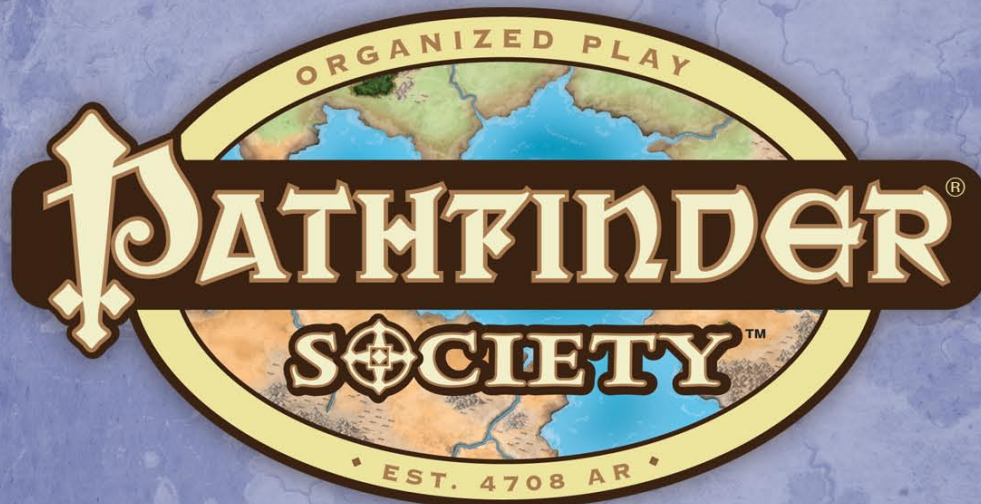


A PATHFINDER SOCIETY SCENARIO



SHADES OF ICE, PART V WRITTEN IN BLOOD™

By Joshua J. Frost



SHADES OF ICE PART I: WRITTEN IN BLOOD

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Pathfinder Society Scenario 2–15: Shades of Ice Part I: Written in Blood 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 21 of this product.

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SHADES OF ICE, PART I: WRITTEN IN BLOOD

BY JOSHUA J. FROST



A few months ago, the Ulfen warrior and ambitious jarl-to-be of the Blood Ram tribe, Hjort Fastaxe, was the only survivor of a raid on his proud and mighty coastal village in the Lands of the Linnorm Kings. Though the warriors of the Blood Ram tribe fought with all the power and prowess they possessed, they were outnumbered, and were crushed in a matter of minutes by forces both material and magical. Hjort only survived because he was blasted into a ruined building by powerful magic and left for dead; when he woke hours later and dug himself out of the wreckage, he found that the men of his village had been slaughtered, and the women and children hauled off into slavery. As Hjort sorted through the carnage, he found many bodies of the foe who dared raid their village—and on every single one he found the same thing: a *wayfinder*. Even in the north, far from the Pathfinder Society's headquarters in Absalom, Hjort knew what the *wayfinders* meant and what they represented. His hatred burned brighter and brighter as he packed his gear, sharpened his weapons, and set out for Trollheim. He planned to find these raiding Pathfinders and kill them publicly so that everyone—especially the castellan of Trollheim, Freyr Darkwine—would see his power and know that he had claimed his revenge. Thus he might both slake his thirst for blood and ingratiate himself with Darkwine's warriors—thereby satiating his lust for power as well.

In Trollheim, Hjort found an unlikely ally—a dark-haired Chelish woman named Runa White, who claimed she too was betrayed by the Society and had tracked her betrayers to Trollheim for revenge. In truth, Runa was part of the Shadow Lodge mission that sacked Fastaxe's village (searching for ancient Linnorm artifacts of power for a new shadow lodge in Whitethrone), and she had stayed behind to watch for survivors or pursuit. When she saw Hjort emerge from the carnage, raging for revenge, a plan formed in her mind. She decides to harness Hjort's anger and prowess and fulfill the final part of her mission in the wretched, backwater Land of the Linnorm Kings: she would turn the Ulfen warrior against the Society fully, and he would help her end their presence in Trollheim.

WHERE ON GOLARION?

Written in Blood takes place in the city of Trollheim in the Lands of the Linnorm Kings, in the icy, northern reaches of Avistan. Trollheim has a sizable population of just over 12,000 souls, and is a city-state with no king—a castellan named Freyr Darkwine leads the city's military force and is the de facto ruler until such time as a king is crowned. The citizens of Trollheim bear a violent, burning hatred for the citizens of neighboring Irrisen, and Darkwine himself routinely leads hunts for that nation's ice trolls and winter witches. For more information on the Lands of the Linnorm Kings, see *Pathfinder Campaign Setting: The Inner Sea World Guide*, available in book and hobby stores everywhere, and online at paizo.com.



After careful plotting and hiring mercenaries, Runa and Hjort grabbed the one stalwart ally of the Society who they knew for certain lived in Trollheim: Rognvald Skagni, an expert historian on the three nations of northern Avistan west of the Worldwound—the Lands of the Linnorm Kings, Irrisen, and the Realm of the Mammoth Lords. Skagni had spent the past several years in the north gathering information and materials for a lengthy report of the current state of government in the north to send back to Absalom. Not a Pathfinder himself, Skagni nevertheless made a decent living providing the Society with detailed information about various locations across Avistan. Hjort, Runa, and their mercenaries took Skagni in an evening raid, murdered his servants, and burned his house to the ground. Skagni was sent to Irrisen

THE SHADES OF ICE SERIES

Written in Blood is the first chapter in the three-part Shades of Ice adventure arc set in Avistan's frigid northern reaches. All three parts of the series are designed for Tier 1–5, and are intended to be played in order, as events in *Written in Blood* lead directly into *Exiles of Winter*, which in turn sets the stage of the final installment, *Keep of the Huskarl King*.

as a slave, and the mercenaries established a watch on his ruined home for signs of Pathfinder visitors. Any such Pathfinders who arrive are to be made to pay for the attack on Hjort's village.

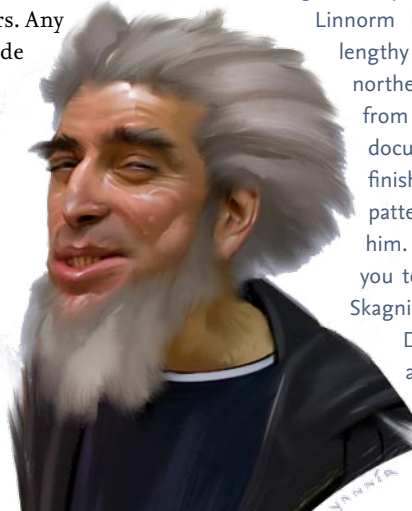
As Hjort's mercenaries keep watch on the kidnapped researcher's burned-out home, Pathfinders from Absalom are on their way north with chests full of documents to aid him in finishing his report. Little do these Pathfinders know that their arrival in Trollheim may end their time in the Society forever.

SUMMARY

The PCs enter Trollheim seeking the home of Rognvald Skagni, a renowned historian of the north who is working on a comprehensive report on the state of government in the Lands of the Linnorm Kings and beyond. Arriving at Skagni's home, the PCs find it burned to the ground and are assaulted by men set to watch specifically for snooping Pathfinders. At this point the PCs discover that a man named Hjort and his female companion Runa have targeted them for death for unknown reasons.

The PCs then search Trollheim, looking for clues regarding Skagni, Hjort, and Runa. After what could be days of investigation, the PCs finally get a lead: Hjort can be found at a rough-and-tumble tavern in the market district known as the Horned Helm.

When the PCs arrive at the Horned Helm, they find that it's a trap—the man claiming to be Hjort is a decoy. The real Hjort had hoped to finally kill the PCs by involving them in a massive (but not particularly extraordinary, by Trollheim standards) bar brawl at the Horned Helm. The PCs survive the brawl, and after interrogating the decoy, discover that Hjort, Runa, and their crew plan to assault Trollheim's armory disguised as Pathfinders. They intend to push the castellan, Freyr Darkwine, to banish the Society from his land forever, hoping that the other Linnorm Kings will quickly follow suit. It's up to the PCs to stop Hjort and Runa before it's too late.



Drandle Dreng

GETTING STARTED

Read the following aloud to get the adventure underway.

The meeting in Absalom with Drandle Dreng nearly a month ago was brief, as always. "I have a routine mission for you, though a dangerous routine mission," the old man whispered in the great hall in the Grand Lodge. Suffering from a cold and weak from lack of food and rest, the old venture-captain looked quite possibly the worst you'd ever seen him. Through wracking coughs he explained, "An ally of ours in the Land of the Linnorm Kings—Rognvald Skagni—is writing a lengthy report on the state of government in the northern countries of Avistan. I received a letter from him just yesterday requesting several key documents from the vaults here to help him finish the report." Venture-Captain Dreng patted a large, heavy-looking chest next to him. "These are the documents, and I need you to board a ship north to deliver them to Skagni."

Dreng tried to stand at that point, but a fit of coughing sent him back into his seat. He gestured for a well-dressed, impeccably kept man standing in the shadows of the room to approach and whispered raspy orders to him. The man picked up a small pouch and a large key and handed them both to the party. "Venture-Captain Dreng is unwell, as you can see. He wished me to give you this key and this pouch of gold. The key opens the chest, and the gold will buy you passage and get you from the Linnorm coast to Trollheim, where Skagni resides. Whatever you do, do not let the chest out of your sight and do not, under any circumstances, allow it to be searched. These documents are for Mr. Skagni's eyes only. Are we understood?"

Dreng's nameless servant waited for a reply and then smiled. "Good. Now run along; Venture-Captain Dreng needs his rest."

Allow the PCs time to purchase anything they may need in Absalom before setting out. Remind them that the north is cold, so they will need cold-weather gear if they do not already have it (or they can purchase it upon their arrival in Trollheim). The average daytime temperature in Trollheim during this adventure is just above freezing, and the average nighttime temperature hovers around -5° Fahrenheit. Many of the encounters in this scenario take place outside, so the PCs will need to be prepared to face the elements. For more information on cold weather and its effects, see page 437 of the *Pathfinder RPG Core Rulebook*.

Additionally, the chest of documents presents a small challenge to the PCs. The chest is 2 feet wide, 4 feet long, and 3 feet deep. It's made of heavy oak bound with iron,

and locked with an enormous, finely crafted steel lock. The chest weighs 100 pounds, and it's imperative the PCs keep it safe—failing to do so means a loss of respect within the Society. Though the PCs won't find Skagni in this scenario to deliver the chest to him, they will likely rescue him at the end of the *Shades of Ice Part II: Exiles of Winter*, and can deliver the chest to him then to complete this mission.

