

JADE REGENT



KATIYANA



KATIYANA IS A LOYAL SERVANT OF SITHHUD, THE NASCENT DEMON LORD OF BLIZZARDS AND THE FROZEN DEAD. FROM HER STORM TOWER ATOP THE CROWN OF THE WORLD, KATIYANA DIRECTS THE MOROZKOS TO RESTORE SITHHUD TO HIS PREVIOUS STATUS.

KATIYANA

CR 10

XP 9,600

Female half-fiend sylph cleric of Sithhud 9 (*Pathfinder RPG Bestiary* 171, *Pathfinder RPG Bestiary* 2 258)

CE Medium outsider (native)

Init +3; **Senses** darkvision 60 ft.; Perception +9

DEFENSE

AC 27, touch 16, flat-footed 24 (+7 armor, +3 deflection, +3 Dex, +1 natural, +3 shield)

hp 93 (9d8+49)

Fort +8, **Ref** +8, **Will** +14; +1 vs. fear, +4 vs. cold-based attacks

DR 5/magic; **Immune** poison; **Resist** acid 10, cold 10, electricity 10, fire 10; **SR** 21

OFFENSE

Speed 20 ft., fly 40 ft. (good)

Melee bite +7 (1d6), 2 claws +7 (1d4)

Special Attacks channel negative energy 8/day (DC 19, 5d6), fury of the Abyss* 9/day (+4), gale aura* (9 rounds), scythe of evil (4 rounds, 1/day), smite good 1/day (+5 attack and AC, +9 damage)

Spell-Like Abilities (CL 9th; concentration +14)

3/day—*darkness*, *poison* (DC 19)

1/day—*desecrate*, *feather fall*, *unholy blight* (DC 19)

Domain Spell-Like Abilities (CL 9th; concentration +15)

9/day—storm burst (1d6+4 nonlethal damage)

Cleric Spells Prepared (CL 9th; concentration +15)

5th—*call lightning storm*^D (DC 21), *greater command* (DC 21), *summon monster V*

4th—*chaos hammer* (DC 20), *freedom of movement*, *sleet storm*^D, *spiritual ally**

3rd—*blindness/deafness* (DC 19), *call lightning*^D (DC 19), *dispel magic*, *magic vestment*, *protection from energy*

2nd—*aid*, *cure moderate wounds*, *death knell* (DC 18), *fog cloud*^D, *hold person* (2; DC 18), *silence* (DC 18)

1st—*command* (DC 17), *cure light wounds*, *divine favor*, *doom*^D (DC 17), *entropic shield*, *protection from law*, *shield of faith*

0 (at will)—*detect magic*, *guidance*, *read magic*, *resistance*

D Domain spell; **Domains** Evil (Demon subdomain*), Weather (Storms subdomain*)

TACTICS

Before Combat Katiyana casts *magic vestment* on her shield every day. Before combat, she casts *aid*, *call lightning storm*, *freedom of movement*, *protection from energy* (fire), and *shield of faith*.

During Combat Katiyana uses Flyby Attack to move to the

edge of cover and cast spells or unleash called lightning on her enemies before retreating back into hiding. She casts *chaos hammer* or *unholy blight* against groups, or *greater command* to force their obedience to her cruel whims. She casts *silence* against spellcasters, and casts *summon monster V* to summon a babau demon to attack melee combatants, along with *spiritual ally*. If enemies get too close, she activates her gale aura or casts *sleet storm* to hinder them. If forced into melee combat, Katiyana casts *divine favor* and activates her fury of the Abyss ability.

Morale Sure of her success and her demonic patron's favor, Katiyana fights to the death.

Base Statistics Without her spells, Katiyana's statistics are **AC** 22, touch 13, flat-footed 19; **hp** 80; **Melee** bite +6 (1d6), 2 claws +6 (1d4).

STATISTICS

Str 10, **Dex** 16, **Con** 14, **Int** 18, **Wis** 22, **Cha** 20

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

Feats Demonic Obedience (see below), Flyby Attack, Iron Will, Lightning Reflexes, Toughness

Skills Bluff +14, Diplomacy +14, Fly +10, Knowledge (arcana) +14, Knowledge (planes) +14, Linguistics +10, Perception +9, Spellcraft +14, Use Magic Device +14

Languages Abyssal, Aklo, Aquan, Auran, Common, Dwarven, Elven, Erutaki, Giant

SQ air affinity

Combat Gear *scroll of cleanse**; **Other Gear** +1 *breastplate*, masterwork buckler, *headband of mental superiority* +2 (Use Magic Device), spell component pouch, unholy symbol of Sithhud

SPECIAL ABILITIES

Demonic Obedience This feat grants Katiyana a +4 profane bonus on saves against cold-based attacks, as long as she performs a 1-hour daily obedience to Sithhud (*Lords of Chaos: Book of the Damned*, Vol. 2 8).

* See the *Advanced Player's Guide*.


