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SEASON OF THE TEN



CORPSES IN KALSGARD

By Alex Riggs



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HOW TO PLAY

Pathfinder Society Scenario #10–19: Corpses in Kalsgard is a Pathfinder Society Scenario designed for 5th- through 9th-level characters (Tier 5–9; Subtiers 5–6 and 8–9). This scenario is designed for play in the Pathfinder Society Roleplaying Guild campaign, but it can easily be adapted for use with any world. For more information on the Roleplaying Guild, how to read the attached Chronicle sheets, and how to find games in your area, check out the campaign's home page at Pathfindersociety.club.



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GM RESOURCES

Corpses in Kalsgard makes use of the *Pathfinder RPG Core Rulebook*, *Pathfinder RPG Advanced Class Guide* (ACG), *Pathfinder RPG Advanced Player's Guide* (APG), and *Pathfinder RPG Bestiary*. This adventure assumes the GM has access to these sourcebooks. Readers interested in references to Pathfinder RPG hardcovers can find the complete rules of these books available online at pfrd.info.

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CORPSES IN KALSGARD

By Alex Riggs



ADVENTURE BACKGROUND

In the cold northern settlement of Kalsgard, chaos reigns on multiple fronts. Sveinn Blood-Eagle, whose mighty frame now carries the weight of many years, has announced that he is tired of waiting for a worthy heir to claim the title of Linnorm King from him. He intends to set sail on one last grand adventure to the legendary Ulfen colony of Vallenhall, leaving as soon as both his ship is prepared and any Ulfen who wish to accompany him have been given a fair chance to make the journey to his side. Just after this announcement, Sveinn's score of children began to squabble over rulership of his domain, with the exception of his daughter Thira Ash-Eyes, who is currently absent from the city. As the party to celebrate the elderly warrior-king's final departure begins, his three eldest children, Uldren Orcsbane, Birgun Whale-Eater, and Yngvilda the Bold, have already started to rally their various supporters and allies to make a bid for Sveinn's throne. Tensions rise among the residents of Kalsgard as friction between these competing camps escalates.

Amid the confusion created by Blood-Eagle's succession, some of Kalsgard's smallest citizens have become the victims of a cruel and insidious plot. Gnome residents have been found dead all over the city, bearing no apparent wounds, and skin and hair that have been drained of color. While many residents of Kalsgard have attributed the deaths to sudden onsets of the Bleaching—the lethal ennui suffered by some gnomes who are unable to generate enough excitement in their lives—Quil Tabberdash, a gnome Pathfinder and cleric of Nivi Rhombodazzle, believes that some sinister force is preying on the gnomes living within the settlement. Because the town guards are too busy stopping the rivalries of Sveinn's children from spilling into open violence and bloodshed to conduct a proper investigation, Quil has turned to the Pathfinder Society for aid. Quil sent word to Venture-Captain Bjersig Torrsen at the nearby Pathfinder lodge in the small town of Iceferry, and requested a team to aid her in uncovering the truth behind the strange phenomenon killing her people.

In truth, the gnomes have been slain as part of a malevolent scheme by Ellux Shost, a gnome necromancer obsessed with the idea of establishing a gnome kingdom in the northern lands. To accomplish this, he turned to agents of the

Where on Golarion?

Corpses in Kalsgard begins in the port town of Iceferry and takes place primarily across the Rimeflow River in the city of Kalsgard, the largest city in the frigid Lands of the Linnorm Kings. For more information about both, see *Pathfinder Campaign Setting: Lands of the Linnorm Kings*. For a detailed gazetteer of Kalsgard, see *Pathfinder Adventure Path #50: Night of Frozen Shadows*.



Whispering Way, who tutored him in the arts of necromancy and provided him with funding and raw materials to create an army of undead gnomes. While Ellux has been quietly building his forces ever since, scavenging gnome bodies from the local graveyards, his patrons are beginning to grow impatient with his slow progress, and pressure is mounting for him to repay his debts by marching his undead hordes in a few months' time.

Things seemed grim for Ellux, who could not hope to scavenge as many bodies as were required of him by the deadline. Just when he was about to consider compromising his ideals and tainting his glorious army with the corpses of humans, a local gnome by the name of Humush Mum died in a tragic accident when a cart overturned in the street. Consumed with worry about how well her family could survive without her, Humush's soul returned from death as a ghost, and when Ellux discovered the wandering spirit, he recognized an

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opportunity he could not afford to pass up. When his attempt to magically compel Humush to serve him failed, Ellux preyed upon her concern for her family, sending undead minions to hold them hostage and force the ghost to commit murders for him. Ellux reasoned correctly that the aging effects of the ghost's corrupting touch would be mistaken for the effects of the Bleaching by other residents of Kalsgard, and devised a plan to steal the corpses of those Humush dispatched after they were buried.

Since then, Ellux has kept the ghost on a tight leash, forcing her to murder local gnomes as frequently as he dares while avoiding suspicion, and threatening to kill the ghost's family if she does not comply. Humush has managed to learn where her family is being kept, however, and while she dares not try to free them herself, she has begun leaving hidden clues at the location of each of her crimes, in the hopes that someone will find them and free her family, so she can stop carrying out the grim assassinations the necromancer has tasked her with.

SUMMARY

The PCs investigate the grisly deaths of several gnomes who lived within Kalsgard, in the Lands of the Linnorm Kings. Although there is evidence to the contrary, a superficial resemblance to deaths caused by the Bleaching has caused authorities to ignore the gnome's plight. Instead, members of law enforcement are focusing on the fallout from the news that Linnorm King Sveinn Blood-Eagle's throne will soon be vacant and the political machinations of his children, none of whom have yet to prove themselves to be worthy heirs.

A gnome Pathfinder who lives in the city, Quil Tabberdash, offers to lead the PCs to the residences where several gnomes have perished to search for evidence that will prove these gnomes did not die as a result of the Bleaching. Here, the PCs have the chance to discover clues left by the killer herself, the ghost of Humush Mum, a local gnome. If the PCs are able to identify these clues, they suggest that the ghost is being coerced by a necromancer who is holding her still-living family hostage, forcing her to kill for him. The PCs can then dispatch the undead gnomes threatening Humush's family, allowing the ghost to join them when they confront the necromancer and his horde of skeletal gnomes. Even if the PCs don't manage to find the well-hidden clues, a timely tip (and the tragic death of Quil) leads them to the necromancer's cramped underground warren of twisting tunnels all the same—but in this case, they must also contend with the reluctant ghost.

GETTING STARTED

Read the following aloud to start the adventure.

The air is crisp and cool as the boat arrives in Iceferry, a small town just across the Rimeflow river from Kalsgard. Waiting on the ice-crusting wharf is an enthusiastic gnome, who is bundled

in a number of exotic furs and brightly-colored scarves, waving energetically with both hands. She bounds over and introduces herself as Lirall, adding that the venture-captain is waiting. She then volunteers to serve as a guide through the icy streets to the local lodge.

Although the journey through Iceferry is short, the warmth of the lodge is initially invigorating. Before anyone can warm themselves by the fireplace for too long, however, the gnome walks to a panel of labeled and colorful pulleys near the entrance, looking them all over closely before pulling one labeled "Library." The cord, which runs across the lodge's ceiling before disappearing through a small opening in one wall, goes taut. There is the sound of something flapping in the air, almost immediately overwhelmed by the excited and friendly barking of a large dog. A door opens, letting forth an energetic husky that rushes out to greet the newcomers, before a deep voice echoes from beyond the opening, offering gentle admonishment to the dog. "Now, now, Mahki, you know better. Let our guests come in."

The owner of the voice proves to be Venture-Captain Bjersig Torrsen, a dashing half-orc with a short black beard braided into three points, and a long ponytail. He looks up from reading a book on the history of the Linnorm Kings, and, after carefully marking his page with an old brass key, places it atop a nearby book on gnome physiology. "Thank you for coming. There have been a series of unusual deaths lately in Kalsgard, just across the river." As he speaks, he makes a series of gestures with his hands, and it soon becomes clear that he is speaking both aloud and in sign. "Before we proceed, what do you know about what gnomes call the Bleaching?"

Allow the PCs an opportunity to answer the question. No Knowledge check is required for gnome PCs; they or any PCs who succeed at a DC 10 Knowledge (local) or Knowledge (nature) check know the information detailed in the boxed text below. If none of the PCs are familiar with the Bleaching or if an incomplete answer is provided, the venture-captain offers the following information.

"The Bleaching is an unusual part of gnome physiology, supposedly tied to their distant connection to the First World. Any gnome that fails to find enough excitement in their life develops a sort of lethal ennui, which slowly drains away their will to live, their ability to experience emotions, and, ultimately, the very color from their bodies. If a gnome is afflicted long enough, the condition can become fatal. Unfortunately, it's a bit more common here than some other places. Likely due to the isolation caused by our climate, I suppose."

Once it's established what the Bleaching is, Bjersig continues.

"As I was saying, there have been several deaths lately in Kalsgard. All who perished are gnomes whose hair and skin have been turned completely white. At first glance, this looks like just a few more cases of the Bleaching, but one of our agents in Kalsgard, Quil Tabberdash, is a gnome who spends

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her free time helping to combat the effects of the bleaching in the local community, and she's convinced it's something else. She's tried working with the local authorities, but they're preoccupied with Sveinn Blood-Eagle's recent announcement, and all the chaos that's caused, and simply aren't interested. So, you're going to help Quil investigate what's really going on, and, if it turns out to be something sinister after all, put a stop to it.

Here's the address of Quil's church. Or perhaps gambling hall would be a more apt description?" He hands over a folded piece of paper with an address written on it. "Quil will meet you there after you arrive in Kalsgard and show you to some of the places where bodies have been found. Oh, and Pathfinders? Things are unstable enough over there right now. Try to avoid stirring things up more than absolutely necessary, and I'll see to it that you're properly compensated for your troubles."

With that, the venture-captain makes a quick gesture with his hand and nods to the PCs, giving them the opportunity to ask what they will. Bjersig has been deaf his whole life, but is a capable speaker and an excellent lip-reader. He can understand the PCs' spoken questions so long as they speak in his sight. He's most comfortable using a modified version of the Pathfinder hand signals to supplement his words.

Note that some of the PCs' rewards for this adventure (such as the rewards for peacefully defeating the drunken brawlers in area A) can appear in the form of payments from the Society for preserving the peace (and the Society's reputation) in Kalsgard.

We noticed the flags and handsigns? What are they for? "I've been deaf since birth, but don't worry, I can get by reading lips just fine." He can go on to explain, if needed, that the flags serve as a way for lodge members to get his attention. He politely declines any offers to "cure" him.

What's this about Sveinn Blood-Eagle and a recent announcement? "Ah, no one's told you yet? Sveinn Blood-Eagle is regarded by many as the greatest of the Linnorm Kings, old now but still very formidable. He's announced that he's tired of waiting for a worthy heir and is planning to set sail on a final adventure to Valenhall, a legendary Ulfen colony on the shores of Arcadia. No sooner did he announce his intent to leave, his children started fighting over who should take over his domain, though none of them have slain a linnorm and secured their claim. Things have gotten pretty tense lately, with violence occasionally breaking out in the streets. Whatever you do while you're in Kalsgard, try not to get involved in that mess."

