

FROZEN WIND

An adventure recommended for 5 characters at 5th level

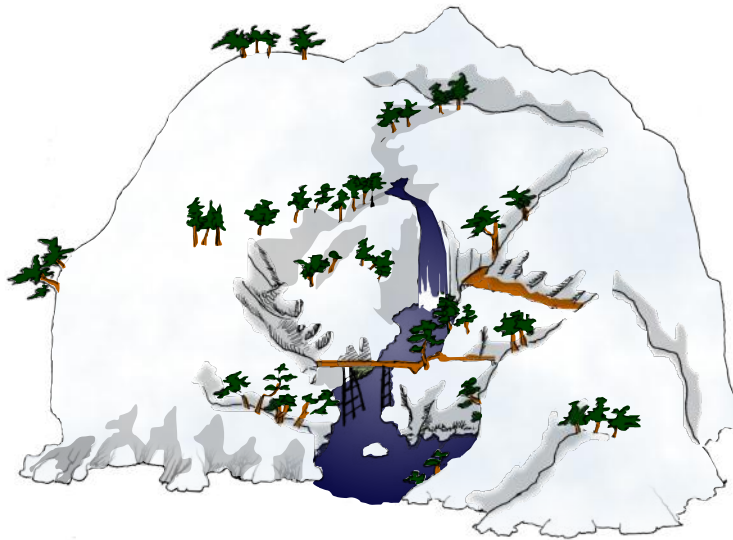


Jonathan McAnulty





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FROZEN WIND
a K Aidan adventure by Jonathan McAnulty



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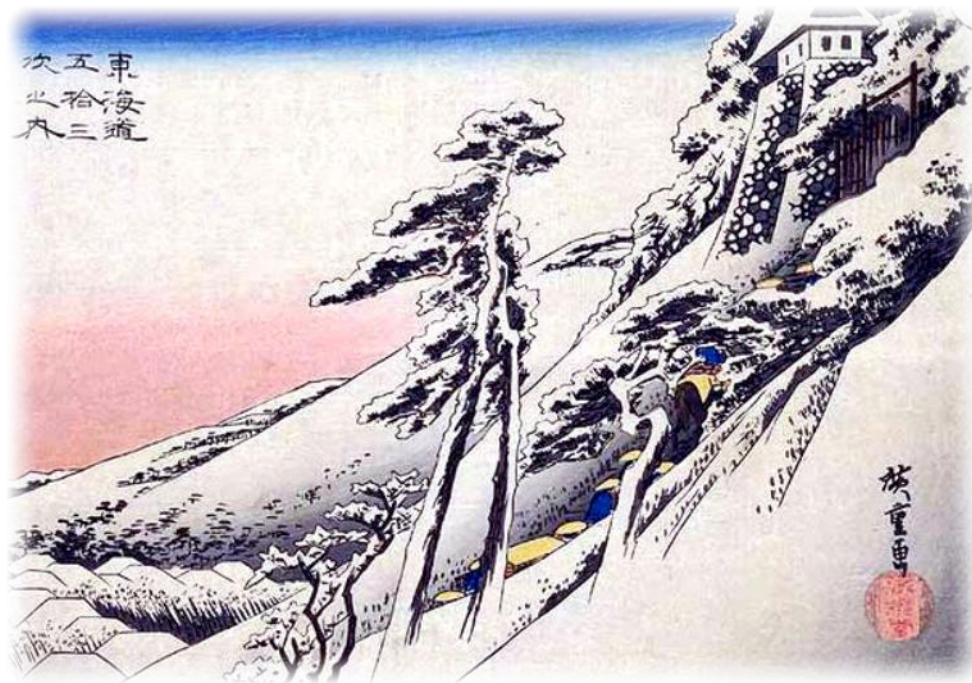


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Frozen Wind

a Kaidan Scenario for
5th level characters

Adventure Background

When Koyamata Ito was a young man, in response to a vision of a woman of surpassing beauty, he attempted to scale the peak of Kochiyama-san. As he climbed the mountain, he was caught in an unseasonably fierce snow storm and nearly died. He remembers little of what transpired that night, but he awoke in a large crevice in the rocks, with a vague memory of being saved by the woman of his vision. Driven by this sequence of events, and deciding that the woman was surely one of the celestial kami, Ito became a yamabushi and dedicated his life to the

erection of a shrine and monastery on Mount Kochiyama. Built in the same crevice in which Ito had awoken, all those years before, the Miyamakoori Monastery now provides spiritual training for over forty individuals and offers shelter to travelers caught in the frequent mountain storms.

But the woman of Ito's vision was not a celestial. She is a foul witch, in league with demons, and, though he does not remember it, Ito struck a deal with this entity in exchange for his life. He promised his own life and the lives of those sworn to him. It has been fifty years since that bargain was made, and the yuki-onna's night for reaping is at hand.

Adventure Synopsis

The player characters, driven by personal agendas, take refuge in the Miyamakoori monastery, as a fierce, unseasonal snowstorm begins. Fed by the yamabushi monks, and given a place to rest, the characters are awakened by screams. They observe the death of one of the monks and realize the fires are dead and that an unnatural cold has invaded all the rooms. As the temperature begins to drop, it is clear that they must relight the fires if they are to survive the night. Subsequent investigation reveals all the yamabushi monks are dead, and, as the characters find the wood for the fires, they are attacked by ice demons and then by frozen-zombie monks. The monastery has been overtaken by an evil snow woman, named Rimiko, who years earlier struck a pact with Koymata Ito, the head of the monastery. She is served by the ice demons and the animated

bodies of the monks. If she is not driven away, the monastery which once offered safety to travelers is destined to be a place of frozen terror. As the characters confront her, she flees to the monastery's shrine where she begins the process of binding the kami shard within to her will.

The rooms of the monastery, are presented individually and fully described, but this adventure is not meant to be run as a dungeon crawl. The manner in which the PCs interact with a given room depends on the events which have transpired up to that point. The adventure is designed to be run as a Three-Act Scenario, with certain triggers leading from one Act to the next. While you should familiarize yourself with each room, it is important for you to know which Act



you are in as you describe the monastery, and the events therein, to the players.

The Introduction

The scenario begins with the arrival of the PCs to the monastery during the storm. This part of the adventure (described in **Beginning the Adventure**) is merely an introduction and should not be overly long. It allows the players to introduce their characters, meet some of the yamabushi monks, including Ito, and hear the story of the monastery's founding. It ends with the PCs being assigned to rooms in the shrine complex.

Act One: Death and the Quest for Fire

Act One begins with the PCs being awoken by the screams of a young man, Shikigawa-san, who is sharing the cell with one of the PCs. He writhes and twists and then dies, frost forming on his lips. Meanwhile, all the fires in the complex have gone out. The temperature begins falling. The PCs should be compelled to investigate or find firewood. Either way, their wanderings lead them into a confrontation with ice demons (kooori no oni) in the middle of the complex. The defeat of the kooori no oni signals the beginning of the second act.

Act Two: The Frozen Dead

Act Two begins with the PCs having defeated the ice demons in **Areas 9** and **12**. When these creatures are defeated, the dead yamabushi rise as mukurokooori, animated frozen corpses similar to zombies. The western wing of the monastery, in particular, is overrun with these corpses. Meanwhile, the PCs are made aware of Rimiko as she flies into Ito's room, laughing with delight. This particular act can last as long or as short as need be.

Act Three: The Snow Woman's Wrath

Act Three begins when the characters enter **Area 23**. After a confrontation with the PCs, the yuki-onna from **Area 23** to **Area 10**, moving from there to **Area 15**, where she begins a ritual to bind the kami-shard contained in the shrine. As the PCs rush to stop her, they are slowed by the snow woman's servants: Ito, who rises as a Frost Wight, an ice demon and the mukurokooori. The third act ends when the yuki-onna is either destroyed or chased off.

The Player Characters

Eight pregenerated PCs are included with this scenario. While it is not strictly necessary to use these characters, you are encouraged to do so, as they reflect character options available to Kaidanese PCs. Each Pregelated character also has a personal mission which might affect how the scenario unfolds.

Encourage the players to familiarize themselves with their characters and their character's true mission. Connected with each secret is an in-game goal. If you are using the optional Scoring rules (see **Scoring the Adventure** hereafter) completion of a goal is worth **2 points**. Relevant areas in the monastery contain a note reminding you of how specific PCs might be able to interact with the room.

Yamabushi

Yamabushi, are holy men, dedicated to the study of nature and the reverence of the kami which inhabit the world. In Kaidan, yamabushi are an archetype of the paladin class. Though this module refers yamabushi as monks, the word monk should, in this context, be understood as a religious term, not as a reference to the RPG class.

Scoring the Adventure

If you are using this adventure as a one-shot scenario, the acquisition of XP by the PCs is not a viable reward for success. Though the adventure itself offers the thrill of survival and the exhilaration which comes from facing unknown dangers in a rapidly freezing oriental monastery; if you wish to offer your players a further reward, consider keeping a score of how well each character does in a variety of areas. At the end of the game, the player with the highest score is deemed the "winner." This is an especially useful thing if you are playing at a convention in which one person gain prizes by "winning" the game.

Award points as follows:

Surviving the Adventure (any PC)	+3 points
Accomplishing the PC's IC goal (any PC)	+2 points
Engaged in "In Character" banter (any PC)	+1 point
Zombie Killer Award (1 PC)	+2 points
Die-Hard Award (1 PC)	+2 points
Critical Award (1 PC)	+1 point

The **Zombie Killer** award goes to the Character who kills the most mukurokooori. The **Die-Hard** award is given to the character who takes the most amount of damage in the adventure without actually dying. The **Critical** award is given to the character who achieves the most critical hits during the game.

So that keeping score does not detract from the actual game experience, a score sheet has been provided at the end of this module in GM Aids to facilitate easily keeping track of necessary information.