Katiyana is a sylph of the Alabastrine Peaks, one of the few sylphs that inhabit those frozen peaks at the farthest polar reaches of Golarion. Her father, Tornaq, was a wizard, and often traveled through the gates to and from the Plane of Air at the Crown of the World, visiting with relations among the djinn who marveled at his stories of the starkly beautiful

NPC GALLERY

lands at the top of the world. The most wondrous tales of that realm were of the mysterious, phosphorescent blue Nameless Spires that lay to the north of the Alabastrine Peaks, from which he brought back unfathomable crystal devices. On one such visit to the ruins, Tornaq encountered a strange woman from the south, who appeared to be a scholar from her robes and books. Curious, Tornaq drew near the visitor. His heart pounded as the woman slipped off her robes to reveal her demonic horns, wings, and tail, but Tornaq's mind was already no longer his own, enslaved to the succubus's will. The demon carried him off by magic to parts unknown, and his few remaining years were a blur of misery and torment at the hands of his demonic captor as she interrogated the wizard to learn what he knew of the lost city and the secrets of the Crown of the World; in the end, his violation was total—mental, physical, spiritual, and carnal. It was not until the succubus showed Tornaq the cambion daughter she had begotten through his lustful compulsion that she finally granted him the release of death, and with his dying breath he named the demon-child Katiyana.

Katiyana's mother, the succubus Croicu, gave her to the cult of Sithhud, and the young half-fiend sylph proved a keen study with an affinity for necromancy and magical compulsions. Sly and duplicitous, with a clever mouth and an easy, mocking laugh, Katiyana was raised in the surety that the world wished her dead as an abomination, that none would or could ever love her but her true family in the cult, who had saved her from the father who abandoned her. Her hope of salvation was in the redemption and return of their forgotten master, the Frozen Lord, who had likewise been betrayed. Like Sithhud, Katiyana would endure and survive, and when Sithhud finally reclaimed his power and became a true demon lord once more, she would become his beloved handmaiden.

Returning north, Katiyana began preparing for her demonic lord's return, erecting basalt monoliths in Sithhud's name to control the powerful morozkos that rage across the Crown of the World. Once the monoliths are in place, she plans to send the morozkos south into more populated regions, where the frozen storms will slay enough mortals to fuel Sithhud's return to prominence as a true demon lord. To aid her in this task, Katiyana has allied with fell creatures of the icy north, raised frozen undead servants, and corrupted others to assist her, including the Erutaki shaman Tunuak. Those she cannot corrupt, Katiyana destroys, as remorseless as a polar winter.



Katiyana is a lithe and graceful woman with pale blue skin marked with white whorls. Her lustrous midnight blue hair drifts about her head like wisps of storm clouds, and wings of blue-black feathers spread from her back. Her silvery fingernails glint like razors.

CAMPAIGN ROLE

Katiyana serves as the primary obstacle blocking the PCs' path across the Crown of the World, and if not stopped, her control of the morozkos might very well spell the end of trade across the Path of Aganhei, to say nothing of engendering the return of the nascent demon lord Sithhud as a full demon lord.

If Katiyana survives the fight with the PCs, she seeks shelter to heal and gather minions to prevent the PC from leaving the vicinity of the Nameless Spires. She dares not let them escape for fear that others will come and try to stop her plans. Her desperation to destroy the PCs makes her reckless, and she continues fighting even if low on spells and hit points. If clearly outmatched, she retreats only long enough to plot her next ambush.

Even if the PCs slay Katiyana, however, she remains a threat, returning to plague them anew as an undead ghost, still bent on her plans of destruction and demonic rebirth.

SITHHUD'S SUBDOMAINS

The nascent demon lord Sithhud grants the following subdomains to his clerics: Demon, Ice*, Storms, and Undead.

* Although this subdomain would normally not be available to worshipers of Sithhud, in this case an exception is made due to Sithhud's close association with this theme. The Ice subdomain's body of ice granted power replaces the lightning lord power of the Weather domain.

JADE REGENT



KATIYANA'S GHOST



REBORN THROUGH HER COMMUNION WITH THE STORM SPHERE AND THE MOROZKOS, KATIYANA IS EXULTANT IN HER NEW POWERS AS A GHOST, AND SHE QUICKLY POSSESSES THE BODY OF THE YETI CHIEFTAIN BORMURG.

KATIYANA'S GHOST

CR 12

XP 19,200

Female half-fiend sylph ghost cleric of Sithhud 9 (*Pathfinder*

RPG Bestiary 144, 171; *Bestiary* 2 258)

CE Medium undead (augmented outsider, cold, incorporeal)

Init +3; **Senses** darkvision 60 ft.; Perception +16

Aura blizzard aura

DEFENSE

AC 21, touch 21, flat-footed 18 (+8 deflection, +3 Dex)

hp 134 (9d8+90)

Fort +14, **Ref** +8, **Will** +13; +4 vs. cold-based attacks

Defensive Abilities channel resistance +4, incorporeal; **DR**

5/magic; **Immune** cold, undead traits; **Resist** acid 10, electricity 10, fire 10; **SR** 23

Weaknesses storm-torn, vulnerable to fire

OFFENSE

Speed fly 60 ft. (perfect)

Melee corrupting touch +9 (12d6, Fort DC 22 half)

Special Attacks channel negative energy 11/day (DC 22, 5d6),

corrupting touch, fury of the Abyss* 8/day (+4), gale aura*,

icy heart, malevolence (Will DC 22), smite good 1/day (+8

attack and AC, +8 damage), scythe of evil (4 rounds, 1/day)

Spell-Like Abilities (CL 9th; concentration +17)

3/day—darkness, poison (DC 22)

1/day—desecrate, feather fall, unholy blight (DC 22)

Domain Spell-Like Abilities (CL 9th; concentration +14)

8/day—storm burst (1d6+4 nonlethal damage)

Cleric Spells Prepared (CL 9th; concentration +14)

