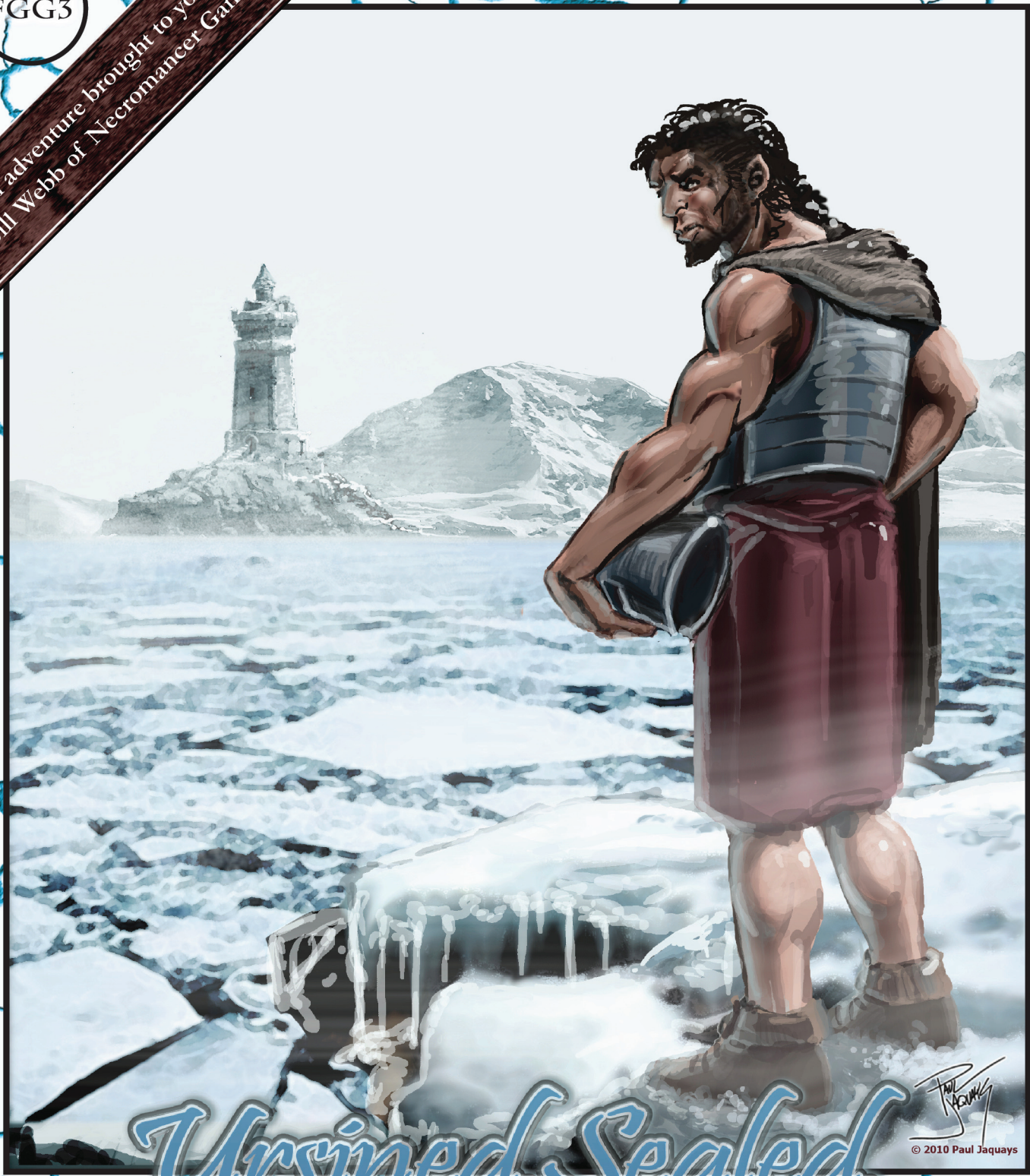


FGG3

An adventure brought to you by
Bill Webb of Necromancer Games.



Paul Jaquays
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Ursined, Sealed, & Delivered

PATHFINDER
ROLEPLAYING GAME COMPATIBLE

By Dennis Sustare



FROG GOD
GAMES

Credits

A Frog God Games adaption of the Swords & Wizardry adventure for parties of 4-6 adventurers, levels 3-5. This adaption uses the Pathfinder Roleplaying Game system rules.

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**FROG
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GAMES**

**TOUGH
ADVENTURES
FOR TOUGH
PLAYERS**

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Ursined, Sealed, & Delivered

Forward

It is my great pleasure to bring you the first in what will hopefully be a long line of **Swords & Wizardry** original adventures adapted to the Pathfinder Roleplaying Game system by **Frog God Games**. It is our deepest wish to bring back the “old-school feel” of roleplaying to a new generation of players and GMs alike, without leaving our roots behind.

This adventure is being presented in its original form as closely as possible. The only changes made herein are to facilitate the new game system rules; the feel and fun of the adventure should never be compromised by a set of rules! Original text written by Dennis Sustare has been preserved for a truly original and rich gaming experience.

And now, it is time to move on to what you have been waiting for, and thank you very much for supporting this endeavour!

— *Skeeter Green, Content Editor*

Editor's Introduction

Ursined, Sealed and Delivered is a newly written adventure module, but it's a truly unique window into the early days of the game. The module is written by Dennis Sustare, the designer and author of the original Druid class that has become a key character class in virtually every fantasy game *ever written* since 1978. I've done almost no editing of Dennis's text, although the tournament format has been shifted around to be more easily used during play. The result is that you are about to read an adventure that's a direct window into the imagination of one of the great figures of fantasy gaming. Any typographical errors or glitches in the “flow” of the adventure are the responsibility of the editor, and all the high-adventurous moments of this fast-moving, gripping adventure are to the credit of the author.

In addition to being written by Dennis Sustare, the module has cover artwork contributed by Paul Jaquays, who is also one of the great figures of fantasy gaming art. This new artwork sees the return of Paul's unique style, which will be instantly recognizable by those who gamed during the seventies and early eighties; it is an iconic, original vision of swords & sorcery that has not been seen on the cover of a module for decades. We're proud to be able to bring a new piece of Jaquays art to younger gamers who may never have seen examples of it before. He portrays a world that is stark and fierce, more visceral than art based on high fantasy, with the sort of rough-edged heroes who inhabit the fiction of sword & sorcery's earlier days, before the world-shaking influence of JRR Tolkien rearranged the foundations of the genre at every conceivable level.

This module was written for play at North Texas RPGCon 2010, using the rules of the free, ENnie Award winning Swords & Wizardry game. Swords & Wizardry is a retro-clone game, mirroring the rules of the original 1974 fantasy roleplaying game designed by Gary Gygax and Dave Arneson. The Core Rules are available as a free .pdf file at the game's website, www.swordsandwizardry.com.

Player Introduction

Your party was hired by a sage who was investigating conditions along the polar coastline. Although you were hired to serve as guards, there has not been much for you to do, and the sage's research has now been concluded. You have been assured of your payment as guards. The ship is returning along the coast through a sea thick with chunks of ice. The Captain is quite concerned with the safety of the ship, and does not want to remain in these hazardous conditions any longer than possible. However, the sage asks the Captain to approach the shore more closely, so he can look at an old watchtower visible atop a steep cliff.

Adventure Start: Encounter With The Seal

Members of your party are resting on the ship's rail, looking at the great cliff nearby to the south. Crewmen are fending off large slabs of ice from the ship as it slowly passes through the water. Suddenly, one party member points down and says, "Look! A seal!" The seal swims up to the ship, just below the party members.

The seal looks up at the party and says, "Help me, oh brave ones, you're my only hope!"

Assuming the party converses, the seal continues:

"I have need of three tasks from you. If you could do any of them, it would be of great help to me. It would be a miracle, but completing all three would be wonderful."

"Free my brother, who is trapped in the ice tower."

The seal points to an ancient tower on the top of the cliff.

"Remove our curse, by finding the golden fish in the ice caves."

The seal points off somewhere to the east.

"And kill the bear who cursed us."

The seal points off somewhere to the west.

"Will you help me?"

If the party asks the seal about any reward, the seal will reply:

"Alas, I have nothing to give you as a reward, for I hoped you would help due to your heroic nature. Nevertheless, there is treasure to be found on these cold shores."

The party will hopefully decide to help, or there will be no adventure!

"Thank you so much, I knew when I saw you that you were heroes."

The seal will not answer any questions of substance before leaving, but will give some vague answers. In particular, the seal is prevented by the curse from speaking an answer to any of the following



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questions. Although it visibly struggles to speak, the best it can achieve is to make gestures:

- **Who are you? What is your name? What is your brother's name? (the seal points up to the tower)**
- **What kind of curse is it? How do we remove it? What is the golden fish? (the seal points east)**
- **Who is the bear? Where is the bear? (the seal points to the west)**

After the conversation is concluded, the seal dives under water and swims off.

