

SECOND EDITION
REMASTER

PATHFINDER SOCIETY



YEAR OF IMMORTAL INFLUENCE

Scenario #6-08

Levels 1-4

Upon Wheels and Rime

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HOW TO PLAY

**PLAY TIME: 4-5 HOURS****LEVELS: 1-4****PLAYERS: 3-6**

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GM Resources

Campaign Home Page: pathfindersociety.club

Books: *Pathfinder Player Core*, *Pathfinder Player Core 2*, *Pathfinder Monster Core*, *Pathfinder Tian Xia World Guide*

Maps: *Pathfinder Flip-Mat Classics: Winter Forest*, *Pathfinder Flip-Mat: Treasure Trove*

Online Resource: Pathfinder Reference Document at paizo.com/prd

Scenario Tags

Scenario tags provide additional information about an adventure's contents. For more information on scenario tags, see the *Guide to Organized Play: Pathfinder Society* at <https://lorespire.paizo.com/>.

**ALL AGES**

Summary

The PCs are invited to Irrisen to help the current queen decide on her next moves for a monumental project. However, their mission is interrupted when snow goblins steal the project set pieces from some of the presenters, both to ensure that their personal favorite presenter is selected and for some plain old fun! The PCs will need to find the goblins and convince them to return the goods, even if it means getting into a fight or a song battle!

Upon Wheels and Rime

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Adventure Background

Queen Anastasia (female human winter queen) had her life turned upside down just over a decade ago. In addition to losing her family and home, she was transported to another world altogether different from the one where she was born, replete with new customs, politics, and above all, magic. Her upbringing did not prepare her to be a sole ruler, let alone for all this. However, Anastasia has proven to be incredibly adept at diplomacy and making



Queen Anastasia

Where On Golarion?

Upon Wheels and Rime takes place at Queen Anastasia's summer estate in Irrisen, a nation of eternal winter ruled by winter witches descended from Baba Yaga. The PCs then travel to the nearby Hoarwood forest. More information about Irrisen and its recent history can be found in *Pathfinder Lost Omens: World Guide* pages 110–112.



allies with other rulers across Avistan—to the delight of neighboring nations and icy rage of those Jadwidga who wish for more traditional politics. The Irriseni queen knows that what she needs to win everyone over is an innovation that would connect the frozen nation with the rest of the world, and in turn be so groundbreaking that her opponents could not openly squash it. So, she has decided to bring to Golarion an advancement from her home planet of Earth—the locomotive.

Anastasia fondly recalls her father's passion for trains when she was young and the massive initiative of the Trans-Siberian Railroad. While she can describe the invention in a limited context, she lacks the engineering knowledge to perfectly commission its recreation. And so, she resolved to allow the nations of the Inner Sea to help design a train to operate on Golarion. Leveraging her friendship with Empress Eutropia of Taldor and her

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contacts among the Sovereign Court, Anastasia issued invitations to the nations of Rahadoum, Oprak, and the Sky-Citadel of Dongun Hold to draft potential designs. To soothe the easily bruised egos of Irrisen's established powers, she also commissioned designs from the Jadwiga, winterwarg packs, and the fey of the Feyfrost. In one final effort to inoculate herself from being the sole decider, she has also invited the Pathfinder Society to observe the selection process and render recommendations.

Unfortunately, despite her careful planning to avoid it, the Jadwiga have chosen this as the perfect opportunity to disgrace the "Fraud Queen"—or perhaps eliminate her all together. **Coven Matriarch Szvetneera** (female winter witch) of the Wintercrux Sisterhood has spent the lead up to the event feeding propaganda of mass deforestation to a particularly malignant twigjack named Rimesnap. The fey has in turn convinced a small band of winter goblins to ransack the royal palace where the selection is being held; which will cause adequate cover for Szvetneera to get her assassins in place.

Getting Started

Read or paraphrase the following to start the adventure for the PCs.

A weak sun glows faintly over the well-appointed courtyard surrounding royal summer estate of Queen Anastasia. Located a scant two miles from the western edge of Irrisen's Hoarwood Forest, the relatively modest manor has served as a quiet meeting place for many queens with business too sensitive for the machinations of Whitethrone. The warmth of the Irriseni summer has left the snow only ankle deep, with scant patches of frozen dirt and decayed pine needles littering the grounds. An impressive singular fountain stands in the center of the courtyard, the flow of water strong enough to prevent it from freezing over. Any noise it might generate is easily lost in almost a dozen different conversations dancing around from the several distinct groups, each parked in their own secretive corner of the grounds.

Greeting all who enter the gates of the estate is a handsome young dromaar, impeccably dressed in a suit of icy blue and purple silks, complemented by a pair of dark leather gloves and a thin collar of white wolf fur. After greeting the others, he steps forward, giving a practiced bow that would put the politest Taldan courtier to shame.



Calix

"Good morning, Pathfinders," he says in a deep, calm, rumble. "I am Calix, advisor and gracious servant to Her Majesty Queen Anastasia Nikolaevna Romanova, Fifteenth Winter Queen of Irrisen, Mistress of Thronehold, and your host for this historical event. Prior to this post, I was a member of the Pathfinder Society and translator for my cousin, Venture-Captain Bjersig Torrsen. Her Majesty is awaiting your arrival with great anticipation. Given the vagueness of your invite, I am sure you have much to discuss with her. If you would be so kind as to follow me, we will endeavor to answer whatever questions we can."

The inside of the estate is a maze of winding corridors and antechambers, each filled with finery such as gilded chandeliers and portraits of previous Winter Queens. The PCs have ample time to ask preliminary questions while **Calix Balakin** (male dromaar former Pathfinder) escorts them. His responses to likely questions are below.

You said you used to be a Pathfinder? Calix allows himself a slight chuckle. "In a rather boring capacity, compared to yourselves. I spent most of my time writing letters for the Envoy's Alliance. The constant travel and threats of violence never suited me well."

What can you tell us about Queen Anastasia before we meet her? "Her Majesty hails from a distant planet where she was princess to a royal family. Through a complex series of events that are not mine to tell, she was brought here by a group of adventurers and has ruled as Winter Queen for a little over a decade now. If you're polite and speak plainly, she'll have no reason to dislike you."

Calix leads the group in a straight path through the courtyard, past the fountain and up the polished marble and slate steps of the estate. After a few hallways and turns he pauses at a door carved out of blackened oak. The dromaar knocks ceremoniously before swinging it open and bowing deep in a single, effortless motion.

"Your Majesty, the analysts from the Pathfinder Society, as supplied by Venture-Captain Bjersig Torrsen, have arrived." Calix raises his head to peer into the room. After seeming to confirm something, he stands and motions to be followed.

The room beyond is a spaciouly appointed council chamber, complete with a meeting table made from

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lacquered cedar with matching chairs to seat a dozen. From a chair toward the center of the table rises Winter Queen Anastasia. A slim human woman with an ageless quality, her grace and complexion mark her as very young, while the streak of ice white hair and naturally weary cast to her face hold years of strife. She wears an elegant dress of deep blue, hemmed with white and cerulean, and an angular crown made of solid ice.

“Welcome, Pathfinders,” she says, giving a shallow curtsy. “We apologize for the lack of information, we asked Venture-Captain Torrsen to keep his dispatch to you brief. Allow us to reveal why you’re here. Our father ruled over a very large nation on our home planet of Earth. We didn’t have any magic to speak of, such as you are accustomed to here, so to travel great distances we devised all manner of technologies from steel and other resources. One of these was our father’s great passion, an invention called the ‘train.’ It was like a linked stream of iron carriages that moved along a track, pulled by a device of fire and smoke at the front. We wish to bring this wonder to the people of Irrisen, and later, we hope, to the rest of Golarion.

“The resources and technology of Earth are not the same as that of Golarion, and so we don’t expect trains to be the same either. In fact, we can give little more direction on how it should work. That is why we have assembled a host of minds and peoples from across the Inner Sea to offer their ideas. You, as Pathfinders who have seen all parts of Golarion and know its peoples, are to help us judge which proposal has the most potential to succeed.”

The PCs now have the opportunity to question Winter Queen Anastasia and Calix about what they are expected to do. Possible questions the PCs might have and the pair’s responses can be found below.

What exactly is a “train” supposed to do? “As we said, think of it as a group of linked carriages in a line, that is pulled along a prescribed path,” Anastasia offers. “The carriages were called ‘cars,’ each of which was quite large and could house twenty people or more.” She pauses for a moment before clarifying, “Twenty human-sized people, that is. When we rode in them, they had small rooms and hallways inside them to accommodate many separate groups traveling in the same vehicle. They were limited to moving across a pair of iron tracks, like a road all to itself.”

What can you tell us about the experts you invited? “We invited members from the dwarven sky-citadel of Dongun Hold, an expert in elemental binding magic from Rahadom, a team of Oprak’s engineering corps, a pack of Irriseni winterwargs, and of course some local fey from the Feyfrost to ensure their voices were heard,” Anastasia replies. “We were also ob—”

Calix politely raises a gloved hand and interrupts. “It was also Her Majesty’s honor to include Coven Matriarch Szvetneera of the Wintercrux Sisterhood, an esteemed winter witch who will no doubt bring the storied perspective of the Jadwiga to this process.” The dromaar gives a guarded look to Anastasia before continuing. “They each have very... unique ideas for the implementation of the train and it is Her Majesty’s wish you give each of them fair and impartial consideration.”

Your Majesty seems very excited for this project. Why choose now to begin? Queen Anastasia’s eyes gain a faraway look for a moment, touching a gloved hand to streak of white in her hair. “It has been just over ten years since we were brought to Golarion. That is how long it has taken us to gather just this tertiary interest in our vision of a railroad. It will take decades more for the invention to be built, tested, and proliferate across the Inner Sea. We have less than ninety years before our grandmother Baba Yaga returns to take us somewhere else where we will be a stranger. We will not repeat the mistake of our predecessor and try to cheat that deadline—nor will we leave with the dream half-finished upon our departure. Now is the earliest we can begin and the latest that we dare.”

Lore (Irrisen), Nature, or Society (Recall Knowledge)

A PC who succeeds at a DC 16 (DC 18 for levels 3–4) skill check to Recall Knowledge will know some facts about Irrisen and its local politics. Any PC who took part in *Pathfinder Quest (Series 2) #16: The Winter Queen’s Dollhouse* have already done a favor for Queen Anastasia and know a bit about winter witches. These PCs gain a +2 circumstance bonus to this check.

Critical Success Before coming to Golarion, Queen Anastasia was killed by group of revolutionaries along with her family. Since her resurrection, she has been a progressive champion of Irrisen’s common citizenry. This has made her quite popular among the people and greatly disliked by the Jadwiga leadership of winter witches, who hold great political power.

Success Queen Anastasia was born on a distant world and brought to Golarion by adventurers just over ten years ago; she has served as Irrisen’s queen ever since. She brought with her many strange ideas, as her home world had only humans and no magic. She has spent her time on the throne attempting to improve Irrisen’s reputation on the international stage, though she has been met with resistance from the more traditional winter witches.

Critical Failure Anastasia is not a true heir of Baba Yaga and was planted on the throne via force by powerful adventurers. The Fraud Queen, as she is rightly known, has spent a decade



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weakening Irrisen in preparation for an invasion by the Land of the Linnorm Kings to the west. This “train” fantasy is likely another ploy to dwindle precious resources.

Hero Points

Once the PCs have gotten all the information Anastasia and Calix can provide them, remind the players that they each have one Hero Point available.