5th—call lightning storm^D (DC 20), greater command (DC 20), summon monster V

4th—blessing of fervor*, divine power, sleet storm^D, spell immunity

3rd—call lightning^D (DC 18), dispel magic, invisibility purge, meld into stone, protection from energy

2nd—bear's endurance, bull's strength, eagle's splendor, fog cloud^D, hold person (DC 17), silence (DC 17)

1st—command (2; DC 16), divine favor, entropic shield, obscuring mist^D, protection from good, shield of faith

0 (at will)—detect magic, guidance, read magic, stabilize

D Domain spell; **Domains** Evil (Demon subdomain*), Weather (Storms subdomain*)

TACTICS

Before Combat Katiyana retains the spell effects she cast while possessing Bormurg. In addition, any other spells that she

cast while possessing Bormurg are no longer prepared.

During Combat Katiyana summons a Large air, ice, or lightning elemental or fiendish woolly rhinoceros on the first round of combat to attack her enemies. She uses Flyby Attack to move in and out of cover or concealment, using spells or called lightning against her enemies.

Morale Although unable to rejuvenate, Katiyana's fury overwhelms her and she fights until destroyed.

Base Statistics Without *eagle's splendor*, Katiyana's statistics are

AC 19, touch 19, flat-footed 16; **hp** 116; **Fort** +12; **Cha** 22; **CMD** 25;

Skills Bluff +15, Diplomacy +15; reduce all save DCs by 2.

STATISTICS

Str —, **Dex** 16, **Con** —, **Int** 16, **Wis** 20, **Cha** 26

Base Atk +6; **CMB** +9; **CMD** 27

Feats Demonic Obedience (see page 54), Flyby Attack, Iron Will, Lightning Reflexes, Toughness

Skills Bluff +17, Diplomacy +17, Fly +17, Knowledge (arcana) +13, Knowledge (planes) +13, Linguistics +9, Perception +16, Spellcraft +13, Stealth +11

Languages Abyssal, Aklo, Aquan, Auran, Common, Dwarven, Elven, Erutaki

SQ air affinity

SPECIAL ABILITIES

Blizzard Aura (Su) Katiyana has become one with the morozko.

Her gale aura functions continuously, and any creature beginning its turn inside the aura is buffeted with howling wind and driving snow, causing it to take a –2 penalty on attack rolls for 1 round. Katiyana's blizzard aura does not function when she uses malevolence to possess another creature. *Dispel magic* or *control winds* suppresses the blizzard aura with a DC 20 caster level check for 1 round per level of the caster.

Icy Heart (Su) A heart of ice, pulsing with midnight blue radiance, beats within Katiyana's ghostly form, serving as her divine focus and granting her the cold subtype. In addition, whenever she deals cold damage to a creature with resistance to cold, half of the cold damage penetrates that resistance; the remaining damage is blocked normally. Creatures with immunity to cold are unaffected.

Storm-Torn (Su) Katiyana became a ghost when the Storm Sphere scattered her spirit on the polar winds. As a result, Katiyana does not have a normal ghost's rejuvenation ability, and is permanently destroyed when her hit points reach 0.

* See the *Advanced Player's Guide*.

NPC GALLERY

Katiana has possessed Bormurg, chief of the yetis in the Uqtaal Necropolis, deceiving them into believing that the PCs' caravan represents an invasion carrying plague, doom, and enslavement. As Bormurg, she claims to have received a holy vision in the high mountains and the blessing of the spirits, and vows to use these powers to defeat the invaders. The superstitious yetis accept her plan, but she is careful to hide her spellcasting around them for fear of pushing her deception too far, casting mostly subtle preparatory spells for her ambush while melded into the cavern wall.

BORMURG (POSSESSED) CR —

Male ghost-possessed yeti ranger 5 (*Pathfinder RPG Bestiary* 287)
CE Large monstrous humanoid (cold)

Init +2; **Senses** darkvision 60 ft., scent; Perception +13

DEFENSE

AC 25, touch 14, flat-footed 23 (+4 armor, +3 deflection, +2 Dex, +7 natural, -1 size)

hp 142 (11d10+82)

Fort +14, **Ref** +12, **Will** +18

Immune cold

Weaknesses vulnerability to fire

OFFENSE

Speed 40 ft., climb 30 ft.

Melee 2 claws +14 (1d6+9 plus 1d6 cold)

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

Special Attacks cold, frightful gaze (DC 21), rend (2 claws, 1d6+13 plus 1d6 cold), spellcasting

TACTICS

Before Combat Katiana casts *bear's endurance*, *bull's strength*, *call lightning storm*, *eagle's splendor*, *entropic shield*, *protection from energy* (fire), *shield of faith*, and *spell immunity* (to magic missile and spiritual weapon) before entering combat. She uses *meld into stone* to hide on the ledge above area **S16** until alerted by Bormurg's consorts to the party's approach.

During Combat When the yetis attack begins, Katiana casts *divine power* while melded into the stone. On the following round, she steps out of the stone and casts *blessing of fervor* on herself and her allies. She wades into melee, using her fury of the Abyss domain power every round (gaining a +4 bonus on attacks, damage rolls, and combat maneuver checks, and taking a -2 penalty to AC).

Morale Katiana fights in Bormurg's body until he dies or she is expelled, then fights on in her ghost form until destroyed.

