



Adventure Toolbox

BURNING TUNDRA

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

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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

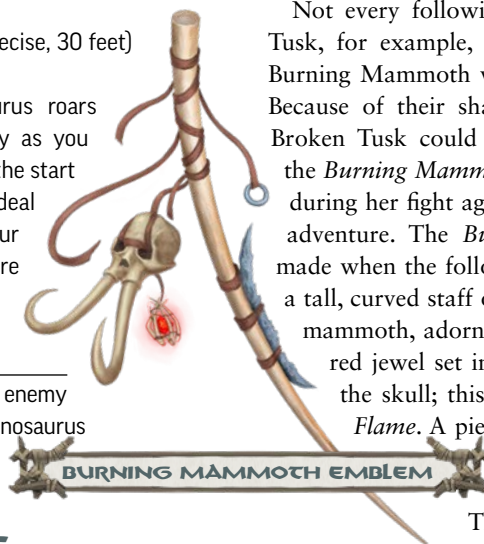
Many Mammoth Lord followings keep a sacred object that represents their following and grants their people great power. These objects, known as emblems, are potent relics that grow in power alongside their Mammoth Lord wielders.

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

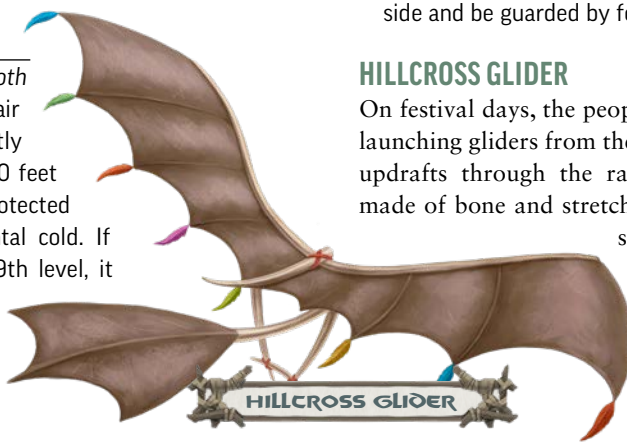
The *Burning Mammoth Emblem* grants you acute senses. You gain low-light vision while within 30 feet of the emblem. If the emblem is at least 10th level, you also gain scent as an imprecise sense when you're within 30 feet of the emblem.

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 magical 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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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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