

JADE REGENT



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NIGHT OF FROZEN SHADOWS

● PART ONE: INTO THE NORTH

The PCs journey to the Lands of the Linnorm Kings in search of the legendary sword Suishen and a guide to take them over the Crown of the World, but they soon find they have enemies willing to kill to prevent them from reaching Minkai.

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● PART TWO: A GATHERING OF SHADOWS

The PCs face both viking warriors and mysterious ninja on their continuing quest to find the sword and a guide, and must break into a powerful trade guild that is actually a front for a guild of ninja and assassins from Tian Xia.

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● PART THREE: ASSAULT ON RAVENS CRAEG

To recover Suishen and rescue the only man who can guide them to Tian Xia, the PCs venture into the Ulfen hold of Ravenscraeg, where they must defeat the ninja of the Frozen Shadows and their mysterious mistress, the ogre mage Kimandatsu.

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ADVANCEMENT TRACK

“Night of Frozen Shadows” uses the medium XP track.

4 The PCs begin this adventure at 4th level.

5 By the time the PCs enter the hold of Ravenscraeg, they should be well into 5th level.

6 The PCs should be 6th level before they venture into the dungeon levels of Ravenscraeg.

The PCs should be 7th level by the adventure’s end.

ADVENTURE BACKGROUND

When the Amatatsu family came over the Crown of the World, fleeing Minkai and the assassination attempts of the oni of the Five Storms, they knew that Kalsgard, de facto trading capital of the Lands of the Linnorm Kings and the Avistani end of the Path of Aganhei, would be the obvious place to look for them. Exhausted, depleted in numbers by their trek, and bereft of funds, they had to find some means to finance their escape farther south before being discovered by their pursuers. The oldest survivor of the journey, a young man named Tsutoku, took over responsibility for the family and their heritage. Seeing no other options, Tsutoku sold the family's heirloom sword, the sentient katana *Suishen*, to a local collector in order to raise the funds to continue the journey south. Tsutoku always intended to return and buy back the sword after the family was safely established, but when he was lost along with two of the family's ships sailing between Brinewall and Magnimar, the Amatatsu legacy was forgotten. *Suishen* remained in the hands of its new owner, Fynn Snaevald, and the oni agents who had come to Kalsgard in search of the missing Amatatus continued to search in vain.

But the agents of the Five Storms did not remain idle. Working from the shadows of Kalsgard's Jade Quarter, they created the secretive thieves' guild known as the Frozen Shadows, a society of ninja, cutthroats, and oni agents made up of tengu from Tian Xia and additional agents recruited from within the human population, all beholden to the Five Storms back in Minkai. The Frozen Shadows worked behind the scenes of the rough-and-tumble Ulfen port to both gather information and subtly increase their own power.

Following the Frozen Shadows' attack on Brinewall in search of the *Amatatsu Seal* and the destruction of the entire colony at their hands, the Five Storms believed the Amatatsu family was no more. Nevertheless, they ordered the Frozen Shadows to remain in Kalsgard, keeping watch for any sign of a returning Amatatsu heir. The Frozen Shadows were placed under the command of the ogre mage Kimandatsu, sent from Minkai to manage and expand the organization.

Disguised as a Tian silk merchant, Kimandatsu joined the Rimerunners Guild, a powerful Kalsgard trading guild, even as she began reorganizing the Frozen Shadows. Kimandatsu's subtlety and careful planning ensured that many of the organization's peripheral members had no idea who or what it was they were working for. Besides the rank-and-file tengu and human members of the guild, Kimandatsu recruited others to her cause—the half-troll sorcerer Goti Runecaster, who became Kimandatsu's most trusted advisor; the ninja-monk Omoyani, who trains and manages the Frozen Shadows' network of clandestine agents; and the strange, awakened blood-feather raven Wodes, who serves the guild as spymaster.

Meanwhile, a Rimerunners merchant factor named Thorborg Silverskorr took the Tian silk trader Kimandatsu (in human guise) under her wing to mentor the newcomer, but as the two women quickly grew in wealth and influence, Kimandatsu murdered the human woman and used her natural shapechanging ability to assume Thorborg's identity and place in the power structure of the Rimerunners Guild and Kalsgard. In her guise as Thorborg Silverskorr, Kimandatsu has further increased the power and wealth of both the Frozen Shadows and the Rimerunners, which now operates as little more than a front for the guild of thieves and assassins. Three years ago, Kimandatsu purchased a fortified hall outside Kalsgard called Ravenscraeg from an ailing viking raider with ties to the Rimerunners named Snorri Stone-Eye. Using the Rimerunners Guild as a proxy, Kimandatsu developed Ravenscraeg as a secret headquarters and training center for the Frozen Shadows. Kimandatsu believed that it was only a matter of time before the Amatatus revealed themselves again, and she was determined to be ready to strike swiftly and decisively when they did.

When the PCs opened the *warding box* and discovered the *Amatatsu Seal* in the vaults beneath Brinewall Castle in "The Brinewall Legacy," the Five Storms' seers in Minkai once more detected the seal, and informed Kimandatsu that the Amatatus had reappeared. The ogre mage wasted no time, quickly mobilizing the Frozen Shadows in preparation for the arrival of the Amatatsu heirs in Kalsgard, for they would surely have to pass through the city on their way to Minkai across the Crown of the World.

Through their vast web of informants, the Frozen Shadows learned that a merchant and collector named Fynn Snaevald had purchased an ancient sword from Tian expatriates over 50 years ago. Believing that the sword might be *Suishen*, the heirloom blade of the Amatatsu family, Kimandatsu instructed one of her agents, a local chieftain named Asvig Longthews, to break into Snaevald's house and steal the sword. Rather than risk *Suishen* falling into the hands of the Amatatus again, Kimandatsu disposed of the blade in an oubliette deep beneath her fortress of Ravenscraeg, where she hoped no one would ever find it.

At the same time, Kimandatsu realized that the Amatatsu heirs would need a guide to take them over the Crown of the World. Using the influence of the Rimerunners Guild with other trade guilds in Kalsgard, Kimandatsu was able to ensure that most of the city's guides would be unavailable for hire, but one wild card remained—a man named Ulf Gormundr, a freelance guide who refused to swear himself to the service of one of the guilds. Kimandatsu ordered Asvig Longthews to capture Ulf Gormundr and imprisoned him in Ravenscraeg, in case the Frozen Shadows should later have need of his skills to follow the Amatatsu heirs over the Crown of the World.

Finally, Kimandatsu sent out one her allies, the blood-feather raven Wodes, to watch the trade routes south of Kalsgard for any sign of the Amatatsu heirs. When Wodes finally found the PCs' caravan and reports its location back to the Frozen Shadows, Kimandatsu sent Asvig Longthews on another mission for her—to stop the PCs and their friends from ever reaching Kalsgard.

ADVENTURE SUMMARY

The PCs journey to Kalsgard with Ameiko Kaijitsu and the caravan run by her former adventuring companion Sandru Vhiski. They seek to recover the sword *Suishen* and locate a guide who will be able to take them over the Crown of the World. Unfortunately, their actions in Brinewall have not gone unnoticed, and agents of the Five Storms are on the lookout for them. This becomes apparent when Linnorm Kingdoms vikings raid the caravan's riverside camp one evening. The raiders themselves leave a clue, however, in that all wear similar gold armbands—a mark of their allegiance to a local Ulfen chief.

Upon arriving in Kalsgard, the PCs begin searching for *Suishen* and the whereabouts of a guide named Ulf Gormundr. All clues point to a local chief named Asvig Longthews, who appears to have not only stolen the sword and sent the raiders to attack the PCs, but very possibly to have kidnapped the only available guide as well. A raid upon Asvig's farm confirms these facts, but neither the sword nor Ulf Gormundr is found. Meanwhile, agents of the Frozen Shadows continue to harass the PCs in the city.

Further investigation leads the PCs to the Rimerunners Guild, a front for the Frozen Shadows, prompting a break-in or some other means to obtain information about their illicit dealings. Eventually, the PCs discover evidence that the Frozen Shadows operate out of their own fortified sanctuary, a remote hall called Ravenscraeg. The climax of the adventure occurs as the PCs make an assault on Ravenscraeg to recover *Suishen* and rescue Ulf Gormundr. In doing so, they manage to unmask the ogre mage Kimandatsu and have the opportunity to take down the Frozen Shadows for good.

PART ONE: INTO THE NORTH

At the conclusion of "The Brinewall Legacy," the PCs recovered the *Amatatsu Seal*, and in so doing, learned that Ameiko Kaijitsu is the last surviving heir to the Jade Throne of Minkai. At the same time, the PCs became Amatatsu scions themselves, and learned that the Amatatsu family's legendary sword *Suishen* can be found in the city of Kalsgard in the Lands of the Linnorm Kings. Ameiko is certainly interested in going to Kalsgard to recover the sword, and then traveling on to Minkai to claim her birthright. However, the PCs might still have unfinished business in Sandpoint

and wish to return there before traveling to Kalsgard. Ameiko needs to leave both the Rusty Dragon and her family's glassworks in capable hands while she's away, so she agrees to return to Sandpoint, if only temporarily, if the PCs express that wish.

Regardless of whether the PCs start in Brinewall or Sandpoint, the adventure begins as the PCs and their friends Ameiko, Koya Mvashti, Sandru Vhiski, and Shalelu Andosana journey to Kalsgard in the company of Sandru's caravan (these NPCs are detailed in "The Brinewall Legacy," while the *Jade Regent Player's Guide* contains more details on the caravan). If the PCs start in Sandpoint, they must first traverse the 500 miles between Sandpoint and Brinewall—this is the same caravan route taken in "The Brinewall Legacy." Once the PCs are past Brinewall, or if they start there, the caravan route takes them through frozen, desolate lands fraught with peril and hidden dangers, but the PCs are accomplished adventurers in a large and well-armed caravan. As a result, they have little to fear from the typical creatures that stalk the wild fringes of northern civilization, and the barbaric Noland tribes that haunt this bleak borderland prefer softer targets for their ambushes.

The route from Brinewall to Kalsgard passes through the Nolands and enters the Lands of the Linnorm Kings, where it joins an existing trade route between the dwarven mine at Kopparberget and the city of Jol before continuing north into the Grungir Forest. The caravan road crosses the eastern neck of the Grungir until it reaches the bridge to Losthome, at which point the route follows the western bank of the Thundering River as it meanders north, connecting the many small settlements and steadings that stand upon the river's banks. At the confluence of the Thundering and Rimeflow rivers, the trade route branches again, with one trail crossing the Skalsbridge and heading northeast toward Trollheim while the other continues along the Rimeflow to Kalsgard.

The total distance from Brinewall to Kalsgard is about 440 miles; the time it takes to travel between them depends on the speed of the PCs' caravan, but is likely around 2 weeks. The trip is largely uneventful save for the occasional glimpse of some of the larger predators of the region, such as bears and mountain lions shadowing the caravan for a mile or so before losing interest and searching elsewhere for easier prey. The ravens and sea birds of the region are plentiful overhead, and the caravan's travelers can even supplement their provisions with an elk or two taken down in the hills and at the forest's edge. If you wish, you can enliven the journey with additional caravan encounters or wandering monsters. Caravan encounters are described in the *Jade Regent Player's Guide*, and some ideas for caravan encounters suitable for this adventure may be found in this month's Bestiary on page 80.



THE WATCHER

During the journey, starting after the caravan leaves the Nolands and continuing until it reaches Losthome (a distance of about 160 miles), allow each PC a DC 18 Perception check each day. If the check is successful, that PC notices that one of the ubiquitous ravens shadowing the caravan in the hope of finding scraps to eat is a much larger specimen than normal, perhaps the size of a small dog. Once this particular raven has been spotted, the PCs can easily pick it out from the rest and recognize that it returns every couple of days before departing again. A DC 22 Perception check made after the raven has been detected notices that one of its wing pinions is blood-red in color. If the PCs make a DC 15 Knowledge (arcana) or Knowledge (local) check, or simply ask one of the superstitious Varisians of the caravan, they can learn that such a “blood-feather” raven is seen as an evil omen and is often thought to be in the service of dark powers.

The raven remains out of range of missile weapons and spells, usually just perching on a tree branch and watching or soaring high above. If the PCs try to attack the raven, it has a readied action to dive into nearby brush and gain total concealment. Searching for it reveals no trace, and it will not be seen again until the attack at Skalsbridge (see below). Regardless, the raven no longer appears once Losthome comes into sight.

THE FURY OF THE NORTHMEN (CR 6)

This encounter occurs about 300 miles into the journey from Brinewall, as the caravan camps for the night at Skalsbridge, an ancient bridge that crosses the Thundering River where it joins with the Rimeflow. The night is cold, and a frozen mist clings low to the ground, making the light dim, even within the range of the campfire light (providing concealment to all creatures in the mist). Allow each PC to make a DC 28 Perception check. If successful, they spot the blood-feather raven perched atop one of the lintel posts of the bridge above the campsite. If spotted, it uses a readied action to quickly fly away into the concealing darkness. At this point, have the PCs make another DC 18 Perception check (those who spotted the raven gain a +4 bonus on the check) to hear the sound of a muffled oar in an oarlock out on the darkened river. If the PCs hear this noise, they have 1 round to take action. Otherwise, they are surprised.

The sounds of night are muted amid the freezing fog that clings to blankets, cloaks, and Varisian mustachios alike. The dull silence is suddenly broken by the scrape of wood upon the gravel bank of the river—a boat has beached just beneath the bridge—quickly followed by the splash of feet in the shallows and the oath-cries and battle-songs of Ulfen raiders!

Creatures: The blood-feather raven, Wodes, has been following the caravan for days and reporting its position to the Frozen Shadows. With this information, Kimandatsu has sent a group of unruly Ulfen warriors on a nighttime raid on the caravan's camp in the hope of destroying the Amatatsu heir and her protectors. The attack consists of 40 Ulfen warriors, though the PCs only have to deal with 12 of them. The raiders charge into the camp (and into any ambush the PCs may have prepared if they managed to hear the boat before landfall). The rest spread out and attack the rest of the caravan in the fog and darkness. You can run the attack on the caravan as a caravan combat (see the *Jade Regent Player's Guide*), or you can just assume the outcome of that battle mirrors that of the PCs' own battle with the raiders. If using the caravan combat rules, the Ulfen warriors attacking the caravan have the following statistics: **AC** 17; **hp** 40; **Attack** +8; **Damage** 2d6+5; **XP Award**: 1,200 XP.

ULFEN WARRIORS (12)

CR 1/2

XP 200 each

Human warrior 2

CN Medium humanoid (human)

Init +0; **Senses** Perception -1

DEFENSE

AC 15, touch 10, flat-footed 15 (+4 armor, +1 shield)

hp 18 each (2d10+7)

Fort +4, **Ref** +0, **Will** -1

OFFENSE

Speed 30 ft.

Melee battleaxe +5 (1d8+2/x3)

Ranged throwing axe +2 (1d6+2)

TACTICS

During Combat Ulfen warriors attempt to batter their opponents down through sheer strength of arms. They attempt to use their Intimidate skill to demoralize opponents at the beginning of battle, and employ little in the way of tactics unless commanded by a powerful captain.

Morale If two-thirds of a warrior's companions are slain, he attempts to flee, abandoning his comrades to their fate.

STATISTICS

Str 15, **Dex** 11, **Con** 12, **Int** 8, **Wis** 9, **Cha** 10

Base Atk +2; **CMB** +4; **CMD** 14

Feats Toughness, Weapon Focus (battleaxe)

Skills Intimidate +5, Profession (sailor) +4

Languages Skald

Gear chain shirt, light wooden shield, battleaxe, throwing axes (2), gold lion's head arm-ring (worth 35 gp)

Development: If the PCs defeat the raiders, any survivors flee into the night hoping to escape into the wilderness. If the PCs take any of the raiders captive and attempt to question them, the prisoners initially refuse to talk, having sworn an oath to Kimandatsu and the Frozen Shadows. If forced

to speak, a prisoner suddenly dies 1 round before he can divulge any information, a result of the *blood geas* placed upon him by Kimandatsu using her tetsubo *Oathtaker* (see page 60 for details on this magic weapon). *Speak with dead* or similar magic reveals only that the raiders were sent by a man named Asvig Longthews—the dead give up no further information. A search of the raiders' bodies, however, reveals that each wears a gold arm-ring—a common Ulfen armband worn around the upper arm—bearing a stylized depiction of a lion's head embossed in the metal.

If the raiders are defeated and unable to escape by river, the PCs find their boat, a small river knarr with a length of 52 feet and 20 sets of oars (equivalent to a keelboat but with the speed of a longship; see page 163 of the *Pathfinder RPG Core Rulebook*). Painted upon its prow in Skald is the name *Aril's Hammer*. There is nothing of interest aboard the ship. Any PCs with ranks in Profession (sailor) could successfully navigate it down the river and/or sell it for as much as 1,500 gp in Kalsgard, but doing so would certainly alert the boat's owners to both the party's presence and the failure of the raid. Sailing the knarr into Kalsgard or attempting to sell it there earns the PCs 10 Notoriety Points (see Fame and Misfortune on page 11). Kalsgard is about 140 miles away from Skalsbridge, and the knarr makes about the same speed on the river as the PCs' caravan does on the road. If the PCs continue with the caravan, they can blend in with the many other caravans, entering the city much less conspicuously than they would sailing a stolen ship into the city's harbor.

If either the caravan or the PCs are defeated, they can retreat into the concealing fog and regroup with the surviving members of their caravan some distance away. The raiders do not remain long, looting the caravan and gathering up their dead before returning to their ship and heading back downriver to Kalsgard. In this case, one of the raiders' bodies is accidentally left behind in the shallows, allowing the PCs to find one of the raiders' arm-rings with a DC 20 Perception check.

KALSGARD

Upon arrival in Kalsgard, the PCs' caravan immediately moves into the city's Bone Quarter to camp among the others of its kind in order to avoid further attention. Sandru Vhiski suggests that the PCs procure their own quarters within the hustle and bustle of the city to further throw off suspicion while the caravan surreptitiously makes preparations for the journey over the Crown of the World to Minkai.

The PCs can easily find accommodations within the city for a reasonable price and can begin investigating one of several avenues of immediate interest. The PCs are likely interested in locating and recovering the heirloom Amatatsu sword *Suisha*, but Sandru also tells them they need a guide who can take the caravan safely across the Crown of the World to Minkai. In addition, the PCs might be interested

in digging for information on the *Aril's Hammer*, Asvig Longthews, or the lion's head arm-rings worn by the raiders who attacked the caravan at Skalsbridge, or even seeking out the significance of the blood-feather raven. All of these possibilities are explored in the following sections.

The NPCs accompanying the PCs are assumed to remain with the caravan, staying out of sight, but they can emerge to help the PCs if needed, particularly if the PCs have need of their skills. Even if the PCs can make certain skill checks on their own, the NPCs can use the aid another action to assist in these checks. Keep in mind, however, that if the NPCs accompany the PCs, some of the combats might be easier than normal, and may need to be adjusted to reflect the greater ability of the party. In addition, the open presence of the NPCs in Kalsgard (particularly Ameiko) may further increase the PCs' notoriety as they proceed with their investigations (see *Fame and Misfortune* below). More information on the city of Kalsgard may be found in the gazetteer beginning on page 62.

FAME AND MISFORTUNE

With the activation of the *Amatatsu Seal* in Brinewall, the Frozen Shadows are now on the lookout for any surviving Amatatsu scions (such as Ameiko and the PCs) and seek to eliminate them and prevent their return over the Crown of the World to Minkai. As a result, the more overt the PCs are in their activities in Kalsgard, the more they come to the attention of the Frozen Shadows. This is reflected by the accrual of Notoriety Points (NP). The more NP the party accumulates, the more aggressive the Frozen Shadows are in their pursuit of the PCs. The number of NP gained by the PCs for their actions is given in the descriptions of individual encounters.

The table below lists events that transpire as the PCs accumulate NP. These encounters should be run as soon as possible after the PCs accumulate that level of NP, since they will often gain additional NP in dealing with these encounters. If the PCs acquire enough NP at once to skip an NP level, run the higher-NP encounter.

NP Score	Event
5	Rumors and Innuendo
7	A Murder of Crows
10	Me and My Shadow
12	Anonymous Threat
15	Ransacked Room
20	Mistaken Identity
25	Fatal Warning
30	Sniper
32	Poisoned Food
37	Thug Ambush
40	Kidnapped!
45	Omoyani's Deadly Kiss

KELDA'S REWARD

If the PCs rescued Kelda Oxxgutter from the dungeon beneath Brinewall Castle in "The Brinewall Legacy" and escorted her to Kalsgard, she leaves their caravan at this point to rejoin her clan. She lives up to her promise, however, and rewards the PCs with the gift of a *scabbard of vigor* (*Pathfinder RPG Advanced Player's Guide* 309). Of course, if the PCs have developed a relationship with Kelda, they might also be able to hire her to stay with the caravan, at your option.

EVENT 1: RUMORS AND INNUENDO

Once the PCs reach this level of NP, every time they succeed at a DC 10 or higher Diplomacy check to gather information, the PCs learn that shadowy figures in Kalsgard's criminal underworld have been asking questions about the party: who they are, where they came from, where they are staying, what their business in town is, and so forth. No more information can be gleaned about who is asking the questions, only that the queries are being made.

EVENT 2: A MURDER OF CROWS

Allow the PCs to make a DC 15 Perception check. Successful PCs notice that no matter where the party goes, a greater-than-usual number of ravens seems to be watching them from nearby trees, roofs, and masts of ships. What's more, the ravens appear to be intently watching the PCs specifically. If attacked, the birds scatter in a raucous cloud of black feathers, earning disapproving looks and signs against the evil eye from bystanders.

EVENT 3: ME AND MY SHADOW

Allow the PCs to make a DC 20 Perception check. A success reveals that an individual has been tailing the party through town, always staying several buildings or streets behind, just around the corner. If the PCs attempt to capture this "shadow," they must succeed at a DC 15 Bluff check or DC 18 Stealth check. Otherwise, the tail eludes them. If successful, the PCs can capture the tail, who turns out to be a 15-year-old Tian boy from the Jade Quarter named **Kei** (N male human rogue 2). Kei freely confesses that he was hired by a hooded man to follow the party and leave reports of their movements under a specific barrel on the river docks. If the PCs investigate, they find that the barrel has been moved. If the PCs confront or capture Kei, they gain 2 NP.

EVENT 4: ANONYMOUS THREAT

As the PCs pass a blind and crippled beggar on the street, he mumbles, "They know who you are and are coming for

you.” If questioned, the beggar states only that he was given a pair of copper pennies to say that phrase when a group that smelled of boiled cabbage walked past him. A DC 10 Perception check is enough to realize that boiled cabbage has been rubbed on one of the PCs’ cloaks—something that could have easily occurred as the PCs rubbed shoulders with passersby and street vendors alike through the crowded streets of Kalsgard. If the PCs examine the copper coins given to the beggar, a DC 15 Knowledge (geography) or Knowledge (local) check identifies them as Minkai coins.

EVENT 5: RANSACKED ROOM

Wherever the PCs are staying, they return to their accommodations to discover that one of their rooms has been broken into and ransacked while they were out. Nothing was taken (the ransacked room should belong to a PC who did not leave anything valuable in the room), but it was thoroughly searched and is in complete disarray. There were no witnesses to the break-in, but a DC 15 Perception check made while searching the room finds an unlocked window that was apparently the method of entry, and a single large, black feather on the floor.

EVENT 6: MISTAKEN IDENTITY (CR 5)

A drunk and angry Ulfen warrior named Gorvald Thrimbyrson approaches the PCs. Gorvald’s favorite hunting hound was recently poisoned, and while he was drinking to his misery, a hooded stranger advised him that the PCs were the perpetrators of the crime. Gorvald demands weregild of 50 gp from the PCs or he will declare a blood feud. If the PCs pay him weregild or convince him that they are not the culprits (by changing his attitude from hostile to friendly with a successful Diplomacy check), Gorvald goes away mollified. If the PCs refuse to pay, he immediately rages and attacks (note that he is not so drunk as to take any penalties in combat). If a battle ensues, the PCs gain 3 NP. Gorvald has no further information.