A. STREETS OF KALSGARD (CR 7 OR CR 10)

The trip from Iceferry to Kalsgard is a short one, and, for the most part, uneventful. The PCs should feel free to make stops to purchase supplies or make other arrangements, if needed. The streets buzz with excitement and whispered rumors regarding King Sveinn's proclamation and the various

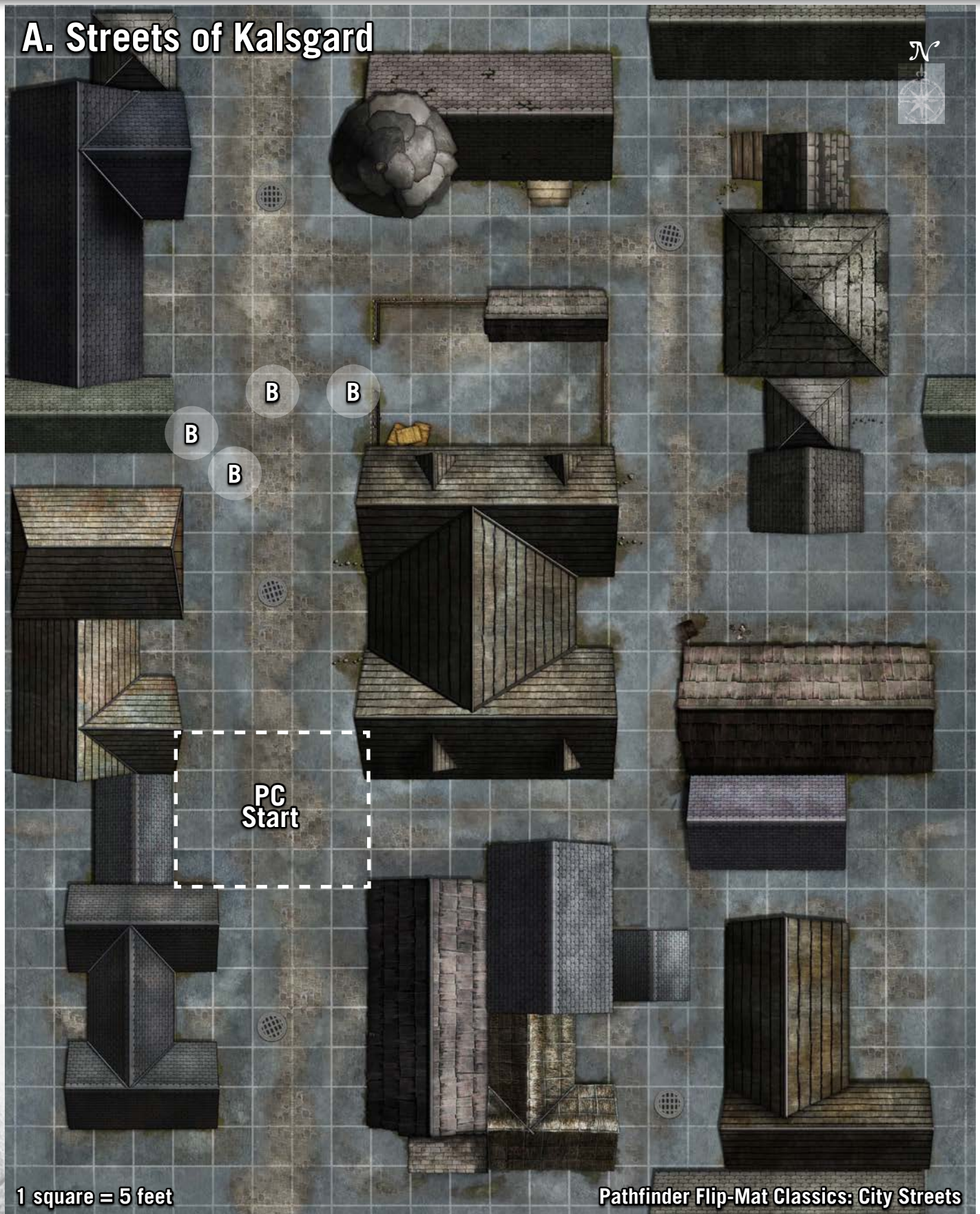
political maneuvering of his offspring. For the most part, no one pays much attention to the PCs.

This event can occur at any time before the end of the PCs' investigation (see area B on page 9). GMs are encouraged to use it to break up the information- and roleplay-heavy beginning of the adventure, providing a brief distraction and some quick combat. Once players start to show signs of fatigue with the investigation, run this encounter on their way to the next stop. It's fine to run this encounter before the PCs even meet their contact, Quil Tabberdash, but in this case GMs should take care avoid giving the impression that every visitor to the city is being accosted as soon as they arrive.

Creatures: As they near their destination, the PCs encounter a group of four locals staggering out of a nearby tavern. One of the Ulfen agitators points toward the PCs and calls out, swaggering over to them and declaring in an accusatory tone that he's never seen their faces before. He adds, in a drunken slur, "You must be working for that witch, Yngvilda! I heard she'd been bringing in foreigners to try and steal her father's throne away from Uldren, the



A. Streets of Kalsgard



Pathfinder Flip-Mat Classics: City Streets

rightful heir.” His companions add their own inebriated and disgruntled murmurs of agreement.

With a successful DC 17 Bluff, Intimidate, or Diplomacy check (DC 20 for Subtier 8–9), the PCs can avoid a fight with the Ulfen aggressors. Otherwise, the intoxicated troublemakers break into active violence, eager for a chance to vent their political frustrations on strangers. These rabble-rousers are quite drunk, imposing the sickened condition on them for the duration of the encounter, and reducing their CR by 1.

SUBTIER 5–6 (CR 7)

DRUNKEN ULDTREN SUPPORTERS (4)	CR 3
Human barbarian 1/brawler 4 (<i>Pathfinder RPG Advanced Class Guide</i> 23)	
CN Medium humanoid (human)	
Init +5; Senses Perception +8	
DEFENSE	
AC 15, touch 11, flat-footed 13 (+4 armor, +1 deflection, +1 Dex, +1 dodge, –2 rage)	
hp 57 each (5 HD; 4d10+1d12+24)	
Fort +8, Ref +3, Will +1	
OFFENSE	
Speed 40 ft.	
Melee unarmed strike +10 (1d8+6) or flurry of blows +8/+8 (1d8+6)	
Special Attacks brawler’s flurry, knockout 1/day (DC 16), maneuver training (dirty trick +1), martial flexibility 5/day, rage (6 rounds/day)	
TACTICS	
During Combat More interested in a brawl than a real life-or-death battle, the drunken Uldren supporters initially deal nonlethal damage with their unarmed strikes. If lethal damage is used against them, though, they respond in kind. They gleefully use Power Attack with every swing, not worrying much about accuracy, and attempt to maneuver themselves into flanking positions.	
Morale The drunken Uldren supporters bow out of the fight if reduced to less than 15 hit points, if more than two of their number are defeated, or if the fight lasts long enough for their rage to end (6 rounds).	
Base Statistics When not raging (but still drunk), the drunken Uldren supporter’s statistics are AC 17, touch 13, flat-footed 15; hp 47; Fort +6, Will –1; Melee unarmed strike +8 (1d8+4) or flurry of blows +6/+6 (1d8+4); Str 18, Con 14; CMB +7.	
STATISTICS	
Str 22, Dex 13, Con 18, Int 8, Wis 10, Cha 12	
Base Atk +5; CMB +9 (+10 dirty trick); CMD 22 (23 vs. dirty trick)	
Feats Combat Reflexes, Improved Initiative, Improved Unarmed Strike, Outflank ^{APG} , Power Attack, Weapon Focus (unarmed strike)	
Skills Intimidate +7, Knowledge (local) +5, Perception +6, Profession (fisherman) +6	

Scaling Encounter A

To accommodate a group of four PCs, remove one drunken Uldren supporter from the encounter.

Languages Common

SQ brawler’s cunning, fast movement, martial training

Combat Gear *potion of cure light wounds*; **Other Gear** +1 studded leather, ring of protection +1, 225 gp

SUBTIER 8–9 (CR 10)

DRUNKEN ULDTREN SUPPORTERS (4)	CR 6
Human barbarian (drunken brute) 4/brawler 4 (<i>Pathfinder RPG Advanced Class Guide</i> 23, <i>Pathfinder RPG Advanced Player’s Guide</i> 78)	
CN Medium humanoid (human)	
Init +6; Senses Perception +11	
DEFENSE	
AC 17, touch 12, flat-footed 14 (+5 armor, +1 deflection, +2 Dex, +1 dodge, –2 rage)	
hp 88 (8 HD; 4d10+4d12+36)	
Fort +11, Ref +6, Will +3	
Defensive Abilities trap sense +1, uncanny dodge	
OFFENSE	
Speed 30 ft.	
Melee unarmed strike +13/+8 (1d8+6) or unarmed strike flurry of blows +11/+11/+6 (1d8+6)	
Special Attacks brawler’s flurry, knockout 1/day (DC 16), maneuver training (dirty trick +1), martial flexibility 5/day, rage (12 rounds/day), rage powers (roaring drunk ^{APG} , staggering drunk ^{APG})	
TACTICS	
During Combat More interested in a brawl than a real life-or-death battle, the drunken Uldren supporters initially deal nonlethal damage with their unarmed strikes. If lethal damage is used against them, though, they respond in kind. They gleefully use Power Attack with every swing, attempting to intimidate those they hit with their Enforcer feat, and maneuvering themselves into flanking positions.	
Morale Same as Subtier 5–6, except their rage lasts 12 rounds.	
Base Statistics When not raging (but still drunk), the drunken Uldren supporter’s statistics are AC 19, touch 14, flat-footed 16; hp 72; Fort +9, Will +1; Melee unarmed strike +11/+6 (1d8+4) or unarmed strike flurry of blows +9/+9/+4 (1d8+4); Str 18, Con 14; CMB +10.	
STATISTICS	
Str 22, Dex 14, Con 18, Int 8, Wis 10, Cha 12	
Base Atk +8; CMB +12 (+13 dirty trick); CMD 26 (27 vs. dirty trick)	
Feats Combat Reflexes, Enforcer ^{APG} , Improved Initiative, Improved Unarmed Strike, Outflank ^{APG} , Power Attack, Weapon Focus (unarmed strike)	

PATHFINDER SOCIETY SCENARIO

Skills Intimidate +10, Knowledge (local) +8, Perception +9,
Profession (fisherman) +9

Languages Common

SQ brawler's cunning, martial training, raging drunk

Combat Gear *potion of cure moderate wounds (2)*; **Other Gear**
+2 studded leather, ring of protection +1, cloak of
resistance +1, 25 gp

Development: Whether the PCs talk their way out of the situation or are forced to fight off the drunken attackers, once the situation is dealt with they are free to continue on to their meeting with Quil Tabberdash, or with the remainder of their investigation, depending on when this conflict occurs. Note that Quil does not get involved in the conflict if she is with the PCs when it occurs; she quietly slinks away, unnoticed by the thugs, returning after the conflict with an apologetic shrug and an explanation that things are hard enough on the gnomes of Kalsgard without her turning any of the Ulfen against them. As he way of apologizing if this happens, she casts *cure light wounds* on up to four wounded PCs. None of the other locals are particularly interested in getting involved in the brawl one way or the other, and the PCs are free to walk away from the scene of the fight once it is over.

Rewards: If the PCs slay any of the intoxicated Ulfen, reduce their gold earned by the following amounts.

Subtier 5–6: Reduce each PC's gold earned by 300 gp.

Out of Subtier: Reduce each PC's gold earned by 600 gp.

Subtier 8–9: Reduce each PC's gold earned by 900 gp.

THE HALL OF SEVEN WAGERS

Ostensibly a church and gambling parlor, The Hall of Seven Wagers serves more as a community center for Kalsgard's gnome population than anything else. Dedicated to Nivi Rhombodazzle, the gnome deity of gambling, gems, and community, The Hall of Seven Wagers is run by the Nivian cleric **Quil Tabberdash** (N female gnome cleric of Nivi Rhombodazzle 6). The hall is not so much intended to make a profit as it is to provide local gnomes with access to exciting, high-stakes games in an effort to fight the effects of the Bleaching, which is especially rampant in Kalsgard's bleak white landscapes. Of course, that doesn't mean that Quil doesn't make her patrons pay up when they lose—doing so would remove the risk, and thus the excitement, from the game. However, the majority of the gaming den's profits are put right back into the next pot, making it even bigger than the last, or used to fund other events designed to combat boredom and ennui.

The address on the note belongs to a squat, stoutly built wooden building with a weathered exterior that is meticulously decorated with images of dice, cards, and gemstones. The words "The Hall of Seven Wagers," and an image of a dice with seven pips are painted in bright blue against a red background over a door with well-oiled brass hinges set under a snow-covered cloth awning.

The gaming den is fairly quiet in the mid-afternoon, and when the PCs arrive, they find Quil hanging brightly-colored streamers and other decorations for the evening's festivities. The inside of the building is just as brightly colored as the outside and features a variety of gaming tables and equipment for just about any kind of gambling one could ask for. She immediately guesses the PCs' purpose as soon as she sees them.

"Oh! Perfect! You're here!" cries a gnome woman with gold-flecked, black hair. She stands atop a step-ladder, affixing bright yellow streamers to the ceiling. She quickly sets the decorations down and saunters up with a smile, extending a hand in greeting. "I'm Quil Tabberdash. Thanks for coming on such short notice."

After shaking each PCs' hand (politely moving past any refusals without skipping a beat), she begins gathering her outdoor clothes (a long gray overcoat with sapphire stitching and sapphire buttons shaped like dice, as well as a matching pair of sturdy gray mittens), talking as she puts them on.

"Normally I'd invite you to stay for a game or two, but we should probably jump right into things before there are any more deaths. As I'm sure you've been told, gnomes have been turning up dead across Kalsgard, and everyone thinks it's due to the Bleaching. It's not." She gives a resolute nod to emphasize that point. "For one thing, the Bleaching is a long, slow process, and these gnomes were all vibrant and full of life just days before. For another, most of the victims have had looks of absolute horror on their faces, and that doesn't fit with Bleaching, either." As she finishes pulling on her mittens, she gestures towards the door. "Come on, I'll show you where some of the more recent bodies were found. You can ask any questions on the way."

Quil answers questions from the PCs during the walk to the first crime scene, although if the PCs suggest that they suspect the Bleaching is the true cause of the deaths, she quickly insists that can't be the case. Some common questions PCs might ask, and Quil's answers, are included below:

Is Bleaching common in Kalsgard? Quil sighs deeply and nods. "It's why I came here in the first place, actually. Deaths by Bleaching are far more common here than in more... colorful climates. But I've been working to bring excitement and fun to the gnomes here, by hosting games at the temple and doing whatever else I can to help. The last few years, gnome deaths resulting from the Bleaching have occurred much more rarely. But then these gnomes were found dead recently, and folks immediately blamed the Bleaching.