Base Statistics Without Katiana's spells, Bormurg's statistics are **AC** 22, touch 11, flat-footed 20; **hp** 120; **Fort** +12; **Melee** 2 claws +12 (1d6+7 plus 1d6 cold); **Special Attacks** rend (2 claws, 1d6+10 plus 1d6 cold); **Str** 24, **Con** 19, **Cha** 22; **CMB** +14; **CMD** 26; **Skills** Bluff +15, Climb +15, Diplomacy +1.

STATISTICS

Str 28, **Dex** 14, **Con** 23, **Int** 16, **Wis** 20, **Cha** 26

Base Atk +6; **CMB** +16; **CMD** 31

Feats Alertness, Demonic Obedience (see page 54), Flyby Attack, Iron Will, Lightning Reflexes, Toughness

Skills Bluff +17, Climb +17, Diplomacy +17, Fly +6, Knowledge (arcana) +13, Knowledge (planes) +13, Linguistics +9, Perception +13, Sense Motive +7, Spellcraft +13, Stealth +2 (+10 in snow)

Languages Abyssal, Aklo, Aquan, Auran, Common, Dwarven, Elven, Erutaki

Gear +1 studded leather, dark blue rhomboid ioun stone

SPECIAL ABILITIES

Spellcasting (Su) While possessing Bormurg's body, Katiana has access to all of her spells, spell-like abilities, granted powers, and special attacks, except her corrupting touch.



JADE REGENT



TUNUAK



ONCE THE HONORED AND RESPECTED SHAMAN OF THE ERUTAKI VILLAGE OF IQALIAT, TUNUAK WAS CORRUPTED BY THE SYLPH KATIYANA, AND NOW SERVES THE HALF-FIEND PRIESTESS AND HER DEMONIC LORD SITHHUD.

TUNUAK

CR 8

XP 4,800

Male old human oracle 9 (*Pathfinder RPG Advanced Player's Guide* 42)

CE Medium humanoid (human)

Init +0; **Senses** Perception +5

DEFENSE

AC 21, touch 13, flat-footed 21 (+6 armor, +3 deflection, +2 natural)

hp 80 (9d8+36)

Fort +8, **Ref** +5, **Will** +11

OFFENSE

Speed 30 ft.

Melee *staff of journeys* +3/−2 (1d6−3)

Oracle Spells Known (CL 9th; concentration +16)

4th (5/day)—*cure critical wounds*, *river of wind** (DC 21), *spiritual ally**, *unholy blight* (DC 21)

3rd (7/day)—*borrow fortune**, *cloak of winds** (DC 20), *cure serious wounds*, *dispel magic*, *protection from energy*

2nd (7/day)—*bear's endurance*, *cure moderate wounds*, *eagle's splendor*, *gust of wind* (DC 19), *silence* (DC 19), *spiritual weapon*

1st (8/day)—*alter winds** (DC 18), *cure light wounds*, *divine favor*, *doom* (DC 18), *endure elements*, *obscuring mist*, *shield of faith*

o (at will)—*create water*, *detect magic*, *guidance*, *light*, *purify food and drink*, *read magic*, *resistance*, *stabilize*

Mystery wind

TACTICS

Before Combat Tunuak casts *endure elements* every day.

Before combat, he activates his air barrier and wings of air revelations; drinks a *potion of barkskin*; and casts *bear's endurance*, *cloak of winds*, *shield of faith*, and *protection from energy* (against a type commonly used by the PCs, likely fire). Before he makes his pronouncement against the PCs, Tunuak casts *eagle's splendor*.

During Combat Tunuak activates his invisibility revelation to gain *greater invisibility* and casts attack spells such as *unholy blight* and *silence*. He creates *spiritual allies* adjacent to spellcasters and multiple *spiritual weapons* (appearing as longswords, Sithhud's favored weapon). If several opponents are in a line, he casts *river of wind* against them.

Morale If reduced to fewer than 20 hit points or if all of his

minions are slain, Tunuak uses his invisibility revelation to flee Iqaliat entirely and harry the PCs' caravan on their further journeys. If confronted by the PCs before they venture into Tunuak's Bore, Tunuak uses his invisibility revelation or casts *obscuring mist* and flees to area K3 to set up an ambush with the hoarfrost spirits there.

Base Statistics Without his spells and revelations, Tunuak's statistics are **AC** 10, touch 10, flat-footed 10; **hp** 62; **Fort** +6; **Spells** concentration +14, reduce all save DCs by 2; **Con** 12, **Cha** 20; **CMD** 16; **Skills** Bluff +12, Diplomacy +17, Intimidate +10.

STATISTICS

Str 5, **Dex** 10, **Con** 16, **Int** 14, **Wis** 12, **Cha** 24

Base Atk +6; **CMB** +3; **CMD** 19

Feats Combat Expertise, Defensive Combat Training, Eschew Materials, Extra Revelation*, Iron Will, Toughness

Skills Bluff +14, Diplomacy +19, Fly +10, Intimidate +12, Knowledge (history) +10, Knowledge (planes) +6, Knowledge (religion) +14, Perception +5, Sense Motive +13, Spellcraft +14, Stealth +10

Languages Abyssal, Auran, Common, Draconic, Erutaki, Giant **SQ** oracle's curse (tongues; Abyssal, Auran), revelations (air barrier, invisibility, wind sight, wings of air)

Combat Gear *potions of barkskin* (2); **Other Gear** *cloak of resistance* +2, *ring of mind shielding*, *staff of journeys**, cold-weather outfit, unholy symbol of Sithhud

* See the *Advanced Player's Guide*.