The Contractors

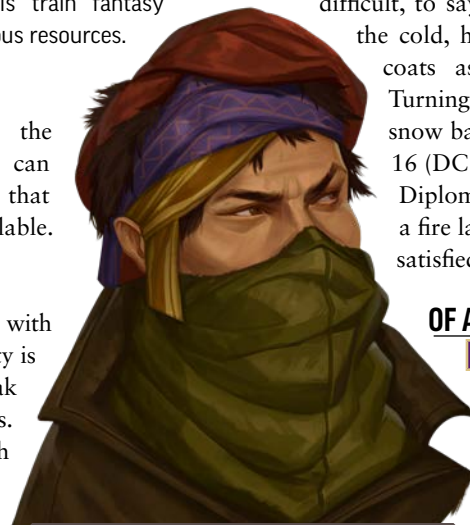
Once they have finished speaking with Calix and Queen Anastasia, the party is free to roam the courtyard and speak with the assembled representatives. There are six groups in all, each putting the finishing touches on their designs for the Golarion’s first train. The Pathfinders can interact with each of them using a modified version on the Research subsystem found in *Pathfinder GM Core* pages 190–191. The list of research checks varies for each group, though each PC may only attempt one research check per group. The DC for each research check is 16 (19 for levels 3–4). A couple of the groups are more standoffish or disorganized than the others, first requiring a successful check before they can be accurately questioned about their plans. Make a note of how well the party interacts with each group, as they will have a chance to try again later in the adventure and making friends will result in some extra help!

THE GODLESS ARCANIST

A tall, lean man paces back and forth in front of a table cluttered with bronze implements and tubes. His sun-darkened skin can barely be seen through the outrageous number of ill-fitting coats layered under a brightly colored robe of emerald and white. He fumbles with an instrument in his thickly gloved hands, muttering curses through chattering teeth in an accent that marks him as hailing from the Golden Road.

Firozet Botosar (frostbitten male human elemental) is well-known elemental from Rahadoum, whose claim to fame is the application of minor elemental spirits to power machinery. He competed fiercely with many other

candidates to be here, but is finding the arctic weather difficult, to say the least. Woefully unprepared for the cold, he had to buy and beg for as many coats as the local villagers could spare. Turning Firozet’s focus from griping over the snow back to his train designs requires a DC 16 (DC 19 for levels 3–4) check, using either Diplomacy to calm him or Survival to start a fire large enough to keep him warm. Once satisfied, he excitedly discusses his designs.



Firozet Botosar

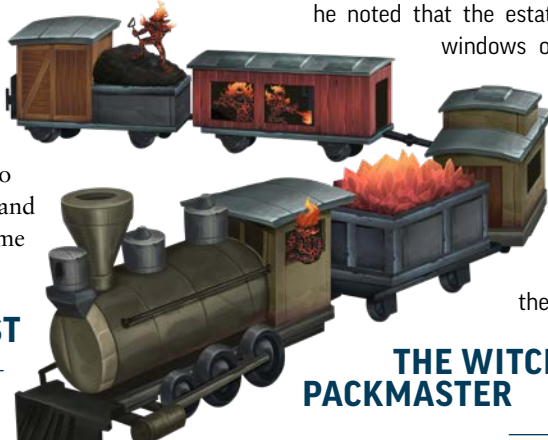
OF AIR AND FLAME RESEARCH 2 (4)

UNIQUE ARCANIC PRIMAL

Research Checks Arcana to untangle the theory involved, Nature to coax the smaller elementals into cooperating, or Thievery to assist with the delicate instruments

2 Research Points Firozet explains that through gentle applications of planar binding, minor elementals of air and fire can be used to create superheated air. This in turn is directed out through a large vent in the back of the train, causing a horizontal push that will propel the train.

4 Research Points The elemental informs the PCs that as he was taking a walk around the grounds to warm himself, he noted that the estate is in poor repair. The eastern windows overlooking the guest house are broken, with jagged glass and serrated steel lining their frame. This information will give PCs a +1 circumstance bonus to any checks on the Rear Window obstacle of the chase that takes place later in the adventure (page 10).

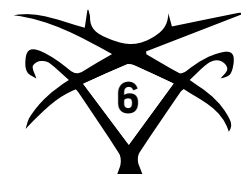


Elemental Transit

THE WITCHWARG PACKMASTER

A pack of twelve witchwargs lounge on the edge of the courtyard, cleaning their fur idly and occasionally giving cavernous yawns that display rows of sharp, yellowed teeth. Only one of their number seems focused, standing on their hind legs and snarling as they fiddle with the model train display in their indelicate claws.

Danixki (eager agender witchwarg packmaster) is the leader of this witchwarg pack, who once encountered Anastasia as a pup while the queen was on a nighttime ride. Taken by her kindness and dignified manner, the



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canine resolved to strengthen their humanoid side and does their best to accommodate the party. Their speech is punctuated with snarls and grumbles as if they are constantly hungry, eyes darting around in a light frenzy. Despite this, they're overly polite, creating an unnerving dichotomy.

THE TRAIN SLED RESEARCH 2 (4)

UNIQUE PRIMAL

Research Checks Athletics to wrestle and bond with the pack, Intimidation to assert dominance, Nature to use knowledge of witchwargs to bond, or Survival to ask about good hunting spots nearby

2 Research Points Danixki reveals that their plan is an easy one—their pack is more than capable of pulling a “chain of iron boxes” across ice, so long as well-waxed skis are laid beneath the cars.

3 Research Points The witchwarg stoops down from their prodigious height to whisper to the party that a small gang of winter goblins have been causing mischief in the Hoarwood recently. Danixki has scared them off a couple times from getting too close to the palace.

THE FEY LADY

On the fringe of the estate's courtyard, a scant few feet from a copse of trees that begins the Hoarwood, a lone woman paces. Her elegant dress extends to the ground, the hem frayed and stained from dragging slightly. She turns to show vibrant emerald eyes and auburn hair that extends far down her back. In her hands she holds a model, this one oddly devoid of any metal.

Siraya (sly female huldra inventor) speaks in a soft voice that shares the tone of leaves shifting in the wind. She introduces herself as a representative of the people of the Feyfrost and repeats the names of each PC, as if trying to commit them to memory. If asked if she's a fey, she giggles and calmly changes the subject. Players can attempt a Recall Knowledge check using Nature to identify her as a huldra (*Bestiary* 3 138). Siraya admits her true identity if confronted with it, but the PC who does so takes a -1 penalty on their Research checks for this topic, as they have spoiled her game.



Danixki

NATURAL ADAPTATION

UNIQUE PRIMAL

Research Checks Deception to engage Siraya in a quick competition of tall tales, Nature to navigate the complexities of speaking with a fey, or Performance to entertain her with stories and music

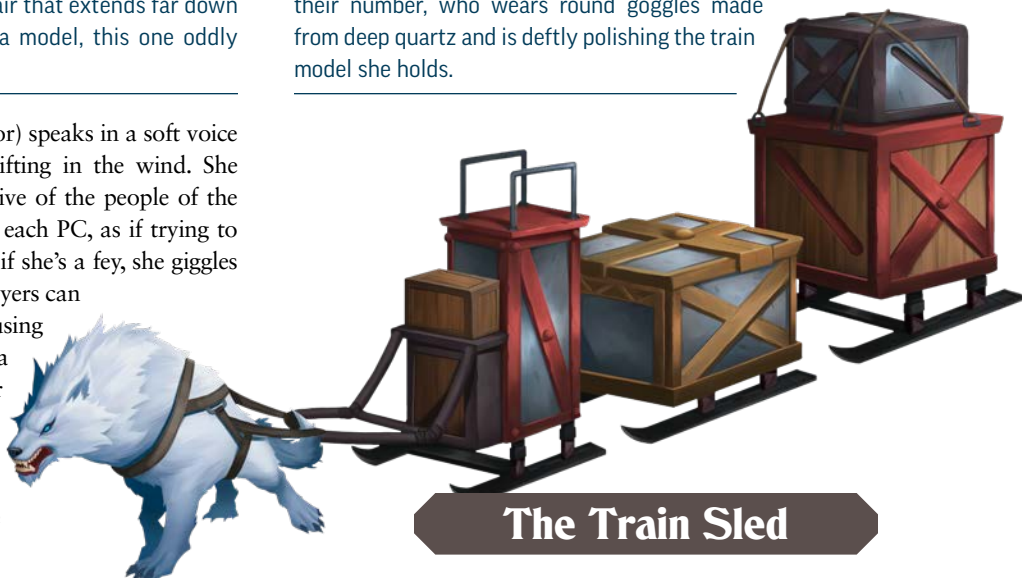
2 Research Points Siraya explains that the best way for a train to move through Irrisen's wilderness is for it to be adaptable. She proposes that a small group of sprites could craft the cars from wood and manipulate its form as needed. If pressed, she taps her wooden model—causing it to sprout a wooden set of dragonfly wings that thrum at a rapid cadence.

5 Research Points The fey representative mentions passively that it was kind of Queen Anastasia to extend an invite to her people.

Siraya is worried about this development, since humanoid advances in technology often mean the plunder of the natural world. She mentions that even should her proposal not be selected, she hopes that Anastasia will be open to preventing that.

THE PLANAR ENGINEER

Next to the courtyard's fountain waits an orderly group of tables, set in a grid with precise spacing. A few hobgoblins stand at rigid attention beside them, outfitted in warm layers and holding engineering tools. Their focus is set on one of their number, who wears round goggles made from deep quartz and is deftly polishing the train model she holds.



The Train Sled

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Lieutenant Surkzin (stern female hobgoblin inventor) of the Oprak Engineering Corps salutes the party as they approach. She waits to be set at ease, at which point she lowers her hand but otherwise maintains her formal posture. Her speech is direct and clipped, but is nonetheless eager to show the Pathfinders her designs. The rest of the hobgoblins in her party enclose around the group, facing outward and scanning the horizon.

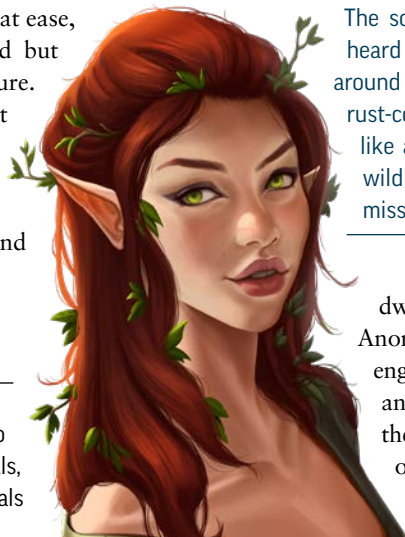
THE STONE ROAD EXPRESS RESEARCH 2 (4)

UNIQUE ARCANE EARTH PRIMAL

Research Checks Arcana or Nature to understand the use of planar portals, Crafting to suggest the best materials for tracks, Society to navigate hobgoblin military behavior

2 Research Points Surkzin lays the train model out on one of the tables and winds it up. As it moves on its own, she infuses an object in her hand with a bit of magic, causing an obsidian archway to appear in front of it. The model enters and comes out of a different archway on the table next to it. The lieutenant explains that the train can use the Stone Roads to travel vast distances in an instant.

4 Research Points The lieutenant informs the party the guest house behind the estate house is suspicious. Her troop has noted the number of icicles hanging from the roof seems to change each time they patrol near it. This provides the PCs with a +1 circumstance bonus to initiative during the encounter in location A (page 11).



Siraya

THE DWARVEN MACHINIST

The sound of loud pops and bangs can easily be heard coming from a collection of dwarves gathered around a small track. Their leader is a man with a rust-colored beard so long and wide he has tied it like a sash to close his winter coat. He gestures wildly with a hand covered in old burns and missing two fingers.

Ivinder Greaseblood (distracted male dwarf artilleryist) has been sent by King Anong Arunak of Dongun Hold with a team of engineers. An expert on the use of gunpowder and combustion for explosive works, he finds the idea of using such methods for something other than destruction an entertaining challenge. He first needs to be pulled away from a heated debate with members of his group about the optimal lubricant for the wheels of the train (obviously slurk grease) before he

will begin to discuss their pitch for the train.

A BIT OF A BOOM

RESEARCH 2 (4)

UNIQUE

Research Checks Crafting to grasp the finer points of a gunpowder engine, Medicine to go over what needs to be on hand in case of an accident, or Society to navigate Dongun Hold politics

2 Research Points Using too much technical jargon, Ivinder explains that repeated, controlled explosions will send force out the back of the train, propelling it forward. He gestures to a dwarf with harsh burns down the length of their arm and insists they have tested it.

