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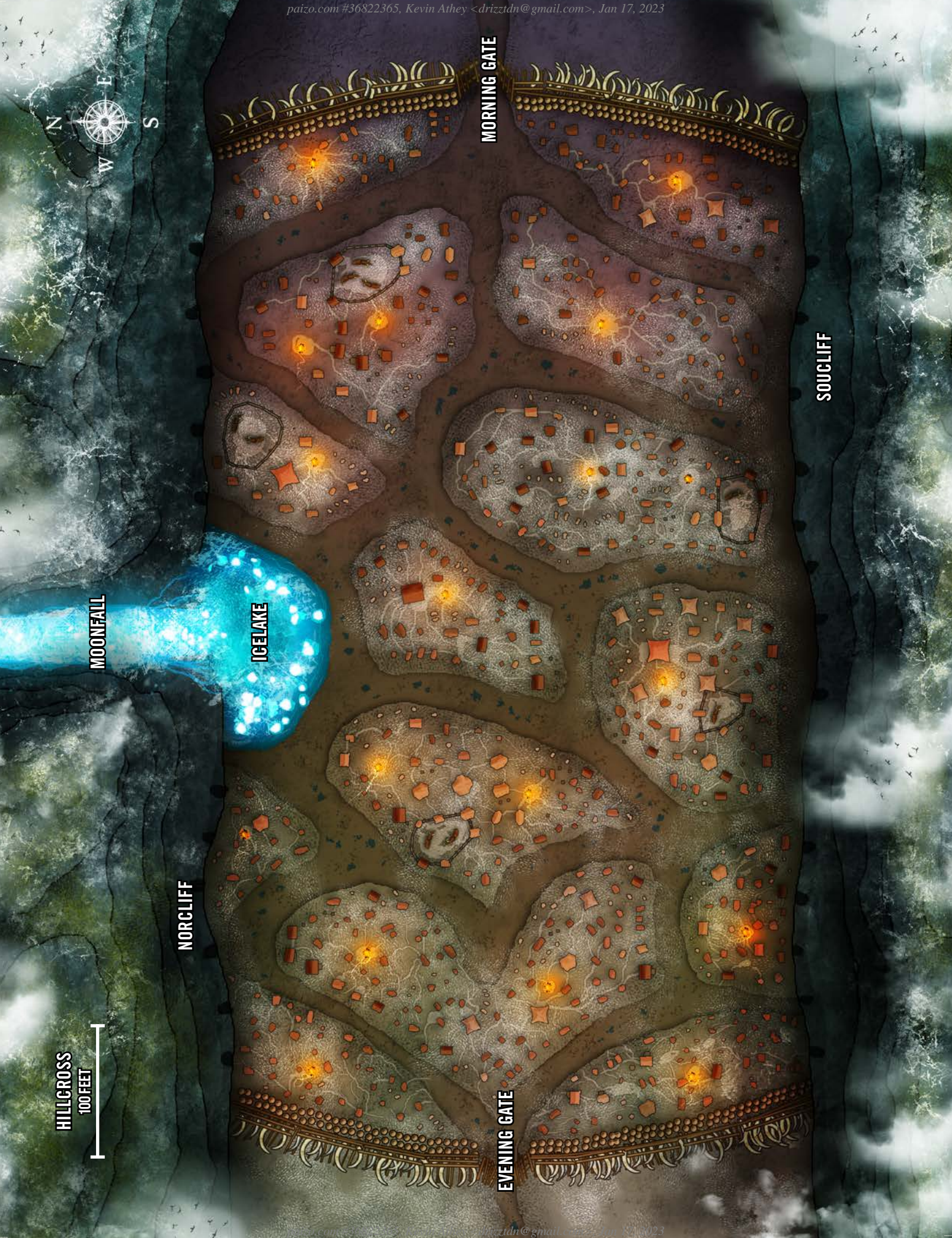
QUEST FOR THE FROZEN FLAME

ADVENTURE PATH

BURNING TUNDRA

By Jason Tondro





MOONFALL

ICELAKE

NORCLIFF

MORNING GATE

SOUCLIFF

EVENING GATE

HILLCROSS
100 FEET



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Burning Tundra

**BURNING
TUNDRA**

Chapter 1: Heroes of Hillcross 4

The Broken Tusk following has traveled Metuak's trail to Hillcross, a huge camp protected by magic that provides shelter to thousands of northern itinerants. As the characters learn about Hillcross and recruit more followers, frost giants attack the settlement. The scouts must save their following by repelling the assault. Afterward, the Broken Tusk elders grant the characters the titles of Mammoth Lords; all that's left for them to do is tame their megafauna mounts.

Chapter 2: Barkblood 26

Metuak fled east into the Tamarnian Tar Forest, a treacherous wasteland home to strange fey, an ancient sphinx, and monstrous creatures of living tar. However, the characters aren't the only ones here seeking out whatever remains of the cursed hero—the Burning Mammoth leader, Ivarsa, and her frost giant ally, the hunter Hegremon, also stalk among the tar-fed trees. The characters must contend with Hegremon while entreating the fetid forest's other denizens to help them uncover Metuak's path.

Chapter 3: Darkest Night 46

Castle Grimgorge was built by Mendevian crusaders, but demons slaughtered everyone, leaving only haunted ruins. As the winter solstice arrives, the undead who dwell in the castle are at their strongest; the characters must face Metuak, the demon who tortures him, and finally Ivarsa herself.

FOLLOWERS AND FAUNA

In the first part of this adventure, the party's goal is to increase the size of their following as much as possible with denizens of the city of Hillcross. The characters then leave these followers behind to protect Hillcross so they can ride their newly befriended megafauna mounts into the nearby wilderness.

The adventure encourages the characters to recruit a large following, then gives them an opportunity to see that following put to the test in a battle against invading frost giants. By the time the siege ends, the characters' organization might be as high as 17th level, and the Broken Tusks could number as many as 800 souls!

In Chapter 2, when the characters trek out on their own, the emphasis shifts to the megafauna that give the Mammoth Lords their name. Having tamed these mighty creatures outside Hillcross, the characters lead their oversized steeds into battle. Most of the encounters in Chapters 2 and 3 are designed to be open and spacious, with plenty of room for Large mounts to charge, trample, and rout the party's foes. Some of these battles might feel a bit one-sided in the players' favor, and this is by design; after all, they've worked hard to become true Mammoth Lords. Rest assured, the characters' true strength will be put to the test by the magus Ivarsa and her most loyal servants at Castle Grimgorge.

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ADVANCEMENT TRACK

"Burning Tundra" is designed for four characters.

8 The characters begin this adventure at 8th level.

9 The characters should reach 9th level before entering the Tamarnian Tar Forest.

10 The characters should advance to 10th level by the time they reach Castle Grimgorge.

11 The characters should reach 11th level by the conclusion of the adventure.



Chapter 1: Heroes of Hillcross

Three months have passed since the Broken Tusk recovered the *Primordial Flame* from the white dragon Venexus in Lost Mammoth Valley. The situation has never been more dire: Burning Mammoth raiders remain in pursuit of the Tusk following, and the flame is still under the effects of a terrible curse. To cleanse the artifact, the characters must find Metuak, the man-demon hybrid who slew the *Primordial Flame*'s guardian spirit in Red Cat Cave and invoked his wrath. According to powerful visions they received while wearing Metuak's lost pendant, the characters know he fled east toward Hillcross, the Mammoth Lords' largest and only permanent encampment. To resolve the curse

of the *Primordial Flame* and gather more followers to defend against the Burning Mammoth war horde, the Broken Tusks have followed the trail to Hillcross.

The Burning Mammoth's leader, Ivarsa, hasn't been idle; she has brokered an alliance with the frost giant hunter Hegremon, leader of the Graylok clan, to temporarily work together. Hegremon also seeks the *Primordial Flame*, and he has ordered his kin to root it out while the Broken Tusk camp at Hillcross. Even now, as the characters arrive, a veritable army of giants is assembling to besiege the settlement. The vanguard of this force is scheduled to arrive at Hillcross only a few days after the Broken Tusks.

Meanwhile, Ivarsa has correctly deduced the characters' next move, and so she has cut across the mountains toward Metuak's final resting place, a ruined Mendevian citadel called Castle Grimgorge, half-sunk in the steaming Tamarnian Tar Forest. There, in an underground dungeon, Metuak lies, still tormented by the everlasting curse of the *Primordial Flame* and the shadow demon that possesses him. It's also there, on the battlements of Castle Grimgorge, where Ivarsa intends to at last confront her nemeses, the Broken Tusk scouts, and claim her ancestral birthright: the *Primordial Flame*.

GETTING STARTED

"Burning Tundra" begins with the characters and their following, the Broken Tusk, arriving at the permanent encampment, Hillcross, deep in the Tusk Mountains. It's been nearly three months since they left Lost Mammoth Valley; see the previous volume in this Adventure Path, "Lost Mammoth Valley," for a reminder of all the deeds the characters accomplished. Now, as autumn ends and the first snows of winter descend on the Tusk Mountains, the characters take a reprieve at Hillcross. Here, they'll search for more followers to join the Broken Tusk. They'll also learn more about Metuak, the demon-possessed warrior responsible for the *Primordial Flame's* curse, and determine the next leg of their journey to follow his ancient trail.

SOCIETY (RECALL KNOWLEDGE)

Before beginning this adventure, ask your players to each roll a DC 24 Society check to determine what they know about Hillcross. Depending on the results of their checks, tell the players what their characters already know about the legendary encampment. Even if they don't learn everything right now, the party will discover this information as they explore. See the "Hillcross, Oasis of the North" article starting on page 64 for more details on any of the points below.

Critical Success As success, but the character also knows the Burning Mammoth following once had a storage site (called a weyko) in Hillcross's deep caverns. They don't know the contents of the weyko or exactly where it is, but followings usually store food, healing supplies, ancestral treasures, and other things too awkward or delicate to travel.

Success As failure, plus the following.

- Several thousand people live in Hillcross; most of them are Kellid followings whose stay is temporary or southern traders and travelers bound for Icestair or the Crown of the World.
- The camp is protected by the Hillcross Witches, whose magic protects the Hillcross Ravine from the worst local weather events, such as blizzards and cold snaps.

Failure Everyone who comes to Hillcross must respect the Three Rights. The penalty for breaking one of these rules is permanent exile.

- The Right to Shelter dictates everyone who arrives at Hillcross's gates is entitled to stay; those who have been camped in the settlement longest must leave to make room for the newcomers.
- The Right to Peace requires that no violence of any kind take place in Hillcross; even hunting is forbidden. Followings at war often come to Hillcross to broker peace.
- According to the Right to Store, every following may claim a single cave, also known as a weyko, in Hillcross's deep caverns to store emergency supplies and other possessions.

CHAPTER 1 SYNOPSIS

The Broken Tusks arrive at Hillcross, where the characters leverage their roles as lead scouts to get a lay of the settlement and locate potential new followers. They meet notable camp dwellers, including Yana No-Trail, a shapeshifting guide who has been hired to steal the *Primordial Flame* for Ivarsa, and the Hillcross Witches, who ask the scouts to use the artifact to aid the annual casting of a ritual that protects Hillcross from inclement weather. All the while, the scouts discover numerous opportunities to solve problems, recruit followers, and recover Broken Tusk treasures lost beneath Hillcross for generations.

When the Graylok clan attacks Hillcross, the characters are poised to lead the encampment's defense. Having proved their worth as true leaders, the scouts are promoted to Mammoth Lords, giving them the right to claim their mounts from the mammoths, cave bears, smilodons, and other megafauna in the region. With little time to spare, the newly named Mammoth Lords must trek south to break the *Primordial Flame's* curse and confront the Burning Mammoth's leader somewhere in the Tamarnian Tar Forest. In the meantime, the characters' lieutenants and followers must stay in Hillcross to defend against the rest of the frost giant army and the Burning Mammoth war horde.

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Critical Failure Hillcross is a myth, told to children to give them something to believe in when winter is harsh and the following is hungry. In this fable, it's always summer in Hillcross, the water is cool and clean, and food is plenty.

Depending on what they know about Hillcross, the characters might have some idea of what areas of the settlement they'd like to explore first. While the party is in Hillcross, refer to the Set Events section on this page, the Recruiting Followers section on page 10, and the "Hillcross, Oasis of the North" article on page 64.

ARRIVING AT HILLCROSS

To set the scene and begin this adventure, read or paraphrase the following aloud to your players.

Steep cliffs, hundreds of feet high, loom over a narrow pass through the craggy Tusk Mountains just ahead. Icy wind and waves of snow have made the journey through the mountains treacherous, but there's no other way. All around, snowpack covers the slopes and ridges of the mountain range, obscured by flurries of powder. A faint roaring sounds before a high, narrow waterfall comes into view on the northern side of the pass, gleaming like a shower of ice. And then, suddenly, the sun bursts through the high clouds. The snowfall ceases as though a veil has parted. On the other side of this wall, the freezing wind vanishes, and the ground is covered in green grass. A hare—its fur brown, not white as it should be in deep winter—scampers across the grass, and birdsong fills the valley. Behind, the winter snows continue to rage, but ahead, surrounded in a bubble of fair weather more like spring than winter, lie the log walls of Hillcross, thirty feet high and fronted by a palisade of sharpened mammoth tusks. A tall, arched gate lit by torches stands in its center, open wide. A trio of scouts emerge from the gate, each riding a smilodon mount. The scouts wave as they pass by, then ride into the freezing mountains.

As the Broken Tusk arrives, another following—the Cougar Claw—departs out Hillcross's gates on the other side of the encampment. They number several hundred and their departure, mandated by the Right to Shelter, leaves room for the Broken Tusks. A character with a flying animal companion or familiar can see the other following depart out the opposite gate, foreshadowing **Event 3: Out of Time** (page 11).

SET EVENTS

The Broken Tusk's designated campsite in Hillcross is a slightly muddy dirt clearing not far from Icelake. Use the gazetteer for Hillcross starting on page 64 to describe the camp and give the characters an idea

of the settlement's layout. Before the characters have a chance to explore Hillcross on their own, run the following two events, which take place immediately after the Broken Tusks set up camp.

EVENT 1: MEETING THE GUIDE

Creature: As the Broken Tusks pass through Hillcross to their designated campsite, one of the characters spots a slender human man of modest height with bushy red hair watching them from afar. This person is Yana No-Trail, a roguish guide secretly working for the Grayloks to spy on the characters and steal the *Primordial Flame*. He approaches the characters with a smile and introduces himself in his human form as "Yana."

"It's been a long time since the Broken Tusk has come to Hillcross, hasn't it? You may find many things have changed! And yet, much remains the same. Hillcross has many secrets, many traditions easily forgotten, but known to those who dwell here. People such as I! Perhaps I could help you?"

Yana is an opportunistic kitsune guide; he sells his services to southern travelers and merchants, but he's eager to get out of Hillcross and see the world. Ivarsa recruited him as a spy months ago, and he's been waiting for the Broken Tusks to arrive at Hillcross. He knows they have the *Primordial Flame*, and he intends to steal it and hand it off to the Grayloks in exchange for a comfortable retirement in a warmer climate. Yana poses as a helpful human guide of nonspecific Ulfen heritage.

To steal the *Primordial Flame*, Yana must get info on the characters, and he makes himself useful throughout this chapter as a guide and overly friendly confidant who provides ample unsolicited advice. Most of this advice is even good! As part of his cover, Yana asks for compensation for his services; he suggests 2 gp per day in coin, trade, or services, but he accepts any reasonable offer. While Yana introduces himself in his human form, he doesn't reveal he's a kitsune, though a particularly perceptive character who does some spying of their own might witness the con changing forms when he thinks he's alone.

To relay messages to his frost giant contacts in the Graylok clan, Yana writes cryptic notes in Jotun and uses his *animal messenger* spell to task foxes and other critters with passing along the messages to frost giants hunkered down a few miles outside the city. The characters might catch Yana in the act of writing one of these notes or might intercept it from one of his messengers. See the "An Obvious Con" sidebar on page 9 for more suggestions on running encounters with Yana No-Trail in this adventure.

YANA NO-TRAIL

CREATURE 7

UNIQUE CN MEDIUM HUMANOID KITSUNE

Male frozen wind kitsune con (*Pathfinder Lost Omens Ancestry Guide* 120)

Perception +13; low-light vision

Languages Common, Hallit, Jotun, Skald; *speak with animals*

Skills Acrobatics +17, Deception +17, Diplomacy +17, Society +16, Stealth +17, Thievery +17

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

Items *standard potion of flying*

AC 25; **Fort** +14, **Ref** +19, **Will** +11

HP 110; **Resistances** cold 3

Cold Tolerant Yana treats environmental cold effects as if they were one step less extreme.

Evasion When Yana rolls a success on a Reflex save, he gets a critical success instead.

Nimble Dodge **Trigger** Yana is targeted by a melee or ranged attack from an attacker he can see; **Effect** Yana gains a +2 circumstance bonus to AC against the triggering attack.

Speed 25 feet, climb 10 feet

Melee **◆** claw +19 (agile, finesse, unarmed), **Damage** 2d4+3 slashing

Primal Innate Spells DC 23; **2nd** *animal messenger*, *speak with animals* (at will)

Change Shape **◆** (concentrate, divine, kitsune, polymorph, transmutation) Yana can transform into an Ulfen human, Tiny fox, or hybrid kitsune form. Using Change Shape counts as creating a disguise for the Impersonate use of Deception. He can remain in any of his forms indefinitely.

Sneak Attack Yana deals an additional 3d6 precision damage to flat-footed creatures.

Yana knows most of the permanent residents of Hillcross; he can help the characters navigate the settlement and make introductions. He's well-liked and known as someone who makes people laugh. No one knows he's a kitsune or that he can change shape.

Another Friendly Face: Later, when the party is settled at Hillcross, Yana approaches and attempts to befriend them in his fox form, introducing himself as "No-Trail." He does this when his human form isn't needed or after he has been dismissed. He might approach one or more Broken Tusks as they gather water at Icelake. Yana figures the characters will be suspicious of strangers, including himself, but by approaching them in multiple forms, he believes he's improving his odds of pulling one over on them. After all, one friendly stranger is suspicious, but two friendly strangers must be a coincidence, right? He predominantly uses whichever form the characters seem to have taken more of a liking to, though he also changes forms to better spy on the characters' activities throughout their time in Hillcross.

Yana's animal shape is a nimble, white-haired fox—he can talk in this form (a fact that might at first startle some characters).

"Many animals live here," the fox notes, washing his paws in the cold water of the lake. "Falcons, raccoons, squirrels, thrushes, finches... and many more." The fox looks up to the caves that dot the northern cliff. "Some of the People Who Never Left—those who originally came to Hillcross for just a day or a month but found a way to stay permanently—some of them train us to run errands for them, up and down the



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cliffs, so they don't need to leave their caves. Silly humans! So lazy. But I don't mind. Because I get to meet people. And since the other animals can't talk, I guess you could say I'm their spokesman. Um... spokesfox? Human languages are so difficult!"

Yana attempts to befriend different characters as a fox than he does as a human, and he feigns ignorant innocence while asking why the Broken Tusks are here and what adventures they've had along the way.

EVENT 2: WITCHES OF SUMMERLAND

Soon after the party's arrival at Hillcross, the Hillcross Witches summon the characters to an audience.

A man wearing dark furs and holding a pine staff approaches the camp. "Hail," he says in a bold voice. "I am Kasan, and I speak for the Hillcross Witches. Oga the Grasswalker, leader of the witches, bids you attend her in her cave." Kasan looks up and gestures to a dark opening high on the southern cliffs. "She has heard much of you and your following and believes we may all be able to help each other. Will you come?"

Kasan (NG male human witch 7) is a spokesperson for his fellow witches and will answer questions, always portraying Oga and the other witches in a positive light. Privately, he's deeply ashamed over the loss of Jesseri the Hailstorm (page 53), who was captured last year by frost giant raiders. Kasan keeps his concerns to himself for now but might bring them up to the characters later (see *Metuak's Fate*, below). A character who spends some time with Kasan and succeeds at a DC 23 Perception check intuits that the man is deeply troubled about something he can't yet discuss.

The characters can meet with the witches now or come later; whenever they do so, Kasan guides them to a sturdy, reinforced ladder attached to the cliff wall with wooden pegs. Lashing his staff over his back, he begins to climb. The witches are high up on Soucliff, and the climb is exhausting; every character must attempt a DC 23 Athletics check. Those who fail are fatigued by the time they reach the top.

The witches live in a cave complex consisting of half a dozen large chambers and countless smaller rooms. Although there are only six witches, they have

a large staff of servants, bodyguards, apprentices, and other attendants; nearly a hundred people live here.

When the characters arrive, read or paraphrase the following aloud to your players.



Kasan leads the way through a large entry cave, parting a heavy tapestry to reveal a wide tunnel that leads to a spacious central cavern.

There, around a dark pool, five individuals stand in a half circle facing the water. Among them is an ancient human woman, her back hunched but her eyes bright with cunning. A servant attends her, and guards flank tunnels that lead off the central chamber. "Oga the Grasswalker," Kasan says by way of introduction, kneeling to the old witch solemnly before rising and standing beside her.

"These are the Broken Tusks," he tells his elder. Then, turning, he says, "Please, tell us your names, and how you and your following came to Hillcross."

Oga (N female human witch 11) has brought the characters here because she sensed a powerful artifact in the ravine coinciding with the Broken Tusk's arrival at Hillcross. Knowing a great deal about the Broken Tusk and its tragic history, Oga believes she might know what this artifact is, but she wishes to see it for herself before making any assumptions. When they first meet her, Oga's attitude toward the characters is indifferent.

As soon as the characters have introduced themselves, Oga questions them, asking what powerful magic they've brought with them and what they intend to do with it. Oga is naturally terse and unpleasant in conversation with no regard for courtesy or tact. It quickly becomes clear, however, that she merely treats everyone this way. She's incredibly knowledgeable and a master of ritual spellcasting, and she's the unquestioned leader of the Hillcross Witches. If the characters answer her questions and speak truthfully—telling her about the *Primordial Flame* and its powers—she becomes friendly toward them.

Metuak's Fate: Oga knows much that can help the characters in their quest. She's familiar with the *Primordial Flame* and knows the Burning Mammoth Metuak came here over a century ago, seeking relief from a curse. She was young then, still a novice witch like Kasan, but she remembers Metuak. The witches were

unable to help him, and when they discovered he'd lost the lantern artifact sacred to all Mammoth Lords, they banished him from Hillcross. He fled east, as far as Oga knows, into the Tamarnian Tar Forest. This knowledge is critical information the characters need to continue their quest, and if Oga's attitude is friendly or better, she reveals it immediately but then makes a request of them in exchange. If her attitude is indifferent or unfriendly, she makes the request first and offers to give the characters the information they require only if they agree. She doesn't tell them anything if she's hostile. Read or paraphrase the following aloud to relay Oga's request.

"They call me Grasswalker," Oga says bitterly. "That's a title I inherited from the first Grasswalker, Brogan, who created Hillcross many, many years ago. Let me tell you what my title means. Every year, I renew the ritual he performed, the spell that keeps Hillcross safe from winter's fury. The spell has a terrible cost, and every year for decades, I've paid it. I'm old, and I've beaten death before. Many times. But I can't do it again."

At this, Kasan starts, about to argue, but Oga silences him. "Shut up! You know it's true, Kasan. Don't lie to my face." Kasan falls silent, his face red with frustration and shame. Oga turns her eyes back toward her guests. "But you," she says, holding up a crooked finger, "you have brought an ancient artifact of great power to us. We have the chance here, you and I, to do something good. Something that could last a long time. Something that could outlive us all. I want to perform the Summerland Spell one last time, and I want you to help me. With the power of your artifact, we could transform Hillcross forever."

If the characters agree to Oga's request, she tells them the Hillcross Witches will convene in 3 days' time to perform the *Summerland Spell*. Sometime before then, run the Shamed scene, below. Then, after 3 days have passed, run the scene described under Bringing Summer, below.

SHAMED

Shortly after the characters meet with the Hillcross Witches, Kasan approaches them once more, accompanied by over two dozen guards, hunters, and scouts. He asks the scouts about their intentions now that they know Metuak has fled east. If the characters tell him they intend to pursue Metuak, he shares some information with them and makes a request.

"Two years ago, Ivarsa and the frost giants of the Graylok clan attacked Hillcross. We drove them off. But in the raid, they captured Jesseri the Hailstorm, one of the witches and my mentor. In her absence, I have taken her chair.

AN OBVIOUS CON

The roguish kitsune Yana No-Trail might insist he's a benign guide or simple fox, but canny players will sense his nefarious motives from a mile away. Rather than attempt to outplay your players or force an unsatisfying plot, you're far better off allowing your group to suspect Yana and playing the situation out naturally to see where it goes. The party will likely find many opportunities to discover Yana's duplicity, such as catching him in the act of shapeshifting or by intercepting one of his notes to contacts in the Graylok clan.

Thanks to the Right to Peace, neither Yana nor the characters can fight one another while within Hillcross, and there's no way Yana agrees to face them in the Dueling Cave. All bets are off, though, once the Grayloks attack and the settlement descends into chaos; the attack might be the characters' best opportunity to confront Yana with force to finally determine his true agenda.

If Yana does manage to get his paws on the *Primordial Flame*, go easy on the player whose character suffers the brunt of the artifact's curse in its absence. The mechanical effects of this curse are extreme, to say the least. Fortunately, this also means that if another creature gets ahold of the flame—such as Yana or the Graylok commander Bulrakun—then that foe will be much weaker if the party can wrest the artifact back from them.

"Jesseri has never returned, and her capture is a source of shame to us. I am considered one of the witches now only because we failed to protect Jesseri. Ivarsa is your enemy, and I want to go with you when you leave Hillcross. I think, if you find Ivarsa, you will find Jesseri the Hailstorm. I want to be with you on that day, and I will not come alone."

New Followers: It's up to the characters to decide whether they accept Kasan's offer. If they do, he's a 7th-level lieutenant (use the stats for a sage [*Pathfinder Gamemastery Guide* 241] with the elite adjustment if relevant). The 25 guards, hunters, and scouts who accompany him are 3rd-level followers. In his absence, an apprentice named **Mawaki** (LN genderfluid dwarf witch 5) takes Kasan's place among the Hillcross Witches.

XP Award: If the characters accept Kasan and his allies as followers, award them 30 XP.

BRINGING SUMMER

Three days after their meeting with the Hillcross Witches, the party is asked to return to their cavern

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to assist with the *Summerland Spell*; see page 77 for details on this ritual. Oga the Grasswalker is the ritual's primary caster; she asks the characters to serve as secondary casters. One of the secondary casters must wield the *Primordial Flame*, as Oga intends to tap its power for the ritual. If none of the characters have any of the skills necessary to act as secondary casters, Oga asks at least one of them to wield the *Primordial Flame* and participate in the ritual anyway. Other witches, possibly including Kasan, fill in for any secondary caster roles the characters don't fill.

The ritual is performed just before dawn, timed to end at the moment the sun comes over the horizon. The secondary casters don costumes representing animals and various characters from popular Mammoth Lord folklore, then sing and dance around a prepared circle, invoking the rising sun and calling on Sister Cinder and other deities. A hole bored in the wall of the witch's cave cuts all the way through the cliff, pointing toward the rising sun; as the secondary casters perform their work, a dim gray light slowly becomes visible through this hole, signaling the approach of dawn. Each of the secondary casters should attempt the relevant check, with a DC of 24 (this is slightly lower than normal for a 5th-level ritual); the character carrying the *Primordial Flame* gains a +4 circumstance bonus to this check.

Once all the modifiers from secondary checks have been totaled, it's time for Oga's Nature check; she has a +23 modifier herself—plus any modifiers the characters have generated—and the DC for the ritual is 30. Allow a player to attempt this check, rolling for Oga. Regardless of the result, read the following aloud to set the scene.

Suddenly, a beam of brilliant sunlight shines through the hole in the cave wall, illuminating Oga as she stands up straight, her arms raised. As she speaks ancient names of primal power, the *Primordial Flame* erupts with fire, its light reaching out to embrace and amplify the sunbeam penetrating the witches' cave. Moment by moment, the light and heat grow ever more intense, until the entire chamber is filled only with white light and nothing else can be seen. Time seems to hang suspended, with no reference point by which to measure it. And then, after a few seconds or perhaps an eternity, the white light fades and the cave returns to view. Oga weaves on wobbly feet and collapses.

If Oga failed her check, she still managed to perform the ritual, but she's dying. She has fought off death many times, but it's now her time, and nothing can save her. If she critically failed, the ritual fails, and she dies. Even in death, Oga is bitter and mean. "I can see Pharama," she whispers, gazing into the distance. "I'm gonna spit in her eye..." These are her final words.

Importantly, the *Primordial Flame* has amplified the *Summerland Spell*, extending its duration from 1 year to an entire century. A character can determine this effect with a successful DC 25 Nature check. If none of the characters succeed, Kasan or Oga (if she lived) tells them.

The more effective ritual promises to transform life in Hillcross. Although Hillcross has always been treated as a permanent camp by the Mammoth Lords, everyone has always understood the magic that protects it could fail any day. Now that Hillcross will be protected from winter storms for the next hundred years, it might be able to transform from a permanent campground to an actual settlement. Though some inhabitants would welcome this development, not everyone is so keen on the idea of Hillcross becoming like the gaudy and greedy cities of the south; see the "Hillcross, Oasis of the North" article starting on page 64 for more info on the factions that might or might not be in favor of extending the effects of the *Summerland Spell*. The long-term ramifications, if any, are up to you.

If the inhabitants of Hillcross find out the Broken Tusks have ensured the summer for a hundred years, they hail the characters as heroes. A tremendous feast follows, during which the characters are showered with praise. This is an excellent time for the characters to discover that an army of frost giants is approaching; see **Coming of the Frost Giants** on page 17.

Yana: Yana does everything he can to be present for the performance of the *Summerland Spell*, so he can see the *Primordial Flame* for himself and find out where the characters keep it. He'll use this information to try and steal it later; see **Event 8: The Theft** on page 18.

XP Award: Award the characters 80 XP each for taking part in the *Summerland Spell*.

RECRUITING FOLLOWERS

Once the Broken Tusk has made camp, the following's leaders meet with the characters. "Soon we'll have to fight the Burning Mammoth and their allies," says Mammoth Lord Merthig. "We need allies, weapons, and supplies. Perhaps we can find those things here. Go, speak to the people of Hillcross, and learn about this place. If you find an opportunity to bring more warriors to our ranks, take it!"

The following sections present short quests and other opportunities for the party to learn more about Hillcross and recruit followers from the people currently staying here. Run these scenes as the characters explore, in any order. Each entry includes suggestions for possible places where the scene might take place; see the "Hillcross, Oasis of the North" article starting on page 64 for more details on these locations. A map of Hillcross appears on the inside front cover of this volume.

EVENT 3: OUT OF TIME

LOW 8

Two followings—the Cougar Claw and the Charging Rhino—have been camped at Hillcross for over a month. The two groups are old enemies with generations of bad blood between them. In recent years, the Charging Rhinos have been on the vendetta’s losing end. Earlier this fall, the leader of the Charging Rhino, Batla, called on the leader of the Cougar Claw, **Caido** (CN male human Mammoth Lord 7), and asked to meet at Hillcross to begin peace talks. Both followings used the protection of Hillcross’s Right to Peace so they could discuss a permanent accord.

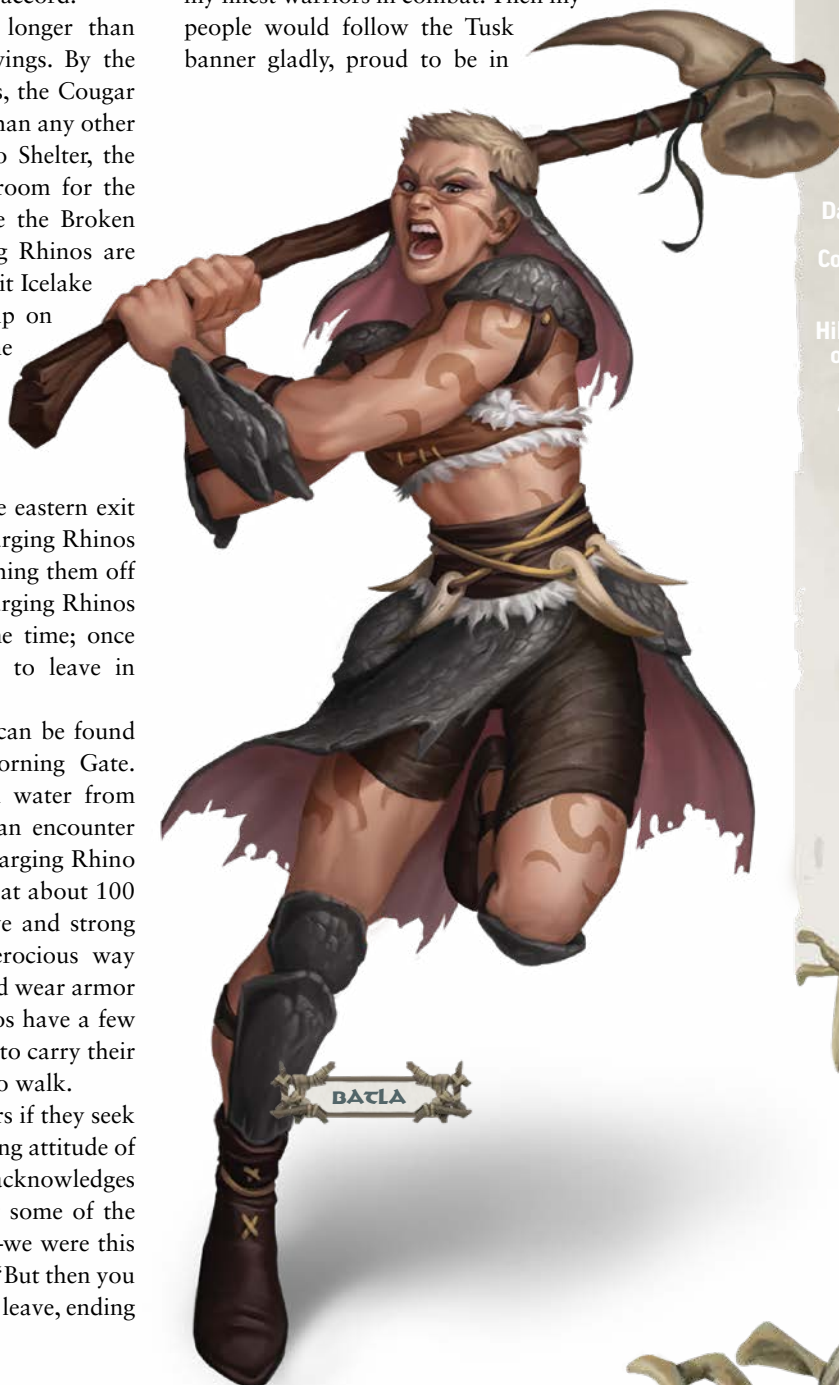
Unfortunately, the discussions took longer than the Right to Peace afforded the followings. By the time the Broken Tusks reached Hillcross, the Cougar Claws had been encamped there longer than any other following. In keeping with the Right to Shelter, the Claws were obliged to leave to make room for the Tusks. They’ve already left by the time the Broken Tusks arrive in camp, but the Charging Rhinos are still around. Whenever the characters visit Icelake to refill their water supplies or catch up on the local gossip, they learn all about the conflict between the Cougar Claw and Charging Rhino. Thereafter, characters who succeed at a DC 21 Diplomacy check to Gather Information overhear that the Claws are lying in wait near the eastern exit from Hillcross, ready to ambush the Charging Rhinos as soon as they’re forced to depart, finishing them off for good, which will be soon, as the Charging Rhinos have already been at Hillcross for some time; once another following arrives, they’ll have to leave in accord with Hillcross’s Right to Shelter.

Batla, leader of the Charging Rhino, can be found with her small following near the Morning Gate. Members of the Charging Rhino fetch water from Icelake every day, and the characters can encounter them there. Anyone investigating the Charging Rhino can see they’re relatively few in number, at about 100 individuals. Nevertheless, they’re a brave and strong following, known especially for the ferocious way they wield two-handed picks in battle and wear armor made of rhino skin. The Charging Rhinos have a few tamed woolly rhinoceroses that they use to carry their supplies and followers too weak or old to walk.

Batla agrees to meet with the characters if they seek her out. Grim and honest, she has a starting attitude of indifferent toward the characters. She acknowledges her situation but also attempts to point some of the blame on the characters. “Caido and I—we were this close to an agreement,” she says bitterly. “But then you came along and Caido’s following had to leave, ending

our talks. I know, I know, it’s not your fault. But we were almost there! Now... I don’t know. Caido has lost patience and his warriors are eager for blood. Scouts say many giants have been sighted to the west. The Cougar Claws lie to the east. Either way, I fear the Charging Rhino will soon see its last battle.”

If the characters propose Batla and her following join the Broken Tusk, she’s at first skeptical. It would only delay the inevitable, she grunts, and her people are too proud for such a cowardly solution. “Unless,” she says, suddenly enthusiastic, “you can best me and my finest warriors in combat. Then my people would follow the Tusk banner gladly, proud to be in



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the company of such strength.” Not only that, she goes on, but the Cougar Claws might be inclined to forget their old grudges against the Charging Rhinos if the Rhinos join up with a clearly superior following.

If the party is amenable to this idea, Batla gathers her four best lieutenants and asks to meet the characters at the Dueling Cave at sunset to settle the matter.

The Dueling Cave is a simple but spacious circular stone cavern about 100 feet in diameter. There are no terrain hazards, weapons, or even sconces in the cave; it’s left completely empty to ensure the duels within are fair.

The Dueling Cave is the only location in Hillcross where individuals determined to commit violence can come to resolve their grievances without breaking the Right to Peace. At sunset, a massive boulder is rolled in front of the entrance and left in place until the next sunrise. By then, it’s assumed one of the two warriors who entered the cave will be dead.

Creatures: Batla offers no quarry to the scouts and makes no indication, while outside the cave, that their fight is anything but a deadly duel. During the fight, once Batla or all her rhino warriors are brought to 10 Hit Points or fewer, the warrior yields and admits defeat.

BATLA CREATURE 6

CN female monster hunter (*Pathfinder Gamemastery Guide* 227)

Initiative Perception +13

RHINO WARRIORS (4) CREATURE 4

RARE CN MEDIUM HUMAN HUMANOID

Human barbarians


Perception +11

Skills Athletics +12, Intimidation +10


Str +5, **Dex** +2, **Con** +3, **Int** -1, **Wis** +1, **Cha** +0


AC 20; **Fort** +12, **Ref** +14, **Will** +10

HP 70

Counter-Charge  **Trigger** A creature Strides within reach of the warrior and critically fails to Strike the warrior with a melee weapon; **Effect** The rhino warrior knocks the creature to the ground, and the triggering creature falls prone and takes 2d6+5 bludgeoning damage. The rhino warrior is flat-footed until the end of their next turn.

Speed 25 feet

Melee  pick +14 (fatal d10), **Damage** 1d6+7 piercing

Dig In  **Frequency** once per round; **Effect** The rhino warrior makes two pick Strikes against a creature within reach. The rhino warrior rolls only one attack roll for both Strikes, then compares the result against the creature’s AC. The rhino warrior’s multiple attack penalty doesn’t increase until after both Strikes.

New Followers: The 100 members of the Charging Rhino are 2nd-level followers, and Batla is a 6th-level lieutenant.

XP Award: Award the characters 30 XP if they recruit the Charging Rhinos as followers.

EVENT 4: LOOTED MODERATE 8

Like many Mammoth Lord followings, the Burning Mammoth has long had a weyko—a storage cave or cache—in the deep caverns of Hillcross. According to Hillcross’s Right to Store, the following can use this cave to put aside food, supplies, and other goods. However, after Ivarsa’s attack on Hillcross last year, the Burning Mammoths are exiled from Hillcross and so are banned from accessing their cave. The Broken Tusk is too young a following to have their own weyko, but because they’re descendants of the original Burning Mammoth, they have a good case for gaining access to the resources and treasures set aside by their ancestors.