Once the PCs are ready to travel to the Lands of the Linnorm Kings, proceed to Act 1.

ACT 1: A HOUSE IN RUINS (CR 2 OR CR 6)

The directions to Skagni's home provided by Venture-Captain Dreng's assistant are unclear, but after a few wrong turns due to poor handwriting, the party finally locates their destination. But there's a problem: it's been burned to the ground. All that remains are the stone ruins of the small home's walls and a few scattered piles of rubble.

Where the directions indicate Skagni's house should be stands only the charred husk of a burnt-out building. Bits of burnt timber and ruined furniture lie scattered about, but if anything remained after the fire, it seems to have been picked over and looted. Though most of the walls are blackened with soot, a patch along the former front of the residence still shows relatively clean, white walls. Smearred across those white walls, written in reddish-brown letters four feet tall, are the words, "Pathfinders go home."

It takes a simple DC 10 Heal check to determine that the writing is indeed blood—from whom, it's impossible to tell. There is nothing of value in the ruins—Runa and Hjort dragged off all of the valuables (including the former resident, Rognvald Skagni), and the locals then pilfered anything salvageable. Skagni's now-ruined home sits in a sparse neighborhood of scattered stone and timber homes on the very edge of town. When the PCs arrive, the streets are quiet and deserted. None of the locals can tell the PCs much about what happened, only that the house burned down a few weeks ago.

Creatures: Hjort left behind a band of his mercenaries to watch the house. They're camped in a small copse of trees about 50 feet north of the house in a small, forested area just off the neighborhood's small, rutted street (a PC must succeed at a DC 25 Perception check to notice them). At first they simply observe, but as the PCs discuss what to do or poke around the ruins, it becomes clear that the PCs aren't simply looters—they may be Pathfinders. Skagni's men have clear orders: kill any Pathfinders and capture their leader (see **Handout 1** and **Handout 2** on page 21).

Tier 1–2 (CR 2)

HJORT'S THUGS (3)

CR 1/3

Human warrior 1

CN Medium humanoid (human)

Init +1; **Senses** Perception –1

DEFENSE

AC 17, touch 11, flat-footed 16 (+4 armor, +1 Dex, +2 shield)

hp 15 each (1d10+5)

Fort +3, **Ref** +1, **Will** –1

OFFENSE

Speed 30 ft.

Melee throwing axe +3 (1d6+1)

Ranged throwing axe +3 (1d6+1)

TACTICS

Before Combat The thugs remain hidden, waiting for their boss to give the order to attack.

During Combat The thugs open combat by each hurling a throwing axe at the nearest target. Then they draw another and leap into melee. They save the third throwing axe for fleeing targets. If reduced to fewer than 7 hit points, they always use their next action to retrieve and drink their *potion of cure light wounds*.

Morale The thugs fight so long as their boss is alive. Should their boss fall, they flee if reduced to fewer than 5 hit points.

STATISTICS

Str 13, **Dex** 12, **Con** 12, **Int** 9, **Wis** 8, **Cha** 11

Base Atk +1; **CMB** +2; **CMD** 13

Feats Toughness, Weapon Focus (throwing axe)

Skills Knowledge (local) +0, Linguistics +0

Languages Common, Skald

Combat Gear *potion of cure light wounds*; **Other Gear** chain shirt, heavy wooden shield, throwing axes (3)

BOSS THUG

CR 1/2

Human warrior 2

CN Medium humanoid (human)

Init +1; **Senses** Perception –1

DEFENSE

AC 19, touch 11, flat-footed 18 (+6 armor, +1 Dex, +2 shield)

hp 22 (2d10+7)

Fort +4, **Ref** +1, **Will** –1

OFFENSE

Speed 20 ft.

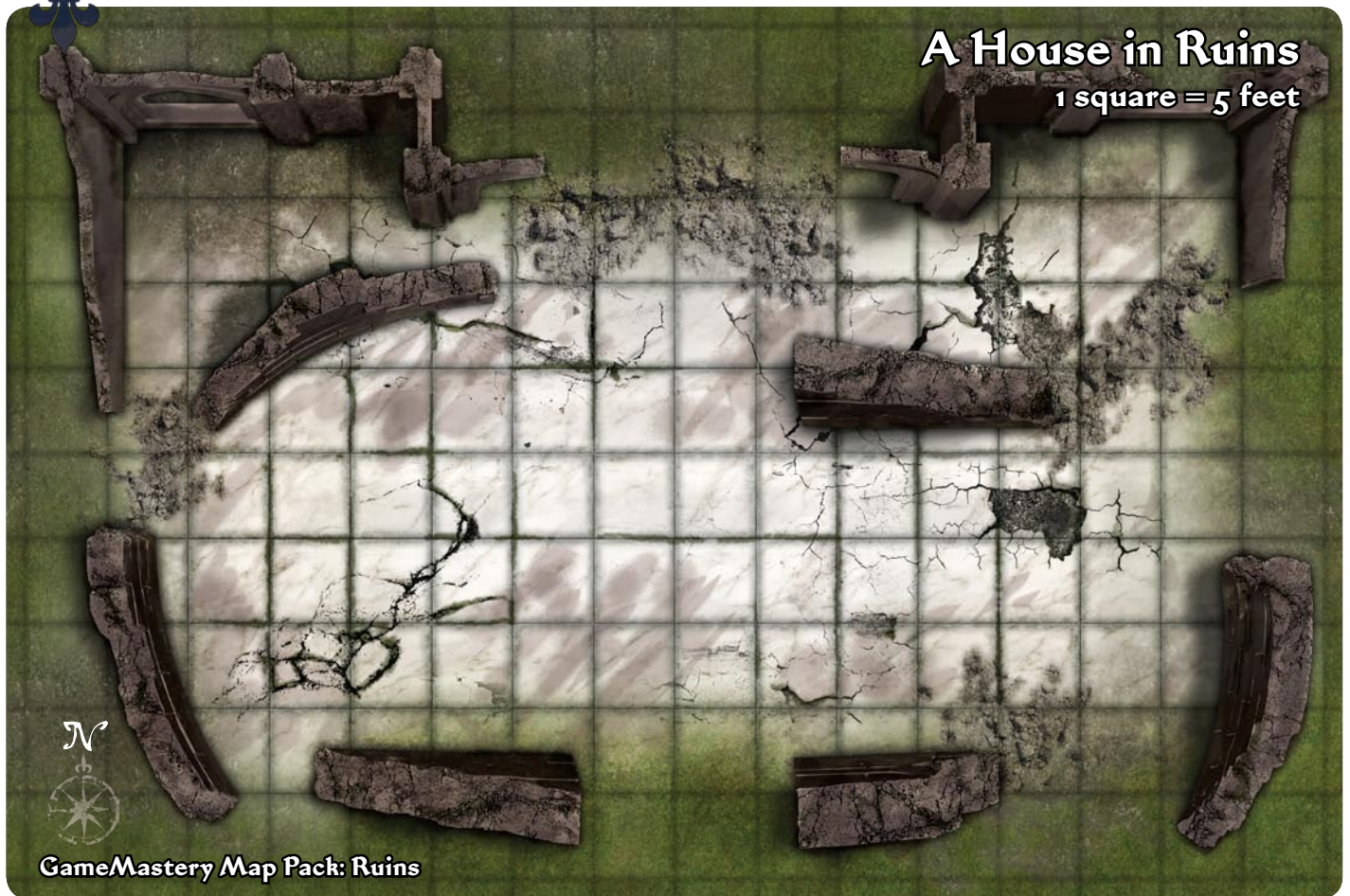
Melee throwing axe +4 (1d6+1)

Ranged throwing axe +4 (1d6+1)

TACTICS

Before Combat The boss guesses the PCs' expedition leader to be whoever has the highest Charisma, and orders the thugs not to attack that PC under any condition.

During Combat The boss lets the thugs attack first, and holds back to throw axes at the easiest targets. Once either down to just one axe or directly attacking in melee, the boss shifts to close combat.



A House in Ruins
1 square = 5 feet

GameMastery Map Pack: Ruins

Morale The boss fights until reduced to 5 hit points or less and then attempts to flee.

STATISTICS

Str 13, **Dex** 12, **Con** 12, **Int** 9, **Wis** 8, **Cha** 11

Base Atk +2; **CMB** +3; **CMD** 14

Feats Toughness, Weapon Focus (throwing axe)

Skills Intimidate +4, Knowledge (local) +1, Linguistics +0

Languages Common, Skald

Combat Gear *potions of cure light wounds* (2); **Other Gear** chainmail, heavy steel shield, throwing axes (5), 50 gp

Tier 4–5 (CR 6)

HJORT'S THUGS (4) CR 1

Human rogue (thug) 1/warrior 2 (*Pathfinder RPG Advanced Player's Guide* 135)

CN Medium humanoid (human)

Init +7; **Senses** Perception +4

DEFENSE

AC 19, touch 13, flat-footed 16 (+4 armor, +3 Dex, +2 shield)

hp 26 each (1d8+2d10+7)

Fort +4, **Ref** +5, **Will** –1

OFFENSE

Speed 30 ft.

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

Ranged throwing axe +5 (1d6+2)

Special Attacks sneak attack +1d6

TACTICS

Before Combat The thugs remain hidden, waiting for their boss to give the order to attack.

During Combat The thugs open combat by hurling a throwing axe at the nearest target. Then they draw their battleaxes and leap into melee, always striving to pair up and flank targets. They save their second throwing axe for fleeing targets. If reduced to fewer than 11 hit points, they always use their next action to retrieve and drink a *potions of cure light wounds*.

Morale The thugs fight so long as their boss is alive.

Should their boss fall, they flee if reduced to fewer than 5 hit points.

STATISTICS

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

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

Feats Improved Initiative, Toughness, Weapon Focus (battleaxe)

Skills Intimidate +7, Knowledge (local) +6, Linguistics +4, Perception +4, Sleight of Hand +9, Stealth +6

Languages Common, Skald

SQ frightening

Combat Gear *potions of cure light wounds (2)*; **Other Gear** masterwork chain shirt, heavy steel shield, throwing axes (2), masterwork battleaxe

Boss Thug **CR 3**

Human rogue (thug) 4 (*Pathfinder RPG Advanced Player's Guide* 135)

CN Medium humanoid (human)

Init +2; **Senses** Perception +6

DEFENSE

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

hp 29 (4d8+8)

Fort +1, **Ref** +6, **Will** +2

Defensive Abilities evasion, uncanny dodge

OFFENSE

Speed 30 ft.