When your party asks the sage about landing to help the seal, he says your work for him is concluded, so of course you may leave, if you wish. "Many of our supplies are still unused", he says, gesturing at the pallets of cargo on the deck, "and you may take them as needed, as well as any of the dogs. I will send the ship back for you in one week from today, in two weeks, and in three weeks, but of course the ship will not remain if you are not at the landing, due to the ice. If you are not back in three weeks, I will assume you have perished, and the ship will not come again. Oh, also, if you can learn anything about that old tower on the cliff, please let me know."

GM Notes

Cargo Pallets

With the ice closing in, the Captain gives the party just five minutes to decide which pallets to offload, and there will be time to land just **eight** of the pallets, plus your party and up to four dog teams (six dogs per team). ***There are enough pallets on board for any mix the players want (for example, if they want all eight to be Dog Food, that's their choice).*** Because of the encroaching ice, there is simply no time to open the tied-down canvas coverings on the pallets for examination prior to offloading. The party must decide based on the label on each pallet, and discussion among themselves. ***Limit them to five minutes real time.*** Following are the labels, and the actual contents of each. ***Do not inform the players of contents until the pallets are offloaded and the ship has left.*** The GM is advised to not inform the players of any facts from the text in ***boldface italics*** until these come into play, or unless a player asks a question specifically about that matter. PCs with at least 1 rank in Knowledge (nature) or Survival may be given hints about the pallets.

Dog Food: Twelve packs of dog food. Each pack contains enough food for one dog team (six dogs) for one week. ***In an emergency, party members may eat dog food. It takes two dog servings to feed one party member for one day; thus, one pack will feed three people for one week.***

Dog Sleds (2): Two dog sleds, plus the following equipment: two dog team harnesses, two whips, two hand axes, two sheath knives, two waterproof tarpaulins (4 ft. by 8 ft.), two sets of cargo tiedowns, and one *potion of cure light wounds*. A sled's capacity is measured in "packs." One dog sled may carry up to six packs plus a driver (and the whip, hand axe, sheath knife, tarpaulin, and tiedowns). Each additional unencumbered passenger is the equivalent of two packs. ***If the party wants a few more individual items (from an opened pack) on a sled, be reasonable. In an emergency, two party members can pull a sled instead of using dogs, at a rate one-third of "dog speed."***

Dried Fish: Six packs of dried fish. If any of the PC have at least 1 rank in Survival, each pack contains enough food to feed up to six party members for one week. If no one possesses the Survival skill, the food feeds 3 party members for one week. The dried fish will not spoil in the cold environment of this adventure. ***Dogs will eat dried***

fish, though they will not be happy about it. One pack will feed one dog team for one week.

Camping Equipment: Two packs of camping equipment. Each pack contains one tent with ground cloth, two sleeping bags, three blankets, one set of pegs and tent ropes, one small cookpot, two sets of cooking and eating utensils, one camp stool, one lantern without fuel, one shovel, one woodcutter's axe, one sheath knife, one waterskin (empty), one flint and steel, and a whistle. Although designed to normally hold two campers, a tent may actually fit up to four sleepers at once, if they are friendly.

Mining Equipment: Two packs of mining equipment. Each pack contains one pick, one shovel, two large ore buckets, two lamps without fuel, two miner's helmets, 50 feet of rope, one grappling hook, one 10-foot pole, 12 iron spikes with small hammer, and one set of mapmaking stuff (parchment, pen, ink).

Exploring Equipment: Two packs of exploring equipment. Each pack contains one set of cross-country skis, one set of snowshoes, one telescope, two sets of boots ***Don't worry about sizes!***, one set of mapmaking stuff (parchment, pen, ink), two sets of climbing crampons (ice spikes that fit on your boots), two ice axes, 50 feet of rope, two large sacks, two waterskins, one flint and steel, one mirror, one quiver of 20 arrows (or bolts), garlic and wolfsbane, one set of first aid bandages, one *potion of cure serious wounds*, one *potion of cure disease*, one vial of antitoxin, one *scroll of remove paralysis*, and one backpack. ***Opening a package of wolfsbane will make the dogs nervous and irritable.***

Fuel (FLAMMABLE): Six packs of assorted fuels. Each pack contains a single type of fuel, as follows: coal (three packs total), and five flasks of oil (two packs total). If any PC has at least 1 rank in Survival, one pack of coal will heat an entire camp for one week. If no one in the party possesses Survival then one pack of coal lasts 3 days. ***If they want to use the coal for something else, play it by ear.***

Dog Teams: Each team consists of 6 dogs, all trained to work together in cold conditions. Each of the dogs in the team knows the following tricks come, down, stay, and work.

SLED DOG
XP 400

CR 1

hp 13; (See the *Pathfinder Roleplaying Game Bestiary*, "Dog, Riding")

Additional Referee Notes

Encumbrance

Use normal encumbrance rules (See the *Pathfinder Roleplaying Game Core Rulebook*, "Carrying Capacity"), with the following modifications.

A party member on foot, on snowshoes, or on skis may carry a normal load of armor, weapons, and miscellaneous items, plus any one of the above listed 'packs'. Thus a party of six on foot may carry up to six of the various cargo packs.

No packs may be loaded on individual dogs. The party may, if they think of it or if you choose to suggest it as being an obvious option, rig a travois from two 10-foot poles (or two polearms) and a tarpaulin (or blanket or tent). A travois may be pulled by two dogs or by one healthy party member. A travois may be loaded with one wounded party member or with two cargo packs.

As noted above, a sled may be loaded with six cargo packs (not counting the driver, who rides on the back of the sled runners). ***Additional passengers (immobile or not) count as two packs each.***

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Rate of Movement Overland

There are three different terrain conditions that affect overland movement: shoreline (gravel), snow, and ice.

Shoreline: Along the coast there is a narrow shore area comprised of gravel with a thin layer of blown snow on top. Party members on foot move at normal walking rate. Skis cannot be used on the shoreline. Snowshoes may be used, but provide no benefit and add to awkwardness. A dog team may pull a loaded sled along the shore at normal walking rate without damage to the sled. A travois may be pulled along the shore.

At one point along the shoreline there is a stream of water running from the cliff face to the sea. The scenario describes this situation.

Snow: Above the cliff, most of the terrain is covered by thick, moderately compacted snow. Party members on foot (without skis or snowshoes) move at one-half the normal walking rate. Snowshoes allow walking at the normal walking rate. Skis allow movement at the dogsled rate. A dog team may pull a loaded sled at three times the normal walking rate. *Assume a dog team has all six dogs in harness. If a sled has only 3-5 dogs pulling, it will go only at the normal walking rate. If there are only one or two dogs attached, a party member will have to assist in pulling a loaded sled. If there are no dogs, it takes two party members to pull the sled.* A travois may be pulled at one-half the normal walking rate in the snow.

Ice: Above the cliff, there is one specific area that is covered by a sheet of ice. Special care must be taken when crossing this ice, as

described in the scenario, due to the risk of falling. A party member on skis may move at normal walking rate across the ice. People on snowshoes or on foot move at one-half the normal walking rate, and have a risk of falling. Dogs not attached to a sled have no risk of falling. A sled with dog team may move at the normal walking rate, but there is a risk of the driver losing control of the sled. A travois may be pulled at one-half the normal walking rate.

At one point in the ice section, there is a crevasse. The scenario describes that encounter. At another point in the ice section are the ice caves, and the scenario describes them in detail.

General Survival

(See the *Pathfinder Roleplaying Game Core Rulebook*, “Environment”. Where this adventure does not follow the Core Rulebook, consider what is best for gameplay.)

Unlike many scenarios, survival in the polar environment is not something that can be taken for granted. Even in the absence of monster encounters, the party members are at risk of injury or death from falls, dehydration, starvation, or exposure to the cold. The players should be reminded about exposure at the start of the adventure, but otherwise there is no particular need to warn them unless they become at higher risk.

Falling: In some areas of the adventure, falling is a significant risk. When the party first reaches the top of the cliff (at any location), warn them that the high winds are pushing them towards the cliff, and they should take extra care to avoid being blown off. Also, when they first encounter the crevasse, they should be warned of



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the risk of falling, even though this should be obvious. Any party member that deliberately goes to the edge of either the clifftop or the crevasse to look down without being secured by a rope, must make a saving throw to avoid falling. Dogs will not fall unless the scenario specifically states they do.

The risk of falling while climbing the cliff is described in the scenario.

