



Adventure Toolbox

LOST
MAMMOTH
VALLEY

Chapter 1:
Calamity Caves

Chapter 2:
Blue Sky,
Green Earth

Chapter 3:
White Hot

Religions of
the Realm

Megafauna

Adventure
Toolbox

THE PRIMORDIAL FLAME

The party's ultimate goal in "Lost Mammoth Valley" is to reclaim their ancestral birthright by securing the fiery artifact called the *Primordial Flame*. For the full story of the *Primordial Flame*, including its theft by the cursed warrior Metuak, see page 3 of the preceding volume in this Adventure Path, "Broken Tusk Moon."

PRIMORDIAL FLAME

ITEM 23

UNIQUE ARTIFACT CURSED EVOCATION FIRE LIGHT MAGICAL

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

Created by the Kellid goddess Sister Cinder to lead her believers out of the Age of Darkness, this hand-held lamp is constructed from animal bone, hide, and sinew, and it contains an eternal flame that requires neither fuel nor oxygen to burn. The lamp's flame can be covered or hidden, but it can't be smothered or quenched. While uncovered, the *Primordial Flame* sheds bright light in a 100-foot radius (and dim light for the next 100 feet). If the light passes through an area of magical darkness or targets a creature affected by magical darkness, the *Primordial Flame* attempts to counteract the darkness with a counteract level of 10 and a counteract modifier of +35.

The presence of the *Primordial Flame* alters the surrounding environment, changing weather patterns, temperature, climate, and even seasons. Within a 10-mile radius of the *Primordial Flame*, the temperature remains 70° F (21° C) during the day and 60° F (16° C) at night. The weather is calm and free from extreme weather conditions (such as blizzards, hail, thunderstorms, and tornadoes), and the sky remains clear. Plants in the area flourish as if they were receiving optimal sunlight, water, and nutrients for their species, despite the lack of precipitation. If the *Primordial Flame* remains in the same region for an

extended time, the area of this effect increases (typically by 1 mile each year, though terrain and other factors might alter this limit). During the time Venexus carried the *Primordial Flame*, its environmental reach expanded to cover the entirety of Lost Mammoth Valley.

Cursed The *Primordial Flame* was cursed by Syarstik Painted-Tiger, the guardian spirit of Red Cat Cave. As long as it remains cursed, a creature that holds the *Primordial Flame* can't willingly give up possession. A creature that has held the *Primordial Flame* and no longer has it in their possession is wracked with mental anguish, becoming clumsy 4, enfeebled 4, stupefied 4, and fatigued; these conditions can't be reduced or removed until the creature regains possession of the *Primordial Flame* or the curse is removed. The curse can be removed only by avenging Syarstik.

Activate **◆◆◆** command, Interact; **Frequency** once per week; **Effect** The *Primordial Flame*'s light intensifies, shedding bright sunlight in a 10-mile radius (and dim light to the next mile) for 1 hour. If the light passes through an area of magical darkness or targets a creature affected by magical darkness, the *Primordial Flame* attempts to counteract the darkness with a counteract level of 10 and a counteract modifier of +35.

Activate **◆◆** command, Interact; **Frequency** once per day; **Effect** The *Primordial Flame* casts a 7th-level *sunburst* spell. If you can cast spells higher than 7th level, the *Primordial Flame* automatically heightens *sunburst* to half your level rounded up.

Activate **◆◆** command, Interact; **Effect** The *Primordial Flame* casts a 5th-level *produce flame* spell. If you can cast spells higher than 5th level, the *Primordial Flame* automatically heightens *produce flame* to half your level rounded up.

Destruction If used to slay a herald of Sister Cinder while on the Shadow Plane, the *Primordial Flame* is destroyed.



NECROMANCY SPELLS

Under the tutelage of the evil god-caller Ashen Swale, his apprentices have developed or mastered a variety of sinister and gruesome necromantic spells.

BONE SPRAY

A talented young necromancer named Ikopak is supposedly responsible for devising this patently grim (yet undeniably grandiose) spell. Ikopak is the first to boast that he sacrificed the broken bodies of countless prisoners in the process of *bone spray*'s creation.



BONE SPRAY

SPELL 2

UNCOMMON NECROMANCY

Traditions arcane, divine, primal

Cast ◆◆ somatic, verbal

Area 15-foot cone

Saving Throw basic Reflex

You fire a torrent of jagged bone shards from your hands, dealing 2d10 piercing damage and 1 persistent bleed damage to all creatures in the area.

Heightened (+1) The piercing damage increases by 1d10 and the persistent bleed damage increases by 1.

BONESHAKER

Rumor has it one young upstart attempted to usurp Master Ashen Swale by casting *boneshaker* on him in the middle of the night. Ashen Swale keeps the dead student's skull hanging from his favorite fetish as a memento of the occasion.

BONESHAKER

SPELL 2

UNCOMMON NECROMANCY

Traditions arcane, divine, primal

Cast ◆◆ to ◆◆◆

Range 100 feet; **Targets** 1 creature with a skeleton

Saving Throw Fortitude

You reach out a hand and seize a creature's skeleton from afar, harming their body and potentially wrenching them by the bones to move them against their will. The number of actions you spend when Casting this Spell determines the spell's effects. Regardless of the number of actions spent to Cast this Spell, the target must attempt a Fortitude save.

◆◆ (somatic, verbal) You clench your fist, painfully compressing the target's bones and dealing 3d8 bludgeoning damage.

◆◆◆ (material, somatic, verbal) As the 2-action version, plus you pull the target's body by their bones, moving them around like an awkward marionette. This movement follows the rules for forced movement.

Critical Success The target is unaffected.

Success The target takes half damage. If you cast the 3-action version, you can move the target up to 5 feet; it can choose to fall prone to avoid moving.

Failure The target takes full damage and is enfeebled 1. If you cast the 3-action version, you can move the target up to 15 feet; it can fall prone to avoid moving.

Critical Failure The target takes double damage and is enfeebled 2. If you cast the 3-action version, you can move the target up to 25 feet, then knock the target prone; if you attempt to move the target to a hazardous location, such as into a pool of acid or off a cliff, it can fall prone to avoid moving.

Heightened (+2) The damage increases by 3d8.

PINE LESHY HERITAGE

The primordial pine forests of the Realm of the Mammoth Lords are home to a wide variety of leshys, including those who bear features reminiscent of the region's native pine trees.

PINE LESHY

You excrete a thick, sticky sap from your bark-like flesh, making it easier to climb and hold onto your gear. You gain the Combat Climber feat as a bonus feat, and you gain a +2 circumstance bonus to your Reflex DC against attempts to Disarm you.

LESHY ANCESTRY FEATS

Pine leshys have access to all the usual ancestry feats available to leshys. They also have access to the following new feats, some of which can be selected by other types of leshys as well.

PYROPHILIC RECOVERY

FEAT 1

UNCOMMON LESHY

You rely on fire and extreme heat to sprout and regrow. Whenever you take fire damage, at the beginning of your next turn, you regain Hit Points equal to half your character level (minimum 1). The total number of Hit Points you recover in this way, including any adjustments that increase the effects of healing, can't exceed half the Hit Points you lost from the fire damage you took. For example, if an effect deals 15 fire damage and you have fire resistance 5, you would take 10 fire damage and Pyrophilic Recovery could recover at most 5 Hit Points, regardless of any other effects that increase healing. If you take fire damage more than once before your next turn, the Hit Points recovered from Pyrophilic Recovery are cumulative, though still no more than half the fire damage taken each time.

