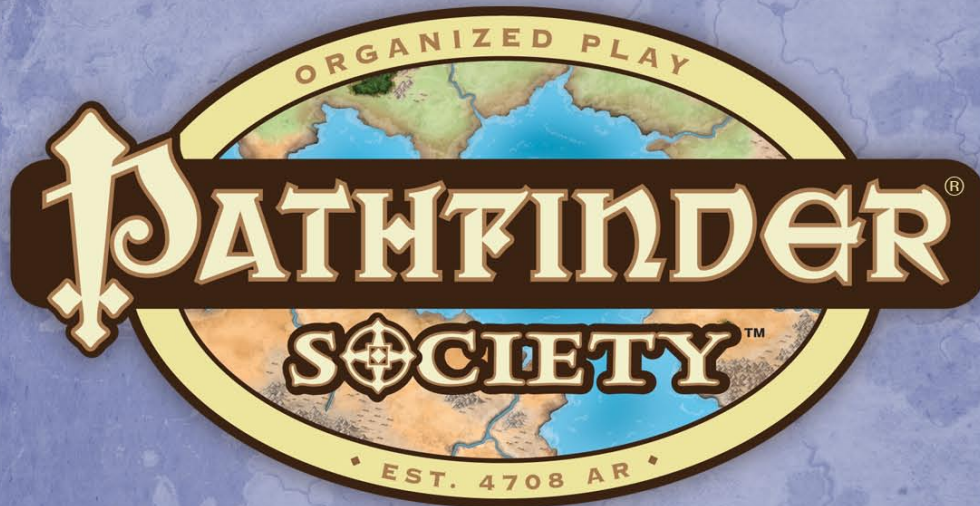


A PATHFINDER SOCIETY SCENARIO



SHADES OF ICE, PART IV: KEEP OF THE HUSCARL KING™

By Jesse Benner



SHADES OF ICE, PART III: KEEP OF THE HUSCARL KING

PATHFINDER SOCIETY SCENARIO 2–19

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Pathfinder Society Scenario 2–19: Shades of Ice, Part III: Keep of the Huscarl King is a Pathfinder Society Scenario designed for 1st- to 5th-level characters (Tiers 1–2 and 4–5). This scenario is designed for play in Pathfinder Society Organized Play, but can easily be adapted for use with any world. This scenario is compliant with the Open Game License (OGL) and is suitable for use with the Pathfinder Roleplaying Game.

The OGL can be found on page 24 of this product.

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SHADES OF ICE, PART III: KEEP OF THE HUSCARL KING

BY JESSE BENNER



Five centuries ago, Ranulf the Hammerhand was the fiercest and most skilled bodyguard in the Emperor of Taldor's retinue. One of the most renowned members of the legendary Ulfen Guard, the great warrior, or huscarl as they are known in Taldor and the frozen North, protected his liege until the Emperor's peaceful passing into the Beyond. As was customary, the end of Ranulf's service allowed him to carry off as much from the emperor's treasury as he could lift. Thus he departed Taldor with enough wealth to carve his own kingdom out of any corner of Golarion.

Ranulf set his eyes on the north, but knew that with his younger years gone he had little hope of slaying the linnorm, a necessary act if he wished to proclaim himself a king in the lands of his birth. Thus he traveled into the Realm of the Mammoth Lords to build his keep and from it, his kingdom.

Ranulf the Huscarl King, as he called himself, loved his new home, and welcomed the native Kellids to his court as guests. Some of the Ulfen in his house even married and mixed blood with the native tribespeople.

Fate, however, had a sense of irony, for the Ulfen king who had balked at fighting a linnorm had erected his keep over a breeding ground for white dragons.

Within 3 years of the keep's completion, many of the eggs had hatched, and some of the infant dragons had managed to make their way into Ranulf's castle. Stalwart and stubborn, Ranulf held his ground for 2 years, thinking that the dragons' youth kept them from being a true threat, and that eventually, he and his warriors would drive the creatures out. But when a great matriarch of the white dragons returned to tend her brood, she broke through the floor of Ranulf's keep, intent on slaying every living thing within.

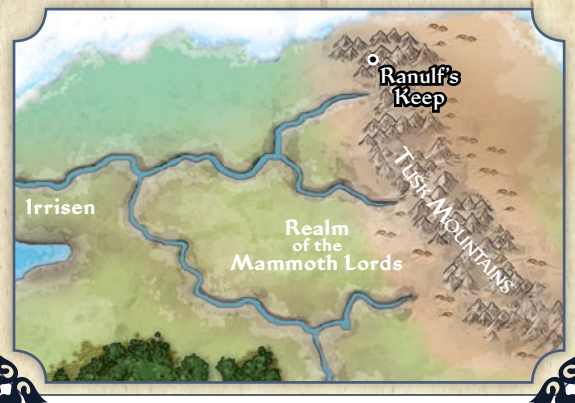
In his youth, Ranulf had felled a great fire giant warrior named Jedrek. The Huscarl King had taken a portion of Jedrek's shattered weapon and had it crafted with the giant's blood into a mighty greataxe. Known as *Jedrek's Shard*, this flaming weapon would be deadly in the hands of almost anyone, but in the Huscarl King's hands, its power was monstrous. With it the stalwart Ulfen slew the white dragon, cleansing the lands around his tower once and for all.

WHERE ON GOLARION?

Keep of the Huscarl King takes place within the Realm of the Mammoth Lords in north-central Avistan. Known for its vast, lifeless tundra, racing ice floes, and crushing blizzards, the Realm of the Mammoth Lords challenges the will to survive of every creature that visits or dwells here. However, the climate is not the only thing that is frozen, for within this massive frontier roam creatures thought lost to the passage of time. Alongside the mammoths that give the land its name, saber-toothed cats hunt and prehistoric sloths the size of ogres browse. Meanwhile, underground pockets of tropical heat vent into verdant and secluded canyons where dinosaurs still walk.

Most humans here are Kellids, living in scattered tribes. Clad in furs and feathers, these fractious clans seem primitive to foreigners, but their knowledge of survival in such a harsh environment quickly earns them the respect of outsiders.

Although the PCs have likely outfitted themselves for the cold to have made it this far, players beginning with this scenario should understand the constant threat of frostbite, hypothermia, and exposure posed by this region. For more information on the Realm of the Mammoth Lords, see *Pathfinder Campaign Setting: The Inner Sea World Guide*, in book stores and hobby stores everywhere and online at paizo.com.



Ranulf rebuilt his home, feeling it his duty to watch over the site in case other wyrms tried to use it as a breeding ground. But after 3 decades, the Huscarl King

THE SHADES OF ICE SERIES

Keep of the Huscarl King is the third and final chapter of the Shades of Ice adventure arc, set in Avistan's frigid northern reaches. All three parts are designed for Tier 1–5, and are intended to be played in order. As such, this scenario assumes the PCs played through the first part, *Written in Blood*, as well as its sequel, *Exiles of Winter*. For those PCs who did not play *Exiles of Winter*, assume they met the others in Whitethrone and decided to join them on their journey into the Lands of the Linnorm Kings to catch the Shadow Lodge agents and prevent them from retrieving the legendary weapon they seek. PCs who played *Exiles of Winter* likely possess a map drawn by the Pathfinder sage Rognvald Skagni—a map that shows the overland route to the lost Keep of the Huscarl King where the Shadow Lodge agents are believed to be headed.

reached the end of his life, and did so with no heir. As proud as he was strong, Ranulf felt that no one else could steward his charge and, at the hour of his death, bade his followers to empty the keep and to bring the mountain down on top of it. Thus, Ranulf's castle became his tomb, and although his servants were granted leave to take whatever wealth with them they desired, *Jedrek's Shard* was buried with Ranulf.

And there, entombed beneath the ice and stone of the mountainside, it has rested for 5 centuries.

Although Ranulf hoped that burying his keep would be enough to protect both the knowledge of the breeding ground and his precious weapon from the hands of others, he charged his Kellid followers with a sacred duty to watch over his tomb and the lands around for any seeking to steal *Jedrek's Shard*. The Kellids agreed, and in honor of their king, they painted their faces white, an homage to Ranulf's battle with the white wyrm, wherein his very beard was frozen before he struck the creature down. In generations since, this tradition has persevered, and the natives of this region are called the Snowmask Clan.

The Shadow Lodge agents headquartered in Whitethrone in icy Irrisen learned of the great weapon buried beneath the snows in Ranulf's keep, and one of the Lodge's senior members, a woman named Melkorka Skur, struck out with a team of fellow agents to retrieve the fabled item. All along the trail from Whitethrone, the Snowmask barbarians have harried their progress, but Melkorka is resolute and draws ever closer to reaching the buried keep and bringing the power of *Jedrek's Shard* into the Shadow Lodge's arsenal.

When a team of Pathfinders sacked the nearly-abandoned Shadow Lodge base in Whitethrone, they rescued the wise scholar Rognvald Skagni, expert on

the nations of northern Avistan. When presented with evidence of Melkorka's mission into the Realm of the Mammoth Lords, he urged his rescuers to pursue her and keep the legendary weapon she seeks out of the Shadow Lodge's grasp. Knowing that the Shadow Lodge agents had a head start, the sage provided specific directions to the resting place of Ranulf the Huscarl King and of the greataxe said to slumber with his bones to help the Pathfinders catch up to their foes, but there is little time to waste.

SUMMARY

The PCs follow Melkorka Skur and her remaining allies out of Irrisen and into the Realm of the Mammoth Lords, trying to stop her before she reaches the ruined tower of the Huscarl King Ranulf. Almost immediately upon entering the new realm, they find evidence of a fierce battle that left many of Skur's Shadow Lodge members dead, along with the bodies of strange Kellid barbarians known as the Snowmask Clan because of their white-painted faces. As the PCs continue across the tundra, the warriors of the Snowmask Clan hunt them for intruding upon their territory.

After beating back a Kellid assault, the PCs must survive a blizzard, forcing them to shelter in a cave adorned with strange paintings hinting at the Snowmask Clan's mysterious origin and secret purpose. This cave also throws the PCs up against some of the realm's dinosaur inhabitants, which have been trapped within.

As the PCs make their final push to reach the keep before the Shadow Lodge agents do, the Snowmask Clan corrals the Pathfinders into a canyon and unleashes a stampede of local megafauna to crush them in the inescapable ravine. After surviving the assault, the PCs face off once more against their mysterious attackers, though this time the Kellids signal for truce.

At this point, the PCs must use oration and diplomacy to tell the story of their trek across the frozen north. In return they learn the full story of King Ranulf and the Kellid descendants of his allies, charged at the time of Ranulf's death with keeping his axe and the location of his tomb secret from would-be plunderers. Depending on how the PCs' treatment of the other Kellids that they've encountered up to this point, the Snowmask Clan may even be willing to ally with the PCs in order to stop the Shadow Lodge.

The PCs reach the Keep of the Huscarl King just as Melkorka Skur and her remaining agents emerge carrying *Jedrek's Shard*. Melkorka looks to wield it against the PCs, as her first step in rebuilding the Shadow Lodge of the north. The PCs must confront Melkorka and her new weapon to end her threat once and for all.

GETTING STARTED

Before beginning the session, make sure all players are up to speed on the story so far. The adventure assumes all PCs have played through both preceding chapters of the Shades of Ice arc and that they are familiar with the situation. Any players who have yet to play either of the previous parts need only know that they are in the Realm of the Mammoth Lords, and that they have been given a map by a Pathfinder sage named Rognvald Skagni, and a charge to stop the Shadow Lodge from reaching a powerful weapon. Those who have played *Exiles of Winter* should already be familiar with this adventure hook, but may need some reminding.