4 Research Points Ivinder notes that he's sized up the competition and predicts that the Coven Matriarch and her retinue are likely to be sore losers should their pitch not be selected. This grants the PCs a +1 circumstance bonus to initiative during encounter A2 (page 13).

THE COVEN MATRIARCH

Claiming the space closest to the stairs of the estate is a handful of tall Ulfen men, each dressed in warg furs and armed with impressively large weapons. Between them can be seen a thin woman in a shimmering white-blue dress, a resting scowl on her face as she paces next to a nearby table.



Steam Dragonfly

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Coven Matriarch Szvetneera (irritated female human winter witch) of the Wintercruz Sisterhood does not respond to anything but her full title, though she begrudgingly orders her bodyguards to allow the party's approach. She refers to the train project as "a child's whimsy" with barely contained derision and questions openly why the Pathfinders need to be involved. She is resolved that the Jadwiga are more than capable of creating such a device. Before the PCs can begin their Research checks, they must first succeed on a DC 16 (DC 19 for levels 3–4) Deception, Diplomacy, or Society check to placate her ego.

TRADITIONAL SOLUTIONS RESEARCH 2 (4)

UNIQUE ARCANES PRIMAL

- Research Checks** Arcana to discuss the polymorphic effects of chicken legs from a steel car, Diplomacy to keep Szvetneera's frustration in check, or Nature to formulate what track design would give chicken legs the best purchase
- 2 Research Points** Matriarch Szvetneera insists that the only proper way to create an Irriseni device is to cleave to tradition. Therefore, she and her coven have devised a method to grow chicken legs on each of the cars, much like Baba Yaga's famous hut.
- 5 Research Points** Szvetneera dismisses the players without even a thank you. As the Ulfen guards usher them away, it can be observed that they are less than happy with their patron's behavior. This provides the PCs a +1 circumstance



Lieutenant Surkzin

The Great Goblin Chase Song

*Spread the rime, steal the wheels,
Keep the longshanks on our heels.
Tear the curtains, claw the floors,
Break stuff like we're
charging boars!
Rimesnap says the hummies pay,
Chase us as we run away.
Scare the maids but do not kill,
Just cause trouble as we will.
House too warm, back to th'woods,
Make off with our shiny goods.
Think we made that butler cry
We be goblins! Now bye-bye!*

bonus on Charisma-based checks during the final combat with Szvetneera against both her and her bodyguards (page 13).

The Great Train Model Robbery

Once the party has spoken with each of the representatives and exhausted all their research attempts, whether by success or failure, it is time for Queen Anastasia to judge the submissions.

As the struggling sun reaches its zenith, Calix emerges from the main doors of the estate and tolls a large brass bell twice. The sound echoes across the courtyard, piercing through the chatter of the assembled parties and drawing all eyes to the dromaar.

"Esteemed representatives, assembled staff, and, of course, our honored guests from the Pathfinder Society. I hope you have found the accommodations welcome and are all prepared to present your solutions to Her Majesty Queen Anastasia Nikolaevna Romanova. The court will receive you in the estate's meeting room. If you would please gather your demonstrative models and accompany me closely. The estate has many rooms and corridors, and it would not do for any of you to lose your way."

With a scattered mixture of grumbling and excitement, the procession trails behind Calix until it arrives at the same oak doors from earlier—this time swung wide. The long table has been replaced by a circular one, chairs arrayed with name cards so each representative can find their mark easily. Tactfully positioned at an angle of the table that sets her apart from the rest, yet still in full view of



Stone Road Express



Upon Wheels and Rime

the proceedings, sits Queen Anastasia on throne of crafted ice. She rises in a respectful show before motioning for the assembled parties to sit. Once the room has calmed, the Irriseni queen pulls herself to her full height.

"Our thanks again, to each of you in turn for replying to our summons. We understand the task we commission is not only strange but made more difficult without our ability to demonstrate the function of a train properly. Therefore, we knew it was best to allow the people of Golarion to set loose their vision and ingenuity in order to bring it about. We are sure we will not be disappointed in what we are about to see. If you would please lay out your demonstration models on the table before you." The assembled representatives produce their model locomotives and begin to set them up. Queen Anastasia opens her mouth to continue before the sound of wrenching metal and shattering glass cuts her off.

Cold wind surges through the wreckage of the meeting room's large windows, the panes reduced to jagged edges and fine powder on the floor. Before anyone in the room can react, a group of six goblins, their skin a pale blue and accented by patchy tufts of white fur, barge through the opening. The small creatures surge over the large table, knocking it over and scattering the models. The goblins slide across the floor, scooping up the models and dashing out of the room. They round a corner, the sound of shrieking house maids marking their passage through the estate.

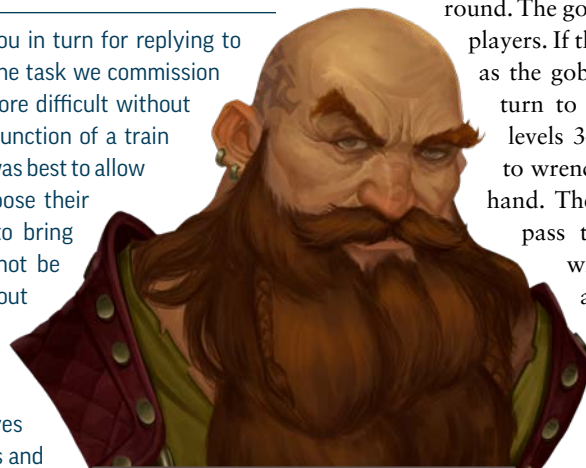
Only Lieutenant Surkzin still holds her model, shock somehow an even odder emotion on her hobgoblin features than a smile. As she begins to formulate an explanation the chaos increases with the shouts of the other representatives. Accusations are quick to fly, with many of the group casting blame on the lieutenant and crying conspiracy.

Calix is the first to regain his composure. He gestures to the door leading out into the rest of the estate. "Pathfinders, if you please?" he entreats in a strained voice.

THE GREAT GOBLIN CHASE

Picking up the goblins' trail through the estate is an easy task—the PCs need only follow the sound of breaking objects and the rousing chorus of goblin song. Keeping up with the troublemakers is more

difficult, as the goblins tear through the building in a flurry of chaos, which stymies attempts to catch them. Start the chase with the goblins on the Conservatory Obstacle and move them forward at one Obstacle per round. The goblins move first, followed by the players. If the PCs are on the same Obstacle as the goblins, each player may use their turn to attempt a DC 18 (DC 21 for levels 3–4) Athletics or Thievery check to wrench a train model from a goblin's hand. The chase ends when the goblins pass the Rear Window obstacle or when the PCs have recovered all five train models (though this is unlikely). For the full rules on running a Chase encounter, see pages 192–195 of *Pathfinder GM Core*.



Ivinder Greaseblood

Levels 1–2

THE GREAT GOBLIN CHASE

CHASE 1

Page 17

Levels 3–4

THE GREATER GOBLIN CHASE

CHASE 3

Page 23

Development: The goblins manage to elude the players, bringing with them the train models the representatives worked so hard to develop. While they can be recreated, it would be incredibly time consuming and likely erode all faith in the project. Calix catches up with the PCs



Dongun Locomotive

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at the conclusion of the chase and asks them to follow the goblins to retrieve the models. In the unlikely event that the PCs recovered all five models during the chase, Calix still requests they find the goblins to discover their true motivations and ensure another raid doesn't happen. In either case, he requests that the party resolve the situation with as little bloodshed as possible.

A. OUTSIDE THE GUEST HOUSE LOW

The yard behind the estate is strangely quiet after the ruckus inside. A thin layer of snow and frost covers the ground, marred by the recent passage of small feet. The trail leads past a modest guest house apart from the main building and through underbrush to the Hoarwood's evergreen trees beyond. A set of long icicles hang lazily from the guest house's roof, a steady drip of ice melt sliding down their lengths.

This guest house has not seen much use during Anastasia's visit here, being far too small to accommodate all the guests comfortably, let alone afford them space away from each other. The winter goblins fled through this yard on their way back to Rimesnap to present the twigjack with their loot. The party can easily follow the footprints, but as they do so they are attacked by the yard's denizens.



Matriarch Szvetneera

Creatures: Use the map on page 12 for this encounter. An icicle snake has taken up residence along the overhang of the guest house roof. It used its *Icicle* ability to blend in with the natural formations and waits until the PCs are within striking distance to reveal itself.

Levels 1-2

ICICLE SNAKE

CREATURE 2

Page 18

Levels 3-4

ICICLE SNAKES (2)

CREATURE 2

Page 24

Treasure: Beneath the overhang is a row of open jars used to collect snow melt for drinking water. The liquid that passed over the icicle snake has been altered in composition and fermented into 2 lesser frost vials (2 moderate frost vials for levels 3-4).

A1. Rimesnap's Throne Moderate

Discovering the destination of the goblins is quite easy—the rascals were so excited over a successful heist and chaos-inducing rampage that they didn't bother covering their tracks. A couple hours of travel through the Hoarwood leads the PCs to a clearing. It's here that an especially malicious twigjack named Rimesnap, who has styled themselves as king of this section of the Hoarwood, holds court. Matriarch Szvetneera drew the fey into her plans with flattery and the promise of expanding their claim, but in truth Rimesnap required little encouragement to sow chaos and hopefully bloodshed among the humanoids at the estate. They, in turn, manipulated the local winter goblins into "playing a game with the longshanks." Unaware of any further machinations, the goblins cheerfully agreed, leading to the incident at the estate. Now Rimesnap is reviewing their prizes, praising the goblins just enough to keep them under their bramble-laced thumb.

The ring that edges this clearing is marked by a gruesome spectacle; trees stripped of needles and garnished with thorny vines that impale scores of



Yaga Express

Upon Wheels and Rime



dead crows like a natural iron maiden. The group of chattering winter goblins crowd the center of the clearing, gathered around a sizable wooden structure and all but climbing over each other to get closer.

A loud crack that sounds like a log splitting disperses the cluster back to a reasonable distance, allowing for a proper look.

The desiccated remains of a tree stump have been hollowed out and shaped into a twisted facsimile of a throne, complete with a soaring back and wide arms that make it too large for its occupant: a human-shaped plant, no larger than a forearm, woven with gnarled branches and pine needles encrusted with frost. It twirls a piece of sapling in what passes for its hands, capped with red berries like rubies on a scepter, the very image of a tiny wicker king. Its featureless head tilts downward, gazing at the train models pilfered from Queen Anastasia's estate.



Frost Goblin

As the PCs approach, the mob of goblins falls uncharacteristically silent, eyes darting between the intruders and Rimesnap. The fey turns their eyeless face to the trespassers, somehow twisting their featureless countenance into something resembling haughty curiosity. In a voice that sounds like frosted branches snapping underfoot, they ask, “What humanoids dare impose upon our court?” If questioned about their motives, Rimesnap is uncooperative; they express pleasure with the sound of creaking wood if shown excessive deference, but still refuse to surrender the trains. They claim that a train would cause untold destruction to the Hoarwood, and such would be an assault on their kingdom.

Creatures: Rimesnap makes a grandiose appeal to the assembled winter goblins, demanding that any champions step forward to protect their king. Players can

Upon Wheels and Rime

make a Diplomacy or Intimidation check to convince the goblins to disarm, or a Nature check to point out the twigjack's relative lack of power within the Hoarwood (DC 15, or 18 for levels 3–4). A success or greater causes the goblins to stand down, forcing Rimesnap to use the necromantic talisman they received from Szvetneera to animate the corpses of the impaled ravens around the clearing. If this happens, run Rimesnap Abandoned; otherwise, run Rimesnap's Forces. Use the map on page 14 for this encounter.

