

CAMPAIGN KITS

Fantasy Adventure Plot Points

Tales at Haerigholdt Pass

Matt Roth and Rick Hershey



PATHFINDER
ROLEPLAYING GAME COMPATIBLE



CAMPAIN KITS: Tales at Haerigholdt Pass

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ABOUT FAT GOBLIN GAMES

Based in South Carolina, USA, **Fat Goblin Games** was founded in 2011 to create *Pathfinder Roleplaying Game* compatible products. With a focus on high quality production values and providing a creative environment for our team of freelancers ([The Fat Goblin Hoarde](#)), **Fat Goblin Games** has quickly become a recognized force in the world of Third Party Publishers of not just the *Pathfinder Roleplaying Game* and *5th Edition Fantasy*, but also supporting the *vs. M Engine* and releasing official products for *Castle Falkenstein*, originally published by **R. Talsorian Games**. With hundreds of support books, visual aids, campaign settings, and quality stock art, **Fat Goblin Games** continues to provide exciting content and fantastic worlds in which gamers can immerse themselves.

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TALES AT HAERIGHOLDT PASS

Campaign Kits are designed to give you enough to get started and let your imagination take over. In this book, you get ten tales intertwined with iconic mountaineering adventure. They serve as the perfect set pieces to break up lengthy travels or as a stop-over at a small mountain inn. Each adventure comes complete with an introduction encounter, an escalation encounter, a climatic encounter, and a conclusion.

But that's not the end of it: each tale includes background information and connections to the **Campaign Kit's** setting, allowing you to build upon parts you or your players enjoy the most. Additional Campaign Mode options provide ways to further challenge or immerse your players in this world. An additional rule reference puts all the extra tools you might want at your fingertips, creating the ultimate toolbox for your campaign. It is the perfect way to flex your Game Master muscles, and at the same time provide a bit of wilderness fun for your adventurers.

ADVENTURE SUMMARIES

LATTICES OF FROZEN GLASS EL 5

After a blizzard blows through the mountains, one of the less traveled trails is left with a fantastic display of artistry. But when a pair of intrigued artists hire some guides to bring them up to this natural miracle, they find a rather unexpected—and unwelcoming—artist.

UNBENDING BOUGHS EL 5

When an untimely windstorm sends a monk and his cargo tumbling down a steep slope, the PCs arrive just in time to rescue the traveler. But the failure of a system designed to prevent just such a tragedy was no accident, and the PCs must locate the saboteur before it strikes again.

HERMITS OF WINTER'S GALE EL 6

With the range's windstorms growing increasingly severe, even the mountain's most iconic winged predators are forced aground. The message carried by one bird brings the PCs to the doorstep of a group of

monks just as the storm hits its peak, which brings even more dangerous predators to ground to hunt!

FRESH TRAILS BENEATH FRESHER SNOW EL 7

Snowstorms drive the PCs and a caravan to seek immediate shelter, but it does not prevent one well-paying traveler from going missing in the whiteout conditions. A hard trail to follow becomes harder when it dead-ends and leaves the PCs between a pair of equally suspicious parties that both say they know where the missing man has gone!

THE RIMEGUIDE TRIALS EL 8

A clan of werebears is driven away from the spiritual place of their birth and into the path of the PCs. Fearing the PCs may be plundering the mountains natural treasures, the werebears test their might... and decide they may be exactly what they need to drive away the wyrm infesting their sacred shrine!

WINDBOUND MAESTRO EL 8

The mountains' winds grow worse with the addition of a haunting melody that drives beasts into an unthinking frenzy. If the musical winds are to be stopped, the PCs must charge headlong into the wind... and that means confronting the source of the range's frequent windstorms, a tempestuous demon with a keen ear for music!

ENTRANCED BY GREEN EL 9

An earthquake sends a part-avalanche, part-landslide tumbling down the trails even as it unearths a warm and forgotten cavern beneath the mountain. Those that plumb its depths for curiosity or greed find themselves at the mercy of the Verdant Lady that tends this unnatural garden, who has a strange proposition for the surface-dwellers.

THE EYE OF UNREPENTANT SLIGHT EL 11

The tranquility of Haerigholdt Pass is shattered by a swarm of grotesque voyeurs, dragged from their graves by the grasp of undeath. But it is not their own hatred that animates these dead, but the vengeful will of someone long thought lost. In order to restore peace to

the Pass, the PCs must delve into the range's past and put to rest a decade's worth of resent!

DREAMING WITH THE DAMNED EL 11

Nightmarish visions plague the lower passes of the mountain range, driving those with weaker wills mad and keeping even the PCs from finding a restful sleep. But as the barrier between reality and dream grows increasingly tenuous, the PCs must find the source of these nightmares where it lies—at the barrier of the Dimension of Dreams!

THE POET OF THE PEAK EL 12

Many of the bizarre legends and mysterious happenings across the mountain range owe themselves to the genius orchestration of a single mind. With her masterpiece nearing completion, this Poet of the Peak invites all those beneath her to rest eyes upon her crowning work. Those that attend will either join her audience for all eternity, or prove themselves worthy of carrying her legacy into the world!



BACKGROUND INFORMATION

Mountain ranges often form natural barriers between regions or nations, with the lines of the map being drawn according to how easily people can move from one land to another. But between the desolate, snowy peaks lie a few seldom-traveled trails that connect disparate dots together with strings of rocky paths and ancient bridges. Haerigholdt Pass is one such location, an out-of-the-way little hamlet nestled among the peaks that only sees any real traffic from the rest of the world thanks to its fortuitous positioning at the intersection between three mountain trails.

Named for its founder, Galrik Haerigholdt, a lifelong misanthrope that sought solitude away from the world, the pass has since grown into a welcoming roadhouse for those seeking a warm fire and shelter against the frigid mountain winds. Now owned by his daughter, Eleanore Haerigholdt, the pass provides a welcome respite to travelers without its less accommodating proprietor. Though there are fewer than 10 permanent residents of Haerigholdt Pass, the population booms to nearly two dozen during bouts of particularly inclement weather.

The hamlet consists of only three buildings: a small barn for a few hearty livestock, a smaller storehouse for grains and supplies, and the two-story structure that has come to define the Pass. Equal parts inn, tavern, and personal lodging, the Pass offers simple rooms for 5 sp per night, or room and board for 1 gp per night. Rooms are small and offer little private space save for a bed and a door that locks. A small cellar holds goods that must be kept particularly close at hand or otherwise out of the way, including a prized selection of whiskeys. The pass is located on a relatively low trail, requiring no extra protection against altitude sickness. Adventures that take place in close proximity to the Pass are likewise in these more "mild" portions of the mountain range, offering dangerous trails and mountainous forests rather than the iconic snowy peaks of fantasy gaming. Travelers that go up and down on the more extreme trails and slopes are likely to encounter cold weather, extreme altitudes, and terrifying winds. (The rules for these environmental conditions are included in Appendix II for ease of reference.)



Eleanore Haerigholdt is the kind keeper of the hamlet, a welcoming face in a frigid place that so often punishes visitors. Although she seldom speaks of her husband, those that befriend Eleanore learn that Dagrul vanished without warning nearly a decade earlier. The misanthrope and wanderer had no family or surname of his own prior to marrying Eleanore, but even the promise of property and stability did not calm his wild nature. Eleanore thought little of his disappearance, assuming

he simply returned to the same nomadic life he had prior to their meeting. She does not resent the man since they'd always had their troubles, but does sometimes miss his company. **Anaira** is Eleanore's sole "employee," a comely woman of perfect pastoral features and brilliant auburn hair. She functions in part as protector and part as waitress, but only Eleanore knows that the woman is secretly a huldra enjoying her time amongst humans. She studies human nature and its relationship to the wild, particularly Eleanore's preference for the solitude of the alpine trails. The gruff dwarf **Varsk Krezik** is a traveler and cartographer rarely seen without the loyal (and equally gruff) hound that travels at his side. Although a tough nut to crack, he has traveled the mountain trails extensively and produces high quality maps of all of his travels. **Talin Drumm** is a bit of an odd one out in the Pass, a self-proclaimed entertainer and purveyor of the arts that brings some culture to the desolate mountains. Eleanore does not mind his presence, so long as he pays his tab, and his wild stories and songs keep travelers reasonably busy while staying in the simple inn. None suspect Talin's true purpose at the Pass—to serve as a conduit for the Poet of the Peak's tales to reach mortal ears, and for information on the world below to reach hers.

HAERIGHOLDT PASS

N thorpe

Corruption -4; **Crime** -4; **Economy** -4; **Law** -4;
Lore +0; **Society** -2

Qualities stranger than fiction

Danger +0

DEMOGRAPHICS

Government autocracy (owner)

PIECEMEAL ADVENTURE

Haerigholdt Pass is a simple and setting-neutral stop along the dangerous mountain trails that can easily be placed into any campaign. While the following adventures assume that Haerigholdt Pass and its sleepy alpine hamlet are there to provide a welcome respite to adventurers, it does not play an essential role in any of these adventures. Encounters or hooks that occur at the hamlet could easily be uplifted to a different town or adjusted to avoid tying the PCs to a single location or cast of NPCs. The mountain range itself is left nameless and devoid of most unique, discerning details to enable this drag-and-drop style. Likewise, the adventures below are arranged into loose arcs, and assume only a vague link to the final adventure. But if you only need a single night's one shot, you can easily remove those connections to create a completely independent night of adventure before pushing your group onto whatever other adventures they might desire!

Population 7 (5 humans, 1 dwarf, 1 huldra⁸⁴)

NOTABLE NPCs

Proprietor Eleanore Haerigholdt (NG female human expert 3/ranger 2)
Fey Protector Anaira (CN female huldra ranger 4)
Cartographer Varsk Krezik (LN male dwarf hunter^{ACG} 3)
Talespinner Talin Drumm (NE male human bard 5 [Court Poet; *Pathfinder Roleplaying Game NPC Codex*])

MARKETPLACE

Base Value 50 gp; **Purchase Limit** 500 gp;
Spellcasting 1st
Minor Items 1d4; **Medium Items** —; **Major Items** —

Stranger Than Fiction: This settlement's bards have difficulty keeping up with the wild stories that surround it and seem to thrive in the surrounding mountain ranges. This makes it a great place to hear fascinating stories, if not the safest place to seek a bed. (Increase **Lore** +2, **Society** +2, **Danger** +10)

^{ACG}This class can be found in *Pathfinder Roleplaying Game: Advanced Class Guide*.

⁸⁴This creature can be found in *Pathfinder Roleplaying Game: Bestiary 4*.

ADVENTURES

LATTICES OF FROZEN GLASS (LEVEL 5)

As a blizzard's winds begin to settle, rumors quickly begin to circulate outward from the Pass about a display of frozen artistry hidden away on a seldom-traveled trails. It doesn't take long before a pair of artisans from the nearest city catch wind of the stories, finding themselves wholly unprepared for the mountains' perils. After the PCs rescue them from a few sadistic mephits, they quickly recruit the PCs as guides. But protecting the duo as they venture through the lattice of frozen glass may be more difficult than expected, for the dual-natured outsider responsible for the art is both uncommunicative and unsociable.

ACT 1 LOST ARTS (CR 5)

This event may occur relatively close to Haerigholdt Pass, or could occur on any one of the mountain trails the PCs are likely to frequent. Allow the players a DC 10 Perception check to hear the sound of shouting and shattering ice just around the bend.

A pair of ice mephits took note of a pair of unprepared artists trekking up the mountain passes and quickly descended to have a bit of fun. Although entertained by their cries for help and pathetic attempts to defend themselves, the mephits are already growing bored of this distraction and will soon kill Riya and Holk. As soon as the artisans see another humanoid, they make a full withdrawal in that direction, hoping for aid. The mephits immediately focus their attention on the most threatening members of the party, fleeing if reduced to 4 hit points or less to let their fast healing work.

2 ICE MEPHITS

CR 3

XP 800 each
hp 19

RIYA AND HOLK

CR 1/3

Human experts 1 [Apprentice Jeweler, *Pathfinder Roleplaying Game NPC Codex*]

hp 4 (currently 3 nonlethal)

Once rescued, Riya and Holk thank the PCs profusely, offering a frenzied explanation for their presence in the mountains through chattering teeth. They'd heard rumors of a masterwork of living, icy glass somewhere on the mountain and, as glassblowers themselves, could not help but wish to see it in person. They had vastly underestimated just how dangerous the trails of the mountain were. They ask the PCs to guide them to Haerigholdt Pass, where they can rest up and rethink their plan. After a night's rest, they offer to hire the PCs as official guides, since they've already proven themselves rather capable. Although the artisans have little coin with them, they do have a single *agile alpenstock*^{UE} they purchased for this trip. It has done them little good, and they see no reason not to part with it for proper guides.

^{UE}This item can be found in *Pathfinder Roleplaying Game: Ultimate Equipment*.

ACT 2: THROUGH THE GLASS LATTICE (CR 5)

Locating the Lattice of Frozen Glass is not difficult, but reaching the trails is. The weather is bitter cold and the winds pick up as the PCs get higher. The area is treated as severe cold with strong winds. It takes 4 hours

of steady hiking to reach the trails near the Lattice of Frozen Glass, but it is immediately recognizable from the way the sunlight glimmers off the complex and beautiful patterns of ice.

The artisans urge the PCs on, hoping to find a suitable place to rest and take sketches of the work for future reference. Navigating the lattice trails proves more difficult, as the narrow trails wind through nearly cylindrical tunnels piercing through the mountain, leaving a canopy and walls of jagged, glass-like ice. These trails are difficult terrain, and any creature moving at more than half speed must make a DC 15 Acrobatics check or fall prone on the lattice work, taking 1 point of piercing and 1 point of cold damage. Creatures that succeed on a DC 20 Craft (glass) or Knowledge (nature) check know that the formations are neither natural nor likely to have been made by any known method.

Three 10 ft. squares on the trail are trapped to deter guests, dropping a large piece of the glassy canopy onto creature passing below.

JAGGED LATTICEWORK TRAPS (3) CR 2

XP 600 each

Type mechanical; Perception DC 25; Disable

Device DC 20

EFFECTS

Trigger location or touch; **Reset** none

Effect Atk +10 ranged (falling ice shards; 1d4+5 plus 1d4 cold); multiple targets (all targets in a 10-ft.-square area)

ACT 3: ARTISAN OF TWO WORLDS (CR 6)

Midway down the trail, a small opening into the mountainside reveals a glittering cavern carved out of glass-like ice. The cavern is warmer than the open air, though this seems to have no effect on the frozen glass. The chamber measures 15 feet high and 40 feet across at its widest point, divided into four subsections by small walls of latticework. Small vents let light shimmer through the chamber's glasswork. These barriers provide partial cover and are difficult terrain, though creatures that move through or stop in these squares take 1 point



of slashing and 1 point of cold damage each round.

This chamber is home to Ba'resh, a unique thoqqua that has long lived within the mountain. Despite no need to sleep, he often preferred to hibernate through the worst of the blizzards... but woke from the last one with a strange compulsion to create art and an uncanny knack for frozen magic. So taken by his compulsion to create art, the thoqqua has not stopped to consider the bizarre nature of this development. Ba'resh is incapable of speech, but body language quickly makes it apparent that visitors are not welcome and attacks anyone that does not immediately depart.

BA'RESH

CR 6

XP 2,400

Unique thoqqua oracle 6 (See Appendix I)

hp 55

ACT 4: THE ART OF FROZEN GLASS

With Ba'resh dealt with, the artisans quickly move in and begin taking notes on the fantastic display, coming to the conclusion that the strange structure and strength of the frozen ice is because of the thoqqua's natural heat interacting with its magical art. Anyone that succeeds at a DC 20 Knowledge (planes) or Linguistics check recognizes a few of the lattice formations as rough, runic Ignan. It translates to a poorly written poem praising an unnamed, snowy maiden.

Pleased with this discovery and intent on finding a nonmagical means of replicating the ice-glass, Riya and Holk gladly hand over the *agile alpenstock* and thank the PCs for their aid.

UNBENDING BOUGHS

(LEVEL 5)

Although Haerigholdt Pass is isolated in the mountains, it is not the only such community. One of the nearest is a small monastic hermitage. Trade between the two communities is common enough that the recent windstorms have been enough of a reason to construct a more permanent set of ropes and pitons on the most dangerous trails. Unfortunately, the inaugural journey using the new rope system goes horribly awry when a sudden gust blows three pitons loose and sends a monk and his cargo over the ledge. After a daring

rescue, the PCs learn the piton's failure was no accident and must find the troublesome saboteur.

ACT 1: WINDSWEPT

As the PCs are traveling along the newly roped mountain trail, they meet a small wagon headed the opposite direction with a few barrels of supplies for Haerigholdt Pass. Less than a minute after passing one another, a tremendous gale sweeps down the mountainside, immediately followed by the sound of several pitons popping loose from their moorings. Seconds later, panicked cries from driver and donkey nearly drown out the sound of tumbling, cracking wood.

Rescuing the monk and his cargo is no easy feat. The wagon arrested its fall atop a sturdy, cliff-dwelling tree 30 feet down the 70 degree slope, but it will slip and tumble the rest of the way (over 200 ft.) within 2d4 minutes. In addition to the monk (LN human monk 1), a single barrel of supplies remains fastened into the cart—as well as the donkey, kicking and braying as he hangs at a precarious angle while the whole mess remains tethered to the line of loose pitons!

Players may choose one of the following to aid in the rescue every minute, with each player success at the same task adding +2 to the highest result. Anything that has not been recovered by the time the cart tumbles down the mountain is lost. These are not the only ways to save the windswept monk; player creativity is encouraged, and should add to their checks accordingly (generally, a +2 bonus for creative thinking, and a +4 bonus for expending resources to do so).

Help the Driver!

Climb Down: DC 18 Climb / Pull Through Ropes: DC 18 Escape Artist

Secure the Ropes!

Quick Hands: DC 15 Dexterity / Careful Knots: DC 20 Knowledge (engineering)

Get the Donkey!

Calm Down: DC 20 Handle Animal / Untangle Leads: DC 20 Ride

Haul up Cargo!

Pull Cargo: DC 15 Strength / Guide The Ropes: DC 15 Wisdom

If the PCs successfully complete all of the skill challenges, the driver offers them a pair of *potions of endure elements* and a *potion of cure moderate wounds* as thanks.