GORVALD THRIMBYRSON

CR 5

XP 1,600

Male human barbarian 6

CN Medium humanoid (human)

Init +1; Senses Perception +10



GORVALD THRIMBYRSON

DEFENSE

AC 17, touch 9, flat-footed 16 (+5 armor, +1 Dex, -2 rage, +3 shield)

hp 74 (6d12+30)

Fort +9, Ref +3, Will +5

Defensive Abilities improved uncanny dodge, trap sense +2

OFFENSE

Speed 40 ft.

Melee +1 battleaxe +13/+8 (1d8+7/x3)

Ranged throwing axe +7 (1d6+6)

Special Attacks rage (16 rounds/day), rage powers (knockback, powerful blow +2, superstition +3)

TACTICS

During Combat Gorvald rages on the first round of combat, then tries to demoralize one of his opponents with Intimidate. He wades into combat with his battleaxe thereafter.

Morale Once he has sworn a blood feud, Gorvald fights to the death.

Base Statistics When not raging,

Gorvald’s statistics are AC 19, touch 11, flat-footed 18; hp 62; Fort +7, Will +3;

Melee +1 battleaxe +11/+6 (1d8+5/x3);

Ranged throwing axe +7 (1d6+4);

Str 18, **Con** 14; **CMB** 10; **Skills**

Intimidate +13

STATISTICS

Str 22, **Dex** 13, **Con** 18, **Int** 8, **Wis** 12,

Cha 10

Base Atk +6; **CMB** +12; **CMD** 21

Feats Cleave, Intimidating Prowess, Power Attack,

Quick Draw

Skills Acrobatics +7, Intimidate +15, Perception +10, Profession (sailor) +7

Languages Common, Skald

SQ fast movement

Gear +1 hide armor, +1 heavy wooden shield, +1 battleaxe, throwing axe, 10 gp

EVENT 7: FATAL WARNING

One of the PCs’ contacts, such as a local informant, a friendly barmaid, or simply a shopkeeper they have done business with, turns up floating face down in the harbor (the victim should not be one of the significant NPCs from the caravan, Fynn Snaevald, Uksahkka, or any other NPC who is integral to the plot of the adventure). No one saw how the individual got there, but the body is found in the early morning hours and word of the person’s death trickles back to the PCs within a few hours. The body is being held in a nearby city watch guardhouse, but the PCs can examine it with a successful DC 15 Diplomacy check or a bribe of at least 20 gp. A simple inspection of the body reveals a single stab wound to the spine as the cause of death. If the PCs cast *speak with dead*, the victim says only that he heard a footstep behind him and

then felt a sudden pain in his back. Before everything went dark, he saw a single black feather fluttering to the ground.

EVENT 8: SNIPER (CR 6)

As the PCs travel down one of the city streets, they suddenly come under fire by a sniper from the nearby rooftops. The sniper, named Hekja, is 30 feet above the ground and has cover against the PCs.

HEKJA CR 6

XP 2,400

Female human fighter 4/rogue (sniper) 3 (*Pathfinder RPG Advanced Player's Guide* 134)

NE Medium humanoid (human)

Init +4; Senses Perception +11

DEFENSE

AC 20, touch 15, flat-footed 15 (+5 armor, +4 Dex, +1 dodge)

hp 49 (7 HD; 4d10+3d8+10)

Fort +7, Ref +9, Will +6; +1 vs. fear

Defensive Abilities bravery +1, evasion

OFFENSE

Speed 30 ft.

Melee mwk short sword +11/+6 (1d6+2/19–20)

Ranged +1 composite longbow +12/+7 (1d8+5/x3)

Special Attacks deadly range* (+10 ft.), sneak attack +2d6

TACTICS

During Combat Hekja makes a ranged sneak attack against the most heavily armed and armored PC on the surprise round. On following rounds, she fires at the PCs as long as they remain in sight.

Morale If Hekja sees that the PCs are coming after her or attempting to flank her and cut off her escape, she drinks her *potion of invisibility* and climbs down (DC 20 Climb check) to a rear courtyard where she has a horse waiting.

STATISTICS

Str 14, Dex 18, Con 12, Int 10, Wis 13, Cha 8

Base Atk +6; CMB +8; CMD 23

Feats Deadly Aim, Dodge, Iron Will, Point-Blank Shot, Precise Shot, Weapon Finesse, Weapon Focus (composite longbow), Weapon Specialization (composite longbow)

Skills Acrobatics +14, Climb +12, Escape Artist +14, Knowledge (local) +7, Perception +11, Stealth +14

Languages Common, Skald

SQ accuracy*, armor training 1, rogue talents (snap shot*)

Combat Gear +1 seeking arrows (3), *potion of invisibility*;

Other Gear +1 chain shirt, +1 composite longbow (+2 Str) with 20 arrows, masterwork short sword, *cloak of resistance* +1, light horse, pouch containing 42 gp, riding saddle, 500 gp in saddlebags

* See the *Advanced Player's Guide*.

Development: If captured and questioned, Hekja confesses that a man named Jorgan the Axe paid her 500 gp

to kill at least one of the PCs. Jorgan normally spends his time in the seedier dives of Kalsgard, but if the PCs search for him, he cannot be found (he has returned to Ravenscraeg; see Part Three). If Hekja escapes without killing a PC, she returns to make another attempt after procuring another *potion of invisibility* and a *slaying arrow* keyed to a PC's race. Each time the PCs fight Hekja, they gain 2 NP. If she is slain, they gain an additional 2 NP. If the PCs bring the matter to Kalsgard's city watch, their investigation reaches a dead end, and the PCs gain an additional 1 NP.

EVENT 9: POISONED FOOD

When this event occurs, one of the PCs' meals, whether at their inn, in camp, or at some other place of place of repast, is poisoned with hemlock (*Core Rulebook* 559). The food was not poisoned when it was prepared, but rather the supplies used for the meal were poisoned. If a PC prepares the meal, that PC can make a DC 18 Craft (alchemy) check to notice the taint in the food. A *detect poison* spell likewise reveals the corruption. If undetected, any creature that eats the food must make a DC 18 Fortitude save or succumb to the poison.

Story Award: If the PCs survive the poison, award them 1,200 XP.

EVENT 10: THUG AMBUSH (CR 7)

As the PCs are traveling down a side street or alley in Kalsgard (most likely in the Jade Quarter), they are accosted by eight Tian thugs, who surround the PCs and attack from all sides.

STREET THUGS (8) CR 1

XP 400 each

hp 16 each (*Pathfinder RPG GameMastery Guide* 265)

TACTICS

During Combat The thugs flank with each other to make sneak attacks, focusing on one or two foes to bring them down before moving on to others.

Morale If half of the thugs are defeated, the rest scatter and flee.

Development: If any of the thugs are captured, they readily admit to being hired by a hooded man with a Tian accent. They were paid in gold coins from Minkai to kill the PCs. They do not know anything else. The PCs gain 5 NP after fighting these thugs, whether they kill all of the thugs or some escape. If the PCs report the attack to the authorities, they gain another 2 NP.

EVENT 11: KIDNAPPED!

By the time the PCs have reached this level of NP, the Frozen Shadows are well aware of them and their whereabouts. At some point when Ameiko—or one of the other significant NPCs accompanying the party—is alone (either while

staying with the caravan or, if accompanying the party, at some unguarded moment) the Frozen Shadows kidnap her and take her to Ravenscraeg. Kimandatsu imprisons her in area **D19** with Ulf Gormundr until the oni decides on the appropriate means of disposing of her. Wherever Ameiko is captured, there are no visible signs of a struggle, though there is an obvious point of egress where her kidnappers gained entry and took her out with them. If the PCs have appropriate divination magic at their command, they might be able to track their friend to where she is being held. This kidnapping automatically results in a gain of 5 NP for the PCs, thereby triggering the next event as well.

EVENT 12: OMOYANI'S DEADLY KISS (CR 7)

If the PCs have acquired sufficient NP to reach this level, they have well and truly made enemies of the Frozen Shadows. Kimandatsu immediately sends her top assassin, the ninjamonk Omoyani (see page 47), to immediately halt the threat the PCs pose. Omoyani attempts to corner the PCs in some out-of-the-way location, preferably outside of town on a lonely stretch of road, and make a quiet end to them once and for all.

Development: If she cannot kill the PCs, Omoyani tries to escape, only to return later to attempt to finish the job. Omoyani is under a *blood geas* to Kimandatsu and the Frozen Shadows (see page 10) and dies if captured and questioned.

IN SEARCH OF SUISHEN

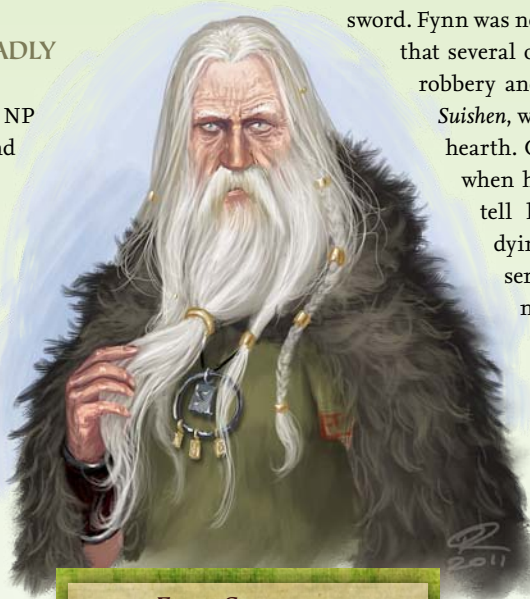
From the visions and knowledge imparted to them by the *Amatatsu Seal* at the end of the previous adventure, the PCs know that Ameiko's grandfather, Rokuro Kaijitsu (formerly Amatatsu Tsutoku), sold the sword *Suishen* to a merchant and collector in Kalsgard named Fynn Snaevald. Even though the sale took place almost 60 years ago, it is still the best lead the PCs have to help them find the sword. With a DC 15 Knowledge (local) check, or DC 15 Diplomacy check to gather information, the party can easily learn that Fynn Snaevald is still alive and well, working as an independent trader of amber and whale oil, and a well-known collector of Tian antiquities. His home in Kalsgard's Amber Quarter can easily be located.

Simply knocking at the sturdy door of Snaevald's home brings an answer from the old merchant himself. Any mention of *Suishen* or matters pertaining to Tian Xia (or a DC 10 Diplomacy or Bluff check) gains the PCs an audience.

Fynn Snaevald (N male human expert 8) is slender and wiry, with blue veins crawling across his arms and neck beneath a shock of white beard and hair that floats around his head like a halo. Although well into his nineties, Snaevald is still hale, hearty, and feisty. He is happy to talk to the PCs about Tian Xia and reminisce about his long-ago purchase of the Tian sword over mugs of warm ale and crusty bread brought from his kitchens by well-groomed servants.

Fynn is particularly animated in talking about *Suishen*, and relates that only a few weeks ago (shortly after the PCs discovered the *Amatatsu Seal* in Brinewall, in fact) a band of masked, black-suited thieves broke in and stole the sword. Fynn was not at home at the time, but he says that several of his servants were killed in the robbery and that the only thing taken was *Suishen*, which he kept on display above his hearth. One of his servants was still alive when he arrived home, and was able to tell him what had occurred before dying. The only description the servant could give was that one of the masked intruders was much taller than the others and seemed to be in charge. Fynn reported the robbery to the city's watchmen, but nothing ever came of it.

Since the PCs have expressed interest in *Suishen*, Fynn makes them an offer. He states that other than as a trophy that collected dust for 5 decades, he never cared much for the sword. Although he tried to carry and wield the weapon in his younger days, every time he did so it gave him an uncomfortable feeling (unknown to him, this was due to his alignment conflict with the sentient weapon). At this point, Fynn doesn't really care about getting the sword back. He is old, and has no heirs to leave it to when he dies. However, the sword was his property, and that, along with the deaths of his servants, makes him an aggrieved party in the matter. Under the laws and traditions of the Ulfen people, Fynn is entitled to weregild—compensation for the stolen item from the perpetrator. But since no weregild has been offered, he is entitled to pursue blood vengeance against those who have wronged him. Fynn states that he is now an old man and incapable of pursuing that blood vengeance on his own, but it is within his rights to appoint proxies to do so on his behalf. Therefore, Fynn has a proposition for the PCs. If they can discover who perpetrated this crime against him, exact blood vengeance against them to defend his honor and property rights, and recover the sword, he will reward the PCs by giving them *Suishen* as a prize.



FYNN SNAEVALD

Fynn has no further information to offer the PCs unless they bring up the matter of the lion's head arm-rings. Arm-rings are common adornments among the Ulfen, but the lion's head emblem is unique enough that Fynn recognizes its source. A local ring-giver (a term used for a minor chieftain or landowner who maintains a standing body of followers) named Asvig Longthews is known to have a stylized lion's head in his personal runes. Mentioning the lion's head arm-rings jogs Fynn's memory, and he recalls that his dying servant mumbled something about "paying the lion's due" with his last breath. With no context or reason to suspect Asvig, Fynn made nothing of it and assumed the dying man had lost his wits. However, the servant could have been telling Fynn that he would need to seek blood vengeance from Asvig Longthews. Fynn adds that Asvig's nickname "Longthews" refers to the fact that the man is known to be extremely tall, like the man who led the robbery—another connection that hadn't occurred to him before.

Even if the PCs do not ask Fynn about the arm-rings, the old man suddenly recalls his servant's final words and mentions them to the PCs to see if they mean anything to them, leading to the discussion outlined above. Fynn does not know where Asvig's farm is located, only that it is outside of town and that Asvig is known to have several dozen warriors and retainers, any number of whom could be present there at any given time.

If the PCs ask Fynn about a guide for travel across the Crown of the World, he can only tell them that it is not the season for such travel, and that all such guides he knows of are already sworn to various mercantile concerns in Kalsgard. If asked about the *Aril's Hammer*, Fynn can confirm that it is a river merchant ship owned by the Rimerunners merchant guild, but it could have been rented out to anyone on any given day. He knows that the Rimerunners' guildhall stands at the river's edge in Kalsgard's Jade Quarter (see page 27). Fynn knows nothing of a blood-feather raven.

A FINDER OF PATHS

If the PCs ask around town for a guide who can lead them over the Crown of the World, they soon discover that this is the off-season for such travel because of the morozko storms that sweep the Crown this time of year. Furthermore, all of the guides who know the route are retained by various merchant guilds and would not be free to go with the PCs on an unsanctioned journey anyway. If the PCs are not subtle in their questioning (at your discretion, based on how the questioning is roleplayed), they gain 1 NP. With a DC 20 Knowledge (local) or Diplomacy check to gather information, however, the PCs can eventually track down a possible guide in a grog shop in the Fire Quarter—an inebriated and slightly

bruised and battered Varki tracker named **Uksahkka** (N female human ranger 3).

Well into her cups, Uksahkka claims that while she hasn't crossed over the Crown of the World herself, her business partner Ulf Gormundr is the best guide this side of the Crown. Not only that, but Ulf is available for hire, having burned too many bridges with the local power players by not conforming to their ideas of "exclusive" employment. Uksahkka knows for a fact that Ulf would be willing to guide them over the Crown, and for only a modest fee—provided his current whereabouts can be located.

Uksahkka goes on to explain that Ulf has gone missing, and she fears that some harm might have befallen him. She relates that Ulf's last job—a great boon that had come



UKSAHKKA

to him seemingly out of nowhere, considering he was on the outs with so many merchant guilds—was to develop a new trade route through the Grungir Forest for a local chieftain named Asvig Longthews. Ulf went out to Asvig's farm nearly a week ago to obtain the final details and initial payment before picking up Uksahkka to join him, but he never came back. A few days ago, Uksahkka herself went out to Asvig's farm to find out what had happened, but Asvig told her that the no-good Ulf had never shown up for the job. Asvig then ordered his warriors to throw Uksahkka off his land (which explains her bruises and battered condition). With no leads, Uksahkka returned to town and crawled into a bottle to drown her sorrows.

Now that the PCs are here, though, she assures them that if they find and rescue Ulf from whatever he has gotten himself into, the crazy fool is sure to be willing to guide them over the Crown of the World out of gratitude, even into the teeth of the morozko. Though she will not accompany the PCs back to Asvig's farm for fear of Asvig and his men, Uksahkka is more than happy to give the PCs directions to the farm (see Part Two).

ADDITIONAL INQUIRIES

In addition to looking for *Suishen* and a guide, the PCs can also dig around for information about a few other things. If the PCs ask around about the lion's head arm-rings worn by the Skalsbridge raiders, a successful DC 25 Knowledge (local), Knowledge (nobility), or Diplomacy check to gather information reveals that the lion's head is the rune-sign of Asvig Longthews. Learning the location of Asvig Longthews's farm requires a further check at the same DC (unless the PCs talk to Uksahkka; see A Finder of Paths on page 15). However, such questioning about Asvig or his arm-rings earns the PCs 2 NP. See Part Two if the PCs decide to pay Asvig Longthews a visit at his farm.

Following up on the *Aril's Hammer* with a DC 30 Knowledge (local) or Diplomacy check reveals that the ship is owned by the Rimerunners merchant guild. See The Rimerunners Guild on page 27 if the PCs follow up their questions with a visit to the Rimerunners' guildhall. This line of questioning, however, garners the PCs another 1 NP.

Finally, the PCs might try to find out more information on the blood-feather raven. A DC 15 Knowledge (arcana) or Knowledge (local) check is sufficient to learn that a blood-feather raven is a rare phenomenon and that the Ulfen consider it to be a mark of evil and vile sorcery. A DC 25 Knowledge (arcana) or Knowledge (local) check reveals that such a bird is known to be the familiar of a local sorcerer of ill repute named Goti Runecaster. Goti Runecaster is said to reside in the wilds somewhere outside Kalsgard, but nobody knows where. The PCs will eventually encounter both Goti Runecaster and the blood-feather raven Wodes in Part Three of this adventure.

PART TWO: A GATHERING OF SHADOWS

After talking to either Fynn Snaevald or Uksahkka, the PCs will likely want to pay a visit to Asvig Longthews. With few leads other than the knowledge that both *Suishen* and Ulf Gormundr may be held at the chieftain's farm, not to mention the fact that Longthews seems opposed, for unknown reasons, to the PCs' planned journey over the Crown of the World, a raid on the farm seems prudent. Depending on how much notoriety the PCs have accrued by this point, Asvig may also be aware that the PCs are now in Kalsgard, and more than likely wishes them further harm.

Asvig's farm lies a 2-hour walk (1-hour ride) southeast of the city in an area of lightly forested and marshy hills. Like many of the steadings in the area, Asvig's farm is a fortified house of sod and stone where the landowner and his retainers can gather for common defense against the dangers of the wild. There are several sheds and outbuildings for mounts, tools, and animals, but none are occupied or of any particular interest.

The PCs can go to the farm during the day, but if the PCs spoke with Uksahkka, her experiences at the farm seem to indicate that a diplomatic solution is likely to be unsuccessful. A wiser choice would be to approach the farm under the cover of darkness, especially since only a single road leads to the farm and the surrounding terrain is treacherous.

ANIMAL POSTS (CR 6)

A ring of short wooden posts driven into the ground surrounds the farm and its outbuildings, spaced every 30 feet at a distance of 60 feet from the farmhouse. The road to the farmhouse passes between two of these posts. These "animal posts" are topped with fancifully carved lion heads (like those on Asvig's arm-rings) that are obviously the work of a woodcarver who had never actually seen a lion before (as would be the case for most Ulfen artisans). The craftsmanship, however, is of good quality, and gold and red paint highlights the seams and creases in the wood. In addition, runes have been carved running down the length of each post. A successful DC 18 Knowledge (arcana) check recognizes the runes on the posts as being related to conjuration magic, while a *detect magic* spell reveals a moderate aura of conjuration (summoning) on the posts themselves.

Trap: The animal posts form a powerful ward around the farmhouse. Whenever a Small or larger creature passes between two of these posts (including flying above them) without drawing in the dirt a specific rune known only to Asvig's allies, each of the two posts summons a guardian lion to attack anyone in sight not wearing a lion's head arm-ring. If a post is attacked or damaged, it likewise summons



a lion to defend it. The guardian lions resemble the post carvings in that they have only a fanciful resemblance to ordinary lions; they are in fact supernatural leopards from the First World.

If the PCs make a DC 28 Perception check before passing between the posts, they notice the smudged remains of runes recently drawn in the dirt and hurriedly erased. A successful DC 20 Spellcraft check allows the PCs to recreate the rune and pass through without triggering the trap.

Normally the sounds of combat outside would alert those in the house, but on this night the noise of celebration drowns out all but the loudest of spells (such as *fireball*, *shout*, and the like). As a result, no reinforcements are forthcoming unless the PCs are particularly incautious.

ANIMAL POSTS (2) CR 4
XP 1,200 each

Type magic; Perception DC 28; Disable Device DC 28

EFFECTS

Trigger proximity (*alarm*); **Reset** automatic (1 day); **Bypass** Spellcraft DC 20 (see above)

Effect spell effect (*summon monster III*, summons 1 entropic leopard [*Pathfinder RPG Bestiary* 40, *Bestiary* 2 292] for 10 rounds)

ASVIG'S FARMHOUSE

If the PCs arrive at the farm after nightfall, they find the house ablaze with light and the sounds of boisterous celebration coming from within. Asvig is currently hosting a feast in honor his own liege lord's funeral, and has invited a number of his retainers and warriors to join him. The farm's sheds and barns hold a dozen or more mounts, and it is evident that a large crowd has gathered for this party, though there are no visible watchmen outside. If the PCs use the farm's outbuildings as cover, they can get relatively close to the farmhouse unseen. With the distraction of the festivities and the inebriated condition of many of its participants, the PCs should have a good chance of breaking in to either recover *Suishen* and rescue Ulf Gormundr or defeat Asvig's entire complement in a raid. The PCs might wish to wait a few hours until the celebrants inevitably fall asleep from their revels, but a quick glance up the road shows another large party bearing torches—more revelers—approaching from a couple miles off, who will arrive within the hour. The PCs must be quick in their raid and be gone before these reinforcements arrive.

The walls of the main house are constructed of courses of sod laid atop stone and average 3 feet thick. Floors are bare dirt covered with fresh grasses or sweet hay and are dug down below ground level to a depth of 3 feet. The roof is

thatch above heavy wooden beams and rises to 12 feet at the center (8 feet near the walls), with narrow smoke holes above the fire pits. Doors are of strong wood with no locks, and can be barred from within, though none currently are.

Creatures: In addition to Asvig Longthews and his wife Helva, 17 Ulfen warriors are currently present at the farm, as well as 10 thralls acting as servants and entertainers for the feast. While this might seem like an insurmountable number of foes for the PCs at this level, they are inattentive and spread throughout the farm, and many of them are already well into their cups. None of the celebrants are currently outside, so the PCs can easily scout around the farm to plan their attack and take up positions. Discovery is unlikely, as all of the occupants

of the farmhouse are distracted and the background noise of the feast is considered an unfavorable condition, increasing the DC of all Perception checks made by the partygoers by +7.

The PCs can get an idea of the number of people within by listening at doors with a DC 5 Perception check. The positions and conditions of the celebrants are as follows: of the 14 Ulfen warriors in the main hall (area A1), only six are in any condition to fight. Two more are drunk, and the remaining six are asleep. In addition, five thralls are serving food and being generally manhandled in that area. Three thralls are preparing food in the kitchen (area A3), and two drunk warriors are having their way with a thrall in the pantry (area A4). Asvig and another warrior (both drunk) are entertaining Asvig's wife, Helva, and another thrall in the master's chamber (area A5).

While Asvig and all of the warriors are armored, they require 1 round to draw their weapons and ready their shields. Drunk warriors have the sickened condition. Those who are asleep have passed out from too much ale—they require 2 rounds to wake once combat starts near them, then 1 more round to grab weapons and shields, but they won't enter combat unless all of the other warriors in their area are defeated (and they are sickened as well). Combat involving loud spells or lasting more than 2 rounds draws the attention of anyone in adjacent rooms after 2 rounds, and from farther rooms 2 rounds later. Sleeping warriors only wake to the sounds of combat in the room they occupy. Thralls cower in corners and under tables but may (at your discretion) assist the PCs (or the warriors) with a timely blow from a serving platter or drinking horn if the opportunity presents itself. If you need statistics for thralls, use the stat block for the barmaid on page 302 of the *Pathfinder RPG GameMastery Guide* (thralls do not have antitoxin as part of their gear, however).

