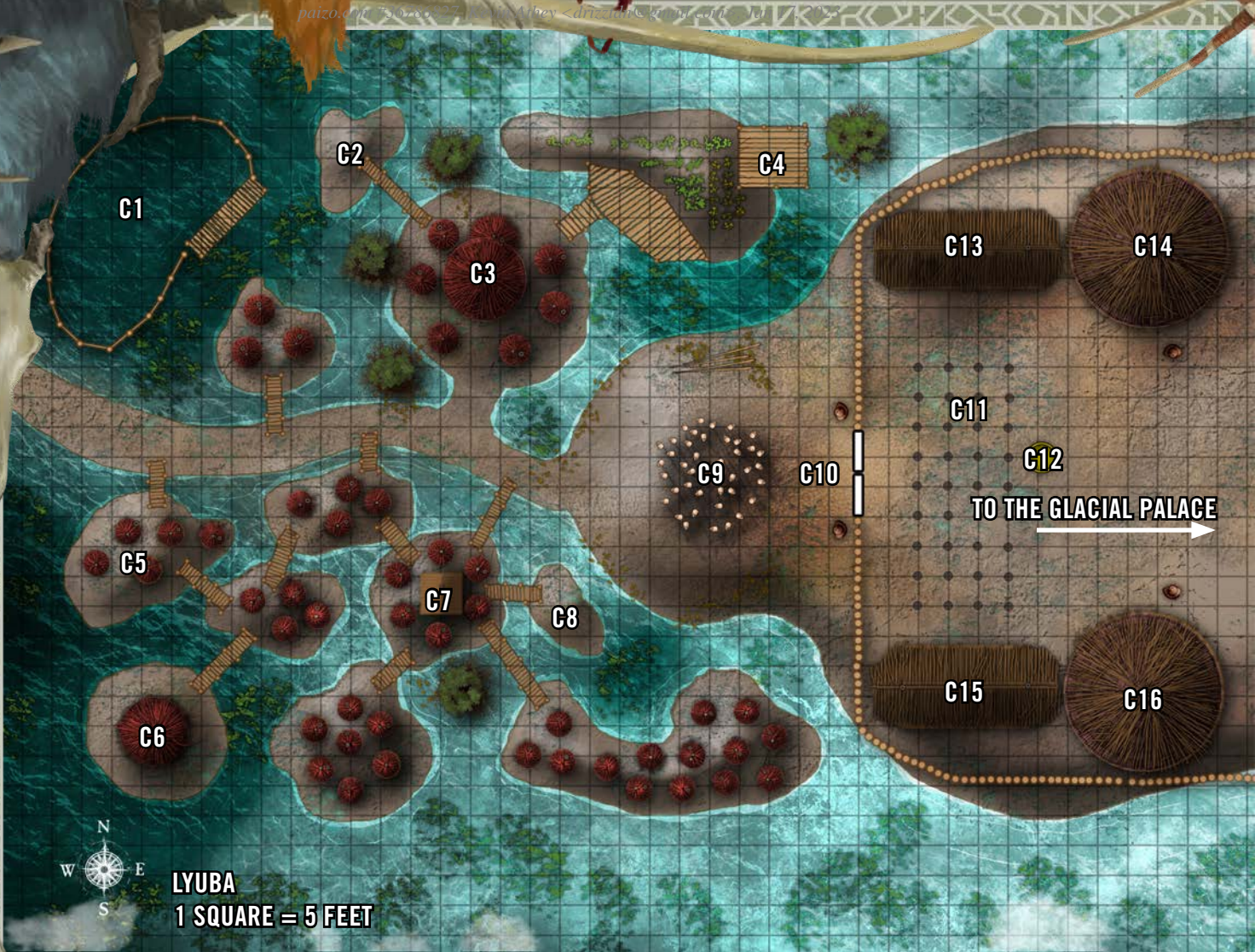
Chapter 2:
Blue Sky,
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C3. Hearth: This large communal building is a gathering place for all Lyuba's citizens, including some of Ashen Swale's followers. Hearth is run by Iluin and her husband Hefet, both secret members of the Blood Owls. This location is detailed in **Event 5** on page 49.

C4. Garden: A garden stretches across this muddy hill, carefully tended by **Lahi** (NG pangender half-orc healer 4), a well-respected physician, Blood Owl, and secret devotee of Immonhiel (see page 64 for more information on Immonhiel).

C5. Seer's Home: The seer Eokoe and their partners, Iesa and Dodani, live in this simple home with their two children. Protective sigils scribed into the mud bricks prevent undead from entering. The family members are secretly Blood Owls and spend a good deal of their time at the secret Blood Owl base detailed in **Event 6** starting on page 49.

C6. Observatory: The observatory is located at the top of a high hill and is the only stone building in Lyuba. Inside, complex star charts are painted on the walls. Since the worship of traditional Sutaki deities has been abolished, the observatory has increased in importance; the stars remain an important spiritual

tie between living Sutaki and their ancestors. **Sasohi** (NG male aasimar human sorcerer 5), an elderly Sutaki with silver freckles and eyes, has operated the observatory for as long as anyone in Lyuba can recall. The observatory hides a magical portal to the Blood Owls' hidden base. This location is detailed further in **Event 6**.

C7. Trading Post: This small building is a shop run by **Ninku** (LN male human trader 4), a friendly but cautious fellow who tells terrible jokes. He lives with his wife, four children, and doting mother.

C8. Smithy: Bone warriors frequent this smithy owned by **Vayku** (LN female human blacksmith 3), as she crafts nearly all their weapons. Although Vayku is a convert to Venexus's faith and loyal to Ashen Swale, she's willing to deal with the party as long as they don't cause her trouble; she cares more for profit than religion and politics.

C9. Howling Square: A dozen beheaded (*Pathfinder Bestiary* 3 30) are impaled on 10-foot-tall spikes in a haphazard grid that fills the Lyuba village square. The macabre centerpiece is a reminder of what happens to those who disobey Ashen Swale.

C10. Ashen Swale's Compound: Ashen Swale's compound is surrounded by a 20-foot-tall log fence. The gate is typically open but guarded by bone warriors. Two stone statues flank the gate, one depicting Ashen Swale and the other depicting his boar god, Idovik. Six carrion golems stand guard along the outer walls, facing Lyuba and the Howling Square. Each is made in the image of a Sutaki ancestral god (which are also depicted in the secret shrine in area A25).

C11. Prisoner Pits: Anyone apprehended by Ashen Swale's followers is imprisoned in one of the many 15-foot-deep oubliettes that comprise the prisoner pits. Each pit is a muddy morass partially flooded with waste and swamp water and rife with insects and disease. Upon dying, prisoners are reanimated as beheaded and impaled on a stake in the Howling Square.

C12. Offering Bowl: A solid-gold bowl large enough to hold a person sits in the center of Ashen Swale's compound. Villagers of Lyuba are forced to make regular offerings here to their deity, Venexus, which her followers deliver to her glacial palace.

C13. Bone Warrior Barracks: Bone warriors loyal to Ashen Swale live in this communal longhouse.

C14. Guard Post: This hut doubles as an armory.

C15. Necromancer Barracks: Necromancers loyal to Ashen Swale live in this comfortable communal longhouse alongside their undead servitors.

C16. Ashen Swale's Home: Ashen Swale lives in this finely built wooden home.

EVENT 5: WELCOMING PARTY MODERATE 7

When the party enters Lyuba, they're greeted with suspicion and fear. The residents don't want to be seen speaking with strangers and quickly direct the party to Hearth (area C3) if approached.

Hearth is a large communal building brightly lit by a large central bonfire. The host, **Iluin** (CG female human hearth-keeper 5), is a secret devotee of Sister Cinder and keeps the fire blazing in her honor (see page 65 for more information on Sister Cinder, known outside the region as Sarenrae). Iluin and her husband **Hefet** (CN male human cook 5) are secretly Blood Owls. Another Blood Owl, **Dodani** (NG male human storyteller 4), tells stories at Hearth and passes messages between rebels. A map of Hearth appears on page 36.

Upon entering Hearth for the first time, the scouts are recognized as outsiders, causing patrons to quickly look the other direction.

Creatures: Four bone warriors and an executioner enjoying a meal notice the party and confront them. As they do, Iluin calls out, "Take 'em out back! I don't want my place messed up." The bone warriors attempt to guide the party out Hearth's back door then attack,

aiming to knock the party out and drag them to Lieutenant Desiak for questioning.

If the party catches the eye of Iluin, Hefet, or Dodani, the villagers give the party a nod and subtly tip their head toward the back exit, indicating the party should play along until they're outside. If the party resists, the bone warriors attack inside Hearth.

If the party fights outside, two rebels, Zedak and Otehak, join the battle alongside them.

BONE WARRIORS (4) CREATURE 4

Page 35

Initiative Perception +11

EXECUTIONER CREATURE 6

Pathfinder Gamemastery Guide 235

Initiative Intimidation +13

ZEDAK AND OTEHAK CREATURE 2

CG ruffians (*Pathfinder Gamemastery Guide* 209)

Initiative Stealth +6

Reputation: The party gains 1 Reputation Point for defeating the bone warriors, plus 1 additional Reputation Point if they battled outside.

EVENT 6: FLIGHT

After the battle at Hearth, Zedak and Otehak approach the party. Zedak asks the party to follow him, while Otehak says they'll take care of the bodies. Their escort leads the scouts into the swamp water, below the docks, and through abandoned buildings, on a circuitous route through Lyuba, aiming to stay hidden. During the trip, each character must attempt a DC 23 Deception check to Impersonate or Stealth check to Sneak. For each success, the party earns 1 Reputation Point. If half or more of the party fails, the party is spotted by a necromancer riding a skeletal woolly rhinoceros (page 36), whom they must deal with or flee from to continue.

If pressed for information, Zedak shows the party his Blood Owl sigil and explains that Eokoe told him to be on the lookout. He's bringing them to a safe place.

Zedak brings the party to the back of the observatory (area C6) and enters through a hidden door. Inside, he tells the party to be quiet, then guides them down a few short tunnels to a stone door pocked with dozens of small divots. Tiny, faintly glowing pebbles have been placed into five of the divots. If opened without following the proper steps, the door leads to a mundane supply room.

Zedak shows the party his Blood Owls sigil (which matches theirs, if they received sigils from Kotasi

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and Jakowa in area B47). He turns over his sigil, revealing the ring of dots carved on the back, then gestures at the glowing pebbles on the door and tells the party to arrange them to match. While they do, Zedak explains that the dots are the constellation Atakal, a stellar representation of the legendary cave that birthed the goddess Fandarra, Mother of All. Fandarra gave birth to not only people, he continues, but the many Sarkorian deities that the Sutaki people once worshipped. "Atakal is a symbol of rebirth and new life," he says, "something my people desperately need." When the pebbles are aligned, the door

opens into a pocket dimension the Blood Owls use as their base of operations. Zedak ushers them inside.

Blood Owls' Base: The Blood Owls' extradimensional base looks like a scene from a dream. A series of impossibly tall mountain peaks jut out of a vast ocean of darkness, and the heavens are filled with all the stars of the night sky. Bridges made of solid stardust span the mountaintops, which surround a central mountain with a large circular plateau. The smaller mountain peaks are supplied with tools for work or pallets for sleeping. The plateau is designed for meetings and features a campfire that can shrink or grow in scale according to the speakers' whims.

When Zedak and the characters arrive, Eokoe is waiting on the nearest mountaintop to welcome them. The seer asks the party to settle in and rest. "The others have yet to arrive," they say. Eokoe answers the characters' questions and shares information with them about the Blood Owls (see the Blood Owls sidebar on page 51).

When the characters first arrive here, three other Blood Owls are present.

Onak, a hunter the party first met in Calamity Caves (page 12), spars with Zedak. A character who wants to join can attempt one melee attack roll against each of them. If either attack roll is a critical success, the party gains 2 Reputation Points. Otherwise, the party gains 1 Reputation Point.

Iesa (CG female human astronomer 4), one of Eokoe's partners, charts the stars on a piece of treated hide. A character who wants to aid her can attempt a DC 23 Nature or Astronomy Lore check. On a successful check, the party gains 1 Reputation Point.

Fela and **Awa** (N human children -1), the two young children of Eokoe, Iesa, and Dodani, dawdle on a cliffside, bored. A character can tire the children out by playing a rowdy game with them with a successful DC 23 Acrobatics or Athletics check, or they can entertain the children with a successful DC 23 Performance check. If the character rolls a successful check, the party gains 1 Reputation Point.

EVENT 7: BLOOD OWLS

Late that evening, the Blood Owls arrive to meet the party (Soulsinger Kotasi, Hefet, and Sasohi are working and unable to attend). After introductions, they adjourn on the plateau to plan their next move. During this meeting, the party is questioned by the Blood Owls about their motives and goals, and the party may question them in turn.

In time, Eokoe convinces the Blood Owls the party is integral to the Sutaki rebirth, claiming they've foreseen



BONE WARRIOR

it in their visions. They insist the party will gain the support of as-of-yet unconvinced Sutaki people through their deeds. With the support of the people, the Blood Owls and the party can reclaim Lyuba, then move against Ashen Swale. To that end, Eokoe gives the party a deed—a minor way the party can earn the support of the villagers. If the party has any unfinished quests outside of Lyuba, such as claiming the Ashen Tower (area B32), helping Soulsinger Kotasi (area B47), or impressing Gavaga (area B48), Eokoe also mentions these as deeds (see below).

During the meeting, each character in the party can attempt to impress the Blood Owls with a DC 23 Deception, Diplomacy, Intimidation, Performance, or relevant Lore check. Each character can attempt one check. For each success, the Blood Owls share one additional deed the party can undertake, or two on a critical success. The party gains a +1 circumstance bonus to their checks if their following is 12th level, or a +2 circumstance bonus if it's 13th level or higher.

Deeds: The Blood Owls might detail the following deeds to the party. Accomplishing a deed earns the party 1 Reputation Point.

Area C1: One of Nasanu's domesticated lagofirs is ill. Nursing it back to health requires a successful DC 20 Medicine check and 2 days of effort.

Area C2: Kezaku needs a group of volunteers to test her newest creations. Each character is pelted by a lesser and moderate water bomb (page 79), then gifted a moderate water bomb for volunteering.

Area C2: Epaku is out of lagofir oil. Collecting enough oil from the lagofirs in area C1 requires Nasanu's permission (attainable with a DC 21 Diplomacy check or a bribe worth at least 10 gp), a successful DC 22 Nature check, and 3 hours of work.

Area C6: Many villagers come to the observatory for comfort and advice. Offering these villagers guidance requires 1 day of work and a successful DC 23 Diplomacy check.

Area C7: The trading post is running out of food. For the PCs to acquire enough fresh fish to restock, they must succeed at a DC 21 Fishing Lore or Survival check made in any water source outside Lyuba's hex. Alternatively, the party can hunt anywhere at least 2 hexes away from Lyuba, which requires successfully defeating a creature of at least Large size, or three

BLOOD OWLS

The Blood Owls are a burgeoning rebel group that plan to overthrow Ashen Swale and escape Lost Mammoth Valley. Sutaki consider rebellion, changes in leadership, and great calamities a part of the natural cycle. A rebellion is the death of a previous reign and the birth of another. The Blood Owls seek not "rebellion" but to see their people reborn, or "birthed again."

Tanagaar and Fandarra are the deific patrons of the Blood Owls—Tanagaar as god of watchfulness and protection, and Fandarra as goddess of life cycles, birth, death, and blood. For more information on these deities, see the Religions of the Realm article starting on page 60.

At present, the Blood Owls include 12 influential members. They need the party's aid to gain the support of other Sutaki, both to legitimize the Blood Owls' "rebirth" narrative and to ensure the success of the coup against Ashen Swale. The Blood Owl leadership consists of Eokoe, Iesa, Dodani, Soulsinger Kotasi, Jakowa, Iluin, Hefet, Lahi, Sasohi, Zedak, Otehak, and Onak.

Owl leadership consists of Eokoe, Iesa, Dodani, Soulsinger Kotasi, Jakowa, Iluin, Hefet, Lahi, Sasohi, Zedak, Otehak, and Onak.

creatures of at least Medium size. Potential targets for the hunt include castoroides, bears, daeodons, elk, hyaenodons, lagofirs, moose, long-horned bison, smilodons, wolves, or another creature of your choice.

Area C8: Vayku's little brother, Olohe, got lost in the swamp outside Lyuba. Finding him requires a successful DC 23 Perception or Survival check and 4 hours of effort.

Anywhere in Lyuba: A family has no food. Feeding them earns their gratitude.

Anywhere in Lyuba: A couple is due to give an offering to Venexus but has nothing left to give. Giving the couple a gift worth at least 5 gp to offer to Venexus earns their gratitude.

Anywhere in Lyuba: An elder's home is sinking into the swamp. Stabilizing the foundations requires a successful DC 23 Crafting or Engineering Lore check.

XP Award: If the party reaches 40 Reputation Points, grant each character 40 XP.

THE PLAN

The Blood Owls share the details of their plan when one of the following conditions is met: the party has more than 40 Reputation Points, they've completed all available deeds, there are less than 2 weeks remaining

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in the month of Lamashan, or you feel the players are ready to progress the story.

The Blood Owls have the support of many Sutaki and meet in secret to discuss their plans. Eokoe's divinations have formed the majority of the plan's details, with the remainder up to the party to decide.

During the planning stages, the party can call on any allies outside the city they wish to bring into Lyuba, such as Wonoak, Dhannen, Gavaga, Ysone, Commander Montgrim, Vare, Reykyl, Vyrdor, and anyone from their following. These allies may require Sutaki escorts or other aid to approach without being discovered.

To successfully move against Ashen Swale, the party needs to trick Venexus into temporarily leaving Lyuba. The party could time the uprising to coincide with one of the dragon's hunting trips. Alternatively, they could plan a distraction, perhaps a forest fire like the one in area **B30** or the destruction of the shrine to Venexus in area **B51**. To allow the uprising enough time, this distraction must occur in a different hex and be triggered by allies of the party. While Venexus is out of Lyuba, Ashen Swale oversees her glacial palace and can't leave it undefended.

Ashen Swale has two lieutenants in command of his forces. One, Azi, never leaves Ashen Swale's compound, but the other, Desiak, leaves once a week to dine at Hearth. The party must attack Lieutenant Desiak at Hearth while Venexus is away. Iluin can ensure all the other patrons present are loyal to the Blood Owls.

After he's defeated, the party and the Blood Owls will attack Ashen Swale's patrolling minions under cover of darkness. The party is expected to participate in one of these fights and should determine who will compose the other attack forces.

Once Lyuba is secure, the villagers await dawn. With the rising sun, the uprising begins. The party, Blood Owls, and Sutaki villagers attack the Howling Square and the gates to Ashen Swale's compound. While the party fights the carrion golems outside, the villagers destroy the undead in the Howling Square and the Blood Owls fight the guards patrolling the area.

The uprising spreads into Ashen Swale's compound, where they will face Ashen Swale's remaining followers, including bone warriors, necromancers, undead, and Lieutenant Azi. The party is expected to confront Azi while their allies defeat the remaining enemies.

With Azi defeated, the party must then enter the glacial palace. Inside, they'll be alone against Venexus's servants. With luck, they might be able to lay a few blows on Ashen Swale before Venexus returns. Meanwhile, the uprising will continue to rage outside the palace.

Finally, the party must face Venexus and claim the *Primordial Flame*. Once they do, the party can melt the

glacial palace and clear the path out of Lost Mammoth Valley, enabling the Broken Tusks and Sutaki to flee before the Burning Mammoths arrive in force.

When the scouts are ready to proceed, Venexus either leaves or is lured from Lyuba by the party's planned distraction. Late that evening, begin **Event 8**.

EVENT 8: DINNER DATE

MODERATE 7

Lieutenant Desiak was transformed into a fleshwarp by Ashen Swale's necromantic experiments. He dines at Hearth once a week alongside his undead minion, a loyal necrohusk created from a cultist.

The party may have planned for additional allied combatants to join them here. In this instance, you can either run the encounter as written with additional allies (thereby making the encounter easier) or add additional enemies to the encounter for these allies to engage (maintaining the encounter difficulty).

Creatures: Iluin, Hefet, and Dodani are in attendance at Hearth to ensure that all the other patrons present are loyal to the Blood Owls and no one interferes. During dinner, Iluin gives the party the signal to attack Desiak and his necrohusk.