Levels 1–2 Rimesnap Abandoned

RIMESNAP **CREATURE 2**

Page 19, art on page 32

ZOMBIE CROW SWARM **CREATURE -1**

Page 19

Levels 1–2 Rimesnap's Forces

RIMESNAP **CREATURE 2**

Page 20, art on page 32

GOBLIN WARRIOR **CREATURE -1**

Page 20, art on page 32

Levels 3–4 Rimesnap Abandoned

KING RIMESNAP **CREATURE 4**

Page 25, art on page 32

ZOMBIE CROW FLOCK **CREATURE 1**

Page 25

Levels 3–4 Rimesnap's Forces

KING RIMESNAP **CREATURE 4**

Page 26, art on page 32

GOBLIN COMMANDO **CREATURE 1**

Page 26, art on page 32

Development: With Rimesnap defeated, the PCs are free to recover the train models and question any remaining goblins. Whether they sent champions forward or not, the winter goblins are sufficiently impressed with the Pathfinders' strength and agree to tell them what little they know. They say that Rimesnap asked them to "play a game with the longshanks" and steal the train models. The fey phrased the raid as a good bit of fun, and so the goblins never meant any harm or violence. The goblin

leader recalls a stranger speaking with Rimesnap about a week ago, but thinks all medium humanoid look the same and doesn't remember further details. With the models recovered, the goblins ask to return with the PCs so they can apologize and explain themselves to Anastasia.

If the PCs, for whatever reason, don't hold to Calix's request and fight the winter goblins with lethal force, all but one of the goblins have scattered from the scene by the time the fight is over. This lone brave goblin provides the above information and asks to return with the PCs to clear his group's name.

A2. Return to the Estate **Severe**

With the winter goblin leaders in tow, the players have an uneventful walk back to Anastasia's estate where masses of servants are already busy repairing the mild damage done by the goblin's raid. Their faces are a mix of exasperation and nervousness upon seeing the group again, but they're persuaded by Calix to go back to their duties. The dromaar aide escorts the party back to the council chamber where Anastasia and the representatives are still assembled. The atmosphere is quieter, though no less charged, with Matriarch Szvetneera standing clearly on one side of the table facing the others.

"The fact remains, Your Majesty," Matriarch Szvetneera continues, her face awash with smug confidence, "your servant and his pet Pathfinders have not returned, and we are unable to proceed with this endeavor. There are obviously traitors among this assembly, and given that the representative from Oprak is both unaffected and known to frequent with goblins, the culprit is apparent."

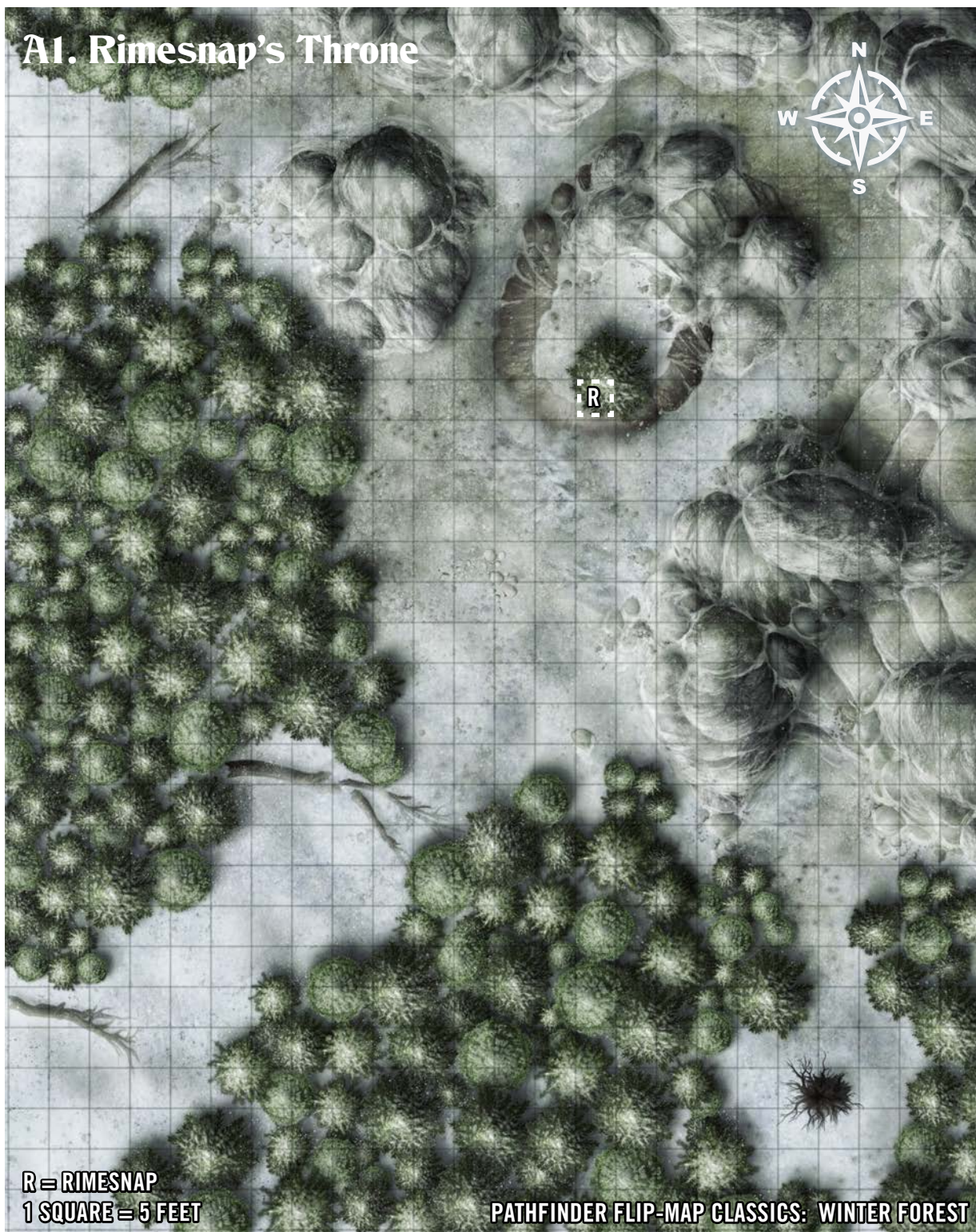
"I have a name and rank, Matriarch," Lieutenant Surkzin responds. "If you would accuse me of a misdeed, please be kind enough to address me by them." Szvetneera's Ulfen guards snap their hands to their weapons as the tension in the room increases.

As the PCs enter the room with the winter goblin leaders, one of them points to Matriarch Szvetneera, shouting "That's the longshanks that was talkin' with King Rimesnap!"

Amid the gasps from the assembled representatives, Szvetneera lets out a frustrated groan and yells back "That useless piece of firewood failed?" She motions to her guards, who spring into action to attack. The rest of the representatives usher Queen Anastasia and Calix out of the room, where they can be heard fighting among more witchguards in the hall.

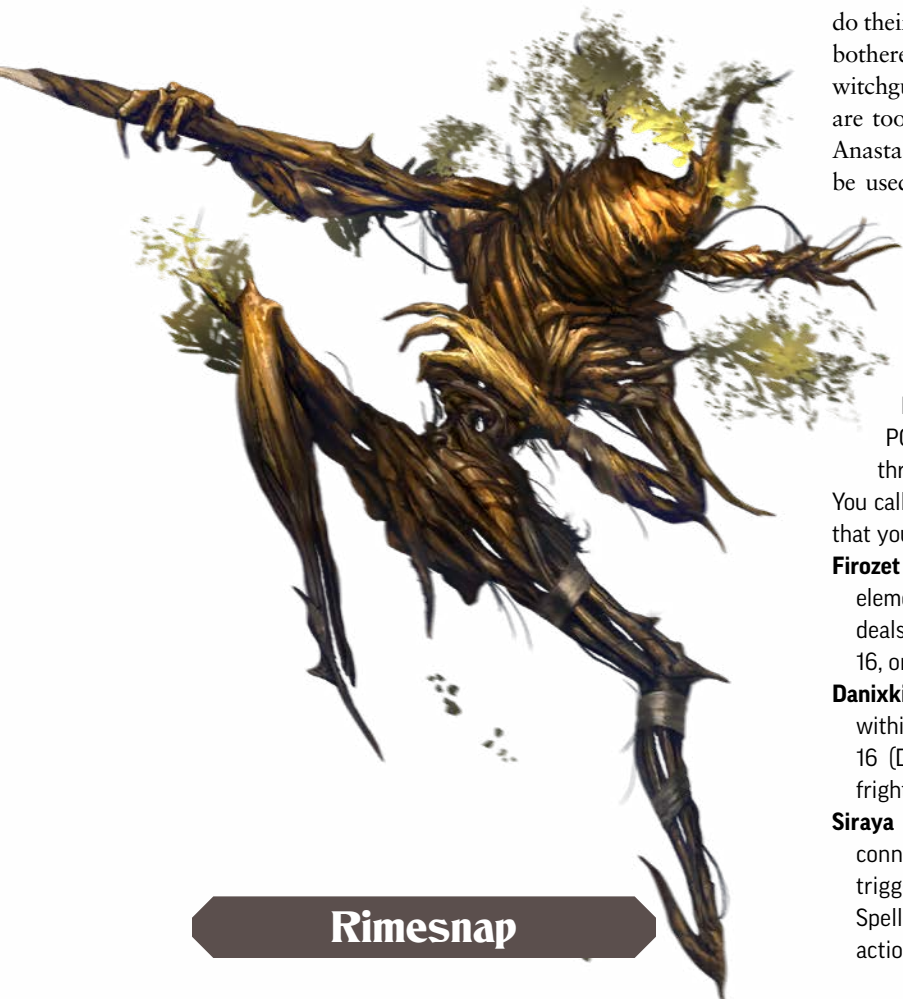
Creatures: Matriarch Szvetneera rose to her rank through a combination of subterfuge, modest magical talent, and a healthy dose of Ulfen muscle. Her bodyguards

Upon Wheels and Rime



Upon Wheels and Rime

A2. Return to the Estate



Rimesnap

do their best to keep combatants away from her and aren't bothered to be caught in the crossfire thanks to their witchguard resistance. While the other representatives are too occupied with other witchguards and protecting Anastasia to assist as full combatants, a special action can be used in this combat to enlist their help. Players may select the winter goblin option only if they avoid combat with the tribe during encounter A2.

Use the map above for this encounter.

HELP FROM ALLIES ◆ TO ◆◆

AUDITORY

Frequency once per minute per PC; **Requirements** The PCs gained enough research points to reach the second threshold of the representative's skill challenge.

You call out to your unlikely allies during this fight, knowing that you're stronger together!

Firozet ◆ Firozet throws an alchemical bomb laced with elemental energy at a target within 10 feet of the PC. This deals 2d6 fire damage in a 10-foot burst (Basic Reflex DC 16, or DC 19 for levels 3–4).

Danixki ◆◆ Danixki lets out a vicious howl. Each enemy within 10 feet of the triggering PC must succeed a DC 16 (DC 19 for levels 3–4) Will save or be frightened 1, frightened 2 on a critical failure.

Siraya ◆◆ Siraya uses fey magic to disrupt Szvetneera's connection to the primal world. Until the end of the triggering PC's next turn, whenever Szvetneera Casts a Spell, she must succeed a DC 6 flat check or have the action interrupted.

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Lieutenant Surkzin ♦♦ The lieutenant tosses the triggering PC an Oprak field medicine kit. This PC can spend one action to use this kit on themselves or a willing ally and restore 2d8 Hit Points.

Ivinder ♦♦ Ivinder scatters a bottle of slurk grease into the room. A 15-foot emanation centered on the triggering PC becomes difficult terrain for 1d4 rounds.

Winter Goblins ♦ A pair of overeager winter goblins dash into the room, singing a goblin song and generally getting in the way. A target enemy within 10 feet of the triggering PC is off-guard until the start of the PC's next turn.

