



THE JARLSBLOOD WITCH SAGA

By Nathan King



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HOW TO PLAY

Pathfinder Society Scenario #9–11: The Jarlsblood Witch Saga 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 paizo.com/pathfinderSociety.



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GM RESOURCES

The Jarlsblood Witch Saga makes use of the *Pathfinder RPG Core Rulebook*, *Pathfinder RPG Advanced Player's Guide* (APG), *Pathfinder RPG Bestiary*, *Pathfinder RPG Bestiary 2*, *Pathfinder RPG Bestiary 4*, *Pathfinder RPG Occult Adventures* (OA), and *Pathfinder RPG Villain Codex* (VC). GMs can find the complete rules of these books available online for free at paizo.com/prd, and the relevant rules from the Bestiary volumes and the *Villain Codex* are reproduced in an appendix at the back of the scenario for the GM's convenience.

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THE JARLSBLOOD WITCH SAGA

By Nathan King



The current figurehead of Taldor, Grand Prince Stavian III, is without a living male heir and grows increasingly erratic and paranoid that his popular daughter, Princess Eutropia, might in one fell swoop overthrow him and the country's tradition of primogeniture, the Taldan tradition of male succession. Although many of Stavian's initiatives and policies are needlessly stubborn, it is true that Eutropia and her agents have been maneuvering to overturn primogeniture so that she might take the crown and enact reforms when her father eventually passes away. One of these agents is Lady Gloriana Morilla, leader of the Sovereign Court faction. She has worked with the Pathfinder Society toward mutually beneficial goals that have won Eutropia more key allies, and with a senate vote to eliminate primogeniture on the horizon, the princess needs every friend she can get.

The grand prince is not blind to these maneuvers, and he has begun consolidating his own allies and resources to eliminate any perceived threat to his rule. While most of these steps seem fairly harmless, Stavian has also prepared several aggressive contingencies. Beyond his coconspirators, the only people who know of these desperate plans are the grand prince's personal bodyguards, a cadre of foreign mercenaries known as the Ulfen Guard. Of these, one guard has determined that it is his moral imperative—even the best route to preserve Stavian's life—to alert others of what he knows of the grand prince's plans. However, this whistleblowing puts that guard's reputation at risk, and he is hesitant to share the information unless someone can first take steps to restore his extended family's reputation back in the Lands of the Linnorm Kings.

Centuries ago, an Ulfen woman and capable combatant named Kolvi, seemingly untouched by the cold winter weather, dreamed of becoming a linnorm king. However, the linnorm king Alvard the Wolf already reigned in the nearby town of Frostbreach, and he was a jealous man who would suffer no rivals. When Kolvi set out on her own linnorm hunt, Alvard and his boon companions pursued her, intent on ensuring that the woman would never return—with or without the linnorm's head. Outnumbered, Kolvi should

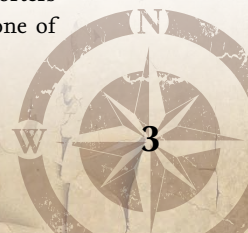
WHERE ON GOLARION?

The Jarlsblood Witch Saga begins in the port city of Iceferry, but much of the adventure occurs in and around the frigid town of Frostbreach, deep in the Lands of the Linnorm Kings. For more information on Iceferry and the Lands of the Linnorm Kings, see *Pathfinder Campaign Setting: Lands of the Linnorm Kings* and *Pathfinder Campaign Setting: Inner Sea World Guide*, available at bookstores and game stores everywhere and online at paizo.com.



have perished; however, none of the combatants counted on the intervention of vengeful fey.

When Alvard had set out on his own linnorm hunt years before, he had struggled to find a suitable dragon. Desperate for help, he brokered a deal with the local fey, earning an ijiraq's silent guidance in exchange for future favors he had little ability to grant. When the king and his companions set off deep into the taiga after Kolvi, the furious ijiraq was waiting. A terrible blizzard ravaged the area for days. As it abated, Kolvi returned to Frostbreach with a severed, frozen head in hand—not that of a linnorm, but that of the linnorm king. Although she had defended herself honorably against the king's underhanded ambush, Alvard's supporters accused her of treachery, made all the worse when one of



the king's companions, Varmood Coalbraid, stumbled back a day later and insisted Kolvi had wielded ice magic against them. Fearful that Kolvi was an Irriseni sympathizer, the settlement's leaders branded her a witch and a traitor.

It was not Kolvi who had cast any spells, though; it was the ijiraq who retaliated for the king's defaulting on their deal. The townsfolk were ignorant of this, so they brutally executed Kolvi and used her remains to construct a grisly effigy to scare off witches. The maimed corpse and the fallen king's remains disappeared shortly afterward, only fueling the local legends, birthing superstitions, and shaming Kolvi's family (who a generation later took the surname Trolltooth).

These tales reached the Pathfinder Society soon thereafter, and an early Pathfinder named Eylisia encouraged a colleague to document the incident. The people of Frostbreach were still reeling from these events, though, and they chased off the agent. Thinking the matter might be less inflammatory a generation later, Eylisia hid her notes on the matter. Those same notes have resurfaced only recently, and the so-called Jarlsblood Witch appears to be the same ancestor the Ulfen Guard

informant wants vindicated. By investigating the legend, the PCs can solve a centuries-old mystery, exonerate Kolvi, and convince the Ulfen Guard informant to share critical information vital to Taldor's future.

SUMMARY

The PCs meet Venture-Captain Bjersig Torrsten in Iceferry, where he requests the PCs travel to the troubled city of Frostbreach and unravel the legend of the Jarlsblood Witch. His hope is that doing so might exonerate an Ulfen Guard and secure critical information for the Pathfinder Society.

In Frostbreach, the Pathfinders can explore the town, hear local legends, witness strange phenomena, and meet the two feuding families that control the town. The investigation leads to the Snow Elk Wilds, a cold expanse where the PCs can meet with a huldra and the same ijiraq who helped and later attacked King Alvard. These fey retell their side of the story, relaying that the ijiraq aided Alvard, the king betrayed their trust, he became lost in the ijiraq's blizzard, and then he perished in combat with Kolvi. The ijiraq moved both bodies to an ancient catacomb, where the linnorm's death curse has infused the area with dread magic.

At the huldra's urging, the PCs travel to the catacomb and clash with the undead Ulfens who inhabit it, including the headless King Alvard. They then meet with Kolvi's ghost, which has unflappably fought with the linnorm's spirit as it attempts to revive itself and terrorize the surrounding area. By helping Kolvi destroy the linnorm forever, they can spare Frostbreach the dragon's vengeance.

Depending on how subtly the PCs investigated Frostbreach earlier, a Coalbraid raiding party might intercept them, hoping to destroy any evidence the PCs might have that would prove Kolvi's innocence and undermine the Coalbraids' local influence.

GETTING STARTED

The PCs receive **Handout #1**, a letter from Lady Gloriana Morilla, beginning their journey to Iceferry, a small town just across the river from Kalsgard, the largest city in the Lands of the Linnorm Kings. The PCs' trip to Iceferry is smooth. As the PCs are disembarking, a gnome Pathfinder named Lirall energetically hails the PCs. Bundled in furs and scarves, she holds her waving arm at the elbow with her other hand as if trying to push her flailing hand higher in the air to get the PCs' attention. She introduces herself, states that the venture-captain is expecting them, and offers to take them through the snow-dusted streets to the local lodge.

Just inside the double doors of the large home, Lirall heads to a panel of pulleys near the entrance, each color-coded cord labeled with a tag. She sorts through them for a moment before pulling the one labeled "Map Room," causing several small flags in that room to flap and signal the venture-captain that he has guests. His dog, a husky named



Mahki, cheerfully howls a response, and Bjersig Torrsen calls out with a throaty voice, "Please come in, friends. Mahki and I have been expecting you." Lirall follows as the PCs enter.

Bjersig is a confident half-orc man wearing a dark tunic and breeches. He has been deaf his whole life but was raised orally, so he is a capable speaker and an excellent lip-reader and he can understand the PCs' spoken questions so long as they speak clearly and in his sight. Even so, he's most comfortable using a modified version of the simple Pathfinder hand signals to supplement his words. Lirall and many of Bjersig's neighbors are also versed in some of this sign language, and the gnome is on hand to help if needed. Mahki also tends to nudge or tug Bjersig when someone's trying to get his attention verbally. It's important to remember that while Bjersig experienced some hardship and misunderstanding learning to navigate a hearing world, he's rightfully self-assured in his talents and equal standing among those who can hear. To him, deafness is an essential part of his identity, and he politely rebukes any claims that it's a disability.

Venture-Captain Bjersig Torrsen leans over a large desk and studies several aged pages, and the dog Mahki eagerly weaves among the visitors to give each a sniff. "I trust your travels were pleasant," begins Bjersig as he looks up to weigh the new faces, punctuating certain words or phrases with hand signs. "I am Bjersig Torrsen, head of this lodge. You know Lirall, and Mahki is already introducing himself."

He moves a parchment toward the front of his desk. "An early Pathfinder agent named Elylsia chronicled an unnamed colleague's investigation of a feud between two families. Centuries ago, it began with accusations of witchcraft and a gruesome execution, and the two have clashed ever since. However, the families chased off Elylsia's colleague, and it appears someone hid these records so that a later generation might investigate the incident when the wounds were less fresh. Other agents discovered the records recently and sent them to me, and I have cross-referenced them with local histories here at the lodge. I believe I have a lead."

With that, he strides over to a large map hanging on the wall, points to a pin stuck into a settlement labeled "Frostbreach," and continues. "Elylsia's friend was investigating legends of Kolvi: the so-called Jarlsblood Witch, a warrior executed for using ice magic to kill a king. Legends say she was untouched by winter and was ferociously strong, so she set out to slay a linnorm and become a linnorm king. The reigning linnorm king followed her with his boon companions, and a terrible blizzard struck. Days later, Kolvi returned with the king's frozen head. The town branded her a traitor, a witch, and an Irriseni sympathizer, sentencing her to death and using her maimed corpse to create a terrible effigy. The tales say that her body disappeared only a few days afterward, which the local folk took as further sign of her supernatural malice.

"Frostbreach is only a shadow of the town it once was a few centuries ago. Even Kolvi's relatives have taken on a new surname—Trolltooth—and without Elylsia's records, I might not have known

which family's reputation Gloriana wanted investigated and restored. I ask that you take the Path of Aganhei and travel to Frostbreach. Explore the town and surrounding area, and interview the people. Confirm what truths you can, debunk the rest, and follow whatever promising leads you find. I recognize that proving the Trolltooth family innocent would be best for the Society, but I leave it up to you to find the real truth, not the most convenient."

The venture-captain encourages the PCs to equip themselves appropriately for the cold weather and notes that he has acquired transportation to take the PCs to Frostbreach once they have made their preparations. He then makes the Pathfinder hand sign for "questions" and answers the PCs' queries. Below are some potential questions the PCs might ask, along with Bjersig's responses.

Do we have any contacts in Frostbreach? "Frostbreach is a very self-sufficient town, so we do not see many of their traders here in town. However, I was able to learn about one of the living descendants of the Trolltooth family who might be able to help you when you arrive. Her name is Eigma, and she runs the local leatherworking shop there."

What kind of evidence should we look for? "Stories, written testimonies, material items—really anything that would help us determine which side is correct, if that is even possible."

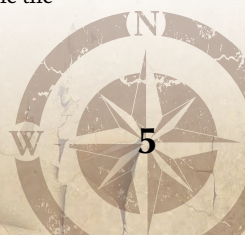
DIPLOMACY (GATHER INFORMATION) OR KNOWLEDGE (LOCAL)

Based on the result of a Diplomacy check to gather information or Knowledge (local) check, the PCs might learn more information about Frostbreach and its people. Each PC gains all of the information whose DC is equal to or less than the result of her check.

15+: Frostbreach was once a bustling trade town just east of the Path of Aganhei, used for restocking any travelers with supplies they would need before delving farther north. However, many avoid the town now because of the wintry misfortunes that seem to befall travelers as they pass through.

20+: Two extended families control the majority of Frostbreach: the Trolltooths and the Coalbraids. Each family believes the other was at fault for the terrible events surrounding the Jarlsblood Witch incident, and these accusations have triggered numerous other feuds that have fueled animosity ever since. The more they squabble, the more the town struggles to remain regionally relevant.

25+: With the feud so fierce in Frostbreach, its warriors have been especially reticent to attempt a linnorm hunt, which could be perceived as a power grab by that warrior's family and instigate retaliation. Kalsgard's linnorm king Sveinn Blood-Eagle has intervened several times to negotiate some peace, though this quells trouble only for a few months. The town has also elected a council of elders, hoping to bring back a sense of stability. However, this council has just become the latest battleground.



KNOWLEDGE (ARCANA OR GEOGRAPHY)

Based on the result of a Knowledge (arcana) or Knowledge (geography) check, the PCs might know more about the landscape surrounding Frostbreach and its strange phenomena. Each PC gains all of the information whose DC is equal to or less than the result of her check.

10+: Ice storms and blizzards are commonplace near Frostbreach for more than half the year.

15+: Many citizens and travelers claim to have experienced terrible visions, heard otherworldly sounds, or had some of their belongings stolen while in the area. The common response is to blame these on the Jarlsblood Witch and Frostbreach's ongoing family feud.

