



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.

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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.

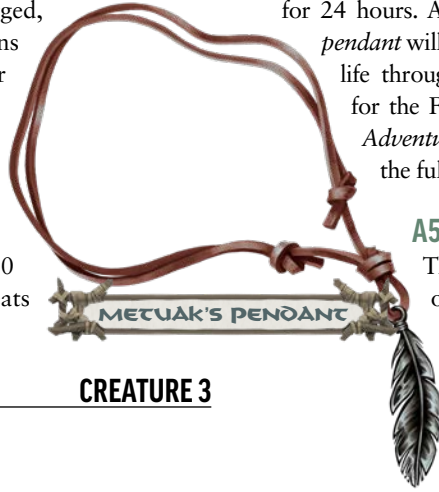
The fog and falls impose a -2 circumstance penalty to visual and auditory Perception checks. Creatures viewed through 10 feet or more of fog are concealed.

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

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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

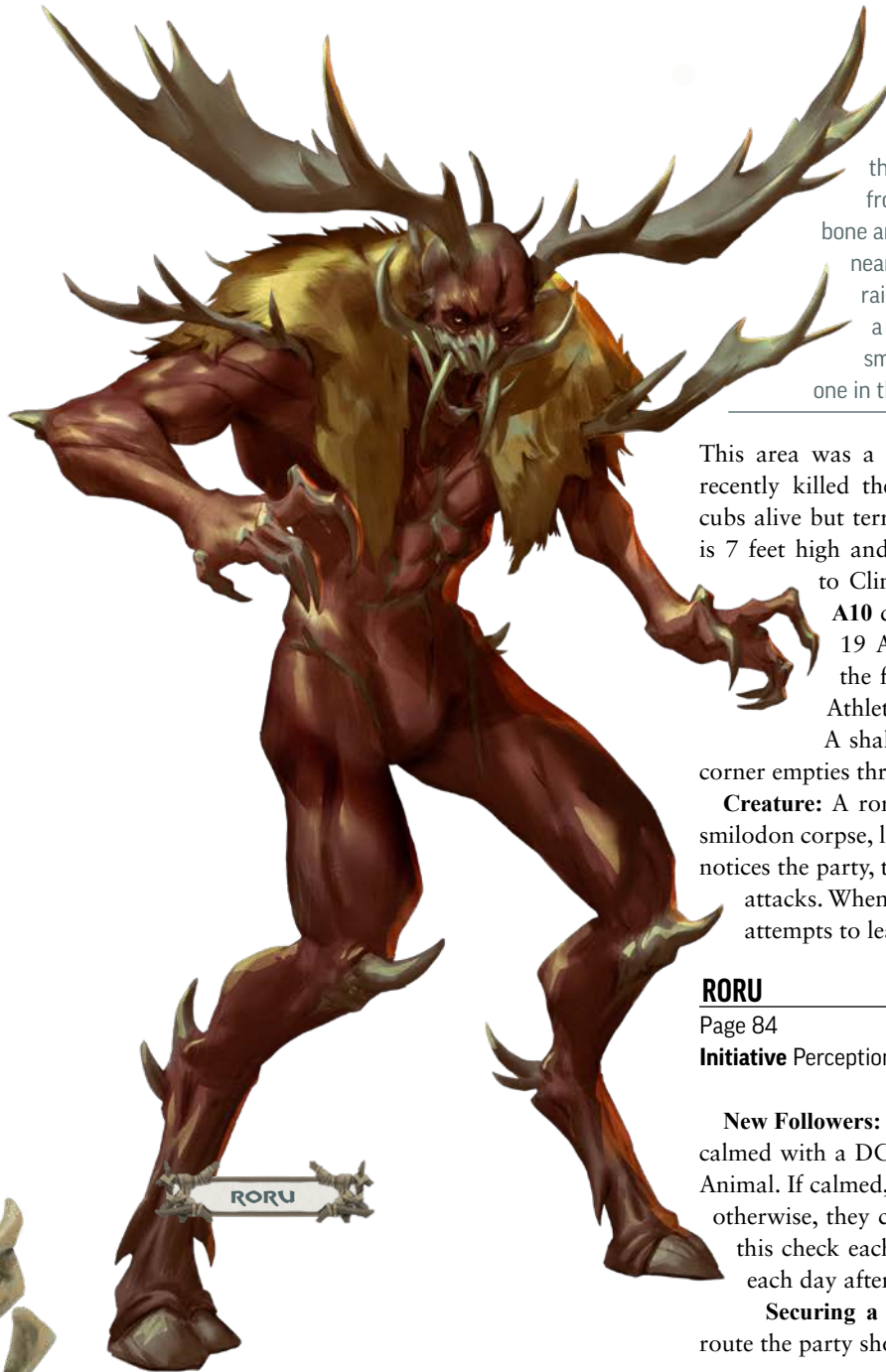
CREATURE 7

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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.