How many deaths have there been? "It's hard to say for certain—legitimate Bleachings do still happen—but my best guess is around eight or nine deaths, over a span of three or four weeks. I'll take you to see the four most recent crime scenes, although even then you'll only be able to examine two bodies. The others have already been buried."

What do you think is killing these gnomes? “I honestly don’t know. The fact that the symptoms seem to resemble the Bleaching can’t be a coincidence, though. Someone is definitely targeting gnomes. I just can’t imagine why. The Ulfen may have a tendency to overlook or patronize us but I can’t imagine someone hating gnomes enough to do something like this.”

B. CRIME SCENES

The following section presents four different crime scenes that the PCs are directed to in order to search for clues about the deaths of local gnomes. Many of the clues at these crime scenes provide overlapping information with one another, effectively allowing the PCs multiple opportunities to gain the same information, although certain pieces of information can only be found at one of the four locations. In order to ensure that the scenario is finished in a timely fashion, it is encouraged to keep the speed of play brisk during this section.

At each of the four crime scenes, each PC can make a Perception check to examine the crime scene, and a Diplomacy (gather information) check to canvas the neighborhood in search of witnesses. PCs that choose to focus their efforts and make only a single one of these checks gain a +4 circumstance bonus on that check. If a PC wants to use an appropriate spell, class feature, or other ability to aid them in either endeavor, it grants them a competence bonus equal to the spell’s level.

Instead of having set DCs for each piece of information, the PCs find one clue for every two successful checks the group makes. The DC for these checks is 15 (or 18, for Subtier 8-9). Additionally, for every 5 points by which the result of a PC’s check exceeds the DC, that PC discovers one additional clue. The clues that can be revealed are presented in the order they can be found. Once these checks have been made and the clues revealed, allow the PCs to ask follow-up questions (or make any follow-up checks called for in the clue’s description), before having Quil encourage them to move on to the next location.

The final clue that can be found in each house is a message written by Humush Mum herself, in ectoplasm on a wall or object somewhere in the house. All but invisible to the eye, these messages are intentionally hard to find. Unfortunately, in each case, the message has been smudged, faded by time, or was never finished in the first place. The PCs can only piece together the full message if they find two or more of

Scaling Encounters B1-b4

Make the following adjustments to accommodate a group of four PCs.

Both Subtiers: Reduce the DC of Perception and Diplomacy checks by 3, to DC 12 in Subtier 5-6 and DC 15 in Subtier 8-9.

these hidden messages. The full message reads “Help me. I am the ghost of Humush Mum. A necromancer is holding my family hostage and forcing me to kill. They are in the basement of 23 Marlin Lane. Save them.”

Development: Once the investigation is complete, whether the PCs find the location where Humush Mum’s family is being kept or not, Quil excuses herself to go take care of a few errands, informing the PCs that she has set up rooms for them at the Blushing Valkyrie, one of Kalsgard’s most comfortable inns.

Quil Tabberdash

B1. YUENOSH’S HOUSE

The first crime scene is the home of Yuenosh Tevrilna, in Kalsgard’s Amber Quarter. An elderly gnome, Yuenosh was an inventor by trade, and still zestful and full of life. Humush has been growing more desperate as her pleas have gone unheeded, and so she risked writing her message in a more obvious spot within the latest victim’s house. Unfortunately, she was interrupted while writing the message, and had to depart before finishing it.

PERCEPTION RESULTS

Clue 1: There are no signs of forced entry, and no signs of a struggle.

Clue 2: The body of an elderly gnome lies in the middle of the living room with no obvious wounds, hair and skin bleached unnaturally white. Her face is contorted in a terrifying grimace, and her hands are raised feebly in the air, as though to shield herself from something. A successful DC 15 Knowledge (local) or Knowledge (nature) check confirms that bleaching is typically a slow and gradual process, and a gnome under the effects of bleaching should not be able to exhibit as much fear as this corpse does.

Clue 3: A small workshop contains a half-dozen unfinished contraptions, revealing that the resident had a passion for tinkering and inventing.

Clue 4: A message has been scrawled on one wall of the

house in a very faint, almost invisible substance. It reads, “Help me. I am the ghost of Humush Mum. A necromancer is holding my family hostage and forcing me to kill. They are in—”

A DC 15 Knowledge (arcana), Knowledge (planes), or Knowledge (religion) check confirms that the message is written in ectoplasm.

DIPLOMACY RESULTS

Clue 1: A butcher across the street shrugs nonchalantly when asked. “Sad to hear about what happened to Yuenosh. Not sure why anyone would investigate it, though. I mean, that’s just what gnomes do, isn’t it? It’s sad, but it happens all the time around these parts. The ice and snow just doesn’t agree with them.”

Clue 2: An elderly man with a sour frown who lives just down the street scoffs when asked about Yuenosh. “Can’t say I’ll be sorry to miss that one. A degenerate, she was. Always off gambling into the wee hours of the night with those other gnomes in that cult run by her,” he gestures to Quil to demonstrate who he means. “Probably racked up a big debt and decided life wasn’t worth living anymore.”

Clue 3: Yuenosh’s next-door neighbor is a human woman who pulls herself away from her three young children to answer the PCs’ questions. “I was the one who found her, yes. It can’t have been more than a minute or two after it happened. I heard a scream come from her house, but before I rushed over, I first had to put Tabitha down.” She gestures to one of the screaming children. “I ran over and pounded on the door, but when there was no answer I grabbed something heavy and broke it down. But there was no one there. No sign of anyone else, even.”

B2. DION WUGLIST’S HOUSE

The second crime scene is the home of Dion Wuglist, in Kalsgard’s Amber Quarter. Owner and proprietor of Wuglist’s Whiskey, he spent much of his time brewing throatburn, a style of gnome whiskey popular in Kalsgard. Humush Mum encountered the gnome passed out drunk, and reluctantly killed him before leaving her secret ectoplasmic message, which she wrote on the floor this time. Unfortunately, portions of the message were smudged by the first people to discover Dion’s body.

PERCEPTION RESULTS

Clue 1: The body of a stout gnome lies on the floor, covered respectfully with a white cloth. There are no obvious wounds, and the corpse’s skin and hair seem unnaturally devoid of color. His left hand still clutches an empty bottle of whiskey, labeled “Linnorm’s Breath,” prominently featuring an illustration of a two-headed, fire-breathing linnorm on the label.

Clue 2: A thorough search of the house reveals no sign of forced entry. The doors and windows are shut and locked.

Clue 3: Dion’s nightstand contains a small mound of brightly colored tickets, each bearing the symbol of a sapphire die with seven pips, issued by the The Hall of Seven Wagers.

Rather than consisting of numbers, the tickets contains strings of geometric shapes in different colors. For example, one line has a green triangle, followed by a red circle, yellow triangle, and orange square. Quil explains that she runs the lottery as one of many ways to combat the Bleaching, and that the proceeds are all put back into the next pot, for ever-increasing payouts. Examining the tickets, she shakes her head sadly “If he’d lived just another couple of days until the drawing, it looks like he could have won big, too.” If the PCs inquire about redeeming the winning ticket, Quil reveals that the tickets can only be redeemed by the owner listed on them at the time the bet was placed.

Clue 4: Several large boxes tucked away in a closet are stuffed full of bottles of various different kinds of throatburn whiskey, including Linnorm’s Breath, Icebreaker, and a honey-infused brew called Golden Flame. All of them come from Wuglist’s Whiskeys, and it seems clear that Dion enjoyed drinking his own supply, frequently and heavily, in his off-time.

Clue 5: A message has been scrawled on the floor of the living room, a few feet from the body, in a very faint, almost invisible substance, which reads “[Indecipherable smudge] cromancer is holding my family hostage and forcing me to kill. They are in the basement of 23 Mar[indecipherable smudge].” A DC 15 Knowledge (arcana), Knowledge (planes), or Knowledge (religion) check confirms that the message is written in ectoplasm.

DIPLOMACY RESULTS

Clue 1: A burly Ulfen man seated at a taproom across the street from Dion’s home frowns faintly at the mention of his name “Oh, him. It’s a shame what happened, but the neighborhood will be a lot quieter without him. I enjoy excitement as much as the next man, mind you, but Dion had a way of taking it too far. Last summer he decided to take up beekeeping. Hid an illegal apiary in his home, then a windstorm nearly turned the swarm loose on the whole neighborhood!”

Clue 2: The proprietor of the same taproom nods somberly when asked about Dion. “It’s a real shame. He had a real talent for brewing throatburn whiskey. It was always popular here when it was on the menu. Brought a lot of cheer and life to the folks here. Won’t be the same without him.”

B3. NOCKZET GRIDDLU’S HOUSE

The third crime scene is the home of Nockzet Griddlu, in Kalsgard’s Ice Quarter. A merchant by trade, Nockzet had recently won big in some of the high-stakes games run by Quil Tabberdash and had been on a bit of a spending spree before her death, acquiring several expensive items. Humush Mum

killed the gnome and wrote her secret ectoplasmic message across the wall of the house. Unfortunately, the message was partially written on a rather large and expensive painting, and only a day after Nockzet was buried, this painting was looted along with most of the rest of Nockzet's valuables, leaving only part of the message still visible.

PERCEPTION RESULTS

Clue 1: A window in the back of the home was smashed open from the outside, with glass scattered about the floor around it inside. The floor around the area is damp with snow that has blown in the open window.

Clue 2: A single shelf in the bedroom closet holds a hidden, makeshift shrine, with a couple of small candles, a handful of lottery tickets (similar to those described in Clue 3 of area B2), and an oversized golden die with gemstones in place of standard pips, with an extra gem on the "six" side. A successful DC 15 Knowledge (religion) check identifies this die as serving as a holy symbol of Nivi Rhombodazzle, although Quil can provide the same information. If asked, she can also confirm that Nockzet was very fond of her golden die, having bought it with her recent winnings, and would use it whenever she got the chance.

Clue 3: A message has been scrawled on the floor of the living room, a few feet from the body, in a very faint, almost invisible substance. It reads, "Help me. I am the ghost of Humush Mum. A [large gap of empty space] arlin Lane. Save them." A DC 15 Knowledge (arcana), Knowledge (planes), or Knowledge (religion) check confirms that the message is written in ectoplasm. A DC 15 Perception check reveals the outline of a large rectangle that corresponds with the blank space in the message, allowing one to conclude that a painting or something similar hung there, and may have held the rest of the message.

DIPLOMACY RESULTS

Clue 1: A passing fishmonger shakes her head sadly at the mention of Nockzet, pausing to answer the PCs' questions instead of continue hawking her wares. "It's a real shame what happened. Poor girl comes into sudden wealth, dies a few days later from the Bleaching, and she's barely in the ground a day before some no-good thief breaks into her house and ransacks the place. That sort of thing doesn't happen often here in Kalsgard: we're a lot better to our neighbors than cities further south."

Clue 2: "She was as honorable as they come," responds her neighbor, a strapping young Ulfen man with rippling muscles. "I had an accident at the shipyard a few months ago, and my right arm was injured. I couldn't work. I nearly wound up a beggar. But just a few weeks back, after she had her big gambling win, she paid to have my arm healed. Truly a shame about what happened. I suppose it was her time. Gnomes just aren't cut out for snowy weather, you know."

Clue 3: "Sad fate, what happened there," acknowledges a young Ulfen woman sweeping the step of a bakery. "Can you believe that after the poor thing died of heartbreak, someone had the nerve to break into her home? Luckily, they caught the scum behind it. Some window-breaker who wandered up out of the Bone Quarter. Not the first time he'd broken into the homes of the deceased, so he was shaved, tarred, and run out of town." If pressed about the missing painting, the woman shrugs apologetically. She has no idea what was taken nor what was recovered.

B4. GEBNIRNAR TATH'S HOUSE

The last crime scene Quil leads the PCs to is the home of Gebnirnar Tath, in Kalsgard's Bone Quarter. Something of a drifter and layabout, Gebnirnar got by on odd jobs and temporary work, as he was never one to be able to hold down employment for long. However, he was a staple of the annual "Linnorm Hunt" festival, where he enjoyed dressing up as a linnorm to entertain the local children. While Quil's work as a priestess of Nivi Rhombodazzle likely saved Gebnirnar from an early death to the Bleaching, it did have the side effect of leaving him addicted to high-stakes gambling. Eventually he needed more than she could provide, and he began to turn to other places for the excitement he craved, leaving him heavily indebted to a number of bookies and dealers. Dodging his creditors only added to the spice of Gebnirnar's life, however, and he delighted in each and every close call. Sadly, the ghost Humush Mum proved beyond his ability to escape, and she killed him in his home before scrawling a message in ectoplasm on the wall. Sadly, as this is the oldest of the four crime scenes, the ectoplasm has begun to fade, leaving a barely legible smear.

PERCEPTION RESULTS

Clue 1: A thorough search of the house reveals no sign of forced entry. All the windows and doors are locked and bolted.