A fall of up to ten feet will not cause any damage to the person, due to the loose snowy conditions. **Consider case by case whether there is any damage to equipment, such as a potion bottle. Longer falls will almost always cause at least some equipment damage.**

Dehydration: Polar conditions tend to dry people out (like a sort of cold desert), as does eating dried fish. Accordingly, each party member must state they are drinking water several times each day (for example, before leaving camp, after a combat, and when setting up camp). Note that a person cannot drink frozen water, so unless they are carrying a waterskin inside their clothes (i.e., near body heat), they will have to melt the water before drinking it. Although it is good if the party remembers to provide water for the dogs, they will not become dehydrated if forgotten during play.

Water may be replenished by heating snow or ice (in a cookpot or other metal container, over a fire), or from the stream that comes from the cliff face, but not from seawater. **In an emergency, snow may be put directly into a waterskin and melted by carrying it against the body, but this runs the risk of seriously lowering core body temperature, unless the individual is very active; see “Exposure to the Cold.”**

If the party forgets to drink water, allow anyone with at least 1 rank in Survival to warn the rest of the party at the end of the first day that they are very thirsty. Thereafter, each day that a person does not drink any water, they will take two points of non-lethal damage from dehydration.

Starvation: People tend to work harder than normal in polar conditions, whether fighting the wind, trudging through snow, or simply having their metabolism working harder to keep their body temperature up. Each party member must eat food at some time each day, as must the dogs. Note the consumption rates described for dried fish and dog food.

If the party forgets to eat, allow anyone with at least 1 rank in Survival to warn the rest of the party at the end of the first day that they are very hungry. Thereafter, each day that a person does not eat any food, they will take damage from starvation (See the *Pathfinder Roleplaying Game Core Rulebook*, “Environment”).

Each day that dogs are not fed will weaken them, by reducing the effectiveness of the team by one dog-equivalent per day. Thus, a 6-dog team after a day without food will pull a sled as though there were only five dogs in the team, even though all six are still harnessed. After four days without food, the dogs will fight each other, attempting to kill a weakling and consume it. They will also fight party members who are eating, to try to get their food, or will attack a disabled party member on a sled, to try to kill and eat him. **In an emergency, the party may kill a dog to provide food for either people or other dogs. One dog will feed three people for one day, or three dogs for one day.**

Exposure to the Cold: (See the *Pathfinder Roleplaying Game Core Rulebook*, “Environment” for the game effects of prolonged cold) As long as party members are dressed, dry, and active, the referee can ignore the effects of cold (even though in reality there would be a risk of frostbite to nose, ears, fingers and toes). When the party is inactive and exposed to the wind (on the clifftop), they should be given a hint of how cold it is, thus encouraging them to take shelter from the wind. A person who is inactive without being heated for an extended period of time (such as a disabled person on a sled, or a person sitting on watch at night with no fire) will eventually take damage from the cold. The referee can be flexible as to how much damage to give, and should provide warnings of impending damage in successive stages, such as: “You are feeling

very cold,” “Your fingers and toes are really hurting from the cold,” and “Your fingers and toes are no longer hurting” (the last indicating they have finally become frozen). In the real world, frozen fingers or toes will often die, and must be amputated to protect from gangrene. But amputation of fingers would end an adventurer’s career, so the referee may substitute one or more points of damage instead.

A person in a sleeping bag, or wrapped in a blanket in a tent, will be safe from the cold in this adventure, especially if in close proximity to other persons or dogs. For the sake of this adventure, dogs will not be damaged by the cold, but they will definitely try to get into a tent or a sleeping bag with someone if possible, which can create some pretty hilarious situations during play. **Author’s Note: In the middle of the night in a forest in east Texas, I was once awakened by a lost, wet, three-legged hound dog trying to crawl in my sleeping bag with me. As you might imagine, I had no idea what this smelly beast was at first!**

Getting wet is very dangerous, and requires immediate action. If a party member falls into the water, they must not delay in removing all clothes and armor, putting on dry clothes (or wrapping in a blanket), and receiving external warming, such as sitting by a fire, staying in contact with other people or dogs, or using an appropriate magic spell. Each half-hour without such measures will result in 1d6 points of damage, so death might occur very rapidly. Note that the discarded wet clothes will rapidly freeze, and cannot be worn again until they are thawed and dried. **There are two likely places a person may fall in the water: the stream at the bottom of the crevasse, and the continuation of that stream where it comes out from the cliff along the shoreline. Of course, deliberately entering the sea would have the same effect; this would be obvious to the characters, so if a player wants his character to go into the water, remind him about the freezing temperatures.** If a dog gets wet and the party makes any attempt to get him dry, the dog will be fine. If they do nothing, after a half-hour, warn the party that the dog is shivering badly. If they ignore the warning, the wet dog will freeze and die in two hours.

Merely being on the ice or in the ice cave will not increase the risk of cold exposure. In fact, the ice cave may reduce the risk compared to being in the strong, direct wind of the cliff top. When the party enters the Major’s Keep or the clifftop Tower, they are safe from the cold.

Overland Map

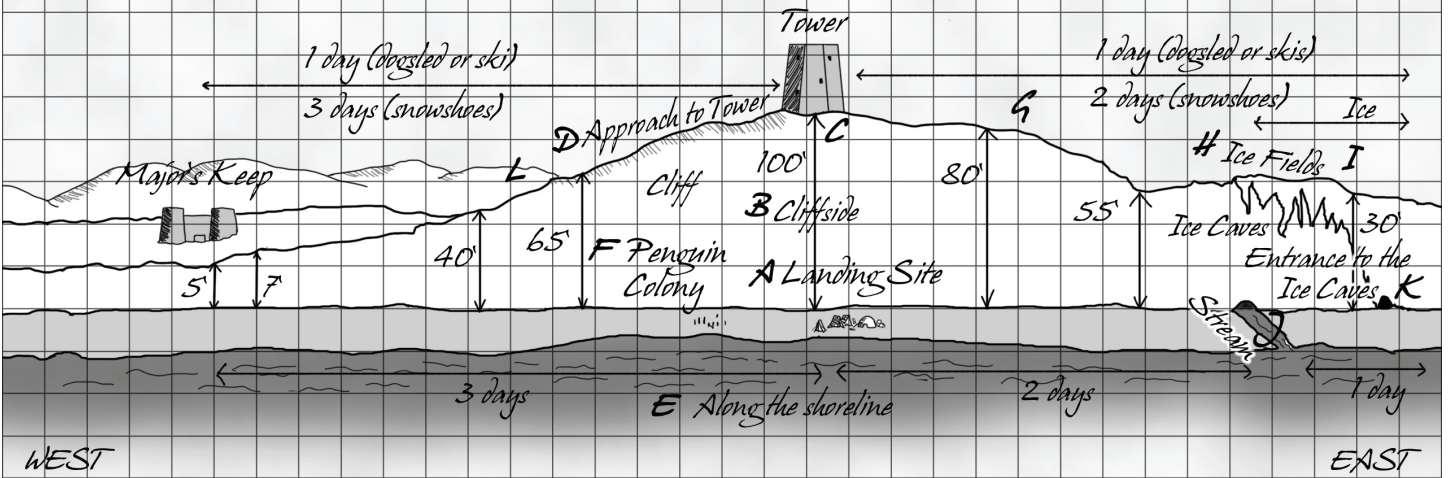
A. Landing Site (Beginning the Adventure)

The shoreline is a flat expanse of dark gravel, extending from a sheer cliff to the waterline. Here at the landing site, the gravel extends farther from the cliff than you can see either to the east or the west, making this an ideal site for offloading the party. There are virtually no waves at this time, though in some places large chunks of ice have been pushed against the gravel shore by the tide, currents, or wind action. At the top of the cliff, strong winds are blowing snow off the clifftop and out to sea. Where you are standing, you are sheltered from this wind by the cliff itself. The cliff is about 100 feet high at this location. You can just see the top of a stone tower set back from the cliff edge.

The ship’s crew will offload the eight selected pallets, the party, and any dogs as rapidly as possible, without attempting to place the pallets in an orderly manner, though the pallets will all be set a reasonable distance from the water. As soon as everything is offloaded, the ship will leave, with the sage waving goodbye and

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Arctic Map



- | | |
|---------------------------|-------------------------------|
| A - Landing Site | G - Clifftop east of Tower |
| B - Cliffside | H - Ice Fields |
| C - Clifftop | I - Crevasse |
| D - Approach to the Tower | J - The Stream |
| E - Along the Shoreline | K - Entrance to the Ice Caves |
| F - Penguin Colony | L - Clifftop west of Tower |

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wishing the party good luck.

Any pallets left at this site will be OK when the party returns, with specific exceptions detailed in other encounters. There are no monster encounters here when the party first arrives.

Upon returning to this site during the adventure, refer to the section “Returning to the Landing Site.”

If the party returns to this location in exactly one, two or three weeks, at any time of day, they will see their ship approaching, with the ice thicker and more dangerous than when they offloaded. There will not be any opportunity to reload any unused pallets of cargo, though all remaining party members (including injured or cursed ones who have been brought to the shore), remaining dogs, personal equipment and treasure will be loaded. Once the ship is loaded and departs, the adventure ends.