Melee mwk longspear +9 (1d8+6/x3)

Ranged mwk hand crossbow +6 (1d4/19–20)

Special Attacks brutal beating, sneak attack +2d6

TACTICS

Before Combat The boss guesses the PCs' expedition leader to be whoever has the highest Charisma score, and orders the thugs not to attack that PC under any condition.

During Combat The boss charges in with the thugs, using her longspear to keep the PCs at range whenever possible. The boss's masterwork hand crossbow is loaded, and should a PC attempt to flee, she uses her next action to draw it and fire at that PC.

Morale The boss fights until reduced to 5 hit points or fewer and then attempts to flee.

STATISTICS

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

Base Atk +3; **CMB** +7; **CMD** 19

Feats Iron Will, Toughness, Weapon Focus (longspear)

Skills Acrobatics +8, Bluff +8, Climb +10, Intimidate +8, Knowledge (local) +8, Perception +6, Sense Motive +6, Sleight of Hand +9, Stealth +8, Swim +10

Languages Common, Skald

SQ frightening

Combat Gear *potion of cure moderate wounds*; **Other Gear** masterwork chain shirt, masterwork hand crossbow with 10 bolts, masterwork longspear

Development: Interrogation of the boss or the thugs reveals very little. The boss has two notes on her from Hjort and Runa (see **Handouts 1** and **2** on page 21) that offer clues, but the thugs know nothing beyond the notes. The boss also can tell the PCs that she was hired a few weeks ago to gather a crew and watch the house. Neither the boss nor the thugs know anything about the occupant of the home. Should the PCs wish to, they can

turn the thugs over to the authorities, who detain them for attempted murder.

In order to solve the mystery of Skagni's disappearance, the PCs need to ask around Trollheim and find out what they can about Hjort, Runa, and the missing Skagni. Once the PCs are ready to do so, proceed to Act 2.

Mission Notes: Before searching Trollheim in Act 2, several factions may wish to accomplish their missions.

Andoran faction PCs might search for the one-armed bartender, but they won't find him no matter what they do (they'll stumble into him in Act 3).

Cheliax faction PCs might want to seek out Darkwine himself (which is impossible), or find his guards and have them deliver Zarta Draldeen's message to Darkwine. A simple DC 10 Knowledge (local) or Diplomacy (gather information) check leads Cheliax faction PCs to any one of several locations where they can deliver the message, earning them 1 Prestige Award.

Osirion faction PCs need to find a rare specimen of a flower called icegrass as well as procure a rare book from a merchant who covertly deals in unusual and occult texts. The first requires a DC 10 Knowledge (nature) check, and the second requires two checks: a DC 20 Diplomacy (gather information) or Knowledge (local) check in order to find the Linnorm Spine, and then a DC 15 Diplomacy or Intimidate check to encourage the merchant to part with the rare tome. A bribe of 20 gp or more grants Osirion faction PCs a +2 circumstance bonus on these checks. PCs who obtain icegrass or the rare book earn 1 Prestige Award for each task.

Qadira faction PCs need to establish three new trade contacts in Trollheim's markets—doing so requires three successful DC 10 Diplomacy, Intimidate, or Knowledge (local) checks (or any combination thereof). Additionally, they must pay a bribe of 1 gp (in Tier 1–2) or 20 gp (in Tier 4–5) to each new contact in order to cement the deal, thus earning 1 Prestige Award.

Finally, Taldor faction PCs must post their notice in the city market without being seen. This is best done at night, when most of the city is sleeping or huddled inside keeping warm, and requires a DC 10 Stealth check. Failing this check means the PC making the attempt is captured, whipped for insolence, and then freed a day later with 2 points of Constitution damage. Success earns Taldor faction PCs 1 Prestige Award, but a failed attempt may not be retried.

Rewards: If the PCs defeat Hjort's thugs, reward each tier thusly:

Tier 1–2:

Give each player 79 gp.

Tier 4–5:

Give each player 336 gp.

ACT 2: SEARCHING TROLLHEIM

Searching the city of Trollheim for clues about Hjort, Runa, and Skagni may be difficult for parties not composed of either Ulfen characters or PCs with high Knowledge (local) or Diplomacy skills. Though this act provides for other, creative ways to find the information they need, PCs with the above qualifications will have the easiest time of it. Any Ulfen PC gains a +5 circumstance bonus on any of the skill checks below, and locals always begin interactions with Ulfen PCs with an indifferent attitude (rather than unfriendly, as in conversations or negotiations with non-Ulfen PCs). Any PC from Irrisen who makes her origins known, suffers a –10 penalty on any of the checks below.

Neither Hjort Fastaxe and Runa White is very well known in Trollheim—Hjort is a villager from the coast, Runa is from the south, and neither has been in Trollheim long enough to garner much attention. The PCs have no problem finding information about Hjort and Runa, though, because Hjort arranged for them to do so: all of the information the PCs discover while wandering Trollheim and asking questions is information planted by Hjort’s mercenaries, and all of the planted information leads the PCs to one place—an ambush at the rowdy Horned Helm tavern.

Trollheim is a large city with high, secure walls and a sprawling, frozen network of small neighborhoods and districts, many of which contain their own defenses. Many of Trollheim’s market districts are unruly, smelly, industrious, and busy, while residential districts are generally neater, calmer, cleaner, and more secure from Irrisen invasion. It’s frowned upon to cause trouble in residential neighborhoods, and the wide streets therein are largely crime-free. Skagni’s burned out home is on the far western outskirts of on such outlying district.

It’s possible the PCs may talk to several different people during the course of this act. A few key citizens are detailed below for you to use in facilitating these encounters. Have the PCs roll a series of either Diplomacy (gather information) or Knowledge (local) checks (keeping in mind the bonus for Ulfen PCs and the penalty for PCs from Irrisen). They need to collect a total of five successful DC 20 checks of either skill (or some combination thereof) in order to track down the necessary information about Hjort Fastaxe and Runa White. In truth, each check simply puts the PCs closer to drawing the attention of the mercenaries who are planting the false information. Once the PCs collect the five successes, the mercenaries complete their task by making sure the next NPC the PCs encounter has all the information needed to lure the Pathfinders into Hjort’s trap (see below). PCs who lack either skill can make

a case for other skills they might use to achieve the same result—as GM, it’s up to you how to resolve these instances, but allow each PC to be reasonably creative.

Each Diplomacy or Knowledge (local) or check takes 1d6 hours of walking the frigid city and talking to various inhabitants. By the time the PCs find the needed information, several days may have passed. Each of the five successes gives the PCs a portion of the final clue that leads them eventually to the Horned Helm. Any of the citizens detailed below can be encountered to deliver one portion through a roleplaying encounter. For groups that are hungry for roleplaying experiences, this series of encounters can be a great opportunity to explore the Linnorm city of Trollheim and bring it and its Viking themes to life. For groups that just want to roll their checks and be done with it, feel free to keep the social interaction to a minimum and focus more on the skill checks.

The Five Successes

Each time the PCs have a successful encounter, they learn a new piece of information. Below are the five pieces of information they can learn—present them to the PCs in the order in which they are listed.

Hjort Fastaxe came from a coastal village. “I heard about an Ulfen warrior named Hjort—don’t know his family name—who came here a while back after his entire village was slaughtered on the Arcadian coast. People say his rage toward the Pathfinder Society burns bright, as they were the ones who slaughtered his people—a people, I heard, that he was destined to be the jarl of. Those traditional warriors from the coast are serious brutes—I wouldn’t want to be one of their targets.”

Someone named Runa White has been seen in the markets. “A dark-haired Chelish woman, family name of White, has been seen about the market recently. She’s hiring mercenaries and low-life thugs for Gorum-knows-what. If you’re looking for her to right some wrong, I’d bring a dozen more of you—she was cornered in one of the market’s darkest corners by some of Trollheim’s biggest miscreants, and just when they thought they had gotten the drop on her, she called to her god and blasted them with holy fire. She’s tough, that one, and not someone I’d mess with.”

Hjort Fastaxe and Runa White have been seen together hiring mercenaries. “Yeah, I know those two. They approached my friends and me and offered us a ridiculous sum to work for them. No way was I going to work for a washed-up Ulfen warrior and a foreign she-devil from the south. Hjort’s eyes told all the story I needed to know: he wasn’t doing whatever he was doing for profit—he was doing it for revenge. That business has only one path, and it leads straight to Pharasma’s ample bosom. And Runa? Well, she’s a foreigner, ain’t she?”

Hjort and Runa operate out of a shady tavern in the market. “Can’t say as I remember the name of the place, but when they tried to hire my cousin, they told him to meet them at some hole in the market. You’d best do your poking around there and stop pestering the peaceful folk of Trollheim before they decide to yank your entrails out from your mouth and strangle you with them.”

Hjort and Runa live in rooms at the Horned Helm in the northern part of the market. “Hjort and Runa, you say? Yeah, I know ‘em. I drink a beer and punch a guy in the face every night down at the Horned Helm, and they’ve been there for weeks—months maybe. I tell ya, that Hjort can throw a punch, and don’t get Runa started about religion—she’s likely to talk about it long enough it starts a fight and the way she ends fights ain’t fair, ain’t right, and just ain’t normal. Runa is a dark-haired woman from Cheliox, and Hjort is a large brute with red hair, a red beard, and a scar across his left cheek.”

Key Trollheim Citizens

Below are five sample citizens the PCs might talk to in order to get the five pieces of information above.

Arvida Bergthor, female Ulfen saga scholar and serious alcoholic: Arvida stands at a height of nearly 6-1/2 feet and is skinny as a spear, and her hair is dirty and tousled. Down on her luck, Arvida claims to be writing the greatest saga the Land of the Linnorm Kings has ever known, though she lost her notes in a drinking game a fortnight ago. Arvida is constantly drunk, her speech slurred and her movements clumsy at best. PCs who make a successful Diplomacy (gather information) or Knowledge (local) check while talking to Arvida must buy her a drink before she reveals the information she knows.