ACT 2: BENEATH THE PINES (CR 4)

The PCs have a moment to relax after the frantic rescue, giving them a chance to examine the rope's failure. Most notably, one of the pitons that was tied to the rope is missing, leaving a fraying rope loop where it used to be. A successful DC 20 Perception check notes other sabotage, loosening many of the pitons anchored to the trees and rocks alongside the trail—even those that haven't yet come loose. PCs that succeed at a DC 20 Knowledge (nature) note an unusual number of pine needles scattered around the trail, but no signs of what may have caused this.

Before the PCs can really delve into their investigations in earnest, however, the wind picks up again and sweeps across the mountains. Too far from proper shelter, the monk suggests they move into the forested grove nearby. The weather, however, forces a pair of territorial, unusual-looking wolves towards the group. Covered with tiny, hair-like wooden splinters and with folded, snowy wings, these two territorial creatures are the pets of a sadistic twigjack lurking nearby. More intelligent than average, the wolves retreat to their master when reduced to 4 hit points or less.

2 FEY CREATURE WOLVES CR 2

XP 600 each

hp 13 (*Pathfinder Roleplaying Game Bestiary 3*)

ACT 3: INTRUDERS GET THE STICK! (CR 5)

Too arrogant to imagine mere humans would threaten his pets, the coniferous twigjack that has laid claim to this grove doesn't act until his wolves are slain or have retreated. Once they have, however, the twigjack wastes no time in threatening the PCs and directing their attention with insults and *ghost sound* before using bramble jump to get behind the weakest-looking individual. He insults any humanoid while fighting, cursing them for their attempts to tame the forest with man-made trails and spikes of 'evil steel,' even going so far as to claim it as an act of war against nature itself!

Tougher and even more territorial than a normal

twigjack, a coniferous twigjack leaves a trail of shed, dying pine needles in its wake. With a knack for wind and winter magic, it protects the forest from any perceived incursion—particularly one caused by hammering pitons into its trees! Any surviving wolves join their master in protecting the forest, this time fighting to the death.

CONIFEROUS TWIGJACK CR 5

Variant twigjack (See Appendix I)

XP 1,600

hp 37

ACT 4: THE ACT OF WAR

A trail of pine needles leads back to the small structure crafted from pine boughs. A wooden effigy of a vaguely humanoid figure about the height of a halfling is erected within, its torso pierced by the missing piton. PCs that succeed at a DC 25 Knowledge (history or local) check can make out a few details that suggest the wooden effigy may be a representation of a woman that went missing on the mountain's trails a half-century ago.

Unlike the other pitons used in the construction of the trail, this one is actually a +1 *cold iron stake*^{APG}, crafted with a loop in the base to allow it to easily hook onto one's gear. None of the monks were aware of its magic nor the properties of the metal, and tell the PCs to keep it. Additionally, the PCs are always welcome to stay at the monastery, and while the food and lodgings are rather meager, it is a warm place to spend a night.

^{APG}This item can be found in *Pathfinder Roleplaying Game: Advanced Player's Guide*.

HERMITS OF WINTER'S GALE (LEVEL 6)

The weather across the mountain trails has been growing more severe, thought to be the result of increasingly erratic winds. As a windstorm brews around them, a lost eagle lands among the PCs with a message for the monastery up the trail. Unfortunately, the PCs arrive to find a number of desperate animals driven into a frenzy by the storm. As the storm grows worse, the monks offer to allow the PCs to weather the

storm inside their walls—but it isn't long before strange howling echoes over the walls. The PCs must brave the winds to protect their hosts against unwelcome guests of the winter's gale!

ACT 1: MESSAGES BEFORE THE GALE (CR 5)

As the PCs are traveling along the mountain trails, the weather takes a turn for the worse as the winds begin to circle into a full storm. A trained eagle, battered by the winds, lands beside the PCs with a small tin canister fastened to its talon. It contains a brief letter—written in poorly rhyming poetry—meant for the enclave of monks nestled away in the mountains, detailing the strange and supernatural behavior of the wind as of late.

With a storm brewing and an insistent eagle that will neither fly nor part with the PCs, making a stop to deliver the letter and its carrier to the monastery seems prudent. Unfortunately, the weather grows increasingly inclement and by the time the PCs arrive at the walls of the monastery, there is a herd of rampaging yzobus battering down the wooden gates of the monastery's gardens. Despite the protests of the monks, the yak-like creatures are wounded and insistent on gaining entry.

Though these yzobus have the advanced template, they've been attacked by the howlers and forced out of their territory. The quills have reduced their hit points and given them the sickened condition. Their CR is unchanged as a result. PCs that remove the quills gain a +4 circumstance bonus on Handle Animal or wild empathy checks, though removing them is difficult while the yzobu remain hostile.

4 ADVANCED YZOBUS

XP 400 each

hp 17 (currently 14) (*Pathfinder Roleplaying Game Monster Codex*)

Weakness sickened

CR 1

ACT 2: HOWLING WINDS (CR 5)

No matter how the PCs deal with the yzobu, they are invited into the monastery just as the windstorm picks up strength, growing to severe 50 mph winds. The walls of the monastery rattle, but hold against the fierce storm.

As the howling truly begins, the PCs may make DC 18 Knowledge (planes) checks to identify the sound as more than just wind, or DC 30 Perception checks to hear the subtle differences between the wind and the creatures hiding within it. PCs that identified the source of the quills gain a +2 circumstance bonus on their Knowledge check.

If the PCs do not recognize the sound of the howlers and go to investigate themselves, a monk does so at sunset, leaving the gates of the monastery open as he staggers out into the storm wide-eyed with a mind addled by the curse. The duration of the howlers' siege is left deliberately vague to allow for as much tension as is appropriate—if the PCs are raring for a fight, then there is no need to play up the mysterious, supernatural nature of the windstorm. The howlers fight to death once the gates are opened, wishing only to get inside and inflict further pain upon the living.

2 HOWLERS

XP 800 each

hp 37 (*Pathfinder Roleplaying Game Bestiary 2*)

CR 3



ACT 3: SCALES BENEATH THE GALE (CR 8)

Soon after dealing with the howlers the wind grows into a full windstorm of 60 mph winds, beating against the monastery's walls with relentless (but relatively benign) howling. Unfortunately, the PCs actions have caught the attention of a fiendish frost drake that had taken the howlers as pets. It circles on the wind, harassing the PCs with hit-and-run tactics until either the PCs or the wind force it to land.

Given the severe weather, the PCs are likely to find as much difficulty firing back at the drake as it will have flying. The walls of the monastery offer some shelter from the wind, and creatures standing within 10 feet of a solid wall treat the wind conditions as one step less severe. After 2d4 rounds, a monk rolls out a small fireworks platform from a storehouse, shouting to the PCs over the wind. Although typically used for a ceremony celebrating the summer solstice, the platform can be used as an improvised siege weapon similar to a hwacha. If hit by this weapon, the drake immediately lands to attack its operators.

An improvised hwacha is a Huge direct-fire siege engine that requires a crew of 2, has a range increment of 90 feet, and deals 2d6 points of fire damage in a 10-foot-radius burst (Reflex DC 15 halves). Anyone that takes damage from the explosion is either blinded or deafened (50% chance of either) for 1 round. An improvised hwacha is loaded with 6 skyrocket fireworks, and a crewman may load a single firework as a full-round action. Due to the improvised nature of the weapon, the creature firing the weapon incurs an additional -4 penalty to their attack roll (for a total of -8 for creatures that do not have ranks in Knowledge [engineering]). An improvised hwacha targets a creature's touch AC.

FIENDISH FROST DRAKE

XP 4,800

hp 84 (*Pathfinder Roleplaying Game Bestiary 2*)

CR 8

ACT 4: SHARING MONASTIC TRADITION

The windstorm continues through the night, though its strength wanes considerably with the felling of the drake. When dawn breaks over clear skies, the monks reward the PCs with a pair of magical treasures from their storehouse as thanks for both returning their messenger and for saving their home: a *heavyload belt*^{UE} and a silk cord with three talismans tied on it: one *scarab lesser talisman*^{HA} and two *triskelion lesser talismans*^{HA}. They make a note that many of their messenger eagles have failed to return as of late, which is highly unusual (see *Windbound Maestro* for more details on the culprit!).

^{HA}These items can be found in *Pathfinder Roleplaying Game: Horror Adventures*.

^{UE}This item can be found in *Pathfinder Roleplaying Game: Ultimate Equipment*.

FRESH TRAILS BENEATH FRESHER SNOW (LEVEL 7)

The PCs are traveling with a small caravan moving through the mountains for the mutual shelter and safety added by combining forces. Unfortunately, neither party is capable of stopping the weather, and as a heavy sheet of sleet starts to fall the group is forced to seek shelter. After clearing a small outcropping of the freezing flows that had formed on its surface, the PCs discover that one of the caravaners has gone missing. Efforts to track the missing traveler inevitably reach a dead end, where the PCs must negotiate with one of two equally questionable parties for information on where their missing caravaner has gone.

ACT 1: BEHIND THE SNOWBANKS (CR 6)

As the PCs are traveling with a local caravan, heavy sleet begins to fall. Despite all of the caravan's preparations, they cannot stop inclement weather from slowing them down and ask the PCs to help find shelter until the storm passes. Fortunately, a nearby outcropping offers a large, icicle-covered overhang that shields creatures below from the weather. Unfortunately, the normal ice flows on the rock face hide a pair of dangerous, opportunistic predators.

Despite not being underwater, the heavy sleet makes it difficult to spot the freezing flows. If the PCs do not succeed at the Perception check to spot them and warn the group accordingly, a caravaner steps into one of the oozes.

2 FREEZING FLOWS

CR 4

XP 1,200 each

hp 47 (*Pathfinder Roleplaying Game Bestiary 4*)

ACT 2: TRACKS BENEATH FRESH SNOW

It does not take long after making camp for the caravan leader to discover that one of his men, Jorah, has gone missing. A quick search of the immediate area reveals a set of tracks leading away from the caravan when it stalled to find shelter. The caravan leader implores the PCs to find the man, knowing that few would survive that weather for long.

The trail is difficult to follow thanks to the weather conditions, requiring a successful DC 23 Survival check. The trail winds up the mountain, heading deeper into the thick woods that burgeon around the mountain's lower slopes. The trail is 2 miles long, and two events of note occur during the trip.

Shortly after departing, the PCs must ford a small and partially frozen stream. Creatures may attempt to cross on patches of ice. Small or smaller creatures carrying less than 100 lbs. can cross the ice at half speed without risk. Medium or larger creatures, creatures carrying more than 100 lbs., or creatures moving at more than half speed risk breaking through the ice. Creatures that break through the ice are immediately exposed to the effects of severe cold, and must continue to make saving throws against the effects of cold every minute until they dry off. Fortunately, the water is not particularly deep or fast-moving, and it is only a DC 10



Swim check to reach the shore.

As the PCs approach the end of the trail, they come across a small patch of snow-covered bear traps. PCs that fail to notice the traps have a 50% chance of stepping in one every fifty feet traveled until all the traps are discovered, disarmed, or triggered.

5 SNOW-COVERED BEAR TRAPS CR 2

XP 600 each

Type mechanical; **Perception** DC 25; **Disable Device** DC 20

EFFECTS

Trigger location; **Reset** manual

Effect Atk +10 melee (2d6+3); sharp jaws spring shut around the creature's ankle and halve the creature's base speed (or hold the creature immobile if the trap is attached to a solid object); the creature can escape with a DC 20 Disable Device check, DC 22 Escape Artist check, or DC 26 Strength check.

When the PCs finally reach the end of the trail, however, they find torn scraps of cloth and bloodied snow—but no sign of their missing caravaner...

ACT 3: A WORG AND A HARD PLACE (CR 8)

...Except for a raspy, haunting voice that addresses them from the surrounding foliage.

"More intruders to my domain, but these are looking for something. Perhaps the lone straggler that was here not so long ago? Perhaps I could help... if you solve a rather persistent annoyance that has run rampant in my domain."

Unless the PCs look deliberately hostile, they are approached by Sleetfur, a winter wolf bloodrager whose pack has been getting thinned. The wry old wolf is as sadistic as the rest of her kind, but knows that a group of adventurers could pose her even more trouble than her other enemies—so it is best to pit them against one another.

If the PCs agree, she directs them to a small camp of

poachers just over a nearby rise. The poachers are vile trappers with little regard for the natural world and seeking only to profit off the butchering of animals. The white furs of mountain wolves have proven particularly profitable.

In speaking with the poachers, they learn that they have been on the trail of Sleetfur for many weeks, hoping to at last bring the head of the beast home to their mantle. They are greedy and cruel, caring little for the animals they hunt and thirsting for the blood of the kill. If they learn the PCs have been sent by Sleetfur, they offer the same knowledge she possesses—they have met the caravaner, and can confirm he is alive. In exchange for Sleetfur's head, they can share the direction he went.

SLEETFUR CR 8

XP 4,800

Female winter wolf bloodrager 3

hp 99 (see Appendix I)

POACHERS AND 2 WILD LANCERS CR 4

XP 1,200 each

hp 63 (*Pathfinder Roleplaying Game NPC Codex*)

BRUTAL HURLER CR 3

XP 800

hp 47 (*Pathfinder Roleplaying Game Villain Codex*)

ACT 4: SHED SKIN

When the PCs find Jorah, he is meditating beside a small, frozen pond. When confronted, he admits that the bloody scene was his own doing, an attempt to write an end to his journeys with the caravan. He admits that he left the caravan of his own free will and had only joined it knowing that it would pass this location.

If the PCs appear cordial enough, he reveals that he is not fully human, but a skinwalker (*Pathfinder Roleplaying Game Bestiary 5*). If the PCs agree to keep his secret, he can reward them with his *comfort's cloak*^{UE}.

If you wish to use this scenario with the Rimeguide

Trials, then the caravaner will ask the PCs if they know anything of the "Rimeguides of the Mountain." Whether or not they do, these trials will play an important role in that adventure.

UEThis item can be found in *Pathfinder Roleplaying Game: Ultimate Equipment*.

THE RIMEGUIDE TRIALS (LEVEL 8)

The PCs happen across a troubled clan of werebears that act as staunch protectors of the mountain's natural habitats. Every dozen years they perform a ritual at their 'birthplace,' a shrine hidden away within a small spring somewhere on the mountain. But a serpentine predator has taken up residence there, intrigued by the spring's natural magics. The PCs must drive away the interloper to discover the hidden secrets beneath the spring—but first they must prove their worth to the distrustful lycanthropes of the mountain!

If the PCs have already completed Fresh Trails Beneath Fresher Snow, the skinwalker Jorah can lead them to this group of werebears.

ACT 1: UNEASY GUIDANCE (CR 7)

While traveling the mountains, the PCs are approached by a ragged old man, who looks nearly dead from the mountain's chill winds. If the PCs attempt to aid him, a pair of werebears in hybrid form approach peacefully to speak with the PCs as the old man reveals his true nature. Otherwise, this encounter quickly devolves into combat and the players may well miss the rest of this adventure!

The Rimeguides of the Mountain, as the trio of werebears call themselves, consider themselves the wardens of the mountain and see fit to test all that would wander its slopes. Though powerful sentries to the mountain's greatest treasures, they admit a danger lurks within its depths that they cannot best. The PCs may be their best chance of defeating the "foul wyrm" that infests their spring, but first the PCs must prove their worth against the werebears themselves!

The werebears prefer group combat as a means to test the mettle of all involved and will accept challenges to single combat only if the PCs agree to three individual, concurrent duels. When a werebear is brought below 7 hit points, he surrenders and allows his comrades to finish out the battle. Unless anyone is killed, the PCs pass this trial when all werebears have been bested.

3 WEREBEAR

CR 4

XP 1,200 each

Human afflicted werebear ranger 4

hp 34 (*Pathfinder Roleplaying Game Bestiary 2*)

Ranger Spells Prepared (CL 1st; concentration +2)

1st—cure light wounds

ACT 2: BEYOND THE FROZEN FALLS (CR 6)

With victory proving that the PCs are formidable combatants, the Rimeguides explain that their great longevity and strength comes from an annual ritual performed at their birthplace, a small shrine hidden within a spring. Unfortunately, a terrible "wyrm" has seen fit to claim the spring as its lair, snuffing out the beacons that kept the spring illuminated with a protective light. The werebears provide 4 ounces of 'blessed' lantern oil that will be required to relight the beacons.





Reaching the spring is no easy task, as it is nestled in a small, cavernous gap in one of the mountain range's steepest slopes. A half-frozen waterfall trickles down the 50-foot rise, leaving huge icicles clinging to the frozen stone. A pair of unlit shrines stand halfway up the rise on either side of the falls. The PCs must light these shrines as part of their ascent. Climbing the icy, rocky wall requires a DC 25 Climb check. The ledges that house the beacons are 15 feet across, but only 5 feet wide.

A nest of boreal spiders dwells on the cliff face, well adapted to the cold and preying on creatures that come for the spring's water. They do not approve of the intrusion on their hunting grounds and scuttle out as soon as the first beacon is lit.

4 BOREAL GIANT SPIDERS

XP 600 each

hp 16 (See Appendix II)

CR 2

ACT 3: TRIALS UPON CHILL WATER

The frozen falls lead into a small spring nestled within the mountain. Sheltered from the wind and the elements by the shape of the rock around it, the waters of the spring lay relatively still. A pair of unlit lamps sit to either side of the 50-foot wide pool, at the center of which is a 10-foot circular island with a small stone altar.

This spring is sacred to the Rimeguides of the Mountain, and those that succeed at a Perception check may spot the "wyrm" beneath the waters before she emerges to threaten the PCs. Those that succeed at a Knowledge (dungeoneering) check can successfully identify the water naga and know that the creature is not at all related to wyrms.

The druidic naga is capable of communication but highly territorial, having been attracted by the shrine's inherent magical properties. She urges the PCs to leave, knowing that humanoid interference inevitably makes things worse. It is difficult, but not impossible, to avoid conflict with the naga: her starting attitude is unfriendly (requiring a DC 24 Diplomacy check to be made at least indifferent) and further considers sharing the shrine a significant gift of her own secret knowledge (resulting in a request DC of +15). Those able to appeal to her druidic motivations (such as other druids) gain a +4 circumstance bonus on their Diplomacy checks.