CLIMATE ADAPTATION

FEAT 5

UNCOMMON LESHY

Like evergreen trees, which stay healthy and vibrant from winter through summer, you too can adapt to a variety of extreme climates. You're unaffected by mild cold or heat environmental effects, and when you're in severe cold or heat, you take the effects of mild cold or heat instead (see Table 10-13 on page 518 of the *Core Rulebook*). This doesn't protect you from extreme or incredible cold or heat.

DEFENSIVE NEEDLES

FEAT 5

UNCOMMON LESHY

Prerequisites Cactus Leshy or Pine Leshy heritage

Your body is covered in sharp needles or spines which you can use to defend yourself. Each time you become grabbed by a creature or an adjacent creature hits you with an unarmed attack, you twist and thrash your body around, dealing 2

piercing damage to that creature. This damage increases to 3 at 9th level, 4 at 13th level, and 5 at 17th level.

TOWERING GROWTH

FEAT 9

UNCOMMON LESHY

Prerequisites Pine Leshy heritage

You're capable of growing as tall as a pine tree for a short time. You gain 2nd-level *enlarge* as a primal innate spell. You can cast this spell twice per day and you must target yourself.



LOST
MAMMOTH
VALLEY

Chapter 1:
Family Caves

Chapter 2:
The Sky,
The Earth

Chapter 3:
White Hot

Religions of
the Realm

Megafauna

Adventure
Toolbox

PINE LESHY

EQUIPMENT & TREASURE

The following new equipment, magic items, and treasures can be found in “Lost Mammoth Valley.”

ALCHEMICAL ITEMS

Like the Burning Mammoths (see the Adventure Toolbox of the previous volume, “Broken Tusk Moon”), Sutaki warriors tend to eschew magic in favor of a variety of alchemical weapons and items.

Mud Bomb

Mud, muck, and grime are common crafting components in the swamps at the eastern edge of Lost Mammoth Valley.

MUD BOMB

ITEM 1+

UNCOMMON ALCHEMICAL BOMB CONSUMABLE EARTH SPLASH

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

Activate ⬠ Strike

This clay vessel launches gobs of clinging mud and grit. A mud bomb deals the listed bludgeoning damage and splash damage. On a critical hit, the target is dazzled until the start of your next turn. Many types grant an item bonus to attack rolls.

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

The bomb deals 1d6 bludgeoning damage and 1 bludgeoning splash damage.

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

You gain a +1 item bonus to attack rolls. The bomb deals 2d6 bludgeoning damage and 2 bludgeoning splash damage.

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

You gain a +2 item bonus to attack rolls. The bomb deals 3d6 bludgeoning damage and 3 bludgeoning splash damage.

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

You gain a +3 item bonus to attack rolls. The bomb deals 4d6 bludgeoning damage and 4 bludgeoning splash damage.

Pernicious Spore Bomb

Ashen Swale’s bone warriors hurl these bombs made from swamp fungi collected around Lyuba.

PERNICIOUS SPORE BOMB

ITEM 1+

UNCOMMON ALCHEMICAL BOMB CONSUMABLE POISON SPLASH

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

Activate ⬠ Strike

This flask contains fast-growing mold spores, which quickly take root but just as quickly rot away. A pernicious spore bomb deals the listed poison damage, persistent piercing damage, and splash damage. Many types grant an item bonus to attack rolls.

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

The bomb deals 1 poison damage, 1d4 persistent piercing damage, and 1 poison splash damage. Except on a critical failure, one square of the target creature’s space is coated in vegetation, becoming difficult terrain for 1 round.

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

You gain a +1 item bonus to attack rolls. The bomb deals 2 poison damage, 2d4 persistent piercing damage, and 2 poison splash damage. Except on a critical failure, the bomb’s splash area is coated in vegetation, becoming difficult terrain for 1 round.

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

You gain a +2 item bonus to attack rolls. The bomb deals 3 poison damage, 3d4 persistent piercing damage, and 3 poison splash damage. Except on a critical failure, the bomb’s splash area is coated in vegetation, becoming difficult terrain for 1 round.

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

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

Except on a critical failure, the bomb’s splash area is coated in vegetation, becoming difficult terrain for 1 minute.



PERNICIOUS SPORE BOMB

Quickmelt Slick

This alchemical tool is useful in melting away ice and snow, allowing the user to free objects stuck in glaciers, ice-covered lakes, and other frozen areas with ease.

QUICKMELT SLICK

ITEM 2+

UNCOMMON ALCHEMICAL CONSUMABLE

Usage held in 2 hands; **Bulk** L

This clay jar is filled with a warm fluid composed primarily of lagofir oil and natural fire retardants. You can pour the fluid in an empty area adjacent to you, or over an adjacent frozen object, with an Interact action. The fluid instantly melts non-magical ice and snow in the area and harmlessly vaporizes the resulting meltwater. When used to melt magical ice and snow, quickmelt slick attempts a counteract check with the listed counteract modifier to melt the ice and snow, using the source of that ice and snow to determine the counteract level and DC.

Type lesser; **Level** 2; **Price** 5 gp

Lesser quickmelt slick melts ice and snow up to 1 foot in depth in one 5-foot square, or melts the ice covering a Small or smaller object. The slick has a +6 modifier for the counteract check and a counteract level of 1.

Type moderate; **Level** 4; **Price** 13 gp
 Moderate quickmelt slick melts ice and snow up to 2 feet in depth in two adjacent 5-foot squares, or melts the ice covering a Medium or smaller object. The slick has a +8 modifier for the counteract check and a counteract level of 2.

Type greater; **Level** 12; **Price** 310 gp
 Greater quickmelt slick melts ice and snow up to 5 feet in depth in a 10-foot-square area or melts the ice covering a Large or smaller object. The slick has a +19 modifier for the counteract check and a counteract level of 6.

Water Bomb

Sutaki children supposedly invented the first water bomb for games and sports, though alchemists quickly found other practical uses for it.

WATER BOMB ITEM 1+

UNCOMMON ALCHEMICAL BOMB CONSUMABLE NONLETHAL SPLASH WATER

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

Activate ♦ Strike

This bladder of water explodes when put under pressure or upon being punctured, dealing minimal damage, neutralizing acids, and dousing flames. A water bomb deals the listed bludgeoning damage and bludgeoning splash damage. On a hit, if the target is suffering from persistent acid or persistent fire damage, it can attempt a flat check to end that persistent damage immediately. As this is particularly effective assistance, the DC of the flat check is reduced from 15 to 10 for this check. On a hit against an unattended, non-magical fire, the bomb extinguishes the fire, or extinguishes one square of fire for a larger fire. Many types grant an item bonus to attack rolls, and some types extinguish wider areas of fire.

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

The bomb deals 1 nonlethal bludgeoning damage and 1 nonlethal bludgeoning splash damage.

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

You gain a +1 item bonus to attack rolls. The bomb deals 1d4 nonlethal bludgeoning damage and 2 nonlethal bludgeoning splash damage.

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

You gain a +2 item bonus to attack rolls. The bomb deals 2d4 nonlethal bludgeoning damage and 3 nonlethal bludgeoning splash damage. Except on a critical failure, the bomb extinguishes non-magical fires within its splash area.

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

You gain a +3 item bonus to attack rolls. The bomb deals 3d4 nonlethal bludgeoning damage and 4 nonlethal bludgeoning

splash damage. Except on a critical failure, the bomb extinguishes nonmagical fires within its splash area.

Winterstep Elixir

This alchemical elixir permits the imbiber safe and quick travel through treacherous winter conditions.

WINTERSTEP ELIXIR ITEM 2+

UNCOMMON ALCHEMICAL CONSUMABLE ELIXIR

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

Activate ♦ Interact

This frigid white elixir widens your feet and lightens your steps, enabling you to walk across ice and snow without difficulty. You ignore the uneven ground and difficult terrain caused by ice, and the difficult terrain caused by snow (reducing greater difficult terrain caused by ice or snow to ordinary difficult terrain).