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.



FIENDISH ARBOREAL

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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 \blacklozenge 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.

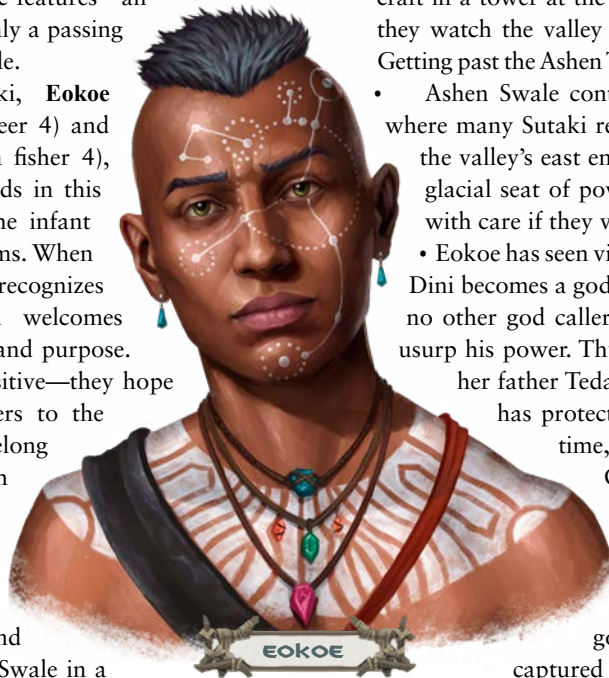
Creatures: Two Sutaki, **Eokoe** (CG genderfluid human seer 4) and **Tedanu** (NG male human fisher 4), pray to their ancestral gods in this chamber while a third, the infant Dini, sleeps in Tedanu's arms. When the party arrives, Eokoe recognizes them as foreigners and welcomes them, asking their names 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 themselves 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.

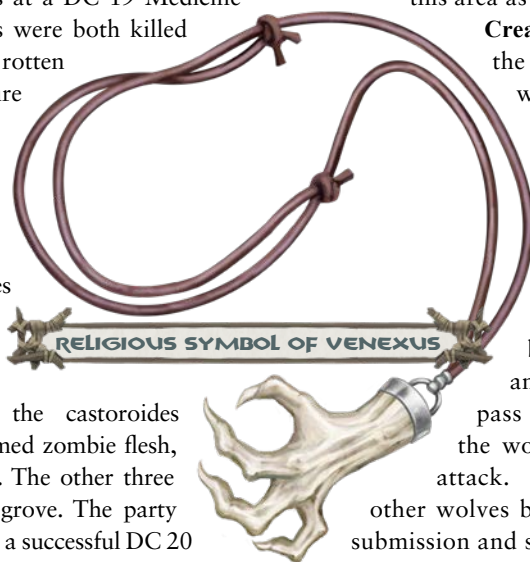
LOST MAMMOTH VALLEY

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.