Kadlin Helge, female Ulfen warrior: Kadlin is a hulking, heavily muscled woman of middling years with slightly graying hair and an enormous greatsword strapped to her back. She is serious, stalwart, and mentally tough. She is not amused by silly behavior and regards those who practice such behavior as nothing more than children to be swaddled and pitied. Serious questions asked of Kadlin are met with serious answers—silly questions are met with reproachful stares and verbal admonishments. PCs who make a successful Diplomacy (gather information) or Knowledge (local) check while talking to Kadlin must have succeeded while asking a serious question; otherwise, the result is instead changed to an automatic failure.

Ludin Swordsmith, male Ulfen retired swordsmith: Ludin is an old man with a thick, well-trimmed gray beard and a shiny bald head. His body is covered in dozens of sheaths and scabbards of various sizes, all filled with various knives, daggers, and shortswords, and he moves more like a winter wolf and less like a man of many years. Ludin is quick to laugh, quick to brag, and

quick to display and discuss the fine craftsmanship of his many blades, all made by him. PCs who make a successful Diplomacy (gather information) or Knowledge (local) check while talking to Ludin must accompany it with a compliment about his weapons before he will reveal the information he knows.

Rafarta Rannveig, female Ulfen city watch guard: Rafarta is young and strong and, at odds with her profession, quite attractive. She does bear a few small scars on her chin and cheeks, but they seem to only add to her beauty rather than detract from it. Rafarta knows how men react to her—and she hates it. She’s always wanted to serve the people of Trollheim as a protector and guardian, and though women warriors are treated the same as male warriors in Linnorm society, Rafarta still finds it hard to do her job with the leers, stares, and off-hand remarks about her anatomy that are made daily in her presence. PCs who make a successful Knowledge (local) or Diplomacy (gather information) check while talking to Rafarta must not have complimented her beauty—having done so earns them a glare and a snarl, and not only does Rafarta quit speaking to that PC, but she refuses to acknowledge him again at all.

Thorngryn Brightbeard, male gnome outcast: Thorngryn is in way over his head. As a poor, uneducated, and often sick gnome, Thorngryn has wandered pitifully throughout Avistan looking for a way to restart his life. Though his health is failing and his presence in Trollheim is incredibly difficult (drunk Ulfen warriors have many uses for a down-on-his-luck gnome), Thorngryn is still cheerful, positive, and curious most of the time. The gnome outcast has been in Trollheim for nearly a year, and though he dreams of leaving, the harsh weather always seems to prevent that from happening. As a result, he knows a great deal about the locals, especially anyone residing or working in the market. Any PC who gives Thorngryn at least 1 gp as part of their discussion gains a +5 bonus on her next Diplomacy (gather information) or Knowledge (local) check made while talking to the gnome.

Finding Hjort and Runa

The last clue, planted by Hjort and purposefully revealed to direct the PCs to the Horned Helm, ends this act. At that point, the PCs should seek out the tavern in the market, and a simple DC 10 Knowledge (local) check garners them directions to it. Should the PCs ask around about the place, no check is necessary: everyone knows that the Horned Helm is dangerous and that rarely a week goes by without someone finding their end on the edge of a knife or with their brains smashed in by a chair. Once the PCs are ready to find the tavern, proceed to Act 3.

Mission Notes: See Act 1 for information on missions PCs may wish to accomplish during or before this act.

ACT 3: RUMBLE AT THE HORNED HELM (CR 3 OR CR 6)

Read the following when the PCs arrive at the market.

The Horned Helm is a low-slung, two-story building of questionable construction leaning heavily over a shoddy corner of mud and brick in the dankest, filthiest parcel of land in all of the market. It has no windows, as they've all been broken and boarded over; its only door looks like a simple plank of wood covered in scratches, burns, and probably blood stains. Noise, heat, and smoke pour out from under that door and rise to a staggering crescendo of laughter as the door swings lazily open and two bodies are unceremoniously dumped into the rutted, frozen mud streets outside. A battered sign hangs above the door, swinging on two chains, one shorter than the other. It bears the faded image of an Ulfen helm with two ridiculously large horns.

On any given night, the atmosphere inside the Horned Helm can easily be described as equal parts insanity and rage. Those who wish to pick a fight and throw punches against Trollheim's hardiest brutes come here to do so, and most don't spend an evening in the Helm without taking a punch or three. The two bodies dumped outside as the PCs approach are both alive but unconscious, their faces pulpy and bloody, with splits lips, massive bruises, and swollen eyelids. Both exude a strong aroma of beer and sweat.

Inside the Horned Helm, the PCs find an unfriendly crowd. Even if one or more of the PCs happen to be Ulfen, it doesn't matter; the crowd immediately starts up cat calls and hurls drunken insults their way. The bartender is the worst. This enormous, bearded man wearing leather armor and conspicuously missing his right arm is the loudest and most vile—every insult he slings is met with raucous laughter from the crowd, who in turn insult the bartender's insults and then hurl more at the PCs.

The temperature inside the Horned Helm is stiflingly hot—nearly 100° F. This is because of two enormous iron furnaces crammed full of coal, wood, and anything else flammable that radiate the scorching fires of Hell themselves. Most of the crowd are sweating excessively, which only adds to the room's dank stench.

Once the room settles down a bit (though it never fully settles—just passes out), giving the PCs time to look around, have them make a DC 15 Perception check. Success means that PC spots a man seated opposite from the entrance, with only the profile of his left side visible to the PCs, who matches the description of Hjort offered in Act 2. In truth, this man is a paid look-alike; the scar is fake, and he's the trigger for a devious ambush set by Hjort himself. Hjort is none too pleased there are

Pathfinders looking for him, and further displeased that they defeated his hirelings in Act 1. Hjort wants the PCs humiliated before they're killed, and he thinks the Horned Helm fits the bill nicely.

Creatures: Most in the room are too drunk to be a threat, but there are eight brawlers itching for a fight. When the PCs confront the man they think is Hjort, he insists that he's not, begging for his life. As he starts to spill his guts about Hjort hiring him to be a decoy, two men stand up by the bar and challenge the PCs. These men were hired by Hjort to start a brawl, and seeing the decoy drop his cover prompts them to initiate a melee.

Suddenly, seemingly from everywhere, chairs begin to fly, mugs are smashed, punches are thrown, and the room devolves into sweaty, blood-drenched chaos. During combat, all but those with stat blocks below clear the main room of the Horned Helm, opening the room for melee. As a final note, curious PCs might notice that the one-armed bartender avoids melee entirely, ducking behind the bar to wait out the fight.

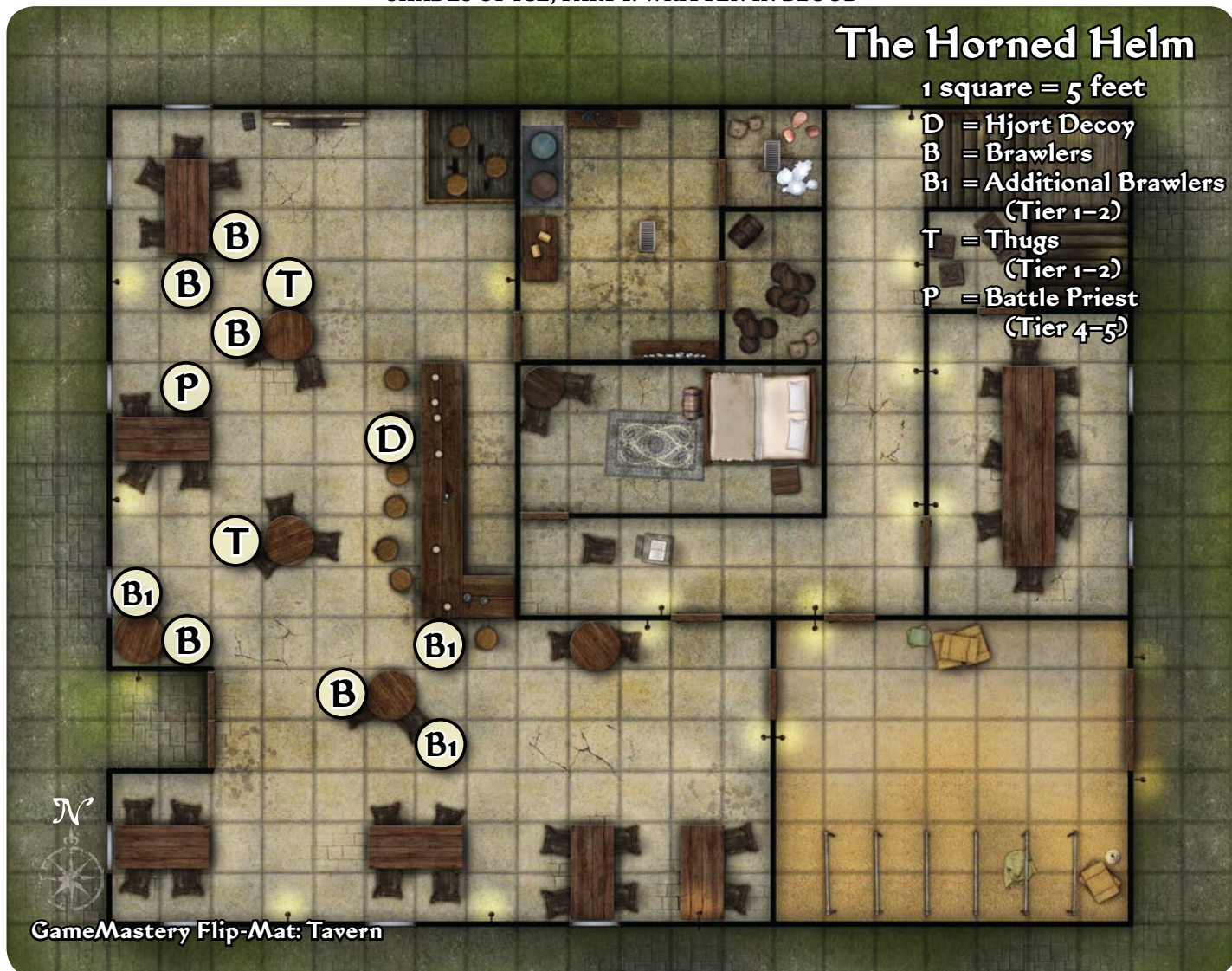
Tier 1–2 (CR 3)

BAR BRAWLERS (8)	CR 1/4
Human commoner 1	
CN Medium humanoid (human)	
Init +0; Senses Perception –1	
DEFENSE	
AC 10, touch 10, flat-footed 10	
hp 9 each (1d6+3)	
Fort +2, Ref +0, Will –1	
OFFENSE	
Speed 30 ft.	
Melee unarmed strike +1 (1d3+1)	
Ranged thrown chair +0 (1d4+1)	
TACTICS	
Before Combat The brawlers are scattered about the room, drinking and itching for a fight.	
During Combat The brawlers charge the nearest PC and start throwing punches. Should a PC be out of immediate reach, a brawler grabs a chair and hurls it at him.	
Morale The brawlers are drunk, came here to fight, and don't fear pain; they fight until they're beaten unconscious or killed.	
STATISTICS	
Str 13, Dex 10, Con 14, Int 8, Wis 9, Cha 11	
Base Atk +0; CMB +1; CMD 11	
Feats Improved Unarmed Strike, Throw Anything	
Skills Intimidate +1, Knowledge (local) +0	
Languages Skald	
SPECIAL	
The bar brawlers' CR is reduced from CR 1/3 to CR 1/4 because of their lack of gear.	