Clue 2: A stack of letters sits on one table, all of them reminders of overdue debts. Some of them have a rather hostile tone. A quick estimate reveals that Gebnirnar was likely several thousand dollars in debt to a wide variety of creditors.

Clue 3: An oak chest tucked away beneath Gebnirnar's bed contains a carefully folded, elaborate, and fairly expensive-looking costume, sized for a gnome, depicting a two-headed linnorm. The wearer's arms form the creature's twin necks, allowing his hands to operate its heads, each of which is a sophisticated puppet, capable of elaborate eye and mouth movements. The puppet heads even include an apparatus for spitting "fire" in the form of brightly-colored red and orange streamers. A DC 15 Knowledge (local) check, or a brief consultation with Quil, reveals that every year, on the first Fireday of Desnus, the gnomes of Kalsgard hold a mock "Linnorm Hunt" for the local children, and that Gebnirnar attended the event every year.

Optional Encounters

The encounters in areas **C** and **D** are mutually exclusive, and also optional. PCs will have the opportunity for encounter **C** only if they succeeded in their investigation (see area **B** page 9) and will have the opportunity to resolve the encounter in area **D** only if they failed in their investigation (or chose to ignore the results they found). If less than 90 minutes remain to complete the adventure when either of these encounters would occur, skip the encounter.

Skippping Encounter C: If this encounter is skipped, there are simply no undead guards in the safe house, and the PCs are able to free the hostages without difficulty.

Skippping Encounter D: If this encounter is skipped, Humush Mum silently decides that the PCs are her best hope for freedom, and rather than attacking them, she “flees,” allowing them to follow her back to Ellux’s lair, disappearing incorporeally into solid rock at the lair’s entrance. When the PCs face Ellux in area **E2**, replace two of the burrowing undead in area **E1** with Humush Mum.

Clue 4: A message has been scrawled on the floor of the living room, a few feet from the body, in a very faint, almost invisible substance, which reads, “He me. I the gh t of Hu h Mum. A ne oma er is oldi my fa ly hos e an f r ng m to ki . They a e in t eme t of 23 M in La . S e em.” A DC 15 Knowledge (arcana), Knowledge (planes), or Knowledge (religion) check confirms that the message is written in ectoplasm.

DIPLOMACY RESULTS

Clue 1: A dour-looking man who had been skulking near Gebnirnar’s home sneers when asked about the gnome. “Yeah, I knew him. He owed me quite a lot of money. Had a taste for the races, he did. Terrible at picking out winners, though. Now that he’s dead, I’ll be lucky if I get half what he owes me, and it’s all tied up in the courts. What a mess! I know gnomes’ll just go bad up here with all the ice and snow, but couldn’t he have waited until he paid me back?”

Clue 2: A middle-aged woman nods respectfully at the mention of Gebnirnar, keeping a mindful eye on her two children playing in the street as she speaks. “He loved the children. Couldn’t ever count on him for much, but if a child needed him, he was as dependable as night and day. Every year he took part in the Linnorm Hunt. I think he spent half of what he owned on his costume. And he did something new for it every year.”

Clue 3: A local child gives a playful laugh when asked about Gebnirnar. “He was real funny. And good at hiding! Lotsa times, I saw big scary men looking for him, saying he owed them, but he would always laugh, trick them, and get away. He looked like he was having a lot of fun!” The child

then frowns sadly. “But I haven’t seen him for a long time now. Did he get caught?”

CONCLUDING THE INVESTIGATION

The next stage of the adventure depends on whether or not the PCs were able to find enough clues to direct them towards the basement of the house at 23 Marlin Lane, where Ellux is keeping Humush Mum’s family under constant guard by undead minions. If so, Quil eagerly guides the PCs to that address (see **C. Safe House**, below). If not, she instead guides them to a nearby inn called the Blushing Valkyrie (see page 14), explaining that she’s arranged for their room and board before making arrangements to pick them up in the morning for further investigation.

C. SAFE HOUSE (CR 6 OR CR 9)

This decrepit home is where the necromancer Ellux has been keeping the living family of the ghost Humush Mum, using them as hostages to ensure the ghost’s cooperation. The PCs should only have this encounter if they successfully found the address (23 Marlin Lane) during their investigation (see area **B** on page 9). If they did not, Quil Tabberdash takes them to the Blushing Valkyrie, instead (see page 14).

This old wooden house has clearly seen better days, and sags slightly to one side under the weight of accumulated snow. One of the windows is broken, and another has been boarded up. A faint scent of mildew can be detected from several yards away.

The house has been abandoned for some time, other than its recent use to store hostages where Humush Mum cannot find them. The main floor of the house lacks for anything of note, and is largely empty, although a DC 15 Perception check notes some long gouges in the wooden floor near the cellar door leading to the basement. Most likely, the PCs already know to look in the basement from the message that led them here.

Creatures: In addition to Humush Mum’s family, the basement is occupied by several undead left here by Ellux to guard Humush Mum’s family. These undead have been ordered to leave their prisoners alone, but attack any intruders other than Ellux himself, who visits every two or three days to feed the gnomes. They have also been instructed to kill their hostages if any ghosts or other incorporeal creatures enter the room. The living gnomes are all blindfolded and tied to chairs in one corner of the room.

SUBTIER 5-6 (CR 6)

GNOME WIGHTS (4)

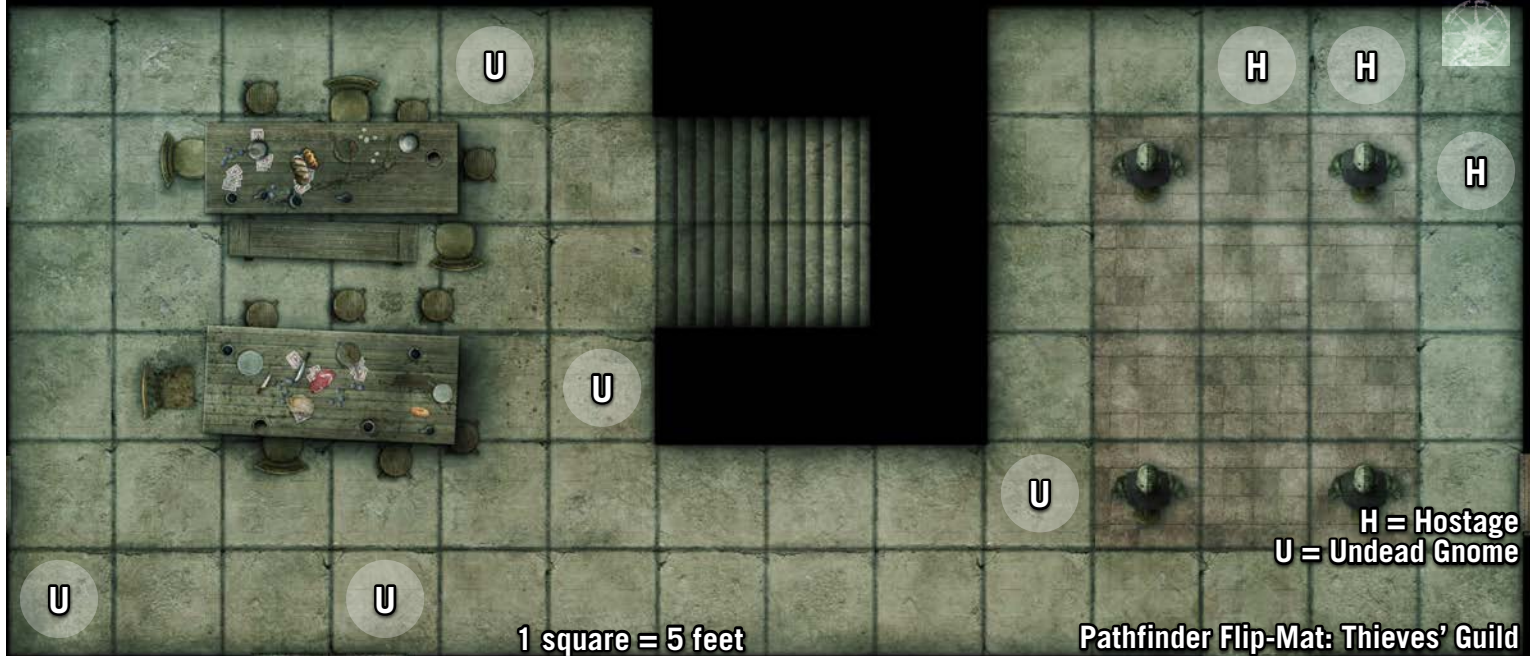
CR 2

Young wight (*Pathfinder RPG Bestiary* 295, 276)

LE Small undead

Init +3; **Senses** darkvision 60 ft.; Perception +11

C. Safehouse



H = Hostage
U = Undead Gnome

DEFENSE

AC 16, touch 14, flat-footed 13 (+3 Dex, +2 natural, +1 size)

hp 26 (4d8+8)

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

Defensive Abilities undead traits

Weaknesses resurrection vulnerability

OFFENSE

Speed 30 ft.

Melee slam +3 (1d3–1 plus energy drain)

Special Attacks create spawn, energy drain (1 level, DC 14)

TACTICS

During Combat Each wight attacks the nearest opponent mindlessly.

Morale Compelled by dark magic to obey Ellux, the wights fight to the death.

STATISTICS

Str 8, **Dex** 16, **Con** —, **Int** 11, **Wis** 13, **Cha** 15

Base Atk +3; **CMB** +2; **CMD** 13

Feats Blind-Fight, Skill Focus (Perception)

Skills Intimidate +9, Knowledge (religion) +7, Perception +11, Stealth +18; **Racial Modifier** +8 Stealth

Languages Common, Gnome, Sylvan

SQ create spawn

SUBTIER 8–9 (CR 9)

GNOME ICE MUMMIES (5)

CR 4

Young ice mummy (*Pathfinder Adventure Path #81: Shifting Sands* 71)

LE Small undead

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

DEFENSE

AC 21, touch 13, flat-footed 19 (+2 Dex, +8 natural, +1 size)

hp 60 (8d8+24)

Fort +4, **Ref** +4, **Will** +8

DR 5/—; **Immune** undead traits

Weaknesses vulnerable to fire

OFFENSE

Speed 20 ft.

Melee slam +13 (1d6+7 plus chilling touch)

Special Attacks entangling wrappings (10 ft., 1d6+7)

TACTICS

During Combat Each mummy attacks the nearest opponent, allowing its entangling wrappings to grapple that foe and then attacking mercilessly with Power Attack.

Morale Compelled by dark magic to obey Ellux, the mummies fight to the death.

STATISTICS

Str 20, **Dex** 14, **Con** —, **Int** 6, **Wis** 15, **Cha** 15

Base Atk +6; **CMB** +9; **CMD** 21

Feats Power Attack, Toughness, Skill Focus (Perception), Weapon Focus

Skills Perception +16, Stealth +15

Languages Common, Gnome, Sylvan

SPECIAL ABILITIES

Chilling Touch (Su) The gnome ice mummy's touch carries the chill of glaciers and mountain heights. Its slam attack deals an

Scaling Encounter C

Make the following adjustments to accommodate a group of four PCs.

Subtier 5–6: Remove one gnome wight from the encounter.

Subtier 8–9: Remove one gnome ice mummy from the encounter.

additional 1d6 points of cold damage, and creatures struck by it are slowed for 1d4 rounds (Fort DC 16 negates). The save DC is Charisma-based.

Entangling Wrappings (Su) The ice mummy can unravel some of its linen strips to make a grapple check against a creature up to 10 feet away. This does not provoke an attack of opportunity. It can constrict for an amount of damage equal to its slam attack with a successful grapple check. The linen strips remain wrapped around the victim and attempt a grapple check to pin each round on the mummy's turn. They continue to deal constrict damage on each successful grapple check. The wrappings cannot be damaged by any attack or effect while detached, but turn to dust if their victim escapes or dies, or if the mummy is destroyed. The mummy is not inconvenienced in any way while its wrappings are grappling, but it cannot use its wrappings to grapple again until they return.

Development: With the undead defeated, the PCs are able to free Humush's family, consisting of her husband, Teevin Mum; her son, Tamorack Mum; and her daughter, Bim Mum. All three are very grateful for the rescue, if a bit confused about the entire situation, as they have no idea that Humush's spirit still lingers, or why they were captured in the first place. They can explain that they have been there for "what seems like forever," and that "someone" has been visiting them regularly to feed them, but they never got a look at the person's face. A successful DC 15 Heal or Perception check notes that Teevin's hair is starting to go grey near the base, from the lack of stimulation over the last three weeks. If this is pointed out to Quil, she assures the PCs that she'll make sure that Teevin is taken care of. With no further leads, Quil offers to lead the PCs to a local inn, the Blushing Valkyrie, before taking the Mums back home.

Rewards: If the PCs fail to defeat the undead, reduce their gold earned by the following amounts.

Subtier 5–6: Reduce each PC's gold earned by 500 gp.

Out of Subtier: Reduce each PC's gold earned by 750 gp.

Subtier 8–9: Reduce each PC's gold earned by 1,000 gp.