If the PCs visit the farm during the day, before the feast, they will have to face Asvig, Helva, and all of the warriors, none of whom are drunk or asleep. They are not interested in talking to the PCs, and react to visitors at the farm in the same way they did to Uksahkka. Such a large number of well-armed foes is likely far above the PCs' ability to handle, but Asvig's warriors are not interested in a fight, only in throwing the PCs off Asvig's land. You should allow the PCs to escape such a battle, so that they can return at night when the feast is in full swing (if necessary, Uksahkka can reappear at this point to suggest this course of action).

ASVIG LONGTHEWS

CR 3

XP 800

Male human aristocrat 1/fighter 3

NE Medium humanoid (human)

Init +0; Senses Perception –3



ASVIG LONGTHEWS

DEFENSE

AC 18, touch 10, flat-footed 18 (+6 armor, +2 shield)

hp 36 (4 HD; 3d10+1d8+11)

Fort +3, Ref -1, Will +0; +1 vs. fear

Defensive Abilities bravery +1

Weaknesses sickened

OFFENSE

Speed 30 ft.

Melee +1 shortspear +7 (1d6+3)

Ranged throwing axe +1 (1d6+2)

TACTICS

Before Combat Asvig is drunk and has the sickened condition (already reflected in his stat block).

During Combat Asvig drinks a *potion of divine favor* on the first round of combat. He focuses his attacks on spellcasters as much as possible, hoping to hew them down quickly and demoralize his opponents.

Morale Asvig is under a *blood geas* to Kimandatsu and the Frozen Shadows and fights to the death as a result, screaming curses and vile epithets to the very end.

STATISTICS

Str 18, Dex 10, Con 14, Int 13, Wis 8, Cha 12

Base Atk +3; CMB +7; CMD 17

Feats Combat Expertise, Improved Trip, Intimidating Prowess, Power Attack, Weapon Focus (shortspear)

Skills Bluff +5, Handle Animal +4, Intimidate +10, Knowledge (local) +5, Perception -3, Profession (farmer) +3, Ride +0

Languages Common, Skald, Tien

SQ armor training 1

Combat Gear *potions of divine favor* (2); **Other Gear** masterwork chainmail, masterwork heavy wooden shield, +1 shortspear, throwing axes (2), platinum lion's head arming (worth 350 gp), fine felt cloak (worth 10 gp), gold neck ring (worth 50 gp), gold ringed pin brooch (worth 25 gp)

HELVA, WIFE OF ASVIG

CR 2

XP 600

Female human witch 3 (*Pathfinder RPG Advanced Player's Guide* 65)

CE Medium humanoid (human)

Init +5; Senses Perception +1

DEFENSE

AC 17, touch 13, flat-footed 15 (+4 armor, +1 deflection, +1 Dex, +1 dodge)

hp 19 (3d6+6)

Fort +2, Ref +2, Will +2

OFFENSE

Speed 30 ft.

Melee mwk sickle +2 (1d6)

Ranged dart +2 (1d4)

Special Attacks hexes (misfortune [1 round], slumber [3 rounds])

Witch Spells Prepared (CL 3rd; concentration +6)

2nd—*burning gaze** (DC 15), *pox pustules** (DC 15)

ROOMS IN ASVIG'S FARMHOUSE

Asvig's farmhouse consists of the following areas.

A1. Main Hall: The long chamber has a sunken floor with 3-foot-high raised platforms along the sides for sleeping and sitting. The platforms are currently crowded with trestle tables and chests used for extra seating. A fire pit dominates the center of the floor.

A2. Wool Room: Wool from Asvig's sheep is prepared here for sale in the markets of Kalsgard. There is no door to the outside, simply an opening in the wall that wool carts can be pushed into for loading. Bundles of raw wool are piled along the walls next to buckets of water and urine for scouring. A bench holding combs for carding the wool sits next to the door to the main hall.

A3. Kitchen: This is a simple kitchen with a stone oven and fire pit. A sheep is currently roasting on a spit over the fire. Earthen platforms along the walls hold cooking utensils, crocks, barrels, earthenware, and several barrels of ale and mead.

A4. Pantry: This cold room is stocked with roots, tubers, and dried vegetables hanging from the rafters. Two butchered sheep likewise hang from hooks and several bags of grain are stacked against the walls.

A5. Master's Chamber: Only a wooden screen separates this side chamber from the main hall. A massive feather bed dominates the room with only a few chests for clothes and personal possessions squeezed in around it.

A6. Storeroom: Asvig keeps his valuables in this small chamber, stored in chests or hung from the rafters on racks or hooks (see *Treasure* on page 20).

1st—*animate rope, cause fear* (DC 14), *mage armor*
0 (at will)—*dancing lights, detect magic, detect poison, read magic*

Patron Trickery

TACTICS

Before Combat Helva casts *mage armor* before combat.

During Combat Helva uses her slumber hex on any warriors engaging Asvig, then casts *animate rope* to bind sleeping foes. She uses her misfortune hex on others in combat, while targeting attackers with *burning gaze* or *pox pustules*.

Morale Helva fights as long as Asvig lives. If he falls, she attempts to flee.

STATISTICS

Str 10, Dex 13, Con 12, Int 16, Wis 8, Cha 15

Base Atk +1; CMB +1; CMD 14

Feats Alertness, Combat Casting, Dodge, Improved Initiative

Skills Appraise +9, Craft (cloth) +9, Heal +5, Intimidate +8,

Knowledge (arcana) +9, Perception +1, Sense Motive +1, Spellcraft +9

Languages Aklo, Common, Skald, Tien, Varisian

SQ witch's familiar (raven named Glome [stores all prepared spells plus *augury*, *chill touch*, *ray of enfeeblement*, *unseen servant*, and *zone of truth*])

Gear darts (4), masterwork sickle, *ring of protection* +1, gold and copper box brooch (worth 70 gp), silk rope (50 feet)

* See the *Advanced Player's Guide*.

ULFEN WARRIORS (17)

CR 1/2

XP 200 each

hp 18 each (see page 10)



HELVA

Treasure: Several chests in area A6 hold the following items: a masterwork short sword with a walrus ivory pommel cap (worth 330 gp), a pair of *boots of elvenkind*, 19 gold lion's head arm-rings (worth 35 gp each), a jeweled box brooch (worth 150 gp), three fine felt cloaks (worth 15 gp each), five copper neck rings (worth 2 gp each), five silver ringed pin brooches (worth 10 gp each), five silver pommel caps taken from defeated rivals (worth 10 gp each), an ornate whalebone tally stick (worth 75 gp), three small bales of fine angora wool (worth 15 gp each), and a felt bag holding 258 sp and 47 gp. In addition, stacked about the room are two chain shirts, three light wooden shields, two masterwork battleaxes, five short swords with silver pommel caps (worth 20 gp each), and nine spears. In addition, each of the thralls at the farmhouse wears a copper neck ring (worth 2 gp each).

Development: If Asvig is captured alive, he dies from his *blood geas* if questioned (see page 10). Neither Helva nor any of the warriors are under such a *geas*, however, and they will talk if successfully intimidated. The thralls will talk if simply promised their freedom and allowed to go back to Kalsgard to find work. Anyone questioned reveals the reason for the celebration: it is a funeral feast for Asvig's own ring-giver, an old jarl and renowned viking raider named Snorri Stone-Eye, who is scheduled to be burned with his funeral ship at the break of dawn.

Those questioned can likewise confirm that Asvig ordered both the attack on the PCs' caravan by the *Aril's Hammer* and the theft of Fynn Snaevald's Tien sword (Asvig led that raid himself), though they do not know why. They can confirm that he rented the *Aril's Hammer* from the Rimerunners Guild and has frequent dealings with the merchant guild. They can also corroborate that Asvig had the guide Ulf Gormundr captured but moved him from the farm—and again he did not reveal his reasons. They do not know where the sword or the guide are currently located but state that Asvig mentioned that Ulf would soon be joining Snorri Stone-Eye, so it's probable Ulf has been placed on the funeral ship to be burned to death.

The PCs can easily leave the farmhouse before the second group of revelers arrives (another 20 Ulfen warriors), leaving those warriors to discover the aftermath. If the PCs left anyone at the house alive, they gain 5 NP as word of their deed spreads. If the only survivors are thralls, they earn only 2 NP, as the tale is only the whispered gossip of the lower classes. If the PCs leave no survivors, they gain only 1 NP as the Frozen Shadows' suspicions are raised but they lack any hard evidence of the PCs' involvement.

If the PCs have not yet encountered Fynn Snaevald or the Varki tracker Uksahkka by this point, their actions at

Asvig's farm attract the attention of those NPCs. Already suspecting Asvig of the theft of *Suishen*, Fynn Snaevold approaches the PCs to recover the sword for him. Likewise, Uksahkka seeks out the PCs for any word of Ulf Gormundr at Asvig's farm. When she discovers that he was not there, she asks the PCs to find him, offering her partner's services as a guide over the Crown of the World in exchange for his rescue.

THE FINAL REST OF SNORRI STONE-EYE

The PCs can easily discover the time and location for the launching of Snorri Stone-Eye's funeral ship simply by asking around town with a DC 10 Diplomacy check to gather information. His pyre-ship is scheduled to be launched an hour after dawn from a peninsula just west of Kalsgard called Spear-shaker's Point that is often used for the funeral rites of famous warriors.

In addition, a DC 20 Diplomacy check to gather information or DC 15 Knowledge (local) check reveals a few more details about the deceased. Snorri Stone-Eye, called the Mad Reaver, was a well-known jarl renowned for his many successful viking raids against the soft lands to the south. The Rimerunners Guild financed several of these raids and took a cut of each journey's profits. Recently, Snorri contracted an mysterious illness on one of his journeys. His decline was swift, and he soon perished, but he sold off many of his assets before he died (primarily to the Rimerunners Guild, it is believed).

The PCs can easily reach Spear-shaker's Point in time for the funeral launch, but they may be in poor shape after their raid upon Asvig's farm. Fortunately for them, Uksahkka seeks them out for news of the raid (if they don't check in with her first), and informs them that the funeral launch will be delayed at least until near nightfall because of a thick pre-dawn fog that will roll in and linger throughout most of the day. If asked how she can be so sure, Uksahkka merely states that Varki shamans have long been known for their affinity with nature. Her father's sister was a powerful wind whisperer, and some of her aunt's gift has come down through the bloodline to her.

Regardless of the veracity of Uksahkka's claims of blood kinship to weather priests, a thick fog does roll in off the water just before dawn, just as she predicted. Such a fog is a bad omen for a funeral, and it obstructs the view of the mourners, so the funeral is indeed postponed until nightfall. The PCs might think this an opportune time to try to board the ship and search for *Suishen* and Ulf, but Snorri's own huscarls—numbering more than three dozen—take up positions as honor guards around the funeral ship for the entire day. Infiltrating the vessel and making off with some of its contents will clearly require a bloody and quite possibly futile fight. Luckily for the PCs, Uksahkka comes through with a solution once again.

Uksahkka explains to the PCs that her people are known for the use of light, paddled boats called kayaks, which ride low in the water, and are maneuverable and—most importantly—quiet. She agrees to meet the PCs at a certain rocky spit not far from Spear-shaker's Point at an hour before nightfall with enough two-person kayaks to transport all of the PCs. Uksahkka will give the PCs a quick tutorial on the use of the kayaks while they wait for the funeral ship to launch. When the ship drifts by this beach, the PCs can quickly paddle out to the vessel, using the last remnants of the lingering fog to board the ship unnoticed by the mourners on shore, and get Ulf and the sword off before the ship starts to burn in earnest. If nothing else, the Varki's plan allows the PCs all day to rest and recuperate from their ordeal at Asvig's farm in order to tackle the task at full strength.

KAYAK LESSONS (CR 7)

Uksahkka meets the PCs at the appointed hour on the rocky spit outside of town. She brings enough two-person kayaks to hold all of the PCs plus one additional passenger (Ulf Gormundr). It is still an hour before sunset, and the honor guard remains in place around Snorri's funeral ship beyond the spit. The fog has mostly lifted, but enough shreds remain to mask the PCs' activities and their boarding of the ship.

Uksahkka spends the next half-hour instructing the PCs on the use of the kayaks, a relatively simple task. After this training, Uksahkka prepares to depart back to town. She fears that Asvig's associates may be looking for her after the events at the farm and needs to make sure the hiding place she has prepared for Ulf and herself is secure. Uksahkka gives the PCs a clay token with a picture of a songbird stamped on one side. Once the PCs have rescued Ulf, they should present the token to the priest at the shrine of Shelyn in the Fire Quarter, and he will show them to her safe house. Uksahkka then heads off into the dispersing fog. She will not stay for the rescue under any circumstances.

Creature: While the PCs have been learning how to kayak, their activities have attracted the attention of a shark-eating crab swimming nearby. This giant, long-legged crab, which bears a thick, spiny carapace, habitually lurks in the area awaiting the funeral ships that sometimes give it a chance at a free meal, but happily attacks the PCs for fresher fare as they wait on the beach. It first surfaces about 60 feet offshore, and spends 1 round getting to the beach. If the PCs' kayaks are drawn up on the beach, the crab attacks one of the hide-covered boats first (giving the kayak the broken condition), before attacking the PCs. Not really interested in fighting for a meal, the crab flees back to the sea if reduced to 30 hit points or fewer.

JADE REGENT

SHARK-EATING CRAB

CR 7

XP 3,200

Pathfinder RPG Bestiary 50

N Huge vermin (aquatic)

Init +2; Senses darkvision 60 ft.; Perception +5

DEFENSE

AC 20, touch 10, flat-footed 18 (+2 Dex, +10 natural, -2 size)

hp 84 (8d8+48)

Fort +12, Ref +4, Will +3

Immune mind-affecting effects

OFFENSE

Speed 30 ft., swim 60 ft.

Melee 2 claws +13 (1d8+9 plus grab)

Space 15 ft.; Reach 15 ft.

Special Attacks constrict (1d8+9), darting claw

STATISTICS

Str 29, Dex 14, Con 22, Int —, Wis 12, Cha 2

Base Atk +6; CMB +17 (+21 grapple); CMD 29 (41 vs. trip)

Skills Perception +5, Swim +17; Racial Modifiers +4 Perception

SQ water dependency

SPECIAL ABILITIES

Darting Claw (Ex) Evolved for snatching fast prey, a shark-eating crab is exceptionally quick with its claws. When making a full attack, if a shark-eating crab misses with both

of its claw attacks, it gains an additional claw attack at a -2 penalty against any creature within its reach.

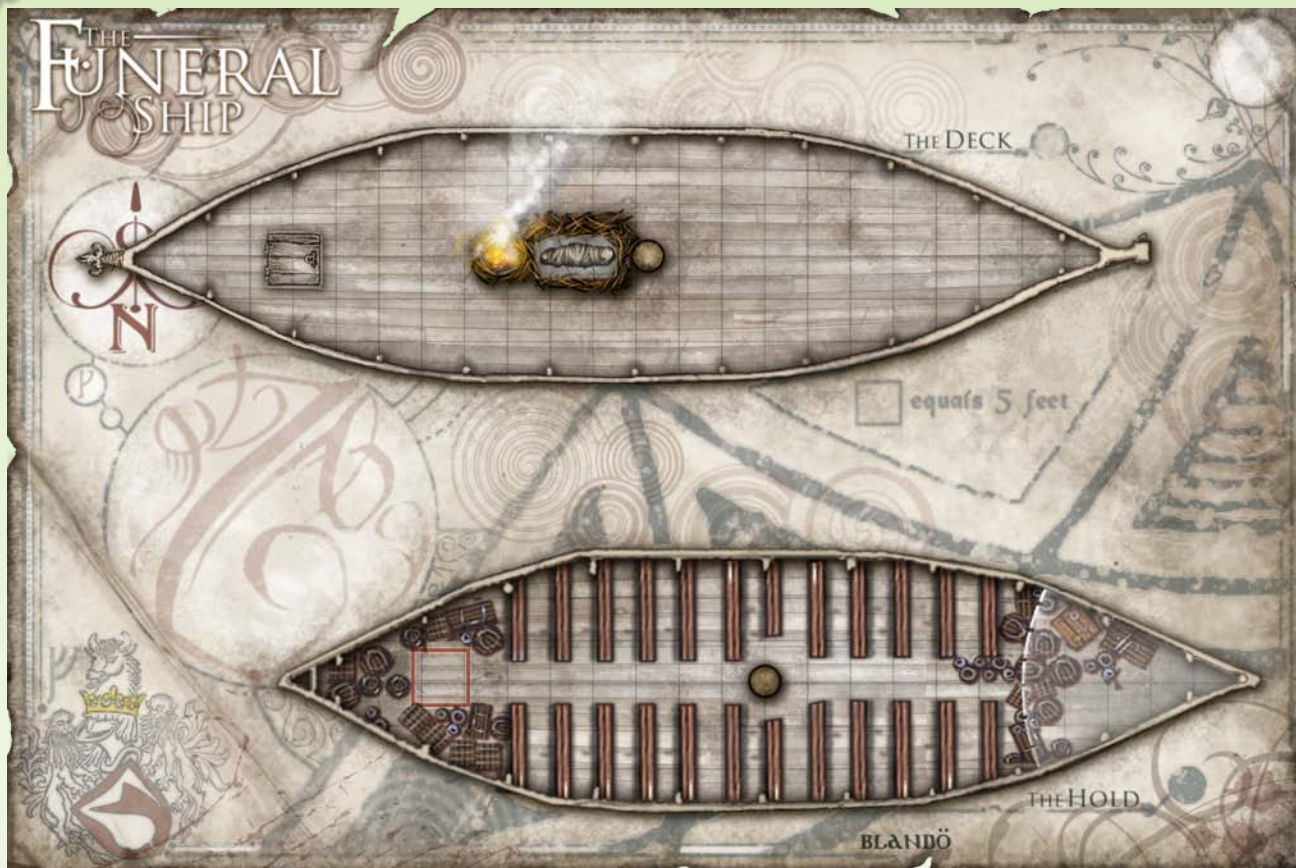
Water Dependency (Ex) Shark-eating crabs can survive out of the water for 1 hour per point of Constitution. Beyond this limit, a shark-eating crab runs the risk of suffocation, as if it were drowning.

THE FUNERAL SHIP (CR 4)

Soon after the PCs defeat the giant crab, they notice the funeral ship floating by the spit in the thinning fog, a small glow on its deck marking the beginnings of the funeral pyre that will soon consume it. To reach the ship, the PCs must kayak out to the ship before it passes out of sight. The trip is short and smooth, and with Uksahkka's training, requires only a successful DC 10 Profession (sailor) or Wisdom check by at least one of the rowers for each kayak. If both rowers fail the check, their kayak turns upside down—a DC 15 Strength check is required to right the boat before its occupants drown (*Core Rulebook* 445). Fortunately, even if the kayaks do tip, the PCs' equipment is safe, since it is secured within the kayak's hull by their feet. As long as the PCs make successful checks, it takes only a few minutes to reach the funeral ship, tie off the kayaks, and board. Once on board the funeral ship, read or paraphrase the following.



SHARK-EATING CRAB



The deck of the longship has been built up with planks over the old rowing benches, creating a space belowdecks. It appears that the funerary treasures have been placed in this hold, as the deck is empty save for a silent, shrouded form resting atop a bier in front of the mast, surrounded by stacked wood. A leather sack sits atop small pile of sand at the base of the bier, the glow of flame and wisps of smoke escaping from it.

A hatch at the bow of the ship leads to the hold beneath the deck. It is nailed shut, but can be pried open with a DC 15 Strength check. A DC 20 Perception check detects the faint rattle of chains coming from below, but no one responds to shouts or knocks from above. The bier is composed of stacked firewood soaked with oil, but if the burial shroud is removed from the body upon the bier, the “corpse” is revealed to be a wooden manikin—Snorri Stone-Eye’s actual corpse must be interred below with the funeral treasures.

The pile of sand on the deck is hollowed out and holds an urn of lamp oil within it. A leather bag containing burning coals has been placed over the top of the urn to act as a delayed timer for the fire. As soon as the coals burn through the leather bag, they will land in the oil, igniting the oil and the bier. Simply removing the bag of coals from the sand pile disables this timer, though it would be better for the

PCs to place it to the side so they can reset the timer to burn the ship before they leave. If the mourners on shore don’t see the ship alight soon, they’ll be suspicious and are likely to come investigate. The PCs will need to work fast and then ignite the bier as they leave if they are to avoid detection.

The hold below the main deck is a cramped space with a low, 4-foot-high ceiling, occupied by rowing benches and stacked funerary treasures. Medium and larger creatures are considered to be squeezing inside the hold.

Creature: Snorri Stone-Eye, the Mad Reaver, lurks in the hold belowdecks. Snorri now exists as a draugr captain and has been shackled to the mast by a heavy chain. Some time ago, the vile viking captain contracted a chronic wasting illness while on an uncharted island in the Steaming Sea. The disease resisted all attempts at magical healing, and as the years passed, Snorri slowly succumbed to the ailment. When he finally died of the illness, he immediately rose as a draugr captain, an undead warrior dripping with seaweed and putrid seawater. His retainers managed to contain him and sought to send him to his final rest by burning him with his ship, without letting news of the curse that had befallen his house reach the ears of others. Snorri wears an eye patch over his left eye, which covers a *nacreous gray sphere ioun stone* that was implanted into the empty socket years ago, and is the source of his epithet.

THE ULFEN HELM

Among the funeral treasures of Snorri Stone-Eye is a magnificent winged full helm. It is obviously quite valuable, and while the helm radiates both a faint aura of divination magic and a moderate good aura, it is not a magic item and cannot be identified as such. In fact, the helm was not one of Snorri's treasures at all—it is actually a cassisian angel named Helgarval.

A servant of Desna, Helgarval was summoned to the Material Plane to serve as a familiar but was stranded when its master died. Since that time, the angel has tried to do good deeds in order to gain the notice of its betters and return to its home plane of Elysium. Most recently, Helgarval stumbled upon the doings of the oni of the Five Storms in the Kalsgard area and has spent years quietly observing the oni and their agents and gathering as much information as it could. Learning of Snorri Stone-Eye's connections with the Rimerunners Guild (and thus with the Frozen Shadows), Helgarval secretly stowed away on the funeral ship, only to find itself trapped belowdecks.

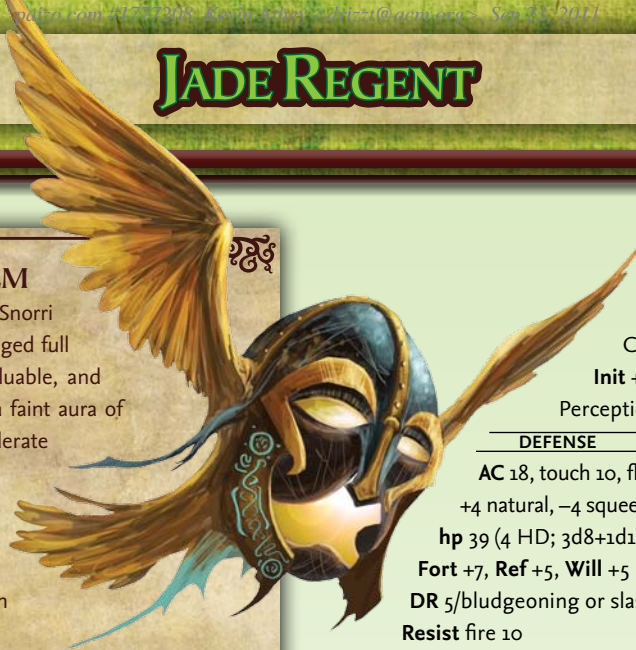
Unless recognized as a living creature (such as with a DC 12 Knowledge [planes] check, but only if a PC asks to make the check), Helgarval does not yet reveal its presence, but any nonevil individual wearing the helm receives the benefits of the angel's lesser protective aura. The angel wishes to gauge the PCs' intentions before it makes its presence known to them, but can be a valuable ally when it finally chooses to do so (see Further Investigations on page 27 for more information on Helgarval's actions when it finally reveals itself).