Once all players are on the same page, read the following to get the adventure underway:

The Ulfen have a saying: “No blade is as sharp, no demon as cruel as the winds that walk their way down the Icestair.” At the border of Irrisen and the untamed wilds of the Realm of the Mammoth Lords, the meaning of those words becomes clear as the barren, snow-covered plains stretch to the horizon.

Four days’ travel now lies between the eastern edge of Irrisen and the shattered remains of the Huscarl King’s keep. To the east, sinuous snow drifts give way to rocky foothills from which pines and scrub bushes claw for life. In the distance, the massive creatures that give this land its name shuffle along at a ponderous speed, still impossibly huge even from far away. Skagni’s map marks a clear and straightforward path, but the snow makes for slow travel. The Shadow Lodge agents have a head start, but persistence through the harsh environment and adherence to the strict map may yet make it possible to catch them before they reach the Keep of the Huscarl King and gain access to the mighty weapon held within.

If PCs have played through previous chapters of the Shades of Ice adventure arc, they likely have appropriate cold weather gear and are familiar with the harsh weather conditions in the northern nations of Avistan. The average daytime temperature in The Realm of the Mammoth Lords during this adventure is just below freezing, and the average nighttime temperature hovers around –10 degrees Fahrenheit. Most of the encounters during this scenario take place outside, so the PCs must be prepared to face the elements (and GMs might want to brush up on the cold weather rules on pages 438 and 442 of the *Pathfinder RPG Core Rulebook*). Although Melkorka Skur’s head start creates a sense of urgency for the PCs, they should be allowed to purchase anything they need for the coming journey in Whitethrone.

Before the PCs set out on the adventure, allow them Knowledge (local) and Knowledge (history) checks to represent what information they may have gleaned from Whitethrone’s populace or Rognvald Skagni regarding their upcoming mission.

Knowledge (local)

Knowledge (local) can be used to research the Kellids.

10+ The denizens of the Realm of the Mammoth Lords are Kellids, considered primitive by many in the Inner Sea, but respected for their hardiness.

15+ The PCs’ route goes through the domain of a Kellid tribe called the Snowmask Clan. Unlike many of the other migratory Kellid tribes, this clan has never abandoned its territory.

20+ The Kellids of the Snowmask Clan are cunning warriors, favoring ambush whenever possible. Their familiarity with the region allows them to use terrain and natural features to their advantage.

25+ Among the Kellid tribes of the Realm of the Mammoth Lords, the Snowmask Clan is known for members’ appreciation of great stories. One of their hospitality rituals is sharing tales with any who would be their guests. Failing to participate in this custom is a grave offense. Additionally, they rely on cave paintings to record the history of their tribe.

In addition to gaining this knowledge, PCs who make a DC 25 check also receive the option of buying a scroll that provides translations to some of the more commonly used symbols and motifs among the Snowmask Clan. Scrawled onto the inner side of a long strip of mammoth pelt, this translation device costs 5 gp. While it may help in translating Kellid pictograms, it does not help a character speak or understand Hallit, the language of the Kellids.

Knowledge (history)

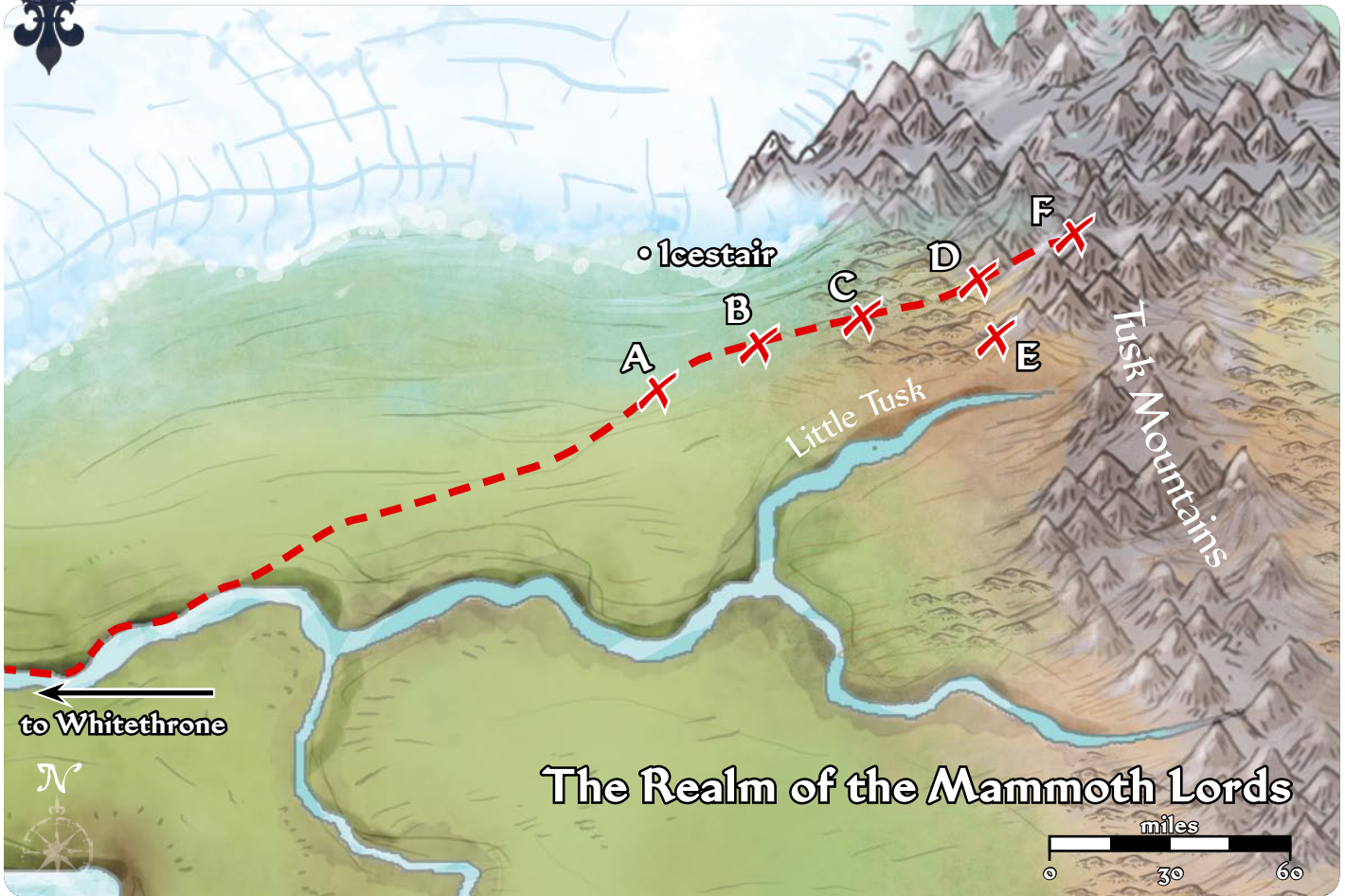
Knowledge (history) can be used to research the history of Ranulf the Huscarl King and his domain.

10+ An Ulfen warrior once carved out a small “kingdom” for himself in the western regions of the Realm of the Mammoth Lords, earning loyalty from local Kellid tribes.

15+ The Ulfen warrior Ranulf was known as the Huscarl King, as he had once served as one of the Emperor of Taldor’s personal guards. After he established his keep, it was attacked by a powerful white dragon who the Huscarl defeated in a battle so fierce that legends claim Ranulf’s beard was frozen during the fight. Despite ruling for almost 30 years after the battle, Ranulf died with no heir.

20+ Ranulf was known for his *flaming greataxe*, *Jedrek’s Shard*. Rumors persist that it was buried with him at his death when his Kellid followers caused an avalanche to cover the keep under a mountain of ice, rock, and snow, but the retreat of a glacier has now made the tomb accessible again for those brave enough to venture through Snowmask territory.

25+ While most assume that Ranulf’s decision to collapse the keep atop his grave was an egotistical plan to keep his fabled weapon out of the hands of others,



some sages whisper that Ranulf's reign was also a vigil. The great Ulfen's keep was meant to protect not only his land, but all of the north from something that once dwelt deep beneath his castle; the avalanche that buried him and *Jedrek's Shard* was also meant to stop others from exploring what lies beneath.

ACT 1: TRAIL SIGNS

The PCs make their way across foothills and open swaths of tundra for the early part of the first day's journey. The megafauna that give this land its name—giant sloths, massive elk, and woolly mammoths—do not approach the PCs' trail closely enough to force an encounter, but their presence should provide a constant backdrop for the adventure.

Just after noon, the trail leads through a patch of dense evergreens that end atop a low hill. On the ground below, the evidence of battle is immediately apparent.

A. The Skirmish's Dead (CR 2 or CR 5)

The thick cluster of pine trees ends abruptly at the top of a low hill. At the bottom, the snow is littered with the aftermath of battle. Broken shields and spears jut from the snow like

fractured bones, and blood colors the ground around a sprawl of bodies, many still seemingly locked in combat.

If inspected, the corpses number 10 in all, and are of two distinct groups. Five are native Kellids who carried axes and wooden shields. The lower half of each Kellid warrior's face is painted white in a haphazard sprawl of color from the upper lip to just above the larynx. A DC 20 Knowledge (local) check reveals these warriors to be members of the Snowmask Clan, a fearsome group of barbarians known for protecting this region of the Realm of the Mammoth Lords from all outsiders.

The other combatants wear more "civilized" clothes, including heavy winter coats. These non-Kellid dead have been stripped of their weapons and any other valuables, leaving them in only their clothes and padded armor.

A DC 15 Heal check reveals that one of the Kellids is still alive, but barely (he's stabilized at -9 hit points and has a Constitution score of 12). If healed, he can tell the PCs something about what happened—if the Pathfinders can overcome the language barrier.

Any PC who succeeds at a DC 15 Survival check locates a series of boot-shod footprints leading off in the same direction the PCs are headed, followed by the more crudely-shod prints of another set of humanoids that

followed shortly thereafter, flanking the trail left by the fleeing Shadow Lodge agents. In fact, the Snowmask guardians paused only long enough to strip their fallen foes of valuables before following behind the interlopers, planning to circle back around to retrieve and bury their own dead.

Creature: The carrion left in the battle's wake has attracted the attention of a nearby predator; the beast does not hesitate to attack the PCs, whom it sees as competitors for the feast laid before it. This area is patrolled by either a wolverine (Tier 1–2) or an advanced dire wolverine (Tier 4–5).

Tier 1–2 (CR 2)

WOLVERINE CR 2
hp 22 (*Pathfinder RPG Bestiary* 279)

Tier 4–5 (CR 5)

ADVANCED DIRE WOLVERINE CR 5
Pathfinder RPG Bestiary 279, 294

N Large animal

Init +9; **Senses** low-light vision, scent; Perception +14

DEFENSE

AC 20, touch 14, flat-footed 15 (+5 Dex, +6 natural, –1 size)

hp 52 (5d8+30)

Fort +9, **Ref** +9, **Will** +4

OFFENSE

Speed 30 ft., climb 10 ft.

Melee bite +8 (1d6+6), 2 claw +8 (1d8+6)

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

Special Attacks rage

STATISTICS

Str 23, **Dex** 21, **Con** 21, **Int** 6, **Wis** 16, **Cha** 14

Base Atk +3; **CMB** +10; **CMD** 25

Feats Improved Initiative, Skill Focus (Perception), Toughness

Skills Climb +14, Perception +14

SPECIAL ABILITIES

Rage (Ex) A dire wolverine that takes damage in combat flies into a rage on its next turn, madly clawing and biting until either it or its opponent is dead. It gains a +4 bonus to Strength, +4 to Constitution, and –2 to AC (not included in the stat block). The creature cannot end its rage voluntarily.