The Horned Helm

1 square = 5 feet

- D = Hjort Decoy
 B = Brawlers
 B₁ = Additional Brawlers
 (Tier 1–2)
 T = Thugs
 (Tier 1–2)
 P = Battle Priest
 (Tier 4–5)

**HJORT'S THUGS (2)**

CR 1/3

hp 15 each (use the stats on page 5.)

Tier 4–5 (CR 6)**BAR BRAWLERS (5)**

CR 1

Human fighter 2

CN Medium humanoid (human)

Init +5; Senses Perception –1

DEFENSE

AC 14, touch 11, flat-footed 13 (+3 armor, +1 Dex)

hp 23 each (2d10+8)

Fort +6, Ref +1, Will –1; +1 vs. fear

Defensive Abilities bravery +1

OFFENSE

Speed 30 ft.

Melee mwk cestus* +6 (1d4+2/19–20), unarmed strike +4 (1d3+2)

Ranged thrown chair +3 (1d6+2)

TACTICS**Before Combat** The brawlers are scattered about the room, drinking and itching for a fight.**During Combat** If the brawlers have time at the beginning of combat or just before, they drink their *potions of bull's strength* (not figured into their stats). The brawlers then charge the nearest PC and start throwing punches while wielding their cestuses. Should a PC be out of immediate reach, a brawler grabs a chair and hurls it at them.**Morale** The brawlers are drunk, came here to fight, and don't fear pain; they fight until beaten unconscious or killed.**STATISTICS**

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

Base Atk +2; CMB +4; CMD 15

Feats Improved Initiative, Improved Unarmed Strike, Throw Anything, Weapon Focus (cestus)**Skills** Intimidate +6, Knowledge (local) +2, Linguistics +1, Sense Motive +0**Languages** Common, Skald

Combat Gear *potion of bull's strength*; **Other Gear** masterwork studded leather, masterwork cestus

* See the *Pathfinder RPG Advanced Player's Guide*.

BATTLE PRIEST **CR 1**

Male human cleric of Gorum 2

CN Medium humanoid (human)

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

DEFENSE

AC 17, touch 11, flat-footed 16 (+6 armor, +1 Dex)

hp 17 (2d8+5)

Fort +3, **Ref** +1, **Will** +5

OFFENSE

Speed 20 ft.

Melee mwk greatsword +3 (2d6+1/19–20)

Special Attacks channel positive energy 6/day (DC 14, 1d6), destructive smite (+1, 5/day)

Domain Spell-Like Abilities (CL 2nd; concentration +4) 5/day—battle rage (+1 damage)

Cleric Spells Prepared (CL 2nd; concentration +4)
 1st—*bane*, *cause fear* (DC 13), *shield of faith* (already cast), *true strike*^P
 o (at will)—*bleed* (DC 12), *guidance*, *resistance*, *stabilize*
D Domain spell; **Domains** Destruction, War

TACTICS

Before Combat As soon as the PCs confront Hjort's look-alike, the cleric of Gorum quietly casts *shield of faith* amid the din of the bar and readies to stand and shout at them.

During Combat The cleric isn't afraid of melee—he draws his greatsword, casts *bane*, and charges into battle with a bellowing roar. He uses *true strike* if he finds a PC to be hard to hit, casts *cause fear* if he's taking too much damage, and channels positive energy to heal his companions, excluding 3 of the PCs from the healing burst.

Morale The battle priest fights until beaten unconscious or killed.

STATISTICS

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

Base Atk +1; **CMB** +2; **CMD** 13

Feats Selective Channeling, Toughness

Skills Heal +7, Knowledge (religion) +3, Linguistics +3

Languages Common, Skald

SQ aura

Other Gear masterwork breastplate, masterwork greatsword, wooden holy symbol

Development: Since combat presumably interrupted the Hjort look-alike's confession, the PCs will likely wish to continue questioning him once the combat ends. The look-alike hides under his table during the melee, blubbering and begging the PCs not to kill him. Once he can be properly questioned, he tells the PCs that Hjort plans to dress a team of thugs (including Runa White) as

Pathfinders and assault Trollheim's armory. Hjort hopes the assault (in combination with what he thinks are village raids by Society agents) will trigger a mass purge of the Pathfinder's Society from the Land of the Linnorm Kings, with every Society agent in the country hunted down and slain. He then tells the PCs that Hjort and Runa are at the armory as he speaks, gives them directions to it, and then begs again not to be killed. If pressed about the importance of the armory, the look-alike explains that should Pathfinders challenge the castellan's power by destroying his weapons, not only will the castellan look weak and likely be challenged and killed, but the Society will bear the brunt of Darkwine's lieutenant's rage at the assault. If the PCs waste time getting there, the Society may never be allowed in Trollheim again.

In truth, the Lands of the Linnorm Kings lacks a unified government between the various city-states that comprise it, and it is unlikely that the Pathfinder Society would be banned from the entire region, even if Hjort's plan is successful in getting them banned from Trollheim. A PC who succeeds on a DC 10 Knowledge (local) check recognizes that Hjort's plan is flawed, but that even being exiled from Trollheim would be a blow to the Society. And on a more immediate level, it certainly wouldn't help the PCs locate Skagni to deliver the chest.

Mission Notes: Andoran faction PCs have instructions to find a one-armed Ulfen bartender in Trollheim—the man they are looking for is the bartender in the Horned Helm. Without being seen, Andoran faction PCs must approach the man, whisper, "Even in the icy north, the eagle flies free," wait for the response, "The eagle soars above us all," and then hand the bartender the note with no non-Andoran faction PCs seeing the exchange. Doing so earns members of the Andoran faction 1 Prestige Award.

Rewards: If the PCs defeat the bar brawlers, reward each tier thusly:

Tier 1–2:

Give each player 30 gp.

Tier 4–5:

Give each player 383 gp.

ACT 4: TROLLHEIM ARMORY

When the PCs are ready to set off to face Hjort and Runa, read the following aloud.

The look-alike's directions lead straight south across the market to a blank, wooden structure straddling the line between the market and a secured residential district. All seems quiet, though a small group of guards are speaking to one another quietly out front in Skald.



When the PCs arrive, Hjort and his crew are already inside, killing the armory's soldiers and readying to torch the place, though by all appearances, the building is quiet and dark.

4a. Entry (CR 3 or CR 6)

Read the following as the PCs approach the Armory.

Behind the group of guards, the front door to the armory is made of a heavy, thick wood and is bound by iron. At several points across the door, visible cracks and splintered wood can be seen. The battered door stands slightly ajar, opening inward to darkness.

Creatures: The guards standing at the entrance are members of Darkwine's personal guard who were summoned here when locals told them of a disturbance earlier. Cheliox faction PCs automatically know these guards work for Darkwine based on their distinctive uniforms, and can use that information to shape the encounter as they see fit. As the PCs arrive, they are discussing plans to breach the armory and find out what's going on inside. They begin as hostile toward the PCs, and immediately assume that the PCs are involved in the disturbance. They can, however be reasoned with, and with the appropriate Diplomacy rolls, can be persuaded that whatever is going on inside was instigated by someone other than the PCs, who are here to stop it.

Tier 1–2 (CR 3)

DARKWINE'S GUARDS (4) CR 1/2
hp 22 each (use the stats for the Boss Thug on page 5.)

Tier 4–5 (CR 6)

DARKWINE'S GUARDS (3) CR 3
hp 29 each (use the stats for the Boss Thug on page 6.)

Development: Should the PCs slay the guards, in the absence of witnesses the act will be blamed on Hjort and his crew, as they were the ones who started the disturbance. Should the PCs avoid combat altogether, the guards offer to remain outside and guard the entrance, allowing the PCs to go in and explore. If this is the result, when the PCs emerge from the armory (hopefully successfully), the guards give them each a reward commensurate with the rewards listed below for defeating the guards.

Mission Notes: Cheliox faction PCs can deliver Zarta Dralneen's message to these guards if they haven't done so already.

Rewards: If the PCs defeat or reason with the guards, reward each tier thusly:

Tier 1–2:
Give each player 137 gp.

Tier 4–5:
Give each player 314 gp.

4b. Meeting Room (CR 3 or CR 6)

A short hallway greets the PCs as they enter the armory. Bits of shattered wood and iron are strewn across the floor and disappear into darkness. Hjort and his crew intentionally doused all of the lights, casting the armory into total darkness (it has no windows on the ground floor) so that the goblins they left behind could more effectively watch the backs of the crew upstairs.

Creatures: A small group of goblins waits here, hidden out of sight in the room west of the main hallway. The goblins wait until the PCs are inside the armory, and then attack with a war cry of yipping, howling shrieks.

Tier 1–2 (CR 3)

GOBLIN WARRIORS (3) CR 1/3
hp 6 (*Pathfinder RPG Bestiary* 156)

GOBLIN DOG CR 1
hp 9 (*Pathfinder RPG Bestiary* 157)

Tier 4–5 (CR 6)

GOBLIN ROGUES (5) CR 1

Goblin rogue 2 (*Pathfinder RPG Bestiary* 156)

NE Small humanoid (goblinoid)

Init +8; Senses darkvision 60 ft.; Perception +6

DEFENSE

AC 19, touch 15, flat-footed 15 (+4 armor, +4 Dex, +1 size)

hp 16 each (2d8+4)

Fort +1, Ref +7, Will +1

Defensive Abilities evasion

OFFENSE

Speed 30 ft.