Although fastened to the mast, the chain is long enough to allow Snorri to move anywhere in the hold, though he is considered to be squeezing (already reflected in his stat block). When the PCs first venture into the hold, they can hear chains rattling at the far end of the hold, behind a stack of grave goods. They can trace the chain fastened to the mast to this area, but a thick mist obscures vision in the stern of the ship. If the PCs investigate, they discover that it is not Ulf Gormundr in the stern of the boat, but rather Snorri Stone-Eye himself, who attacks anyone peering over the stacked goods to see him.

SNORRI STONE-EYE

CR 4

XP 1,200



Male draugr captain
fighter 1 (*Pathfinder RPG*
Bestiary 2 110)

CE Medium undead (water)

Init +4; **Senses** darkvision 60 ft.;

Perception +9

DEFENSE

AC 18, touch 10, flat-footed 14 (+4 armor, +4 Dex, +4 natural, -4 squeezing)

hp 39 (4 HD; 3d8+1d10+21)

Fort +7, **Ref** +5, **Will** +5

DR 5/bludgeoning or slashing; **Immune** undead traits, **Resist** fire 10

Weaknesses squeezing

OFFENSE

Speed 30 ft., swim 30 ft.

Melee mwk greataxe +8 (1d12+10/x3 plus energy drain) or slam +6 (1d10+10 plus energy drain)

Special Attacks energy drain (1 level, DC 15)

Spell-Like Abilities (CL 5th; concentration +9)

3/day—*obscuring mist*

TACTICS

Before Combat As soon as he hears movement on the deck above, Snorri casts *obscuring mist*.

During Combat Snorri swings his greataxe at the closest foe, attempting to drain levels from his living foes.

Morale Snorri fights until destroyed, pursuing opponents for as far as his chain will reach.

STATISTICS

Str 25, **Dex** 18, **Con** —, **Int** 14, **Wis** 14, **Cha** 18

Base Atk +3; **CMB** +10; **CMD** 24

Feats Power Attack, Toughness, Weapon Focus (greataxe)

Skills Climb +13, Intimidate +11, Perception +9, Profession (sailor) +9, Stealth +10, Swim +19

Languages Aquan, Common, Giant, Skald (cannot speak)

Gear masterwork chain shirt, masterwork greataxe, *nacreous gray sphere ioun stone* (*Pathfinder Campaign Setting: Seekers of Secrets* 45; provides immunity to magical aging and protects the wearer from ability score penalties from aging)

Treasure: A quick search of the ship reveals that neither Ulf Gormundr nor the sword *Suishen* is present on the ship. The funerary goods stacked in the hold are worth several thousand gold pieces, but most of the items are bulky and impossible to carry off the ship quickly and in kayaks. As a full-round action, each PC can make an Appraise check. The result of this check × 10 is the value in gp of portable, nonmagical treasures each character can quickly gather before the next encounter occurs (see *Smoke on the Water* on page 25). In addition, a beautiful Ulfen helmet with gold inlays and backswept wings mounted to its sides sits near the hatch—a true viking treasure apparently worth 650 gp, but possibly

of much greater value to the PCs (see The Ulfen Helm sidebar on page 24).

HELGARVAL **CR 2**

XP 600

Cassisian angel (*Pathfinder RPG Bestiary 2* 26)

hp 13

SMOKE ON THE WATER (CR 6)

After the PCs have defeated Snorri Stone-Eye and have had the chance to ascertain that their quarry is not aboard the ship (as well as to gather a few valuables if they so choose), the PCs suddenly hear the loud “whump” of lamp oil catching fire on the deck above, followed by the crackling of the wood in the bier. Whether or not the PCs delayed the timing device or removed it altogether, the funeral ship has caught fire with them still on it! While the PCs were busy with the draugr captain down below, another group boarded the ship and set it alight. As the PCs climb back up to the deck, read or paraphrase the following.

The wooden bier has become fully alight and burns brightly at midship. Beyond it in the water you can see the kayaks that brought you here cut loose and drifting out of reach. Tied off at the stern of the ship are two canoes, into which a group of black-clad, masked figures are quickly clambering.

Creatures: While the PCs were below, a group of four ninja dispatched by the Frozen Shadows arrived at the ship in two canoes. The Frozen Shadows caught wind of the PCs’ involvement in the raid on Asvig’s farm and their interest in Snorri Stone-Eye and sent the ninja to eliminate the PCs while they are stranded on the burning funeral ship. The ninja have set the ship afire and cut loose the PCs’ kayaks but have not yet made it back to their own canoes, which are tied to the stern of the ship. When the PCs emerge from the hold, the ninja quickly move to attack the PCs.

If any of the PCs did not go into the hold and stayed on the main deck, they can make opposed Perception checks against the ninja’s Stealth checks. If detected, three of the ninja engage any PCs on deck in combat, while the fourth lights the bier with a tindertwig.

At the same time, the funeral ship is on fire, centered on the 8 squares around the bier on the main deck. Unless the PCs use some means to prevent it from doing so, the fire spreads in a 5-foot-radius every 3 rounds. Anyone adjacent to a square that is aflame must make a DC 15 Reflex save each round or take 1d6 points of fire damage. Anyone occupying a square that is aflame takes 3d6 points of fire damage each round and must make a DC 15 Reflex save or catch on fire (*Core Rulebook* 444). After a square has been alight for 6 rounds, it collapses into the hold below. Anyone entering or occupying the square then takes 6d6 points of

fire damage and must make a DC 15 Reflex save to avoid catching on fire. After 18 rounds the ship begins to break up and sink, dropping everyone into the frigid waters to find their way ashore. These rules are an abbreviated version of the fire rules presented in *Pathfinder Adventure Path* #30—if you prefer a more detailed system for the spread of fire throughout the ship, you can use those rules instead of the ones presented here.

Anyone who catches on fire can dive overboard to extinguish the flames automatically, but must then contend with swimming in the cold waters (DC 10 Swim check). A DC 20 Climb check is required to clamber back onto the ship or a DC 10 Climb check is necessary to climb into one of the ninja’s two canoes. The PCs’ kayaks have drifted 75 feet away from the ship and are largely out of reach, while the rocky beach currently lies 200 feet from the ship.

FROZEN SHADOW NINJA (4) **CR 2**

XP 600 each

Human ninja 3 (*Pathfinder RPG Ultimate Combat* 13)

NE Medium humanoid (human)

Init +7; **Senses** Perception +5

DEFENSE

AC 15, touch 13, flat-footed 12 (+2 armor, +3 Dex)

hp 20 each (3d8+3)

Fort +2, **Ref** +6, **Will** +0

OFFENSE

Speed 30 ft.

Melee mwk siangham +6 (1d6+2) or dagger +5 (1d4+2/19–20)

Ranged mwk shortbow +6 (1d6/x3) or dagger +5 (1d4+2/19–20)

Special Attacks sneak attack +2d6

TACTICS

During Combat The ninja attempt to trap the PCs against the fire and prevent them from reaching the canoes, making sneak attacks if the opportunity presents itself. As the fire spreads, the ninja avoid the flames, using their shortbows if necessary.

Morale The ninja fight to the death to prevent the PCs from escaping from the burning ship.

STATISTICS

Str 14, **Dex** 17, **Con** 12, **Int** 13, **Wis** 8, **Cha** 10

Base Atk +2; **CMB** +4; **CMD** 17

Feats Improved Initiative, Stealthy, Weapon Finesse

Skills Acrobatics +9, Bluff +6, Climb +8, Disable Device +11, Disguise +7, Escape Artist +11, Knowledge (local) +7, Perception +5, Sleight of Hand +9, Stealth +13 (+14 when stationary), Swim +8

Languages Common, Skald, Tien

SQ ki pool (1 point), ninja tricks (fast stealth), no trace +1, poison use

Combat Gear *fugitive's grenade* (see page 60), *potions of vanish** (2), *tindertwigs* (2); **Other Gear** leather armor, dagger, masterwork shortbow with 20 arrows, masterwork siangham, shinobi shozoku (see sidebar), jade raven statuette (worth 50 gp), masterwork thieves' tools

SPECIAL ABILITIES

Fast Stealth (Ex) A ninja can move at full speed using the Stealth skill without penalty.

Ki Pool (Su) A ninja has a pool of *ki* points, supernatural energy she can use to accomplish amazing feats. As long as she has at least 1 point in her *ki* pool, a ninja treats any Acrobatics skill check made to jump as if she had a running start. By spending 1 point from her *ki* pool, a ninja can make one additional attack at her highest attack bonus, but she can do so only when making a full attack. In addition, she can spend 1 point to increase her speed by 20 feet for 1 round. Finally, a ninja can spend 1 point from her *ki* pool to give herself a +4 insight bonus on Stealth skill checks for 1 round. Each of these powers is activated as a swift action.

No Trace (Ex) A ninja learns to cover her tracks, remain hidden, and conceal her presence. The DC to track a ninja using the Survival skill increases by +1. In addition, her training gives her a +1 insight bonus on Disguise skill checks and on opposed Stealth checks whenever she is stationary and does not take any action for at least 1 round.

Poison Use (Ex) A ninja is trained in the use of poison and cannot accidentally poison herself when applying poison to a weapon.

* See the *Advanced Player's Guide*.

Development: If the PCs defeat the ninja and remove any of their masks, the attackers are revealed to be Tian men and women, though there is nothing else to further identify them. A DC 20 Knowledge (local) check recognizes the jade raven statuettes carried by each of the ninja as a symbol of the Frozen Shadows, a guild of thieves and assassins in Kalsgard. Defeating the ninja earns the PCs 2 NP. If any of the ninja escape alive, the PCs gain 4 NP instead.

THE SHRINE OF SHELYN (CR 5)

At this point, the PCs have yet to locate either *Suishen* or Ulf Gormundr, and are now likely aware that they have hidden enemies among the Tian expatriates of Kalsgard. With no further leads, the PCs have little choice but to enter the Fire Quarter and find Uksahkka at the shrine of Shelyn, using the clay token she gave them. Unfortunately, the PCs (and Uksahkka) have garnered the attention and antipathy of the Frozen Shadows.

As the PCs approach on the street leading to the shrine of Shelyn, read or paraphrase the following.

The sounds of screams and the crashing of tumbling masonry roll down the street over the normal noises of the crowd.

Ahead, above the press, the shrine of Shelyn slowly sways and then collapses into the street, dumping its facade of stone and mortared brick on those unfortunates below, resulting in another wave of screams of pain and fear.

Creatures: While the PCs have searched for *Suishen* and Ulf Gormundr, the Frozen Shadows have been busy as well, ambushing the PCs at Snorri Stone-Eye's funeral ship and following Uksahkka to the shrine of Shelyn. Once they tracked her there, the blood-feather raven Wodes used a scroll to summon an earth elemental to assault the shrine. As the PCs draw near the shrine, they see a Large earth elemental pounding away at the building and quickly reducing it to rubble. An elderly Tian priest lies injured on the street nearby. A DC 18 Perception check notices the blood-feather raven perched atop the building across the street. When the PCs arrive, the raven commands the elemental to turn its attacks upon the PCs, then flaps out of view behind the building and disappears. Although the earth elemental is a summoned creature, the PCs should receive the full amount of XP for defeating the creature. The earth elemental has spent 2 rounds attacking the shrine, and remains for 7 more rounds before disappearing.

LARGE EARTH ELEMENTAL

CR 5

XP 1,600

hp 68 (*Pathfinder RPG Bestiary* 122)

Development: The old priest **Yin-Po** (NG male human cleric of Shelyn 5) is unconscious but only slightly wounded. If revived, he relates that the elemental suddenly appeared and attacked his shrine only moments before the PCs' arrival. He was caught off guard and could not stop the devastation. Yin-Po mentions that he saw a large raven with a blood-red feather across the street just before the attack and notes that such a creature is considered a powerful omen among his people, but he did not see where it went. If shown the clay chit given to them by Uksahkka, Yin-Po quickly ushers the PCs through the rubble into an alley behind the shrine. He guides them to a secret door to the hidden cellar where Uksahkka is hiding, but the door has been battered down and Uksahkka is nowhere to be found. Apparently the elemental's attack was a distraction so that unknown agents could gain access to the hiding Varki tracker.

A DC 17 Perception check made while searching the cellar notices a large black feather lying in a corner. The feather is much too large to be that of a normal raven or even the large blood-feather raven seen earlier. Canny PCs might think of the *yamabushi tengu* Kikonu they faced in Brinewall, and in fact, the feather was left by *tengu* ninja of the Frozen Shadows sent here to kidnap Uksahkka.

A DC 25 Perception check discovers one final clue in the cellar: a blowgun dart treated with blue whinnis poison

(identifiable with a DC 14 Craft [alchemy] check). If the poison is successfully identified, the PCs should realize that Uksahkka was probably knocked unconscious and kidnapped, rather than killed, but where she was taken remains a mystery.

The PCs gain 1 NP for fighting the earth elemental. Yin-Po will provide his healing abilities to the PCs for free in thanks for their help, but he has no further assistance to offer them.

FURTHER INVESTIGATIONS

The only lead the PCs likely have at this point is the black feather found in Uksahkka's safe house, and perhaps whispers of various people's connections with the Rimerunners Guild.

Questions pertaining to large raven feathers or black-garbed assassins coupled with a DC 20 Diplomacy or Intimidate check (asking in the Jade Quarter reduces the DC to 10) reveal that a thieves' guild known as the Frozen Shadows has come to prominence in Kalsgard in recent years. Its members are rumored to have almost supernatural abilities in stealth and assassination and often leave a large black feather as a calling card (actually just the result of the tengu ninja molting because of the frigid climate of Kalsgard). No one knows where the guild is headquartered, however, and such inquiries earn the PCs 1 NP (double that if they used Intimidation rather than Diplomacy).

Fortunately for the PCs, they have one additional ally that they are likely unaware of. The cassisian angel Helgarval has been investigating the oni presence in Kalsgard for some time. The battle at the shrine of Shelyn convinces Helgarval of the party's good intentions, so it reveals itself to them at an appropriate time, giving the PCs the broad strokes of its purpose. Helgarval hasn't been able to learn much more than the PCs, but it has gleaned one vital piece of information: The Rimerunners Guild, a powerful trading guild in Kalsgard, is actually a front for the Frozen Shadows thieves' guild, who it believes are agents of the Five Storms oni from far-off Minkai. In addition, Helgarval has learned that a blood-feather raven (perhaps the same one the PCs have already encountered on multiple occasions) is known to be the familiar of a local spellcaster named Goti Runecaster, and that Goti is a close associate and advisor to Thorborg Silverskorr, head of the Rimerunners Guild.

Although the PCs have no hard evidence to tie Silverskorr and the Rimerunners to the Frozen Shadows, the theft of *Suishen*, or the disappearances of Ulf Gormundr and Uksahkka, it is highly likely that the PCs could learn something of interest from a more thorough investigation of the Rimerunners Guild, which is sure to have evidence held in a safe or somewhere else in its guildhall.

FROZEN SHADOWS EQUIPMENT

The members of the Frozen Shadows carry several items of Tian gear that the PCs may not have encountered before.

Katana: These swords are noted for their wickedly sharp yet slender, gently curved blades, designed to make graceful hacking strokes capable of severing opponents' heads and limbs. Though finely balanced, these blades are difficult to master. Characters can use a katana two-handed as a martial weapon, but must take the Exotic Weapon Proficiency (katana) feat to use it one-handed. When a katana delivers a coup de grace, it gains +4 to damage when calculating the DC of the Fortitude saving throw to see whether the target of the coup de grace dies from the attack. The bonus is not added to the actual damage of the coup de grace. A katana is a one-handed exotic melee weapon that deals 1d8 points of slashing damage and has a critical modifier of 18–20/x2. A katana costs 50 gp and weighs 6 lbs.

Shinobi shozoku: This is a close-fitting bodysuit of dark fabric, favored by ninja and assassins. It is of masterwork quality and grants a +2 circumstance bonus on Stealth checks while worn. A shinobi shozoku costs 50 gp and weighs 2 lbs.

Tetsubo: A slight improvement over the greatclub, this weapon consists of a long, slender length of wood whose upper half is shod with a thick sheet of studded iron. A tetsubo is a two-handed exotic melee weapon that deals 1d10 points of bludgeoning damage and has a critical modifier of x4. A tetsubo costs 20 gp and weighs 10 lbs.

Wakizashi: These short, slender blades are between 1 to 2 feet long. They are primarily used as back-up weapons, to decapitate defeated enemies, or to commit seppuku (ritual suicide) as a matter of honor. Like the katana, a wakizashi has an increased Fortitude save DC when delivering a coup de grace. A wakizashi is light exotic melee weapon that deals 1d6 points of piercing or slashing damage and has a critical modifier of 18–20/x2. A wakizashi costs 35 gp and weighs 2 lbs.

THE RIMERUNNERS GUILD

Specializing in trade with Tian Xia over the Crown of the World as well as along the rivers of the Lands of the Linnorm Kings, the Rimerunners Guild is extremely influential in and around Kalsgard, with many local merchants and their retainers and much of the local economy beholden to it. A DC 10 Diplomacy check to gather information or DC 20 Knowledge (local) check reveals that a merchant of high repute named Thorborg Silverskorr leads the guild, but she is rarely seen in public, and has numerous connections with the wealthy and powerful of Kalsgard,

including Linnorm King Sveinn Blood-Eagle himself. The Rimerunners' guildhall is located on the waterfront in the Jade Quarter, and is staffed by dozens of well-armed guards, both day and night.

If the PCs come to the Rimerunners Guild in search of more information about the ship *Aril's Hammer*, the clerk on duty merely states that the *Aril's Hammer* was stolen from the guildhall's docks several nights ago (3 nights before the attack on the PCs' camp at Skalsbridge) and has not been seen since. If questioned about Asvig Longthews or Snorri Stone-Eye, the clerk briskly explains that the guild's list of clients and agents is confidential. The clerk will not confirm either man's connection with the guild, but neither will he deny such connections. If the PCs come in search of Uksahkka, or at Helgarval's behest, a meeting with one of the guild's clerks elicits no more information than the PCs have already gleaned. Clearly the PCs will need to do more than just ask a few questions to find the answers they seek.

INVESTIGATING THE RIMERUNNERS

The Rimerunners are powerful and influential (as well as a possible front for a guild of thieves and assassins), and are likely far too powerful for the PCs to confront directly. In addition to the normal guards posted throughout the guildhall, dozens of armed guards, members of the city watch, and witnesses may be found near the guildhall at any time during the day, making any sort of direct frontal assault unwise at best. Nevertheless, if the PCs wish to try such a tactic, see Members of the Guild on page 29 for details of the guild's daytime staff. At the same time, Thorborg Silverskorr and Goti Runecaster are seldom seen in public, so locating them individually is likely out of the question. This leaves the PCs with a few options for how to proceed: they can attempt to break into the guildhall at night when it is most lightly staffed, try to sneak in by stealth, or attempt to use deception to obtain more information from unsuspecting clerks.

Breaking and Entering: If the PCs break into the guildhall at night by stealth, see Members of the Guild on page 29 for the locations and actions of the guild's guards. If the PCs are detected and captured by the guards, they will be handed over to the city watch to await a hearing before the king's council. In this case, you will need to modify the adventure accordingly to engineer an escape opportunity for them.

Fast-Talking a Clerk: Alternatively, the PCs can attempt to obtain information about the guild's goings-on by subtly interrogating one of the guild's clerks, but they need to have at least a pretense of being at the guild on actual business. The PCs might look to Fynn Snaevald or Sandru Vhiski for assistance with this. In addition, the PCs need to look like merchants and businesspeople, not armed adventurers. A DC 10 Diplomacy check gains an audience

with a guild clerk, while a DC 20 Diplomacy check (or a legitimate business proposition of at least a 3,000 gp value) obtains a private meeting with a guild factor in area **B4**. With Sandru's help, the PCs can automatically gain an audience with a clerk, while a DC 15 Diplomacy check nets them a meeting with a factor.

Once the PCs have successfully gained an audience with a clerk or factor, they must make another Diplomacy check in order to casually mine for information in regard to Thorborg Silverskorr, Goti Runecaster, recent unusual activities in the guild, and the like. Pointed questions about thieves' guilds, the Frozen Shadows, kidnappings, or similar topics only result in startled blank stares (the clerks and factors truly know nothing about such things) and incur a -2 penalty on all subsequent Diplomacy checks. Using Intimidate or making accusations likewise fails to reveal anything and imposes a -5 penalty on further Diplomacy checks. The PCs must succeed at a DC 30 Diplomacy check (each PC present may attempt the check once) to obtain the information detailed under Development on page 30. If a PC attempts to aid another, that PC may not make her own Diplomacy check later. Apply the following modifiers to the PCs' Diplomacy checks as necessary.

DC Modifier	PC Actions
Failed use of charm or other mind-affecting magic	-5
Using Intimidate or making accusations	-5
Questioning about criminal activities	-2
Offering bribe; bonus is per 10 gp in value of the bribe offered (+5 maximum)	+1
All PCs wear appropriate merchant attire (at least equal to courtiers' outfits in quality)	+2
Affiliation with a reputable merchant (Fynn Snaevald, Sandru Vhiski's caravan, etc.)	+2
Convincing roleplay (GM's judgment)	+1 to +3
Gaining audience with a factor	+3
Successful DC 15 Bluff check	+5
Successful use of charm or other mind-affecting magic	+10

THE RIMERUNNERS GUILDHALL

The Rimerunners guildhall has exterior masonry walls 2 feet thick (DC 20 Climb check to scale), with a roof of sturdy shake shingles (treat as a 6-inch-thick wooden wall). The chimneys are lead pipes only 8 inches in diameter, and stout wooden shutters and iron bars block all of the windows (treat as portcullises that cannot be opened). All doors and window shutters are of strong wooden construction, and the doors are locked and shutters barred at night (hardness 5, hp 20, Break DC 25, Disable Device DC 25). The day manager carries keys to all of the doors in the guildhall, as well as the key to the safe in area **B9**, while the night guards carry keys to all doors except those in area **B2**.

The following descriptions outline the main areas of the Rimerunners' guildhall.

B1. Front Office: A long counter runs across the front of this room. Brass bars extend from this counter to the ceiling, with only small "teller windows" allowing transfer of items. A locked gate (hardness 10, hp 60, Break DC 25, Disable Device DC 25) blocks access behind the counter. A wooden railing surrounds the elevated floor behind the counter. Clerks sit on stools behind the counter, while factors work at desks on the raised area.

B2. Manager's Office: The guild's day manager works here during daylight hours and locks up when he leaves. It contains a cloak tree, a desk, and a few mundane records (but nothing of importance).

B3. Closet: This closet holds only mundane office supplies. A DC 23 Perception check locates a secret trap door in the ceiling, but a DC 18 Perception check notices worn spots at the edges of the shelves where they are used as a ladder to reach the ceiling hatch.

B4. Meeting Room: These rooms contain long tables surrounded by chairs for private meetings.

B5. Guest Chamber: These simple but comfortably appointed rooms are for important guests of the guild or can be rented out by guild members for 5 gp per night. The eastern room (area **B5a**) is currently unoccupied, but the western room (area **B5b**) has been converted into a makeshift prison for Uksahkka until she is transferred to Ravenscraeg.

B6. Dormitory: Seven simple beds and chests occupy this dormitory, and are used by the guildhall's security force, as well as by guests of the guild.

B7. Storage Closet: This closet holds only mundane supplies and storage.

B8. Counting Rooms: The guild's merchant factors use these small offices, which contain desks, counting tables, and a few chairs. There is 50% chance that 1–2 factors occupy each room during the day. The rooms are empty at night.

B9. Secure Storage: A heavy, locked iron strongbox stands against the north wall (DC 30 Disable Device check to open). The day manager holds the only key. Within the strongbox are gold bullion and coins totaling 2,000 gp in value, as well as important ledgers and paperwork (see Development on page 30 for details on these documents).