20+: Legends and stories tell of mystical creatures that curse anyone who ventures too deep into the brutal tundra, which has caused hunters and farmers to travel beyond sight of the town's walls only rarely.

Once the PCs have made any purchases they need, Lirall meets them in front of the lodge as she feeds seven horses a handful of carrots. She wishes the PCs luck before loaning them the horses and saddlebags filled with basic supplies for their trip. The PCs' journey to Frostbreach is relatively uneventful, and they reach the troubled town in a little under 2 days' travel.

EXPLORING FROSTBREACH

Frostbreach is a small town on the decline, built to accommodate more than 1,000 people yet has a population of only about 350. Most of the inhabitants are Ulfen, with about 75 dwarven inhabitants and a handful of gnomes. A decaying palisade wall—with several watchtowers and a pair of gates—encircles the town, and many of the homes are longhouses built to accommodate extended families of 10 to 25 people. Of the wooden causeways that crisscross the frozen ground, those that extend to the unoccupied parts of town are crumbling from neglect. Although trade and resupplying caravans once made Frostbreach prosperous, the leading industries are now blacksmithing, charcoal producing, leatherworking, and trapping.

The Pathfinders' initial goal should be to find more information about the legacy of the Jarlsblood Witch, the misfortunes that have befallen the town, and the two families controlling Frostbreach. Where the PCs go to search out information is up to them, but GMs are encouraged to use the locations and NPCs presented below as a guide for Frostbreach.

No matter where they go and whom they talk to, the PCs must attempt several Diplomacy checks to secure the information they seek. Each location also provides a few special skills that a PC can use in place of Bluff, Diplomacy, or Intimidate. While interviewing a resident of Frostbreach, the PC should decide whether he wants to learn general information about the area (DC 15), detailed information

about the area (DC 20), or rare information about history and legends (DC 25). In Subtier 8–9, increase these DCs by 3, and for a group of four PCs, decrease the DCs by 2; these adjustments are cumulative. The speed with which the PCs gather this information is not crucial, but if a PC has a special ability that would significantly increase the speed at which he would gather information (or otherwise cause his information gathering to attract less attention), consider providing that PC up to a +4 bonus on associated skill checks to learn rumors and tales.

Each location (see page 7) readily supplies one piece of information (see page 8), and if the PCs continue investigating for more information at a location, the DC to secure additional information there increases by 3 for each piece of information that location or NPC has already supplied. Reward creative roleplaying, and allow different skills in place of the preferred skills if a PC takes a particularly clever approach. In the event that PCs begin using magic to coax more information out of a target, assume that a typical inhabitant of Frostbreach has a Will saving throw bonus of +3.

Whether the PCs inquire about Kolvi, the Jarlsblood Witch, her effigy, the beheaded king, his companions, or the misfortunes that surround the town, their investigation should provide some more story context and point them to the effigy located in the Snow Elk Wilds (area A).

Be sure to track the number of times the PCs attempt to gather information. For the purpose of this count, do not count the first check each PC attempts, thus encouraging each PC to participate during this scene. This count plays a role during the encounter in area D.

Haunt: Strange phenomena play out around Frostbreach. About twice a year, someone here experiences some haunting vision or undoubtedly supernatural sighting. The common belief is that while speaking of evil beings such as the Jarlsblood Witch by name doesn't guarantee that another phenomenon will occur, it does make it more likely. One of the most common haunts is that of the Jarlsblood Witch trial. When Kolvi returned from her interrupted linnorm hunt with the king's head in hand, she was certain the townspeople would understand and respect her actions. Unfortunately, the Coalbraid family was loyal to the dead king and met her testimony with vitriol, disgust, and rage. Shortly thereafter, Varmood Coalbraid stumbled back into town, wounded and afraid. He recounted his interpretation of the events: Kolvi had used ice magic to kill the king and many of his boon companions. Enraged, the town branded Kolvi a traitor and executed her. Their outrage and her despair still suffuse the area.

Once the PCs have attempted four checks to gather information, some of the PCs witness this recurring haunt; if the PCs split up to investigate, have this haunt target a group of at least two PCs who are traveling together.



THE JARLSBLOOD WITCH SAGA

This haunt is identical in both subtiers, except in Subtier 8–9, the haunt has 20 hit points and the Will saving throw DCs are increased to 18 each.

THE JARLSBLOOD WITCH TRIAL

CR 7

CE haunt (30-ft. radius)

Caster Level 7th

Notice Perception or Sense Motive DC 20 (to see the outlines of angry figures beginning to form inside the city gates)

hp 14; **Trigger** proximity; **Reset** 3d100 days

Effect Once the haunt has manifested, dozens of ghostly Ulfen onlookers crowd around those in the area, shouting accusations at the PCs such as “You killed our king,” “You’ve betrayed Frostbreach,” “Always knew you had ice magic in you,” or simply chanting “Witch.” All the while a heavily armored Ulfen man approaches with a hunting knife in hand, pushing the creatures in the area to their knees as if to execute them. Desperation and despair wash over all creatures in the area, affecting them as per *confusion* (Will DC 16 negates). Furthermore, the creatures are cursed (Will DC 16 negates). Until the curse is removed, an affected creature cannot be the willing target of any spell and must attempt saving throws to resist all spells except those that would remove the curse.

Destruction Kolvi’s spirit (see area B5) must be laid to rest, or the town of Frostbreach must be destroyed and left in ruin for 1 year.

FROSTBREACH LOCATIONS

The PCs can investigate the following locations in Frostbreach to learn more about the Jarlsblood Witch.

Coalbraid Longhouse (Knowledge [history] or Knowledge [local]): The Coalbraids maintain several longhouses, of which this is the largest and most important. The interior walls bear numerous feats of metalwork, celebrating the family’s proud tradition of blacksmithing, charcoal making, and fletching. The Coalbraid patriarch and his wife, **Magorn and Nessa** (CN male and female warriors 3), reside here and entertain conversation with the PCs, but any mention of Kolvi or the Trolltooth clan causes their moods to sour. They firmly believe that Kolvi was a witch and go even further, stating that the Trolltooth clan disgraces Frostbreach by living within its walls. Pressing the two on either subject makes them belligerent, but by artfully dancing around those subjects, a PC can convince the Coalbraids to share useful information (reflected by a successful skill check).

Gorum’s Anvil (Knowledge [religion]): This temple to Gorum is the only functioning house of worship in Frostbreach and serves as its de facto hospital and city hall. **Valosi** (CG female dwarf cleric of Gorum 7) has managed affairs here for 15 years, and she spends much of her time training warriors to send east to aid Freyr Darkwine’s Blackravens in patrolling the dangerous border with Irrisen. She knows much of Kolvi’s

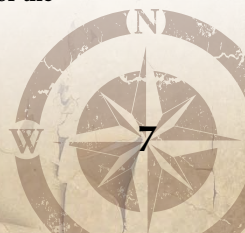
story and is willing to pass that lore to those who seem they won’t use it to stir up needless trouble. She’s largely stayed out of the feuding families’ drama, preferring to devote her energy to preparing for external threats instead.

Linnorm’s Tale Inn (Perform [oratory] or Profession [barkeep]): Centrally located and close to the west gates, this inn serves as a social hub for many in Frostbreach. Rooms here are simple but warm. The innkeeper **Ifan** (CN male human expert 2) keeps a stubby linnorm tooth on a thin cord around his neck—a memento of his late brother’s failed hunt. Ifan does not tolerate threats by intimidation. However, he enjoys tales of heroism and valor to remind him of his brother, and in exchange he can provide PCs with rumors or some history of the town.

Residences: Several dozen buildings house Frostbreach’s other residents, many of who try to stay out of the way of the feuding families. Even so, many residents have their own tales of strange phenomena in the area, and it’s fairly common to blame any bad fortune on the Jarlsblood Witch or turn her into a bogeyman to spook children into behaving. Many homes have wooden wind chimes to sense the ill wind that might blow if the witch hears their gossip—a superstition that most laugh off even as they reflexively glance at the chimes whenever Kolvi’s name is spoken.

Stonefire’s Supplies (Knowledge [arcana] or Profession [merchant]): One of the few buildings in relatively good condition, Stonefire’s Supplies provides the town and travelers with a mix of both mundane staples and magical equipment to help survive the chilly wilderness. The hospitable dwarf proprietor, **Uda Stonefire** (N female dwarf expert 1/sorcerer 1), welcomes any strangers who enter her store, offering to assist them in finding anything they might need. Because of the size of Frostbreach, the PCs’ purchasing power is limited. Magic potions and scrolls up to 3rd level and magic items up to 3,500 gp are available for sale here. Uda enjoys conversation with those who are “magically attuned” and can provide what information she knows or has heard. A PC who purchases an item worth at least 25 gp from Uda receives a +3 bonus on his skill check to learn information from her.

The Troll’s Hide (Appraise or Profession [tanner or leatherworker]): This well-maintained building has a fenced yard to accommodate dozens of hides in various states of processing, and the building smells strongly of leather and tannin. **Eigma Trolltooth** (CG old female human expert 3) wears a black leather apron and is the proprietor of building. She is a passionate and lifelong leatherworker who enjoys conversation with travelers and entertains any questions the PCs may have, though she tends to ramble if not encouraged to continue speaking about a particular topic. If the PCs mention Kolvi or anything related to her death, Eigma’s demeanor becomes more stoic and sad. She laments for Kolvi and wishes she had the strength to traverse the Lands of the Linnorm Kings to find out what really happened.



Trolltooth Longhouse (Knowledge [history] or Knowledge [local]): Although the extended Trolltooth family in Frostbreach lives in seven different buildings, this longhouse is considered the most important. The Trolltooths manage much of the town's tanning and leatherworking, overseen by the patriarch, **Greul Trolltooth** (CN middle age male human warrior 3). Stern yet sociable, Greul has spent most of his adult life defending his family's name against the Coalbraid family and isn't too keen on discussing it with "nosy travelers." If the PCs mention they're working to redeem the family's reputation, Greul's demeanor slowly improves, though he remains wary that the PCs might be Coalbraid pawns; this grants the PC a +5 circumstance bonus on her skill check to learn information from him. Greul fancies himself a local historian, particularly given all of the misinformation he insists his rivals like to spread.

RUMORS AND TALES

While exploring Frostbreach, the PCs can learn the following 10 stories, reports, and rumors. Although those who report this information largely believe it's true, not all of the tales are entirely accurate. In general, the higher the information's skill check DC, the more useful it is.

Each time a PC succeeds at a check to learn more general, detailed, or rare information in Frostbreach, provide them one clue listed for that category of information. If the PCs have already received all of the clues for a given information category, instead provide them two clues from a list with a lower check DC.

General Information (DC 15): The PCs can hear the following.

- The Trolltooth-Coalbraid feud has lasted for generations and persists to this day. Although this rarely leads to violence, it breeds distrust and squabbling that have divided the town and chased off many travelers. One family could proclaim victory through force of arms, but spilling much blood might only deepen the rift or shatter the town entirely.
- The Jarlsblood Witch was an ice-blooded Ulfen who murdered King Alvard the Wolf, but the people of Frostbreach put her to death shortly afterward. Some believe she's the reason the town doesn't have much business anymore, for the witch's spirit scares off visitors.
- Everyone knows someone who's seen a ghost or witnessed a haunting aura of faerie fire. Just a few weeks ago, a teenage boy spotted a phantom woman walking down the streets, and he ran so fast that he broke his leg tripping on the causeways.
- Kolvi was an ancestor of the Trolltooths, and some feel sorry that the family carries the black mark of her misdeeds to this day. The family insists that Kolvi was innocent, yet the prevailing belief is that if she were guiltless, all of the hauntings and misfortunes wouldn't have befallen Frostbreach.

Detailed Information (DC 20): The PCs can hear the following stories.

- The people of Frostbreach turned the Jarlsblood Witch's body into a bloody effigy to warn Irrisen's witches from troubling the town anymore. The effigy stood about an hour east of Frostbreach—or it did, as it's said the body disappeared almost as soon as it was put up. (This represents enough information for the PCs to reach area A.)
- The witch effigy didn't stand just anywhere; it's where the witch slew the linnorm king and his companions, and it's considered cursed ground by most. When the folk of Frostbreach brought the witch's body to stake there, they found the king's boon companions but never found any sign of their sovereign.
- The only boon companion who returned was Varmood Coalbraid, whose skin was torn in places by the lashing ice shards he swore the witch threw at him. Kolvi might have faced exile were it not for his testimony, which condemned her to a brutal execution. Today, the Trolltooths often claim that Varmood slandered their ancestor, whereas the Coalbraids insist they averted a greater disaster by ensuring the witch inflicted no more evil.

Rare Information (DC 25): The PCs can hear the following.