Treasure: In the rush to pilfer the bodies of the dead Shadow Lodge agents, the surviving Snowmask Clan warriors left behind their money pouches, as their people value practical goods like weapons over minted coins. Between the five Shadow Lodge corpses, the PCs can gather 100 gp (Tier 1–2) or 500 gp (Tier 4–5) with a successful DC 15 Perception check.

Each of the five Shadow Lodge agents has a set of padded armor and a cold-weather outfit. Each of the Snowmask Clan warriors has a battleaxe, 3 javelins, leather armor, a heavy wooden shield.

Development: If the PCs heal the surviving Kellid warrior, they can find out more about the battle, but he only speaks Hallit, which may present an issue for parties unversed in that language or unable to cast spells such as *comprehend languages*. The Kellid warrior's starting attitude is unfriendly toward any foreigners traveling this route, but if the PCs heal his wounds first, his attitude shifts to indifferent. If his attitude is made friendly, the warrior will tell the PCs that there were other “defilers”—as the Kellids refers to all that enter this region unbidden—and that the battle took place almost an entire day ago.

As soon as possible, the Kellid flees, heading east, away from the route outlined on Skagni's map.

Mission Notes: Andoran faction PCs need to heal the dying Kellid and allow him to go free. If they do, award each Andoran faction PC 1 Prestige award.

Osirion faction PCs can make a DC 12 Craft (cartography) check at any point after this encounter to copy Skagni's map, but must do so without being seen by non-Osirion faction PCs. Secretly copying the map



now or at any later point in the scenario earns Osirion faction PCs 1 Prestige Award.

Rewards: If the PCs loot the dead bodies, award each tier thusly:

Tier 1–2:

Give each player 32 gp.

Tier 4–5:

Give each player 99 gp.

B. The Druid's Circle (CR 1 or CR 4)

Roughly an hour after the PCs set out on their route again, they can the deep, booming sound of a horn to the south of their route with a successful DC 10 Perception check. A few moments later, PCs who make another DC 10 Perception check hear a second horn in answer to the first, coming from the northeast, in the direction they are headed.

Near dusk, the PCs' route takes them through a rocky field, adorned with an ancient ring of druidic stones, around which lie heaps of driven snow. The horn blasts from earlier were, in fact, a warning for members of the Snowmask Clan ahead of the PCs to set a trap, and here is where they lie in wait.

The gradual shift into rockier terrain is now more apparent than ever. Large, round stones evoke cobblestones as they form a layer of ground, although the hard-packed snow is still visible between. Ahead, an ancient ring of boulders juts from the ground to form a ring. The wind's erratic path around the massive rocks has blown the snow into large, haphazard drifts.

The map directs the PCs to a small cave that will shelter them from the elements for the night. The route leads them through an area with several large snow drifts.

Creatures: Snowmask warriors hide beneath the snow mounds; having smeared their bodies with mammoth fat to keep the cold at bay, they now wait for the PCs to come within passing distance to attack. This improved cover grants them a +10 circumstance bonus on their Stealth checks to hide from the PCs. Assuming the warriors take 10 to hide themselves, the PCs must make a DC 19 Perception check to notice them (DC 20 in Tier 4–5).

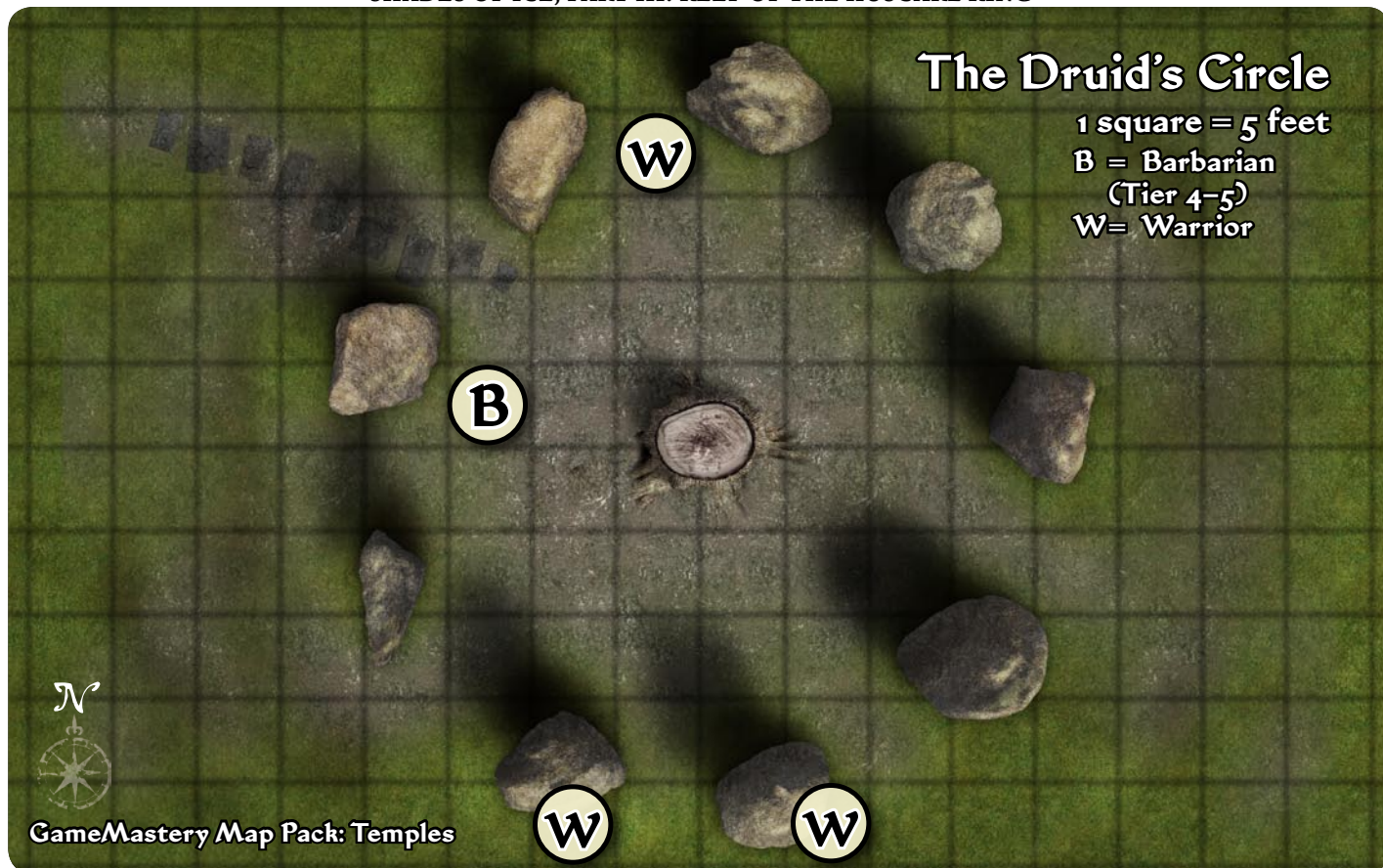
Tier 1–2 (CR 1)

SNOWMASK CLAN WARRIORS (3)	CR 1/3
Human warrior 1	
N Medium humanoid	
Init +0; Senses Perception +1	
DEFENSE	
AC 14, touch 10, flat-footed 14 (+2 armor, +2 shield)	
hp 11 each (1d10+1)	

Fort +3, Ref +0, Will +0
OFFENSE
Speed 30 ft.
Melee battleaxe +4 (1d8+2/x3)
Ranged javelin +1 (1d6+2)
TACTICS
During Combat The warriors attack the most lightly armored foes first, attempting to bring their enemies down quickly.
Morale The Snowmask Clan warriors fight to the death.
STATISTICS
Str 15, Dex 11, Con 12, Int 9, Wis 10, Cha 8
Base Atk +1; CMB +3; CMD 13
Feats Power Attack, Weapon Focus (battleaxe)
Skills Perception +1, Stealth –1, Survival +1
Languages Hallit
Combat Gear <i>potion of endure elements</i> ; Other Gear masterwork leather armor, heavy wooden shield, battleaxe, javelins (3), cold-weather outfit

Tier 4–5 (CR 4)

SNOWMASK BARBARIAN	CR 2
Female human barbarian 3	
CN Medium humanoid	
Init +1; Senses Perception +8	
DEFENSE	
AC 14, touch 9, flat-footed 13 (+3 armor, +1 Dex, –2 rage, +2 shield)	
hp 40 (3d12+15)	
Fort +7, Ref +2, Will +5	
Defensive Abilities trap sense +1, uncanny dodge	
OFFENSE	
Speed 40 ft.	
Melee mwk battleaxe +10 (1d8+5/x3)	
Ranged javelin +4 (1d6+5)	
Special Attacks rage (10 rounds/day), rage powers (guarded stance [+1 dodge vs. melee])	
TACTICS	
During Combat The Snowmask barbarian rages immediately at the start of combat and engages the most heavily armored foe. If reduced to fewer than 20 hit points, she drinks her <i>potion of cure light wounds</i> and continues to assail her enemies.	
Morale The Snowmask barbarian fights to the death.	
Base Statistics When not raging, the barbarian's statistics are AC 16, touch 11, flat-footed 15; hp 34; Melee mwk battleaxe +8 (1d8+3/x3); Str 17, Con 14; CMB +6, CMD 17; Climb +7	
STATISTICS	
Str 21, Dex 13, Con 18, Int 8, Wis 14, Cha 10	
Base Atk +3; CMB +8; CMD 17	
Feats Improved Bull Rush, Power Attack, Weapon Focus (battleaxe)	
Skills Climb +9, Intimidate +5, Knowledge (nature) +3, Perception +8, Stealth +2, Survival +7	



Languages Hallit

SQ fast movement

Combat Gear *potion of cure light wounds*; **Other Gear**

+1 leather armor, masterwork heavy wooden shield, masterwork battleaxe, javelins (3)

SNOWMASK CLAN WARRIORS (3) CR 1/2

Human warrior 2

N Medium humanoid

Init +0; **Senses** Perception +2

DEFENSE

AC 14, touch 10, flat-footed 14 (+2 armor, +2 shield)

hp 17 each (2d10+2)

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

OFFENSE

Speed 30 ft.

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

Ranged javelin +2 (1d6+2)

TACTICS

During Combat The warriors attack the most lightly armored foes first, attempting to bring their enemies down quickly.

Morale The Snowmask Clan warriors fight to the death

STATISTICS

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

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

Feats Power Attack, Weapon Focus (battleaxe)

Skills Perception +2, Stealth +1, Survival +2

Languages Hallit

Combat Gear *potion of endure elements*; **Other Gear**

masterwork leather armor, masterwork heavy wooden shield, battleaxe, javelins (3), cold-weather outfit

Development: If the PCs capture any of the Kellids or stabilize the dying, the Snowmask guardians treat them as unfriendly instead of hostile. Again, none of the barbarians speak Common, and therefore PCs are likely to find interrogation difficult. If the PCs overcome the language barrier, the Kellids only tell them that the Snowmask Clan attacked because the PCs are trying to meet up with their allies who passed this way not long ago. If the PCs try to establish that they are not working with the Shadow Lodge but are trying, in fact, to stop them, the Kellids are skeptical, but this action proves important later.

After the battle, any Snowmask Clan warriors who are allowed to flee head east—away from the PCs' route. Shortly after nightfall, the PCs come across a cave indicated on Skagni's map. There is enough room for the PCs to huddle inside to escape the elements overnight.

Mission Notes: Andoran faction PCs need to press for merciful treatment of any defeated Kellids and should send them on their way, earning each member

of the faction 1 Prestige Award. If Andoran faction PCs already healed and released the Kellid warrior in the first encounter, doing the same for these Kellids does not earn them any additional Prestige.