MEMBERS OF THE GUILD

The Rimerunners Guild has hundred of members throughout the Lands of the Linnorm Kings and beyond, but their guildhall in Kalsgard only has about two dozen staff in total.

Creatures: During the day, three clerks, two factors, and two Rimerunners guards occupy the front office (area **B1**), with an additional guard posted at each exterior door. The guild's day manager works in area **B2**, while six off-duty

guards rest in area **B6**. In addition, there are always at least dozen guards and city watchmen within hailing distance of the guildhall during the day.

At night, only six Rimerunners guards are present in the guildhall. Four guards occupy area **B6** (three of whom are asleep and unarmored), while two guards patrol the guildhall, unlocking and relocking each interior door they come to (with the exception of area **B2**—though they will break down these doors if they hear anyone within). The guards on patrol take 10 on their Perception checks and make a complete circuit through the building every 15 minutes. If they detect intruders, they raise the alarm, alerting the sole awake guard in area **B6**, who wakes the others and then throws a special alchemically treated log on the fire in the dormitory. This causes bright red sparks to fly from the chimney of the building and attracts patrols of city guards and more Rimerunners guards. These reinforcements arrive in 10 minutes, during which time the PCs will have to engineer their escape to avoid capture.

DAY MANAGER CR 5

XP 1,600

Traveling merchant (*Pathfinder RPG GameMastery Guide* 285)
hp 31

GUILD CLERKS (3) CR 1

XP 400 each

Shopkeep (*Pathfinder RPG GameMastery Guide* 284)
hp 13 each

GUILD FACTORS (2) CR 5

XP 1,600 each

Traveling merchant (*Pathfinder RPG GameMastery Guide* 285)
hp 31 each

RIMERUNNERS GUARDS (6) CR 3

XP 800 each

Human fighter 4
LN Medium humanoid (human)
Init +2; Senses Perception +7

DEFENSE

AC 18, touch 12, flat-footed 16 (+6 armor, +2 Dex)

hp 34 each (4d10+8)

Fort +5, Ref +3, Will +2; +1 vs. fear

Defensive Abilities bravery +1

OFFENSE

Speed 30 ft.

Melee mwk greatsword +9 (2d6+6/19–20) or

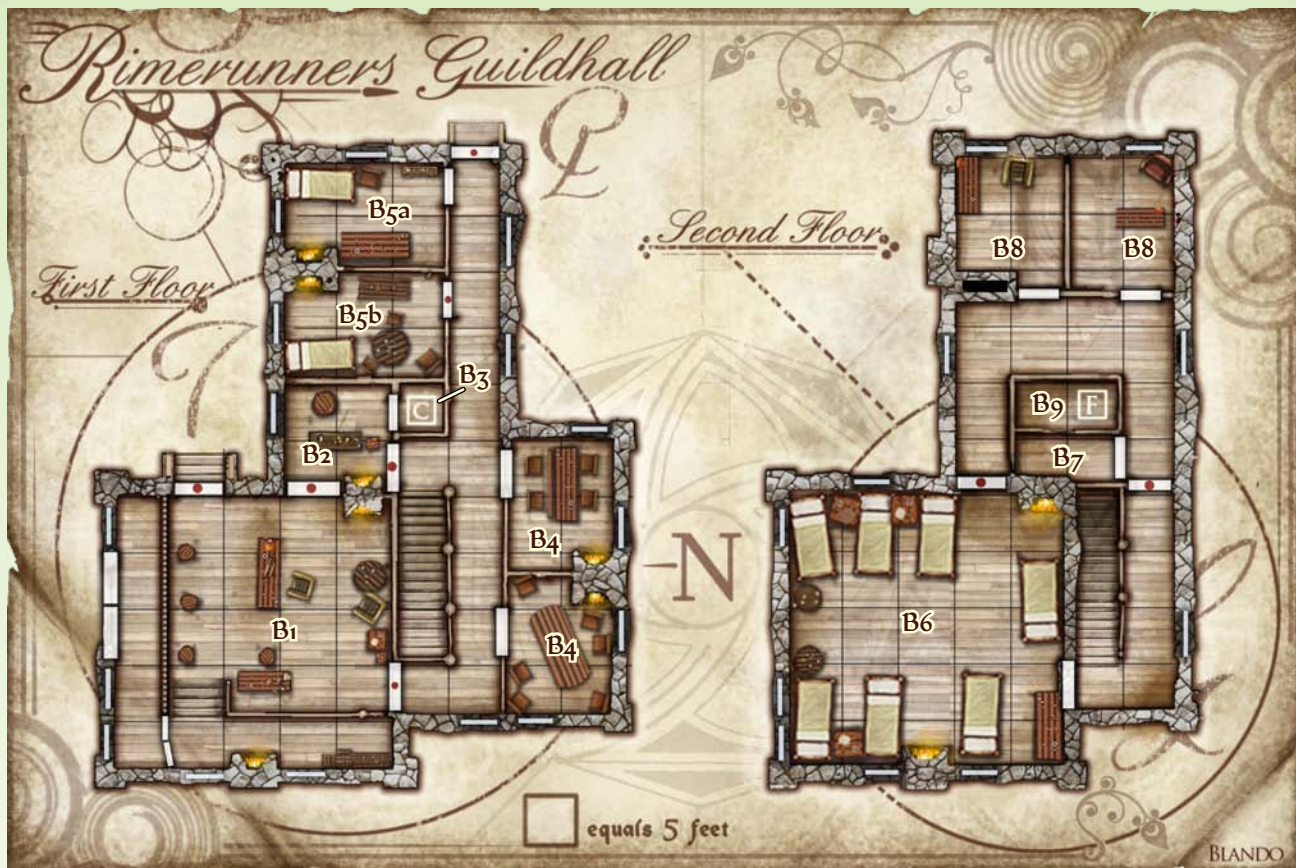
sap +7 (1d6+3 nonlethal)

Ranged javelin +6 (1d6+3)

TACTICS

During Combat The guards try to intimidate opponents before attacking with their greatswords.

JADE REGENT



Morale The guards are well paid and loyal, fighting until at least half of them are killed or incapacitated, at which point they retreat outside and attempt to contain intruders within the building until reinforcements arrive.

STATISTICS

Str 16, **Dex** 14, **Con** 13, **Int** 10, **Wis** 12, **Cha** 10

Base Atk +4; **CMB** +7; **CMD** 19

Feats Alertness, Combat Reflexes, Dazzling Display, Power Attack, Weapon Focus (greatsword), Weapon Specialization (greatsword)

Skills Intimidate +7, Perception +7, Sense Motive +7

Languages Common

SQ armor training 1

Combat Gear *potion of cure light wounds*; **Other Gear** chainmail, masterwork greatsword with silver pommel cap (pommel cap worth 20 gp), 3 javelins, sap, pouch with 1d10x5 gp

Development: If the PCs sneak into area **B9** and open the strongbox there, they find many mundane business documents and financial records of the guild. With time to go through the documents, the PCs can easily confirm that the *Aril's Hammer* was rented to Asvig Longthews on the night of the attack at Skalsbridge, and that he was contracted by the guild to “acquire a Tian antique” from a specific address recognizable as that of Fynn Snaevald’s house (a reference to Asvig’s theft of *Suishen*). More importantly, a

DC 15 Perception check locates ledgers detailing financial transactions transferring large sums of money over the last few years (as well as the aforementioned “Tian antique”) to a location called Ravenscraeg. These “development expenses” were all personally approved by Thorborg Silverskorr—not a smoking gun in and of itself, but certainly evidence that this Ravenscraeg and its secrecy is of importance to Silverskorr. A DC 20 Perception check reveals that the Rimerunners purchased Ravenscraeg from Snorri Stone-Eye 3 years ago. If the PCs succeed in stealing the documents without getting caught or leaving behind evidence of their infiltration, their NP score is unchanged. If they succeed but leave behind evidence (broken doors, unconscious guards, etc.), they gain 3 NP. If the alarm is raised during the PCs’ attempt, they gain 5 NP. If any PCs are captured, they instead gain 8 NP.

If the PCs succeed at the Diplomacy check to question a guild clerk or factor, in addition to acquiring a large amount of mundane gossip about the Kalsgard business scene, they learn that Thorborg Silverskorr purchased an old hall outside of town called Ravenscraeg from Snorri Stone-Eye a couple years ago and that Silverskorr has been spending a great deal of the guild’s money on refurbishing and developing the building. Nobody knows exactly what’s going on at Ravenscraeg, but based on the funds involved, the secrecy surrounding the project, and Silverskorr’s personal involvement, it must be something big for the

guild's future. The PCs gain 1 NP for each failed Diplomacy check while questioning a guild clerk.

If the PCs find Uksahkka in area **B5b**, the Varki tracker has been roughed up some, but is otherwise none the worse for wear. She can tell the PCs that she overheard her captors speaking about transferring her to a place called Ravenscraeg, where Ulf Gormundr is also apparently being held. She will not accompany the PCs there, however, as her recent experiences have soured her on life in Kalsgard. She is ready to wash her hands of the entire business, and plans to leave the city as soon as possible.

Story Awards: If the PCs rescue Uksahkka from the Rimerunners Guild, award them 1,200 XP. If the PCs manage to sneak into the guild and recover the documents in area **B9** without raising the alarm, award them 2,400 XP. Likewise, if they successfully question one of the guild's clerks or factors, award the PCs 2,400 XP.

PART THREE: ASSAULT ON RAVENSCRAEG

Once the party has learned of Thorborg Silverskorr's interest in Ravenscraeg (and the possibility that both *Suishen* and Ulf Gormundr might be there), they have little trouble finding out more about it. A DC 15 Knowledge (local) check or DC 20 Diplomacy check to gather information learns that Ravenscraeg was the hall of the Mad Reaver Snorri Stone-Eye. It is called Ravenscraeg because it lies high among the rocky crags south of Kalsgard, accessible only to the eponymous ravens that roost atop its ridgepole, save for a perilous stair that climbs the cliff face to the hall above. Nobody in his right mind went to Ravenscraeg while the Mad Reaver inhabited it, but according to rumor, it has been purchased by a mysterious new owner.

Ravenscraeg lies 2 days' walk south of Kalsgard in the craggy hills near the Grungir Forest. Once its location is known, the journey to Ravenscraeg can be made in 1 day on horseback or 2 days on foot. The trail passes through boggy terrain south of Kalsgard dotted with small copses and shale hillocks. The gray line of craggy hills is visible to the south and beyond them the green forest. In addition to the encounter provided below, you can also check for random encounters during the trip to Ravenscraeg. Likewise, if the PCs have accumulated sufficient NP, the journey to Ravenscraeg is the perfect opportunity for Omoyani to strike (see Omoyani's Deadly Kiss on page 14).

GUARDIAN OF THE TRAIL (CR 5)

This encounter occurs approximately halfway to Ravenscraeg.

The trail winds its way through green bogs here. Swaying cattails grow thick in a shallow pool beside the muddy path, and tiny, colorful flowers dot the water's surface.

Creature: The pool beside the path contains an ochre jelly, which lurks just below the surface to prey on passersby. The Frozen Shadows have left the ooze here to guard the path to Ravenscraeg, and trek overland through the bogs to go around its territory. The jelly attacks anyone who passes its pool with a pseudopod. The jelly tirelessly pursues prey until it either catches a meal or is reduced to fewer than 15 hit points, at which point it slinks off into the bogs to hunt another day.

OCHRE JELLY

CR 5

XP 1,600

hp 63 (*Pathfinder RPG Bestiary* 218)

Treasure: A human skull and spinal column lie hidden in the muck near the cattails (DC 23 Perception check to notice). A silver necklace with nine black pearls worth 900 gp still hangs around the unfortunate victim's neck.

RAVENSCRAEG

When the PCs first approach Ravenscraeg, read or paraphrase the following.

The hills rise sharply ahead into a steep and craggy shale escarpment hundreds of feet high. Tucked into a narrow defile between two of these crags is a stone-and-timber longhall and tower, weathered and gray. The hall stands nearly one hundred feet above the base of the cliff, with only a single wooden stair climbing in a series of switchbacks up the cliff face to its front gate. All is silent save for the raucous caws of the ravens that congregate atop the hall's tower and ridgepole high above.

Snorri Stone-Eye built Ravenscraeg as an impregnable sanctuary. The Mad Reaver claimed that his magical artificial eye gave him the "second sight," allowing him to peer into both the past and the future and see the way things were and the way things would be. He predicted that there would come a time when the very gods waged war against each other upon Golarion and the Rough Beast would slip his chains to ravage the world. Stone-Eye claimed that only those who were prepared would be spared the devastation and enjoy the fruits of a world ripe for conquest when the gods had destroyed themselves and the dust had settled. The Mad Reaver would weather the storm in this safehold, from which he would emerge as the strongest power in the North.

On a voyage into the Steaming Sea in search of magical artifact to protect his fortress, Snorri contracted an illness that defied all attempts at healing and ultimately killed him. Snorri grew progressively worse over the years, losing even the ability to speak. He moved into a townhouse in Kalsgard, where he finally succumbed to his illness and rose again an undead draugr captain. With their liege-lord

RAVENS CRAEG ON ALERT

The encounter areas in this section present the occupants of Ravenscraeg in their usual locations. If they have been alerted to the PCs' presence, however, they move to other locations to better deal with intruders, as described below.

Area C4: The ninja from area C8 move into area C4, hiding among the tables on the balconies to ambush the PCs. The ninja do not engage the PCs while the raven swarms remain in the room unless their hiding places are discovered by the PCs, at which point they attack normally (the ravens do not attack the ninja). In addition, any thug or ninja reinforcements are stationed here to fend off further incursions.

Area C6: Two thugs from area C7 led by Jorgan the Axe (see area C16) wait in this room to rush out and take the PCs by surprise after they deal with the ravens and ninja.

Area C8: Six thugs from area C7 wait here. The thugs are terrified of the raven swarms and do not emerge from their rooms for any reason as long as the swarms remain in area C4.

Area C15: The four thugs from area C11 are posted on this landing to guard access to the upper reaches of the tower. The thugs attempt to pin the PCs on the stairs and force them over the rail if possible.

gone, Snorri's few remaining retainers sold Ravenscraeg at a fire sale price to the Rimerunners Guild.

Although the Five Storms have had a presence in Kalsgard for many years, they have truly blossomed only recently, when the ogre mage Kimandatsu took on the persona of Thorborg Silverskorr. With the purchase of Ravenscraeg, Thorborg has been quietly diverting resources from the Rimerunners Guild to transform Ravenscraeg into a secure headquarters for the Frozen Shadows and a permanent base from which to conduct their training and plan their operations.

The PCs' raid upon Ravenscraeg may take several attempts and could involve trips back to Kalsgard. Each time the PCs leave Ravenscraeg with any of the Frozen Shadows' leaders (Kimandatsu, Goti Runecaster, Jorgan the Axe, Omoyani, or Wodes) alive, they gain 4 NP. In addition, each day that the PCs are absent from Ravenscraeg, the surviving leaders are able to call in reinforcements from Kalsgard and the surrounding area with messenger ravens. The table below gives the rate at which reinforcements arrive. The results are cumulative (i.e., daily reinforcements continue to occur even on days when weekly reinforcements arrive, etc.) until their maximum has been reached. Once all of the leaders have been killed, these reinforcements no longer arrive. If the PCs station guards at the bottom of the cliff stair, these reinforcements can be intercepted before reaching the hall (except the trolls, who arrive via area C12). Otherwise, the reinforcements

are integrated into the garrison into a layered defensive deployment to ward against further incursions, and the PCs must face them when they enter Ravenscraeg again.

RAVENS CRAEG REINFORCEMENTS

Time Elapsed	Reinforcements
1 day	1d4 Frozen Shadow ninja (maximum 10; see page 25) and 1d6 Frozen Shadow thugs (maximum 20; see area C7)
3 days	1d3 Frozen Shadow monks (maximum 9; see area D6) and 1d2 tengu ninja (maximum 8; see area C3)
7 days	1d2 trolls (maximum 4; see area D5)

FEATURES OF RAVENS CRAEG

All doors within Ravenscraeg are considered to be strong wooden doors but do not have locks unless otherwise noted (hardness 5, hp 20). Secret doors are made of stone. Arrow slits and windows have good wooden shutters that can be latched from within (hardness 5, hp 15, Break DC 18, Disable Device DC 15). Walls are composed of masonry when not hewn directly from the stone scarp, except the upper floors of the tower, which are constructed of timber. The roof of the longhall is composed of wooden shingles while the tower has a thatch roof. Ceilings are generally 10 feet high throughout the fortress unless otherwise noted. Windows as well as torches set in sconces illuminate the upper levels of Ravenscraeg. The dungeon levels are not lit unless otherwise noted.

The only approaches to Ravenscraeg are by the stairs at area C1, by the secret trail from Grungir Forest (area C12), by air, or by scaling the escarpment itself. The rock of the escarpment is rough and lichen-covered, requiring a DC 18 Climb check to scale. Climbing the crags or approaching the hall by air both have a chance of attracting attention from the tower roof (see area C22).

C. RAVENS CRAEG HALL

These areas are those aboveground levels that constitute Ravenscraeg's longhall and tower (see map on page 36).

C1. THE WOODEN STAIR

A rickety wooden stair climbs the cliff face in a series of switchbacks to a fortified hall ninety feet above. The stairs and rails are built of timber planks, silver with age, and climb haphazardly through a series of railed landings on their winding ascent. In some places the stairs and landings are secured directly to the rock face, and in others they hang free upon wooden supports and buttresses driven into the rock. Lichens and moss cover the stairs and rocks, with pale vines, roots, and blooms of nightshade, willowherb, and bog tea sprouting from occasional crevices in the stone.



The stairs and landings groan when trod upon and sway alarmingly in the wind but are otherwise stable. The stairs are 5 feet wide, steep, and slightly slippery, and they count as difficult terrain, though the landings do not. The landings are positioned at odd intervals, so there is no set length of stairs between each. There are a total of seven landings in the staircase (area C2 is the fourth and area C3 is the seventh and final landing).

C2. FOURTH LANDING (CR 5)

A short flight of stairs rises to a landing abutting the cliff face. A small hollow in the rock is plastered over with what looks like a huge wasp nest.

This landing stands 50 feet above the ground.

Creature: The nest is the home of a spider eater, a monstrous insectile beast the size of a horse with the head of a spider, a giant stinger, and two long arms tipped with wickedly sharp pincers. While the spider eater frequently hunts in the Grungir Forest for its favorite prey, the Frozen

Shadows have made a deal with the creature to guard the approach to Ravenscraeg in exchange for regular payments of food. The spider eater ignores tengus or anyone bearing a jade raven amulet, but attacks anyone else attempting to climb the stairs.

SPIDER EATER CR 5

XP 1,600

N Large magical beast

Init +2; **Senses** darkvision 60 ft., low-light vision, scent; Perception +15

DEFENSE

AC 18, touch 12, flat-footed 15 (+2 Dex, +1 dodge, +6 natural, -1 size)

hp 52 (5d10+25)

Fort +9, **Ref** +6, **Will** +2

OFFENSE

Speed 30 ft., fly 60 ft. (good)

Melee bite +9 (1d8+5), 2 pincers +4 (1d6+2), sting +9 (1d6+5 plus poison)

Space 10 ft.; **Reach** 5 ft.

JADE REGENT



SPIDER EATER

Special Attacks implant, poison

Spell-Like Abilities (CL 10th; concentration +10)

Constant—*freedom of movement*

TACTICS

During Combat The spider eater hovers near the stairs, attempting to paralyze climbers with its poisonous sting.

Morale The spider eater flies off if reduced to 20 hit points or fewer.

STATISTICS

Str 21, **Dex** 14, **Con** 21, **Int** 3, **Wis** 12, **Cha** 10

Base Atk +5; **CMB** +11; **CMD** 24

Feats Dodge, Hover, Skill Focus (Perception)

Skills Fly +8, Perception +15

SPECIAL ABILITIES

Implant (Ex) Female spider eaters hatch their eggs inside of a live host. The host must be under the effect of their paralytic poison and be Large or larger. Incubation usually lasts no longer than 6 weeks, at which point the young eat their way out of the host, killing it in the process.

Poison (Ex) Sting—injury; *save* Fort DC 17; *frequency* 1/minute for 5 minutes; *effect* paralysis 1d6+5 weeks; *cure* 1 save.

Development: Once the PCs have engaged the spider eater, tengu ninja from area C4 emerge to attack the PCs. See area C3 for details on this ambush.

C3. MAIN LANDING (CR 6)

This wide porch surmounts the rickety conglomeration of stairs and landings below, providing a panoramic view of the boggy plains that extend to the hazy horizon. The looming gray stone hall of the fortress blocks further progress. Inset arrow slits with heavy wooden shutters flank a bronze-banded portal that leads within. Above, three more arrow slits look out over the precipice.

It is a 90-foot drop from this landing to the ground below. The entry doors are barred from within with a heavy wooden beam (hardness 5, hp 20, Break DC 25).

Creatures: Unless the party has managed to approach Ravenscraeg undetected, a greeting party of three tengu ninja from area C19 has been sent to deal with the PCs as they climb the stairs. The ninja wait until the PCs encounter the spider eater at area C2 before exiting area C4 and sneaking down to the sixth landing to wait in ambush (the ninja gain a +4 bonus on their Stealth checks due to the cover of the intervening stairs, unless the PCs have somebody not on the stairs or landings keeping watch, such as someone on the ground or flying). After the PCs have dealt with the spider eater and are climbing the 20-foot-long stretch of stairs between the fifth and sixth landings, one of the tengus leaps down to the fifth landing 15 feet below (it can avoid taking falling damage with a DC 10 Acrobatics check), while the others remain above, trapping the PCs between them on the stairs. Two of the ninja try to make sneak attacks while the third attempts to trip an opponent on the stairs. On a successful trip attempt, the victim has a 50% chance to either fall prone upon the stairs or tumble over the rail. The sixth landing is 80 feet above the ground, and the fifth landing 65 feet above the ground. Anyone who is falling can make a DC 17 Reflex save to grab a railing from a lower stair or landing, falling only 1d4x10 feet rather than all the way to the ground 90 feet below.

TENGU NINJA (3)

CR 3

XP 800 each

Tengu ninja 4 (*Pathfinder RPG Bestiary* 263, *Pathfinder RPG Ultimate Combat* 13)

NE Medium humanoid (tengu)

Init +4; **Senses** low-light vision; Perception +9

DEFENSE

AC 16, touch 14, flat-footed 12 (+2 armor, +4 Dex)

hp 29 each (4d8+8)

Fort +2, **Ref** +8, **Will** +1

Defensive Abilities uncanny dodge

OFFENSE

Speed 30 ft.

Melee mwk wakizashi +8 (1d6+1/18–20), bite +2 (1d3) or dagger +7 (1d4+1/19–20), bite +2 (1d3)

Ranged blowgun +7 (1d2 plus poison) or dagger +7 (1d4+1/19–20)

Special Attacks sneak attack +2d6

TACTICS

Before Combat The ninja drink their *potions of blur* before attacking.

During Combat The ninja fire blowgun darts poisoned with deathblade poison on the first round of combat, before drawing their wakizashi and leaping to attack, flanking foes where possible.

Morale The ninja fight to the death.

STATISTICS

Str 12, **Dex** 18, **Con** 12, **Int** 13, **Wis** 10, **Cha** 13

Base Atk +3; **CMB** +7; **CMD** 18

Feats Agile Maneuvers, Weapon Finesse

Skills Acrobatics +11, Climb +10, Disguise +9, Escape Artist +11, Intimidate +8, Knowledge (local) +7, Linguistics +9, Perception +9, Sleight of Hand +11, Stealth +15 (+16 when stationary)

Languages Common, Skald, Tengu, Tien

SQ gifted linguist, *ki* pool (3), ninja tricks (surprise attack, vanishing trick), no trace +1, poison use, swordtrained

Combat Gear *potion of blur*, *potion of disguise self*, blue whinnis poison (2 doses), deathblade poison (1 dose);

Other Gear leather armor, blowgun and 10 darts, daggers (3), masterwork wakizashi (see sidebar on page 27), climber's kit, 50-ft. silk rope with grappling hook, shinobi shozoku (see sidebar on page 27)

SPECIAL ABILITIES

Vanishing Trick (Su) As a swift action, a ninja can disappear for 1 round per level. This ability functions as invisibility. Using this ability uses up 1 *ki* point.