A character who critically succeeded at the Society check at the beginning of this adventure automatically knows about the Burning Mammoth’s weyko. If the party doesn’t know about the cave, Yana might mention the deep caverns and Right to Store offhandedly at some point (he believes the characters are less likely to suspect him of working for the enemy if he helps them find items useful for their following). If all else fails, one of the Broken Tusk’s leaders simply tells the party about the weyko and gives the scouts orders to find the lost cache. “If we’re to fight the Burning Mammoth,” Nakta says, “let us turn their own weapons against them.”

A character who succeeds at a DC 23 Society check deduces the Broken Tusk has a reasonable claim to the contents of the Burning Mammoth’s weyko and, because Ivarsa’s Burning Mammoths are forbidden from returning to the encampment, no one in Hillcross will oppose the Broken Tusk’s usurpation of the cache.

The exact location of the Burning Mammoth’s storage cavern is a mystery, but Yana has an idea of who might be able to help them find the place. He leads the characters to the far corner of Soucliff, where a gang of children kick around a sad-looking ball made of tattered leather. Yana explains that children in Hillcross know the most about the deep caverns, and although the Right to Store is sacred, allowances are made for children caught in weykos, provided nothing is stolen and no harm is done. He suggests the characters befriend some of these children and ask them about the Burning Mammoth weyko.

The children are very bored; any character who is Small or smaller, agrees to play ball with the children, and is a good sport about winning or losing a game

of ball-kick automatically wins the kids' trust. Other characters can win the children's good favor by demonstrating magical powers, giving them a gift worth at least 1 gp, or succeeding at a DC 23 Diplomacy check.

Any alchemists or goblins in the party automatically pique the curiosity of a particularly lonely child named **Popo Koswalla** (N male goblin child -1), the only young goblin currently staying in Hillcross. Popo's parents are members of a group of nomadic goblins called the Slushbomb Tribe—talented grenadiers who have mastered turning mundane ice and snow into volatile weapons. Popo is thrilled to see fellow goblins or practitioners of the explosive arts, and he happily helps them find their treasure.

Regardless of which children the party win over, the youths lead the characters to the Burning Mammoth weyko, shouting, "If you can catch us!" before running off, laughing. A character must succeed at a DC 18 Acrobatics or Athletics check to keep up with the children; otherwise, they arrive at the weyko 2 turns after everyone else.

Creature: As soon as the youths reach the Burning Mammoth's weyko, they peel off and scatter, squealing wildly in excitement. The weyko consists of a 50-foot-long, 10-foot-wide tunnel that opens into a 100-foot-diameter cavern. Bits of discarded refuse dot the cave floor, but this area is otherwise nearly identical to the Dueling Cave.

In addition to its obvious markings—the opening is painted with a symbol matching the banner of the Burning Mammoth—this weyko is one of the best known in Hillcross because it's guarded by a mighty construct called a weykoward. This particular weykoward is ancient and ill-maintained. As soon as the first characters reach the weyko, the guardian creaks to life and attacks.

CRUMBLING WEYKOWARD **CREATURE 9**

Weak weykoward (*Pathfinder Bestiary 6*, page 83)

Initiative Perception +16

Aftermath: Once they've defeated the weykoward, the party can get a good look at the dark storage cavern. It's shockingly empty. Although large and spacious, the cave is littered only with empty wooden

crates and barrels. Leather tarps that might once have covered bundles of supplies lie limply on the cave floor.

Thankfully, not everything is gone. A wooden effigy of a humanoid figure stands at the far edge of the cave, dressed in a mammoth-shaped hood complete with curling tusks. At the effigy's side is a wooden sword with sharp flakes of obsidian set into its edge. An ivory horn hangs from a strap across the figure's chest, and it wears a thick gray hide from a mighty beast that has been fashioned into armor.

A character who succeeds at a DC 21 Society check to Recall Knowledge identifies the effigy as a representation of Jonda Tusk-Tamer, a legendary hero from the time before the Broken Tusk parted with the Burning Mammoth and went their own way. The items adorning the figure are Jonda's weapons and gear.

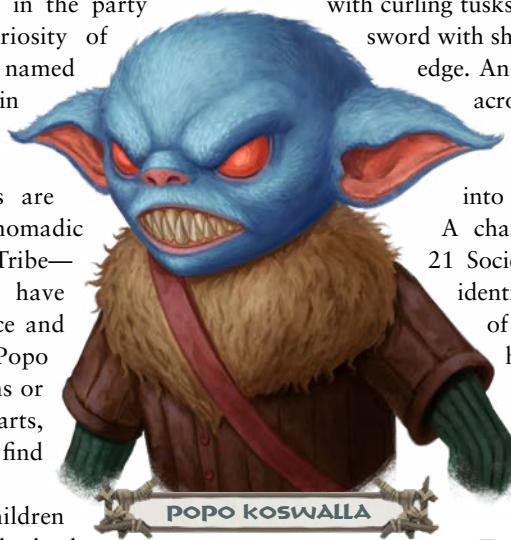
Treasure: Jonda's sword is a *gloom blade*, and her mammoth hood is a *greater hat of the magi*. The horn draped around the figure is a *horn of blasting*. The figure wears *rhino hide*.

WEYKO THIEVES

Even Yana is surprised at the sparseness of the Burning Mammoth's cave. If the characters return to the gang of children playing ball-kick, the kids confirm that, until recently, huge piles of dried fruit, meat, and nuts were stored in the weyko, along with basic herbal remedies and other medicines. However, a few weeks ago, nearly all the goods had vanished. The characters might wonder who stole their food and medical supplies while leaving the valuable magic items behind.

Regretful Thieves: A small Mammoth Lord following known as the Proudhawk is to blame for the missing supplies. About a month ago, the Proudhawks arrived in Hillcross in a badly weakened state. Starvation had claimed many of them, and as they made for Hillcross to take shelter, they were caught in an avalanche that killed a third of their number, including their Mammoth Lord, Tobin Wise-Eye. Tobin's daughter, **Sela** (N female gnome trapsmith 4), has taken over the following, and one of the first things she did after arriving in Hillcross was retrieve anything they could from the Proudhawk weyko.

There was little in the Proudhawk's own cache, but while searching for it, Sela and her kin discovered the Burning Mammoth weyko. Deeply conflicted but determined to keep her following alive, Sela ordered



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her hunters to take the food and medicine, sneaking past the weykward. Privately, she resolved to gather twice as much in the year to come, return to Hillcross, and fill the Burning Mammoth weyko with it, but for now her focus is on keeping what's left of the Proudhawk following alive.

A character who succeeds at a DC 25 Diplomacy check to Gather Information hears rumors of the Proudhawk's weakened arrival, and that the following has bounced back thanks to the forethought of their deceased leader, Tobin Wise-Eye, who placed considerable food and medical supplies in their storage cave for such an emergency. If the character is an expert in Diplomacy or gets a critical success on their check, they overhear there's no way that a following as small as the Proudhawk could have so much stored in their weyko. Some followings even whisper that they must have stolen from another weyko. If the characters befriended the children at the beginning of this event, the kids confirm the Proudhawk weyko has been mostly empty for as long as they can remember. (The party might track down the thieves some other way; use the DCs and information provided here to adjudicate such an investigation.)

Once the characters know who's responsible for the theft of their food and medicine, they can confront Sela or appeal to what authorities there are in Hillcross, namely the Hillcross Witches. If they publicly charge the Proudhawks with theft, Sela confesses, explains her following's desperate need, and vows to bring twice as much food and medicine back to Hillcross within one year. However, unless a character succeeds at a DC 30 Diplomacy check, the other followings present at Hillcross offer Sela and her kin no leniency. For breaking the Rite to Storage, the Proudhawks are exiled from Hillcross forever. In their weakened state, they're no doubt doomed to be picked off in a matter of weeks.

If the characters confront Sela privately, she confesses to the crime as above. A character who succeeds at a DC 21 Perception check can detect that she's deeply ashamed of her crime of desperation. The fact that she has begun her leadership of the Proudhawks with such moral failing and the breaking of one of the Three Rights has left her full of despair. She suspects even her own kin won't remain loyal to her for long. She begs the characters to be merciful but agrees to any punishment they propose.



New Followers: The simplest way to solve this problem is for the Proudhawks to join the Broken Tusks. If no character thinks of this solution, Mammoth Lord Nakta suggests it. “A following weakened by hunger or death sometimes joins with another, stronger following,” Nakta says. “As long as the leaders of both followings are shown respect, everyone is better off.”

Sela agrees to join the Broken Tusk with her entire following if the characters propose it, with two conditions: she must be allowed to continue to lead the Proudhawk, acting as a lieutenant to the characters, and the characters must privately reassure her hunters that they trust Sela and hold no grudge against her for what she's done. If the characters agree to these conditions, Sela and the Proudhawks join their following. Sela is a 4th-level lieutenant; the other 75 Proudhawks are 2nd-level followers.

XP Award: Award the characters 30 XP for solving the mystery of their missing goods.

EVENT 5: FOREIGN TRADERS

Merchants from New Thassilon, Belkzen, and Ustalav come to Hillcross to trade for furs, pelts, and live animals. These traders have contacts among Mammoth Lord society and are tough, experienced folk, willing to make the long trek north to Hillcross and trade weapons, armor, and southern luxuries. If your characters have goods to sell or trade—including loot gathered in previous adventures—they can do so in Hillcross as well as buy items up to 8th level.

New Followers: A gang of half-orc, human, and orc warriors from Belkzen are in Hillcross looking for opportunities for glory and a chance to prove their physical prowess. Led by **Kybo One-Tooth** (CN male orc rager 7), this group—who call themselves Kybo's Khymeras—aren't mercenaries and won't work for pay. What they want is food, shelter, respect, a community that appreciates physical strength and courage, and the promise of violence against mutual enemies.

Kybo and his Khymeras haven't found a promising lead yet, and in the meantime, they've bided their time trading Belkzen steel weapons and armor for Mammoth Lord supplies, such as cold weather gear. If the characters need to sell weapons or armor, Kybo can accommodate their needs, but he also asks questions about the characters and the Broken Tusk. If he learns the Broken Tusk is an enemy of Ivarsa and

the Burning Mammoth, Kybo senses the opportunity he and his Khymeras have been looking for.

Over the next few evenings, Kybo brings some of his soldiers to the Broken Tusk camp and shares food and drink, including a barrel of powerful Belkzen beer. He engages the characters in contests of physical prowess and boasting contests. If the characters wish to take part, resolve these with DC 24 Athletics or Intimidation checks, respectively. Kybo isn't necessarily interested in who wins or loses; he's much more interested in how the characters behave after each contest ends. If the characters are good sports, treating the Khymeras as equals, Kybo offers to lead his people into the Broken Tusk "for as long as it takes for you to find these enemies of yours, and put an end to them." If the characters belittle the Khymeras, mock them, or dismiss them as inferiors, Kybo and his soldiers depart through the Morning Gate the next day, disappointed in the party's shameful arrogance.

Kybo is a 7th-level lieutenant; the 50 other Khymeras are 3rd-level followers.

XP Award: Award the characters 30 XP each for recruiting Kybo's Khymeras.

EVENT 6: DUELING PERSONALITIES

Any time the characters are conducting business near Soucliff, they might see an unusual sight.

One minute, everyone is talking, sharing old stories or the latest gossip, and then slowly a silence comes over the crowd. Curious individuals stand tall and look over the heads of others before nodding somberly and turning to face the disturbance. Two long lines of individuals walk wordlessly through the camps, with a single mammoth keeping pace behind them. A man and woman lead these two lines, both fully armed and armored. Soon the lines reach the base of Soucliff, and under silent direction from the two leaders, a nearby tamed mammoth rolls aside a massive boulder, revealing an opening to a dark cavern.

All the individuals present today are members of the Mountain Serpent following. The two duelists are **Maya Strongarm** (LN female human axemaster 4) and **Warno the Bold** (CN male human archer 4). Their conflict goes back a generation—Maya's mother killed Warno's mother. Maya insists the fight was a fair duel, but Warno equally insists Maya's mother cheated, using poison on her spear. The two have made each other's lives miserable for a decade, and the proud warriors simply can't take it anymore. They've resolved to enter the Dueling Cave and end their feud forever. Each warrior thinks they have a good chance of victory, and they're evenly matched.

The characters might seek to intervene in this conflict. The characters can talk the two sides down with a successful DC 24 Diplomacy check, but it takes a critical success to persuade Warno and Maya to permanently set aside their quarrel; otherwise, they let their feud rest for now, but it will soon return to violence as before. A character who volunteers to substitute for one of the two duelists must succeed at a DC 24 Intimidation check to persuade Maya and Warno to allow this impertinent substitution. On a success, the character can choose which duelist they wish to stand in for.

If Maya and Warno are permitted to enter the cave this evening, then in the morning the boulder is rolled aside with an eager crowd looking on. Roll 2d6, with one of the dice representing Warno and the other Maya. Whoever rolls highest has won the duel, killing the other; if each die has the same result, the two warriors have killed each other.

If one of the characters fought instead of Maya or Warno, they easily defeat their foe. You can run this combat encounter if you wish or simply summarize the result; neither Maya nor Warno is strong enough to give the characters much trouble. A character might choose to defeat the Mountain Serpent warrior but leave them alive; doing so ends the dispute for both parties, as if the characters had critically succeeded on the Diplomacy check earlier.

If one or both champions are dead, the Mountain Serpents mark their loss with a communal wail of grief. If any of the characters are known or suspected to be spellcasters, the leader of the Mountain Serpent, a man named **Donar Fair-Minded** (NG male human silvertongue 5), approaches them.

"The Mountain Serpents have a ritual that might return our fallen kin to the world of the living, but none among us are wise enough to perform it. Will you examine the ritual? And perhaps, if you think it within your ability, will you correct this tragedy brought on by pride and stubbornness?"

The ritual Donar speaks of is *reincarnate* (*Pathfinder Advanced Player's Guide* 242), and it's written on a leather scroll he keeps with him, protected by a case carved from a mammoth tusk. A character who wishes to learn this ritual from the scroll can spend a day doing so. To successfully cast *reincarnate*, a primary caster must succeed at a DC 27 Nature check, while secondary casters must succeed at DC 22 Occultism and Religion checks. Donar provides the rare herbs required for the spell.

Treasure: If the characters reincarnate Maya or Warno, Donar rewards them with furs, luxurious clothing, and other gifts worth a total of 250 gp.

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New Followers: If the characters successfully reincarnate the fallen Mountain Serpent or permanently resolve the quarrel between the two duelists, they earn the admiration of the Mountain Serpent following and the loyalty of one or both duelists. The warrior whose life the characters saved comes to the party with their entire family and asks to join the Broken Tusk. “Not to repay the debt of life, which can’t be repaid,” they say, “but to walk alongside honorable people who treat others fairly.” The Mountain Serpent following is large, and Donar graciously allows his followers to go. If the characters rolled a critical success on their Diplomacy check

earlier, Maya and Warno both join the Broken Tusk, along with their families.

Maya and Warno are both 4th-level lieutenants; each of them has a family of 25 followers, all 2nd level.

XP Award: Award the characters 30 XP if they permanently resolve Maya and Warno’s conflict.

EVENT 7: UNFOLLOWED

The Bears of Hatli were an old and honorable following that once numbered several hundred. Traveling the land on their massive cave bears, they fought in the wars against the demons of the Worldwound and revered their ancestors. However, the last few decades haven’t been kind, and demons ravaged the following that survived the Fifth Crusade until only 50 remained, led by **Hatli the Small** (LG male human clubmaster 5), the last descendant of the hero who founded the following. Hatli is a towering man about 7 feet tall with broad shoulders and imposing musculature, wrapped in a brown bearskin cloak. He wields a massive club made from the trunk of a pine tree.

As the Broken Tusks settle in at Hillcross and the characters pursue other tasks, Hatli the Small and his fellow Bears watch the Broken Tusks and ask discreet questions about them. In particular, Hatli wants to know if the Broken Tusks and their leaders are honorable people who keep their word and obey the traditions and customs of Mammoth Lord society. Characters who succeed at a DC 23 Diplomacy check to Gather Information learn Hatli and the remnants of his following have been asking about them.

New Followers: Hatli is looking for a healthy and honorable following that might take in what’s left of the Bears.

It’s up to you if the Broken Tusk meets that description; if the characters have been a positive example to the people of their following, have obeyed Mammoth Lord customs, and have increased the numbers and strength of their following, Hatli approaches them.

“I and my people, we have ridden our bears east and west over the mountains for centuries. But fate, and the rage of the Worldwound, is against us, and we can no longer survive on our own. Only a few families are left. I have heard much that’s good about you and your people. If you will have us, the Bears of Hatli will bring honor to the Broken Tusk. And perhaps one day we will be strong enough to travel on our own once more.”



HATLI THE SMALL

It's common for the survivors of collapsed followings to come to Hillcross to find a new home; these people are known as Survivors. Characters who want to know more about the Bears of Hatli can attempt a DC 23 Society check; on a success, they recall the history of the following and their reputation for courageous, honorable behavior. On a critical success, they recall the legend of Hatli himself, the first of that name, who tamed a cave bear and formed his following. The current Hatli is the last living descendant of the original.

Although the following was once very large, only 50 Bears of Hatli survive; they're 2nd-level followers. Hatli the Small is a 5th-level lieutenant.

XP Award: Award the characters 30 XP if they recruit the Bears of Hatli as followers.

COMING OF THE FROST GIANTS

Ivarsa has allied with the Graylok frost giant clan and their jarl, Hegremon (page 86). Now the Grayloks are headed for Hillcross to finish what they started when they raided the settlement a year ago and captured Jesseri the Hailstorm. Hegremon and Ivarsa both want the *Primordial Flame*, and they've formed a temporary alliance to get it. Both know their goals are mutually incompatible, but they're willing to work together against the Broken Tusk, their common enemy. If Ivarsa or Hegremon gets the artifact, they're sure to fight over it.

Hillcross has no standing army or scouts. Since there's also not much to do in camp, scouts belonging to the various followings temporarily camped here range out both east and west, just to keep an eye on things and maintain their skills. The looming menace of the Grayloks comes to the attention of the characters when you're ready for it. Begin this section of the adventure after the characters have done most of the things they want to do in Hillcross. In particular, they should've finished with all the buying and selling they want to do, learned Metuak was unable to break the curse of the *Primordial Flame* and fled east, and recruited many of the potential followers in Hillcross. They might be enjoying a wave of popularity after completing the *Summerland Spell*.

Read the following aloud to begin this section of the adventure.

A trio of scouts ride through the Evening Gate on smilodon mounts, and as soon as they're safe inside, one stands up in the saddle and raises her arms. "Hillcross is in danger!" she says in a loud voice. "An army of frost giants comes this way, and their vanguard will be here by tomorrow."

These three scouts are the same ones the characters passed as they entered Hillcross. The leader of the scouts, **Brindi Whitehair** (CG female human master scout 5), is ready to give the characters a report. Other leaders from the Broken Tusk, other followings, or the Hillcross Witches might also be present.

"The giants are the Graylok clan, who raided Hillcross less than a year ago. We defeated them, but they took prisoners away with them. They're far more numerous now. The vanguard of their army is several dozen frost giants; they stride tirelessly on long legs and will reach our gates by tomorrow. They're well equipped, with trees made into battering rams, cauldrons filled with fire, and long ropes thick enough to support a giant's weight. We don't know what all these tools will be used for, but it can't be good.

"The rest of the Graylok army moves more slowly and will take longer to get here. I think they're gathering more of their kind from the mountains.

"The Graylok jarl is a cunning hunter named Hegremon. We crept close and saw him meet with a powerful-looking woman in white fur. She is some kind of magician; she appeared from nowhere and vanished just as quickly. I think they're allies. Soon after, Hegremon departed, leaving the vanguard of the army to a lieutenant, Bulrakun, who rides an enormous roc for a mount."

PREPARATIONS

After all they've done at Hillcross, the characters can take charge of the defense of the camp. The Hillcross Witches and other NPCs might give advice, as you think best. The characters have 1 day to prepare, and some of the tactics they might use are represented by the special actions on page 18. Preparing one of these actions is a downtime activity taking 1 day, so each character can prepare one before the giants attack.

Each of these actions can be used only once, by any character, directed against the giants. The character's allies in Hillcross must be able to see or hear the character's instructions, though the character might use flags, flying animals, or some other kind of signal.

Most of these actions have restrictions on when they can be used, and wise players will think strategically about how to overcome these restrictions and use these unique tactics in the most effective way. When your players come up with strategies other than those detailed below, you can create new actions, using those provided here as a guide.

CHARGE OF THE MAMMOTH LORDS

Requirements The characters have defeated the giants attacking the Evening Gate (**Event 11: Breaking the Gate**).

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This action can be directed only against enemies outside the walls of Hillcross.

You signal your allies inside Hillcross to charge out the front gate and trample your enemies. All creatures in three lines, each 90 feet long and 15 feet wide, take 2d10+12 bludgeoning damage (DC 24 basic Reflex save). These lines can overlap, and creatures caught in multiple lines must attempt the save each time.

CURSE OF THE HILLCROSS WITCHES

NECROMANCY

Requirements This action can only be used in an encounter that takes place inside Hillcross's walls.

You call upon the witches of Hillcross to curse your foes. Each giant enemy in your current encounter must attempt a DC 24 Will save. The effect of this action lasts for 1 minute.

Critical Success The giant is unaffected.

Success The giant is enfeebled 1.

Failure The giant is enfeebled 2.

Critical Failure The giant is enfeebled 3.

DEFENDERS OF HILLCROSS, STRIKE!

Requirements The characters have defeated the giants throwing firebombs into Hillcross (**Event 9: Rain of Fire**).

You signal brave warriors within Hillcross to surround the giants and attack on foot. The warriors surround all giant enemies in the encounter, creating a 10-foot burst centered around each such giant. The areas are difficult terrain, and your enemies are flat-footed within it. An enemy that starts its turn or enters one of these areas takes 9d6 slashing damage (DC 24 basic Reflex save).

RELEASE THE FIRE

FIRE

Requirements The characters have defeated the giants climbing over the walls of Hillcross (**Event 10: Over the Wall**).

You signal archers on the walls of Hillcross to launch a volley of flaming arrows at your enemies. Every giant enemy in your current encounter takes 5d6 fire and 4d6 piercing damage (DC 24 basic Reflex save).

SUMMON THE FLYING MAMMOTHS

A group of skilled aviators stand ready atop Soucliff. Each of their swift and sturdy gliders has been equipped with a single firebomb made of pitch and treated with alchemy. On your signal, they leap from the top of the cliff and drop their bombs on your enemies. All creatures in three 10-foot bursts take 9d6 fire damage (DC 24 basic Reflex save).

EVENT 8: THE THEFT

Ever since the Broken Tusks arrived in Hillcross, Yana

has been shadowing them to find out where they keep the *Primordial Flame* so he can steal it and give it to Ivarsa or her agent, Hegremon. Yana might have gotten this information when the characters performed the *Summerland Spell*. Once he has a plan to steal the artifact, Yana uses his *animal messenger* spell to reach out to the Grayloks and arrange a hand-off.

The specifics of Yana's theft are up to you. If the characters are suspicious of one of his shapes, Yana uses the other shape in his theft. He knows the characters protect the *Primordial Flame* to an obsessive degree, but he doesn't know it's cursed (or he ignorantly believes the curse won't affect him). The ideal point for him to steal the artifact is when the characters rest after **Event 11: Breaking the Gate**. Yana is resourceful and quick and has no intention of fighting the characters. If he manages to grab the *Primordial Flame*, he dashes off, using his climb Speed to ascend the nearest cliff face and holding the flame in his fox snout. If he fails in his theft and is detected, he flees to meet with Bulrakun anyway and attempts to con the giant into taking him somewhere safe.

If Yana successfully steals the *Primordial Flame*, he's immediately subject to its curse. He takes it to Bulrakun but now intends to keep the artifact, rather than give it away. See **Event 13: The Hand-Off** for the details of their exchange.

XP Award: If the characters prevent the theft of the *Primordial Flame*, award them 40 XP.

RUNNING THE SIEGE

The vanguard of the giant army includes about 50 frost giants, and they appear out of the snow as dusk falls on the next day. They're led by **Bulrakun** (CE male frost giant lieutenant 9), who stays out of the fight until the battle is well underway. Then, he flies into Hillcross on the back of his pet roc, as he has a secret agenda; see **Event 13: The Hand-Off** for details. Meanwhile, the Grayloks attack Hillcross on three fronts.

- Graylok artillery lob fiery bombs over the walls and into the camp (**Event 9: Rain of Fire**).
- Giants attempt to climb over the walls (**Event 10: Over the Wall**).
- Other giants, armed with enormous battering rams, assault the Evening Gate (**Event 11: Breaking the Gate**).

Describe all these attacks happening simultaneously; it's up to the characters to choose which order they wish to address the encounters. Once they've dealt with all three events, the party has a moment to rest before more giant threats make themselves known: Graylok scouts, equipped with long ropes, descend from the top of Norcliff, landing near Icelake (**Event 12: Giants from**

the Sky); Yana tries to steal the *Primordial Flame* (Event 8: The Theft); and Bulrakun flies in to rendezvous with Yana to make the hand-off (Event 13: The Hand-Off).

Although the vanguard includes 50 frost giants, the characters won't fight them alone. Rather, as the characters move through each encounter, describe the other defenders of Hillcross fighting against other frost giant invaders not shown on your battle map. Depending on how coordinated or successful the characters are, you might describe these other defenders as doing similarly well or poorly. For example, when a character deals the killing blow to a frost giant, describe their allies teaming up to take down another frost giant not far away. When a character is seriously hurt or falls, nearby allies are scattered by the fierce axe blows of other giants.

Give the characters a chance to rest after the first three encounters, but emphasize that there's no time to rest before then. If the characters insist on resting anyway, skip any of Events 9–11 the characters haven't yet dealt with and proceed directly to Events 12–13. In this case, Hillcross is badly wounded by the frost giants the characters were unable to deal with; see After the Battle on page 23.

EVENT 9: RAIN OF FIRE

MODERATE 8

The Grayloks brought huge pots of alchemist's fire with them to Hillcross, and skilled giants have used alchemy to create explosive bombs they hurl over the walls and into the camp. The characters must run, ride, or fly out from Hillcross to confront this threat. The encounter takes place in the flat plain between the walls of the valley where Hillcross is located; no map is provided.

Creatures: The characters confront two Graylok artilleryists. As with all the encounters throughout the siege, more frost giants are present in the background, engaged by the characters' followers and allies from within Hillcross. The giants begin Throwing Bombs at the characters, but once engaged in melee, they Ignite their Greataxes and make Wide Swings. After one giant is defeated and the other is reduced to 50 HP or fewer, the survivor flees.

GRAYLOK ARTILLERISTS (2)

CREATURE 8

UNCOMMON CE LARGE COLD GIANT HUMANOID

Frost giant grenadiers (*Pathfinder Bestiary* 171)

Perception +16; low-light vision

Languages Common, Jotun

Skills Athletics +21, Crafting +18, Intimidation +16

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

Items breastplate, +1 striking greataxe, sack with 10 firebombs (see Throw Bomb)

AC 26; **Fort** +19, **Ref** +16, **Will** +13

HP 100; **Immunities** cold; **Weaknesses** fire 10

Speed 30 feet; ice stride

Melee ♦ greataxe +21 (magical, reach 10 feet, sweep), **Damage** 2d12+8 slashing

Melee ♦ foot +18 (reach 10 feet), **Damage** 2d8+9 bludgeoning
Ignite Greataxe ♦♦ The Graylok artilleryist combines gelatin and other substances over their greataxe to ignite it. For 1 minute, the greataxe gains the fire trait, and creatures hit by it take 4 persistent fire damage.

Ice Stride A frost giant isn't impeded by difficult terrain caused by snow or ice, nor do they need to attempt Acrobatics checks to keep from falling on slippery ice.

Throw Bomb ♦♦ (alchemical, fire) **Requirements** The Graylok artilleryist has two free hands; **Effect** The Graylok artilleryist Interacts with a firebomb and then throws it at a point within 100 feet. The bomb erupts in a 10-foot burst, and works as moderate alchemist fire, except it inflicts 4d6 fire damage with a DC 23 basic Reflex save. Creatures that fail or critically fail this save also take 4 persistent fire damage.

Wide Swing ♦ The frost giant makes a single greataxe Strike and compares the attack roll result to the ACs of up to two foes within their reach. This counts as two attacks for the frost giant's multiple attack penalty.

EVENT 10: OVER THE WALL

SEVERE 8

Frost giants charge Hillcross's western wall. They intend to leap over the ditch, brave the ivory palisade, and climb the wall. The characters must lead the defense. The wall stands 30 feet high, including a 10-foot-high earth embankment surmounted by a block of sharpened tree trunks 20 feet high. A palisade of mammoth tusks projects out from the wall over a 10-foot-wide trench that's 10 feet deep at its deepest point.

Use the map on page 20 for this encounter.

Creatures: Three frost giants lead the assault on the wall. If the characters were waiting on the walls for the giant army to arrive, the giants are 120 feet away from the wall when the encounter begins, which gives the characters 1 round to attack with ranged weapons and spells before the giants get close enough to climb the walls. Once they're close enough, the giants Leap over the trench, but each takes 9d6 damage from the ivory palisade (DC 24 basic Reflex save). The giants are so tall they need to Climb only 20 feet to reach the top of the walls; once they do so, they stand toe to toe with the characters and fight in melee combat. The giants have been chosen for their fanaticism, and they won't retreat from their assault until defeated.

WEAK FROST GIANTS (3)

CREATURE 8

Pathfinder Bestiary 6, 171

Initiative Perception +15

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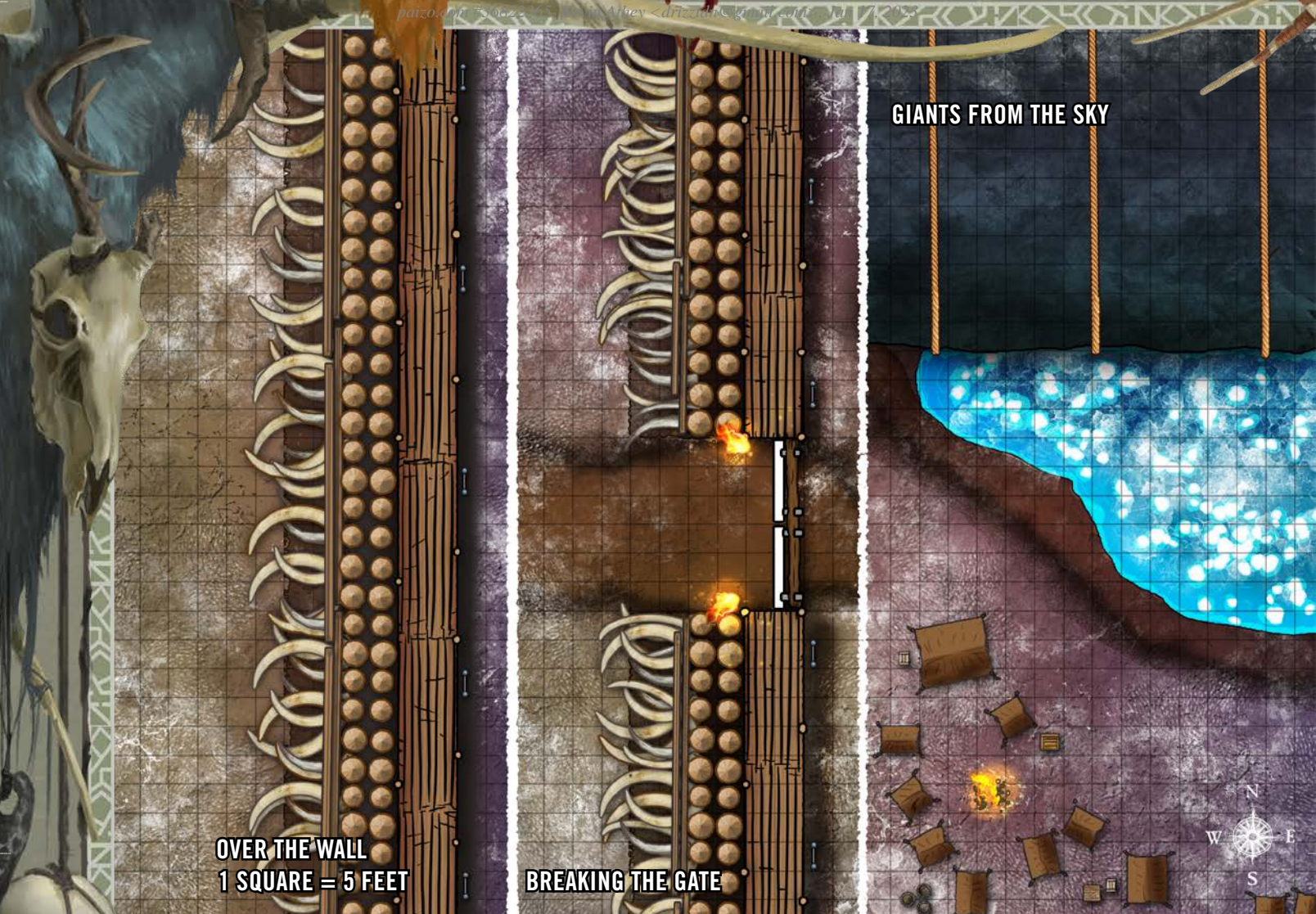
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GIANTS FROM THE SKY

OVER THE WALL
1 SQUARE = 5 FEET

BREAKING THE GATE

EVENT 11: BREAKING THE GATE MODERATE 8

Even as flaming bombs hurtle through the air to crash inside Hillcross and frost giants start to climb over the walls, another group of Grayloks attempt to batter down the gate with improvised battering rams made of tree trunks. The Evening Gate has Hardness 5, 40 HP, and BT 20.

Use the map above for this encounter.

Creatures: Two frost giants lead the way, but they're surrounded by a half dozen others that keep the characters' Broken Tusk followers busy. The two giants each carry shields and, between them, a single ram; when they get within 60 feet of the gate, they try to Ram it, knocking down characters in the way. The first time the giants Ram the gate, they might break it, but it will take multiple attacks to destroy it. If they can no longer Ram, the giants use Freeze Blade and fight hand to hand. They don't retreat and fight until defeated.

GRAYLOK GATEBREAKERS (2) CREATURE 8

UNCOMMON **CE** **LARGE** **COLD** **GIANT** **HUMANOID**
Frost giant besiegers (*Pathfinder Bestiary* 171)
Perception +16; low-light vision

Languages Common, Jotun

Skills Athletics +21, Intimidation +16

Str +7, **Dex** +0, **Con** +5, **Int** +0, **Wis** +2, **Cha** +0

Items battering ram, +1 *striking battleaxe*, breastplate, large tower shield (Hardness 5, HP 30, BT 15)

AC 28 (30 with shield raised, 32 behind cover); **Fort** +21, **Ref** +14, **Will** +14

HP 130; **Immunities** cold; **Weaknesses** fire 10

Shield Block ↻

Speed 25 feet; ice stride

Melee ♦ *battleaxe* +20 (magical, reach 10 feet, sweep),

Damage 2d8+9 slashing

Melee ♦ foot +20 (reach 10 feet), **Damage** 2d8+7 bludgeoning

Freeze Blade ♦ The frost giant gatebreaker breathes on the blade of their battleaxe, coating it in a layer of magical ice. For 1 minute, the frost giant's battleaxe Strikes gain the cold trait, and creatures struck by the battleaxe are slowed 1; at the end of each of their turns, the slowed creature can attempt a DC 23 Fortitude save to end the condition.

Ice Stride A frost giant isn't impeded by difficult terrain caused by snow or ice, nor do they need to attempt Acrobatics checks to keep from falling on slippery ice.

Shielded Stride When the frost giant gatebreaker has their shield up, they can Stride to move half their Speed without triggering reactions that are triggered by their movement (such as Attacks of Opportunity).

Trampling Ram **◆◆◆ Requirements** Another frost giant gatebreaker has Readied to Stride on the frost giant gatebreaker's order; **Effect** The two frost giants Stride, with a maximum distance equal to the slowest giant's Speed. Every creature whose space they move through takes 2d8+9 bludgeoning damage (DC 23 basic Reflex save); creatures who fail their save fall prone. At the end of their movement, the giants make a single Strike with a +20 modifier (reach 15 feet), inflicting 4d6+16 bludgeoning damage on a hit and knocking the target prone. If the giants hit, they can immediately attempt to Shove the creature as a free action.

EVENT 12: GIANTS FROM THE SKY **MODERATE 8**

Once the characters repel the initial assault (**Events 9–11**), there's a short break in the action during which they can Treat Wounds. Soon the fighting renews, though, as Graylok scouts rappel down the side of Norcliff on thick ropes. Use the map on page 20 for this encounter.

Creatures: A dozen rope lines are thrown over the edge of Norcliff, but the characters need only to face the two giants in the lead. Each round, each giant spends 3 actions to Climb down the rope. Because they're accustomed to climbing down rope, the giants critically succeed on their Athletics checks to Climb and can descend up to 60 feet per round. Uninterrupted, the giants reach the ground around Icelake in about 5 rounds. Depending on where the characters are and what they've been doing since the initial Graylok assault, they might have 1 or 2 rounds to attack the descending giants with ranged weapons or spells or even fly up to meet them.

The giants do their best to reach the ground, then gang up to flank a target and use sneak attack. They've got little chance of escape from inside Hillcross, so they fight until defeated.

GRAYLOK AMBUSHERS (2) **CREATURE 8**

UNCOMMON CE LARGE COLD GIANT HUMANOID

Frost giant dirty fighters (*Pathfinder Bestiary* 171)

Perception +19; low-light vision

Languages Common, Jotun

Skills Acrobatics +16, Athletics +21, Intimidation +16, Stealth +18 (+22 in snow), Survival +16

Str +5, **Dex** +3, **Con** +4, **Int** +1, **Wis** +2, **Cha** +0

Items breastplate, +1 striking hatchet

AC 26; **Fort** +16, **Ref** +19, **Will** +13

HP 130; **Immunities** cold; **Weaknesses** fire 10

Deny Advantage A Graylok ambusher isn't flat-footed to hidden, undetected, or flanking creatures of 8th level or lower or creatures of 8th level or lower using sneak attack. However, such creatures can still help other creatures flank.

Opportune Backstab **↻ Trigger** A creature within melee reach is hit by a melee attack from one of the Graylok



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ambusher's allies; **Effect** The Graylok ambusher attempts a Strike against the triggering creature.

Speed 30 feet; ice stride

Melee ♦ hatchet +18 (agile, magical, reach 10 feet, sweep, thrown 10 feet), **Damage** 2d6+9 slashing

Melee ♦ fist +18 (reach 10 feet), **Damage** 2d6+8 bludgeoning

Brutal Beating When the Graylok ambusher scores a critical hit with a melee Strike, the target is frightened 1.

Dread Striker Any creature that has the frightened condition is flat-footed against the Graylok ambusher's attacks.

Ice Stride A frost giant isn't impeded by difficult terrain

caused by snow or ice, nor do they need to attempt Acrobatics checks to keep from falling on slippery ice.

Light Step When the Graylok ambusher Strides or Steps, they ignore difficult terrain.

Sneak Attack The Graylok ambusher deals an additional 2d6 precision damage to flat-footed creatures.

EVENT 13: THE HAND-OFF

SEVERE 8

Bulrakun leads the Graylok vanguard, and he answers to Hegremon, head of the clan. He has been receiving occasional messages from Yana No-Trail, who has promised to deliver the *Primordial Flame* to the giants. Bulrakun has returned these messages, telling Yana to secure the artifact and bring it to an empty space somewhere in Hillcross. He figures he'll be able to see the glowing *Primordial Flame* from atop his roc steed as he circles the settlement.

Creatures: After the initial attack on Hillcross is repulsed (**Events 9–11**), Bulrakun takes to the air riding his roc mount, Ravager. He waits for Graylok scouts to descend the cliff face (**Event 12: Giants from the Sky**) and looks for any sign of the *Primordial Flame*. If Yana has stolen it, the kitsune looks for a spot in the open as far from the characters as possible—since the characters are likely fighting around Icelake, the only safe spot might be outside one of the gates. If Yana's theft was thwarted, Bulrakun probably sees the characters using the *Primordial Flame* in their battle with the Graylok ambushers during **Event 12: Giants from the Sky**.