Rewards: If the PCs defeat the Snowmask Clan ambushers, reward each tier thusly:

Tier 1–2:

Give each player 59 gp.

Tier 4–5:

Give each player 224 gp.

ACT 2: BEASTS OF BYGONE DAYS

As the PCs begin their second day of travel since the scenario's start, the sky is cloudy and ominously gray. A DC 15 Survival check reveals that a storm is heading down from the north and could intersect the PCs' route. In order to stay ahead of the storm, the PCs must minimize breaks for rest and food throughout the day. Treat this as a forced march, as outlined on page 171 of the *Core Rulebook*. The PCs must fit 2 additional hours of movement into the day in order to reach the resting spot indicated on the map by nightfall.

If the PCs do not make the forced march, they spend the last 2 hours of their travel in the storm. Alternately, the PCs can reduce this duration to 1 hour in the storm if they make a forced march for only 1 hour during the day. Apart from the snowstorm's usual effects (heavy snow, strong winds, and temperatures dropping below –10 degrees F, as outlined on pages 438–439 and 442 of the *Pathfinder RPG Core Rulebook*), the reduced visibility puts the PCs in danger of becoming lost. A DC 14 Survival check prevents the PCs from becoming thanks to Skagni's map. The PC leading the group must make a Survival check to avoid becoming lost once per hour spent in the storm.

If the PCs accomplish the forced march, avoid getting lost, or reorient themselves correctly if they do, the end of the day puts them at the cave depicted on Skagni's map. The cave mouth is wide enough for three size Medium creatures to enter abreast, and faces away from the wind of the storm.

Mission Notes: Cheliox faction PCs need to place three markers along this day's trail that will allow others loyal to Cheliox to prospect for summoning items. In order to stop and place the markers, the entire party must either make a 3-hour forced march instead of a 2-hour march as discussed above, or spend an additional hour in the blizzard. If Cheliox faction PCs can convince their fellows to slow their progress for an additional hour and lay the markers along the trail, each member of the Cheliox faction earns 1 Prestige Award.

C. The Painted Cave (CR 2 or CR 5)

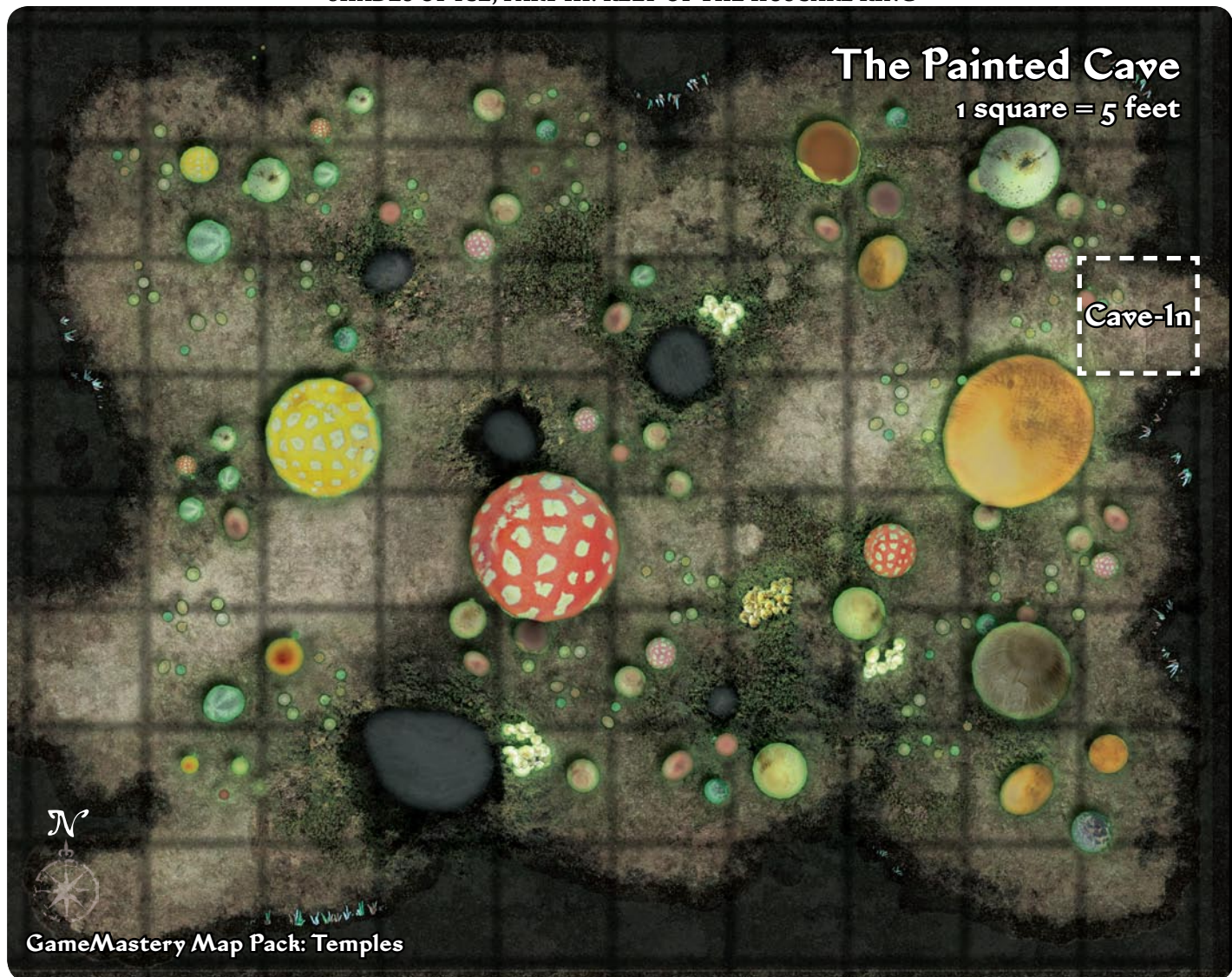
Ten feet into this dark granite cave, a large cavern opens up, its ceiling rising as high as thirty feet. Warm, humid air fills the chamber, and colorful fungi cover the floor and walls. Beneath a layer of iridescent algae, the faint images of cave paintings can be seen on all the cavern's walls. Signs of a rockslide block what may once have been a passage farther into the cave.

This cave was once an entrance to a larger network of geothermally warmed caverns rife with life and a thriving ecosystem of great beasts. A recent cave-in now blocks ingress to the deeper caverns, although some of the warm air from the deep still vents through cracks in the rubble. The softly glowing algae that covers the cavern is mundane, and will likely die should the cavern's temperature drop below the balmy heat it needs to thrive.

Creatures: At the time of the collapse, a small pack of dinosaurs from below had come up into the cave, exploring for small prey among the fungi in this cavern. The cave-in trapped them in the tunnel, where they now rest. They fear leaving the warmth of the cave, and have subsisted only on the few small animals living among the fungus before the collapse, but are now extremely hungry and do not hesitate to attack the PCs as soon as the party is more than 10 feet into the chamber. The skilled hunters use their speed and the terrain to their advantage, weaving through the fungi and hunting the PCs with pack tactics. The dinosaurs don't pursue the PCs outside of the cave into the cold air, but keep in mind that any PCs remaining outside the cave must endure the effects of the storm.

Tier 1–2 (CR 2)

COMPSOGNATHUS (3)	CR 1/2
<i>Pathfinder RPG Bestiary 2 90</i>	
N Tiny animal	
Init +6; Senses low-light vision, scent; Perception +4	
DEFENSE	
AC 15, touch 14, flat-footed 13 (+2 Dex, +1 natural, +2 size)	
hp 6 each (1d8+2)	
Fort +4, Ref +4, Will +0	
OFFENSE	
Speed 40 ft., swim 20 ft.	
Melee bite +1 (1d3–1 plus poison)	
Space 2-1/2 ft.; Reach 0 ft.	
STATISTICS	
Str 8, Dex 15, Con 14, Int 2, Wis 11, Cha 5	
Base Atk +0; CMB +0; CMD 9	
Feats Improved Initiative	
Skills Perception +4, Swim +7	

**SPECIAL ABILITIES**

Poison (Ex) Bite—injury; *save* Fort DC 12; *frequency* 1/round for 4 rounds; *effect* 1d2 Str; *cure* 1 save.

Tier 4–5 (CR 5)**DEINONYCHUS (2)****CR 3**

hp 34 each (*Pathfinder RPG Bestiary* 84)

Development: PCs who explore the cave can easily locate the rockfall; a DC 12 Wisdom check gives a character surety that no other creatures can approach from that end of the cave. The cavern's tall walls are covered with cave paintings under a thin layer of faintly glowing algae. These paintings depict some of the Snowmask Clan's origins and beliefs, but the degree of information the PCs gain depends on their aptitude for certain skills.

The paintings depict a castle at the base of a mountain. Outside the castle, a large creature with wings and a long

neck lies on the ground before a figure lifting a huge red axe over its head to strike. Other humanoid figures cluster around the scene. The mural is then interrupted by a repeated design: two mammoths with a smaller one in tow marching east. This motif is repeated over and over in an orderly line from the top wall of the cave to the bottom. There are 30 copies of this design.

The next scene shows the wielder of the red axe lying on a raised mound within the castle, his weapon clutched to his chest. Other figures leave the castle carrying large bags on their shoulders.

The drawings continue on the other side of the cave, showing an avalanche cascading down to cover the tower. The last drawing shows more of the humanoid figures standing over the edge overlooking the castle's previous location, while four drawings of the moon in various states arc above the scene. In this last picture, all of the humanoid figures have a smear of white color around their lower faces.

With a DC 18 Perception check, a PC notes that the creature on the ground in the first painting was originally painted white, but that time has eroded whatever the painter used to show this color. The character brandishing the axe was also painted white, but around the face, suggesting a large white beard.

A PC making a DC 15 Knowledge (history or local) or who bought the mammoth hide scroll in Whitethrone may decipher the meaning of some of the painting's images. The axe-wielding figure in the first scene is different from the other humanoids depicted, as he is shown with a white beard, a feature uncommon among the Kellid peoples. The painting of the three mammoths symbolizes migration, and each painting of three mammoths stands for the passage of a single year. The moon in its various stages symbolizes eternity or a period of time that cannot be depicted with the migration symbol, usually meaning hundreds of years.

If the PCs roll poorly, consider allowing them to make additional checks in the morning, as a night's sleep to consider the drawings or spending their watch staring at the walls might grant new clarity. Either way, this information shows that the Kellids who have been stalking the PCs so far are somehow tied to the Keep of the Huscarl King.

Treasure: Amid the fungi are the remnants of a long-decayed party of Kellid hunters who were snowed in the cave and died of starvation, visible with a DC 15 Perception check. In Tier 1–2, the collective bodies hold 3 *bandages of rapid recovery**, 2 masterwork throwing axes, a masterwork bolas, a *potion of barkskin*, 2 *potions of endure elements*, 6 pairs of snowshoes*, a fully charged *wand of longstrider* carved from a smilodon's tooth, and a bag of unworked gemstones worth 40 gp. In Tier 4–5, the PCs can also find a *cloak of resistance* +2, a *potion of cure moderate wounds*, 5 topazes worth 50 gp each, and the studded leather and masterwork bolas are replaced with +1 *studded leather* and a +1 *bolas*, respectively. Items marked with an asterisk (*) may be found in the *Advanced Player's Guide*.

Mission Notes: Qadira faction PCs should be interested in retrieving a claw or tooth from one of the dinosaurs here, earning them 1 Prestige Award.