Levels 1-2

Matriarch Szvetneera LEVEL 2
Page 21, art on page 32

Ulfen Bodyguard (3) LEVEL -1
Page 21

Levels 3-4

High Matriarch Szvetneera LEVEL 4
Page 27, art on page 32

Ulfen Captain (2) LEVEL 2
Page 27

Conclusion

With Matriarch Szvetneera defeated and her plot revealed by her own admission, the rest of witchguards she enlisted to attack the estate retreat. Anastasia, Calix, and the other representatives enter back into the room, each with some superficial injuries that Calix insists aren't serious. Queen Anastasia thanks the Pathfinders for their help and asks if they have any suggestions as to which train proposal(s) she should look at more closely. Since the demonstrations were cut short by the violence, it will take her time to reach a full decision. Finally, more to herself than the party, she asks what should be done with winter goblins. Calix jokingly suggests "winter goblin soup" for dinner, to which there is a clamoring from the goblins to expose their good traits and that they want to help. The dromaar gives a performative sigh and appoints them "consultants" to prevent others from sneaking into the estate.

REPORTING NOTES

If the majority of the PCs feel that Anastasia should use an Irriseni representative's train, check box A. If the majority of the PCs feel that Anastasia should use a

train from an outside representative, check box B. If the PCs feel that Szvetneera's train should be excluded from consideration, check box C.

PRIMARY OBJECTIVES

The PCs complete their primary objective if they find the winter goblin tribe, recover the set pieces, and judge the competition. Doing so earns each PC 2 Reputation with their chosen faction.

SECONDARY OBJECTIVES

The PCs complete their secondary objective if they have the winter goblin tribe assigned to the castle by handling them non-lethally. Doing so earns each PC 2 Reputation with their chosen faction.

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Appendix 1: Level 1–2 Encounters

The statistics presented in this appendix include full stat blocks for creatures and hazards appearing in this scenario. These encounters are written for four 1st-level PCs. If your group has a different composition or size, refer to the Organized Play section on page 33 for instructions on how to use the scaling sidebars to adjust the encounters for your group. Some scaling sidebars reference the elite or weak adjustments. Rules for these adjustments appear on page 6 of the *Pathfinder Monster Core*. If a creature is marked “(0),” don’t include it in the encounter unless otherwise specified (likely from the scaling sidebars).

THE GREAT GOBLIN CHASE (LEVELS 1–2)

MAIN HALLWAY

OBSTACLE 1

Chase Points 4; **Overcome** DC 16 Acrobatics to maintain balance or DC 15 Nature to identify the least slippery patches of ice.

The main hallway of the estate is in much worse shape now, with claw marks dug across the walls and floor and a thin patch of slippery ice spread around.

SITTING ROOM

OBSTACLE 1

Chase Points 4; **Overcome** DC 15 Diplomacy check to calm the panicked staff or DC 13 Thievery check to catch the gilded egg.

The once well-maintained sitting room appointed by fine furniture and expensive artifacts has been thoroughly ransacked. A lingering winter goblin hurls a parting shot of a bejeweled and gilded egg while the staff that’s been cleaning the room are in hysterics, blocking most movement through the room.

GAME ROOM

OBSTACLE 1

Chase Points 4; **Overcome** DC 13 Athletics to climb over the tables or DC 15 Society check to realize which pieces are not fragile.

An entertaining room filled with large tables and assorted games from across the Inner Sea. The maids from the previous room can be heard shouting not to damage any of the game pieces or disturb the layout.

Scaling The Great Goblin Chase

To adjust for the PCs’ overall strength, use the following Challenge Point adjustment.

12–15 Challenge Points: Increase the DCs on all checks by 1.

16–18 Challenge Points (5+ players): Add 1 Chase Point to each obstacle.

BACK HALLWAY

OBSTACLE 1

Chase Points 4; **Overcome** DC 13 Arcana to deactivate the magical trap or DC 15 Crafting to quickly repair the painting. The hallway leads to the rear of the house, ending in a large bay window. The goblins have disturbed the portraits of previous Winter Queens along the wall, including defacing a portrait of Queen Elvanna, triggering a magical trap that fills the hall with blinding sleet.

REAR WINDOW

OBSTACLE 1

Chase Points 4; **Overcome** DC 15 Acrobatics to climb across the broken glass or DC 13 Survival to find another route. The window here was damaged by the goblin’s escape, leaving broken glass along the frame. Each failed check to move across the window frame results in 1d6 piercing damage.



Upon Wheels and Rime

ENCOUNTER A (LEVELS 1-2)

ICICLE SNAKE

CREATURE 2

SMALL COLD ELEMENTAL WATER

Variant icicle snake (*Pathfinder Bestiary* 2 114)

Perception +7; darkvision

Skills Athletics +7, Stealth +7

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

AC 18; **Fort** +8, **Ref** +9, **Will** +5

HP 35; **Immunities** bleed, cold, paralyzed, poison, sleep;

Weaknesses fire 5

Speed 25 feet, climb 20 feet

Melee ✦ jaws +9 (finesse), **Damage** 1d6+1 piercing plus 1d6 persistent cold

Icicle ✦ (concentrate) Until the next time it acts, the icicle snake appears to be an unassuming icicle. It has an automatic result of 27 on Deception checks and DCs to pass as an icicle.

WEAK ICICLE SNAKE (0)

CREATURE 1

SMALL COLD ELEMENTAL WATER

Variant icicle snake (*Pathfinder Bestiary* 2 114)

Perception +7; darkvision

Skills Athletics +5, Stealth +5

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

AC 16; **Fort** +6, **Ref** +7, **Will** +3

HP 25; **Immunities** bleed, cold, paralyzed, poison, sleep;

Weaknesses fire 5

Speed 25 feet, climb 20 feet

Melee ✦ jaws +7 (finesse), **Damage** 1d6-1 piercing plus 1d6-2 persistent cold

Icicle ✦ (concentrate) Until the next time it acts, the icicle snake appears to be an unassuming icicle. It has an automatic result of 27 on Deception checks and DCs to pass as an icicle.

Scaling Encounter A

To adjust for the PCs' overall strength, use the following Challenge Point adjustments. These adjustments are not cumulative.

10-11 Challenge Points: Replace the icicle snake with two weak icicle snakes.

12-13 Challenge Points: Add one animated kite to the encounter.

14-15 Challenge Points: Add one weak icicle snake to the encounter.

16-18 Challenge Points (5+ players): Add one icicle snake to the encounter.

ANIMATED KITE (0)

CREATURE 0

SMALL CONSTRUCT MINDLESS

Pathfinder Tian Xia World Guide 278

Perception +6; darkvision

Skills Acrobatics +7

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

AC 15 (13 when broken); construct armor; **Fort** +4, **Ref** +9, **Will** +4

HP 15; **Hardness** 1; **Immunities** bleed, death effects, disease, doomed, drained, fatigued, healing, mental, nonlethal attacks, paralyzed, poison, sickened, spirit, unconscious, vitality, void

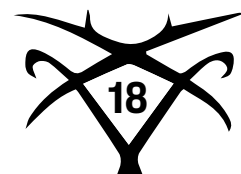
Construct Armor Like normal objects, an animated kite has Hardness. This Hardness reduces any damage it takes by an amount equal to the Hardness. Once an animated kite is reduced to less than half its Hit Points, or immediately upon being damaged by a critical hit, its construct armor breaks and its Armor Class is reduced to 13.

Speed fly 30 feet

Melee ✦ frame +7 (magical, finesse), **Damage** 1d6 bludgeoning

Attach Line ✦ (manipulate) The animated kite gives its line to an adjacent ally with a free hand. The kite remains attached until the creature releases it or the kite flies more than 60 feet away. A creature between them can also sever the line with a successful Strike against AC 13 that deals any amount of slashing damage.

Sawing Line ✦✦ **Requirements** The animated kite has its line attached to an ally; **Effect** Each creature along the line between the kite and its ally takes 1d6 slashing damage (DC 16 basic Reflex save).



Upon Wheels and Rime

ENCOUNTER A1. RIMESNAP ABANDONED (LEVELS 1-2)

RIMESNAP

CREATURE 2

UNIQUE TINY COLD FEY PLANT WOOD

Variant twigjack (*Pathfinder Monster Core* 332)

Perception +7; darkvision

Languages Common, Fey

Skills Acrobatics +7, Athletics +5, Nature +4, Stealth +7

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

AC 17; **Fort** +8, **Ref** +11, **Will** +5

HP 34; **Weaknesses** axes 5, fire 5

Speed 20 feet

Melee ✦ claw +9 (agile, finesse, reach 0 feet), **Damage** 1d8+2 slashing plus 1d4 persistent cold

Ranged ✦ splinter +11 (deadly 1d6, range increment 30 feet), **Damage** 1d6+2 piercing plus 1d4 persistent cold

Bramble Jump ✦✦✦ (plant, primal, teleportation, wood)

Requirements Rimesnap is in undergrowth; **Effect** Rimesnap scrambles into the undergrowth and instantly teleports to a square of undergrowth within 60 feet. This movement doesn't trigger reactions.

Pine Spray ✦✦ Rimesnap sprays a volley of frozen pine needles from their body in a 15-foot cone, dealing 1d6 piercing and 1d6 cold damage (DC 18 basic Reflex save). Rimesnap can't use Pine spray again for 1d4 rounds.

ZOMBIE CROW SWARM

CREATURE -1

UNCOMMON LARGE ANIMAL SWARM UNDEAD

Perception +2; darkvision

Skills Acrobatics +5

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

AC 15; **Fort** +8, **Ref** +5, **Will** +2

HP 9; **Immunities** bleed, death effects, disease, grapple, mental, paralyzed, poison, precision, prone, restrained, swarm mind, unconscious; **Weaknesses** area damage 5, splash damage 5, vitality 5

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

Speed 25 feet, fly 25 feet

Swarming Pecks ✦ Each enemy in the swarm's space takes 1d6 piercing damage (DC 16 basic Reflex save)

Scaling Encounter A1. Rimesnap Abandoned

To adjust for the PCs' overall strength, use the following Challenge Point adjustments. These adjustments are not cumulative.

10-11 Challenge Points: Add one zombie crow swarm to the encounter.

12-13 Challenge Points: Add two zombie crow swarms to the encounter.

14-15 Challenge Points: Add one zombie crow swarm and one zombie crow flock to the encounter.

16-18 Challenge Points (5+ players): Add two zombie crow flocks to the encounter.

ZOMBIE CROW FLOCK (0)

CREATURE 1

UNCOMMON LARGE ANIMAL SWARM UNDEAD

Perception +4; darkvision

Skills Acrobatics +7

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

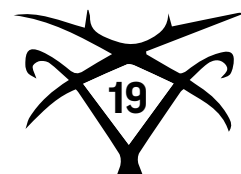
AC 16; **Fort** +10, **Ref** +7, **Will** +4

HP 25; **Immunities** bleed, death effects, disease, grapple, mental, paralyzed, poison, precision, prone, restrained, swarm mind, unconscious; **Weaknesses** area damage 5, splash damage 5, vitality 5

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

Speed 25 feet, fly 25 feet

Swarming Pecks ✦ Each enemy in the swarm's space takes 1d8 piercing damage (DC 17 basic Reflex save)



Upon Wheels and Rime

ENCOUNTER A1. RIMESNAP'S FORCES (LEVELS 1-2)

RIMESNAP

CREATURE 2

UNIQUE TINY COLD FEY PLANT WOOD

Variant twigjack (*Pathfinder Monster Core* 332)

Perception +7; darkvision

Languages Common, Fey

Skills Acrobatics +7, Athletics +5, Nature +4, Stealth +7

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

AC 17; **Fort** +8, **Ref** +11, **Will** +5

HP 34; **Weaknesses** axes 5, fire 5

Speed 20 feet

Melee ✦ claw +9 (agile, finesse, reach 0 feet), **Damage** 1d8+2 slashing plus 1d4 persistent cold

Ranged ✦ splinter +11 (deadly 1d6, range increment 30 feet), **Damage** 1d6+2 piercing plus 1d4 persistent cold

Bramble Jump ✦✦✦ (plant, primal, teleportation, wood)
Requirements Rimesnap is in undergrowth; **Effect** Rimesnap scrambles into the undergrowth and instantly teleports to a square of undergrowth within 60 feet. This movement doesn't trigger reactions.