Running the Adventure in Three Acts

Beginning the Adventure

Choose one of the players to use as a foil for the beginning of the adventure. This character is the last of the PCs to arrive at the monastery. The others are already inside **Area 5**, the dining hall. There they are seated with the other visitors to the monastery. Read or paraphrase the following.

The heavy snow continues to fall as the gates of the Miyamakoori Monastery swing open for you. Already, over half a foot of snow has accumulated on the mountain trail and it looks to only get worse as night deepens. Beyond the gates, warm fire light floods out of the complex. Two of the yamabushi monks who inhabit the monastery stand by the gate. Though they grip naginata and are armored in dark blue armor, they seem pleased enough to see a guest and they welcome you in.

One of the young monks, introduces himself as Shikigawa, offers to lead you to the dining room, where dinner is being served, and where you petition the head of the monastery, Koyamata Ito, for a room for the night and shelter from the storm. He confides that he doubts this will be a problem, as there are already several other guests here. You pass quickly by what appears to be a small but well tended meditation garden. A turn to the left and you pass through a large hall and then through a door and into the western wall of the crevice. Woodwork gives way to grey cut stone walls and blue stone floors.

The dining hall is a fairly noisy place, with something near to fifty individuals talking and eating within. Shikigawa shows you to a place on one of the benches and then excuses himself to return to his guard duties.

Seated on the same bench are the remaining characters. Allow a moment for the players to introduce their PCs to one another. Following this, Koyamata Ito arrives and introduces himself. He welcomes each of them and inquires as to the reason for their visit. If the PCs have any questions, allow them to ask them. Likewise, Ito is always happy to tell the story behind his founding of the monastery. Telling the story now helps set the scene for the Third Act.

Following dinner, the characters are shown to their rooms (**Areas 1a**). Shortly thereafter, Shikigawa-san enters one of the cells, lays down and **Act One** begins.

Act One: Death and the Quest for Fire

As Act One begins, all the fires in the monastery go out and there is a sudden drop in the temperature throughout the monastery. As the temperature hovers just above freezing, all the yamabushi oathsworn to Koyamata Ito, have their bodies claimed by the forces of Jigoku (hell). As their souls are ripped from their bodies and sent into Yomi (the land of the dead), their bodies begin to freeze.

Shikigawa-san, who is sharing the cell with one of the PCs, yells in pain as he writhes and twists and then dies, frost forming on his lips. He is not alone. All throughout the monastery, the monks are supernaturally slain and, for a few minutes, their screams echo through the halls and corridors.

Meanwhile the temperature in the complex continues to fall unnaturally fast. The temperature, when events begin, has already fallen to 42 degrees F. It continues to lose a degree a minute, for forty five minutes, until the temperature inside matches the temperature outside - a chilling -2 degrees F. As soon as the temperature drops below 40 degrees, the unprotected characters must make a DC Fortitude save or take 1d6 points of nonlethal cold damage. Characters with the Survival skill may make a DC 15 Survival check to add +2 to their Fortitude save. They may add this bonus to one other character for every point by which their Survival check exceeded the DC. So long as the temperature hovers between 0 and 40 degrees F, such a saving throw must be made every hour, with the DC increasing by +1 for every previous save. As soon as the temperature reaches -1 degree, the save frequency increases to once every ten minutes. Those wearing cold weather outfits need check only once every hour, even when the temperature reaches such depths. Those who take cold damage from the temperature are considered fatigued until they recover, representing frostbite and hypothermia. Outside, the snow continues to fall heavily and visibility, when not under a roof is limited to 10 feet.

It should be clear to the characters that something unnatural is underway and that, unless they can find heat, they are to slowly succumb to the growing cold. As they search the complex, they should eventually see the demons in the midst of the monastery. If they refuse to move, you should feel free to have the oni find them. Regardless, the defeat of the koori no oni in Areas 10 and 13 signals the beginning of Act Two. The introduction and the Act One should take between 1 and 2 hours.

Act Two: The Frozen Dead

As **Act Two** begins, the forces of Jigoku act once more, this time raising the bodies sworn to them and animating them as mukurokooori. Initially, these corpses only move when warm, living creatures approach. The exact way in which **Act Two** plays out is largely dependant on the PCs and how diligently the characters attempt to pursue their private goals. If the PCs make their way to **Area 24**, on their own, there is no need to prod them there. However, if they need to made aware of the need, they should either see Rimiko or hear her as she flies to Ito's room. You should not allow **Act Two** to last longer than about an hour and if it does so, you should take steps to move the PCs into a confrontation with the yuki-onna.

Act Three: The Snow Woman's Wrath

As soon as the characters enter **Area 24**, **Act Three** begins. The yuki-onna puts up a brief fight and then flees through the balcony and down to the garden, entering thereafter into the shrine. Using her Jigoku granted control of the mukurokooori, she calls her undead to begin moving towards the characters. She causes Ito to rise as a frost wight and stations a powerful koori no oni outside the shrine in order to grant her more time. Her goal is to perform a dark ritual to bind the kami-shard in the shrine to her will.

If she completes her ritual, the PCs will have a much harder time surviving, as the kami manifests as a bear-shaped ice elemental.

If the PCs move quickly to defeat Ito, they can possibly reach the shrine before the slow moving mukurokooori arrive. If they are too slow, they find themselves having to fight or avoid any of the undead they have not already dispatched. You should not hesitate after a minute or two of time has passed, to have the undead pouring out of the western quarters into the center of the monastery. The ritual takes 10 minutes for Rimiko to complete and you will need to

need to keep track of how many minutes it takes for the PCs to reach the shrine.

If the PCs defeat the oni in the main hall, Rimiko ceases her ritual and turns her attentions to defeating the characters.



Weapons of Kaidan

	Cost	Dmg (s)	Dmg (m)	Critical	Weight
Naginata	15 gp	1d8	1d10	x3	10 lbs.
Katana	80 gp	1d8	1d10	18-20/x2	7 lbs.
Wakizashi	55 gp	1d4	1d6	18-20/x2	3 lbs.

Naginata The naginata is a two handed martial weapon similar to a glaive and can be used as a weapon granting reach by anyone proficient with martial weapons. Those proficient with the naginata as an exotic weapon can use it against adjacent foes, but enjoy an increased threat range of 19-20/x3 against non-adjacent foes.

Katana The katana functions in all ways as an Elven Curved Blade.

Wakizashi The wakizashi does slashing damage., but is otherwise mechanically identical to rapier.



The Miyamakoori Monastery

The Western Quarters

The rooms and corridors built into the crevice are fashioned of carved stone. Doors are of sturdy wood, but have no locks. The floors are all of inlaid stone polished blue stones, which contrast nicely with the grey stone walls. Heat is uniformly provided by wood fires, as noted in individual rooms.

Area 1: Cells (CR 5, XP 2400)

Each cell is a five foot wide, seven foot long room of stone. Heat comes from the firepit at the end of the central hall between the cells. Behind the firepit is a statue of a beautiful woman, her hands folded in prayer and a kindly smile on her face. This statue or ones like it are found throughout the monastery. Smoke from the fire is drawn up into a chimney pipe.

Act One: Overview

The characters are given rooms for the night in this area (1a and 1b). The other cells are occupied by yamabushi initiates. One of the initiates, a jovial young man nicknamed Shikagawa-san (his real name is Shikato) is forced to sleep in one of the same rooms as the PCs. His death begins the first act.

Act Two and Three: Overview

The four yamabushi initiates in this area have risen as mukurokoori. If the PCs are present, they animate and attack.

Creatures

There are, after Act One, four mukurokoori in this area. They do not all animate at once, if the PCs are in the area, but awaken one or two a round as they register the heat of the PCs.

Mukurokoori (4) CR 2 (XP 600)

AC 15

hp 16

Treasure

Each yamabushi initiate keeps his personal gear in his cell. Each man has a sword, a naginata, a suit of studded leather armor and a sack containing personal belongings and 1d10 silver coins.

Area 2 - Cells (CR 7+, XP 3600)

These areas are structurally identical to each other and to **Area 1**. The monks in this area are more senior than those in **Area 1**. Each cell houses a single monk, though they are not all present.

Act One Overview

The six bodies of the monks lay here. Each corpse is marked on the map here and throughout the complex.

Act Two and Three Overview

The yamabushi in this area have risen as mukurokoori. If the PCs are present, they animate and attack.

Creatures

There are, after Act One, six mukurokoori. They do not animate all at once, if the PCs are in the area., but awaken one or two a round as they register the heat of the PCs.

Mukurokoori (12) CR 2 (XP 600)

AC 15

hp 16

Treasure

Each yamabushi initiate keeps his personal gear in his cell. Each man has a masterwork sword, a masterwork naginata, a suit of banded armor and a sack containing personal belongings and 1d10 gold coins.

Area 3 - Waste Pit

Steps lead down to a well like opening in the earth. The stench from the hole makes it clear fresh water is not to be found down this pit. Rather, offal, waste and trash are tossed down into the depths. The pit is 50 feet deep, with a large cavernous chamber at the bottom, but it is otherwise harmless.

Area 4 - Bath (CR 4 XP 1200)

The waters in this bath are normally kept perpetually warm by arcanelly heated rocks on the bottom of the pool. **Area 4a** is the monastery's toilet.

Act One Overview

The forces which extinguish the monastery's fires and lower the heat throughout the complex also extinguish the rocks heating the pool. A single corpse floats in the water as the freezing water begins to form ice. Any character who falls into the water must make a DC 15 Fortitude save or take 1d6 points of non-lethal cold damage. Characters remaining in the water for longer than a minute must make another save each minute, with the DC increasing by +1 per previous save.

Act Two and Three Overview

The two bodies in this area are animated as mukurokoori. If the PCs are in the area, they both awaken and attack them.

Creatures

There are, after **Act One**, two mukurokooori in this area. The frozen corpse from the toilet will attempt to bullrush a PC into the freezing waters if possible.