Rewards: If the PCs discover the hunters' bodies, award each tier thusly:

Tier 1–2:

Give each player 236 gp.

Tier 4–5:

Give each player 1,003 gp.

D. The Graveyard Gorge (CR 3 or CR 6)

By the morning, the storm has gone and the PCs are free to set off again. Their path slopes downward as they

approach a series of high, rocky cliffs on the edge of the Tusk Mountains. Near midday, Skagni's map directs them through a narrow ravine of ice and rock.

The shriek of a snowy owl dances off the high, rough walls of ice and rock inside this gorge, and the long shadows inside make it feel like evening rather than midday. Although the canyon provides a direct path through the rocky terrain of this area, the other side is almost invisible from the entrance. In the snow drenched plains leading to the gorge mouth, primeval aurochs and bison paw at the new snow to unearth scrub grass.

The Snowmask Clan plans to use this area as a trap, intending to stampede animals through if the PCs get far enough in. This trap can be avoided in several ways.

Characters who make a DC 25 Perception check prior to entering the gorge can see what look like humanoids moving around some of the mammoths and either the aurochs or the bison (depending on the tier) in the surrounding area. The Kellids don't try very hard to mask their presence, using the 200-foot distance between them and the mouth of the gorge as their cover.

A DC 5 Survival or Perception check at the mouth of the gorge reveals tracks. These tracks are humanoid in nature and go only a few feet into the gorge before turning around.

A DC 10 Perception check also unearths the remains, partly eaten by scavengers, of a large saber-toothed tiger. A DC 15 Heal check shows that despite being a top predator in this region, it appears to have suffered extreme bludgeoning damage as if trampled to death. The fractures are numerous, suggesting multiple creatures were involved in the trampling.

All of these features are evident within the first 20 feet beyond the gorge's mouth. If the PCs decide to go around the gorge and simply walk the steep outer slope, walking along the higher route, skip directly to the Development section below.

If the PCs enter the gorge, the Snowmask Clan warriors wait until the PCs are at least 100 feet inside before they start the stampede.

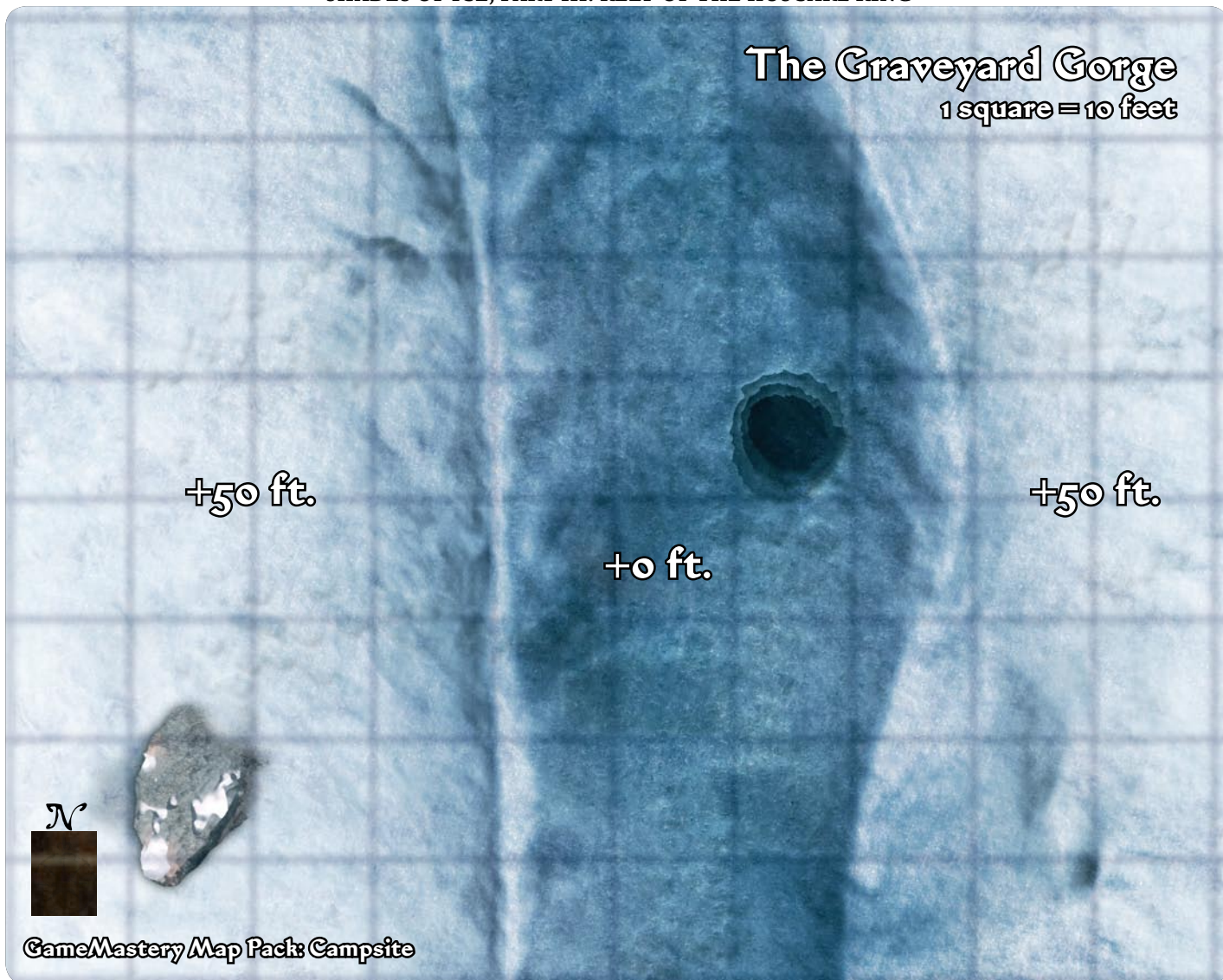
The canyon walls are 50 feet high, and the canyon's width is a consistent 30 feet from one side to another. It stretches for almost half a mile.

Hazard: When the Kellids initiate the stampede, allow all PCs a DC 15 Perception check to notice the rumbling of a number of hooves echoing down the canyon. Those who make the check may act in the surprise round, while those who fail have only a single round to act before the stampede reaches them.

In Tier 1–2, the Kellids drive a small herd of aurochs into the gorge. PCs must either climb the canyon walls to a

The Graveyard Gorge

1 square = 10 feet



GameMastery Map Pack: Campsite

height of at least 10 feet, requiring a DC 15 Climb check, or be caught in the aurochs' stampede, taking 2d6+9 points of bludgeoning damage, with a DC 19 Reflex save for half. PCs may attempt to climb out of the herd on their initiative if the aurochs have not yet dealt their stampede damage; the herd has a collective initiative modifier of +0.

In Tier 4–5, the Kellids stampede a group of bison through the gorge. PCs must climb at least 20 feet up the canyon walls (a DC 15 Climb check) to avoid damage. PCs on the walls at a height of less than 20 feet at the time the bison pass do not take damage but must make another Climb check, this time at DC 20, or they fall as if they had taken damage while climbing. PCs knocked from the wall are no longer subject to the bison's trample attack, but take falling damage as usual. PCs who don't or can't climb the walls are caught in the bison's stampede and take 2d6+12 points of damage, DC 22 Reflex save for half. Unlike the aurochs stampede in Tier 1–2, the bison stampede lasts for 2 rounds. The bison have a collective initiative modifier of +0.

Development: Whether the PCs avoid the gorge entirely or survive the Snowmask's stampede, they encounter the Snowmask's chief once their path takes them back onto the main route. Just where the path rounds between two steep embankments, a band of Snowmask Clan tribespeople wait for the PCs in plain sight. Unlike the Snowmask warriors who ambushed the PCs at the standing stones 2 days ago, they do not appear eager to attack.

A dozen Kellid warriors with painted faces stand vigilant in the center of the route. Although they are armed with axes and round, Ulfen-styled shields, their weapons are not drawn. At the head, a tall and powerfully-built figure with piercing eyes steps forward. As he approaches, his hands are held palm up until he is close enough for words. "I am Hiryla," he says in broken Common, his words flowing with a strange cadence that suggests that he is speaking words that were given to him by another to say. "You come with me... We must talk."

THE HIGH PRICE OF CONFLICT

While Hiryla and his men approach the PCs in peace, if the Pathfinders choose not to accept Hiryla's offer of parley and instead attack, they have quite a fight in front of them—a CR 7 encounter in Tier 1–2 or a CR 9 encounter in Tier 4–5. Use the tier-appropriate statistics for Hiryla on pages 18–19. For the 20 warriors with whom he travels, use the tier-appropriate Snowmask Clan Warrior stats on pages 8–9. Use the statistics for the Snowmask Warriors from the Druid's Circle encounter in Act 1 for Hiryla's men. Their numbers are meant to dissuade the PCs from forcing a conflict, but anything is possible. If PCs are set on conflict, point out the sheer odds against their victory and remind them that their primary mission is to stop the Shadow Lodge, not to wipe out the region's natives. Should PCs go ahead with this as a combat encounter, there are no rewards for defeating the Snowmask Clan and its chief.

ACT 3: SNOWMASKS AND THE SHADOW LODGE

The Snowmask Chieftain, Hiryla, makes no attempt to attack, but sets off due east, just south of the path laid out on Skagni's map. PCs who speak Hallit can engage him in conversation, and he is more than willing to speak with them. He tells them that he is escorting them to his camp, and that there he and his elders will divine the PCs' intent in their lands, and decide whether the clan will help them or not. Hiryla makes it clear that the Snowmask Clan has been watching the party for some time. After about an hour's travel east, PCs who make a DC 10 Perception check spot plumes of smoke over a low rise.

If the PCs follow Hiryla over the hill, they see the Kellid camp at the base on the other side. Unlike the fur and hide tents common among the nomadic northerners, this village is composed of small, round houses and low, long buildings built of stone with thatched roofs. The rectangular, round-topped buildings number almost 20 in all, gathered around a central, circular building that is larger and grander than the rest.

E. Snowmask Camp (CR 3 or CR 6)

As the PCs enter the village behind Hiryla, he leads them into the large central building. When they enter, read the following:

Inside this grand hall, dozens of Kellid men, women, and children scurry to and fro, passing food and drink around an enormous central hearth. Long, low benches ring the fire, and a handful of elderly Kellids, decked out in ornate white furs sit on the other side of the flames from the building's entrance. A young woman with one leg, walking with the aid of a crutch,

greets Hiryla in Hallit, and then turns to the door and speaks in perfect Common. "Welcome to the North," she says with a broad grin and a handshake. "My name is Teyma."

Teyma tells the PCs that the Snowmask Clan has skirmished with a group of travelers out of Irrisen many times in the last few days as the intruders have come farther and farther into their lands. Initially, they attempted to talk with these outsiders, but they were attacked, and fought back. Now that the PCs have agreed to talk, Hiryla and the elders want to know why two companies of foreigners have come into their land along the same route in such a short time.

If asked, Teyma says that she learned Common in the Land of the Linnorm Kings. She knew she couldn't be a warrior after losing a leg to a hunting accident, and so went abroad to learn about trade and languages.

After the brief introduction, Teyma again speaks. "The elders want to hear your story. Tell us of your clan, and what brings you here. If the tale is good enough," she adds with a smile, "we will tell you ours."

Kellids love tales, but the Snowmask Clan's own legacy from Ranulf has its members even more invested in such things.

The PCs need to use Perform (oratory) to tell their story. The results of their storytelling then influence a Diplomacy check to convince the Snowmask Clan of their intentions.

This is a chance for the players to really roleplay their characters as they tell their story, the story both of their "clan"—the Pathfinder Society—and of what brings them here.