Pine Spray ✦✦ Rimesnap sprays a volley of frozen pine needles from their body in a 15-foot cone, dealing 1d6 piercing and 1d6 cold damage (DC 18 basic Reflex save). Rimesnap can't use Pine spray again for 1d4 rounds.

GOBLIN WARRIOR

CREATURE -1

SMALL GOBLIN HUMANOID

Pathfinder Monster Core 174

Perception +2; darkvision

Languages Common, Goblin

Skills Acrobatics +5, Athletics +2, Nature +1, Stealth +5

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

Items dogslicer, leather armor, shortbow (10 arrows)

AC 16; **Fort** +5, **Ref** +7, **Will** +3

HP 6

Goblin Scuttle ↻ **Trigger** A goblin ally ends a move action adjacent to the warrior; **Effect** The goblin warrior Steps.

Speed 25 feet

Melee ✦ dogslicer +7 (agile, backstabber, finesse), **Damage** 1d6 slashing

Ranged ✦ shortbow +7 (deadly d10, range increment 60 feet, reload 0), **Damage** 1d6 piercing

Scaling Encounter A1. Rimesnap's Forces

To adjust for the PCs' overall strength, use the following Challenge Point adjustments. These adjustments are not cumulative.

10-11 Challenge Points: Add one goblin warrior to the encounter.

12-13 Challenge Points: Add two goblin warriors to the encounter.

14-15 Challenge Points: Add one goblin warrior and one goblin commando to the encounter.

16-18 Challenge Points (5+ players): Add two goblin commandos to the encounter.

GOBLIN COMMANDO (0)

CREATURE 1

SMALL GOBLIN HUMANOID

Pathfinder Monster Core 174

Perception +5; darkvision

Languages Common, Goblin

Skills Acrobatics +6, Athletics +6, Intimidation +5, Nature +5, Stealth +6

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

Items horsechopper, leather armor, shortbow (20 arrows)

AC 17; **Fort** +7, **Ref** +8, **Will** +5

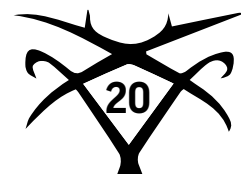
HP 18

Goblin Scuttle ↻ **Trigger** A goblin ally ends a move action adjacent to the warrior; **Effect** The goblin Steps.

Speed 25 feet

Melee ✦ horsechopper +8 (reach 10 feet, trip, versatile P), **Damage** 1d8+3 slashing

Ranged ✦ shortbow +8 (deadly d10, range increment 60 feet, reload 0), **Damage** 1d6 piercing



Upon Wheels and Rime

ENCOUNTER A2 (LEVELS 1-2)

Matriarch Szvetneera

CREATURE 2

UNIQUE MEDIUM HUMAN HUMANOID

Female human winter witch

Perception +8

Languages Common, Jotun, Skald

Skills Arcana +8, Intimidation +5, Nature +7

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

AC 16; **Fort** +8, **Reflex** +5, **Will** +11

HP 25; **Resistances** cold 2

Winter's Bite (aura, cold, primal) 30 feet, DC 18 Fortitude save. Hostile creatures within this aura gain weakness 3 to cold. A successful Fortitude save negates this effect for 1 minute.

Speed 25 feet

Melee ♦ dagger +7 (agile, finesse, versatile S), **Damage** 2d4 slashing

Primal Prepared Spells DC 18, attack +10; **1st** *chilling spray* (Pathfinder Player Core 2 242), *fear* (×2); **Cantrips (1st)** *electric arc*, *frostbite*, *gouging claw*, *guidance*, *ignition*

Witch Hexes DC 18; **Cantrips (1st)** *clinging ice* (Player Core 386)

Icy Protection ♦ Whenever Szvetneera Casts a Spell with the cold trait, she can choose to grant one of her bodyguards resistance to cold 3.

Shackling Cold ♦ (primal, spellshape) Matriarch Szvetneera uses her mastery of ice magic to hobble a target. If her next action is to Cast a Spell with the cold trait, that spell also gives the target a -10 circumstance penalty to their Speed if they are affected.

Ulfen Bodyguard

CREATURE -1

UNCOMMON MEDIUM HUMAN HUMANOID

Perception +8

Languages Common, Skald

Skills Athletics +5, Intimidation +4

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

Items battle axe, shortbow (20 arrows), studded leather armor

AC 15; **Fort** +8, **Reflex** +5, **Will** +2

HP 9

Reactive Strike ↻

Face Me! ↻ **Trigger** A creature within 30 feet deals damage to Matriarch Szvetneera; **Effect** The Ulfen bodyguard lets out a threatening bellow at whoever injured their ward. They then attempt a check to Demoralize against the triggering creature, gaining a +2 circumstance bonus to the check.

Speed 25 feet

Melee ♦ battle axe +8 (sweep), **Damage** 1d8+3 slashing

Ranged ♦ shortbow +6 (range increment 60, deadly d10), **Damage** 1d6 piercing

Back Away! ♦♦ The Ulfen bodyguard attacks the target, pushing them back and away from their charge. The

Scaling Encounter A2

To adjust for the PCs' overall strength, use the following Challenge Point adjustments. These adjustments are not cumulative.

10-11 Challenge Points: Add animated kite to the encounter.

12-13 Challenge Points: Add one Ulfen captain to the encounter.

14-15 Challenge Points: Add one Ulfen captain and one animated kite to the encounter.

16-18 Challenge Points (5+ players): Replace all three Ulfen bodyguards with Ulfen captains.

bodyguard makes a Strike against the creature, then attempts to Shove their target. Depending on the outcome of their Strike, there may be additional effects.

Critical Failure The Ulfen bodyguard is off-guard until the start of their next turn.

Failure There is no effect.

Success The Ulfen bodyguard gains a +1 circumstance bonus to their attempt to Shove.

Critical Success The Ulfen bodyguard gains a +2 circumstance bonus to their attempt to Shove.

Ulfen Captain (0)

CREATURE 2

UNCOMMON MEDIUM HUMAN HUMANOID

Perception +11

Languages Common, Skald

Skills Athletics +8, Intimidation +7

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

Items battle axe, shortbow (20 arrows), studded leather armor

AC 17; **Fort** +11, **Reflex** +8, **Will** +5

HP 36

Reactive Strike ↻

Face Me! ↻ **Trigger** A creature within 30 feet deals damage to Matriarch Szvetneera; **Effect** The Ulfen bodyguard lets out a threatening bellow at whoever injured their ward. They then attempt a check to Demoralize against the triggering creature, gaining a +2 circumstance bonus to the check.

Speed 25 feet

Melee ♦ battle axe +11 (sweep) **Damage** 1d8+5 slashing

Ranged ♦ shortbow +9 (range increment 60, deadly d10) **Damage** 1d6+5 piercing

Back Away! ♦♦ The Ulfen bodyguard attacks the target, pushing them back and away from their charge. The bodyguard makes a Strike against the creature, then attempts to Shove their target. Depending on the outcome of their Strike, there may be additional effects.



Upon Wheels and Rime

Critical Failure The Ulfen bodyguard is off-guard until the start of their next turn.

Failure There is no effect.

Success The Ulfen bodyguard gains a +1 circumstance bonus to their attempt to Shove.

Critical Success The Ulfen bodyguard gains a +2 circumstance bonus to their attempt to Shove.

ANIMATED KITE (0)

CREATURE 0

SMALL CONSTRUCT MINDLESS

Pathfinder Tian Xia World Guide 278

Perception +6; darkvision

Skills Acrobatics +7

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

AC 15 (13 when broken); construct armor; **Fort** +4, **Ref** +9, **Will** +4

HP 15; **Hardness** 1; **Immunities** bleed, death effects, disease, doomed, drained, fatigued, healing, mental, nonlethal attacks, paralyzed, poison, sickened, spirit, unconscious, vitality, void

Construct Armor Like normal objects, an animated kite has Hardness. This Hardness reduces any damage it takes by an amount equal to the Hardness. Once an animated kite is reduced to less than half its Hit Points, or immediately upon being damaged by a critical hit, its construct armor breaks and its Armor Class is reduced to 13.

Speed fly 30 feet

Melee ✦ frame +7 (magical, finesse), **Damage** 1d6 bludgeoning

Attach Line ✦ (manipulate) The animated kite gives its line to an adjacent ally with a free hand. The kite remains attached until the creature releases it or the kite flies more than 60 feet away. A creature between them can also sever the line with a successful Strike against AC 13 that deals any amount of slashing damage.

Sawing Line ✦✦ **Requirements** The animated kite has its line attached to an ally; **Effect** Each creature along the line between the kite and its ally takes 1d6 slashing damage (DC 16 basic Reflex save).



Upon Wheels and Rime

Appendix 2: Level 3–4 Encounters

The statistics presented in this appendix include full stat blocks for creatures and hazards appearing in this scenario. These encounters are written for four 3rd-level PCs. If your group has a different composition or size, refer to the Organized Play section on page 33 for instructions on how to use the scaling sidebars to adjust the encounters for your group. Some scaling sidebars reference the elite or weak adjustments. Rules for these adjustments appear on page 6 of the *Pathfinder Monster Core*. If a creature is marked “(0),” don’t include it in the encounter unless otherwise specified (likely from the scaling sidebars).

THE GREATER GOBLIN CHASE (LEVELS 3–4)

MAIN HALLWAY

OBSTACLE 3

Chase Points 4; Overcome DC 19 Acrobatics to maintain balance or DC 18 Nature to identify the least slippery patches of ice. The main hallway of the estate is in much worse shape now, with claw marks dug across the walls and floor and a thin patch of slippery ice spread around.

SITTING ROOM

OBSTACLE 3

Chase Points 4; Overcome DC 18 Diplomacy check to calm the panicked staff or DC 16 Thievery check to catch the gilded egg. The once well-maintained sitting room appointed by fine furniture and expensive artifacts has been thoroughly ransacked. A lingering winter goblin hurls a parting shot of a bejeweled and gilded egg while the staff that been cleaning the room are in hysterics, blocking most movement through the room.

GAME ROOM

OBSTACLE 3

Chase Points 4; Overcome DC 16 Athletics to climb over the tables or DC 18 Society check to realize which pieces are sturdy. An entertaining room filled with large tables and assorted games from across the Inner Sea. The maids from the previous room can be heard shouting not to damage any of the game pieces or disturb the layout.

BACK HALLWAY

OBSTACLE 3

Chase Points 4; Overcome DC 16 Arcana to deactivate the magical trap or DC 18 Crafting to quickly repair the painting. The hallway leads to the rear of the house, ending in a large bay window. The goblins have disturbed the portraits of previous Winter Queens along the wall, including defacing a portrait of Queen Elvanna, triggering a magical trap that fills the hall with blinding sleet.

Scaling The Greater Goblin Chase

To adjust for the PCs’ overall strength, use the following Challenge Point adjustment.

23–32 Challenge Points: Increase the DCs on all checks by 1.

33+: Add 1 Chase Point to each obstacle.

REAR WINDOW

OBSTACLE 3

Chase Points 4; Overcome DC 18 Acrobatics to climb across the broken glass or DC 16 Survival to find another route.

The window here was damaged by the goblin’s escape, leaving broken glass along the frame. Each failed check to move across the window frame results in 1d6 piercing damage.