BURNING MAMMOTH ARCHER

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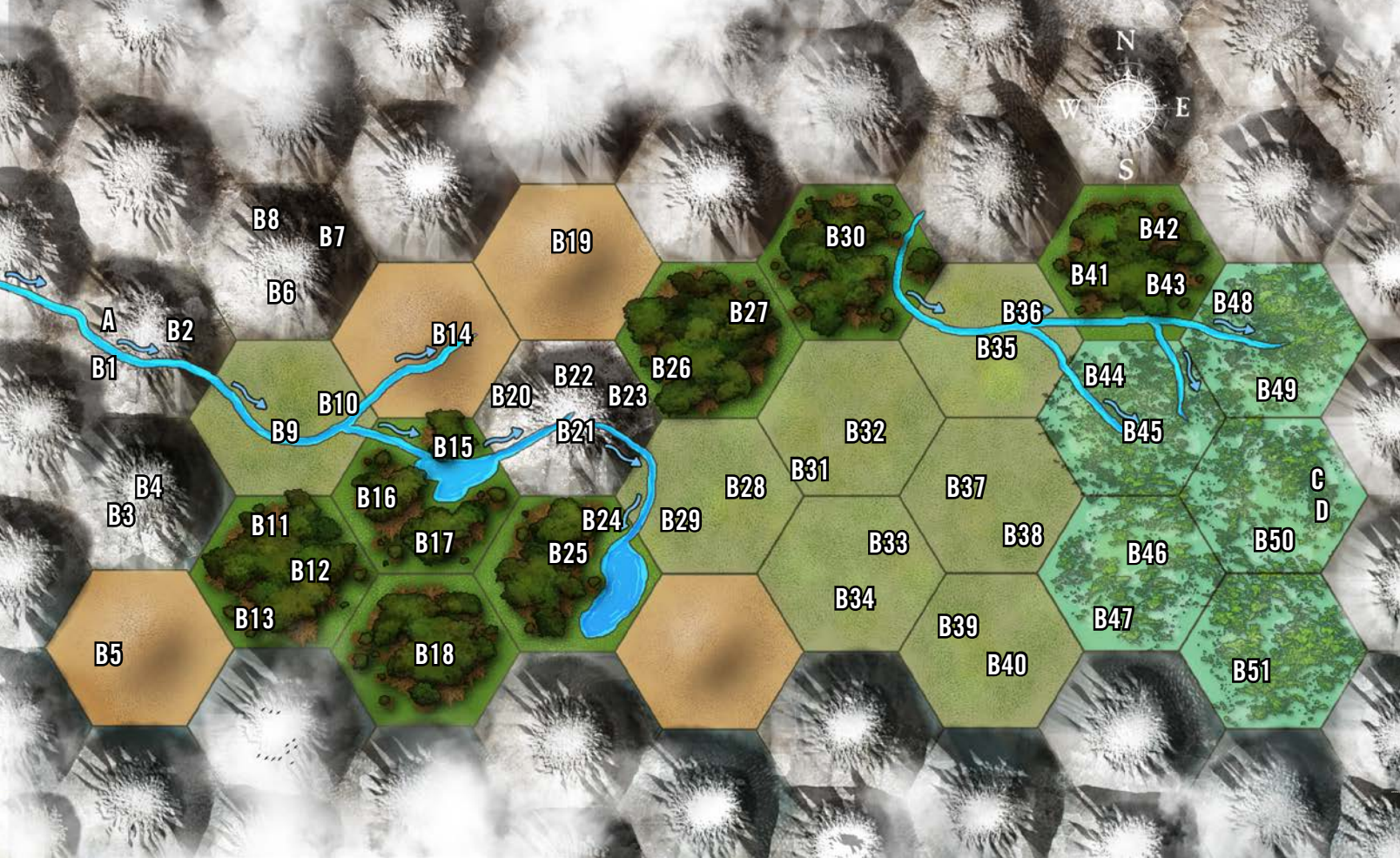
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a circumstance bonus to checks to discover a hidden location due to knowledge or other helpful conditions. Exceptionally useful aid, such as detailed directions from a person who's been to a location before, could enable the characters to automatically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



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

CREATURE 4

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.)