Type minor; **Level** 2; **Price** 6 gp

The duration is 1 minute.

Type lesser; **Level** 6; **Price** 36 gp

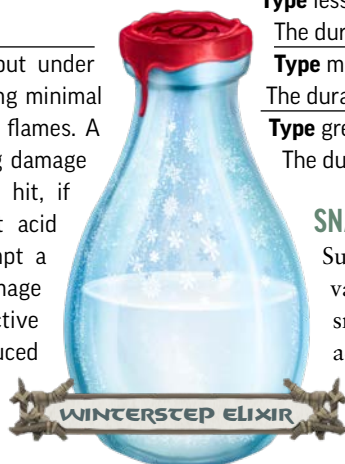
The duration is 10 minutes.

Type moderate; **Level** 10; **Price** 160 gp

The duration is 1 hour.

Type greater; **Level** 14; **Price** 640 gp

The duration is 8 hours.



SNARES

Sutaki hunters have perfected a wide variety of snares, including the new snares below. The party might come across these snares in Calamity Caves, particularly at the hands of the ex-crusader Vare.

Irritating Thorn Snare

Vare has improved a simple thorn trap by incorporating a toxin that deals persistent damage to the creature triggering the snare.

IRRITATING THORN SNARE ITEM 4

UNCOMMON CONSUMABLE MECHANICAL SNARE TRAP

Price 15 gp

You dip thorns, spines, or pine needles in a mild toxin that causes skin irritation and swelling, then lash them together into a ball. When a creature enters the snare's square, the thorny ball is lobbed at that creature, dealing 3d8 piercing damage. The creature must attempt a DC 19 Reflex save.

Critical Success The target is unaffected.

Success The target takes half damage.

Failure The target takes full damage and 1d6 persistent poison damage.

Critical Failure The target takes double damage and 2d6 persistent poison damage.

LOST MAMMOTH VALLEY

Chapter 1:
Calamity Caves

Chapter 2:
Blue Sky,
Green Earth

Chapter 3:
White Hot

Religions of
the Realm

Megafauna

Adventure
Toolbox

Smoke Screen Snare

Smokesticks are useful alchemical items, but anyone employing one might have already been spotted by intended targets. Vare improved upon the smoke screen delivery mechanism by incorporating it into a snare, making a cloud of obscuring smoke triggered by the snare rather than a person.

SMOKE SCREEN SNARE

ITEM 1+

UNCOMMON CONSUMABLE MECHANICAL SNARE TRAP

You create a snare that releases a dense cloud of smoke when a creature enters the square, filling a specified area. All creatures within that area are concealed, and all other creatures are concealed to them. The smoke lasts for 1 minute or until dispersed by a strong wind.

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

The smoke fills the snare's square and all adjacent squares.

Type greater; **Level** 7; **Price** 60 gp

The smoke fills a 20-foot burst centered on the snare's square.

Craft Requirements Supply a lesser smokestick for the lesser snare or a greater smokestick for the greater snare.

TALISMANS

Though only used a single time, one of these talismans might spell the difference between success and failure in an encounter.

Blessed Ampoule

Used predominantly by Mendevian crusaders, including those crusaders the characters might encounter in Lost Mammoth Valley, a *blessed ampoule* provides a benefit when fighting fiends.

BLESSED AMPOULE

ITEM 4

UNCOMMON DIVINE EVOCATION MAGICAL TALISMAN

Price 15 gp

Usage affixed to weapon

Activate \diamond **envison**; **Trigger** Your Strike with the affixed weapon hits a target; **Requirements** You're an expert with the affixed weapon.

This small glass vial contains a drop of *holy water*. When activated, the weapon's physical damage for the Strike becomes good damage.

Malleable Clay

Burning Mammoth war bands like to prepare for any eventuality, and this talisman enables them to use their

weapons against a wide number of foes resistant to certain attacks.

MALLEABLE CLAY

ITEM 5

UNCOMMON MAGICAL TALISMAN TRANSMUTATION

Price 30 gp

Usage affixed to weapon

Activate \diamond **envison**; **Trigger** You Strike with the affixed weapon; **Requirements** You're trained in the affixed weapon.

This small lump of clay is malleable and can be molded into innumerable shapes and forms. When affixed, the clay takes on the appearance of the affixed weapon. When activated, the affixed weapon gains the versatile bludgeoning, versatile piercing, and versatile slashing weapon traits for the triggering Strike and all other attacks for 1 minute. With each attack, the clay changes shape, taking on the appearance of a different weapon that deals damage of the chosen damage type.

Merciful Charm

Not every wielder intends to kill, and this talisman can turn a deadly strike into an incapacitating one.

MERCIFUL CHARM

ITEM 3

UNCOMMON ABJURATION MAGICAL TALISMAN

Price 9 gp

Usage affixed to weapon

Activate \diamond **envison**; **Trigger** You Strike with the affixed weapon; **Requirements** You're trained in the affixed weapon.

This small limestone pendant is typically carved in the shape of clasped hands. When activated, the affixed weapon gains the nonlethal trait for the triggering attack and all other attacks for 1 minute.

Runescribed Disk

The transformed Lieutenant Desiak has one of the following talismans, allowing him to move with remarkable speed when the situation requires it.

RUNESCRIBED DISK

ITEM 8

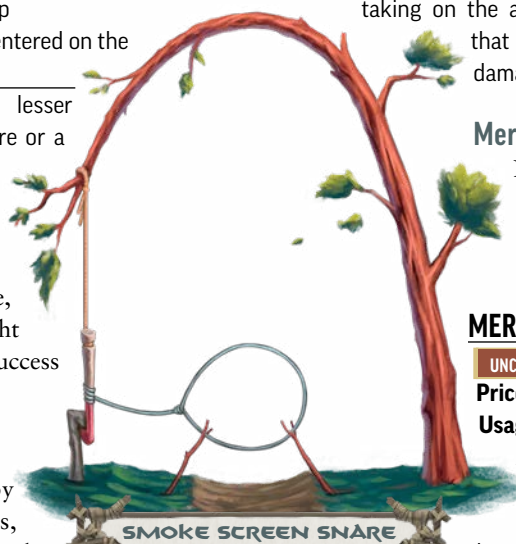
UNCOMMON MAGICAL TALISMAN TRANSMUTATION

Price 100 gp

Usage affixed to armor

Activate \diamond **envison**; **Trigger** You use an action with the move trait; **Requirements** You're an expert in Acrobatics.

This decorative silver disk is inscribed with magical runes, similar in appearance to a miniature teleportation circle



but with the runes indicating movement encircled by runes associated with time. When you activate the disk, you flicker out of sight, seeming to teleport directly to your destination as you accelerate your flow of time dramatically for the duration of your move action. Your movement doesn't trigger reactions.

OTHER MAGIC ITEMS

The party is likely to come across these magic items during the events of "Lost Mammoth Valley."

Metuak's Pendant

The Burning Mammoth warrior Metuak wore this protective charm to stave off the worst effects of his possession by the shadow demon Xeleria, but he lost the pendant in Calamity Caves. Now, whoever wears the pendant sees glimpses of Metuak's life as they visit locations around Lost Mammoth Valley.

METUAK'S PENDANT

ITEM 5

UNIQUE ABJURATION INVESTED MAGICAL

Price 155 gp

Usage worn; **Bulk** L

This black quartz pendant carved in the shape of an angel's feather hangs from a leather cord worn around the neck. Once worn by Metuak of the Burning Mammoths, this family heirloom anchors you to your ancestors, preserving your sense of self and protecting your mind from mental manipulation and demonic possession. You gain a +1 item bonus to saving throws against mental effects that would make you confused, controlled, frightened, or stupefied. This bonus increases to +2 if the source of the effect is a fiend.