- The Jarlsblood Witch isn't just a bogeyman. Some insist she can also grant boons to desperate petitioners or answer questions by those who know how to call her. The accepted ritual involves lighting a candle, using it to burn three of the petitioner's hairs, covering a piece of ice carved like a dragon's tooth with salt, then holding it above the flame while reciting Kolvi's name five times. Everyone who knows the ritual also insists that the few who have ever tried it became erratic within a week and disappeared into the woods.
- With all of the hauntings around Frostbreach, most believe (but are reticent to share) that the Jarlsblood Witch is still alive and has an active hand in tormenting the people of Frostbreach. Even some members of the Trolltooth family dread the prospect of finding Kolvi alive somewhere. If they did, they would slay her and perhaps settle the feud with the Coalbraids once and for all, having at least acted to purge their family's bad reputation. That assumes, of course, she's still alive.
- The surviving companion of King Alvard insisted that he'd seen Kolvi use ice magic to kill their expedition, yet no one of that time had ever seen her cast a single spell. Even when accused of treachery and witchcraft, she never used magic to escape.

DEPARTING FROSTBREACH

By the end of their investigation, the PCs should have learned of Kolvi's effigy site, learned that the site was where she fought



King Alvard, learned about a ritual to contact Kolvi, and confirmed that the Trolltooth and Coalbraid families are still at odds. The PCs can continue with the adventure without knowing all of this information; only identifying the effigy site's location (area A) is crucial, but learning more helps provide context and contributes to the scenario's secondary success conditions.

Faction Notes: Learning more about Frostbreach's old feud helps members of the Sovereign Court indirectly, such as conveying that killing the Coalbraid assailants in area D could undermine their faction's goals.

A. SNOW ELK WILDS

Generations of logging and subsistence farming have cleared most of the trees within several miles of Frostbreach, but beyond to the east lies an expanse of sparse boreal forest and low hills known locally as the Snow Elk Wilds. It is there that the townsfolk erected Kolvi's grisly effigy, and it's also there that she's believed to have fought and slain King Alvard. Once the PCs have learned where the site is, they can follow the trappers' footpaths into this wilderness.

Although nothing directly impedes or threatens the PCs' hike, they are not alone. The ijiraq Moss-on-South-Trees shadows them in the form of a white elk, deftly flitting between the trees and blending in with the light snowfall. The PCs are on the border of its realm, so the ijiraq might take a few opportunities to spook or harass the PCs into turning back without entirely revealing its presence. Favorite tactics include leaving disturbing antler and bone effigies along the trail, using *hallucinatory terrain* to subtly distort the landscape, or even summoning a pack of wolves to howl menacingly, feign charging the PCs, retreat, and disappear entirely behind the trees. These can help convey that the fey the PCs meet shortly are not kindhearted; they are wild and unforgiving. All the while, a PC can spot something following them out of the corner of his eye by succeeding at a DC 24 Perception check. Exceeding this DC by 5 or more lets the PC glimpse an elk with a pristine white coat and antlers that seem sharpened to red-stained points.

As the PCs reach the site, read or paraphrase the following.

A rocky clearing opens between the snow-laden trees, the oldest of which bear weathered slash marks and gashes as if they were scars from a terrible battle long ago. A frozen footpath winds in a circle around a rock outcropping, with a single, snowy tree residing on top. Atop the center outcropping, an elk with a pristine white coat and sharpened, red-tinged antlers grazes on moss.

By succeeding at a DC 18 Knowledge (nature) or Survival check, a PC can determine that the marks on the trees are heavily aged, and by spending several minutes chipping away at some of the uneven growth, a PC can take an approximate count of the tree rings (approximately 200) that have formed

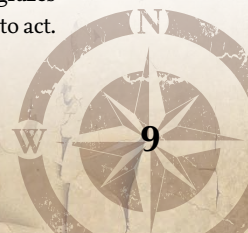
since the trees began healing from the damage. By succeeding at a DC 15 Perception check, a PC can find several arrowheads lodged in the tree trunks and trapped by hardened sap and years of growth. These arrowheads match the style on display in the Coalbraid longhouse in Frostbreach.

To the southeast is a much smaller clearing, at the center of which stands a charred wooden spike driven into the ground. The earth around it is black and barren, as if the snow refuses to fall there. Just a few feet to the east stands a 4-foot-tall carved stone post that bears several warning inscriptions and eulogies of King Alvard written in Skald. This is where Kolvi's effigy once stood, and every year a few members of the Trolltooth family visit to mourn her death and defamation. Several years ago, the Coalbraids came to the conclusion that the Trolltooths might be trying to commune with the Jarlsblood Witch. They erected their own monument to the fallen king, hoping that his spirit would fight off any ghost of the Jarlsblood Witch that happened to appear.

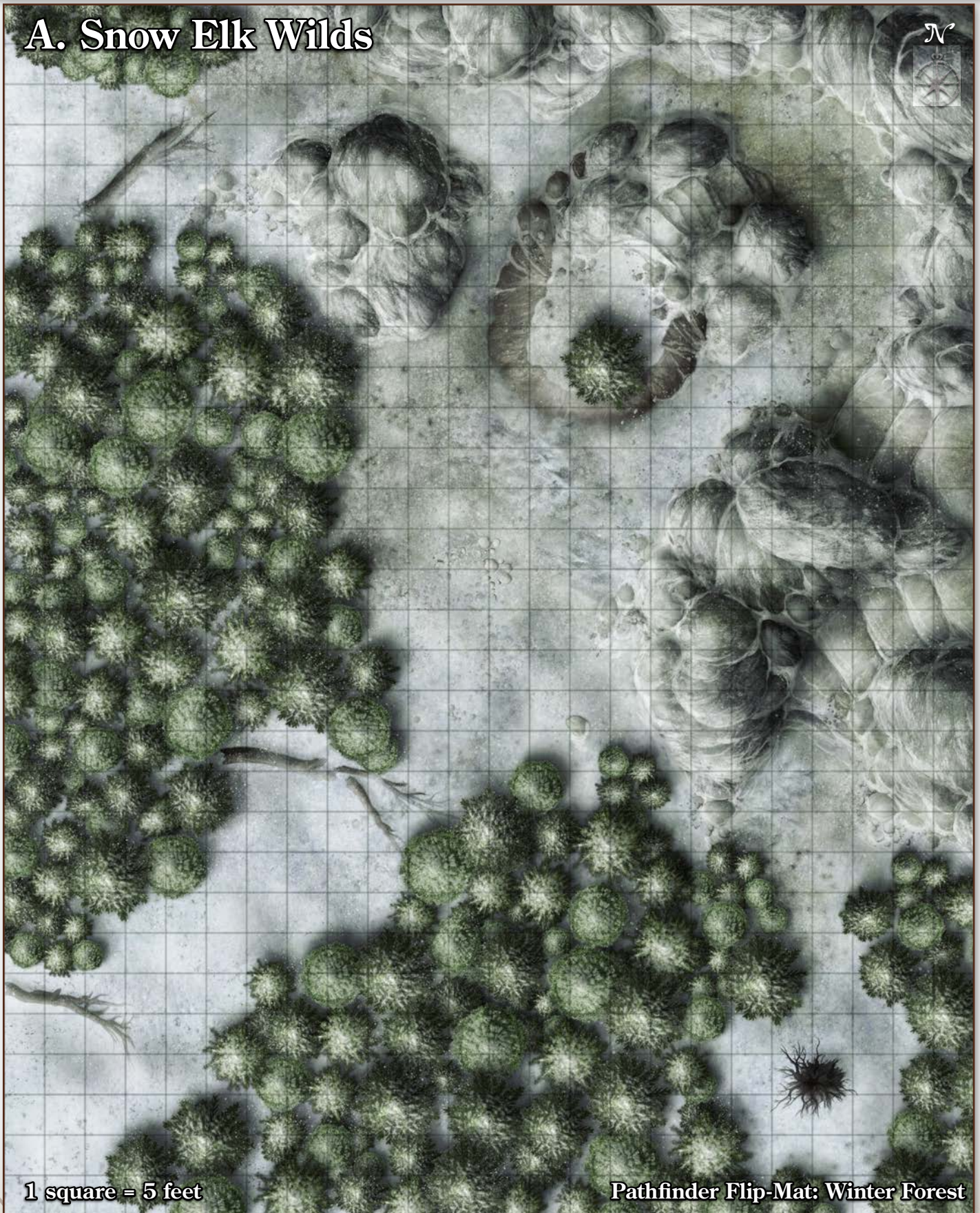
The PCs can freely explore the area, and there are several ways to move the action forward. First, the PCs can perform the "summoning ritual" they likely learned about in Frostbreach. Second, they can insistently communicate with or harass the elk (in fact Moss-on-South-Trees) until the huldra Olisarra loses patience or sees a dramatic opportunity to introduce herself. Finally, the PCs can bumble around for some time before Olisarra becomes bored and makes a dramatic entrance. Ultimately, she'd rather cow, trick, or scare the PCs and is flexible in how that happens. If that's not possible, she eventually gives up the ruse just to learn what the PCs really want.

In examining the effigy site and the comparing it to the summoning ritual, a PC who succeeds at a DC 20 Knowledge (arcana) check can ascertain that the reagents and techniques are very unusual for a summoning ritual. By exceeding the DC by 5 or more, the PC can also conclude that the ritual is unlikely to summon or commune with any spirit, much less Kolvi's. Instead, the reagents and techniques are cobbled together from several different superstitions across different Ulfen kingdoms.

Creatures: The Lands of the Linnorm Kings are home to many fey, and though many live within the Grungir Forest to the south, the Snow Elk Wilds are the domain of the ijiraq Moss-on-South-Trees and the huldra Olisarra. The two are not close friends, but they regularly cooperate to scare off intruders, defend against shared threats, or negotiate with travelers. The ijiraq is unable to speak and barely cares to recognize language, so it and Olisarra have learned to read each other's body language and tone so that the huldra can speak for her companion. Olisarra is considerably more curious, regularly spying on the charcoal makers and trappers who frequent the forest's outskirts. Both fey watched the PCs as they approached this area, and the ijiraq disdainfully grazes and judges the Pathfinders while waiting for the huldra to act.



A. Snow Elk Wilds



1 square = 5 feet

Pathfinder Flip-Mat: Winter Forest

Moss-on-South-Trees doesn't hesitate to use its disorienting gaze on any PC who harasses it, and it might disappear behind a tree and use *dimension door* to appear elsewhere and continue observing.

These two fey are not intended as combatants. If attacked once, they withdraw for a moment before approaching once more to demand an apology. If attacked in earnest, they defend themselves. See the Development section for how the PCs can continue the adventure.

Once Olisarra deigns to appear, the ijiraq uses spells such as *hallucinatory terrain* or *sleet storm* to create a whirling blizzard out of which the huldra appears in a flourish of ice and snow. She introduces herself as the all-powerful Jarlsblood Witch and demands to know what the PCs want. So long as the PCs don't see through her ploy (a DC 21 Sense Motive check), she continues to play the part while asking what they wish. If the PCs do see through the deception, she laughs it off as a joke and chides them for not appreciating fun. She then introduces herself properly. As with other huldras, Olisarra takes offense at anyone pointing out her hollow back (which she keeps mostly covered by her light robe) or paying much attention to her foxlike tail (which she tries to keep hidden beneath the robe when she first appears).

Any mention of King Alvard the Wolf causes the ijiraq's eyes to glow red momentarily and upsets Olisarra, who asks if the people of Frostbreach still honor the "deal breaker of a king." If asked about what really happened with Kolvi or the king, she explains that the king pleaded with the creatures of the wild to help him hunt a linnorm that had appeared here. Moss-on-South-Trees heard his cries, and Olisarra helped broker a deal between the two to grant the king permission to wander the ijiraq's lands, help in finding the dragon, and fortune in his fight against it. The king in turn promised future concessions that he never honored. When the warrior Kolvi set out into the forest, she showed proper respect to the local fey, yet the king taunted his past benefactors by daring to enter the ijiraq's territory once more. The fey called down a terrible blizzard, and here Kolvi repelled the king and his companions, beheading the king with her sword.

Olisarra can answer the PCs' questions, including the likely questions below.

Did Kolvi use ice magic? The huldra laughs. "No, she was a warrior through and through. Her sword bore enchantments and was forged of cold iron, but that was the limit of her magic. I suspect the king's companions saw the magic of Moss-on-South-Trees firsthand." She then scowls as if remembering something. "Or they lied."

What promises did the king make? "They are promises long-since broken by him and his people. The details are no longer important."

What happened to the effigy and the king's body? "These woods have no witches to scare, and the sight was no way to

remember a warrior like her. There are abandoned catacombs miles from here that the Ulfen people have forgotten, yet we have used them rarely to hide away that which need not be found or that which my companion would rather eat later. Both she and the king's corpse lie there. If you wish to see them for yourself," she trails off and looks to the ijiraq for a moment, "you could do so. I can provide you a token to see through the illusions that hide it. I warn you, though, we have not used it for several human generations, and those hills feel increasingly... troubled."

Why is this area haunted? "Some hauntings are merely my companion's magic. However, there are unnatural things that linger here that I don't understand. It is a curse that has lingered here ever since the traitorous king's betrayal. If you wish to dispel the myth of the Jarlsblood Witch, you must also teach the people of Frostbreach that the fey do not deal with double-crossing humans."

Can the elk talk? Olisarra shakes her head. "Moss-on-South-Trees does not speak. I understand its messages, if not always its motivations. Even its name is one I created based on how we met."