THE BLUSHING VALKYRIE

A large and fairly popular inn run by the gnome Lueven Qorlipur, this tavern is known for its risqué cabaret

performances featuring actors dressed as legendary warriors from Ulfen lore whose armor is more revealing than protective. A wide array of beverages are available on tap, including several kinds of throatfire whiskey, and the beds are soft and warm.

Development: The PCs are awakened early the next morning by a furious knocking at the door of one of their rented rooms. A young gnome woman by the name of Risoflen Chebs explains that her husband was one of the recently slain gnomes. When she went to visit his grave recently, she discovered that his body had been dug up and is missing. The gnome woman explains that she has already informed Quil, who asked the young woman to gather the PCs and bring them to the grave site as quickly as possible.

The grave site is just outside of the city proper in a small copse of snow-laden trees. Risoflen wastes no time in showing the PCs the way.

D. GRAVEYARD (CR 7 OR CR 10)

This small graveyard is covered in about an inch of snow, partly burying most of the gravestones. No gravekeeper is on duty, and there are no mourners present when the PCs arrive.

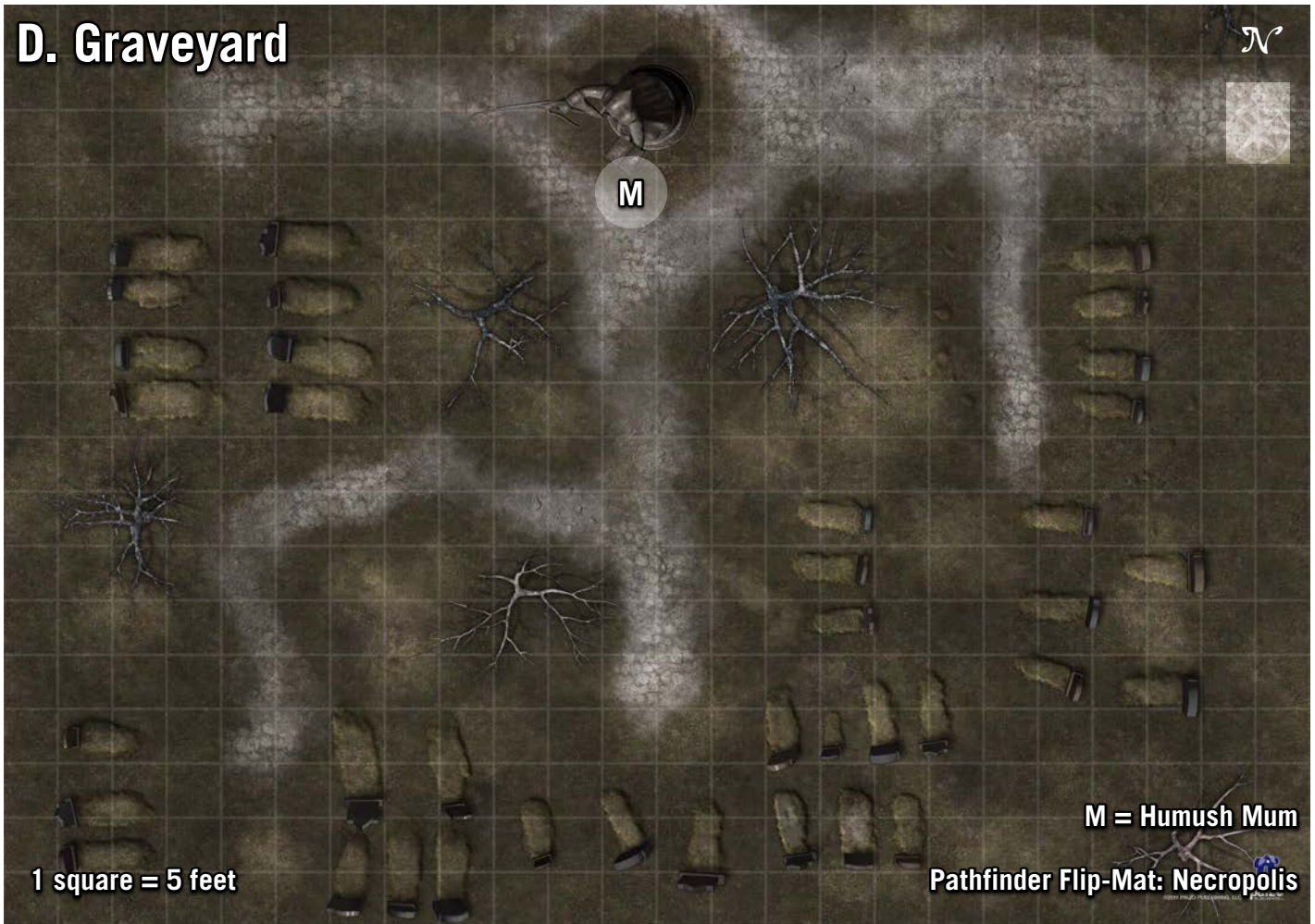
Creatures: When the PCs arrive, they find Quil Tabberdash, and the ghost of Humush Mum, although the state that they find them in depends on whether or not they successfully freed Humush's family in area C. If they did, they find Quil Tabberdash in excited conversation with the ghost, and as they arrive, Quil explains the situation.

"Good! You're here! I'd like you to meet the late Humush Mum. Humush, these are the heroes that I was telling you about, the ones who saved your family."

Quil and Humush can then fill the PCs in on any information they may be missing about the way that Ellux has been controlling Humush and directing her to kill on his behalf, after which Quil explains that Humush can lead them to Ellux's lair. For her part, Humush explains that she will be of little to no help against the necromancer's undead, but she can attempt to assist them in dealing with Ellux himself, promising to aid them when the time comes. She does warn them, however, that although she resisted the necromancer's initial attempts to control her magically, he came much closer to succeeding than she led him to believe, and she can't guarantee that he won't be able to turn her against them. Ultimately, she leaves the decision of whether or not she assists during the final encounter up to the PCs.

If the PCs failed to free Humush's family, they find Quil dead when they arrive on the scene. A DC 10 Heal check confirms that she is dead, along with the fact that her hair and skin are bleached white like the other victims. The ghost floats above Quil's pale corpse, a look of pity and remorse frozen on the dead gnome's face. The ghost grimly turns to

D. Graveyard



the PCs, silently moving to attack them. A PC who succeeds at a DC 15 Sense Motive check reveals that she is reluctant to fight them, as though she were being forced to do so.

SUBTIER 5–6 (CR 7)

HUMUSH MUM CR 7

Gnome ghost expert 7 (*Pathfinder RPG Bestiary* 144)
NG Small undead (augmented humanoid, gnome, incorporeal)
Init +3; **Senses** darkvision 60 ft., low-light vision; Perception +19

DEFENSE

AC 20, touch 20, flat-footed 16 (+5 deflection, +3 Dex, +1 dodge, +1 size)

hp 77 (7d8+42)

Fort +7, **Ref** +5, **Will** +6; +2 vs. illusions

Defensive Abilities channel resistance +4, defensive training, incorporeal, rejuvenation; **Immune** undead traits

OFFENSE

Speed fly 30 ft. (perfect)

Melee corrupting touch +9 (7d6, Fort. DC 20 half)

Special Attacks draining touch, hatred

Spell-Like Abilities (CL 7th; concentration +12)

1/day—*dancing lights*, *ghost sound* (DC 16), *prestidigitation*, *speak with animals*

TACTICS

During Combat Humush fights the PCs reluctantly. She has been ordered to attack gnomes first, but if no gnomes are present she simply selects the nearest opponent.

Morale Humush would rather spend the next few days rejuvenating than obeying Ellux's commands, and so she will not flee destruction.

STATISTICS

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

Base Atk +5; **CMB** +7; **CMD** 23

Feats Ability Focus (corrupting touch), Combat Reflexes, Dodge, Step Up

Skills Craft (clothing) +9, Fly +13, Knowledge (local) +11, Knowledge (nature) +11, Perception +19, Sense Motive +11, Sleight of Hand +13, Stealth +25; **Racial Modifiers** +8 Perception, +8 Stealth

Languages Common, Giant, Gnome, Sylvan

SQ gnome magic

Scaling Encounter D

Make the following adjustments to accommodate a group of four PCs.

Subtier 5–6: Humush Mum intentionally holds back while fighting the PCs. She suffers a –2 penalty on attack rolls.

Subtier 8–9: As Subtier 5–6, but she also does not use her corrupting gaze.

SUBTIER 8–9 (CR 10)

HUMUSH MUM

CR 10

Gnome ghost expert 10 (*Pathfinder RPG Bestiary* 144)

NG Small undead (augmented humanoid, gnome, incorporeal)

Init +2; **Senses** darkvision 60 ft., low-light vision; Perception +22

DEFENSE

AC 20, touch 20, flat-footed 17 (+6 deflection, +2 Dex, +1 dodge, +1 size)

hp 118 (10d8+70)

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

Defensive Abilities channel resistance +4, defensive training, incorporeal, rejuvenation; **Immune** undead traits

OFFENSE

Speed fly 30 ft. (perfect)

Melee corrupting touch +10 (10d6, Fort. DC 23 half)

Special Attacks corrupting gaze (DC 21), draining touch, hatred

Spell-Like Abilities (CL 10th; concentration +16)

1/day—*dancing lights*, *ghost sound* (DC 17), *prestidigitation*, *speak with animals*

TACTICS

Same as Subtier 5–6

STATISTICS

Str —, **Dex** 15, **Con** —, **Int** 13, **Wis** 12, **Cha** 22

Base Atk +7; **CMB** +8; **CMD** 25

Feats Ability Focus (corrupting touch), Combat Expertise, Combat Reflexes, Dodge, Step Up

Skills Craft (clothing) +12, Fly +12, Knowledge (local) +14, Knowledge (nature) +14, Perception +22, Sense Motive +14, Sleight of Hand +15, Stealth +27; **Racial Modifiers** +8 Perception, +8 Stealth

Languages Common, Giant, Gnome, Sylvan

SQ gnome magic

Development: If the PCs freed Humush's family, she gleefully guides them to Ellux's lair, unable to move on until Ellux's wrongs committed against her family and community have been righted.

Otherwise, she vanishes when defeated. Luckily, there is another way for the party to track down the necromancer. Caught in the act of digging up Risoflen Chebs' husband, Ellux fled back to his lair less than an hour ago, leaving fairly obvious tracks in the snow.

The PCs are able to follow these tracks without need of any check, though a PC succeeds at a DC 23 Survival check to track (DC 26 in Subtier 8–9) is able to follow these tracks in half the time. It takes about 40 minutes of travel to follow the tracks back to a small, rough opening on the side of a hill (or 20 minutes for parties including a member with track). This is the entrance to Ellux's lair (see area E below).

Rewards: If the PCs fail to defeat Humush or peacefully parley with her, reduce their gold earned as follows.

Subtier 5–6: Reduce each PC's gold earned by 500 gp.

Out of Subtier: Reduce each PC's gold earned by 750 gp.

Subtier 8–9: Reduce each PC's gold earned by 1,000 gp.

E. ELLUX'S LAIR

Ellux's lair has been dug into the side of a hill. The walls, floor, and ceiling are all soft earth. While the lair was created with Small creatures in mind, areas E2 and E3 have vaulted ceilings that allow a Medium creature to navigate comfortably. Area E1 is devoid of light sources, but E2 and E3 feature various stones that are half-buried in the walls and ceiling, and, affected by *continual flame* to provide normal light.

If a PC succeeded at the Survival check above, the PCs arrive just after Ellux and the gnome has not yet had a chance to deploy his undead minions. Rather than being spread out in ambush positions, they are all still lined up in a neat row back in his workshop in area E2, giving the PCs an opportunity to begin squeezing through the tunnels in area E1 before being attacked. In this case, the undead begin moving towards the entrance at the same time as the PCs arrive.

E1. THE WARRENS (CR 7 OR CR 10)

These narrow tunnels deliberately form a criss-crossing maze, designed to deter unwanted visitors, especially those of Medium or larger size.

Creatures: The necromancer Ellux posted a group of experimental undead animals deliberately inflicted with deadly diseases to guard the passages to his lair. These undead animals burrow through the tunnels walls of soft earth and tight-packed snow to lash out at the PCs.

Hazards: The twisting and cramped tunnels of the warrens are sized for Small creatures, forcing Medium creatures to squeeze when passing through any area where the squares are partially covered by the tunnel walls (each move into or through a space while squeezing counts as if it were two squares, and Medium creatures take a –4 penalty on attack rolls and to AC). Burrowing creatures like the undead badgers can move through these areas unhindered.

SUBTIER 5–6 (CR 7)

UNDEAD BADGERS (3)

CR 4

Rabid ghoulish dire badger (*Pathfinder RPG Bestiary*, *Pathfinder RPG Bestiary* 2 40, *Pathfinder RPG Horror Adventures* 248)

E. Ellux's Lair



Scaling Encounter E1

Make the following adjustments to accommodate a group of four PCs.

Subtier 5–6: Remove one undead badger from the encounter.

Subtier 8–9: Remove one dire mole ghast from the encounter.