DRUID CREATURE WATER NAGA

CR 9

XP 6,400

hp 76 (*Pathfinder Roleplaying Game Bestiary 3*, *Pathfinder Roleplaying Game Monster Codex*)

ACT 4: BENEATH THE FROZEN SPRING

Once all four beacons have been lit, a pale radiance glows from beneath the central shrine, as though a passage below has been illuminated. Pushing aside the heavy altar requires a DC 20 Strength check and

reveals the narrow, steep staircase the descends beneath the spring.

The cramped chamber consists of ice-like crystalline growths, the source of the chamber's illumination, and a single stone dais engraved with a simple verse written in Sylvan. The ghostly image of werebear emerges to greet the PCs, presenting them with a single raw flank of meat upon the dais before bowing and fading back into the crystals. Those that consume the meat become afflicted werebears, but are bound by a *geas-quest* as though wearing a *ring of bondage*^{ui} that binds the consumer to the will of the mountain spirits. Unbeknownst to the werebear guides or their ghostly patron, the mountain spirits have been subsumed by the undying rage of the Poet of the Peak, and they now serve her nefarious ends.

Besides the lycanthropic gift, the PCs can collect the treasures of the Rimeguides from this hidden shrine: a pair of *claws of the ice bear*^{ue}, an *eagle cape*^{ue} and an *eyes of the owl*^{ue}. As an additional boon, the Rimeguides can guide the PCs to any location in the mountain range, though their *geas-quest* to the yuki-onna at the mountain's highest peak means they share all their knowledge about the PCs abilities and movements with her (knowingly or unknowingly). Whether or not these events come to pass (see The Poet of the Peak) is up to you!

^{ue}These items can be found in *Pathfinder Roleplaying Game: Ultimate Equipment*.

^{ui}This item can be found in *Pathfinder Roleplaying Game: Ultimate Intrigue*.

WINDBOUND MAESTRO

(LEVEL 8)

While the PCs are returning or preparing to leaving Haerigholdt Pass, a strange and haunting melody wafts across the hamlet on a strong and sudden burst of wind. Although the wind itself seems mundane, it sends the hamlet's animals into a frenzy. The riled animals calm nearly as quickly as they excited, and one of the newcomers to the hamlet suggests that the musical wind may be to blame. The bard Ernst suggests the PCs track the wind back to its source further up the slopes before a greater wind comes and drives the animals mad for good. But the PCs will have to contest with more than just the winds, for upon the wind-wracked plateau waits the tempestuous hala demon Kir'lak, the Windbound Maestro.

ACT 1: MELODIES ON THE GALE (CR 6)

The PCs are outside of the inn at Haerigholdt Pass when a haunting melody drifts in upon the breeze. Moments after hearing the music, a sudden gale surges through the hamlet, slamming shutters closed and breaking the front window of the inn. Immediately after, the animals of the hamlet go wild—barking and braying with sudden fury as they rush to attack the nearest humanoids!

Any animals or animal companions the PCs have may make saving throws (DC 17 Will) to resist the dominate effect, but a good portion of the hamlet's animals are assumed to fail their saving throws and are represented by the creatures below. Although Eleanore Haerigholdt stays indoors to avoid getting involved in the attack, she shouts through the window 1 round after combat begins, imploring the PCs to use some restraint while

THE TEMPTATION OF POWER

While there is nothing stopping the PCs from eating the gift, lycanthropy is a dangerous and powerful thing in player hands and the additional curse of the *geas-quest* to the Poet of the Peak may well result in the PC turning on their former allies!

If you are using the Corruption system from *Pathfinder Roleplaying Game Horror Adventures*, this shrine provides the perfect catalyst to an interesting and potentially sinister moment for the PCs. However, if you feel that the risk of offering lycanthropy to one of your players may be too divisive, simply explain that this lycanthropic gift will not work without the accompany ritual performed by the Rimeguides of the Mountain—and while thankful, they do not wish to induct any of the players into their organization.

holding back the animals—they are hers, after all!

This wind-carried *dominate animal* is a powerful effect that Kir'lak can perform once per week on the *pipes of storms* hidden away in his lair, affecting all animals in a 100-foot radius anywhere the wind can reach. This *dominate* effect lasts 8 rounds, and any animals that have not been rendered unconscious (or killed!) during this time quickly calm back to normal—having no apparent memory of the attacks.

6 CHICKENS **CR 1/6**

XP 65 each

hp 5 (*Pathfinder Roleplaying Game Bestiary 5*)

2 RIDING DOGS **CR 1**

XP 400 each

hp 13

2 HEAVY HORSES **CR 2**

XP 600 each

hp 19

As the animals, music, and wind all calm to an incongruent tranquility, a fur-wrapped traveling bard named Ernst emerges from the inn. He explains that he'd heard vague tales of the strange, musical winds across the mountain ranges but had never anticipated to experience it himself. Although not much of a mountaineer, he offers a *stormlure*^{UE} to the PCs if they can find the source of the music and bring it—or a reasonable explanation of how it works, at least—back to him.

Unbeknownst to Ernst, the very treasure he offers to the PCs to further investigate the musical winds is what allows Kir'lak to target Haerigholdt Pass with such accuracy. Until the *pipes of storms* are dismantled, anyone carrying Ernst's *stormlure* is targeted once per week by Kir'lak.

^{UE}This item can be found in *Pathfinder Roleplaying Game: Ultimate Equipment*.

ACT 2: UPON THE WINDSWEPT PLAIN (CR 8)

Following the wind to its source is a fairly simple, if lengthy, journey over 30 miles. Most of the journey is trackless wilderness, ranging from forested mountainside to steep, hilly inclines. Eventually the PCs can locate the 'source' of all wind that blows down over Haerigholdt Pass as passing through (or over) the Windswept Plain, a desolate plateau nestled between two peaks of the mountain range.

The plateau offers little in the way of vegetation, as most trees have been blown bare or uprooted by severe hurricane-force winds. The only animals that remain are the most stubborn and hardy, a small herd of mountain bison wholly devoted to the Windbound Maestro that has charmed them. They wear makeshift armor cobbled together from the feathers of dozens of birds, though eagle feathers are the most prominent among them.

The bison are considered hostile to all that approach their plain, and attack on sight. They are particularly blooded against avian or airborne foes, attacking them to the death and gaining a +1 bonus on attack and damage rolls against such foes.

4 BISON **CR 4**

XP 1,200 each

AC 18, touch 9, flat-footed 18 (+1 armor, +8 natural, -1 size)

hp 42

SQ bloodied

Gear Padded barding

ACT 3: MAESTRO OF TEMPESTS (CR 10)

The sound of battle inevitably draws Kir'lak from his lair in the highest reaches of the plateau, and he swoops in on the gale to defend his herd only moments too late. The Windbound Maestro is furious at the intrusion, and even more rankled that mere mortals would dare to criticize the masterpiece of his music. The arrogant musician attacks from the sky, using wind and brute force to push his foes from his plateau. Though he carries no instrument with him, the winds around him play a frantic and violent tune as he swoops down upon his enemies—a song he has titled the *Winds of Absolution*.

WINDS OF DOMINATION

PCs that wish to utilize the *pipes of storms* in the same manner that Kir'lak has—that is, to *dominate* animals across the mountainside—find the process difficult. Learning the proper song that resonates with the wind is a difficult task, likely to send the PCs scouring the mountains in search of the correct dirge and beyond the scope of these short adventures. Playing it is equally difficult, requiring a successful DC 35 Perform (wind) check and requires the player to have some knowledge of their target location (determined similarly to a *teleport* spell). If the wind cannot reach the target area, the attempt fails. The remote location of the *pipes*, difficulty of use, and infrequent ability to call upon them limits their usefulness as a tool for *dominating* animals in PC hands.

Most notably, however, once the *pipes of storms* have been removed from their naturally occurring formation on the mountain, they can no longer be used in this way.

KIR'LAK, THE WINDBOUND MAESTRO	CR 10
XP 9,600	
hp 102	

ACT 4: STORMSONG PIPES

In Kir'lak's lair is a naturally occurring set of *pipes of storms* (see Appendix II). They must be carefully broken away from the surrounding stone to avoid damaging them. Characters may perform DC 25 Knowledge (engineering) or Profession (mason or miner) checks to remove the *pipes*. Similar skills may be used, at GM discretion. It requires three successful checks to remove the *pipes*; failing a check by 5 or more imposes the broken condition on the *pipes* and three such failures (successive or otherwise) irreparably destroys them.

When the PCs return to Haerigholdt Pass, Ernst gladly rewards them with the *stormlure* in exchange for information about the *pipes*. Whether or not the PCs give them to him, he asks to be granted the privilege of studying them and learning from this miracle of nature.

ENTRANCED BY GREEN (LEVEL 9)

A landslide rumbles across the mountain trails, unearthing a pair of tunnels that bloom with humid, geothermal heat. As a group of fungal invaders drift upward and into the path of the players, the dormant master of the subterranean wakes to the arrival of newcomers. With her domain finally open to the world above, the Verdant Lady at the rear of the cavern sets

her sights upon the mountain range once again—and the PCs may just be the agents she needs to rekindle her long-dormant conquest!

ACT 1: BENEATH THE TRAIL (CR 7)

As the PCs are traveling a desolate trails, an earthquake causes the entire mountainside to rumble. A small landslide sweeps across the trail, threatening any PCs on the trail as it becomes part of the slide zone. Characters in the slide zone take 3d6 points of damage, or no damage if they make a DC 15 Reflex save. Those who fail their saves are buried. Buried characters take 1d6 points of nonlethal damage per minute. If a buried character falls unconscious, he must make a DC 15 Constitution check or take 1d6 points of lethal damage each minute thereafter until freed or dead.

To make matters worse, the landslide has unveiled a pair of geothermal vents long covered with dirt and snow. Before the players have a chance to fully recover from the landslide, a cluster of tsaalgrends waft up from the vents. Though the sunlight blinds them for a brief moment, they soon move to prey upon the PCs as they struggle with the landslide's effects. The area of the landslide is considered difficult terrain for the duration of the combat.

5 TSAALGRENDs	CR 2
XP 600 each	
hp 19 (<i>Pathfinder Roleplaying Game Bestiary 5</i>)	

ACT 2: BUBBLING FROM BELOW (CR 7)

The aftermath leaves the trail hardly recognizable, but dozens of open vents now lead down at a 30-degree angle into the earth. They emit a noxious-smelling and humid air noticeably warmer than the mountain's surface. PCs that investigate the cramped tunnels must follow them approximately 80 feet into the ground before they open up into a small, fungus-covered cavern.

Trickles of melting snow drip from the ceiling of the cramped cavern, flowing down into a small, burbling stream that leads further into the depths of the cavern. Fungal growths stretch nearly to the roof of the chamber, growing atop and around the natural rock formations. A pair of humanoids, their forms riddled with fungal growths, lurch forward through the maze of stalagmites and fungi. Humanoid skeletons lie around the cavern in varying states of decay.

They stand a silent vigil as the PCs approach, demanding the PCs show reverence before the Verdant Lady once they are close. Unless the PCs agree, they attack in an attempt to capture the PCs and bring them forcefully before their master. The cavern is claustrophobic with plentiful cover; the stream is only 1 foot deep and warm enough to be uncomfortable (but not harmful) to anyone without fire resistance.

2 FUNGAL CRUEL DEVOTEES CR 5

XP 1,600 each

hp 41 (*Pathfinder Roleplaying Game Bestiary 4*;
Pathfinder Roleplaying Game NPC Codex)

ACT 3: THRONE OF THE VERDANT LADY (CR 10)

Whether the PCs agree to peacefully meet with the Verdant Lady, forcefully make their entry, or are set before her as prisoners, they are met with the sight of a large white dragon whose scales have glazed with a natural fungal verdigris. Strips of mossy growths hang from the dragon's snout like a leafy beard, while piercing green eyes contrast what little of the ivory white still shines through. The cavern opens wide enough to accommodate

her atop a lumpy, mushroom-like throne—though the chamber is obviously too small to comfort a dragon of her size.

This unfortunate creature is the Verdant Lady, a young adult white dragon who long ago succumbed to the fungal infection that has kept her trapped within this cavern, the only place on the mountain capable of sustaining her dual-natured existence. Despite now being more plant than dragon, the Verdant Lady has long had deigns on reclaiming the mountain that was once hers, bringing festooning green to the snowy landscape. Although placidly contended with her new nature—and using her innate mastery of ice and snow to keep the cavern at the perfect level of humidity for her and her minions—she has grown weary of such lengthy slumber within the confines of her prison.

The Verdant Lady speaks only in Sylvan, a tongue she believes superior to her previous one, and demands that non-plants prostrate themselves before her while



speaking with her. Unless the PCs appear immediately hostile, she offers them the opportunity to prove their worth to her. Knowing that she cannot venture onto the mountain, she offers the PCs a choice: accept the gifts she can offer them, or bring her gift to others. If even one PC accepts the offer to join her, she becomes friendly and refrains from attacking (see the consequences of such a choice in the sidebar below). Otherwise, she uses a claw to draw a small trickle of her blood into a silver flask, offering it to the PCs to bring to others.

Although the Lady is slow to anger, she believes herself a superior life form to both dragons and humanoids, and will tolerate no indigence. If she believes the PCs to be misrepresenting their intentions, she will attack at once—and force them to accept her gifts.

THE VERDANT LADY

CR 10

Fungal young adult white dragon

XP 9,600

hp 115 (*Pathfinder Roleplaying Game Bestiary 4*)

ACT 4: GIFTS OF THE VERDANT LADY

If the PCs appease the Verdant Lady, either by joining her supplicants or by bringing her new blood, they gain a powerful (if indolent and unpredictable) ally. She grants them access to her hoard, having little need for the trappings of her old draconic life. Although she had little time to collect a new hoard before infested by spores, she still has a few of the treasures one would expect to find in a dragon's hoard. Unfortunately, most of these treasures have been ruined by time, decomposition, and fungal infestation. Of course, if the PCs fought the formidable battle against a dragon in her lair, they have earned this hoard!

The only items that have not rotted away into worthlessness are a +2 *living steel*^{UE} chain shirt, +1 *living steel*^{UE} longsword, a gold-and-silver *headband of mental superiority* +2, a *cloak of elvenkind*, a marble statuette of an elven deity worth 1,000 gp, a collection of intricate gemstones worth 10,000 gold pieces, and another 5,000 gold pieces in various coinage from ages long past and covered with varying degrees of rust and mold.

Although there are a dozen potions of different form and function in the hoard, these are all visibly contaminated by fungal spores. Creatures drinking these potions are affected as though by the Verdant Lady's spores. The potions themselves are subject to GM discretion, but should not total more than 2,000 gp.

^{UE}This special material can be found in *Pathfinder Roleplaying Game: Ultimate Equipment*.

THE EYE OF UNREPENTANT SLIGHT (LEVEL 11)

Elaenore Haerighardt's husband vanished on the mountain trails many years ago, but the humble mountain inn did not stay empty for long. But when an untimely guest comes to peer through the frost-rimmed windows at the burning hearth, a decade's worth of memories are unearthed. The spirit of Dagrul Haerigholdt has not rested easy, and his wife's continued success in his absence only enrages him all the more. The PCs must dig up secrets best left buried in order to permanently restore peace to the simple people of Haerigholdt Pass!

THE PLANT SIDE OF LIFE

While the Verdant Lady's 'gift' of fungal infection is genuine, PCs that succumb to the poison are likely to find their adventuring career at an end. Few places on the mountain are capable of sustaining the fungal life found in this cavern, and infected creatures that venture out onto the trails are likely to succumb to the cold before finding a new home. Conversely, the perfect habitat of the cavern appeals to the most base nature of the plant organisms, as the Verdant Lady's contented stay within her prison can attest. More likely than not, those that accept the Lady's gift will join her supplicants in eternal worship... without actually doing any of the things they promise to her. A similar fate awaits any that the PCs bring to serve the Verdant Lady—a condemnation to a half-life of slavery that is an undeniably evil act.

ACT 1: A VISIT FROM THE DAMNED (CR 8)

This encounter can happen while the PCs are resting at Haerigholdt Pass or as they are returning from adventures elsewhere along the mountains, ideally at dusk or after sunset. Unbeknownst to the residents of the tiny hamlet, a group of undead spies have swarmed into the skies above to take note of their every action for a vengeful voyeur condemned to his tomb.

PCs that succeed at a Perception check opposed by the isitoqs' Stealth will notice the strange, bat-like creatures apparently hovering in the area around Haerigholdt's inn, but the poor lighting prevents them realizing they are anything more than diminutive flying creatures until they are less than 15 feet from the creatures. The PCs should be offered plenty of opportunities to spot the undead spies—they will observe the inn throughout the night, batting their grotesque bodies against the windows to get a better look when creatures move out of view.

Though bizarre, the isitoqs pose little threat to the PCs. If attacked, the skeletal seer emerges from her hiding place to make a fighting retreat with her swarm. Unless slain, she continues to return once per week. She does little to cover her trail coming or going, and PCs can follow her back to the isolated cairns that Dagrul haunts. If the PCs lack the skills to follow the trail, a successful DC 25 Knowledge (history or local) can identify her equipment as the possessions of a tribe that once lived higher in the mountain range. Those that succeed at a DC 25 Knowledge (geography) know the regions where the tribe used to live, though the cartographer Varsk can simply sell the PCs a map to that location for a marginal fee.

Until dealt with, Dagrul will continue to haunt the inn, creating more spawn from the unfortunate souls of passerby to spy upon his old love. Elaenore eventually implores the PCs to investigate on her behalf, if only so that they can have a safe place to sleep again!



8 ISITOQS	CR 1/2
XP 200 each	
hp 9 (<i>Pathfinder Roleplaying Game Bestiary 4</i>)	

SKELETON CHAMPION TRIBAL SEER	CR 6
XP 2,400	
hp 32 (<i>Pathfinder Roleplaying Game NPC Codex</i>)	

ACT 2: GRAVEYARD OF SOULS (CR 10)

The lengthy trek through the mountains ends where the range dips into a narrow, chasm-like valley. Simple stone cairns stand as tall as trees between a pair of ancient crypts built into the hillside. Gigantic bones from a tremendous creature are draped over the shattered ruins of stone structures, creating an ice-and-bond canopy above the eerie graveyard.

A successful DC 20 Knowledge (arcana) check easily identifies the bones as draconic, though long dead. Unfortunately, overwhelming negative energy permeates the bones as part of a cruel trap while the cairn's undead guardians surge forth to attack intruders.