NECROHUSK

CREATURE 5

Page 87

Initiative Perception +14

DESIAK

CREATURE 8

UNIQUE LE MEDIUM ABERRATION HUMANOID

Male fleshwarp warrior (*Pathfinder Lost Omens Ancestry Guide* 88)

Perception +16; low-light vision

Languages Common, Hallit, Necril

Skills Acrobatics +18, Athletics +16, Intimidation +12, Stealth +14

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

Items +1 *breastplate*, bone religious symbol (Venexus), *runescribed disk* (page 80)

AC 27; **Fort** +16, **Ref** +18, **Will** +13; +1 status to all saves vs. disease and poisons

HP 135; **Resistances** negative 4

Attack of Opportunity ↷

Speed 25 feet

Melee ✦ bone spur +20, **Damage** 2d10+6 piercing plus 1d10 negative

Melee ✦ claw +20 (agile), **Damage** 2d8+6 slashing

Ranged ✦ bone bolt +20 (range increment 30 feet), **Damage** 1d10+6 piercing plus 1d10 negative

Dual Assault ✦ **Frequency** once per round; **Effect** Desiak makes either two claw Strikes or a bone spur Strike and a claw Strike. Both Strikes are against the same target and are made with his current multiple attack penalty.

This counts as two attacks when calculating Desiak's multiple attack penalty.

Erupt Bone Spur ♦ Desiak forces his bones to erupt from or retract back into his flesh. While his bones protrude from his flesh, he can use a bone spur Strike. On a critical hit with a bone spur, Desiak can drain his target's vital energy to restore a number of Hit Points equal to half the damage dealt.

Reputation: For each member of the party who remains conscious the entire battle, the party earns 1 Reputation Point.

EVENT 9: SECURING LYUBA TRIVIAL 7

With Desiak defeated, the party and the Blood Owls attack the remaining Ashen Swale loyalists in Lyuba under cover of darkness. These ambushes should occur out of sight of Ashen Swale's compound.

Though the Blood Owls do most of the fighting—it's integral to them that they lead the Sutaki liberation—the characters face one of Ashen Swale's minions just outside Hearth.

Creatures: A necromancer riding a skeletal woolly rhinoceros confronts the characters.

NECROMANCER CREATURE 5

Pathfinder Gamemastery Guide 230

Initiative Perception +10

SKELETAL WOOLLY RHINOCEROS CREATURE 5

Page 36

Initiative Perception +9

EVENT 10: ASSAULT ON THE COMPOUND

At dawn, the party leads the Blood Owls and other Sutaki rebels in an uprising against Ashen Swale's followers. If the party has outside allies they want to join in the attack, now is a good time for them to arrive. During the attack on the compound, the party participates in two encounters.

Treasure: Before the assault on the compound, Kezaku and Epaku gift the party one moderate quickmelt slick each, one moderate winterstep elixir each, one moderate mud bomb, and one moderate pernicious spore bomb. See page 78 for more details on these uncommon alchemical items.

If the party has fallen behind on treasure, this is a good opportunity to make up the difference by providing them with additional

treasure suited to their characters, gifted to them by their allies.

BREACHING THE GATES MODERATE 7

The gates to Ashen Swale's compound are guarded by carrion golems. While the party attacks these constructs, the Blood Owls and villagers fight three bone warriors and destroy the undead in the Howling Square.

Creatures: The party fights five carrion golems created in the image of past Sutaki gods. These include



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a two-headed vulture bear (Kagia), a feathered moose with flowered antlers (Esonu), a woolly white rhino with horns cresting its back (Gosiak), a dozen-legged giant ferret (Dowanu), and an elk with the torso and head of a great owl (Fonalu).

CARRION GOLEMS (5) CREATURE 4

Pathfinder Bestiary 2 128

Initiative Perception +6

LAST STAND MODERATE 7

After defeating the carrion golems, the uprising floods into Ashen Swale's compound. Inside, the rebels and

Blood Owls fight bone warriors, necromancers, and undead. Meanwhile, the party is confronted by Ashen Swale's last lieutenant, the necromancer Azi. Read the following aloud to set the scene.

With a chorus of cries, the Blood Owls and their brethren pour into Ashen Swale's compound, bursting through the wooden gates and past the log fence. Ashen Swale's devoted cultists meet them head on, streaming out of their barracks with steel in hand or spells on lips, accompanied by undead monstrosities crafted from past victims and corrupted wildlife.

The groups battle among the prisoner pits, where those Sutaki who dare speak up or act out have been imprisoned for life. Beyond the battle, between matching ice sculptures of Ashen Swale and Idivik, is the wide pass leading up to Venexus's glacial palace—a massive tower of ice formed in the dragon's likeness, wings spread wide.

Blocking the path forward is a Sutaki woman holding a bone staff aloft. With a tilt of her head, two large horned skeletons stalk forward, bearing glaives with blades as large as a person. "You were fools to come," the woman calls out. "But you should feel honored. Today you die at the foot of a god. Tomorrow your corpse will serve her through eternity!"

Creatures: Lieutenant Azi and two skeletal giants attack the party. The skeletal giants engage the party in melee, while Azi supports the skeletons from afar with her magic. Fanatically loyal, she fights to the death to protect the path to her god's domain.

SKELETAL GIANTS (2) CREATURE 3

Pathfinder Bestiary 299

Initiative Perception +7

AZI CREATURE 8

UNIQUE LE MEDIUM HUMAN HUMANOID

Female human necromancer

Perception +19

Languages Common, Draconic, Hallit, Necril

Skills Arcana +13, Deception +16, Diplomacy +16, Intimidation +18, Religion +14

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

Items staff of necromancy

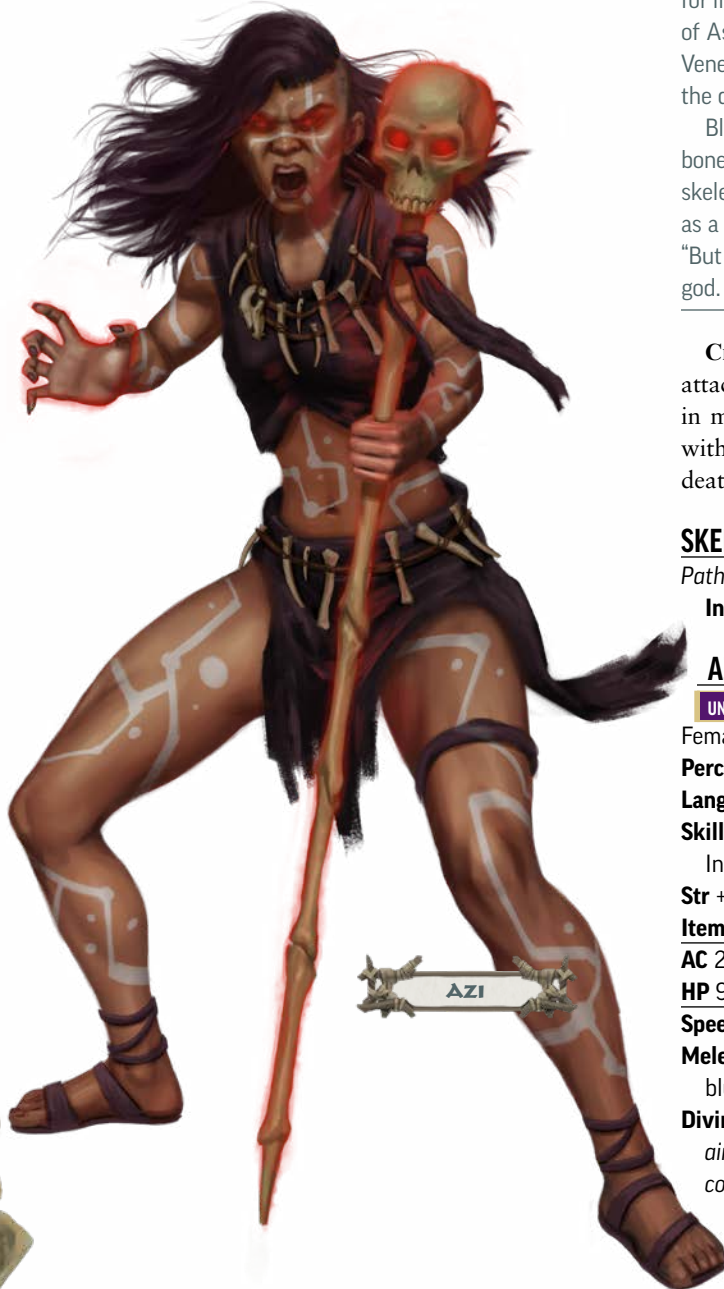
AC 24; Fort +14, Ref +15, Will +18

HP 97

Speed 25 feet

Melee ♦ staff +15 (magical, two-hand d8), Damage 1d6 bludgeoning

Divine Spontaneous Spells DC 26, attack +18; 4th (4 slots) air walk, boneshaker (page 76), enervation, talking corpse; 3rd (4 slots) bind undead, blindness, false life, vampiric touch; 2nd (4 slots) bone spray (page 76), dispel magic, false life, sudden blight; 1st (4 slots)



AZI

bane, fear, harm, ray of enfeeblement; **Cantrips (4th)** chill touch, daze, detect magic, forbidding ward, guidance **Sorcerer Bloodline Spells** DC 26, 2 Focus Points; **4th drain life** (*Pathfinder Core Rulebook* 403), *undeath's blessing* (*Core Rulebook* 405)

Bloodline Magic When Azi casts *bind undead*, *drain life*, *false life*, *harm*, *talking corpse*, or *undeath's blessing*, either Azi gains temporary Hit Points equal to the spell's level for 1 round, or a target takes 1 negative damage per spell level (if the spell already deals initial negative damage, combine this with the spell's initial damage before determining weaknesses and resistances).

Reach Spell ◆ (metamagic) Azi can extend the range of her spells. If the next action Azi uses is to Cast a Spell that has a range, increase that spell's range by 30 feet. If the spell normally has a range of touch, Azi extends its range to 30 feet.

Reputation: As the party defeats this final lieutenant within sight of villagers, they gain 2 Reputation Points.

Aftermath: With Azi defeated, the party can enter the glacial palace. Meanwhile, the Blood Owls, Sutaki rebels, and any allies who joined in the insurrection continue to fight the remaining bone warriors, necromancers, and undead monsters loyal to Ashen Swale in the compound.

GLACIAL PALACE

Venexus's glacial palace is a massive tower of solid ice that completely blocks the eastern pass leading out of Lost Mammoth Valley. Because the *Primordial Flame* melts the palace, Venexus must recreate it regularly, which she does each week under cover of darkness. On such nights, she orders her chosen minions to painstakingly haul buckets of water to the palace, which she then freezes in place with her icy breath.

Ceilings: Throughout the glacial palace, ceilings are 30 feet high in tunnels and 50 feet high in chambers.

Ice: All floors in the glacial palace are slick sheets of solid, melting ice. Ice is difficult terrain and uneven ground (Balance DC 23). Each of the broad hallways exiting the larger chambers (from area **D4** to **D5**, **D3** to **D5**, and **D5** to **D6**) are sharply inclined, making them particularly difficult to traverse. These halls are greater difficult terrain and uneven ground (Balance DC 25). Any creature knocked prone in one of these halls slides 10 feet downhill when it falls and another 10 feet for each round it remains prone.

Lighting: The glacial palace is brightly lit by sunlight filtering in through the ice.

Temperature: Temperatures in the glacial palace hover around mild cold.

Support: The party can request help from the Blood Owls and rebels such as healing from Soulsinger Kotasi,

Eokoe, hearth tender Iluin, or Dodani. The Blood Owls can't extend their aid indefinitely or repeatedly, as they're busy fighting a battle for their independence, but the aid is there if the party requires it.

The following locations correspond to the Glacial Palace map on the rear inside cover of this volume.

D1. GRAND ENTRY

MODERATE 7

Rock and stone give way to ice stairs, then an ice tunnel, as the path from Ashen Swale's compound transitions to the interior of Venexus's glacial palace. Sunlight streams in through the ice walls, casting the entire complex in a diffuse glow. Intricate ice carvings decorating the walls have started to melt, making the details of these works of art difficult to discern.

The path curves, then opens into an oval antechamber guarded by a trio of monstrous Sutaki warriors. The warriors each show similar draconic features, including thick white scales on their arms, reptilian eyes, claws, and long serpentine tails. They stand with their arms crossed and lips turned up in snarls.

"Surrender yourself to Venexus's mercy," the trio intones in unison. "Pray that she forgives you as you die."

Creatures: Three draconic beastkin guard the entry. Unerringly loyal to Venexus, they fight to the death to prevent outsiders from entering their god's domain.

VENEXUS'S CHOSEN (3)

CREATURE 6

RARE LE MEDIUM BEAST BEASTKIN HUMANOID

Dragonkin monks (*Pathfinder Lost Omens Ancestry Guide* 78)

Perception +14; darkvision, scent (imprecise) 30 feet

Languages Common, Draconic, Hallit

Skills Acrobatics +14, Athletics +11, Intimidation +10, Stealth +12

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

AC 23; **Fort** +14, **Ref** +16, **Will** +14

HP 115; **Weaknesses** fire 5; **Resistances** cold 5

Tail Lash ⤴ **Trigger** A creature within reach of the chosen's tail Strike uses an action to Strike or attempt a skill check; **Effect** Venexus's chosen attempts to Strike the triggering creature with their tail. If it hits, the creature takes a -2 circumstance penalty to the triggering roll.

Speed 35 feet

Melee ◆ fist +16 (agile, finesse, magical, nonlethal, unarmed), **Damage** 1d6+5 bludgeoning

Melee ◆ tail +16 (finesse, magical, reach 10 feet, unarmed), **Damage** 1d10+5 bludgeoning plus Knockdown

Primal Innate Spells DC 24, attack +16; **3rd** *ray of frost* (at will)

Change Shape ◆ (concentrate, polymorph, primal, transmutation) Venexus's chosen changes between their humanoid shape and hybrid shape. They gain a tail unarmed Strike while in their hybrid shape.

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Flurry of Blows ♦ **Frequency** once per round; **Effect** Venexus's chosen makes two unarmed Strikes. If both hit the same creature, combine their damage for the purpose of resistances and weaknesses.

Ice Walk Venexus's chosen ignores difficult terrain and greater difficult terrain from ice and snow and doesn't risk falling when crossing ice.

Powerful Fists Venexus's chosen's fist Strikes are treated

as cold iron and silver, and the chosen doesn't take penalties when making lethal attacks.

Treasure: One of Venexus's chosen wears a *ring of sustenance*.

D2. OFFERING CHAMBER

SEVERE 7

This massive, diamond-shaped hall has an offering bowl at its center, set before a forty-foot-tall ice sculpture of Venexus. The oval antechamber to the west leads back to Lyuba, while two other icy hallways, one to the north and one to the south, lead deeper into the glacial palace. Each of these two exits is blocked by a massive mammoth, clearly dead and rotting, that stands completely immobile.

Creatures: Two of this chamber's exits are blocked by undead woolly mammoths. The zombie mammoths attack when approached.

ZOMBIE MAMMOTHS (2)

CREATURE 8

UNCOMMON NE HUGE MINDLESS UNDEAD ZOMBIE

Perception +13; darkvision, scent (imprecise) 30 feet

Skills Athletics +19

Str +7, **Dex** +0, **Con** +4, **Int** -5, **Wis** +3, **Cha** +0

Slow A zombie is permanently slowed 1 and can't use reactions.

AC 18; **Fort** +18, **Ref** +10, **Will** +15

HP 200, negative healing; **Immunities** death effects, disease, mental, paralyzed, poison, unconscious; **Weaknesses** positive 10, slashing 10

Speed 45 feet

Melee ♦ tusk +20 (reach 15 feet), **Damage** 2d8+10 piercing

Melee ♦ trunk +20 (reach 15 feet), **Effect** grabbing trunk

Melee ♦ foot +20 (reach 10 feet), **Damage** 2d10+10 bludgeoning

Dual Tusks ♦ The zombie mammoth makes two tusk Strikes, each against a different creature. This counts as one attack for the mammoth's multiple attack penalty, and the penalty doesn't increase until after both attacks.

Grabbing Trunk A Medium or smaller creature hit by the zombie mammoth's trunk is grabbed. If the mammoth moves, it can bring the grabbed creature along with it.

Impaling Tusks ♦ The zombie mammoth makes a tusk Strike against a creature it's grabbing with its trunk. If the attack hits, the creature is impaled upon one of the mammoth's tusks, freeing the trunk to make attacks. Each of the mammoth's tusks can hold two Medium or smaller creatures. A mammoth can attack with its tusks while creatures are impaled upon them.

Treasure: The offering bowl contains 100 gp worth of offerings given to Venexus by Sutaki



supplicants. The Blood Owls insist that these goods are returned to their rightful owners.

D3. WARRIOR QUARTERS

Venexus's chosen (area **D1**) live in this spartan chamber made of solid ice.

Treasure: Hidden beneath a loose hunk of ice in the corner is a pair of *greater bracers of missile deflection*.

D4. FEZEROD'S QUARTERS

Unlike the ice chamber to the south, this living space lacks furniture and fine details.

Creature: If the dragon Fezerod escaped the Burning Mammoths (see area **B40** on page 41), he can now be found in this chamber. He nurses his wounds and silently fumes at his sister for forcing him to live in a glorified hallway. At the sight of the party, Fezerod grins.

"Well, well, well. Congratulations on making it this far," the wounded dragon growls with a grin. "I never thanked you, did I? That was intentional. I assumed we'd meet again, and I could repay the favor personally. And here we are."

Fezerod is willing to answer any questions the party has about himself, Venexus, her lair, her history, or her irritating brood. He can confirm Venexus has a powerful artifact—"far too warm for my liking"—but he doesn't know what it does, only that it's painful to gaze upon and has clearly altered his elder sister's mind.

If the party asks Fezerod to fight alongside them, he sneers and shakes his head. "Ha! I think not. If you wish to destroy my sister, do it yourselves."

For a white dragon, Fezerod is extremely reasonable and diplomatic. If the characters ask why he's helping them, he answers honestly that anyone capable of freeing him from his captors and brave enough to take on his sister is powerful enough to have earned his respect. Furthermore, Fezerod explains he's been looking for some way to get back at his sister for betraying him all those centuries ago (see Venexus's backstory on page 90), and this seems a perfect opportunity. Fezerod begrudgingly admits he's grateful to the party for rescuing him and mentions that he never told Venexus of their involvement in this, blaming it all on the Burning Mammoths under Ivarsa's banner.

Once the characters are ready to move on, Fezerod wishes the party luck in their quest to murder his sister and flee eastward. He promises to watch over the valley after Ivarsa and her Burning Mammoths have passed through.

D5. ICE TUNNEL

LOW 7

The corridors north and south of this icy intersection descend toward areas **D4** and **D3**, respectively. East, the passage to area **D6** is at an incline.

Creatures: Three ice golems guard the eastern passage. They attack anyone not draconic and not Ashen Swale.

ICE GOLEMS (3)

CREATURE 5

Pathfinder Bestiary 2 129

Initiative Perception +9

Ascending the Glacial Palace: The wide path from area **D5** to **D6** winds up hundreds of feet through Venexus's glacial palace. The ice walls are shaped in images, some clearly depicting Venexus, Lost Mammoth Valley, and her subjects, and others are more abstract and stylized, with entire walls shaped like crashing waves, rippling water, roaring flames, flower petals, spirals, and other patterns reflecting the natural world. A recurring theme among the ice art is a simple bone and hide lamp containing a flickering flame. This is the *Primordial Flame*, and its image is found not only in depictions of Venexus, where the lamp is worn around her wrist, but also in other art, cropping up in giant or miniature in other ice carvings of specific scenes and hidden in the stylized carvings. Venexus both loves and hates the *Primordial Flame* and can't bear the thought of parting with it. Its addition to her ice sculptures is both out of fondness and compulsion.

As the characters travel these ice tunnels, roll a secret DC 20 Perception check for each. Those characters who succeed notice the *Primordial Flame's* continual presence, which they spot in nearly every image. This serves as a sign of Venexus's obsession and could be taken as a hint of things to come, once the party claims the *Primordial Flame* and realizes the artifact is cursed.

After 10 minutes of travel up the ice tunnels, the party reaches area **D6**.

D6. ICE BRIDGE

MODERATE 7

The wide ice tunnel levels out, then narrows, transitioning into a long ice bridge only five feet wide and over seventy feet long. It spans a wide chasm at least sixty feet deep. In the corners of the chamber, each positioned slightly higher in elevation than the ice bridge, are four raised ledges.

This slick ice bridge crosses a chasm 60 feet deep. Built into the walls are four niches, each the nest of one of Venexus's young. A character can attempt a DC 25 Athletics check to Climb one of these ice walls. When the party is partway across the ice bridge, reaches a high

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enough elevation to clearly view the ledges, or Climbs up onto a ledge, read the following aloud to set the scene.