N Medium undead

Init +8; **Senses** darkvision 60 ft., low-light vision, scent; Perception +11

DEFENSE

AC 17, touch 14, flat-footed 13 (+4 Dex, +3 natural)

hp 19 (3d8+6)

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

Immune undead traits

OFFENSE

Speed 30 ft., burrow 10 ft.

Melee bite +7 (1d6+5 plus diseases and paralysis and rabies), 2 claws +7 (1d4+5 plus paralysis)

Special Attacks blood rage, ghoul fever, paralysis (1d4+1 rounds, elves are immune, DC 13)

TACTICS

During Combat The badgers wait in their starting areas until a PC comes within 10 feet, then use their burrow ability to crawl directly through the tunnel walls and attack. When a badger takes damage, that badger burrows away again and finds a new position from which to attack.

Morale The undead attack with hit and run tactics until destroyed.

STATISTICS

Str 21, **Dex** 18, **Con** —, **Int** 2, **Wis** 14, **Cha** 15

Base Atk +2; **CMB** +7; **CMD** 21 (25 vs. trip)

Feats Improved Initiative, Skill Focus (Perception)

Skills Escape Artist +8, Perception +11; **Racial Modifiers** +4 Escape Artist

SQ rabies

SPECIAL ABILITIES

Blood Rage (Ex) When the creature takes damage in combat, on its next turn it can fly into a rage as a free action. It gains +2 Constitution and +2 Strength, but takes a –2 penalty to its AC. The rage lasts as long as the battle or 1 minute, whichever is shorter. It cannot end its rage voluntarily.

Diseases (Su) *Ghoul Fever:* Bite–injury; *Save* Fort DC 14; *Onset* immediate; *Frequency* 1/day; *Effect* 1d3 Con and 1d3 Dex damage; *Cure* 2 consecutive saves.

A humanoid who dies of ghoul fever rises as a ghoul at the next midnight. A humanoid who becomes a ghoul in this way retains none of the abilities it possessed in life. It is not under the control of any other ghouls, but it hungers for the flesh of the living and behaves like a normal ghoul in all respects. A humanoid of 4 Hit Dice or more rises as a ghast.

Rabies: Bite–injury; *Save* Fort DC 14; *Onset* immediate; *Frequency* 1/day; *Effect* 1 Con damage plus 1d3 Wis damage (minimum reduction to 1 Wis); *Cure* 2 consecutive saves

SUBTIER 8–9 (CR 10)

DIRE MOLE GHASTS (3)

CR 7

NE Medium undead

Init +5; **Senses** darkvision 60 ft., low-light vision, tremorsense 60 ft.; Perception +19

DEFENSE

AC 19, touch 11, flat-footed 18 (+1 Dex, +8 natural)

hp 85 (10d8+40)

Fort +6, **Ref** +4, **Will** +7

Defensive Abilities channel resistance +2

OFFENSE

Speed 40 ft., burrow 20 ft.

Melee bite +10 (1d8+3 plus disease and paralysis) and 2 claws +10 (1d6+3 plus paralysis)

Special Attacks paralysis (1d4+1 rounds, DC 18), stench

TACTICS

During Combat The moles wait in their starting areas until a PC comes within 10 feet, then use their burrow ability to crawl directly through the tunnel walls and attack. When a mole takes damage, that mole burrows away again and finds a new position from which to attack.

Morale The undead attack with hit and run tactics until destroyed.

STATISTICS

Str 17, **Dex** 13, **Con** —, **Int** 2, **Wis** 10, **Cha** 16

Base Atk +7; **CMB** +10; **CMD** 21 (25 vs. trip)

Feats Improved Initiative, Lightning Reflexes, Skill Focus (Perception), Skill Focus (Stealth), Toughness

Skills Perception +19, Stealth +4

SPECIAL ABILITIES

Disease (Su) *Ghoul Fever:* Bite–injury; *save* Fort DC 13; *onset* immediate; *frequency* 1/day; *effect* 1d3 Con and 1d3 Dex damage; *cure* 2 consecutive saves. The save DC is Charisma-based. A humanoid who dies of ghoul fever rises as a ghoul at the next midnight. A humanoid who becomes a ghoul in this way retains none of the abilities it possessed in life. It is not under the control of any other ghouls, but it hungers for the flesh of the living and behaves like a normal ghoul in all respects. A humanoid of 4 Hit Dice or more rises as a ghast.

Stench (Ex) Ghasts exude an overwhelming stink of death in a 10-foot radius. Those within the stench must succeed at a DC 18 Fortitude save or be sickened for 1d6+4 minutes.

Rewards: If the PCs fail to defeat the undead, reduce their gold earned as follows.

Subtier 5–6: Reduce each PC's gold earned by 500 gp.

Out of Subtier: Reduce each PC's gold earned by 750 gp.

Subtier 8–9: Reduce each PC's gold earned by 1,000 gp.

E2. ELLUX'S WORKSHOP (CR 9 OR CR 12)

This large, earthen chamber is dominated by a pair of large stone operating tables, upon which lie a pair of gnome corpses. Shelves of alchemical and magical reagents line the walls, and a smaller wooden table bears numerous handsaws, calipers, and other tools. Open tunnels exit the room from the south and the west.

This larger chamber houses the various equipment and supplies Ellux uses to create his undead minions.

Creatures: Ellux waits here, along with his undead "army." If the PCs successfully freed Humush Mum's family and gained the ghost's cooperation, she appears here as well, aiding the PCs in their fight against the necromancer. He gleefully orders her to destroy them, but she instead attacks him, leaving him flat-footed against her on the first round of combat.

During combat, Ellux rants at the PCs, taunting them that "those not blessed with the darkness of Kalsgard cannot stop his impending ascension" and proclaiming that soon "the whole world will be forced to kneel before the power of the gnomes!" Once it's clear that the battle is not going in his favor, he cries shrilly, "You won't get away with this!" and stomps his foot in rage, declaring that he'll never meet his quota now.

SUBTIER 5-6 (CR 9)

ELLUX SHOST	CR 7
Gnome necromancer 8	
NE Small humanoid (gnome)	
Init +2; Senses life sight (10 feet, 8 rounds/day), low-light vision; Perception +9	
DEFENSE	
AC 15, touch 14, flat-footed 13 (+1 deflection, +2 Dex, +1 natural, +1 size)	
hp 54 (8d6+24)	
Fort +5, Ref +5, Will +6; +2 vs. illusions	
Defensive Abilities defensive training	
OFFENSE	
Speed 20 ft.	
Melee +1 human-bane gnome hooked hammer +5 (1d6/x3/x4)	
Special Attacks hatred	
Spell-Like Abilities (CL 8th; concentration +11)	
1/day— <i>dancing lights</i> , <i>ghost sound</i> (DC 14), <i>prestidigitation</i> , <i>speak with animals</i>	
Arcane School Spell-Like Abilities (CL 8th; concentration +11)	
6/day— <i>grave touch</i> (4 rounds)	
Necromancer Spells Prepared (CL 8th; concentration +11)	
4th— <i>black tentacles</i> , <i>bloatbomb</i> ^{ACG} (DC 19), <i>stoneskin</i>	
3rd— <i>displacement</i> , <i>fly</i> , <i>haste</i> , <i>vampiric touch</i> , <i>vampiric touch</i>	
2nd— <i>mirror image</i> , intensified <i>repair undead</i> ^{ACG} , <i>resist energy</i> , <i>spectral hand</i> , <i>web</i> (DC 15)	
1st— <i>mage armor</i> , <i>magic missile</i> , <i>ray of enfeeblement</i> (DC 16), <i>stunning barrier</i> ^{ACG} , <i>repair undead</i> ^{ACG}	

0 (at will)—*bleed* (DC 15), *detect magic*, *prestidigitation*, *read magic*

Opposition Schools Enchantment, Evocation

TACTICS

Before Combat Ellux casts *mage armor*, *stoneskin*, *resist energy*, *spectral hand*, *fly*, and *mirror image* on himself, in that order, as soon as he hears the sound of combat in **E1**. If the PCs haven't reached **E2** by the time he finishes, he then readies an action to cast *displacement* as soon as the intruders enter the room. If any PC has the track class feature or a similar ability, Ellux instead quickly drinks his potions of *sanctuary* and *shield of faith* as soon as the PCs engage his undead minions.

During Combat Ellux casts *black tentacles* to block the PCs' escape. He then casts *haste* to benefit his allies, using *repair undead* to heal them if needed, and delivering *vampiric touch* spells via his *spectral hand* if not. Ellux attempts to cast *bloatbomb*^{ACG} on any animals or familiars who come near him.



Ellux Shost

Scaling Encounter E2

Make the following adjustments to accommodate a group of four PCs.

Subtier 5-6: Remove one frost wight gnome from the encounter.

Subtier 8-9: Remove two dire mole ghosts from the encounter.

Morale Ellux is convinced of the power possessed by him and his undead minions, and fights to the death, unwilling or unable to admit defeat.

STATISTICS

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

Base Atk +4; **CMB** +2; **CMD** 15

Feats Combat Casting, Command Undead, Exotic Weapon Proficiency (gnome hooked hammer), Greater Spell Focus (necromancy), Intensified Spell^{APG}, Scribe Scroll, Spell Focus (necromancy)

Skills Intimidate +11, Knowledge (arcana) +10, Knowledge (religion) +10, Perception +9, Spellcraft +14, Stealth +14; **Racial Modifiers** +2 Perception

Languages Common, Draconic, Elven, Gnome, Orc, Sylvan

SQ arcane bond (*ring of protection* +1), gnome magic, power over undead

Combat Gear *potion of cure light wounds*, *potion of sanctuary*, *potion of shield of faith* +2; **Other Gear** +1 gnome hooked hammer, *amulet of natural armor* +1, *cloak of resistance* +1, *ring of protection* +1, spell component pouch, spellbook, 30 gp

GNOME SKELETAL CHAMPIONS (6)

CR 2

Gnome skeletal champion warrior 1 (*Pathfinder RPG Bestiary* 252)
NE Small undead

Init +5; **Senses** darkvision 60 ft., low-light vision; Perception +6

DEFENSE

AC 17, touch 13, flat-footed 15 (+3 armor, +1 Dex, +1 dodge, +1 natural, +1 size)

hp 26 (3 HD; 2d8+1d10+7)

Fort +3, **Ref** +1, **Will** +3; +2 vs. illusions

Defensive Abilities channel resistance +4, defensive training; **DR** 5/bludgeoning; **Immune** cold, undead traits

OFFENSE

Speed 20 ft.

Melee lucerne hammer +3 (1d10) or
2 claws +3 (1d3)

Space 5 ft.; **Reach** 5 ft. (10 ft. with lucerne hammer)

Special Attacks hatred

Spell-Like Abilities (CL 3rd; concentration +4)

1/day—*dancing lights*, *ghost sound* (DC 12), *prestidigitation*, *speak with animals*

TACTICS

During Combat The skeletal champions make use of their weapons' reach, attacking any non-undead attempting to move

closer to Ellux. The skeletons stay near to Ellux but will move up to 10 feet to attack a PC during the skeleton's turn, as long as this does not take them more than 30 feet away from Ellux.

Morale Compelled by dark magic to obey Ellux, the skeletal champions fight to the death.

STATISTICS

Str 10, **Dex** 13, **Con** —, **Int** 11, **Wis** 10, **Cha** 13

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

Feats Dodge, Improved Initiative, Toughness

Skills Climb +4, Escape Artist +2, Intimidate +5, Knowledge (religion) +4, Perception +6, Profession (soldier) +4, Sense Motive +4, Stealth +9, Swim +4; **Racial Modifiers** +2 Perception

Languages Common, Gnome, Sylvan

SQ gnome magic

Other Gear mwk studded leather, lucerne hammer^{APG}, 70 gp

SUBTIER 8-9 (CR 12)

ELLUX SHOIST

CR 10

Male gnome necromancer 11

NE Small humanoid (gnome)

Init +3; **Senses** life sight (10 feet, 11 rounds/day), low-light vision; Perception +12

DEFENSE

AC 16, touch 15, flat-footed 13 (+1 deflection, +3 Dex, +1 natural, +1 size)

hp 84 (11d6+44)

Fort +8, **Ref** +7, **Will** +7; +2 vs. illusions

Defensive Abilities defensive training

OFFENSE

Speed 20 ft.