Development: If the PCs leave Ravenscraeg and return later on subsequent sojourns, surviving thugs from areas C7 and C11 and any reinforcements gather on the landing to rain broken rocks and debris (taken from area C5) down on intruders. The PCs have cover from these attacks until they reach the sixth landing, but the thugs have an inexhaustible supply of ammunition and keep up the bombardment until half their number are killed, at which point they retreat into area C4.

C4. GREAT HALL (CR 5)

Rows of pillars support the forty-foot-high roof of this longhall. Torches set into pillar sconces and two fire pits set with iron spits in the center of the rush-strewn floor give the room a ruddy glow. Several doors open into rooms on either side beneath ten-foot-high balconies lined with feasting tables. At the far end of the hall, a fifteen-foot-high balcony with the master's high table looks out over all. Smoke holes cut into the

roof high above allow in more light and the croaking of the many ravens that roost on the roof's ridgepole.

Snorri Stone-Eye hosted elaborate feasts as well as entertainments of a more sinister nature in this hall, which the cultists and ninja of the Frozen Shadows still use as a gathering hall and mess. The fire pits are 3 feet deep and hold burning coals and ash to a depth of 1 foot. Anyone who enters one of these pits takes 3d6 points of fire damage per round and must succeed at a DC 15 Reflex save to avoid catching fire.

Anyone examining the high table on the balcony at the head of the room (area C4a) finds some Skald words roughly carved into the table with a dagger point: "Time is the coin of fools, rendered due unto the gods." Snorri inscribed these words in his madness and failing health as he contemplated the coming apocalypse he had foreseen. A trap door in the floor of this balcony to the west opens onto the hallway below (area C10). A rope ladder has been rolled up and stowed next to a joist beneath the trap door, allowing it to be deployed as a move action. This trap door functioned as an emergency exit for Snorri Stone-Eye, but has not seen use since the Frozen Shadows acquired the hall.

Creatures: When the PCs first enter this chamber, two raven swarms descend into the hall from the smoke holes above to attack them.

RAVEN SWARMS (2) CR 3

XP 800 each

N Tiny animal (swarm) (*Tome of Horrors III* 212)

Init +2; **Senses** low-light vision; Perception +10

DEFENSE

AC 14, touch 14, flat-footed 12 (+2 Dex, +2 size)

hp 18 each (4d8)

Fort +4, **Ref** +6, **Will** +3

Defensive Abilities half damage from piercing and slashing weapons, swarm traits

OFFENSE

Speed 10 ft., fly 40 ft. (average)

Melee swarm (1d6)

Space 10 ft.; **Reach** 0 ft.

Special Attacks distraction (DC 12), eye-rake

STATISTICS

Str 2, **Dex** 15, **Con** 10, **Int** 2, **Wis** 15, **Cha** 7

Base Atk +3; **CMB** +3; **CMD** 9 (can't be tripped)

Feats Ability Focus (eye-rake), Skill Focus (Perception)

Skills Fly +11, Perception +10

SQ swarm traits

SPECIAL ABILITIES

Eye-Rake (Ex) Any living creature damaged by a raven swarm must make a DC 14 Reflex save or be blinded as the swarm scratches and tears at the victim's eyes. The blindness lasts

JADE REGENT



for 1d4 days until the eyes naturally heal, or until they are healed (with *remove blindness* or a DC 15 Heal check). The save DC is Constitution-based.

Development: If the PCs leave Ravenscraeg and return later, two more swarms attack when they enter this chamber, as long as Wodes still lives (see area C20).

C5. GUARDROOM

These guardrooms both have shuttered and latched arrow slits overlooking the main landing (area C3). They are empty save for piles of rock and broken rubble for defenders to throw at attackers climbing the stair outside. A DC 10 Knowledge (engineering) or Profession (miner) check can identify the rubble as recently quarried local rock, left over from the recent construction in the dungeon levels.

C6. EMPTY BUNKROOM

Numerous wooden bed frames with rope mattresses occupy this sparsely furnished room. It does not appear that anyone has used this room recently, but it could quarter as many as a dozen.

This bunkroom has not seen regular use since the habitation of Snorri Stone-Eye, but remains empty in case the Frozen Shadows ever recall all of their agents and adherents from Kalsgard to Ravenscraeg. A curtain to the north conceals a small alcove containing a bench and discolored bucket serving as a rude privy. A door next to the privy leads to an empty closet.

Development: If the party leaves Ravenscraeg and returns later, any Frozen Shadow thug reinforcements are quartered in this chamber and kept on alert for further incursions.

C7. THUG BUNKROOM (CR 5)

A dozen bunks stand haphazardly about this room, strewn with rumpled bedding, assorted clothing and personal items, and the discarded remains of food and empty plates. Near the north door sit two stained, foul-smelling buckets that are apparently not emptied frequently enough.

Those members of the Frozen Shadows who lack the aptitude to be trained as monks or ninja are quartered in this bunkroom.

Creatures: Eight Frozen Shadow thugs occupy this room. These ruffians are a mix of Ulfen, Varki, and Tians drawn from the lower echelons of society. Thorborg Silverskorr's offer of membership in a secret brotherhood appealed to them because it provided a place to fit in and a chance to wield a modicum of power that they likely would never

otherwise have enjoyed. As a symbol of allegiance to the organization, each thug carries a jade statuette of a raven.

FROZEN SHADOW THUGS (8)

CR 1/2

XP 200 each

Human warrior 2

LE Medium humanoid (human)

Init +1; Senses Perception -1

DEFENSE

AC 15, touch 12, flat-footed 13 (+3 armor, +1 Dex, +1 dodge)

hp 17 each (2d10+2)

Fort +3, Ref +3, Will -1

OFFENSE

Speed 30 ft.

Melee spear +4 (1d8+3/x3) or
battleaxe +4 (1d8+2/x3)

Ranged spear +3 (1d8+2/x3) or
rock -1 (1d4+2)

TACTICS

During Combat The thugs rush to attack anyone entering the room. They have little patience for tactics, and simply gang up on the closest foes.

Morale If more than half their number are slain, the surviving thugs attempt to flee.

STATISTICS

Str 14, Dex 13, Con 11, Int 10, Wis 8, Cha 9

Base Atk +2; CMB +4; CMD 16

Feats Dodge, Lightning Reflexes

Skills Climb +6, Handle Animal +4, Intimidate +4

Languages Common, Skald, Tien

Gear studded leather, battleaxe, spear, jade raven statuette (worth 50 gp), pouch with 1d10 sp

Treasure: A few items of value can be found hidden among the bunks and clothing in this room with a DC 12 Perception check. These include a hnefatafl (a traditional Ulfen game) board and pieces made of walrus ivory worth 120 gp, three lucky runestones carved in chalcedony worth 35 gp each, a gold ringed pin brooch worth 20 gp, and an ornate Varki needlecase carved from whalebone with three bone needles worth 15 gp.

Development: At night, the four thugs from area C11 are in this room as well.

C8. NINJA BUNKROOM (CR 6)

Ten sleeping pallets lie neatly arranged about this room. At the foot of each is a small locker for personal belongings. An iron trap door sits in the floor near the east wall.

This chamber serves as a bunkroom for the human ninja of the Frozen Shadows. The iron trap door opens on a coal chute that leads down to area D5. The chute is a tight fit for



FROZEN SHADOW NINJA

Tiny creatures and requires a DC 30 Escape Artist check for Small creatures to navigate. Anything larger cannot fit down the chute.

Like area C6, this room contains a privy and small closet to the north. The closet has been turned into a shrine to a foreign deity. A painted stone idol depicts a man with a fearsome scowling red face, bulging eyes, and long beard, wearing red Tian robes and an iron crown. In one hand he holds a noose, while the other holds several shuriken. A DC 20 Knowledge (religion) check recognizes the idol as Yaezhing, the Tian god of harsh justice and murder, and patron of ninja and assassins. A small bowl before the idol holds bits of gold jewelry and coins, while copper plates to either side of it hold the burnt remains of cubes of incense.

Creatures: The Frozen Shadows count more than two dozen trained ninja among their ranks, but most remain

in Kalsgard serving as spies and assassins while going about innocuous everyday lives beneath the notice of their unsuspecting neighbors. Currently, there are four human ninja here, resting and meditating.

FROZEN SHADOW NINJA (4) CR 2
XP 600 each
hp 20 each (see page 25)

Treasure: The offerings in the bowl before the idol are worth a total of 250 gp. In addition, a search through the foot lockers turns up 20 blocks of Tian incense worth 10 gp each, a cash voucher from the Rimerunners Guild good for 80 gp, a jade bracelet worth 25 gp, and an antique painted ebony fan worth 250 gp.

Development: If the party leaves Ravenscraeg and returns later, any Frozen Shadow ninja reinforcements are quartered in this chamber.

C9. WINE AND FOOD STORES

The doors to this room are locked (DC 25 Disable Device check to open) and the key is kept in area C16.

This room is dark and cold, and numerous barrels, baskets, and sacks are stacked about the room. Butchered carcasses—primarily sheep, but a few hogs as well—along with bundles of roots, tubers, and herbs hang from the wooden rafters overhead.

This cool, well-insulated chamber preserves Ravenscraeg’s main food stores. The foodstuffs kept here could feed three dozen people for more than a month, though the meat would go bad long before then, leaving primarily grains and dried vegetables after that. In addition to the foodstuffs, seven barrels of ale, two casks of mead, and 11 skins of fortified wine are kept here. In one corner sits a clay pot filled with fresh honeycomb.

C10. LOWER COURSE

This cramped corridor runs from one side of the longhall to the other. Multiple doors open at either end, and all manner of boxes, bags, chests, and crates have been stacked against the walls. The rafters overhead hold hooks and nets from which hang additional supplies.

All the various tools, equipment, and nonperishable supplies necessary for the maintenance and upkeep of Ravenscraeg are stored in this hallway. Nearly any sort of mundane tool can be found here, including a portable forge and a set of masterwork smith’s tools. PCs who succeed at a DC 10 Perception check at the west end of the hall notice a trap door in the ceiling that leads up to the platform above (area C4a).

C11. KITCHEN (CR 3)

A lean-to of stacked fieldstones, roofed with steeply sloping thatch, has been constructed against the walls of the main hall and adjacent cliff face. Two massive ovens occupy the south wall, and a number of tables and trestles have been set up about the room for food preparation.

This kitchen feeds those staying at Ravenscraeg and is well stocked, if somewhat rudely constructed. There is always bread baking in at least one of the ovens, and a cauldron of broth simmering at the hearth beneath the other.

Creatures: Four Frozen Shadow thugs, hard at work on the next meal, occupy this chamber at all times except the darkest watches of the night. Then the fires are banked and the room is empty. These cultists are not looking for a fight—although armored, they have only kitchen knives (treat as daggers) as weaponry, and they attempt to join their fellows in area C7 if confronted by the PCs.

FROZEN SHADOW THUGS (4) CR 1/2
XP 200 each
 hp 17 each (see page 25)

C12. HIDDEN DELL

A picturesque dell squeezes between the steeply sloping flanks of the nearby crags that rise a hundred feet or more overhead. A narrow waterfall rushes in a torrent down one of these slopes and collects in a catch pond next to a thatch-roofed lean-to with two large fieldstone chimneys. A small torrent exits this pond, wending its way toward the great hall, where it disappears into a metal grate in the hall's foundation. A path from the lean-to leads over a narrow bridge of rough-sawn logs arching over the stream and farther down the defile, until it is lost among the rocky outcroppings beyond.

This dell is the secret back door to the hall, its winding course eventually reaching the northern edge of the Grungir Forest 3 miles distant through the winding crags. The trailhead in the forest is impossible to find unless one knows where to look. The pond's water is clean, ice cold, and 5 feet deep, and its torrent eventually empties into a subterranean course beneath Ravenscraeg. The slopes of the defile are extremely steep with few handholds (DC 15 Climb check to scale). There are currently seven sheep pasturing in the dell, where they remain, close to food and water.

C13. LABORATORY (CR 8)

This room has been hewn from the rock of the crag, and a wooden stair rises along the walls to the north. Tables and workbenches fill the chamber, holding all manner of alembics,

crucibles, burners, and assorted tools, as well as a large glass case holding what appears to be a humanoid body. A variety of dried herbs and plants dangle in profusion from hooks on the bottoms of the stairs, and sacks and chests holding additional equipment and components have been shoved underneath the stairs. A torch mounted on one of the stair posts illuminates the chamber with a flickering glow.

This chamber is the laboratory of Goti Runecaster. He primarily uses it to create the poisons employed by the Frozen Shadows, but indulges in various other bits of macabre research into death, undeath, and the infernal. The stairs to the north lead up to area C15, while a door to the south opens onto a stairway leading down to area D1.

Creature: The corpse in the glass case is actually inhabited by a hellwasp swarm, a horde of black-and-red wasps from the depths of Hell that possesses an intelligent hive mind. Goti acquired the hellwasps from a Chelish wizard, but recognizing their danger, sealed them in the glass case to study them in safety. When the PCs first enter the room, the hellwasps animate the body, banging on the glass and begging to be freed in a strange, droning voice in Infernal. The PCs can make opposed Perception checks against the swarm's Disguise check (the swarm has a Disguise skill of -1) to notice the forms of the wasps crawling beneath the body's skin. If the PCs break the case (hardness 1, hp 1, Break DC 5), they release the swarm, which immediately abandons the body and attacks any living creature in the room. The hellwasp swarm might very well be a bit much for a party of 5th- or 6th-level PCs to handle, so be sure to give them every opportunity to notice the swarm and leave it where it is imprisoned.

HELLWASP SWARM CR 8
XP 4,800

LE Diminutive vermin (evil, extraplanar, swarm)
Init +10; **Senses** darkvision 60 ft.; Perception +4

DEFENSE

AC 20, touch 20, flat-footed 14 (+6 Dex, +4 size)

hp 90 (12d8+36)

Fort +10, **Ref** +10, **Will** +7

DR 10/good; **Immune** mind-affecting effects, swarm traits, weapon damage; **Resist** fire 10

OFFENSE

Speed 5 ft., fly 40 ft. (good)

Melee swarm (3d6 plus poison)

Space 10 ft.; **Reach** 0 ft.

Special Attacks distraction (DC 18), inhabit, poison

STATISTICS

Str 1, **Dex** 22, **Con** 14, **Int** 6, **Wis** 13, **Cha** 9

Base Atk +9; **CMB** +11; **CMD** 16 (can't be tripped)

Feats Ability Focus (poison), Hover, Improved Initiative, Iron Will, Skill Focus (Perception), Toughness

Skills Fly +25, Perception +4, Stealth +24

Languages Infernal

SQ hive mind

SPECIAL ABILITIES

Hive Mind (Ex) When hellwasps swarm together, they gain an Intelligence of 6 and the ability to use skills and feats, and can speak Infernal with a voice made up of an amalgamation of their constant droning.

Inhabit (Ex) A hellwasp swarm can enter the body of a helpless or dead creature by crawling into its mouth and other orifices. Inhabiting the body requires 1 minute, and the victim must be Small, Medium, or Large. The swarm can abandon the body at any time, although doing so takes a full-round action. Any attack against the host deals

half damage to the hellwasp swarm as well, although the swarm's resistances and immunities may negate some or all of this damage.

If a hellwasp swarm inhabits a dead body, it can restore animation to the creature and control its movements, effectively transforming it into a zombie of the appropriate size for as long as the swarm remains inside. If a hellwasp swarm inhabits a living victim, it can neutralize the effects of its own poison and control the victim's movement and actions as if using *dominate monster* on the victim. The hellwasps quickly consume a living victim, dealing 2d4 points of Constitution damage per hour they inhabit its body.

A hellwasp-inhabited creature is relatively easy to spot, since its skin crawls with the forms of the insects inside. The swarm is intelligent enough to attempt to hide beneath loose clothing or a large cloak to keep its presence from being detected. The swarm can attempt a Disguise check to conceal its inhabitation of a host, taking a -4 penalty if it inhabits a Small host.

A *remove disease* or *heal* spell cast on an inhabited victim forces the hellwasp swarm to abandon its host.

Poison (Ex) Swarm—injury; *save* Fort DC 20; *frequency* 1/round for 6 rounds; *effect* 1d6 Dex; *cure* 2 consecutive saves.

Treasure: Most of the plants and roots in the room are from the nightshade family and are poisonous, though one small sack holds dried malyass roots that can be used to create 5 doses of malyass root paste with DC 16 Craft (alchemy) checks. The equipment on the tables constitutes a complete alchemist's lab, and there is a 55% chance that any mundane spell component can be found among the substances stored here with a DC 16

Perception check. If the assorted components and equipment stored here are transported back to Kalsgard, they could be sold to a magic shop or wizard for 1,500 gp, but these items weigh a total of 175 pounds. In addition, if the PCs spend at least an hour searching through the room, they find an empty *ring of counterspells*, a vial containing an ounce of *stone salve*, and six gold ingots worth 250 gp each.

C14. HOLDING CELL

The door to this room is locked (DC 25 Disable Device check to open) and the key is in area C16.

A cramped cell ten feet deep and no more than five feet high has been excavated in this corner of the tower's foundation. The cell is rank with the smell of sweat and urine, and a pair of rats scurry among the rib cage of some former inhabitant.

Ravenscraeg never had a formal dungeon and Snorri Stone-Eye's prisoners seldom lasted very long, but he



HELLWASP SWARM

consigned those he wanted to preserve for a while to this hole. The Frozen Shadows now use the cell for much the same purpose.

Creature: The cell's current occupant is an Ulfen merchant of Kalsgard named Lute Haggersly. Lute has been held here for 4 weeks, subsisting on the small portions of food and water given to him by his captors, and whatever rats he has been able to catch. Once a corpulent man, Lute is now a shadow of his former self and is weak with malnutrition and fever, but he has only minor injuries and conditions easily remedied with proper care or minor healing magic.

LUTE HAGGERSLY **CR 1**

XP 400

Shopkeep (*Pathfinder RPG GameMastery Guide* 284)

hp 13 (currently 4)

Gear none

Development: Lute is a merchant recently elected to the Rimerunners Guild's board of shareholders. He had the misfortune to vote against a measure proposed by Thorborg Silverskorr and then had the temerity to not be intimidated and bullied into capitulating. He was abducted from the road on a trip to some of the outlying villages around Kalsgard and was brought here, as the Frozen Shadows think he might be worth a sizable ransom at some point.

Lute has primarily faced Goti Runecaster so far, who tried out various noxious brews that he had concocted (fortunately with no overly baneful effects) and threatened him with infestation by the hellwasp swarm. Jorgan the Axe has worked him over a few times as well. Lute can tell the PCs that he has not been questioned and has no idea why he is being held. He warns the PCs that a hideous purple ogre seems to command the fortress, and he claims the ogre is actually none other than Thorborg Silverskorr, the leader of the Rimerunners Guild.

In fact, Kimandatsu visited Lute once in her oni form, just to scare him for a little fun. Outside the cell, Kimandatsu spoke to Goti in her human form, and though Lute did not witness her transformation himself, he was able to recognize Thorborg's voice, and is convinced Thorborg is actually the purple ogre who visited him.

Lute is of no help to the party and would prefer to wait somewhere safe (such as their camp) for the PCs to escort him back to Kalsgard. If brought safely home to Kalsgard, he awards each of them a gold arm-ring set with five freshwater pearls worth 250 gp. In addition, if introduced to the PCs' friend Sandru Vhiski, Lute agrees to enter into a trade agreement with Sandru, extending the caravan master's trade contacts into the Lands of the Linnorm Kings.

Story Award: If the PCs rescue Lute and safely return him to Kalsgard, award them 1,600 XP.

C15. TOWER LANDING

The stone walls turn to heavy timbers as this tower climbs above the longhall. This landing is dark, illuminated only by what little light spills from the room below. A steep, narrow stair lacking any railing rises through an opening in the ceiling 20 feet above. Beyond this stair, a door opens into a side room.

The narrow stairs lead up to area **C19**. This landing is normally uninhabited, but guards may be posted here if Ravenscraeg is on alert (see sidebar on page 32).

Development: Any sounds of combat on this landing draw the attention of tengu ninja from area **C19** above after 3 rounds.

C16. CAPTAIN'S QUARTERS (CR 4)

This chamber reeks of stale wine, rank sweat, and wild animal spoor. A rough bed sits at the far end, and a pot-belly stove rests between the windows, next to a coal bucket. Across from the stove is a small table holding several empty wineskins and a small oaken statuette.

Ravenscraeg's captain of the guard lives in these quarters. The bed is disheveled and covered in coarse bear hair. The wineskins are all empty. Lying on the table beneath the oak statuette are four keys (to areas **C9**, **C14**, **C17**, and **C18**).

Creature: A werebear ranger named Jorgan the Axe lives here. A heavy-set, muscular man with broad features, dark eyes, and thick red hair and beard, Jorgan serves Thorborg Silverskorr both as captain of the guard at Ravenscraeg and occasionally as an enforcer and assassin in Kalsgard. He is not aware that Thorborg is actually an ogre mage. Jorgan lived a solitary existence in the Grungir Forest until he attacked and gravely injured a jarl on a hunting trip who trespassed on his land. The jarl's huscarls hunted him down and captured him to bring to Kalsgard for execution. Thorborg Silverskorr saw him and offered to pay wergild for his release if Jorgan agreed to serve her. Since that day, the werebear has been a loyal member of the Frozen Shadows.

JORGAN THE AXE (HYBRID FORM) **CR 4**

XP 1,200

CN male human natural werebear ranger 4 (*Pathfinder RPG*)

Bestiary 2 181)

hp 38

Special Attacks favored enemy (humans +2)

TACTICS

During Combat When confronted, Jorgan immediately changes into his hybrid form and attacks, focusing his assault on human foes if possible.

Morale Jorgan is under a *blood geas* to Kimandatsu (see page 10) and is terrified of the trolls in the dungeons. He fights to the death rather than risk the wrath of his employer at the hands of those beasts.

Treasure: Jorgan carries an ornate jade raven statuette set with precious stones, worth 100 gp. The oaken statuette on the table is carved in the image of an Ulfen warrior biting his shield in fury and is worth 10 gp. A DC 16 Perception check made while searching the coal bucket next to the stove finds a bag hidden beneath the coal containing 450 gp in freshly minted Chelish coins—payment for a recent freelance assassination performed by Jorgan for a Chelish merchant captain.

C17. ARMORY

The door to this room is locked (DC 20 Disable Device check to open), and the key is in area C16.

Wooden pegs on the walls of this chamber hold shields and scabbards, wooden stands hold chainmail hauberks, and open chests hold arrows and axes. A number of spears have been stacked together in one corner.

This room is Ravenscraeg's armory. The shutters over the arrow slit have been closed, making the room dark.

Treasure: Within this room are a total of five chain shirts, two suits of chainmail, seven light wooden shields, three battleaxes, nine short swords, 22 spears, and 225 arrows. A DC 25 Perception check made while searching the arrow lockers locates a single *greater magical beast slaying arrow*.

C18. CLOAKROOM

The door to this room is locked (DC 20 Disable Device check to open) and the key is in area C16. The room is dark because of the shutters covering the lone arrow slit. This room holds cloaks and cold weather clothing to outfit the occupants of the hall throughout the long winters. In addition, valuable furs and bales of raw wool sheared from the hold's sheep are stored here.

A DC 17 Perception check discovers rolls of leather scrolls covered in tiny, cramped Skald runes stuffed into one chest. These are the personal diaries of Snorri Stone-Eye and relate not only his vile past but also details of his apocalyptic revelation, as described under the introduction to Ravenscraeg. They have no bearing on this adventure, but could serve as seeds for development in your own campaign if you so choose. They also provide a hint to a secret treasure left by the Mad Reaver. Anyone who can read Skald and makes a DC 16 Linguistics check finds a passage in the rantings referring to a concealed cache in the upstairs flue, hidden away for the "coming winter" (see area C21).