B. The Cliff Side (General) (EL 2)

Looking up from the landing site, the cliff appears about 100 feet high here. Although the face is steep, it seems climbable, though the climb would be risky. A fall from high up on the cliff would be dangerous, perhaps fatal.

If any of the party members make a DC 10 Knowledge (geography), Knowledge (nature), or a DC 15 Survival Check, they think the climb to be straight-forward, though risky for the less experienced persons. Hauling the equipment, sleds and dogs up the cliff would be a challenge (DC 20 Climb check), requiring ropes. If the party has no ropes, they should not even consider scaling the cliff, unless they all have climbing experience and are willing to leave their equipment and dogs at the bottom.

The effects of falling are described in the General Discussion. The risk of falling for each climber is as follows:

- Each climber must make DC 20 Climb check three times during the climb, once in the first 25 feet, again in the middle 50 feet, and again in the last 25 feet. It will take an experienced climber, or an inexperienced one that is belayed from above, about one-half hour to climb to the top of the cliff (unless paralyzed by fear).

- If the party member makes a DC 15 Survival check, a Climb failure should be played as a near fall (and perhaps involve the dropping of equipment), but the person will not actually fall (optionally, the GM may allow a fall for a roll of 1 on the check).

- If the party member who fails the check does not have the Climb skill, but is tied into a rope that is belayed from above by an experienced climber (successful DC 15 Climb check), the person will not fall, but must succeed on a DC 10 Will save or be very frightened and refuse to climb up farther for a half hour.

- If the party member who fails the Climb check is not an experienced climber and not properly belayed from above, they will fall; determine exactly how far, and determine effects of the fall as described as normal. After such a fall, if the PC fails a DC 15 Will save they are too frightened to try the climb again, without being belayed from above and encouraged by an experienced climber.

- Equipment, sleds, or dogs being hauled to the top by ropes will not fall. *Feel free to add some excitement to this process, though!* It will take about two hours to get the gear hauled up, in addition to whatever time it took the climbers to reach the top.

Use of a proper spell may allow a party member to reach the top without climbing, of course.

If the party tries to climb down the cliff at this location, simply consider the above situation in reverse, though of course it will be possible to fasten ropes at the top before the descent, if the party has ropes. A rope will need to be secured in some reliable manner, such as by the use of a metal spike (and a successful DC 10 Climb check). There are no trees on the top of the cliff.

At any other location along the cliff, the party may also choose to climb, with conditions the same as described here, except for the lower height of the cliff (it gradually lowers both to the west and the east). The cliff eventually becomes 5 feet high at the Keep three days to the west. It lowers to 30 feet high at the Ice Caves three days to the east.

C. The Cliff Top (Directly Over the Landing Site)

The wind is very strong on the clifftop, and pushes you towards the cliffedge. You should be careful not to be blown off.

At this location, if the party takes precautions, they will not be blown off the cliff. But the GM should be alert to any activity that shows lack of precaution, such as bending over the edge to grab something on a pile without holding a rope secured by a spike in the ice, or holding the hand of another party member, for example. Approaching the edge of the cliff without some sort of precaution requires a successful DC 5 Acrobatics check, or the character will fall.



D. Approach to the Tower

You are on the clifftop, near the tower. It appears to be an old signal tower or perhaps a lighthouse. It rises up three or four stories, with the only visible openings being several arrow slits. You see no activity around the tower. If anyone were watching you from within an arrow slit, you would not be able to see them, since the interior of the tower does not seem to be lit.

The wind blows strongly towards the cliff face, so you should take care not to venture too close to the edge without being secured. There are no trees or large rocks up here.

If some of the party members are on the clifftop and others are on the beach at the bottom, they may communicate with each other, or raise and lower equipment without interference from the tower.

E. Along the Shoreline (EL Var.)

Western Shoreline

As you proceed to the west, the cliff gradually decreases in height, but is still a rather sheer face. The shoreline is fairly narrow, about twelve feet from the cliff base to the waterline.

Travelling to the west, it will take the party three days before reaching the vicinity of the Major's Keep. This is a good opportunity for the GM to familiarize the party with the various survival issues described earlier. If the party has been feeding the penguins, the birds will continue to follow.

Eastern Shoreline

As you proceed to the east, the cliff gradually decreases in height, but is still a rather sheer face. The shoreline is fairly narrow, about twelve feet from the cliff base to the waterline.

Travelling to the east, it will take the party two days before reaching the stream from the cliff face. This is a good opportunity for the GM to familiarize the party with the various survival issues described earlier. If the party has been feeding the penguins, they will continue to follow.

Encounters Along the Shorelines

Each day, and each night, there is a 1 in 6 chance per hour of encountering one sea lion or one sea cat (50%/50%). If the penguins are present, the encounter is more likely to be with a sea lion (75%/25%). The method of attack (of both monster types) is to rush from the water at an unsuspecting target, then try to pull the prey back into the water.

If dogs are present, even if harnessed to a sled, they will bark and try to attack the sea lion or sea cat, which will quickly stop trying to catch its prey and lunge back into the water. The dogs will not pursue into the water. Other than an attack by sea lion or sea cat, no enemies will be found here, and no treasure.

SEA CAT
XP 1,200
N Large animal

CR 4

Init +7; **Senses** low-light vision, scent; **Perception** +8

AC 15, touch 12, flat-footed 12 (+3 Dex, +3 natural, -1 size)

hp 45 (5d8+18)

Fort +7, **Ref** +7, **Will** +2

Speed 10 ft., swim 40 ft.

Melee 2 claws +10 (1d4+5 plus grab), bite +9 (1d8+5 plus grab)

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

Special Attacks pounce, rake (2 claws +9, 1d8+7)

Str 20, **Dex** 16, **Con** 17, **Int** 2, **Wis** 12, **Cha** 10

Base Atk +3; **CMB** +9 (+13 to grapple); **CMD** 22 (cannot be tripped)

Feats Improved Initiative, Skill Focus (Perception), Weapon Focus (claw)

Skills Acrobatics +11, Perception +8, Stealth +7 (+11 in water), Swim +17; **Racial Modifiers** +4 Acrobatics, +4 Stealth (in water only)

Environment warm aquatic

Organization solitary, pair or pride (3-6 adults with 5-8 non-combatative young)

Treasure none

Sea cats are aquatic versions of the great cats (lions, leopards, tigers, etc) of the land. Instead of hind legs, they have the tail of a fish. Their scales are tough, and give these creatures a good armor class. Sea cats have similar behavior to their land-based counterparts, and enjoy stalking prey and sunning themselves on warm rocks.

SEA LION

CR 2

P 600

N Medium animal

Init +3; **Senses** scent, low-light vision; **Perception** +5

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

hp 18 (3d8+3)

Fort +4, **Ref** +6, **Will** +0

Speed 5 ft., swim 50 ft.

Melee bite +5 (1d6+1)

Str 15, **Dex** 16, **Con** 13, **Int** 2, **Wis** 11, **Cha** 7

Base Atk +2; **CMB** +4; **CMD** 17 (cannot be tripped)

Feats Alertness, Weapon Focus (bite)

Skills Perception +5, Swim +18; **Racial Modifiers** +4 Swim

Environment temperate aquatic

Organization solitary or pair

Treasure none

Sea lions resemble huge seals, but are fierce predators with a dangerous bite. Normally, they feed on penguins and fish. Giant versions might be twice the size of a normal sea lion.

F. Penguin Colony (EL Var.)

A short distance to the west of the landing site, a colony of penguins is clustered on the shore. They appear somewhat agitated (**more so if dogs are present**) and are making loud honking sounds. They do not seem to be threatening the party.

There are several ways to interact with the penguins. If dogs are present, they will bark at the penguins, and must be restrained to keep from chasing them. If dogs or people chase the penguins, the penguins will run to the water and dive in. If no dogs are present, the penguins will show some curiosity about the party, and will cautiously approach. Feeding dried fish to the penguins will cause them to be *very* friendly

INTRODUCTION

(+10 to any Handle Animal checks), and the colony will tend to follow the party, honking loudly and begging for more fish (-15 on any Stealth checks). If the party keeps feeding them, the penguins will follow as long as the party remains on the shoreline.

There are no eggs in the colony, and no treasure. In an emergency, a penguin may be killed for food, but it will taste very bad (so much so that the GM might suggest the possibility that their flesh is poisonous). In fact, the penguin meat is nourishing, even if not cooked. One penguin will feed one person or two dogs for one day. Note that the party will not be able to kill more than 1d6 penguins with weapons before the rest have all run into the water.

PENGUIN CR 1/4 XP 50

N Small animal

Init -1; **Senses** low-light vision; Perception +0

AC 10, touch 10, flat-footed 11 (-1 Dex, +1 size)

hp 3 (1d8+1)

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

Speed 10 ft., swim 30 ft.