Mukurokooori CR 2 (XP 600)
AC 15
hp 16

Area 5 - Dining Lecture Hall (CR 2 XP 600)

This area serves a dual purpose in the monastery. The monks take their meals here. They also gather in this hall to listen to spiritual lectures delivered by the monastery officers. This is the room in which the PCs first meet.

Act One Overview

A single monk is animated as a mukurokooori and attacks the PCs as they come near.

Act Two and Three Overviews

A single lone monk lies dead on the floor. The food frozen in his hand indicates he was having a late-night snack

Creatures

The single mukurokooori is the lone danger in this room.

Mukurokooori (4) CR 2 (XP 600)
AC 15
hp 16

Area 6 - Kitchen (CR 4, XP 1200; CR 5 XP 1600)

This is the monastery's kitchen. A counter against the far wall holds knives, pans, clay bowls, and small spice containers. There are two cooking ovens against the east wall, both cold. **Area 6a** is the food pantry, designed in such a way as to remain cold. It contains a frigid spring, barrels of foodstuff, dried haunches of meat, salt, spices, and a multitude of sealed clay vessels, each containing preserved food.

Act One Overview

Two monks lie dead in the kitchen. They were in the middle of preparing for the morrow's meal when they were struck dead. There is enough wood between the two stoves for an hours worth of fire.

Act Two Overview

The two monks animate as mukurokooori and attack anyone entering the area.

Act Three Overview

A koori no oni has entered the kitchen and is rooting around, looking for food, making quite a bit of noise as it does so. If it sees the PCs, it assumes they are suitable for a snack. If the mukurokooori have not been dispatched they animate and assist the oni.

Creatures

There are, during **Act Two**, two mukurokooori in this area.

Mukurokooori (2) CR 2 (XP 600)
AC 15
hp 16

The mukurokooori are joined, in **Act Three** by a koori no oni.

Koori no oni CR 5 (XP 1600)
AC 20
hp 47

Treasure

There are 50 gp worth of spices in the kitchen and the pantry, though it takes a successful DC 15 Appraise or Profession (cooking) check to determine which spices actually have value. There is enough food in the bottom to feed 40 people for 30 days.

Scaling the Adventure

As written, this scenario is well suited to a party of five 5th level characters. A smaller group is likely to find the adventure deadlier. If you have only four PCs, consider giving each character an extra potion of cure moderate wounds. For groups containing only two or three characters, eliminate the cold aura from each monster and add the young simple template instead.

The Central Halls

The rooms and corridors which comprise the central halls are all of wood, with sliding doors and windows in most of the enclosed rooms. Some of the areas, such as the walkway around the Garden of Meditation and the Entrance Walkway, are roofed areas open to the elements. All the wooden pillars in the area are painted blue, and the ceramic tiles of the roofs are likewise blue in color. The rooms, unless otherwise noted, are heated with oil braziers.

Area 7 - Large Training Hall (CR 2 XP 600)

This hall is used for large group exercises which do not involve weapons. The hall is devoid of furnishings, though the walls are all hung with silk tapestries featuring the stylized image of a beautiful woman, dressed in white, standing before a snowy backdrop. Though mostly empty, the immaculately clean hall's wooden floors have a warm luster indicative of many hour of polishing and waxing. The southern door, and all the windows, have been flung wide open so that the room is frigidly cold. Some snow falls though the window. If the windows are closed, the room can be heated using the oil braziers at the corners. There is enough oil for half an hour in the braziers.

Act One Overview

A single yamabushi monk lies dead on the floor, having died while practicing martial moves after others have gone to sleep.

Acts Two and Three Overview

The monk is animated as a mukurokooi

Creatures

In act two, the dead monk is animated as a mukurokooi.

Mukurokooi CR 2 (XP 600)

AC 15

hp 16

Development

From this room, the PCs can easily see the heavy snow falling outside. Despite the snowfall, the woodshed (**Area 9a**) is visible twenty five feet to the south. Once entering this area, the cold is more noticeable and the characters likely have to make their Fortitude saves against the cold. The horses in the stable can be heard neighing loudly.

Area 8 - Small Training Hall

This hall is used for smaller group exercises or private, one on one training sessions. The hall is furnished identically to **Area 7** and also oil braziers for heat. The windows and doors of this room are not currently open.

Area 9 - Stable and Woodshed

This simple building is less ornate than the rest of the monastery. There are three horses in **Area 9**. Like the PCs, the forces which brought about the death of the monks did not affect them, though the growing cold, or the oni, might eventually. The skittish horses neigh loudly, for they smell the ice demon in the Garden of Meditation. Calming the horses requires a DC 18 Handle Animal check. **Area 9a** is the woodshed and has enough wood to last the full monastery several days. It also has ten 10 gallon clay vessels full of tar-oil for burning in the braziers in the central halls.

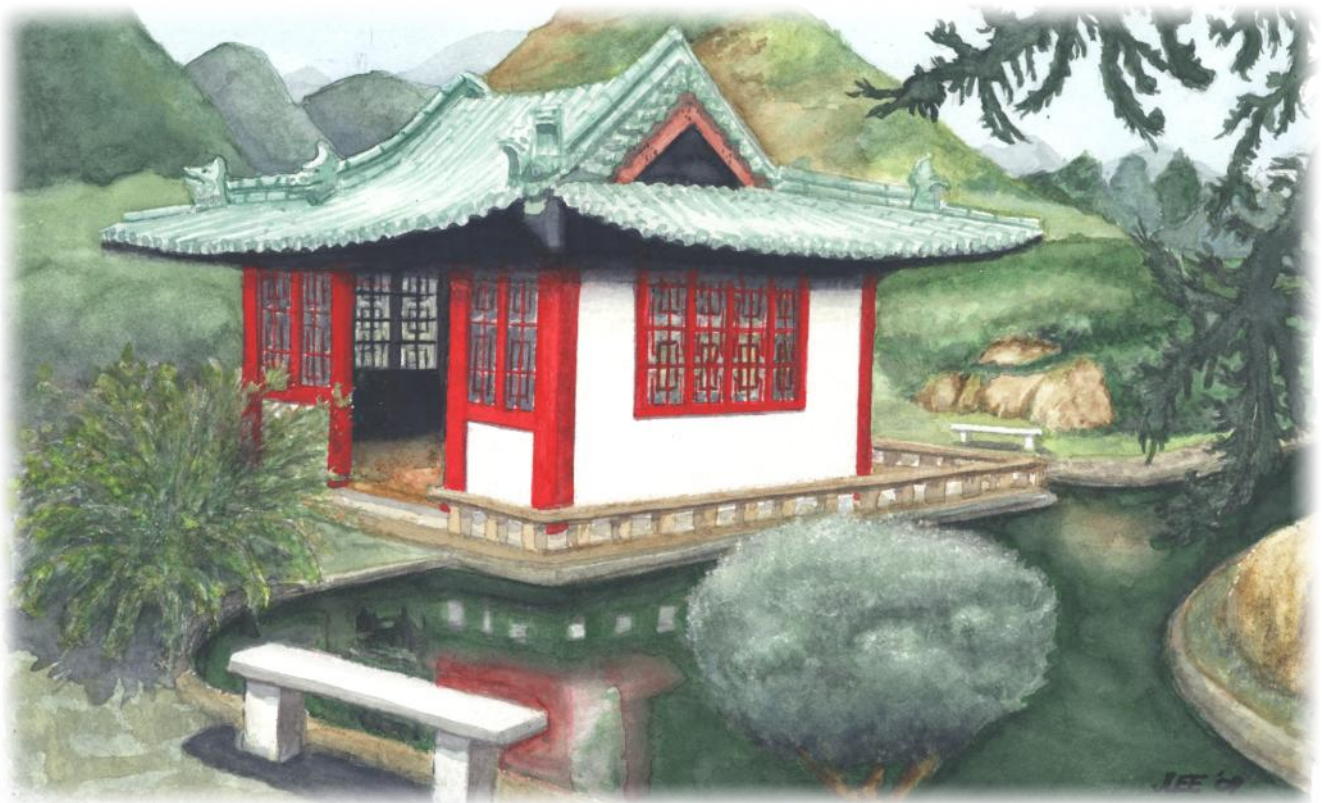
Development

IF it has not already been dealt with, a successful DC 14 Perception check allows the PCs to notice movement of the ice oni in the Garden of Meditation, **Area 10**.

Area 10 - Garden of Meditation

CR 5, XP 1600; CR 4, XP 1200)

A stone path encircles a pool of water in the small, but serene garden. Four identical statues, carved in the familiar beautiful woman look on from the four corners of the garden. The garden is open to the frozen air and unprotected characters must make Fortitude saves against the cold while in the garden. Snow, a foot deep, covers the ground, affecting movement.



Act One Overview

It is likely that the first opponent encountered by the characters met here; a koori no oni examining the bodies of two dead monks and enjoying the cold air.

Acts Two and Three Overview

The two dead monks animate as mukurokoori.

Creatures

The koori no oni is nine feet tall, with a single pale horn in the midst of his forehead. His light blue skin contrasts with his dark blue armor, which is enchanted.

Koori no Oni CR 5 (XP 1600)
AC 21 9 (+5 armor)
hp 47
Gear +1 studded leather armor

The two mukurokoori are also armored, increasing AC. While they were armed with masterwork naginata in life, in undeath they neglect these, leaving them on the snow covered ground.

Mukurokoori CR 2 (XP 600)
AC 21 (+4 armor)
hp 16

Treasure

The two monks, having been on guard duty, wore masterwork bonded mail and carried masterwork naginata. The koori no oni possesses large sized +1 studded leather.

Development

In **Act One** if they have not been dealt with, a DC 14 Perception check alerts the characters to the presence of ice oni in the Grand Hall (**Area 13**). If the two ice demons in the hall have already been dealt with, killing the one in the garden causes **Act Two** to begin.

Area 11 - Entrance Hall

This enclosed room has no windows. Benches rest against both the east and west walls. Folding screens on either side of the southern door display mountain scenes and a beautiful, white-haired woman striding through the snow, beautiful light behind her. Two oil braziers on either side of the northern doors provide heat for the room, though both are currently empty of oil.