Regardless, Bulrakun descends on Ravager. If Yana is present, he refuses to hand over the *Primordial Flame* and tries to bargain instead. This attempt proves fruitless; just as the characters arrive on the scene, Bulrakun unceremoniously decapitates Yana with a single blow. The characters can recover the *Primordial Flame* from Yana's body, but they'll have to defeat the giant and his mount.

Bulrakun leaps off Ravager to fight hand to hand; he tries to seize the *Primordial Flame* if he can. If he gets it, or if he's reduced to below 50 HP and his mount has survived, he tries to remount and flee.

BULRAKUN

CREATURE 9

Frost giant (*Pathfinder Bestiary* 171)

Initiative Perception +17

Items breastplate, moderate elixir of life, +1 striking greataxe, javelins of lightning (3)

RAVAGER

CREATURE 9

Roc (*Pathfinder Bestiary* 281)

Initiative Perception +18

BULRAKUN

XP Award: Award the characters 120 XP each for stopping the frost giant siege.

AFTER THE BATTLE

With the defeat of Bulrakun, the vanguard of the Graylok army has been vanquished. The characters know more frost giants are on their way, but they have some time to regroup and plan. Casualties among the defenders are proportionate to injuries and deaths among the characters; if the characters survived the battle without sustaining significant wounds, the defenders have likewise suffered only minor injuries, and they laud the Broken Tusk scouts as legendary warriors who led Hillcross to amazing victory. If one of the characters died during the battle, however, there were serious casualties among the defenders, and although they repulsed the giants, there will be many grieving families in the days to come. Most likely, the result is somewhere between, with one or more of the characters becoming wounded during the fight and some casualties among the people of Hillcross, with perhaps a lieutenant or two dying bravely in battle.

New Followers: Count how many encounters with giants the characters fought through during the battle; the number could be as high as five, if they faced the giants in **Events 9–11**, the Graylok ambushers in **Event 12: Giants in the Sky**, and the confrontation with Bulrakun in **Event 13: The Hand-Off**. For each of these encounters in which the characters were victorious, 25 warriors within Hillcross ask to join their following. These warriors mostly come from followings currently camped, but a few are permanent residents; the heroic deeds of the Broken Tusks have inspired them all.

The characters might want to send out scouts to determine the location of the rest of the Graylok army; if they don't think to do so, one of their lieutenants suggests it. This reconnaissance will take several days, during which the characters can rest or pursue other downtime activities. In the process, they discover that not only are Grayloks coming in from the south, but the Burning Mammoth following is also en route to attack Hillcross from the opposite direction. The first frost giant siege was only a preamble of the true fight to come.

Treasure: In recognition of their efforts in saving Hillcross from the frost giant attack, the followings currently camped in Hillcross lavish the Broken Tusk with gifts. These offerings include precious family heirlooms and golden treasures recovered from ancient ruins as well as southern fineries not otherwise available to Mammoth Lords. These gifts are worth a total of 500 gp.

MAMMOTH LORDS WITHOUT MAMMOTHS

The day after the battle, the Broken Tusk's leaders—Mammoth Lords Argakoa, Letsua, Merthig, and Nakta—approach the party to congratulate them on the successful defense of Hillcross and to grant them the titles of Mammoth Lords.

"You have proven yourselves to be true Broken Tusks," Argakoa says, her voice deep and solemn. "We have spoken, and we agree the time is right to announce Eiwa's successors. Will you accept the grave responsibilities and join us in leading the Broken Tusk as Mammoth Lords?"

There's unfortunately no time for pomp or ceremony; this brief offer is all the characters can currently hope for, at the moment, to mark their ascendancy to the highest echelons of power within the Realm of the Mammoth Lords. Nevertheless, the occasion is an important one and shouldn't be understated. The characters are no longer scouts or even head scouts for the Broken Tusks—they're true Mammoth Lords!

There's just one problem: the characters don't yet have mounts. A Mammoth Lord without a mammoth, or an equivalently impressive steed, is hardly a Mammoth Lord. If any of the characters have made a particularly strong bond with one of the animals in the Broken Tusk herd, this occasion is an excellent opportunity to show how that bond has evolved from amiable companionship to a permanent partnership. Otherwise, Letsua suggests the characters tame megafauna from the surrounding environments.

Few megafauna live in the Hillcross Ravine these days, but the surrounding Tusk Mountains are rife with animal life. A character who asks the residents of Hillcross about likely megafauna to tame should attempt a DC 19 Diplomacy check to Gather Information. On a success, the character learns about one group of megafauna within a day's travel to the east, chosen from the list on page 24. For every increment of 5 above the DC by which the check succeeds, the character learns of an additional nearby megafauna species.

Finding, capturing, and taming a megafauna mount requires a series of exploration or downtime activities. Most of these tasks have no particular penalty for failure and are intended to aid you and your group with storytelling. Expedite or prolong these activities as you see fit to ensure your group has the most fun and each player ends up with a satisfactory mount for their character.

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FIND MEGAFAUNA

CONCENTRATE EXPLORATION

You spend 1 hour searching for signs of a particular species of megafauna, such as a cave bear, mammoth, or smilodon. This may involve tracks, scat, or locating the animal's prey or den. Attempt a DC 24 Survival check. On a success, if you're in a region where the species you seek lives, you find one or more of the creatures and approach them unnoticed.

PREPARE TRAP

EXPLORATION

You rig a pit, net, or other simple trap to capture a specific species of megafauna. The time this takes depends on the size of the creature you want to trap: 1 hour for a Medium or smaller creature, 2 hours for a Large one, 4 hours for a Huge one, 8 hours for a Gargantuan one, and 16 hours for a Colossal creature. Multiple people working on the same trap can combine their efforts, crafting the trap in less time; for example, 4 characters working to capture a Large creature can do so in 1 hour. Your trap might take advantage of local terrain, such as a narrow gully or a dead-end canyon. Attempt a DC 24 Crafting check; if you succeed, the trap is prepared.

CAPTURE MEGAFAUNA

EXPLORATION

Requirements You or one of your allies have successfully Found a Megafauna and Prepared a Trap.

You and any allies you choose spring your trap on the Megafauna you've Found and Prepared a Trap for. This might require you to chase the animal into the path of your trap, sneak up on it, or simply lure it closer. Select one of the following skills: Athletics, Nature, or Stealth. Alternatively, if you or one of your allies can speak with the megafauna you're trying to capture, through the *Speak with Animals* spell or a similar ability, you can roll Diplomacy instead. Attempt a DC 26 check of the skill of your choice; your allies can Aid you in this check. If you succeed, the animal is captured. If you fail, the animal flees, and you can't try to capture it again for 1 day. On a critical failure, the animal attacks before fleeing, and you become wounded 1.

TAME MEGAFAUNA

DOWNTIME

Requirements You've Captured a Megafauna.

You spend 1 day trying to tame your captured megafauna. Attempt a DC 26 Nature check; on a success, the creature is tamed, and you can make it your animal companion. If you or an ally who agrees to perform this activity with you can speak to the captured megafauna, through *Speak with Animals* or a similar ability, you can choose to roll Diplomacy instead. If you fail, you can try again in 1 day. If you critically fail, you're wounded 1.

New Archetype: When the characters tame their new mounts, each party member gains access to the Mammoth Lord archetype on page 78. Moreover, they automatically gain the following feats from that archetype for free as bonus feats: Mammoth Lord Dedication, Mature Megafauna Mount, and Incredible Megafauna Mount. All these feats can be found on pages 78–79.

Megafauna Mounts: A list of possible megafauna mounts is provided below, along with the Pathfinder Bestiary volume and page where you can find the megafauna's full creature stat block and the book and page where you can find the creature's animal companion statistics (some of which appear in the Adventure Toolbox of this volume). Feel free to modify this list if you know your players are looking for a particular kind of mount.

Note that the creature level of a megafauna mount isn't especially relevant once the animal is tamed. Once a megafauna becomes an animal companion, its level becomes equal to the level of the character who tamed it.

Some of the megafauna mounts listed below, such as smilodon or daeodon, use the statistics of a different, pre-existing animal companion, such as cat or boar. In this case, the megafauna's statistics as an animal companion, including size, abilities, support benefits, and advanced maneuvers, are identical to the animal companion referenced.

- **Cave Bear (Bestiary 40):** Use a bear's statistics (*Core Rulebook* 215) for a cave bear animal companion.
- **Daeodon (Bestiary 43):** Use a boar's statistics (*Advanced Player's Guide* 144) for a daeodon, or giant boar, companion.
- **Dire Wolf (Bestiary 334):** Use a wolf's statistics (*Core Rulebook* 216) for a dire wolf companion.
- **Mammoth (Bestiary 154):** See page 73 for the statistics for an elephant or woolly mammoth animal companion.
- **Roc (Bestiary 281):** Use bird statistics (*Core Rulebook* 215) for a young roc.
- **Smilodon (Bestiary 53):** Use cat statistics (*Core Rulebook* 215) for a smilodon animal companion.
- **Triceratops (Bestiary 98):** See page 73 for the statistics for a triceratops or other armored dinosaur, such as a stegosaurus or ankylosaurus.
- **Tyrannosaurus (Bestiary 100):** See page 74 for the statistics for a tyrannosaurus, allosaurus, or similar dinosaur.
- **Woolly Rhinoceros (Bestiary 2 228):** See page 73 for statistics for a rhinoceros or woolly rhinoceros animal companion.

MAMMOTH LORDS TRIUMPHANT

As the characters tame their megafauna and return in triumph, the people rejoice. The honorable defenders of Hillcross are triumphant!

New Followers: For each megafauna mount tamed, the characters recruit 25 additional 1st-level followers.

XP Award: When all the characters have a megafauna mount, award each character 120 XP, or however much XP is necessary to get the characters to 9th level.

Scout's Report: While the characters have been busy tracking down and taming their megafauna mounts, the scouts they sent to search for the Graylok army have completed their task and begin to return to Hillcross. Some of the Broken Tusk lieutenants might be among this group. They report that the Graylok army is much greater in size than the vanguard the characters have already fought off. More importantly, Ivarsa has been spotted. She rides a frost worm, a huge beast that terrifies even the frost giants. The magus and her elite warriors are headed for the Tamarnian Tar Forest; they've left the rest of the Burning Mammoth following with the Grayloks. The scouts also saw the leader of the Graylok clan, Hegremon, in council with Ivarsa, but they don't know what was discussed or decided. He seems to have left his clan in the charge of his lieutenants.

PARTING WAYS

At this point, the characters face a dilemma. Metuak's trail leads east, where Ivarsa is already headed. The characters must go that way too if they're to defeat the magus and undo the curse of the *Primordial Flame*. If they delay, Ivarsa could find Metuak first, the consequences of which are unforeseeable.

At the same time, two armies are bound for Hillcross, and the more followers the characters take with them, the slower they'll travel. Mammoth Lord Merthig or another close ally suggests the party leave the rest of the following and head to the Tamarnian Tar Forest themselves. "Thanks to all you have done, the Broken Tusk now numbers in the hundreds. We've come a long way since the Night of the Green Moon, when we were nearly lost. Now is the time when the Broken Tusk make our stand and make you proud. Ride your new mounts east, find Metuak, and end this curse. Then, return here, where we will greet you with open arms and tell you of our victory!"

The rest of this adventure is intended to be undertaken by the characters alone, without any of their lieutenants or followers. Of course, if your players strongly wish to take a lieutenant or two along with them to the tar forest, that's fine, but you should take care to adjust the rest of the combat encounters in this adventure accordingly. Use the rules for Different Party Sizes on page 489 of the *Core Rulebook* to scale encounters so they remain a challenge for the party.

Once the characters are ready to proceed, they can depart Hillcross through the Morning Gate, bound for the Tamarnian Tar Forest. The second battle of Hillcross will be resolved when the characters return at the end of the adventure.



MAMMOTH MOUNT

BURNING TUNDRA

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Chapter 2: Barkblood

Metuak's trail leads east from Hillcross to the Tamarnian Tar Forest, a blighted wilderness cursed by the death throes of an ancient primal being called Barkblood. The forest is bordered on one edge by the Grimgorge, a deep, narrow ravine. Metuak eventually found his way through this ravine to a Mendevian fortress called Castle Grimgorge.

When they reach these black woods, the characters don't know where exactly Metuak went; to discover this information, they'll need to first explore the tar forest and meet some of its unusual denizens. The characters can learn Metuak's final destination in one of three ways: by recovering a map Ivarsa's scouts left

behind at her camp on the shore of Abyssal Lake (area B); by defeating Calcifda the Stone Witch, restoring balance to the forest and earning the good will of Adalemma (area C), who knows where Metuak went; or by completing a quest from the Azure Sphinx (area E) to cleanse the corruption within the mammoth graveyard. However, the characters might simply discover the Grimgorge while exploring and follow it off the map to Metuak's location.

The characters begin their exploration of the forest at area A (page 34); run the encounter at that location to give the party their first objective of this chapter: find Adalemma, the Solstice Queen.

THE TAMARNIAN TAR FOREST

Long ago, in ancient and unrecorded history, a powerful arboreal known as Barkblood came to this sprawling pine forest to die. For centuries, Barkblood had warred against humanoid peoples, most of whom he regarded as hostile toward nature and a blight upon the land. Over time, this indiscriminate hatred twisted Barkblood's very body, turning his sap to viscous tar; eventually, his body began to petrify. Slowly, and in great pain, he fled deeper into the wilderness. Finally, when he could no longer move his limbs, the arboreal froze and eventually died, cursing the world. Empowered by primal magic, Barkblood's bitter hatred flowed out from him and, over centuries, infused the entire forest. Now, tar runs thick and deep beneath the earth in this region, and all the trees of this land drink deeply from it. Deadly tar pits lurk among the pines, claiming the lives of innocent creatures. Sometimes, enough wicked magic gathers in these pits for the tar itself to animate into a kind of life, rolling over the land in search of prey. Barkblood's petrified corpse still stands at the heart of the wasteland, surrounded by miles of bleak tar sands.

RUNNING HEXPLORATION

To find Metuak's trail, the characters must explore the Tamarnian Tar Forest using the hexploration rules on pages 170–173 of the *Gamemastery Guide* and the hex map of this region on page 28. This chapter is divided into random encounters that take place in designated types of hexes and can be paced as you see best, and set encounters that occur when characters reach specific hexes. See area A on page 34 for the first of these set encounters.

TERRAIN TYPES

Hexploration makes up the bulk of this chapter and the story the characters create for themselves out of random encounters. The tar forest includes nine distinct terrain types, each of which is further detailed below. Each terrain type has a table for random encounters, including harmless encounters, hazards, and encounters with potentially deadly combatants. Because many of the hazards and creatures on these encounter tables appear in multiple terrain types, all encounters are described in a single list beginning on page 31. With the rules for hexploration from the *Gamemastery Guide* and the terrain descriptions in this adventure, you have the tools you need to adjudicate the journey of the Broken Tusks as they Travel through and Reconnoiter hexes from the map on page 28.

The table on page 28 summarizes the different terrain types, including whether that type is open, difficult, or greater difficult terrain (and thus takes either 1, 2, or 3 hexploration activities to Travel into) and a flat check DC. Each time the characters Travel into a hex, roll a d20 to determine whether they have a random encounter. If the result of the roll is lower than the flat check DC, no encounter occurs. If the result matches or exceeds the DC, roll on the encounter table for the corresponding terrain type to determine which encounter the characters face.

Some encounters on the encounter tables are marked with an asterisk (*), which indicates encounters that should happen only once. Once the characters overcome this challenge, it's finished. If the encounter is randomly rolled again, then no encounter takes place. See each encounter entry for full details.

CHAPTER 2 SYNOPSIS

The Broken Tusk following's newest Mammoth Lords take their megafauna mounts to the Tamarnian Tar Forest, where they must explore the vast wilderness to find out where, exactly, the Burning Mammoth hero Metuak fled after his exile from Hillcross. Along the way, the characters meet a variety of good, evil, and mysterious denizens dwelling in the tar forest. Ultimately, they discover they must make their way across the Grimgorge and reach Castle Grimgorge to find Metuak.

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TAMARNIAN TAR FOREST
1 HEX = 12 MILES

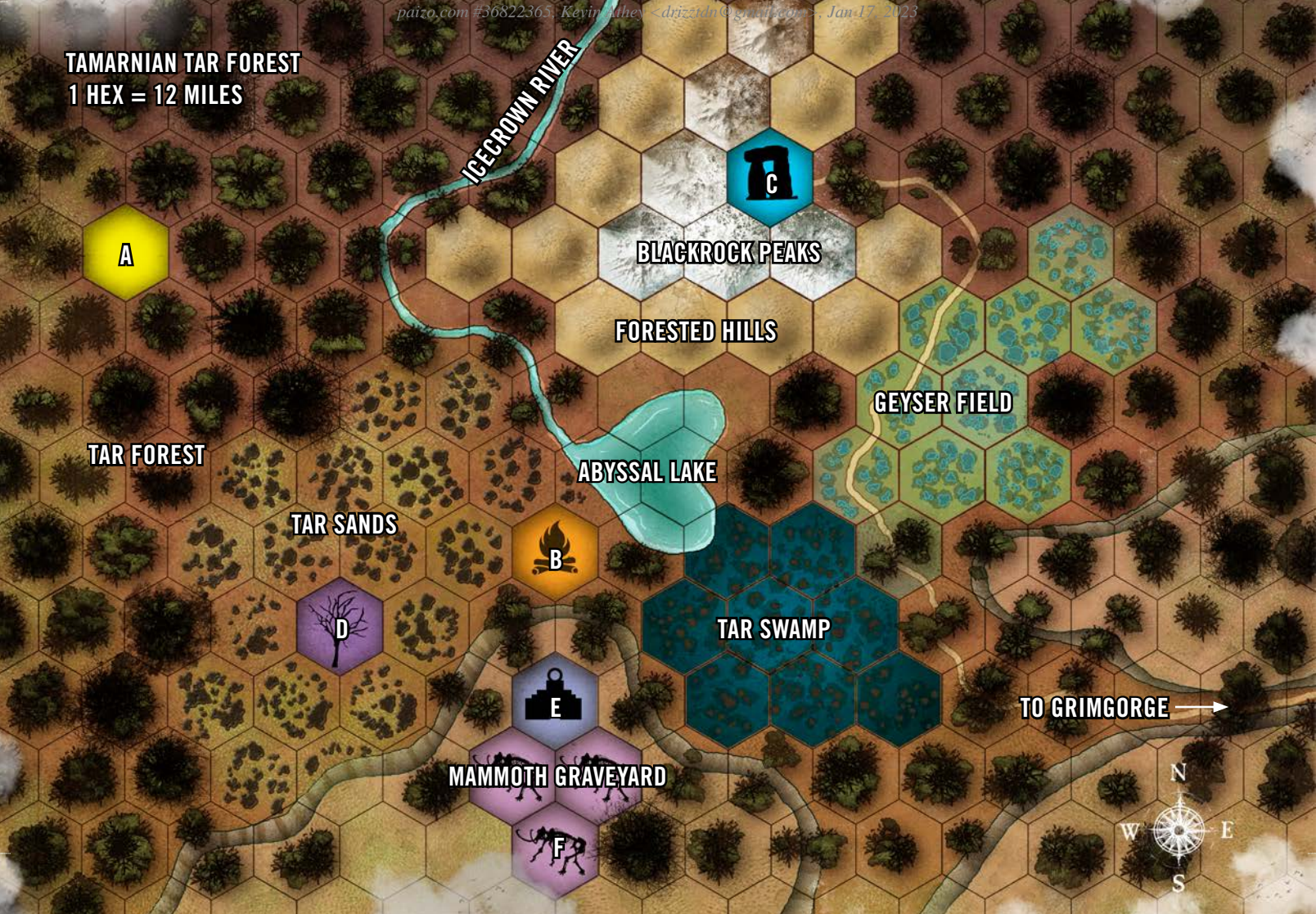


TABLE: TERRAIN TYPES

Terrain Type	Terrain	Random Encounter Flat Check DC
Barren Plains	Open	—
Frozen River or Lake	Open	12
Forested Hills or Mountains	Difficult (hills) or greater difficult (mountains)	16
Geysers Field	Open	17
Grimgorge	Difficult	14
Mammoth Graveyard	Difficult	15
Tar Forest	Difficult	14
Tar Sands	Open	17
Tar Swamp	Greater difficult	14

BARREN PLAINS

Cold, windswept plains surround the pyramidal lair of the mysterious Azure Sphinx (area E). These lands are safe for travel—there are no random encounters—though if the party lingers long enough, the Azure Sphinx eventually approaches them (see Creatures on page 41).

FROZEN RIVER OR LAKE

Icecrown River flows south into the forest, where it's swiftly polluted by thick streams of tar. By the time it reaches the center of the Tamarnian Tar Forest, the river is entirely made of tar, and it collects in the forest basin as a viscous, mucky body of water called Abyssal Lake. During winter months—including the time when the characters arrive in the forest—both the river and lake freeze solid, forming a black highway that meanders through the northern reach of the forest.

The surface of Icecrown River and Abyssal Lake isn't entirely smooth; every winter the tar freezes in thick, undulating rivulets that make for bumpy, slippery terrain. When living creatures spend time on this frozen surface, their body heat partially thaws it, making the tar stick to their feet. There's no danger of the surface cracking and anyone falling in—not in midwinter at least—but the wide, empty space created by the frozen tar creates an excellent hunting ground, especially for aerial predators. Raptors and humanoids alike prowl this area because the sticky tar clinging to creatures' feet makes them easy to follow and stalk.

TABLE: FROZEN RIVER/LAKE ENCOUNTERS

d8	Encounter
1	Famine daemon*
2	Frozen hut*
3	Hodag horde*
4	Last words*
5	Mated pair*
6	Restless hunters
7	Thunderbird*
8	Zombies

FORESTED HILLS OR MOUNTAINS

The Blackrock Peaks are flanked by a range of hills covered in tall, coniferous pines. Like the rest of the trees in this magical forest, these trees are tainted by the tar that has seeped into their roots for centuries. Their bark is a deep, blackish brown, their black needles are sharp as daggers, and their sap has been fully replaced with tar. For the simple reason that tar doesn't flow uphill, many creatures seeking to avoid tar pits and oozes make the hills their home.

TABLE: FORESTED HILLS/MOUNTAINS ENCOUNTERS

d12	Encounter
1	Bitter opossum
2	Dripping tar
3	Druid's cave*
4	Forest trickster*
5	Forest wardens
6	Hibernating bears
7	Hodag horde*
8	Mated pair*
9	Restless hunters
10	Tar slide
11	Thunderbird*
12	Toxic stream

GEYSER FIELD

This particularly hazardous region lies in the east, between Adalemma's grotto and the Grimgorge. A hard, black shell of dried tar and charcoal covers the flat, barren ground.

TABLE: GEYSER FIELD ENCOUNTERS

d12	Encounter
1	Calcified remains*
2	Famine daemon*
3-5	Geyser
6	Mated pair*
7-9	Methane flue
10	Restless hunters
11	Thunderbird*
12	Vultures

HEGREMON

The leader of the Graylok frost giants, a skilled hunter named Hegremon, is fully detailed on pages 86–87. While his clan lays siege to Hillcross, Hegremon sets out after the party alone. Throughout this chapter, he stalks the characters, tormenting them and exploiting every advantage. His goal is simple: like Ivarsa, he wants the *Primordial Flame*.

Hegremon is canny and patient—the ideal hunter. He doesn't confront the characters in a stand-up fight unless he has no other alternative. There are no set encounters against Hegremon in this chapter, and he doesn't appear on the tables of random encounters; you decide when he attacks the characters. Ideally, the characters should feel his presence at least three times, each different than the last, ending in a climactic confrontation. For example, Hegremon might lay an ambush for the characters, sniping at them from a hidden and hard-to-reach location; by the time they reach his nest, he's long gone. Then, he could reappear when they're battling a random encounter or trying to escape a tar pit hazard, dealing damage from afar and making their current emergency more difficult. If one or more of the characters are incapacitated, Hegremon might enter melee to finish them off, but he always has an escape plan and should flee the moment he ceases to have the advantage.

Hegremon's pursuit of the characters should end in one of two ways. First, after they've explored the tar forest and learned its dangers, the characters might lure Hegremon into dangerous terrain and use the forest against him. The lowland tar swamp, with its concealing, flammable fog and many tar oozes, is an excellent place to lay such a trap, as is the nearby geyser field, with its deadly methane plumes. Alternatively, if the characters find the path to the Grimgorge and begin to leave the forest, Hegremon must take this last chance to stop them. After all, Hegremon believes if the Broken Tusks reach Castle Grimgorge, Ivarsa will surely kill them, and the *Primordial Flame* will forever be beyond his grasp.

GRIMGORGE

The southeast end of the tar forest slopes steadily downward; beyond the tar swamp, the ground dries out, and the dark trees thin. This route leads to the Grimgorge, a narrow ravine once so strategically important that Mendev erected a fortress here. However, even their high stone walls couldn't save the castle garrison from the demons that slaughtered them.

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Now, the restless ghosts of Castle Grimgorge roam the mouth of the ravine. Metuak came this way, thus inevitably the characters must follow him; see page 46 for more info.

TABLE: GRIMGORGE ENCOUNTERS

d12	Encounter
1	Barkblood's spawn
2	Battle standard*
3	Dripping tar
4	Howling winds
5	Jealous abjurer*
6	Forest trickster*
7-8	Mendevidian ghosts
9	Restless hunters
10	Tar pit
11	Tamarnian ooze
12	Zombies

MAMMOTH GRAVEYARD

For uncounted centuries, ancient mammoths have made their way to the plateau south of the tar forest to die. Now, undead gather in this mammoth graveyard. The characters have little reason to travel here except to cleanse the place for the Azure Sphinx (see area E for details).

TABLE: MAMMOTH GRAVEYARD ENCOUNTERS

d8	Encounter
1-3	Graveyard guardian*
4	Hyaenodons
5	Mound of skulls
6-7	Restless hunters
8	Zombie mammoths

TAR FOREST

Towering pine trees make up nearly all of the Tamarnian's woodlands, though the deep and hidden enchantments of the forest have affected them greatly. Tar has sustained these trees for so many centuries that it has replaced their sap; at this point, the trees are sustained entirely through primal magic.

TABLE: TAR FOREST ENCOUNTERS

d12	Encounter
1	Barkblood's spawn
2	Bitter opossum
3	Dripping tar
4	Forest trickster*
5	Forest wardens
6	Hodag horde*
7	Mated pair*
8	Restless hunters
9	Tar pit
10	Tamarnian ooze
11	Thunderbird*
12	Zombies



TAR SANDS

South of Abyssal Lake, the trees of the tar forest give way to a bleak and forbidding landscape of flat tar sands. There's no cover here, just miles of sandy tar so thick that it can—barring disaster—be walked upon. This is a poisoned, inhospitable place, and few creatures dare to live here, though tar pits and tar oozes are common.

TABLE: TAR SANDS ENCOUNTERS

d12	Encounter
1	Calcified remains
2	Mated pair*
3	Restless hunters
4	Stone witch
5	Tar pit
6	Tamarnian ooze
7	Thunderbird*
8-9	Will-o'-wisps
10-11	Witchfires
12	Zombies

TAR SWAMP

To the east, the tar forest sinks into a depression where methane and other natural vapors given off by the tar accumulate. These gases mix with dust, dirt, and other debris to create a thick cloud of obfuscating mist that's both unhealthy and highly flammable. Every few years, a lightning strike ignites this gas in a giant fireball that comes and goes in an instant, too fast even to set the tar-saturated trees aflame.

This swamp is an excellent place for daring characters to set an ambush for Hegremon.

TABLE: TAR SWAMP ENCOUNTERS

d12	Encounter
1	Barkblood's spawn
2	Dripping tar
3	Forest trickster*
4	Forest wardens
5	Hodag horde*
6	Impenetrable fog
7	Restless hunters
8	Tar pit
9	Tamarnian ooze
10	Will-o'-wisps
11	Yellow mold
12	Zombies

RANDOM ENCOUNTERS

The following descriptions correspond to the entries on the encounter tables above. As in those tables, entries marked with an asterisk (*) should occur only once.

Barkblood's Spawn: The characters stumble into the lair of 1d4-1 (minimum 1) arboreal tar trees, who are easily mistaken for standard trees within their dark and twisted grove. If the characters pass through without noticing the stealthy arboreals, the undead follow them.

ARBOREAL TAR TREE

CREATURE 9

RARE NE LARGE PLANT UNDEAD

Perception +18; darkvision

Languages Arboreal, Common, Necril, Sylvan

Skills Athletics +20, Intimidation +18, Nature +15, Stealth +18 (+22 in forests)

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

AC 28; **Fort** +21, **Ref** +15, **Will** +18

HP 175, negative healing; **Immunities** death effects, disease, paralyzed, poison, sleep; **Weaknesses** axe vulnerability, fire 10; **Resistances** bludgeoning 10, piercing 10

Axe Vulnerability An arboreal tar tree takes 10 additional damage from axes.

Speed 20 feet

Melee ♦️ thorny branch +19 (reach 15 feet), **Damage** 2d8+11 slashing plus improved grab

Ranged ♦️ rock +19 (brutal, range increment 60 feet), **Damage** 2d6+10 bludgeoning

Primal Innate Spells DC 25; **5th** *black tentacles*, *cloudkill*, *tree stride* (only between dead trees); **3rd** *earthbind*, *slow*, *wall of thorns*; **2nd** *shape wood* (at will)

Spawn Tar Tree (necromancy, primal) A living arboreal or animated tree slain by a tar tree's thorny branch Strike rises as a tar tree spawn after 1d4 rounds. This tar tree spawn is under the command of the tar tree that killed it. It doesn't have primal innate spells or the spawn tar tree ability and becomes clumsy 2 for as long as it's a tar tree spawn. If the creator of the tar tree spawn dies, the tar tree spawn becomes a full-fledged, autonomous tar tree; it regains its free will, gains primal innate spells and the spawn tar tree ability, and is no longer clumsy.

Throw Rock ♦️

Battle Standard*: The torn and besmirched remains of a Mendevian battle standard rest against a blackened tree. The standard belonged to soldiers who served in the garrison of Castle Grimgorge. If the characters present the standard to undead Mendevian soldiers in the Grimgorge or the castle before engaging in combat, the undead's attitude improve by one step for 1 round and attempts to interact with them gain a +2 circumstance bonus.

Bitter Opossum: A single khavgodon (*Bestiary* 3 192) lairs nearby and is scavenging for food. It doesn't attack a group of characters but sees solitary individuals as a potential meal. If the characters can speak to it, the opossum can tell them where Adalemma, Calcifda, and the Azure Sphinx live, though it avoids all of them.

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SUBSISTING IN THE FOREST

The characters can forage and hunt within the Tamarnian Tar Forest with a successful DC 24 Survival check to Subsist. A character must be at least an expert in Survival to attempt this check.

While many dangerous beasts and monstrosities dwell here, the forest is also home to elk, wolves, boars, bears, rabbits, foxes, squirrels, and other common animals. Nevertheless, the evil magic that suffuses the place touches all living things, making prey animals sickly and predators mindlessly violent. Many animals, once killed, prove to be indigestible, their meat rotten or suffused with tar. Edible plants are rare in the forest, especially in midwinter when this part of the adventure takes place, though persistent foragers might come across a few stubborn berries and edible roots.

Calcified Remains: The petrified corpse of a former traveler lies in the characters' path. Wild animals have consumed its flesh, and its bones have turned to coal.

Dripping Tar: Acidic tar drips from the boughs of the pine trees. It has the same statistics as green slime (*Gamemastery Guide* 78).

Druid's Cave*: A cave entrance leads to the abandoned home of a druid who came to the forest to cure its evil and instead died. The entrance is protected with a *polymorph trap* (*Core Rulebook* 525) that transforms the target into a black squirrel. The druid's corpse lies within, his cloak pinned with an *iron medallion*.

Famine Daemon*: A single meladaemon (*Bestiary* 2 59) explores Icecrown River and Abyssal Lake. The open spaces here make the daemon relatively easy to spot, but it's easily mistaken for a sick or famished hyaenodon. If it detects the characters, it attacks but flees when reduced below 75 HP.

Forest Trickster*: A tikbalang (*Bestiary* 3 267) makes the forest its home and delights in causing travelers—such as the characters—to become lost. It bedevils them with *hallucinatory terrain*. If the characters see through this illusory maze, it flees.

Forest Wardens: The characters pass a grove of 1d4+2 arboreal reapers (*Bestiary* 3 20); these reapers spend their days hunting for arboreal tar trees to slay.

A character who succeeds at a DC 28 Perception check spots the reapers. They're unfriendly if approached, but their attitude improves by one step if the characters can direct them to potential enemies.

Frozen Hut*: The players spot, in the distance, a black hemisphere resting on the ice. It's a small hut fashioned out of frozen tar, carved out of the river or lake by a now-dead traveler. Animal droppings scatter the floor, giving testament to how long it has been abandoned, but within—among the bedroll and other personal possessions—is a *reddish orange elemental gem*.

Geyser: A geyser of tar erupts in the distance. The characters aren't in danger, so long as they don't get closer than 30 feet. The eruption lasts for 3d6 seconds and leaves behind a pool of steaming tar.

Graveyard Guardian*: The mammoth graveyard is now the domain of a dread monstrosity called the Ivory Behemoth (a fossil golem; *Bestiary* 3 116) that wanders among the skeletons ceaselessly, attacking any living thing. Killing this creature earns the good will of the Azure Sphinx (area E).

Hibernating Bears: A cave nearby is home to a cave bear and her three young cubs, all of whom are hibernating through the winter. The mother bear defends her home and offspring with her life, but really, she just wants to be left alone. If

the characters can talk to the bears, the mother is unfriendly while the cubs are indifferent (and curious).

Hodag Horde*: A pack of eight ferocious hodags (*Bestiary* 2 145) moves tirelessly through the forest, consuming any living creatures they find. They're fast but not subtle; the characters detect them moving through the trees at a distance of 120 feet.

Howling Winds: In the evening, as the characters rest, unnatural winds howl through the Grimgorge. Characters trying to sleep must succeed at a DC 26 Will save or be fatigued.

Hyaenodons: A pack of 3d6 hyaenodons (*Bestiary* 211) notice the characters and begin to follow them, observing from a distance. Afraid of the characters' megafauna mounts, however, they don't attack.

Impenetrable Fog: The fog that plagues the tar swamp collects here into a thick smoke that lasts for 2 days. Creatures beyond 5 feet are hidden; Stealth checks gain a +4 circumstance bonus. The fog isn't healthy; anyone engaging in intense physical activity (including combat) must succeed at a DC 24 Fortitude



save or be sickened 1. A creature can't reduce this sickened condition until it leaves the fog.

Jealous Abjurer*: The tortured spirit of a Mendevian wizard, this haunt is detailed on page 79 of the *Gamemastery Guide*.

Last Words*: Words in Hallit have been carved into the frozen tar with a hatchet and remain readable despite the passage of years; a character spots them with a successful DC 24 Perception check. They read, "Go not through the sands to the south! There, the Stone Witch—source of all that is evil here—lies! Mord wrote these words."

Mated Pair*: A pair of black dracolisks (*Bestiary* 2 35) make their lair in the hills and hunt throughout the forest. Unusual for their kind, their petrified victims turn to coal. On a successful DC 10 flat check, one of them flies overhead; otherwise, they're hunting together. If they're hunting together and spot the characters, they attack; if only one spots them, the creature flies home to fetch its mate and return.

Mendevian Ghosts: The characters stumble across the corpses of Mendevian soldiers slain in the sack of Castle Grimgorge over a century ago. If this encounter takes place within 1 week of midwinter, the corpses rise as 1d4–1 (minimum 1) graveknights (*Bestiary* 191); otherwise, they rise from their corpses as *dread wraiths* (*Bestiary* 2 298).

Methane Flue: The characters wander close to a dangerous vent of natural methane gas seeping up from under the ground. This would be an excellent spot for Hegremon to ambush the characters.

METHANE FLUE HAZARD 8

ENVIRONMENTAL

Stealth DC 28 (expert) to hear hissing gas

Description Invisible but highly flammable natural gas has built up beneath the ground, where geological pressure can ignite it.

Disable Survival DC 28 to dig around the vent in a way that diffuses the fumes

Flame Spurt **Trigger** A creature moves within 5 feet of the flue; **Effect** A fiery geyser of flaming gas explodes from the ground. Creatures within 5 feet of the flue take 4d10 fire damage (DC 30 basic Reflex save); creatures that fail the save also take 4d10 persistent fire damage.

Mound of Skulls: An enormous mound of mammoth skulls is easily mistaken for a small hill. A character

must succeed at a DC 28 Survival check to detect the mound for what it is; otherwise, they risk toppling it unless they succeed at a DC 25 Reflex save. The mound is, in fact, a feral skull swarm (*Bestiary* 3 244); it awakens and attacks if disturbed.

Restless Hunters: 1d4–1 (minimum 1) baykoks (*Bestiary* 3 29), the undead remains of Mammoth Lord hunters, glide silently through the trees. In their tormented rage, they attack anyone in sight.

Stone Witch: Calcifda (area D) occasionally wanders away from Barkblood's corpse, across the tar sands. She's alone, but will-o'-wisps, witchfires, and tar trees are never far away. If the characters attack, she flees; otherwise, she might ask them their names and purpose, eventually inviting them to join her at the center of the tar sands (where she can destroy them with the help of her allies).

Tamarnian Ooze: A tar ooze (page 82) rolls through the forest, accompanied by 1d2 tar zombie predators (page 84). If the characters detect it and remain beyond the range of its blindsight (60 feet), they can avoid it, but if it senses them, it moves to attack.

Tar Pit: The characters stray perilously close to a deadly tar pit.

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TAR PIT

HAZARD 9

COMPLEX ENVIRONMENTAL

Stealth DC 30 (expert)

Description A 15-foot-wide patch of tar covered with dirt and leaves attempts to capture creatures that step onto it.

Disable Survival DC 25 (expert) to disturb the surface and reveal the tar pit

Capture **Trigger** A Huge or smaller creature walks onto the tar pit; **Effect** The triggering creature sinks into the tar pit up to its waist. The tar pit rolls initiative if it hasn't already.

Routine (1 action) On its initiative, the tar pit pulls down each creature within it, thick tar adhering to the creature's body. A creature that was submerged up to its waist becomes submerged up to its neck, and a creature that was submerged up to its neck is pulled under and must hold its breath to avoid suffocation.

A creature in the tar pit can attempt a DC 33 Athletics check to Climb to either raise itself by one step (if it's submerged to its neck or full submerged) or to move 5 feet if it's submerged only up to its waist. On a critical failure, the creature is pulled down one step. Other creatures can Aid the creature, typically by using a rope or similar aid or by attempting to pull the creature out with their own DC 33 Athletics check, with the same results as if the creature attempted the check. In addition to the usual results, a character adjacent to the tar pit who critically fails while Aiding moves into the tar pit. A creature that Climbs out of the tar pit escapes the hazard and lands prone in an adjacent space.

Reset Though the hazard still captures anyone who touches it, the surface doesn't become hidden again until it settles, which takes 24 hours.

Tar Slide: A falling tree proves the last straw for a large field of tarry soil that begins to slide downhill, taking every rock and tree in its path with it. This is an avalanche (*Core Rulebook* 518) that inflicts 5d6 bludgeoning damage (DC 26 basic Reflex save).

Thunderbird*: A thunderbird (*Bestiary* 2 259) roosts in the Blackrock Peaks, competing with the nearby dracolisks (see Mated Pair on page 33) for hunting rights. If the characters kill one or both dracolisks, the thunderbird becomes friendly toward the party; otherwise, it's indifferent. The thunderbird is on good terms with Adalemma, avoids Calcifda, and is indifferent to the Azure Sphinx but knows where all three individuals reside. Extremely proud, this regal creature refuses to provide transportation to the party, even if helpful.

Toxic Stream: A rivulet of brackish water descends from the heights. If drunk, it has the effects of lich dust (*Core Rulebook* 552).

Vultures: A single vulture spots the characters and begins to follow them, high above. Soon, 2d4

of its fellows join it, slowly circling and waiting for the characters to die. They continue to follow the characters until they leave the geyser field, die, or kill something, at which point the vultures descend to feast on the corpse.