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

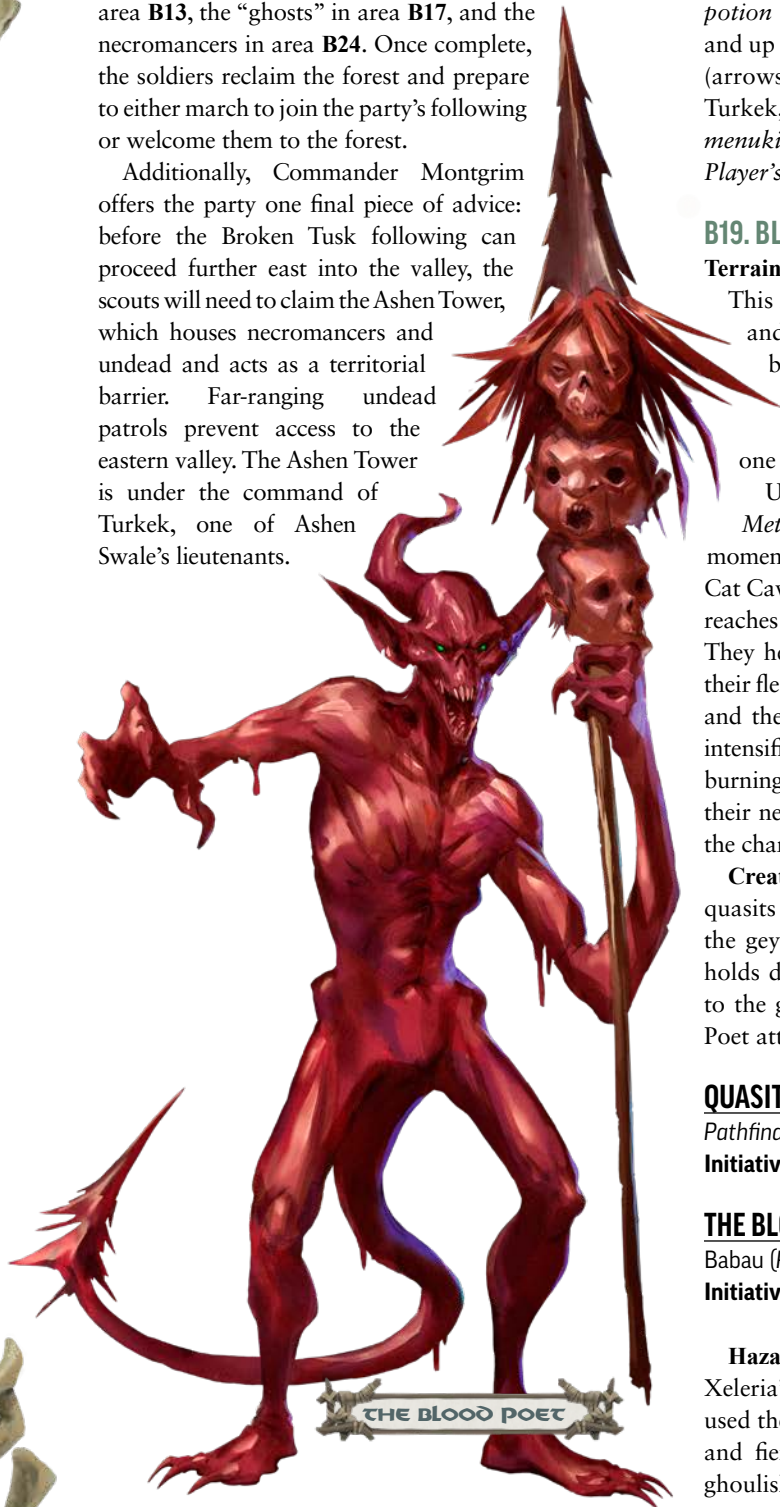
THE BLOOD POET

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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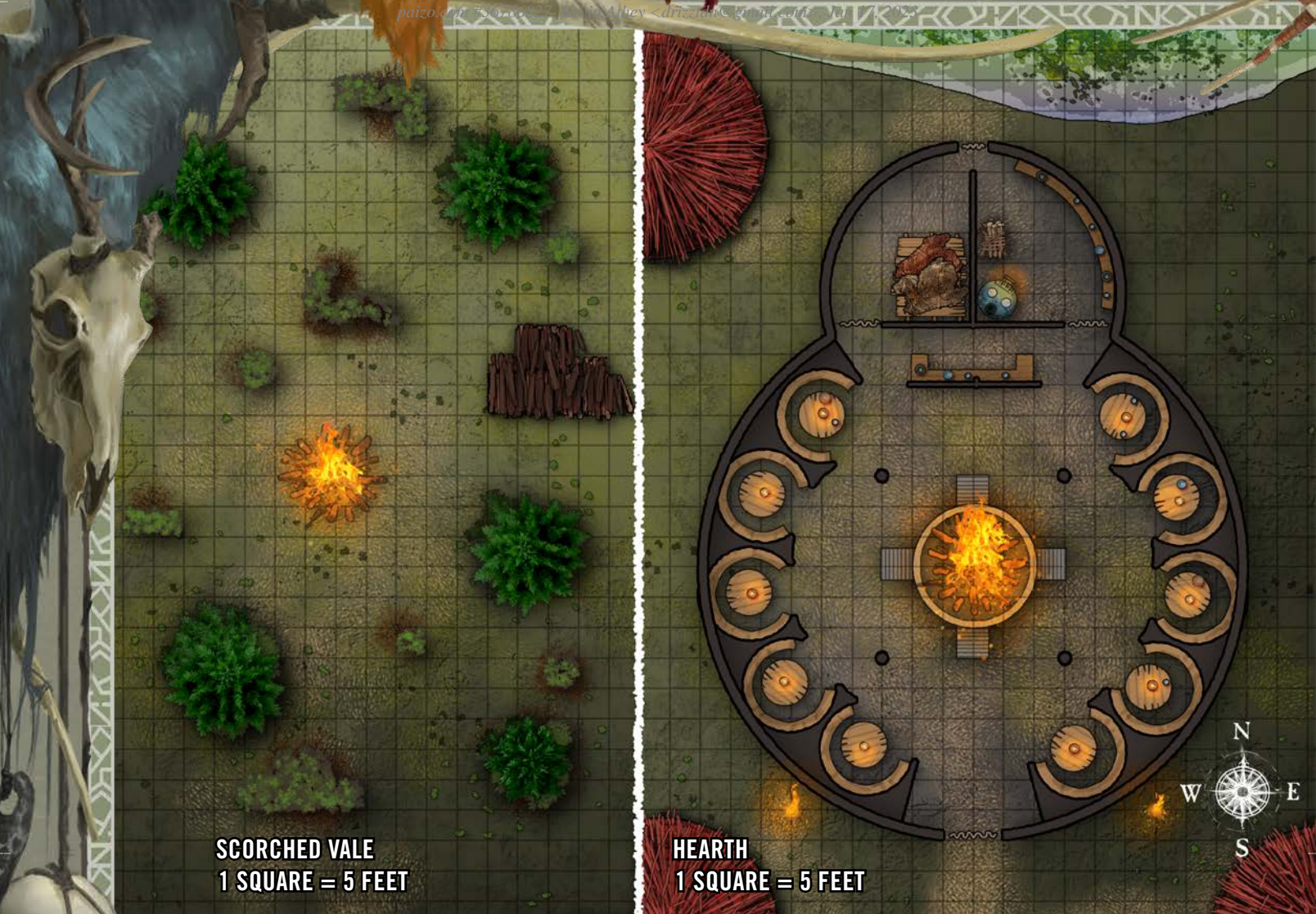
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SCORCHED VALE
1 SQUARE = 5 FEET

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 RHINOCEROSSES (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, reanimate, 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.



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),

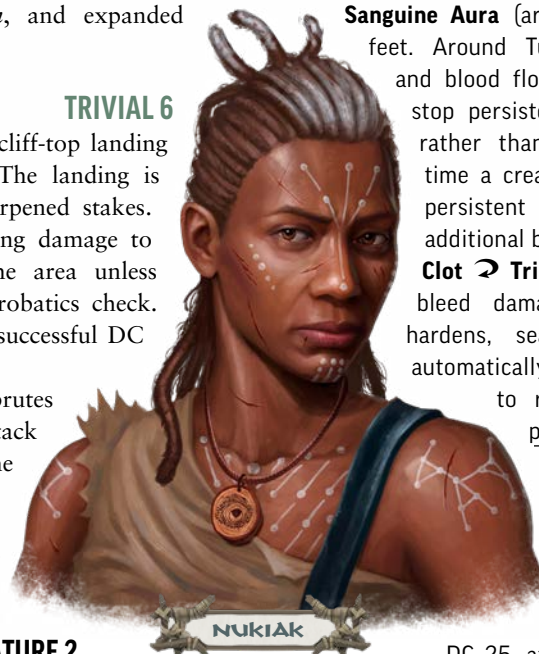
a scroll of blood vendetta (*Advanced Player's Guide* 216), a scroll of enervation, and expanded healer's tools.

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 \curvearrowright **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 \curvearrowright 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 ($\times 2$); **2nd** bone spray (page 76), false life, invisibility, spider climb; **1st** grim tendrils, mage armor, ray of enfeeblement ($\times 2$); **Cantrips (4th)** detect magic, ghost sound, mage hand, shield, telekinetic projectile

Blood Let \curvearrowright **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 $\curvearrowright\curvearrowright$ **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