Melee mwk short sword +4 (1d4+1/19–20)

Special Attacks sneak attack +1d6

TACTICS

Before Combat The goblins hide in the dark, waiting for someone to enter the entryway. Hearing the sounds of talking (or combat) outside, they ready to attack once the entire party has entered the room.

During Combat The goblins fight without strategy, taking advantage of flanks when they happen to have them, but otherwise attacking the nearest target.

Morale The goblins lack the insight to know when they have

met their match, and fight to the death.

STATISTICS

Str 12, **Dex** 19, **Con** 13, **Int** 10, **Wis** 12, **Cha** 6

Base Atk +1; **CMB** +1; **CMD** 15

Feats Improved Initiative

Skills Acrobatics +7, Bluff +3, Climb +4, Disable Device +7, Escape Artist +7, Handle Animal +3, Perception +6, Ride +6, Stealth +15; **Racial Modifiers** +4 Ride, +4 Stealth

Languages Goblin

SQ rogue talents (finesse rogue), trapfinding +1

Other Gear chain shirt, masterwork short sword

GOBLIN DRUID

CR 1

Female goblin druid 2 (*Pathfinder RPG Bestiary* 156)

NE Small humanoid (goblinoid)

Init +7; **Senses** darkvision 60 ft.; Perception +7

DEFENSE

AC 20, touch 14, flat-footed 17 (+4 armor, +3 Dex, +2 shield, +1 size)

hp 16 (2d8+4)

Fort +4, **Ref** +3, **Will** +5

OFFENSE

Speed 20 ft.

Melee sickle +3 (1d4+1)

Ranged sling +5 (1d3+1)

Special Attacks fire bolt (1d6+1 fire, 5/day)

Cleric Spells Prepared (CL 2nd; concentration +4)

1st—*burning hands* (DC 13), *cure light wounds*, *produce flame* (2)

o (at will)—*flare* (DC 12), *guidance*, *purify food and drink*, *resistance*

D Domain spell; **Domain** Fire

TACTICS

Before Combat The druid hides with the other goblins, waiting for the full assault before she begins casting any spells.

During Combat On the first round of combat (or surprise round if the goblins get the jump on the PCs), the druid casts *produce flame* to sheath her hands in fire. She uses her fire bolt domain power each round until she has exhausted all daily uses, only fighting with her flaming hands if forced into melee. If she feels particularly threatened, she casts *burning hands*, targeting as many creatures as she can in the burst, even fellow goblins.

Morale The druid is fanatical, spurred into a frenzy by her own flames, and fighting to the death.

STATISTICS

Str 12, **Dex** 16, **Con** 13, **Int** 10, **Wis** 15, **Cha** 6

Base Atk +1; **CMB** +1; **CMD** 14

Feats Improved Initiative

Skills Climb +3, Heal +7, Knowledge (nature) +6, Linguistics +1, Perception +7, Ride +4, Stealth +8, Survival +4; **Racial Modifiers** +4 Ride, +4 Stealth

Languages Common, Druidic, Goblin

SQ nature bond (Fire domain), nature sense, wild empathy +0, woodland stride

Gear masterwork hide armor, masterwork heavy wooden shield, sickle, sling with 20 bullets

Development: Once the battle is over and the PCs get a look at their surroundings, they see that the room to the west of the main hallway contains six bodies wearing the same armor and livery as the guards out front. They're all dead, injured by both magical and mundane means, and some of them appear to have recently been chewed on. At this point, have the PCs make a DC 20 Perception check. Success means a PC hears the scuff of a boot on the floor above—someone is upstairs.

Any captured and interrogated goblins say the same thing: "Red hair hired us to kill anyone who came through the door. Red hair and Vermund pay good, so we do what they say. Also they let us eat whatever we kill. Good deal."

Rewards: If the PCs defeat the goblins, reward each tier thusly:

Tier 1–2:

Give each player 14 gp.

Tier 4–5:

Give each player 198 gp.

4c. Armories

Most of the rooms on the second floor are armories stocked with armor, weapons, shields, equipment, food, supplies, and so on. The provisions and arms here could stock a small army for a small period of time or maintain the city's defensive forces for an extended period. The loss of these provisions could prove disastrous for Trollheim, especially were the malicious forces of Irrisen to conduct a prolonged or well-staged assault on the city.

As the PCs fought the goblins downstairs, Hjort and his crew debated a course of action. The PCs' presence meant they were effectively stuck on the second floor, as trying to fight through the PCs and then out the front door seemed like suicide. When the PCs hear the boot scuffing the floor above, Hjort and his crew are climbing out of the southeastern window and down into the practice yard adjacent to the armory.

4d. Training Yard (CR 3 or CR 7)

Read the following when the PCs enter the training yard.

A small, frozen yard stands between rickety fences to the east of the armory. Target dummies, both for melee and archery training, stand at the far eastern end of the icy field.

The yard is used for training year round, despite its current icy conditions. Though the ground isn't treated

as difficult terrain, it is quite slippery for anyone not moving carefully. Anyone who attempts to take more than a single move action during a round must succeed on a DC 15 Acrobatics check to avoid falling prone. Hjort and his crew know of the yard's conditions and move cautiously.

Creatures: Hjort Fastaxe, Runa White, and their crew (the evoker Lazar and the Varisian monk Gyuri) wait here for the PCs. They stand in the open, about halfway back in the yard, and once Hjort sees the PCs, he hurls insults at them and prophecies their doom.

Tier 1–2 (CR 3)

HJORT FASTAXE **CR 1**

Male human barbarian 1
CN Medium humanoid (human)

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

DEFENSE

AC 13, touch 10, flat-footed 11 (+3 armor, +2 Dex, –2 rage)
hp 17 (1d12+5)
Fort +6, **Ref** +2, **Will** +2

OFFENSE

Speed 40 ft.
Melee mwk handaxe +4 (1d6+4/x3), dagger +3 (1d4+4/19–20)
Special Attacks rage (6 rounds/day)

TACTICS

Before Combat Hjort slings insults at the PCs, challenging them to face him and pay for their crimes in his village. Should the PCs deny any involvement, he spits in rage that they're liars and then charges, initiating combat.

During Combat Hjort rages immediately and attacks the nearest PC. Once that PC is down, he moves to the next, and so on.

Morale Hjort fights to the death.

Base Statistics When not raging, the barbarian's statistics are **AC** 15, touch 12, flat-footed 13; **hp** 15; mwk handaxe +2 (1d6+2/x3), dagger +1 (1d4+2/19–20); **Str** 15, **Con** 14; **CMB** +3, **CMD** 15; **Climb** +5

STATISTICS

Str 19, **Dex** 15, **Con** 18, **Int** 12, **Wis** 10, **Cha** 8
Base Atk +1; **CMB** +5; **CMD** 15
Feats Double Slice, Two-Weapon Fighting
Skills Acrobatics +5, **Climb** +7, **Handle Animal** +3, **Intimidate** +3, **Knowledge** (nature) +5, **Perception** +4
Languages Common, Skald
SQ fast movement
Combat Gear *potion of cure light wounds*; **Other Gear** studded leather, dagger, masterwork handaxe, 500 gp

RUNA WHITE **CR 1/2**

Female human cleric of Asmodeus 1
LE Medium humanoid (human)

Init –1; **Senses** Perception +2

DEFENSE

AC 13, touch 9, flat-footed 13 (+3 armor, –1 Dex, +1 shield)
hp 10 (1d8+2)
Fort +3, **Ref** –1, **Will** +4

OFFENSE

Speed 30 ft.
Melee mwk light mace +1 (1d6)
Ranged javelin –1 (1d6)
Special Attacks channel negative energy 6/day (DC 15, 1d6)
Domain Spell-Like Abilities (CL 1st; concentration +3)
5/day—touch of evil (1 rounds)
5/day—touch of law
Cleric Spells Prepared (CL 1st; concentration +3)
1st—*bane*, *cause fear* (DC 13), *protection from good*^D
0 (at will)—*bleed* (DC 12), *guidance*, *light*
D Domain spell; **Domains** Evil, Law

TACTICS

Before Combat Runa stands quietly behind Hjort, happy to see her plan coming to fruition.

During Combat Runa starts combat with *bane*, trying to get as many PCs in the area of effect as possible. After that, she stays away from melee if possible, instead channeling negative energy into the PCs as often as she can, using Selective Channeling to exclude her compatriots. She uses *cause fear* on the first PC to close with her in melee.

Morale Runa fights to the death.

STATISTICS

Str 10, **Dex** 8, **Con** 12, **Int** 13, **Wis** 15, **Cha** 16
Base Atk +0; **CMB** +0; **CMD** 9
Feats Improved Channel, Selective Channeling
Skills Appraise +5, **Bluff** +4, **Knowledge** (religion) +5, **Sense Motive** +6
Languages Common, Skald
SQ aura
Combat Gear *potion of endure elements*; **Other Gear** studded leather, light wooden shield, javelins (2), masterwork light mace, 5 gp

LAZAR **CR 1/2**

Male human evoker 1
LN Medium humanoid (human)

Init +5; **Senses** Perception +4

DEFENSE

AC 15, touch 11, flat-footed 14 (+4 armor, +1 Dex)
hp 15 (1d6+9)
Fort +2, **Ref** +1, **Will** +3

OFFENSE

Speed 30 ft.
Melee quarterstaff –1 (1d6–1)
Ranged light crossbow +1 (1d8/19–20)
Special Attacks intense spells +1 damage
Arcane School Spell-Like Abilities (CL 1st; concentration +4)

SHADES OF ICE, PART I: WRITTEN IN BLOOD

6/day—force missile (1d4+1)

Evoker Spells Prepared (CL 1st; concentration +4)

1st—*burning hands* (DC 15), *magic missile* (2)

0 (at will)—*mage hand*, *prestidigitation*, *ray of frost*, *touch of fatigue*

Opposition Schools Conjuraton, Enchantment

TACTICS

Before Combat Lazar casts *mage armor* from a scroll as soon as Hjort begins slinging insults at the PCs.

During Combat Lazar stays in the back, hitting the toughest PCs with *magic missile* (first as spells with +1 damage from intense spells and then from his wand). He casts *burning hands* should any PCs close on him and resorts to force missiles if out of other options.

Morale Lazar fights until reduced to below 3 hit points, at which point he flees.

Base Statistics When not under the effects of *mage armor*, Lazar's base statistics are AC 11, touch 11, flat-footed 10.