Melee beak -3 (1d4-4)

Space 2-1/2 ft. **Reach** 0 ft.

Str 2, **Dex** 8, **Con** 12, **Int** 2, **Wis** 10, **Cha** 14

Base Atk +0; **CMB** -5; **CMD** 4

Feats Skill Focus (swim)

Skills Perception +0, Swim +18; **Racial Modifiers** +8 Swim

Environment cold aquatic

Organization solitary, pair or waddle (4-80)

Treasure none

G. Clifftop East of the Tower (EL Var.)

The snow-covered terrain continues to be somewhat lower towards the east, and higher towards the west. The wind continues to blow very strongly from the interior towards the cliff edge.

By dogsled or skis, it will take the party one day to go between the Ice Fields and the Tower. By snowshoes, it will take two days. See the General Discussion for description of movement on snow.

There are several possible encounters along here, which the GM can include or omit depending on time available and the condition of the party.

Type A Encounter; one of the following (1d4):

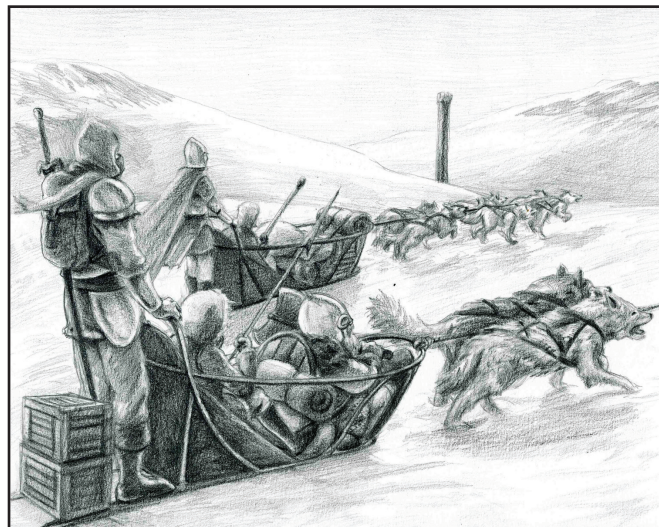
1. Air Gust
2. Giant Ice Toad
3. Polar Bear
4. Yeti

Type A encounters are like a traditional wandering monster, and the monster will be nearby and seem reasonably aggressive, so combat is likely. Note that the party which kills a polar bear may think they have fulfilled the "bear" part of their quest, if they do not know about the Major's secret.

AIR GUST CR 3 XP 800

N Small outsider (air, elemental, extraplanar)

Init +7; **Senses** darkvision 60 ft.; Perception +5



AC 17, touch 14, flat-footed 14 (+3 Dex, +3 natural, +1 size)

hp 21 (3d10+3)

Fort +4, **Ref** +6, **Will** +0

Defensive Abilities air shield; **Immune** elemental traits

Speed fly 60 ft. (perfect)

Melee slam +6 (1d4+1 plus knockdown)

Special Attacks whirlwind (2/day, 10 ft. high, 1d6 damage, DC 12)

Str 10, **Dex** 17, **Con** 12, **Int** 4, **Wis** 11, **Cha** 11

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

Feats Flyby Attack, Improved Initiative^B, Weapon Finesse^B

Skills Acrobatics +8, Fly +18, Knowledge (planes) +2, Perception +5, Stealth +7

Environment any (elemental plane of air)

Organization solitary

Treasure none

Air Shield (Ex)

The violent air gusts that make up this elemental's form (and give it its name) make missile/ranged attacks difficult and afford the elemental a +2 bonus to AC against such attacks.

Knockdown (Ex)

The victim of a successful hit by an air gust must succeed on a DC 12 Dexterity check or be knocked prone by the buffeting winds surrounding the air gust.

These minor elementals from the plane of Air resemble little whirlwinds. Although no more than a few feet in height and width, these tiny tornadoes can easily send the bulkiest adventurer flying.

TOAD, GIANT ICE CR 4 XP 1,200

N Medium animal

Init +3; **Senses** low-light vision; Perception +3

Aura cold

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

hp 37 (5d8+5)

Fort +5, **Ref** +9, **Will** +4

Speed 30 ft., swim 20 ft.

Melee bite +5 (1d8+2 plus grab)

Ranged touch +3 tongue (grab)

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

Special Attacks pull (tongue, 5 feet), tongue

Str 15, **Dex** 17, **Con** 13, **Int** 16, **Wis** 12, **Cha** 6

Base Atk +3; **CMB** +5 (+9 to grapple); **CMD** 18

Feats Iron Will, Lightning Reflexes, Skill Focus (acrobatics)

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Skills Acrobatics +17 (+21 jumping), Craft (any 1) +10, Knowledge (any 2) +8, Linguistics +10, Perception +8, Sense Motive +8, Survival +8, Swim +21; **Racial Modifiers** +4 Acrobatics (+8 jumping), +4 Swim
SQ amphibious

Environment cold underground aquatic
Organization solitary, pair, or pod (3–8)
Treasure normal

Cold Aura (Ex)

An ice toad radiates intense, damaging cold in a 10 ft. radius causing 1d6 points of damage.

These bizarre creatures are as intelligent as men (perhaps more so), and use their long, unwebbed fore-toes to carve structures and tunnels in the ice. They use tools, but do not bother with weapons, for their toothy mouths are quite deadly. They can also hop to attack, as giant toads do. In the wilds of the arctic regions, in the deserts of snow and ice, there may be entire cities of these unusual beings, perhaps even civilizations remaining from times before known history.

BEAR, POLAR **CR 6**
XP 2,400
N Large animal
Init +3; **Senses** low-light vision, scent; Perception +10

AC 20, touch 12, flat-footed 17 (+3 Dex, +8 natural, –1 size)
hp 89 (7d8+49)
Fort +12, **Ref** +8, **Will** +5

Speed 40 ft.
Melee 2 claws +11 (1d6+8 plus grab), bite +11 (1d6+8)
Space 10 ft.; **Reach** 5 ft.

Str 26, **Dex** 16, **Con** 24, **Int** 7, **Wis** 17, **Cha** 12
Base Atk +5; **CMB** +13 (+17 to grapple); **CMD** 26 (30 against trip)
Feats Diehard, Endurance, Run, Skill Focus (Survival)
Skills Perception +10, Survival +10, Swim +19; **Racial Modifiers** +6 Swim

ECOLOGY

Environment Cold plains
Organization Solitary, pair, or family (2-4)
Treasure none

Polar bears are even larger and more aggressive than a grizzly bear. Polar bear mothers fight to the death to protect their cubs.

YETI **CR 4**
XP 1,200
hp 45; (See the *Pathfinder Roleplaying Game Bestiary*, “Yeti”)

Type B Encounter; one of the following (1d3):

1. Mammoth
2. Frost Giant
3. White Dragon

Type B encounters should be avoided by the party, for these monsters are too tough. The GM should present them as seen at a distance, apparently not noticing the party. If the party tries to not attract their attention (crouching down, keeping the dogs silent, etc.), there will be no encounter, and the monster will continue on its way. On the other hand, if the party tries to attract attention (chasing the monster with their dogs barking, shouting and clanging shields, jumping up and down like fools), there is a 50% chance the monster will notice them and attack. They asked for it.

MAMMOTH **CR 8**
XP 4,800
N Huge animal
Init –2; **Senses** low-light vision, scent; Perception +21

AC 17, touch 8, flat-footed 17 (+9 natural, –2 size)
hp 156 (12d8+84)
Fort +17, **Ref** +6, **Will** +8

Speed 30 ft.
Melee gore +24 (2d8+13), slam +24 (2d6+13)
Space 15 ft.; **Reach** 10 ft.
Special Attacks trample (2d8+19; DC 29)

Str 36, **Dex** 7, **Con** 24, **Int** 2, **Wis** 15, **Cha** 6
Base Atk +9; **CMB** +20 (+22 to bull rush or sunder); **CMD** 28 (32 against trip)
Feats Endurance, Great Fortitude, Improved Bull Rush, Improved Sunder, Iron Will, Power Attack, Skill Focus (Perception)
Skills Perception +21

ECOLOGY

Environment frozen plains and tundra
Organization solitary or herd (2–12)
Treasure none

Mammoths are huge, shaggy precursors to elephants, larger and more feral, with great, curving tusks. They might be trained as mounts by snow-barbarians.

ADULT WHITE DRAGON **CR 10**
XP 9,600
hp 149; (See the *Pathfinder Roleplaying Game Bestiary*, “Dragon, White”)

FROST GIANT **CR 9**
XP 6,400
hp 133; (See the *Pathfinder Roleplaying Game Bestiary*, “Giant, Frost”)

H. Ice Fields (EL Var.)

You now have come upon an icy expanse that may be the edge of a glacier. **Refer to the section at the start on movement over the ice.** You should take care to avoid falling on this slick surface. If you have crampons or ice axes, this might be a good time to use them. The wind continues to blow very strongly from the interior towards the cliff edge, so losing your footing now could be quite hazardous.