Will-o'-wisps: 1d4–1 (minimum 1) will-o'-wisps (*Bestiary* 333) detect the characters. Too weak to attack directly, the creatures instead try to lure the characters to their doom. Reduce the flat check DC for the next random encounter by 3; if a hazard or combat encounter takes place, the wisps take the opportunity to attack.

Witchfires: The tar sands surrounding Barkblood's corpse and Calcifda's lair are home to many evil spirits, but the most dangerous are witchfires (*Bestiary* 2 293). 1d4–1 (minimum 1) of these spirits pursue the characters, having been alerted to their presence by will-o'-wisp spies. They follow the characters and try to lure one or two of them away. When the characters rest, one of the spirits flies to Calcifda to warn her of them.

Yellow Mold: This hazard (*Core Rulebook* 524) can grow only in the tar swamp, where the thick fog protects it from the rays of the sun.

Zombies: 1d4+1 tar zombie snatchers (page 84) wander nearby. Although they're probably the animated corpses of local animals, they might include one or more of Ivarsa's scouts. Regardless, if they detect the characters, they attack until destroyed.

Zombie Mammoths: 1d4–1 (minimum 1) tar zombie mammoths (page 85) shamble through the graveyard, destroying anything that moves.

SET ENCOUNTERS

The following encounters take place in the corresponding hexes shown on the map on page 28.

A. FOREST ENTRANCE

SEVERE 9

As soon as the characters enter the forest and begin exploring, they encounter its distinctive threat.

Dark pine trees rise into the sky, bare of the sharp black needles that cover the forest floor. The ground here is soft and pliant, moist with the black, oily substance that gives the Tamarnian Tar Forest its name. A dark gray haze blankets the forest.

In the middle distance, humanoid shapes stagger through the fog—hideous corpses, their bones held together with globs of tar. A huge, roiling mass of oily, oozing tar shepherds these undead straight ahead.

Creatures: This tar ooze was responsible for the deaths of several of Ivarsa's followers, who now follow it as zombies. As the characters engage the zombies in melee,

describe their ruined clothes and possessions as relics of Mammoth Lord culture: a tattered cloak of mammoth fur, a shield bearing the symbol of the Burning Mammoths, a shattered axe, and so on. More can be learned from these corpses once the fight is over.

TAR OOZE

CREATURE 10

Page 82

Initiative Perception +18

TAR ZOMBIE PREDATORS (3)

CREATURE 7

Page 84

Initiative Perception +15

As the characters battle the ooze and zombies, they attract the attention of a tiny, hummingbird-like creature with brilliant green, white and red plumage. This is Everbright, a friend and companion to Adalemma, a powerful nymph that dwells far to the northeast (area C).

EVERBRIGHT

CREATURE 11

Harmona (*Pathfinder Bestiary 3* 132)

Initiative Perception +24

Everbright doesn't enter combat unless the ooze incapacitates one or more of the characters and they seem to require help. In that case, the harmona uses her sonic powers to stun or push the ooze away from endangered characters while urging them to flee. Eventually, after the battle ends or the characters have fled through the forest, Everbright comes closer and introduces herself.

"The Tamarnian forest is home to many dangers, and the tar creatures are but one of them. But you seem valiant, and more importantly, my mistress has told me to be alert for a source of great magic that comes this way, like a fire in the night. I think this must be you! What are your names, and where have you come from?"

Everbright is curious, excited, and easily distracted. She speaks quickly and answers whatever questions the characters might have, such as the ones below.

Who are you? "I have many names, but my mistress calls me Everbright, for I remind her the sun is never far away, even in the darkest of winters."

Who is your mistress? "Adalemma the Solstice Queen. She cares for this land, but the winter solstice is near, and her powers are at their lowest ebb. I will soon fly home to her and tell her all about you."

What are the other dangers of the forest? "Undead stalk this land, and not just people like you, but undead trees, and much worse beside. But above all is the Stone Witch. She dwells to the south, in the heart of the tar sands. She isn't the source of the evil that permeates the trees—that wickedness is much older than she—but she guides it and gives it purpose, and she is my mistress's foe."

Have you seen people like us going through here recently? "Yes! There was a woman clad in white fur, and she rode a terrible white worm that frightened me. Many followed her and they drew the attention of the evils in the forest. I don't know where they are now, but they went east. My mistress would know!"

Have you ever heard of Metuak? "I don't know that name. But Adalemma knows every pine needle in these woods. If anyone can help you, it's she!"

When the characters have satisfied their curiosity, Everbright prepares to leave. Before she does, she offers some final advice for the Broken Tusks.

"Seek the home of my mistress, Adalemma! She dwells far from here, and the journey isn't easy for those who must walk on the ground. Travel east until you reach the river and follow it to Abyssal Lake. East, between the mountains and the lowland swamps, you will find a trail. That trail leads north to my mistress! She knows all that has transpired



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IVARSA'S CAMP
1 SQUARE = 5 FEET

BARKBLOOD'S CORPSE

MAMMOTH SKULL MOUNT

here for many centuries, and she will have much to say to you, if you indeed have the fire she cautioned me about. But hurry! The winter solstice approaches, and each day the Stone Witch grows stronger!"

With that said, the harmona flies away, rocketing quickly out of sight.

Burning Mammoth Remains: A character who inspects the tar zombie corpses—which were plainly Burning Mammoths in life—and succeeds at a DC 24 Medicine check determines that the warriors were killed by the ooze only a few days ago.

B. IVARSA'S CAMP

MODERATE 9

Ivarsa sent scouts through this forest weeks ago and knows the way east to the Grimgorge. With this knowledge and her own mastery of teleportation magic, she has a substantial lead on the characters. These scouts took advantage of a permanent structure erected on the shore of Abyssal Lake: a large hut made of mammoth skulls and covered in animal hide. This hut is made up the bones of more than 60 different mammoths; its creators are unknown, lost to time.

The mammoth-bone hut became a base camp for the exploration of the forest by Ivarsa's scouts, who accompanied her to Castle Grimgorge.

Characters who Reconnoiter this hex automatically discover the camp. Otherwise, characters crossing the lake or along its southern shore can spot the camp by succeeding at a DC 26 Perception check.

On the shore of the frozen lake of tar stands an oblong structure thirty feet wide, covered in brown mammoth hide. Mammoth skulls and other bones make up the structure of the hut, which has a single entrance with no door.

A character who succeeds at a DC 23 Survival check recognizes this type of structure and can tell it has been occupied within the last month. In some parts of northern Avistan, mammoth followings build "mammoth huts" to store food and provide emergency shelter. This hut obviously predates the corruption of the tar forest since no Mammoth Lord in their right mind would linger in these cursed woods long enough to construct a mammoth hut. A character who critically succeeds at the Survival check determines

the hut wasn't used just once in the past month, but twice—the first time by a small group of humans, the second time by a single giant humanoid who left discernible tracks. The next time the characters fight Hegremon, they each receive a +2 circumstance bonus to their initiative rolls.

Ivarsa and her commandos were the first visitors to the camp in the last month; they spent the night then left, and their tracks are too old to follow. Hegremon was the camp's most recent visitor, and his tracks are slightly less obscured.

Since the hut has no door, the characters can see inside; it appears abandoned, but a campfire sits near the door and cast-off supplies and the bones of past meals suggest someone stayed here recently. The back of the hut is blocked off and covered with a dusting of ice and snow.

Use the map on page 36 for this encounter.

Hazard: Hegremon has set a deadly trap just for the characters, combining alchemical and magical reagents created by his minions. The result: a tyrannosaurus encased entirely in alchemical ice. At the entrance of the hut lies an explosive magical trap concealed with snow that, when triggered, creates a sonic shockwave loud enough to destroy the tyrannosaurus's icy cage.

SHATTERING RUNE

HAZARD 9

EVOCATION MAGICAL SONIC TRAP

Stealth DC 33 (master)

Description A magical rune is inscribed on the tarry earth at the entrance to the hut, buried beneath snow, with an invisible sensor that detects creatures within a 10-foot-radius sphere.

Disable Thievery DC 30 (master) to erase the rune without triggering the sensor or *dispel magic* (5th level; counteract DC 28) to dispel the rune

Shattering Shockwave ⤴ (arcane, evocation, sonic)

Trigger A small or larger creature comes within 10 feet of the rune; **Effect** The rune unleashes a deafening peal of thunder that deals 10d8 sonic damage in a 20-foot burst (DC 30 basic Reflex save).

Creature: The tyrannosaurus is frozen in a huge block of ice inside the hut; the ice is opaque and obscured by snow, hiding the creature. If the *shattering rune* hazard goes off, it breaks the ice confining the tyrannosaurus, which immediately attacks the characters in a panicked rage. If the characters spot the trap and successfully disarm it, they can enter the hut without freeing the frozen tyrannosaurus.

If the characters brush the snow off, they spot the tyrannosaurus, frozen and helpless in the ice. A character who succeeds at a DC 26 Crafting check

identifies the prison as an alchemical substance designed to shatter when exposed to a loud, high-pitched noise. They can drag the tyrannosaurus out of the hut and free it or leave it imprisoned, as they wish. If they remove it from the hut and free it, the tyrannosaurus runs off.

Alternatively, if the characters fail to realize the tyrannosaurus is imprisoned in the back of the hut and use the campfire—perhaps to rest overnight—the warmth of the fire thaws the ice in the dead of night while most of the characters are sleeping!

TYRANNOSAURUS

CREATURE 10

Pathfinder Bestiary 101

Initiative Perception +19

Viewpoint: From this hilltop campsite, the characters can see the nearby cliffs to the south and, atop those cliffs, a tall step pyramid. No easy way to access the pyramid is visible from here, though the characters can find wide stairs on the cliffs to the southeast. If one or more of the characters flies to the pyramid, they meet the Azure Sphinx (area E).

Treasure: Amid the cast-off belongings left behind by Ivarsa's commandos are two items that survive even the *shattering rune*. The first is a moderate elixir of life, and the second is a map drawn with charcoal on deerskin. The map shows many of the landmarks of the tar forest, including Barkblood's corpse (area D), the step pyramid (area E), and the Grimgorge. Castle Grimgorge (area G; not shown on the hex map, but in the direction of the Grimgorge) is marked with an X, as Ivarsa's minions were bound for that location when they left this camp.

C. HENGE OF THE SOLSTICE QUEEN

If the characters arrived at this hex by following the directions given to them by Everbright, they don't need to Reconnoiter to come across the hora queen's domain. Regardless, travel within this hex is always safe; no random encounters occur here. When the characters arrive, read or paraphrase the following.

Visible after emerging from the trees, the mountains—tall, dark, and imposing—loom ten miles in the distance. Between the forest line and the rocky range beyond rises a rounded hill covered in lush green grass, and atop that hill stands a circle of pale gray, monolithic stones. The sun shines brightly over the mountainside.

An impressive ring of stone obelisks, forming a simple astronomical observatory, crown this hill. The henge includes an east-facing trilithon aligned with the rising

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sun and a central block marked by over 50 drilled holes, each no bigger than a child's finger. Every morning, when the sun shines through the front trilithon, it illuminates one of these holes, slowly moving in a figure-8 pattern across the stone. The topmost and bottommost holes denote the summer and winter solstices. Smaller stones placed around the hill align with other astronomical events, such as planetary motions or key constellations. Adalemma is always in her stone circle at dawn, and she's often there at other times as well, communing with animal visitors. Otherwise, she wanders up to a half-day away from her henge, speaking with plants, animals, and even the stones themselves.

Creatures: When the characters arrive, Adalemma is within the henge, greeting animal visitors and listening

to whatever news they might bring. Everbright, the harmona the characters met in area A, flits nearby. Adalemma's bond with the forest alerted her to the presence of an artifact the moment the characters brought the *Primordial Flame* within her domain, and she has kept up on their activities with the help of animal spies. Her initial attitude toward the characters is friendly unless they've attacked or destroyed good creatures, in which case she's unfriendly. If they've already defeated Calcifda, she's helpful.

ADALEMMA

CREATURE 13

Summer hora queen (page 81)

Initiative Perception +26

Rituals DC 28; *awaken animal, call spirit, commune with nature, heroes' feast, plant growth*

Summer Bound Adalemma is sickened 1 due to the upcoming winter solstice.

Adalemma welcomes the party to her home and—presuming the characters haven't yet confronted Calcifda—tells them of her current problem.

"For long ages of the world have I dwelled here, sustaining the beasts, trees, and everyone who makes the forest their home through winter, when cold and famine would otherwise kill so many.

"This land is blighted by a terrible curse, brought by a wounded arboreal long ago. Recently, an ancient cyclopean being called the Calcifda, the Stone Witch, has given the curse agency. I am too weak to confront her, especially so near midwinter, but she cannot be allowed to pursue her wicked ends unopposed. If you will confront and destroy her, I will help you in your quest."

When Adalemma answers questions, she speaks with a lofty formality that seems a relic of a bygone age. She knows who Metuak is and where he went, but she won't reveal anything about him until the characters help her dispose of Calcifda. She gives other info freely, including answers to questions such as those below.

What curse afflicts this forest? "The great arboreal Barkblood was a mighty defender of the forests, but the death of so many of his friends and fellow trees drove him to grief, then rage. He came north to this forest to die, but the corruption in his soul took a physical shape, seeping from his body as the black tar now buried deep within this land. If you face Calcifda, you will see all this for yourself, for she has made her lair in Barkblood's shadow."



FROZEN TYRANNOSAURUS

Where is Calcifda? “If you followed the river east, you saw a vast and sandy wasteland stretching south and west, toward the cliffs. In the center of that land rests the towering stone corpse of Barkblood himself, where the Stone Witch lives.”

What else can you tell us about her? “Many are her allies. The tar trees, walking corpses of proud arboreals animated by cursed tar, obey her. The wasteland where she lives is home to cunning will-o’-wisp and the spirits of other witches, long since dead. Yours is a harrowing journey, if you take it, but the forest cries out for justice.”

Have you ever heard of Metuak? “I know the one you speak of. A century ago, he fled here from the camp you call Hillcross. If you destroy Calcifda and return this land to balance, I will tell you where he is, and more beside.”

How about Ivarsa? Is she here? “I know of her, for she has brought shame and ruin to the Burning Mammoth, a following once honorable, wise, and strong. She came here, riding a strange creature—a frost worm with the mind of a man—and leading many of her minions. She seeks Metuak, I think, for she has followed in his wake.”

A frost worm with the mind of a man? “The creature Ivarsa rides is no mere beast. Its body is that of a monstrous frost worm, but its spirit is of a mortal man. I did not recognize him, but perhaps you will.”

If the characters agree to Adalemma’s request to destroy Calcifda, she invites them to rest in her home, a grotto located in a cave at the hill’s base. The interior of the cave is lit as if by sunlight, though there’s no window to the outside. A pool of warm water, fed by a natural spring, fills a central depression between terraces carpeted in grass and decorated with summer flowers. There are beds of soft loam and stone jars and bowls nearly overflowing with fresh berries, nuts, and honey. The characters can stay here as long as they like and return whenever they wish, so long as Adalemma remains friendly or helpful to them.

The night before the characters depart, Adalemma casts the ritual *heroes’ feast*. The servers are magical animals, fey, and plants bearing lily-pad plates. They serve fresh berries on beds of cream and loaves of bread, as light as clouds and drizzled with honey; the main course are melons which, when cut open, provide sweet and filling fruit.

Treasure: Before the characters leave again, presuming she remains friendly or helpful, Adalemma gifts them an *explorer’s yurt*. “To make your journey easier,” she offers by way of explanation.

Completing the Quest: If the characters return to Adalemma after defeating Calcifda, she rewards them with a *greater staff of fire* and again invites them to be guests in her home. She also offers to teach any ritual of 5th level or below to any characters who can be primary casters for them.



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Adalemma's
Yurt

It takes Adalemma 1 day to teach a single ritual to up to 6 people at a time.

That evening, as the characters enjoy another *heroes' feast*, she tells them all she knows about Metuak and Ivarsa. Specifically, she relays the following key details:

- Metuak sought help from Castle Grimgorge, a Mendevian fortress on the southeast edge of the forest, but the garrison instead imprisoned him. The demonic spirit bound to him summoned demons that slaughtered the entire garrison, but Adalemma was able to bind Metuak to his prison chamber beneath the castle. He still lives within.
- The castle is haunted by the ghosts of the Mendevian garrison. At midwinter, those ghosts take on physical form.
- Adalemma's spell binding Metuak to his prison is weakest at midwinter. She doesn't think he can escape, but he might be able to call for help—or others might be able to enter his prison.
- Metuak isn't one person, but two: a mortal man and Xeleria, the demon. So long as either lives, neither can die. To defeat them, both must be slain at the same time. Doing so is the only way the curse can be lifted.

D. BARKBLOOD'S CORPSE

SEVERE 9

To win Adalemma's gratitude and learn Metuak's fate, the characters must destroy Calcifda the Stone Witch, and that means a journey to her lair within the tar sands. When the characters enter the hex, they can spot Calcifda's lair from miles off, as the tar sands are flat in all directions and Calcifda lives beneath the towering corpse of Barkblood, a gargantuan arboreal. They don't need to Reconnoiter the hex to find her.

A titanic, petrified tree spreads its black and calcified limbs in all directions over the tar sands. Its body is made entirely of coal, and vultures nest in its branches. At the base of the tree stands a small hut, little more than a pile of stones.

Use the map on page 36 for this encounter. The circle of stones is Calcifda's hut. If any will-o'-wisps, tar trees, or witchfires have encountered the party and survived, those creatures have told Calcifda about the characters. In this case, she's prepared to meet them.

Creatures: Calcifda resides within her hut during the day, using *read omens* and *augury* to guess future events. She emerges at night to communicate with the evil creatures of the tar sands, holding aloft her *aeon stone* to see. Beside the Stone Witch herself, two arboreal tar trees guard Calcifda's home; even if the characters have encountered and defeated her, they remain here.

ARBOREAL TAR TREES (2)

CREATURE 9

Page 31

Initiative Perception +18

CALCIFDA

CREATURE 10

UNIQUE LE MEDIUM EARTH FEY

Female stygira tar witch (*Pathfinder Bestiary 2* 255)

Perception +21; **gemsight**

Languages Aklo, Cyclops, Hallit, Jotun, Sylvan, Terran

Skills Athletics +19, Gem Lore +21, Nature +19, Occultism +21

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

Items *pearlescent pyramid aeon stone*, opal worth 25 gp

Gemsight As long as Calcifda holds a gemstone, she can see through the gem with darkvision and the effects of *true seeing*. When she uses her *pearlescent pyramid aeon stone* for this ability, she also knows the wounded and dying value of every creature she sees. Calcifda is blind when she isn't holding a gem in her hand.

AC 31; **Fort** +19, **Ref** +17, **Will** +23; +1 status to all saves vs. magic

HP 140; **Immunities** paralyzed, petrified, visual; **Weaknesses** cold iron 5; **Resistances** physical 10 (except adamantine)

Light Sickness Calcifda is sickened 1 in bright light.

Speed 25 feet, burrow 25 feet; earth glide

Melee ♦ claw +22 (agile), **Damage** 3d6+11 slashing plus coal curse

Occult Innate Spells DC 29; **5th** *incendiary fog* (page 77), *summon giant* (cyclops), *wall of stone*; **4th** *clairvoyance*, *read omens*, *shape stone*; **3rd** *clairaudience*, *earthbind*; **2nd** *augury*, *undetected alignment*; **Cantrips** (5th) *know direction*, *read aura*

Coal Curse (curse, primal, transmutation) Wounds dealt by Calcifda's claws stiffen flesh and turn the blood that runs from them into tar. Each time a creature is damaged by Calcifda's claw Strike, it must succeed at a DC 29 Fortitude save or become permanently slowed 1 (slowed 2 on a critical failure) as its flesh stiffens like stone. If a creature is reduced to 0 Hit Points from Calcifda's claw Strike and fails the saving throw against coal curse, it's petrified and turned to coal. A creature that spends 8 hours in direct sunlight can attempt a new saving throw to remove the effects of coal curse, even if it has been petrified.

Earth Glide Calcifda can Burrow through any earthen matter, including rock. When she does so, she moves at her full burrow Speed, leaving no tunnels or signs of her passing.

Gem Gaze ♦ (emotion, fear, mental, primal) Calcifda holds aloft a gem and gazes into the mind of a creature within 30 feet, infusing the creature's thoughts with visions of their body slowly turning to coal. The creature must succeed at a DC 29 Will save or become frightened 1 (frightened 2 on a critical failure).

Lashing Stone ◆ (concentrate) **Frequency** once per round; **Effect** Calcifda makes a claw Strike that originates from any stony or tarry surface within 60 feet. A creature that fails its Fortitude save against coal curse from this Strike increases its slowed value by 1 (slowed 2 on a failed save, slowed 3 on a critical failure).

Steady Spellcasting If a reaction would disrupt Calcifda's spellcasting action, she attempts a DC 15 flat check. On a success, the action isn't disrupted.

Calcifda intends to murder any intruders, but that doesn't stop her from engaging in conversation with them first, especially if she thinks she can learn something useful. During the day, she mitigates her light sickness by remaining in the shadow of Barkblood. When she bores of conversation, or when she expects the characters to attack, she casts *wall of stone* to isolate some of the characters while leaving others open to attack by her tar trees and, if she has time to summon one, a cyclops.

Treasure: Once the characters defeat Calcifda, they can investigate her hut. It's a dry and dirty hovel with a small well of tar in the center, a steel chain dipping into its depths. If the characters pull this chain up, an iron chest is attached to the end. Within the chest is Calcifda's hoard of magical secrets: scrolls of *black tentacles*, *illusory scene*, *incendiary fog* (page 77), *shadow walk*, and *transmute rock to mud*.

The characters might use the *scroll of shadow walk* to return to Adalemma's henge; see Shadow Walking on page 44 for guidance on shadow travel.

Viewpoint: From Barkblood's Corpse, the party can see cliffs some 20 miles to the southwest. Colossal stone steps have been carved into the cliffside, leading up to a step pyramid. This is the lair of the Azure Sphinx (area E); if the characters turn away from it and return north without exploring the cliffs, the sphinx flies to meet them, as he needs their help; see The Pyramid on the Cliffs, below, for more details.

E. THE PYRAMID ON THE CLIFFS

Massive stone steps have been carved into the cliffside, facing Barkblood's corpse in the middle of the tar sands—they wind back and forth up the cliff and are clearly visible from miles away. The characters can use these stairs to investigate the pyramid. However, if

they don't and leave either of these sites heading away from the pyramid, the Azure Sphinx flies out to meet them; use the information provided below to roleplay that encounter, which differs from the events described here, primarily in location.

Characters don't need to Reconnoiter the hex to find the sphinx's pyramid; the massive structure rises boldly between the cliffside to the north and the mammoth graveyard to the south, surrounded by a hard and flat plain.

Creature: Centuries ago, a wandering sphinx explored to the southern edge of the Tamarnian Tar Forest, where he discovered a mammoth graveyard—an ancient and legendary site of primal magic where



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mammoths who have reached the end of their lives come to die. As the sphinx watched, an elderly bull mammoth made his way to the center of the graveyard. Before he died, the sphinx met with him, learning his story and all the things he had seen and experienced in his long life. When the mammoth finally perished, the sphinx realized he wanted to stay, meeting every such mammoth as it came and learning its secrets. In return, the sphinx decided to protect the site.

The sphinx remains here still, and because of his unusual hue, he's called the Azure Sphinx; he keeps his real name a secret. The Azure Sphinx constructed a step pyramid on the edge of the southern cliffs overlooking the forest; this pyramid is visible from both Ivarsa's camp and Calcifda's lair in the shadow of Barkblood's corpse. The mammoth graveyard fills a roughly triangular region south of the pyramid.

But the Azure Sphinx has a problem. The graveyard is a natural sink for necromantic power, making undead a constant nuisance. Ordinarily, the mammoth skeletons and other things which animate within the graveyard are easy prey for the Azure Sphinx, but the latest undead is too powerful for him to destroy. For this task, he needs the help of the characters.

Fortunately for the sphinx, he has watched the forest for some time; he knows much of what transpires, and he has information valuable to the characters. If they don't travel to Adalemma's henge, or even if they simply choose to investigate the pyramid once they spot it, the Azure Sphinx can provide them with Metuak's location at Castle Grimgorge and useful intelligence on Ivarsa and her minions. From his vantage atop the cliffs, the Azure Sphinx can see the characters as they arrive at Ivarsa's camp or Barkblood's corpse.

As the characters approach the pyramid, read or paraphrase the following aloud to set the scene.

A pyramid of massive gray stone blocks rises two hundred feet into the sky. Four sets of steps, each wide and deep enough for a mammoth to walk, lead up to its summit, where a winged figure perches. With a spread of his wings, the creature launches himself into the air and slowly circles, revealing his magnificent form with the body of a lion and the wings of a giant bird. As the master of this pyramid descends, sunlight reveals the strange, deep blue color of his fur and feathers. He lands on the lowest step of the pyramid and surveys everything before him.

"I am the Azure Sphinx," he says in a voice that's half lion growl and half aloof philosopher. "And I know you are

of the Broken Tusk, who once were Burning Mammoths. Other Burning Mammoths have come this way, both recently and long ago. You have questions. The answers are mine. I will reveal these answers to you... but first I wish to reveal something else to you, a problem you are perhaps fated to resolve, a riddle only you can answer."

The Azure Sphinx begins with an attitude of indifferent toward the characters, but he responds well to flattery and gifts, especially gifts of food; such offers earn a +2 circumstance modifier to Deception or Diplomacy checks attempting to change his attitude. The sphinx has no interest in fighting the characters; if they attack, he becomes hostile, flies away, and ceases all attempts to communicate with them.

Unless the characters make the sphinx hostile, he tells them about the mammoth graveyard.

"South of here lies a place of special interest to you and your following: a legendary place where elder mammoths, some a century old, come to die on their own terms, surrounded by the bones of their ancestors. The mammoth graveyard is a place of many secrets and mysteries, for the beasts that come here have seen things no one else has, and I have met them and heard their tales for many satisfying and intriguing years.

"But a graveyard, even one so fascinating, is a graveyard still, and necromantic power gathers there among the bones. I routinely destroy the occasional walking corpse that arises, as part of my self-appointed stewardship, but a menace has arisen there that is beyond my power: a golem made of fossilized bones. I do not know how such a thing came to exist within the graveyard; this is yet another riddle without an answer.

"You are Broken Tusks. All that was honorable among the Burning Mammoths resides in you. How many of the beasts that you have ridden over the years have come here, when their time with you was done, to die and be at peace? How many of their ancestors lie here still? This place should be as sacred to you as it is to me, albeit for different reasons. Destroy the undead monstrosity that lurks at the graveyard's heart and I will share with you the answers you seek."

The Azure Sphinx's request is simple, and he's truthful, if not always straightforward. If the characters destroy the Ivory Behemoth within the mammoth graveyard (area F), the sphinx tells them what they need to know about Metuak and Ivarsa. If prompted, he'll also agree to give the characters additional rewards, "treasures I have stowed away, and which might be of use to you," but he doesn't elaborate.

The sphinx's pyramid is a safe place, and the characters can rest here, but the Azure Sphinx doesn't invite them to do so, and he has few comforts to share besides. He sees their involvement in his problem as transactional, and the sooner the transaction is complete, the better. He has no map of the mammoth graveyard but tells them the Ivory Behemoth wanders randomly near the center, which is distinguished by the largest mammoth skull.

THE AZURE SPHINX CREATURE 8

Male sphinx (*Pathfinder Bestiary* 305)

Primal Prepared Spells DC 27; **6th** *stone to flesh*; **3rd** *far sight* (page 76);

2nd *speak with animals*

If the characters return here after destroying the Ivory Behemoth, the Azure Sphinx answers their questions as he's able, such as the ones below.

Where is Metuak? "The one called Metuak fled through the forest to Castle Grimgorge, a Mendevian fortress. Ensorcelled by the spells of the Solstice Queen, he remains there still, trapped in an underground chamber and sustained by the diabolical power with which he was cursed by your Burning Mammoth ancestors."

Where's Castle Grimgorge? "You will see the gorge when you leave the cliffs, heading east. Follow it in and beware of Mendevian ghosts. Their power grows as midwinter nears."

What about Ivarsa? "Ivarsa's scouts mapped this place well, and she passed through shortly before you did, bound for Castle Grimgorge. Among her followers is Jesseri the Hailstorm, a citizen of Hillcross. Ivarsa has tormented and broken her, and it was from her that she learned Metuak's location, but I believe she can yet be rescued, if you can liberate her from her captors."

What do you know about Adalemma? "The Solstice Queen rules the forest and sustains it through the winter when the sun is weakest. I have never met her, but I respect her power. If she gives you her word, she will keep it."

What about Calcifda the Stone Witch? "The Stone Witch came not long ago, and she lives at the base of Barkblood's corpse, in the tar sands. She has influence over many evil creatures. I would not trust her."



THE AZURE SPHINX

If the party tells the Azure Sphinx about the necromancer at the heart of the mammoth graveyard, he's shocked at his own lack of information and grateful to the characters for answering this riddle.

He can cast *stone to flesh* to restore anyone petrified by the Ivory Behemoth.

Rewards: If the characters return to the Azure Sphinx after destroying the Ivory Behemoth, he gives them a 4th-level *wand of heal* and a *scroll of far sight* (page 76).

F. MAMMOTH SKULL MOUNT SEVERE 9

The characters have little reason to explore the mammoth graveyard beyond the quest issued by the Azure Sphinx, but if they do enter any of the three hexes, use the mammoth graveyard terrain description and random encounter table on page 30. The Ivory Behemoth they seek appears on the table, and they might encounter and destroy it

before reaching the area at the center of the graveyard. Successfully Reconnoitering any hex in the graveyard finds the center of the graveyard—when the characters go there, read or paraphrase the following aloud.

The ground here is dry and gray, and the skies above are dark and foreboding. The skeletal remains of long-dead mammoths are no new sight here, but in the center are the largest such bones ever seen. Ribs taller than towering trees reach up on two sides to frame a massive space, at one end of which rests a skull bigger than a house. Two enormous tusks, each containing more ivory than found in a herd of ordinary mammoths, curl out and away toward the sun.

A light flickers within the skull, gleaming through what was once the mammoth's eyes.

Geboset, a necromancer from New Thassilon, followed clues and portents that led him to this mammoth graveyard. He made his home here and created the Ivory Behemoth, but when it came to life, he lost control of it, and the golem slew him. When the characters investigate the skull, read or paraphrase the following aloud.

A corpse lies in the center of the empty skull, its bones still fresh enough to attract a pair of stubborn and curious ravens. The dead's belongings litter the area; a simple bedroll lies open at the back of the skull, and the stumps

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of candles litter the ground in a scattered circle. Mammoth bones of various sorts lie around the edges of the skull, stacked or piled.

A character who succeeds at a DC 28 Arcana check identifies the candles and bones as reagents for a ritual to animate a golem—powerful constructs that are notoriously difficult to control. A character who succeeds at a DC 23 Medicine check can tell that the corpse was a human male whose head was crushed with overwhelming strength.

Creature: If the characters haven't yet fought the Ivory Behemoth, the dread monster arrives at the mammoth skull mount about 10 minutes after the characters discover Geboset's corpse. It mindlessly attacks any living thing it sees. Use the map on page 36 for this encounter.

THE IVORY BEHEMOTH

CREATURE 12

Fossil golem (*Pathfinder Bestiary 3* 116)

Initiative Perception +20

Treasure: A *collar of empathy*, which Geboset salvaged from a mammoth corpse, lies among his personal belongings.

SHADOW WALKING

Arcane and occult spellcasters gain access to the spell *shadow walk* at 9th level, and a scroll of this spell is among Calcifda's treasures (page 41). The spell enables rapid travel over long distances, though it's limited to up to 10 willing creatures at a time. The characters might make quick work of this chapter by using *shadow walk* to bypass large swaths of the Tamarnian Tar Forest. For example, a group tasked by Adalemma with destroying the Stone Witch could save many days by using *shadow walk* to reach the Abyssal Lake and then setting out across the tar sands from there. When the task is complete, they could then *shadow walk* back to the cave.

A party that uses *shadow walk* to traverse the Tamarnian Tar Forest will avoid most of the cursed region's encounters, both for good and for ill. They're unlikely to meet the sphinx guarding the mammoth graveyard or be tasked with cleansing it, and Hegremon can't follow them into the Shadow Plane. However, suddenly appearing in unfamiliar terrain is a dangerous proposition; any time the characters emerge onto the Material Plane and face a random combat encounter in the hex, they take a -2 circumstance penalty to their initiative roll, utterly taken by surprise. Likewise, the Shadow Plane has its own dangers.

Each time the characters take a jaunt through the Shadow Plane, generate a random encounter for the party by rolling a d12 and referring to the table below. At your discretion, the party might encounter the same threat more than once, or they might encounter other threats of your own design.

TABLE: SHADOW PLANE ENCOUNTERS

d12	Encounter
1	A spectral light shines in the east. Shadows and other undead fly silently through the sky toward this light. They ignore the characters.
2	The malevolent magic of the Shadow Plane intensifies weather conditions throughout the forest. The characters experience extreme cold, taking 2d6 cold damage every 10 minutes they spend in the Shadow Plane (rounding up).



THE IVORY BEHEMOTH

- 3 A fierce storm rages as the characters enter the Shadow Plane. For the next 3d6 minutes, high winds and heavy rain make the journey difficult.
- 4 A procession of ghostly Kellids riding spectral hadrosaurs pass by the characters, going the opposite direction. They can neither sense nor communicate with the characters, but a character who succeeds at a DC 26 Society check identifies them as members of Thunder Horn, a following that died out ages ago.
- 5 A tar pit (page 34) lies in the path of the characters; supernatural shadows increase the Stealth DC of the tar pit by 2.
- 6 The characters come across an old battle site littered with corpses. Their weapons and armor are ancient and have long ago been made useless by the corrosive effects of the Shadow Plane, but a spear at the center of the site is in good condition. It houses a haunt, a bloodthirsty urge (*Core Rulebook* 524). The spear isn't otherwise magical.
- 7 A flock of four greater shadows (*Bestiary* 289) flit over the land, hugging the ground under the cover of trees. When they detect the presence of living things, they attack with a chorus of shrieks.
- 8 A spirit guide in the form of a feathered grizzly bear (*Bestiary* 3 253) stalks the tar forest on the Shadow Plane in search of a treachery demon named Cassiodor (see area **G4** on page 50). The spirit guide's name is Bijumara. If the characters mention they too are looking for a demon, Bijumara offers to accompany them, but only until they meet Cassiodor; once they've slain the demon, the spirit guide leaves the cursed tar forest for good.
- 9 A group of 1d4-1 (minimum 1) jyotis (*Bestiary* 2 153) travel the Shadow Plane, hunting its residents. They have no interest in the characters and, if approached, are indifferent. If they can be made friendly, they might travel with the characters in the hope of finding residents of the Shadow Plane.
- 10 A sacristan (*Bestiary* 2 283) has fled its velstrac masters and returned to the Shadow Plane; it cowers behind a natural feature like a stone or tree, observes the characters silently, and attempts to pursue them. If attacked, it defends itself for a few rounds but quickly flees.
- 11 A young umbral dragon (*Bestiary* 2 96) hunts overhead. Unless the characters take cover, it swoops closer to investigate.
- 12 A weak shadow giant (*Bestiary* 2 6, 127) strides through the darkness on their own private business. If they notice the characters, the shadow giant attacks them, considering the party easy prey and an amusing diversion.

THROUGH THE GRIMGORGE

Eventually—having learned of Metuak's destination or simply having discovered it through exploration—the characters must enter the Grimgorge at the southeast edge of the tar forest map. If Hegremon hasn't yet made a final bid to seize the *Primordial Flame*, he should do so now, blocking their way forward. Once the characters defeat Hegremon and clear the path through the Grimgorge, they arrive at Castle Grimgorge, the site of the Adventure Path's final chapter.



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Chapter 3: Darkest Night

Animals and people alike tend to enter and exit the Tamarnian Tar Forest from an easterly ravine called the Grimgorge. Centuries ago, a Mendevian king constructed a castle at this strategically important site to keep watch on the evil woods. The fortress straddled both sides of the gorge, connected by a causeway and topped with a high tower. With a massive gate blocking the ravine, Castle Grimgorge stood as an impressive outpost of royal might, albeit one far removed from Mendev itself.

Over time, Castle Grimgorge acquired a new role as a logistics and recruitment base. Mammoth Lords eager for battle against demons of the Worldwound

made their way east, and many funneled through the Grimgorge, where they found a castle staff eager for allies. There, aspiring demon slayers learned about their enemies, familiarized themselves with Mendevian ways, and eventually set out with supplies for the next leg of the journey east. Mendevian nobles traveled to the castle to recruit Mammoth Lord scouts and warrior bands, sometimes leading entire followings back east to the crusade.

All this ended about a century ago when Metuak wrested control of his body from Xeleria, who had terrorized her way across the tar forest and earned the ire of Adalemma the Solstice Queen. Standing on the

threshold of the Mendevian fortress, tormented by his curse and exiled from Hillcross, Metuak threw himself to the mercy of the garrison. At this time, the castle steward was a seasoned demon hunter who quickly detected Xeleria's presence within Metuak's body. Accordingly, he was swiftly imprisoned in the castle's dungeon, a hidden storage chamber deep in the gorge. Metuak's pleas for mercy fell on deaf ears—helpless and in misery, he yielded to Xeleria, who took over his body and called demonic allies to the castle. Demons massacred the entire garrison, leaving haunts and undead in their wake. Though, before the demons could free him, Adalemma intervened; the Solstice Queen sealed Metuak's prison behind a magical ward.

For a century, Metuak and Xeleria have remained trapped in a hidden dungeon beneath Castle Grimgorge. Ivarsa learned of his location from Jesseri the Hailstorm, one of the Hillcross Witches, whom she captured and interrogated. Ivarsa and her best scouts arrived at the castle a short time before the characters, only to find the place haunted. Midwinter's approach has empowered the ghostly garrison of the castle to take physical form, slaying many of Ivarsa's minions. Moreover, the hora Adalemma's powers are at their weakest during midwinter, and Xeleria has taken the opportunity to call more demonic allies to the castle. Ivarsa made a camp on the upper level of the castle's tower, where she can watch for the arrival of the characters while her surviving minions search for Metuak.

Ivarsa's primary goal is to kill the characters and take the *Primordial Flame*; she knows they're hunting Metuak, so she has come here to intercept them. She also wants to personally meet him; after all, she grew up on tales of "Metuak the hero." But she also knows about the curse, and she's prepared to kill Metuak herself once she takes the *Primordial Flame* from the corpses of the Broken Tusks.

CASTLE GRIMGORGE

This chapter begins when the characters leave the Tamarnian Tar Forest in Chapter 2 to follow Metuak's path east, through the Grimgorge to Castle Grimgorge. The time it takes to reach the castle from the forest is intentionally vague; it should take the party however long is necessary to ensure that they reach the castle during mid-Kuthona, the week of the winter solstice when Adalemma's spell is weakest, so they can infiltrate the dungeon beneath the castle and defeat Metuak.

As the characters travel east, the gorge becomes deeper, thicker with trees and brush, and more difficult to traverse. Eventually, they reach a road that leads to the ruins of the castle. When the party reaches Castle Grimgorge, read or paraphrase the following aloud to set the scene. (For more suggestions on how to describe Castle Grimgorge to your players, see the Fish Out of Water sidebar on page 48.)

Mid-winter twilight limns the twisted trees and teetering cairns to either side of this ancient gorge. Looming in the near distance, a strange stone structure, as unnatural and ugly as a mountain made of bones, straddles the hundred-foot-wide ravine. The structure looks like a massive hut made from rock, perhaps cut from the mountainside itself. Tall stone cylinders—like the legs of a colossal mammoth—rise from the corners of the hut, each leg topped with enormous blocky teeth as tall and wide as a person. Ghostly lights flicker from behind the ruined walls. A colossal stone tower rises from the hut, resembling the trunk of a petrified tree several hundred feet high and

CHAPTER 3 SYNOPSIS

The characters arrive at Castle Grimgorge on the winter solstice atop their megafauna mounts before exploring the ruined fortress. Metuak is imprisoned behind a secret entrance at the bottom of the gorge. The magus Ivarsa, astride her frost worm mount (who is, in fact, the characters' old rival Pakano in a reincarnated form), observes the party's progress from the top of the tower. Undead remnants of the castle garrison stalk the ruins, along with Ivarsa's surviving warriors and demons summoned by Xeleria. If the Broken Tusks defeat Ivarsa and Metuak, they can return to Hillcross in triumph—the *Primordial Flame's* curse finally broken and the threat of the Burning Mammoth extinguished.