Area 12 - Entrance Walk (CR 4 XP 1200)

Though massive, the heavy carved gates of the monastery swing easily opened when not barred. The entrance walk is an open-air structure, a peaked roof supported by wooden pillars. Just outside the walk, four statues, each an identical carving of a beautiful woman, stand, facing out. The snow in the monastery

yard blows across the walk, making the stones slick. Moving full speed on the walk requires a DC 10 Acrobatics check to prevent falling.

Act One Overview

Two monks, having been on guard duty, lie here dead.

Acts Two and Three Overview

The two dead monks animate, attacking any living creatures which approach the walk. Outside the gate, the snow has blown hard and deep against the gate, making it practically impossible to open.

Creatures

The two mukurokoori are armored, increasing their AC. Their masterwork halberds remain on the ground when the undead attack.

Mukurokoori (2) CR 2 (XP 600)
AC 20
hp 47

Treasure

The two monks having been on guard duty wore masterwork banded mail and carried masterwork naginata.

Area 13 - Grand Hall (CR 7 XP 3200; CR 2 XP 600; CR 6 XP 2400)

This ornate hall features wooden pillars the length of the hall, a lavishly carved wooden throne upon a dais and balconies which run the length of the east and west walls. The grand hall is used to entertain important visitors and to conduct official monastic ceremonies. Each pillar bears a different golden weapon upon its surface, though these weapons are purely ceremonial and scarcely meant to be used in battle. Lamps hang near each pillar, their fires currently out, and a series of oil braziers beneath each balcony, when lit, provide heat for the room.

Act One Overview

Two ice demons finger the golden weapons. They contemplate removing them, but are fearful their mistress would be upset if they marred the pillars. They attack the characters on sight. A dead monk, struck dead while trying to extinguish lamps, lies on the floor.

Act Two

The dead monk animates as a mukurokoori

Act Three

Following the first confrontation with the yuki-onna, a powerful koori no oni (advanced simple template) moves into this area to guard the entrance of the shrine.

Creatures

The two oni in this room in the first Act are a mismatched pair. The first is shorter and broader and the second is taller and leaner. They are each armed with an enchanted weapon.

Koori no Oni (2) CR 5 (XP 1600)
AC 20 (+5 armor)
hp 47
Melee +1 glaive +11 (2d8+8 plus 1d6 cold)

Mukurokooori CR 2 (XP 600)
AC 20 (+5 armor)
hp 16

Advanced Koori no Oni CR 6 (XP 2400)
AC 24
hp 57
Melee +2 glaive +14 (2d8+12 plus 1d6 cold)
Combat Gear potion of *cure moderate wounds*.
Gear +2 glaive

Treasures

The dead monk is wearing masterwork scale mail, and has a masterwork katana attached to his belt. The instrument with which he extinguishes the lamps is solid gold and worth 100 gp. The first koori no oni carry +1 glaives. The advanced koori no oni has a potion of cure moderate wounds and a +2 glaive. The golden weapons are each worth 200 gp, though removing them from the pillars takes 1d4 minutes each.

Development

If the oni in **Area 10**, in **Act One**, has already been defeated, killing these two oni begins **Act Two** and the dead monk is animated as an undead mukurokooori.

Area 14 - Outer Shrine

For most of the year, nobody actually enters the inner shrine, **Area 15**, and most religious functions are performed in this chamber. The room contains two wooden pillars, a stone bowl of wash-water (currently frozen solid), two braziers (unlit), a small altar shrine, and two wooden stands upon which religious texts can be placed.

Area 15 - Inner Shrine (CR 7 or 9; XP 3200 or 6400)

This large room is mostly empty and rarely entered. A large concave mirror rests on an altar near the north wall. The room is never heated and there is not means for doing so. Oil lamps hang near each of the four pillars. They are full of oil, but unlit.

Act One and Two

The doors to this room are locked (Disable Device DC 20; hardness 5; 20 hp; DC 25)

Act Three

Following her confrontation with the PCs in **Area 24**, the yuki-onna flees into this room to corrupt and awaken the shard of the kami contained in the mirror. The ritual takes her ten minutes. If she is not interrupted before the end of it, a great ice elemental is awoken and bound to the service of the yuki-onna. If interrupted, the yuki-onna makes one last stand, helped by any mukurokooori she can yet summon to the room.

Creatures

See **Area 24** for a complete description of the Yuki-Onna.

Rimiko, Yuki-Onna CR 7 (XP 3200)
AC 25
hp 58
Morale Rimiko fights until reduced to less than 10 hp, at which point, she attempts to flee in her elemental form. If forced to flee, she does not return (for another 50 years anyway.)

If awakened, the kami shard of the shrine manifests as a huge ice elemental in the shape of a great bear.

Kami Avatar, Huge Ice Elemental CR 7 (XP 3200)

NE Huge outsider (air, cold, elemental, extraplanar, water), (Bestiary 2)

Init +7; **Senses** darkvision 60 ft., snow-vision;
Perception +13

Defense

AC 20, touch 12, flat-footed 16 (+3 Dex, +1 dodge, +8 natural, -2 size)

hp 95 (10d10 +40)

Fort +11, Ref +10, Will +3

DR 5/-; Immune cold, elemental traits

Weaknesses vulnerable to fire

Offense

Spd 20 ft., burrow (ice and snow only) 20., swim 60 ft.

Melee 2 slams +15 (2d6+7 plus 1d8 cold)

Space 15 ft.; Reach 15 ft.

Special Attacks numbing cold DC 15

Tactics

During Combat Angered at being bound, the kami avatar fights unthinking, smashing into any foe it is directed at.

Morale The elemental will not retreat nor surrender, and fights until destroyed.

Statistics

Str 24, Dex 16, Con 19, Int 6, Wis 11, Cha 11

Base Atk +10; CMB +19; CMD 33 (can't be tripped)

Feats Cleave, Dodge, Great Cleave, Improved Initiative, Power Attack.

Skills Intimidate +13, Knowledge (planes) +11, Perception +13, Stealth +8, Swim +13
SQ ice-glide (moves through ice), icewalking (spider climb on ice)

Special Abilities

Numbing Cold (Su) When the avatar deals cold damage to a creature, that creature must succeed on a DC 15 Fortitude or be staggered for 1 round.

Treasure

See Area 24 for the treasure carried by Rimiko.

Development

Defeating the yuki-onna in this room completes the adventure.



Area 16 - Hall of Warriors

This hall is much like **Area 7**, except that the hangings on the wall each bear the image of a renowned warrior. This hall is used for weapon training.

Area 17 - Armory

This room contains racks of weapons and armor, enough to equip a hundred men. While most of the weapons are swords, bows, spears and halberds, there is at least one example of every kind of simple and martial weapon in the room and a variety of exotic weapons as well. You should allow characters looking for a particular kind of weapon to find it somewhere in the room if they look hard enough.

The Eastern Quarters

The room and corridors built into the eastern wall of the crevice are all of carved stone. Doors are sturdy wood and unlike the doors of the Western Quarters, all possess locks (Disable Device DC 18; Hardness 5; hp 20; Break DC 25). The floors are all of inlaid polished blue stones, which contrast nicely with the grey stone walls. Heat is uniformly provided by wood fires and each room has its own fireplace.

Area 18 - Hall of Statues

Beyond the door into the Eastern Quarters, a series of alcoves, four to the north, and four to the south, contain statues standing guard. The four statues on the northern wall are of the beautiful woman featured throughout the monastery. The four statues on the southern wall are carved in the likeness of four yamabushi warriors, each holding a different weapon.

Area 19 - Empty Rooms

Both of these bedrooms are similarly furnished. The first belongs to the monastery's librarian and the second to its chief historian. These two good friends lie dead in **Area 22**. Each contains a futon mattress, a mannequin holding banded armor, a weapon rack, and a chest containing clothes and personal effects.

Treasure

The armor in each room is +2 *banded armor*. Among the weapons in the northernmost room is a +1 *flaming katana* and the weapon rack in the southernmost room holds a +1 *longbow* and 20 arrows. Each chest has, besides clothing, 2d20 gp.

Area 20 - Toyama Dishuko's Room

Dishuko is the monastery's master at arms. His room is spartan except for a single grass mat besides his futon. He keeps belongings in a sack in the corner. His swords hang above his bed from a hook.

Act One Overview

Dishuko lies dead in his bed.

Acts Two and Three Overview

Dishuko, like his subordinates, animates as a mukurokooi, but his body is so strong, he is stronger as an undead being.

Creatures

Apply the advanced simple template to this Mukurokooi.

Mukurokooi CR 5 (XP 800)
AC 19
hp 22

Treasure

Among Dishuko's clothes is a wooden box covered in silk cloth. Within the box is a pearl necklace worth 2000 gp. While his swords radiate magic, they are ancestral relics belonging to the Doniya clan and will not function for anyone not of that clan. A potion of *cure moderate wounds* is found in the clothes.

Development

The character Tumko's mission is to kill Dishuko and take back the swords he stole years before. Tumko's benefits from his enemy clan bonus when fighting Dishuko. Yumishiko's special modifier is to obtain the pearl necklace in the Dishuko room.

Area 21 - Sagaki's Room

Sagaki is Koymata Ito's second in command. His room contains his mattress, a desk, and a straw mat on the floor.

Act One Overview

Sagaki lies dead in front of his cold fire place, a look of terror on his frozen bearded face.

Act Two and Three Overview

Sagaki animates as a mukurokooi.

Creatures

Mukurokooi CR 2 (XP 600)
AC 15
hp 16

Development

Sagaki has been in contact with anti-imperial factions, serving as a middleman. In his room is a letter he is writing to a group of rebels. Though it is incomplete, enough has been written to make it clear that the name of the leader of this group is Himosa Katachi and that the group operates out of Tsue-jo, on Yonshu Island. Discovering this letter completes the missions of both Kazuhiro and Fumio.