The PCs may select one character from within their number with appropriate ranks in Perform or a high Charisma score to speak for the entire party, though other PCs can make Aid Another checks to help the designated speaker. Conversely, up to three PCs can tell the tale, each taking one portion of the group's story, but this does not allow any Aid Another checks as above. Use the best result of the three to determine the effectiveness of the tale.

If the PCs healed or spared any of the Kellid warriors they encountered in Act 1, word of their mercy has spread among the other tribe members, granting the PCs a +2 circumstance bonus on their Perform checks. Although Teyma is a capable interpreter, any PCs who speak Hallit (through regular or magical means) receive a +2 circumstance bonus on the Perform check if they tell the story in that language. GMs should also feel free to assign an ad hoc circumstance bonus on the ending Diplomacy check as well for players who do a particularly good job telling the party's story in character, but the bonus should be no more than +3.

If the PCs choose not to participate in the storytelling at all, the party suffers a -5 penalty on any future Diplomacy checks.

The results of the PCs' Perform check or checks impact their quest as follows:

Development: Depending on the results of the Perform check, the Snowmask Clan may respond with their own tale. If the PCs beat a DC 10 Perform (oratory) check in Tier 1-2 or a DC 15 Perform (oratory) check for Tier 4-5, the Kellids gladly share their own tale, translated by Teyma. Feel free to paraphrase the Snowmask Clan's history from the tale below or the adventure background.

Tale of the Snowmask Clan

One of the elders, her face painted white like those of Hiryla and the other warriors, stands from the bench. With no other cue the room falls silent as she speaks. Her words have a strength and resonance belied by her withered frame.

"This is the story that the elders told me when I was a child. Once, a great warrior came to our lands from the South, though his blood and his beard were of the West, in the land where the first dragons hunt and kill. With gold and magic this warrior built a stone keep at the base of a mighty mountain. During this time he came to us, in peace, and invited us to his hearth with gifts of furs. Humbly he asked the elders of our clan if he could hunt with them and share in our ways. Quickly he proved himself a friend to all, sharing in our customs and

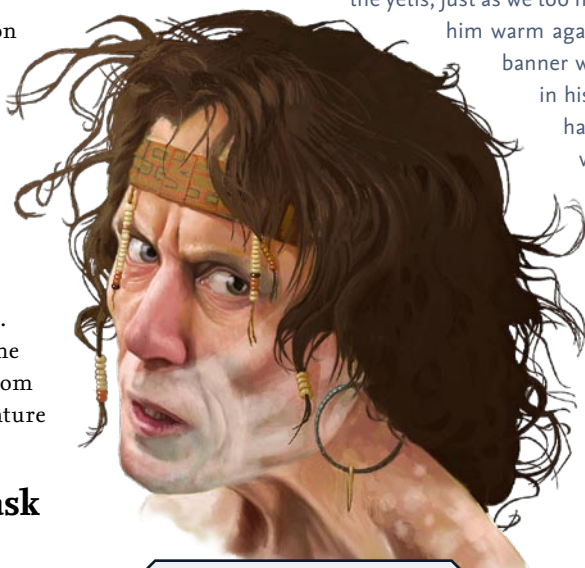
sharing his with us.

"By the time the last stone was laid in his keep, he had hunted with the elders many times, and made many kills. His axe, sheathed in fire, had protected us from the white wolves and the yetis, just as we too had used our food and furs to keep him warm against the deepest colds. When his banner was raised, the elders were guests in his hall, and some of his own house had already merged their blood with our own. For years the king and our elders prospered, and we learned of crafts, weapons, and ways different from those that came before.

"Then the white wyrms came. For beneath the keep, in the iced caverns below, the dragons had bred. For years their eggs slept and waited. When they hatched, they plagued the king and his new house, but he fought them back with the strength of his arm and the fire of his axe, and the battle was nearly won. But when a matriarch of the white returned to tend

her brood, she was furious at the king and threw herself on the keep in madness. In the season of the longest nights, still the sun set and rose again before the battle was decided. The King struck the wyrm down, even though his armor and his beard were white with the ice of her breath. Our elders made trophies and talismans from what remained of the beast, and helped rebuild the crumbled tower.

"The mammoths crossed the plains ten times, three times over before the great king passed, and still the dragons were kept at bay. When the hour of his dying came, the great and generous Huscarl King gave all within his castle to those that had served and befriended his house, save for his mighty axe. With this, the elders buried him, and as we raise a mound of



Chief Hiryla

PERFORMANCE CHECK RESULTS		
Tier 1-2 DC	Tier 4-5 DC	Result
Less than 10	Less than 15	The Kellids see the PCs' efforts as little more than pandering, and are only slightly less offended than if the PCs had refused to share this custom at all. The PCs take a -4 penalty on all subsequent Diplomacy checks.
10-14	15-19	The Kellids are unmoved by the PCs' tale, but neither are they offended. The PCs suffer no penalty on subsequent Diplomacy checks.
15-19	20-24	The Kellids feel the PCs have told a strong tale and are more willing to hear their pleas for aid. The PCs gain a +2 bonus on subsequent Diplomacy checks.
20-24	25-29	Same as above, but the tale is even better received, and the PCs gain a +4 on subsequent Diplomacy checks.
25 or higher	30 or higher	The PCs deliver a legendary performance, granting them a +5 bonus on all subsequent Diplomacy checks, and the Kellids' initial attitude shifts one step toward helpful before the check is made.

stones over the dead when the earth is too cold to dig, so did the elders bring the mountain down atop our king. Ever since have we held vigil over his tomb and what lies within. We remember his lessons, his ways that bled into the ways of the elders to become our ways. And we remember his beard, first white with frost, then with age, as it symbolizes what he protected us from and what he stood watch against.”

Development: After the Snowmask tale is told, the PCs must make a Diplomacy check based on the result of their Perform check to see what aid, if any, the Snowmask Clan will give them.

Unless the PCs scored a 25 or higher in Tier 1–2 or a 30 or higher in Tier 4–5 on their Perform check, the Snowmask Clan’s attitude starts as indifferent. If the PCs can shift the Kellids’ attitude to friendly or helpful, they may be able to ask for aid depending on what they need.

Once the clan has been made friendly, the PCs can travel to the keep the next day unhindered by Hiryla or his warriors. If the PCs make another DC 20 Diplomacy check for aid, Hiryla send four of his Snowmask warriors with the PCs to fight Melkorka and her agents. These warriors have the same statistics as the warriors from page 8–9 for each respective Tier. If the clan has been made helpful and the PCs make another DC 20 Diplomacy check for aid, Hiryla himself accompanies the PCs to the keep and lends his axe in fighting Melkorka. His stats can be found on pages 18–19.

Mission Notes: Andoran faction PCs can spread the tale of Andoran and the People’s Revolt here in the hopes of fomenting the seeds of democracy in the north. Passing the history of their “clan” on to the Snowmask Clan earns Andoran faction PCs 1 Prestige Award.

Cheliox faction PCs who use Diplomacy on or bribe Teyma can acquire one of the mammoth tusk horns the tribe use to signal over distances. Doing so requires a Diplomacy check to make Teyma friendly (if this was not already accomplished by the end of the encounter). Otherwise, Teyma must be bribed. She is willing to sell one such horn for 10 gp if made friendly, or for 20 gp if the PCs must bribe her. Acquiring a horn earns Cheliox faction PCs 1 Prestige Award.

Qadira faction PCs can present Pasha Muhlia Al-Jakri’s letter of introduction to Teyma, but must do so without being seen by PCs of other factions. Doing so earns Qadira faction PCs 1 Prestige Award.

Taldor faction PCs can ask Teyma, Hiryla, or any of the elders through an interpreter about the hodimir pines. Such inquiries reveal that the trees grow in the central and northern reaches of the Realm of the Mammoth Lords and can be identified by the thin red center born by their silvered needles in the deepest part of winter. If the clan is not yet friendly, Taldan faction

PCs will have to make individual Diplomacy checks to make a source friendly before this information can be learned. Learning this information earns Taldor faction PCs 1 Prestige Award.

F. The Keep of the Huscarl King (CR 4 or CR 7)

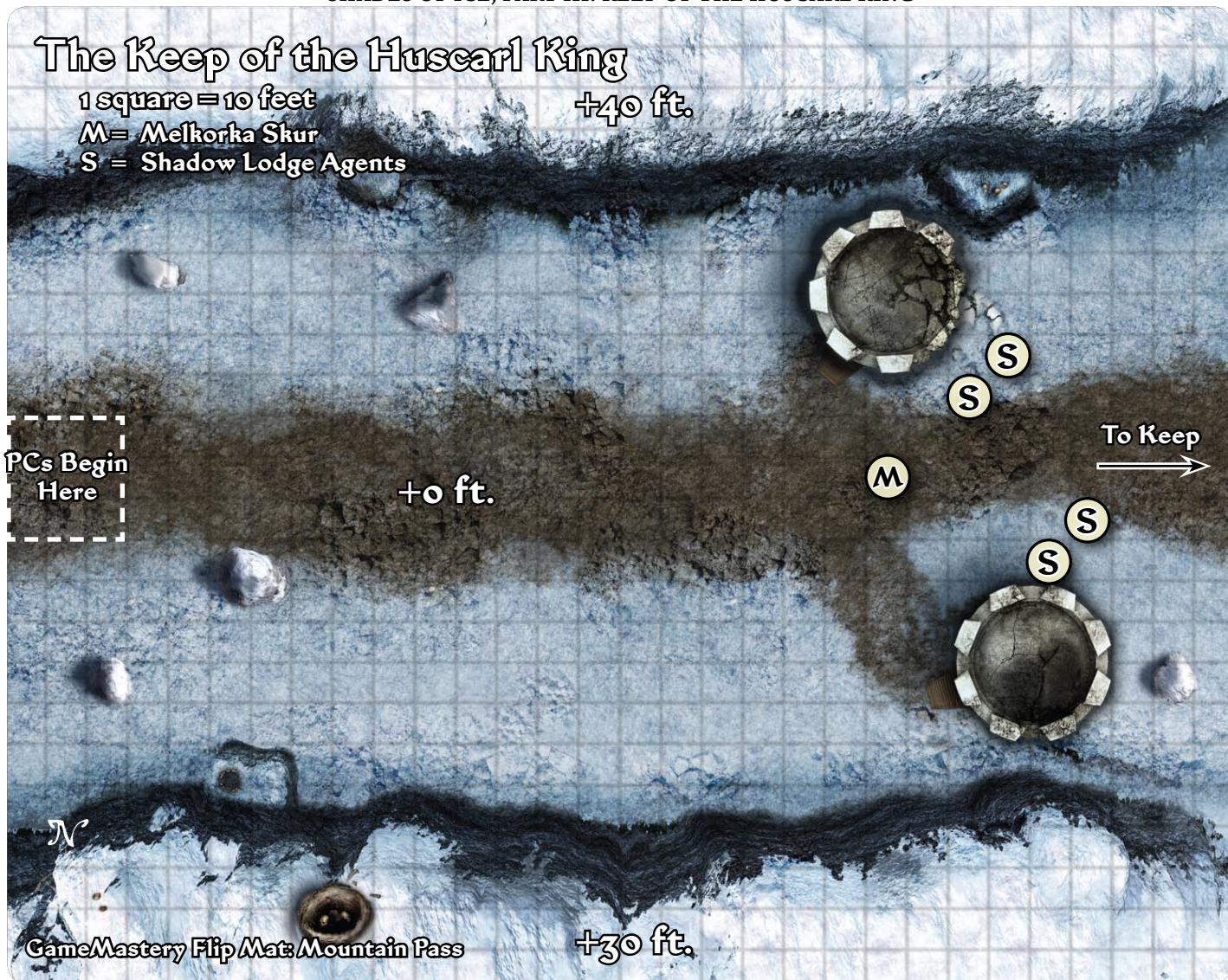
The bones of two ancient stone watchtowers rise from the ground like sentries set to guard the entrance to Ranulf’s Keep. Snow and ice still cover their base, making them inaccessible, but they mark the edge of the Huscarl’s Keep, just visible in the distance.