Tunuak has been the oracular shaman of the Erutaki village of Iqaliat for two generations, since his mentor fell victim to a fever while still in her middle years. It was considered an ill omen for a shaman to ascend to the post before his hair had turned white, and the villagers were uneasy at the disturbing, incomprehensible language Tunuak reverted to in times of stress, but the young shaman had proved himself capable as a student of the mysteries and devoted to the ancient ways, erecting and maintaining the *inukshuk* wind altars that watch over the high cliffs of the Alasek Ridge. The chief and hearthmistress confirmed Tunuak's appointment, and he soon became invaluable to the settlement, ministering to the physical and material needs of the people of Iqaliat and helping to maintain the community in times of both plenty and desperate want.

NPC GALLERY

But as the years passed and Tunuak grew older, he found himself withdrawing from the spirits he had always served. When Iqaliat truly needed the spirits' help, they were rarely there, and it took all of Tunuak's power to keep the village safe and secure. And for what? He had served the spirits and the village for over half a century, and what had he gotten in return? Had he not given enough of his service? Could not someone else be found to replace him? But among the Erutaki, shamans served their people until they died; retirement was not an option, and Tunuak grew increasingly bitter.

Tunuak prayed and sacrificed and developed the spirits' gift of wind sight, using it to eavesdrop on the conversations of others, but this only increased his bitterness and frustration, for to his dismay, he found that others in the village thought that he was too old and infirm, and no longer served the people as he once did. His heart darkened once more, especially when he heard Iqaliat's chief and hearthmistress joking about their aged shaman with visitors from another village.

His resentment growing, Tunuak decided the only solution was a true vision quest. The shaman set out for the Nameless Spires, the home of the spirits at the top of the world, to beg their favor. The journey was long and arduous, but Tunuak at last arrived at the legendary Nameless Spires. To his surprise, Tunuak found the ruins overrun with the frozen, walking dead, but before he fell prey to their icy claws, he encountered the half-fiend sylph Katiyana, who brought him to her Storm Tower. Entranced by the sylph's beauty and believing that she had saved him from the embrace of the walking dead, Tunuak soon came to believe that Katiyana was one of the very wind spirits he sought. Tunuak stayed in the Storm Tower for many days, questioning and being questioned by

Katiyana. The sylph soon convinced him that she was but a servant of a greater master of storms, who required Tunuak's service as well. Playing upon the bitterness and resentment in Tunuak's soul, Katiyana corrupted him into the service of the demon lord Sithhud, the Frozen Lord, and instructed Tunuak to erect one of the basalt monoliths for controlling the morozkos in the very heart of Iqaliat.

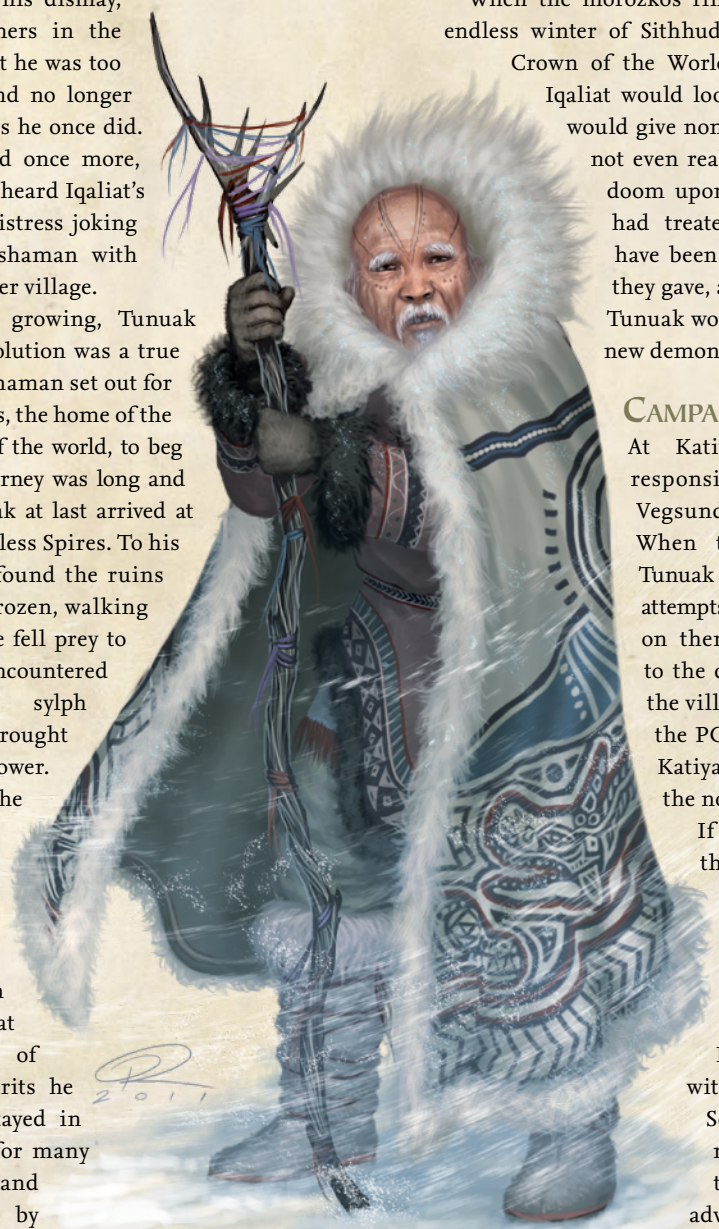
Knowing he would never be allowed to place a monolith in the village, Tunuak and Katiyana devised a plan to trick the white dragon Vegsundvaag into attacking Iqaliat. When the dragon had finished its work, the village would be empty, the monolith could be erected, and the deaths of the villagers would serve as a grand sacrifice to Sithhud that would bring Tunuak great favor.