STATISTICS

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

Base Atk +0; **CMB** -1; **CMD** 10

Feats Alertness, Improved Initiative, Spell Focus (evocation), Toughness

Skills Appraise +7, Bluff +1, Knowledge (arcana) +7, Perception +4, Sense Motive +4, Spellcraft +7

Languages Common, Elven, Goblin, Skald

SQ arcane bond (toad)

Combat Gear *scroll of grease*, *scrolls of mage armor* (2), *scrolls of sleep* (2), *wand of magic missile* (15 charges); **Other Gear** light crossbow with 10 bolts, quarterstaff, spellbook (contains all 0-level spells, *alarm*, *color spray*, *floating disk*, *shield*, and all prepared spells), 125 gp

GYURI

CR 1/2

Male half-elf monk 1

LE Medium humanoid (elf, human)

Init +6; **Senses** low-light vision; Perception +4

DEFENSE

AC 15, touch 15, flat-footed 12 (+2 Dex, +1 dodge, +2 Wis)

hp 9 (1d8+1)

Fort +2, **Ref** +4, **Will** +4; +2 vs. enchantments

OFFENSE

Speed 30 ft.

Melee unarmed strike +2 (1d6+2), flurry of blows +1/+1 (1d6+2)

Ranged shuriken +2 (1d2+2)

Special Attacks flurry of blows, stunning fist (1/day, DC 12)

TACTICS

Before Combat Quiet and loyal, Gyuri waits to be told to attack.

During Combat Gyuri follows Hjort, attacking whomever the big Ulfen does. He prefers to use flurry when he can,

but throws shuriken if no closer targets present themselves. He saves stunning fist for any spellcasters he may get close to. If it starts to look as though the tide is turning against him and his companions, Gyuri draws and drinks his *potion of owl's wisdom* to boost his AC.

Morale Gyuri fights to the death.

STATISTICS

Str 15, **Dex** 14, **Con** 10, **Int** 12, **Wis** 15, **Cha** 8

Base Atk +0; **CMB** +2; **CMD** 17

Feats Dodge, Improved Initiative, Improved Unarmed Strike, Skill Focus (Acrobatics), Stunning Fist

Skills Acrobatics +9, Climb +6, Escape Artist +6, Knowledge (religion) +5, Perception +4, Sense Motive +6, Stealth +6;

Racial Modifiers +2 Perception

SQ elf blood

Combat Gear *potion of owl's wisdom*; **Other Gear** shuriken (20), 86 gp



Hjort Fastaxe

Tier 4–5 (CR 7)

HJORT FASTAXE

CR 3

Male human barbarian 4
CN Medium humanoid (human)
Init +2; **Senses** Perception +7

DEFENSE

AC 14, touch 10, flat-footed 12 (+3 armor, +2 Dex, –2 rage, +1 shield)

hp 51 (4d12+20)

Fort +8, **Ref** +3, **Will** +3

Defensive Abilities uncanny dodge, trap sense +1

OFFENSE

Speed 45 ft.

Melee mwk handaxe +8 (1d6+5/x3), dagger +7 (1d4+5/19–20)

Special Attacks rage (12 rounds/day), rage powers (guarded stance [+1 dodge vs. melee], swift foot +5 feet)

TACTICS

Before Combat Hjort slings insults at the PCs, challenging them to face him and pay with their blood for their crimes in his village. Should the PCs deny any involvement in the attack, he spits in rage that they're liars and then charges, initiating combat.

During Combat Hjort rages immediately and attacks the nearest PC. Once that PC is down, he moves to the next and so on.

Morale Hjort fights to the death.

Base Statistics When not raging, the barbarian's statistics are **AC** 16, touch 12, flat-footed 14; **hp** 43; mwk handaxe +6 (1d6+3/x3), dagger +5 (1d4+3/19–20); **Speed** 40 ft.; **Str** 16, **Con** 14; **CMB** 7, **CMD** 19; **Climb** +9

STATISTICS

Str 20, **Dex** 15, **Con** 18, **Int** 12, **Wis** 10, **Cha** 8

Base Atk +4; **CMB** +9; **CMD** 19

Feats Double Slice, Two-Weapon Defense, Two-Weapon Fighting

Skills Acrobatics +8, Climb +11, Handle Animal +6, Intimidate +6, Knowledge (nature) +8, Perception +7

Languages Common, Skald

SQ fast movement

Combat Gear *potion of cure light wounds*; **Other Gear** studded leather, masterwork handaxe, dagger, 2,500 gp

RUNA WHITE

CR 3

Female human cleric 4
LE Medium humanoid (human)
Init –1; **Senses** Perception +6

DEFENSE

AC 13, touch 9, flat-footed 13 (+3 armor, –1 Dex, +1 shield)

hp 29 (4d8+8)

Fort +5, **Ref** +0, **Will** +7

OFFENSE

Speed 30 ft.

Melee mwk light mace +4 (1d6)

Ranged javelin +2 (1d6)

Special Attacks channel negative energy 10/day (DC 19, 2d6)

Domain Spell-Like Abilities (CL 4th; concentration +7)

6/day—touch of evil (2 rounds)

6/day—touch of law

Cleric Spells Prepared (CL 4th; concentration +7)

2nd—*align weapon* (evil only)^D, *hold person* (DC 15), *silence*, *sound burst* (DC 15)

1st—*bane*, *cause fear* (DC 14), *command* (DC 14), *cure light wounds*, *protection from good*^D

0 (at will)—*bleed* (DC 13), *guidance*, *light*

D Domain spell; **Domains** Evil, Law

TACTICS

Before Combat Runa quickly drinks her *potion of eagle's splendor* once Hjort starts slinging insults.

During Combat Runa starts combat by casting *silence*, trying to catch as many PC spellcasters in the area of spell's effect as possible. After that, she stays away from melee if possible, and instead channels negative energy into the PCs as often as she can, using Selective Channeling to exclude her compatriots. She casts *hold person* on the first PC to close with her in melee and then casts *cause fear* on the next.

Morale Runa fights to the death.

Base Statistics When not under the effect of *eagle's splendor*, Runa has the following base statistics: channel negative energy 8/day (DC 17); **Cha** 16; **Bluff** +7.

STATISTICS

Str 10, **Dex** 8, **Con** 12, **Int** 13, **Wis** 16, **Cha** 20

Base Atk +3; **CMB** +3; **CMD** 12

Feats Extra Channel, Improved Channel, Selective Channeling

Skills Appraise +8, Bluff +9, Knowledge (religion) +5, Perception +6, Sense Motive +10

Languages Common, Skald

SQ aura

Combat Gear *potion of cure moderate wounds*, *potion of eagle's splendor*, *potion of endure elements*; **Other Gear** masterwork studded leather, masterwork light wooden shield, javelins (2), masterwork light mace

LAZAR

CR 3

Male human evoker 4
LN Medium humanoid (human)
Init +5; **Senses** Perception +7

DEFENSE

AC 19, touch 11, flat-footed 18 (+4 armor, +1 Dex, +4 shield)

hp 35 (4d6+19)

Fort +3, **Ref** +2, **Will** +5

Immune *magic missile*

OFFENSE

Speed 30 ft.

Melee quarterstaff +1 (1d6–1)

SHADES OF ICE, PART I: WRITTEN IN BLOOD

Ranged light crossbow +3 (1d8/19–20)

Special Attacks intense spells +2 damage

Arcane School Spell-Like Abilities (CL 4th; concentration +8)
7/day—force missile (1d4+2)

Evoker Spells Prepared (CL 4th; concentration +8)

2nd—*flaming sphere* (DC 18), *invisibility*, *scorching ray* (2)

1st—*burning hands* (DC 17), *color spray* (DC 15), *magic missile* (2), *shield*

o (at will)—*mage hand*, *prestidigitation*, *ray of frost*, *touch of fatigue*

Opposition Schools Conjuraton, Enchantment

TACTICS

Before Combat Lazar cast *mage armor* from a scroll before he and Hjort's other companions raided the armory. As soon as Hjort begins slinging insults at the PCs, Lazar casts *shield*.

During Combat Lazar stays in the back, hitting the toughest PCs with *scorching ray*, *magic missile*, and *flaming sphere* to capitalize on the +2 damage from intense spells. He then switches to his *wand of magic missile*. He casts *burning hands* and *invisibility* should any PCs close on him, and moves back out of range and resorts to force missiles if out of other options.

Morale Lazar fights until reduced to below 7 hit points, at which point he flees.

Base Statistics When not under the effects of *mage armor* or *shield*, Lazar's base statistics are **AC** 11, touch 11, flat-footed 10; lose immunity to *magic missile*.

STATISTICS

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

Base Atk +2; **CMB** +1; **CMD** 12

Feats Alertness, Greater Spell Focus (evocation), Improved Initiative, Spell Focus (evocation), Toughness

Skills Appraise +11, Bluff +4, Fly +8, Knowledge (arcana) +11, Perception +7, Sense Motive +7, Spellcraft +11

Languages Common, Elven, Goblin, Orc, Skald

SQ arcane bond (toad)

Combat Gear *scroll of grease*, *scroll of mage armor*, *scrolls of sleep* (2), *wand of magic missile* (15 charges); **Other Gear** light crossbow with 10 bolts, quarterstaff, spellbook (contains all o-level spells, *alarm*, *color spray*, *feather fall*, *floating disk*, *identify*, *shield*, *spider climb*, and all prepared spells)

GYURI

CR 3

Male half-elf monk 4

LE Medium humanoid (elf, human)

Init +6; **Senses** low-light vision; Perception +4

DEFENSE

AC 16, touch 16, flat-footed 13 (+2 Dex, +1 dodge, +1 monk, +2 Wis)

hp 29 (4d8+8)

Fort +4, **Ref** +6, **Will** +6; +4 vs. enchantments

Defensive Abilities evasion

OFFENSE

Speed 40 ft.

Melee unarmed strike +6 (1d8+3) or flurry of blows +5/+5 (1d8+3)

Ranged shuriken +5 (1d2+3)

Special Attacks flurry of blows, stunning fist (4/day, DC 14)

TACTICS

Before Combat Quiet and loyal, Gyuri waits to be told to attack.

During Combat Gyuri follows Hjort, attacking whomever the big Ulfen does. He prefers to use flurry when he can, but throws shuriken if no closer targets present themselves. He saves stunning fist for any spellcasters he is able to get close to. If it starts to look as though the tide is turning against him and his companions, Gyuri draws and drinks his *potion of owl's wisdom* to boost his AC, then flings himself back into melee.