Most of Ranulf’s keep still lies buried beneath tons of rock and ice from the original landslide generations ago. Receding glacial ice and centuries of seasonal melting have only unearthed the tower’s door, but it is enough to gain access to the cavernous structure within. Two ruined watchtowers that once served as gatehouses for the Huscarl King stand empty along the PCs’ path. Having left the tomb with *Jedrek’s Shard*, Melkorka and her minions make their way toward the ruined towers.

Creatures: If the PCs made allies of the Snowmask Clan, Hiryla’s scouts signal the approach of the Shadow Lodge agents from within the keep as the PCs approach the structure. The warriors defer to their chief if Hiryla is present, and to the PC with the highest Charisma if they are alone. In battle, they focus their attacks on Melkorka’s minions, leaving the priestess of Nethys to the PCs. If reduced to half their total hit points, the warriors retreat to heal their wounds and form a second line of defense should the PCs fail to stop the Shadow Lodge agents.

Melkorka’s minions watch from the keep’s entrance as the PCs draw near. Having already retrieved the axe, Melkorka prefers to advance into the open, where the watchtowers might provide cover without the danger of the Kellids reburying the keep with her and her underlings inside. Melkorka is shrewd and capable, and has prepared herself well to use *Jedrek’s Shard*. She longs to feel it cleave into flesh and blood and moves to battle the PCs directly. She has sacrificed all but a handful of her Shadow Lodge minions throughout the trek to retrieve it, and sees the remaining few as equally expendable.

Melkorka, a dark-skinned figure swathed in the orange and blue of a desert sky at sunset, strides defiantly forward. Her outline shivers with the heat emanating from the *flaming greataxe* in her hands. As snow swirls on the wind around her, flakes hiss and shriek as they fall on the blade’s open flame. “Come Pathfinders,” she invites in a honeyed tone, as her companions draw their weapons. “Let *Jedrek’s Shard* warm you against the cold.”



Tier 1–2 (CR 4)

MELKORKA SKUR

CR 2

Female human cleric of Nethys 2

NE Medium humanoid

Init +3; **Senses** Perception +3

DEFENSE

AC 17, touch 11, flat-footed 15 (+6 armor, +2 deflection, –1 Dex)

hp 14 (2d8+2)

Fort +4, **Ref** –1, **Will** +6

OFFENSE

Speed 20 ft.

Melee +2 *flaming greataxe* +1 (1d12+3/x3 plus 1d6 fire)

Ranged light crossbow +0 (1d8/19–20)

Special Attacks channel negative energy 5/day (DC 13, 1d6), destructive smite (+1, 6/day), hand of the acolyte (6/day)

Cleric Spells Prepared (CL 2nd; concentration +5)

 1st—*cure light wounds*, *divine favor*, *shield of faith*, *true strike*^o
 0 (at will)—*bleed* (DC 13), *detect magic*, *light*, *read magic*

 D Domain spell; **Domains** Destruction, Magic

TACTICS

Before Combat Melkorka casts *shield of faith* and *divine favor* before stepping out to face the PCs; both effects are already included in her stats. If she has time, she also casts her *scroll of entropic shield* to protect her against ranged attacks.

During Combat Melkorka uses *true strike* and readies her hand of the acolyte domain power to interrupt an enemy spellcaster on the first round or to attack the most heavily armored PC. After that she attacks any character who presents a religious symbol in an effort to cut the PCs off from healing magic. If surrounded, she repeatedly channels negative energy, trusting her selective channeling feat to shield her allies.

Morale If reduced to 5 or fewer hit points, Melkorka drinks her *potion of cure moderate wounds*. If reduced to 5 or fewer hit points a second time, she casts *cure light wounds* on herself, abandons her minions, and flees. If caught, she tries to use

her knowledge of the Shadow Lodge to bargain for her life.

STATISTICS

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

Base Atk +1; **CMB** +1; **CMD** 12

Feats Improved Initiative, Selective Channeling

Skills Diplomacy +6, Heal +8, Intimidate +4, Knowledge (arcana) +5, Knowledge (religion) +6, Spellcraft +6

Languages Common, Osiriani
SQ aura

Combat Gear *potion of cure moderate wounds*, *scroll of comprehend languages*, *scroll of entropic shield*; **Other Gear** masterwork chainmail, +2 *flaming greataxe*, light crossbow with 10 bolts

SPECIAL ABILITIES

Jedrek's Shard Because she wields such a powerful weapon, Melkorka's CR is +1 higher than normal.



Melkorka Skur

SHADOW LODGE AGENTS (4)

CR 1/2

Human warrior 2

NE Medium humanoid

Init +2; **Senses** Perception +3

DEFENSE

AC 19, touch 12, flat-footed 17 (+5 armor, +2 Dex, +2 shield)

hp 17 each (2d10+2)

Fort +3, **Ref** +2, **Will** +1

OFFENSE

Speed 20 ft.

Melee longsword +3 (1d8+1/19–20)

Ranged longbow +4 (1d8/x3)

TACTICS

During Combat The warriors use their bows from as close to the door as possible, but draw their swords and shields if engaged.

Morale These warriors fight to the death if Melkorka still stands, afraid of *Jedrek's Shard*. If Melkorka has fled or fallen, they likewise flee or surrender.

STATISTICS

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

Base Atk +2; **CMB** +3; **CMD** 15

Feats Point Blank Shot, Precise Shot

Skills Climb +1, Perception +3

Languages Common

Combat Gear *potion of cure light wounds*; **Other Gear** masterwork scale mail, heavy wooden shield, composite longbow with 20 arrows, longsword

SNOWMASK CHIEF HIRYLA

CR 1

Male human fighter 2

CG Medium humanoid

Init +1; **Senses** Perception +2

DEFENSE

AC 18, touch 12, flat-footed 16 (+4 armor, +1 Dex, +1 dodge, +2 shield)

hp 20 (2d10+5)

Fort +4, **Ref** +1, **Will** +1; +1 vs. fear

Defensive Abilities bravery +1

OFFENSE

Speed 20 ft.

Melee mwk battleaxe +6 (1d8+2/x3)

Ranged javelin +3 (1d6+2)

TACTICS

During Combat Hiryla charges into battle with his warriors, focusing on Melkorka's underlings.

Morale Hiryla fights to the death to uphold his clan's ancestral oath.

STATISTICS

Str 15, **Dex** 13, **Con** 12, **Int** 8, **Wis** 12, **Cha** 14

Base Atk +2; **CMB** +4; **CMD** 16

Feats Dodge, Power Attack, Toughness,

Weapon Focus (battleaxe)

Skills Climb +3, Diplomacy +4, Perception +2, Stealth –1, Survival +5

Languages Hallit

Combat Gear *potion of cure light wounds*; **Other Gear** masterwork hide armor, masterwork heavy wooden shield, masterwork battleaxe, javelins (2)

Tier 4–5 (CR 7)

MELKORKA SKUR

CR 5

Female human cleric of Nethys 5

NE Medium humanoid

Init +3; **Senses** Perception +4

DEFENSE

AC 18, touch 11, flat-footed 18 (+7 armor, +2 deflection, –1 Dex)

hp 39 (5d8+13)

Fort +6, **Ref** +1, **Will** +9

OFFENSE

Speed 20 ft.

Melee +2 *flaming burst greataxe* +6 (1d12+7/x3 plus 1d6 fire)

Ranged 1 light crossbow +2 (1d8/19–20)

Special Attacks channel negative energy 7/day (DC 18, 3d6), destructive smite (+2, 7/day), hand of the acolyte (7/day)

Cleric Spells Prepared (CL 5th; concentration +9)

3rd—*cure serious wounds*, *prayer*, *rage*^D

2nd—*aid*, *bull's strength*, *hold person* (DC 16), *shatter*^D

1st—*command* (DC 15), *cure light wounds*, *divine favor*, *shield of faith*, *true strike*^D

SHADES OF ICE, PART III: KEEP OF THE HUSCARL KING

o (at will)—*bleed, detect magic, light, read magic*

D Domain spell; **Domains** Destruction, Magic

TACTICS

Before Combat Melkorka uses her *scroll of eagle's splendor* to improve her energy channeling, and then casts *bull's strength* to lessen the penalties for wielding *Jedrek's Shard*. She casts *divine favor* to lessen the penalties further, and follows that with a casting of *shield of faith*. All of these effects are included in her stat block. If she has further time, she casts *entropic shield* from her scroll to further improve her defenses.

During Combat Melkorka uses *true strike* and readies her hand of the acolyte domain power to interrupt an enemy spellcaster on the first round or to attack the most heavily armored PC. After that she attacks any character who presents a religious symbol in an effort to cut the PCs off from healing magic. If surrounded, she repeatedly channels negative energy, trusting her selective channeling feat to shield her allies. If she successfully uses *hold person* on an enemy, she does her best to drop that foe before moving on. Melkorka has numerous avenues for healing herself, and she uses them all to stay in the fight.

Morale If reduced below 10 hit points after all her healing has been expended, Melkorka abandons her minions and flees. If caught, she tries to use her knowledge of the Shadow Lodge to bargain for her life.

STATISTICS

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

Base Atk +3; **CMB** +5; **CMD** 16

Feats Improved Channel, Improved Initiative, Selective Channeling, Toughness

Skills Diplomacy +9, Heal +11, Intimidate +8, Knowledge (arcana) +6, Knowledge (religion) +9, Spellcraft +9

Languages Common, Osiriani

SQ aura

Combat Gear *potion of cure light wounds, potions of cure moderate wounds (2), scroll of comprehend languages, scroll of eagle's splendor, scroll of endure elements, scroll of entropic shield*; **Other Gear** +1 chainmail, +2 flaming burst greataxe, light crossbow with 10 bolts, *cloak of resistance* +1

SPECIAL ABILITIES

Jedrek's Shard Because she wields such a powerful weapon, Melkorka's CR is +1 higher than normal.

SHADOW LODGE AGENTS (4)

CR 1

Human warrior 3

NE Medium humanoid

Init +2; **Senses** Perception +4

DEFENSE

AC 18, touch 12, flat-footed 16 (+4 armor, +2 Dex, +2 shield)

hp 24 each (3d10+3)

Fort +3, **Ref** +3, **Will** +2

OFFENSE

Speed 20 ft.

Melee longsword +4 (1d8+1/19–20)

Ranged mwk longbow +6 (1d8+1/x3)

TACTICS

During Combat The warriors use their bows from as close to the door as possible, but draw their swords and shields if engaged.

Morale These warriors fight to the death if Melkorka still stands, afraid of *Jedrek's Shard*. If Melkorka has fled or fallen, they likewise flee or surrender.

STATISTICS

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

Base Atk +3; **CMB** +4; **CMD** 16

Feats Deadly Aim, Point Blank Shot, Precise Shot

Skills Climb +4, Perception +4

Languages Common

Combat Gear *potions of cure light wounds (2)*; **Other Gear** masterwork hide armor, masterwork heavy wooden shield, masterwork composite longbow (+1 Str) with 20 arrows, longsword

SNOWMASK CHIEF HIRYLA

CR 4

Male human fighter 5

CG Medium humanoid

Init +1; **Senses** Perception +4

DEFENSE

AC 19, touch 12, flat-footed 17 (+4 armor, +1 Dex, +1 dodge, +3 shield)

hp 45 (5d10+13)

Fort +5, **Ref** +2, **Will** +4; +1 vs. fear

Defensive Abilities bravery +1

OFFENSE

Speed 30 ft.