Can you testify to Kolvi's innocence? Olisarra smirks. "You think that the Ulfen people would trust the word of fey? No matter how intriguing I find your cultures, there is a gap in how we understand each other. To the people of Frostbreach, I am merely a capricious forest spirit and Moss-on-South-Trees is a malevolent elk." It is possible for the PCs to convince Olisarra to accompany them to Frostbreach anyway by succeeding at a DC 24 Diplomacy check, though she insists that the PCs first travel to the abandoned catacombs to gather any other evidence first.

BOTH SUBTIERS (CR 9)

OLISARRA

CR 4

Huldra (*Pathfinder RPG Bestiary* 4 151; see page 26)

hp 38

MOSS-ON-SOUTH-TREES

CR 9

Ijiraq (*Pathfinder RPG Bestiary* 4 155; see page 27)

hp 105

Development: If the PCs agree to explore the catacombs, Olisarra gives the PCs a carved antler token that lets them see through Moss-on-South-Trees's illusions. She also provides the PCs directions to find the site, which lies another 2 hours' travel east of this area. The ijiraq bucks its head in disgust before meandering back into the forest.

If the PCs kill or chase off Olisarra or Moss-on-South-Trees, they can recover an antler token that seems to tug in the direction of the catacombs when held. Using this, the PCs can track down the catacombs, even if they might not have the full context of what they'll find there.



Treasure: By succeeding at a DC 16 Perception check, a PC can find an ancient ivory talisman on the ground near the base of the effigy post. This talisman was Kolvi's *lesser talisman of life's breath*^{OA} that fell from her body when she was turned into an effigy. In Subtier 8–9, there is also a *talisman of warrior's courage*^{OA}.

Rewards: If the PCs do not find the talisman, reduce each PC's gold earned as follows.

Subtier 5–6: Reduce each PC's gold earned by 292 gp.

Out of Subtier: Reduce each PC's gold earned by 479 gp.

Subtier 8–9: Reduce each PC's gold earned by 666 gp.

B. THE BETRAYER'S TOMB

The trek from the Snow Elk Wilds to the catacombs takes several hours at a steady pace and is uneventful. As the PCs approach an inconspicuous hill, the fey antler token begins to glow with faint red light. The closer the PCs bring the token to the hill, the brighter it glows. Once within about 50 feet, the token melts the illusion veiling the hill, revealing a long, rocky outcropping with several smaller stone mounds inscribed with weathered petroglyphs. Worked stones partly seal a cave along the outcropping's southern side, creating a formal entrance into the caverns beyond. All along the rock face jut pieces of bone or fossilized remains of some immense fanged creature, as though it were clinging to the cave. By succeeding at a DC 24 Knowledge (arcana) check, a PC can identify these as the bones of a linnorm. The catacombs' exterior features later in the adventure (see area C).

Long ago, the first generation of families at Frostbreach built these catacombs to house the honorable dead and celebrate their deeds for their afterlife. When Moss-on-South-Trees found these catacombs long after their last interment, it investigated them and claimed them as a storage space for meals (toward the entrance) and things best forgotten (toward the back). It's here that the ijirag brought the effigy of Kolvi and the headless body of Alvard the Wolf, and it keeps the site hidden with *hallucinatory terrain*. The linnorm bones appeared only after the king's undignified burial here, and they have grown more prominent with each season. These are a manifestation of the linnorm's curse, which haunts and torments the headless king while feeding off his despair and slowly regenerating.

B1. ENTRANCE

At the entrance, the faint scent of decay mixes with the fresh air outside. Frozen grime covers much of this area. Two sets of rough-hewn stairs lead downward to the northeast and northwest, and the large central column bears a large inscription written in weathered Skald script. This is a funerary poem that extols the deeds of those buried within, asks that their deeds be multiplied tenfold in the afterlife, and invites future generations to hear their ancestors' tales

directly. A PC who cannot understand Skald can decipher this with a successful DC 20 Linguistics check.

From here, a PC who succeeds at a DC 25 Perception check can hear the faint sound of a fight from deeper in the cave, though it echoes strangely and unnaturally. A barely perceptible roar is intermittently audible in the distance.

B2. STASH OF LOST ITEMS

This cave contains the skeletal remains of two of Alvard's companions, both of who became lost in the blizzard after witnessing their king's death and trying chase after Kolvi. Unable to find their way due to the ijirag's gaze, they eventually stumbled here and sought refuge from the cold. Even so, they froze to death shortly afterward, using their last hours to provide some record of what they had seen. One surface bears a clumsy inscription in Common carved with a discarded spear tip:

"Alvard knew the woods well. It's where he hunted his linnorm, he said. We laid our ambush, but fey attacked. They shouted he betrayed them. Could see in his face he knew and was afraid. A screaming elk, ice for eyes. Kolvi. She was best with an axe, took away the king's head. Can't find our way back. Armor belongs in the family and dying"

The writing becomes increasingly unsteady and illegible before trailing off midthought, and one of the two skeletons lies facedown underneath the inscription, still wearing a suit of chainmail that shows rust in only a few places.

The other skeleton still cradles a horn into which he has carved a last message with a discarded arrowhead.

"This horn was from a linnorm Alvard killed. He was a good warrior but fearful—always talked of the linnorm coming back. Jumped every time I blew the horn. Did he fear Kolvi being a king? Or did he fear the linnorm being back? He never was right after the hunt."

The PCs can contact either warrior with *speak with dead* or similar effects. The warriors are Eigor (CG) and Ulthod (CN) whose Will save bonuses are +3. Both can relay that the king set off with three companions to track down Kolvi before she found a linnorm. Alvard insisted this was to prevent her from riling up trouble she couldn't handle, but the warriors came to understand the king didn't want competition from a new linnorm king. They traveled into the wilds on a clear autumn day, and a blizzard struck them out of nowhere. After an hour of snowfall, they came upon Kolvi. As they launched their attack, a white elk appeared atop the rocks and stared at them with hateful judgment. The warriors were barely able to find the king, even though he should have been only a few dozen feet away. They finally stumbled upon his duel with Kolvi as she felled him. An

B. The Betrayer's Tomb



B5

B4

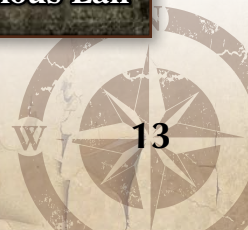
B2

B3

B1

1 square = 5 feet

Pathfinder Flip-Mat: Cavernous Lair



Scaling Encounter B3

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

Both Subtiers: Remove the wights' frozen death ability.

elk-headed person ran forward to tear off the king's head and then handed it to Kolvi, who fled into the snowy woods. The warriors tried to give chase but lost their way. They found these catacombs and became helplessly lost within before collapsing to sleep.

Eigor wears armor and can recount that the king seemed genuinely afraid to see a screaming elk and began shouting excuses when it appeared to stare at them. He can also relay that he belongs to the Coalbraid family and wanted to give his armor to his daughter, Hildi. Ulthod holds the carved horn and can relay that King Alvard sometimes confided that the linnorm still haunted his dreams and seemed to lurk just outside the corner of his eye. Ulthod knew Alvard before the hunt and believes something terrible happened during that hunt that stuck with him ever since.

From the horn's inscription, a PC who succeeds at a DC 29 Knowledge (arcana) check can infer the king might have suffered from the linnorm's death curse, though the haunting nature of the curse seems atypical for most linnorms. A PC who can speak with Ulthod gains a +10 circumstance bonus on this check.

Treasure: The chainmail is +1 *wrathful chainmail* (+2 *wrathful chainmail* in Subtier 8–9), which grants a wearer with the rage, bloodrage, or raging song class features additional rounds of those abilities per day equal to twice the armor's enhancement bonus. The horn is a *horn of the hunter* (*Pathfinder RPG Advanced Player's Guide* 306). The warriors' other gear is too damaged to use.

Rewards: If the PCs do not recover the items here, reduce each PC's gold earned by the following amount.

Subtier 5–6: Reduce each PC's gold earned by 608 gp.

Out of Subtier: Reduce each PC's gold earned by 899 gp

Subtier 8–9: Reduce each PC's gold earned by 1,191 gp.

B3. THE FROZEN RAIDERS (CR 7 OR CR 10)

These halls contain numerous alcoves that hold human remains ranging from 300 to 800 years old. In many cases, the only remnants are the skulls carefully arranged on shelves. Several dozen other bodies were interred whole, and the perpetually chilly catacombs have dramatically slowed decomposition such that many of the bodies still have some skin and hair remaining.

A PC can hear the ongoing battle deeper in the cave (see area B1) by succeeding at a DC 20 Perception check.

Creatures: Not all of the interred bodies have remained at rest. As the linnorm's spirit has stirred here, two of the

Ulfens buried here have risen as frost wights. When they first hear the PCs enter the catacombs, they take cover and creep about to launch an ambush.

SUBTIER 5–6 (CR 7)

FROZEN RAIDERS (2)

CR 5

Advanced frost wights (*Pathfinder RPG Bestiary* 294, 276)

LE Medium undead

Init +3; **Senses** darkvision 60 ft.; Perception +13

DEFENSE

AC 19, touch 13, flat-footed 16 (+3 Dex, +6 natural)

hp 34 each (4d8+16)

Fort +5, **Ref** +4, **Will** +7

Defensive Abilities frozen death, undead traits

Weaknesses resurrection vulnerability

OFFENSE

Speed 30 ft.

Melee slam +6 (1d4+4 plus 1d6 cold plus energy drain)

Special Attacks create spawn, energy drain (1 level, DC 16)

STATISTICS

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

Base Atk +3; **CMB** +6; **CMD** 19

Feats Blind-Fight, Skill Focus (Perception)

Skills Climb +10, Intimidate +11, Knowledge (religion) +9,

Perception +13, Sense Motive +10, Stealth +18; **Racial Modifier** +8 Stealth

Languages Common, Skald

SQ create spawn

SPECIAL ABILITIES

Create Spawn (Su) Any humanoid creature that is slain by a wight becomes a wight in 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 have any of the abilities they had in life.

Frozen Death (Su) A frost wight deals an additional 1d6 points of cold damage with its slam attack. A creature touching a frost wight with natural weapons or unarmed strikes takes 1d6 points of cold damage.

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.

SUBTIER 8–9 (CR 10)

FROZEN MARAUDERS (2)

CR 8

Advanced frost wight ranger 3 (*Pathfinder RPG Bestiary* 294, 276)

LE Medium undead (cold)

Init +4; **Senses** darkvision 60 ft.; Perception +18

THE JARLSBLOOD WITCH SAGA

DEFENSE

AC 24, touch 14, flat-footed 20 (+4 armor, +4 Dex, +6 natural)

hp 79 (7 HD; 4d8+3d10+45)

Fort +9, **Ref** +8, **Will** +10

Immune frozen death, undead traits

Weaknesses resurrection vulnerability

OFFENSE

Speed 35 ft.

Melee slam +11 (1d4+7 plus 1d6 cold plus energy drain)

Special Attacks combat style (two-handed weapon^{APG}), create spawn, energy drain (1 level, DC 17), favored enemy (giants +2)

STATISTICS

Str 20, **Dex** 18, **Con** —, **Int** 13, **Wis** 21, **Cha** 21

Base Atk +6; **CMB** +11; **CMD** 25

Feats Blind-fight, Cleave, Endurance, Fleet, Skill Focus (Perception), Toughness

Skills Climb +8, Intimidate +12, Knowledge (geography, nature, religion) +8, Perception +18, Ride +8, Stealth +17, Survival +15, Swim +8; **Racial Modifiers** +8 Stealth

Languages Common, Skald

SQ favored terrain (cold +2), track +1, wild empathy +8

Other Gear chain shirt

SPECIAL ABILITIES

Create Spawn (Su) See Subtier 5–6.

Frozen Death (Su) See Subtier 5–6.

Resurrection Vulnerability (Su) See Subtier 5–6.

B4. THE BEHEADED KING (CR 8 OR CR 11)

Much like in area B3, this area contains numerous alcoves to store skulls and bodies. However, all that's left of these remains are smashed fragments. From here, the sounds of battle deeper in the cave (see area B1) are audible with only a DC 10 Perception check.

Creature: Moss-on-South-Trees hid Alvard's and Kolvi's bodies deep in here to keep them out of the way. The linnorm's curse continued tormenting Alvard the Wolf even after death, and his body has become a headless draugr that shudders each time the nearby linnorm spirit roars. In his despair, the draugr crushed the remains here, including those of Kolvi. Now he paces, tearing at his ragged neck in misery. When he senses life, he attacks. He cannot speak properly, but he is able to croak a few painful words through his ruined throat. During combat, he refers to the PCs as if they were the linnorm come back to attack him, never leaving him in peace.