The scrape of claws across ice and a cruel, hissing laughter mark the appearance of four small white dragons, one on each raised ice shelf and each no bigger than a pony. The dragons are discolored—ruddy beige and cream rather than true white, with curving horns and stunted frills.

One of the dragons cackles, splaying its frills with interest. "People! And not the one we're forbidden from eating! It's a gift!"

A second dragon licks its snout. "Good! I'm starving! Mother's been away too long."

"You always say that," a third one counters. "And you're always hungry. We're sharing these ones!"

"No!" a fourth whines. "Don't eat them! Not yet! I want to play with them first!"

"Deal," the dragons chime in unison, stalking forward with hungry eyes.

Creatures: The heat of the *Primordial Flame* hinders the growth of Venexus's young. Nearly all her eggs have been stillborn, and the four that survived hatching are discolored runts. Each is Medium and lives in one of the nests. Ashamed of her weak brood, Venexus has forbidden them from leaving the glacial palace. Thrilled that the party isn't Ashen Swale, the one human they're forbidden from eating, these four dragons clamber out of their nests and attack.

Each dragon surrenders if reduced to 30 Hit Points or fewer, or if they're the only dragon remaining in the fight, shrieking, "No fair! I give up! Leave me alone!" Upon surrendering, a dragon retreats to its nest to pout, burying itself in a pile of pelts, with only its tail and snout peeking out. If attacked further, the dragon wails for help—all dragons re-enter the fight and focus their ire on the offending character, fighting to the death.

VENEXUS'S WYRMLINGS (4) CREATURE 5

RARE CE MEDIUM COLD DRAGON

Perception +12; darkvision, scent (imprecise) 60 feet, snow vision

Languages Common, Draconic, Hallit

Skills Acrobatics +12, Athletics +13, Intimidation +10, Stealth +12

Str +5, **Dex** +4, **Con** +2, **Int** -1, **Wis** +1, **Cha** +0

Snow Vision Snow doesn't impair a white dragon's vision; the wyrmling ignores concealment from snowfall.

AC 22; **Fort** +12, **Ref** +15, **Will** +9

HP 90; **Immunities** cold, paralyzed, sleep; **Weaknesses** fire 5

Frightful Presence (aura, emotion, fear, mental) 90 feet, DC 19

Freezing Blood (arcane, cold) **Trigger** An adjacent creature deals piercing or slashing damage to the wyrmling;

Effect The wyrmling's blood splatters onto the triggering creature, dealing 1d4 cold damage. A creature that takes cold damage in this way is slowed 1 for 1 round.

Speed 30 feet, fly 60 feet, ice climb 30 feet

Melee ✦ jaws +15 (cold, magical), **Damage** 2d8+5 piercing plus 1d4 cold

Melee ✦ claw +15 (agile, magical), **Damage** 2d6+5 slashing

Melee ✦ tail +13 (magical, reach 10 feet), **Damage** 2d8+5 bludgeoning

Breath Weapon ✦✦ (arcane, cold, evocation) The wyrmling breathes a cloud of frost that deals 6d6 cold damage in a 30-foot cone (DC 22 basic Reflex save). They can't use Breath Weapon again for 1d4 rounds.

Draconic Frenzy ✦✦ The wyrmling makes two claw Strikes and one tail Strike in any order.

Draconic Momentum When the wyrmling scores a critical hit with a Strike, they recharge their Breath Weapon.

Ice Climb A white dragon can climb on ice as though they had the listed climb Speed. They ignore difficult terrain and greater difficult terrain from ice and snow and don't risk falling when crossing ice.

Treasure: Each wyrmling's nest contains a pitiful pile of rime-covered pelts, tattered fabric, bones, wood statuettes that have been gnawed on like teething rings or chew toys, 3d6 copper coins, and 1d4 silver coins. These young dragons' hoards are a measure of their youth, isolation, and their mother's neglect.

07. VENEXUS'S LAIR

SEVERE 7

Located at the pinnacle of the glacial palace is a massive ice cavern closed in on three sides. To the north, a slick balcony looks out over Lost Mammoth Valley, providing a commanding view of Venexus's domain—and a deadly free fall for those who can't fly. Inside, once finely sculpted ice walls melt in the heat of the sun, leaving pools of water along the floor. A hall in the chamber's southwest corner opens into a large room piled with riches—Venexus's ill-gotten hoard.

In the center of the lair are two figures: a gaunt, pale man with tattooed skin and a monstrous bloodstained boar with bone spurs and horns jutting from his pelt—Ashen Swale and his god-beast Idovik. As his boar stamps the ground and lowers its head to charge, Ashen Swale spits, "You're the cause of this? When I'm done with you, I'll use your corpses to punish every last traitor! The valley will run red with blood!"

Creatures: Ashen Swale and his spirit guide await Venexus's return, as ordered, seething over the party's interference in Lyuba and fearing the dragon's rage. Aware of the uprising in Lyuba, Ashen Swale has had

plenty of time to prepare for battle. When the party arrives, Ashen Swale attacks alongside Idovik, fighting to the death.

After 5 rounds of combat, Venexus arrives. Fighting Venexus, Ashen Swale, and Idovik at the same time is very likely deadly, and that's not the intention here. If your players haven't already defeated (or nearly defeated) Ashen Swale and Idovik after 5 rounds, delay Venexus's arrival until they've done so. You might also further delay Venexus's arrival if the characters earlier devised an especially ingenious distraction to waylay her (see The Plan on page 51). Read or paraphrase the following aloud.

A rush of wind, the flap of wings, and the crack of claws digging into ice herald a scarred white dragon landing on the balcony. Around her wrist hangs a lamp of bone and hide containing a blazingly bright fire—the Primordial Flame. “You dare oppose me?” Venexus bellows. “Mewling worms! Coming here was your last mistake!”

Driven by confidence, fear, and desperation, Venexus fights to the death. If any characters mention the *Primordial Flame* or Metuak, Venexus shrieks, “You're not heroes—you're thieves come to claim what's mine! I'd rather die than surrender my precious flame!”

ASHEN SWALE **CREATURE 7**

Page 88
Initiative Perception +13

IDOVIK **CREATURE 7**

Page 89
Initiative Perception +14

VENEXUS **CREATURE 9**

Page 90
Initiative Perception +20

Treasure: When a character claims the *Primordial Flame*, they immediately suffer its curse and refuse to let go of the artifact. For more information on the *Primordial Flame*, see page 75. Breaking this powerful artifact's curse is the focus of the next adventure, “Burning Tundra.”

D8. VAULT

This simple ice cavern contains Venexus's hoard, the majority of which is pelts, clay vessels, bones, stones, simple wood or stone carvings, and the personal possessions of the people of Lyuba.

Treasure: Most of the objects in Venexus's hoard rightfully belong to the people of Lyuba and should be

returned to them. Among the remaining treasure are the following objects of value that the party can claim for themselves: a *merciful charm* (page 80), *potion of flying*, *dragonbone arrowhead* (*Pathfinder Secrets of Magic* 173), a *Book of Lingering Blaze* (*Secrets of Magic* 162), and 150 gp worth of coins, art objects, and gemstones.

CONCLUSION

After the defeat of Ashen Swale and Venexus, any of their followers that remain flee Lyuba. The Sutaki people are finally free. Within days, Venexus's glacial palace melts, flooding Lyuba and opening Lost Mammoth Valley's exit. Those Sutaki who don't join the party's following (see below) return to the hinterlands of Lost Mammoth Valley or head eastward to avoid the encroaching Burning Mammoth horde. The party leads their following out of Lost Mammoth Valley and to Hillcross, a nearby settlement where Metuak sought aid after fleeing Lost Mammoth Valley.

As the scouts leave Lost Mammoth Valley, the character who possesses *Metuak's pendant* has one final vision. They stumble away from the valley, head throbbing, mind on fire, vision filled with shadows. Everything hurts! Or does it? They've lost something important, and they can't stand being without it. They feel cold and hollow, burnt empty by a flame that's no longer there. Everything hurts! They need help and there's only one place they can think to find it: Hillcross.

New Followers: If the party made any allies while in Lost Mammoth Valley who haven't officially joined their following, they join now. This includes 12 Sutaki demon hunters (area B36), 20 Sutaki hunters (area B39), 10 fishers (area B44), 30 tracker youths (area B48), 12 tame lagofirs (area C1), Dhannen, Jakowa, Hefet, Fela, and Awa. Additional Sutaki citizens join the following based on the party's final reputation score.

Reputation Points	Sutaki Followers Gained
30 or fewer	30
31-40	40
41-50	50
51-60	60
61-70	80

New Lieutenants: The following new lieutenants join the Broken Tusk following: Eokoe, Iesa, Dodani, Wonoak, Soulsinger Kotasi, Iluin, Lahi, Sasohi, Zedak, Onak, Otehak, Nasanu, Kezaku, Epaku, and Vayku.

XP Award: If the characters haven't reached 8th level by the adventure's end, award them enough story XP to do so.

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LOST
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In the far north of Avistan, between the witch-ruled nation of Irrisen and the demon-tainted Sarkoris Scar lies the Realm of the Mammoth Lords—a land inhabited by nomadic groups known as followings. These numerous followings each have their own beliefs, traditions, culture, and religion. Although they have certain commonalities between them, they aren't unified by any means; what's considered sacred to one group might be anathema to another.

While the majority of followings within the Realm of the Mammoth Lords practice animism exclusively, some followings also worship a patron deity, a pair of deities, or a whole pantheon. A rare few followings eschew animism completely, worshipping a web of divinities instead of a web of life. Yet even among these groups, the cultural implications of animism hold strong: respect for all living things; belief in the cyclical, balanced nature of life; and the position of people as an integrated part of the natural world rather than as conquerors, masters, or opponents.

ANIMISM

Animism is a catch-all term for any belief system in which all of creation, including people, places, animals, plants, inanimate objects, and even intangible constructs and creations (such as language) have a distinct spiritual essence. To an animist, all things are alive and deserving of respect. People, then, are a part of the web, like any other being. All of creation is a part of a greater whole, which together forms life and existence. Throughout the Realm of the Mammoth Lords, animism permeates the culture, behavior, and outlook of the people living in that land.

The term “animism” isn't used within the Realm of the Mammoth Lords. Its denizens don't consider animism a religion or a worldview, but rather an accepted reality. Having a “right relationship” with the natural world means honoring the traditions of this outlook and behaving respectfully toward all beings. To the realm's peoples, animism is simple truth.

For more information on animism within the Realm of the Mammoth Lords, see the Broken Tusk Following article in *Pathfinder Adventure Path #175: Broken Tusk Moon*.

DEITIES OF THE REALM

In many followings, the worship of deities occurs alongside their animistic beliefs. Often, deities are considered spirits worthy of respect just like any other; that is, they aren't above the world, but a part of it. In other legends, deities watch over Golarion from another world beyond, though both worlds still follow the same rules. Either way, although the deities can sway the natural world, they themselves are part of the larger web and cycle of existence. Other followings adopt a small number of patron deities—or, in rare cases, just one patron deity—which they believe guide, protect, or watch over their following or an aspect of life their following relies upon.

Whatever their role in a following's belief system, the deities worshipped throughout the Realm of the Mammoth Lords differ than those from southern Avistan and Garund. Numerous deities popular in this region are less well-known, perhaps even unheard of, throughout much of Golarion. Others, such as Sarenrae and Erastil, are popular throughout Golarion but have different depictions within the Realm of the Mammoth Lords, with different appearances, appellations, and even roles than their southern counterparts. Fandarra, for example, is worshipped almost exclusively by giants throughout much of Golarion, but she's one of the most commonly worshipped deities within the Realm of the Mammoth Lords. Similarly, Sarenrae is known as Sister Cinder, and her faith focuses less on her role as the sun goddess and more on her role as goddess of the hearth—the center of life among many nomadic communities.

Details on some of the most prominent deities worshipped within the Realm of the Mammoth Lords are below.

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FANDARRA

Fandarra is primarily worshipped throughout the Realm of the Mammoth Lords as a goddess of life cycles—including fertility, birth, life, and death. Local legends claim Fandarra was birthed from the earth's womb, the legendary cave Atakal, as the first living being. From her, all other life sprang. She gave birth to all people, all animals, and all deities—except for Pharasma, the Judge of Souls, who exists outside of the cycle of life and death. The blood spilled during these labors soaked the soil, making it fertile and causing plants to grow. Blood, death, and pain are nothing to fear. Like life, they're a normal and integral part of the life cycle and should be respected. Fandarra is the Mother of All, also known as the Earth Mother or the Blood Mother, and is one of the most widely

worshipped deities throughout the Realm of the Mammoth Lords.

In addition to her role as a goddess of life cycles and blood, Fandarra is a goddess of knowledge. As elders educate children, so has Fandarra brought her wisdom to the beings of this world.

Outside the Realm of the Mammoth Lords, Fandarra is primarily known as a goddess of giants. Within the Realm, she's depicted as a pregnant Kellid woman with a shaved head crowned by a laurel of flowers. She wears a necklace of knives that she wields against those who would usurp the cycles of life; on her shoulders rests a fur cloak suitable to the region of her worship—usually mammoth, wolf, or bear. She carries an infant in one arm and a juvenile animal in the other. Typically, this animal is a mammoth, although it can vary for followings that prize other animals more.

Fandarra's religious symbol is a crescent moon emerging from a mountain. Her worshippers value balance and the cycles of life, traits which enable her faith to mesh well with the beliefs and traditions of a variety of followings. Her worshippers often gravitate toward positions of leadership or work as doulas, educators, or funerary guides that tend to the deceased. Many of Fandarra's worshippers cherish family, whether of their own blood or adopted through bonds of love; furthermore, many view friends, clanmates, and pets as extended family. Fandarra and her worshippers abhor necromancy, undead, and magic that would alter reality or enslave the minds of others.

FANDARRA, THE BLOOD MOTHER

Other Titles The Earth Mother, Mother of All

Areas of Concern blood, the cycle of life, fertility, knowledge

Alignment N (LG, LN, LE, NG, N, NE)

Divine Font *heal*

Divine Ability Constitution or Wisdom

Divine Skill Nature

Domains death, family, knowledge, nature

Alternate Domains earth

Cleric Spells 1st: *endure* (*Pathfinder Lost Omens Gods & Magic* 107), 3rd: *wall of thorns*, 5th: *blister* (blisters appear to burst blood; *Pathfinder Advanced Player's Guide* 216)

Edicts abide by the cycles of life, aid childbirth, destroy undead

Anathema strive to break the cycle of life (such as by attaining immortality or creating undead), despoil the earth, kill a juvenile creature

Favored Weapon dagger

FANDARRA

BERGELMIR

While some consider Fandarra to be the literal mother of all life, Bergelmir is the Mother of Memories. She's the tender of traditions and history, the keeper of wisdom, and the chronicler of lives and lineages. As the needle and thread that stitches a following together, she unites individuals with shared dreams, traditions, and values. Some view Bergelmir as the Founder of the Following and the creator of the primary way of life in the Realm.

Like Fandarra, Bergelmir is known in most parts of Golarion as a giant goddess, though humans in the Realm of the Mammoth Lords widely worship and respect her too. Within the Realm, Bergelmir is depicted as a bent and wrinkled elderly Kellid woman, grinning and often leaning on her walking staff. Among most followings, she's a storyteller and chronicler of oral histories, songs, rituals, and lineages. Bergelmir's religious symbol is three bolts of lightning, said by many to represent the three wisdoms she imparts: history, ritual, and genealogy.

BERGELMIR, MOTHER OF MEMORIES

Areas of Concern elders, family, genealogy, memories, tradition

Alignment NG (LG, NG, CG, LN)

Divine Font *heal*

Divine Ability Wisdom or Charisma

Divine Skill Society

Domains family, knowledge, repose (*Gods & Magic* 116), vigil (*Gods & Magic* 118)

Cleric Spells 1st: *déjà vu* (*Advanced Player's Guide* 218), 3rd: *hypercognition*, 4th: *modify memory*

Edicts learn the traditions and history of your people, care for the elderly

Anathema destroy historical texts or records, alter or obfuscate oral histories, harm the elderly

Favored Weapon staff

DESNA

Desna is the goddess of dreams, luck, stars, traveling, and navigation. She glides through the skies on butterfly wings and often visits her followers or lost travelers in their dreams. To the residents of the Realm, Desna is primarily a guide. Her stars are an integral part of the nomadic lifestyle, and even the most faithless of travelers soon learns to respect her lessons and pay attention to her stellar waypoints.

Many followings tell myths of a towering place of pilgrimage that vanished during the Age of Darkness. Known as Starmount, the pinnacle of this legendary mountain was nestled amid the stars. From its peak, one could commune with Desna and view distant worlds.

For more information on Desna, see page 20 of *Pathfinder Lost Omens Gods & Magic*.

GOZREH

Gozreh is worshipped within the Realm of the Mammoth Lords as much as outside of it—as a god of nature, water sources, and the weather. Perhaps the greatest regional shift in their faith isn't in content, but in perspective. In greater Golarion, many consider Gozreh a wild and temperamental deity—an untamed force of nature that can't be stopped but might be appeased. These concepts directly contrast traditional Mammoth Lord beliefs, which consider Gozreh a spirit of the water, the wind, and the weather—just as a tree, the earth, or a person has a spirit. Gozreh isn't temperamental or untamed; Gozreh acts as they were meant to, following the natural order of existence. In fact, many within the Realm would consider Gozreh reliable, comforting, and occasionally breathtaking. Together with Ng, god of the seasons, Gozreh is the spirit of the world itself. Life springs from the ebb and flow of Gozreh's aspects.

Within the Realm of the Mammoth Lords, Gozreh is rarely depicted in art as having any physical form; the deity is a spirit whose form is too big to perceive. Rather, Gozreh is the breeze that drifts across nations, the ocean that spans the world, and the air that encompasses it. Gozreh isn't a pair, but a multitude, for every body of water and gust of wind has a slightly different spirit than their kin.

For more information on Gozreh, see page 26 of *Gods & Magic*.

NG

In the Realm of the Mammoth Lords, Gozreh and Ng are often so intertwined that it's rare to speak of one without also invoking the other. Ng is one of the fey gods known collectively as the Eldest; he's also the god of the seasons and the one who determine the life cycles of the natural world. Ng's seasonal changes determine so many aspects of Mammoth Lords' life: their migratory routes, what animals they hunt, what food they gather, what tasks they perform, and more. Ng is the Keeper of Time, and his changes mark the ages.

Ng has two primary forms, dependent upon the other views held by his worshippers. Among animists, Ng is the very spirit of the seasons, a being both intangible and unavoidable. Others know him as the Scout, a wandering spirit in humanoid form who navigates the world with purpose, changing the seasons in his wake and guiding a following on their travels. As a patron deity of a following, Ng is typically worshipped in this latter form and depicted as a hooded Kellid scout with heavy gloves and his face shrouded in shadows.

For more information on Ng, see page 79 of *Gods & Magic*.

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IMMONHIEL

Immonhiel is an angel and patron goddess of medicine, herbs, and healing. Her teachings are widespread throughout the Realm of the Mammoth Lords, even among followings who don't revere the goddess herself. Immonhiel's worship is particularly prevalent among followings who eschew magic, as her balms are entirely natural, using only alterations of the natural world to work miracles.

Immonhiel is a wanderer with no fixed home, much like the people of the Realm. She travels the Material Plane and the celestial realms to heal all those in need. When recovery isn't possible, Immonhiel remains with the dying as long as she can, offering them comfort through their final hours and medicine to ease their pain and sorrow. The Balm-Bringer's followers aim to walk this same selfless path.

Immonhiel is commonly depicted as a regal, elderly woman with dark brown skin, her moss-green hair in a bun or in twin braids framing her face. She wears a leather skirt and vest edged in green or sprouting live flora; she carries a bag at her hip that contains a variety of potions and remedies. Immonhiel's right hand is a prosthetic constructed from pine wood and capable of fine motor skills. Many tales recount how Immonhiel lost her hand, each more outlandish than the last.

IMMONHIEL, BALM-BRINGER

Areas of Concern herbs, medicine, plants, solace

Alignment CG (LG, NG, CG)

Divine Font *heal*

Divine Ability Intelligence or Wisdom

Divine Skill Medicine

Domains creation, healing, nature, repose (*Gods & Magic* 116)

Cleric Spells 1st: *soothe*, 3rd: *cozy cabin* (*Advanced Player's Guide* 217), 5th: *plant form*

Edicts provide aid to the sick and wounded, grow or tend plants with healing properties, comfort the dying

Anathema purposefully spread illness, destroy nature, abandon the wounded or dying

Favored Weapon hatchet

PHARASMA

To many people of northern Avistan, Pharama is known as the Judge of Souls or the Arbiter. She weighs the actions of the dead and passes judgment upon their souls, but the Realm's leaders also pray to Pharama when they need to settle worldly disputes, pass judgment upon followers, or weigh grave matters. She is sometimes depicted as a stoic Kellid woman with brown skin, wavy black hair worn loose, and pale gray eyes.