DRAGONBONE CAGE TRAP

CR 7

XP 3200

Type magic; Perception DC 30; Disable Device DC 30

EFFECT

Trigger (proximity) alarm; **Reset** none

Effect spell effect (*icy prison*, prison of frozen bones, DC 17 Reflex save or be trapped inside for 9 minutes, deals negative energy damage instead of cold damage)

4 ADVANCED FROST WIGHTS

CR 5

XP 1,600 each

hp 34

ACT 3: DEATH AND HEARTBREAK (CR 12)

One of the crypts has collapsed, but the doorway into the other stands agape as the wind whips through its vacant halls. This is where Dagrul Haerigholdt met an untimely demise, masterminded by the Poet of the Peak's cruel, heartbreaking half-truths. He had begun to suspect his wife of infidelity, and the Poet of the Peak played upon his suspicions to push him to isolation. In a fit of anger, he stole his wife's wedding ring, departed into the night, and never returned.

The echo of his moment of revelation, the final series of lies that drove the poor man insane with paranoia and heartbreak before he froze to death, lingers in this chamber as a haunt. The man himself stands where he died, waiting for another report on his wife's activities.

He is not expecting the PCs, and demands to know why they dare intrude upon his sanctuary.

He is forthcoming about himself, confessing to both his actions against Elaenore and the reasons he so loathes her. Unless the PCs agree to act as his eyes and ears and torment his wife into maddening undeath (an unlikely scenario for the average party of adventurers), diplomacy will eventually break down as he marches forward to attack, trying to draw his foes into the area of the haunt. Dagrul is not bound to the crypt, but loathes sunlight and feels compelled to remain there in eternal lamentation.

DAGRUL HAERIGHOLDT

CR 11

Advanced frost wight fighter 6

XP 12,800

hp 101

LOST LOVER'S WRATH

CR 9

XP 6,400

NE persistent haunt (45-ft. Radius)

Caster Level 11th; **Notice** Perception DC 20 (to hear faint whispers from an unseen woman)
hp 40; **Weakness** vulnerable to emotion spells (deal 1d6 damage per spell level); **Trigger** proximity; **Reset** 1 day

EFFECT

The ghostly image of a beautiful woman appears beside you, whispering troubled secrets through your ears, informing you of everything from unknown slights to hidden betrayals your friends have enacted behind your back. The haunt targets living creatures in the area with *utter contempt*^{UM}, affecting one creature per round until all creatures are afflicted. Creatures affected by this do not treat each other as allies for the purposes of flanking, spells or effects that target allies, teamwork feats, or similar abilities. Once per minute while the haunt is active, it targets a creature currently under the effect of *utter contempt* with *vengeful outrage*^{UM}, urging it to fight its former allies.

DESTRUCTION

Slaying Dagrul and returning the stolen ring to Elaenore Haerigholdt permanently destroys this haunt.

^{UM}These spells can be found in *Pathfinder Roleplaying Game: Ultimate Magic*.

ACT 4: VAULT OF THE SCORNED LOVER

Most of the grave goods and treasures interred with the dead have rotted away to nothing, but one particular figure still wears a shining belt of engraved steel, a *belt of fallen heroes*^{UE}. The various gemstones and offerings to the dead that have not decayed are worth 4,000 gp if collected.

Among the other rusting treasures of the crypt is a relatively new ring cast aside. This simple silver band set with a small sapphire once belonged to Elaenore Haerigholdt, and returning it puts Dagrul's spirit and the haunt that tormented to rest at last. Elaenore, for her part, wishes only to forget the past and tosses the ring into the hearth to destroy it.

^{UE}This item can be found in *Pathfinder Roleplaying Game: Ultimate Equipment*.

DREAMING WITH THE DAMNED (LEVEL 11)

Among the most powerful guardians of the mountain range is the tormented, nightmarish echo of an ijiraq that once protected the most desolate reaches of the range. After a tear between the material plane and the Dimension of Dreams left the fey guardian trapped in a world of nightmares for the better part of a century, it emerged only by following the haunting verses penned by the Poet of the Peak. Newly returned to its hunting grounds, the nightmare lord ijiraq shares the masterful music of its master in the form of nightmarish horrors visited upon the once-peaceful slumber of the mountains' denizens. But to truly put an end to the

A COMPLICATED RELATIONSHIP

If the PCs confront Elaenore Haerigholdt about her husband, she admits that they had always had a troubled relationship. Although they both took to the isolated lifestyle of the mountains (it was what brought them together in the first place!), they soon found themselves bored of one another's company. Though she admits having eyes for the their most frequent patron, Anaira, Elaenore insists that she did nothing to dishonor her marriage vows... that is, until her husband was presumed dead. She did not remarry, but her relationship with Anaira remains very close.

terrors of the night, the PCs must stand upon the edge of reality and look upon nightmare itself!

ACT 1: CASCADE OF RESTLESS NIGHTS (CR 7)

During their travels across the mountain range, the PCs' slumber inevitably attracts the attention of the ijiraq that prowls it. Though it can sense their dreaming minds and has learned their names through its servants, it is unable to identify any particular sleeper and must attack at random when the PCs are presumed to be sleeping. Additionally, they are more sheltered against its attacks at lower altitudes, gaining a +4 bonus on saving throws made to resist its spell-like and supernatural abilities. Sleeping at Haerigholdt Pass offers a similar level of safety, resulting from a latent respect the ijiraq had for the mountain hermitage. The nightmare lord cannot affect creatures outside its mountain range with its abilities.

In addition to the fatiguing effect of the night terrors, the ijiraq sends a spectre—the same one it used to learn of the PCs—to attack them every 2d3 days. The first victim of the nightmare lord's terror, it regenerates every week to continue its assault against the PCs. It focuses its attacks on the creature with the most Charisma damage, hoping to weaken its resistance against its master. Destroying the spectre via its resurrection vulnerability severs its connection to the nightmare lord and puts the spirit to rest permanently.

SPECTRE

CR 7

XP 3,200

hp 52

ACT 2: THE PATH OF NIGHTMARE (CR 11)

Unless the PCs vacate the mountains entirely, they will be continually plagued by the nightmare lord until they track the nightmares to their source. Fortunately, each nightmare they are afflicted with makes finding the source of these nightmares slightly easier. PCs that have experienced a *dream* or *nightmare* may attempt a DC 40 Knowledge (geography or local) check to attempt to match their visions with reality. PCs that have experienced the dreams may aid one another on these checks, and every subsequent dream grants a cumulative +2 bonus on the check. Varsk can aid the PCs with these checks, using his extensive knowledge and maps of the area to help triangulate the location of the nightmare lord's breach.

The nightmare lord's lair is a secluded grove that runs down one mountainside and across a wide valley. The snowy plains before the woods are perfectly white, save for a single cottage nestled just before the woods—an almost dream-like image of pastoral peace. This cottage is home to Mortimer Glatz, a willing servant of the nightmare lord. The woods beyond exist between realities, bearing more similarity to the Dimension of Dreams than the material plane.

PCs that approach the cottage are met by Mortimer atop his gifted steed. He offers the PCs an opportunity to willingly offer themselves to his master, the truest protector of the land and mind, and attacks if the PCs refuse to submit to their innermost nightmares. Once battle begins, the nightmare lets out an otherworldly whinny, attracting a flight of nightgaunts from the woods. The cottage is nearly 200 feet from the edge of the woods, allowing the PCs an opportunity to attack before being swarmed from the sky!

BEARER

CR 7

XP 3,200

hp 55 (*Pathfinder Roleplaying Game Villain Codex*)

Gear +1 chainmail, mwk heavy steel shield, mwk kukri, *nightmare boots*^{UE}, occultist's implements^{OA}

ADVANCED NIGHTMARE

CR 6

XP 2,400

hp 63

6 NIGHTGAUNTS

CR 4

XP 1,200 each

hp 37 (*Pathfinder Roleplaying Game Bestiary 4*)

ACT 3: WITHIN THE WAKING DREAM (CR 12)

The interior of the grove is a twisted, shadowy mockery of what woods should look like. Lengthy, gnarled shadows stretch across trails from light sources that do not exist and insubstantial whispering haunts the PCs' every step. Although not truly the Dimension of Dreams, the forest bends to the will of the nightmare lord and works to drive the PCs in maddening circles and using its abilities to manipulate the weather and winds before it finally deigns to confront them.

The nightmare lord ijiraq offers them little quarter, knowing that if they denied Mortimer they would surely refuse it. Four dominated minions—the surviving remnants of a group of travelers—give their lives to protect the nightmare lord.

NIGHTMARE LORD IJIRAQ

CR 10

XP 9,600

hp 105 (*Pathfinder Roleplaying Game Bestiary 4*)

2 WRATH PRIESTS

CR 7

XP 3,200 each

hp 71 (*Pathfinder Roleplaying Game NPC Codex*)

2 ADVENTURING BLACKSMITHS

CR 5

XP 1,600 each

hp 61 (*Pathfinder Roleplaying Game NPC Codex*)

ACT 4: THE NIGHTMARE FORGE

Once the nightmare lord is slain, the breach between the Dimension of Dreams and reality is permanently sealed. As the woods begin to slide back towards reality, a pair of buildings emerge from the shadowy veil. Decrepit and forgotten, these long-abandoned buildings stood only in the nightmare realm of the ijiraq and served as barracks for its humanoid servants. Although the buildings' trappings faded back into dream, a pair of

treasures forged from the essence of nightmares remain beside a dormant forge: a +2 *planar*^{UE} *longspear* that emits tendrils of dream-like nightmare when striking and a suit of +3 *glamered full plate* that, regardless of what it is commanded to appear as, always appears wispy and dream-like.

^{UE}This weapon quality can be found in *Pathfinder Roleplaying Game: Ultimate Equipment*.

THE POET OF THE PEAK (LEVEL 12)

Many of the tales that pass in and around Haerigholdt Pass are the grand orchestration of the undead bardess that haunts the highest peak of the mountain range. Manipulating patrons of the arts and weak-minded servants to do her bidding, the Poet of the Peak has at last completed the great amphitheater atop the mountain, a monument of marble and snow as desolate and dead as the yuki-onna's heart. All she needs to complete the greatest act of her unliving legacy—an epic that will be heard around the world and acted upon stages for centuries to come. The PCs must attend a grim performance and fight for their lives if they are to stop the Poet of the Peak from casting all that look upon her mountain as a captive audience!

ACT 1 TALES FROM THE PEAK (CR 10)

A flock of snowy owls descend from the mountain's highest reaches to those dwelling upon or traveling on its lower slopes, carrying a rime-ringed envelope with a simple invitation. The simple letter within is penned in the common tongue, imploring each recipient to make their way to the mountain range's highest peak for the performance of a lifetime.

While hundreds of these letters are sent out, there is no simple way to respond save for climbing to the peak. Understandably, few take the invitation seriously. Unfortunately, the druid that sent the letters will accept nothing less than immediate obedience to the genius bardess she serves. To this end, she sends a group of her servants down to 'collect' a captive audience. If the PCs do not make their way to the peak themselves,

they are attacked within a week by a toad-herding servant of hers. Creatures knocked unconscious by the glacier toads' swallow whole ability are frozen almost completely solid—and it is with these captive guests that they have begun to fill the Poet's theater.

3 GLACIER TOADS

CR 6

XP 2,400 each

hp 73 (*Pathfinder Roleplaying Game Bestiary 2*)

MOUNTAINEER

CR 6

XP 2,400

hp 59 (*Pathfinder Roleplaying Game NPC Codex*)

ACT 2: DIRGE OF THE DAMNED POET (CR 12)

When the PCs reach the peak, they find themselves in a grand, semicircular amphitheater several hundred feet across, cut from the stone of the mountain and embellished with icy railings and walkways. Frozen visages of travelers and traders from across the mountain range sit in various states of health in the comfortless stands. A huge arch of carved ice allows entrance into the center, where a mostly-empty stage awaits, ringed with fantastic ice sculptures of great playwrights and actresses.

A single half-elven woman stands upon the stage, a druidic patron of the arts. Attracted to the Poet of the Peak by a similar hatred of the man that stole her rightful due out from under her, the druid acts as the corporeal hands of the Poet to keep the amphitheater filled with guests and orchestrate the various aspects of the plays being performed across the mountains. Though more of a slave than she will ever truly know, she is an eager servant and urges the PCs to take their places upon the stage. As soon as the PCs step upon the stage (or take any hostile action) three of the ice sculptures lurch to life and attack, dancing across the stage while the Poet herself sings down upon the stage.

Although the Poet of the Peak's song sets the stage for this fight, she will use no more than 10 rounds of her bardic performance to aid her allies and hamper the PCs. This also gives the PCs a glimpse of her power



before she beckons them to meet with her above the amphitheater. Unless the PCs are well acclimated to extreme altitudes, they will also have to contend with the effects of altitude sickness for a high peak (over 15,000 feet high).

MISTRESS OF HIGH PLACES CR 10

XP 9,600

hp 84 (*Pathfinder Roleplaying Game NPC Codex*)

3 HUGE ICE ELEMENTALS CR 7

XP 3,200 each

hp 95 (*Pathfinder Roleplaying Game Bestiary 2*)

ACT 3: ABOVE THE WORLD'S STAGE (CR 14)

With the penultimate act playing out upon the stage, a chill voice calls down to the PCs and beckons them to ascend the amphitheater's stairs to stand above the world. The Poet of the Peak whispers her tale to the PCs, informing them that regardless of how this final act plays out, her epic is complete—and she is ready to present it to the world. She attacks, aided by the frost giant architect that helped construct the amphitheater.

Trapped in the melancholy of undeath, the Poet of the Peak cannot remember her former self, save for the betrayal that left her a shattered artist. A purposeful misattribution of her life's work by a peer working alongside her for the better part of a decade made a mockery of her skills, and an untimely death after seeking solitude upon the mountain's most solitary trails saw her rise as a vengeful shade. Though incorporeal, she has continued to refine her life's work—using the mountains themselves as a living stage to perfect the twists and turns of her great epic, with the PCs the most unpredictable of catalysts to draw inspiration from.

POET OF THE PEAK CR 13

XP 25,600

hp 237 (*Pathfinder Roleplaying Game Advanced Player's Guide, Pathfinder Roleplaying Game Bestiary 3*)

ARCHITECT OF THE AMPHITHEATER CR 11

Frost Giant Expert 4

XP 12,800

hp 171

ACT 4: CURTAINS FALLING

With the poet destroyed, the curtains fall on her legacy, leaving behind only the *Epic of the Forsaken Poet* +1 that she carries, a bizarre text that seem trapped between the world of undeath and reality. This literary masterpiece includes both works she'd started prior to her death—lending some credence to her claim that she was denied proper attribution to her works—and the contents of the great epic she'd penned using the mountain as her actors.

The *Epic of the Forsaken Poet +1* is a unique *tome of leadership and influence* with a *ghost touch* effect that not only provides its normal effect, but is a great masterpiece of the deceased playwright. It bears some thematic resemblance to the work of a famed contemporary poet, but certain details and stylistic choices suggest this to be the magnum opus of a different author dated well before the former's publication. Though the book's mere existence is not enough to get scholars to change the authorship of the more commonly-known text, it does cast doubts upon its true author—the very end the Poet of the Peak sought. Aside from its magical usage, the text is worth a small fortune to the right literary critic or collector.

CAMPAIGN OPTIONS

Although designed to be used as individual set pieces, the three loosely related arcs all tie into the endless iterations of the Poet of the Peak as she perfects her magnum opus. The diverse denizens of the mountain range are an ideal muse for the melancholic bard, and she uses her powerful magic to manipulate her players to her whims. In order to run the Tales at Haerigholdt Pass as a more cohesive group, GMs may wish to make some (or all!) of the following changes.

In the end, this campaign kit is designed solely for as much plug-and-play capability as possible. Even if you use only a single scene from this book, adding one of the following—or modifying one so that it impacts the rest of

your game's world, rather than the isolated hamlet at Haerigholdt Pass—can make even these small diversions that much more memorable!

AN EPIC FOR THE AGES

The three story arcs in the set pieces as they are written above share only vague thematic connections, barring a few more explicit connections. But GMs that are running the Tales at Haerigholdt Pass as a full campaign may wish to make the following changes in order to create a series of full, cohesive arcs.

TALES OF TWO NATURES

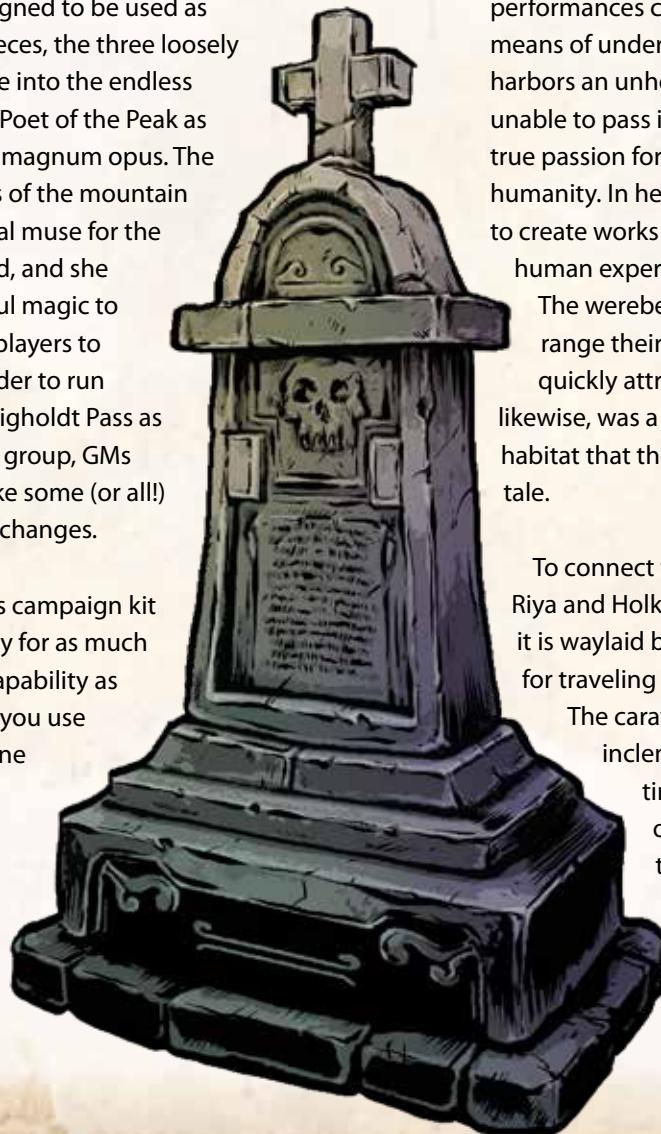
(*Lattices of Frozen Glass, Fresh Trails Beneath Fresher Snow The Rimeguide Trials*)

The Tales of Two Natures are experimental performances created by the Poet of the Peak as a means of understanding her own nature. While she harbors an unholy vengeance and her restless spirit is unable to pass into the afterlife, she still remembers her true passion for art and understanding the nature of humanity. In her own misguided way, she still wishes to create works that explore the most fundamental human experiences—such as her own self-conflict.