SUBTIER 5–6 (CR 8)

THE BEHEADED KING

CR 8

Draugr captain fighter 5 (*Pathfinder RPG Bestiary* 2 110)

CE Medium undead (water)

Init +6; **Senses** blindsight 60 ft., darkvision 60 ft.; Perception +15

DEFENSE

AC 22, touch 12, flat-footed 20 (+6 armor, +2 Dex, +4 natural)

Scaling Encounter B4

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

Both Subtiers: Apply a –2 penalty on all of the Beheaded King's d20 rolls, and reduce his starting hit points by 15.

hp 94 (8 HD; 3d8+5d10+53)

Fort +11, **Ref** +7, **Will** +9 (+1 vs. fear)

DR 5/slashing or bludgeoning; **Immune** undead traits;

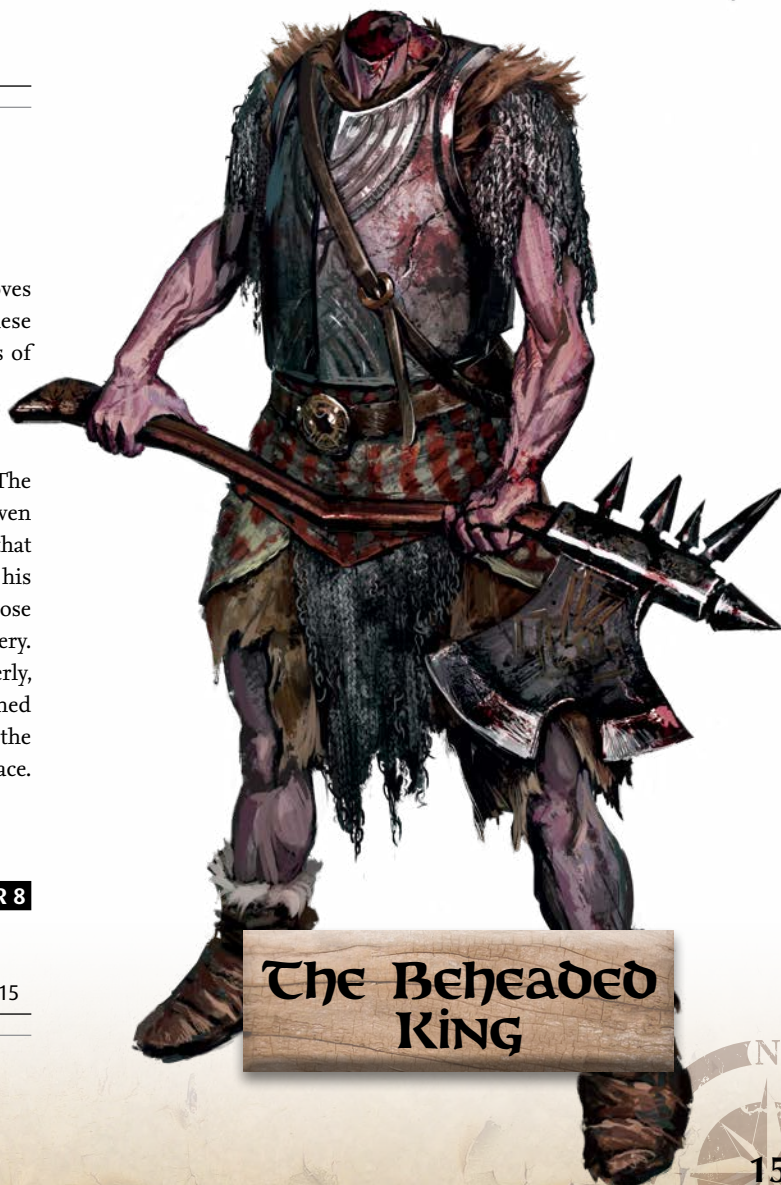
Resist fire 10

OFFENSE

Speed 30 ft., swim 30 ft.

Melee +1 *dragon bone butchering axe* +16/+11 (3d6+12/×3 plus energy drain) or slam +9 (1d10+3 plus energy drain)

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



Butchering Axe

The Beheaded King wields a special weapon known as a butchering axe (*Pathfinder Player Companion: Adventure's Armory* 28), an axe with an oversized head bristling with spikes. A butchering axe deals 3d6 slashing damage, deals ×3 damage on a critical hit, and weighs 25 pounds.

Spell-Like Abilities (CL 5th; concentration +10)
3/day—*obscuring mist*

TACTICS

During Combat The Beheaded King engages with any available threat, heedless of danger. He prefers to use his Cleave and Power Attack feats to inflict as much devastation as possible. He creates an area of obscuring mist to protect himself if harassed with ranged attacks.

Morale The Beheaded King fights until destroyed.

STATISTICS

Str 24, **Dex** 14, **Con** —, **Int** 14, **Wis** 18, **Cha** 21

Base Atk +7; **CMB** +14; **CMD** 26

Feats Cleave, Exotic Weapon Proficiency (butchering axe), Improved Initiative, Lightning Reflexes, Lunge, Power Attack, Toughness

Skills Climb +12, Handle Animal +13, Intimidate +10, Perception +15, Ride +7, Stealth +10, Survival +12, Swim +12

Languages Common, Draconic, Skald (can't speak)

SQ armor training 1

Other Gear mwk chainmail, +1 dragon bane butchering axe, cloak of resistance +1, lesser good fortune talisman^{OA},

SPECIAL ABILITIES

Energy Drain (Su) The Beheaded King can bestow a negative level when it hits with slam attack or a wielded weapon, but it can bestow such a negative level no more than once per round.

SUBTIER 8–9 (CR 11)

THE BEHEADED KING

CR 11

Draugr captain fighter 8 (*Pathfinder RPG Bestiary* 2110)

CE Medium undead (water)

Init +6; **Senses** darkvision 60 ft.; Perception +18

DEFENSE

AC 25, touch 12, flat-footed 23 (+9 armor, +2 Dex, +4 natural)

hp 142 (11 HD; 3d8+8d10+85)

Fort +15, **Ref** +9, **Will** +11 (+2 vs. fear)

DR 5/slashing or bludgeoning; **Immune** undead traits;

Resist fire 10

OFFENSE

Speed 30 ft., swim 30 ft.

Melee +1 dragon-bane butchering axe +20/+15 (3d6+12/19–20/×3 plus energy drain) or
slam +12 (1d10+3 plus energy drain)

Special Attacks energy drain (1 level, DC 17), weapon training (axes +1)

Spell-Like Abilities (CL 5th; concentration +11)
3/day—*obscuring mist*

TACTICS

Use the tactics from Subtier 5–6.

STATISTICS

Str 24, **Dex** 14, **Con** —, **Int** 14, **Wis** 18, **Cha** 22

Base Atk +10; **CMB** +17; **CMD** 29

Feats Cleave, Critical Focus, Exotic Weapon Proficiency (butchering axe), Great Cleave, Improved Critical (butchering axe), Improved Initiative, Lightning Reflexes, Lunge, Power Attack, Toughness, Weapon Focus (butchering axe)

Skills Climb +12, Handle Animal +15, Intimidate +13, Perception +18, Ride +7, Stealth +12, Survival +13, Swim +11

Languages Common, Draconic, Skald (can't speak)

SQ armor training 2

Other Gear +1 half-plate, +1 dragon bane butchering axe, cloak of resistance +2, lesser good fortune charm^{OA}

SPECIAL ABILITIES

Energy Drain (Su) The Beheaded King can bestow a negative level when it hits with slam attack or a wielded weapon, but it can bestow such a negative level no more than once per round.

Development: Once defeated, the Beheaded King croaks a resigned, “Cannot rest. Dragon...” before collapsing. The linnorm’s curse still affects the king’s body, and a PC who succeeds at a DC 24 Heal, Knowledge (arcana), or Knowledge (religion) check can determine that the corpse is affected by some supernatural affliction; a PC whose check result exceeds the DC by 5 or more confirms that it is a curse. If a PC removes the curse, whose original save was DC 19 (DC 22 in Subtier 8–9), she significantly weakens the linnorm in area C, giving it the sickened condition.

Rewards: If the PCs fail to defeat the Beheaded King, reduce each PC’s gold earned by the following amount.

Subtier 5–6: Reduce each PC’s gold earned by 695 gp.

Out of Subtier: Reduce each PC’s gold earned by 1,005 gp

Subtier 8–9: Reduce each PC’s gold earned by 1,316 gp.

B5. THE ENDLESS BATTLE

An ethereal woman and a serpentine dragon are locked in combat here, each countering the other’s strikes. The beast briefly looks toward the chamber’s entrance with curiosity, and the woman takes advantage of its distraction to tear its throat open with her axe. The dragon rears back in pain and sinks into the floor, but the warrior’s apparition remains.

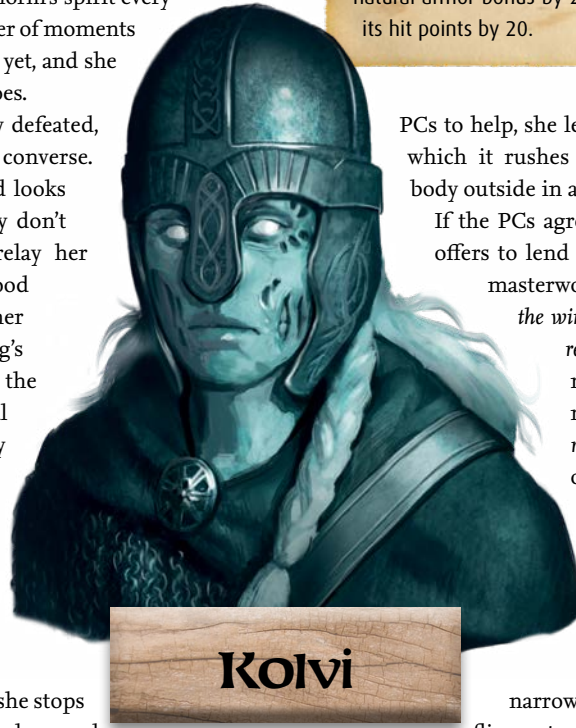
Much as the linnorm’s recuperation and hatred have tormented Alvard after death, so too have these kept Kolvi from joining the River of Souls. However, rather than being kept here against her will, she has remained voluntarily. At first, her will kept her here because she could sense the linnorm and desired a chance to fight one and prove herself

at last. However, as she clashed with the beast in ghostly battle after battle, she determined that she was the only person standing in the way of the linnorm's full recovery. She has periodically called out for help, and sometimes her pleas echo in the surrounding region as haunts or other phenomena. Other times she just calls out to Alvard to help her defeat the dragon once and for all, but she can't rouse him from his gloom. Instead, she fights the linnorm's spirit every time it stirs, defeating it for a matter of moments before it returns. She has not lost yet, and she fears what might happen if she does.

With the linnorm temporarily defeated, Kolvi has some time to rest and converse. She leans on her axe wearily and looks at the PCs, speaking first if they don't take the initiative. Kolvi can relay her version of the infamous Jarlsblood Witch events, focusing on her desire to slay a linnorm, the king's underhanded ambush, and the intervention by a supernatural elk-man that seemed to aid her by conjuring a blizzard to hamper her enemies. She admits that she is no scholar and cannot provide a deep understanding of what has happened since her death. Kolvi knows that she feels pulled to some other realm yet refuses to go, believing that if she stops fighting the linnorm, it will awaken and take vengeance on Frostbreach and beyond. Even after being killed by the townspeople, she refuses to abandon them to that fate. What's more, defeating the linnorm is a personal challenge to prove what she could not do in life.

Her opinion of Alvard is poor, seeing him as craven in life and quick to abandon his unfinished business in death. If the PCs haven't already voiced the hypothesis that Alvard suffered from the linnorm's death curse, Kolvi can venture the possibility. She agrees with any reasonable-sounding theory about the curse, including the truth that the linnorm's curse allows it to regenerate so long as the king remains cursed.

Although Kolvi doesn't know for certain what will destroy this linnorm forever, she knows that her ongoing struggles are only slowing it down. She's willing to try something different, so long as she has the PCs' help: let the linnorm return to its corporeal body and defeat it there. If the PCs need time to prepare, she can continue suppressing the dragon until they've had a chance to rest or finish exploring the catacombs. However, her will to maintain an eternal struggle is nearly at its end. If the PCs aren't willing to assist her in a last gambit, she takes it as a sign that she will never receive help; after trying at least once more to convince the



Scaling Encounter C

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

Both Subtiers: Reduce the saving throws of the linnorm vestige's abilities by 2, reduce its attack bonuses by 2, reduce its saving throw bonuses by 2, reduce its natural armor bonus by 2, reduce its SR by 2, and reduce its hit points by 20.

PCs to help, she lets the linnorm destroy her, after which it rushes to rejoin with its regenerating body outside in area C.

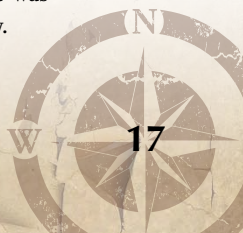
If the PCs agree to help, she thanks them and offers to lend them some of her equipment: a masterwork cold iron battleaxe, *boots of the winterland*, and a *ring of minimal fire resistance* (grants the wearer fire resistance 5). In Subtier 8–9, the ring is instead a *ring of minor fire resistance*. Each time she hands over an item, it becomes corporeal as it leaves her hands.

Once the PCs are ready, Kolvi waits for the linnorm to reappear. As it rears up to attack, she steps aside, leaving the exit open. It hesitates, narrows its eyes with suspicion, then flies out of the cave. The entire catacomb rumbles softly as the linnorm's bones reassemble outside, regrowing portions of its skin and scales in moments. Begin the encounter in area C.