Melee +1 human-bone gnome hooked hammer +6 (1d6/×3/×4)

Special Attacks hatred

Spell-Like Abilities (CL 11th; concentration +14)

1/day—*dancing lights*, *ghost sound* (DC 14), *prestidigitation*, *speak with animals*

Arcane School Spell-Like Abilities (CL 11th; concentration +15)

7/day—grave touch (5 rounds)

Necromancer Spells Prepared (CL 11th; concentration +15)

6th—*banshee blast*^{ACG} (DC 22), *disintegrate* (DC 20)

5th—*cloudkill* (DC 19), *mass repair undead*^{ACG}, *vampiric shadow shield*^{ACG}

4th—*animate dead*, *black tentacles*, *bloatbomb*^{ACG} (DC 20), *bloatbomb*^{ACG} (DC 20), *stoneskin*

3rd—*displacement*, *fly*, *haste*, *vampiric touch*, *vampiric touch*, *vampiric touch*

2nd—*mirror image*, *intensified repair undead*^{ACG}, *intensified repair undead*^{ACG}, *resist energy*, *spectral hand*, *web* (DC 16)

1st—*mage armor*, *magic missile*, *ray of enfeeblement* (DC 17), *stunning barrier*^{ACG}, *repair undead*^{ACG}

0 (at will)—*bleed* (DC 16), *detect magic*, *prestidigitation*, *read magic*

Opposition Schools Enchantment, Evocation

CORPSES IN KALSGARD

TACTICS

Before Combat Ellux begins casting *mage armor*, *stoneskin*, *resist energy*, *spectral hand*, *fly*, and *mirror image* on himself, in that order, as soon as he hears combat in area **E1**. If the PCs haven't reached **E2** by the time he finishes, he then readies an action to cast *displacement* as soon as the intruders enter the room.

If any PC has the track class feature or a similar ability, Ellux instead quickly drinks his potions of *barkskin* and *blur* as soon as the PCs engage his undead minions.

During Combat Same as Subtier 5–6

Morale Ellux is convinced of the power possessed by him and his undead minions, and fights to the death, unwilling or unable to admit defeat.

STATISTICS

Str 8, **Dex** 16, **Con** 14, **Int** 18, **Wis** 8, **Cha** 16

Base Atk +5; **CMB** +3; **CMD** 18

Feats Combat Casting, Command Undead, Exotic Weapon Proficiency (gnome hooked hammer), Great Fortitude, Greater Spell Focus (necromancy), Heighten Spell, Intensified Spell^{APG}, Scribe Scroll, Spell Focus (necromancy), Toughness

Skills Intimidate +14, Knowledge (arcana) +13, Knowledge (religion) +12, Perception +12, Spellcraft +18, Stealth +18, Use Magic Device +14; **Racial Modifiers** +2 Perception

Languages Common, Draconic, Dwarven, Elven, Gnome, Orc, Sylvan

SQ arcane bond (*ring of protection* +1), gnome magic, power over undead

Combat Gear *potion of barkskin* +2, *potion of blur*; **Other Gear** +1 *gnome hooked hammer*, *amulet of natural armor* +1, *belt of incredible dexterity* +2, *cloak of resistance* +1, *headband of vast intelligence* +2, *ring of protection* +1, spell component pouch, spellbook, 130 gp

GNOME BLOODY SKELETAL CHAMPIONS (3) CR 4

Bloody gnome skeletal champion warrior 2 (*Pathfinder RPG Bestiary* 251, 252)

NE Small undead

Init +5; **Senses** darkvision 60 ft., low-light vision; Perception +6

DEFENSE

AC 18, touch 13, flat-footed 16 (+4 armor, +1 Dex, +1 dodge, +1 natural, +1 size)

hp 42 (4 HD; 2d8+2d10+18); fast healing 2

Fort +6, **Ref** +1, **Will** +3; +2 vs. illusions

Defensive Abilities channel resistance +4, defensive training; **DR** 5/bludgeoning; **Immune** cold, undead traits

OFFENSE

Speed 20 ft.

Melee lucerne hammer +5 (1d10+1) or 2 claws +5 (1d3+1)

Space 5 ft.; **Reach** 5 ft. (10 ft. with lucerne hammer)

Special Attacks hatred

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

1/day—*dancing lights*, *ghost sound* (DC 14), *prestidigitation*, *speak with animals*

TACTICS

During Combat The skeletal champions make use of their weapons' reach, attacking any non-undead attempting to move closer to Ellux. The skeletons stay near to Ellux but will move up to 10 feet to attack a PC during the skeleton's turn, as long as this does not take them more than 30 feet away from Ellux.

Morale Compelled by dark magic to obey Ellux, the skeletal champions fight to the death.

STATISTICS

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

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

Feats Dodge, Improved Initiative, Toughness

Skills Acrobatics +0 (-4 to jump), Climb +3, Escape Artist +0, Intimidate +8, Knowledge (religion) +4, Perception +6, Profession (soldier) +5, Sense Motive +4, Stealth +7, Swim +3;

Racial Modifiers +2 Perception

Languages Common, Gnome, Sylvan

SQ deathless, gnome magic

Other Gear mwk chain shirt, lucerne hammer^{APG}, 175 gp

Treasure: In addition to his prepared spells, Ellux's spellbook contains *accelerate poison*^{APG}, *animate dead*, *obscuring mist*, *reduce person*, and all 0-level spells (for Subtier 5–6). For Subtier 8–9, it contains all of those spells, plus *shadow projection*^{APG} and *telekinesis*. At Subtier 5–6, his spellbook has a value of 1,255 gp, whereas at Subtier 8–9 it is worth 3,135 gp. Despite his errant ways, Ellux's laboratory equipment is quite sophisticated, and could be repurposed to more socially acceptable uses in arcane and medical study. It can be resold for 500 gp in Subtier 5–6, or 1,000 gp in Subtier 8–9.

Development: A thorough search of Ellux's pockets reveals, in addition to the gear he is carrying, the following note: “*The time for the king's ascension draws near sooner than anticipated. Prepare your army to march south as quickly as possible. Do not agitate the warriors of Kalsgard; let your passage south be a whisper.*”

E3. ELLUX'S CHAMBERS

This small room contains a dirty but soft bed with black silk sheets, a desk and chair, a nightstand, a dresser, a bookshelf, and a chamber pot in one corner. The desk is quite tidy, but bears an open book next to an inkwell and quill. A dust-covered but fine rug fills the center of the room.

These modest chambers serve as living quarters for the necromancer Ellux.

Development: While a thorough read of Ellux's journal takes several hours, skimming its contents requires only a few minutes. The journal details Ellux's thoughts on the “natural advantages” of the gnome race, due to their fey lineage, and his belief that the Bleaching is a result of gnomes living in diaspora among those lacking the “First World's blessings.”

It further goes on to describe his vision for a kingdom of the gnomes, and the fact that he believes the Lands of the Linnorm Kings' close ties to the First World makes the land the rightful property of the gnomes. Frustrated at his inability to find traction with this scheme amongst other gnomes, Ellux turned to necromancy to build an undead army (comprised of gnomes and traditional gnome allies, of course), and claim the kingdom by force.

After a hundred pages or so of Ellux's frustrations and failures in the art of necromancy, the journal picks up again when the gnome records meeting with a mysterious gnome who introduced herself as Niosh. Niosh offered Ellux training in necromancy in exchange for providing an army of undead minions at a future date. The power-hungry gnome agreed, but quickly began to regret his decision as Niosh proved a demanding creditor, soon forcing Ellux to increase his production of undead far beyond the rate he had been capable of and threatening dire consequences should he fail to do so. The last few weeks of the book detail how Ellux happened upon the ghost of Humush Mum, attempted to control her magically, failed, and ultimately resorted to kidnapping her family and holding them hostage to ensure the ghost's obedience.

Treasure: Although most of the furniture is of cheap construction and all of it has seen better days due to time spent in this earthen cave, the surprisingly lush carpet in the room can be sold for 300 gp if the dirt is shaken off.

Rewards: If the PCs fail to defeat the undead, reduce their gold earned as follows.

Subtier 5–6: Reduce each PC's gold earned by 755 gp.

Out of Subtier: Reduce each PC's gold earned by 1,202 gp.

Subtier 8–9: Reduce each PC's gold earned by 1,649 gp.

CONCLUSION

The aftermath of the adventure depends partially on whether or not the PCs saved Humush Mum's family prior to confronting the necromancer. If they did, the rapidly-fading ghost requests that the PCs take her to see her family one last time. If they agree, she and her family have a tearful reunion, during which Humush tells them each that she loves them and asks them all to go on with their lives and be happy. As Humush's spirit moves on and her incorporeal form fades away, she thanks the PCs one final time, a sentiment that is echoed by her family.

If Humush Mum's family was not freed, Ellux's journals in area E3 still point the way to where they were being held. No undead guardians are present, and they are easily rescued, either by the PCs or other Pathfinder agents. Humush

Mum's ghost does not rejuvenate. Venture-Captain Bjersig is saddened to hear of Quil's death, but reassures the PCs that she'll be resurrected, commenting that the prizes at the gaming den may be a bit sparse for a while, but Quil will have things back up and running in no time.

In either case, Bjersig shows extreme interest in Ellux's notes and journals, thanking the PCs if they bring them to him, and assuring them that he will further investigate the identity of the gnome Niosh, and will pass along what he finds out.

Finally, as the PCs depart the Iceferry Lodge, they notice a large throng of people milling about and chattering excitedly. If they head over to investigate, they discover that the crowd has grown up around a crier from Kalsgard, across the river, who is loudly repeating the following message:

"Hear ye, hear ye! Thira Ash-Eyes, the youngest daughter of the mighty and wise Linnorm King Sveinn Blood-Eagle, has just returned to Kalsgard triumphant after a mighty quest! She was seen bearing the head of a ferocious linnorm through the gates of the city, announcing her claim to her father's throne!"

Each time the crier finishes, an eruption of questions and comments bursts forth from the crowd: cries of jubilation; cheers for the new Linnorm King; angry cries that it's a trick or that Thira cheated; demands to know what type of linnorm it was, if she was wounded, how her siblings and father responded to the news; and so on. But the messenger has no further information to provide, which does nothing to quell rampant rumor and speculation. Exaggerated stories spread through the town like wildfire, such that by the time the PCs are boarding their boat to head home, they hear rumors that Thira has been proven a fraud, that she has slain all her brothers and sisters, that her father had disowned her, and that she has already taken the throne as her father plans for his final quest. Other mutually-exclusive, outlandish claims are also uttered by townsfolk.