The werebears that have long made the mountain range their home share this with her and thus quickly attracted her attention as actors. Ba'resh, likewise, was a creature so far removed from its natural habitat that the Poet of the Peak could not ignore its tale.

To connect these stories together, have the artisans Riya and Holk traveling along with the caravan. When it is waylaid by a storm, they can relate their purpose for traveling so far into the mountains with the PCs.

The caravan is unable to progress thanks to the inclement weather, which gives the PCs ample time to locate Ba'resh and his masterworks of icy lattice. Upon their return, however, the PCs find that the caravan has not only been unable to get back on the trail, but has now lost several of its members—the werebears returning home, and the skinwalker that had



hoped to join them.

For even more thematic connection, consider adding other two-natured individuals to the caravan traveling to the mountain range for their own reasons. For instance, Urich Nycourt (male dhampir^{ARG} sorcerer 6) seeks his family's lost legacy in an old mountaintop retreat used by nobility centuries ago. Meanwhile, Fayra Kazgrim (female dwarf paladin 5/shadowdancer 3) is seeking a dwarven stronghold somewhere beneath the mountain said to hold a relic sacred to her religious order. Perhaps the PCs, too, struggle with their own identities as the Poet of the Peak communicates vague suggestions and ideas to them through their dreams.

^{ARG} This creatures can be found in *Pathfinder Roleplaying Game: Advanced Race Guide*.

HEARTS STIRRING AS STORMS

(Unbending Boughs, Hermits of Winter's Gale, Windbound Maestro)

The Hearts Stirring as Storms are tales inspired by the Poet's own endless rage. Like the wind itself, it is hauntingly quiet except at moments of the most tumultuous action. Kir'lak and his musical inclination appealed greatly to her, as his music could set the stage for her plays. She quickly whipped the demonic naturalist into a frenzy, directing him to act upon his hate and confront those that he viewed as a blight—the very thing that the Poet of the Peak, bound to the mountains as she is, cannot do.

Connecting these stories is a matter of making Kir'lak's haunting melodies a recurring presence during the PCs' travels. As Kir'lak grows more aggressive in his attacks against the other denizens of the mountain range, his music grows increasingly synonymous with the wind itself. Where the wind howls, it carries the sound of his song. The natural inhabitants of the mountain—be they animals, magical beasts, or even fey—may all fall under the haze of aggression that his song brings and lash out at the PCs. Their animal companions may be turned against them at the height of a rainstorm, or they may find that their combat-

trained mounts suddenly turn skittish and unwilling to bear a rider.

The sabotage inflicted by the twigjack of the mountainous groves is just one of many such acts that Kir'lak has masterminded. With the addition of wind and rain throughout the first act of these set pieces, the connection to the storm demon's boundless hate can become a race against the weather. If you are also using the campaign options for greater wilderness attrition, this could even prepare the PCs for a much more dangerous battle against weather.

ONE WITHOUT ONESELF

(Entranced by Green, The Eye of Unrepentant Slight, Dreaming with the Damned)

In One Without Oneself, the Poet of the Peak seeks to explore the nature of one's own changing identity. Just as her work was corrupted by a jealous rival and turned against her, so too has her own hate transformed her into a manifestation of misery itself. In an attempt to understand how any sentient being may fall into this depravity, the Poet scoured the mountains for various muses to inspire her on the subject. The disparate miseries that she discovered did not disappoint—and she wasted no time in finding a place for them in her tragedies.

One of the best ways to link these adventures together is to lead the players through a self-discovery of the various corruptions, rather than feeding it to them. Leaving the exploration and discovery of the blights that have grown where normal life may once have been can be far more poignant than simply running through a series of different encounters without further comment.

In this case, the Verdant Lady find another victim to enchant with her spores, sending them out in the world as an agent that can move freely through the inhospitable mountain weather. The treasures of her hoard are clues to the valley of the dead where Dagrul lairs, so the PCs have a lead on their undead observer. The valley, though infused with negative energy, is close enough to the nightmare lord's domain to feel the

negative effects of its planar influence. PCs that deal with Dagrul may find themselves constantly turned around in the dream-like environs until at last coming to the simple, pastoral plain where only Mortimer's cottage stands.

THE POET OF THE PEAK

Rather than leave the Poet of the Peak in the background, hinting at her existence and her hand in weaving the strange stories playing out in the mountain range can make the eventual confrontation with her far more dramatic.

Talin Drumm, Haerigholdt Pass's resident entertainment aficionado can play a role in achieving this. As one of many recipients of strange and influential dreams from the Poet of the Peak, he has been recording the bardess's legacy in a form for others to hear. But Talin can take a more direct role in arming his master with knowledge of her players. To this end, he takes on a sort of role of stage director, always helpfully directing the PCs towards the next set piece—where the Poet of the Peak has already set the stage for a great epic to play out. Talin may even follow the PCs on their journeys, recording their victories upon paper. As the Poet of the Peak continues to contact him in his dreams, however, he arms her with intimate knowledge of their tactics and methods. Talin never lifts a hand in direct opposition to the PCs. Not only because he knows he is no warrior, but because he would never dream of stealing the climactic finale from his master.

AN AUDIENCE TO BEHOLD

As the Tales at Haerigholdt Pass take place, the world around the mountain range can evolve to match them. Aside from seeking vengeance and getting her name rightfully attached to her work, the Poet at the Peak still seeks an audience. Although she may use the mountains as her stage, the performances that take place there mean nothing if they do not reach the world at large. This is perhaps Talin Drumm's greatest role—as the translator between the yuki-onna's real-world drama and the more conservative bardic circles that would appreciate a more tangible (and decidedly less deadly)

version of the tales. This results in two distinct changes to the mountain range.

The first is that the Pass becomes a more lively location, giving the PCs a better place to trade and socialize with an interesting cast of non-hostile NPCs. As it exists at the beginning of this Campaign Kit, the thorpe is little more than an inn with a roof and a warm hearth. But once the PCs begin making a name for themselves—and Talin begins making a name for the Pass—the tiny thorpe begins to bloom with life. Many are still transient travelers moving through the area, but some become more permanent residents of the Pass. The population of the settlement is unlikely to ever exceed 50 creatures, but the exact nature of these new residents is up to you as the GM. You can easily adapt the evolving settlement to the needs of your PCs, providing potion-makers, caravan drivers, torch-bearers, or whatever other services they might want.

Consider the following modified settlement stat block as a possible version of the Pass after having attracted a few new artisans, traders, and mercenaries. The usual residents of Haerigholdt Pass have been removed from the list of notable NPCs to highlight the newcomers.

HAERIGHOLDT PASS

N hamlet

Corruption -2; **Crime** -2; **Economy** -2; **Law** -2;

Lore +2; **Society** +0

Qualities stranger than fiction

Danger +5

DEMOGRAPHICS

Government autocracy (owner)

Population 27 (18 humans, 4 half-elves, 2 dwarves, 1 elf, 1 huldra^{B4}, 1 sylph^{B2})

NOTABLE NPCs

Aficionado of the Arts Slaishi Aramunshu (CN

male elf aristocrat 4/bard 3)

Astrologer Miria (N female sylph alchemist^{APG} 1/ diviner 3)

Mountain Armiger Jerik Long (N male cavalier^{APG} 6)

Traveling Smith Logrun Valhamin (LN middle-

aged male dwarf fighter 2/expert 3)

MARKETPLACE

Base Value 200 gp; **Purchase Limit** 1,000 gp;

Spellcasting 2nd

Minor Items 1d6; **Medium Items** —; **Major Items** —

Stranger Than Fiction: This settlement's bards have difficulty keeping up with the wild stories that surround it and seem to thrive in the surrounding mountain ranges. This makes it a great place to hear fascinating stories, if not the safest place to seek a bed. (Increase **Lore** +2, **Society** +2, **Danger** +10)

^{APG}These classes can be found in *Pathfinder Roleplaying Game: Advanced Player's Guide*.

^{B2}This creatures can be found in *Pathfinder Roleplaying Game: Bestiary 2*.

^{B4}This creatures can be found in *Pathfinder Roleplaying Game: Bestiary 4*.

The second change is that the Poet of the Peak's

stories become bardic masterpieces available for the masses. Anyone with at least 1 rank in a relevant Perform skill can learn the following bardic performances, but those without sufficient talent will not be able to replicate the supernatural effects of these masterpieces. Those wishing to employ the powerful effects of these bardic masterpieces must spend the requisite feat or spell-known slot, as well as have the necessary ranks to perform the masterpiece as it was truly intended. Fortunately for the PCs, Talin Drumm is hardly powerful enough to make use of these masterpieces—but he can teach the PCs the basics of each performance. Even if the PCs do not learn them, eventually these masterpieces will spread beyond the events at Haerigholdt Pass.

BARDIC MASTERPIECES

These bardic masterpieces follow the same rules for bardic masterpieces as introduced in *Pathfinder Roleplaying Game Ultimate Magic*. Unless otherwise noted, saving throws for bardic masterpieces are equal



to DC 10 + 1/2 your bard level + your Charisma modifier. The following masterpieces are only available after their respective adventures have been completed.

ARIA OF THE ALCID ARTISAN (DANCE, SING)

This chilling song and its flowing movements forge beautiful imagery obvious to all audiences.

Prerequisites: Perform (dance) 5 ranks or Perform (sing) 5 ranks.

Cost: Feat or 2nd-level bard spell known.

Effect: The precise elegance of your voice and dance mimic the masterful, glass-like artwork of a certain cursed elemental. This sorrowful song brings its work to life, freezing icy lattices that are as beautiful as they are dangerous from thin air. Jagged, glass-like spines expand in a 20-foot radius around you, creating an area of difficult terrain. Creatures that move through this area take 1d4 points of cold damage for each 5 feet of movement through the area. For each additional round of bardic performance spent maintaining this masterpiece (maximum 3 per round), the area affected by this masterpiece increases by 20 ft. and the damage it inflicts increases by 1d4. Creatures that wish to move through this area can attempt Reflex saving throws (DC 10 + 1/2 your bard level + your Charisma modifier) to move at full speed or take only half damage (but not both).

Use: Up to 3 bardic performance rounds per round.

Action: 1 standard action.

ALPINE GUARDIAN'S CANT (ORATORY, PERCUSSION)

The droning of drums accompanied by steady, unwavering oration wards listeners with stalwart vigor.

Prerequisites: Perform (oratory) 7 ranks or Perform (percussion) 7 ranks.

Cost: Feat or 2nd-level bard spell known.

Effect: This masterpiece mimics the steady diligence and extraordinary fortitude of the Rimeguides, legendary werebear protectors of cold mountain ranges. When you complete this performance, you affect one ally in hearing range, plus one per 2 rounds of bardic performance spent (up to a maximum number of creatures equal to 1/2 your bard level). This masterpiece causes listeners to grow a coat of bristling bear-like fur, granting them protection against cold (as *endure elements*), a +2 enhancement bonus to natural armor, a +2 enhancement bonus to Constitution, and protecting the wearer as though with +1 armor spikes. Creatures that strike affected creatures with a natural attack or non-reach melee weapon take damage as though hit by the armor spikes. The effects of this masterpiece last for 1 hour. Creatures affected by this performance are often mistaken for lycanthropes, which may result in social consequences in some situations.

Use: 4 bardic performance rounds, +2 per additional creature affected.

Action: 1 minute.



FUMBLING FUNGUS FINALE (COMEDY, STRING)

This comedic fable's rhyming verse and quick melody can cause even the most powerful foes to falter.

Prerequisites: Perform (comedy) 7 ranks or Perform (string) 7 ranks.

Cost: Feat or 3rd-level bard spell known.

Effect: This masterpiece tells the tale of a great dragon laid low by its own laziness, and can easily do the same to those that fall prey to its sound. When you complete this performance, all enemies within 30 feet who can hear your performance must save or suffer from a distracting lethargy. Creatures that fail a Will saving throw incur a -2 cumulative penalty on attack and damage rolls for each attack they make, resetting to -2 at the start of their next turn. Their fumbling langour causes all attacks, movement, and spellcasting to provoke attacks of opportunity (even when it normally would not).

Use: 2 bardic performance rounds per round.

Action: 1 standard action.

ULLABY OF THE MUSE (KEYBOARD, STRING, WIND)

The quiet melody of this song allows one to step across the threshold of the waking world and visit dreaming minds.

Prerequisites: Perform (keyboard) 15 ranks, Perform (string) 15 ranks, or Perform (wind) 15 ranks.

Cost: Feat or 5th-level bard spell known.

Effect: This masterpiece breaks down the barriers between subconscious minds, allowing you to enter another creature's dream as a messenger. This functions as *dream*, but communication in this shared dream is two-way and may last up to 1 hour. As part of the performance, the bard may cast a single mind-affecting spell which will be immediately used upon the target of the *dream* when a link between the minds is established. Any damage inflicted by this spell upon the slumbering mind immediately wakes the dreamer and severs this connection. You may spend the first minute after this performance is complete (but before entering your trance) to instruct up to one creature per two bard levels; these creatures may join you in a trance-like state

to communicate with the dreamer.

Use: 10 bardic performance rounds.

Action: 5 minutes.

MELANCHOIY OF THE FORLORN PEN (ACT, SING)

This haunting, melancholic evokes sorrow in even the most hardened of hearts.

Prerequisites: Perform (act) 15 ranks or Perform (sing) 15 ranks.

Cost: Feat or 5th-level bard spell known.

Effect: The chilling melody of this masterpiece cuts straight to the heart of listeners, chilling them to the bone. All enemies with hearts within 60 feet must make successful Will saving throws or take 1d6 point of cold damage per bard level (to a maximum of 20d6) and become staggered for 1d4+1 rounds. Enemies without hearts (such as many creatures with immunity to critical hits) take damage, but are not staggered. Creatures already affected by an emotion effect (such as a barbarian's rage or any fear effect) receive a -4 penalty on their saving throw and are stunned for 1 round (and staggered thereafter) as their mind reels from the emotive shock. A successful saving throw halves this damage, negates any stun they may have suffered, and lowers the duration of the staggering effect to 1 round.

Use: 10 bardic performance rounds.

Action: 1 full round.

STORM'S HEART REFRAIN (KEYBOARD, WIND)

Violent crescendos contrast eerie pauses, creating a tumultuous sound that drives listeners into a frenzy.

Prerequisites: Perform (keyboard) 10 ranks or Perform (wind) 10 ranks.

Cost: Feat or 4th-level bard spell known.

Effect: The sound of a storm's fury inspires a similar fervor in the hearts of your listeners. Up to one listener per two bard levels are affected as *rage*, with the following differences. Allies are inspired by the heart of the storm, gaining resistance electricity and sonic 5, dealing an additional 1d6 points of electricity damage with successful weapon attacks, and gaining a protective wreath of wind that imposes a -2 penalty on

ranged attacks made against them. Enemies that fail a Will saving throw gain the effects of *rage* but become hampered by their sudden single-mindedness; enemies gain vulnerability to electricity and sonic, move at half their base speed, and are treated as two size categories smaller for the purposes of wind effects. On a successful saving throw, an enemy gains neither the benefits nor hindrances of this masterpiece. A creature that successfully saves against this masterpiece cannot be affected by this masterpiece as performed by the same creature for 24 hours. This is a mind-affecting effect.

Use: 2 bardic performance rounds per round.

Action: 1 full round action; 1 standard action to maintain performance.

AFTER THE FALL OF THE CURTAIN

The adventures of Tales at Haerigholdt Pass may be short snippets intended to be used as a toolbox, rather than a campaign, but that doesn't mean the events that transpire within these pages need end there. GMs looking for some inspiration on what new stories to weave for their players might consider some of the following options.

AN ARTIST'S HONOR

After dealing with the Poet of the Peak, the PCs likely have a masterwork of literature in their possession. Aside from its applications as a magical boon to ability scores, it includes a number of masterpieces of her creation, including the magnum opus inspired by the events she masterminded in these mountains. But this work, without the author's word, is only the first step towards getting the proper accreditation for the playwright.

THE NAMELESS POET

Throughout this book the Poet of the Peak is never referred to by a specific name. This is partially because her melancholy over being forgotten and denied her proper credits is a major motivation for her existence—if the PCs knew who she was, she probably wouldn't be such a sympathetic (if deadly) ghost. But perhaps more importantly, this allows GMs to define the nature of the Poet of the Peak. She may be a reference to a real-world instance of an individual denied proper accreditation for their works (gender identity being only the tip of a very large iceberg) or a representative of a culture unique to your campaign's setting. To this end, she is left a blank page (pun very much intended) for you to paint details upon.

Her estate is in shambles and can offer the PCs little recompense for their help, but clearing their name and proving that works were stolen away from her by jealous peers can go a long way towards changing that. The PCs might find themselves embroiled in the politics of theater, cultures, and noble families. Proving the worth of her newly discovered masterpieces may involve grand tours across the known world, managing bardic troupes as they bring a cultural renaissance to your campaign setting. Or, perhaps, jealous rivals will make moves to stifle their efforts and steal these works for themselves, knowing that such genius can only come from the pen of the master herself. Perhaps the PCs will even need to brave the afterlife itself in order to find the very spirit they put to rest and find undeniable proof of the works veracity.

CALMING THE STORM

The tumultuous storms that wracked the mountain range did tremendous damage to the isolated residents in their various hermitages. The monks that make their home atop these mountains, however, understand that nature herself can test the hearts of mankind. In order to achieve enlightenment and self-perfection, they must master and make peace with the elements that tried to destroy them.

Of course, in order to do this they will need the PCs' help. They might join the monks upon this path or simply aid them in their studies. But mastering the wind is no easy task, and study of the elements is a lifelong pursuit. PCs may need to scour the mountains for forgotten temples dedicated to the study of the elements, overcome challenges of ascetic fortitude, or delve into the elemental planes to find willing masters.