Activate \curvearrowright **Frequency** once per hour;

Trigger You succeed or critically succeed at a saving throw against a mental effect that would make you confused, controlled, frightened, or stupefied; **Effect** Empowered by your determination, your ancestors protect you and your nearby allies. For 1 minute, you and each of your allies within 30 feet gains a +1 status bonus to saving throws against mental effects that would make you confused, controlled, frightened, or stupefied.

Spiritsight Ring

Jodren, a wandering priest and experienced exorcist, wore one of these powerful rings. When griffons killed him in Lost Mammoth Valley, the strange ring disappeared from the Material Plane and followed the priest to his restless death.

SPIRITSIGHT RING

ITEM 6

UNCOMMON ENCHANTMENT INVESTED MAGICAL

Price 225 gp

Usage worn

The opal set in this intricately carved ivory ring eventually becomes translucent and tickles your finger whenever an incorporeal creature is nearby. When in the presence of a nearby incorporeal creature, even if it's within a solid object, you eventually detect the creature, though you might not do so instantly, and you can't pinpoint the location. This acts as a vague sense, similar to humans' sense of smell. An incorporeal creature trying to hide its presence from this sense attempts a Stealth check against your Perception DC to hide from your vague sense, as normal for attempting to foil special senses. You gain a +2 item bonus when using the Seek action to find hidden or undetected incorporeal creatures within 30 feet of you.



Sure-step Crampons

Sutaki and other mountain-dwelling Sarkorians craft a variety of magical ice-climbing equipment. The footwear called *sure-step crampons* are among their most ingenious creations, but the Sutaki have but one pair between them. Their evil leader Ashen Swale has commandeered the boots to expedite his trips back and forth from his personal quarters to Venexus's glacial lair.

SURE-STEP CRAMPONS

ITEM 6

UNCOMMON INVESTED MAGICAL TRANSMUTATION

Price 210 gp

Usage worn; **Bulk** 1

These sturdy leather boots have warm fur lining and magically augmented steel crampons that offer the wearer purchase on even the slipperiest ice slicks. *Sure-step crampons* allow you to walk across ice without difficulty, ignoring the uneven ground and difficult terrain caused by ice, and reducing greater difficult terrain caused by ice to ordinary difficult terrain.

Activate \blacklozenge **Interact**; **Requirements** You're standing on an earthen, icy, or wooden surface; **Effect** You dig the crampons into the spot where you're standing, offering additional support until the next time you move. You gain a +2 circumstance bonus to your Fortitude or Reflex DC against attempts to Shove or Trip you. This bonus also applies to saving throws against spells or effects that attempt to move you or knock you prone. The bonus lasts until you move from your current spot.



LOST MAMMOTH VALLEY

Chapter 1:
Calamity Caves

Chapter 2:
Blue Sky,
Green Earth

Chapter 3:
White Hot

Religions of
the Realm

Megafauna

Adventure
Toolbox



NATURE'S ENGINEERS

Beavers change their environments in ways few other animals can: felling trees, altering riverbanks, and building homes and dams that change the surrounding landscape. They widen rivers and streams, flood tributaries to create ponds and small lakes, and create and maintain wetlands. These industrious animal engineers regularly maintain and repair their constructions.

BEAVER

Beavers are stocky, herbivorous rodents that live in freshwater ecosystems throughout Avistan. They live in lodges, which they construct from logs, grass, rocks, and mud.

BEAVER

A typical beaver can grow up to 4 feet long and weigh up to 65 pounds.

BEAVER

CREATURE -1

N **SMALL** **ANIMAL**

Perception +6; low-light vision, scent (imprecise) 30 feet

Skills Athletics +3, Crafting +2, Survival +4

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

Deep Breath A beaver can hold its breath for 15 minutes.

AC 15; **Fort** +7, **Ref** +4, **Will** +4

HP 8

Speed 15 feet, swim 25 feet

Melee **◆** jaws +6, **Damage** 1d6+1 piercing

Construct Shelter The beaver takes 1 minute to rapidly construct a simple mound along one side of its space, which can be used to Take Cover.

Penetrating Bite **◆◆** The beaver makes a jaws Strike. The Strike ignores the first 5 Hardness of organic materials, such as rope, leather, and wood.

Prop **◆** The beaver stabilizes itself with its tail, gaining a +1 circumstance bonus to its Fortitude and Reflex DCs against Shove and Trip attempts until it next takes an action with the move trait.

CASTOROIDES

Castoroides are bear-sized beavers that build their lodges on land near a water source rather than in the water.

CASTOROIDES

CREATURE 3

N **MEDIUM** **ANIMAL**

Perception +10; low-light vision, scent (imprecise) 30 feet

Skills Athletics +10, Crafting +7, Survival +8

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

Deep Breath A castoroides can hold its breath for 1 hour.

AC 19; **Fort** +12, **Ref** +6, **Will** +8

HP 45

Slap **↻ Trigger** The castoroides is targeted by a physical ranged Strike from an attacker it can see; **Effect** The castoroides swats at the projectile with its wide tail, gaining a +2 circumstance bonus to its AC against the triggering attack.

Speed 20 feet, swim 20 feet

Melee **◆** jaws +12, **Damage** 2d6+4 piercing plus Grab

Construct Shelter **◆◆◆** As beaver.

Gouge **◆** The castoroides deals 2d8 piercing damage to a creature it has grabbed or restrained (DC 20 basic Fortitude save). A creature that fails its save also takes 1d4 persistent bleed damage.

Penetrating Bite **◆◆** As beaver, but the castoroides's jaws Strike ignores the first 10 Hardness instead of the first 5 Hardness.

Prop **◆** As beaver.



CASTOROIDES

BISON, LONG-HORNED

Much like their smaller bison cousins (*Bestiary* 3 32), long-horned bison are bovines with short faces, two horns, a shaggy coat, and a noticeable hump on their back. Despite their relation to more placid bovines, however, long-horned bison are ill-tempered and territorial. Their tread shakes the ground, while the thunder of their stampedes can be mistaken for an earthquake. Long-horned bison weigh upwards of 4,500 pounds and measure up to 9 feet tall and 16 feet long. Their horns, measured tip to tip, can be almost as wide as the bison are tall.

LONG-HORNED BISON

CREATURE 6

N **HUGE** **ANIMAL**

Perception +13; scent (imprecise) 60 feet

Skills Athletics +16, Survival +13

Str +6, **Dex** +2, **Con** +5, **Int** -5, **Wis** +3, **Cha** +0

AC 23; **Fort** +17, **Ref** +12, **Will** +12

HP 110

Cold Adaptation The bison reduces the effects it suffers from cold environments by one step.

Toss **Trigger** A creature ends its movement within reach of the bison's horn **Strike**; **Effect** The bison attempts to Shove the triggering creature with its horns. The bison can't Stride after the triggering creature on a success or critical success.

Speed 35 feet

Melee **◆** hoof +16 (reach 10 feet), **Damage** 2d8+8 bludgeoning

Melee **◆** horn +16 (reach 10 feet), **Damage** 2d10+8 piercing plus Knockdown

Pointed Charge **◆◆** The bison surges toward its foe, horns lowered. It Strides twice. If the bison ends its movement with an enemy within its reach, it makes a horn **Strike** against that enemy. The strike gains the fatal d12 trait.

Rolling Thunder **◆◆◆** The bison kicks up dust and shakes the ground as it charges. The stampeding bison Strides up to twice its Speed in a straight line, dealing 4d8+8 bludgeoning damage (DC 24 basic Reflex save) to any Large or smaller creature in its path.