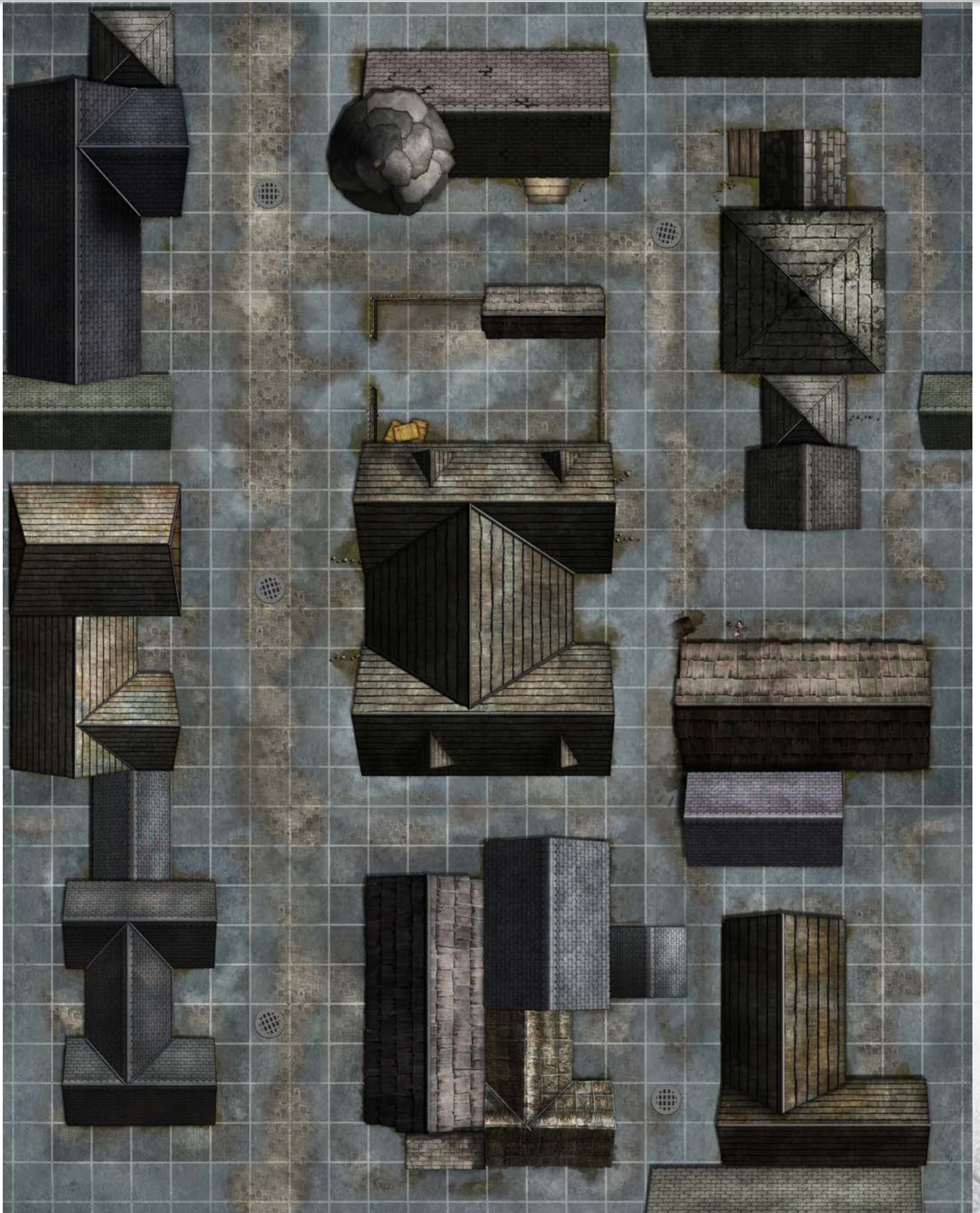
PRIMARY SUCCESS CONDITIONS

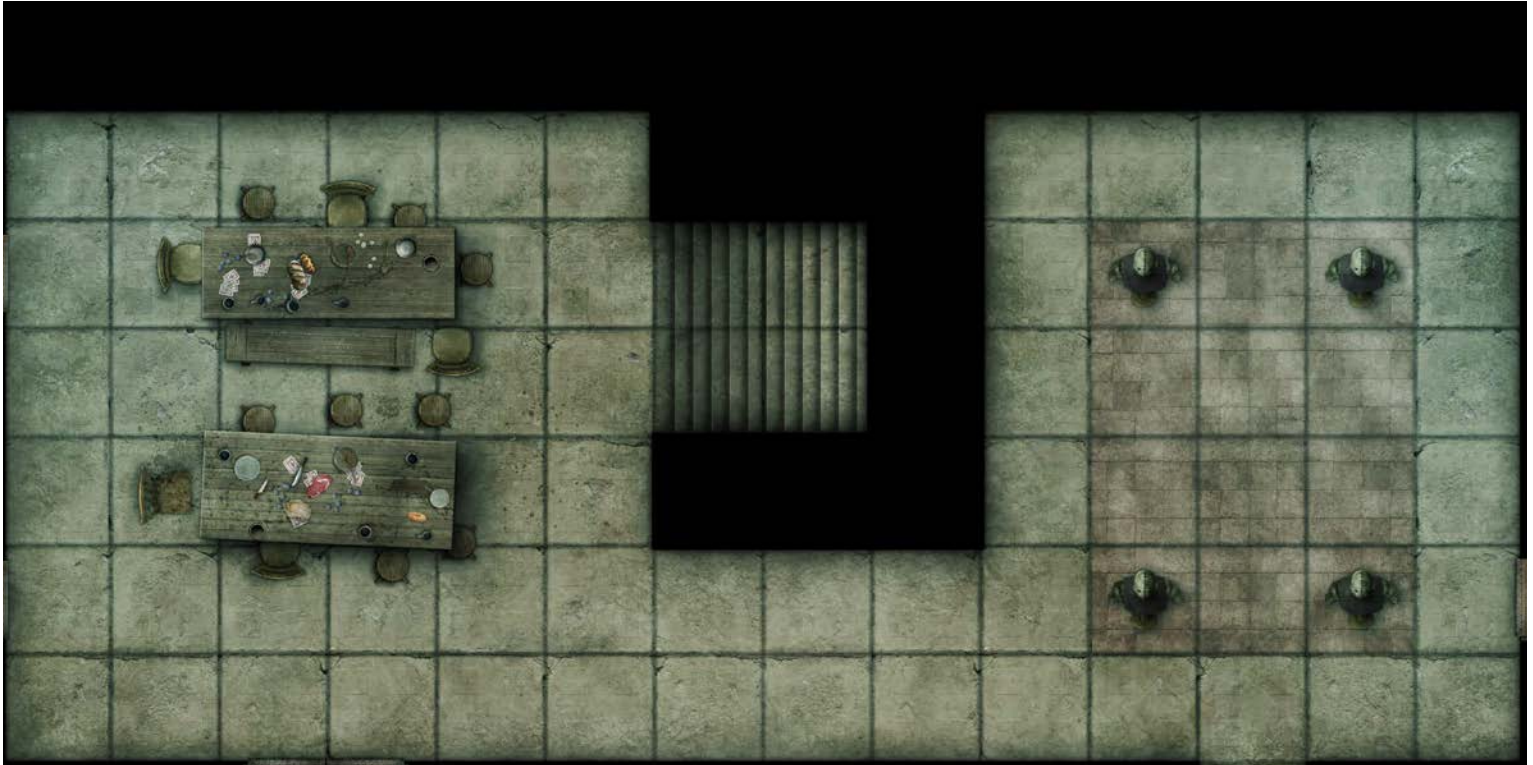
If the PCs successfully slay or otherwise defeat Ellux the necromancer, they each gain 1 Prestige Point and the Gnomes of the North boon.

SECONDARY SUCCESS CONDITIONS

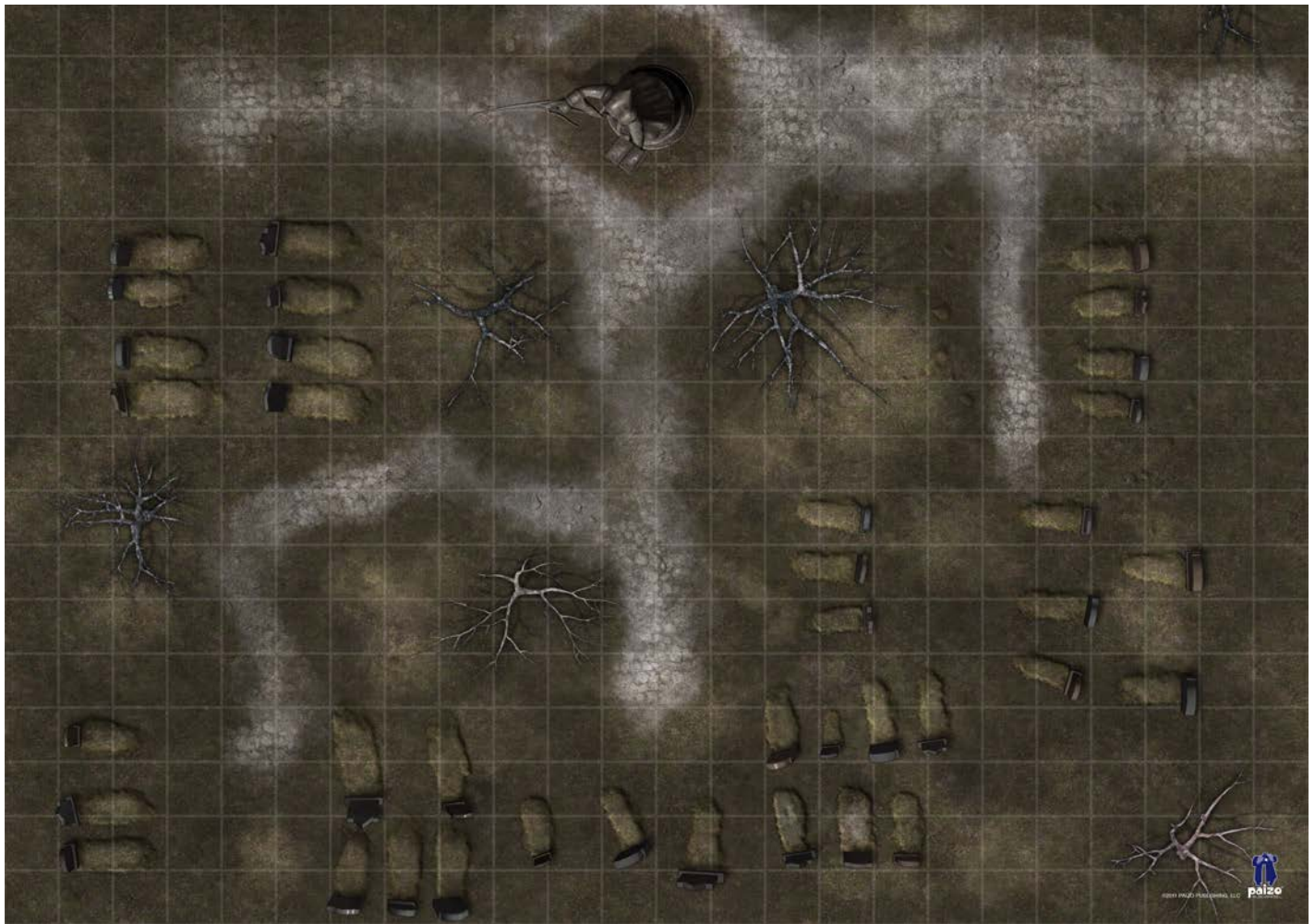
If the PCs free Humush's family from the necromancer's clutches before Humush kills Quil Tabberdash, they succeed at this adventure's secondary success condition and gain 1 additional Prestige Point and the Blessing of Nivi boon.

CORPSES IN KALSGARD





CORPSES IN KALSGARD





Pathfinder Society Scenario #10-19: Corpses in Kalsgard

Event

Date

GM #

GM Character #

GM Name

GM Prestige Earned

☐ Dark Archive ☐ Silver Crusade ☐ Sovereign Court ☐ Liberty's Edge
☐ Scarab Sages ☐ The Exchange ☐ Grand Lodge ☐ Concordance
☐ A ☐ B ☐ C ☐ D

Character #

Prestige Points

Character Name

☐ Dark Archive ☐ The Exchange ☐ Grand Lodge ☐ Liberty's Edge
☐ Scarab Sages ☐ Silver Crusade ☐ Sovereign Court ☐ Concordance

Character #

Prestige Points

Character Name

☐ Dark Archive ☐ The Exchange ☐ Grand Lodge ☐ Liberty's Edge
☐ Scarab Sages ☐ Silver Crusade ☐ Sovereign Court ☐ Concordance

Character #

Prestige Points

Character Name

☐ Dark Archive ☐ The Exchange ☐ Grand Lodge ☐ Liberty's Edge
☐ Scarab Sages ☐ Silver Crusade ☐ Sovereign Court ☐ Concordance

Character #

Prestige Points

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Pathfinder Society Scenario #10-19: Corpses in Kalsgard © 2019, Paizo Inc.; Author: Alex Riggs.



Pathfinder Society Scenario #10-19: Corpses in Kalsgard

Character Chronicle #

☐ Core CampaignSUBTIER ☐ Slow ☐ Normal

5-6 1,278 2,555

SUBTIER ☐ Slow ☐ Normal

Out of Subtier 2,026 4,052

SUBTIER ☐ Slow ☐ Normal

8-9 2,775 5,549

SUBTIER ☐ Slow ☐ NormalSUBTIER ☐ Slow ☐ Normal

MAX GOLD

EXPERIENCE

FAME

GOLD

A.K.A.

Player Name

Character Name

Organized Play #

Character #

Faction

This Chronicle sheet grants access to the following:

☐ ☐ ☐ **Blessing of Nivi:** Your efforts on behalf of Kalsgard's gnome population have drawn the attention, and blessing of the gnome goddess Nivi Rhombodazzle. This boon has different effects depending on your race.

If you are a gnome, your skin takes on a faintly grayish hue and you gain a permanent +1 racial bonus on Stealth checks (+2 to Stealth checks made underground). In addition, once per adventure as a standard action you can gain darkvision out to 30 feet and stonecunning as a dwarf for 1 minute.

If you are a non-gnome, you may check a box next to this boon to cast *blur* as a swift action, with a caster level equal to your total character level. Once you have checked all the boxes next to this boon, you gain Gnome as a bonus language; this has no further effect for characters who already speak Gnome.

☐ ☐ **Gnomes of the North:** You have befriended the gnomes of Kalsgard and found a home away from home at the Hall of Seven Wagers. You can check a box next to this boon to use either Bluff, Knowledge (local), or Sleight of Hand to make your Day Job check at the end of an adventure, doubling the amount of gold normally received for the result of your check. If you already have the ability to use one of these skills to make a Day Job check, checking a box instead grants you a +2 bonus on such a check, in addition to doubling the gold received as normal. This boon's doubling effect does not stack with other benefits that would multiply the result of your Day Job check.

Starting XP

GM's Initials

XP Gained (GM ONLY)

Final XP Total

Initial Prestige

Initial Fame

GM's Initials

Prestige Gained (GM ONLY)

Prestige Spent

Current Prestige

Final Fame

Starting GP

GM's Initials

GP Gained (GM ONLY)

GM's Initials

Day Job (GM ONLY)

Gold Spent

Total

Subtier 5-6

Subtier 8-9

+1 human-bane/+1 human-bane gnome hooked hammer (16,320 gp)
masterwork lucerne hammer (315 gp; *Pathfinder RPG Advanced Player's Guide* 177)
scroll of bloatbomb^{ACG} (700 gp; *Pathfinder RPG Advanced Class Guide* 175)
scroll of shadow projection^{APG} (700 gp; *Advanced Player's Guide* 243)

+1 lucerne hammer (2,315 gp; *Pathfinder RPG Advanced Player's Guide* 177)
+2 human-bane/+2 human-bane gnome hooked hammer (36,320 gp)
scroll of bloatbomb (700 gp; *Pathfinder RPG Advanced Class Guide* 175)
scroll of shadow projection (700 gp; *Advanced Player's Guide* 243)

For GM Only

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Pathfinder Society #