C. CATACOMBS ENTRANCE

Once Kolvi's ghost allows the linnorm spirit to escape, the linnorm rushes outside to rejoin with its slowly regenerating body. The process draws dark storm clouds, and where the bones rip themselves from the hill, the stones bleed rivulets of molten rock that quickly cool in the cold air. The PCs arrive from the cave entrance to the northeast

Creature: Those who slay a linnorm are afflicted by its death curse. For most, this imparts a crippling weakness, such as rapid aging or vulnerability to cold. The greatest linnorm, Fafnheir, can be reborn from the cursed body of his killer, and the crag linnorm that Alvard felled was of Fafnheir's blood and had a weaker version of that death curse. The linnorm's rebirth is imperfect, leaving it in a weakened state with patches of armor and flesh missing entirely until it can escape and sleep. Before doing so, though, it wishes to destroy the catacombs where it was trapped for so long—and anyone who stands in its way.



C. Catacombs Entrance



1 square = 5 feet

L : Linnorm Vestige

Pathfinder Flip-Mat: Cavernous Lair

As the PCs fight the linnorm, images of the linnorm and Kolvi form in the storm clouds above. The two battle overhead, with Kolvi's success reflecting the PCs' fortunes in battle.

It's possible that the PCs might try to demolish the linnorm's bones before it animates or camp outside to ambush the linnorm while it reassembles. In general, this should let the PCs deal only about 10% of the linnorm's hit points in damage before it animates (even broken bones piece themselves back together); the reassembly process is not intentionally a time for the PCs to take free shots, and with such a large hill, it's entirely possible for the dragon to reassemble elsewhere and then swoop down on the PCs.

SUBTIER 5-6 (CR 9)

TATTERED LINNORM VESTIGE CR 9

CE Huge dragon

Init +6; **Senses** darkvision 60 ft., instant clarity, low-light vision, scent; Perception +19

DEFENSE

AC 23, touch 10, flat-footed 21 (+2 Dex, +13 natural, -2 size)

hp 126 (12d12+48)

Fort +12, **Ref** +12, **Will** +12; +3 vs. mind-affecting effects

DR 5/cold iron; **Immune** curse effects, fire, paralysis, poison, sleep; **SR** 15

Defensive Abilities instant freedom

OFFENSE

Speed 40 ft., fly 100 ft. (average), swim 60 ft.

Melee bite +15 (1d12+5 plus poison), 2 claws +15 (1d6+5), tail slap +10 (1d8+2 plus grab)

Space 15 ft.; **Reach** 15 ft.

Special Attacks breath weapon (80-foot line, once every 1d4 rounds, 6d8 fire damage, Reflex DC 20 for half), constrict (1d8+7), death curse, poison

TACTICS

During Combat The linnorm vestige breathes fire over as many targets as possible before using its natural weapons to tear apart enemies. If all of its foes try to flee, the dragon continues attacking for a round or two before letting the PCs escape.

Morale The linnorm vestige fights to the death.

STATISTICS

Str 21, **Dex** 14, **Con** 18, **Int** 3, **Wis** 18, **Cha** 15

Base Atk +12; **CMB** +19 (+21 bull rush); **CMD** 31 (33 vs. bull rush, can't be tripped)

Feats Blind-Fight, Combat Reflexes, Improved Bull Rush, Improved Initiative, Lightning Reflexes, Power Attack

Skills Fly +13, Perception +19, Swim +13

Languages Aklo, Draconic, Sylvan

SPECIAL ABILITIES

Death Curse (Su) When a creature slays the linnorm vestige, the slayer is affected by the curse of fire. *Curse of Fire*: save Will DC 18; effect creature gains vulnerability to fire. The save DC is Charisma-based.

Instant Clarity (Su) As a swift action once per minute, the linnorm vestige can gain the benefits of *true seeing* for 1 round.

Instant Freedom (Su) As an immediate action once per minute, the linnorm vestige can gain the benefits of *freedom of movement* for 1 round.

Poison (Su) Bite—Injury; save Fort DC 20; frequency 1/round for 4 rounds; effect 2d6 fire and 1d2 Dex; cure 1 save.

SUBTIER 8-9 (CR 12)

LINNORM VESTIGE CR 12

CE Huge dragon

Init +7; **Senses** darkvision 60 ft., instant clarity, low-light vision, scent; Perception +22

DEFENSE

AC 27, touch 11, flat-footed 24 (+3 Dex, +16 natural, -2 size)

hp 172 (15d12+75)

Fort +14, **Ref** +14, **Will** +13; +3 vs. mind-affecting effects

DR 10/cold iron; **Immune** curse effects, fire, paralysis, poison, sleep; **SR** 18

Defensive Abilities instant freedom

OFFENSE

Speed 40 ft., fly 100 ft. (average), swim 60 ft.

Melee bite +20 (1d12+7/19-20), 2 claws +20 (1d6+7), tail slap +15 (1d8+3 plus grab)

Space 15 ft.; **Reach** 15 ft.

Special Attacks breath weapon (80-foot line, once every 1d4 rounds, 8d8 fire damage, Reflex DC 22 for half), constrict (1d8+10), death curse, poison

TACTICS

Use the tactics from Subtier 5-6.

STATISTICS

Str 25, **Dex** 16, **Con** 20, **Int** 3, **Wis** 18, **Cha** 17

Base Atk +15; **CMB** +24 (+26 bull rush); **CMD** 37 (39 vs. bull rush, can't be tripped)

Feats Blind-Fight, Cleave, Combat Reflexes, Improved Bull Rush, Improved Critical (bite), Improved Initiative, Lightning Reflexes, Power Attack

Skills Fly +17, Perception +22, Swim +15

Languages Aklo, Draconic, Sylvan

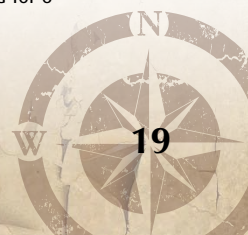
SPECIAL ABILITIES

Death Curse (Su) When a creature slays the linnorm vestige, the slayer is affected by the curse of fire. *Curse of Fire*: save Will DC 20; effect creature gains vulnerability to fire. The save DC is Charisma-based.

Instant Clarity (Su) As a swift action once per minute, the linnorm vestige can gain the benefits of *true seeing* for 1 round.

Instant Freedom (Su) As an immediate action once per minute, the linnorm vestige can gain the benefits of *freedom of movement* for 1 round.

Poison (Su) Bite—Injury; save Fort DC 22; frequency 1/round for 6 rounds; effect 2d6 fire and 1d3 Dex; cure 2 saves.



Optional Encounter

The encounter in area **D** is optional. If less than 60 minutes remain to complete the adventure, skip this encounter. The PCs instead make their way back to Frostbreach with no further incidents. Likewise, the PCs can bypass this encounter if they travel in such a way that the whole group would not leave any tracks, preventing the Coalbraid warriors from following their trail.

Opening Old Wounds

The Coalbraid Family likely learns early on that there are outsiders in Frostbreach as the PCs begin their investigation. The family is not keen on the PCs' reopening old wounds, particularly those that could make the family look bad. The longer the PCs investigate, the more suspicious the many Coalbraids become. Tally each skill check the PCs attempted to gather information in Frostbreach (ignoring the first check each PC attempted), and apply the following modifiers to this encounter.

0–3: The Coalbraid family wants to know the PCs' intentions are with the information and equipment they have found. Their attitude begins as unfriendly.

4–6: The Coalbraid family believes the PCs have been asking too many questions, and they demand any equipment and documentation the PCs may have found regarding the Jarlsblood Witch. Their attitude begins as unfriendly, and the PCs take a –3 penalty on Bluff, Diplomacy, and Intimate checks while talking with the Coalbraid family during this encounter.

7–9: The Coalbraid family is certain the PCs' only intention in Frostbreach was to besmirch the family's name. They attack the PCs after promising that the PCs' slander won't go unpunished.

10+: The Coalbraid family believes the PCs are extremely hostile and a threat to Frostbreach and its people. They bring one additional Coalbraid raider to the encounter, and they attack the PCs after promising that the PCs' slander won't go unpunished.

Development: Once the linnorm vestige is slain, the image of Kolvi in the clouds beheads her foe with a thunderclap. She salutes the PCs below as the storm clouds dissipate. The sight is visible for miles, including to the people on the outskirts of Frostbreach, though few are still alive who would recognize Kolvi. Nonetheless, it's a powerful manifestation that the PCs can use to convince others of what she had done.

Treasure: The linnorm vestige's body remains intact, providing a wealth of fangs, claws, horns, and scales for

the PCs to fashion armor and equipment. Recovering at least a modest number of scales or other pieces of the carcass earns each PC the Linnormhide Armor boon on his Chronicle sheet. However, the head is so decrepit that a PC would have a very difficult time convincing anyone that he had slain a living linnorm and should become a king.

Rewards: If the PCs do not work with Kolvi and receive her gear, reduce each PC's gold earned by the following amount. If the PCs did not receive her gear but did slay the linnorm, reduce the gold earned by only half.

Subtier 5–6: Reduce each PC's gold earned by 568 gp (or 284 gp).

Out of Subtier: Reduce each PC's gold earned by 901 gp (or 450 gp).

Subtier 8–9: Reduce each PC's gold earned by 1,235 gp (or 617 gp).

D. THE COALBRAIDS' WELCOME (CR 8 OR CR 11)

The trail leading back to Frostbreach twists, turns, and eventually crosses a small frozen creek. Two large rock outcroppings jut from the chilled earth, overlooking the nearby surroundings.

Creatures: After learning of the PCs' presence and possibly conversing with them in Frostbreach, the Coalbraid family believes the PCs are trying to besmirch their reputation by digging up lies about the Jarlsblood Witch. A small band of raiders heads in the direction the PCs were last seen, hoping to meet them on the trails to the Snow Elk Wilds (which they interpret as further proof that the PCs are up to no good). Assuming the raiders aren't immediately hostile (see the Opening Old Wounds sidebar), they shout questions about what the PCs are doing so far from Frostbreach. The raiders' likely reaction to the PCs' response is to accuse them of sticking their noses where they don't belong in order to disparage the Coalbraids' good name, particularly since rumors are flying about that the PCs were hoping to commune with the Jarlsblood Witch. The group's ready for a fight, though in the likely event the PCs fought the linnorm vestige, the raiders also witnessed the disturbing combat in the clouds, which left them uneasy.

The PCs can use any combination of Bluff (DC 17), Diplomacy (DC 19), Intimidate (DC 23), or enchantment effects to convince the raiders not to fight. In Subtier 8–9, increase the skill check DCs by 3. Once the PCs have succeeded at three checks before failing two checks (or used enchantment spells to coerce all of the combatants to avoid confrontation for at least one hour), they have come to a peaceful resolution. If a PC exceeds a check's DC by 5 or more, treat it as two successes. Treat any successful Will save against an enchantment spell as a failed skill check. If the PCs fail two checks, the raiders initiate combat.

D. The Coalbraids' Welcome



SUBTIER 5-6 (CR 8)

COALBRAID RAIDERS (3)

CR 3

Brutal hurlers (*Pathfinder RPG Villain Codex* 179; see page 26)

hp 47 each

TACTICS

During Combat The Coalbraid raiders stay at range, throwing javelins until they're out of projectiles. At that point, they draw their maces and charge into combat. If their foes favor melee, the raiders rush up to meet them.

Morale Once reduced to 10 hit points or fewer, a raider flees or surrenders.

COALBRAID ARCHER

CR 6

Human ranger 7

CN Medium humanoid (human)

Init +4; **Senses** Perception +11

DEFENSE

AC 19, touch 14, flat-footed 15 (+5 armor, +4 Dex)

hp 64 (7d10+21)

Fort +6, Ref +9, Will +3

OFFENSE

Speed 40 ft.

Melee handaxe +9/+4 (1d6+2/×3)

Scaling Encounter D

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

Both Subtiers: Remove one Coalbraid raider from the encounter.

Ranged +1 *orc hornbow* +12/+7 (2d6+3/×3)

Special Attacks combat style (archery), favored enemies (animals +2, humans +4)

Ranger Spells Prepared (CL 4th; concentration +5)
1st—*endure elements*, *longstrider*

TACTICS

Before Combat The archer casts *longstrider*.

During Combat The archer concentrates fire against vulnerable targets, humans, and animals, relying on his allies to keep melee threats at bay.

Morale The archer flees or surrenders if reduced to 10 or fewer hit points.

STATISTICS

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

Base Atk +7; CMB +9; CMD 23

Feats Deadly Aim, Endurance, Exotic Weapon Proficiency



ORC HORNBOW

The Coalbraid archer wields a special weapon known as an orc hornbow (*Pathfinder Player Companion: Adventure's Armory* 2 8), a heavy bow made of the horns of great beasts. An orc hornbow fires arrows, deals 2d6 points of piercing damage, deals ×3 damage on a critical hit, has a range increment of 80 feet, and weighs 7 pounds. An orc hornbow can also deal additional damage based on the user's Strength, much like for a composite longbow.

