

# PATHFINDER®

## ADVENTURE PATH™

### THROUGH ICE AND FIRE

Though few would call the Crown of the World hospitable, the PCs have no choice but to brave this icy frontier if they are to get Ameiko to Minkai. As they battle their way past the fell beasts that inhabit the arctic wasteland, the heroes must unravel the mystery of the supernatural blizzards that have been plaguing the polar icecap, ultimately confronting the dark and otherworldly force behind the treacherous gales. Will the adventurers survive the terrors of the Crown of the World long enough to remedy the curse that haunts it? Or will they succumb to the icy wastes, as have so many before them?

This volume of Pathfinder Adventure Path includes:

- "The Hungry Storm," a Pathfinder RPG adventure for 7th-level characters, by Jason Nelson.
- A look at the perils and hazards of the treacherous Crown of the World, by Jason Nelson.
- An exploration of Oda's seedier side in the Pathfinder's Journal, by Dave Gross.
- Four new monsters, by Jesse Benner, Jason Nelson, Patrick Renie, and Tork Shaw.



JADE REGENT: The Hungry Storm



## JADE REGENT

### THE HUNGRY STORM

By Jason Nelson

PART 3 OF 6



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## YETIS

The people of the high mountains often speak of yetis, mysterious creatures as white as the snow and as large as bears, which walk like men and leave distinctive footprints. Though many fear the beasts, whose huge claws rend livestock in devastating raids, the truth is that the solitary creatures who leave bloodstains on the snow are outcasts—mad hermits driven from their hidden communities on account of their insanity. Where this horrific rage comes from is unknown, but there are those who believe the yetis live too high on the mountains, where the barriers between worlds grow as thin as the air and strange powers reach through from beyond.



## ERUTAKI

Those who don't understand how anyone could live in the biting snow of the Crown of the World lack both fortitude and imagination—or at least, that's how the Erutaki see it. From peerless mountaineers and migratory hunters to the fearless whalers who paddle through waters that freeze faster than they drown, each Erutaki is a picture of humanity's ability to conquer and adapt to the elements. These are the people who can read ice like a manuscript, telling you which is rotted and which harder than stone. An Erutaki guide is an incredible boon to those entering their homeland, and often means the difference between life and death for ill-prepared foreigners.



## IMPERIAL DRAGONS

The lands of Tian Xia are known as the Dragon Empires—and for good reason. The dragons of Tian Xia are called imperial dragons, creatures with serpentine bodies who are often regarded as benevolent guardians or supernatural blights, depending upon the nature of the dragon involved. Imperial dragons interact with humanoid societies much more often than their western kin, and thus play a larger role in Tian culture—yet such interactions are not always to the humanoids' benefit. Five varieties of imperial dragon exist—the underworld dragon, the sea dragon, the sky dragon, the forest dragon, and the sovereign dragon.



## WINTER WOLVES

The howls of the winter wolves are a sound to chill the heart of any adventurer making his or her way across the bleak tundra and ice sheets of the Crown of the World. Far larger than an ordinary wolf, and with magically cold breath capable of freezing prey's blood in its veins, the winter wolf's true weapon is its mind. As smart as a human, and evil beyond all bounds of nature, the winter wolf is a cunning foe that often allies itself with even more powerful monsters, serving as a scout and vanguard for their raiding parties. In Irrisen, winter wolves have long been allied with the White Witches, yet in the icy Crown of the World their alliances are decidedly more tenuous.