When the morozkos finally came to Iqaliat and the endless winter of Sithhud's return took hold over the Crown of the World, any surviving villagers in Iqaliat would look to Tunuak for aid, and he would give none. Oh, how they would suffer, not even realizing they had brought their doom upon themselves. Perhaps if they had treated Tunuak better, he would have been merciful, but cold bitterness they gave, and so they would receive, and Tunuak would sit at the right hand of his new demonic god.

CAMPAIGN ROLE

At Katiyana's behest, Tunuak is responsible for the white dragon Vegsundvaag's attacks on Iqaliat. When the PCs arrive in Iqaliat, Tunuak sees a threat to his plans, and attempts to blame the dragon's attacks on them, hoping to sacrifice them to the dragon along with the rest of the village. Once Tunuak is defeated, the PCs find evidence tying him to Katiyana and the Nameless Spires at the north pole.

If Tunuak escapes, he pursues the PCs as they journey further north. If Naquun (see area **K2**) was slain, Tunuak joins up with another possessed hunter (use Naquun's stats) before confronting the PCs. If able to shadow the caravan without attracting notice (DC 26 Security check each day to notice), Tunuak tries to attack the PCs immediately after an adverse caravan event.



JADE REGENT



VEGSUNDVAAG



ALTHOUGH LESS THAN A CENTURY OLD, VEGSUNDVAAG IS A POWER TO BE RECKONED WITH IN THE FAR NORTH, AND SINCE THE DESTRUCTION OF HER EGGS, SHE HAS RELENTLESSLY ATTACKED THE ERUTAKI VILLAGE OF IQALIAT.

VEGSUNDVAAG

CR 9

XP 6,400

Female young adult white dragon (*Pathfinder RPG Bestiary* 100)

CE Large dragon (cold)

Init +5; **Senses** dragon senses, snow vision; Perception +15

DEFENSE

AC 24, touch 10, flat-footed 23 (+1 Dex, +14 natural, -1 size)

hp 115 (11d12+44)

Fort +11, **Ref** +8, **Will** +8

DR 5/magic; **Immune** cold, magic paralysis and sleep; **SR** 20

Weaknesses vulnerable to fire

OFFENSE

Speed 60 ft., burrow 30 ft., fly 200 ft. (poor), swim 60 ft.

Melee bite +17 (2d6+9/19–20), 2 claws +16 (1d8+6), tail slap +14 (1d8+3), 2 wings +14 (1d6+3)

Space 10 ft.; **Reach** 5 ft. (10 ft. with bite)

Special Attacks breath weapon (40-ft. cone, 10d4 cold damage, Reflex DC 19 half, usable every 1d4 rounds)

Spell-Like Abilities (CL 11th; concentration +11)

At will—*fog cloud*, *gust of wind* (DC 12)

TACTICS

During Combat Vegsundvaag prefers to cover her approach with multiple *fog clouds*, or to burrow close to her prey before bursting out of the ice. She avoids directly engaging groups that might surround her, but targets them with her breath weapon, and makes Flyby Attacks at isolated foes. Vegsundvaag typically reserves full attacks for enemies challenging her in the air, but foes who separate themselves from their allies also invite her to swoop close to bite with her great reach, then drop to the ground for a full attack on the following round.

Morale If reduced to fewer than 30 hit points, Vegsundvaag attempts to flee, using *fog cloud* to cover her escape via flight or burrowing into the ice, but she may return later to wreak vengeance on her attackers.

STATISTICS

Str 23, **Dex** 12, **Con** 19, **Int** 10, **Wis** 13, **Cha** 10

Base Atk +11; **CMB** +18; **CMD** 29 (33 vs. trip)

Feats Flyby Attack, Improved Critical (bite), Improved Initiative, Multiattack, Power Attack, Weapon Focus (bite)

Skills Climb +15, Fly +9, Knowledge (geography) +14, Knowledge (local) +10, Linguistics +6, Perception +15, Stealth +11, Survival +10, Swim +14

Languages Common, Draconic, Erutaki, Giant

SQ icewalking, ice shape

Vegsundvaag is a white dragon of the Crown of the World, born nearly a century ago in the high glaciers of the Whitefang Peninsula. As a wyrmling, she was taught how to recognize prey from above and below, flying in the sky high above or burrowing deep beneath the ice as she hunted across the polar plateau. Vegsundvaag was a skilled hunter, and she led her clutchmates on many hunting forays; however, she frequently returned to the family's ice caves alone, well sated from her latest kill. It was not long before Vegsundvaag turned her lessons upon her siblings, until through the work of her own claws she became an only child. Her last surviving brother proved more clever than his siblings and suspected her treachery, even trying to set up a rudimentary ambush of his own, but he was no match for Vegsundvaag's savage counterstroke, and that he saw his doom coming only made her final victory feast the sweeter.