Even once the monks have brought tranquility to the hearts of their internal storm, they may wish to bring their enlightened worldview to the others or embark on a journey that masters all of the natural world.

RETURN OF THE RIMEGUIDES

The Rimeguides are a small and mostly forgotten organization dedicated to both the natural world and the protection of the mountain range. But after the events of these adventures, it is quite likely that the PCs not only know of their presence, but have aided them in adding another member to their number and reclaiming an ancient ritualistic site. This goes a long way towards making the Rimeguides an integral part of mountain life once again, but may just be the first in a long journey.

Aiding the Rimeguides can take the form of many disparate adventures, and may involve repeatedly playing arbiter between the civilized world and the natural one. This could be particularly interesting if one or more PCs are interested in exploring the complication of lycanthropy. Lycanthropic characters can be extraordinarily powerful, but offering an organization and story-driven means to control and understand that power can help temper player disparity. Conversely, the players may wish to prove that lycanthropic blood is not a necessary corruption in order to defend the natural world and instead create druidic orders dedicated to the mountain range's protection.

Other adventures might include protecting the Rimeguides as they recover other places of import or helping soothe relations between them and less wild settlements (such as the people at Haerigholdt Pass). The misdeeds of past members of their order may come back to bite them, causing tension as the Rimeguides must balance their own protection of the mountain with their reputation in the world. Worse, perhaps their misdeeds are not yet done—and if the PCs are not careful, they might help an entirely new tyrant take control of the mountains.



TAMING THE PASS

The inn at Haerigholdt Pass is intended as a place for the PCs to lay down their heads without fear of having it chewed off by a bear or frozen solid by an untimely blizzard. But after these adventures, it is quite likely that stories of their heroics and the fantastic events that took place there have reached the world beyond the mountains. In the coming months, the inn may

become something of a traveler's legend and could well see more traffic than ever before. What that means for Haerigholdt Pass is not only up to Elaenore and her other residents, but the PCs themselves. After spending so long in the mountains, they may be reluctant to leave their home away from home.

As the individuals that stood tall upon the stage of the mountain, the success or failure of the mountainside traveler's inn rests in their hands. PCs may wish to invest in the region, building homes of their own alongside the NPCs they have befriended. Or perhaps they wish to create safer passages across the mountains, ensuring that the difficulties they faced will not forestall future caravans. They may become barons of commerce or barons of windy, snow-swept castles.

Yet fame is not always a blessing, and with the mountains' greatest threats removed they may become a home for new disreputable elements. Bandits seeking to prey upon Haerigholdt Pass's new traffic could plague the roads. Vacant ruins may become home to new voices seeking to replace the one that once dominated the area: white dragons staking a claim over the region, warlords raising an army fortified away from the world, or giants that abhor the sudden interest in their ancestral homelands. The thorpe at Haerigholdt Pass could well evolve into a pastoral mountain village or become the battleground of a new conflict.

BENEATH THE BARDESS'S QUILL

The Poet of the Peak is the mastermind behind most the adventuring sites of the mountain, either by directly influencing those involved, altering the mountain to create the unique conditions required, or subtly weaving her esoteric and eccentric ideas into their dreams. But until the final confrontation atop her grand stage, she has little direct influence with the players.

GMs seeking to change that may apply any of the following to various encounters across the mountain range. While most of these are minor enough to simply provide a flavorful complication to the PCs' plans, those that are dramatic enough to influence the CR of an

encounter are marked as such.

Authorial Intent (+1 CR): As distant as she is from her actors, the Poet of the Peak cannot aid them with most of her abilities. Instead, as she observes them through the winds and snows of the mountain, she can offer a sudden gust of inspiration and confidence that, while it may not change the course of the battle, will ensure a more fantastic performance from all involved parties. She may use any of her bardic performance abilities (up to her normal maximum rounds per day) and may use up to 3 spell levels (e.g., one 3rd-level spell or three 1st-level spells or some combination thereof), affecting targeted creatures as though she was within close range.

Blessed by the Muse: Although undoubtedly evil and filled with bitter hatred, regret, and a desire for vengeance, the Poet of the Peak remains the same bardess she always was. The PCs are her actors just as the other denizens of the mountains. Their untimely demise, while a great success in its own right, would also be a terrible disappointment to the other performances she has planned. Instead, she may visit the PCs with her dream muse ability and imbue them with uncharacteristically benign *suggestions*. She might inspire a PC to create a work of art, offer a commentary on their latest actions, or even direct them towards the next act of her great masterpiece.

Laughing Wind: The Poet of the Peak may dwell in isolation atop the snowy peaks, but she is not helpless. Cutting ridicule and whispers of insecurity can hamper attempts to use Charisma-related skills. This functions as the Poet's mockery performance, imposing a -3 penalty on all Charisma-based checks for up to 1 minute. Cutting off the wind (such as by closing a window) can protect the PCs from the effects of this ability.

Stage Direction: As the mastermind of the mountain range's extraordinary events, the Poet of the Peak can imbue those she has directly influenced (including but not limited to the creatures in the final encounter of every set piece), granting them an ability similar to the witch's fortune hex^{APG} as a means of ensuring they perform her masterpieces adequately. Once per day,

a creature affected by this ability may reroll any ability check, attack roll, saving throw, or skill check and take the better result.

Untimely Storm:

Although she most often uses her snow sight ability to watch her dramas play out upon the world's stage, the Poet of the Peak can target the PCs as well. This sudden storm may occur at particularly inopportune moments, such as when the PCs are navigating hazardous terrain or engaged in combat. Playing up the uneasy sense of being watched during these sudden (and extremely brief) snowstorms can forewarn the players of the great playwright's hand in everything.

Visage of the Snow-Bound Bardess (+2 CR): A swirling wind sweeps across the area, creating a small cyclone of ice and snow that lasts for 1 round before dissipating, revealing a snowy humanoid in its place. This improvised simulacrum functions much as the spell of the same name, but with the following limitations. It lasts for 1d4-1 rounds (1 minimum), it is corporeal, has only 1/4 of the Poet of the Peak's maximum hit points, and has the staggered condition. The Poet of the Peak may perceive through this simulacrum using her normal senses. This sudden appearance of the Poet of the Peak, despite its extremely brief duration, can be a terrifying sight to behold and quickly change the tide of battle.



THE WORK OF ATTRITION

Beyond the set pieces provided by this campaign kit, players spending extended amounts of time in the region may experience dramatic changes as the Poet of the Peak perfects her work and further influences the very nature of the mountain. GMs looking to play up the vast expanse and desolate nature of these mountain peaks and passes may wish to put more focus on exploration and time, rather than simply performing jump-cuts from one scene to another as players hit up various adventuring sites.

To this end, the discovery and exploration rules first printed in *Pathfinder Roleplaying Game: Ultimate Wilderness* can

be an excellent alternative to a standard hex-crawl exploration game. Further adding cataclysmic weather effects, making the players' explorations more and more dangerous the longer they allow the Poet to hone her craft, can drive players into highly cinematic ascents up treacherous trails in the middle of whiteout blizzards. Such consequences for delaying their inevitable confrontation with the master of the mountain may find them facing a far more powerful foe than they might have expected. While the scope of these encounters is not entirely within the pages of this campaign kit, the following should provide GMs a helpful launchpad for their own imaginations.

HAERIGHOLDT RIDGE

CR 5

Low mountain passes that remain wild and dangerous despite all efforts to tame its trails

Exploration Check Survival DC 23

LOCATION DISCOVERY SCORES

Isolated Monastery 2 (base score of 3, location is traveled to often -4, mountains terrain +3)

Rimeguide Springs 11 (base score of 6, deliberately hidden +2, mountains terrain +3)

Lattices of Frozen Glass 7 (base score of 6, famous -2, mountains terrain +3)

SIMPLE WAY SIGNS (1 DISCOVERY POINT)

Tales from Haerigholdt Pass A successful DC 15 Diplomacy check to gather information at the settlement in the Pass or a settlement near the mountain range can reveal some basic information.

Treading Known Ground Using a map of the region to contextualize traveling with a successful DC 15 Knowledge (geography) check can make the journey easier.

MODERATE WAY SIGNS (3 DISCOVERY POINTS)

Bird's Eye View A character who spends at least 30 minutes flying above the region and then succeeds at a DC 20 Perception check spots landmarks and gets the lay of the land.

Following Animal Trails Although attempts to carve civilized trails have failed, those that succeed at a DC 20 Handle Animal check manage to find and follow enough animals to get a sense of how to travel about the region.

COMPLEX WAY SIGNS (5 DISCOVERY POINTS)

Ancient Trail Markets Trail markers from centuries ago still stand in the rough terrain of the mountain.

The runic markings mean little except to those that can decipher their meanings with a DC 25 Linguistic check.

RANDOM ENCOUNTERS

Frequency 4 times per day (morning, noon, dusk, midnight)

Chance of Encounter 20%

Haerigholdt Ridge covers the lower sections of the mountain range. Although the terrain here is rough and rugged, the region is not as inhospitable as one might imagine. Snow only truly proves to become a problem in late fall and remains on the ground through spring, but the summers are when the mountain blooms with vibrant life. Most of the adventures in this campaign kit are assumed to take place during the winter to provide the most challenge to players. Travelers make their way through these low passes with some degree of frequency, and almost always stop at the sole settlement at the titular pass. Exploration of Haerigholdt Ridge may prove difficult for novice adventurers, but those versed in the wilderness should not find it a particularly challenging region.

CHILL PEAKS

CR 10

Dangerous high-altitude peaks and passes ruled over by a mysterious bardess protected from the world by wind and winter

Exploration Check Survival DC 28

LOCATION DISCOVERY SCORES

Nightmare's Respite Cottage 9 (base score of 6, mountains terrain +3)

The Poet's Amphitheater 15 (base score of 6,

Haerigholdt Ridge Encounters

d%	Encounter	CR	Source
1-15	Ice troll	4	<i>Pathfinder Roleplaying Game Bestiary 2</i>
16-30	Brute wight	5	<i>Pathfinder Roleplaying Game Bestiary</i>
31-55	2 advanced leopards	5	<i>Pathfinder Roleplaying Game Bestiary</i>
56-75	Bugbear stalker	5	<i>Pathfinder Roleplaying Game Monster Codex</i>
76-85	Hodag	6	<i>Pathfinder Roleplaying Game Bestiary 3</i>
86-95	Redcap	6	<i>Pathfinder Roleplaying Game Bestiary 2</i>
96-100	Huge air elemental	7	<i>Pathfinder Roleplaying Game Bestiary</i>

Weather Advancement

Time Elapsed	Weather	Poet's Enhancements	Weather Effects
0-30 days	Standard	None	None
31-60 days	Cold Snap	+1 to yuki-onna spell-like ability DCs	20% chance each day is one step colder than normal (cold becomes severe cold, etc.)
61-90 days	Encroaching Storms	Gains <i>river of wind</i> as a spell-like ability 3/day; nonlethal damage dealt by this ability is cold damage	20% chance each day has wind effects one step stronger than normal (light become moderate, etc.)
91-150 days	Snowfall	All spells and spell-like abilities gain the Rime Spell ^{UM} metamagic feat without increasing the spell level	20% chance of medium snow each day; otherwise 10% chance of light snow
151+ days	Endless Blizzard	1/2 of all cold damage dealt ignores cold resistance	50% chance of heavy snow per day; otherwise medium snow

^{UM}This feat can be found in *Pathfinder Roleplaying Game: Ultimate Magic*.

location is deliberately hidden +6, mountains terrain +3)

Valley of the Dead 6 (base score of 3, mountains terrain terrain +3)

SIMPLE WAY SIGNS (1 DISCOVERY POINT)

Regional Lore A successful DC 20 Knowledge (geography) check reveals basic information about the region.

Weather Patterns Identifying a pattern in the inclement weather of the chill peaks with a successful DC 20 Knowledge (nature) check can help unveil more information about the region.

MODERATE WAY SIGNS (3 DISCOVERY POINTS)

Archival Study Finding old maps and journals detailing the region and deciphering them with a successful DC 25 Linguistics check gives an overview of where to begin your searches.

Suitable Slopes Locating suitable climbing sites with a DC 25 Climb check can make travel through this dangerous region significantly easier.

COMPLEX WAY SIGNS (5 DISCOVERY POINTS)

Lost Trails Characters that succeed at a DC 30 Perception check can find traces of trails used by residents of the mountain ranges long ago correctly

interprets her coded notes.

RANDOM ENCOUNTERS

Frequency 4 times per day (morning, noon, dusk, midnight)

Chance of Encounter 20%

The Chill Peaks embody everything that one might envision from the nature of dangerous mountain adventures. It is only during the height of summer that its snows melt to any significant degree, fueling the mountain range's many streams and ponds for another season. Untraveled by civilized humanoids for the majority of history, trackless alpine forests and slippery slopes pose a constant barrier to exploration. These are inhospitable places where altitude sickness and cold weather can prove just as deadly as the beasts that dwell there.

APPENDIX I : MONSTERS AND NPCs

The following monsters are for use with this book.

BA'RESH

CR 6

(see Lattices of Frozen Glass)

Male unique thoqua oracle 5 (*Pathfinder Roleplaying Game: Advanced Player's Guide*)

XP 2,400

N Medium outsider (earth, elemental, extraplanar, fire)

Init +2; **Senses** darkvision 60 ft., tremorsense 60 ft.; Perception +16

Aura molten body

DEFENSE

AC 21, touch 12, flat-footed 19 (+5 armor, +2 Dex, +4 natural)

hp 55 (8 HD; 3d10+5d8+13)

Fort +6, **Ref** +7, **Will** +8

Resist cold 10; **Immune** fire, elemental traits

Weaknesses vulnerable to cold

OFFENSE

Speed 30 ft., burrow 20 ft.

Melee slam +7 (1d6+1 plus burn)

Special Attacks burn (1d6, DC 12)

Oracle Spells Known (CL 5th; concentration +7)

2nd (5/day)—*frost fall* (DC 14), *hold person* (DC 14), *summon monster II*

1st (7/day)—*divine favor*, *endure elements*, *obscuring mist*, *ray of sickening*^{UM} (DC 13), *shield of faith*

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

Mystery winter

STATISTICS

Str 13, **Dex** 15, **Con** 13, **Int** 10, **Wis** 14, **Cha** 15

Base Atk +6; **CMB** +7; **CMD** 19 (can't be tripped)

Feats Ability Focus (molten body), Acrobatic Steps, Extra Revelation, Nimble Moves, Skill Focus (Perception)

Skills Acrobatics +13, Craft (glass) +11, Perception +16, Stealth +12, Survival +12

Languages Ignan (cannot speak)

SQ oracle's curse (site-bound), revelations (child of winter, ice shape, icy skin)

Combat Gear potion of bull's strength, potions of cure light wounds (2); **Other Gear** +1 red dragonhide hide armor, cloak of resistance +1, hand of the mage, 20 gp

^{UM}This spell can be found in *Pathfinder Roleplaying Game: Ultimate Magic*.

FEY WOLF

CR 2

(see Unbending Boughs)

XP 600

CE Medium fey

Init +4; **Senses** low-light vision, scent; Perception +8

DEFENSE

AC 15, touch 14, flat-footed 11 (+4 Dex, +1 natural)

hp 13 (2d8+4)

Fort +5, **Ref** +7, **Will** +1; +4 vs. mind-affecting effects

DR 5/cold iron; **Resist** cold 10, electricity 10

OFFENSE

Speed 50 ft., fly 75 ft. (good)

Melee bite +2 (1d6+1 plus trip)

Spell-Like Abilities (CL 2nd; concentration +1)

3/day—*dancing lights*

1/day—*faerie fire*

STATISTICS

Str 13, **Dex** 19, **Con** 15, **Int** 4, **Wis** 12, **Cha** 8

Base Atk +1; **CMB** +2; **CMD** 16 (20 vs. trip)

Feats Skill Focus (Perception)

Skills Fly +12, Perception +8, Stealth +8, Survival +3 (+7 scent tracking); **Racial Modifiers** +4 Survival when tracking by scent

Languages Sylvan

SQ trackless step

ADVANCED TWIGJACK^{B2} SORCERER CREATURE^{MC} CR 5

(see Unbending Boughs)

XP 1,600

CE Tiny fey

Init +5; **Senses** darkvision 60 ft., low-light vision; Perception +12

DEFENSE

AC 21 touch 17, flat-footed 16 (+5 Dex, +4 natural, +2 size)

hp 37 (5d6+20)

Fort +5, **Ref** +9, **Will** +8; +2 vs. poison, sleep

Weaknesses vulnerable to fire

OFFENSE

Speed 30 ft.

Melee spear +5 (1d4+1/x3) or 2 claws +9 (1d4+1)

Space 2-1/2 ft.; **Reach** 0 ft. (5 ft. with spear)

Special Attacks sneak attack +2d6, splinterspray

Bloodline Spell-Like Abilities (CL 3rd;

concentration +8)

8/day—tanglevine (+8 disarm, steal, or trip)

Sorcerer Spells Known (CL 5th; concentration

+10)

2nd (2/day)—*gusting sphere*^{ARG} (DC 18)

1st (2/day)—*long arm*^{ACG}, *unseen servant*

0 (at will)—*ghost sound* (DC 15), *ray of frost*

STATISTICS

Str 12, **Dex** 20, **Con** 19, **Int** 15, **Wis** 18, **Cha** 21

Base Atk +2; **CMB** +6; **CMD** 16

Feats Agile Maneuvers, Skill Focus (Stealth), Weapon Finesse

Skills Acrobatics +13, Climb +9, Craft (traps) +10, Craft (woodworking) +10, Disable Device +10, Knowledge (nature) +10, Perception +12, Stealth +24

Languages Common, Sylvan

SQ bloodline arcana (natural armor equal to spell level for 1d4 rounds), bramble jump, photosynthesis, woodland stride

^{ACG} This spell can be found in *Pathfinder Roleplaying Game: Advanced Class Guide*.

^{ARG} This spell can be found in *Pathfinder Roleplaying Game: Advanced Race Guide*.

^{B2} This creature can be found in *Pathfinder Roleplaying Game: Bestiary 2*.

^{MC} This template can be found in *Pathfinder Roleplaying Game: Monster Codex*.