Near the west end of the Ice Fields the party will encounter the Great Crevasse (I); at the far west end, they will come to the snow-covered Clifftop East of Tower (G); at the far east end is the Clifftop Entrance to the Ice Caves (K).

Each six hours on the ice fields, there is a 30% chance of attack by an Air Gust, which is much more likely to knock down a person not wearing crampons (DC 20 Acrobatics check). Each night spent on the ice fields has a 50% chance of attack by a Giant Ice Toad. These encounter chances are the same even at the Great Crevasse (I), so the GM should keep track of time spent by the party.

I. Great Crevasse (EL 2)

Near the western end of the Ice Fields you encounter a huge crack in the ice, extending downward about fifty feet. The opening is about six feet across, so you may either turn back, or figure some way to get the entire party across. The crack extends all the way to the cliff edge on one side, and terminates at a massive ice wall in the other direction, so there appears to be no way to go around this formidable crevasse.

As you carefully look down into the crevasse, you see a strong stream of water flowing beside a ledge at the bottom. It appears to flow into an opening in the ice.

The wind is not as severe here, due to the presence of the high ice wall to windward. A dog or cursed seal cannot jump across the crevasse. A person with good footing and not overly encumbered could take a running jump and clear it readily (DC 10 Acrobatics check). It is easy to toss a pack from one side to the other. The party would have to use rope rigging or make a bridge in some manner to bring the sleds and dogs across.

If a person falls into the crevasse, they take 5d6 falling damage. If someone falls in and survives, there are two ways to get out.

- Hauled out by ropes (note that someone may have to enter the crevasse by rope if the person who fell became seriously injured)
- Diving into the stream that leads into the hole in the ice, and hoping for the best.

Note that diving into the stream will instantly soak the person in freezing water, but will quickly send them out the stream from the cliff on the shoreline see The Stream (I). The person must take immediate measures to avoid death from hypothermia, as described under exposure to cold. In theory, the party could abandon all equipment and dogs, and voluntarily descend from the cliff top to the shore in this manner, but I cannot conceive of any reason to do so.

J. The Stream (EL 2)

You have reached a point where the cliff is about 50 feet high. There is a small opening at the cliff base from which a strong stream is flowing from the cliff to the sea. When you look up, you see a mass of ice at the top edge of the cliff, so this stream is probably runoff from the glacier. The water is exceedingly cold, probably just above freezing. The stream is about five feet across, and perhaps a foot or two deep.

Crossing this stream is more dangerous than the party may realize. It is strong enough to knock a wader off his feet (DC 15 Acrobatics check to maintain footing), and immersion in such cold water can rapidly lead to hypothermia. It is too broad and vigorous for a dog to wade across, especially pulling a sled. Having a sled turn over in the current could mean the loss of the cargo, or even the sled itself.

Nevertheless, this stream should not be an impossible obstacle. The GM should be responsive to reasonable solutions proposed by the party to cross in a safe and dry manner, but should also be prepared to impose consequences if they do not take care, particularly if one or more party member becomes soaked in the icy water. Refer to the Survival section for further discussion.

A few ideas that they might try (*Don't suggest these to the party, though; let them figure it out*):

- A person on one side should be able to toss a dog to a person on the other side, though the dog might not like this idea.
- A person can also toss one pack of equipment to the other side.
- Using ropes, the party can safely pull an empty sled through the stream.
- Experienced climbers could rig a rope along the cliff above the opening of the stream, and party members could traverse sideways

along the cliff using the rope for support, though a saving throw might be needed for an inexperienced party member.

- Note that there are no trees or driftwood here, so there is no convenient way for the party to build a bridge over the stream, unless perhaps they brought some empty pallets along with them the past two days.
- There may be some spells that would do the trick if used creatively; the Referee should happily allow strange and creative spell usage, as this enriches the game.

There is no way to enter the stream opening and try to use this route to reach the cliff top. However, a person falling into the crevasse might choose to dive into the stream at the bottom of the crevasse, in hopes it leads somewhere. It leads here, and the person trying that will have taken 1d4 of damage, lost some equipment, and be totally drenched in icy water, requiring immediate action to prevent freezing to death.

K. Entrance to the Ice Caves

From the Clifftop

A massive ice wall paralleling the cliff edge curves around here to block further passage to the east. However, there is a low opening into the ice wall, about six feet high and eleven feet wide. It appears to lead into a larger passage that proceeds deeper into the ice. Going in, see Grand Entry (Area 32).

From the Shoreline

A day's travel east of the stream brings the party to a place where there is a wall of ice in place of the cliff.

You are beside a wall of ice that extends upward about thirty feet. At ground level there is a narrow opening leading into an icy tunnel. It is just wide and high enough for party members to enter single file, and a laden sled will barely fit.

Entering the tunnel takes the party to the Ice Caves, in the Lower Entry Passage (Area 46).

If the party attempts to continue along the shoreline farther east, they will soon find the gravel beach narrows until the sea is up against the ice wall, so progress in that direction is blocked.

L. Clifftop West of the Tower

The snow-covered terrain continues to be somewhat higher towards the east, and lower towards the west. The wind continues to blow very strongly from the interior towards the cliff edge.

By dogsled or skis, it will take the party one day to go between the Major's Keep and the Tower. By snowshoes, it will take three days. See the General Discussion for description of movement on snow.

For encounters, refer to Clifftop East of the Tower (G)

M. Approach to Major's Keep

From the Shoreline

The cliff has now dropped to a height of seven feet. Ahead, you see it drops farther, to just five feet. You may climb up to peer over the top here, or move further west until you can see over the top without climbing. The wind is blowing strongly off the cliff top and out to sea.

THE TOWER

In either location, the party will be able to observe the Major's Keep, which is about a hundred yards from the cliff edge. The Referee should not refer to it by that name. If it is daytime, there is only a 10% chance that there will be a guard on one of the rooftops of the keep. If there is a guard present, they will not notice the party by a quick look over the cliff edge, except that if dogs or penguins are present, the barking or honking will attract the attention of the guard and they will notice the party.

If there at night, there is a 20% chance that a guard is present on one of the rooftops, but neither guard nor party will see each other, unless there is a full moon or a light is being carried. The Referee may modify this chance at will.

The party may choose to climb up this low cliff in the daytime (if a guard is present, he will see the party) or may stay concealed below the cliff and climb up at night (a guard will not see the party if there are no lights). Climbing or descending the cliff at this location is easy, and requires no Climb check. There is no risk in hauling up equipment, sleds, and dogs. It takes about twenty minutes to get everything up or down the cliff. See "Clifftop at Keep."

If the party attempts to continue along the shoreline farther west, they will soon find the gravel beach narrows until the sea is up against the cliff face, so progress in that direction is blocked.

From the Clifftop

If the party is approaching the Keep along the top of the cliff, they will come upon it suddenly; visibility is not good due to snow blowing in the high winds.

You are about a hundred yards from a low keep with two short towers and a closed door in the connecting wall.

If the party approaches the keep by night, they will be effectively invisible to the guards on the roof of the Keep unless they draw attention to themselves. If it is daytime, the party will be visible, and the roof guard will see them:

Someone is watching you from the roof of the keep. He is leaning on the low wall around the roof, and appears to be holding a crossbow, though it is not pointed at you.

The Tower (EL Var.)

GUARDS: The "guards" present in the Tower, unless otherwise indicated, are undead of human origin, being either skeletons (5 in 6 chance) or wights (1 in 6 chance). They are armed with the same weapons as the Major's guards, and all of them wear a military cap like those living guards at the Keep. In poor light, the party may have difficulty realizing these are not living guards at first.

MEDIUM SKELETON

CR 1/3

XP 135

hp 4; (See the *Pathfinder Roleplaying Game Bestiary*, "Skeleton")

WIGHT

CR 3

XP 800

hp 26; (See the *Pathfinder Roleplaying Game Bestiary*, "Wight")

EFFECT OF THE WIGHTS IN THIS TOWER: Any time that a group of fleeing (turned) undead comes across a wight, the effect of the turning is cancelled, and the fleeing undead are rallied. Undead will continue to flee through the tower until they encounter a wight and are rallied.



1. Base of the Tower

On walking around the tower, you see that it is a stone structure, hexagonal in cross-section, and appears to be quite old. You count eight arrow slits, most of them near the top and none at ground level. There are no doors and no regular windows.

There is one well-concealed secret door at ground level, on one of the faces away from the cliff edge (DC 20 Perception check to notice). If the party states they are examining the snow around the tower for tracks, allow a DC 15 Perception check to discover a number of human and animal tracks that look like the persons or animals were simply wandering around the base of the tower, much as the party is now. Note that if the party spends too much time wandering around the base before they search for tracks, any tracks will be obscured.