For more information on Pharama, see page 38 of *Gods & Magic*.

THE PURSUANTS

Within the Realm of the Mammoth Lords, three deities preside over hunting and warfare: the Pursuants. While technically individual deities, the members of this divine triad are considered different spiritual aspects of the same concept and consist of Erastil the Provider, Skode the Hunter, and Gorum the Warrior.

Erastil, the Provider

Erastil, the god of hunting, is known as the Provider. He isn't interested in hunting or battle for their own sakes, but only because such pursuits are necessary to provide sustenance for family and neighbors. He teaches his followers to care for their communities, hunt only what they need, treat their prey with respect, and waste nothing. The Provider is depicted as a healthy Kellid man dressed in simple furs and armed with an axe and bow.

For more information on Erastil, see page 22 of *Gods & Magic*.

Skode, the Hunter

When hunters are driven not only by necessity but also by pride, they turn to the Hunter, Skode. Primarily a giant goddess in other parts of the world, among Mammoth Lord followings Skode is depicted as a strong Kellid woman with facial tattoos, dressed in leathers and wielding spears and a longbow. She urges her followers not just to hunt prey, but to hunt the best and strongest prey. Skode's worship is most popular among young adults, particularly those who seek to fulfill coming-of-age rites, climb to higher standing among their following, woo a paramour, or earn respect from their kin.

Despite Skode's slightly more frivolous and competitive aspects when compared to the Provider, she still requires her followers to respect the animals they hunt and ensure nothing goes to waste. Skode's religious symbol is a sun rising over the horizon.

SKODE, THE HUNTER

Other Titles The Horizon Huntress

Areas of Concern heroism, hunting, pride, tracking

Alignment CG (LG, NG, CG, N, CN)

Divine Font *heal*

Divine Ability Strength or Dexterity

Divine Skill Survival

Domains ambition, confidence, protection, zeal

Cleric Spells 1st: *negate aroma*, 3rd: *haste*, 4th: *weapon storm*

Edicts take the finest or healthiest specimen among any animals you hunt, respect your prey, protect your community, show bravery in the face of danger

Anathema waste the animals you hunt, show cruelty to animals, abandon your community in a time of danger

Favored Weapon longbow

Gorum, the Warrior

Gorum the Warrior is the Pursuant least invoked by most Kellids, though he's no less respected than his fellows. The Warrior is a hunter of people, so his worshippers turn to him when they engage in war or must protect themselves from foes. The Warrior isn't invoked lightly, for few followings encourage such conflict.

The Warrior is depicted as a towering Kellid man with bulging muscles, dressed in heavy hide armor and wearing a smilodon's pelt as a hood and cloak. He wields a longbow and a greatsword.

For more information on Gorum, see page 24 of *Gods & Magic*.

ROVAGUG

To the people of the Realm, Rovagug isn't a monster but a spirit of destruction and calamity. He vents his anger with every quake of the earth, forest fire, and disaster. Although his rage is dangerous and often terrifying, the people of the Realm don't blame or hate Rovagug, for he's a spirit like any other—a natural aspect of the cycle of life. After Rovagug's rages, the world changes and is remade. Old growth clears away, new life sprouts, and the cycle of life continues.

Kellid art portrays the results of Rovagug's actions more often than the god himself. He's the animalistic spirit raging amid the earth as the world quakes, the eyes peering out of the fire that rages rampant through a forest, and the grasping teeth in the waves of a flood.

For more information on Rovagug, see page 40 of *Gods & Magic*.

ROWDROSH

Within the Realm of the Mammoth Lords, animals often hold as much importance as people, for both have spirits and are a part of the natural world. Most followings consider animals equal members of the community and treat these beings with respect. Of all the spirits and gods of animals, most people of the Realm feel kinship with Rowdrosh.

The empyreal lord Rowdrosh is to animals what Bergelmir is to people—a guide and caretaker who binds members of a community together with common goals and feelings of kinship. It was Rowdrosh who convinced the first animals to join in groups bound not just by survival, but by companionship. Rowdrosh lived among the packs and herds, eventually settling among a herd of sheep and partially adopting their form. He was the first to domesticate an animal, and with patience and his blessing, countless people have followed in his footsteps since, taming dogs, oxen, sheep, mammoths, and far wilder creatures throughout the ages. Rowdrosh teaches people to watch over those in their charge—

whether a literal herd or members of a following—and to treat animals with the kindness, care, and patience they would afford their own kin. Rowdrosh's influence in shaping the modern following is undeniable, even among those groups that don't pay homage to him.

Rowdrosh is a shapeshifter capable of transforming into countless animal forms, but artistic depictions of the Herdsman are surprisingly consistent. He's shown as a strong Kellid man with brown skin and thick black hair covering his head, chest, and shoulders. His head sports two curving horns made of moonstone, and he wields a wooden crook. Rowdrosh supposedly travels the lands in the guise of a herd animal from time to time, to test the care that each following offers to their animal members.

ROWDROSH, THE HERDSMAN

Areas of Concern animal husbandry, herd animals, shepherds
Alignment NG (LG, NG, CG)

Divine Font *heal*

Divine Ability Constitution or Wisdom

Divine Skill Nature

Domains family, nature, protection, travel

Cleric Spells 1st: *magic fang*, 2nd: *speak with animals*, 5th: *animal form*

Edicts aid your community, protect those you have authority over, treat animals with respect

Anathema abandon your community, neglect those in your care, torment animals

Favored Weapon staff

SARENRAE

Although Sarenrae is worshipped within the Realm of the Mammoth Lords in her most common guise—that of the Dawnflower, goddess of healing, redemption, honesty, and the sun—she's more commonly known as Sister Cinder, goddess of the hearth. Though this role might seem modest to outsiders, the hearth and the fire it contains are key to survival for the Realm's followings. The hearth is a community's center, a place of gathering, companionship, and cooking. The hearth brings warmth, which provides comfort and shelter, keeps the cold at bay, and spares lives when the weather turns frigid. The hearth brings light, allowing people to function in the dark and keep predators at bay. In her role as Sister Cinder, Sarenrae is, quite literally, life. Those without her blessings die.

Sister Cinder is depicted as a Kellid woman with fiery red hair who carries a lamp, lantern, or torch in one hand. She's rarely depicted alone; instead, other deities, spirits, or followers surround her. As the hearth is the center of a camp, so too is Sister Cinder the center of community, as people and spirits alike flock

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to her warmth. When roused to defend herself or her followers, Sister Cinder sprouts wings of flame and wields fire as a weapon.

For more information on Sarenrae, see page 42 of *Gods & Magic*.

TANAGAAR

Much like Rowdrosh, Tanagaar the Aurulent Eye is an empyreal lord and owl spirit that holds great importance to the people of the Realm. Since the Age of Darkness, Tanagaar has kept vigil over the Realm with luminous gold eyes that pierce the darkness. In the time since,

his worship has diminished but retains a foothold, for the night remains dark and dangerous, and Tanagaar himself remains an inspiration to many followings.

Tanagaar is first and foremost a protector god who patrols the night and battles evil. He watches over all people and animals, regardless of their veneration (or lack thereof) for him, so long as they're good souls. He teaches his worshippers to remain alert for trouble, watch over those under their protection, and fight in defense of those in need. He holds a particular disdain for demons and all creatures that stalk and kill under cover of night. Tanagaar's worshippers often take on the roles of community leaders, lookouts, guards, hunters, and scouts; with how they place value on their communities, they often make for stalwart allies.

Tanagaar resembles a massive owl with gold eyes and grey and black plumage. His cold iron talons never catch the moonlight, and both his beak and talons are strong enough to tear demons to shreds—a trait which has earned his faith a resurgence in the wake of the dangers of the Worldwound. Sometimes, Tanagaar's depictions have him appear in the guise of a tall and muscular Kellid hunter with shoulder-length black hair and a gray beard. Even in this form, his golden eyes remain owl-like, betraying his identity.

For more information on Tanagaar, see page 128 of *Gods & Magic*.

SARKORIAN GODS

Long ago, when the Worldwound tore open and disgorged demons into Sarkoris, the local Sarkorians were forced to fight or flee. Those few that survived sought refuge in Mendev and the Realm of the Mammoth Lords. In time, the countless gods of these Sarkorians intermingled with local traditions. Today, numerous followings include Sarkorian gods among the divinities and spirits they worship. Most have small

influence, but some, including the Stag Mother of the Forest of Stones (protector of the environment, children, and women) and Sturovenen (god of leadership), have gained a further reach.

The most prominent Sarkorian deity within the Realm of the Mammoth Lords is Algenweis, Princess of the Rime and patron goddess of artisans, quality craftsmanship, the preservation of historical sites, and winter. Despite being the daughter of a demon lord, Algenweis is good-hearted.



SISTER CINDER

This adventure features numerous other Sarkorian gods—primarily Idovik, the boar god of death, undead, and corrupting magic. Others include Kagia, Luwaka, Esonu, Gosiak, Dowanu, and Fonalu.

AVATAR

The spell *avatar* (Core Rulebook 318) transforms the caster into a living manifestation of their chosen divinity or patron deity. The forms and powers granted by this spell vary, as each divinity grants a unique avatar to their followers. Eight new avatars are detailed below, each associated with a specific deity presented in this chapter. When casting the *avatar* spell, a worshipper of the listed deity gains the specified additional abilities.

- **Algenweis** Speed 70 feet, *air walk*, immune to difficult terrain and greater difficult terrain; **Melee** ✦ icicle (agile, reach 15 feet), **Damage** 4d6+6 piercing plus 2d6 cold; **Ranged** ✦ blizzard blast (range 120 feet), **Damage** 6d6 cold
- **Bergelmir** Speed 60 feet, *air walk*; **Melee** ✦ staff (reach 15 feet, two-handed d8), **Damage** 6d6+6 bludgeoning; **Ranged** ✦ resonating wisdom (nonlethal, range 120 feet), **Damage** 6d6+3 mental
- **Fandarra** Speed 70 feet, immune to immobilized, ignore difficult terrain and greater difficult terrain; **Melee** ✦ dagger (agile, finesse, reach 15 feet, thrown 40 feet, versatile P), **Damage** 6d6+6 piercing; **Ranged** ✦ life blast (range 60 feet, versatile positive), **Damage** 6d6+3 negative
- **Immonhiel** Speed 50 feet, fly Speed 70 feet; **Melee** ✦ hatchet (agile, reach 15 feet, sweep, thrown 40 feet), **Damage** 6d6+6 slashing; **Ranged** ✦ harmful vapors (range 60 feet), **Damage** 5d6 poison plus 1d6 poison splash damage. The caster is immune to this splash damage.
- **Ng** Speed 70 feet, *air walk*, immune to immobilized, ignore difficult and greater difficult terrain; **Melee** ✦ gauntlet (agile, free-hand, reach 15 feet), **Damage** 6d4+6 bludgeoning; **Ranged** ✦ seasonal blast (range 120 feet, versatile cold, fire, or slashing), **Damage** 6d6+3 bludgeoning
- **Rowdrosh** Speed 70 feet, ignore difficult terrain and greater difficult terrain; **Melee** ✦ crook (reach 15 feet, trip, two-handed d8), **Damage** 6d6+6 bludgeoning plus Grab; **Ranged** ✦ sheep stampede (range 120 feet), **Damage** 6d6+3 bludgeoning
- **Skode** Speed 70 feet, *air walk*, ignore difficult terrain and greater difficult terrain; **Melee** ✦ spear (reach 15 feet, thrown 40 feet), **Damage** 6d6+6 piercing; **Ranged**

✦ longbow (deadly 3d10, range increment 150 feet), **Damage** 6d8+3 piercing

- **Tanagaar** Speed 50 feet, fly Speed 70 feet, immune to immobilized; **Melee** ✦ beak (reach 15 feet), **Damage** 6d8+6 piercing; **Melee** ✦ talons (agile, cold iron, finesse, reach 15 feet), **Damage** 6d6+6 slashing; **Ranged** ✦ hurled pinion (agile, cold iron, range 120 feet), **Damage** 6d6+3 piercing



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In Golarion's primordial prehistory, megafauna lived wild across all eight continents, deep underground, and beneath the ocean waves. From armored glyptodonts and towering woolly mammoths to ferocious tyrannosaurs and aquatic plesiosaurs, these massive animals shaped their world, altering landscapes and strengthening ecosystems. Though megafauna aren't as widespread as in ancient times, they can still be found throughout the world—most commonly in regions where urbanization and agricultural intensification have failed to take hold.

Megafauna are diverse and numerous, encompassing amphibians, birds, dinosaurs, reptiles, mammals, and aquatic creatures—some scholars even count insects as megafauna. It should come as no surprise, then, that megafauna's exact categorization is difficult to pinpoint. In the most basic sense, megafauna are big animals, typically size Large and larger. However, megafauna also include any animal that has grown to a much larger size than its mundane relatives. In this instance, even dire rats and other Small creatures can be considered megafauna, so long as they tower over their genetic relatives.

ORIGINS

Megafauna evolve naturally during prolonged periods of plenty, rising in population after generations of abundance in nutrition, territory, and other resources. The resources available in their environment and the amount of attainable food limit the sizes of herbivores and carnivores. For this reason, the largest herbivores tend to grow larger than carnivores. As animals increase in size, they cover greater distances in shorter times, expanding their territories and migratory patterns proportionally, in turn further increasing the resources available to them. For many animals, bigger is better.

Some Darklands scholars purport megafauna were engineered underground. Deep beneath Golarion's surface are massive caverns filled with impossible ecosystems—verdant jungles lit by artificial suns,

vast grasslands locked in perpetual twilight, phosphorescent fungal forests, and countless others. Within these miniature worlds, megafauna were intentionally engineered by long-forgotten creatures. (Numerous underground societies, including drow, cite this incredibly successful breeding and mutation experiment as a precursor to the modern fleshwarping practices.) In time, these megafauna were released onto the surface. Although the migratory paths these ascending megafauna would've used is hotly debated, the existence of surface-dwelling megafauna within the Orv, the deepest of the Darklands' levels, lends credence to these claims.

Some worshippers of Rovagug believe megafauna are monsters born from his blood. After the Rough Beast's imprisonment, these creatures were disconnected from their master and softened, becoming the megafauna we see today. To these fanatics, megafauna must be "freed" from their complacency and reawakened as the monstrous destroyers they once were.

ECOLOGY AND IMPACT

As a species transitions from animal to megafauna, they undergo numerous changes in both behavior and physiology. When an animal becomes larger, fewer predators can kill them as adults. This increases the lifespan of that animal and decreases its mortality rate. This in turn leads to low birth rates and slow population growth. In general, megafauna breed less often, birth fewer young, and take longer to reach maturity. As herbivores grow larger, so too can the animals that prey on them, leading to an increase in the size of the carnivores that hunt them and the vermin that feed off them.

As megafauna increase in size, they also become capable of travelling greater distances. This allows the animal to obtain sustenance from a larger area. Regardless of their form, megafauna play an important role in the transportation of nutrients from bountiful regions to less plentiful ones, helping to

fertilize and revitalize dying and ecologically unstable regions. Because of their mobility, megafauna can cope with ecological pressure, overcrowding, and other difficulties by moving elsewhere, making them more resistant to starvation and resilient in the face of catastrophe. Ecosystems that contain megafauna are less likely to collapse.

Megafauna alter their environment in more obvious ways, as well. Large herbivores trample vegetation with their movement, reduce woody growth, and consume huge amounts of plants, reducing overgrowth and the chance of forest fires. Over time, their presence causes woodland and other environments to transition to grasslands, tundra, and other open environments. The presence of predatory megafauna limits the movements of herbivores and smaller carnivores, as these prey work to avoid large predators. Through their predations, carnivorous megafauna alter animal activity and population abundance.

Humanoids, too, are affected by the presence of megafauna. Hunting and defending against large

animals requires teamwork and extensive planning, although the payoff is also greater—a single megafauna can feed dozens of people for a long time, while the abundance of fur, fat, and bones provide ample fuel and materials for both craft and construction projects. When tamed, megafauna can serve as beasts of burden, mounts, and war beasts, all of which bring huge advantages to their handlers. Although the Kellids of the Realm of the Mammoth Lords are the best-known tamers of megafauna, they're not alone. Orcs, iruxi, hobgoblins, and giants of all kinds are capable megafauna trainers.

MEGAFUNA ON GOLARION

Where megafauna once roamed all across Golarion, today they're a rare sight found only in isolated wilderness, far from the eyes of their neighbors. Explorers and travelers are most likely to find them in the following locations across Golarion.

Deep Tolguth: Deep Tolguth is one of the many vaults within Orv, the deepest region of the Darklands, that sustains a large population of megafauna. In its underground jungles, lakes, and swamps—all lit by a false sun—many dinosaurs, crocodilians, lizards, gigantic vermin, large flightless birds, and warmth-loving herbivorous mammals, such as giant sloths and primates, populate the vault alongside iruxi, orcs, and xulgaths.

Dretha's Cradle: Deep within the frigid Algid Wastes, between the Hold of Belkzen and the Realm of the Mammoth Lords, the orc alchemist Mother Chot fleshwarps megafauna into loyal war beasts, half-living war machines, or undead monstrosities. She's aided in her efforts by the Belkzen beast masters studying her fleshwarping ways, as well as her intelligent fleshwarped creations.

Earthnavel: A massive pit similar in appearance to an inverted ziggurat, Earthnavel in the eastern Tusk Mountains is inhabited by megafauna and spirits from the distant past. Bones collected from the lower layers of Earthnavel indicate the megafauna that once lived there towered over the megafauna present on Golarion's surface today. A small crevice at the bottom of the pit connects to the Darklands, causing many to suspect these tunnels once reached from the Realm of the Mammoth Lords to Deep Tolguth, perhaps even serving as the path by which megafauna first migrated to Golarion's surface.

Hold of Belkzen: Orcs in the Hold of Belkzen greatly value megafauna both as mounts and for their ability to



pull war machines and other heavy loads. Although megafauna no longer live wild in Belkzen, many orcs make regular forays into the Realm of the Mammoth Lords via the Algid Wastes to hunt and capture megafauna. The Ice Tooth hold is among the most determined of those groups, although the Blood Fur and Gore Tusk holds have risen to rival them in the last decade.

Islands: Many islands along the coast of Garund and throughout the Shackles contain small populations of megafauna. Notable among them is Mediogalti, home of the infamous Red Mantis assassins, and Ungoro Tedar, an island where megafauna live not on the surface, but in vast underground caverns.

Mwangi Expanse: The jungles, savannahs, and swamps of the Mwangi Expanse are home to numerous megafauna, primarily dinosaurs, crocodylians, felines, and primates. Although the Expanse is inhabited by a wide variety of humanoid communities, many of these people, including local Zenj, catfolk, grippli, and iruxi, leave intentionally small ecological footprints on their surroundings, often living nomadic lifestyles or in small communities. This has enabled numerous Mwangi megafauna to survive to the present day.

Nagajor: Within the watery jungles of Nagajor, a land ruled by nagas and primarily populated by nagaji, giant amphibians, reptiles, and insects maintain large populations. Creatures like titanoboas and giant crocodiles are apex predators, while megalanias, giant frogs, and giant leeches sit lower on the food chain.

Pit of Gormuz: Carnivorous megafauna are prevalent around the Pit of Gormuz in Casmaron, where Sarenrae is said to have sliced open the world and imprisoned Rovagug. The megafauna here are particularly violent, and locals believe the animals are infected with Rovagug's rage.

Realm of the Mammoth Lords: Nowhere on Golarion are megafauna more prevalent than the Realm of the Mammoth Lords. Only here have humanoid communities lived alongside megafauna on the animals' own terms, maintaining a delicate balance of hunting, taming, and preserving not only megafauna, but the land itself. Throughout the Realm of the Mammoth Lords, megafauna of all sorts live wild, from cave bears and smilodons to castoroides and woolly mammoths. Many Kellid followings train these megafauna as mounts, guardians, war beasts, and pets, treating them with the same respect they treat each other, their environment, and the cycles of nature.

Southern Garund: Far south of the Mwangi Expanse, the nations of Droon and Holomog are known to use domesticated dinosaurs for travel and labor. Megafauna, particularly reptiles and dinosaurs,

are prevalent in the less-traveled regions of these two large nations.