SLEETFUR

CR 8

(see Fresh Trails Beneath Fresher Snow)

Female winter wolf bloodrager 3 (*Pathfinder Roleplaying Game: Advanced Class Guide*)

NE Large magical beast (cold)

Init +6; **Senses** darkvision 60 ft., low-light vision, scent; Perception +16

DEFENSE

AC 19, touch 11, flat-footed 17 (+2 Dex, +8 natural, -1 size)

hp 99 (9d10+48)

Fort +11, **Ref** +9, **Will** +7

Defensive Abilities blood sanctuary, uncanny dodge; **Immune** cold

Weaknesses vulnerability to fire

OFFENSE

Speed 60 ft.

Melee bite +10 (2d6+7 plus 1d6 cold and trip)

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

Special Attacks bloodrage (12 rounds/day), breath weapon (every 1d4 rounds, 15-ft. cone, 6d6 cold damage, Reflex half DC 17), elemental strikes 3/day

Bloodline elemental (water)

STATISTICS

Str 12, **Dex** 15, **Con** 18, **Int** 11, **Wis** 17, **Cha** 14

Base Atk +9; **CMB** +12; **CMD** 24 (28 vs. trip)

Feats Improved Initiative, Improved Natural Attack (bite), Run, Skill Focus (Perception), Toughness

Skills Perception +16, Stealth +8 (+14 in snow), Survival +13; **Racial Modifiers** +2 Perception, +2 Stealth (+8 in snow), +2 Survival

Languages Common, Giant

SQ fast movement

Gear amulet of natural armor +1, collar of giant strength +2, fur-braid of resistance +1, 800 gp

DRUIDIC CREATURE^{MC} WATER NAGA^{B3}

CR 9

(see the Rimeguide Trials)

XP 6,400

N Large aberration (aquatic)

Init +6; **Senses** darkvision 60 ft.; Perception +19

DEFENSE

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

hp 76 (8d8+40)

Fort +7, **Ref** +10, **Will** +11

OFFENSE

Speed 30 ft., swim 50 ft.

Melee bite +10 (2d6+5 plus poison), tail slap +5 (1d8+2)

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

Special Attacks wild shape 1/day

Druid Spells Prepared (CL 8th; concentration +13)

3rd—*spit venom*^{UM} (DC 18)

2nd—*frost fall*^{UC} (DC 17), *resist energy*

1st—*magic fang, obscuring mist*

Spells Known (CL 7th; concentration +11)

3rd (5/day)—*protection from energy, suggestion* (DC 17)

2nd (7/day)—*acid arrow, invisibility, mirror image*

1st (7/day)—*expeditious retreat, magic missile, obscuring mist, shield, true strike*

0 (at will)—*acid splash, daze* (DC 14), *detect magic, light, mage hand, open/close, read magic*

STATISTICS

Str 20, **Dex** 23, **Con** 20, **Int** 11, **Wis** 21, **Cha** 18

Base Atk +6; **CMB** +12; **CMD** 28 (can't be tripped)

Feats Combat Casting, Eschew Materials, Lightning Reflexes, Skill Focus (Perception), Skill Focus (Stealth)

Skills Bluff +8, Knowledge (local) +4, Perception +19, Spellcraft +11, Stealth +16, Swim +13

Languages Aquan, Common

SQ amphibious, woodland stride

SPECIAL ABILITIES

Poison (Ex)

Bite—*injury; save Fort DC 19; frequency 1/round for 6 rounds; effect 1d2 Con damage; cure 2 saves.*

Spells

A water naga casts spells as a 7th-level sorcerer.

^{B3}This creature can be found in *Pathfinder Roleplaying Game: Bestiary 3*.

^{MC}This template can be found in *Pathfinder Roleplaying Game: Monster Codex*.

^{UC}This spell can be found in *Pathfinder Roleplaying Game: Ultimate Combat*.

^{UM}This spell can be found in *Pathfinder Roleplaying Game: Ultimate Magic*.

KIR'LAK

CR 10

(see Windbound Maestro)

Male hala demon druid (storm druid) 8 (*Pathfinder Roleplaying Game Ultimate Magic*)

XP 9,600

NE Medium outsider (air, chaotic, demon, evil, extraplanar)

Init +8; **Senses** darkvision 60 ft., eyes of the storm 15 ft.; **Perception** +15

Aura stormwind aura

DEFENSE

AC 23, touch 14, flat-footed 19 (+5 armor, +4 Dex, +4 natural)

hp 102 (13 HD; 8d8+5d10+39)

Fort +12, **Ref** +11, **Will** +11

Defensive Abilities vengeful wind; **DR** 10/cold iron or good; **Immune** electricity, poison; **Resist** acid 10, cold 10, fire 10; **SR** 15

Weaknesses enemy of dragons and eagles

OFFENSE

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

Melee +1 shortspear +16 (1d6+5) or 2 claws +15 (1d4+4), bite +15 (1d6+4)

Special Attacks hailstorm, wildshape 3/day

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

At will—*alter winds* (DC 15)

3/day—*gust of wind* (DC 16), *river of wind* (DC 18)

1/day—*control winds* (DC 19), *summon* (level 3, 1 hala 40%)

Domain Spell-Like Abilities (CL 8th; concentration +11)

5/day—*storm burst* (1d6+4 nonlethal)

8/day—*lightning lord*

Druid Spells Prepared (CL 8th; concentration +11)

4th—*ice storm* (DC 17), *sleet storm*^D, *summon nature's ally* IV

3rd—*call lightning*^D (DC 16), *dominate animal* (DC 17), *greater magic fang, wind wall*

2nd—*fog cloud*^D, *animal trance* (DC 16), *hold animal* (DC 16) *summon nature's ally* II (2)

1st—*detect animals or plants, charm animal* (2) (DC 15), *calm animals* (2) (DC 15), *obscuring mist*^D

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

D domain spell; **Domain Weather**

STATISTICS

Str 18, **Dex** 19, **Con** 16, **Int** 10, **Wis** 17, **Cha** 19

Base Atk +11; **CMB** +15 (+17 bull rush); **CMD** 29 (31 vs. bull rush)

Feats Flyby Attack, Hover, Improved Bull Rush, Improved Initiative, Skill Focus (Perform [wind]), Spell Focus (enchantment), Weapon Finesse^B, Wingover

Skills Acrobatics +10, Escape Artist +10, Fly +23, Intimidate +17, Knowledge (planes) +8, Perception +15, Perform (wind) +23, Stealth +10

Languages Abyssal, Celestial, Draconic, telepathy 100 ft.

SQ nature bond (Weather domain), nature sense, stormvoice, wild empathy +12, windwalker

Combat Gear potions of cure moderate wounds (2), scroll of summon nature's ally III; **Other Gear** +1 shortspear, +1 spell storing red dragonhide hide armor (poison [DC 15] stored), cloak of resistance +1, headband of inspired wisdom +2, holly and mistletoe, 144 gp

SPECIAL ABILITIES

Enemy of Dragons and Eagles (Ex)

Halas are hated enemies of dragons and eagles. Those creatures gain a +2 bonus on attack and damage rolls against hala demons.

Hailstorm (Su)

A hala can call down hailstones from surrounding clouds once every 1d4 rounds as a standard action. These hailstones deal 1d6 points of bludgeoning damage and 1d6 points of cold damage to all creatures within a 20-foot radius that have no overhead cover. A DC 14 Reflex save halves this damage. The save DC is Constitution-based. To use this ability, the hala must be outside and there must be clouds in the sky.

Stormwind Aura (Su)

Halas surround themselves with a buffeting shroud of supernatural, windstorm-force winds. These winds shield a hala from any other wind effects and form a shell of breathable air around it, allowing the hala to breathe underwater. Ranged weapons and gases directed toward a hala are affected as the spell wind wall.

Vengeful Wind (Su)

Anytime a hala takes damage from a critical hit, a powerful blast of wind explodes forth in the direction of the attacker. This blast takes the form of a 60-foot-long gale, treated as a gust of wind spell, directed from the hala toward the opponent that scored the critical hit against it (if that creature is more than 60 feet away, the wind is aimed in its direction but doesn't come close enough to affect it). This wind is also charged with electricity. Any creature in or that enters the area of effect must make a DC 15 Reflex save or take 3d6 points of electricity damage. The save DC is Constitution-based.

FUNGAL CREATURE^{B4} CRUEL DEVOTEE CR 6

(see Entranced by Green)

XP 1,600

Human monk 5

LE Medium plant (augmented)

Init +5; **Senses** darkvision 60 ft.; Perception +11

DEFENSE

AC 18, touch 16, flat-footed 17 (+1 deflection, +1 dodge, +1 monk, +2 natural, +3 Wis)

hp 41 (5d8+15)

Fort +8, **Ref** +5, **Will** +8; +2 vs. enchantments

Defensive Abilities evasion, poisonous blood (DC 13); **Immune** disease, plant traits

OFFENSE

Speed 30 ft.

Melee unarmed strike +8 (1d8+5) or mwk siangham +9 (1d6+5) or unarmed strike flurry of blows +8/+8 (1d8+5)

Ranged javelin +3 (1d6+6)

Special Attacks flurry of blows, poison spore cloud 1/day (DC 13), stunning fist (5/day, DC 15)

TACTICS

During Combat Fungal devotees are selflessly devoted to their mother and will use Stunning Fist to subdue potential supplicants for her. They focus attacks on anyone that threatens their mother.

Morale If reduced below half hit points, a fungal devotee retreats to the side of their mother. If already there, they fight to the death to protect her.

STATISTICS

Str 20, **Dex** 11, **Con** 16, **Int** 10, **Wis** 16, **Cha** 8

Base Atk +3; **CMB** +8 (+10 grapple); **CMD** 23 (25 vs. grapple)

Feats Combat Reflexes, Dodge, Improved Grapple, Improved Initiative, Improved Unarmed Strike, Power Attack, Scorpion Style, Stunning Fist

Skills Acrobatics +6 (+11 when jumping), Climb +10, Intimidate +7, Knowledge (religion) +8, Perception +11, Sense Motive +11, Stealth +8

Languages Common, Sylvan

SQ create spawn, fast movement, fungal metabolism, high jump, ki pool (5 points, magic), maneuver training, purity of body, rejuvenation, slow fall 20 ft.

Combat Gear potions of cure light wounds (2);
Other Gear javelin, masterwork siangham, cloak of resistance +1, ring of protection +1, 347 gp

⁸⁴This template can be found in *Pathfinder Roleplaying Game: Bestiary 4*.

THE VERDANT LADY CR 10

(see Entranced by Green)
Female fungal⁸⁴ young adult white dragon

XP 9,600

CE Large planet (augmented)
Init +5; **Senses** dragon senses, snow vision;
Perception +19

DEFENSE

AC 25, touch 9, flat-footed 25 (+16 natural, -1 size)

hp 115 (11d8+66)

Fort +13, **Ref** +7, **Will** +8

Defensive Abilities poisonous blood (DC 21);
DR 5/magic; **Immune** cold, disease, paralysis,
plant traits, sleep; **SR** 20

Weaknesses Vulnerability to fire

OFFENSE

Speed 50 ft., burrow 20 ft., fly 190 ft. (poor), swim 50 ft.

Melee bite +17 (2d6+9/19-20), 2 claws +16 (1d8+6), 2 wings +11 (1d6+3), tail slap +11 (1d8+9)

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

Special Attacks breath weapon (40-ft. cone, DC 19, 10d4 cold), poison spore cloud (DC 21)

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

At will—*fog cloud, gust of wind*

STATISTICS

Str 27, **Dex** 10, **Con** 23, **Int** 10, **Wis** 13, **Cha** 10

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

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

Skills Fly +8, Intimidate +14, Perception +19, Spellcraft +14, Stealth +10, Swim +30; **Racial Modifiers** +8 Swim

Languages Draconic, Sylvan

SQ create spawn, fungal metabolism, icewalking, ice shape, rejuvenation

SPECIAL ABILITIES

Ice Shape (Su) A young white dragon can shape ice and snow at will. This ability functions as stone shape, but only targeting ice and snow, not stone. A white dragon's caster level for this effect is equal to its Hit Dice.

Icewalking (Ex) This ability works like the spider climb spell, but the surfaces the dragon climbs must be icy. The dragon can move across icy surfaces without penalty and does not need to make Acrobatics checks to run or charge on ice.

Snow Vision (Ex) A very young white dragon learns to see perfectly well in snowy conditions. A white dragon does not suffer any penalties to Perception checks while in snow.

⁸⁴This template can be found in *Pathfinder Roleplaying Game: Bestiary 4*.

DAGRUL HAERIGHOLDT CR 11

(see The Eye of Unrepentant Slight)
Male advanced frost wight fighter 6

XP 12,800

LE Medium undead (cold)

Init +7; **Senses** darkvision 60 ft.; Perception +19

DEFENSE

AC 26, touch 13, flat-footed 23 (+7 armor, +3 Dex, +6 natural)

hp 101 (10 HD; 6d10+4d8+46)

Fort +11, **Ref** +7, **Will** +10; +2 vs fear

Defensive Abilities bravery +2, undead traits

Weaknesses resurrection vulnerability

OFFENSE

Speed 30 ft.

Melee +1 bardiche +16/+11 (1d10+8/19-20) or slam +13 (1d4+4 plus 1d6 cold plus energy drain)

Ranged mwk throwing axe +14/+9 (1d6+5)

Special Attacks create spawn, energy drain (1 level, DC 16), weapon training (axes +1)

STATISTICS

Str 19, **Dex** 16, **Con** —, **Int** 15, **Wis** 17, **Cha** 19

Base Atk +9; **CMB** +12; **CMD** 25

Feats Blind-Fight, Dazzling Display, Improved Initiative, Power Attack, Quick Draw, Skill Focus

(Perception), Shatter Defenses, Weapon Focus (bardiche), Weapon Specialization (bardiche)
Skills Intimidate +17, Knowledge (religion) +15, Perception +19, Stealth +24, Survival +14; **Racial Modifier** +8 Stealth
Languages Common
SQ armor training 1, create spawn, cold
Combat Gear potion of haste; **Other Gear** +2 scale mail, +1 bardiche^{APG}, masterwork throwing axes (4), belt of giant strength +2, boots of the winterlands, cloak of resistance +1, wedding ring (worth 150 gp), 205 gp

SPECIAL ABILITIES

Cold (Su) A creature touching a frost wight with natural weapons or unarmed strikes takes 1d6 cold damage.

Create Spawn (Su) Any humanoid creature that is slain by a wight becomes a wight itself in only 1d4 rounds. Spawn so created are less powerful than typical wights, and suffer a -2 penalty on all d20 rolls and checks, as well as -2 hp per HD. Spawn are under the command of the wight that created them and remain enslaved until its death, at which point they lose their spawn penalties and become full-fledged and free-willed wights. They do not possess any of the abilities they had in life.

Resurrection Vulnerability (Su) A raise dead or similar spell cast on a wight destroys it (Will negates). Using the spell in this way does not require a material component.

^{APG} This weapon can be found in *Pathfinder Roleplaying Game: Advanced Player's Guide*.

NIGHTMARE LORD^{B4} IJIRAQ^{B4} CR 10

(see Dreaming with the Damned)

XP 9,600

CE Medium fey (shapechanger)

Init +5; **Senses** darkvision 120 ft., low-light vision; Perception +21

Aura fear (DC 26), frightful presence (30 ft., DC 26)

DEFENSE

AC 25, touch 13, flat-footed 22 (+5 Dex, +1 dodge, +12 natural)

hp 105 (14d6+56); regeneration 5 (good or silver)

Fort +8, **Ref** +16, **Will** +13; +4 vs. illusions

Defensive Abilities feign death (DC 26), illusion resistance; **DR** 5/good or silver;

OFFENSE

Speed 30 ft., fly 10 ft. (perfect)

Melee 2 claws +10 (2d4+3), bite +10 (2d6+3), gore +10 (2d6+3)

Ranged javelin +12 (1d6+3)

Special Attacks disorienting gaze, dream slave, night terrors (DC 17+cha), nightmare magic

Spell-Like Abilities (CL 14th; concentration +23)

Constant—protection from good

At will—dimension door, fly, hallucinatory terrain (DC 23)

3/day—baleful polymorph (DC 24), control winds, cure critical wounds (DC 23), deep slumber (DC 22), detect thoughts (DC 21), dream, ice storm (DC 23), invisibility, nightmare (DC 28), plane shift (from the Material Plane to the Dimension of Dreams or back again) (DC 24), shadow walk (DC 24), sleet storm (DC 22), suggestion (DC 22), summon nature's ally IV

1/day—feeblemind (DC 24), modify memory (DC 23), shadow conjuration (DC 23), shadow evocation (DC 24), shadow walk (DC 24)

STATISTICS

Str 16, **Dex** 21, **Con** 18, **Int** 19, **Wis** 19, **Cha** 28

Base Atk +7; **CMB** +10; **CMD** 26

Feats Acrobatic Steps, Blind-Fight, Combat Reflexes, Dodge, Lightning Reflexes, Mobility, Nimble Moves

Skills Escape Artist +22, Fly +13, Handle Animal +23, Intimidate +27, Knowledge (arcana) +18, Knowledge (nature) +21, Perception +21, Stealth +26, Survival +18; **Racial Modifiers** +4 Intimidate, +4 Stealth

SQ change shape (elk, beast shape II), hide in plain sight

SPECIAL ABILITIES

Disorienting Gaze (Su) An ijiraq can level an icy stare at a creature within 30 feet. That creature takes a -20 penalty on Perception checks and Survival checks for 24 hours (Fortitude DC 26 negates). The save DC is Charisma-based. An ijiraq can use this ability while in the shape of an elk.

Hide in Plain Sight (Su) An ijiraq can use the

Stealth skill even while being observed. As long as it's standing in terrain covered in ice or snow, an ijiraq can hide itself from view in the open without actually hiding behind anything. An ijiraq can't use this ability while flying, and the ability has no effect when the ijiraq isn't in icy terrain.

^{B4}This creature and template can be found in *Pathfinder Roleplaying Game: Bestiary 4*.

POET OF THE PEAK

CR 13

(see The Poet of the Peak)

Unique yuki-onna^{B3} bard (court bard) 9 (*Pathfinder Roleplaying Game Advanced Player's Guide*)

XP 25,600

LE Medium undead (cold, incorporeal)

Init +8; **Senses** darkvision 60 ft., snow sight; Perception +23

Aura snowstorm (200 ft.)