Morale Gyuri fights to the death.

STATISTICS

Str 16, **Dex** 14, **Con** 10, **Int** 12, **Wis** 15, **Cha** 8

Base Atk +3; **CMB** +7; **CMD** 22

Feats Deflect Arrows, Dodge, Improved Initiative, Improved Unarmed Strike, Skill Focus (Acrobatics), Stunning Fist, Toughness

Skills Acrobatics +12, Climb +10, Escape Artist +9, Knowledge (religion) +8, Perception +4, Sense Motive +9, Stealth +9;

Racial Modifiers +2 Perception

Languages Common, Elven, Varisian

SQ elf blood, fast movement, *ki* pool (4 points, magic), maneuver training, slow fall 20 ft., still mind

Combat Gear *potion of owl's wisdom*; **Other Gear** shuriken (20)

Mission Notes: Both Andoran faction PCs and Cheliox faction PCs should ensure that the Varisian half-elf monk Gyuri dies, though they have completely opposite reasons for doing so. Regardless of who actually kills Gyuri, PCs from both the Andoran and Cheliox factions earn 1 Prestige Award if he does not survive the encounter. Qadira faction PCs should acquire one of Runa White's personal possessions without being seen by their companions to earn 1 Prestige Award. Taldor faction PCs should strive to keep the evoker Lazar alive and keep his identity as a Taldan agent a secret; successfully doing so earns them 1 Prestige Award.

Rewards: If the PCs defeat Hjort, Runa, and their crew, reward each tier thusly:

Tier 1–2:

Give each player 240 gp.

Tier 4–5:

Give each player 613 gp.

CONCLUSION

Once the PCs defeat Hjort and his crew, they can interrogate Hjort and thus learn his desire for revenge against the supposed Pathfinders who sacked his village, and can question Runa to learn the true plot. Runa also carries several damning documents that explain the entire plot to kidnap Skagni and use Hjort to tarnish the Pathfinder Society's reputation in the Lands of the Linnorm Kings was organized by a Shadow Lodge agent named Caggrigar and his man in Irrisen, the shadowy Vermund. Runa also has one last clue for the PCs: Rognvald Skagni is alive and a prisoner of the Shadow Lodge in Irrisen. This should be sufficient to send the PCs into the nation of witches to rescue Skagni and end the Shadow Lodge presence there.

Faction Missions

Andoran Faction: Andoran faction PCs who ensure that Gyuri dies in Act 4 earn 1 Prestige Award. Andoran faction PCs who also secretly deliver the message to the one-armed bartender in the Horned Helm earn 1 bonus Prestige Award.

Cheliox Faction: Cheliox faction PCs who deliver Zarta Dralneen's message to Darkwine's guards in Act 2 or Act 4 earn 1 Prestige Award. Cheliox faction PCs who also ensure Gyuri's death in Act 4 earn 1 bonus Prestige Award.

Osirion Faction: Osirion faction PCs who find a perfect specimen of a dangerous plant called icegrass in Act 2 earn 1 Prestige Award. Osirion faction PCs who also acquire a rare tome called *Discovering Arcadia: the Glory of the Linnorm King Ulvass* from the Linnorm Spine bookstore in Trollheim during Act 2 earn 1 bonus Prestige Award.

Qadira Faction: Qadira faction PCs who establish three new trade contacts in Trollheim's markets in Act 2 earn 1 Prestige Award. Qadira faction PCs who also procure any single possession of Runa White's without being seen by their companions earn 1 bonus Prestige Award.

Taldor Faction: Taldor faction PCs who post the "Help Wanted" notice in Trollheim's markets earn 1 Prestige Award. Taldor faction PCs who also manage to keep Lazar alive and keep his identity as a Taldan spy a secret earn 1 bonus Prestige Award.

**SCENARIO 7-15:
SHADES OF ICE, PART I: WRITTEN IN BLOOD**

Event _____ Date _____

GM # _____ GM Name _____

Character # _____	Prestige Points <input style="width: 40px;" type="text"/>	<input type="checkbox"/> Andoran <input type="checkbox"/> Osirion	<input type="checkbox"/> Cheliox <input type="checkbox"/> Qadira	<input type="checkbox"/> Taldor
Character Name _____	Prestige Points _____	<input type="checkbox"/> Andoran <input type="checkbox"/> Osirion	<input type="checkbox"/> Cheliox <input type="checkbox"/> Qadira	<input type="checkbox"/> Taldor
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Handout 1

FOR THE SUM OF 50 GOLD CROWNS, YOU AND YOUR MERCENARIES ARE TO WATCH ROGNVALD SKAGNI'S RESIDENCE ON THE EDGE OF TOWN FOR TWO MONTHS. IGNORE LOOTERS OR PETTY THIEVES—INSTEAD WATCH FOR PATHFINDERS, AND IF YOU SEE THEM, KILL THEM. ANY IN YOUR CREW WHO CAN PROVE TO ME THEY DEALT THE KILLING BLOW ON THOSE MURDEROUS DEMONS EARNS A 100 GOLD CROWN BONUS.

HJORT FASTAXE

Handout 2

Do as Hjort instructed, but do one thing more for me: capture at least one Pathfinder, preferably an expedition leader. Bring him or her to me separately, and I will reward you an additional 100 gold crowns.

Orna White

Andoran Faction Handout

Champion of Freedom.

Your mission to the Lands of the Linnorm Kings is fortuitous, as we have two tasks we need accomplished in that land of enslaved barbarians. First of all, a brutal Chelish agent named Gyuri, a twisted monk from Varisia, is said to be in the employ of dark forces in the north. I ordered his execution a year ago and thought it complete, but it seems he evaded us. Gyuri is a slaver, a murderer, and assassin for Cheliah—you must find him and ensure he dies.

Additionally, one of our loyal agents is in need of his next assignment. His cover is deep enough that I know only that he lacks an arm and that he's an Ulfen. Trollheim isn't so large, so perhaps you'll find him for me. If you do, say to him, "Even in the icy north, the eagle flies free." If he replies, "The eagle soars above us all," then he is our man, and you should deliver the enclosed sealed message. You must ensure that your companions do not see this exchange—do whatever it takes.

I await your safe return.

Capt. Colson Maldris

For Andoran,

Captain Colson Maldris



Cheliox Faction Handout

Tender Flesh Puppet,

Can you not feel my pouty lips as I sit here in Absalom, frowning and ordering my latest pet to write you this missive? Once again you leave for a dreadful kingdom a long way from Absalom and my whip. Though I may never recover from your absence, at least I can task you with an errand or two while you roam the frozen north.

As you're headed to Trollheim, I have a message for that city's castellan, Freyr Darkwine, from House Thrune itself. Lacking an official position, you likely wouldn't get within a mile of Darkwine, so see if you can't encourage his guards to deliver it for you. They wear dark livery with a white-outlined bottle of wine on the breast. Also, find an outcast Varisian monk named Gyuri in Trollheim. The vile traitor owes me a favor, and has withheld payment for too long. See that he can never beg another favor ever again.

In case you're too dense to catch my subtle hint—kill him for me, my pet.

My Whip Awaits,

Zarta Draldeen

 Paracountess Zarta Draldeen

Osirion Faction Handout

Hero of the Ruby Prince,

Though the recent political disturbances in the Ruby Prince's great halls trouble all of us, we are confident that your loyalty to the pharaoh is strong and that you strive to complete your missions with the best interests of all Osirion in your heart.

Your journey north is fortunate as I have need of a few things from Trollheim that I've not been able to acquire. First, find a specimen of rare icegrass and return to me. This potent plant is a key ingredient in several of my recipes, and not having it is making my life difficult. Be sure not to eat the icegrass or get it in an open wound or in your eye. The results are terrifying.

Lastly, there is shop in Trollheim called the Linnorm Spine whose owner deals in rare and dangerous books. The shop apparently moves or is hidden well enough that the rumors of its location change often. Find the Linnorm Spine, and while you're there, acquire their copy of "Discovering Arcadia: the Glory of the Linnorm King Uvass." This is the only known copy of this text, which contains amazing tales of distant Arcadia. The book seller at the Linnorm Spine likely won't part with the tome easily—I do hope you bring bribe money with you.



For Our Ancestors,

Otoneraphim
 Otoneraphim, Humble Scribe of the Ruby Prince



Qadira Faction Handout

Loyal Servant of the Satrap,

Your unquestioned loyalty to our cause has made you a valuable asset in both my eyes and the eyes of our people. As you travel Golarion and spread our trade agreements, we grow in power and influence. In Trollheim, things will be no different: find three new trade contacts for me among the city's dingy Viking markets. The markets are as dangerous as you've heard—be cautious.

My agents in the north lead me to believe you will soon either hear of or encounter a woman named Runa White. She is a Shadow Lodge agent and suspected of killing a number of our trade contacts in Whitethrone and several towns in Ustalav. If you happen to find her, return some possession of hers to me in secret—your companions cannot see this! Even if she's dead, an item from her person could give us a great deal of information on her travels. I trust you'll select the appropriate object.

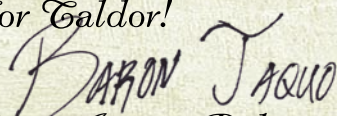
Sincerely,
Pasha Muhlia Al-Jakri x 

Taldor Faction Handout

Exalted Champion of the Grand Prince,

The great empire of Taldor once more has need of your abilities. As you travel to the far north, take the enclosed message with you. It seems that for some reason or other, that Castellan Darkwine in Trollheim is not fond of the idea of his warriors joining our valiant Ulfen Guard here in Oppara. Post the enclosed message somewhere public, say in the center of Trollheim, and try not to be seen doing it—this message encourages the Ulfen warriors of Trollheim to ignore Darkwine and come to Oppara, protect the emperor for a time, and leave wealthy beyond the dreams of Abadar. If you're caught posting it, you'll likely be whipped or worse. Good luck!

While you're in Trollheim, be on the lookout for my man there—an evoker named Lazar. I think he's decided my late payments are bothersome enough to warrant him seeking other employment, but his connection to the empire is still real and dangerous if the wrong people were to discover it. Ensure that Lazar lives, that he continues to live, and ensure that no one knows of his status as an agent of Taldor. Also: burn this letter.

For Taldor!

Baron Jacquo Dalsine



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