Treasure: Several bales of wool in this chamber are worth 100 gp in the markets of Kalsgard, but they weigh a total of 500 pounds. There are also six bundles of wolf, bear, and fox furs worth 250 gp each.

C19. TENGU ROOKERY (CR 6)

Windows open to the elements bring a chill to this room. A fireplace stands against one wall, its ashes cold, next to a stack of firewood. A trap door with a wooden ladder leading to it opens in the ceiling to the southwest. Six light cots are spaced about the chamber, with a small footlocker next to each.

The tengu ninja of the Frozen Shadows use this room as a rookery. When cold weather strikes, they close the windows and keep a roaring fire in the fireplace, but thanks to a recent warm spell the room is currently open to the elements. The footlockers hold mundane personal effects of obvious Tian manufacture, as well as a number of large black feathers. The trap door in the ceiling is counterweighted so that it opens with a simple push from below. The ceilings of this chamber and areas C20 and C21 are 20 feet high.

Creatures: Six tengu ninja normally reside here, but three of them have been sent to guard the stair at area C3, leaving three remaining in this room. If the tengus hear intruders on the landing below, they use their vanishing trick to ambush the first PC to emerge from the stairs.

TENGU NINJA (3)

CR 3

XP 800 each

hp 29 each (see page 34)

Treasure: The footlockers contain six jade raven statuettes like those carried by other Frozen Shadows, though these are much more ornate, set with precious stones, and worth 100 gp each. In addition, various accoutrements of fine Minkai manufacture (decorative fans, silk kimonos, wooden sandals, and the like) totaling 250 gp in value can be found among the garments within.

Development: If the PCs leave Ravenscraeg and return later, any tengu ninja reinforcements are quartered in this chamber.

C20. THE BLOOD-FEATHER RAVEN (CR 6)

This chamber is empty of furnishings, and the floor is spattered with bird droppings. The room's door has been removed, but half-open shutters bearing many marks and scratches cover two arrow slits in the walls. A nest of ragged blankets and bits of thatch and straw lies against the center of the east wall. Large, black feathers are scattered about the room, lying thickest around the nest.

Other than the nest, the room is largely bereft of adornment.

Creature: This chamber is the abode of the blood-feather raven Wodes, though he uses it as little more than sleeping quarters and a shelter to get out of bad weather. He spends most of his time out spying for the Frozen Shadows. Wodes is a strange being from the First World, a raven druid with a single, mysterious blood-red feather, who was touched by some fey power and awakened, gaining humanlike intelligence. Wodes eventually found his way into the Linnorm Kingdoms, where he encountered and formed an alliance with the sorcerer Goti Runecaster. Wodes now serves as spymaster for Kimandatsu and the Frozen Shadows, as well as maintaining and influencing the ubiquitous flocks of ravens that gather around Ravenscraeg. In addition to Wodes, a raven swarm currently occupies this chamber as well.

RAVEN SWARM CR 3
XP 800
hp 18 (see page 35)

WODES, THE BLOOD-FEATHER RAVEN CR 5
XP 1,600
Male advanced awakened raven druid 5
(*Pathfinder RPG Bestiary* 133)
NE Small magical beast (augmented animal)
Init +3; **Senses** low-light vision; Perception +18

DEFENSE
AC 18, touch 16, flat-footed 14 (+1 deflection, +3 Dex, +1 dodge, +2 natural, +1 size)

hp 59 (10 HD; 5d8+5d8+15)
Fort +9, **Ref** +8, **Will** +9; +4 vs. fey and plant-targeted effects
Defensive Abilities resist nature's lure

OFFENSE
Speed 10 ft., fly 40 ft. (average)
Melee bite +11 (1d4+1)
Special Attacks lightning arc (1d6+2 electricity, 7/day), wild shape 5 hours/day
Druid Spells Prepared (CL 5th; concentration +9)
3rd—*gaseous form*^D, *sleet storm*, *summon nature's ally III*
2nd—*barkskin*, *cat's grace*, *heat metal* (DC 16), *wind wall*^P
1st—*charm animal* (DC 15), *magic fang*, *obscuring mist*^D, *produce flame* (2)
o (at will)—*detect magic*, *flare* (DC 14), *guidance*, *read magic*
D Domain spell; **Domain** Air

TACTICS
Before Combat Wodes casts *barkskin*, *cat's grace*, and *magic fang* before entering combat.
During Combat Wodes casts *summon nature's ally III* on the first round combat to summon 1d3 Small air elementals and

orders the raven swarm to attack intruders. Wodes then casts *produce flame* to attack opponents.

Morale Wodes has no great loyalty to the Frozen Shadows, but he is absolutely loyal to Goti and will not abandon Ravenscraeg as long as the sorcerer lives. If hard pressed, however, he retreats to area C22, circling around to enter the hall by other means and ambush the PCs later.

Base Statistics Without his spells, Wodes's statistics are **Init** +1; **AC** 14, touch 14, flat-footed 12; **Ref** +6; **Melee** bite +8 (1d4); **Dex** 13; **CMD** 18; **Skills** Fly +14, Stealth +16.

STATISTICS
Str 10, **Dex** 17, **Con** 12, **Int** 12, **Wis** 19, **Cha** 6
Base Atk +6; **CMB** +5; **CMD** 20
Feats Combat Casting, Dodge, Eschew Materials, Natural Spell, Skill Focus (Perception), Weapon Finesse
Skills Fly +16, Knowledge (geography) +8, Knowledge (nature) +9, Linguistics +4, Perception +18, Spellcraft +10, Stealth +18, Survival +6
Languages Auran, Common, Druidic, Skald, Terran, Tien
SQ nature bond (Air domain), nature sense, trackless step, wild empathy +3, woodland stride
Combat Gear *scroll of summon nature's ally II*, *scroll of summon nature's ally V*; **Other Gear** *ring of protection* +1, scroll case



Treasure: Secreted among the raven's nest are a number of human teeth (Wodes collects these), 27 gp, an ivory-and-onyx necklace worth 130 gp, and a writing kit with rolls of blank parchment cut into tiny strips and small leather cases that can be secured to a bird's leg, allow it to carry messages. The kit is worth 20 gp.

C21. GUEST ROOM

This chamber holds only a simple bed and a table bearing a water pitcher and basin. A fireplace stands in the eastern wall.

Currently unoccupied, this bedroom serves as a guest room for ranking members of the Rimerunners Guild or Frozen Shadows when they visit Ravenscraeg.

Treasure: The fireplace has no andirons to hold logs and is empty of ashes, as its flue has become clogged. The fireplace sits unused because the Frozen Shadow thugs have been too lazy to clean the chimney. As a result, they have not realized that the clog is actually a soot-stained, but still fully serviceable, pair of *boots of the winterlands*. These can

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be found automatically if someone specifically searches the flue (or if the PCs found the clue in area **C18**). Otherwise, the boots can be discovered with a DC 22 Perception check.

C22. ROOKS' ROOST (CR 6)

A wooden platform has been built into the thatch roof of the tower; it is backed by wooden siding, while the far edge is a sheer drop off to the vale below. A trap door sits in the corner of the roof, and a small wire coop with a wooden table next to it sits in the shelter formed by the roof's peak. The entire platform and adjoining roof are thick with bird droppings, and numerous black birds flutter around and croak ominously.

This aerie is where Wodes communes with the many ravens that call the roofs of Ravenscraeg home. In Snorri Stone-Eye's day, the coop held messenger birds, but Wodes has no need for them because of his influence over the birds. Wodes writes his dispatches and attaches them to birds at the small table here, which bears many ink stains on its scarred surface. It is a 50-foot drop to area **C12** below.

Creatures: As long as Wodes lives, three raven swarms linger about this tower top, attacking anyone other than the blood-feather raven or a tengu who emerges from the trap door or who approaches Ravenscraeg by air. Dozens of swarms actually inhabit the fortress and the surrounding crags, so do not subtract any losses due to fights with raven swarms in other areas from this number.

RAVEN SWARMS (3) **CR 3**
XP 800 each
hp 18 each (see page 35)

Treasure: A DC 16 Perception check reveals a shiny bauble dropped by one of the birds among the droppings. If cleaned off, it is revealed to be a small diamond worth 300 gp.

Development: If Wodes is slain, the birds here lose their aggressiveness and flee to the nearby crags, resuming their role as harmless scavengers.

D. DUNGEON LEVELS

Ravenscraeg's dungeons consist of the hall's cellar plus a lower level recently excavated by Kimandatsu. Unless otherwise noted, ceilings are 10 feet high and the walls are constructed of mortared stone, except areas **D2**, **D3**, and **D10** through **D19**, which are hewn stone. There are no light sources in the dungeon unless included in the individual room descriptions.

D1. DUNGEON STAIR

The stairs descend into a plain room of mortared stones. The walls drip with condensation, giving the air a cold, clammy feel.

There is nothing of interest in this chamber. The stairs lead up to area **C13**. A DC 10 Perception check at the door detects the sound of rushing water in area **D4**.

D2. WATER ROOM

The door opens into a natural cavern thirty feet across and fifteen feet high. A waterfall pours in through a small aperture high on the south wall, filling a turbulent pool in the floor and sending a cold spray throughout the room. A smoothed ledge extends outward from the door, and two large barrels have been set to the right of it. Another ledge sits on the far side of the pool. A smaller cask sits on this ledge, next to a heavy wooden door.

The waterfall is the outflow of the pond and stream at area **C12** above. The pool is 5 feet deep with a slippery, natural rock floor (DC 13 Acrobatics check to avoid slipping and accidentally dunking oneself in the water), and exits through a submerged outflow to the northeast. A Small creature could squeeze through this outflow, ending up in the stream at area **D4**, but the current is not strong enough to sweep creatures or equipment away. The two barrels each hold 50 gallons of water from the pool and have ladles hung on the inside of their rims. They are used as the water source for the denizens of this level and are refilled by the trolls in area **D5** when they get low.

The door on the far side of the pool is locked (hardness 5, hp 20, Break DC 25, Disable Device DC 25). The cask next to the door is sealed and holds an unfamiliar and potent alcohol (actually rice wine, or sake, from Minkai). An aspergillum (usually used for sprinkling holy water) sits atop the cask. Kimandatsu uses the aspergillum and sake to ward off the executioner's hoods in area **D3** if she needs to go in there, but the wine is worth 100 gp in the Jade Quarter. The key to the door to area **D3** lies beneath the sake cask (DC 16 Perception check to find or automatic if the cask is lifted).

D3. CISTERN (CR 6)

This room is small and musty, hewn from solid rock. Near the far wall stands a low well, its opening only a foot in diameter. A winch and chain with a rusty steel bucket hang from the wall above it. In the far corner sits a pile of old wooden buckets and other debris, rotten and broken, with several different kinds of fungus growing on their remnants.

In the depths of winter when the pond and stream in area **C12** freeze, the water in area **D2** dries up. However, the well in this chamber accesses a natural cistern in the rock, so that the inhabitants of Ravenscraeg can still draw water. The well shaft is narrow and dark and descends over 30 feet to the water in the cistern, out of sight below. Though

it needs a replacement bucket to draw the water, the well is otherwise in good shape to reach this water supply.

Creatures: Lurking in the shadows near the ceiling of this room are four strange creatures called executioner's hoods, left here by Kimandatsu to guard the item at the bottom of the well (see Treasure below). These adolescent lurking rays resemble their namesakes, except for the writhing tentacles and teeth on their inner surfaces that they use to attack any creatures whose heads they manage to engulf. Kimandatsu uses the aspergillum and sake in area **D2** to drive off the executioner's hoods when she enters this chamber, as the creatures take damage from alcohol on their flesh. The hoods can safely ingest the sake, however, and have developed a taste for the potent rice wine. If not immediately offered sake when creatures first enter the room, the executioner's hoods spend 1 round moving into position above those PCs not wearing helmets. If noticed beforehand, they immediately drop onto the closest creature. The aspergillum from area **D2** can also be used against the executioner's hoods. The sprinkles of sake from the tool are not enough to actually harm the creatures, but it is enough to keep them at bay.

EXECUTIONER'S HOODS (4) CR 2

XP 600 each

N Tiny aberration (*Misfit Monsters Redeemed* 50)

Init +1; **Senses** blindsense 10 ft., darkvision 60 ft., scent; Perception +8

DEFENSE

AC 16, touch 13, flat-footed 15 (+1 Dex, +3 natural, +2 size)

hp 11 each (2d8+2)

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

Immune sleep effects

Weaknesses light sensitivity, vulnerability to alcohol

OFFENSE

Speed 10 ft., climb 5 ft.

Melee slam +3 (1d4 plus grab)

Space 2-1/2 ft.; **Reach** 0 ft.

Special Attacks constrict (1d4), engulf, strangle

TACTICS

During Combat The executioner's hoods drop down onto creatures below them and attempt to constrict and strangle their victims. If they miss, they make their laborious way back to the ceiling to try again.

Morale The hoods fight to the death unless confronted with enough alcohol to damage them, at which point they try to flee back up to the ceiling or down the well.

STATISTICS

Str 10, **Dex** 12, **Con** 12, **Int** 3, **Wis** 13, **Cha** 10

Base Atk +1; **CMB** +0 (+4 grapple); **CMD** 10 (can't be tripped)

Feats Skill Focus (Perception)

Skills Climb +13, Perception +8, Stealth +13

SPECIAL ABILITIES

Engulf (Ex) Although it is a Tiny monster, an executioner's

hood can drop onto the head of a Medium or smaller creature as a standard action. If the hood's attack succeeds, it can immediately make a grapple check to grab its target and constrict. The hood's crawling tendrils wrap themselves tightly around its victim, seeking entry into the creature's ears, nose, and throat, making it difficult to remove. Any attacks against the hood deal half damage to the hood and half to its grappled target inside.

Strangle (Ex) A grappling executioner's hood entirely covers its opponent's head with an airtight grip. A creature that is grappled by the hood cannot speak or cast spells with verbal components and must hold its breath (see Suffocation, *Core Rulebook* 445) unless it doesn't use its head to speak or breathe.

Vulnerability to Alcohol (Ex) Strong alcohol harms an executioner's hood. Every quart poured on it causes 1 point of damage. Four quarts of alcohol incapacitates it and forces it to release a grappled target.

Treasure: Anyone looking down the well with a light source can see a sword in a scabbard wedged in the shaft 15 feet below. This is *Suishen*, the ancestral sword of the Amatatsu family, and the reason the PCs came to Kalsgard (see page 61). When Kimandatsu ordered Asvig Longthews to steal the sword from Fynn Snaevald in order to prevent the Amatatsu heir from reclaiming it, the ogre mage was disappointed to discover that she could not wield the blade because of her alignment conflict and the sword's powerful ego. Unable to find a way to quickly and easily destroy *Suishen*, Kimandatsu instead tossed it into this well, assuming that the sword would eventually rust away at the bottom of the cistern, far removed from the eyes of those who would seek it. Instead, *Suishen* became lodged in the well shaft, waiting to be discovered by those with the birthright to wield it.

Suishen can detect Amatatsu scions within 60 feet, so as soon as Ameiko or any of the PCs who found the *Amatatsu Seal* in Brinewall enter the room, the sword activates its *flaming* ability, revealing its presence as fiery light suddenly pours forth from the well. Retrieving *Suishen* from the narrow well shaft might prove a difficult task, but Spivey or Helgarval (if they are with the party), or any creature of Tiny size or smaller, can fit down the 1-foot-diameter shaft and easily recover the sword.

D4. FLOODED PASSAGE

A deep channel of flowing water crosses the hall here. On the opposite side lies a heavy timber plank. A brass bell and clapper hang from the wall on this side of the stream.

The outflow from area **D2** flows across the passage here in a stream 7 feet deep, following a subterranean course before draining into the bogs a half-mile to the east. A

Small creature can swim against the current (DC 15 Swim check) to squeeze into the tunnel leading to area **D2**, but the exit tunnel is too narrow for a Small creature to pass through. The channel is 9 feet across, and can be crossed by jumping or swimming with a DC 15 Swim check. Stealth checks to quietly swim across the water and climb out on the far side take a -2 penalty. The timber plank on the far side of the stream is 15 feet long, weighs 200 pounds, and can support up to 1,000 pounds without breaking. The plank is 2 feet wide, and a DC 10 Acrobatics check is required to walk across it at full speed.

Development: Ringing the bell causes one of the trolls in area **D5** to arrive after 3 rounds. The trolls are not very bright, and if the PCs act as if they belong in the dungeon and succeed at a Bluff check, the troll slides the timber plank across to allow them to walk over the stream before sliding it back and returning to its room. If attacked, the troll bellows in rage, drawing the other troll from area **D5** in 1d3 rounds. The troll has a 50% chance of attempting to leap across the stream to attack (DC 10 Acrobatics check), and a 50% chance of retreating back to area **D5** to ambush the PCs along with its fellow.

D5. COAL CELLAR (CR 7)

This room is oppressively hot compared to the rest of the cellars. A coal furnace roars in the far wall, giving the room a dull red glow. A heap of coal is stacked against the east wall. An iron door opens in the ceiling above the coal pile. Three crude beds made of poorly cured bearskins and wolf pelts have been thrown on the floor before the fire. A hogshead rests between them, next to the bloody bones of some unfortunate creature.

Ravenscraeg was originally built with a furnace and hypocaust to heat the hall in the coldest winters. The system never worked right, however, and eventually Snorri Stone-Eye had all of the vents bricked over. The working furnace still remains, its fumes vented out from a small flue in the nearby cliff face. The coal chute from area **C8** empties into this room through the iron door in the ceiling. The hogshead is half full of cheap ale, and the skeletal remains are identifiable as a reindeer with a DC 10 Knowledge (nature) check.

Creatures: Two trolls occupy this room. These creatures originally hail from more southerly climes, but migrated north under increased pressure from Korvosan expansionism. They despise the cold climate of the Lands of the Linnorm Kings and were recruited from their frigid caves in the Grungir Forest by Goti Runecaster. The trolls have more pronounced noses than their typical southern brethren and wear heavy fur caps and coats to fight the chill that they insist they still feel even in this heated chamber. If they realize that the PCs are intruders, the trolls attack. If any of their opponents fall unconscious in combat, the trolls

use a standard action to throw the fallen foes into the 3-foot-diameter furnace opening. The interior of the furnace deals 6d6 points of fire damage each round to anyone inside, and anyone inside must also succeed at a DC 15 Reflex save to avoid catching fire. The trolls fight to the death.

TROLLS (2)

CR 5

XP 1,600 each

hp 63 each (*Pathfinder RPG Bestiary* 268)

Treasure: The trolls have hidden the payment they received from Goti beneath the coal pile (a DC 22 Perception check locates the stash). This wealth consist of 17 gold arm-rings worth 25 gp each and a sack of 50 amethysts worth 30 gp each.

Development: If the party leaves Ravenscraeg and returns later, any additional trolls summoned to the hall are quartered in this chamber.

D6. DOJO (CR 6)

The door to this room is locked (hardness 5, hp 20, Break DC 25, Disable Device DC 20). Omoyani (in area **D8**) has the key.

The ceiling of this grand chamber rises twenty feet overhead, its heavy beams serving as both rafters and supports for the great hall above. Teak paneling covers the walls, and the floor is of polished wood. Along the walls, wooden columns rise to the ceiling above, bearing banners emblazoned with pictograms from far-off Tian Xia. Above these hang small oil lamps that give off a dim glow. A small porcelain bowl rests before the center column to the south, and four reed mats are arranged before it.

This chamber was once a vast storage room and secondary barracks for Ravenscraeg, but with the coming of the Frozen Shadows it has been refurbished and converted into a dojo for training in the fighting arts of Tian Xia. The wooden floor is rigged so that it squeaks when anyone takes a step that is farther than 5 feet from the walls (-10 penalty on Stealth checks). Anyone who reads Tien recognizes the pictograms as words related to the combat philosophies of those faraway lands. The porcelain bowl holds pure water used for ritual ablutions before and after training sessions. The wooden columns have especially rough edges that enable them to be climbed with a simple DC 10 Climb check, though these handholds are not noticeable unless the columns are examined with a DC 15 Perception check. Likewise, the shadows among the rafters above conceal a series of handholds in the ceiling, allowing a creature to move hand over hand anywhere in the room at half speed with a DC 10 Acrobatics check (DC 20 to move full speed). A DC 30 Perception check is required to notice these handholds from the floor.

Creatures: Three Frozen Shadow monks, a mix of Tian and Ulfen initiates, train and meditate in this dojo. If the alarm has been raised in the dungeon levels, they cling to the hidden handholds on the ceiling in the shadows of the heavy rafters 20 feet above, gaining cover from the rafters and concealment in the shadows. They are all within arm's reach of a wall so they can slow fall down to the floor if necessary.

FROZEN SHADOW MONKS (3) CR 3
XP 800 each

Human monk 4
 LE Medium humanoid (human)
Init +6; **Senses** Perception +10

DEFENSE

AC 18, touch 17, flat-footed 15 (+2 Dex, +1 dodge, +1 monk, +1 natural, +3 Wis)

hp 29 each (4d8+8)

Fort +5, **Ref** +6, **Will** +7; +2 vs. enchantment

Defensive Abilities evasion

OFFENSE

Speed 40 ft.

Melee unarmed strike +6 (1d8+2) or
 unarmed strike flurry of blows +5/+5 (1d8+2)

Ranged mwk spear +6 (1d8+2/x3)

Special Attacks flurry of blows, stunning fist (4/day, DC 15)

TACTICS

During Combat The monks begin combat by throwing thunderstones, followed by their spears, before slow falling down to the floor to attack intruders with flurries of blows and stunning fist attacks.

Morale The disciplined monks have sworn themselves to the Frozen Shadow and fight to the death.

STATISTICS

Str 14, **Dex** 14, **Con** 12, **Int** 10, **Wis** 17, **Cha** 8

Base Atk +3; **CMB** +6; **CMD** 22

Feats Combat Reflexes, Deflect Arrows, Dodge, Improved Initiative, Improved Unarmed Strike, Stunning Fist, Weapon Focus (unarmed strike)

Skills Acrobatics +9 (+13 jump), Climb +9, Intimidate +5, Linguistics +1, Perception +10, Stealth +9

Languages Common, Skald, Tian

SQ fast movement, *ki* pool (5 points, magic), maneuver training, slow fall 20 ft., still mind

Combat Gear thunderstones (2); **Other Gear** masterwork spear, *amulet of natural armor* +1

Development: If Omoyani (in area D8) hears the sounds of combat in this room, she decides to let her pupils deal with the threat themselves, though she uses her *shozoku of the night wind* to turn invisible and climbs to the ceiling to observe the battle from there. If the monks fail to stop the intruders, Omoyani enters the combat herself, attacking as described in her Tactics in area D8.

D7. MONK CELL

Each of these nondescript cells contains a simple sleeping pallet, water cup, and small shrine dedicated to the Yama King (DC 20 Knowledge [religion] to identify).

Treasure: Three of the rooms also contain the personal effects of the Frozen Shadow monks in area D6, including three jade raven statuette similar to those carried by other Frozen Shadows (worth 50 gp each).

Development: At night, the three monks from area D6 are asleep in their cells. If the party leaves Ravenscraeg and returns later, any additional monks summoned will be quartered in these cells as well.

D8. OMOYANI'S CELL (CR 7)

This austere room contains a simple pallet and clay drinking bowl. Its only nod to ostentation is a beautifully painted lacquered screen bearing the images of clouds and mountains rendered in a fanciful style.

Creature: The Frozen Shadows' training master, the ninja-monk Omoyani, resides in this cell when she is present at Ravenscraeg. A smallish woman of Tian descent with short-cropped hair, Omoyani normally lives in Kalsgard's Jade Quarter, working in disguise as a nondescript washerwoman. Despite this humble guise, her network of spies and informants throughout the city is second to none, and she manages most of the Frozen Shadows' clandestine operations from the side of her washtub. With the recent appearance of the Amatatsu heir and the PCs, however, Omoyani has been recalled to Ravenscraeg full time to prepare its defenses.