DEFENSE

AC 24, touch 24, flat-footed 16 (+6 deflection, +7 Dex, +1 dodge)

hp 237 (18d8+153)

Fort +13, **Ref** +16, **Will** +17; +4 vs. bardic performance, language-dependent, and sonic

Defensive Abilities incorporeal; **Immune** cold, undead traits

Weaknesses vulnerable to fire, snow dependency

OFFENSE

Speed fly 30 ft. (perfect)

Melee 2 touches +20 (4d6 cold plus chilling touch)

Special Attacks bardic performance 28 rounds/day (move action; countersong, distraction, fascinate, glorious epic, inspire greatness, mockery -3, satire -2, suggestion), chilling touch, fascinating gaze

Spell-Like Abilities (CL 10th; concentration +18) Constant—*blur*

3/day—*cone of cold* (DC 23), *eyebite* (comatose and panicked only, DC 24), *ice storm*

1/day—*dream*

Bard Spells Known (CL 9th; concentration +17)

3rd (5/day)—*charm monster* (DC 23), *crushing despair* (DC 23), *demanding message*^U (DC 23),

lesser geas (DC 23)

2nd (6/day)—*allegro*^{UM}, *minor image*, *silence* (DC 20), *suggestion* (DC 22)

1st (7/day)—*alarm*, *beguiling gift*^{APG} (DC 21), *ear-piercing scream*^{UM} (DC 19), *lock gaze*^{UC} (DC 21), *vanish*^{APG}

0 (at will)—*dancing lights*, *detect magic*, *ghost sound* (DC 18), *mage hand*, *message*, *read magic*

STATISTICS

Str —, **Dex** 24, **Con** —, **Int** 19, **Wis** 23, **Cha** 26

Base Atk +13; **CMB** +20; **CMD** 30

Feats Combat Casting, Dodge, Ensemble^{UM}, Greater Spell Focus (enchantment), Improved Initiative, Lingering Performance^{APG}, Mobility, Prodigy^{UM} (act, sing), Spring Attack, Spell Focus (enchantment)

Skills Bluff +22, Fly +20, Intimidate +20, Knowledge (history, geography local, nobility) +12, Perception +23, Perform (act, sing) +30, Profession (playwright) +24, Sense Motive +23, Spellcraft +21, Stealth +19, Survival +15

Languages Common

SQ dream muse, heraldic expertise +4, versatile performance (act, sing), wide audience

Gear *Epic of the Forsaken Poet* +1

SPECIAL ABILITIES

Dream Muse (Su) A dream muse may include the casting of one mind-affecting spell during the delivery of a message with *dream*. Most often this is used to implant a *suggestion* for a great work of art or a compulsion to seek fame. Due to the limited link between the muse and the dreamer, all saving throws made against spells cast through this ability are made at with +4 bonus.

Snow Sight (Su) The Poet of the Peak may observe activity anywhere on the mountain range (but not beyond) using her normal senses, so long as it is snowing in the area targeted. If she is aware of a specific creature she would like to observe, she may attempt to target them with her *ice storm* spell-like ability in order to then observe them. Creatures targeted in this way may attempt Will saving throws as though for *scry*. On a successful saving throw, the Poet of the Peak's use of *ice storm* is wasted.

^{APG}These feats and spells can be found in *Pathfinder Roleplaying Game: Advanced Player's Guide*.

^{B4}This creature can be found in *Pathfinder Roleplaying Game: Bestiary 4*.

^{UC}This spell can be found in *Pathfinder Roleplaying Game: Ultimate Combat*.

^{UI}This spell can be found in *Pathfinder Roleplaying Game: Ultimate Intrigue*.

^{UM}These feats and spells can be found in *Pathfinder Roleplaying Game: Ultimate Magic*.

ARCHITECT OF THE AMPHITHEATER CR 11

(see The Poet of the Peak)

Male frost giant expert 4

XP 6,400

CE Large humanoid (cold, giant)

Init -1; **Senses** low-light vision; Perception +10

DEFENSE

AC 23, touch 8, flat-footed 23 (+6 armor, -1 Dex, +9 natural, -1 size)

hp 171 (18d8+90)

Fort +16, **Ref** +6, **Will** +11

Defensive Abilities rock catching; Immune cold

Weaknesses vulnerability to fire

OFFENSE

Speed 40 ft.

Melee +2 greataxe +24/+19 (3d6+17) or 2 slams +22 (1d8+10)

Ranged rock +12 (1d8+15) or +1 heavy crossbow +13 (2d8+1/19-20)

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

Special Attacks rock throwing (120 ft.)

STATISTICS

Str 30, **Dex** 9, **Con** 21, **Int** 10, **Wis** 14, **Cha** 11

Base Atk +13; **CMB** +24; **CMD** 33

Feats Cleave, Great Cleave, Improved Overrun, Improved Sunder, Martial Weapon Proficiency (greataxe), Power Attack, Skill Focus (Craft [ice]), Skill Focus (Profession [architect]), Skill Focus (Stealth)

Skills Climb +14, Craft (ice) +14, Intimidate +7, Knowledge (engineering) +15, Perception +10, Profession (architect) +23, Stealth +2 (+6 in snow); **Racial Modifiers** +4 Stealth in snow

Languages Common, Giant

Gear +2 chain shirt, +1 heavy crossbow with 20

bolts, +2 greataxe, cloak of resistance +1, 548 gp in various gemstones

APPENDIX II – ADDITIONAL RULES

The following rules can be referenced for the adventures in this book as needed.

ENVIRONMENTAL RULE REFERENCES

ALTITUDE RULES

High altitude travel can be extremely fatiguing—and sometimes deadly—to creatures that aren't used to it. Cold becomes extreme, and the lack of oxygen in the air can wear down even the most hardy of warriors.

Acclimated Characters: Creatures accustomed to high altitude fare better than lowlanders. Any creature with an Environment entry that includes mountains is considered native to the area and acclimated to the high altitude. Characters can also acclimate themselves by living at high altitude for a month. Characters who spend more than two months away from the mountains must reacclimate themselves when they return. Undead, constructs, and other creatures that do not breathe are immune to altitude effects.

Altitude Zones: In general, mountains present three possible altitude bands: low pass, low peak/high pass, and high peak.

Low Pass (lower than 5,000 feet): Most travel in low mountains takes place in low passes, a zone consisting largely of alpine meadows and forests. Travelers might find the going difficult (which is reflected in the movement modifiers for traveling through mountains), but the altitude itself has no game effect.

Low Peak or High Pass (5,000 to 15,000 feet):

Ascending to the highest slopes of low mountains, or most normal travel through high mountains, falls into this category. All non-acclimated creatures labor to breathe in the thin air at this altitude. Characters must succeed on a Fortitude save each hour (DC 15, +1

per previous check) or be fatigued. The fatigue ends when the character descends to an altitude with more air. Acclimated characters do not have to attempt the Fortitude save.

High Peak (more than 15,000 feet): The highest mountains exceed 15,000 feet in height. At these elevations, creatures are subject to both high altitude fatigue (as described above) and altitude sickness, whether or not they're acclimated to high altitudes. Altitude sickness represents long-term oxygen deprivation, and affects mental and physical ability scores. After each 6-hour period a character spends at an altitude of over 15,000 feet, he must succeed on a Fortitude save (DC 15, +1 per previous check) or take 1 point of damage to all ability scores. Creatures acclimated to high altitude receive a +4 competence bonus on their saving throws to resist high altitude effects and altitude sickness, but eventually even seasoned mountaineers must abandon these dangerous elevations.

COLD WEATHER RULES

Cold and exposure deal nonlethal damage to the victim. A character cannot recover from the damage dealt by a cold environment until she gets out of the cold and warms up again. Once a character has taken an amount of nonlethal damage equal to her total hit points, any further damage from a cold environment is lethal damage.

An unprotected character in cold weather (below 40° F) must make a Fortitude save each hour (DC 15, +1 per previous check) or take 1d6 points of nonlethal damage. A character who has the Survival skill may receive a bonus on this saving throw and might be able to apply this bonus to other characters as well (see the skill description).

In conditions of severe cold or exposure (below 0° F), an unprotected character must make a Fortitude save once every 10 minutes (DC 15, +1 per previous check), taking 1d6 points of nonlethal damage on each failed

save. A character who has the Survival skill may receive a bonus on this saving throw and might be able to apply this bonus to other characters as well. Characters wearing a cold weather outfit only need check once per hour for cold and exposure damage.

A character who takes any nonlethal damage from cold or exposure is beset by frostbite or hypothermia (treat her as fatigued). These penalties end when the character recovers the nonlethal damage she took from the cold and exposure.

Extreme cold (below -20° F) deals 1d6 points of lethal damage per minute (no save). In addition, a character must make a Fortitude save (DC 15, +1 per previous check) or take 1d4 points of nonlethal damage.

Ice: Characters walking on ice must spend 2 squares of movement to enter a square covered by ice, and the DC for Acrobatics checks increases by +5. Characters in



prolonged contact with ice might run the risk of taking damage from severe cold.

Sleet: Essentially frozen rain, sleet has the same effect as light snow, but any accumulation typically doesn't last longer than 1–2 hours after the storm.

Snow, Light: Light snow reduces visibility to three-quarters of the normal range, resulting in a –2 penalty on Perception checks. Light snow has a 75% chance each hour of extinguishing unprotected flames and imposes a –2 penalty on ranged attacks. Light snow does not impede movement unless it continues for 2 or more hours, at which point moving into a square of such snow requires 1 extra 5-foot square of movement (this stacks with difficult terrain). Every 2 hours of light snow leaves 1 inch of snow on the ground. As long as at least 2 inches of snow remain on the ground, the requirement of an extra square of movement to enter a square of snow persists. If at least 1 foot of snow remains on the ground, entering a snow-filled square instead requires 2 extra squares of movement.

Snow, Medium: Medium snow reduces visibility ranges by half, resulting in a –4 penalty on Perception checks. Medium snow extinguishes unprotected flames and imposes a –4 penalty on ranged attacks. Medium snow does not impede movement unless it continues for 1 hour, at which point moving into a square of such snow requires 1 extra 5-foot square of movement (this stacks with difficult terrain). Every hour of medium snow leaves 1 inch of snow on the ground. As long as at least 2 inches of snow remain on the ground, the requirement of an extra square of movement to enter a square of snow persists. If at least 1 foot of snow remains on the ground, entering a snow-filled square instead requires 2 extra squares of movement.

Snow, Heavy: Heavy snow reduces visibility ranges to one-quarter of the normal range, resulting in a –6 penalty on Perception checks. It extinguishes unprotected flames and imposes a –6 penalty on ranged attacks. Heavy snow impedes movement even before it begins to stick. Moving into a square during a heavy snowstorm requires 1 extra 5-foot square of movement

(this stacks with difficult terrain). Every hour of heavy snow leaves 1d4 inches of snow on the ground. As long as at least 2 inches of snow remain on the ground, the requirement of an extra square of movement to enter a square of snow persists. If at least 1 foot of snow remains on the ground, 2 extra squares of movement are required to enter a snow-filled square instead. A heavy snowstorm has a 10% chance of generating thundersnow and has a 40% chance of becoming a blizzard if the wind speed is severe or stronger.

WINDY WEATHER RULES

The wind can create a stinging spray of sand or dust, fan a large fire, keel over a small boat, and blow gases or vapors away. If powerful enough, it can even knock characters down (see Table: Wind Effects), interfere with ranged attacks, or impose penalties on some skill checks.

Checked Size: Creatures of this size or smaller are unable to move forward against the force of the wind unless they succeed on a DC 10 Strength check (if on the ground) or a DC 20 Fly skill check if airborne.

Blown Away Size: Creatures on the ground are knocked prone and rolled $1d4 \times 10$ feet, taking $1d4$ points of nonlethal damage per 10 feet, unless they make a DC 15 Strength check. Flying creatures are blown back $2d6 \times 10$ feet and take $2d6$ points of nonlethal damage due to battering and buffeting, unless they succeed on a DC 25 Fly skill check.

Light Wind: A gentle breeze blowing through trees, having little or no game effect.

Moderate Wind: A steady wind with a 50% chance of extinguishing small, unprotected flames, such as candles.

Strong Wind: Gusts that automatically extinguish unprotected flames (candles, torches, and the like). Such gusts impose a –2 penalty on ranged attack rolls and on Perception checks.

Severe Wind: In addition to automatically extinguishing any unprotected flames, winds of this

Wind Effects

Wind Force	Wind Speed	Ranged Attacks		Checked Size	Blown Away Size	Fly Penalty
		Normal/Siege Weapons				
Light	0-10 mph	-/-		-	-	-
Moderate	11-20 mph	-/-		-	-	-
Strong	21-30 mph	-2/-		Tiny	-	-2
Severe	31-50 mph	-4/-		Small	Tiny	-4
Windstorm	51-74 mph	Impossible/-4		Medium	Small	-8
Hurricane	75-174 mph	Impossible/-8		Large	Medium	-12
Tornado	175-300 mph	Impossible/ Impossible		Huge	Large	-16

magnitude cause protected flames (such as those of lanterns) to dance wildly and have a 50% chance of extinguishing these lights. Ranged weapon attacks and Perception checks are at a -4 penalty. This is the velocity of wind produced by a gust of wind spell.

Windstorm: Powerful enough to bring down branches if not whole trees, windstorms automatically extinguish unprotected flames and have a 75% chance of blowing out protected flames, such as those of lanterns. Ranged weapon attacks are impossible, and even siege weapons have a -4 penalty on attack rolls. Perception checks that rely on sound are at a -8 penalty due to the howling of the wind.

Hurricane-Force Wind: All flames are extinguished. Ranged attacks are impossible (except with siege weapons, which have a -8 penalty on attack rolls). Perception checks based on sound are impossible: all characters can hear is the roaring of the wind. Hurricane-force winds often fell trees.

Tornado (CR 10): All flames are extinguished. All ranged attacks are impossible (even with siege weapons), as are sound-based Perception checks. Instead of being blown away (see Table: Wind Effects), characters in close proximity to a tornado who fail their Fortitude saves are sucked toward the tornado. Those who come in contact with the actual funnel cloud are picked up and whirled around for 1d10 rounds, taking 6d6 points of damage per round, before being violently expelled (falling damage might apply). While a tornado's rotational speed can be as great as 300 mph, the funnel

itself moves forward at an average of 30 mph (roughly 250 feet per round). A tornado uproots trees, destroys buildings, and causes similar forms of major destruction.

OTHER RULES AND REFERENCES

SITE-BOUND (ORACLE CURSE)

You bond with a particular 10-foot square, and must remain within 1,500 feet of that site or immediately become sickened. You must succeed at a DC 15 Fortitude save each minute you spend outside of the boundary or become nauseated. For every hour spent outside of the boundary, you also take 1d4 points of Constitution damage (no save). When within range of your bonded site, you gain a +1 bonus to your caster level when casting oracle spells.

Effect

At 5th level, the radius increases to 2,250 feet.

At 10th level, the radius increases to 3,000 feet and the bonus to your caster level when casting oracle spells within the boundary increases by 1.

At 15th level, you can move up to 1 mile from your bonded site.

SELECTIONS FROM THE WINTER (ORACLE MYSTERY)

Class Skills: An oracle with the winter mystery adds Intimidate, Knowledge (nature), Stealth, and Survival to her list of class skills.

Bonus Spells: *endure elements* (2nd), *frost fall* (4th),

Revelations:

Child of Winter (Ex): You gain the constant benefit of

endure elements, but only against cold temperatures. You can move across regular snow without penalty, and heavy snow costs you only 2 squares of movement instead of 4. You can move across icy surfaces without penalty, and never need to make Acrobatics checks to run or charge on ice. You leave no trail in ice or snow, and cannot be tracked (you may choose to leave a trail if you so desire). During winter months, you gain a +2 insight bonus on Initiative checks and Reflex saving throws.

Ice Shape (Su): You are able to sculpt ice and snow into almost any shape. This ability functions like stone shape, but targeting only ice and snow, not stone. You can use this ability a number of times per day equal to 3 + your Charisma modifier.

Icy Skin (Ex): You gain resist cold 5. This resistance increases to 10 at 5th level and 20 at 11th level. At 17th level, you gain immunity to cold.

BOREAL CREATURE (CR +1)

Creating a Boreal Creature

"Boreal" is an inherited template that can be added to any Huge or smaller corporeal creature. This template cannot be applied to a creature with the fire subtype.

Challenge Rating: Same as the base creature +1.

Type: The creature gains the cold subtype. If applied to a creature with the animal or vermin type, the creature's type changes to magical beast. Do not recalculate its Hit Dice, base attack bonus, saves, or skill points.

Attacks: A boreal creature's natural attacks deal an additional 1d6 points of cold damage.

Abilities: Str +2, Con +2.

Skills: The creature receives a +4 bonus on Stealth and Survival checks in snow. An aquatic boreal creature receives a +4 racial bonus on Stealth and Survival checks at all times in frigid waters (its natural habit), instead of in snow. Environment: The creature's natural environment changes to a cold climate.

Special Qualities: A boreal creature gains the following special quality.

Trackless Step (Ex)

A boreal creature does not leave a trail in snow and cannot be tracked. It can choose to leave a trail, if it so

desires. This special quality does not apply to aquatic boreal creatures.

PIPES OF STORMS

Aura moderate evocation; **CL** 7th

Slot none; **Price** 22,000 gp **Weight** 8 lbs.

DESCRIPTION

These weighty pipes are carved from white stone with translucent crystalline stoppers, filigreed with golden patterns depicting winds and clouds. Up to three times per day as a standard action, you can use a *pipes of storms* to surround yourself with an aura of brisk wind that grants you a 20% miss chance against all ranged attacks. This wind cloak effect lasts for 1 minute. At any time during that minute, you may play additional notes on the *pipes of storms* in order to produce one of the following three effects.

- **Air Walk:** You cause the winds to lift you off the ground, granting you the effects of an *air walk* spell for 1 round. This is normally a move action, but if you succeed at a DC 15 Perform (wind) check, it is a swift action.
- **Gust of Wind:** You can direct the winds surrounding you to duplicate the effects of a *gust of wind* spell. This is a standard action.
- **Lightning Strike:** As a standard action, make a Perform (wind) check. You cause a bolt of lightning to strike a single foe within 30 feet, dealing an amount of electricity damage equal to the result of your Perform (wind) check. The target gets a DC 15 Reflex save to halve the damage caused by this lightning strike.

CONSTRUCTION REQUIREMENTS

Craft Wondrous Item, *air walk*, *call lightning*, *gust of wind*; **Cost** 11,000 gp

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