Thunder Steppes: This vast tundra wedged between the Realm of the Mammoth Lords and Sarkoris is the domain of dangerous megafauna twisted by the demonic taint of the Worldwound. More than merely aggressive, these creatures are malicious—even the herd animals of the Thunder Steppes have been known to stalk, hunt, and consume passing humanoids. There's some debate over the fate of the Thunder Steppes. Many believe the animals therein should be healed and the land cleansed through ritual, prayer, and careful rewilding. Others believe that the region is a lost cause and too dangerous to remain as it is; the animals should be culled and the land reclaimed.

Tolguth: Although it's located far to the north, pressed up against the polar ice caps of the Crown of the World, Tolguth is a settlement located within a verdant valley heated by volcanic vents and filled primarily with dinosaurs, including duck-billed dinosaurs, sauropods, and tyrannosauruses, as well as numerous species of terror birds. Tolguth is a rare cosmopolitan center beset by dangerous megafauna and often in need of heroes to protect it, fetch supplies, or lure particularly dangerous dinosaurs away from the city's defensive walls.

Valashmai Jungle: The Valashmai Jungle is a vast rainforest in southern Tian Xia dotted by jagged volcanic mountains and vast swamps. Megafauna live here in large numbers, although they're dwarfed by the jungle's resident kaiju: unique, semi-intelligent beasts of enormous proportions that are among the largest creatures on Golarion (*Pathfinder Lost Omens Monsters of Myth* 36).

Varisia: During the age of ancient Thassilon, megafauna were captured and tamed for war, labor, and experimental stock, just as the Thassilonian empire enslaved and used the giant and humanoid populations of the region. With the fall of Thassilon, the largest megafauna died or fled, while those of middling size—mostly giant animals—found new ecological niches to exploit. For a time, giant animals were common in Varisia, but with the colonization of the region, the lowlands have become dominated by farmland. Today, giant animals clash with humanoid settlements throughout the lowlands while megafauna, including massive aurochs, sand worms, and numerous rhinoceros-like herbivores, live atop the Storval Plateau, a land they share with the Shoanti who have likewise been driven from their lands by foreign intruders and urbanization.

Waterways: Although much has been said of megafauna on land, the vast majority alive today live

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underwater in Golarion's seas, oceans, and deep lakes. Whether giant crabs scuttling ashore, massive whales breaching the water's surface, squids bigger than ships, or turtles mistaken for islands, megafauna thrive in the waters of Golarion. Although terrestrial people rarely have cause to interact with these creatures, coastal communities, sailors, and aquatic humanoids all deal with these animals regularly. Many aquatic humanoids have learned to tame or manipulate aquatic megafauna, just as the Kellid people of the Realm of the Mammoth Lords live and work alongside the woolly mammoths they're famous for befriending.

CREATING MEGAFUNA

There have been countless megafauna, dinosaurs, and giant animals going back through the history of our world, and countless more that can be created for a fantasy world. Creating custom megafauna for your game world enables you, as a GM, to tailor the stories and experiences of your players, further flesh out environments your players explore, and meet player expectations, which is especially important with creatures that have clear ties to the real world but remain in the realm of imagination. Whether you want to create a little-known dinosaur, like the amargasaurus or kosmocerotops, from scratch, reskin a creature into a completely unique megafauna, or increase the size and difficulty of a mundane animal to represent a giant counterpart, the ability to create and mold the game world is at your fingertips. Creating custom megafauna follows the same steps as creating any other creatures, beginning on page 56 of the *Gamemastery Guide*. Further guidance is below.

CONCEPT

As with any creature, the first step in creating megafauna is the concept. If you hope to bring a creature from real life prehistory into your gaming world, most of the work is done for you. A quick bit of research can often get you everything you need to know to bring your creature to life. Likewise, if you hope to make a giant version of any mundane animal, crafting a concept is simple. Creating megafauna from scratch, though, is considerably more difficult.

Whatever your intent, the creature you're creating needs a concept. Consider the unique and interesting features of your creature. Perhaps it has the horns and crest of the aforementioned kosmocerotops, the spines of an amargasaurus, or the odor of a megafauna scavenger that consumes the dead. Decide what you'd like to emphasize.

Then consider the role this creature serves. Is it a solitary hunter, pack hunter, or herd animal? Does it

attack in the open or from hiding? Is it easily scared or stubborn? Even if you're basing your concept on a real-world extinct animal, fossil records are sparse about habits and behavior, so many of these decisions are yours to make.

Consider the forms of attack your creature might have. How does it defend itself? Does it have claws, jaws, tentacles, tusks, or horns? Does it charge headfirst into battle or is it skittish? Does it display complex tactics or use the terrain to its advantage?

Once your concept is solidified, it's time to select the method you'll use to create your megafauna.

METHOD

There are three primary methods you might use to create game statistics for new megafauna: reskinning an existing creature with similar abilities; adapting an existing creature with similar abilities by changing size, level, and perhaps even an ability or two; or creating megafauna from scratch.

Reskinning

Reskinning is the easiest method to create new megafauna. First, search the *Bestiary*, *Bestiary 2*, *Bestiary 3*, and other creature sources until you find a creature with similar abilities, attack methods, or attack forms to the creature you intend to create, in an appropriate level range for your players. Once you find a suitable creature, simply change the creature's description to one that matches your new megafauna and, if necessary, alter a few mechanical details, such as changing a jaws Strike to a tail Strike, adding a climb Speed, or adding appropriate abilities like Grab, Trample, or Swallow Whole.

Adapting

Adapting is slightly more difficult than reskinning, but still a simple process. It begins much the same: search for an appropriate stat block to use as a jumping-off point. Depending upon your megafauna concept, this may be a creature with the appropriate level, size, strength, Strikes, or tactics.

Once you have your base creature, you'll begin to make changes, likely to the level and associated statistics of the creature, or by removing abilities and creating entirely new ones to better suit your megafauna. Advice for creating unique abilities starts on page 67 of the *Gamemastery Guide*, while the rules for selecting your creature's statistics begin on page 59.

Alternatively, you can tweak a base creature with the elite or weak adjustments found on page 6 of the *Bestiary* to increase or decrease the level and difficulty of a creature to better suit your concept. This is

especially useful when creating a giant version of an animal, which can easily be represented by taking the base creature and adding the elite adjustment.

Sometimes, you can take two stat blocks similar to that of your intended creature and combine them, using the statistical chassis of a creature of the appropriate level range, cutting the base creature's abilities, and adding on the abilities of a creature with appropriate Strikes, abilities, or tactics. For example, you might decide that your new desert-dwelling megafauna has the size and statistics of a brontosaurus but can burrow and leap like a bulette. The resulting hybrid creature will be a unique twist on familiar creatures, created with minimal effort and difficulty.

Creating

Creating a megafauna from scratch is the most difficult method, following all the standard steps of building creatures described in the *Gamemastery Guide*.

MEGAFAUNA FEATURES

Whatever megafauna you intend to create and whatever method you choose to utilize, megafauna have numerous similarities and key features, including the following statistics.

Alignment: Megafauna are neutral in alignment.

Intelligence: Megafauna have Intelligence scores of -4 or -5.

Senses: Most megafauna have either low-light vision or darkvision. Other common senses megafauna might have include echolocation (as a precise sense) and scent or tremorsense (as imprecise senses).

Special Defenses: Although not impossible, it's rare for megafauna to have special defenses such as regeneration, immunities, resistances, or weaknesses. Include them only if they are key to your concept.

Skills: Megafauna have only a few skills, which are focused on their physical abilities and methods of survival. These are usually Acrobatics, Athletics, Stealth, or Survival.

Traits: Megafauna have the animal trait. Dinosaurs have the dinosaur trait, and creatures that live in the water might have the aquatic or amphibious traits.

Omissions: Megafauna don't have languages, items, or spells. They almost never have magical abilities.

ABILITIES

Megafauna, like most animals, are made special by their unique features, which can be expressed

through their modes of movement, Strikes, and abilities. As you create these abilities, take into account where your megafauna lives—is this a harsh environment? If so, how has this creature adapted to survive? Consider how it interacts with its environment—does it blend in, trample it down, alter it, or adapt to suit it? Consider what your megafauna eats—does it actively hunt, lay in wait, or forage? Finally, consider how your megafauna defends itself. Embracing your megafauna's unique features can make for interesting creatures, exciting encounters, and variety at the gaming table.

REVIEW

As with all creatures, the final step in creating megafauna is to compare your creature to others of a similar level. Additionally, test your creature to see how it functions at the table. Pay close attention to the numbers—can it be hit, does it endure as intended, and are its Strikes fair—as well as the abilities, feel, and pace of the combat. Most importantly, do the creature's abilities reflect the megafauna you intended to create? If not, do some tweaking and give it another test. In the end, your megafauna will be better for it.



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THE PRIMORDIAL FLAME

The party's ultimate goal in "Lost Mammoth Valley" is to reclaim their ancestral birthright by securing the fiery artifact called the *Primordial Flame*. For the full story of the *Primordial Flame*, including its theft by the cursed warrior Metuak, see page 3 of the preceding volume in this Adventure Path, "Broken Tusk Moon."

PRIMORDIAL FLAME

ITEM 23

UNIQUE ARTIFACT CURSED EVOCATION FIRE LIGHT MAGICAL

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

Created by the Kellid goddess Sister Cinder to lead her believers out of the Age of Darkness, this hand-held lamp is constructed from animal bone, hide, and sinew, and it contains an eternal flame that requires neither fuel nor oxygen to burn. The lamp's flame can be covered or hidden, but it can't be smothered or quenched. While uncovered, the *Primordial Flame* sheds bright light in a 100-foot radius (and dim light for the next 100 feet). If the light passes through an area of magical darkness or targets a creature affected by magical darkness, the *Primordial Flame* attempts to counteract the darkness with a counteract level of 10 and a counteract modifier of +35.

The presence of the *Primordial Flame* alters the surrounding environment, changing weather patterns, temperature, climate, and even seasons. Within a 10-mile radius of the *Primordial Flame*, the temperature remains 70° F (21° C) during the day and 60° F (16° C) at night. The weather is calm and free from extreme weather conditions (such as blizzards, hail, thunderstorms, and tornadoes), and the sky remains clear. Plants in the area flourish as if they were receiving optimal sunlight, water, and nutrients for their species, despite the lack of precipitation. If the *Primordial Flame* remains in the same region for an

extended time, the area of this effect increases (typically by 1 mile each year, though terrain and other factors might alter this limit). During the time Venexus carried the *Primordial Flame*, its environmental reach expanded to cover the entirety of Lost Mammoth Valley.

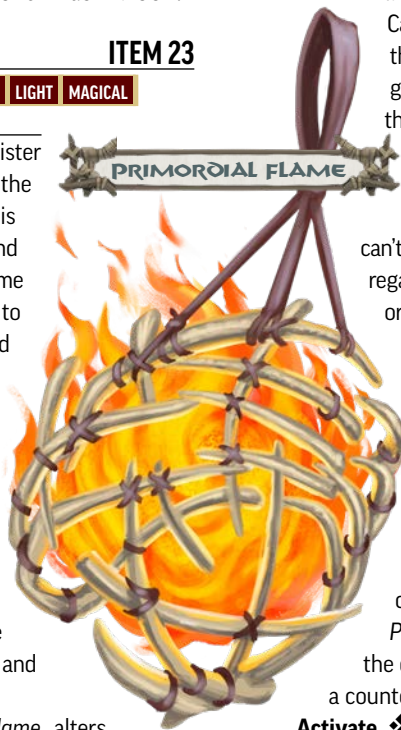
Cursed The *Primordial Flame* was cursed by Syarstik Painted-Tiger, the guardian spirit of Red Cat Cave. As long as it remains cursed, a creature that holds the *Primordial Flame* can't willingly give up possession. A creature that has held the *Primordial Flame* and no longer has it in their possession is wracked with mental anguish, becoming clumsy 4, enfeebled 4, stupefied 4, and fatigued; these conditions can't be reduced or removed until the creature regains possession of the *Primordial Flame* or the curse is removed. The curse can be removed only by avenging Syarstik.

Activate **◆◆◆** command, Interact; **Frequency** once per week; **Effect** The *Primordial Flame*'s light intensifies, shedding bright sunlight in a 10-mile radius (and dim light to the next mile) for 1 hour. If the light passes through an area of magical darkness or targets a creature affected by magical darkness, the *Primordial Flame* attempts to counteract the darkness with a counteract level of 10 and a counteract modifier of +35.

Activate **◆◆** command, Interact; **Frequency** once per day; **Effect** The *Primordial Flame* casts a 7th-level *sunburst* spell. If you can cast spells higher than 7th level, the *Primordial Flame* automatically heightens *sunburst* to half your level rounded up.

Activate **◆◆** command, Interact; **Effect** The *Primordial Flame* casts a 5th-level *produce flame* spell. If you can cast spells higher than 5th level, the *Primordial Flame* automatically heightens *produce flame* to half your level rounded up.

Destruction If used to slay a herald of Sister Cinder while on the Shadow Plane, the *Primordial Flame* is destroyed.



NECROMANCY SPELLS

Under the tutelage of the evil god-caller Ashen Swale, his apprentices have developed or mastered a variety of sinister and gruesome necromantic spells.

BONE SPRAY

A talented young necromancer named Ikopak is supposedly responsible for devising this patently grim (yet undeniably grandiose) spell. Ikopak is the first to boast that he sacrificed the broken bodies of countless prisoners in the process of *bone spray*'s creation.



BONESHAKER

BONE SPRAY

SPELL 2

UNCOMMON NECROMANCY

Traditions arcane, divine, primal

Cast ◆◆ somatic, verbal

Area 15-foot cone

Saving Throw basic Reflex

You fire a torrent of jagged bone shards from your hands, dealing 2d10 piercing damage and 1 persistent bleed damage to all creatures in the area.

Heightened (+1) The piercing damage increases by 1d10 and the persistent bleed damage increases by 1.

BONESHAKER

Rumor has it one young upstart attempted to usurp Master Ashen Swale by casting *boneshaker* on him in the middle of the night. Ashen Swale keeps the dead student's skull hanging from his favorite fetish as a memento of the occasion.

BONESHAKER

SPELL 2

UNCOMMON NECROMANCY

Traditions arcane, divine, primal

Cast ◆◆ to ◆◆◆

Range 100 feet; **Targets** 1 creature with a skeleton

Saving Throw Fortitude

You reach out a hand and seize a creature's skeleton from afar, harming their body and potentially wrenching them by the bones to move them against their will. The number of actions you spend when Casting this Spell determines the spell's effects. Regardless of the number of actions spent to Cast this Spell, the target must attempt a Fortitude save.

◆◆ (somatic, verbal) You clench your fist, painfully compressing the target's bones and dealing 3d8 bludgeoning damage.

◆◆◆ (material, somatic, verbal) As the 2-action version, plus you pull the target's body by their bones, moving them around like an awkward marionette. This movement follows the rules for forced movement.

Critical Success The target is unaffected.

Success The target takes half damage. If you cast the 3-action version, you can move the target up to 5 feet; it can choose to fall prone to avoid moving.

Failure The target takes full damage and is enfeebled 1. If you cast the 3-action version, you can move the target up to 15 feet; it can fall prone to avoid moving.

Critical Failure The target takes double damage and is enfeebled 2. If you cast the 3-action version, you can move the target up to 25 feet, then knock the target prone; if you attempt to move the target to a hazardous location, such as into a pool of acid or off a cliff, it can fall prone to avoid moving.

Heightened (+2) The damage increases by 3d8.

PINE LESHY HERITAGE

The primordial pine forests of the Realm of the Mammoth Lords are home to a wide variety of leshys, including those who bear features reminiscent of the region's native pine trees.

PINE LESHY

You excrete a thick, sticky sap from your bark-like flesh, making it easier to climb and hold onto your gear. You gain the Combat Climber feat as a bonus feat, and you gain a +2 circumstance bonus to your Reflex DC against attempts to Disarm you.

LESHY ANCESTRY FEATS

Pine leshys have access to all the usual ancestry feats available to leshys. They also have access to the following new feats, some of which can be selected by other types of leshys as well.

PYROPHILIC RECOVERY

FEAT 1

UNCOMMON LESHY

You rely on fire and extreme heat to sprout and regrow. Whenever you take fire damage, at the beginning of your next turn, you regain Hit Points equal to half your character level (minimum 1). The total number of Hit Points you recover in this way, including any adjustments that increase the effects of healing, can't exceed half the Hit Points you lost from the fire damage you took. For example, if an effect deals 15 fire damage and you have fire resistance 5, you would take 10 fire damage and Pyrophilic Recovery could recover at most 5 Hit Points, regardless of any other effects that increase healing. If you take fire damage more than once before your next turn, the Hit Points recovered from Pyrophilic Recovery are cumulative, though still no more than half the fire damage taken each time.

CLIMATE ADAPTATION

FEAT 5

UNCOMMON LESHY

Like evergreen trees, which stay healthy and vibrant from winter through summer, you too can adapt to a variety of extreme climates. You're unaffected by mild cold or heat environmental effects, and when you're in severe cold or heat, you take the effects of mild cold or heat instead (see Table 10-13 on page 518 of the *Core Rulebook*). This doesn't protect you from extreme or incredible cold or heat.

DEFENSIVE NEEDLES

FEAT 5

UNCOMMON LESHY

Prerequisites Cactus Leshy or Pine Leshy heritage

Your body is covered in sharp needles or spines which you can use to defend yourself. Each time you become grabbed by a creature or an adjacent creature hits you with an unarmed attack, you twist and thrash your body around, dealing 2

piercing damage to that creature. This damage increases to 3 at 9th level, 4 at 13th level, and 5 at 17th level.

TOWERING GROWTH

FEAT 9

UNCOMMON LESHY

Prerequisites Pine Leshy heritage

You're capable of growing as tall as a pine tree for a short time. You gain 2nd-level *enlarge* as a primal innate spell. You can cast this spell twice per day and you must target yourself.



PINE LESHY

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EQUIPMENT & TREASURE

The following new equipment, magic items, and treasures can be found in “Lost Mammoth Valley.”

ALCHEMICAL ITEMS

Like the Burning Mammoths (see the Adventure Toolbox of the previous volume, “Broken Tusk Moon”), Sutaki warriors tend to eschew magic in favor of a variety of alchemical weapons and items.

Mud Bomb

Mud, muck, and grime are common crafting components in the swamps at the eastern edge of Lost Mammoth Valley.

MUD BOMB

ITEM 1+

UNCOMMON ALCHEMICAL BOMB CONSUMABLE EARTH SPLASH

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

Activate ⬠ Strike

This clay vessel launches gobs of clinging mud and grit. A mud bomb deals the listed bludgeoning damage and splash damage. On a critical hit, the target is dazzled until the start of your next turn. Many types grant an item bonus to attack rolls.

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

The bomb deals 1d6 bludgeoning damage and 1 bludgeoning splash damage.

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

You gain a +1 item bonus to attack rolls. The bomb deals 2d6 bludgeoning damage and 2 bludgeoning splash damage.

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

You gain a +2 item bonus to attack rolls. The bomb deals 3d6 bludgeoning damage and 3 bludgeoning splash damage.

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

You gain a +3 item bonus to attack rolls. The bomb deals 4d6 bludgeoning damage and 4 bludgeoning splash damage.

Pernicious Spore Bomb

Ashen Swale’s bone warriors hurl these bombs made from swamp fungi collected around Lyuba.

PERNICIOUS SPORE BOMB

ITEM 1+

UNCOMMON ALCHEMICAL BOMB CONSUMABLE POISON SPLASH

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

Activate ⬠ Strike

This flask contains fast-growing mold spores, which quickly take root but just as quickly rot away. A pernicious spore bomb deals the listed poison damage, persistent piercing damage, and splash damage. Many types grant an item bonus to attack rolls.

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

The bomb deals 1 poison damage, 1d4 persistent piercing damage, and 1 poison splash damage. Except on a critical failure, one square of the target creature’s space is coated in vegetation, becoming difficult terrain for 1 round.

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

You gain a +1 item bonus to attack rolls. The bomb deals 2 poison damage, 2d4 persistent piercing damage, and 2 poison splash damage. Except on a critical failure, the bomb’s splash area is coated in vegetation, becoming difficult terrain for 1 round.

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

You gain a +2 item bonus to attack rolls. The bomb deals 3 poison damage, 3d4 persistent piercing damage, and 3 poison splash damage. Except on a critical failure, the bomb’s splash area is coated in vegetation, becoming difficult terrain for 1 round.

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

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

Except on a critical failure, the bomb’s splash area is coated in vegetation, becoming difficult terrain for 1 minute.