Area 22 - Library

This room is full of shelves of scrolls and thick tomes.

Act One Overview

Two older monks lie dead and frozen next to a small table atop which a game of soldiers has been set up.

Acts Two and Three Overview

The two monks animate as mukurokooi.

Creatures

Though older than any of the other inhabitants, the undead forms of the two gentleman are no different in abilities than any of the other mukurokooi.

Mukurokooi (2) CR 2 (XP 600)
AC 15
hp 16

Treasure

There are a multitude of valuable books in this room, with a combined value of 2500 gp. But cataloging them and hauling them is the work of many long hours.

Development

The book containing the record of births and deaths in the monastery is in this room. Chiyoko's mission requires her to find this book. If she does so, she finds the name of the priest who brought her to the monastery. Finding the book requires 10 minutes and a successful DC 15 Perception check. Also in the room are the religious relics, and some are merely valuable items. Though the room is well kept, there is little order to the placement of items. Antique armors stand next to valuable vases, religious statues hover near a rack of worn weapons from the first oni war and a painting of the Imperial family rest in a corner behind a small kappa built shrine. All told the contents of the room are worth 10,000 gp.



Area 24 - Koyamata Ito's Room (CR 7 XP 3200; CR 4 XP 1200)

Koyamata Ito, the founder and head of the Myama-koori Monastery, dwells in the largest room in the monastery. The furnishings in the room are expensive, but tasteful. Ito lives well, but not extravagantly so. Like the other monks, he keeps a straw mat on the floor next to his futon. A dresser, with a small mirror sits near to the fireplace. A single wall hanging, besides the stairs, is similar to those in **Area 7**, though the one in Ito's room shows a young man kneeling before the image of the woman. A shuttered balcony off of the room overlooks the monastery, allowing a view of most of the grounds, including the front gate. The balcony sits 25 feet above the floor of the monastery grounds.

Act One Overview

Ito lies dead near to his bed

Act Two Overview

Rimiko, the yuki-onna, flies into this room through the balcony and begins to take it for her own.

Act Three Overview

When confronted, seriously, by the characters, Rimiko flees to the Garden and then makes her way into the Inner Shrine to awaken the kami. Meanwhile Ito animates as a frost wight.

Creatures

Those who have seen the statues, tapestries and screens around the monastery, each feature the image of a beautiful woman, have seen Rimiko, or a close approximation thereof. Her fair skin and white hair create a stunning portrait of beauty, and her flowing white robes give her an air of elegance. She is quite evil, however, and very desirous of making the monastery her own habitation.

Rimiko, Yuki-Onna CR 7 (XP 3200)

AC 25

hp 58

Morale If she takes more than 30 points of damage, Rimiko flees the room in her elemental form, using Acrobatics to move through the PCs without provoking an attack of opportunity and making her way to the shrine.

Gear *Headband of Alluring Charisma* +2 (+1 to all DCs)

In life, Koyamata Ito was a tall man, unbowed by his years. His greying hair was cut close to his scalp and he seldom wore armor, preferring the white and blue robes of the monastic order. In undeath, his handsome features become twisted and malevolent, his eyes burn with a cold blue flame, and his teeth and nails become sharp, like pieces of glass or ice.

Koyamata Ito, the Frost Wight CR 4 (XP 1200)

Male frost wight

LE Medium Undead (cold)

Init +2; Senses darkvision 60 ft., snow vision; Perception +8

Defense

AC 16, touch 11, flat-footed 14 (+2 Dex, +4 natural)

hp 26 (4d8+8)

Fort +3, Ref +3, Will +5

Defensive Abilities undead traits; Immune cold

Weaknesses resurrection vulnerability, vulnerable to fire.

Offense

Spd 30 ft.

Melee slam +5 (1d4 plus 1d6 cold plus energy drain)

Special Attacks create spawn, energy drain (1 level, DC 14)

Tactics

During Combat Twisted and Insane, Ito tears into the creature closest to him, fighting until that individual is destroyed and then moving on to the next target.

Morale Ito fights until destroyed.

Statistics

Str 10, Dex 14, Con -, Int 11, Wis 13, Chr 15

Base Atk +3; CMB +3; CMD 15

Feats Dodge, Weapon Finesse

Skills Intimidate +9, Knowledge (religion) +7, Perception +8, Stealth +16; Racial Modifiers +8 stealth

Languages Kaidanese

SQ Create Spawn

Treasure

Besides Rimiko's *headband of alluring charisma* +2, the furnishings in this room are worth 500 gp. Koyamata's masterwork katana hangs on one wall along with an efficient quiver full of 20 +1 arrows. A chest containing the monastery's treasury of 500 gp, and two potions of *cure moderate wounds*, rests at the foot of the futon. It is locked (Disable Device DC 20) but Ito has the key on him.

Development

If she manages to flee, Rimiko commands her frozen minions to arise and move to dealy any following her to the Shrine. On the desk is a book of poetry entitled "The Cranes of the Green Cliffs." Finding and claiming this book completes Suzume's mission. Also on the desk is a diary. The last entry, made before Ito died noted how much Shika looks like her mother. Also on the desk is a drawing of Shika's mother, who reminded the monk of the woman of his vision.

Concluding the adventure

Once the yuki-onna is slain or flees, the storm stops and the temperature rises. If there is still time the PCs should finish their quests. Then calculate the Scores.

Appendix 1: New Monsters

Koori no Oni (Ice Oni)

With a look of manic glee, the blue skinned, rime-covered giant, charges, glaive held high and surrounded by a whirlwind of snow and freezing rain.

Ice oni are violent and cruel, though they lack personal initiative and are seldom a serious threat on their own. Like their cousins the oni brute, koori no oni are most dangerous when in the service to other, more capable leaders. Koori no oni will work for any number of masters, including frost giants, yuki-onna, and white dragons.

Koori no Oni CR 5 (XP 1600)

CE Large Outsider (cold, giant, native, oni, shape-changer)

Init +4; **Senses** darkvision 60 ft.; snow vision; **Perception** +8

Aura Frost

Defense

AC 20, touch 9, flat-footed 20 (+3 armor, +8 natural, -1 size)

hp 47 (5d10+20); regeneration 3 (fire)

Fort +7, **Ref** +1, **Will** +4

Resist Electricity 10; **Immune** cold, poison

Weaknesses vulnerable to fire.

Offense

Spd 40 ft., fly 30 ft., Ice-walk

Melee masterwork naginata +11 (2d8+7 plus 1d6 cold)

Range icy sphere +5 touch (2d6 cold)

Space 10 ft.; **Reach** 10 ft.

Special Attacks frost aura, icy sphere (DC 13)

Spell-Like Abilities (CL 15) 3/day - invisibility (DC 13)

Statistics

Str 21, **Dex** 10, **Con** 17, **Int** 8, **Wis** 11, **Chr** 12

Base Atk +5, **CMB** +11; **CMD** 21

Feats Improved Initiative, Toughness, Weapon Focus (glaive)

Skills Bluff +9, Climb +13 (+23 on ice covered surfaces), +4 Stealth

Languages Abyssal (Jigoku dialect), Giant, Kaidanese, **SQ** change shape (medium or large humanoid, large ice elemental; *alter self*, *elemental body II*, *giant form I*)

Gear standard (studded leather armor, masterwork glaive)

Ecology

Environment cold mountains

Organization solitary, pair, gang (3-4 assorted oni)

Treasure standard

Special Abilities

Frost Aura (Su) A koori no oni radiates an aura of cold. All creatures within 5 feet of the oni take 1d6 points of cold damage. Additionally, any melee weapons used by the koori no oni function as if they were frost weapons. The koori no oni can suppress this ability at will.

Ice Walk (Ex) The koori no oni can move across icy surfaces without penalty and does not need to make Acrobatics checks to run or charge on ice or snow.

Icy Sphere (Su) As a standard action, a koori no oni can form and throw a sphere of icy force as a touch attack with a range of 35 feet, (25 ft + 5 ft/2 HD). Those struck by this sphere take 2d6 points of cold damage (DC 13 Fortitude halves). The save is Charisma based

Snow Vision (Ex) Koori no oni can see perfectly well in snowy conditions and does not suffer any penalties to perception while in snow.



Mukurokooori (Frozen Corpse)

The corpse shambling towards you is blue from the cold and ice is caked on its dead skin. Similar to zombies, mukurokooori are animated corpses brought to life in order to serve evil powers of cold and ice. These icy corpses typically do as they are bid by their creators. When not given a task, they cease to move, resting, frozen in position, until living creatures approach. Then they begin to move in order to slay those whose still-living warmth so offends them.

Mukurokooori CR 2 (XP 600)

NE Medium undead (cold)

Init +0; **Senses** darkvision 60 ft.; **Perception** +0, **Aura** cold

Defense

AC 15, touch 10, flat-footed 15 (+5 natural)

hp 16 (3d8+3)

Fort +3, **Ref** +1, **Will** +3

DR 5/bludgeoning; **Immune** cold, undead traits.

Weaknesses vulnerable to fire

Offense

Spd 20 ft; Ice-walk

Melee slam +6 (1d6+4)

Special Attacks freezing touch

Statistics

Str 19, **Dex** 10, **Con** -, **Int** -, **Wis** 10, **Chr** 10

Base Atk +2; **CMB** +6; **CMD** 16

Feats great fortitude, toughness

Ecology

Environment any cold

Organization any

Treasure incidental

Special Abilities

Freezing touch (Su) Those struck by the mukurokooori slam attack must succeed at a DC 11 Fortitude save or take 1d6 points of cold damage and 2 points of Dexterity damage for 1d4 minutes.

Cold Aura (Su) A mukurokooori radiates an aura of intense cold. All creatures within 5 feet of the undead monster take 1d6 points of cold damage.

Ice-walk (Ex) The mukurokooori can move across icy surfaces without penalty and does not need to make Acrobatics checks to run or charge on ice or snow.