If the party examines the pattern of the snow more carefully (DC 20 Perception check), they will notice that there has been some drifting against the tower along the windward (i.e., inland) side, but there is one of those walls that has lower drifting. This is because the door has been opened outward previously, pushing some snow away, before the wind started drifting it back again.

If the party finds the secret door, they will have to clear away snow from the base before they can pull the door open. The PCs need 2 man-hours to move enough snow to open the door i.e one PC takes 2 hours, 4 PCs take 30 minutes, etc. The door opens upon a guardroom (see AREA 2).

There is no way for the party to enter the Tower through an arrow slit or from the top of the Tower.

2. Outer Guardroom (EL Var.)

As you pull the door open, you are attacked by a group of guards waiting behind the door.

There are **1d4 +1 undead "guards"** in this Outer Guardroom (determine ratio of skeletons and wights randomly, as described earlier). If turned using the Turn Undead feat, the undead guards will flee through one of the three interior doors of this room (determine randomly, possibly alerting other guards).

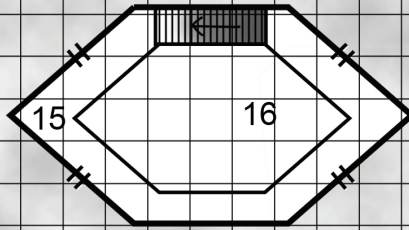
This room seems to take up half the base of the tower. It has three doors, other than the outer door you entered, two in the far wall and one ahead to the right. There is a rotting tapestry on one wall, a rack of broken and rusty polearms on another wall, and a table and four chairs in the center, though they are much the worse for wear.

THE TOWER

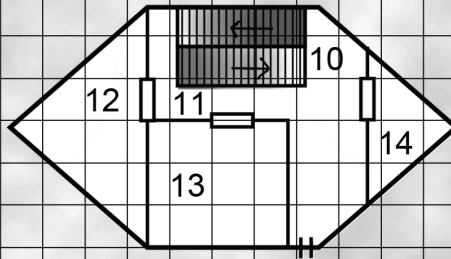
Tower

1 square = 5 ft.

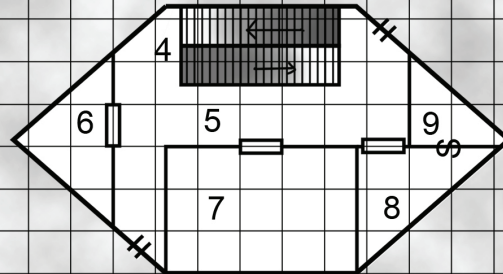
Fourth Floor



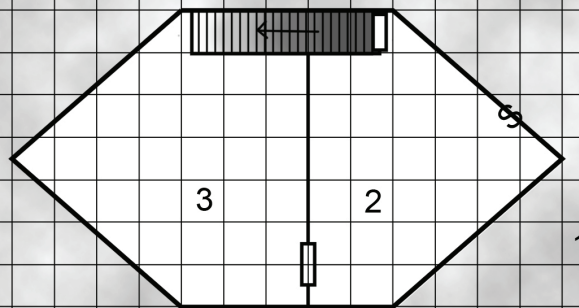
Third Floor



Second Floor



Ground Floor



THE TOWER

Treasure: None.

Both of the two far doors lead to the Inner Guardroom (AREA 3).

3. Inner Guardroom (EL Var.)

As you open the door, you are attacked by a group of guards coming through both doors in the far wall.

There are **1d4 +1 undead “guards”** in this Inner Guardroom (roll to determine how many are skeletons and how many are wights), plus any that fled here after being turned in another area. If any of the undead are turned in this room, each of these undead guards will attempt to flee through one of the two interior doors of this room (determine door randomly).

This room seems to take up half the base of the tower. The only doors are the two leading from the Outer Guardroom. There are three bunkbeds in this room, holding rotting mattresses. An open footlocker is beside one of the beds.

Treasure: None.

The third door leads to stairs going up.

4. Closed Landing

You go up the stairs to a landing before a closed door. The next flight of stairs continues upward behind you to your left.

5. Corridor

This is a branched corridor with three doors, and two ends that terminate at arrow slits.

6. The Shattered Workshop

The first door leads to a triangular room that may have once been a laboratory. There are benches and worktables cluttered with arcane equipment of metal, stone, glass or ceramic. All of it seems pitted, corroded, or smashed. There is a skeleton on the floor that may have been wearing a robe at some time. It is missing its hands and lower arms. A small opening in the wall leads back to the corridor near an arrow slit.

Treasure: If this room is searched (DC 15 Perception check), the party will find a single unbroken potion bottle among the debris. Its label is marked with a single “+” symbol (a *potion of cure light wounds*).

7. Kitchen

The second door leads to a square room that may have been a kitchen. There is an oven in the right corner. Above it, a small opening in the wall leads back to the corridor near an arrow slit. A number of pans, cooking pots, and utensils are scattered about, but they are bent, broken and corroded. On closer examination, there is one pan which contains a food residue not more than two or three days old, dried but not yet moldy.

Treasure: Two small containers of tuna are tucked away in a

cabinet, behind some debris (DC 10 Perception check to notice). This food is still edible, and is enough for two spare meals for one person.

8. Officer’s Chamber

The third door leads to a triangular room that was possibly the sleeping quarters for an officer. It contains a desk, a small bed, and one chair. None of these are in good shape.

Treasure: A dagger in a scabbard hangs from one bedpost. On examination, the dagger itself is too corroded to be of value; the hilt, however, contains a small gem that looks like glass, but is worth 275gp (DC 15 Appraise check).

9. Secret Compartment (EL 1)

Farther along the same wall as the third door, there is a secret door (DC 15 Perception check), untrapped.

You open the secret door and are immediately attacked by a giant spider. (50% chance giant crab spider, 50% chance giant spider)

GIANT SPIDER, CRAB

CR 1

XP 400

hp 9; (See the *Pathfinder Roleplaying Game Bestiary*, “Spider, Giant”)

GIANT SPIDER

CR 1

XP 400

hp 16; (See the *Pathfinder Roleplaying Game Bestiary*, “Spider, Giant”)

This small room is triangular, and contains several military uniforms, two pairs of boots, and a rapier in a scabbard, wrapped in an oilcloth. The uniforms and boots are in reasonable shape, though they have been coated in silk threads by the spider.

If someone cleans up a uniform or pair of boots, they could be worn, but they have no value in gold. The rapier is masterwork quality with inlaid jewels, worth 800gp.

10. Upper Landing

You go up the stairs to a landing before a closed door. The next flight of stairs continues upward behind you to your left.

11. Central Corridor

If the party opens this door, they will be in a branched corridor with three doors, and two ends that terminate at arrow slits.

The eastern door (to **Area 14**) is locked; if the party listens at the door (DC 10 Perception check), they will hear a scratching sound on the other side. The party may choose to either pick the lock or break in the door, either of which will be easy (DC 10 Disable Device check to pick the lock; DC 12 Break check for the door). The GM should be alert as to whether the party intends to attack as soon as the door is open, or to cautiously see what is there first. If they attack immediately, they will easily strike the occupant.

12. Guarded Library (EL Var.)

The first door opens to a triangular room, containing a group of guards that attack.

There are **1d4+1 “guards”** in this room. If turned, they have no way to escape, so will cower in a corner until slain.

This room may have been a library, as evidenced by a pile of ashes on the floor that were books or scrolls at one time. The shelves on the two back walls extend to the ceiling, and are empty. There are scorch marks on the ceiling.

Treasure: If a party member climbs up to the top shelf on the right, there is one small *scroll of remove paralysis* back there. (DC 12 Perception check to notice the scroll).

13. War Room (EL Var.)

The second door opens to a square room, containing a group of guards that attack.

There are **1d4+1 “guards”** in this room. If turned, they have no way to escape, so will cower in a corner until slain.

This room was perhaps a planning room. It contains one large table in the center with several benches beside it. A large map is spread on the table, but it has been eaten by insects over the years, and is no longer useful. There is also a map on the back wall, but it has been burned, and only the four inches on the far right and far left remain. There are scorch marks on the ceiling.

Treasure: None.

14. The Seal's Prison

This room is occupied by a seal. It does not appear to be in good condition, being sickly and starving.

This is the *cursed* brother of the seal that sent the party on their quest. He will not attempt to fight the party. If he is to survive, the party should care for him immediately, providing food, water, and medical attention, especially if he was damaged by combat when they first burst into the room (DC 15 Heal check to stabilize the seal). If they try to talk with him, he will initially just make weak seal noises, but after a while it will become obvious that he understands them and eventually will try to communicate with them. He says nothing about what happened to him, or how the curse can be removed. In fact, the curse seems to block his answers on certain topics, just as with the first seal.