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FISH OUT OF WATER

Throughout this chapter, consider the way you describe the ruins of Castle Grimgorge to your players. Depending on the characters' backgrounds, members of the party might have never before seen anything like the Mendevian citadel and have no frame of reference for this strange edifice. Common elements of castle architecture—battlements, towers, crenellations, and so forth—are utterly alien to people who have spent their entire lives traveling frosty tundra and rocky mountains. To reflect this, describe the environment and terrain in terms more familiar to northern hunter-gatherers rather than technical architectural terms. Of course, if the result of this effect is simply confusion rather than immersion, consider explaining your intentions to your players.

more than fifty feet wide. A campfire burns brightly from the tower's summit, and a regular series of holes—like the traces of a monstrous woodpecker—dot its exterior.

A graceful, thin bridge of stone crosses the gorge, leading from the ruined stone hut over the chasm to another equally massive ruin where more ghostly lights smolder. From the rear of that ruin comes a wide path that leads down to the floor of the gorge, which is blocked ahead by a massive gate made of iron bars. The gorge's floor has been cleared and turned into a level road of hard and unyielding rock.

If the characters travel along the road, they arrive at the ruined gate (area G1). Alternatively, they might descend into the gorge to reach the Grimgate (area G12).

GRIMGORGE FACTIONS

The castle houses enemies from three different groups, each of whom are as hostile to one another as they are to the characters. The party can explore the ruins, withdraw to rest, and return, but Ivarsa will find Metuak's prison eventually. She's unlikely to kill him until after she has acquired the *Primordial Flame*, but a fight against both her and the man-demon would likely be deadly.

Mendevian Garrison: The former garrison of the castle are undead spirits who have manifested corporeal forms as a result of primal midwinter magic.

Xeleria's Demons: The invidiak Xeleria has called other demons to the ruins in the hopes of being freed amid the chaos. The demons aren't organized, nor do they possess a real agenda beyond exploring the site for mortal victims.

Burning Mammoths: Ivarsa led many of her Burning Mammoth warriors here, most of which perished

fighting the garrison and demons. Some of her dead minions have animated as undead.

CASTLE FEATURES

Unless otherwise noted, the areas in Castle Grimgorge share the following characteristics.

Doors: Most doors in the castle were broken down in the demonic siege over a century ago. Those that remain are made of reinforced wood mounted on rusty hinges. The doors are in such disrepair that they're all stuck (DC 15 to Force Open).

Ground: Rubble litters the ruins, and squares containing this rubble are difficult terrain. The gorge outside the Grimgate (area G12) and road (area G13) are greater difficult terrain.

Lighting: Unless otherwise noted, the ruins of the castle are dimly lit by a combination of starlight and ghostly green witchfire that appears where torches, braziers, and lamps once hung—these supernatural lights are a manifestation of midwinter, when the evil magic of the ruins reaches its zenith.

Walls: The ruined walls are crumbling masonry (DC 15 to Climb; Hardness 10, HP 40, BT 20).

The areas of Castle Grimgorge described below correspond to the locations marked on the map on the inside rear cover of this volume.

G1. RUINED GATE

MODERATE 10

The west gate of the castle has been torn from its hinges and lies twisted on the ground; this is difficult terrain. Towers to the north and south look down on the gate—once archers would've stood watch and fired arrows against any intruder, but the towers are long abandoned, and only greenish light flickers in the windows. Beyond the gate lies the courtyard (area G2).

Creatures: As the characters approach, two ghostly forms become visible standing in front of the ruined gateway. The spirits manifest a physical form: corpses armored in black plate, wielding greatswords and wearing tattered tabards adorned with the royal crest of Mendev. "Turn back," they intone in unison, their voices dry and raspy. "Castle Grimgorge is no place for the living." Characters who are expert in Perception might see the ghostly archers in the towers above (see the spectral archers hazard on page 49).

The graveknights are hostile, but they don't attack until the characters do or until someone tries to walk through the gate. They defend the gate until destroyed and pursue enemies up to 75 feet from the gate.

GRIMGORGE GRAVEKNIGHTS (2)

CREATURE 9

Weak graveknights (*Pathfinder Bestiary* 6, 191)

Initiative Perception +17

Hazard: The towers flanking the gate house restless spirits that manifest to defend the castle. If the characters attack the graveknights or try to enter, ghostly green crossbow wielders appear in the towers' windows and shower bolts down on the party. The archers continue their assault until the haunt is disabled or until the graveknights at the gate are destroyed, whereupon they withdraw from the windows and vanish.

SPECTRAL ARCHERS (2)

HAZARD 8

COMPLEX HAUNT

Stealth +28 (expert)

Description Ghostly soldiers wielding crossbows manifest within the towers that flank the gatehouse and rain bolts down upon intruders.

Disable DC 31 Intimidation (expert) to cow the archers into fleeing or DC 28 Religion (expert) to temporarily banish the spirits

Rain of Bolts **Trigger** A creature attacks the graveknights in area **G1** or enters the castle; **Effect** The haunt makes a spectral bolt Strike against the triggering creature, then rolls initiative.

Routine (1 action) The hazard fires one bolt at every creature in a 30-foot-by-30-foot area in front of the gate as 1 action. Because the spectral archers fire bolts continuously, the haunt can also use the Continuous Barrage free action (below) to fire bolts at each creature during that creature's turn.

Ranged spectral bolt +20, **Damage** 2d10+11 negative; no multiple attack penalty

Continuous Barrage **Trigger** A creature in front of the gate finishes an action; **Effect** The haunt makes a spectral bolt Strike against the triggering creature.

Reset The haunt vanishes permanently if the graveknights are destroyed. Otherwise, it returns after 1 hour.

G2. COURTYARD

A long, roofless courtyard stretches from the ruined gate in the west (area **G1**) to a gate in the east (area **G6**). While this area is empty of creatures, many potential enemies lurk nearby; if the fighting spills into the courtyard, it could potentially attract other foes.

G3. NORTH TOWER

MODERATE 10

This tower is a hollow shell 90 feet high. All the wooden flooring within it has long since burned to ash, and the ceiling has collapsed, revealing the starlit sky. Greenish lights float within the tower shell.

A ruined space adjoining the tower was once a banquet hall, but nothing remains except burnt

timber and fallen stone. Characters looking into the ground floor of the tower see a banner displayed on the northwest wall, its the faded colors those of the Mendevian flag. Beneath the banner the stone flagstones of the floor appear disturbed, as if they've been partially lifted out of the ground.

Creatures: When anyone enters this area from the courtyard, a swirl of necromantic energy manifests six



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spectral figures, all dressed as knights and sitting at a banquet table. A Mendevian noble—the castle steward and head of the garrison, who’s now a dread wraith, lifts a golden cup as if to make a toast, but when he sees the characters, his expression turns to burning hatred. “We have uninvited guests,” he says as the other seated figures rise from their chairs. He toasts his chalice. “To your health.” With this, the undead attack.

WRAITHS (5) CREATURE 6

Pathfinder Bestiary 335

Initiative Perception +14

DREAD WRAITH CREATURE 9

Pathfinder Bestiary 2 298

Initiative Perception +19

Treasure: The steward of the castle kept a small personal cache buried under the floor beneath where the banner hangs. Ivarsa’s minions discovered this cache and were in the process of unearthing it when the wraiths manifested and drove them off. Completing the job of removing the stone flagstones requires a character to succeed at a DC 22 Athletics check. Beneath lies a small chest containing 367 gp, a flask of *good-aligned oil*, and a greater juggernaut mutagen.

G4. SHATTERED BARRACKS SEVERE 10

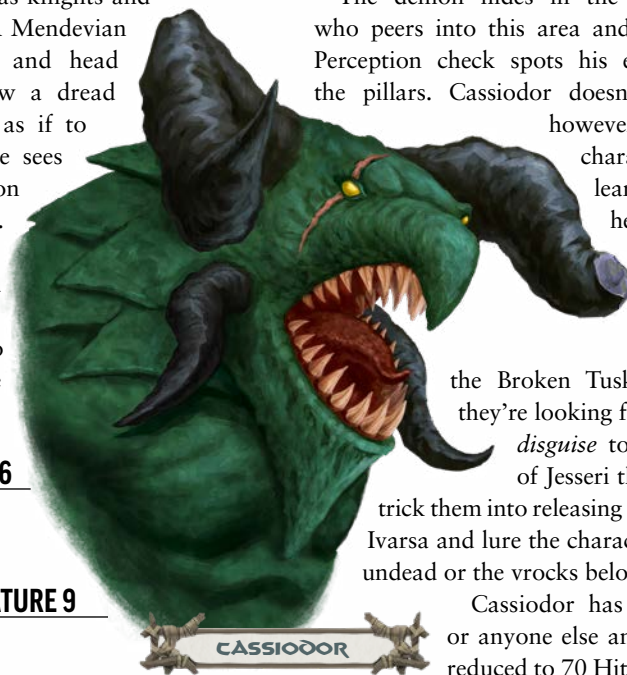
This part of the ruins used to be a barracks for the castle garrison; now, only shattered pillars remain, the wooden roof long burnt. No ghostly lights illuminate this corner of the ruins, which is in darkness broken only by starlight.

Creature: A treachery demon, Cassiodor, felt the call of Xeleria’s desperate summons and arrived at the castle about a day ago. Since then, he has been hiding, observing the battle between Ivarsa’s minions and the ghosts that haunt the ruins. When he became bored, Cassiodor adopted the appearance of one of the Burning Mammoths and lured others from the following into ambushes by undead or other demons. Now, Ivarsa and her followers are on the lookout for impostors, and Cassiodor is out of easy victims.

CASSIODOR CREATURE 13

Glabrezu (*Pathfinder Bestiary* 79)

Initiative Perception +24



The demon hides in the darkness; a character who peers into this area and succeeds at a DC 31 Perception check spots his enormous bulk among the pillars. Cassiodor doesn’t immediately attack,

however. Instead, he follows the characters and attempts to learn more about them. If

he thinks he can pick one or two off, he might reveal himself and attack. Alternatively,

once he learns why

the Broken Tusks are here and what they’re looking for, he might use *illusory disguise* to adopt the appearance

of Jesseri the Hailstorm and try to

trick them into releasing Metuak, or impersonate

Ivarsa and lure the characters into an ambush by undead or the vrock below the bridge (area G7).

Cassiodor has no loyalty to Xeleria

or anyone else and won’t risk his life. If

reduced to 70 Hit Points or fewer, he flees

using *dimension door*.

G5. RALLY POINT LOW 10

A tall tower to the southwest looks down on the ruins of a broad stone hall. The walls sweep south in a graceful curve to a narrow bridge that arches over the gorge below.

Castle Grimgorge is designed to repel assaults from multiple directions. In the event an enemy forced their way through the Grimgate (area G12), up the road to the causeway (area G11), and into the southern fortress, they’d have to cross the bridge (area G7) in a narrow column where they could be met by a wide defense-in-depth. Unfortunately, when Xeleria called demons to the castle a century ago, many of those demons could fly, invalidating the defensive architecture of the fortress.

Hazard: Much of the garrison had mustered in this hall when they were set upon by flying demons, who collapsed the wooden roof with fire spells before snatching soldiers from the flames and lifting them high into the air to be disemboweled or simply dropped to their deaths. This scene of wanton destruction lingers in the tower to this day.

HALL OF FIERY DOOM HAZARD 10

COMPLEX HAUNT

Stealth +32 (master)

Description While the roof is on fire and collapsing timbers crush those within the hall, demons fly down from the sky to pluck victims from the flames.

Disable two DC 32 Athletics or Diplomacy checks to douse the flames; Athletics to do the work yourself or Diplomacy to muster the ghostly soldiers. This reduces the hazard's actions by 1 and prevents it from using Burning Timbers. Banish the demons with up to two DC 35 Arcana, Occultism, or Religion checks; each success reduces the hazard's actions by 1, and two successes prevent it from using Demonic Abduction. When the hazard loses all 3 actions, Burning Timbers, and Demonic Abduction, it's disabled.

Burst of Fire **Trigger** A creature enters the hall or ends its turn in the hall; **Effect** The hall bursts into flame, dealing 4d6 fire damage to each creature in the hall. The haunt then rolls initiative.

Routine (3 actions) The haunt spends 1 action to fill the hall with burning timbers falling from above, and 2 actions to pluck up random victims and drop them to their deaths.

Burning Timbers **◆** Creatures within the 30-foot by 90-foot area of the hall take 4d6+12 fire damage (DC 29 basic Reflex save).

Demonic Abduction **◆** Spectral demons lift a single creature 50 feet into the air and drop it. The haunt makes a Strike against the creature with a +23 attack bonus. On a success, the creature is lifted into the air and dropped, taking 25 bludgeoning damage, though it might negate some or all this damage using a spell, such as *feather fall*. On a critical hit, the creature also takes 2d12+13 slashing damage as the demons' claws tear through its flesh.

Reset The hall falls quiet for 24 hours, after which it can trigger again.

G6. EAST GATE

Despite the years, the east gate remains intact. It's almost 30 feet wide and designed to open down the center, but it's locked. The gate is 30 feet high and can be Climbed (DC 10) or broken (Hardness 18, HP 72, BT 36), or the iron bars can be bent (Force Open DC 30).

G7. BRIDGE

MODERATE 10

A narrow, 10-foot span arches over the Grimgorge, connecting the two halves of the fortress. Ruined railings line the bridge, which is littered with skeletons and rusted arms and armor.

Creatures: Three wrath demons, also called vrocks, lurk beneath the bridge, lured here by Xeleria's call for aid. They listen for creatures crossing the bridge, and they might have been alerted to the presence of the characters by the *hall of fiery doom* haunt (area G5).

VROCKS (3)

CREATURE 9

Pathfinder Bestiary 78

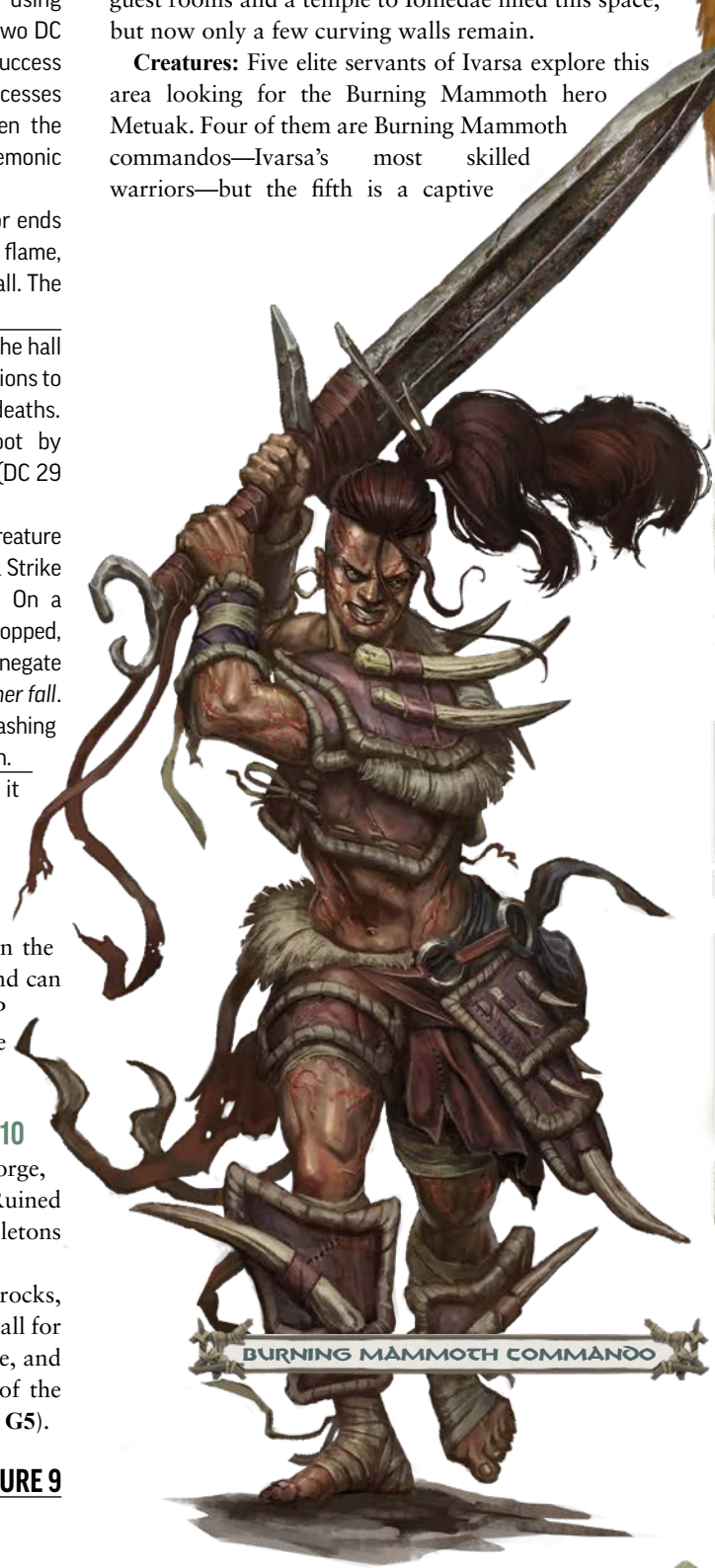
Initiative Stealth +18

G8. SOUTHERN RUINS

MODERATE 10

The southern half of Castle Grimgorge is in a more ruined state than the northern half. At one time, lavish guest rooms and a temple to Iomedae filled this space, but now only a few curving walls remain.

Creatures: Five elite servants of Ivarsa explore this area looking for the Burning Mammoth hero Metuak. Four of them are Burning Mammoth commandos—Ivarsa's most skilled warriors—but the fifth is a captive



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BURNING MAMMOTH COMMANDO

named Jesseri the Hailstorm. Jesseri is an oral historian and Hillcross Witch who Ivarsa captured in a raid on Hillcross about a year ago. She has been a prisoner of the Burning Mammoth ever since. She does as she's told and lives in perpetual fear of her captors, but she has never given up her hope for freedom. She knows about Ivarsa's schemes, and if the characters can prove

themselves strong enough to defeat the commandos who escort her, Jesseri pleads to help them in their quest. Nevertheless, in the presence of her captors, she's unwilling to attempt an outright betrayal and fights alongside them, albeit half-heartedly.

When Jesseri and the commandos detect the party, they attack.

BURNING MAMMOTH COMMANDOS (4) CREATURE 7

RARE NE MEDIUM HUMAN HUMANOID

Human veteran warriors

Perception +15

Languages Hallit

Skills Acrobatics +15, Athletics +15, Stealth +17, Survival +15

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

Items moderate alchemist's fire (3), carved wooden trinket worth 5 gp, +1 hatchets (2), leather armor

AC 25; **Fort** +17, **Ref** +15, **Will** +13

HP 120

Evasion When the commando rolls a success on a Reflex save, they get a critical success instead.

Spurred by Death **Trigger** An ally within 30 feet reduces a creature to 0 HP; **Effect** The commando Interacts to draw a weapon, Steps, Strides, or uses Hunt Prey.

Speed 25 feet

Melee **◆** *hatchet* +18 (agile, magical, reach, sweep), **Damage** 2d6+8 slashing

Ranged **◆** alchemist's fire +18 (range increment 30 feet, splash), **Damage** 2d8 fire damage plus 2 persistent fire damage and 2 fire splash damage

Ranged **◆** *hatchet* +18 (agile, magical, sweep, thrown 10 feet), **Damage** 2d6+8 slashing

Cruel Cutter Burning Mammoth commandos ably carve flesh and wood with their axes. An axe the commando uses gains the reach trait and deals an additional 1d6 damage (included in the *hatchet* Strikes above).

Hunt Prey **◆** (concentrate) The commando designates a single creature they can see and hear, or one they're Tracking, as their prey. The commando gains a +2 circumstance bonus to Perception checks to Seek their prey and to Survival checks to Track their prey. The first time the commando hits their designated prey in a round, they deal an additional 1d8 precision damage. The commando also ignores the penalty for making ranged attacks within the second range increment when attacking their prey. These effects last until the commando uses Hunt Prey again.

JESSERI THE HAILSTORM

CREATURE 10

UNIQUE N MEDIUM HUMAN HUMANOID

Female human Hillcross Witch

Perception +23

JESSERI THE HAILSTORM

Languages Common, Hallit

Skills Mammoth Lord Lore +16, Medicine +23, Nature +23, Performance +20, Religion +21, Society +18, Survival +21


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

Items *moderate healing potion*, +1 *hide*, +1 *staff of divination*

AC 29; **Fort** +21, **Ref** +20, **Will** +21

HP 150; **Resistances** cold 10

Speed 25 feet

Melee  *staff* +19 (two-hand d8), **Damage** 1d4+6 bludgeoning

Primal Spontaneous Spells DC 29, attack +21; **5th** (3 slots) *cone of cold*, *wall of ice*; **4th** (3 slots) *hydraulic torrent*, *ice storm*; **3rd** (3 slots) *lightning bolt*, *wall of wind*; **2nd** (3 slots) *create food*, *endure elements*, *water walk*; **1st** (3 slots) *air bubble*, *create water*, *gust of wind*, *heal*; **Cantrips (5th)** *electric arc*, *light*, *ray of frost*, *read aura*, *stabilize*

Rituals *reincarnate* (*Advanced Player's Guide* 242), *Summerland Spell* (page 77)

Child of Winter When Jesseri Casts a Spell that deals damage and doesn't have a duration, she deals additional cold damage that's equal to the spell's level and ignores cold resistance 10.

Signature Spells Jesseri can heighten *heal* and *lightning bolt* to any level for which she has an available spell slot.

The commandos don't use Jesseri's name, even when they bark orders at her. A character who succeeds at a DC 27 Society or Mammoth Lord Lore check identifies her as Jesseri the Hailstorm, one of the Hillcross Witches and a victim of the raid last year. If reduced to 75 Hit Points or fewer, or if the commandos are defeated, Jesseri drops her weapon and cowers.

Demonic Intervention: The hezrou in area G10 watches the characters' confrontation with Jesseri and the Burning Mammoths. It doesn't get involved, preferring to wait for its many enemies to kill each other, but once the characters are triumphant, it might attack before they've had a chance to rest.

Aftermath: If the characters defeat the commandos, Jesseri pleads for her life and begs the party not to kill her. If spared, she can tell the characters about the Burning Mammoths' mission.

Jesseri explains how she was captured in the raid on Hillcross and forced to tell Ivarsa all she knew about the cursed demon-man Metuak, who beseeched Hillcross for aid over a century ago but was banished when the Hillcross Witches learned he'd lost the sacred *Primordial Flame*. A few months ago, Ivarsa came to her with the dead body of a former Broken Tusk, Pakano, and demanded Jesseri return him to life. She performed a *reincarnation* ritual, but the spell went wrong and Pakano was brought back in the body of a monstrous frost worm; in this form, Pakano serves Ivarsa as a mount.

Jesseri answers any questions the characters might have as she's able.

Where's Metuak? "We haven't found him. Ivarsa sent me to search the ruins, and we've looked in the tower and the northern fortress, but so far nothing."

Where's Ivarsa? "Atop the great tower. Her surviving followers guard the entrance, including a powerful aasimar champion named Lomok, who's served the Burning Mammoths since the time of Metuak." Jesseri doesn't know some of these followers have been killed and risen as undead (area G15).

Who is Lomok? "He's one of the original Burning Mammoths, spared from Ivarsa's slaughter when she took over the following ten winters ago. He has a good heart, but he's also unerringly loyal to the Burning Mammoth. He'll stop at nothing to kill you and reclaim the *Primordial Flame*."

What else can you tell us about this place? "It's haunted by the former garrison, who were slain here a century ago when they imprisoned Metuak. Demons came and killed everyone. Now, on the winter solstice, the spirits of the dead are at their strongest. The demons have also returned—I think Metuak is awake somewhere and calling them, but I can't be sure."

Jesseri has no love for the Burning Mammoth following and wants to help the characters, but she's weak from long months of captivity and fears joining them in combat. If the characters manage to convince her to join them, consider increasing the difficulty of the rest of the encounters in Castle Grimgorge. Otherwise, Jesseri volunteers to guard a safe camping spot in the castle where she can rest and recover.

G9. SHRINE TO IOMEDAE

In the northeast corner of the southern fortress, this shrine is all that remains of a once larger temple to Iomedae. A ruined statue of the goddess stands in the corner, sword upraised. Characters who have never traveled beyond the Realm of the Mammoth Lords—like many of the Broken Tusk—can recognize this southern goddess with a successful DC 20 Religion check. A character who investigates the statue's base or clears away the rubble around the statue finds a hidden compartment; see Treasure on page 54.

Iomedae hasn't completely forsaken this site, and the statue serves as a focus for divine power. Creatures of lawful good or neutral good alignment within 30 feet of the statue gain a +1 status bonus to attack rolls, skill checks, saving throws, and Perception checks; if they rest within this area, they recover twice the normal number of Hit Points and can sleep in armor without becoming fatigued.

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If the statue is destroyed (Hardness 14, HP 56, BT 28), these effects end.

Treasure: A hollow in the base of the statue contains a *cassock of devotion* dedicated to Iomedae.

G10. FLOODED DEN LOW 10

This section of the ruins has partially collapsed and filled with brackish water that stubbornly refuses to freeze. Shattered stone blocks litter the area, and fallen timbers stick up from the water like drying trees. A curved, ruined wall separates the flooded region from the rest of the southern ruins.

Creature: A hezrou followed Xeleria's summons to Grimgorge Castle and hid here. It might have already attacked the party in area G8. If it hasn't and the characters find it here, it flees rather than fight them all at once. It seeks out other demons for help, including the vrocks in area G7 and the glabrezu in area G4. Alternatively, it might stalk the characters to pick off stragglers one by one. If reduced to fewer than 60 Hit Points, the hezrou casts *dimension door* to flee the castle.

HEZROU CREATURE 11

Pathfinder Bestiary 267

Initiative Perception +21

G11. CAUSEWAY

A broad stone path leads down from the southern ruins along the edge of the Grimgorge to the floor of the ravine, where it meets with the road (area G13). The causeway has no roof or other cover, and anyone on it is clearly visible to Ivarsa from her vantage atop the tower (area G16).

G12. THE GRIMGATE

The road through the Grimgorge leads west to this gate, beyond which the ravine floor is crowded with thick brambles and underbrush. The gate itself is a portcullis 50 feet wide and just as tall. Once, a powerful set of winches were in place to lift the portcullis, but the mechanism has since fallen into ruin. A character can lift the portcullis with a successful DC 40 Athletics check, but there's little reason to do so.

G13. ROAD MODERATE 10

This broad, flat road through the Grimgorge is littered with the corpses of the garrison that died a century ago, many of them dropped to their death by demons (see the haunt in area G5). Three vrocks (area G7) have made foul nests here beneath the bridge. Each nest is 10 feet in diameter, lined with skeletal remains and tattered scraps collected from the ruins.

Creatures: Necromantic power animates the skeletal remains littering the road. As the party approaches the nests, the bleached skulls lying here roll toward each other with a horrifying clatter.

CLACKING SKULL SWARMS (2) CREATURE 10

Pathfinder Bestiary 3244

Initiative Perception +18

Treasure: The vrocks previously searched the ruins and buried what valuables they found in their nests, including 343 gp, a *light brown elemental gem*, a moderate elixir of life, and a *scroll of disintegrate*.

G14. METUAK'S PRISON SEVERE 10

This chamber, hollowed out from the side of the Grimgorge, is hidden behind a small stone door only five feet tall and three feet wide, which is locked and camouflaged to blend in with the side of the gorge. Adalemma the Solstice Queen further warded it when she sealed Metuak away, rendering it undetectable without her help (see *Everbright's Return* below).

Once, this chamber was a secret storage room, its hidden entrance known only to the stewards of Castle Grimgorge. When the steward at the time detected a demon bound to Metuak's soul, he made this room into a makeshift prison and sealed Metuak within. Xeleria called demons for aid, who massacred the garrison and the steward, but Adalemma used her power to ward the chamber. Metuak and Xeleria have thus spent a century here, bound together in hatred and mutual torment.

Everbright's Return: When the party approaches this area for the first time, a familiar creature greets them: *Everbright*, Adalemma's harmona companion. The brilliant bird zips down from the sky and circles the characters a few times to get their attention. (If *Everbright* has somehow perished before this point, another harmona has taken her place. If Adalemma has died, *Everbright* can still lift the ward on the door, but she speaks of her mistress in the past tense.)

"Hello! Many miles have gone by since I saw you last. How difficult it must be to cross such a distance on land—but then, you have mighty beasts who never tire! I bring greetings from my mistress, for the end of your quest is nigh, and no one can pass this threshold without her help."

Everbright lets out a long trill of birdsong. Rocks and rubble fall from the side of the gorge as a dazzling glow of rainbow colors briefly reveal a small secret door.

Everbright can answer questions and converse with the characters for a few minutes.

How did you get here now? “Did I not tell you my mistress knows every pine needle in the forest? She sent me with this errand when she saw you approaching the castle.”

Is Metuak here? “Yes! But not only Metuak, Xeleria too—the ancient and terrible shadow demon bound to his soul. Don’t let them escape!”

Can you open the door for us? “I have lifted my mistress’s wards concealing Metuak’s prison. The rest is up to you. But don’t linger! For now that the wards are lifted, they can’t be placed again, and Xeleria’s allies will free her if they find this door.”

Before departing, Everbright has some final advice.

“Remember what my mistress told you: Metuak isn’t one soul, but two, and so long as one lives, the other can’t die. To end their horror, you must destroy both at once. Trust the Primordial Flame! Long and far have you carried it, for it to aid you in your hour of need. And now I must fly, for many leagues lie before me ere I rest. Farewell!”

With a final circle around the party, Everbright zips away into the sky and out of sight.

The door (Hardness 14, HP 56, BT 28) is locked (one DC 27 Thievery check to Pick the Lock, DC 32 Athletics check to Force Open). The door is too small for Large creatures to get in, even by Squeezing—the Broken Tusks will need to leave their megafauna mounts outside.

The chamber beyond is unlit. Its rough-hewn walls mark a space about 50 feet across. Two rows of fluted columns support the 15-foot-high ceiling, each bearing an iron sconce for a long burnt-out torch. In the past, the chamber was stuffed with emergency provisions, weapons, and armor for the garrison, but all those things were removed a century ago when Metuak was imprisoned here.

Creature: Metuak lurks in a corner of the room, the two parts of his soul arguing audibly with each other until he hears Everbright outside the door. At this, he falls preternaturally silent and hides behind one of the room’s columns, coiling his strength for a desperate attempt to escape his prison. When the characters open the door and enter, Metuak attacks.

On the first round, Metuak unleashes a Terrifying Howl and uses *shadow blast* on as many characters as possible. On subsequent rounds, he attacks with Swipe or uses Shadow Blend to conceal himself in darkness. He uses *shadow siphon* against the first spell that would damage him.

In his rage, Metuak initially focuses his efforts on killing the characters. However, if he sees an opening on subsequent rounds, he might make a break for the door and try to escape. This confrontation could turn into a running battle or chase, with the characters mounting their megafauna and pursuing Metuak, who calls to other demons (such as the glabrezu in area G4, vrock in area G7, or hezrou in area G10) for aid.



METUAK

CREATURE 13

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Initiative Stealth +24

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Ending the Curse: When the characters reduce both Metuak and Xeleria to 0 HP in the same round, the spirit of Syarstik Painted-Tiger, the cat guardian of Red Cat Cave, manifests around the *Primordial Flame*. Blazing with ghostly blue fire, Syarstik leaps at Metuak and claws the phantasmal Xeleria from his body. Syarstik thrashes with Xeleria in his jaws as Metuak's body is frozen in a state between life and death. With a final look back at the party, Syarstik claws through Xeleria, causing himself and the demon to disappear in a burst of spectacular light. Metuak's physical body ages 120 years in an instant and crumples to the ground, an empty husk. The curse on the *Primordial Flame* ends.

XP Award: If the characters slay Metuak and thereby lift the curse on the *Primordial Flame*, award them an additional 30 XP.

G15. TOWER BASE

MODERATE 10

The door to the ground floor of the tower that overlooks Castle Grimgorge has long since broken and rotted away. An open arch leads into a large, dimly illuminated chamber. Bedrolls, camping supplies, and a cold campfire dot along the southwest wall, spattered with day-old blood. A wide stone staircase begins on the western wall and goes counter-clockwise around the inside of the tower. Once there were floors every 20 feet, but the timbers that made up those floors have burned and rotted away; the rubble makes the floor here difficult terrain. A stone ceiling 100 feet up is the floor of area G16, halfway to the tower parapets (area G17).

Creatures: This chamber was a guard point for Ivarsa's Burning Mammoths. A nabasu (gluttony demon) snuck in here the night before the characters arrived and killed the guards, who recently rose as undead. The demon marshals new minions in preparation for an attack on the tower's upper level (area G16).

As soon as the demon detects the characters, it orders the undead Burning Mammoths to attack them; the nabasu opens battle with *grim tendrils*. If the nabasu is reduced to 40 HP or fewer it flees with *dimension door*; the undead fight until destroyed.

EVERBURNING MAMMOTHS (3)

CREATURE 8

RARE CE MEDIUM UNDEAD

Undead Burning Mammoth warriors

Perception +16; darkvision

Languages Common, Hallit

Skills Acrobatics +17, Athletics +18, Stealth +17

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

AC 26; **Fort** +16, **Ref** +17, **Will** +16

HP 135, negative healing; **Immunities** death effects, disease, paralyzed, poison, unconscious

Spurred by Death \curvearrowright **Trigger** An ally within 30 feet reduces a creature to 0 HP; **Effect** The everburning mammoth uses Drink Blood on a creature that meets the ability's requirements.

Speed 30 feet

Melee \blacklozenge jaws +20 (finesse), **Damage** 2d6+8 piercing plus paralysis

Melee \blacklozenge claw +20 (agile, finesse), **Damage** 2d6+6 slashing plus Grab

Drink Blood \blacklozenge (divine, necromancy) **Requirements** A grabbed, paralyzed, restrained, unconscious, or willing creature is within the everburning mammoth's reach;

Effect The everburning mammoth tears into the creature with its jaws and gorges itself on the victim's blood. This requires an Athletics check against the victim's Fortitude DC if the victim is grabbed and is automatic for any of the other conditions. The victim is drained 1, and the everburning mammoth regains 15 HP, gaining any excess HP as temporary Hit Points. Drinking Blood from a creature that's already drained doesn't restore any HP to the everburning mammoth but increases the victim's drain value by 1.

Paralysis (incapacitation, necromancy, occult) Any nonliving creature hit by the everburning mammoth's jaws Strike must succeed at a DC 23 Fortitude save or become paralyzed. It can attempt a new save at the end of each of its turns, and the DC cumulatively decreases by 1 on each such save.

NABASU

CREATURE 8

Pathfinder Bestiary 2 66

Initiative Perception +17

G16. CENTRAL TOWER CHAMBER

SEVERE 10

One hundred feet up from the ground, a single stone floor remains intact within the otherwise hollow tower. Stairs, 10 feet wide, lead down along the northeast wall and up along the southwest wall. A small campsite rests here, with a fire in the center of the chamber and sleeping mats arranged around it. More camping supplies are stacked along the southeast wall. The ceiling is 100 feet up—this is the roof of the tower, and atop it are the parapets (area G17).

Creatures: Ivarsa posted her most dependable guards here, and they've kept a stubborn watch even as the rest of the fortress has fallen to demons and undead. Three commandos are led by a dour, but magnificent, old man with arresting features that can be described only as angelic. This individual is Lomok, the grandfather of Pakano and brother to Ivarsa's grandfather. He's one of the original Burning

Mammoths to have left their kin (who would become the Broken Tusks) with the *Primordial Flame* to go east and fight the demons of the Worldwound. A character can identify him with a successful DC 25 Society or Mammoth Lord Lore check to Recall Knowledge.

Lomok's longevity—he's nearly 150 years old—can be attributed to his aasimar heritage. His entire life, he has been unerringly loyal to the banner of the Burning Mammoth; he has served five generations of the following's Mammoth Lords, and he continues to serve even under Ivarsa's tyrannical rule. He has come too far and committed too many atrocities in the name of the Burning Mammoth to turn back now.

When the party arrives, Lomok addresses them solemnly. "Halt," he commands. "You shall go no further with the Primordial Flame. That artifact rightfully belongs to the following of the Burning Mammoth. Your ancestors stole it many years ago. I shall reclaim it."

LOMOK'S RETINUE (3) CREATURE 8

Elite Burning Mammoth commandos (*Pathfinder Bestiary* 6, page 52)

Initiative Perception +17

LOMOK CREATURE 11

UNIQUE LG MEDIUM AASIMAR HUMAN HUMANOID

Male aasimar human hero

Perception +21; low-light vision

Languages Hallit

Skills Athletics +23, Diplomacy +19, Nature +21, Religion +19, Survival +21

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

Items full plate, +2 striking longsword, spears (3), lesser sturdy shield (Hardness 10, HP 80, BT 40)

AC 30 (32 with shield raised); **Fort** +20, **Ref** +18, **Will** +23; +1 status to all saves vs. disease

HP 210

Aura of Courage 15 feet. Whenever Lomok becomes frightened, reduce the condition value by 1 (minimum 0). At the end of his turn, when he would reduce his frightened condition value by 1, also reduce the value by 1 for all allies in his aura.

Powerful Will When Lomok rolls a success on a Will save, he gets a critical success instead.

Retributive Strike **Trigger** An enemy damages one of Lomok's allies, and both combatants are within 15 feet of him; **Effect** Lomok shields his ally and calls for retribution upon the attacker. The ally reduces the triggering damage by 13. Lomok and any allies within reach of the triggering enemy can make melee Strikes against it.

Shield Block

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

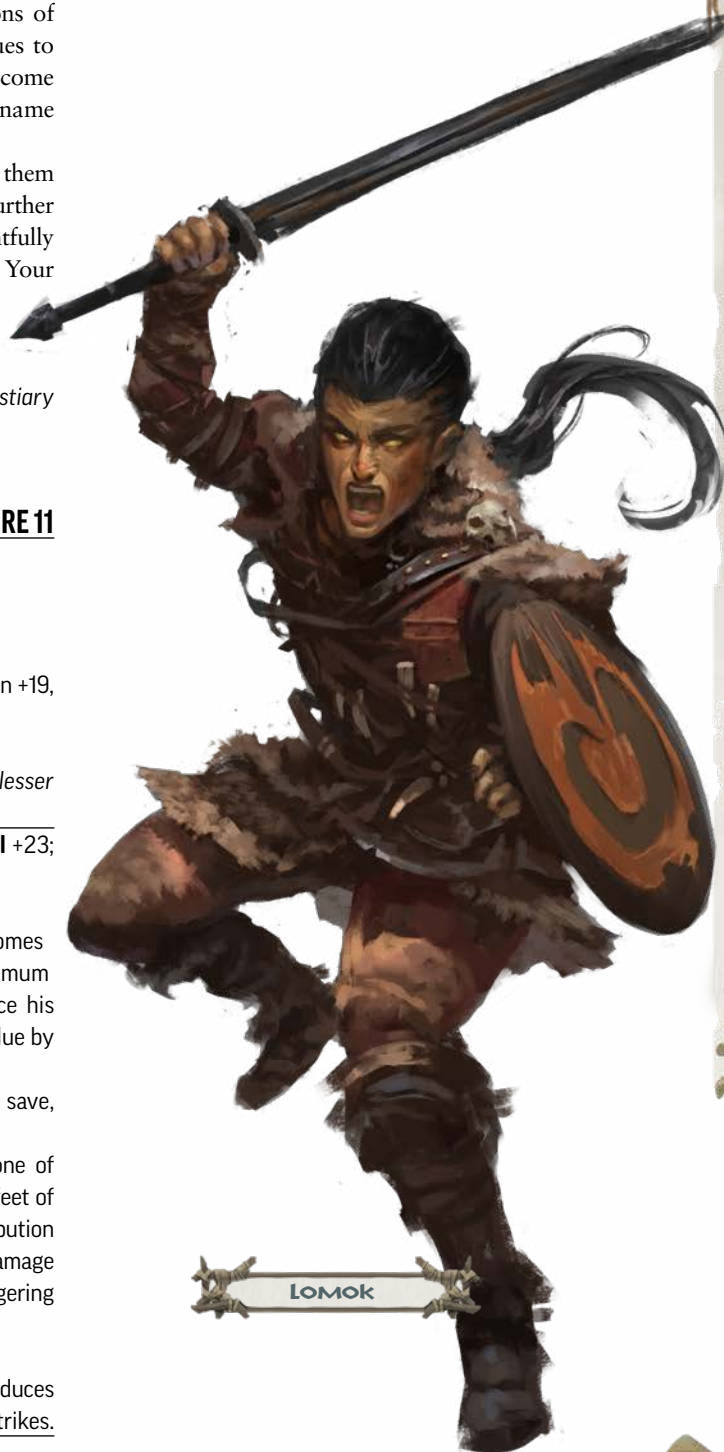
Speed 20 feet

Melee **◆** longsword +24 (versatile P), **Damage** 2d8+11 slashing plus 1d10 persistent fire

Ranged **◆** spear +22 (thrown 20 feet), **Damage** 1d6+11 piercing

Divine Innate Spells DC 28; **1st** *bles*; **Cantrips (6th)** *light*

Champion Devotion Spells DC 28; **6th** (2 Focus Points) *lay on hands* (*Core Rulebook* 387)



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Oath of the Burning Mammoths Lomok's melee Strikes deal an additional 1d10 persistent fire damage. If he critically hits a creature with a melee Strike, the creature is flat-footed for as long as it takes persistent fire damage.