Rimiko (Yuki-Onna)

Yuki-Onna (Snow Woman)

Dressed all in white, with pale skin and hair of white, this enchantingly beautiful woman smiles wickedly into the snowy night.

The yuki-onna are ancient spirits of the snow and ice. Typically evil and cruel, these creatures wear the form of a beautiful woman. Most yuki-onna are tied to a single geographic area, such as a forest or mountain. Some of these, in areas of lasting cold, employ lesser oni as minions and maintain small mountain estates, in imitation of human nobles. Others merely haunt their territories, working mischief as it suits them. While popular romances tell of yuki-onna who fall in love with mortal men, such occurrences are rare. More often, a yuki-onna spares a man only when she perceives she might gain some advantage.

While the majority of yuki-onna are now evil, they were not always so. Some speculate they came under the power of yama-uba, mountain hags in league with the oni. Regardless of how it happened, the yuki-onna are allies of the oni and have, as a race, rejected their celestial roots. They actively work to torment their kami kin; at least until it is clear the oni truly have the upper hand in their war against humanity.

Yuki-Onna CR 7 (XP 3200)

NE Medium outsider (cold, evil, extraplanar)
Init +3; **Senses** darkvision 60 ft., snow-vision;
Perception +15
Aura Cold

Defense

AC 25, touch 18, flat-footed 21 (+4 armor, +4 deflection, +3 Dex, +1 dodge, +3 natural)
hp 58 (9d10 +9)
Fort +4, **Ref** +9, **Will** +7
DR 5/+1; **Immune** cold, poison; **Resist** electricity 10;
SR 18
Weaknesses vulnerable to fire

Offense

Spd 30 ft., fly 60 ft. (perfect)
Melee unarmed attack +12 (1d4+1 plus 1d6 cold)
Special Attacks Chilling Kiss, Breath of Frost
Spell-Like Abilities (CL 13)

At will - meld into ice* invisibility, control weather.

Spells Known (CL 7th)

3rd (6/day) - *cure moderate wounds, wind wall,*
2nd (8/day) - *chill metal (DC 19), fog cloud,*
resist energy
1st (8/day) - *animate element (snow or ice),*
charm animal (DC 18), endure
elements, obscuring mist, speak
with animals

Orisons (at will) - *create snow, crystal symbol, detect magic, know direction, light, read magic, resistance*

Statistics

Str 13, **Dex** 17, **Con** 13, **Int** 19, **Wis** 12, **Cha** 24
Base Atk +9; **CMB** +10; **CMD** 23 (can't be tripped)
Feats Alertness, Dodge, Improved Initiative, Skill Focus [Knowledge (nature)] Weapon Finesse
Skills Acrobatics +15, Bluff +19, Diplomacy +19, Fly +23, Knowledge (nature) +19, Knowledge (planes) +16, Perception +15, Perform (sing) +19, Sense Motive +15, Stealth +15 (+23 snow); **Racial** +8 stealth (in snow)
Languages Abyssal (Jigoku dialect), Draconic, Giant, Kaidanese, Sylvan
SQ change shape (medium or large air, ice, or snow elemental, *elemental body* I and II), trackless

Ecology

Environment cold mountains and forests

Organization solitary

Treasure standard

Special Abilities

Breath of Frost (Su) Once every 1d4 rounds, the yuki-onna can unleash a freezing breath attack (20 ft. cone, 9d6 cold damage, DC 15 Reflex save for half, usable every 1d4 rounds)

Chilling Kiss (Su) As a standard action, a yuki-onna can kiss a willing or helpless character, inflicting 9d6 points of cold damage (no save) and 3d6 points of Dexterity damage (DC 15 Fortitude for half)

Cold Aura (Su) A yuki-onna radiates an aura of intense cold. All creatures within 5 feet of her take 1d6 points of cold damage.

Meld into Ice (Sp) *Meld into ice* functions as *meld with stone*, but all references to stone in the text of the spell are replaced with the word ice

Snow Vision (Ex) Yuki-onna can see perfectly well in snowy conditions and does not suffer any penalties to perception while in snow.

Spells A yuki-onna cast spells as a 7th level sorcerer, but she draws her spells from the druid list. She gains no other class features from either the druid or sorcerer classes

Trackless A yuki-onna leaves no tracks or footprints of any kind and can never be tracked using the Survival skill

New Spell Explanations

Animate element: range 40 ft.; duration 7 rounds; *effect* creates a small ice elemental under the control of the yuki-onna

Create Snow: range 40 ft.; *effect* 14 gallons of snow, spaced as desired.

Crystal Symbol: range 40 ft.; *effect* ranged attack deals 1d3 points of damage; **special** The symbol is a snow-flake.



Appendix 2: Pregenerated Player Characters

The following pages contain Pregenerated Characters suitable for use with The Frozen Wind. Each sheet can be printed and handed to players.

Chiyoko

Chaotic Good Human (female) Sorcerer (fire) 5

HP 40 **HD:** 5d6+20
AC 14 (18) **Flatfooted** 14 (18) **Touch** 14 (18)
(+4 armor, +4 shield)

Strength 10 (-)
Dexterity 11 (-)
Constitution 14 (+2)
Intelligence 12 (+1)
Wisdom 12 (+1)
Charisma 18 (+4)

Initiative: +0

Melee: +1 quarterstaff +3 touch (1d6+2 fire; 20/x2)

Ranged: elemental ray +3 touch (1d6+2 fire; 20/x2)

Special Qualities: Spells
 Cantrips
 Bloodline Arcana (fire element)
 Elemental Ray (7/day; 30 ft.)
 Resist Fire 10

Favored Class: Sorceress +5 hp

Feats: Eschew Materials, Great Fortitude,
 Lightening Reflexes, Point Blank Shot, Toughness

Trained Skills

Diplomacy	+8
Knowledge (arcana)	+9
Knowledge (planes)	+9
Spellcraft	+9

Languages: Kaidanese, Sylvan

Possessions:

Ring of Feather falling
Cloak of Resistance +2
+1 Quarterstaff
Potion Cure Moderate Wounds
Backpack
Alchemist Fire (4)
Bedroll
6 torches
4 days Rations
Winter Clothes

Saving Throw

Fortitude: +1 (+2) (+2) (+2) [+7]
Reflex: +1 (+2) (+2) [+5]
Will: +4 (+1) (+2) [+7]

BAB/CMB/CMD +2 / +2 / 12

Senses: perception +1

Speed: 30 ft.

Spells

Cantrips (at will) *acid splash (or fire), dancing lights, detect magic, light, read magic, prestidigitation*

1st (8/day) *burning hands, grease, mage armor, magic weapon, shield*

2nd (5/day) *flaming sphere, scorching ray, see invisibility*

Special Mission

Chiyoko is seeking for information regarding her parentage. Her earliest memories are of the Miyamakoori Monastery, but when she awoke to her powers, she was given into the care of a hengeyokai wiseman. Now that she is old enough to do so, she wishes to discover who her mother and father might be. Thus she has returned to the mountain upon which she was born to see if the monastery has a record of her birth.

Doniya Tsuyoshi

Neutral Good human (male) ranger (yojimbo) 5

HP 47 **HD:** 5d10+15
AC 20 **Flatfooted** 18 **Touch** 12
(+8 armor, +1 Dexterity; +1 Dodge)

Strength 20 (+5)
Dexterity 12 (+1)
Constitution 13 (+1)
Intelligence 10 (-)
Wisdom 12 (+1)
Charisma 11 (-)

Initiative: +7

Melee: bonded +1 *Katana* +13 (1d10+9; 18-20/2)

Special Qualities: Favored Enemy
(*Undead* +2, *Human* +4)
Favored Enemy Clan
(*Toyama* +2)
Honor Bound
Swift to Act
Ancestral Discourse (2/day)

Favored Class: Ranger (yojimbo) +5 hp

Feats: Die Hard, Dodge, Endurance, Improved Initiative, Iron Will, Power Attack, Skill Focus (Perception), Toughness, Weapon Focus (Katana)

Trained Skills

Climb	+12
Diplomacy	+8
Handle Animal	+8
Perception	+12
Survival	+9

Languages: Kaidanese

Possessions:

+1 *Katana* (bonded)
+2 *Breastplate*
Belt of Mighty Strength +2
Potion Cure Moderate Wounds (1)
Pack
Manacles
Flint and Steel
Lamp Oil (2)
Bedroll
Small Steel Mirror
Silk Rope (50 ft.)
Hooded Lantern
Winter Clothes

Saving Throw

Fortitude: +4 (+1) [+7]
Reflex: +4 (+1) [+5]
Will: +1 (+1) (+2) [+4]

BAB/CMB/CMD +5 / +9 / 20

Senses: *perception* +12

Speed: 20 ft.

Honor: 2

Special Actions

Power Attack: -1 Hit, +3 Damage with Katana

Ancestral Discourse: Spend 10 minutes in meditation to gain one of the following.

- +1 to Attacks, Damage and Saves for 1 hour
- +2 Bonus to 1 Skill for 1 hour
- +2 Ability increase for 1 hour
- +2 Dodge bonus to AC for 1 hour
- 1 yes/no answer to a single question (not in the future)

Honor Bound: (2 Honor) Add +2 to Charisma skills versus characters with less honor. Detect Honor at Will.

Special Mission

Tsuyoshi, working for his clan elders, is looking for Toyama Dishuko, an enemy of the clan who is reputed to have, years earlier, killed the son of one of the leading clansmen. Tsuyoshi is to, if possible, bring Dishuko to justice and retrieve the sword set Dishuko took. Dishuko is a deadly fighter and is rumored to be serving as the master-of-arms in the Miyamakoori Monastery.