Vegsundvaag's mother, who had betrayed and devoured more than one rival dragon during her youth, could not help but admire her daughter's naked aggression and ambition. While she had high hopes for each of her hatchlings, she thought it far better that one strong scion should arise than for a clutch of weaklings to struggle and scabble for the leavings of those more powerful and ruthless than they. Vegsundvaag's mother took her down from the High Ice to the richer hunting grounds of the summer melt, where the two-legs came up the wide water in their bobbing boats, and mother and daughter alike grew fat. Whether it was underwater, digging through ice and earth, or swooping out of the polar sky, Vegsundvaag soon mastered every form of hunting, and darkling thoughts of advancing her position in the family began to awaken in her heart again.

Before Vegsundvaag could add matricide to her list of crimes, however, her mother taught her that she still had much to learn. Binding her daughter in her sleep with iron chains she had taken from a human ship, Vegsundvaag's mother dragged the young dragon to the bottom of Whitefang Bay, and told her that if she could free herself, she must fly far from there and establish her

NPC GALLERY

own hunting ground. Her mother would brook no rivals, and if Vegsundvaag ever showed herself in Whitefang Bay and the glaciers above, she would not live to regret it. As a reminder, her mother tore Vegsundvaag's glorious frill, leaving only a tattered remnant. Seething at her defeat, Vegsundvaag nonetheless saw the threat of death in her mother's eyes before she departed, and after gnawing through the chains and dragging herself out of the bay, she chose the path of caution. She went not to the smoking mountains of the west, nor to the desolate heart of the High Ice to the north, nor even to the fertile lands and waters of the south. Instead, she claimed her territory in the east, along the high cliffs at the edge of the ice.

In time, Vegsundvaag established her own lair and hunted both the ice and the riverlands to the south, marking out the boundaries of her territory. Few rivals dared enter her domain, but as she matured, her lustful urges began to awaken and she roamed in search of a mate worthy of her. Encountering a male named Narmurvik, Vegsundvaag began a violent courtship. After several years of running battles, boasting, and taunting, she won his favor and they merged their hunting grounds and carved out a suitable lair. Vegsundvaag made a nest and laid half a dozen eggs, but her natural jealousy and aggression soon rose to the surface. She began to suspect Narmurvik of unwholesome designs upon her eggs, and one evening when he returned to their lair from a long hunt, Vegsundvaag ambushed him and slew her erstwhile mate in cold-hearted murder.

Before her eggs could hatch, however, they fell victim not to another dragon, but to the humans who lived beneath the ice cliffs, who violated her lair and smashed her beloved eggs to shards. Vegsundvaag swore terrible vengeance against the humans of Iqaliat, and she will not rest until every sniveling two-leg has tasted the frozen

fire of her undying hatred. But she will drag out her revenge, taking them one by one and dismantling their pitiful village stone by stone, until the bones of the last few survivors crunch in her jaws and their hot, red blood stains the snow. A mother's love for her children is no small thing, even for a mother such as Vegsundvaag, and those who took them from her will learn the true meaning of vengeance.

CAMPAIGN ROLE

When the PCs encounter her, Vegsundvaag is just a patsy of Tunuak and Katiyana, who have tricked the dragon into attacking Iqaliat so they can eventually place one of Sithhud's black monoliths in the village to summon the morozkos. Nevertheless, the dragon blames all who walk on two legs for the destruction of her unborn children, and even if the PCs bring her proof of Tunuak's treachery, it will likely have little effect on the furious mother.

If Vegsundvaag survives, she seeks shelter to heal her wounds and plan a new attack on the PCs. There is a 50% chance that she finds a frost drake (*Pathfinder RPG Bestiary* 2108) and bullies it into assisting in her revenge. The frost drake is not entirely loyal, however, and if Vegsundvaag is reduced to fewer than 25 hit points, there is an equal chance that the frost drake either flees or turns on her.

JADE REGENT

JADE REGENT TREASURES

THE FOLLOWING UNIQUE TREASURES CAN BE FOUND IN “THE HUNGRY STORM.” PLAYER-APPROPRIATE HANDOUTS APPEAR IN THE GAMEMASTERY JADE REGENT ITEM CARD SET.

CLAWS OF THE ICE BEAR

Aura faint transmutation; **CL** 3rd
Slot hands; **Price** 1,300 gp; **Weight** 1 lb.

DESCRIPTION

Strapped to the hands, these spiked climbing claws crafted by the Erutaki grant a +2 competence bonus on Climb checks and Acrobatics checks made when using both hands to aid in movement, and allow the wearer to ignore the normal penalties on those skills for slippery or icy surfaces. In addition, up to 3 times per day, the wearer can activate the claws as a swift action to gain the benefits of *spider climb* for 1 round. The wearer cannot hold anything else in her hands while using *claws of the ice bear*. If used as a weapon, *claws of the ice bear* function as spiked gauntlets.

CONSTRUCTION

Requirements Craft Wondrous Item, *spider climb*; **Cost** 750 gp

GHOST MIRROR ARMOR

Aura strong abjuration and transmutation; **CL** 15th
Slot armor; **Price** 22,675 gp; **Weight** 45 lbs.

DESCRIPTION

Crafted by Uqtaal spirit-shamans, this ancient +1 *ghost touch four-mirror armor* (*Pathfinder RPG Ultimate Combat* 128, or use breastplate) consists of four polished steel plates harnessed together with leather shoulder straps. Two round plates protect the wearer’s front and back, while two smaller rectangular plates cover the sides of the torso.