These Burning Mammoths await the return of Jesseri the Hailstorm and her guards (area **G8**). If Ivarsa knows the Burning Tusk are at the ruins—perhaps by spotting them on the causeway (area **G11**)—Lomok and his retinue are alert and ready for battle. Lomok fights to the death. If Lomok is killed or two of his retinue defeated, the remaining commandos flee up the staircase to continue the fight alongside Ivarsa.

Climbing the Stairs: The parapets are 100 feet up, accessed by the stairs that circle the inside of the tower. Treat the stairs as difficult terrain for creatures going up; after 100 feet of movement, characters climbing the stairs emerge in area **G17**.

G17. PARAPETS

EXTREME 10

The heights of this tower provide a commanding view of Castle Grimgorge and the ravine itself, both east and west. Stone battlements completely encircle the tower roof. Multiple flickering green flames dot these battlements, providing bright light. A tall ivory mammoth tusk topped with a mammoth skull stands in the center of this area amid a pile of traveling supplies, decorated with weapons, mammoth bones, and other trophies of the Burning Mammoth following. This is the *Burning Mammoth Emblem* (page 74). A single 10-foot-wide staircase leads down along the inside wall of the tower, descending 100 feet to the central tower chamber (area **G16**).

Creatures: Ivarsa and Pakano await the player characters here. Ivarsa has been watching keenly from the battlements and might have observed the characters fighting within the ruins below, taking the causeway to the road, and even entering Metuak's chamber—a place all her searching never revealed. For his part, Pakano has been writhing back and forth atop the tower, consumed with self-hatred and rage over his terrifying condition; when Jesseri reincarnated him, he found himself trapped in the body of a horrible monster. However, Jesseri was able to keep Pakano's mind intact, so although he's in an animal's body, he retains his full intelligence. He wants to kill Jesseri for what she did, but he wants to kill the characters—whom he blames for his death—even more.

Ivarsa is unlikely to be caught unaware. She's been waiting for this battle for months, and she intends

to take the *Primordial Flame* from the corpses of the Broken Tusks. When the characters reach the parapets, Ivarsa is already mounted atop Pakano. She wastes no time trading verbal barbs; the time for rhetoric is over. Without preamble, she attacks.

IVARSA

CREATURE 12

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Initiative Perception +21

PAKANO

CREATURE 12

UNIQUE **CE** **HUGE** **ANIMAL** **COLD**

Male frost worm (*Pathfinder Bestiary 2* 123)

Initiative Perception +22

Skills Athletics +25, Intimidation +25, Mammoth Lord Lore +19, Stealth +20 (+24 in ice and snow)

Str +7, **Dex** +4, **Con** +6, **Int** +1, **Wis** +3, **Cha** +4

Human Cunning Pakano's allies are unaffected by his worm chill aura and Worm Trill, and his Freezing Blood affects random enemies instead of random creatures. His Death Throes, however, still affect all creatures and objects in a 100-foot burst.

Ivarsa enters her Arcane Cascade stance as quickly as possible, either on her turn or using Capture Magic. She uses teleportation spells to move around the battlefield and scatter her opponents, focusing her efforts on the bearer of the *Primordial Flame*, enemies who haven't been fascinated by Pakano's Worm Trill, and those with low HP. Ivarsa fights to the death.

Pakano uses his Breath Weapon on the first round and then performs his Worm Trill to keep some of the Broken Tusks busy while Ivarsa kills those who successfully save against the effect. He continues to use Breath Weapon as often as possible, even on fascinated foes, focusing his melee attacks on characters who hurt him the most in his former life. Pakano surrenders if he's reduced to fewer than 70 Hit Points and the characters offer to return him to a humanoid body—something that could be done by slaying him and again performing a *reincarnation* ritual, though he won't agree to it if Jesseri will be involved, as he believes she inflicted his current form upon him intentionally. Naturally, if the characters follow through on such an offer and return him to human form, Pakano flees as soon as possible, hoping to amass a new following even stronger than Ivarsa's so he can destroy the characters.

XP Award: For defeating the leader of the Burning Mammoths and putting an end to the following's reign of terror, award each character 80 XP or however much XP is necessary for the characters to reach 11th level.

CONCLUDING THE ADVENTURE

With Ivarsa defeated and the curse of the *Primordial Flame* lifted, the Broken Tusks are free to return to their following at Hillcross. If the party has loose ends to tie up in the Tamarnian Tar Forest, they can do so; otherwise, the journey back is uneventful. The arrival at Hillcross, on the other hand, is an important moment which merits more attention, because the last time the characters were there, the Burning Mammoth and the Graylok clan were both on their way to destroy the settlement. Most of the Broken Tusks were left behind to defend the settlement, and this is a chance to determine the outcome of that battle.

WHAT'S LEFT OF HILLCROSS

As the party comes within sight of Hillcross, ask one player to roll a flat DC 23 check. The party's modifier for this check is equal to their following's organization level (see Table 3–3: Organization Statistics by Level on page 168 of the *Gamemastery Guide*). Determine the organization level of the Broken Tusk following using either its number of followers or its number of lieutenants, whichever is lower. For example, if the characters left 700 followers behind but only 50 lieutenants, they'd have a +16 bonus to their flat check.

The result of this check determines how Hillcross and the Broken Tusk following fared against the siege.

Critical Success The armies were repulsed with no significant damage to Hillcross. All lieutenants live; 10% of followers died in battle.

Success The Graylok clan broke through the Evening Gate but were eventually repulsed, and the Burning Mammoth never managed to break through the Morning Gate. The damage to the western wall is clearly visible, and the gate is shattered. Ten percent of the Broken Tusk following's lieutenants died in battle, as did 25% of the followers.

Failure The Grayloks broke through the Evening Gate and the Burning Mammoths moved through the Morning Gate, sacking the settlement and killing many. Most of the encampments are flattened, and the western wall is in ruins. A quarter of the Broken Tusks' lieutenants died in the battle, along with 50% of the followers.

Critical Failure Hillcross has been destroyed; the Graylok clan and the Burning Mammoth following overwhelmed the settlement's defenders and slaughtered at will. Only those swift enough to flee escaped. The walls have been torn down and the gates destroyed. Fires have been lit in the cliffside caves. Half of the Broken Tusk lieutenants are

dead, along with 75% of the organization's followers; the survivors are scattered among the Tusk Mountains, waiting for the party's return.

Narrate what the characters see as they return to Hillcross. Hopefully, there are lieutenants and followers waiting for them with open arms, ready to throw a feast to celebrate their mighty victory against the Burning Mammoth and the return of the *Primordial Flame*!



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By the time the characters defeat Ivarsa and Metuak and lift the curse from the *Primordial Flame*, they should be 11th level. If your players want to continue their party's adventures, the Realm of the Mammoth Lords and its neighboring regions are rife with challenges perfect for high-level play. Yes, the Quest for the Frozen Flame Adventure Path is over, but your campaign might have only just begun!

FUTURE OF THE PRIMORDIAL FLAME

The party has successfully avenged Syarstik, the guardian spirit of Red Cat Cave, and lifted the curse he placed on the *Primordial Flame*. Now, they must decide what to do with their people's sacred artifact.

KEEPERS OF THE FLAME

Keeping the *Primordial Flame* might seem like the most obvious choice; it's also the path most fraught with future challenges and opportunities. Potential allies from all corners of the north—such as Mammoth Lord followings, displaced Sarkorians, Ilverani demon hunters, or Erutaki seers—might beseech the Broken Tusks to use their artifact to obliterate evil enemies, clear new travel routes, or ward off threats to the natural order of Avistan. The characters can hope to go on all kinds of adventures by agreeing to help these factions, but their elders warn them to wield the power of the *Primordial Flame* wisely; after all, the Broken Tusks originally hid the artifact to prevent its overuse.

On the other side of the equation are the countless malignant forces who wish to take the *Primordial Flame* for themselves, either to wield its power or to remove it from existence. Jarl Gnargorak's minions are only one group of would-be usurpers who might hope to steal the artifact from the party (see Rage of Gnargorak on page 62 for an idea of how that might play out). Other forces would gladly take it, including evil demons, Irriseni witches, southern treasure hunters, and, of course, jealous Mammoth Lord followings.

EXTINGUISHING THE LIGHT

The party might determine that keeping the *Primordial Flame* is too great a responsibility for anyone. Though the ancient migratory routes of the Realm of the Mammoth Lords have changed since the artifact was hidden over a century ago, the native people have adapted in that time, and things are far from doomed. In the Age of Ashes, humanity might have needed the light of Sister Cinder's lantern to regain its place in a post-Earthfall world; now, however, times have changed. Could it finally be time to retire the *Primordial Flame*? If so, the characters have two obvious paths they can take: destroy the artifact or hide it.

The most obvious way to remove the *Primordial Flame* from the world would be to destroy it—a truly epic trial. To do so, the party would have to first learn the flame's weakness, find a way to lure one of Sister Cinder's heralds to the Shadow Plane, and ultimately use the lantern's holy fire to destroy this powerful celestial entity. Performing this deed is one thing; the characters would then need to spend the rest of the campaign performing deeds for Sister Cinder to atone for their sins against her.

Alternatively, the characters can simply hide the artifact, perhaps until such a time as when their people once more needs its guiding light. In this case, Red Cat Cave is an obvious place to store the sacred lantern. The defeat of Metuak slaked Syarstik's thirst for justice, but the mighty cat spirit still lingers in his sacred grotto when the party returns there the next spring. He's too bound to this place, he explains, to move to the Great Beyond, and he would be honored if the party entrusted him with the protection of the *Primordial Flame* once more, seeing it as his sacred and eternal duty. Unbridled by rage, Syarstik is a much more potent entity than when the party initially encountered him. Now, the great cat possesses incredible power over his entire cavernous demesne and supernatural strength sufficient to take down even the mightiest thieves and demons.

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FATE OF THE FOLLOWING

The latest incarnation of the Burning Mammoth following—the craven horde of marauders led by the now-dispatched warmonger Ivarsa—is a far cry from the characters’ ancestors who once flew their banner. Now that the characters’ following, the Broken Tusk, has defeated its ancestral enemy and eclipsed their number, the time might be right to finally reunite the estranged followings. Ivarsa led many scouts and warriors to their death at Castle Grimgorge, and others might have participated in the attack on Hillcross, but the Burning Mammoth also includes many elderly, children, and other noncombatants who must be out there as well, perhaps camped at ancestral sites known to the eldest Broken Tusks. With the *Burning Mammoth emblem*, the characters can seek out these camps and persuade the survivors of Ivarsa’s treachery to put their hard feelings aside and at last bring the Broken Tusk and Burning Mammoth together again, as they were for many centuries before the Worldwound.

If the characters are especially bold, they might set their sights even higher; after all, if they could gather wanderers from throughout the Realm into a single people, could they not unite all the Mammoth Lords into a nation under a single banner? Such an option might appeal to characters enamored by the order and structure of nations to the south, though it also flies in the face of the very lifestyle many Mammoth Lords stand for. It wouldn’t be easy to accomplish this grand unification, and it might even transform the characters’ following into the kind of oppressive, dominating force they fought so hard to defeat. On the other hand, a united Realm of the Mammoth Lords would be a mighty power indeed with a potent combination of control and influence.

The Broken Tusk’s other Mammoth Lords—Argakoa, Letsua, Merthig, and Nakta—offer yet another alternative: splitting up the following. They explain that, although the Tusks have met great success following the scouts’ quest for the *Primordial Flame*, the following has become too large and unwieldy to continue traveling under a single banner. Often in such cases, an overlarge following splits apart into multiple smaller followings, each led by one or two of the original following’s Mammoth Lords. This course is what Argakoa and the others suggest. If the characters are amenable to this idea, have them choose their favorite lieutenants to join them as the rest of the Broken Tusks part ways. The characters might retain the Broken Tusk banner, rebrand the banner of the Burning Mammoth, or create an altogether new name for themselves.

RAGE OF GNARGORAK

The frost giant Gnargorak, self-proclaimed jarl of jarls, has thought little of Hegremon since meeting the lowly Graylok clan leader years ago, but the mighty king’s interest was piqued by the supplicant’s promise of gifting him the *Primordial Flame*. Gnargorak had heard of the artifact before, but he’d never considered what it could mean for his endless war against the Mammoth Lords if he were to seize and destroy their sacred lantern.

So then, imagine the jarl’s rage upon hearing that a small band of scouts destroyed the Grayloks and dashed Hegremon’s promise to deliver the *Primordial Flame* to the jarl. Furious to be denied, Gnargorak cursed Hegremon’s name forever and swore to finish what the hunter started.

THE FROST GIANT’S FURIES

Shortly after hearing of Hegremon’s defeat, Gnargorak sends groups of his most trusted warriors, battle-ragers, and elementalists to scour the Tusk Mountains for the runts calling themselves “Broken Tusks.” Each squad is led by one of the jarl’s three commanders: **Karthruqa** (CE male frost giant skald 14), whose throat-singing war bards shake the tundra with their deep, resonant chants; **Fronav** (CE female frost giant ice-caster 15), wielder of a *staff of the magi*; and **Thimroth** (NE female frost giant antipaladin 17), who rides a gigantic sled pulled by polar bears.

In addition to troops of frost giants, each commander has enlisted or enslaved other monsters of the north, including mindless minions, such as ice golems, easily cowed subordinates like frost trolls, and even mythical beasts like umonlees. Whatever plans your characters have for their high-level adventures, you can use Gnargorak’s commanders and minions as exciting and meddlesome opponents who remind the characters of the targets on their backs.

BATTLE AT BOS-PHARGRUMM

Whether or not they’ve defeated all of his commanders, the party might consider taking the fight to the jarl himself at Bos-Phargrumm. The monolithic frost giant capital of ice and stone is all but impregnable. It’s built upon itself in many layers, for one thing; giants are always adding new levels and structures to the top of the city, slowly crushing the older levels. These lower levels are a kind of dungeon, home to monstrous creatures that crawl and slither through the crumbling ruins, scavenging to survive. The upper levels are built to resist a siege, filled with frost giants beyond measure.

The characters would do well to find another way into the city, such as a forgotten entrance whose location can be provided by **Zephyr Starbrow** (N

female cloud giant aeromancer 17). Zephyr is just one of a retinue of cloud giants who serve as Gnargorak's bodyguards and advisors, administering the city whenever he's absent. She has gotten quite used to running things without the jarl present, and now that he has returned to Bos-Phargrumm to hide, she has been forcibly reminded of how tiresome he is. She would much rather have Gnargorak dead, but she can't kill him herself and expect to take over. Instead, she offers to help the characters in the hope they can fight their way up through the city's lowest levels, reach the throne room, and defeat him in battle.

What happens then depends on the characters. Do they trust Zephyr to keep her side of the bargain, allowing them to escape once the battle is done? Or do they anticipate her betrayal and reveal her treachery to Gnargorak? In a fortress filled with rival factions and old grudges, can the party pit their foes against each other, facing Gnargorak only after he has expended most of his energy and resources?

WINTER'S HEART

Jarl Gnargorak is one matter; his legendary sword, *Winter's Heart*, is another. Gnargorak never lets his favored weapon, an intelligent artifact carved from ice at the heart of a glacier, out of his sight. For its part, *Winter's Heart* is obsessed with uniting all the lands of the north—the Lands of the Linnorm Kings, Irrisen, the Realm of the Mammoth Lords, the Sarkoris Scar, and Mendev—under a single ruler (with itself, naturally, as this uniter's favored weapon). *Winter's Heart* has long believed that Gnargorak could be this ruler, for the frost giant jarl is one of the most powerful individuals ever to roam Golarion. However, Gnargorak has little interest in rule, wasting *Winter's Heart* on half-baked campaigns and self-indulgent raids against his enemies, the Mammoth Lords. Depending on how much of a splash the characters make at the gates of Bos-Phargrumm, the sword might realize that it would be better off adjusting its allegiances.

Winter's Heart is a capricious thing, so there's little telling to whom it might telepathically reach out as it searches for a more fitting wielder; it might just as well reach out to Zephyr Starbrow or another being entirely. Zephyr can tell the characters about the legendary

weapon, including the only way to destroy it: hurling it into a cataclysmic volcanic eruption. If—with the help of her cloud giant comrades and those frost giants she has persuaded to her side—Zephyr can capture the characters after their assassination of Gnargorak, she might charge them with destroying the artifact in exchange for their freedom. This option would only work, of course, if the characters don't claim the sword for themselves and set out to unite all the lands of the north under their iron-hard rule!



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The only permanent encampment in the Realm of the Mammoth Lords fills a deep ravine cutting through the Tusk Mountains. Protected from fierce blizzards by ancient magic, Hillcross is where the people of the Realm come to rest, negotiate, celebrate, and barter with each other and foreigners. This legendary locale exists as much on any map as it does in the hearts and minds of the followings of the Realm.

Hillcross lies in a deep ravine that has been used as a pass across the Tusk Mountains since time out of mind. The ravine is more than a half mile wide with steep walls—Norcliff and Soucliff—rising 350 feet on each side. The encampment fills the entire ravine and stretches for almost two miles. On each end is a 30-foot-high bristling palisade made of pine logs and mammoth tusks. These walls completely block the pass, accessible only through a single wooden gate beneath a 30-foot-wide arch. The strip of land sheltered by the cliffs and walls comfortably accommodates 7,500 visitors and their (often quite large) animals, but about 20% of Hillcross's population lives in caves that dot the cliffs.

The nature of the magic that protects Hillcross from freezing cold and blizzards is a mystery to most, kept secret out of caution and tradition. Legend has it the magic originated from a powerful druid named Brogan who later became known as Brogan the Grasswalker. Brogan's wife Seba Strongarm was with child when their following came to the pass. When complications set in and Seba couldn't be moved, Brogan channeled all his desperation and hope to tame the violent weather around them. In an instant, the sun broke through the clouds and the winds calmed. The effects of Brogan's spell would last for an entire year, tempering the weather in a small diameter centered on the pass. Seba gave birth to twins, and the family decided to stay; Hillcross was born. Every year thereafter, Brogan—or one of his students, in a lineage that has continued over many centuries—renewed the ritual, which they call the *Summerland Spell*.

With its unique resistance to harsh weather and position between the eastern and western halves of the Realm of the Mammoth Lords, Hillcross has adopted a special role in Kellid culture. It's a sacred haven, first and foremost. No violence is permitted in Hillcross. This rule, known as the Right to Peace, is inviolate and enforced by many means, from cultural pressure to occult curses. When two followings would otherwise go to war, or when the differences between them are so intense that to merely approach one another is to court death, the followings meet at Hillcross, where everyone can trust and take comfort in the Right to Peace while leaders broker a resolution. A following can take shelter in Hillcross for any reason, with one limitation: there isn't room for everyone, and so those who have been at Hillcross the longest must be the first to leave, if necessary, to make room for newcomers. This custom—the Rite to Shelter—preserves Hillcross for all.

Few Mammoth Lords bear any interest in the world to the south, but to the merchants of New Thassilon or Ustalav, the people of the Realm have much to offer. When merchants come north to trade for fur, pelts, or tamed animals, Hillcross is the ideal destination. Likewise, travelers bound for Icestair or the Crown of the World nearly always stop at Hillcross to rest, resupply, and hire local guides and translators. For these reasons, Hillcross has a surprisingly cosmopolitan character. To many northern natives, Hillcross might as well be Absalom or Katapesh, so overwhelming is its density and variety of peoples and cultures.

Despite its local reputation, Hillcross is no true city. It has no government, no guilds, no city guard, nor even much in the way of services. It's, truth be told, simply the largest campground in northern Avistan—perhaps in the entire Inner Sea region. Some who dwell in Hillcross would like to see it become more: a true capital, the heart of Mammoth Lord culture. Many others, however, cherish the Oasis of the North for its free spirit and the eons of cultural history that distinguish it from southern cities.

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HILLCROSS

SETTLEMENT 8

N TOWN

Permanent encampment in a magical pass.

Government Hillcross Witches (council)

Population 8,550 (92% humans, 4% orcs, 4% other)

Languages Common, Hallit

Religions Fandarra, Gozreh, Pharasma, Sister Cinder (Sarenrae)

Threats feuding followings, frost giants

Three Rights Hillcross's residents honor the Right to Peace, Right to Shelter, and Right to Store. NPCs begin with an attitude of unfriendly toward characters known to violate these rights.

Blue Bonnet Brucan (CN male human pirate 7) dashing roper and outlaw in hiding

Frilla the Mouse (NG female human farmer 6) advocate for agriculture

Jana Blade-Hands (CG female orc merchant 9) weapons dealer

Oga the Grasswalker (N female human witch 11) ancient leader of the Hillcross Witches

HISTORY

Mammoth Lord culture doesn't value written history, and its oral culture maintains a timelessness that ebbs and flows with the seasons instead of counting the years. In Hillcross, seasons become an afterthought, and the timeless nature of nomadic Kellid life is amplified. If not for the births, deaths, and coming of age ceremonies that occur within Hillcross's walls, it might be hard to notice the passage of time at all. Thus, to speak of the history of Hillcross is to weave legends, facts, and rumors into a tapestry that, though beautiful, is only an approximation of the truth.

Hillcross began with the arrival of Brogan, his wife Seba Strongarm, and their kinfolk, the following of the Proud Elk. As they crossed the pass over the Tusk Mountains, Seba entered labor. The birth was a difficult one, and Brogan—knowledgeable in the ways of medicine and healing—knew she couldn't be moved. But the Proud Elk couldn't linger, so Brogan chose to be left behind with his family. They sought shelter in one of the cliffside caves, and Brogan made a great sacrifice. Calling on ancient spirits of the sun and the earth, he performed a mighty ritual that calmed the pass's harsh weather. In the process, Brogan's health broke; he survived and would be a father to his children for decades, but he was forever after weak and sickly, wracked with hacking coughs and deprived of the use of one leg. He judged this a fair trade for the safety of his wife and children.

The spell lasted a year, and Brogan renewed it ever after. When the Proud Elk returned after many moons, they expected to find nothing but frozen corpses, but instead they discovered a miraculous refuge established by one of their very own. Other followings came and went, and soon the word spread of the "oasis of the north" Brogan had created. Brogan and Seba never claimed to be the place's rulers, but they did establish their community's Three Rights, which everyone who entered agreed to uphold. Over the years, people erected walls and gates to protect the ravine camp which came to be Hillcross.

Eventually Brogan—who was called Brogan the Grasswalker after the founding of Hillcross—died, but he passed the *Summerland Spell* on to others, who have maintained it every year for generations without number. When followings came, they stored their valuables in the deep caverns by the Right to Store, negotiated their grievances under the Right to Peace, and healed their wounds in safety using the Right to Shelter. Travelers bound for Icestair and far-off Tian Xia spread word of the permanent encampment, and soon fur traders and other merchants arrived, seeking the rare hides only Kellids could deliver and living creatures only the Mammoth Lords could tame. A small but growing population decided to live in Hillcross permanently; they forsook the campground on the floor of the ravine to dwell in caves, as Brogan and Seba had.

Periodically, Hillcross has come under attack from frost giants and others, but its stalwart residents have repelled each and every invasion. A popular story told by Hillcross elders took place a century ago, when a demon lord made the mistake of judging Hillcross to be nothing more than a tent-city populated by pacifists, wounded warriors, and beleaguered travelers. His demons and frost giant cultists were soundly defeated by the Hillcross Witches and the brave followings who fought on the encampment's behalf.

The most recent attack on Hillcross came less than a year ago in 4721 AR, and the memory is still fresh. The Burning Mammoth following, led by a merciless and mysterious magus named Ivarsa, besieged the ravine in tandem with frost giants from the Graylok clan. No one would've ever suspected an old and once honorable following like the Burning Mammoth to ally itself with frost giants, but the people of Hillcross repulsed the raiders all the same. However, the fight wasn't without cost—after the Burning Mammoth had been routed and the dust settled, the Hillcross Witches discovered one of their own number, the respected historian Jesseri the Hailstorm, was missing. Jesseri's fate remains unknown, and the Burning Mammoths have been exiled forever from Hillcross.

CULTURE

The culture of Hillcross is a unique mixture of long-held Mammoth Lord traditions and more recently introduced southern customs.

SUMMERLAND

The *Summerland Spell*, a potent ritual that preserves Hillcross Ravine's unusually temperate weather, touches everyone who visits. In a high mountain pass that would otherwise be dangerous to travel in any season, the magic of the Hillcross Witches enables the settlement to exist in what many northern Avistani would consider comfortable conditions. Though proud nomads might balk at a temperate climate, which they believe could encourage idleness and weakness, every northerner knows that a visit to Hillcross is a rare and spectacular privilege. For many, Hillcross is the most magical place they'll visit in their entire lifetime. Those who permanently reside in the ravine recognize their good fortune and understand that their own needs come second to the needs of their guests and Hillcross as a whole. The loss of Hillcross would be a terrible blow to Mammoth Lord culture, if not all of northern Avistan.

The Hillcross Witches perform the *Summerland Spell* annually. Knowledge of the spell is passed down from generation to generation, and a half dozen of the witches know it at any one time, working to cast the ritual together. For more details on the *Summerland Spell*, see page 77.

THE THREE RIGHTS

Everyone who comes to Hillcross must abide by—and is granted—the Three Rights: the Right to Peace, the Right to Shelter, and the Right to Store.

Right to Peace: Within Hillcross's walls, everyone insists on a total ban on physical violence against others. Even hunting is forbidden because it's just too easy for a Kellid hunter to inflict harm on another individual and claim a "hunting accident." Animals, such as game and livestock, can be slaughtered for sustenance, but people can slaughter only the animals they brought with them when they arrived at Hillcross. Because everyone is presumed capable of honoring the Right to Peace, individuals keep their weapons.

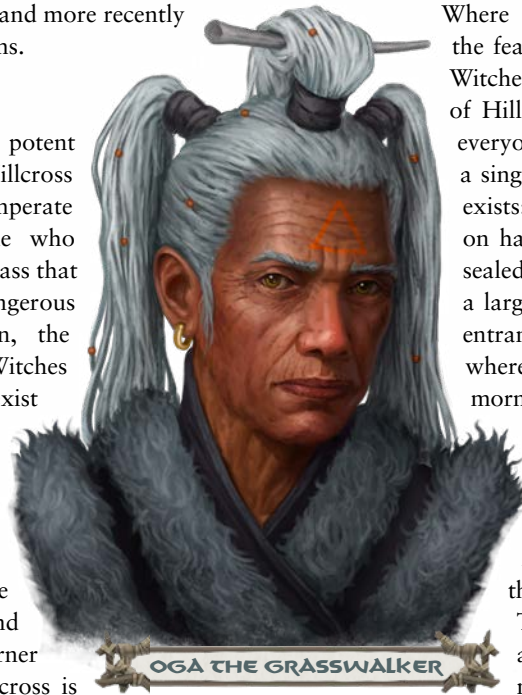
Those who threaten to violate this tenet are warned, while those who break it outright are simply expelled.

Where common decency isn't enough, the fear of being cursed by the Hillcross Witches or of being shunned by the rest of Hillcross is typically enough to keep everyone in line. For the truly determined, a single exception to the Right to Peace exists: two or more individuals hellbent on harming one another can ask to be sealed in the Dueling Cave. At sunset, a large boulder is rolled in front of the entrance to this blood-soaked chamber, where it remains until sunrise the next morning. The decision of what, exactly, happens inside the Dueling Cave during this time is left entirely to its occupants.

Right to Shelter: Everyone is welcome at Hillcross, but there isn't always enough room. Therefore, when a new group arrives at the ravine but there's nowhere for them to set up camp,

other Hillcross occupants must leave to make room, starting with those who have been there the longest. This requirement sometimes forces a group to depart before they're ready; they might be in negotiations with a violent rival or still recovering from injury, but the Right to Shelter can't be broken. Emergency camping space exists just outside the gates, to give those who must depart a little extra time, but that space isn't officially part of Hillcross and isn't protected by the Three Rights. Hillcross's permanent residents—those who live in the Cliffside Caves—are exempt from this rule and aren't required to leave the settlement.

Right to Store: Mammoth Lord followings remain on the move, meaning most typically limit their belongings to only what they and their pack animals can carry. Occasionally, though, a following can't hold onto an important item. The item might be too awkward, heavy, or dangerous. In this case, every Mammoth Lord following is entitled to a single chamber in Hillcross's deep caverns, where they can store whatever they wish. The chambers range in size, some no more than a few feet deep and wide, others as large as a small herd of mammoths. Some followings use their chamber to store important heirlooms, such as banners or magical items. Others store items which have little value to nomads but nevertheless might come in handy someday, such as southern coinage. The wisest Mammoth Lords use the Right to Store to put away emergency supplies—everything from preserved



OGA THE GRASSWALKER

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rations and sealed gourds of water to tents, armor, weapons, and even petrified pack animals that might one day be returned to life with a spell. When winter, age, war, or hunger threatens to destroy a following, a trip to Hillcross enables well-prepared groups to resupply and resume nomadic life. Trespassing into another following's chamber protected by the Right to Store is a serious crime, but because there are so many caverns—and because no one has ever successfully kept track of them all—such an offense isn't totally unforgivable. Children are especially known to go where they aren't supposed to, and as long as they don't steal, all is forgiven. Unlike the other rights, only Mammoth Lords and their followings are granted the Right to Store.

TRADE

It isn't unusual to see Mendevian fur traders, New Thassilonian merchants, and Belkzen arms dealers ply their wares among the camps of Hillcross. Most people of the Realm have little use for money, but if they have it, this is where they spend it, buying metal tools, weapons, armor, magic items, rare animals from the south, and occasional luxuries, such as silk, metal jewelry, or unusual foodstuffs. The mixing of cultures and languages creates a demand for knowledgeable translators and guides, and someone able to bridge the gap between the Mammoth Lords and travelers from far away can earn both respect and wealth.

LOCATIONS

While the basic geography of Hillcross is readily apparent to all who arrive, it also has secrets known only to a few.

Cliffside Caves: Precisely 100 caves line the Hillcross Ravine: 37 in Norcliff and 63 in Soucliff. These caves have no consistent elevation; a few are at ground level, but most are at least 20 feet up, and some are near the top of the 350-foot cliffs. Access to the caves varies; some can be accessed by simple but sturdy ladders, others require long ropes. Many caves are connected by light scaffolding held together with leather lashes and wooden pegs.

Hillcross's permanent residents live in the cliffside caves, the number and size of which create a practical limit for how large the permanent population can get. An individual who moves into a cliffside cave is announcing their status as a permanent resident of the camp; they no longer have to depart under the Right to Shelter but are still expected to put Hillcross's needs before their own.

Most of these caves are small and house a single family of up to five individuals. A few, however, are

much larger, having been expanded by permanent subcommunities like the Hillcross Witches or the Growers. Many cave residents keep nimble animals, such as raccoons, falcons, or foxes, as pets. They train these animal friends to run errands down to the ground and back up, delivering messages or even retrieving food and water for sickly or infirm cave occupants.

Deep Caverns: Some of the caves lining the ground level of Norcliff and Soucliff provide access to deeper chambers which, despite Hillcross's long history, have never been fully charted. Common wisdom suggests that if there were anything dangerous down in the "deep caverns," it would've made itself known by now. Of course, such reasoning doesn't satisfy children and adolescents, who are notorious for roaming these deep cave networks. Over the years, youths about to leave Hillcross have passed down what they know of the caverns to young newcomers, creating a chain of dubious but deep oral folklore. As a result, those who want to know something about the deep caverns could do far worse than to consult one of the scrappy children scurrying around the campgrounds.

Among the known parts of the deep caverns are the caches and repositories of Mammoth Lord followings entitled to keep their goods here under the Right to Store. No one really knows the contents of everything stored in these caches; every following is responsible for securing their own cavern and knowing its location, and many ward their caverns with powerful magic or monstrous guardians. When a following dissolves due to war, starvation, or other pressures, the knowledge of their storage cavern's location and contents is often lost. Even when an abandoned cavern is discovered, the Right to Store dictates that its cache be left undisturbed, for one can never be sure if and when a following thought lost might return.

The deep caverns have one final use. Whenever two or more individuals can't abide by the Right to Peace and must engage in violence, they can each ask to be sealed into the one chamber reserved specifically for this purpose: the Dueling Cave. All the individuals—with their weapons and armor—enter this cave the same evening. A boulder is rolled across the entrance at sunset and isn't removed until sunrise. All who emerge from the Dueling Cave are given a wide berth, their very flesh soaked with the stench of death that permeates the cave.

The Gates: Two gates allow entrance through Hillcross's formidable palisade: the Morning Gate to the east and the Evening Gate to the west. Both are wide enough for two mammoths to walk through side by side, and self-appointed guards keep torches lit day and night to mark the entrances. Guarding one

of the gates is considered a great honor, and visitors and permanent residents alike compete to earn this right. The gates can be barred with logs too heavy for people to lift—gatekeepers must entreat domesticated megafauna, such as mammoths or dinosaurs, to put the logs in place. Outside each gate lay several acres of cleared ground; in the event of overcrowding, one or more departing followings can camp in this space, though the protection of the Three Rights doesn't extend beyond the settlement's walls.

Icelake: At night, moonfall illuminates into this frigid pool. By day, thousands of people come here to fill skins, jugs, or baskets with clean drinking water. Water is tightly rationed at Hillcross. Baths, laundry, and other such luxuries aren't permitted except for permanent residents. Likewise, bathing in Icelake is forbidden, even for those who could stand the frigid temperatures of the water. There are always too many people around for even a stealthy swimmer to slip in unnoticed. Nevertheless, Icelake is the single most important spot in Hillcross for socializing and gathering news. Those thirsty for interaction spend much of their day here, idly chatting with whomever comes for water.

Moonfall: The effects of Hillcross's *Summerland Spell* cause the glacier north of Norcliff to constantly melt in a rivulet down the face of the cliff. The glacier is replenished by snowfall and ice during the winter, while in the summer the flow of meltwater increases. Most of the year, the flow is strong enough to form a veritable waterfall connecting the glacier above and Icelake below. The people of Hillcross call this 350-foot-tall cascade Moonfall. When a following approaches Hillcross, Moonfall is the first thing they see and hear—it's how scouts know Hillcross is nearby. Moonfall is spectacular in its beauty, but deafening; the caves that line the cliff near it are the least popular in which to dwell since the noise of the waterfall keeps all but the heaviest sleepers awake.

The Ravine: The Hillcross Ravine is wide enough to be more accurately termed a valley or canyon, but its name is as much a fixture of Hillcross as the Hillcross Witches. The steep walls of Norcliff and Soucliff keep the many camps that line them in the ravine below in frequent shadow. Wildlife is common since the Rite to Peace precludes even the practice of hunting. Squirrels, raccoons, and foxes scavenge

for scraps among the camps, and thrushes, falcons, and chickadees roost along the cliffs. On celebration days, adventurous folk launch themselves off the top of the cliffs with gliders made of hollow bones and animal skins.

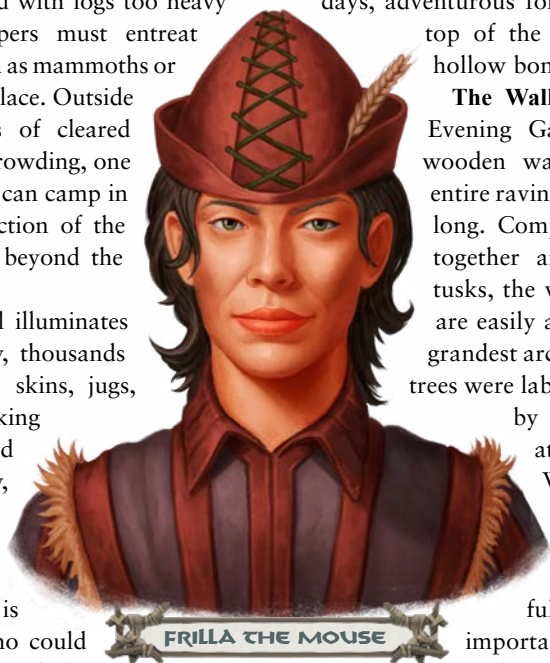
The Walls: The Morning Gate and Evening Gate stand in the center of wooden walls that stretch across the entire ravine, each over a thousand yards long. Composed of tree trunks lashed together and topped with mammoth tusks, the walls stand 30 feet high and are easily among the Mammoth Lords' grandest architectural achievements. The trees were laboriously hauled to the ravine by followings seeking shelter at Hillcross in its early years. When new lumber is needed to repair or replace part of the walls, visitors can earn a great deal of respect by fulfilling this exhausting yet important task. Each wall is topped with a dense thicket of mammoth

tusks sharpened to deadly points. Outside the walls, deep ditches give would-be besiegers starkly disadvantageous terrain. On the inside of the walls, wooden walkways allow those inside to see over the wall to the cleared acreage beyond. The walls of Hillcross aren't traditionally patrolled by guards—there's no official city watch—but visiting warriors nonetheless congregate along the walkways to socialize and keep watch on cloudy nights, if only because old habits die hard.

INHABITANTS

As a meeting point for Mammoth Lord followings, southern merchants, and travelers from around the world, Hillcross has a diverse population.

The Growers: Most Mammoth Lord societies are nomadic, but some defy this cultural tradition. No one group typifies this possibility more than the Growers, a vocal segment of Hillcross's permanent population determined to establish agriculture within the ravine. The Growers are led by **Frilla the Mouse** (NG female human farmer 6), a half-Kellid woman in her middle age with a husband and children. Frilla wants to plant seeds in the land outside Hillcross's gates, turning the region affected by the *Summerland Spell* into farmland. She isn't alone—many traveling Kellids who have been exposed to the southerners' bread, wine, and tobacco yearn for their own means of producing such sumptuous luxuries.



FRILLA THE MOUSE

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Hillcross is in a shaded mountain pass; there wouldn't be much room for crops even if Frilla's plan succeeded, but thanks to the tempering effects of the *Summerland Spell*, Hillcross could possibly enjoy two full growing seasons per year. The main obstacle to her plan is, however, the same thing that would enable it: the *Summerland Spell*. While the spell has always been renewed and Hillcross has always been protected by it, this arrangement is true only because of the diligent work of the Hillcross Witches. If the inhabitants of Hillcross were to at last plant seeds and grow their food as others do, and the *Summerland Spell* were to fail, all their work would be for nothing. Worse, the old ways of foraging and hunting outside the settlement's walls might be forgotten, as they've been for many people from the more cosmopolitan south. This argument has placed enough doubt in the minds of Hillcross's other residents to keep Frilla's ideas from truly taking hold. Nevertheless, the last few years have seen some progress: Frilla and her fellow Growers cultivate mushroom crops in the Cliffside Caves, and they trade these mushrooms with Hillcross residents and visitors.