Upon Wheels and Rime

ENCOUNTER A (LEVELS 3-4)

ICICLE SNAKES (2)

CREATURE 2

SMALL COLD ELEMENTAL WATER

Variant icicle snake (*Pathfinder Bestiary 2* 114)

Perception +7; darkvision

Skills Athletics +7, Stealth +7

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

AC 18; **Fort** +8, **Ref** +9, **Will** +5

HP 35; **Immunities** bleed, cold, paralyzed, poison, sleep;
Weaknesses fire 5

Speed 25 feet, climb 20 feet

Melee ✦ jaws +9 (finesse), **Damage** 1d6+1 piercing plus 1d6 persistent cold

Icicle ✦ (concentrate) Until the next time it acts, the icicle snake appears to be an unassuming icicle. It has an automatic result of 27 on Deception checks and DCs to pass as an icicle.

ELITE ICICLE SNAKE (0)

CREATURE 3

SMALL COLD ELEMENTAL WATER

Variant icicle snake (*Pathfinder Bestiary 2* 114)

Perception +9; darkvision

Skills Athletics +9, Stealth +9

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

AC 20; **Fort** +10, **Ref** +11, **Will** +7

HP 50; **Immunities** bleed, cold, paralyzed, poison, sleep;
Weaknesses fire 5

Speed 25 feet, climb 20 feet

Melee ✦ jaws +11 (finesse), **Damage** 1d6+3 piercing plus 1d6 persistent cold

Icicle ✦ (concentrate) Until the next time it acts, the icicle snake appears to be an unassuming icicle. It has an automatic result of 29 on Deception checks and DCs to pass as an icicle.

Scaling Encounter A

To adjust for the PCs' overall strength, use the following Challenge Point adjustments. These adjustments are not cumulative.

19-22 Challenge Points: Add one animated kite to the encounter.

23-27 Challenge Points: Add one icicle snake to the encounter.

28-32 Challenge Points: Add one icicle snake and one animated kite to the encounter.

33+ Challenge Points (5+ players): Replace both icicle snakes with elite icicle snakes.

ANIMATED KITE (0)

CREATURE 0

SMALL CONSTRUCT MINDLESS

Pathfinder Tian Xia World Guide 278

Perception +6; darkvision

Skills Acrobatics +7

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

AC 15 (13 when broken); construct armor; **Fort** +4, **Ref** +9, **Will** +4

HP 15; **Hardness** 1; **Immunities** bleed, death effects, disease, doomed, drained, fatigued, healing, mental, nonlethal attacks, paralyzed, poison, sickened, spirit, unconscious, vitality, void

Construct Armor Like normal objects, an animated kite has Hardness. This Hardness reduces any damage it takes by an amount equal to the Hardness. Once an animated kite is reduced to less than half its Hit Points, or immediately upon being damaged by a critical hit, its construct armor breaks and its Armor Class is reduced to 13.

Speed fly 30 feet

Melee ✦ frame +7 (magical, finesse), **Damage** 1d6 bludgeoning

Attach Line ✦ (manipulate) The animated kite gives its line to an adjacent ally with a free hand. The kite remains attached until the creature releases it or the kite flies more than 60 feet away. A creature between them can also sever the line with a successful Strike against AC 13 that deals any amount of slashing damage.

Sawing Line ✦✦ **Requirements** The animated kite has its line attached to an ally; **Effect** Each creature along the line between the kite and its ally takes 1d6 slashing damage (DC 16 basic Reflex save).



Upon Wheels and Rime

ENCOUNTER A1. RIMESNAP ABANDONED (LEVELS 3-4)

KING RIMESNAP

CREATURE 4

UNIQUE TINY COLD FEY PLANT WOOD

Variant twigjack (*Pathfinder Monster Core* 332)

Perception +11; darkvision

Languages Common, Fey

Skills Acrobatics +10, Athletics +8, Nature +7, Stealth +10

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

AC 17; **Fort** +11, **Ref** +14, **Will** +8

HP 65; **Weaknesses** axes 5, fire 5

Speed 20 feet

Melee ♦ claw +12 (agile, finesse, reach 0 feet), **Damage** 1d8+2 slashing plus 1d6 persistent cold

Ranged ♦ splinter +14 (deadly 1d6, range increment 30 feet),

Damage 1d6+7 piercing plus 1d6 persistent cold

Bramble Jump ♦♦♦ (plant, primal, teleportation, wood)

Requirements Rimesnap is in undergrowth; **Effect** Rimesnap scrambles into the undergrowth and instantly teleports to a square of undergrowth within 60 feet. This movement doesn't trigger reactions.

Pine Spray ♦♦ Rimesnap sprays a volley of frozen pine needles from their body in a 15-foot cone, dealing 2d6 piercing and 1d6 cold damage (DC 21 basic Reflex save). Rimesnap can't use Pine spray again for 1d4 rounds.

ZOMBIE CROW FLOCK

CREATURE 1

UNCOMMON LARGE ANIMAL SWARM UNDEAD

Perception +4; darkvision

Skills Acrobatics +7

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

AC 16; **Fort** +10, **Ref** +7, **Will** +4

HP 25; **Immunities** bleed, death effects, disease, grapple, mental, paralyzed, poison, precision, prone, restrained, swarm mind, unconscious; **Weaknesses** area damage 5, splash damage 5, vitality 5

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

Speed 25 feet, fly 25 feet

Swarming Pecks ♦ Each enemy in the swarm's space takes 1d8 piercing damage (DC 17 basic Reflex save)

Scaling Encounter A1. Rimesnap Abandoned

To adjust for the PCs' overall strength, use the following Challenge Point adjustments. These adjustments are not cumulative.

19-22 Challenge Points: Add one zombie crow flock to the encounter.

23-27 Challenge Points: Add one elite icicle snake to the encounter.

28-32 Challenge Points: Add one zombie crow flock and one elite icicle snake to the encounter.

33+ Challenge Points (5+ players): Add two elite icicle snakes to the encounter.

ELITE ICICLE SNAKE (0)

CREATURE 3

SMALL COLD ELEMENTAL WATER

Variant icicle snake (*Pathfinder Bestiary* 2 114)

Perception +9; darkvision

Skills Athletics +9, Stealth +9

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

AC 20; **Fort** +10, **Ref** +11, **Will** +7

HP 50; **Immunities** bleed, cold, paralyzed, poison, sleep; **Weaknesses** fire 5

Speed 25 feet, climb 20 feet

Melee ♦ jaws +11 (finesse), **Damage** 1d6+3 piercing plus 1d6 persistent cold

Icicle ♦ (concentrate) Until the next time it acts, the icicle snake appears to be an unassuming icicle. It has an automatic result of 29 on Deception checks and DCs to pass as an icicle.



Upon Wheels and Rime

ENCOUNTER A1. RIMESNAP'S FORCES (LEVELS 3-4)

KING RIMESNAP

CREATURE 4

UNIQUE TINY COLD FEY PLANT WOOD

Variant twigjack (*Pathfinder Monster Core* 332)

Perception +11; darkvision

Languages Common, Fey

Skills Acrobatics +13, Athletics +10, Nature +8, Stealth +13

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

AC 21; **Fort** +11, **Ref** +13, **Will** +9

HP 65; **Weaknesses** axes 5, fire 5

Speed 20 feet

Melee ✦ claw +13 (agile, finesse, reach 0 feet), **Damage** 1d10+4 slashing plus 1d6 persistent cold

Ranged ✦ splinter +13 (deadly 1d6, range increment 30 feet), **Damage** 1d6+4 piercing plus 1d6 persistent cold

Bramble Jump ✦✦✦ (plant, primal, teleportation, wood)

Requirements Rimesnap is in undergrowth; **Effect** Rimesnap scrambles into the undergrowth and instantly teleports to a square of undergrowth within 60 feet. This movement doesn't trigger reactions.

Pine Spray ✦✦ Rimesnap sprays a volley of frozen pine needles from their body in a 15-foot cone, dealing 4d6 piercing and 1d6 cold damage (DC 21 basic Reflex save). Rimesnap can't use Pine spray again for 1d4 rounds.

GOBLIN COMMANDO

CREATURE 1

SMALL GOBLIN HUMANOID

Pathfinder Monster Core 174

Perception +5; darkvision

Languages Common, Goblin

Skills Acrobatics +6, Athletics +6, Intimidation +5, Nature +5, Stealth +6

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

Items horsechopper, leather armor, shortbow (20 arrows)

AC 17; **Fort** +7, **Ref** +8, **Will** +5

HP 18

Goblin Scuttle ↻ **Trigger** A goblin ally ends a move action adjacent to the warrior; **Effect** The goblin Steps.

Speed 25 feet

Melee ✦ horsechopper +8 (reach 10 feet, trip, versatile P), **Damage** 1d8+3 slashing

Ranged ✦ shortbow +8 (deadly d10, range increment 60 feet, reload 0), **Damage** 1d6 piercing

Scaling Encounter A1. Rimesnap's Forces

To adjust for the PCs' overall strength, use the following Challenge Point adjustments. These adjustments are not cumulative.

19-22 Challenge Points: Add one goblin commando to the encounter.

23-27 Challenge Points: Add one twigjack to the encounter.

28-32 Challenge Points: Add one goblin commando and one twigjack to the encounter.

33+ Challenge Points (5+ players): Add two twigjacks to the encounter.

TWIGJACK (0)

CREATURE 3

TINY FEY PLANT ANIMAL

Pathfinder Monster Core 332

Perception +9; darkvision

Languages Common, Fey

Skills Acrobatics +11, Athletics +9, Nature +7, Stealth +11

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

AC 19; **Fort** +9, **Ref** +11, **Will** +7

HP 50; **Weaknesses** axes 5, fire 5

Speed 25 feet

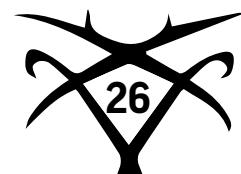
Melee ✦ claw +11 (agile, finesse, reach 0 feet), **Damage** 1d10+4 slashing

Ranged ✦ splinter +11 (deadly 1d6, range increment 30 feet), **Damage** 1d6+4 piercing

Bramble Jump ✦✦✦ (plant, primal, teleportation, wood)

Requirements The twigjack is in undergrowth; **Effect** The twigjack scrambles into the undergrowth and instantly teleports to a square of undergrowth within 60 feet. This movement doesn't trigger reactions.

Splinter Spray ✦✦ The twigjack sprays a volley of frozen pine needles from their body in a 15-foot cone, dealing 4d6 piercing damage (DC 20 basic Reflex save). The twigjack can't use Splinter Spray again for 1d4 rounds.



Upon Wheels and Rime

ENCOUNTER A2 (LEVELS 3–4)

HIGH MATRIARCH SZVETNEERA

CREATURE 4

UNIQUE MEDIUM HUMAN HUMANOID

Female human winter witch

Perception +11

Languages Common, Jotun, Skald

Skills Arcana +14, Intimidation +8, Nature +10

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

AC 19; **Fort** +11, **Reflex** +8, **Will** +14

HP 48; **Resistances** cold 5

Winter's Bite (aura, cold, primal) 30 feet, DC 21 Fortitude save. Hostile creatures within this aura gain weakness 5 to cold. A successful Fortitude save negates this effect for 1 minute.

Speed 25 feet

Melee ✦ dagger +9 (agile, finesse, versatile S), **Damage** 2d4 slashing

Primal Prepared Spells DC 21, attack +13; **2nd** *acid grip*, *shatter*; **1st** *chilling spray* (*Pathfinder Player Core 2* 242), *fear* (×2); **Cantrips (1st)** *electric arc*, *frostbite*, *gouging claw*, *guidance*, *ignition*

Witch Hexes DC 21; **Cantrips (1st)** *clinging ice* (*Player Core* 386)

Icy Protection ✦ Whenever Szvetneera Casts a Spell with the cold trait, she can choose to grant one of her bodyguards resistance to cold 5.

Shackling Cold ✦ (primal, spellshape) Matriarch Szvetneera uses her mastery of ice magic to hobble a target. If her next action is to Cast a Spell with the cold trait, that spell also gives the target a -10 circumstance penalty to their Speed if they are affected.

Scaling Encounter A2

To adjust for the PCs' overall strength, use the following Challenge Point adjustments. These adjustments are not cumulative.

19–22 Challenge Points: Add one Ulfen captain to the encounter.