If encountered here, Omoyani is meditating out of sight behind the screen, prepared to sneak attack anyone who looks around it. If the PC have already faced Omoyani (see Omoyani's Deadly Kiss on page 14) then this room is empty.

OMOYANI CR 7
XP 3,200

Female human monk 4/ninja 4 (*Pathfinder RPG Ultimate Combat* 13)

LE Medium humanoid (human)

Init +4; **Senses** Perception +10

DEFENSE

AC 22, touch 20, flat-footed 17 (+2 armor, +2 deflection, +4 Dex, +1 dodge, +1 monk, +2 Wis)

hp 59 (8d8+20)

Fort +6, **Ref** +12, **Will** +7; +2 vs. enchantment

Defensive Abilities evasion, uncanny dodge

OFFENSE

Speed 40 ft.

Melee *Deadly Kiss* +11/+6 (1d4+2/19–20 plus poison) or

unarmed strike +10/+5 (1d8+1) or
unarmed strike flurry of blows +9/+9/+4 (1d8+1)

Ranged blowgun +10 (1d2 plus poison) or
earthfire shuriken +11/+6 (1d2+2 plus 1d6 fire) or
earthfire shuriken flurry of blows +9/+9/+4 (1d2+2 plus 1d6 fire)

Special Attacks flurry of blows, sneak attack +2d6, stunning fist (5/day, DC 16, fatigued)

TACTICS

Before Combat Omoyani drinks her *potion of shield of faith* before combat.

During Combat Omoyani makes sneak attacks with *earthfire shuriken*, using a flurry of blows if possible. She then targets an archer or spellcaster with a blowgun dart poisoned with black lotus extract, continuing to attack with poisoned darts or shuriken until engaged in melee, at which point she activates her shadow clone ability and attacks with unarmed strike flurries of blows and stunning fist attacks.

Morale If reduced to fewer than 20 hit points, Omoyani uses her vanishing trick to disappear and escape, later returning to follow the PCs and ambush them at an opportune moment. If captured, Omoyani dies soon after, a result of the *blood geas* she has sworn to Kimandatsu (see page 10).

STATISTICS

Str 13, **Dex** 18, **Con** 12, **Int** 10, **Wis** 15, **Cha** 8

Base Atk +6; **CMB** +8; **CMD** 27

Feats Blind-Fight, Combat Reflexes, Deflect Arrows, Dodge, Improved Unarmed Strike, Quick Draw, Stunning Fist, Toughness, Weapon Finesse

Skills Acrobatics +12 (+16 jump), Bluff +7, Climb +10, Disable Device +15, Disguise +13, Escape Artist +10, Knowledge (local) +11, Linguistics +6, Perception +10, Stealth +19 (+20 when stationary)

Languages Common, Giant, Skald, Tengu, Tien

SQ fast movement, *ki* pool (6 points, magic), maneuver training, ninja tricks (shadow clone, vanishing trick), no trace +1, poison use, slow fall 20 ft., still mind

Combat Gear *potion of shield of faith* (+2), black lotus extract (1 dose), deathblade (2 doses); **Other Gear** *Deadly Kiss* (+1 dagger; see page 60), *earthfire shuriken* (3; +1 *flaming burst shuriken*; see page 60), blowgun and 10 darts, shuriken (5), *shozoku of the night wind* (see page 60), masterwork thieves' tools

SPECIAL ABILITIES

Shadow Clone (Su) The ninja can create 1d4 shadowy duplicates of herself that conceal her true location. This ability functions as *mirror image*, using the ninja's level as her caster level. Using this ability is a standard action that uses up 1 *ki* point.

Treasure: The lacquered screen is worth 200 gp, and can be identified as Tien in style with a DC 15 Knowledge (geography) or Knowledge (local) check. Behind the screen is a small leather trunk in which Omoyani keeps her washerwoman clothes and other possessions, including a disguise kit, an ornate blowgun fashioned from jade and lapis lazuli (not usable as a weapon but worth 200 gp as an art object), 150 gp in Tien coins, and a writ signed by Sveinn Blood-Eagle that gives the bearer the authority to commandeer any of the Linnorm King's huscarls within 2 miles of Kalsgard for up to 12 hours that Omoyani saves for emergency situations (a DC 16 Linguistics check can identify the writ as a forgery).

D9. EMPTY CELL

This room is identical to those at area D7, but no monk occupies the cell. A DC 12 Perception check notices an unusual amount of grit and masonry dust on the floor of the chamber. A DC 23 Perception check detects a secret door in the south wall.



OMOYANI

DIO. NEW CORRIDOR

This corridor has been hewn from the native rock. A DC 12 Knowledge (dungeoneering) or Knowledge (engineering) check (or Perception check if a character has stonecunning) determines that the corridor is of much newer construction than the rest of the dungeon level. Kimandatsu constructed the rest of the dungeon from this point forward after taking possession of Ravenscraeg from Snorri Stone-Eye, using funds transferred from the Rimerunners Guild. The stairs at the end of the corridor lead down to area **D12**.

DII. GOTI'S CHAMBER (CR 5)

A brazier in the corner of this room glows faintly with red coals, its smoke reminiscent of the stench of scorched flesh. A short bed with a headboard carved with the image of an open-mouthed demon stands against one wall, and a small table cluttered with books, scrolls, and a stuffed and mounted stirge sits across from it. A magic circle has been scribed in center of the floor with chalk. Torn papers, bits of old food, and other debris are scattered about the room, collecting in corners and under the bed and table.

This is the bedchamber of the sorcerer Goti Runecaster, though he is rarely here—more often, he is engaged in research and experimentation in his laboratory, gathering herbs in the countryside, or involved in nefarious deeds in the shadows of Kalsgard. Kimandatsu summoned him to Ravenscraeg, and he is currently on guard in the second dungeon level.

The items on the table hold assorted paraphernalia related to magic research, including a partially scribed *scroll of planar binding*. The scroll is incomplete and currently beyond Goti's ability to create, but he is working toward that end. The circle on the floor is an outline for a protective circle for use with a *planar binding* spell, and can be identified as such with a DC 26 Knowledge (arcana) or DC 21 Spellcraft check. Examination of the brazier confirms that strips of dried flesh have been burnt in the brazier to create the repellent odor.

Creature: Although Goti is not present, he left behind a guardian in his bedroom. Anyone making a DC 22 Perception check hears a faint rustling sound coming from underneath the bed, where a giant crawling hand lies hidden in the debris. The undead hand attacks as soon as it is discovered or if any of the room's contents are disturbed. It fights until destroyed and pursues anyone who takes anything from the room.

GIANT CRAWLING HAND **CR 5**
XP 1,600
hp 52 (*Pathfinder RPG Bestiary* 2 59)

Treasure: A DC 20 Perception check detects a secret compartment hidden in the demon's mouth on the bed's headboard, but another DC 23 Perception check is necessary

to locate the trigger for opening it. Otherwise it can be battered open as a good wooden door (hardness 5, hp 15, Break DC 16), though opening it by force has a 50% chance of destroying the scrolls within. Inside the compartment are three arcane *scrolls of magic circle against evil* (caster level 5th) and a vial of powdered silver worth 60 gp (good for three castings of a *magic circle* spell). The stirge on the table is stuffed with sawdust, but if anyone cuts it open, four moonstones worth 30 gp each tumble out.

D12. GUARDROOM (CR 8)

The hallway widens here into a small chamber with a door exiting to the south. The door is banded with wide straps of iron and bears a large, heavy lock. A single brazier provides dim light to this area.

Goti Runecaster has strung a tripwire connected to a set of sleigh bells at the point marked **T** on the map. The alarm can be detected with a DC 16 Perception check and easily avoided simply by stepping over it. If not avoided, the alarm alerts the occupants of area **D12**. The secret door to area **D14** can be found with a successful DC 20 Perception check (DC 13 if the door is ajar).

Creatures: Six human zombies created by Goti Runecaster (using *scrolls of animate dead*) occupy this guardroom at all times. The zombies are all Ulfen warriors, and immediately attack anyone who approaches unless ordered otherwise by Goti.

In addition, Goti Runecaster himself is present. If he knows that the PCs are coming, he quickly ducks through the secret door into area **D14** (he leaves the door partially ajar for just this reason). There he casts his preparatory spells and drinks his *potion of eagle's splendor* while the zombies attack the PCs. Goti then casts *vanish* and emerges, invisible, from the main door to area **D14** to attack the rear ranks of the party with a poisoned crossbow bolt and his ranged spells. If threatened by a front-line fighter, Goti casts *create pit* to block that foe's approach. If caught unawares, Goti is seated on a cloak before the brazier warming his hands.

GOTI RUNECASTER **CR 7**
XP 3,200
hp 76 (see page 54)

HUMAN ZOMBIES (6) **CR 1/2**
XP 200 each
hp 12 each (*Pathfinder RPG Bestiary* 288)

D13. TREASURY (CR 6)

The door this room is securely locked (hardness 5, hp 20, Break DC 25, Disable Device DC 30). Kimandatsu (see area **D16**) has the key to the treasury.

Trap: To open the door correctly, the key must be turned completely in the lock twice. If only turned once, the door still opens, but the trap is not deactivated. Likewise, a successful Disable Device check on the lock does not deactivate the trap; it must be searched for and deactivated separately. If the door is opened without disabling the trap, it discharges a *flame strike*, filling the entire room with divine fire.

FLAME STRIKE TRAP CR 6

XP 2,400

Type magic; Perception DC 30; Disable Device DC 30

EFFECTS

Trigger touch; Reset none; Bypass lock

Effect spell effect (flame strike, 8d6 fire damage, DC 17 Reflex save for half damage); multiple targets (all targets in a 10-ft.-radius cylinder)

Once the door is open, read or paraphrase the following.

Beyond the door is a veritable trove of valuables gathered into one place. Chests overflow with gold and silver ornaments. Crates hold trade bars of precious metals. Ornate, gilded drinking horns peek out of a burlap sack, and coffers spill forth gold and silver coins in quantities rarely seen in this part of the world.

Treasure: Three chests, each weighing 50 pounds, hold gold and silver brooches and arm-rings worth a total of 2,100 gp. Five crates hold copper trade bars stamped with the rune of the Rimerunners Guild. There are 20 trade bars in each crate, and each trade bar is worth 5 gp and weighs 10 pounds. A sixth crate holds 20 silver trade bars, similarly stamped. These trade bars also weigh 10 pounds, but are worth 50 gp each. There are total of 23 gilded drinking horns of various beasts, each worth 15 gp, and one made from an aurochs horn and set with citrines worth 135 gp. The coffer holds a total of 850 gp, 1,975 sp, and 3,000 cp. These are all assets of the Rimerunners Guild that Kimandatsu has been skimming off the top and storing here for her own personal use.

In addition, one chest holds all of Ulf Gormundr's gear (see page 58). If Ameiko (or another significant NPC) is being held in area D19, then her possessions are here as well.

D14. PERSONAL STORES

Boxes and sacks lie neatly stacked in this chamber. Shelves holding orderly bins have been built into the walls. A wooden locker stands beneath the shelves. Despite the seeming order to this room, a faint charnel reek underlies the place.

Kimandatsu stores her own personal supplies of food and spirits in this chamber. Searching the crates and sacks reveals hard loaves, fine cheeses, and dried fruits and vegetables. The

bins on the shelves hold quality spices and seasonings, many imported from Tian Xia. The locker beneath the shelves holds the carcasses of game animals and even the limbs of a few humanoids in various states of decomposition—true delicacies for the oni's palate. The secret door to area D12 can be found with a DC 20 Perception check.

Treasure: One of the bins holds three bottles of Korvosan wine worth 20 gp each, and two flasks of aged sake imported from Minkai worth 50 gp each. The Tian spices are worth a total of 40 gp.

D15. GUARDED PORTAL (CR 6)

Stairs descend to a pair of alcoves flanking an ornate double door. Standing in each alcove is a bronze statue depicting a warrior dressed in the ornate garb and armor of a warrior of distant Tian Xia. Beneath their broad helmets, the statues wear demonic face masks with snarling fanged maws, while their hands clutch gracefully curved swords in poses of battle.

Creatures: These samurai statues are actually caryatid columns imported from Minkai. They have orders not to attack Kimandatsu or anyone carrying a jade raven statuette, but they animate and attack anyone else who attempts to enter Kimandatsu's inner sanctum.

SAMURAI GUARDIAN STATUES (2) CR 4

XP 1,200 each

Advanced caryatid columns (*Pathfinder RPG Bonus Bestiary* 8)

N Medium construct

Init +1; **Senses** darkvision 60 ft., low-light vision; Perception +0

DEFENSE

AC 16, touch 11, flat-footed 15 (+1 Dex, +5 natural)

hp 47 each (5d10+20)

Fort +1, **Ref** +2, **Will** +1

Defensive Abilities shatter weapons; **DR** 5/—; **Immune** construct traits, magic

OFFENSE

Speed 30 ft.

Melee mwk katana +11 (1d8+7/18–20)

STATISTICS

Str 20, **Dex** 13, **Con** —, **Int** —, **Wis** 11, **Cha** 1

Base Atk +5; **CMB** +10; **CMD** 21 (cannot be disarmed)

SQ statue

Gear masterwork katana (see sidebar on page 27)

SPECIAL ABILITIES

Immunity to Magic (Ex) A caryatid column is immune to any spell or spell-like ability that allows spell resistance.

In addition, certain spells and effects function differently against the creature, as noted below. A *transmute rock to mud* spell deals 1d6 points of damage per caster level to a caryatid column, with no saving throw. *Transmute mud to rock*, on the other hand, heals any lost hit points. A *stone to flesh* spell

does not actually change the column's structure but negates its damage reduction and immunity to magic for 1 full round.

Shatter Weapons (Ex) Whenever a character strikes a caryatid column with a weapon (magical or nonmagical), the weapon takes 3d6 points of damage. Apply the weapon's hardness normally. Weapons that take any amount of damage in excess of their hardness gain the broken quality.

Statue (Ex) A caryatid column can stand perfectly still, emulating a statue (usually one that is holding up the ceiling, like a carved column). An observer must succeed at a DC 20 Perception check to notice the caryatid column is alive.

D16. KIMANDATSU'S LAIR (CR 9)

The interior of this chamber has been transformed into a multilevel architectural wonder. The chamber is divided into two tiers, the upper tier lying twenty feet above the lower tier, and rotated forty-five degrees. The peak of the ceiling rises to a pyramid sixty feet above the floor. The diagonal orientation of the upper tier forms four twenty-foot-high ledges above the walls of the lower tier. A fountain issues from the southernmost of these ledges, pouring in a waterfall to a decorative pool in the floor containing several ruby-hued koi. Black-lacquered folding screens have been set at various places about the room, creating a veritable maze of panels.

The ogre mage Kimandatsu has fashioned her lair to imitate a twisted pagoda she once occupied in her homeland of Minkai. The koi pond is only 3 feet deep and is fed by runoff from the stream on the level above. The screens have no special value, but they divide the room into sections, providing cover and concealment. A single screen can be knocked over as a move action. The northeast corner of the room has been sectioned off into a large pallet bed surrounded by a pair of silver braziers engraved with images of fanciful dragons and tigers. It is here that Kimandatsu sleeps and meditates when not out managing the affairs of the Rimerunners Guild as Thorborg Silverskorr. The secret door in the east wall to area D17 can be found with a DC 20 Perception check.

Creature: When the PCs arrive, Kimandatsu is here in her guise as Thorborg Silverskorr, entertaining a favored servitor, one of the Frozen Shadow ninja. When the PCs first enter, Kimandatsu smiles broadly and steps behind one of the screens, where she immediately turns invisible. She then flies invisibly to the western ledge 20 feet above the floor and casts *flame arrow* from her wand to make all of her arrows flaming. Kimandatsu then assumes her

natural form and attacks the PCs with *cone of cold* and her bow from the safety of her perch. The ninja drinks a *potion of vanish* and makes sneak attacks from the concealment of the folding screens as she maneuvers about the room.

Once Kimandatsu reveals her true form, she laughs and mocks the PCs for their futile attempts to disrupt her plans. She boasts that she controls the Frozen Shadows and the Rimerunners, and through them all of Kalsgard, bragging that even the Linnorm Kings must bow to the secret will of her masters. She claims that all of the Linnorm Kingdoms will work to prevent an Amatsatsu from gaining the Jade Throne, and that the PCs have no chance to overcome those arrayed against them. Much of this is overconfident braggadocio, but there is no reason to let the PCs know this right away.



THORBORG SILVERSKORR

FROZEN SHADOW NINJA (4) CR 2

XP 600 each

hp 20 (see page 25)

KIMANDATSU CR 9

XP 6,400

hp 104 (see page 56)

TACTICS

During Combat Kimandatsu uses *invisibility* and flight to keep out of reach of foes, flying from ledge to ledge as she fires flaming arrows from her bow.

Morale If reduced to fewer than 25 hit points, Kimandatsu turns invisible again and attempts to escape through the secret door to area D17. She releases the winter wolf from area D18 in the hope that it will attack the PCs,

but the wolf can detect her invisible presence with its scent ability and has a 50% chance of simply attacking the oni.

Treasure: The two silver braziers are each worth 75 gp, but nothing else in the room is overly valuable, since Kimandatsu stores such items in her treasury (area D13).

D17. DUNGEON

The passage beyond the secret door carries a noticeable chill. Around the corner stand two pairs of heavy wooden doors, both secured with large locks.

A DC 16 Perception check detects a low growl coming from somewhere ahead. This growl is from the winter wolf Skygni in area D18, who can smell the PCs in the corridor. The doors are of strong wood and locked (hardness 5, hp 20, Break DC 25, Disable Device DC 26). Kimandatsu carries the keys to both doors.

JADE REGENT

NPC RELATIONSHIPS

If you're using the relationship rules presented in the *Jade Regent Player's Guide*, the PCs have the opportunity during this adventure to further increase their Relationship Scores with the significant NPCs traveling with them. The PCs can increase their Relationship Scores with the NPCs below by the listed amount for taking the following actions or completing the following tasks:

Ameiko Kaijitsu: acquiring at least 30 NP: +1; recovering *Suishen* (area D3): +1; rescuing Ameiko (area D19): +1

Koya Mvashti: taking Koya to explore Kalsgard (present for at least three encounters): +1; allying with the cassisian angel Helgarval (see page 25): +1

Sandru Vhiski: giving Sandru any valuable Tian food or drink: +1; introducing Sandru to Lute Haggery (area C14): +1; finding a guide for the caravan by rescuing Ulf Gormundr (area D19): +1

Shalelu Andosana: giving Shalelu Kimandatsu's *bracers of archery* (area D16): +2; rescuing Ameiko (area D19): +1

D18. KENNEL (CR 5)

This dark cell is cold enough to cause breath to fog. Gnawed bones, animal waste, and tufts of white fur litter the floor.

Creature: Kimandatsu captured a winter wolf named Skygni and locked it in this chamber, hoping to train it as she used to do with tigers back home. The winter wolf is far more intelligent than the oni's trained tigers, however, and resents the ogre mage's attempts to train him. More than once, Kimandatsu has barely escaped the room with bite wounds and frostbite from the beast's attempts to kill her and escape. Skygni's starting attitude is hostile, but he will parley with the PCs if they can change his attitude to at least indifferent (+5 bonus on the Diplomacy check if Skygni sees them kill Kimandatsu and they do not immediately attack him). Otherwise, the wolf attacks the PCs for 1d4 rounds before making a break for the door and attempting to flee Ravenscraeg. Although Skygni is evil, if the PCs manage to treat with him peacefully, he can become a useful ally to them as they cross the Crown of the World in "The Hungry Storm." Skygni can serve as either a guard or scout for the PCs' caravan, but his presence imparts a -2 penalty to the caravan's Morale score for as long as he accompanies it (see the *Jade Regent's Player's Guide*). Skygni leaves the caravan as soon as it reaches Tian Xia.

SKYJNI CR 5

XP 1,600

Male winter wolf (*Pathfinder RPG Bestiary* 280)

hp 57

Languages Common, Giant, Skald

D19. DEEP CELL (CR 5)

Inky darkness fills the inside of this chamber, along with a stale, fishy smell mixed with the stench of unwashed bodies. The sound of dripping water and a low moan echo through the still air.

Kimandatsu holds her most important prisoners—those she wishes to keep alive to question yet doesn't necessarily want others to know that she has—in this chamber. The northwest corner of the room is flooded to a depth of 2 feet with tepid water that leaks in from the koi pond in area D16. The pool contains a number of small frogs and fungi that serve as food for the chamber's guardians when they are not fed regularly by the ogre mage.

Creatures: Two blindheims are hiding in the pool, contentedly munching on tadpoles and the occasional koi brought to them by Kimandatsu. The oni has trained the blindheims to keep any captives helplessly blind and stop any escape or rescue attempts. The creatures attempt to blind anyone who tries to remove any of the captives or discovers them lurking in the pool, attacking and fighting to the death if cornered.

Ulf Gormundr also languishes in this cell, captured by Asvig Longthews and brought here by Kimandatsu to prevent him from being hired as a guide by the Amatatsu heir. Ulf has been kept alive for the valuable insights that he might be able to provide in regard to the intricacies of the Path of Aganhei. Although the minions of the Five Storms have made the trek across the Crown of the World before, it is never without dire hazard and they have never matched the frequency or success of Ulf Gormundr. Ulf is blind, exhausted, and does not recognize the PCs, though if they identify themselves as friends of Uksahkka, he becomes immediately hopeful and warns them of the hidden guardians in the room. If Ameiko (or another significant NPC) has been captured, then she is also held in here, blind, beaten, and exhausted. She immediately recognizes the PCs' voices and warns them of the "guardians in the dark."

ADVANCED BLINDHEIMS (2) CR 3

XP 800 each

hp 28 each (*Pathfinder RPG Bestiary* 246, 292)

ULF GORMUNDR CR 4

XP 1,200

hp 52 (see page 58)

Story Awards: If the PCs rescue Ulf Gormundr, award them 2,400 XP. Likewise, if Ameiko or another NPC was captured and rescued, award the PCs an additional 2,400 XP.



CONCLUDING THE ADVENTURE

Once the PCs rescue Ulf Gormundr (and possibly Ameiko), they are free to leave Ravenscrag. If they have not yet located *Suishen*, Helgarval encourages them to continue searching the hall and dungeons until it is found.

If the PCs kill Kimandatsu and her lieutenants, then the power of the Frozen Shadows in Kalsgard is broken, at least for now. The PCs and their allies will have no more organized opposition against them in either Avistan or the Crown of the World until the Five Storms learn of the failure of their underlings and can send new agents over the Crown of the World to take charge of the situation.

If the PCs freed Lute Haggersly, he reveals the truth about Thorborg Silverskorr discovered in Ravenscrag, which causes a major shake up in Kalsgard. Sveinn Blood-Eagle suspends the Rimerunners Guild's operations and seizes all of its assets while investigations are conducted, and the Linnorm King immediately and publicly distances himself from his formerly cordial relations with Thorborg Silverskorr.

For their part in avenging his blood feud upon Asvig Longthews and Thorborg Silverskorr, Fynn Snaevald

officially relinquishes ownership of *Suishen* to the PCs as promised. In addition, he offers to invest up to 2,000 gp in Sandru's caravan in exchange for a cut of any profits. The PCs can spend this wealth on any improvements for the caravan, including new wagons, caravan equipment, or caravan hirelings, but they cannot use it to purchase personal equipment for themselves.

With *Suishen* in their possession, the PCs can learn much of the history of the Amatatsu family and the oni of the Five Storms, up to the time it was sold to Fynn Snaevald, including identifying both Kikonu and Kimandatsu as members of the Five Storms. You can use *Suishen* to fill the PCs in on the background of the Adventure Path as presented in "The Brinewall Legacy," and as the Adventure Path progresses, *Suishen* can also reveal more information about both the Crown of the World and Minkai.

With Ulf Gormundr as a guide, the PCs can begin planning for the journey over the Path of Aganhei and through the deadly morozko storms as they cross the Crown of the World in the next installment of the Jade Regent Adventure Path, "The Hungry Storm."