The Hillcross Witches: Since Brogan the Grasswalker, Hillcross has been home to druids, witches, oracles, and other spellcasters skilled in taming the weather and natural elements. Although these spellcasters seldom number more than a half dozen, they're surrounded by apprentices, servants, bodyguards, hunters, and other hangers-on who, when combined, make for Hillcross's largest influential faction. The Hillcross Witches, as they're known, are responsible for the annual renewal of the *Summerland Spell*. They also perform other duties, such as delivering oracular prophecies to travelers, concocting tinctures or potions, and enchanting or removing curses from items.

The leader of the Hillcross Witches takes the title "the Grasswalker," to recognize their lineage from student to pupil going back to Brogan. The current leader, **Oga the Grasswalker** (N female human witch 11), is an ancient Kellid woman who sustained her life through alchemical and magical means, and she has held the title for over a century. Every few years, she has a health crisis that threatens to end her life, and every time she claws her way back—albeit a bit more shrunken and ill-tempered than before.

The Meeters: This local term refers to followings who have come to Hillcross to take advantage of the Right to Peace, usually to negotiate with an enemy or rival. Hillcross's unique law ensures the Meeters aren't at risk of violence. While Mammoth Lords meet to conduct tense negotiations, their followings enjoy the

opportunity to rest, socialize, craft, and barter for rare treasures. Meeters stay in Hillcross just long enough to do their business and then depart. When it's time for Meeters to leave, it's tradition for each faction to depart through a different gate, ensuring the two groups aren't immediately forced into a small space that tests the new peace.

The People Who Never Left: Lots of people come to Hillcross. Most leave within a few weeks, sometimes a few months. But there are always a few who, contrary to their intentions, just never get around to leaving. They make connections with permanent residents or simply decide they like it in Hillcross, and they manage to inherit one of the limited number of domiciles in the cliffside caves. These individuals are known as the People Who Never Left.

Most People Who Never Left are southerners who originally came to Hillcross to trade or considered Hillcross just a stopping place on their journey to Icestair or the Crown of the World. However, sometimes even Kellids, most of whom strongly cherish their nomadic lifestyle, also decide to stay, whether because they discovered a passion for an occupation ill-suited to nomadism, because they became estranged or separated from their following, or for any number of other reasons.

The People Who Never Left make up much of Hillcross's permanent labor force; they work as water carriers and translators or herd mountain goats along the pass. There's more than one wanted criminal among them, but now they've made a new home in Hillcross where their crimes are unknown. One of these outlaws, **Blue Bonnet Brucan** (CN male human pirate 7), is a former pirate captain who gave up the sea after one too many close calls with the Chelaxian navy. Now he's an inhabitant of Hillcross with unparalleled skills at rope-making, knot-tying, and weather prediction.

The Survivors: Hunger, war, predators, or bitter cold have spelled the end for many followings. When a following has shrunk to a size so small that nomadism is no longer viable, the hungry and lonely remnants come to Hillcross, where they're known as the Survivors.

Once safe in Hillcross—where food, shelter, and water are easily available for anyone willing to work—Survivors look for a potential new family, investigating the followings currently taking shelter and attempting to earn membership in a suitable following before it departs. A Survivor might linger in Hillcross for many months, working as a water carrier, herder, or other laborer, before finding a following. Some eventually join the People Who Never Left.

Traders: Mammoth Lord culture has refined hunting, trapping, and domesticating animals to a fine art, and the demand for these products from outsiders is always high. The community of southern traders at Hillcross includes representatives from every neighboring realm, including the Lands of the Linnorm Kings, Irrisen, New Thassilon, Belkzen, Ustalav, and Mendev. These merchants are hardened veterans of the ice and snow who have learned Hallit and have reliable contacts among many different Mammoth Lord followings. Because the Right to Shelter precludes traders from establishing a permanent outpost, most make regular trips back and forth to their native land, bringing as many furs with them on the homeward leg as they can manage. When they return to Hillcross, they bring crafted goods from their own lands, including iron weapons, metal armor, useful survival gear, along with luxuries like silk from Tian Xia, skymetals from Numeria, and foreign foods, such as wine and seafood.

A Belkzen native named **Jana Blade-Hands** (CG female orc merchant 9) is one famous example of Hillcross's successful merchant class. Jana has made a small fortune trading steel axes, swords, and other weapons. She firmly believes a well-armed populace is a peaceful populace, or as she often puts it, "When everyone has an axe, no one speaks carelessly." She has no reservations about selling to all sides of northern conflicts, even when peace negotiators implore her not to. Her tent is a frequent stop for those headed to the Dueling Cave.

Travelers: Many people pass through Hillcross on their way somewhere else. The most common destination is Icestair, the next step in a path that eventually leads across the Crown of the World to the continent of Tian Xia. The sealing of the Worldwound has also opened routes for trade and travel from the eastern nation of Mendev westward to Irrisen or the Lands of the Linnorm Kings, and all these routes pass through Hillcross.

Travelers rarely dwell in Hillcross long. The lack of inns and other features of a southern city make Hillcross a novelty worth visiting but not a place to remain. Most stay long enough to recruit a guide and secure supplies before continuing. These folks are an important source of information on events in the rest of the world, and it isn't unusual for one of the Hillcross Witches, a trader, or one of the Growers to take a traveler aside and provide them with a hot meal in exchange for news.

Wounded Ones: When a following has taken a beating—either from their enemies or nature itself—they come to Hillcross for rest and recuperation. These followings are known as Wounded Ones, and by claiming the Right to Shelter, they can camp, recover from their injuries, and plan for the future before setting out again. Wounded Ones are the only group not obliged to fight when Hillcross comes under attack. They also enjoy some charity, such as deliveries of water and food. Yet, Wounded Ones can't stay long—the Right to Shelter ensures everyone must depart eventually.



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ANIMAL COMPANIONS

Mammoth Lords keep unusual animal companions. Many types of megafauna—including cave bears, daeodons, dire wolves, and smilodons—can be represented by the animal companion rules presented on pages 214 to 217 of the *Pathfinder Core Rulebook* and on pages 144 to 145 of the *Pathfinder Advanced Player's Guide*. The following new types of animal companions supplement those options.

ELEPHANT

UNCOMMON

Your companion is an elephant or mammoth.

Size Large

Melee ♦ tusk, **Damage** 1d8 piercing

Melee ♦ foot, **Damage** 1d6 bludgeoning

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

Hit Points 8

Skill Intimidation

Senses low-light vision, scent (imprecise, 30 feet)

Speed 35 feet

Special mount

Support Benefit Your elephant trumpets noisily and menaces your enemy. The first creature within your elephant's reach that you hit and deal damage to before the start of your next turn has difficulty hearing as its ears ring from the noise, taking a -4 status penalty to purely auditory Perception checks until the end of your next turn.

Advanced Maneuver Grabbing Trunk

GRABBING TRUNK ♦♦

The elephant grabs its foe with its trunk and carries it off. The elephant uses Athletics to Grapple a creature up to two sizes smaller than the elephant in its trunk. If its target is grabbed or restrained, the elephant repositions the target to another space in the elephant's reach.

RHINOCEROS

UNCOMMON

Your companion is a rhinoceros or woolly rhinoceros.

Size Large

Melee ♦ horn, **Damage** 1d8 piercing

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

Hit Points 8

Skill Survival

Senses scent (imprecise, 30 feet)

Speed 30 feet

Special mount

Support Benefit Your rhino swings its heavy head to unbalance your enemy. The first creature within your rhino's reach that you hit and deal damage to before the start of your next turn becomes clumsy 1 until the end of your next turn.

Advanced Maneuver Rhinoceros Charge

RHINOCEROS CHARGE ♦♦

The rhino Strides and makes a horn Strike at the end of its Stride. As long as the rhino moved at least 20 feet, the horn Strike deals 1d8 additional piercing damage, or 2d8 additional damage if your rhino is nimble or savage.

TRICERATOPS

UNCOMMON

Your companion is a triceratops or other armored dinosaur. If necessary, change the horn attack and damage type to an appropriate attack for the dinosaur (for example, an ankylosaurus would have a tail attack that deals bludgeoning damage).

Size Large

Melee ♦ horn, **Damage** 1d8 piercing

Melee ♦ foot, **Damage** 1d6 bludgeoning

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

Hit Points 8

Skill Intimidation

Senses low-light vision, scent (imprecise, 30 feet)

Speed 25 feet

Special mount

Support Benefit Your triceratops gores prone targets in your wake. Until the start of your next turn, your Strikes that damage a prone creature in your triceratops's

reach also deal 1d8 persistent bleed damage. If your triceratops is nimble or savage, the persistent bleed damage increases to 2d8.

Advanced Maneuver Lumbering Knockdown

LUMBERING KNOCKDOWN

Your triceratops Strides up to 10 feet, then makes a horns Strike. On a success, the target is knocked prone.

TYRANNOSAURUS

UNCOMMON

Your companion is a tyrannosaurus, allosaurus, or similar large, carnivorous dinosaur.

Size Large

Melee ◆ jaws, **Damage** 1d8 piercing

Melee ◆ foot, **Damage** 1d6 bludgeoning

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

Hit Points 8

Skill Intimidation

Senses low-light vision, scent (imprecise, 30 feet)

Speed 35 feet

Support Benefit Your tyrannosaurus roars and puts on a fearsome display as you attack, startling your foes. Until the start of your next turn, if you hit and deal damage to a creature within your tyrannosaurus's reach, the creature is frightened 1.

OVERWHELM

The tyrannosaurus bears down on an enemy and pins it with its jaws. The tyrannosaurus makes a jaws Strike; on a hit, the target is grabbed.

ITEMS

Characters can find the following new magic items throughout this adventure.

MAMMOTH BOW

Hegremon, leader of the Graylok frost giant clan, crafted this unique weapon. The party might claim the *Mammoth Bow* by defeating Hegremon in Chapter 2.

MAMMOTH BOW

ITEM 12

UNIQUE EVOCATION MAGICAL

Price 2,000 gp

Usage held in 1 hand; **Bulk** 4

This heavy, 12-foot-tall +2 *striking composite longbow* is fashioned from mammoth tusks lashed together. Due to its great size, you can attack with the *Mammoth Bow* only if you're Large or larger. The *Mammoth Bow* deals 2d6 additional piercing damage because of its incredible,

magically enhanced draw power. Additionally, the *Mammoth Bow* has a 180-foot range increment instead of a 100-foot range increment, but its volley range increases from 30 feet to 50 feet.

BURNING MAMMOTH EMBLEM

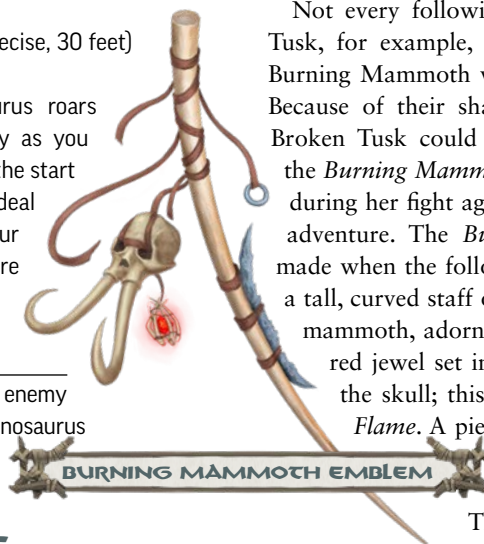
Many Mammoth Lord followings keep a sacred object that represents their following and grants their people great power. These objects, known as emblems, are potent relics that grow in power alongside their Mammoth Lord wielders.

When it's first chosen, an emblem is typically no more elaborate than a staff or pole carved from ivory, wood, or bone. Over time, the pole is decorated with mementos and trophies of important events and victories. Traditionally, the emblem is carried at the head of the following as it travels, borne aloft on the back of a mammoth.

Not every following has an emblem; the Broken Tusk, for example, didn't keep the emblem of the Burning Mammoth when the following split in two. Because of their shared history, the leaders of the Broken Tusk could reasonably claim ownership of the *Burning Mammoth Emblem*, which Ivarsa bears during her fight against the party at the end of this adventure. The *Burning Mammoth Emblem* was made when the following first formed, long ago. It's a tall, curved staff of ivory made from the tusk of a mammoth, adorned with a mammoth skull and a red jewel set in a bone casing that hangs from the skull; this jewel represents the *Primordial Flame*. A piece of iron tied to the ivory shaft with demon hide represents Metuak the Hero.

The *Burning Mammoth Emblem* is a unique relic (see page 94 of the *Pathfinder Gamemastery Guide* for the full rules on relics). It has the same level as the leader of the Burning Mammoth following, who's also the relic's owner; if more than one individual shares leadership of the following, the relic's level is the average level of these leaders, and all the leaders are considered the relic's owner.

When multiple characters are the owners of the emblem, all share some of the passive abilities from Mammoth Senses and Unquenchable Flame while near the emblem. However, the emblem's activations still have a single frequency limitation. For example, the Mammoth Form gift can be activated once per day total, not once per day for each owner, and once any owner uses Searing Wave, no owner can use it again for 1d4 rounds. Any owner can use the emblem's activations while within 30 feet of the emblem.



The *Burning Mammoth Emblem* gives the following gifts as it goes up in level, as indicated by each gift. Most are unique gifts, but *Searing Wave* is a standard major gift from the *Gamemastery Guide*, reprinted here for convenience.

MAMMOTH SENSES MINOR GIFT 1

UNIQUE TRANSMUTATION

Aspect beast

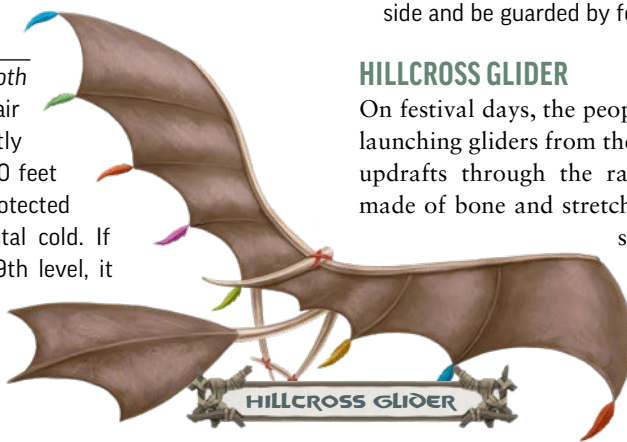
The *Burning Mammoth Emblem* grants you acute senses. You gain low-light vision while within 30 feet of the emblem. If the emblem is at least 10th level, you also gain scent as an imprecise sense when you're within 30 feet of the emblem.

UNQUENCHABLE FLAME MINOR GIFT 5

UNIQUE ABJURATION FIRE

Aspect fire

The *Burning Mammoth Emblem* keeps the air around itself pleasantly warm. If you're within 30 feet of the emblem, you're protected from severe environmental cold. If the emblem is at least 9th level, it also protects you from extreme cold. If the emblem is at least 17th level, it also protects you from incredible cold.



MAMMOTH FORM MAJOR GIFT 9

UNIQUE TRANSMUTATION

Aspect beast

Activate $\blacklozenge\blacklozenge$ command, Interact; **Frequency** once per day; **Effect** Calling upon the power of the emblem, you transform into a mammoth. You cast 4th-level *elephant form* (page 76). At 11th level, you can cast 5th-level *elephant form* instead.

SEARING WAVE MAJOR GIFT 13

UNIQUE EVOCATION FIRE

Aspect fire

Activate $\blacklozenge\blacklozenge$ command, Interact; **Effect** You allow a portion of the fire magic housed in your relic to escape in a direction of your choice. You deal 1d10 fire damage for every 2 levels of the relic to all creatures in a 30-foot cone (basic Reflex save). You can't use *Searing Wave* again for 1d4 rounds.

MAMMOTH PARAGON GRAND GIFT 17

UNIQUE CONJURATION

Aspect beast

You gain the *Burning Mammoth Emblem's* true power over the mammoth form. When you activate the Mammoth Form gift, you can cast 7th-level *elephant form* instead of 4th- or 5th-level *elephant form*. You also gain the following additional activation.

Activate $\blacklozenge\blacklozenge\blacklozenge$ command, envision, Interact; **Frequency** once per day; **Effect** You call upon the emblem to create a secure campground protected by towering mammoths. This has the effect of *dinosaur fort* (page 76), except that the fort is decorated with mammoth skulls, tusks, and fur; is only 60 feet to a side; and is guarded by one mammoth (*Pathfinder Bestiary* 154) instead of four tyrannosauruses. Each day, you can choose for the fort to persist another 24 hours; if you do, this activation doesn't recharge. At 20th level, you can choose to instead have the fort be 300 feet to a side and be guarded by four mammoths.

HILLCROSS GLIDER

On festival days, the people of Hillcross celebrate by launching gliders from the top of the cliffs and riding updrafts through the ravine. Hillcross gliders are made of bone and stretched hide, tied together with sinew, and sealed with a glue made from animal fat.

The characters might find these gliders useful during the Graylok frost giants' siege of Hillcross during Chapter 1 of this adventure. Likewise,

a glider might make it easier for the characters to search for megafauna once the battle is over.

The full rules for vehicles can be found starting on page 174 of the *Pathfinder Gamemastery Guide*.

HILLCROSS GLIDER VEHICLE 4

RARE LARGE

Price 200 gp

Space 10 feet long, 10 feet wide, 3 feet high

Crew 1 pilot

Piloting Check Piloting Lore (DC 19) or Nature (DC 21)

AC 16; **Fort** +11, **Ref** +11

Hardness 5, **HP** 48 (BT 24); **Immunities** object immunities; **Weaknesses** fire 5 until broken

Speed fly 35 feet (wind)

Collision 2d8 (DC 19)

Starting Drop The only way to launch a Hillcross glider is to jump off a steep incline with favorable wind conditions. The glider is uncontrolled and falls 60 feet each round until the pilot successfully Takes Control. If the glider hits the ground before the pilot Takes Control, the pilot and the glider both take falling damage.

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SPELLS AND RITUALS

The following new spells and rituals appear throughout this volume.

DINOSAUR FORT

At a sufficiently high level, the *Burning Mammoth Emblem* can be used to cast this spell.

DINOSAUR FORT

SPELL 10

RARE CONJURATION

Traditions primal

Cast 10 minutes (material, somatic, verbal)

Range 500 feet

Duration 24 hours (see text)

You conjure a primeval fort with walls of sharpened wood adorned with dinosaur skin and teeth, up to 300 feet on a side. Each of the four quadrants of the fort is guarded by a tyrannosaurus (*Bestiary* 101). While the tyrannosauruses won't cross into the others' territories, their reach allows them to simultaneously attack an intruder near the center of the fort. The tyrannosauruses leave you and anyone you introduce to them alone but treat anyone else they find in the fort as intruders and prospective snacks. When you prepare spells, you can choose not to recover the spell slot you used to cast this spell. If you do, the fort remains for another 24 hours.

The fort must be created on a plot of land free of other structures. It adapts to the natural terrain, adopting the structural requirements for being built there. The fort adjusts around small features, such as ponds or spires of rock, but can't be created on water or other nonsolid surfaces. If created on snow, sand dunes, or other soft surfaces with a solid surface underneath, the foundation reaches solid ground. If created on a solid but unstable surface, such as a swamp or an area plagued by tremors, roll a DC 3 flat check each day the fort is present; on a failure, the fort sinks or collapses sometime during that day, and the spell ends.

The fort doesn't harm creatures within the area when it appears, and it can't be created within a crowd or in a densely populated area. Any creature inadvertently caught inside the fort when the spell is cast ends up unharmed inside the complete fort and always has a clear path of escape.

ELEPHANT FORM

The *Burning Mammoth Emblem* allows its owners to briefly turn into an elephant or mammoth with this spell.

ELEPHANT FORM

SPELL 4

UNCOMMON POLYMORPH TRANSMUTATION

Traditions primal

Cast >> somatic, verbal

Duration 1 minute

You channel the primal forces of nature to transform into a Large battle form, specifically that of a powerful and terrifying elephant or similar creature, such as a mammoth, mastodon, or anancus. This spell has the effects of *dinosaur form* (*Pathfinder Core Rulebook* 329), except you gain the following specific abilities instead of the form-specific abilities of *dinosaur form*.

Speed 40 feet; **Melee** > foot, **Damage** 2d8 bludgeoning; **Melee** > trunk (reach 10 feet), **Effect** grabbing trunk; **Melee** > tusk (reach 10 feet), **Damage** 2d6 piercing.

Grabbing Trunk A creature up to two sizes smaller that's hit by your trunk is grabbed. If you succeed at your Grapple check against a creature grabbed by your trunk, you can reposition the creature to another space within your trunk's reach.

Heightened (5th) Your elephant form is Huge; your trunk and tusk attacks have 15-foot reach, and your foot attack has 10-foot reach. You instead gain 20 temporary HP, an attack modifier of +18, a damage bonus of +6, double the damage dice, and Athletics +21.

Heightened (7th) Your elephant form is Gargantuan; your trunk and tusk attacks have 20-foot reach, and your foot attack has 15-foot reach. Your AC is 21 + your level and you instead gain 25 temporary HP, an attack modifier of +25, a damage bonus of +15, double the damage dice, and Athletics +25.

FAR SIGHT

The Azure Sphinx in the Tamarnian Tar Forest knows many secrets, no doubt thanks to his supernatural sight. If the characters fulfill the sphinx's quest by destroying the monstrous Ivory Behemoth in the mammoth graveyard, the sphinx gives them a *scroll of far sight*.

FAR SIGHT

SPELL 3

UNCOMMON DIVINATION VISUAL

Traditions occult, primal

Cast >> somatic, verbal

Duration 10 minutes

You can see distant objects as if they were closer. You can view creatures, objects, and terrain features that are more than 30 feet away and up to 300 feet away as though they were only 30 feet away. You can view creatures, objects, and terrain features that are 300 feet away or more as though they were only one-tenth as far away. This spell only affects your ability to discern visual details; it doesn't let you treat the objects as actually closer for the purposes of spells, ranged attacks, or otherwise. This spell doesn't affect the range of other visual senses you might have, so if you have a visual sense that extends to only 60 feet, you still can't use it to see things beyond that range, even if they would appear closer with this spell.

INCENDIARY FOG

The stygira Calcifda the Stone Witch mastered this spell using coal dust. She deploys it against the characters if they challenge her at her lair in the tar sands of the Tamarnian Tar Forest. The characters can find a *scroll of incendiary fog* among the defeated Stone Witch's belongings.

INCENDIARY FOG

SPELL 5

RARE CONJURATION FIRE

Traditions arcane, primal

Cast ◆◆◆ material, somatic, verbal

Range 120 feet; **Area** 20-foot burst

Saving Throw see below; **Duration** 1 minute

You summon a cloud of flammable black dust. The cloud functions as *obscuring mist* (*Core Rulebook* 355). If any open flame or fire effect is within the spell's area when it's cast, or later enters or occurs within the area, the cloud ignites. Creatures in the cloud take 10d6 fire damage (basic Reflex save), and the spell ends.

THE SUMMERLAND SPELL

The settlement of Hillcross is protected by a unique ritual that ensures warm weather throughout the year. A druid named Brogan sacrificed his bodily health to create and cast the initial ritual. Brogan survived, but he could no longer travel, and his strength deteriorated rapidly. To extend the effects of Brogan's spell, the Hillcross Witches cast this ritual each year. Traditionally, the knowledge of the *Summerland Spell* is passed down from one Hillcross Witch to the next. There are always at least six Hillcross Witches capable of casting the ritual, each one specializing in a different skill required to perform it.

SUMMERLAND SPELL

RITUAL 5

UNIQUE ABJURATION

Cast 1 hour; **Cost** 1,000 gp worth of precious stones ground to dust; **Secondary Casters** 5

Primary Check Nature (master);

Secondary Checks Performance, Religion, Society, Mammoth Lord Lore or a similar Lore skill, Survival

Range touch; **Area** 1-mile burst

Duration 1 year

The *Summerland Spell* is an extension of a unique ritual developed by Brogan the Grasswalker. The ritual dramatically dampens harsh weather around Hillcross, causing the temperature of the area to move up to two categories closer to normal (see Table 10-13 on page 518

of the *Core Rulebook*). As a result, autumns and winters are far less brutal around Hillcross, while spring and summer months are practically mild and pleasant.

The ritual as presented is lower level, easier to cast, and much less dangerous to the casters than the original version cast by Brogan the Grasswalker because it simply extends the original ritual's effects over Hillcross. A character who wishes to duplicate the effects somewhere else would need to develop a unique 10th-level ritual with a 5th-level ritual to extend the duration, as Brogan did, and then find someone willing to cast the deadlier initial ritual.

Critical Success The ritual takes effect normally, continuing the duration for 1 more year.

Success The ritual takes effect normally, continuing the duration for 1 more year, but the primary caster is drained 1. If the primary caster was already drained, increase the value of the drained condition by 1. This drained condition is a curse effect and is permanent until counteracted with *remove curse* or similar magic.

Failure The ritual fails.

Critical Failure The ritual fails. The primary caster is drained 2, and the secondary casters are drained 1 (increasing the value of any drained condition they already have). This drained condition is a curse effect and is permanent until counteracted with *remove curse* or similar magic.

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MAMMOTH LORD ARCHETYPE

The Kellid people of the far north are collectively known as the Mammoth Lords, but this name is something of a generalization. True Mammoth Lords are rare champions, heroes among their people who have tamed a mammoth, cave bear, triceratops, or other megafauna. They often ride these enormous creatures into battle. Astride their mighty steeds, Mammoth Lords lead their followings along migratory routes they've used for generations, and they defend their people from frost giants, white dragons, and many other perils of the far north.

You're one of these legendary heroes, a true Mammoth Lord. You've captured or befriended one of the megafauna of the far north and tamed it. This heroic deed is best done as part of an adventure, as on page 23, but if that isn't possible, work with your GM to determine the details of how you managed to make one of these tremendous creatures your companion. You now ride this fantastic beast into battle, fighting from atop its back.

Additional Feats: **4th** Quick Mount* (*Advanced Player's Guide* 164), Wild Empathy (*Core Rulebook* 172); **6th** Companion's Cry (*Core Rulebook* 172); **12th** Trampling Charge* (*Advanced Player's Guide* 165); **20th** Legendary Rider* (*Advanced Player's Guide* 165)

MAMMOTH LORD DEDICATION

FEAT 4

UNCOMMON ARCHETYPE DEDICATION

Prerequisites Ride

You've undertaken the ultimate challenge of the Mammoth Lords and tamed a megafauna. You gain a megafauna you tamed as a young animal companion (*Core Rulebook* 214). Your megafauna animal companion must be a megafauna appropriate to the Realm of the Mammoth Lords; see the What Counts as Megafauna? sidebar on page 79 for guidance and examples. While an animal companion usually starts as Small, you can begin with a Medium version of that animal (changing no statistics other than its size).

Contrary to the usual rules for animal companions, this feat can give you a second animal companion. If you have more than one animal companion, you can adventure with only one of them at a time. You can switch between them like a beastmaster does. You gain the Call Companion action, as the beastmaster archetype, and you follow all the other rules found in the Call Companion sidebar; see Beastmaster Animal Companions on page 160 of the *Advanced Player's Guide* for details on this action and the rules for multiple companions.

Special You can't select another dedication feat until you've gained two other feats from this archetype.

MAMMOTH CHARGE

FEAT 6

ARCHETYPE FLOURISH

Prerequisites Mammoth Lord Dedication

Requirements You are riding your megafauna companion.

You Command an Animal to order your megafauna companion to Stride twice. At any point during this movement, you can make a melee Strike against one enemy within reach.

MATURE MEGAFAUNA COMPANION

FEAT 6

ARCHETYPE

Prerequisites Mammoth Lord Dedication

You've raised your megafauna companion to be a more powerful force on the battlefield than most of its kind. The companion you gained through the Mammoth Lord Dedication feat becomes a mature animal companion, granting it additional capabilities. During an encounter, even if you don't use the Command an Animal action, your megafauna animal companion can still use 1 action on your turn to Stride or Strike.

MAMMOTH LORD ARCHETYPE

MEGAFAUNA VETERINARIAN

FEAT 6

ARCHETYPE SKILL

Prerequisites Mammoth Lord Dedication, expert in Nature
By heeding the wise advice of elders in your following—and aided by your own experience—you've learned how to provide medical care to the megafauna of the Mammoth Lord followings. You can attempt a Nature check instead of a Medicine check for any of Medicine's trained and untrained uses, provided the subject of your medical care is a megafauna. If you're attempting an action that requires a particular proficiency rank in Medicine (such as Treat Wounds), use your proficiency rank in Nature instead. If the subject of your care is your megafauna and you roll a success on your check, you get a critical success instead.

SPEECH OF THE MAMMOTH LORDS

FEAT 7

ARCHETYPE SKILL

Prerequisites Mammoth Lord Dedication, master in Diplomacy or Intimidation

You've learned the ancient tongue spoken by the creatures of the far north. You can ask questions of, receive answers from, use the Diplomacy skill with, and Coerce megafauna. In most cases, megafauna of the Realm of the Mammoth Lords will hear you out.

INCREDIBLE MEGAFAUNA COMPANION

FEAT 8

ARCHETYPE

Prerequisites Mature Megafauna Companion

Under your care and training, your megafauna companion has realized its innate potential. Your companion becomes an indomitable (*Pathfinder Lost Omens World Guide* 117) or savage animal companion (your choice), gaining additional abilities determined by the type of companion.

STALWART MIND

FEAT 8

ARCHETYPE

Prerequisites Mammoth Lord Dedication

Frequency once per day

Trigger You fail a Will save.

When necessary to avoid a magical compulsion or curse, you can be as stubborn as your megafauna companion. Attempt a new Will save against the triggering effect.

STAGGERING BLOW

FEAT 10

ARCHETYPE

Prerequisites Mammoth Lord Dedication

Requirements You're riding a megafauna companion that has a melee Strike.

You've trained your megafauna companion to stagger its enemies, impeding their ability to fight back. You Command an Animal to order your megafauna companion to spend both its actions making a single, powerful Strike. The attack deals an extra die of weapon damage, and if the

WHAT COUNTS AS MEGAFAUNA?

The megafauna of the Realm of the Mammoth Lords are enormous beasts of intimidating appearance, but they can be hard to otherwise classify. While the most well-known megafauna are mammals—like the mammoth or the woolly rhinoceros—not all are. Large dinosaurs like the stegosaurus and triceratops qualify as megafauna, for example, but smaller dinosaurs like raptors don't. A list of well-established megafauna can be found on page 24 of this volume, but it isn't an exclusive list; other, more unusual, species might be permitted with GM approval. One rule is certain, however: an adult megafauna is always Large or bigger.

attack hits and deals damage, the target is slowed 1 until the end of its next turn.

UNBREAKABLE BOND

FEAT 10

ARCHETYPE NECROMANCY PRIMAL

Prerequisites Mammoth Lord Dedication

You and your megafauna companion are bound together; as long as you live, it's much harder for your companion to die. If your megafauna companion gains the dying condition, it automatically succeeds at the recovery check to stabilize at 0 Hit Points on its turn. Additionally, your megafauna companion only dies at dying 5 rather than dying 4. Finally, the first time each day your megafauna companion would reach dying 5 and die, as long as you're still alive, your companion's dying value decreases to 0 instead.

GIGANTIC MEGAFAUNA COMPANION

FEAT 12

ARCHETYPE

Prerequisites Mammoth Lord Dedication

The mammoths and other megafauna ridden by your people are larger than any ordinary beast. Your megafauna companion increases in size to Huge but doesn't otherwise change its statistics.

SPECIALIZED MEGAFAUNA COMPANION

FEAT 14

ARCHETYPE

Prerequisites Mammoth Lord Dedication

You've trained your mammoth or other megafauna companion to perform in unusual or extreme situations, granting it abilities far beyond others of its kind. Your megafauna gains your choice of the bully, racer, tracker, or wrecker specialization.

Special You can select this feat up to three times. Each time, add a different specialization of the ones listed above to your megafauna companion. Your megafauna can't have more than three specializations.

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NYMPH QUEENS

The abilities shared by all nymph queens, including the abilities Change Shape, Focus Beauty, and Inspiration, are described on pages 247–248 of the *Bestiary*. Hora queens are more likely to use these abilities freely during the season in which they flourish.



SUMMER HORA

NYMPH, HORA

While most nymphs bond with a natural feature, such as a tree, pool, or cave, horai are rare nymphs associated with a specific time—the summer or winter solstice—rather than a location. Horai erect simple astronomical calendars near their home, which they use to mark the moment when the sun reaches its highest or lowest point in the sky. An hora tied to the summer solstice grows more powerful as the sun reaches its height, while an hora tied to the winter solstice is sickly and weak. The opposite holds true for winter horai, who are weak in summer and strong in winter. Meanwhile, autumn and spring horai draw power near the autumnal and vernal equinoxes, becoming weaker around the opposite equinox.

SUMMER HORA

Summer horai appear constantly bathed in sunlight, with skin and clothing of red, orange, and yellow, like the sunlight of high summer.

SUMMER HORA

CREATURE 6

RARE CG MEDIUM FEY NYMPH

Perception +14; low-light vision

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

Skills Acrobatics +13, Astronomy Lore +15, Athletics +11, Diplomacy +13, Nature +14, Stealth +15, Survival +14

Str +1, **Dex** +5, **Con** +2, **Int** +3, **Wis** +4, **Cha** +5

Summer Bound During the winter months, a summer hora can't take reactions, is sickened 1, and can't reduce their sickened condition below 1.

AC 24; **Fort** +11, **Ref** +14, **Will** +17

HP 90; **Weaknesses** cold iron 5; **Resistances** fire 5

Solstice Dependent An hora is mystically bonded to a natural location with a simple astronomical calendar that marks the summer and winter solstice. If they aren't at that location at dawn when the sunlight touches the calendar, they become drained 1, increasing the value by 1 for each missed day and reducing by 1 only when they witness dawn's light touch the calendar. Even on a cloudy day, there's enough sunlight to satisfy the hora's need. An hora can perform a 24-hour ritual to bond to a new location.

Speed 25 feet

Melee ✦ solar blade +17 (agile, finesse, magical, versatile P), **Damage** 2d8+4 slashing plus 1d6 fire

Ranged ✦ solar ray +17 (magical, range increment 60 feet), **Damage** 2d12+2 fire

Primal Innate Spells DC 24; **3rd** *animal vision, curse of lost time* (*Advanced Player's Guide* 217); **2nd** *animal messenger, faerie fire*; **1st** *alarm, pass without trace* (at will); **Cantrips (3rd)** *know direction, light*; **Constant (2nd)** *speaks with animals*; **(4th)** *speaks with plants*

Summer's Salvation ↻ **Trigger** The summer hora or an ally within 30 feet that the summer hora can see fails a Perception check or saving throw; **Effect** If it's the month of the summer solstice, the hora's or ally's check retroactively gains a +4 status bonus, which can change the outcome from a critical failure to a failure or a failure to a success. If it's the month before or after the summer solstice, the check gains a retroactive +2 status bonus instead. In the other

months except during the three winter solstice months, the check gains a retroactive +1 status bonus instead. During the winter solstice months, this ability has no effect. The summer hora can't use Summer's Fortune again for 1d4 rounds.

SUMMER HORA QUEEN

Hora queens rule over wide stretches of land, nourishing and protecting native animals and plants. Most hora queens watch over their regions in pairs: one summer and one winter, or one autumn and one spring.

SUMMER HORA QUEEN

CREATURE 13

RARE CG MEDIUM FEY NYMPH

Perception +26; low-light vision

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

Skills Acrobatics +25, Astronomy Lore +27, Athletics +23, Diplomacy +27, Nature +28, Stealth +27, Survival +24

Str +2, **Dex** +8, **Con** +4, **Int** +4, **Wis** +5, **Cha** +8

Summer Bound As summer hora.

Tied to the Land A summer hora queen is intrinsically tied to a specific region, such as a forest or hilly plain. For 3 months around the summer solstice, the environment is supernaturally resilient, allowing the queen to automatically attempt to counteract spells and rituals that would harm the environment, such as *blight*, with a +27 counteract modifier and a counteract level of 7. For the 3 months around the winter solstice, however, her warded region becomes twisted or unhealthy unless a winter hora queen is present.

AC 35; **Fort** +21, **Ref** +25, **Will** +24

HP 190; **Weaknesses** cold iron 10; **Resistances** fire 10

Nymph's Beauty (aura, emotion, enchantment, incapacitation, mental, primal, visual) *Pathfinder Bestiary* 248, DC 30. On a failed save, the creature is dazzled and flat-footed for 1 minute.

Speed 25 feet

Melee solar blade +27 (agile, finesse, magical, versatile P), **Damage** 3d8+8 slashing plus 1d6 fire

Ranged solar ray +27 (magical, range increment 60 feet), **Damage** 3d12+6 fire

Primal Prepared Spells DC 33, attack +25; **7th** *fiery body, regenerate*; **6th** *baleful polymorph, blanket of stars (Advanced Player's Guide 215), stone tell*; **5th** *banishment, heal, tree stride*; **4th** *fire shield, fly, vital beacon*; **3rd** *fireball, nondetection, slow*; **2nd** *restore senses, tree shape, water walk*; **1st** *charm, longstrider, pest form*; **Cantrips (7th)** *dancing lights, detect magic, guidance, stabilize, tanglefoot*

Primal Innate Spells DC 33, attack +25; **7th** *sunburst, curse of lost time (Advanced Player's Guide 217)*; **6th** *true seeing*, **3rd** *animal vision*; **2nd** *animal messenger, faerie fire*; **1st** *alarm, pass without trace (at will)*; **Cantrips (7th)** *know direction, light*; **Constant (2nd)** *speaks with animals*; **(4th)** *speaks with plants*

Change Shape (polymorph, primal, transmutation) *Pathfinder Bestiary* 247

Focus Beauty (emotion, enchantment, incapacitation, mental, primal, visual) *Pathfinder Bestiary* 247. On a failed save, if the creature was already affected by the hora queen's beauty, it's blinded until its sight is restored via *restore senses* or similar effect, or until the hora queen chooses to remove the effect using a single action, which has the concentrate trait.

Inspiration (emotion, enchantment, mental, primal) *Pathfinder Bestiary* 247

Summer's Salvation As summer hora, except the summer hora queen can also use the ability on attack rolls and skill checks.



OTHER HORAI

The statistics here are for summer horai, but you can represent the other three types of horai with the following alterations. Winter horai have resistance to cold rather than to fire and Strikes that deal cold damage rather than fire damage. Similarly, autumn horai have resistance to negative energy and Strikes that deal negative damage; spring horai have no resistance and Strikes that deal positive damage (which only harms undead and creatures with negative healing, as normal). Winter horai have the Winter Bound ability which impairs them during the summer months, and winter horai queens reverse the effects of their Tied to the Land ability (their land is healthy during the winter and withers during the summer). Similarly, autumn and spring horai are impaired during the opposing months, and their queens' Tied to the Land abilities change accordingly. Winter horai have Winter's Rescue rather than Summer's Salvation, which gives a +4 status bonus during the month of the winter solstice (Kuthona on Golarion), a +2 status bonus on the months before and after it (Neth and Abadius), a +1 bonus on most other months, and no benefit during the three summer months. Similarly, autumn and spring horai have reactions that grant a +4 status bonus during the month of their equinox, a +2 status bonus on the months just before and after, a +1 status bonus on other months, and no benefit during the opposing equinox and the months just before and after.

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OOZE, TAR

When creatures carrying magical items die in a tar pit, the magic mixes with the tar itself. Over centuries, this energy animates the tar into a relentless and horrifying ooze.

Tar oozes begin their existence in tar pits, naturally occurring lakes of thick and sticky petroleum. Tar pits make effective traps for animals and humanoids alike, as they're often covered with thin layers of dirt or grass or reflect sunlight in a way that resembles a watering hole. Once a creature steps or falls into the sticky tar of the pit, escape is all but impossible. Slowly, the caught creature—and any other victims lured near by its plaintive cries—sinks into the tar, suffocates, and dies.

Magic inherent in a captive creature or carried in powerful magic items carried by the dead remains inside the tar, where it gathers, mixes, and slowly energizes it until it begins to move and seek prey. A tar ooze seeps slowly over the land, catching anything it touches in a sticky embrace and devouring it.