Quickmelt Slick

This alchemical tool is useful in melting away ice and snow, allowing the user to free objects stuck in glaciers, ice-covered lakes, and other frozen areas with ease.

QUICKMELT SLICK

ITEM 2+

UNCOMMON ALCHEMICAL CONSUMABLE

Usage held in 2 hands; **Bulk** L

This clay jar is filled with a warm fluid composed primarily of lagofir oil and natural fire retardants. You can pour the fluid in an empty area adjacent to you, or over an adjacent frozen object, with an Interact action. The fluid instantly melts non-magical ice and snow in the area and harmlessly vaporizes the resulting meltwater. When used to melt magical ice and snow, quickmelt slick attempts a counteract check with the listed counteract modifier to melt the ice and snow, using the source of that ice and snow to determine the counteract level and DC.

Type lesser; **Level** 2; **Price** 5 gp

Lesser quickmelt slick melts ice and snow up to 1 foot in depth in one 5-foot square, or melts the ice covering a Small or smaller object. The slick has a +6 modifier for the counteract check and a counteract level of 1.

Type moderate; **Level** 4; **Price** 13 gp
Moderate quickmelt slick melts ice and snow up to 2 feet in depth in two adjacent 5-foot squares, or melts the ice covering a Medium or smaller object. The slick has a +8 modifier for the counteract check and a counteract level of 2.

Type greater; **Level** 12; **Price** 310 gp
Greater quickmelt slick melts ice and snow up to 5 feet in depth in a 10-foot-square area or melts the ice covering a Large or smaller object. The slick has a +19 modifier for the counteract check and a counteract level of 6.

Water Bomb

Sutaki children supposedly invented the first water bomb for games and sports, though alchemists quickly found other practical uses for it.

WATER BOMB ITEM 1+

UNCOMMON ALCHEMICAL BOMB CONSUMABLE NONLETHAL SPLASH WATER

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

Activate ◆ Strike

This bladder of water explodes when put under pressure or upon being punctured, dealing minimal damage, neutralizing acids, and dousing flames. A water bomb deals the listed bludgeoning damage and bludgeoning splash damage. On a hit, if the target is suffering from persistent acid or persistent fire damage, it can attempt a flat check to end that persistent damage immediately. As this is particularly effective assistance, the DC of the flat check is reduced from 15 to 10 for this check. On a hit against an unattended, non-magical fire, the bomb extinguishes the fire, or extinguishes one square of fire for a larger fire. Many types grant an item bonus to attack rolls, and some types extinguish wider areas of fire.

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

The bomb deals 1 nonlethal bludgeoning damage and 1 nonlethal bludgeoning splash damage.

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

You gain a +1 item bonus to attack rolls. The bomb deals 1d4 nonlethal bludgeoning damage and 2 nonlethal bludgeoning splash damage.

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

You gain a +2 item bonus to attack rolls. The bomb deals 2d4 nonlethal bludgeoning damage and 3 nonlethal bludgeoning splash damage. Except on a critical failure, the bomb extinguishes non-magical fires within its splash area.

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

You gain a +3 item bonus to attack rolls. The bomb deals 3d4 nonlethal bludgeoning damage and 4 nonlethal bludgeoning

splash damage. Except on a critical failure, the bomb extinguishes nonmagical fires within its splash area.

Winterstep Elixir

This alchemical elixir permits the imbiber safe and quick travel through treacherous winter conditions.

WINTERSTEP ELIXIR ITEM 2+

UNCOMMON ALCHEMICAL CONSUMABLE ELIXIR

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

Activate ◆ Interact

This frigid white elixir widens your feet and lightens your steps, enabling you to walk across ice and snow without difficulty. You ignore the uneven ground and difficult terrain caused by ice, and the difficult terrain caused by snow (reducing greater difficult terrain caused by ice or snow to ordinary difficult terrain).

Type minor; **Level** 2; **Price** 6 gp

The duration is 1 minute.

Type lesser; **Level** 6; **Price** 36 gp

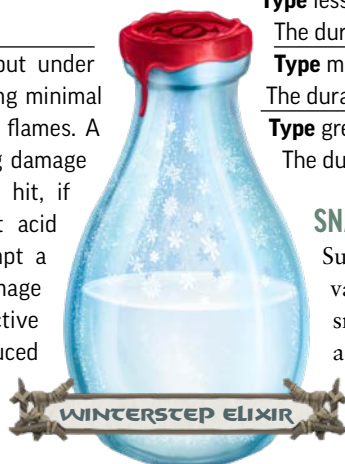
The duration is 10 minutes.

Type moderate; **Level** 10; **Price** 160 gp

The duration is 1 hour.

Type greater; **Level** 14; **Price** 640 gp

The duration is 8 hours.



SNARES

Sutaki hunters have perfected a wide variety of snares, including the new snares below. The party might come across these snares in Calamity Caves, particularly at the hands of the ex-crusader Vare.

Irritating Thorn Snare

Vare has improved a simple thorn trap by incorporating a toxin that deals persistent damage to the creature triggering the snare.

IRRITATING THORN SNARE ITEM 4

UNCOMMON CONSUMABLE MECHANICAL SNARE TRAP

Price 15 gp

You dip thorns, spines, or pine needles in a mild toxin that causes skin irritation and swelling, then lash them together into a ball. When a creature enters the snare's square, the thorny ball is lobbed at that creature, dealing 3d8 piercing damage. The creature must attempt a DC 19 Reflex save.

Critical Success The target is unaffected.

Success The target takes half damage.

Failure The target takes full damage and 1d6 persistent poison damage.

Critical Failure The target takes double damage and 2d6 persistent poison damage.

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Smoke Screen Snare

Smokesticks are useful alchemical items, but anyone employing one might have already been spotted by intended targets. Vare improved upon the smoke screen delivery mechanism by incorporating it into a snare, making a cloud of obscuring smoke triggered by the snare rather than a person.

SMOKE SCREEN SNARE

ITEM 1+

UNCOMMON CONSUMABLE MECHANICAL SNARE TRAP

You create a snare that releases a dense cloud of smoke when a creature enters the square, filling a specified area. All creatures within that area are concealed, and all other creatures are concealed to them. The smoke lasts for 1 minute or until dispersed by a strong wind.

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

The smoke fills the snare's square and all adjacent squares.

Type greater; **Level** 7; **Price** 60 gp

The smoke fills a 20-foot burst centered on the snare's square.

Craft Requirements Supply a lesser smokestick for the lesser snare or a greater smokestick for the greater snare.

TALISMANS

Though only used a single time, one of these talismans might spell the difference between success and failure in an encounter.

Blessed Ampoule

Used predominantly by Mendevian crusaders, including those crusaders the characters might encounter in Lost Mammoth Valley, a *blessed ampoule* provides a benefit when fighting fiends.

BLESSED AMPOULE

ITEM 4

UNCOMMON DIVINE EVOCATION MAGICAL TALISMAN

Price 15 gp

Usage affixed to weapon

Activate \diamond **envison**; **Trigger** Your Strike with the affixed weapon hits a target; **Requirements** You're an expert with the affixed weapon.

This small glass vial contains a drop of *holy water*. When activated, the weapon's physical damage for the Strike becomes good damage.

Malleable Clay

Burning Mammoth war bands like to prepare for any eventuality, and this talisman enables them to use their

weapons against a wide number of foes resistant to certain attacks.

MALLEABLE CLAY

ITEM 5

UNCOMMON MAGICAL TALISMAN TRANSMUTATION

Price 30 gp

Usage affixed to weapon

Activate \diamond **envison**; **Trigger** You Strike with the affixed weapon; **Requirements** You're trained in the affixed weapon.

This small lump of clay is malleable and can be molded into innumerable shapes and forms. When affixed, the clay takes on the appearance of the affixed weapon. When activated, the affixed weapon gains the versatile bludgeoning, versatile piercing, and versatile slashing weapon traits for the triggering Strike and all other attacks for 1 minute. With each attack, the clay changes shape, taking on the appearance of a different weapon that deals damage of the chosen damage type.

Merciful Charm

Not every wielder intends to kill, and this talisman can turn a deadly strike into an incapacitating one.

MERCIFUL CHARM

ITEM 3

UNCOMMON ABJURATION MAGICAL TALISMAN

Price 9 gp

Usage affixed to weapon

Activate \diamond **envison**; **Trigger** You Strike with the affixed weapon; **Requirements** You're trained in the affixed weapon.

This small limestone pendant is typically carved in the shape of clasped hands. When activated, the affixed weapon gains the nonlethal trait for the triggering attack and all other attacks for 1 minute.

Runescribed Disk

The transformed Lieutenant Desiak has one of the following talismans, allowing him to move with remarkable speed when the situation requires it.

RUNESCRIBED DISK

ITEM 8

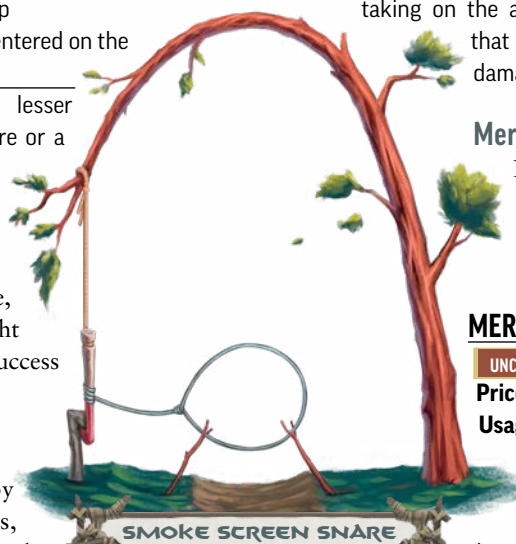
UNCOMMON MAGICAL TALISMAN TRANSMUTATION

Price 100 gp

Usage affixed to armor

Activate \diamond **envison**; **Trigger** You use an action with the move trait; **Requirements** You're an expert in Acrobatics.

This decorative silver disk is inscribed with magical runes, similar in appearance to a miniature teleportation circle



SMOKE SCREEN SNARE

but with the runes indicating movement encircled by runes associated with time. When you activate the disk, you flicker out of sight, seeming to teleport directly to your destination as you accelerate your flow of time dramatically for the duration of your move action. Your movement doesn't trigger reactions.

OTHER MAGIC ITEMS

The party is likely to come across these magic items during the events of "Lost Mammoth Valley."

Metuak's Pendant

The Burning Mammoth warrior Metuak wore this protective charm to stave off the worst effects of his possession by the shadow demon Xeleria, but he lost the pendant in Calamity Caves. Now, whoever wears the pendant sees glimpses of Metuak's life as they visit locations around Lost Mammoth Valley.

METUAK'S PENDANT

ITEM 5

UNIQUE ABJURATION INVESTED MAGICAL

Price 155 gp

Usage worn; Bulk L

This black quartz pendant carved in the shape of an angel's feather hangs from a leather cord worn around the neck. Once worn by Metuak of the Burning Mammoths, this family heirloom anchors you to your ancestors, preserving your sense of self and protecting your mind from mental manipulation and demonic possession. You gain a +1 item bonus to saving throws against mental effects that would make you confused, controlled, frightened, or stupefied. This bonus increases to +2 if the source of the effect is a fiend.

Activate ↻ **Frequency** once per hour;

Trigger You succeed or critically succeed at a saving throw against a mental effect that would make you confused, controlled, frightened, or stupefied; **Effect** Empowered by your determination, your ancestors protect you and your nearby allies. For 1 minute, you and each of your allies within 30 feet gains a +1 status bonus to saving throws against mental effects that would make you confused, controlled, frightened, or stupefied.

Spiritsight Ring

Jodren, a wandering priest and experienced exorcist, wore one of these powerful rings. When griffons killed him in Lost Mammoth Valley, the strange ring disappeared from the Material Plane and followed the priest to his restless death.

SPIRITSIGHT RING

ITEM 6

UNCOMMON ENCHANTMENT INVESTED MAGICAL

Price 225 gp

Usage worn

The opal set in this intricately carved ivory ring eventually becomes translucent and tickles your finger whenever an incorporeal creature is nearby. When in the presence of a nearby incorporeal creature, even if it's within a solid object, you eventually detect the creature, though you might not do so instantly, and you can't pinpoint the location. This acts as a vague sense, similar to humans' sense of smell. An incorporeal creature trying to hide its presence from this sense attempts a Stealth check against your Perception DC to hide from your vague sense, as normal for attempting to foil special senses. You gain a +2 item bonus when using the Seek action to find hidden or undetected incorporeal creatures within 30 feet of you.



BLESSED AMPOULE TALISMAN

Sure-step Crampons

Sutaki and other mountain-dwelling Sarkorians craft a variety of magical ice-climbing equipment. The footwear called *sure-step crampons* are among their most ingenious creations, but the Sutaki have but one pair between them. Their evil leader Ashen Swale has commandeered the boots to expedite his trips back and forth from his personal quarters to Venexus' glacial lair.

SURE-STEP CRAMPONS

ITEM 6

UNCOMMON INVESTED MAGICAL TRANSMUTATION

Price 210 gp

Usage worn; Bulk 1

These sturdy leather boots have warm fur lining and magically augmented steel crampons that offer the wearer purchase on even the slipperiest ice slicks. *Sure-step crampons* allow you to walk across ice without difficulty, ignoring the uneven ground and difficult terrain caused by ice, and reducing greater difficult terrain caused by ice to

ordinary difficult terrain.

Activate ♦ **Interact**; **Requirements** You're standing on an earthen, icy, or wooden surface; **Effect** You dig the crampons into the spot where you're standing, offering additional support until the next time you move. You gain a +2 circumstance bonus to your Fortitude or Reflex DC against attempts to Shove or Trip you. This bonus also applies to saving throws against spells or effects that attempt to move you or knock you prone. The bonus lasts until you move from your current spot.



SPIRITSIGHT RING

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NATURE'S ENGINEERS

Beavers change their environments in ways few other animals can: felling trees, altering riverbanks, and building homes and dams that change the surrounding landscape. They widen rivers and streams, flood tributaries to create ponds and small lakes, and create and maintain wetlands. These industrious animal engineers regularly maintain and repair their constructions.

BEAVER

Beavers are stocky, herbivorous rodents that live in freshwater ecosystems throughout Avistan. They live in lodges, which they construct from logs, grass, rocks, and mud.

BEAVER

A typical beaver can grow up to 4 feet long and weigh up to 65 pounds.

BEAVER

CREATURE -1**N** **SMALL** **ANIMAL****Perception** +6; low-light vision, scent (imprecise) 30 feet**Skills** Athletics +3, Crafting +2, Survival +4**Str** +1, **Dex** +2, **Con** +3, **Int** -4, **Wis** +2, **Cha** +0**Deep Breath** A beaver can hold its breath for 15 minutes.**AC** 15; **Fort** +7, **Ref** +4, **Will** +4**HP** 8**Speed** 15 feet, swim 25 feet**Melee** **◆** jaws +6, **Damage** 1d6+1 piercing**Construct Shelter** The beaver takes 1 minute to rapidly construct a simple mound along one side of its space, which can be used to Take Cover.**Penetrating Bite** **◆◆** The beaver makes a jaws Strike. The Strike ignores the first 5 Hardness of organic materials, such as rope, leather, and wood.**Prop** **◆** The beaver stabilizes itself with its tail, gaining a +1 circumstance bonus to its Fortitude and Reflex DCs against Shove and Trip attempts until it next takes an action with the move trait.

CASTOROIDES

Castoroides are bear-sized beavers that build their lodges on land near a water source rather than in the water.

CASTOROIDES

CREATURE 3**N** **MEDIUM** **ANIMAL****Perception** +10; low-light vision, scent (imprecise) 30 feet**Skills** Athletics +10, Crafting +7, Survival +8**Str** +4, **Dex** +1, **Con** +3, **Int** -4, **Wis** +3, **Cha** +1**Deep Breath** A castoroides can hold its breath for 1 hour.**AC** 19; **Fort** +12, **Ref** +6, **Will** +8**HP** 45**Slap** **↻ Trigger** The castoroides is targeted by a physical ranged Strike from an attacker it can see; **Effect** The castoroides swats at the projectile with its wide tail, gaining a +2 circumstance bonus to its AC against the triggering attack.**Speed** 20 feet, swim 20 feet**Melee** **◆** jaws +12, **Damage** 2d6+4 piercing plus Grab**Construct Shelter** **◆◆◆** As beaver.**Gouge** **◆** The castoroides deals 2d8 piercing damage to a creature it has grabbed or restrained (DC 20 basic Fortitude save). A creature that fails its save also takes 1d4 persistent bleed damage.**Penetrating Bite** **◆◆** As beaver, but the castoroides's jaws Strike ignores the first 10 Hardness instead of the first 5 Hardness.**Prop** **◆** As beaver.**CASTOROIDES**

BISON, LONG-HORNED

Much like their smaller bison cousins (*Bestiary* 3 32), long-horned bison are bovines with short faces, two horns, a shaggy coat, and a noticeable hump on their back. Despite their relation to more placid bovines, however, long-horned bison are ill-tempered and territorial. Their tread shakes the ground, while the thunder of their stampedes can be mistaken for an earthquake. Long-horned bison weigh upwards of 4,500 pounds and measure up to 9 feet tall and 16 feet long. Their horns, measured tip to tip, can be almost as wide as the bison are tall.

LONG-HORNED BISON

CREATURE 6

N HUGE ANIMAL

Perception +13; scent (imprecise) 60 feet

Skills Athletics +16, Survival +13

Str +6, **Dex** +2, **Con** +5, **Int** -5, **Wis** +3, **Cha** +0

AC 23; **Fort** +17, **Ref** +12, **Will** +12

HP 110

Cold Adaptation The bison reduces the effects it suffers from cold environments by one step.

Toss **Trigger** A creature ends its movement within reach of the bison's horn **Strike**; **Effect** The bison attempts to Shove the triggering creature with its horns. The bison can't Stride after the triggering creature on a success or critical success.

Speed 35 feet

Melee **◆** hoof +16 (reach 10 feet), **Damage** 2d8+8 bludgeoning

Melee **◆** horn +16 (reach 10 feet), **Damage** 2d10+8 piercing plus Knockdown

Pointed Charge **◆◆** The bison surges toward its foe, horns lowered. It Strides twice. If the bison ends its movement with an enemy within its reach, it makes a horn **Strike** against that enemy. The strike gains the fatal d12 trait.

Rolling Thunder **◆◆◆** The bison kicks up dust and shakes the ground as it charges. The stampeding bison Strides up to twice its Speed in a straight line, dealing 4d8+8 bludgeoning damage (DC 24 basic Reflex save) to any Large or smaller creature in its path.

Multiple bison can participate in Rolling Thunder by spending this ability's actions and waiting to charge until the herd is ready. Before the beginning of its next turn, a bison can then charge as a reaction triggered by an adjacent bison beginning its Rolling Thunder charge. All bison in the combined charge must charge in parallel lines, so the areas can't overlap. The combined charge deals an additional 3d8 bludgeoning damage to creatures in the area, and a creature that fails the Reflex saving throw is also knocked prone.



RELIGIOUS SIGNIFICANCE

Long-horned bison play a prominent role in the rituals and ceremonies of many Kellid followings. Bison horns mark the shelters of community leaders, hides and wool are used to create ceremonial dress, and meat is offered to spirits before undertaking dangerous hunts. Among some followings, approaching a long-horned bison is an important coming-of-age ritual, with youths who get closest to the irascible creatures gaining more bragging rights and respect. The rare children who manage to mount a long-horned bison during these ceremonies often become community leaders, respected hunters, or legendary heroes.

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LONG-HORNED BISON



HUNTING GROUNDS

Rorus on the Material Plane prefer to corrupt animals in wilderness areas near humanoid-populated areas. The most brazen rorus operate within settlements, posing as mundane animals or leading cults in slaughterhouses.

DEMON, RORU

Rorus, sometimes called hunter demons, are brutal fiends that arise from the souls of mortals who mutilated animal corpses. As demons, these individuals don animal pelts, then infiltrate packs or herds to corrupt entire swaths of animals, turning their victims bloodthirsty and feral.

RORU

CREATURE 7

UNCOMMON CE MEDIUM DEMON FIEND

Perception +16; darkvision, scent (imprecise) 60 feet

Languages Abyssal, Celestial, Draconic; *speaks with animals*, telepathy 100 feet

Skills Acrobatics +15, Athletics +17, Intimidation +15, Nature +14 (+18 to Command an Animal), Survival +16

Str +6, **Dex** +4, **Con** +2, **Int** +0, **Wis** +3, **Cha** +2

AC 25; **Fort** +15, **Ref** +17, **Will** +12

HP 120; **Weaknesses** cold iron 5, good 5

Disobedience Vulnerability The first time each round an attempt to Command an Animal fails within 60 feet of a roru, the roru takes 4d6 mental damage (10d6 if the roru failed the attempt).