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

Ranged javelin +6 (1d6+3)

Special Attacks weapon training (axes +1)

TACTICS

During Combat Hiryła charges into battle with his warriors, focusing on Melkorka's underlings.

Morale Hiryła fights to the death.

STATISTICS

Str 16, **Dex** 13, **Con** 12, **Int** 8, **Wis** 12, **Cha** 14

Base Atk +5; **CMB** +8; **CMD** 20

Feats Dodge, Iron Will, Persuasive, Power Attack, Shield Focus, Toughness, Weapon Focus (battleaxe)

Skills Climb +7, Diplomacy +6, Intimidate +4, Perception +4, Stealth +1, Survival +6

Languages Hallit

SQ armor training 1

Combat Gear *potion of bull's strength, potion of cure moderate wounds*; **Other Gear** masterwork hide armor, masterwork heavy wooden shield, +1 battleaxe, javelins (2)

Mission Notes: Osirion faction PCs need to take Melkorka Skur's scarab brooch from her. It is carved from a dark, polished wood, and besides the craftsmanship has no evident value. Retrieving the brooch earns Osirion faction PCs 1 Prestige Award.

Taldor faction PCs should want to see Melkorka Skur dead for defiling the resting place of one of the Empire's greatest huscarls, and should want *Jedrek's Shard* returned to its resting place. Doing so earns Taldor faction PCs 1 Prestige Award.

Rewards: If the PCs defeat Melkorka Skur and the Shadow Lodge agents, reward each tier thusly:

Tier 1–2:

Give each player 181 gp.

Tier 4–5:

Give each player 580 gp.

Osirion faction PCs who also take Melkorka Skur's scarab brooch in Act 3 earn 1 bonus Prestige Award.

Qadira Faction: Qadira faction PCs who take a tooth or claw from one of the dinosaurs in Act 2 earn 1 Prestige Award. Qadira faction PCs who also present Teyma with the letter of introduction in Act 3 without being observed by members of other factions earn 1 bonus Prestige Award.

Taldor Faction: Taldor faction PCs who successfully negotiate or barter with the Snowmask Clan for information on the valuable hodimir pines and their location in Act 3 earn 1 Prestige Award. Taldor faction PCs who also ensure the death of Melkorka Skur and the return of *Jedrek's Shard* to its rightful resting place in Act 3 earn 1 bonus Prestige Award.

CONCLUSION

Assuming the PCs succeed in defeating Melkorka Skur, the Shadow Lodge's power in the north lies in shambles, its influence eradicated. The PCs must choose whether to return *Jedrek's Shard* to the Snowmask Clan or bring it back with them. PCs who opt for the latter undoubtedly earn the fury of the Snowmask Clan, and the dedicated warriors harry the Pathfinders through the Realm of the Mammoth Lords and even into Irrisen, so fierce is their dedication to Ranulf's legacy. Additionally, this choice may also jeopardize Rognvald Skagni's loyalty to the Pathfinders and cut off the Society's key contact in the north.

Conversely, if the PCs aid Hiryla and his warriors in replacing *Jedrek's Shard* and reburying the keep's entrance with a new avalanche of rock, ice, and snow, the PCs and the Grand Lodge earn eternal allies among the Snowmask people. To cement their new alliance, Hiryla grants each PC honorary status as Snowmask Brothers or Snowmask Sisters in a ritual induction ceremony into the tribe.

Faction Missions

Andoran Faction: Andoran faction PCs who heal or show mercy to the surviving or defeated members of the Snowmask Clan in Act 1 earn 1 Prestige Award. Andoran faction PCs who also tell the story of the People's Revolt in Act 3 earn 1 bonus Prestige Award.

Cheliox Faction: Cheliox faction PCs who place markers along the party's route in Act 2 earn 1 Prestige Award. Cheliox faction PCs who also acquire a mammoth tusk horn from the Snowmask Clan in Act 3 earn 1 bonus Prestige Award.

Osirion Faction: Osirion faction PCs who copy Skagni's map without being observed earn 1 Prestige Award.

Andoran Faction Handout

Friend of Freedom,

My eyes in the north tell me that you have struck a blow against the festering profession of slaving in Ircisen. This news heartens me, as Eagle Knights know well that a foe is weakest when caught between two opponents. The Blood Ram tribespeople you saved will bring their hatred of slavery home with them. As your travels take you into Kellid lands, you must spread the light of freedom there as well. Do your best to show mercy to any who have felt Whitethrone's steel, though your safety comes first. The Kellids must know that even in the farthest regions, they have allies against the winter witches' slave peddlers.

Moreover, the tribesmen of the winter lands are lovers of tales. Should the opportunity present itself to share the story of Andoran's triumph over tyranny, perhaps it will root itself among the tribes as an ideal rather than a mere story.

Capt. Colson Maldris

For Andoran,
Captain Colson Maldris



Cheliox Faction Handout

My aspiring thrall,

The flames have whispered to me that you journey into the lands of the mammoth tribes. Neglecting ice as a part of infernal power is a grave mistake, and I do not make such mistakes. I am mounting a northern expedition for special components. Snow and wind from winter storms are useful in compelling ice devils to one's bidding. Use the markers enclosed to mark any area where exposure to the elements would be most harsh.

Lastly, the savages of that area make horns from the tusks of the mammoths that live there. You must acquire one such horn, for they can be further crafted and imbued with magic that makes their sound a terror to all who hear it.

Success and failure may both earn you access to my next gala, although one type of invitation will surely prove more pleasurable than the other.

Your Mistress,

Zarta Draldeen

Paracountess Zarta Draldeen

Osirion Faction Handout

Hero of the Ruby Prince,

Word has reached me that you journey into the Realm of the Mammoth Lords. I believe that not only wealth, but also some forgotten relics of our great past lie beneath the snows your feet will soon tread upon. I must have whatever map the Ulfen sage gives you for your journey. A copy will suffice, but it must be accurate enough to retrace your steps, and preferably created without others knowing we are interested in the route you travel.

I have also learned that you are on the trail of Melkorka Skur. She is Osirian by blood and birth, and a disciple of the All-Seeing-Eye. She has happened upon an item that she believes to be worthless, for which we are all fortunate. Affixed to her clothes, she wears a wooden brooch shaped like a scarab. In truth, hidden within the swirls of its design is a makeshift weather almanac, said to predict the sandstorms across the Sahure Wastes. If this is true, the task of unearthing the ruins around Sot his would be much easier. You must acquire it.



I look forward to news of your success,

Honeraphim
Honeraphim, Humble Scribe of the Ruby Prince

Qadira Faction Handout

Loyal Servant of the Satrap,

I know that you journey into the Realm of the Mammoth Lords next, as the Society bids. Be wary. That region holds creatures long thought gone from this world. Of particular interest to us are the ancient reptiles said to hunt the deep, hidden places of that realm. Should you encounter such beasts, you must harvest a memento from the creature—a tooth or talon—certain to fetch a fine price in the bazaars of katheer.

The route you travel should take you through the lands of a tribe of kellids called the Snowmask Clan. One among them has expressed interest in establishing trade with the south. You will know her by her missing leg, and by her skill with the Common Tongue. Deliver to her this letter of introduction, detailing how the Satrap may help her in her ambitions. Be sure that you are unobserved in doing this. The longer we operate together without other nations knowing, the longer we have to establish our dominance of this new market.

Sincerely,
Pasha Muhlia Al-Jakri x *Muhlia Al-Jakri*

Taldor Faction Handout

Exalted Champion of the Grand Prince,

I have recently learned of a tree called hodimir pine, known for its strength and resilience to fire, and native to the region through which I now hear you will venture. I need not tell you what such lumber would mean to the shipyards of Cassomir. You must find out where this magnificent tree grows and what its features are that I can send an expedition north to harvest it—see what those backwards natives can tell you.



In addition, I know the primary purpose of your journey. The Realm of the Mammoth Lords seems far removed from the glory of Taldor, but in truth it is not. The tomb this Osirian harlot looks to plunder belonged to one of the greatest huscarls the Ulfen Guard has ever known. To disturb his rest besmirches his legacy and that of the Empire. You must kill this woman, Melkorka Skur, whenever you see fit, and let her know that she dies for this insult to Taldor. Lastly, Jedrek's Shard must be returned to its rest and again go undisturbed.

For the Empire,
BARON JACQUO
 Baron Jacquo Dalsine

**SCENARIO 2-19:
SHADES OF ICE, PART III: KEEP OF THE HUSCARL KING**

Event _____ Date _____
GM # _____ GM Name _____

Character # _____ Prestige Points

Character Name Andoran Cheliox Taldor
 Osirion Qadira

Character # _____ Prestige Points

Character Name Andoran Cheliox Taldor
 Osirion Qadira

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 Osirion Qadira

Character # _____ Prestige Points

Character Name Andoran Cheliox Taldor
 Osirion Qadira

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SCENARIO 2-19: SHADES OF ICE, PART III: KEEP OF THE HUSCARL KING

This Chronicle Certifies That _____

Player Name	A.K.A.	Character Name	Pathfinder Society #
			Faction
_____ Has Completed This Scenario.			

Scenario Chronicle # _____

TIER						MAX GOLD
1-2	▶	508				
4-5	▶	1,906				
TIER	▶					

EXPERIENCE

Starting XP
+1 XP
Final XP Total

PRESTIGE AWARD

Starting PA		
<table border="1" style="width:100%; border-collapse: collapse;"> <tr> <td style="width:80%;"></td> <td style="width:20%; text-align: center; font-size: small;">GM's Initial</td> </tr> </table>		GM's Initial
	GM's Initial	
PA Gained (GM ONLY)		
Final PA Total		

GOLD

Start GP		
<table border="1" style="width:100%; border-collapse: collapse;"> <tr> <td style="width:80%;"></td> <td style="width:20%; text-align: center; font-size: small;">GM's Initial</td> </tr> </table>		GM's Initial
	GM's Initial	
GP Gained (GM ONLY)		
+ _____		
Items Sold		
= _____		
Subtotal		
- _____		
Items Bought		
= _____		
Subtotal		
- _____		
Gold Spent		
= _____		
Subtotal		

Items Found During This Scenario

TIER all **Snowmask Induction** You allied with the Snowmask Clan and returned *Jedrek's Shard* to its place of honor beside Ranulf's body. In thanks, you are ritually inducted into the Snowmask Clan with the title Snowmask Brother or Snowmask Sister. As part of this mystic ceremony, you gain the permanent benefits of *endure elements* but only in cold and only to temperatures of 0 degrees F and above; you gain no bonuses in extreme heat. This is a supernatural ability.

TIER 1-2
 +2 *flaming greataxe* (18,320 gp)
bandages of rapid recovery (200 gp; *Advanced Player's Guide* 301)
potion of barkskin (300 gp)
potion of cure moderate wounds (300 gp)
wand of longstrider (750 gp)

TIER 4-5
 +2 *flaming burst greataxe* (32,320 gp)
cloak of resistance +1 (1,000 gp)
cloak of resistance +2 (4,000 gp)
scroll of eagle's splendor (150 gp)

Items Sold / Conditions Gained

_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
TOTAL VALUE OF ITEMS SOLD Add 1/2 this value to the "Items Sold" Box	_____

Items Bought / Conditions Cleared

_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
TOTAL COST OF ITEMS BOUGHT	_____

For GM Only

EVENT _____

EVENT CODE _____

DATE _____

Game Master's Signature _____

GM Pathfinder Society # _____