Hayashi Kazushiro

Lawful Neutral human (male) fighter 5

HP 57 **HD:** 5d10+25
AC 22 **Flatfooted** 20 **Touch** 12
(+10 armor, +2 Dexterity)

Strength 16 (+3)
Dexterity 14 (+2)
Constitution 16 (+3)
Intelligence 10 (-)
Wisdom 10 (-)
Charisma 8 (-1)

Initiative: +2

Favored Class: Fighter +5 hp

Melee: +1 *Katana* +11 (1d10+7; 18-20/2)

Ranged: Longbow +9 (1d8+3; 20/x3)

Favored Class: Ranger (yojimbo) +5 hp

Feats: Cleave, Exotic Weapon Proficiency (Katana), Power Attack, Toughness, Weapon Focus (Longbow), Weapon Focus (Katana), Weapon Specialization (Katana)

Trained Skills

Climb	+10
Ride	+10
Survival	+8

Languages: Kaidanese

Possessions:

+1 *Katana* (bonded)
+1 *Fullplate*
Potion Cure Moderate Wounds (1)
Masterwork Composite Longbow [+3 Strength]
(20 arrows)
Pack
Bedroll
6 days Rations
Flint and Steel
Winter Clothes
4 vials of oil
Hooded lantern
Tent
Whetstone

Saving Throw

Fortitude:	+4 (+3)	[+7]
Reflex:	+1 (+2)	[+3]
Will:	+1	[+1]

BAB/CMB/CMD +5 / +7 / 19

Senses: *perception* +10

Speed: 20 ft.

Honor: 2

Special Actions

Power Attack: -1 Hit, +3 Damage with Katana

Special Mission

A samurai in service to the Emperor, Kazuhiro is on a mission to discover whether the yamabushi of the Miyamakoori Monastery are loyal to their country and its government. Rumors of subversive elements have reached the capital. Though subtlety and diplomacy are not his strong suits, Kazuhiro is determined to ferret out any rebels and make a full report to his superiors.

Maeda Tatsuo

Lawful Good Human (male) paladin (yamabushi) 5

HP 42 **HD:** 5d10+10
AC 10 **Flatfooted** 16 **Touch** 10
(+6 armor)

Strength 14 (+2)
Dexterity 10 (-)
Constitution 13 (+1)
Intelligence 12 (-)
Wisdom 14 (+2)
Charisma 14 (+2)

Initiative: +5

Melee: bonded +2 *Katana* +10 (1d10+5; 18-20/x2)

Special Qualities: Aura of Good
 Detect Evil (at will)
 Smite Evil 2/day
 (+2 attack/+5 damage)
 Wild Empathy (+5)
 Lay on Hands (4/day)
 (heals 2d6 + fatigue)
 Sword Bond (+1 for 5 minutes)
 Spells

Favored Class: Paladin (yamabushi) +5 hp

Feats: Exotic Weapon Proficiency (Katana),
Skill Focus (acrobatics), Weapon Focus (Katana)

Trained Skills

Acrobatics	+11 (+16 jumping)
Diplomacy	+10
Handle Animal	+7
Knowledge (nature)	+11
Knowledge (religion)	+9
Stealth	+8
Survival	+10

Languages: Kaidanese

Possessions:

+2 *Katana* (bonded)
Ring of Jumping (+5)
Potion Cure Moderate Wounds
Masterwork *Breastplate*
Dagger
Pack
Flint and Steel
Bedroll
Small Bronze Mirror
Silver scissors

Saving Throw

Fortitude: +4 (+1) (+2) [+5]
Reflex: +1 (+2) [+6]
Will: +4 (+2) (+2) [+2]

BAB/CMB/CMD +5 / +7 / 17

Senses: *perception* +2

Speed: 20 ft.

Special Actions

Smite Evil: Up to twice per day, select an evil target. All attacks are at +2 to hit and you gain +5 to damage until they are defeated

Lay on Hands: You may heal 2d6 points of damage up to 4 times per day by touching a target. Healing others is a standard action, but healing self is a swift action.

Sword Bond: You may awaken the kami shard within your sword, increasing its bonus by +1 for 5 minutes. You may, instead of the +1 bonus, choose to add one of the following properties: *defending, keen, shocking, thundering*.

Special Mission

Tatsuo was raised by tengu yamabushi and trained in their way. He has decided to attempt a unification of the tengu traditions and the human traditions. To facilitate this, he wishes to study the religious texts of the Miyamakoori Monastery.

Miyamoto Fumio

Chaotic Good Human (male) rogue 5

HP 36 **HD:** 5d8+10
AC 16 **Flatfooted** 12 **Touch** 16
(+2 armor; +3 Dexterity; +1 Dodge)

Strength 12 (+1)
Dexterity 16 (+3)
Constitution 12 (+1)
Intelligence 14 (+2)
Wisdom 10 (-)
Charisma 11 (-)

Initiative: +3

Melee: Masterwork +2 Katana +10 (1d10+1; 18-20/x2)

Special Qualities: Sneak Attack
 Trap Finding
 Evasion
 Trap Sense +1
 Lay on Hands (4/day)
 Uncanny Dodge

Favored Class: Rogue +5 hp

Feats: Dodge, Exotic Weapon Proficiency (Katana), Skill Focus (Acrobatics), Mobility, Weapon Finesse, Weapon Focus (Katana)

Trained Skills

Acrobatics	+14 (+19 to move through threatened spaces)
Climb	+8
Diplomacy	+9
Disable Device	+8
Escape Artist	+11
Knowledge (local)	+11
Perception	+8
Profession (scribe)	+10
Stealth	+16
Use Magic Device	+8

Languages: Infernal, Kaidanese

Possessions:

Bracers of Shadow Armor +2
Ring of Mobile Warrior (+5)
Potion Cure Moderate Wounds
Masterwork Katana
Backpack
Thieves Tools
Scribes Tools
Bedroll
Flint and Steel
Candles (10)

Saving Throw

Fortitude: +1 (+1) [+2]
Reflex: +4 (+3) [+7]
Will: +1 [+1]

BAB/CMB/CMD +3 / +4 / 17

Senses: *perception* +8

Speed: 20 ft.

Special Actions

Sneak Attack: If target is denied Dexterity or flanked add +3d6 to damage.

Mobile: Fumio has a +19 to Acrobatics checks made to move through threatened spaces and if he does provoke an attack, he gains a +4 to AC

Special Mission

Fumio poses as a scribe, but his real job is the facilitation of contacts between subversive groups. He has traveled to Miyamakoori Monastery to contact a man named Sagaki about the name of a rebel leader on Yonshu Island.

Yumishiko

Chaotic Good Human (female) Fighter 5 Rogue 3

HP 36 **HD:** 2d10 + 3d8 + 8
AC 17 **Flatfooted** 13 **Touch** 14
(+3 armor; +3 Dexterity; +1 Dodge)

Strength 12 (+2)
Dexterity 17 (+3)
Constitution 12 (+1)
Intelligence 14 (+2)
Wisdom 10 (-)
Charisma 11 (-)

Initiative: +7

Melee: Masterwork Katana +9 (1d10+1; 18-20/x2)

Range: +1 Longbow +9 (1d8+1; 20/x3)

Special Qualities: Bravery +1
Evasion
Trapfinding
Trap Sense
Sneak Attack +2d6

Favored Class: Rogue +3 hp

Feats: Dodge, Improved Initiative, Iron Will,
Skill Focus [Profession (gambler)], Weapon Finesse,
Weapon Focus (Katana), Weapon Focus (Longbow)

Trained Skills

Acrobatics	+9
Appraise	+6
Climb	+9
Disable Device	+11
Escape Artist	+9
Perception	+8
Profession (gambler)	+11
Ride	+9
Sense Motive	+6
Sleight of Hand	+9
Stealth	+11

Languages: Goblin (kappa), Kaidanese, Sylvan

Possessions:

+1 Longbow (20 arrows)
+1 Leather Armor
Smoky Form Tattoo, minor
Potion Cure Moderate Wounds
Masterwork Katana
Backpack
Thieves Tools
Loaded Dice and Normal Dice
Bedroll
4 days Rations

Saving Throw

Fortitude: +4 (+1) [+5]
Reflex: +3 (+3) [+6]
Will: +1 (+2) [+3]

BAB/CMB/CMD +4 / +5 / 18

Senses: perception +8

Speed: 30 ft.

Special Actions

Sneak Attack: If target is denied Dexterity or flanked add +2d6 to damage.

Smoky Form Tattoo: Once per day Yumishiko can assume a *gaseous form* (CL 5) for 5 minutes.

Special Mission

Yumishiko is currently on the run from her old yakuza companions over a minor understanding concerning some loaded dice. Having witnessed an expensive pearl necklace illicitly change hands some weeks prior, she has followed the trail of the necklace to Miyamakoori Monastery, where it is currently on the possession of the monastery's master-at-arms, an unsavory man named Dishuko. If she can steal the necklace, she will be comfortably set for years.



Appendix 3: Gamemaster Aids

The following pages contain Combat Cards, a Temperature Chart, a Countdown Track, and a Score Chart. After cutting these Aids out and Laminating them, you can mark on them with erasable markers, as needed, from game to game.

Temperature Chart: This simple chart allows you to keep track of the temperature as it drops and contains reminders concerning Saving Throws.

Countdown Track: This track is for keeping track of the 10 minutes need for Rimiko to bind the kami avatar to herself.

Score Chart: This chart contains the names of the PCs and information on scoring the adventure. Fill it in as the adventure progresses to aid in determining the best PC/Player.

Temperature Chart

50 Degrees

-

-

-

-

40 Degrees

42 degrees (starting temperature; -1 degree per minute)

DC 15 Fortitude save 1/hour; 1d6 cold; +1 DC for each additional save

DC 15 Survival check adds +2 to Fortitude save

-

-

-

-

30 Degrees

-

-

-

-

20 Degrees

-

-

-

-

10 Degrees

-

-

-

-

0 Degrees

DC 15 Fortitude save 1 per 10 minutes at -1 degree; as above

-2 degrees (final temperature)

-

-

-

-

-10 Degrees

Those wearing cold weather outfits need check only once every hour, even when the temperature reaches -1 degree. Those who take cold damage from the temperature are considered fatigued until they recover, representing frostbite and hypothermia.