Multiple bison can participate in Rolling Thunder by spending this ability's actions and waiting to charge until the herd is ready. Before the beginning of its next turn, a bison can then charge as a reaction triggered by an adjacent bison beginning its Rolling Thunder charge. All bison in the combined charge must charge in parallel lines, so the areas can't overlap. The combined charge deals an additional 3d8 bludgeoning damage to creatures in the area, and a creature that fails the Reflex saving throw is also knocked prone.



RELIGIOUS SIGNIFICANCE

Long-horned bison play a prominent role in the rituals and ceremonies of many Kellid followings. Bison horns mark the shelters of community leaders, hides and wool are used to create ceremonial dress, and meat is offered to spirits before undertaking dangerous hunts. Among some followings, approaching a long-horned bison is an important coming-of-age ritual, with youths who get closest to the irascible creatures gaining more bragging rights and respect. The rare children who manage to mount a long-horned bison during these ceremonies often become community leaders, respected hunters, or legendary heroes.

LOST MAMMOTH VALLEY

Chapter 1:
Calamity Caves

Chapter 2:
Blue Sky,
Green Earth

Chapter 3:
White Hot

Religions of
the Realm

Megafauna

Adventure
Toolbox



LONG-HORNED BISON



HUNTING GROUNDS

Rorus on the Material Plane prefer to corrupt animals in wilderness areas near humanoid-populated areas. The most brazen rorus operate within settlements, posing as mundane animals or leading cults in slaughterhouses.

DEMON, RORU

Rorus, sometimes called hunter demons, are brutal fiends that arise from the souls of mortals who mutilated animal corpses. As demons, these individuals don animal pelts, then infiltrate packs or herds to corrupt entire swaths of animals, turning their victims bloodthirsty and feral.

RORU

CREATURE 7

UNCOMMON CE MEDIUM DEMON FIEND

Perception +16; darkvision, scent (imprecise) 60 feet

Languages Abyssal, Celestial, Draconic; *speaks with animals*, telepathy 100 feet

Skills Acrobatics +15, Athletics +17, Intimidation +15, Nature +14 (+18 to Command an Animal), Survival +16

Str +6, **Dex** +4, **Con** +2, **Int** +0, **Wis** +3, **Cha** +2

AC 25; **Fort** +15, **Ref** +17, **Will** +12

HP 120; **Weaknesses** cold iron 5, good 5

Disobedience Vulnerability The first time each round an attempt to Command an Animal fails within 60 feet of a roru, the roru takes 4d6 mental damage (10d6 if the roru failed the attempt).

Predatory Aura (aura) 30 feet. An animal or beast entering or starting its turn in the emanation must succeed at a DC 25 Will save or become frightened 1 (frightened 2 on a critical failure). Frightened animals within the emanation can't attack the roru. A creature that succeeds at a saving throw against predatory aura is immune for 24 hours.

Speed 40 feet

Melee **◆** jaws +18 (magical), **Damage** 2d10+8 piercing plus 1d6 evil

Melee **◆** claw +18 (agile, magical), **Damage** 2d6+8 slashing plus 1d6 evil

Divine Innate Spells DC 25; **6th** *dominate* (animals only); **5th** *dimension door*; **4th** *dimension door* (at will); **Constant (2nd)** *speaks with animals*

Divine Rituals DC 25; *Abyssal pact*

Incite Ferocity **◆** (divine, enchantment, mental) The roru focuses its corruption on an animal or beast it can see within 30 feet. The creature must succeed at a DC 25 Will save or become confused for 1d4 rounds. The confused creature can't attack the roru. A creature that succeeds at its saving throw is temporarily immune to Incite Ferocity for 24 hours.

Wear Pelt **◆◆** (divine, manipulate, transmutation) The roru dons the pelt of an adjacent dead animal, transforming into its lookalike. The roru becomes the same size and gains the same Speeds as the target animal. The roru loses its claw and jaws unarmed Strikes and gains the types of melee Strikes of the animal whose pelt it wears. The Strike deals damage equal to the roru's jaws Strike or, if the Strike has the agile trait, the roru's claw Strike. Either way, the damage type changes to match the new unarmed attack. While a roru wears a pelt, half of physical damage dealt to the roru is instead dealt to the pelt.

A pelt has Hardness 5 and 25 HP. When a pelt reaches 0 HP, the roru is immediately expelled from the pelt and it is destroyed.



ELK

Powerful and swift land mammals, elk range through the plains, hills, and forests of the wilderness.

ELK

Their size, strength, and antlers (for the males) enable common elk to contend with most of their environment's dangers, though herds generally favor flight over combat. Most elk stand between 3 and 5 feet tall and weigh between 350 and 550 pounds, with females sligher than the males.

ELK

CREATURE 1

N **MEDIUM** **ANIMAL**

Perception +7, low-light vision, scent (imprecise) 30 feet

Skills Athletics +7, Survival +5

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

AC 16; **Fort** +9, **Ref** +7, **Will** +5

HP 20

Buck \curvearrowright DC 17

Speed 40 feet

Melee \blacklozenge antlers +9, **Damage** 1d6+4 piercing

Melee \blacklozenge hoof +9, **Damage** 1d4+4 bludgeoning

Startled Charge $\blacklozenge\blacklozenge$ **Requirements**

It's the first round of combat; **Effect** The elk Strides twice and makes a hoof Strike at the end of either Stride. If the Strike hits, the elk deals an additional 1d4 piercing damage.

MEGALOCEROS

The megaloceros is similar in form to the elk, but far superior in size. The average male's antlers weigh nearly 100 pounds and can be wider than his body is long. Megaloceroses stand up to 9 feet tall, weigh 1,500 pounds, and grow antlers over 12 feet wide.

MEGALOCEROS

CREATURE 4

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

Perception +10, low-light vision, scent (imprecise) 30 feet

Skills Athletics +13, Survival +10

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

AC 21; **Fort** +13, **Ref** +11, **Will** +8

HP 58

Buck \curvearrowright DC 21

Speed 50 feet

Melee \blacklozenge antlers +13 (deadly d8), **Damage** 2d6+7 piercing

Melee \blacklozenge hoof +13, **Damage** 2d4+7 bludgeoning

Furious Charge $\blacklozenge\blacklozenge$ The megaloceros Strides twice and makes a hoof Strike after either Stride. If the Strike hits, the megaloceros deals an additional 2d4 bludgeoning damage.



MEGALOCEROS ANTLERS

The antlers of a megaloceros are some of the most impressive animal trophies, known to fetch a fair price among collectors, particularly those who live far from regions where these majestic elk live. A set of megaloceros antlers in collectible condition can fetch prices of 40 gp, but as with all animal trophies, peddling in such wares can attract the attention of angry druids, vengeful rangers, or offended naturalists.