Living things consumed by the ooze slowly have their flesh digested, only for the bones and fur to be replaced with blobs of sticky tar. These unnatural zombies eventually crawl away, hungry for flesh. Without a master to give them instructions, these tar zombies (page 84) often follow the ooze that created them, swarming anyone bold or foolish enough to get in their way.

TAR OOZE TREASURE

A tar ooze is animated by the mixed magical auras of creatures and items trapped within it. Unlike most oozes, a tar ooze isn't acidic; it is massive, however, and objects caught inside are subjected to great pressure and force as the tar ooze moves. Anything small and hard—such as coins, jewels, rings, and *aeon stones*—are especially likely to remain relatively undamaged inside a tar ooze. Other metal objects, including most weapons and armor, are also likely to survive, though some might need repair.



TAR OOZE

CREATURE 10

UNCOMMON N HUGE MINDLESS OOZE

Perception +18; motion sense 60 feet, no vision

Skills Athletics +23, Stealth +13 (+17 in tar pits)

Str +8, **Dex** -3, **Con** +8, **Int** -5, **Wis** +0, **Cha** -5

Motion Sense A tar ooze can sense nearby motion through vibration and movement.

AC 18; **Fort** +22, **Ref** +10, **Will** +15

HP 255; **Immunities** critical hits, mental, precision, unconscious, visual; **Weaknesses** fire 10

Sticky **Trigger** The tar ooze is hit by a melee attack; **Effect** The ooze attempts to Grapple the creature that hit it. The ooze must still spend an action to extend the duration of the Grab on subsequent rounds, as normal.

Speed 15 feet, climb 10 feet; viscous sludge

Melee **◆** pseudopod +23 (reach 10 feet), **Damage** 2d10+14 bludgeoning plus Improved Grab

Engulf **◆◆** DC 29, 6d6 bludgeoning, Escape DC 29, Rupture 17

Viscous Sludge The tar ooze can have up to eight creatures grappled at the same time; doing so doesn't prevent it from making pseudopod Strikes. A tar ooze can climb on ceilings and other inverted surfaces, though such surfaces are difficult terrain.

Zombification (necromancy, primal) A creature slain while engulfed by a tar ooze undergoes a horrifying transformation and crawls from the ooze a week later as a tar zombie.

WEYKOWARD

Beneath the camps of Hillcross, Mammoth Lord followings store belongings both precious and mundane in unsecured vaults called weykos. As power changes hands among Mammoth Lords and followings go extinct or become forgotten, such weykos are often abandoned for so long that they become indistinguishable from trash heaps or middens. Furthermore, if the conditions are just so, such weykos can spring to life as a result of latent primal magic or ancestral memories locked within the forgotten weyko that refuse to be forgotten.

WEYKOWARD

CREATURE 10

UNCOMMON N MEDIUM CONSTRUCT MINDLESS

Perception +18; darkvision

Skills Athletics +21, Stealth +17 (+19 among junk or debris)

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

AC 29; **Fort** +23, **Ref** +19, **Will** +16

HP 145; **Immunities** bleed, death effects, disease, doomed, drained, fatigued, healing, mental, necromancy, nonlethal attacks, paralyzed, poison, sickened, unconscious; **Resistances** physical 10 (except adamantine)

Aura of Discarded Things (aura, occult, transmutation) 30 feet. Items in the emanation can't regain Hit Points unless the effect that attempts to repair them counteracts the aura, which has a counteract level of 5 and a counteract DC of 30.

Debris Shield **Trigger** The weykoward is targeted by an attack from an attacker it can see; **Effect** The weykoward intercepts the attack with junk, gaining a +2 circumstance bonus to its AC against the triggering attack. If the attack misses and the attacker is within the weykoward's reach, it can Shove the attacker. It doesn't need a hand free to Shove.

Speed 25 feet

Melee **◆** fist +23 (magical), **Damage** 2d12+13 bludgeoning plus Push

Wasting Gaze **◆◆** (occult, transmutation) The weykoward glances at an item of 4 Bulk or less it can see within 30 feet. A creature holding or wearing the object must attempt a DC 26 Will save. An unattended item always critically fails this save.

Critical Success The targeted item is unaffected. All of the creature's equipment is immune to Wasting Gaze for 24 hours.

Success The item is unaffected.

Failure The item loses 10d6 Hit Points; this can make the item broken, but it can't reduce the target's Hit Points beyond its Broken Threshold.

Critical Failure The target item loses 20d6 Hit Points. This can't reduce the item below 1 Hit Point.



SPONTANEOUS GUARDIANS

Most weykowards across Golarion guard out of the way places whose people moved on long ago. These weykowards are primarily a danger to explorers or tomb robbers who intrude on the areas they defend. Weykowards that arise in societies where cultural practices of trash disposal remain unchanged for millennia, such as the Five Kings Mountains and the Realm of the Mammoth Lords, defend locals as fervently as they do their middens.

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WEYKOWARD



TAR ZOMBIE ABILITIES

Tar zombies typically have the feast or unkillable zombie abilities from page 340 of the *Pathfinder Bestiary* or the persistent limbs ability from page 302 of *Pathfinder Bestiary 3*. Feast allows the tar zombie to feast on the tar ooze that created it, even if the tar ooze isn't helpless, and a tar zombie's persistent limb is attached to its body by a long strand of tar.

ZOMBIE, TAR

The victims of a tar ooze (page 82) eventually emerge from the ooze's vast, viscous bulk to walk again as mindless zombies. A tar zombie is unmistakably dead: much of its skin, muscles, and internal organs were consumed by the tar ooze and have been replaced with globs of tar. No vestige of the original creature's mind remains, but the zombie walks by slowly pulling one sticky limb from the ground with each halting step. Unless a necromancer or powerful undead creature takes control of the tar zombie and commands it otherwise, it typically follows the ooze that created it. Over many months, a tar ooze can acquire many such attendants that crowd around, watching for prey.

Some evil and intelligent individuals have found tar zombies useful as guardians or minions. A villain eager for necromantic minions but unable to animate their own might create an army of tar zombies by imprisoning a tar ooze and feeding it a steady diet of victims.

TAR ZOMBIE SNATCHER

Humanoids consumed by a tar ooze become sticky warriors in the tar ooze's mindless procession. Some carry weapons.



TAR ZOMBIE SNATCHER

TAR ZOMBIE SNATCHER

CREATURE 6

UNCOMMON NE MEDIUM MINDLESS UNDEAD ZOMBIE

Perception +12; darkvision

Skills Athletics +15, Stealth +10 (+14 in tar pits)

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

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

AC 22; **Fort** +18, **Ref** +10, **Will** +13

HP 130, negative healing; **Immunities** death effects, disease, mental, paralyzed, poison, unconscious; **Weaknesses** fire 5, positive 5, slashing 5

Flammable A tar zombie requires a successful DC 20 flat check to recover from persistent fire damage. This DC isn't reduced for assisted recovery.

Speed 25 feet, climb 10 feet

Melee ✦ fist +17, **Damage** 2d8+8 bludgeoning plus Improved Grab

Vomit Tar ✦✦ (evocation, primal) The tar zombie vomits a gout of sticky tar in a 15-foot cone that deals 5d6 bludgeoning damage (DC 24 basic Reflex save). Creatures that fail the save are slowed 1 and gain fire weakness 5. Both conditions end after 3 rounds or when the tar is scrubbed off (which requires 3 Interact actions). The tar zombie can't Vomit Tar again for 1d4 rounds.

TAR ZOMBIE PREDATOR

A big predator, like a smilodon or dire wolf, might lurk near a tar pit to pick off helpless creatures. When consumed and returned to unlife by a tar ooze, these tar zombie predators are just as canny and vicious.

TAR ZOMBIE PREDATOR

CREATURE 7

UNCOMMON NE LARGE MINDLESS UNDEAD ZOMBIE

Perception +15; darkvision

Skills Athletics +17, Stealth +11 (+15 in tar pits)

Str +6, **Dex** +0, **Con** +4, **Int** -5, **Wis** +2, **Cha** -3

Slow As tar zombie snatcher.

AC 23; **Fort** +18, **Ref** +11, **Will** +15

HP 180, negative healing; **Immunities** death effects, disease, mental, paralyzed, poison, unconscious; **Weaknesses** fire 10, positive 10, slashing 10

Flammable As tar zombie snatcher.

Speed 30 feet, climb 10 feet

Melee ♦ jaws +18, **Damage** 2d10+10 bludgeoning plus Improved Grab

Tar-Spattered Charge ♦♦ The tar zombie predator lurches at its foe. It Strides twice and makes a claw Strike, or strides once and makes two claw Strikes. Both Strikes count toward its multiple attack penalty as normal. It can't make a Tar-Spattered Charge again for 1d4 rounds.

Vomit Tar ♦♦ (evocation, primal) As tar zombie snatcher, but 6d6 bludgeoning damage and DC 25.

TAR ZOMBIE MAMMOTH

Because their massive size makes them difficult for tar oozes to fully digest, tar zombie mammoths tend to resemble their living forms more closely than other tar zombies. However, this doesn't make them any less malignant than smaller tar zombies.

TAR ZOMBIE MAMMOTH

CREATURE 9

UNCOMMON NE HUGE MINDLESS UNDEAD ZOMBIE

Perception +18; darkvision

Skills Athletics +20, Stealth +12 (+16 in tar pits)

Str +7, **Dex** -1, **Con** +5, **Int** -5, **Wis** +1, **Cha** -3

Slow As tar zombie snatcher.

AC 26; **Fort** +22, **Ref** +14, **Will** +16

HP 240, negative healing; **Immunities** death effects, disease, mental, paralyzed, poison, unconscious; **Weaknesses** fire 10, positive 10, slashing 10

Flammable As tar zombie snatcher.

Speed 30 feet

Melee ♦ tusk +21 (reach 15 feet), **Damage** 2d12+11 piercing

Melee ♦ trunk +21 (reach 15 feet), **Damage** 2d8+11 bludgeoning plus Improved Grab

Melee ♦ foot +21 (reach 10 feet), **Damage** 2d6+11 bludgeoning

Fling ♦ **Requirements** The tar zombie mammoth has a creature grabbed or restrained by its trunk; **Effect** The tar zombie mammoth whips its prey violently into the air. It attempts an Athletics check against the grabbed or restrained creature's Fortitude DC. If the creature is restrained, the mammoth gains a +4 circumstance bonus to this check. On a success, the mammoth flings the creature up to 30 feet overhead and up to 30 feet away (the creature takes damage from the fall as normal, up to 15 damage for a 30-foot fall). If the flung creature lands on another creature, the creature it lands on takes the same amount of bludgeoning damage (DC 28 basic Reflex save).

Shambling Trample ♦♦ As Trample (Large or smaller, foot, DC 27; *Bestiary* 344), but the tar zombie mammoth Strides up to its Speed instead of double its Speed.

Vomit Tar ♦♦ (evocation, primal)
As tar zombie snatcher, but 7d6 bludgeoning damage and DC 28.



OTHER TAR ZOMBIES

You can modify these tar zombie stats—or even just how you describe them to your players—to create other kinds of tar zombies. For example, a tar zombie snatcher with a jaws Strike instead of a fist Strike could represent a tar zombie lizardfolk or vulgath. A tar zombie predator with antlers instead of jaws might have once been a large elk. A tar zombie mammoth with a jaws or tail attack rather than a tusk or trunk attack could be a dinosaur.

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TAR ZOMBIE MAMMOTH

Hegremon

HUMAN HUNTER OF THE TUSK MOUNTAINS

Leader of the Graylok clan of frost giants, Hegremon is a lonely and isolated creature feared by his own people.

Growing up, Hegremon was never among the largest or the strongest of his kind. In frost giant culture, this meant he was destined to be something of a failure. While his kin competed in feats of fantastic strength, Hegremon retreated to the wilderness to avoid embarrassment. Keen-sighted, patient, and clever, he lived alone and learned the ways of the wild beasts that dwelled in the Tusk Mountains, returning occasionally to the Graylok village before departing again. Few even noticed his absence.

From a remote mountaintop cabin, Hegremon tracked the migratory routes of mammoth herds, laid a trap, and slew a mighty bull. He fashioned his distinctive weapon, a bow of solid ivory, from the tusks of the mammoth. Hegremon crept to a safe position above the Graylok village and slew his clan leader with a single, well-placed arrow.

This forged Hegremon's legend in an instant. His clanmates revered him as a mythic figure who vanished into the snow and returned with death at his command. They came to idolize and obey him, but Hegremon had only contempt for his followers—after all, they had treated him with scorn for years before he revealed himself a capable killer. His loneliness and isolation intensified, even as fanatical followers surrounded him. In sullen frustration and rage, he set his sights higher.

Frost giants have many jarls, but the greatest among them is Jarl Gnargorak. When Hegremon became leader of the Grayloks, he led his people to Gnargorak's hall and paid homage to his king. But the mighty jarl dismissed the young hunter as weak, insignificant, and undeserving of his title. The humiliation wounded Hegremon deeply. He was—and always would be—a creature driven by a need for acceptance.

Withdrawing to the Tusk Mountains, Hegremon sought allies. In his years of isolation during his youth, Hegremon met many wanderers. Among them was a Kellid named Ivarsa, a warrior-witch who wielded the banner of the legendary Burning Mammoth. Defying his people's long-held traditions of distrust for all Kellids, Hegremon invited Ivarsa to his village to learn

more about her quest for allies. He learned she sought the *Primordial Flame*, a terrible artifact of fire and light spoken of by frost giants much the way humans talk of bogeymen. Ivarsa wanted the artifact for the power it gave her, but Hegremon considered other uses for it: If he were to win the flame, could he gain Gnargorak's acceptance? Would this prove his worth at last? Hardly able to contain his anticipation, he sent a missive to Gnargorak promising to obtain the mythical lantern.

Hegremon and Ivarsa joined forces to search for the *Primordial Flame*, but their efforts were frustrated for years. Finally, in a raid on Hillcross, Hegremon captured Jesseri the Hailstorm, a historian who knew the tale of Metuak. From her, Hegremon and Ivarsa learned Metuak fled to the Tamarnian Tar Forest to rid himself of the flame's curse. Somewhere along the way, he lost the sacred lantern. Ivarsa rallied her following north and west to chase the Broken Tusk along the same route Metuak had taken. Hegremon mustered his Graylok kin to cut off fleeing Tusks. By the time the Broken Tusk took shelter in Hillcross, hundreds of frost giants were ready to assault the encampment in search of the *Primordial Flame*.

CAMPAIGN ROLE

Hegremon never intended to lead his fellows into battle against Hillcross. Rather, he correctly anticipates the siege will flush out Broken Tusk leaders and spur them to find a way to break the flame's curse in the Tamarnian Tar Forest, just as Metuak had. When the characters follow Metuak's path into the tar forest, Hegremon plans to follow and kill them one by one. He'll then take the *Primordial Flame* from their corpses and present it to Gnargorak.

If the jarl still doesn't accept Hegremon, even in the face of such obvious strength, what then?

He'll just have to kill Gnargorak, too.

HEGREMON

CREATURE 13

UNIQUE CE LARGE COLD GIANT HUMANOID
Male frost giant hunter (*Pathfinder Bestiary* 171)

Perception +27; low-light vision

Languages Common, Hallit, Jotun

Skills Acrobatics +27, Athletics +25, Crafting +24, Intimidation +23, Medicine +23, Nature +27, Stealth +27 (+29 in snow), Survival +27

Str +6, **Dex** +8, **Con** +4, **Int** +5, **Wis** +6, **Cha** +4

Items chain shirt, *mammoth bow* (page 74; 30 arrows), *moderate potion of fire resistance*, +1 *striking shortswords* (2)

AC 34; **Fort** +23, **Ref** +27, **Will** +21

HP 225; **Immunities** cold; **Weaknesses** fire 10

Evasion When Hegremon rolls a success on a Reflex save, he gets a critical success instead.

Speed 30 feet, climb 15 feet; ice stride

Melee ◆ *shortsword* +26 (agile, finesse, magical, reach 10 feet, versatile P), **Damage** 2d6+12 slashing

Melee ◆ foot +25 (agile, finesse, reach 10 feet), **Damage** 3d6+12 bludgeoning

Ranged ◆ *mammoth bow* +27 (deadly d10, magical, propulsive, range increment 180 feet, reload 0, volley 50 feet), **Damage** 3d8+9 piercing plus 2d6 additional piercing

Aimed Shot ◆◆ (concentrate) Hegremon makes a single *mammoth bow* Strike against his prey; he gains a +2 circumstance bonus to the attack roll and ignores his prey's concealed condition.

Chill Breath ◆ (cold, evocation, primal) Hegremon breathes out a 15-foot cone of freezing moisture that quickly condenses into ice, dealing 6d6 cold damage. Each creature in the cone must attempt a DC 28 basic Reflex save. A creature that fails its save is also immobilized and takes 2d6 cold damage at the end of each of its turns until it breaks free (Escape DC 28). Hegremon can't use Chill Breath again for 1d4 rounds.

Hunt Prey ◆ (concentrate) Hegremon designates a single creature he can see and hear, or one he's Tracking, as his prey. Hegremon has a +2 circumstance bonus to Perception checks to Seek his prey and a +2 circumstance bonus to Survival checks to Track his prey. He ignores the penalty to ranged attacks within his second range increment against his prey. The first time Hegremon hits his prey in a round, he inflicts an additional 2d8 precision damage. These effects last until Hegremon uses Hunt Prey again.

Hunting Shot ◆ **Frequency** once per round; **Effect** Hegremon makes two *mammoth bow* Strikes against his prey. If both hit, combine their damage for the purposes of resistances and weaknesses. His multiple attack penalty applies to each Strike normally.

Ice Stride Hegremon isn't impeded by difficult terrain caused by snow or ice, nor does he need to attempt

Acrobatics checks to keep from falling on slippery ice.

Nature's Edge Creatures in natural difficult terrain or on natural uneven ground are flat-footed to Hegremon.

Penetrating Shot ◆◆ Hegremon chooses a target that's giving lesser cover to his prey and makes a *mammoth bow* Strike against the chosen target and his prey. This attack ignores lesser cover the chosen target provides his prey. Hegremon rolls damage twice and applies it to each creature he hits. A Penetrating Shot counts as two attacks for his multiple attack penalty.



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Ivarsa

LEADER OF THE BURNING MAMMOTHS

Ivarsa grew up among the Burning Mammoth, enriched by the tales of her ancestors. As a child, she knew the story of the traitorous Broken Tusk who stole the following's sacred artifact, the *Primordial Flame*, while the true Burning Mammoth marched bravely east to fight the demons of the Worldwound. She particularly enjoyed the epic tale of Metuak the Hero, who dared to take a demon inside his body on a doomed quest to seek the *Primordial Flame*. These stories of betrayal and moral compromise forged Ivarsa's personality from her earliest years.

Ivarsa's capacity for shrewd and calculated violence drew the attention of generals leading the Fifth Mendevian Crusades. A recruiter saw in the young warrior's eyes not only the promise of a future demon slayer, but also an undeveloped talent for powerful magic. The Mendevians offered her a position among the War Wizards of Kenabres, an elite unit of battle mages. Other Mammoth Lords might have rejected the offer, but Ivarsa saw in the southern magic an echo of Metuak's bargain with Xeleria the shadow demon, and she accepted. If she could deal more death by learning magic, then magic she would learn. She left her following and trained in Kenabres, learning to meld traditional Kellid fighting techniques with arcane magic. After growing up with a tradition of ceaseless travel over long distances, Ivarsa was drawn to the magic of teleportation, which she perceived as integral to winning campaigns against plane-hopping demons.

Ivarsa's prowess as a soldier grew until victory was finally achieved and the Worldwound sealed. The end of the war created new problems, though, as Mendevian forces and others who had long occupied themselves with battles against demons were now without purpose. Many native Kellids returned to the Realm of the Mammoth Lords, only to discover their home was nearly unrecognizable. In the six generations since the Great Quake first opened the Worldwound, the followings that remained in the realm had claimed many of the land's resources for themselves. Hunting territories were fractured, and time-honored alliances were abandoned or forgotten. Veterans of the war—many bearing physical and

psychological scars of warfare against evil incarnate—roamed the land, hungry and desperate.

Ivarsa didn't celebrate the end of the Mendevian Crusades, as she'd come to know herself in the war. She felt alive only when surrounded by slaughter. Violence and death, the wailing of grieving families, and the stench of a funeral pyre—these things nourished her now, not old legends or ancient customs. When she returned to the Burning Mammoth, she found them devastated by demons; all her close kin were dead, and those who once counted themselves her friends barely recognized her.

She placed the blame for her people's misfortune on a single source: the Broken Tusk, the splinter faction of the Burning Mammoth following that fled the fight against the demons and absconded with the *Primordial Flame*. If Burning Mammoths had wielded the flame, Ivarsa proclaimed, and if their numbers hadn't been weakened, their following would've used the artifact to seal the Worldwound long ago. The weary and humiliated Burning Mammoths welcomed this version of history and rallied around her.

Under Ivarsa's leadership, Burning Mammoths went west in search of their ancient rivals. Along the way, she recruited or enslaved hundreds of aimless veterans, disenfranchised nomads, and others left without purpose. She brokered an alliance with Hegremon, leader of the Graylok clan of frost giants, and raided Hillcross for information on Metuak and the *Primordial Flame*. In this raid, Ivarsa captured one of the Hillcross Witches, Jesseri the Hailstorm, who provided her the location of Metuak's prison: Castle Grimgorge. Ivarsa led the Burning Mammoth north and west of the Broken Tusk, forcing the smaller following to flee eastward and lead Ivarsa to the *Primordial Flame*. That Broken Tusk scouts seized the *Primordial Flame* before she could was no matter; she knew they would soon have to enter the Tamarnian Tar Forest to defeat Metuak and break the artifact's curse. It was here, on the parapet of a Mendevian castle that very much reminded Ivarsa of her golden years, that the magus decided she would at last reclaim her people's glorious birthright.

CAMPAIGN ROLE

Ivarsa and her war party have dogged the Broken Tusk for nearly a year. In “Burning Tundra,” the party can finally confront the dread magus, who awaits them at Castle Grimgorge alongside the characters’ traitorous old rival Pakano, reincarnated as Ivarsa’s pet frost worm.

IVARSA

CREATURE 12

UNIQUE CE MEDIUM HUMAN HUMANOID

Female human magus

Perception +21

Languages Abyssal, Common, Hallit

Skills Arcana +25, Athletics +25, Intimidation +23, Nature +21, Survival +21, Warfare Lore +25

Str +5, **Dex** +2, **Con** +4, **Int** +5, **Wis** +1, **Cha** +3

Items +2 greater striking greataxe, greater healing potion, +2 fire resistant resilient hide

AC 33; **Fort** +24, **Ref** +22, **Will** +19

HP 212; **Resistances** fire 10

Attack of Opportunity ↻

Capture Magic ↻ **Trigger** Ivarsa succeeds at a save against a foe’s harmful spell, or a foe fails a spell attack roll against her with a harmful spell; **Effect** Ivarsa enters her Arcane Cascade. If she’s already in Arcane Cascade, she gains a +2 status bonus to damage from Arcane Cascade until the end of her next turn.

Speed 25 feet

Melee ⚔ *greataxe* +25 (magical, reach 10 feet, sweep), **Damage** 3d12+13 slashing

Prepared Arcane Spells DC 32, attack +24; **6th** *collective transposition, unexpected transposition* (Pathfinder Secrets of Magic 138); **5th** *blink charge* (Secrets of Magic 92), *weapon storm*; **4th** *dimension door, dimensional anchor*; **3rd** *earthbind, haste*; **2nd** *true strike* (2); **Cantrips (6th)** *mage hand, produce flame, protect companion* (Secrets of Magic 123), *ray of frost, shield*

Magus Focus Spell *thunderous strike* (Secrets of Magic 144)

Arcane Cascade ⚔ (concentrate, stance)

Requirements Ivarsa can enter this stance only if her most recent action was to Cast a Spell or make a Spellstrike, but she can remain in the stance even if she no longer meets the requirements; **Effect** When she enters this stance and at the beginning of each of her turns while she’s in it, Ivarsa gains 6 temporary Hit Points. While in this stance, Ivarsa’s melee Strikes gain the arcane trait, deal 2 extra fire damage, and deal 4 splash fire damage to foes adjacent to her target.

Companion Bond When Ivarsa uses a teleportation effect while she’s riding a mount, the mount teleports with her.

Spellstrike ⚔⚔ Ivarsa channels a spell into a punch

or axe swing to deliver a magically charged attack. She casts *produce flame* or *ray of frost*. The effects of the spell don’t occur immediately but are imbued into her attack instead. She makes a melee Strike with a weapon or unarmed attack, which gains the arcane trait. Her spell is coupled with the attack, using her attack roll to determine the effects of both the Strike and the spell. This counts as two attacks for her multiple attack penalty, but the penalty isn’t applied until after she has completed the Spellstrike. After she uses Spellstrike, Ivarsa can’t do so again until she recharges this ability as a single action, which has the concentrate trait. She also recharges her Spellstrike when she casts *thunderous strike*.



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IVARSA

Metuak

CURSED LEGENDARY WARRIOR

Depending on the teller of the legend, the Burning Mammoth warrior Metuak was either a noble hero or a craven traitor. The truth, of course, lies somewhere between these two extremes.

When the Great Quake opened a rift to the Abyss in northern Avistan, it sent the native people scrambling for safety. In response to the cataclysm that caused the creation of the Worldwound, the Burning Mammoth following disagreed on what to do with their people's ancestral artifact, the *Primordial Flame*. A small group of rebels (those who became the Broken Tusk) hid the sacred lantern in Red Cat Cave, where it would be safe from demonic hands. The majority of the following, including Metuak, went east to fight the demons, taking the Burning Mammoth banner with them.

Metuak was one of the Burning Mammoth's bravest and best champions. He seemed immune to demons' temptations and mighty enough to overcome any single fiend. But the demons of the Worldwound were legion, and the Burning Mammoths quickly realized they had no hope of victory without the *Primordial Flame*. The following could scarcely spare a single warrior, so Metuak volunteered to retrieve their sacred artifact.

No one knew how long this quest would take or what trials he would face. Few dared hope he'd succeed, since the Broken Tusk had placed the *Primordial Flame* where it would be safe from any thief, mortal or demonic. Metuak proposed a desperate plan: He would allow a demon into his body to grant him the strength necessary to reclaim the flame. Metuak was known to be resilient against the influence of demons, and so the Mammoth Lords agreed. An *invidiak* named Xeleria—a demon of shadows capable of inhabiting a mortal body—was captured and bound to him.

At first, Xeleria struggled mightily to corrupt the impervious Metuak, even when the warrior called upon her aid to defeat the ancient cat spirit who guarded the *Primordial Flame*, Syarstik Painted-Tiger of Red Cat Cave. Together, merging fiendish shadow magic and sheer brawn, the man and the demon slew the cat. In turn, with his dying breath, Syarstik cursed the artifact he guarded. Metuak seized the *Primordial Flame* and instantly became obsessed, unable to part from it for

even a moment without suffering unbearable anguish.

In this state, Xeleria's magic finally found purchase in Metuak's torment. The *invidiak* intermittently possessed his body and amused herself with the *Primordial Flame*, scorching the land and terrorizing innocents. Ashamed, Metuak gave up his quest to return the *Primordial Flame* to his people; instead, he sought a way to lift the curse and somehow separate himself from Xeleria.

Metuak heard legends of noble, ancient creatures with knowledge far surpassing that of mortals, and he eventually found the lair of a powerful white dragon named Venexus. Venexus was neither noble nor wise, however, and she wrested the *Primordial Flame* from Metuak, causing the warrior to flee despite his torment.

Metuak knew he'd lost his way, but he trusted his people and ancestors. He sought the advice of the Hillcross Witches, but they banished him from their domain when they learned he'd lost the *Primordial Flame*. Despairing, Metuak wandered through the nearby Tamarnian Tar Forest, where his demonic hanger-on attracted the ire of the nymph who guarded the black woodland. Adalemma the Solstice Queen chased Metuak and his demonic possessor from her realm, and by the time Metuak regained control of his body, he was in the shadow of Castle Grimgorge, a remote Mendevian outpost on the forest's border.

Metuak threw himself on the mercy of the soldiers, but they recognized only the demon inside him. The crusaders imprisoned Metuak beneath the castle, extinguishing his last hope. Resigned to his fate, Metuak yielded at last to Xeleria, who called on her demonic allies to descend upon Castle Grimgorge and slaughter the garrison. Sensing that her forest could be next if Xeleria's rampage were permitted to continue, Adalemma magically bound Metuak and Xeleria to their dungeon, where they remained for over a century.

CAMPAIGN ROLE

In the final chapter of this Adventure Path, the characters break the curse of the *Primordial Flame* and free Metuak from his eternal torment. To do so, they must face both the ancient warrior and his demonic possessor in the dungeons beneath Grimgorge Castle.

METUAK

CREATURE 13

UNIQUE CE MEDIUM FIEND HUMAN HUMANOID

Male demon-possessed human hero

Perception +20; darkvision, scent (imprecise) 30 feet

Languages Abyssal, Common, Hallit; telepathy 100 feet

Skills Athletics +27, Deception +24, Intimidation +26, Nature +22, Stealth +25, Survival +24

Str +8, **Dex** +6, **Con** +7, **Int** +1, **Wis** +3, **Cha** +5

Items +2 greater striking grievous hatchet

AC 33; **Fort** +26, **Ref** +23, **Will** +20; +1 to all saves vs. magic

Attack of Opportunity ↻

Dual Deny Advantage Due to his dual nature with Xeleria, Metuak is never flat-footed.

HP 240 (dual soul; 120 each for Metuak and Xeleria);

Immunities death effects, disease, fear, poison, precision;

Weaknesses cold iron 10, good 10; **Resistances** all 5 (except force, *ghost touch*, or positive; double resistance vs. non-magical)

Speed 25 feet, fly 25 feet

Melee ✦ claw +27 (evil, magical), **Damage** 3d8+14 cold plus 2d6 evil

Melee ✦ hatchet +27 (agile, evil, magical, sweep, thrown 10 feet), **Damage** 3d6+14 slashing plus 1d6 evil

Divine Innate Spells DC 34, attack +26; **7th** *shadow blast*; **5th** *shadow siphon*; **4th** *darkness*; **3rd** *fear*; **Cantrips (7th)** *telekinetic projectile*

Axe Master Metuak has access to the critical specialization effect of axe weapons (*Core Rulebook* 283). Due to his hatchet's *grievous* rune, he can damage a third creature with the same restrictions.

Dual Soul A demon named Xeleria is bound to Metuak's soul. Though the two entities share one body and are a single creature for the purpose of both targeted and area effects, Metuak and Xeleria each have 120 Hit Points. Damage to each is tracked separately. Xeleria's HP is reduced by force, good, and positive damage, and any damage from a cold iron weapon, a weapon with a *ghost touch* rune, and any damage originating from the *Primordial Flame*. All other damage reduces Metuak's HP.

Metuak and Xeleria must both be reduced to 0 HP for Metuak to die and Xeleria to be destroyed. If, at the beginning of Metuak's turn, either Metuak or Xeleria has been reduced to 0 HP but the other hasn't, Metuak and Xeleria each regain 15 HP.

Shadow Blend ✦✦ (divine, illusion)

Metuak Strides up to twice his Speed. If he ends his movement in an area of dim light, he is hidden as long as he remains in dim light.

Soul Swipe ✦✦ Metuak makes a single hatchet or claw Strike

and compares the result to the AC of up to four foes, each of whom must be within his reach. He rolls damage once and applies it to each creature he hits. A Soul Swipe counts as two attacks for his multiple attack penalty. Metuak's hatchet applies its sweep trait against all four targets.

Terrifying Howl ✦ (auditory) Metuak unleashes a terrifying howl, attempting to Demoralize each creature within 30 feet. These creatures are then immune to Terrifying Howl for 1 minute.



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PUNKS IN A POWDER KEG

by Vanessa Hoskins

A ragtag band of gunslinging outlaws get their hands dirty in the gritty alleyways and whisky-soaked saloons of Alkenstar, the City of Smog. Their goal: get revenge on the mogul who destroyed them. To do so, the renegades must protect the reclusive inventor of a devastating new explosive from danger. In a city where the clockwork guards are literally as tough as brass, this Adventure Path's antiheroes will need true grit to dole out overdue justice.

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by Stephanie Lundeen

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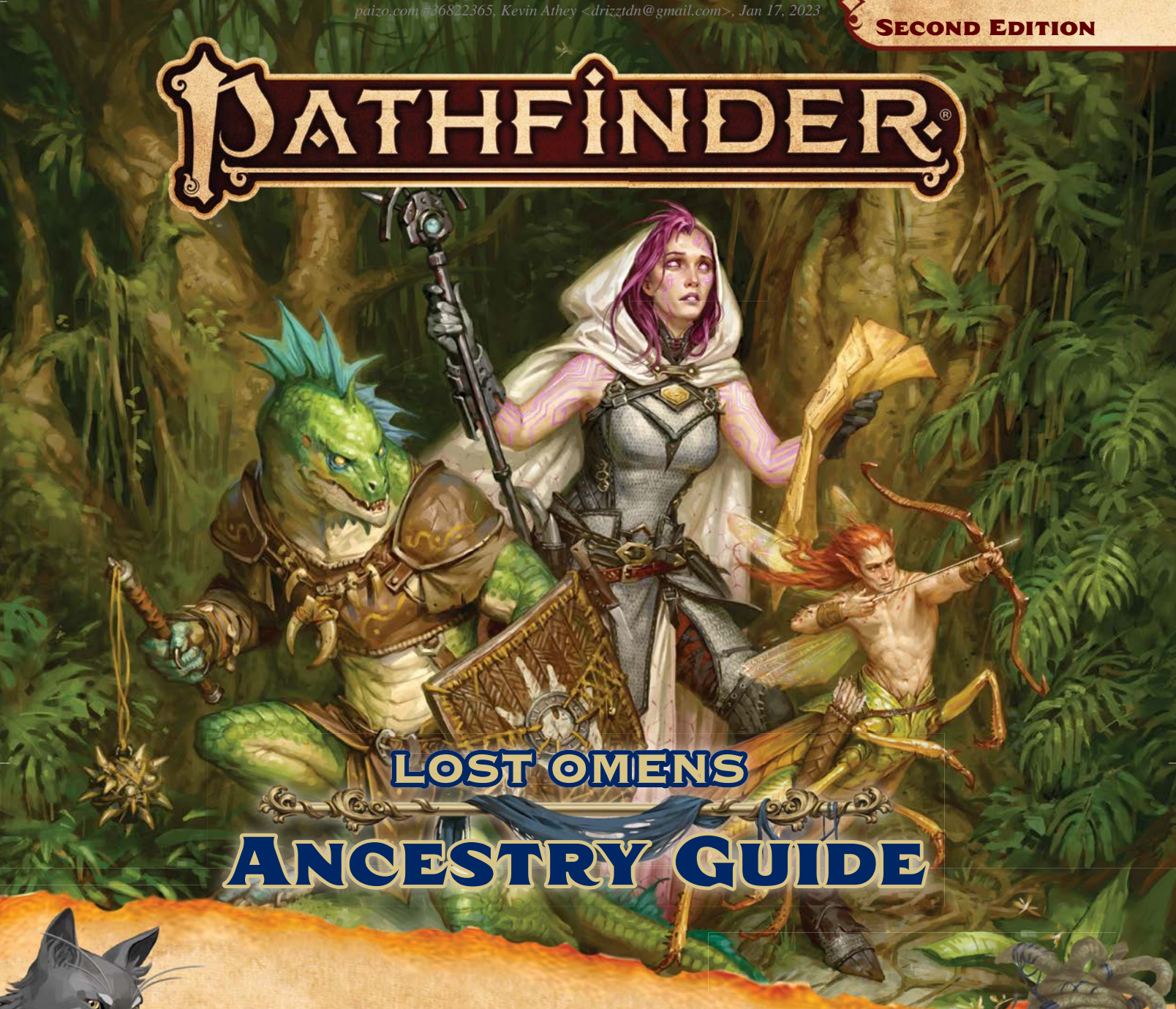
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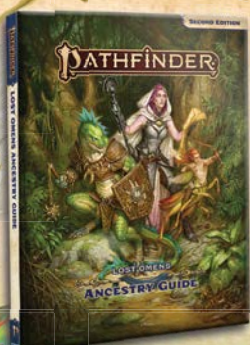
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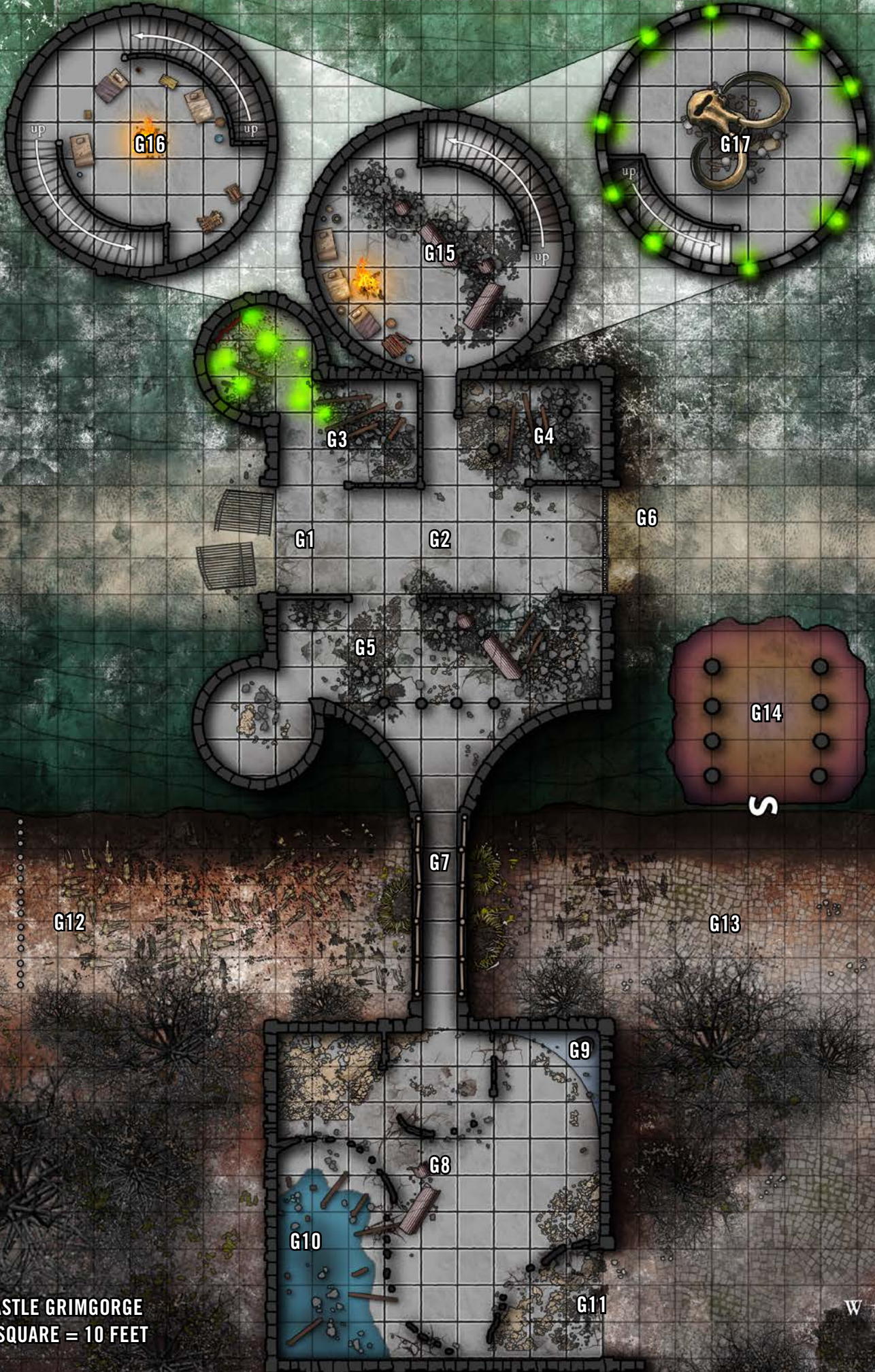
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