(orc hornbow), Improved Precise Shot, Point-Blank Shot, Precise Shot, Rapid Shot, Toughness

Skills Climb +11, Handle Animal +9, Knowledge (nature) +10, Perception +11, Ride +13, Stealth +13, Survival +11

Languages Common, Skald

SQ favored terrain (cold +2), hunter's bond (companions), track +3, wild empathy +6, woodland stride

Other Gear +1 chain shirt, +1 orc hornbow (+2 Str) with 40 cold iron arrows, handaxe, lesser talisman of beneficial winds^{OA}, lesser talisman of freedom^{OA}

SUBTIER 8-9 (CR 11)

COALBRAID RAIDERS (2)

CR 7

Viking (*Pathfinder GameMastery Guide* 281; see page 27)

hp 85 each

TACTICS

During Combat A raider either throws a throwing axe or drinks a *potion of bull's strength* while approaching, hoping to pin down melee threats while the archer dispatches softer targets.

Morale Once reduced to 18 hit points or fewer, a raider flees or surrenders.

COALBRAID ARCHER

CR 9

Human ranger 10

CN Medium humanoid (human)

Init +4; **Senses** Perception +15

DEFENSE

AC 22, touch 14, flat-footed 18 (+5 armor, +4 Dex, +3 natural)

hp 89 (10d10+30)

Fort +8, **Ref** +11, **Will** +5

Defensive Abilities evasion

OFFENSE

Speed 30 ft.

Melee handaxe +12/+7 (1d6+2/×3)

Ranged +1 thundering orc hornbow +15/+10 (2d6+3/×3)

Special Attacks combat style (archery), favored enemies (animals +4, giants +2, humans +4)

Ranger Spells Prepared (CL 7th; concentration +9)

2nd—*barkskin*, *bear's endurance*

1st—*animal messenger*, *endure elements*, *longstrider*

TACTICS

Before Combat The archer casts *barkskin* and *longstrider*.

During Combat The archer concentrates fire against vulnerable targets, humans, and animals, relying on his allies to keep melee threats at bay.

Morale The archer flees or surrenders if reduced to 10 or fewer hit points.

STATISTICS

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

Base Atk +10; **CMB** +12; **CMD** 26

Feats Deadly Aim, Endurance, Exotic Weapon Proficiency (orc hornbow), Improved Precise Shot, Manyshot, Parting Shot^{APG}, Point-Blank Shot, Precise Shot, Rapid Shot, Toughness

Skills Climb +14, Handle Animal +12, Knowledge (nature) +13, Perception +15, Ride +16, Stealth +16, Survival +15

Languages Common, Skald

SQ favored terrains (cold +4, forest +2), hunter's bond (companions), swift tracker, track +5, wild empathy +9, woodland stride

Other Gear +1 chain shirt, +1 thundering orc hornbow (+2 Str) with 40 cold iron arrows, handaxe, lesser talisman of beneficial winds^{OA}, lesser talisman of freedom^{OA}

Development: If the PCs convince the Coalbraids to avoid combat, the NPCs accompany the Pathfinders back to town, possibly even becoming more sociable and friendly on the way. If the PCs defeat the Coalbraids, the survivors either flee back to town, or they surrender and accompany the PCs as captives. For each of the combatants the PCs kill, increase the DC of all checks to exonerate Kolvi by 2 in the Dispelling the Legend encounter below.

If the Coalbraids defeat the PCs, they spare anyone who surrenders, and they take any survivors hostage. They confiscate the PCs' weapons and lead the Pathfinders back to Frostbreach to await ransom. The PCs take a –2 penalty on all checks to exonerate Kolvi in the Dispelling the Legend encounter. If the PCs don't fulfill at least six of the conditions to convince the onlookers in that encounter, they are kept hostage until the Society can pay the weregild (a ransom tradition in the Lands of the Linnorm Kings) to eliminate the debts incurred by fighting the Coalbraid family. Ultimately, a PC needs to pay this expense, which costs 100 gp per character level or 5 Prestige Points. A PC can sell off gear to pay this fee. If the PC cannot afford the weregild, he must spend years working off his debt; report the character as dead.

Faction Notes: In order to help heal the rift between the two feuding families, members of the Sovereign Court faction should minimize any bloodshed during this encounter. Killing more than one enemy combatant jeopardizes this goal.

Rewards: If the PCs do not defeat the Coalbraid war party with either cunning or violence, reduce each PC's gold

earned by the following amount. Ignore this reduction if the PCs skipped this optional encounter.

Subtier 5–6: Reduce each PC's gold earned by 391 gp.

Out of Subtier: Reduce each PC's gold earned by 716 gp

Subtier 8–9: Reduce each PC's gold earned by 1,041 gp.

DISPELLING THE LEGEND

When the PCs return to Frostbreach, the townsfolk are abuzz about reports of the strange combat in the sky as well as the PCs' recent exploits—or at least those exploits as processed by the town's rumor mill. With emotions running high, the town council calls a meeting to learn what the PCs were doing. The Trolltooths and Coalbraids attend in force, each anxious about what the PCs might say and how this could cause the other family to lose face.

This is a short encounter in which the PCs get to present what they've found and convince the council and onlookers how they should remember Kolvi, King Alvard, and his companions. There are numerous approaches the PCs might take, many of which require a successful skill check to convey in a convincing or intelligible way. For most of these checks, one PC can use the aid another action before the narrative becomes hard to follow, providing no benefit from additional checks to aid another. Some checks might especially benefit from many participants, though, particularly if the players roleplay the point in a fun or compelling way (like for checks that use the Perform skill).

The PCs successfully challenge the people of Frostbreach to reconsider their interpretations of the Jarlsblood Witch if the Pathfinders fulfill at least four of the conditions below. The PCs convince the onlookers to instead rewrite the legend entirely if they fulfill at least six of the conditions below. In Subtier 8–9, increase the skill check DCs by 3. If the PCs present their evidence in a way that's especially punitive or unfairly accusatory to the Coalbraids, increase that check's DC by 2; disparaging either family only fuels their feud.

- The PCs successfully convinced the huldra Olisarra to provide her testimony.
- The PCs return with some remains of the linnorm vestige from area C.
- The PCs return the chainmail and hunting horn from area B2 to the warriors' descendants.
- The PCs tell of the ijiraq's role in the legend (DC 18 Diplomacy, Knowledge [nature], or Perform [oratory]).
- The PCs tell Kolvi's version of events (DC 18 Diplomacy or Perform [oratory]).
- The PCs explain how the linnorm's curse affected the king or led to its return (DC 25 Diplomacy or DC 16 Knowledge [arcana]).
- The PCs retell the story of their own exploits in an especially engaging way (DC 18 Perform [any]).

- The PCs use other evidence or approaches to convince the audience. This might involve explaining that the scarred trees showed evidence of being cut with weapons, not magic. This might instead involve the PCs lying to present fictitious evidence that redeems Kolvi or makes the PCs look far more heroic than they were. The skill check DC for this should be approximately 20, though especially tall tales or extraordinary leaps of logic might increase the DC to as high as 40. The PCs can fulfill up to two conditions with these alternative tactics.

Treasure: So long as the PCs fulfill at least four conditions and returned the chainmail and hunting horn from area B2, the warriors' descendants invite the PCs to keep both. Otherwise, the families keep these items; cross them off each PC's Chronicle sheet.

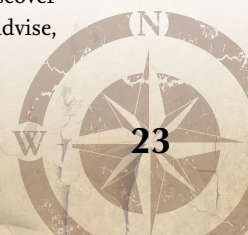
Development: If the PCs at least fulfill four of the conditions, they earn the respect of Frostbreach's people and are able to depart the town with enough supplies donated to get them back to Kalsgard. If the PCs fulfill at least six of the conditions, they're guests at a reconciliation feast thrown to begin mending bridges between the two major families.

If the PCs do not successfully fulfill at least four of the conditions, both major families begin picking apart the PCs' stories and hurling insults at each other. The council meeting nearly erupts into a brawl before the councilors adjourn, and scuffles continue well into the next day. If the PCs don't depart of their own accord, representatives from both families approach them and try to recruit them for the next wave of brawls. No matter what the PCs decide to do from here, it can end only in further division and hard feelings. The GM might summarize some of the immediate aftermath, using that to lead into the scenario's conclusion.

CONCLUSION

The wounds of the generations-long feud are difficult to heal, but the process begins shortly after the PCs' departure. Likewise, the centuries-old Jarlsblood Witch saga resists revision at first, but the equally dramatic addendum of the PCs' exploits quickly gains traction with bards throughout the Lands of the Linnorm Kings.

Venture-Captain Bjersig Torrsen is pleased to learn of the PCs' success and congratulates them on a job well done. He books them passage back to Absalom (or wherever they're bound next) and provides them a glowing recommendation to take back to Lady Gloriana Morilla. He also ensures that she receives a shorter report through magical means so that she can act on the Ulfen Guard informant's intelligence as soon as possible. The response she sends is troubling, though: various factions and organizations in Taldor are mobilizing for something big, and the Society may discover what that is in the coming days. Lady Morilla does advise,



though, that she will need some of the Society's finest on hand to manage whatever chaos results.

REPORTING NOTES

If the PCs successfully destroy the linnorm vestige, check box A on the reporting sheet.

PRIMARY SUCCESS CONDITIONS

To fulfill their primary objective, the PCs must fulfill at least four of the conditions during the Dispelling the Legend encounter. Doing so earns each PC 1 Prestige Point.

SECONDARY SUCCESS CONDITIONS

The PCs secondary objectives involve learning as much as they can and performing admirably in the field. They succeed if they fulfill at least two of the three following objectives: cooperate with Kolvi's spirit in area **B5** to destroy the linnorm, learn at least seven of the tales in Frostbreach, and fulfill at least six of the conditions during the Dispelling the Legend encounter. Doing so earns each PC 1 additional Prestige Point.

FACTION NOTES

The Sovereign Court's goal is to redeem the Trolltooth family's name, which ties directly into ending the feud between the Trolltooth and Coalbraid families and exonerating Kolvi of the legends that remember her as the Jarlsblood Witch. To succeed, the PCs must fulfill at least six of the conditions during the Dispelling the Legend encounter and kill no more than one Coalbraid combatant during the encounter in area **D**. Note that if a member of the Sovereign Court makes a serious effort (yet fails) to avoid killing a combatant or to preserve a fallen combatant's life, consider not counting that casualty against the PC for this purpose.

Fulfilling these objectives makes the PC a celebrated figure to the Trolltooth family and their extended kin network. Before long, aspiring Ulfen warriors begin petitioning the PC to serve as her personal bodyguard, much as a cadre of Ulfen Guards defend Grand Prince Stavian III. Each Sovereign Court faction PC earns the Personal Guard boon on her Chronicle sheet.



HANDOUT #1: MESSAGE FROM Lady GLORIANA MORILLA

Agents of History,

The Pathfinder Society and I have worked together closely to uncover forgotten secrets, particularly as I help secure the Society access to previously inaccessible Taldan artifacts. Recent events in Ridonport have caused quite a stir, and I believe Grand Prince Stavian III is preparing to retaliate in some fashion. Few know of his schemes, among these the Ulfen Guards who serve as his unwavering bodyguards. Of these, one has determined that it is his moral imperative to alert others of what he has heard of the grand prince's plans. This is vital information. This is also whistle-blowing that puts that guard at risk. He is willing to take that risk only if someone first restores his family's reputation in his homeland, the Land of the Linnorm Kings. Admittedly, he has not visited his homeland in many years, so his account of exactly how his family was defamed is unclear.

Venture-Captain Bjersig Torrson of Iceferry has informed me that he knows something of this guard's dishonored past and has begun piecing together the first clues that might exonerate him. I have already written ahead to Bjersig so that he expects company, and I trust you will assist the Society and me in this matter. Even if Inner Sea politics don't hold your interest, I trust a centuries-old murder mystery will.

Also, please be considerate when meeting with Bjersig. He may be deaf, yet he is among the strongest, kindest, and most capable Pathfinders with whom I have corresponded.

Lady Gloriana Morilla



APPENDIX: STAT BLOCKS

The following creatures appear in this adventure.

BRUTAL HURLER

A brutal hurler is a sneaky scout and skirmisher.

BRUTAL HURLER	CR 3
Pathfinder RPG Villain Codex 179	
Human barbarian 4	
CN Medium humanoid (human)	
Init +1; Senses Perception +9	
DEFENSE	
AC 13, touch 9, flat-footed 12 (+4 armor, +1 Dex, -2 rage)	
hp 47 (4d12+16)	
Fort +7, Ref +2, Will +5	
Defensive Abilities trap sense +1, uncanny dodge	
OFFENSE	
Speed 40 ft.	
Melee mwk heavy mace +11 (1d8+9)	
Ranged mwk javelin +8 (1d6+6)	
Special Attacks rage (11 rounds/day), rage powers (furious barrage ^{VC} , furious draw ^{VC} , savage hurl ^{VC})	
TACTICS	
Base Statistics When she's not raging, the brutal hurler's statistics are AC 15, touch 11, flat-footed 14; hp 39; Fort +5, Will +3;	
Melee mwk heavy mace +9 (1d8+6); Ranged mwk javelin +6 (1d6+4); Str 18, Con 12; CMB +8; Skills Climb +11.	
STATISTICS	
Str 22, Dex 13, Con 16, Int 8, Wis 14, Cha 10	
Base Atk +4; CMB +10; CMD 19	
Feats Deadly Aim, Extra Rage Power ^{APG} , Point-Blank Shot	
Skills Acrobatics +1 (+5 when jumping), Climb +13, Perception +9, Stealth +5, Survival +9	
Languages Common	
SQ fast movement	
Gear +1 studded leather, mwk heavy mace, mwk javelins (3), 10 gp	
SPECIAL ABILITIES	
Furious Barrage (Ex) The brutal hurler is treated as having the Rapid Shot feat while raging, but only for the purpose of attacking with thrown weapons.	
Furious Draw (Ex) The brutal hurler is treated as having the Quick Draw feat while raging.	
Savage Hurl (Ex) While raging, the brutal hurler gains a +2 bonus on ranged attack rolls with thrown weapons that add her Dexterity bonus to the attack roll.	