The wearer of *ghost mirror armor* can cast *deathwatch* (caster level 1st) three times per day. In addition, when the wearer is attacked by an incorporeal undead creature, the armor automatically casts *protection from evil* on the wearer as an immediate action up to once per day.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *deathwatch*, *etherealness*, *protection from evil*; **Cost** 11,435 gp

MAP OF THE HIGH ICE

Aura moderate divination; **CL** 11th
Slot none; **Price** 3,000 gp; **Weight** 1 lb.

DESCRIPTION

This vellum map depicts the Crown of the World, and delineates a path across the High Ice. Studying the map provides a +2 competence bonus on Survival checks to avoid getting lost and to avoid hazards in the High Ice region of the Crown of the

World, as well as a +5 bonus on caravan Security checks while on the High Ice (with the exception of checks made to avoid the effects of altitude, extreme cold, or severe weather).

CONSTRUCTION

Requirements Craft Wondrous Item, creator must have 5 ranks in Survival, *find the path*; **Cost** 1,500 gp

NINE-FOLD SPIRIT SWORD

Aura moderate conjuration; **CL** 9th
Slot none; **Price** 28,800 gp; **Weight** 4 lbs.

DESCRIPTION

This broad-bladed +1 *ghost touch nine-ring broadsword* (*Ultimate Combat* 131, or use longsword) is crafted of silvery-gray steel, with nine golden rings threaded through its spine that glow with magical power. Streamers of blue and purple silk hang from the sword’s pommel.

The *nine-fold spirit sword* has 9 charges, represented by its nine rings. As a swift action, the wielder can discharge the energy in these rings to create one of three effects.

By expending 1 charge, the wielder can add the *undead bane* special ability to the sword for 1 minute.

By expending 2 charges, the wielder can attempt to banish a creature possessing another creature (such as a ghost possessing a creature with its malevolence ability) with a successful hit on the possessed creature. The possessing creature must succeed at a DC 17 Will save or be driven out of the body of the creature it is possessing.

By expending 3 charges, the wielder can attempt to destroy a single undead creature with a successful hit. The creature must succeed at a DC 17 Will save or be utterly destroyed. Spell resistance does not apply against either the banishing or destruction effect.

Each ring holds 1 charge; when a charge is expended, one ring stops glowing. The sword recharges 1 charge per week.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *dispel evil*, *disrupting weapon*, *plane shift*, *summon monster I*; **Cost** 14,560 gp

SASHIMONO OF COMFORT

Aura faint abjuration; **CL** 1st
Slot none; **Price** 2,400 gp; **Weight** 3 lbs.

DESCRIPTION

A *sashimono of comfort* is a purple Tian silk banner, typically 3

JADE REGENT TREASURES



NINE-FOLD SPIRIT SWORD



TERRA-COTTA TALISMAN



GHOST MIRROR ARMOR



CLAWS OF THE ICE BEAR



MAP OF THE HIGH ICE



SASHIMONO OF COMFORT

feet tall and 1 foot wide, decorated with three stylized orchid flowers. The banner is attached to a lance, polearm, staff, or frame, which can be worn on the back of a creature, carried by a mounted creature, flown from a wagon, or planted in the ground. A *sashimono of comfort* keeps creatures comfortable in extreme weather conditions. It has no effect when not mounted properly or when lying on the ground.

When worn or carried by a creature, the banner grants the effects of *endure elements* to the bearer. When carried by a mounted creature, it grants both mount and rider this benefit. If it is flown from a wagon, the wagon's driver, passengers, and draft team all gain this benefit. If planted firmly in the ground, the banner grants this benefit to all creatures within 30 feet. In addition, a caravan equipped with a *sashimono of comfort* gains a +2 bonus on Security checks to resist the effects of severe weather.

These effects function at temperatures between -50° and 140° F. If conditions are beyond these extremes, creatures using a *sashimono of comfort* treat the ambient temperature as if it were 50° F warmer or cooler respectively, thereby possibly allowing additional castings of *endure elements* to work normally.

CONSTRUCTION

Requirements Craft Wondrous Item, *endure elements*; **Cost** 1,200 gp

TERRA-COTTA TALISMAN

Aura moderate evocation; **CL** 6th (horse), 7th (warrior), 9th (hound)

Slot none; **Price** 13,000 gp (horse), 16,000 gp (warrior), 22,000 gp (hound); **Weight** 1 lb.

DESCRIPTION

These ceramic statuettes are molded in the likenesses of armored soldiers, horses, or dogs, and are considered symbols of good fortune in battle. Once per day, the possessor of a *terra-cotta talisman* can reroll a single attack roll as an immediate action, with a +1 luck bonus on the reroll, and keep the most favorable result. A *terra-cotta talisman* also contains the vestige of a spirit of an ancient warrior or warbeast that can be called upon once per day as a standard action to manifest itself as a spiritual force. The powers of the talismans are as follows:

- *Terra-Cotta Horse*: *phantom steed*
- *Terra-Cotta Hound*: *mage's faithful hound*
- *Terra-Cotta Warrior*: *spiritual ally*

CONSTRUCTION

Requirements Craft Wondrous Item, *borrow fortune* (see page 206 of the *Pathfinder RPG Advanced Player's Guide*), *mage's faithful hand* (hound), *phantom steed* (horse), or *spiritual ally* (warrior; see page 246 of the *Advanced Player's Guide*); **Cost** 6,500 gp (horse), 8,000 gp (warrior), 11,000 gp (hound)