LOST MAMMOTH VALLEY

Chapter 1:
Calamity Caves

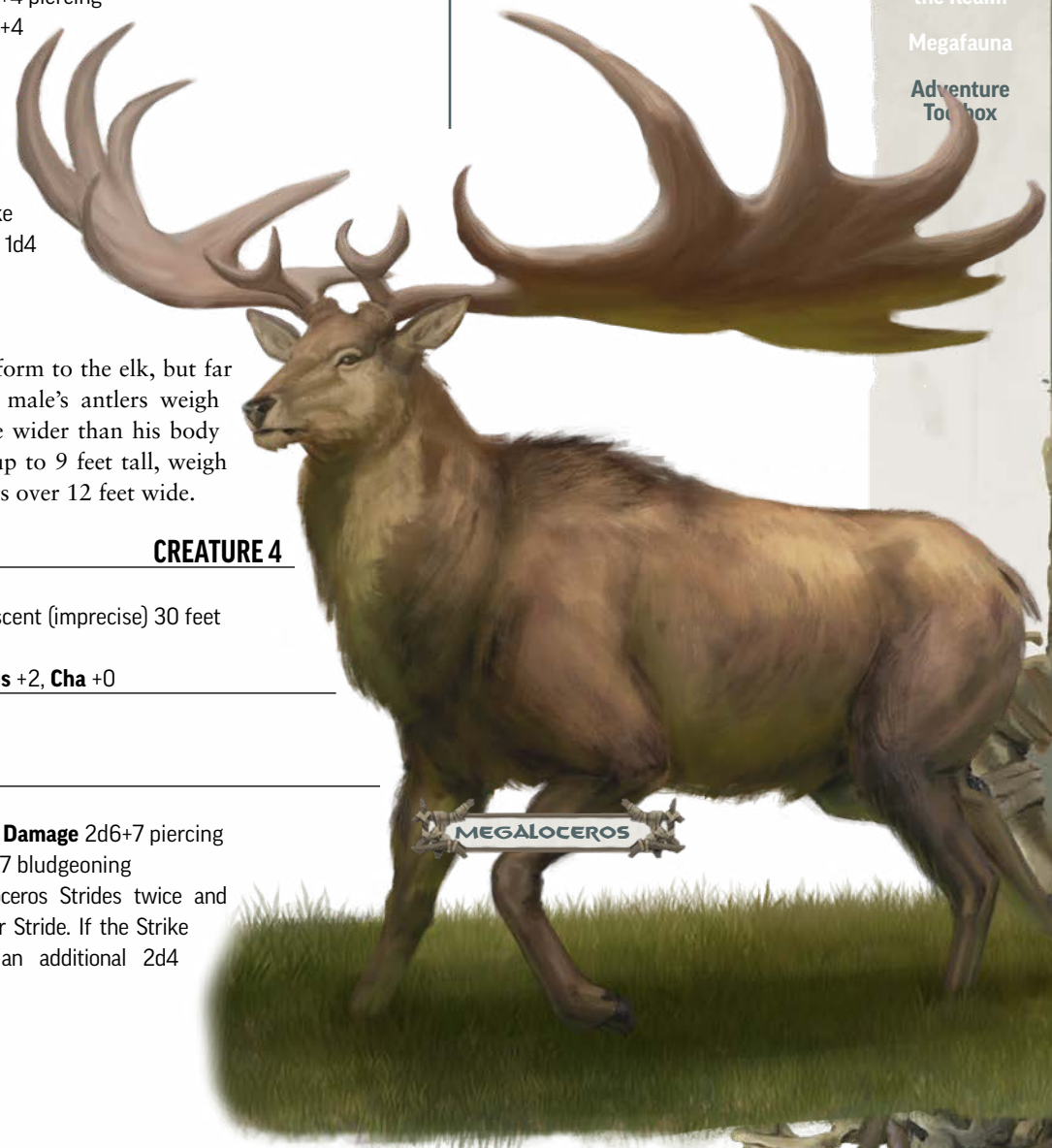
Chapter 2:
Blue Sky,
Green Earth

Chapter 3:
White Hot

Religions of
the Realm

Megafauna

Adventure
Toolbox





SOCIAL CREATURES

Lagofirs are wild animals and not truly domesticated, although they can be tamed. Lagofirs form tight social bonds and sicken when lonely. Individuals hoping to tame a lagofir must be prepared to invest a large amount of time in their care or to raise lagofirs in groups. Once befriended, a lagofir is a stalwart and loyal companion.

LAGOFIR

Lagofirs are semiaquatic omnivores that resemble a rabbit the size of a large dog. They're social creatures, playful but territorial and protective of their kin. Lagofirs live in family units and gather in larger groups as often as their environment allows. They're commonly found in northern Avistan, congregating along rivers, lakes, and coasts, where they subsist on fish, crustaceans, marine plants, and small mammals.

Lagofirs have a stout body, rounded back, large hind legs, long ears, and a short, fluffy tail. Their powerful incisors are capable of cracking through clam shells, chitin, and bone. Both their front and back paws are webbed, and their front paws are highly dexterous, enabling them to grasp objects and perform simple manual tasks.

Lagofirs secrete a thick, sweet-smelling, flammable oil that coats their fur. Warm to the touch, this oil keeps them insulated and comfortable in frigid water and cold climates. Lagofirs mark their territory by brushing against solid surfaces, coating them in oil that, to other lagofirs, identifies an individual. This makes their lairs, known as burrows or forms, incredibly hazardous. A single spark in a lagofir form can cause an explosion.

LAGOFIR

CREATURE 3

UNCOMMON N LARGE ANIMAL

Perception +11; low-light vision, scent (imprecise) 30 feet

Skills Acrobatics +10 (+12 to Escape), Athletics +8 (+10 to Swim), Stealth +9, Survival +7

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

Deep Breath A lagofir can hold its breath for 1 hour.

AC 18; **Fort** +9, **Ref** +12, **Will** +6

HP 55

Cold Adaptation The lagofir reduces the effects it suffers from cold environments by one step.

Consuming Fumes (aura, fire) 15 feet. The lagofir is surrounded by fumes from the flammable oil it exudes. Each nonmagical open flame the size of a torch or larger within the emanation explodes, dealing 4d4 fire damage to all creatures and objects adjacent to the flame (DC 17 basic Reflex save). After exploding, the fire source is extinguished.

Speed 30 feet, swim 30 feet

Melee ♦ jaws +12 (agile, finesse), **Damage** 1d8+3 piercing

Melee ♦ feet +11, **Damage** 2d8+3 bludgeoning plus Push

Flammable Lagofirs excrete a warm, flammable oil. Any creature that Grapples a lagofir or is grabbed or restrained by a lagofir becomes coated in lagofir oil for 10 minutes or until the oil is washed off, which takes 1 minute of vigorous scrubbing. Any time a lagofir or a creature coated in lagofir oil is dealt fire damage, it catches flame, taking 1d6 persistent fire damage.

Gnaw ♦ **Requirements** The lagofir's last action was a successful jaws Strike; **Effect** The lagofir gnaws on the target, driving its teeth deeper into its prey. The target takes 1d8+3 piercing damage.

Nimble Rush ♦♦ The lagofir attacks while darting around its foes. The lagofir Strides twice and Strikes at any point during its movement. It can substitute a Swim action in place of any Stride.



NECROHUSK

Necrohuses are skittering, undead monstrosities, created when a humanoid is purposefully twisted into a new creature through necromantic experimentation. Unlike fleshwarps and recipients of successful necrografts, prospective necrohuses never survive the procedure. After reanimation, they're cunning, animalistic creatures that follow their creator's orders without question.

Creating a necrohusk is an incredibly difficult endeavor, fraught with error. Most attempts result in lumps of useless, rotten slurry or malformed undead no more cunning or dangerous than a mundane zombie. The costs in time, experimental subjects, and expensive spell components lead some would-be necromancers to conclude that the results aren't worth the risk. Occasionally, spellcasters can harness the power of the Negative Energy Plane during the process, which lessens the monetary cost but vastly increases the danger, often producing a deadly backlash resulting in the creator's death and a masterless necrohusk.

Among the Sutaki, only Ashen Swale and his lieutenants, Turkek and Azi, have the skill and knowledge to create necrohuses with any regularity, although Turkek's interests often lead him away from such gruesome endeavors. Necrohuses are created from volunteers in Ashen Swale's cult or from traitorous Sutaki whom Ashen Swale wants to punish with a ghastly fate.