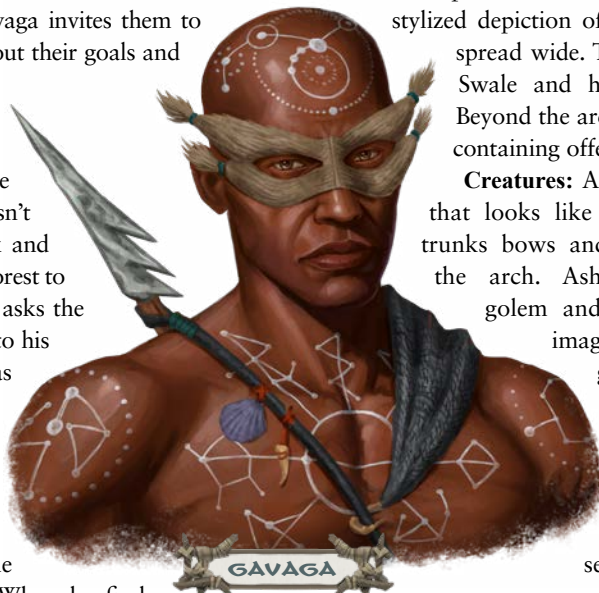
A character who succeeds at a DC 22 Crafting check discerns this rocky hill to be a stone building destroyed about a decade ago and overtaken by swamp growth. Anyone who spends 2 hours sifting through the rubble finds the remains of finely carved statues and clay vessels. A character who sees the statues 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

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Blue Sky,
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Chapter 3: White Hot

Chapter 3 begins when the party enters Lyuba, a Sutaqi 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 Sutaqi 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

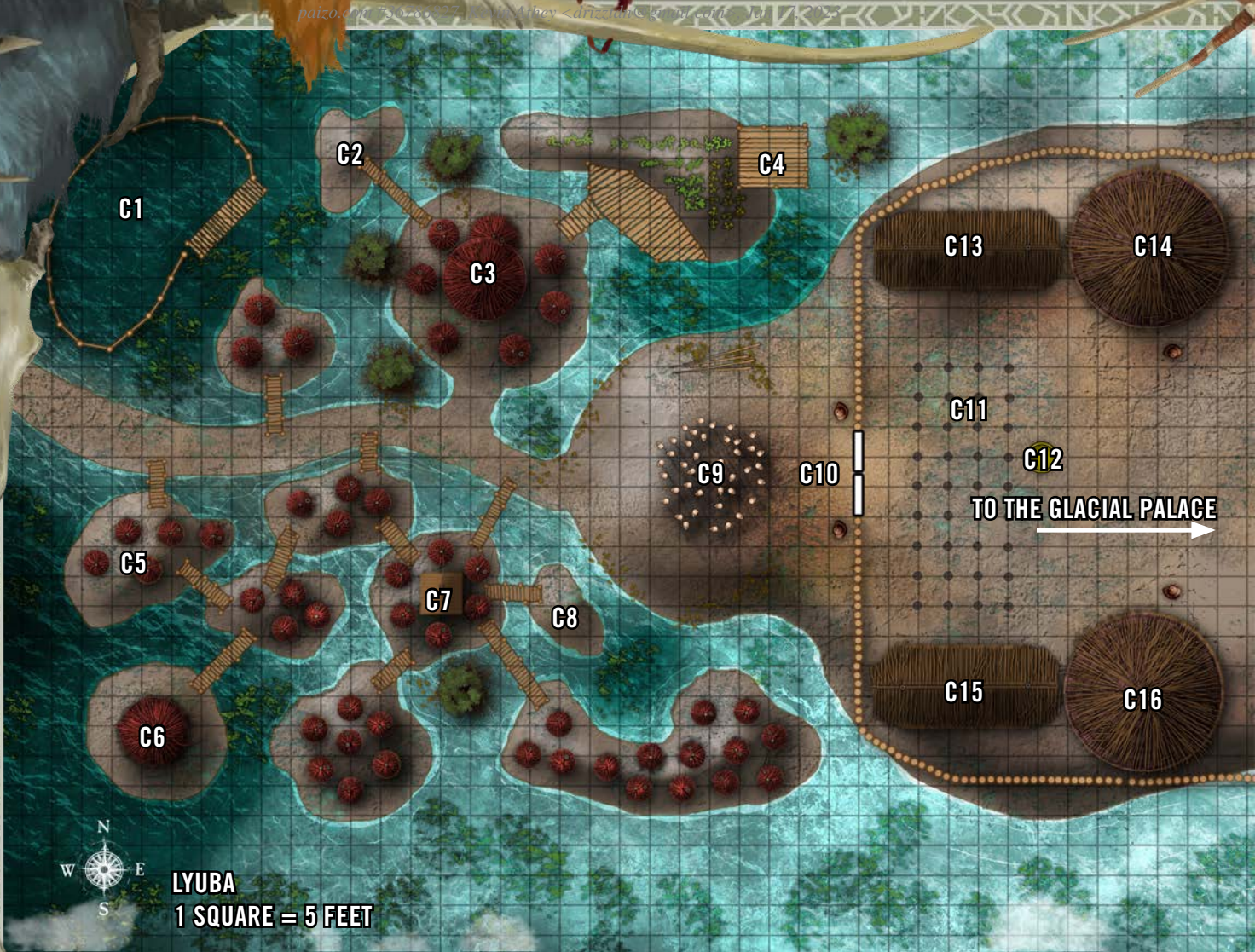
Chapter 2:
Blue Sky,
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C3. Hearth: This large communal building is a gathering place for all Lyuba's citizens, including some of Ashen Swale's followers. Hearth is run by Iluin and her husband Hefet, both secret members of the Blood Owls. This location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