Countdown Track

minutes - rounds

1 ○○○○○○○○○○ 2 ○○○○○○○○○○ 3 ○○○○○○○○○○ 4 ○○○○○○○○○○ 5 ○○○○○○○○○○

6 ○○○○○○○○○○ 7 ○○○○○○○○○○ 8 ○○○○○○○○○○ 9 ○○○○○○○○○○ **10!**

Score Sheet

Player Character	Mukurokooori Slain	Criticals	Damage Taken
Chiyoko			
Doniya Tsuyoshi			
Hayashi Kazuhiro			
Kojima Suzume			
Maeda Tatsuo			
Miyamoto Fumio			
Yamamoto Shika			
Yumishiko			

Award points as follows:

Surviving the Adventure (any PC)	+3 points
Accomplishing the PC's missions (any PC)	+2 points
Engaged in "In Character" banter (any PC)	+1 point
Zombie Killer Award (1 PC)	+2 points
Die-Hard Award (1 PC)	+2 points
Critical Award (1 PC)	+1 point

	Points	Total
Chiyoko		
Doniya Tsuyoshi		
Hayashi Kazuhiro		
Maeda Tatsuo		
Miyamoto Fumio		
Yamamoto Shika		
Yumishiko		

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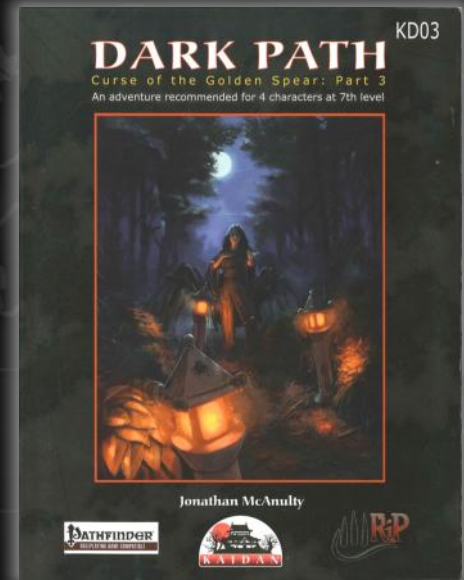
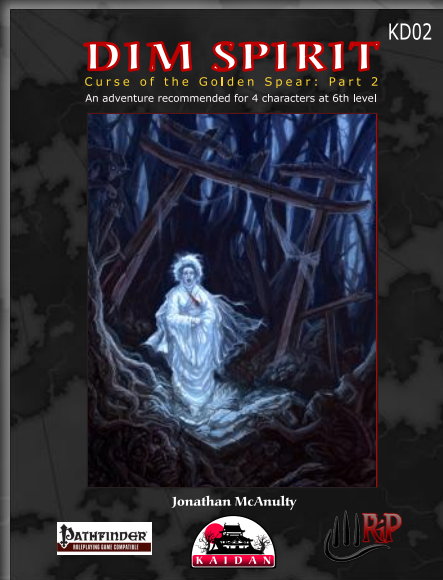
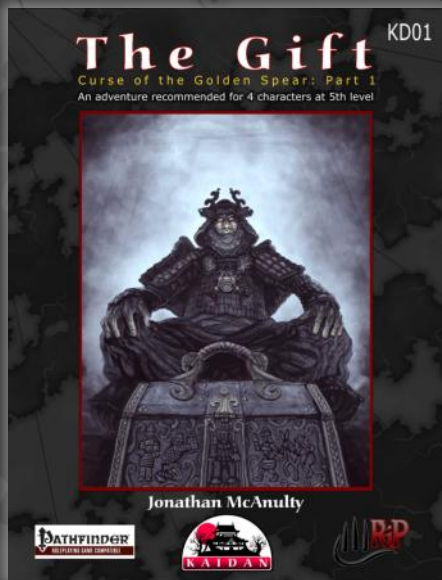
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The Curse of the Golden Spear

Adventure Trilogy set in Kaidan



A three part campaign arc, **The Gift**, **Dim Spirit**, and **Dark Path** is an adventure trilogy set in the cursed land of Kaidan and is suitable for a group of 5th level characters. Drawing inspiration from Japanese folklore, and fully compatible with the Pathfinder Roleplaying Game, Kaidan is a land of horror and mystery. In Kaidan, demons stalk the land in human form, the dead seldom rest easy, and life is cheap. This adventure serves to introduce players and game masters alike to the cursed realm of Kaidan.

Rave reviews make this adventure trilogy an instant classic!

Jonathan McAnulty
NOW AVAILABLE



In the Company of **K A P P A**



Jonathan McAnulty
NOW AVAILABLE!

IN THE COMPANY OF HENGE

We are a people of laughter and good cheer. True, our humor is not always understood by others, we find the sound of breaking bones to be hilarious, but we amuse ourselves first and others second. We love loud jokes, large meals and a good wrestling match. There are many stories told of us, that we eat children, or delight in drowning swimmers. Certainly, we have had our share of villains, but, taken as a whole, we are no more wicked than any other race. Most of us want nothing more than to humble the proud and make the wise man feel foolish. We like to think we are well suited to these tasks. And let us not forget, not only did we break the first bone, but we afterward showed the man how to set it.

A player character race
designed for use with the
Pathfinder Roleplaying Game



In the Company of **T E N G U**

IN THE COMPANY OF TENGU

We are tengu. We are children of the wind and the mountain. Our way is the way of the sword, the path of the warrior. The highest challenge for a tengu is that which tests both heart and soul, mind and body. We seek enlightenment at the edge of good steel. When each movement flows seamlessly into the next, a perfect dance of flesh and wind and flashing blade, we find peace.

Listen and I will teach you wisdom, I will tell you of the tengu...



Jonathan McAnulty

NOW AVAILABLE

A player character race
designed for use with the
Pathfinder Roleplaying Game



In the Company of **H E N G E**



Jonathan McAnulty
NOW AVAILABLE

IN THE COMPANY OF HENGE

We are hengeyokai. We are children of the woods. We are shapechangers, walking where we will, dwelling at once in two worlds. Ours are the gifts of men and ours are the gifts of the wild. Who has been blessed as we have? And yet, is it not our very gifts which so cause the simple to turn on us? It was not always thus. Once we were honored by men. Now we dwell apart from them, feared and fearing. Yet we continue in the old ways, the right ways.

Listen now and I will teach you better who we are...

A player character race
designed for use with the
Pathfinder Roleplaying Game



WAY OF THE YAKUZA



Jonathan McAnulty
COMING SOON

WAY OF THE YAKUZA

Greetings, my friend. If you have come for knowledge, enter and have a seat. Pardon, that I do not rise and greet you properly, but I am not as young as I once was. As the hair grays, the bones grow weak. But I've outlived more than most and I'll wager there's a few more I'll yet outlive.

Yes, indeed. I've seen many young bo-kan like yourself come through those doors over the years. Full of spirit and ready to take on anyone, be they demon or men. Most do not last long. Perhaps you will be different? ...Or, perhaps not. Only time will tell, for ours is a dangerous path, yet we would choose no other.

In every village and every town, our presence is felt. Though others see only the gambling houses and sake shops, we know the true reason we fight. We are the champions of our people, and the heroes of the outcast. It is we who defend our way of life.

Come, I shall instruct you in the way of the yakuza, that you may be prepared for the road you have chosen...

The Way of the Yakuza

by Jonathan McAnulty

A Faction of Kaidan
designed for use with the
Pathfinder Roleplaying Game



WAY OF THE SAMURAI

WAY OF THE SAMURAI

Now the enemy is arrayed against us. Now the day is at hand when we shall risk everything for our lord and master! For this we have prepared all the days of our miserable lives. Now you shall learn what it means to be samurai! Fate is in the hands of the gods, our armor is on our breast, success is in our legs! Let us go forward without fear and may our swords find a bloody sheath before we die.

Taira Motomori to his troops at the Battle of the Six Bridges



Jonathan McAnulty
COMING SOON

The Way of the Samurai

by Jonathan McAnulty

A Faction of Kaidan
designed for use with the
Pathfinder Roleplaying Game



ANCESTRAL RELICS

30 ANCESTRAL RELICS

Ancestral relics are powerful magical items, powered by the very souls of a family member. Of near artifact quality, these rare creations become progressively stronger as your honor increases. Likewise, if you suffer a loss of honor, the ancestral relic becomes weaker.

Ancestral relics are priceless, and the secrets to their manufacture were forcibly lost by imperial decree over 600 years ago. At that time, the crafting of Ancestral Relics was the province of the onmyoji wizards, who jealously guarded the secrets of their manufacturing. These wizards would make the Relics for any house which desired one, whether they were noble or commoner. However the price was steep.

It is known that the creation of the relics demand the soul of a prominent member of the household and that the individual was sacrificed in a most gruesome and murderous way. Of some debate is whether the sacrifice was voluntary or not. Regardless, the ancestor's soul is what fuels the item.

#30 Ancestral Relics

by Michael K. Tumey

An Item Book for Kaidan
designed for use with the
Pathfinder Roleplaying Game



Michael K. Tumey
COMING SOON





FROZEN WIND

Trekking along the high mountain trail five lonely travelers find themselves in grave danger. Caught in a fierce and unseasonal snowstorm, they must take shelter in Miyamakoori Monastery, a shrine of the yamabushi, located within a crevice near the summit of a mountain. The yamabushi shrine offers the only refuge for travelers along the highland trail. On this night, however, a powerful spirit of Jigoku, and her demonic entourage, has come to settle an old agreement between the abbot and herself. As a cold and unspeakable darkness falls upon the monastery, the travelers must use all the resources at their disposal to survive...

**A One-Shot Adventure for
five characters at 5th level
designed for use with the
Pathfinder Roleplaying Game**

Jonathan McAnulty

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