FURTHER EXPERIMENTATION

Necrohuses range from Small to Large and often have alternative methods of locomotion and additional abilities. Suitable abilities from other undead creatures include bleeding and fiendish from beheaded (*Bestiary* 330), bloody and explosive death from skeletons (*Bestiary* 298), and feast and rotting aura from zombies (*Bestiary* 340). A necrohusk with additional abilities should be higher level than one without. Use the guidelines in Chapter 2 of the *Gamemastery Guide* to determine its new statistics.

LOST MAMMOTH VALLEY

Chapter 1:
Calamity Caves

Chapter 2:
Blue Sky,
Green Earth

Chapter 3:
White Hot

Religions of
the Realm

Megafauna

Adventure
Goals

NECROHUSK

CREATURE 5

RARE NE MEDIUM UNDEAD

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

Languages Common, Hallit, Necril; can't speak

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

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

AC 22; **Fort** +10, **Ref** +15, **Will** +12

HP 75, negative healing; **Immunities** death effects, disease, paralyzed, poison, prone, unconscious

Skitter \curvearrowright **Trigger** A creature misses the necrohusk with a melee Strike; **Effect** The necrohusk Steps.

Speed 30 feet, climb 30 feet

Melee \blacklozenge jaws +15, **Damage** 2d6+5 piercing plus 1d6 poison

Melee \blacklozenge leg +15 (agile), **Damage** 2d4+5 piercing

Ranged \blacklozenge ichor spit +14 (range 30 feet),

Damage 3d8 poison and vile innards

Frenzied Assault $\blacklozenge\blacklozenge$ The necrohusk makes three leg Strikes. If more than one Strike hits the same target, combine the damage of the Strikes that hit the creature and apply the creature's resistances and weaknesses only once.

Impaling Lunge $\blacklozenge\blacklozenge$ The necrohusk Strides twice. If the necrohusk ends its movement within melee range of an enemy, it makes a leg Strike against that enemy. On a hit, the Strike deals an additional 1d6 persistent bleed damage.

Vile Innards The necrohusk spews some of its rotting insides when it makes an ichor spit Strike. On a critical hit, the target is sickened 2.



Ashen Swale

TYRANNICAL GOD CALLER

Ashen Swale's past is shrouded in mystery. He was born among his Sutaki brethren, but violent voices no one else could hear drew him to the wilds of Lost Mammoth Valley. In these wilds, he discovered his spirit guide Idovik and the art of necromancy. He returned to Lyuba a changed man. With Idovik at his side, he established new customs and foul rituals that further cemented the white dragon Venexus's reign over his people.

CAMPAIGN ROLE

Ashen Swale is a ruthless tyrant who maintains power through his magical abilities, legacy as a god caller, and through Venexus, whose rule legitimizes his actions and cult. In the finale of this adventure, the party confronts Ashen Swale and Idovik atop Venexus's glacial palace.

ASHEN SWALE

CREATURE 7

UNIQUE NE MEDIUM HUMAN HUMANOID

Male human god caller

Perception +13

Languages Common, Draconic, Hallit, Necril, Sylvan; telepathy 100 feet (Idovik only)


Skills Acrobatics +12, Arcana +15, Deception +17, Intimidation +17, Nature +15, Survival +13, Thievery +12

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

Items +1 *spear*, *sure-step crampons* (page 81), *wand of heal* (3rd-level)


AC 23; **Fort** +18, **Ref** +12, **Will** +15

HP 120

Siphon Life  (concentrate, necromancy, positive, primal)

Trigger A creature within 30 feet uses a spell or ability with the healing trait that restores Hit Points or is the target of a spell or ability with the healing trait that restores Hit Points; **Effect** Ashen Swale seizes upon the healing magic, drawing a portion of it into himself instead of the intended target. The healing effect restores 10 fewer Hit Points to one of its targets and Ashen Swale is restored 10 Hit Points or the total amount of healing, whichever is less.

Speed 25 feet


Melee  *spear* +14 (magical, thrown 20 feet), **Damage** 1d6+4 piercing

Arcane Spontaneous Spells DC 25, attack +17; **4th** (3 slots)

animate dead, *bone spray* (page 76), *boneshaker* (page 76), *enervation*; **3rd** (3 slots) *bind undead*, *blindness*, *envenom companion* (*Pathfinder Secrets of Magic* 104), *vampiric touch*; **Cantrips (4th)** *chill touch*, *daze*, *electric arc*, *forbidding ward*, *light*


Summoner Conduit Spells DC 25, 1 Focus Point; **Cantrips (4th)** *boost eidolon* (*Secrets of Magic* 144), *reinforce eidolon* (*Secrets of Magic* 145)


Rituals DC 25; **2nd** *create undead*

Corpse Puppet  (concentrate, enchantment, incapacitation, manipulate, necromancy, primal) Ashen Swale seizes control of the body of a creature within 30 feet that is dead or unconscious. The target must attempt a Will save. Dead creatures automatically fail this save. On a success, the target is permanently immune to Corpse Puppet. On a failure, the target is controlled by Ashen Swale. It gains the minion trait and can act as though it were alive and conscious as long as it's controlled by Ashen Swale. Controlling each target requires Ashen Swale to take an action to Command a Minion. The only actions the target can take during this time are Interact, Stride, and Strike.

Ashen Swale retains control of the target for 10 minutes. This control ends immediately if the target loses the unconscious condition or the target is dealt an additional 50 damage since Ashen Swale took control (which destroys the body completely). After he has lost control of a target, that target is permanently immune to Corpse Puppet.

Ashen Swale can control up to two targets with Corpse Puppet at a time.

Hasten Eidolon  (concentrate) Ashen Swale focuses on the link he shares with Idovik to quicken his eidolon's actions. Idovik is quickened 1 until the beginning of Ashen Swale's next turn.

Manifest Eidolon  (concentrate, conjuration, magical, manipulate, teleportation) Ashen Swale summons Idovik in an adjacent open space. If Idovik was already manifested, Ashen Swale chooses whether to unmanifest Idovik or to teleport Idovik to an adjacent open space. If Idovik unmanifested at 0 Hit Points, this process takes 1 minute instead of 3 actions, but Idovik regains 1 Hit Point when he remanifests.

Transpose ◆ (concentrate, conjuration, manipulate, primal, teleportation) With a flash, Ashen Swale and Idovik switch places, each teleporting to the other's position.

IDOVIK

CREATURE 7

UNIQUE CN LARGE BEAST EIDOLON

Male Sarkorian god

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

Languages Common, Hallit, Sylvan; telepathy 100 feet (Ashen Swale only)

Skills Acrobatics +11, Arcana +13, Athletics +17, Nature +14

Str +6, **Dex** +0, **Con** +4, **Int** +2, **Wis** +3, **Cha** +2

AC 24; **Fort** +17, **Ref** +11, **Will** +15

HP 125

God's Intervention ↻ (conjuration, primal, teleportation)

Trigger Ashen Swale is the target of a physical Strike;

Effect Sensing Ashen Swale's peril, Idovik teleports to his side and interposes himself between Ashen Swale and danger. Idovik teleports to a space adjacent to Ashen Swale, then shields Ashen Swale with his body. Idovik becomes the target of the triggering Strike.

Speed 40 feet

Melee ◆ tusk +18 (deadly d10, magical), **Damage** 2d10+8 piercing

Melee ◆ hoof +18 (agile, magical), **Damage** 2d8+8 bludgeoning

Independent Action Idovik is even older and more powerful than most Sarkorian gods, and he knows how to manifest in some forms without a god caller at all. Idovik does not share an initiative, actions, Hit Points, or a multiple attack penalty with Ashen Swale.

Indomitable Step Idovik ignores difficult terrain and uneven ground, and he treats greater difficult terrain as normal difficult terrain.

Otherworldly Roar ◆◆ (auditory) Idovik unleashes a powerful squeal while stomping his hooves and displaying his tusks. Idovik attempts Intimidate checks to Demoralize each foe within 30 feet. These checks take no penalty for not sharing a language.