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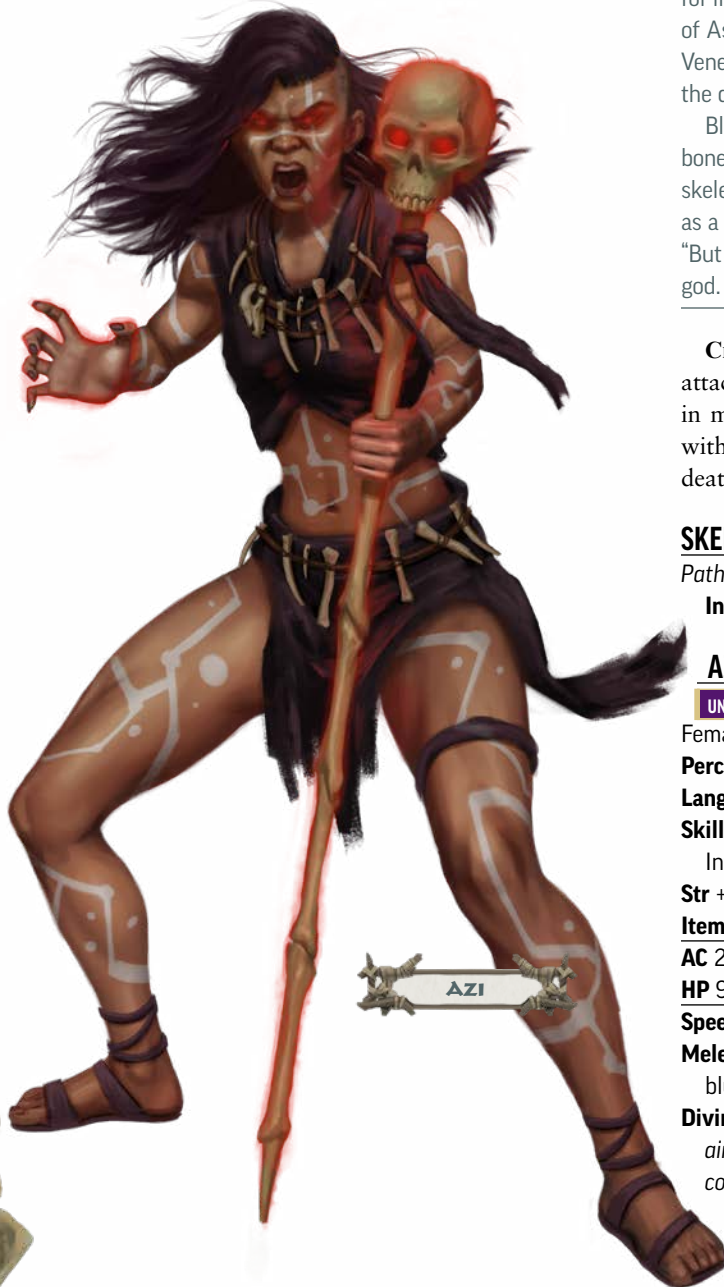
Initiative Perception +6

LAST STAND

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

CREATURE 4

MODERATE 7



AZI

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)

Pathfinder Bestiary 299

Initiative Perception +7

CREATURE 3

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)

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



VENEXUS'S CHOSEN

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

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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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