Predatory Aura (aura) 30 feet. An animal or beast entering or starting its turn in the emanation must succeed at a DC 25 Will save or become frightened 1 (frightened 2 on a critical failure). Frightened animals within the emanation can't attack the roru. A creature that succeeds at a saving throw against predatory aura is immune for 24 hours.

Speed 40 feet

Melee **◆** jaws +18 (magical), **Damage** 2d10+8 piercing plus 1d6 evil

Melee **◆** claw +18 (agile, magical), **Damage** 2d6+8 slashing plus 1d6 evil

Divine Innate Spells DC 25; **6th** *dominate* (animals only); **5th** *dimension door*; **4th** *dimension door* (at will); **Constant (2nd)** *speaks with animals*

Divine Rituals DC 25; *Abyssal pact*

Incite Ferocity **◆** (divine, enchantment, mental) The roru focuses its corruption on an animal or beast it can see within 30 feet. The creature must succeed at a DC 25 Will save or become confused for 1d4 rounds. The confused creature can't attack the roru. A creature that succeeds at its saving throw is temporarily immune to Incite Ferocity for 24 hours.

Wear Pelt **◆◆** (divine, manipulate, transmutation) The roru dons the pelt of an adjacent dead animal, transforming into its lookalike. The roru becomes the same size and gains the same Speeds as the target animal. The roru loses its claw and jaws unarmed Strikes and gains the types of melee Strikes of the animal whose pelt it wears. The Strike deals damage equal to the roru's jaws Strike or, if the Strike has the agile trait, the roru's claw Strike. Either way, the damage type changes to match the new unarmed attack. While a roru wears a pelt, half of physical damage dealt to the roru is instead dealt to the pelt.

A pelt has Hardness 5 and 25 HP. When a pelt reaches 0 HP, the roru is immediately expelled from the pelt and it is destroyed.



ELK

Powerful and swift land mammals, elk range through the plains, hills, and forests of the wilderness.

ELK

Their size, strength, and antlers (for the males) enable common elk to contend with most of their environment's dangers, though herds generally favor flight over combat. Most elk stand between 3 and 5 feet tall and weigh between 350 and 550 pounds, with females sligher than the males.

ELK

CREATURE 1

N **MEDIUM** **ANIMAL**

Perception +7, low-light vision, scent (imprecise) 30 feet

Skills Athletics +7, Survival +5

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

AC 16; **Fort** +9, **Ref** +7, **Will** +5

HP 20

Buck \curvearrowright DC 17

Speed 40 feet

Melee \blacklozenge antlers +9, **Damage** 1d6+4 piercing

Melee \blacklozenge hoof +9, **Damage** 1d4+4 bludgeoning

Startled Charge $\blacklozenge\blacklozenge$ **Requirements**

It's the first round of combat; **Effect** The elk Strides twice and makes a hoof Strike at the end of either Stride. If the Strike hits, the elk deals an additional 1d4 piercing damage.

MEGALOCEROS

The megaloceros is similar in form to the elk, but far superior in size. The average male's antlers weigh nearly 100 pounds and can be wider than his body is long. Megaloceroses stand up to 9 feet tall, weigh 1,500 pounds, and grow antlers over 12 feet wide.

MEGALOCEROS

CREATURE 4

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

Perception +10, low-light vision, scent (imprecise) 30 feet

Skills Athletics +13, Survival +10

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

AC 21; **Fort** +13, **Ref** +11, **Will** +8

HP 58

Buck \curvearrowright DC 21

Speed 50 feet

Melee \blacklozenge antlers +13 (deadly d8), **Damage** 2d6+7 piercing

Melee \blacklozenge hoof +13, **Damage** 2d4+7 bludgeoning

Furious Charge $\blacklozenge\blacklozenge$ The megaloceros Strides twice and makes a hoof Strike after either Stride. If the Strike hits, the megaloceros deals an additional 2d4 bludgeoning damage.



MEGALOCEROS ANTLERS

The antlers of a megaloceros are some of the most impressive animal trophies, known to fetch a fair price among collectors, particularly those who live far from regions where these majestic elk live. A set of megaloceros antlers in collectible condition can fetch prices of 40 gp, but as with all animal trophies, peddling in such wares can attract the attention of angry druids, vengeful rangers, or offended naturalists.

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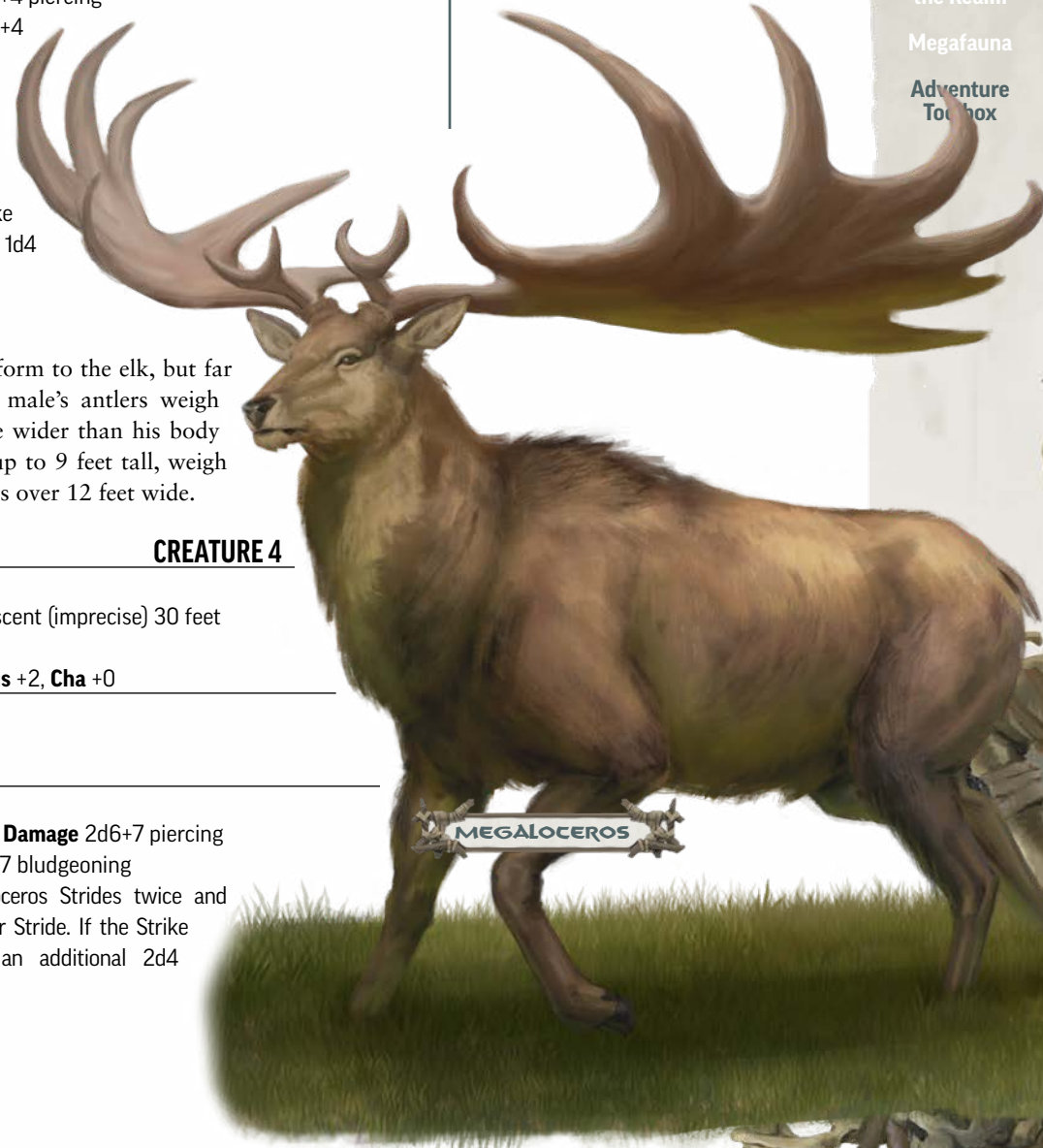
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SOCIAL CREATURES

Lagofirs are wild animals and not truly domesticated, although they can be tamed. Lagofirs form tight social bonds and sicken when lonely. Individuals hoping to tame a lagofir must be prepared to invest a large amount of time in their care or to raise lagofirs in groups. Once befriended, a lagofir is a stalwart and loyal companion.

LAGOFIR

Lagofirs are semiaquatic omnivores that resemble a rabbit the size of a large dog. They're social creatures, playful but territorial and protective of their kin. Lagofirs live in family units and gather in larger groups as often as their environment allows. They're commonly found in northern Avistan, congregating along rivers, lakes, and coasts, where they subsist on fish, crustaceans, marine plants, and small mammals.

Lagofirs have a stout body, rounded back, large hind legs, long ears, and a short, fluffy tail. Their powerful incisors are capable of cracking through clam shells, chitin, and bone. Both their front and back paws are webbed, and their front paws are highly dexterous, enabling them to grasp objects and perform simple manual tasks.

Lagofirs secrete a thick, sweet-smelling, flammable oil that coats their fur. Warm to the touch, this oil keeps them insulated and comfortable in frigid water and cold climates. Lagofirs mark their territory by brushing against solid surfaces, coating them in oil that, to other lagofirs, identifies an individual. This makes their lairs, known as burrows or forms, incredibly hazardous. A single spark in a lagofir form can cause an explosion.

LAGOFIR

CREATURE 3

UNCOMMON N LARGE ANIMAL

Perception +11; low-light vision, scent (imprecise) 30 feet

Skills Acrobatics +10 (+12 to Escape), Athletics +8 (+10 to Swim), Stealth +9, Survival +7

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

Deep Breath A lagofir can hold its breath for 1 hour.

AC 18; **Fort** +9, **Ref** +12, **Will** +6

HP 55

Cold Adaptation The lagofir reduces the effects it suffers from cold environments by one step.

Consuming Fumes (aura, fire) 15 feet. The lagofir is surrounded by fumes from the flammable oil it exudes. Each nonmagical open flame the size of a torch or larger within the emanation explodes, dealing 4d4 fire damage to all creatures and objects adjacent to the flame (DC 17 basic Reflex save). After exploding, the fire source is extinguished.

Speed 30 feet, swim 30 feet

Melee ♦ jaws +12 (agile, finesse), **Damage** 1d8+3 piercing

Melee ♦ feet +11, **Damage** 2d8+3 bludgeoning plus Push

Flammable Lagofirs excrete a warm, flammable oil. Any creature that Grapples a lagofir or is grabbed or restrained by a lagofir becomes coated in lagofir oil for 10 minutes or until the oil is washed off, which takes 1 minute of vigorous scrubbing. Any time a lagofir or a creature coated in lagofir oil is dealt fire damage, it catches flame, taking 1d6 persistent fire damage.

Gnaw ♦ **Requirements** The lagofir's last action was a successful jaws Strike; **Effect** The lagofir gnaws on the target, driving its teeth deeper into its prey. The target takes 1d8+3 piercing damage.

Nimble Rush ♦♦ The lagofir attacks while darting around its foes. The lagofir Strides twice and Strikes at any point during its movement. It can substitute a Swim action in place of any Stride.



NECROHUSK

Necrohusks are skittering, undead monstrosities, created when a humanoid is purposefully twisted into a new creature through necromantic experimentation. Unlike fleshwarps and recipients of successful necrografts, prospective necrohusks never survive the procedure. After reanimation, they're cunning, animalistic creatures that follow their creator's orders without question.

Creating a necrohusk is an incredibly difficult endeavor, fraught with error. Most attempts result in lumps of useless, rotten slurry or malformed undead no more cunning or dangerous than a mundane zombie. The costs in time, experimental subjects, and expensive spell components lead some would-be necromancers to conclude that the results aren't worth the risk. Occasionally, spellcasters can harness the power of the Negative Energy Plane during the process, which lessens the monetary cost but vastly increases the danger, often producing a deadly backlash resulting in the creator's death and a masterless necrohusk.

Among the Sutaki, only Ashen Swale and his lieutenants, Turkek and Azi, have the skill and knowledge to create necrohusks with any regularity, although Turkek's interests often lead him away from such gruesome endeavors. Necrohusks are created from volunteers in Ashen Swale's cult or from traitorous Sutaki whom Ashen Swale wants to punish with a ghastly fate.



FURTHER EXPERIMENTATION

Necrohusks range from Small to Large and often have alternative methods of locomotion and additional abilities. Suitable abilities from other undead creatures include bleeding and fiendish from beheaded (*Bestiary* 3 30), bloody and explosive death from skeletons (*Bestiary* 298), and feast and rotting aura from zombies (*Bestiary* 340). A necrohusk with additional abilities should be higher level than one without. Use the guidelines in Chapter 2 of the *Gamemastery Guide* to determine its new statistics.

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NECROHUSK

CREATURE 5

RARE NE MEDIUM UNDEAD

Perception +14; darkvision, lifesense (imprecise) 30 feet

Languages Common, Hallit, Necril; can't speak

Skills Acrobatics +13, Athletics +12, Stealth +13

Str +5, **Dex** +4, **Con** +1, **Int** -3, **Wis** +3, **Cha** -1

AC 22; **Fort** +10, **Ref** +15, **Will** +12

HP 75, negative healing; **Immunities** death effects, disease, paralyzed, poison, prone, unconscious

Skitter \curvearrowright **Trigger** A creature misses the necrohusk with a melee Strike; **Effect** The necrohusk Steps.

Speed 30 feet, climb 30 feet

Melee \blacklozenge jaws +15, **Damage** 2d6+5 piercing plus 1d6 poison

Melee \blacklozenge leg +15 (agile), **Damage** 2d4+5 piercing

Ranged \blacklozenge ichor spit +14 (range 30 feet),

Damage 3d8 poison and vile innards

Frenzied Assault $\blacklozenge\blacklozenge$ The necrohusk makes three leg Strikes. If more than one Strike hits the same target, combine the damage of the Strikes that hit the creature and apply the creature's resistances and weaknesses only once.

Impaling Lunge $\blacklozenge\blacklozenge$ The necrohusk Strides twice. If the necrohusk ends its movement within melee range of an enemy, it makes a leg Strike against that enemy. On a hit, the Strike deals an additional 1d6 persistent bleed damage.

Vile Innards The necrohusk spews some of its rotting insides when it makes an ichor spit Strike. On a critical hit, the target is sickened 2.



NECROHUSK

Ashen Swale

TYRANNICAL GOD CALLER

Ashen Swale's past is shrouded in mystery. He was born among his Sutaki brethren, but violent voices no one else could hear drew him to the wilds of Lost Mammoth Valley. In these wilds, he discovered his spirit guide Idovik and the art of necromancy. He returned to Lyuba a changed man. With Idovik at his side, he established new customs and foul rituals that further cemented the white dragon Venexus's reign over his people.

CAMPAIGN ROLE

Ashen Swale is a ruthless tyrant who maintains power through his magical abilities, legacy as a god caller, and through Venexus, whose rule legitimizes his actions and cult. In the finale of this adventure, the party confronts Ashen Swale and Idovik atop Venexus's glacial palace.

ASHEN SWALE

CREATURE 7

UNIQUE NE MEDIUM HUMAN HUMANOID

Male human god caller

Perception +13

Languages Common, Draconic, Hallit, Necril, Sylvan; telepathy 100 feet (Idovik only)


Skills Acrobatics +12, Arcana +15, Deception +17, Intimidation +17, Nature +15, Survival +13, Thievery +12

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

Items +1 *spear*, *sure-step crampons* (page 81), *wand of heal* (3rd-level)


AC 23; **Fort** +18, **Ref** +12, **Will** +15

HP 120

Siphon Life  (concentrate, necromancy, positive, primal)

Trigger A creature within 30 feet uses a spell or ability with the healing trait that restores Hit Points or is the target of a spell or ability with the healing trait that restores Hit Points; **Effect** Ashen Swale seizes upon the healing magic, drawing a portion of it into himself instead of the intended target. The healing effect restores 10 fewer Hit Points to one of its targets and Ashen Swale is restored 10 Hit Points or the total amount of healing, whichever is less.

Speed 25 feet


Melee  *spear* +14 (magical, thrown 20 feet), **Damage** 1d6+4 piercing

Arcane Spontaneous Spells DC 25, attack +17; **4th** (3 slots)

animate dead, *bone spray* (page 76), *boneshaker* (page 76), *enervation*; **3rd** (3 slots) *bind undead*, *blindness*, *envenom companion* (*Pathfinder Secrets of Magic* 104), *vampiric touch*; **Cantrips (4th)** *chill touch*, *daze*, *electric arc*, *forbidding ward*, *light*


Summoner Conduit Spells DC 25, 1 Focus Point; **Cantrips (4th)** *boost eidolon* (*Secrets of Magic* 144), *reinforce eidolon* (*Secrets of Magic* 145)


Rituals DC 25; **2nd** *create undead*

Corpse Puppet  (concentrate, enchantment, incapacitation, manipulate, necromancy, primal) Ashen Swale seizes control of the body of a creature within 30 feet that is dead or unconscious. The target must attempt a Will save. Dead creatures automatically fail this save. On a success, the target is permanently immune to Corpse Puppet. On a failure, the target is controlled by Ashen Swale. It gains the minion trait and can act as though it were alive and conscious as long as it's controlled by Ashen Swale. Controlling each target requires Ashen Swale to take an action to Command a Minion. The only actions the target can take during this time are Interact, Stride, and Strike.

Ashen Swale retains control of the target for 10 minutes. This control ends immediately if the target loses the unconscious condition or the target is dealt an additional 50 damage since Ashen Swale took control (which destroys the body completely). After he has lost control of a target, that target is permanently immune to Corpse Puppet.

Ashen Swale can control up to two targets with Corpse Puppet at a time.

Hasten Eidolon  (concentrate) Ashen Swale focuses on the link he shares with Idovik to quicken his eidolon's actions. Idovik is quickened 1 until the beginning of Ashen Swale's next turn.

Manifest Eidolon  (concentrate, conjuration, magical, manipulate, teleportation) Ashen Swale summons Idovik in an adjacent open space. If Idovik was already manifested, Ashen Swale chooses whether to unmanifest Idovik or to teleport Idovik to an adjacent open space. If Idovik unmanifested at 0 Hit Points, this process takes 1 minute instead of 3 actions, but Idovik regains 1 Hit Point when he remanifests.

Transpose ◆ (concentrate, conjuration, manipulate, primal, teleportation) With a flash, Ashen Swale and Idovik switch places, each teleporting to the other's position.

IDOVIK

CREATURE 7

UNIQUE CN LARGE BEAST EIDOLON

Male Sarkorian god

Perception +14; darkvision, scent (imprecise) 30 feet

Languages Common, Hallit, Sylvan; telepathy 100 feet (Ashen Swale only)

Skills Acrobatics +11, Arcana +13, Athletics +17, Nature +14

Str +6, **Dex** +0, **Con** +4, **Int** +2, **Wis** +3, **Cha** +2

AC 24; **Fort** +17, **Ref** +11, **Will** +15

HP 125

God's Intervention ↻ (conjuration, primal, teleportation)

Trigger Ashen Swale is the target of a physical Strike;

Effect Sensing Ashen Swale's peril, Idovik teleports to his side and interposes himself between Ashen Swale and danger. Idovik teleports to a space adjacent to Ashen Swale, then shields Ashen Swale with his body. Idovik becomes the target of the triggering Strike.

Speed 40 feet

Melee ◆ tusk +18 (deadly d10, magical), **Damage** 2d10+8 piercing

Melee ◆ hoof +18 (agile, magical), **Damage** 2d8+8 bludgeoning

Independent Action Idovik is even older and more powerful than most Sarkorian gods, and he knows how to manifest in some forms without a god caller at all. Idovik does not share an initiative, actions, Hit Points, or a multiple attack penalty with Ashen Swale.

Indomitable Step Idovik ignores difficult terrain and uneven ground, and he treats greater difficult terrain as normal difficult terrain.

Otherworldly Roar ◆◆ (auditory) Idovik unleashes a powerful squeal while stomping his hooves and displaying his tusks. Idovik attempts Intimidate checks to Demoralize each foe within 30 feet. These checks take no penalty for not sharing a language.

Rampaging Charge ◆◆ Idovik rushes forward, using his momentum to power his attack. Idovik Strides twice and then makes a tusk Strike. As long as he moved at least 20 feet, he gains a +2 circumstance bonus to his attack roll. A Medium or smaller creature struck by this attack must succeed at a DC 25 Reflex save or be knocked prone by the force of the blow.