Rampaging Charge ◆◆ Idovik rushes forward, using his momentum to power his attack. Idovik Strides twice and then makes a tusk Strike. As long as he moved at least 20 feet, he gains a +2 circumstance bonus to his attack roll. A Medium or smaller creature struck by this attack must succeed at a DC 25 Reflex save or be knocked prone by the force of the blow.

Spirit Link Even if his link is unusual, Idovik is bound to his summoner; he must remain within 100 feet of Ashen Swale at all times. If he ever moves outside this range or is reduced to 0 Hit Points, Idovik's physical form dissolves. Because his link functions unusually and he does not share Hit

Points with Ashen Swale, Idovik remains manifested when Ashen Swale is unconscious or dead, as long as he stays near Ashen Swale's body. If Ashen Swale dies, Idovik's form fades away over the next minute. When unmanifested, Idovik must be manifested before he can reappear.



LOST MAMMOTH VALLEY

Chapter 1:
Calamity Caves

Chapter 2:
Blue Sky,
Green Earth

Chapter 3:
White Hot

Religions of
the Realm

Megafauna

Adventure
Toolbox

Venexus

CURSED DRACONIC OVERLORD

The white dragon Venexus hatched in Winterwall Glacier, north of the Realm of the Mammoth Lords and Irrisen, alongside her brother Fezerod. Upon reaching maturity, Venexus and Fezerod migrated south to the Realm of the Mammoth Lords in search of unclaimed territory. Although the pair remained together for centuries, shortly after they conquered Lost Mammoth Valley together Venexus drove him off. The valley was, at the time, a highly frequented migratory route rich in resources, wildlife, and humanoids to subjugate. Fezerod fled in heartbreak and shame. In the centuries since, Venexus has maintained control of Lost Mammoth Valley, considering the region and everything within her property.

The opening of the Worldwound to the east forever changed Lost Mammoth Valley and Venexus's role as its self-appointed ruler. Invading demons forced the Burning Mammoth following to abandon most of their ancient migratory route, including Lost Mammoth Valley, leaving Venexus without intelligent creatures to subjugate. Thankfully, it wasn't long before a group of Sarkorian refugees settled in the valley. After these people, who called themselves Sutaki, established a permanent settlement, she made herself known as their overlord. To ensure their cooperation, she built her glacial palace alongside them, blocking escape from the valley.

Years later, a brave but foolish Burning Mammoth warrior named Metuak came to Lost Mammoth Valley seeking Venexus's aid. He asked her to end the curse placed upon him by the *Primordial Flame* and to free him of his possession by the shadow demon Xeleria. Rather than help, Venexus stole the *Primordial Flame*, forcing Metuak to flee for Hillcross. Although Venexus would have followed to ensure his death, she hadn't truly understood the artifact's curse or its powers. The lamp burned her badly and melted her palace, but she couldn't bear to part with it. It became, in time, both her most valuable asset and greatest weakness.

CAMPAIGN ROLE

Venexus is the primary foe of this adventure and stands between the party and multiple objectives.

They must sever her hold over the residents of Lost Mammoth Valley, claim the *Primordial Flame* from her, and melt her glacial palace to reveal the valley's exit, all before Ivarsa and the Burning Mammoths catch up. Achieving these objectives puts the party in direct conflict with Venexus, who stops at nothing to maintain her firm and merciless command over Lost Mammoth Valley and its denizens.

Although the characters identify Venexus as an enemy near the beginning of this adventure, they remain unknown to her until the adventure's finale. This is partially due to the party's behavior and partially due to Venexus's pride. Venexus believes her reign is indisputable and her position within Lost Mammoth Valley secure. She leaves the management of her humanoid subjects to her most favored minion, the necromancer Ashen Swale, showing herself to claim her weekly offerings or personally bully her subjects. Thus, even if the party earns the ire of Ashen Swale and his followers, Venexus remains oblivious to them and their machinations until they're literally on her doorstep.

Venexus is worshipped by Ashen Swale's cult as a god, but she's far from divinity and offers her followers no magical blessings, boons, or even leniencies of any kind. She considers the Sutaki worshipping her a natural progression of affairs—as she's clearly magnificent and worthy of veneration—but nothing that requires her effort or personal attention.

VENEXUS

CREATURE 9

UNIQUE CE LARGE COLD DRAGON

Female young white dragon (*Pathfinder Bestiary* 113)

Perception +20; darkvision, scent (imprecise) 60 feet, storm vision

Languages Common, Draconic, Hallit

Skills Acrobatics +17, Arcana +17, Athletics +21, Intimidation +19, Stealth +15

Str +6, **Dex** +2, **Con** +4, **Int** +2, **Wis** +3, **Cha** +2

Items *Primordial Flame*


Storm Vision Inclement weather doesn't impair Venexus's vision; she ignores concealment from fog, mist, rain, and snowfall.

AC 28; **Fort** +21, **Ref** +15, **Will** +17; +1 status to all saves vs. magic


HP 170; **Immunities** cold, paralyzed, sleep


Frightful Presence (aura, emotion, fear, mental) 90 feet, DC 25


Mist Shroud (arcane, aura, evocation, water) 10 feet. The *Primordial Flame* continually heats the cold emanating from Venexus's body, surrounding the dragon in a thin veil of fog. Creatures in the aura are concealed, and other creatures are concealed to creatures in the area. Venexus's storm vision allows her to see through this concealment, however. If wind disperses the aura, it returns automatically at the start of Venexus's turn. The aura is suppressed in water.

Freezing Blood  (arcane, cold) **Trigger** An adjacent creature deals piercing or slashing damage to Venexus; **Effect** Venexus's blood splatters onto the triggering creature, dealing 2d6 cold damage. A creature that takes cold damage in this way is slowed 1 for 1 round.

Speed 30 feet, fly 120 feet; ice climb 30 feet



Melee  jaws +21 (cold, magical, reach 10 feet), **Damage** 2d10+10 piercing plus 1d6 cold



Melee  claw +21 (agile, magical), **Damage** 2d8+10 slashing

Melee  tail +20 (magical, reach 15 feet), **Damage** 2d6+8 bludgeoning

Arcane Innate Spells DC 25; **2nd** *obscuring mist* (at will); **1st** *gust of wind* (at will)



Primordial Flame Spells DC 25; **7th** *sunburst*; **5th** *produce flame* (at will)

Breath Weapon   (arcane, cold, evocation) Venexus breathes a cloud of frost that deals 10d6 cold damage in a 40-foot cone (DC 28 basic Reflex save). She can't use Breath Weapon again for 1d4 rounds.


Draconic Frenzy   Venexus makes two claw Strikes and one tail Strike in any order.

Draconic Momentum When Venexus scores a critical hit with a Strike, she recharges her Breath Weapon.

Ice Climb Venexus can climb on ice as though she had the listed climb Speed. She ignores difficult terrain and greater difficult terrain from ice and snow and doesn't risk falling when crossing ice.

Shape Ice   (arcane, transmutation, water) Venexus magically reshapes a cube of ice or snow she touches, up to 10 feet across. Any creature standing atop the ice must succeed at a DC 15 Reflex save or Acrobatics check. On a failure, the creature falls prone on the ice;

on a critical failure, it falls off the ice entirely and is also prone.

Snuff  (arcane, evocation, water) Venexus releases a wave of sleet, which douses open flames within 30 feet. All non-magical fire is automatically extinguished. All creatures in the area suffering from persistent fire damage immediately attempt a DC 10 flat check to end the persistent damage. If Snuff overlaps with an ongoing fire effect, Snuff attempts to counteract the fire effect.



VENEXUS