HULDRA

This woman's foxlike tail and the wood-lined hollow inside her back reveal her true fey nature.

HULDRA	CR 4
Pathfinder RPG Bestiary 4 151	
CN Medium fey	
Init +3; Senses darkvision 60 ft., detect snares and pits, low-light vision, scent; Perception +12	
DEFENSE	
AC 17, touch 14, flat-footed 13 (+3 Dex, +1 dodge, +3 natural)	
hp 38 (7d6+14); regeneration 3 (acid or fire)	
Fort +4, Ref +8, Will +7	
Immune charm effects, compulsion effects; Resist cold 10	
OFFENSE	
Speed 30 ft.	
Melee slam +7 (1d6+4), tail slap +7 (1d6+4 plus 1d4 Cha damage)	
Special Attacks lashing tail, manipulate luck	
Spell-Like Abilities (CL 4th; concentration +8)	
Constant—detect snares and pits, endure elements, pass without trace	
3/day—charm person (DC 15), daze monster (DC 16), wood shape	
1/day—deep slumber (DC 17)	
STATISTICS	
Str 19, Dex 17, Con 14, Int 12, Wis 14, Cha 19	
Base Atk +3; CMB +7; CMD 21	
Feats Deceitful, Dodge, Mobility, Power Attack	
Skills Bluff +16, Disguise +16, Escape Artist +13, Knowledge (nature) +11, Perception +12, Stealth +13, Use Magic Device +14	
Languages Common, Giant, Sylvan	
SPECIAL ABILITIES	
Lashing Tail (Su) A huldra's tail slap is a primary attack. In addition, each time a huldra damages a creature with her tail slap, she deals 1d4 points of Charisma damage, causing her target to grow progressively more deformed and ugly with each strike. A successful DC 15 Fortitude save negates the Charisma damage. The save DC is Constitution-based.	
Manipulate Luck (Su) Once per day, a huldra can manipulate another creature's luck by spending a full-round action, during which the huldra must remain in physical contact with the target creature. When the huldra uses this ability, she must choose whether she is imparting good luck or bad luck. A creature granted good luck gains a +2 luck bonus on all saving throws, attack rolls, and skill checks, while a creature afflicted with bad luck takes a -4 penalty on all saving throws, attack rolls, and skill checks. A successful DC 17 Will save negates the effect. Huldras cannot be the target of this ability. This effect lasts for 24 hours and is a curse effect. The save DC is Charisma-based.	

IJIRAQ

Its head the skull of a caribou, this humanoid has wicked claws and wears wrappings of ragged fur adorned with scrimshaw talismans.

IJIRAQ	CR 9
<i>Pathfinder RPG Bestiary 4 155</i>	
CN Medium fey (shapechanger)	
Init +2; Senses low-light vision; Perception +21	
DEFENSE	
AC 25, touch 13, flat-footed 22 (+2 Dex, +1 dodge, +12 natural)	
hp 105 (14d6+56)	
Fort +8, Ref +13, Will +13	
OFFENSE	
Speed 30 ft.	
Melee 2 claws +10 (2d4+3), bite +10 (2d6+3), gore +10 (2d6+3)	
Ranged javelin +9 (1d6+3)	
Special Attacks disorienting gaze	
Spell-Like Abilities (CL 14th; concentration +20)	
At will— <i>dimension door</i> , <i>fly</i> , <i>hallucinatory terrain</i> (DC 20)	
3/day— <i>baleful polymorph</i> (DC 21), <i>control winds</i> , <i>cure critical wounds</i> (DC 20), <i>ice storm</i> (DC 20), <i>sleet storm</i> (DC 19), <i>summon nature's ally IV</i>	
STATISTICS	
Str 16, Dex 15, Con 18, Int 15, Wis 19, Cha 22	
Base Atk +7; CMB +10; CMD 23	
Feats Acrobatic Steps, Blind-Fight, Combat Reflexes, Dodge, Lightning Reflexes, Mobility, Nimble Moves	
Skills Escape Artist +19, Handle Animal +20, Intimidate +20, Knowledge (arcana) +16, Knowledge (nature) +19, Perception +21, Stealth +19, Survival +18	
SQ change shape (elk [<i>Pathfinder RPG Bestiary 3 147</i>], <i>beast shape II</i>), 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 23 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.

VIKING

This marauding plunderer is ready to pillage with axe, spear, and blazing torch.

VIKING	CR 7
<i>Pathfinder RPG GameMastery Guide 281</i>	
Human barbarian 2/fighter 6	
CN Medium humanoid	
Init +2; Senses Perception +10	
DEFENSE	
AC 20, touch 10, flat-footed 18 (+7 armor, +2 Dex, +3 shield, –2 rage)	
hp 85 (2d12+6d10+34)	
Fort +14, Ref +4, Will +7; +2 vs. fear	
Defensive Abilities bravery +2, uncanny dodge	
OFFENSE	
Speed 40 ft.	
Melee +1 battleaxe +16/+11 (1d8+9/19–20/x3) or shortspear +14/+9 (1d6+6)	
Ranged throwing axe +11 (1d6+7) or shortspear +10 (1d6+6)	
Special Attacks rage (14 rounds per day), rage power (quick reflexes), weapon training (axes +1)	
TACTICS	
Base Statistics When not raging, the viking has AC 22, touch 12, flat-footed 20; hp 69; Fort +12, Will +5; Melee +1 battleaxe +14/+9 (1d8+6/19–20/x3) or shortspear +12/+7 (1d6+4); Ranged throwing axe +11 (1d6+5) or shortspear +10 (1d6+4); Str 18, Con 14; CMB +12 (+16 to overrun); Climb +6, Swim +10	
STATISTICS	
Str 22, Dex 14, Con 18, Int 8, Wis 12, Cha 10	
Base Atk +8; CMB +14 (+18 to overrun); CMD 24 (26 vs. overrun)	
Feats Athletic, Extra Rage, Great Fortitude, Greater Overrun, Improved Critical (battleaxe), Improved Overrun, Iron Will, Power Attack, Vital Strike	
Skills Acrobatics +6 (+10 jump), Climb +8, Craft (ships) +5, Intimidate +5, Perception +10, Profession (sailor) +5, Survival +5, Swim +12	
Languages Common	
SQ armor training 1, fast movement	
Combat Gear <i>potion of bull's strength</i> , <i>potions of cure light wounds</i> (3); Other Gear +1 chainmail, +1 heavy wooden shield, +1 battleaxe, shortspear, throwing axes (2), boots of the winterlands, feather token (anchor), 5 gp	





THE JARLSBLOOD WITCH SAGA

Pathfinder Society Scenario #9-11: The Jarlsblood Witch Saga

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
☐ A ☐ B ☐ C ☐ D

Character # _____

Prestige Points ☐

Character Name _____

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

Character # _____

Prestige Points ☐

Character Name _____

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

Character # _____

Prestige Points ☐

Character Name _____

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☐ Scarab Sages ☐ Silver Crusade ☐ Sovereign Court

Character # _____

Prestige Points ☐

Character Name _____

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

Character # _____

Prestige Points ☐

Character Name _____

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

Character # _____

Prestige Points ☐

Character Name _____

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

Character # _____

Prestige Points ☐

Character Name _____

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

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Pathfinder Society Scenario #9-11: The Jarlsblood Witch Saga © 2017, Paizo Inc.; Author: Nathan King.





Pathfinder Society Scenario #9-11: The Jarlsblood Witch Saga

Character Chronicle #

☐ Core Campaign

A.K.A.

Player Name

Character Name

Organized Play #

Character #

Faction

This Chronicle sheet grants access to the following:

☐ **Linnormhide Armor:** You can check the box that precedes this boon to purchase a suit of dragonhide armor or dragonhide shield made out of crag linnorm scales, reducing its price by up to 500 gp (minimum cost 0 gp). Crag linnormhide armor is immune to fire damage. Alternatively, you can check the box to convert any dragonhide armor you have into crag linnormhide armor at no cost. Any discounted energy resistance abilities the armor may grant change to grant fire resistance instead of their original type.

Personal Guard (Sovereign Court Faction): You have earned the service of a loyal Ulfen bodyguard who accompanies you on your adventures. This character functions as a follower vanity (*Pathfinder Campaign Setting: Pathfinder Society Field Guide* 60), not taking any space on the battlefield or otherwise serving as a combatant. The bodyguard grants you a constant +1 bonus to your AC against attack rolls to confirm critical hits. If you would take damage from a critical hit or sneak attack, you can choose for your bodyguard to absorb 20 points of damage from the attack, though this kills the follower. You can spend 4 Prestige Points between adventures to recruit a new bodyguard.

Rare Weapons: You have recovered several exotic weapons, both of which appear in the available items below. These appear on page 8 of *Pathfinder Player Companion: Adventurer's Armory* 2, and their abilities are provided below. You can spend 2 Prestige Points to replace one of your feats with Exotic Weapon Proficiency (butchering axe) or Exotic Weapon Proficiency (orc hornbow). When you do so, you may change the weapon or weapon group selected for any other feat or class feature you have (e.g. Weapon Focus or a fighter's weapon training) for 2 Prestige Points each.

Butchering Axe: This axe has an oversized head bristling with spikes. If your Strength is less than 19 (or 17 for a Small or smaller butchering axe), you take a -2 penalty on attacks with it. A butchering axe deals 3d6 slashing damage, deals ×3 damage on a critical hit, and weighs 25 pounds.

Orc Hornbow: This bow is made of the horns of great beasts. Any effect that applies to longbows or shortbows also applies to orc hornbows. An orc hornbow deals 2d6 piercing damage, deals ×3 damage on a critical hit, weighs 7 pounds, and has a range increment of 80 feet. Orc hornbows are composite bows and can be modified to benefit from high Strength scores in the same way as other composite bows; when you purchase the orc hornbow below, you can increase its Strength modifier by paying an additional 100 gp for each point of Strength bonus.

Subtier 5-6

Subtier 8-9

+1 dragon bane butchering axe (8,365 gp)
+1 thundering orc hornbow (8,430 gp)
+1 wrathful chainmail (if the wearer has the rage, bloodrage, or raging song class feature, she can use it an additional number of rounds per day equal to twice the armor's enhancement bonus; 4,300 gp, can be upgraded as though *wrathful* were a +1 bonus base price modifier)
boots of the winterland (2,500 gp)
cloak of resistance +1 (1,000 gp)
horn of the huntmaster (5,000 gp; *Pathfinder RPG Advanced Player's Guide* 306)
lesser talisman of beneficial winds (50 gp; *Pathfinder RPG Occult Adventures* 263)
lesser talisman of freedom (900 gp; *Occult Adventures* 263)
lesser talisman of good fortune (1,680 gp; *Occult Adventures* 263)
lesser talisman of life's breath (3,500 gp; *Occult Adventures* 263)
ring of minimal fire resistance (4,000 gp, grants fire resistance 5 and can be upgraded to a *ring of minor fire resistance* for 8,000 gp)

+1 dragon bane butchering axe (8,365 gp)
+1 thundering orc hornbow (8,430 gp)
+1 wrathful chainmail (if the wearer has the rage, bloodrage, or raging song class feature, she can use it an additional number of rounds per day equal to twice the armor's enhancement bonus; 4,300 gp, can be upgraded as though *wrathful* were a +1 bonus base price modifier)
boots of the winterland (2,500 gp)
cloak of resistance +1 (1,000 gp)
greater talisman of warrior's courage (4,500 gp; *Occult Adventures* 263)
horn of the huntmaster (5,000 gp; *Advanced Player's Guide* 306)
lesser talisman of beneficial winds (50 gp; *Occult Adventures* 263)
lesser talisman of freedom (900 gp; *Occult Adventures* 263)
lesser talisman of good fortune (1,680 gp; *Occult Adventures* 263)
lesser talisman of life's breath (3,500 gp; *Occult Adventures* 263)
ring of minor fire resistance (12,000 gp)

MAX GOLD	SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
	5-6	1,277	2,554
	SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
MAX GOLD	Out of Subtier	2,001	4,002
	SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
	8-9	2,725	5,449
MAX GOLD	SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
	—	—	—
	Starting XP		
EXPERIENCE	GM's Initials		
	XP Gained (GM ONLY)		
	Final XP Total		
FAME	Initial Prestige	Initial Fame	
	GM's Initials		
	Prestige Gained (GM ONLY)		
FAME	Prestige Spent		
	Current Prestige	Final Fame	
	Starting GP		
GOLD	GM's Initials		
	GP Gained (GM ONLY)		
	Day Job (GM ONLY)		
GOLD	Gold Spent		
	Total		

For GM Only

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Pathfinder Society #