Spirit Link Even if his link is unusual, Idovik is bound to his summoner; he must remain within 100 feet of Ashen Swale at all times. If he ever moves outside this range or is reduced to 0 Hit Points, Idovik's physical form dissolves. Because his link functions unusually and he does not share Hit

Points with Ashen Swale, Idovik remains manifested when Ashen Swale is unconscious or dead, as long as he stays near Ashen Swale's body. If Ashen Swale dies, Idovik's form fades away over the next minute. When unmanifested, Idovik must be manifested before he can reappear.



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Venexus

CURSED DRACONIC OVERLORD

The white dragon Venexus hatched in Winterwall Glacier, north of the Realm of the Mammoth Lords and Irrisen, alongside her brother Fezerod. Upon reaching maturity, Venexus and Fezerod migrated south to the Realm of the Mammoth Lords in search of unclaimed territory. Although the pair remained together for centuries, shortly after they conquered Lost Mammoth Valley together Venexus drove him off. The valley was, at the time, a highly frequented migratory route rich in resources, wildlife, and humanoids to subjugate. Fezerod fled in heartbreak and shame. In the centuries since, Venexus has maintained control of Lost Mammoth Valley, considering the region and everything within her property.

The opening of the Worldwound to the east forever changed Lost Mammoth Valley and Venexus's role as its self-appointed ruler. Invading demons forced the Burning Mammoth following to abandon most of their ancient migratory route, including Lost Mammoth Valley, leaving Venexus without intelligent creatures to subjugate. Thankfully, it wasn't long before a group of Sarkorian refugees settled in the valley. After these people, who called themselves Sutaki, established a permanent settlement, she made herself known as their overlord. To ensure their cooperation, she built her glacial palace alongside them, blocking escape from the valley.

Years later, a brave but foolish Burning Mammoth warrior named Metuak came to Lost Mammoth Valley seeking Venexus's aid. He asked her to end the curse placed upon him by the *Primordial Flame* and to free him of his possession by the shadow demon Xeleria. Rather than help, Venexus stole the *Primordial Flame*, forcing Metuak to flee for Hillcross. Although Venexus would have followed to ensure his death, she hadn't truly understood the artifact's curse or its powers. The lamp burned her badly and melted her palace, but she couldn't bear to part with it. It became, in time, both her most valuable asset and greatest weakness.

CAMPAIGN ROLE

Venexus is the primary foe of this adventure and stands between the party and multiple objectives.

They must sever her hold over the residents of Lost Mammoth Valley, claim the *Primordial Flame* from her, and melt her glacial palace to reveal the valley's exit, all before Ivarsa and the Burning Mammoths catch up. Achieving these objectives puts the party in direct conflict with Venexus, who stops at nothing to maintain her firm and merciless command over Lost Mammoth Valley and its denizens.

Although the characters identify Venexus as an enemy near the beginning of this adventure, they remain unknown to her until the adventure's finale. This is partially due to the party's behavior and partially due to Venexus's pride. Venexus believes her reign is indisputable and her position within Lost Mammoth Valley secure. She leaves the management of her humanoid subjects to her most favored minion, the necromancer Ashen Swale, showing herself to claim her weekly offerings or personally bully her subjects. Thus, even if the party earns the ire of Ashen Swale and his followers, Venexus remains oblivious to them and their machinations until they're literally on her doorstep.

Venexus is worshipped by Ashen Swale's cult as a god, but she's far from divinity and offers her followers no magical blessings, boons, or even leniencies of any kind. She considers the Sutaki worshipping her a natural progression of affairs—as she's clearly magnificent and worthy of veneration—but nothing that requires her effort or personal attention.

VENEXUS

CREATURE 9

UNIQUE CE LARGE COLD DRAGON

Female young white dragon (*Pathfinder Bestiary* 113)

Perception +20; darkvision, scent (imprecise) 60 feet, storm vision

Languages Common, Draconic, Hallit

Skills Acrobatics +17, Arcana +17, Athletics +21, Intimidation +19, Stealth +15

Str +6, **Dex** +2, **Con** +4, **Int** +2, **Wis** +3, **Cha** +2

Items *Primordial Flame*


Storm Vision Inclement weather doesn't impair Venexus's vision; she ignores concealment from fog, mist, rain, and snowfall.

AC 28; **Fort** +21, **Ref** +15, **Will** +17; +1 status to all saves vs. magic


HP 170; **Immunities** cold, paralyzed, sleep


Frightful Presence (aura, emotion, fear, mental) 90 feet, DC 25


Mist Shroud (arcane, aura, evocation, water) 10 feet. The *Primordial Flame* continually heats the cold emanating from Venexus's body, surrounding the dragon in a thin veil of fog. Creatures in the aura are concealed, and other creatures are concealed to creatures in the area. Venexus's storm vision allows her to see through this concealment, however. If wind disperses the aura, it returns automatically at the start of Venexus's turn. The aura is suppressed in water.

Freezing Blood  (arcane, cold) **Trigger** An adjacent creature deals piercing or slashing damage to Venexus; **Effect** Venexus's blood splatters onto the triggering creature, dealing 2d6 cold damage. A creature that takes cold damage in this way is slowed 1 for 1 round.

Speed 30 feet, fly 120 feet; ice climb 30 feet



Melee  jaws +21 (cold, magical, reach 10 feet), **Damage** 2d10+10 piercing plus 1d6 cold



Melee  claw +21 (agile, magical), **Damage** 2d8+10 slashing

Melee  tail +20 (magical, reach 15 feet), **Damage** 2d6+8 bludgeoning

Arcane Innate Spells DC 25; **2nd** *obscuring mist* (at will); **1st** *gust of wind* (at will)



Primordial Flame Spells DC 25; **7th** *sunburst*; **5th** *produce flame* (at will)

Breath Weapon   (arcane, cold, evocation) Venexus breathes a cloud of frost that deals 10d6 cold damage in a 40-foot cone (DC 28 basic Reflex save). She can't use Breath Weapon again for 1d4 rounds.


Draconic Frenzy   Venexus makes two claw Strikes and one tail Strike in any order.

Draconic Momentum When Venexus scores a critical hit with a Strike, she recharges her Breath Weapon.

Ice Climb Venexus can climb on ice as though she had the listed climb Speed. She ignores difficult terrain and greater difficult terrain from ice and snow and doesn't risk falling when crossing ice.

Shape Ice   (arcane, transmutation, water) Venexus magically reshapes a cube of ice or snow she touches, up to 10 feet across. Any creature standing atop the ice must succeed at a DC 15 Reflex save or Acrobatics check. On a failure, the creature falls prone on the ice;

on a critical failure, it falls off the ice entirely and is also prone.

Snuff  (arcane, evocation, water) Venexus releases a wave of sleet, which douses open flames within 30 feet. All non-magical fire is automatically extinguished. All creatures in the area suffering from persistent fire damage immediately attempt a DC 10 flat check to end the persistent damage. If Snuff overlaps with an ongoing fire effect, Snuff attempts to counteract the fire effect.



VENEXUS

EXPAND YOUR HORIZONS



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LOST OMENS

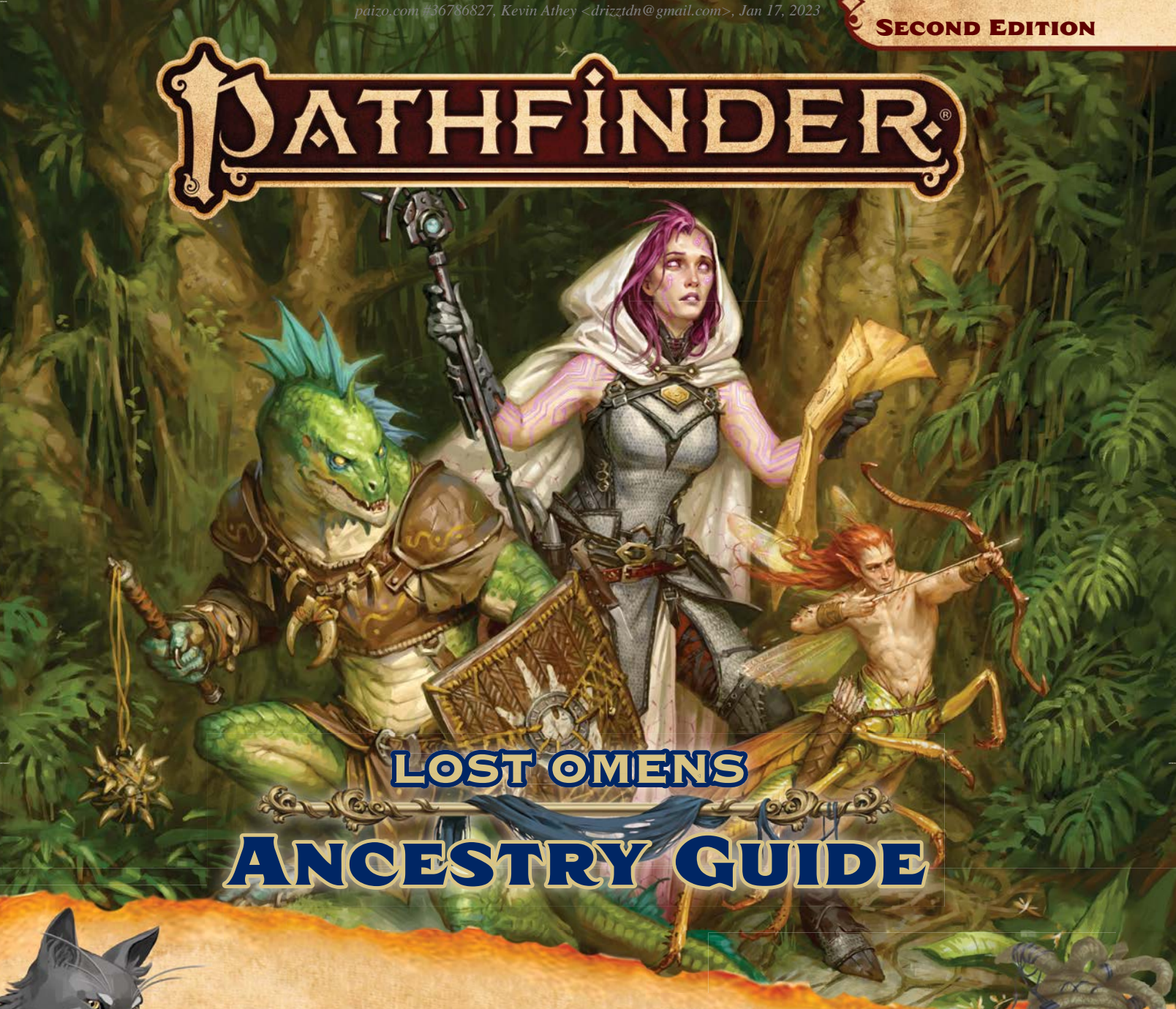
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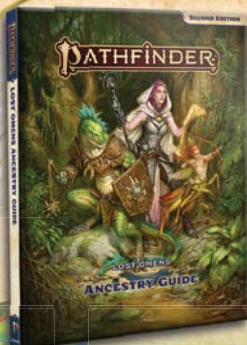
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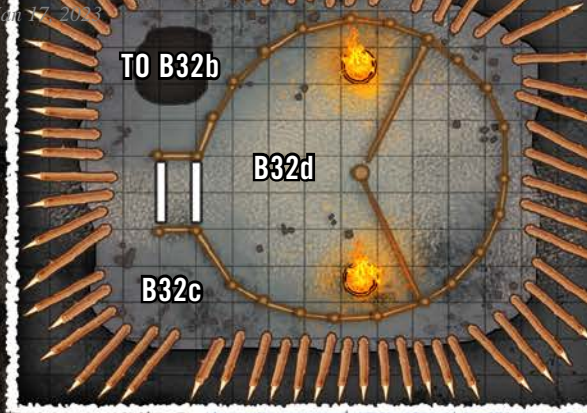
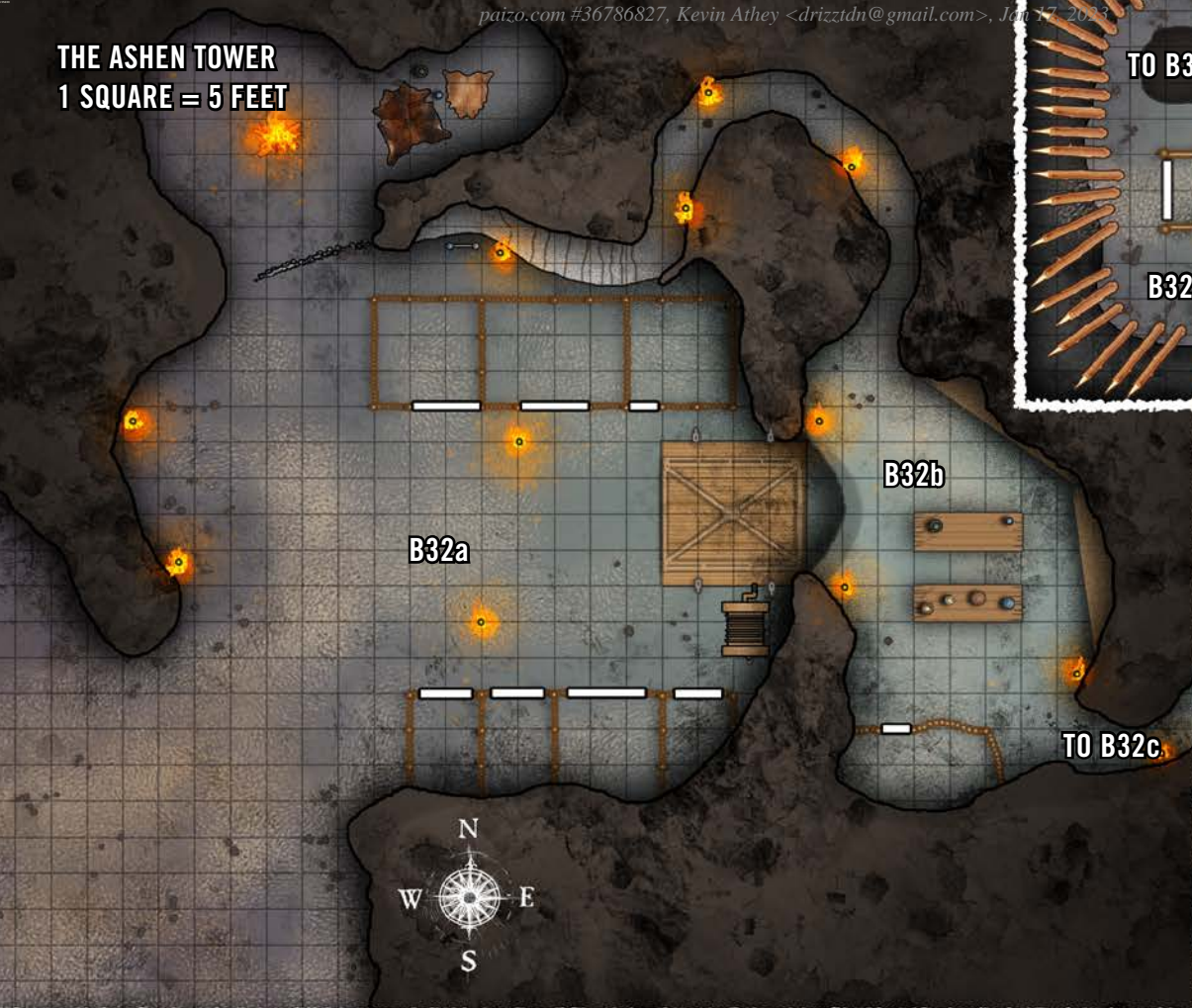


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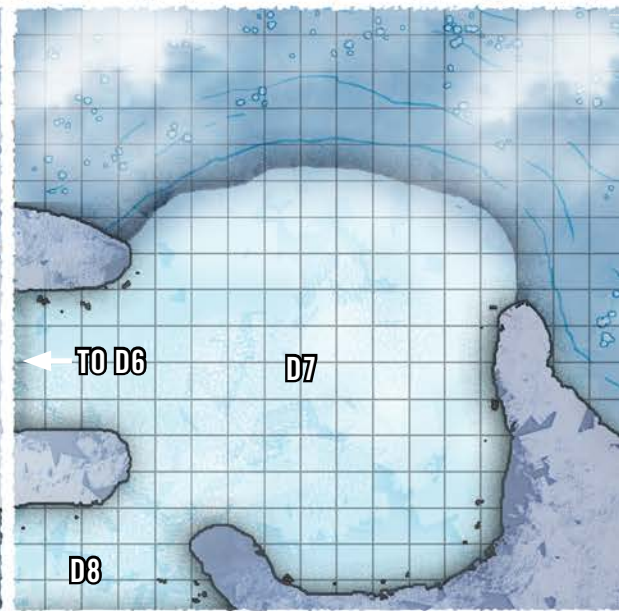
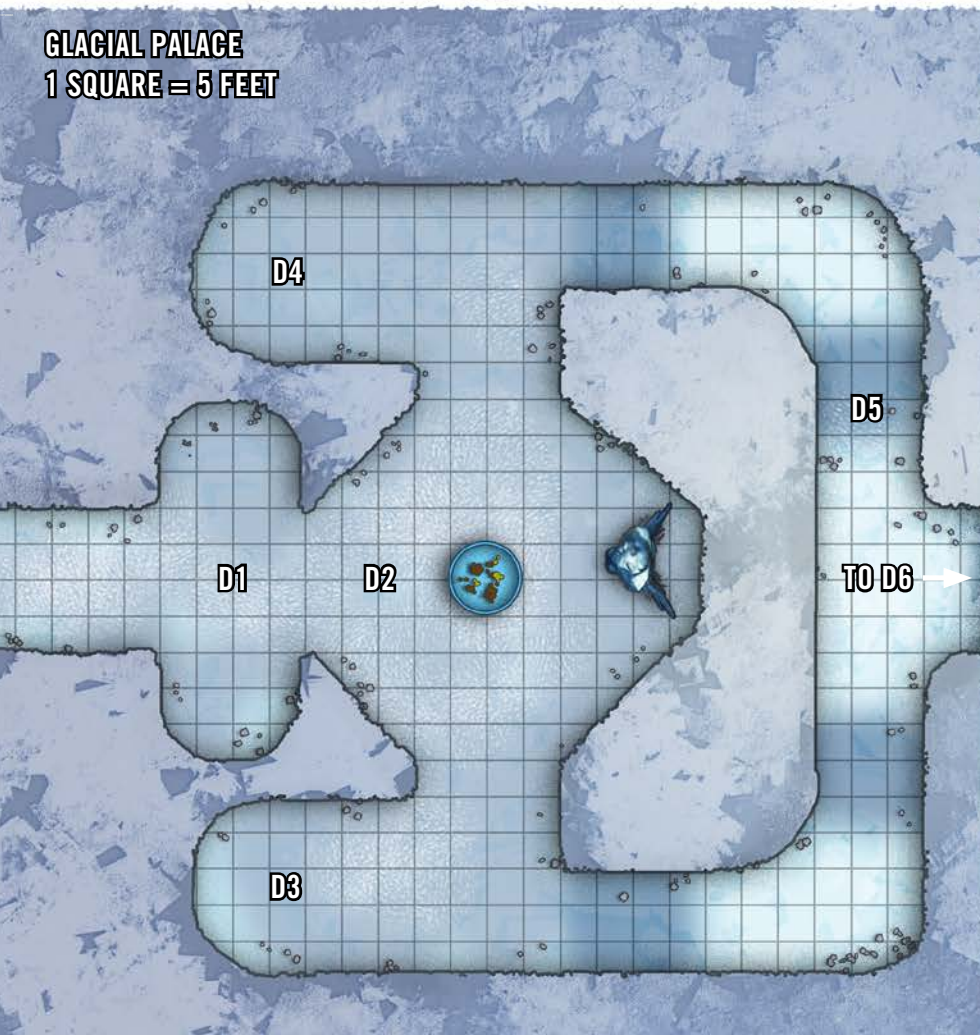
THE ASHEN TOWER

1 SQUARE = 5 FEET



GLACIAL PALACE

1 SQUARE = 5 FEET



A LAND LOST TO TIME

With danger close behind, the Broken Tusks journey through the bountiful but treacherous Lost Mammoth Valley in search of the *Primordial Flame*. The Tusks' scouts will need to solve the riddles of the ancient valley and recruit a motley league of followers, all while evading the watchful gaze of the vale's villainous overlords and unraveling a legendary artifact's mythical past. The Quest for the Frozen Flame Adventure Path continues with "Lost Mammoth Valley," a complete adventure for 4th- to 7th-level characters.



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