23–27 Challenge Points: Add one Ulfen witchguard to the encounter.

28–32 Challenge Points: Add one Ulfen captain and one Ulfen witchguard to the encounter.

33+ Challenge Points (5+ players): Add two Ulfen witchguards to the encounter.

ULFEN CAPTAIN

CREATURE 2

UNCOMMON MEDIUM HUMAN HUMANOID

Perception +11

Languages Common, Skald

Skills Athletics +8, Intimidation +7

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

Items battle axe, shortbow (20 arrows), studded leather armor

AC 17; **Fort** +11, **Reflex** +8, **Will** +5

HP 36

Reactive Strike ↻

Face Me! ↻ **Trigger** A creature within 30 feet deals damage to Matriarch Szvetneera; **Effect** The Ulfen bodyguard lets out a threatening bellow at whoever injured their ward. They then attempt a check to Demoralize against the triggering creature, gaining a +2 circumstance bonus to the check.

Speed 25 feet

Melee ✦ battle axe +11 (sweep) **Damage** 1d8+5 slashing

Ranged ✦ shortbow +9 (range increment 60, deadly d10)

Damage 1d6+5 piercing

Back Away! ✦✦ The Ulfen bodyguard attacks the target, pushing them back and away from their charge. The bodyguard makes a Strike against the creature, then attempts to Shove their target. Depending on the outcome of their Strike, there may be additional effects.

Critical Failure The Ulfen bodyguard is off-guard until the start of their next turn.

Failure There is no effect.

Success The Ulfen bodyguard gains a +1 circumstance bonus to their attempt to Shove.

Critical Success The Ulfen bodyguard gains a +2 circumstance bonus to their attempt to Shove.



Upon Wheels and Rime

ULFEN WITCHGUARD (0)

CREATURE 4

UNCOMMON MEDIUM HUMAN HUMANOID

Perception +14

Languages Common, Skald

Skills Athletics +12, Intimidation +10

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

Items battle axe, shortbow (20 arrows), studded leather armor

AC 20; **Fort** +14, **Reflex** +11, **Will** +8

HP 72

Reactive Strike ↻

Face Me! ↻ **Trigger** A creature within 30 feet deals damage to Matriarch Szvetneera; **Effect** The Ulfen bodyguard lets out a threatening bellow at whoever injured their ward. They then attempt a check to Demoralize against the triggering creature, gaining a +2 circumstance bonus to the check.

Speed 25 feet

Melee ↻ battle axe +14 (sweep) **Damage** 2d8+5 slashing

Ranged ↻ shortbow +12 (range increment 60, deadly d10)

Damage 2d6+5 piercing

Back Away! ↻↻ The Ulfen witchguard attacks the target, pushing them back and away from their charge. The bodyguard makes a Strike against the creature, then attempts to Shove their target. Depending on the outcome of their Strike, there may be additional effects.

Critical Failure The Ulfen witchguard is off-guard until the start of their next turn.

Failure There is no effect.

Success The Ulfen witchguard gains a +1 circumstance bonus to their attempt to Shove.

Critical Success The Ulfen witchguard gains a +2 circumstance bonus to their attempt to Shove.

Upon Wheels and Rime

Appendix 3: Game Aids



Queen Anastasia



Calix

Firozet Botosar



Elemental Transit



Upon Wheels and Rime

Appendix 3: Game Aids



Danixki



The Train Sled

Siraya



Steam Dragonfly



Upon Wheels and Rime

Appendix 3: Game Aids



Lieutenant Surkzin



Stone Road Express

Ivinder Greaseblood



Dongun Locomotive



Upon Wheels and Rime

Appendix 3: Game Aids



Matriarch Szvetneera



Yaga Express

Frost Goblin



Rimesnap



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ORGANIZED PLAY

Treasure Table

LEVEL	TREASURE BUNDLE
1	1.4 gp
2	2.2 gp
3	3.8 gp
4	6.4 gp

Treasure Bundles

- □ □ □ □ The Contractors, page 6: 1 Treasure Bundle for each contractor that the PCs gain Research Points with, up to 6 Treasure Bundles.
- □ **Encounter A**, page 11: 2 Treasure Bundles for defeating Rimesnap.
- □ **Encounter A2**, page 13: 2 Treasure Bundles for defeating High Matriarch Szvetneera.

CP Total	Level Range
8-14	1-2
16-18 (5+ players)	1-2
16-18 (4 players)	3-4
19+	3-4

Challenge Points

Challenge Points are a system for scaling the difficulty of encounters appropriately for groups of mixed size and level. Total up the number of Challenge Points your group has.

- 1st-level PCs = 2 points each
- 2nd-level PCs = 3 points each
- 3rd-level PCs = 4 points each
- 4th-level PCs = 6 points each

Now use the table above to determine which level range is appropriate for your PCs. Level 1-2 encounters appear in Appendix 1, and level 3-4 encounters appear in Appendix 2.

Elite Adjustment

To apply the elite adjustment, make the following changes to a creature's statistics:

- Increase the creature's AC, attack modifiers, DCs, saving throws, and skill modifiers by 2.
- Increase the damage of its Strikes and other offensive abilities by 2. If the creature has limits on how many times or how often it can use an ability (such as a spellcaster's spells or a dragon's breath), increase the damage by 4 instead.
- Increase the creature's Hit Points based on its starting level (see the table to the side).

Starting Level	HP Increase
1 or lower	10
2-4	15
5-19	20
20+	30

Weak Adjustment

To apply the weak adjustment, make the following changes to a creature's statistics:

- Decrease the creature's AC, attack modifiers, DCs, saving throws, and skill modifiers by 2.
- Decrease the damage of its Strikes and other offensive abilities by 2. If the creature has limits on how many times or how often it can use an ability (such as a spellcaster's spells or a dragon's breath), decrease the damage by 4 instead.
- Decrease the creature's Hit Points based on its starting level (see the table below).

Starting Level	HP Decrease
1-2	-10
3-5	-15
6-20	-20
21+	-30

Remaster Changes

With our shift to the new ORC license, we've quite a bit of our terminology and rules information. Here's a small section of the most used changes here in Organized Play, but for the full Remaster updates, please reference *Pathfinder Player Core*, *Pathfinder Player Core 2*, and *Pathfinder GM Core*.

- Attack of Opportunity is now Reactive Strike.
- Spell levels and counteract levels are now referred to as spell ranks and counteract ranks.
- Flat-footed is now Off Guard.
- Negative damage is now void damage.
- Positive damage is now vitality damage.



Upon Wheels and Rime



Event Reporting Form

Date _____ Event Code: _____

Location _____

GM Org Play #:	-2	GM Name:		GM Faction:	
Adventure:					
Reporting Codes: (check when instructed, line through all if no conditions to report)				<input type="checkbox"/> A	<input type="checkbox"/> B
				<input type="checkbox"/> C	<input type="checkbox"/> D
Bonus Faction Goal Achieved: <input type="checkbox"/> Envoy's Alliance <input type="checkbox"/> Grand Archive <input type="checkbox"/> Horizon Hunters <input type="checkbox"/> Radiant Oath <input type="checkbox"/> Verdant Wheel <input type="checkbox"/> Vigilant Seal					Reputation Earned:

Faction:					
Character Name:		<input type="checkbox"/> Envoy's Alliance	<input type="checkbox"/> Radiant Oath	Dead? <input type="checkbox"/>	
		<input type="checkbox"/> Grand Archive	<input type="checkbox"/> Verdant Wheel	Infamy <input type="checkbox"/>	
Org Play #:	-2	Level	<input type="checkbox"/> Horizon Hunters	<input type="checkbox"/> Vigilant Seal	Replay Used <input type="checkbox"/>

Faction:					
Character Name:		<input type="checkbox"/> Envoy's Alliance	<input type="checkbox"/> Radiant Oath	Dead? <input type="checkbox"/>	
		<input type="checkbox"/> Grand Archive	<input type="checkbox"/> Verdant Wheel	Infamy <input type="checkbox"/>	
Org Play #:	-2	Level	<input type="checkbox"/> Horizon Hunters	<input type="checkbox"/> Vigilant Seal	Replay Used <input type="checkbox"/>

Faction:					
Character Name:		<input type="checkbox"/> Envoy's Alliance	<input type="checkbox"/> Radiant Oath	Dead? <input type="checkbox"/>	
		<input type="checkbox"/> Grand Archive	<input type="checkbox"/> Verdant Wheel	Infamy <input type="checkbox"/>	
Org Play #:	-2	Level	<input type="checkbox"/> Horizon Hunters	<input type="checkbox"/> Vigilant Seal	Replay Used <input type="checkbox"/>

Faction:					
Character Name:		<input type="checkbox"/> Envoy's Alliance	<input type="checkbox"/> Radiant Oath	Dead? <input type="checkbox"/>	
		<input type="checkbox"/> Grand Archive	<input type="checkbox"/> Verdant Wheel	Infamy <input type="checkbox"/>	
Org Play #:	-2	Level	<input type="checkbox"/> Horizon Hunters	<input type="checkbox"/> Vigilant Seal	Replay Used <input type="checkbox"/>

Faction:					
Character Name:		<input type="checkbox"/> Envoy's Alliance	<input type="checkbox"/> Radiant Oath	Dead? <input type="checkbox"/>	
		<input type="checkbox"/> Grand Archive	<input type="checkbox"/> Verdant Wheel	Infamy <input type="checkbox"/>	
Org Play #:	-2	Level	<input type="checkbox"/> Horizon Hunters	<input type="checkbox"/> Vigilant Seal	Replay Used <input type="checkbox"/>

Faction:					
Character Name:		<input type="checkbox"/> Envoy's Alliance	<input type="checkbox"/> Radiant Oath	Dead? <input type="checkbox"/>	
		<input type="checkbox"/> Grand Archive	<input type="checkbox"/> Verdant Wheel	Infamy <input type="checkbox"/>	
Org Play #:	-2	Level	<input type="checkbox"/> Horizon Hunters	<input type="checkbox"/> Vigilant Seal	Replay Used <input type="checkbox"/>



Upon Wheels and Rime

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Pathfinder Society Scenario #6-08: Upon Wheels and Rime

Character Chronicle #

		2
Character Name	Organized Play #	Character #

Adventure Summary

You were summoned to Irrisen at the behest of Queen Anastasia to offer advice on how to construct a new project, something called a “locomotive” that she remembered fondly from Earth. After you met and learned about the different options from her prospective contractors, the meeting was interrupted by a group of frost goblins breaking in and stealing all of the model trains (except for the one from the representative of Oprak!). You gave chase and recovered the models, only to be met by a snobby twigjack who insisted that they were the proper ruler, a lie fed to them from High Matriarch Szvetneera, one of the contractors at Anastasia’s meeting. You learned that this was setup, a cover for the matriarch to attempt to have Anastasia assassinated! You helped to defeat her forces, bringing calm to the palace once again.

Boons

Congratulations on completing the adventure! You’ve earned Pathfinder Society (second edition) Achievement Points, a currency that can be redeemed on our website at paizo.com for special character boons, such as access to rare or uncommon ancestries, feats, and more! To redeem your Achievement Points, go to paizo.com/organizedPlay/myAccount and click on the Boons tab. Note that you must have created a paizo.com account and registered a character before you can begin making Achievement Point transactions.

This adventure grants the following unique Achievement Boon: **Frozen Tongues.**

Rewards

Starting XP**XP Gained****Total XP**

Experience

Items

Notes

lesser frost vial (level 1, 3 gp; *Pathfinder Core Rulebook* 545)
 moderate frost vial (level 3, 10 gp; *Pathfinder Core Rulebook* 545)

Starting GP**GP Gained****GP Spent****Total GP**

Gold

Reputation/Infamy

FOR GM ONLY

EVENT

EVENT CODE

DATE

GM Organized Play #

Chronicle Code: KWPUFor more information about the Pathfinder Society Organized Play program, including how to use this Chronicle Sheet, visit pathfindersociety.club