Assuming the party takes this seal with them, he must be taken care of, and also protected from the dogs.

Treasure: None here, other than the quest item of the seal.

15. Outer Ring Corridor

You go up the stairs, which end at a closed door.

You open the door, and enter a narrow passage that leads all the way around the Tower, with arrow slits in four of the six walls. The wind blows strongly in through the upwind arrow slits and out through the downwind ones. There are a few crossbow quarrels dropped on the floor here and there.

The party may not realize they have walked around an interior space as they travel the length of the outer passage. The GM does not need to give them a hint. If they realize there is an area unaccounted for, they might search for a secret door, but there is none. If a dwarf is present, he will notice that one part of the interior wall has been sealed up. The only way the party can enter the sealed room is to break through the wall, at any point. (They will have to use the appropriate tools, such as mining picks and hammers, but if they have some other scheme that seems feasible, let it succeed.)

Wall Section, 5 ft. wide: 1 ft. thick masonry; Break DC 35; Hardness 8; 90 hp

16. Sealed Room

When you break through the wall, the air inside seems very stale, somewhat moldy. This small room is hexagonal, and contains a stone vault in the center. There is no decoration on the walls, and no items on the floor. Oh, and you are not attacked by rats, spiders, skeletons, bats, or anything else.

The stone vault is not a sarcophagus. In fact, it seems like a single seamless block of alabaster. If they knock on it, the resonant sound will indicate that it is hollow (DC 10 Perception check). The stone is beautiful, and if there were some way to get it back to civilization (which there isn't), it might be worth quite a bit (2,500 gp to the right collector). There is no way to open it without destroying it. If it is not broken open too catastrophically, the contents will be safe.

Stone Vault: 1/2 ft. thick masonry; Break DC 25; Hardness 5; 50 hp

Treasure: Inside the stone vault is a golden bishop's crozier, shaped like a rod five feet long and curved into a crook at the top. It is set with a number of small red gems. If sold to a fence for its gold and gem content, it is worth 1,400 gp. However, it is more valuable if kept intact and used by a cleric. It will allow a cleric (and only a cleric) to prepare one additional 3rd level spell, exactly as a *pearl of power*.

Major's Keep

Referee Notes: There are two peaceful ways to get into the keep, and two hostile ways.

Non-Hostile —

- Talking with the guard and providing some reasonable reason for meeting the Major (note: “killing a bear” is not a reasonable reason).
- Knocking on the door (if no guard is present).

Hostile—

- Climbing up to one of the rooftops and going in through the trapdoor (must fight the roof guard if he is present).
- Breaking down the door, picking the lock on the door, or casting a spell to open the door.

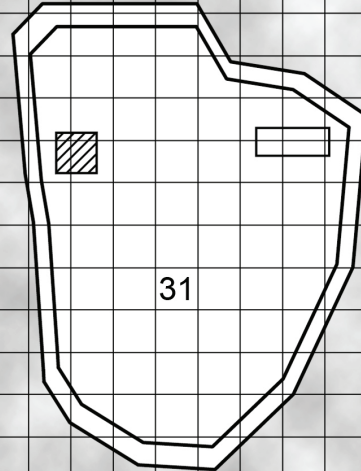
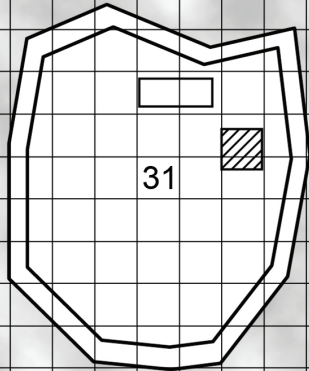
Guard Encounters: The Keep's guard contingent is made up of

MAJOR'S KEEP

Major's Keep

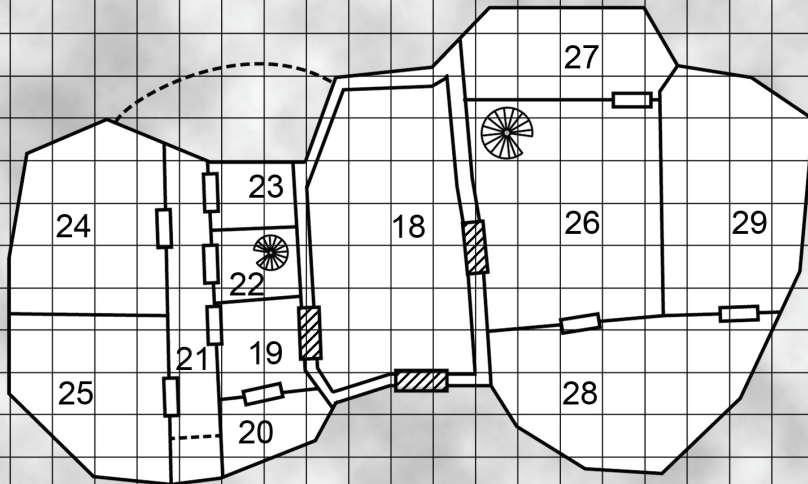
1 square = 5 ft.

Towers

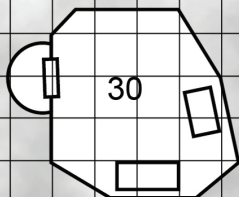


Groundfloor

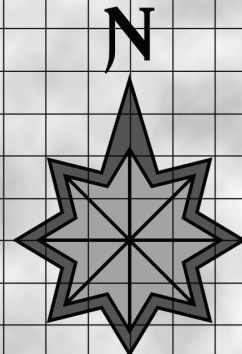
West Wing



East Wing



Basement



MAJOR'S KEEP

a **sergeant and 10 soldiers**. There are no domestic servants; all the work is done by these veterans of the Major's past campaigns. If the party enters in a hostile manner and the Major has a chance to pull his soldiers together, they will mount a concerted counterattack.

17. Base of the Keep (EL 1)

This stone keep has an irregular footprint, and was probably made by someone with very little architectural knowledge or skill.

Now that you are at the base of the keep, you realize that it is actually quite small, the central wall about twelve feet high and the top of each of the two towers about twenty feet high. There are no windows, and one sturdy wooden door in the central wall. The door is closed.

If there is a guard on the roof (50% chance), he will speak to the party.

Where did you lot come from? Er, I mean, what is your business with the Major?

If the party speaks with the guard, he will seem more curious than hostile. However, if the party attacks the guard, he will duck behind the roof wall, sound an alarm inside the keep, and shout:

Attack! Attack! Attack!

If there was no guard on the roof, and the party walks around the keep, give this description.

Some snow is piled up against a hollow in the walls in back. **If the party digs into this snow, they will find loose coal, the equivalent of one pack of coal.**

GUARD CR 1 XP 50

Male human warrior 2
N Medium human
Init +1; **Senses** Perception +4

AC 19, touch 11, flat-footed 18 (+6 armor, +1 Dex, +2 shield)
hp 16 (2d10+4)
Fort +5, **Ref** +1, **Will** +1

Speed 20 ft., 30 ft. base
Melee longsword +5 (1d8+2/19–20)
Ranged longbow +3 (1d8/×3)

Str 15, **Dex** 13, **Con** 14, **Int** 10, **Wis** 12, **Cha** 8
Base Atk +2; **CMB** +4; **CMD** 15
Feats Skill Focus (perception), Weapon Focus (longsword)
Skills Climb +7, Intimidate +4, Perception +4, Swim +7
Languages Common
Gear Chainmail, heavy steel shield, long sword, longbow with 20 arrows

18. Decorated Hall (EL 3 plus)

Hostile Entry:

You see a room thirty feet wide and about fifty feet deep, with murals and decorations on the walls. There are four guards inside, two in front bearing swords, and two at the rear with crossbows. They immediately attack your party.

GUARDS (2) CR 1

XP 50
Male human warrior 2
N Medium human
Init +1; **Senses** Perception +4

AC 19, touch 11, flat-footed 18 (+6 armor, +1 Dex, +2 shield)
hp 16 (2d10+4)
Fort +5, **Ref** +1, **Will** +1

Speed 20 ft., 30 ft. base
Melee longsword +5 (1d8+2/19–20)

Str 15, **Dex** 13, **Con** 14, **Int** 10, **Wis** 12, **Cha** 8
Base Atk +2; **CMB** +4; **CMD** 15
Feats Skill Focus (perception), Weapon Focus (longsword)
Skills Climb +7, Intimidate +4, Perception +4, Swim +7
Languages Common
Gear Chainmail, heavy steel shield, long sword

CROSSBOWMEN (2) CR 1

XP 50
Male human warrior 2
N Medium human
Init +2; **Senses** Perception +4

AC 18, touch 12, flat-footed 16 (+6 armor, +2 Dex)
hp 16 (2d10+4)
Fort +5, **Ref** +2, **Will** +1

Speed 20 ft., 30 ft. base
Melee longsword +4 (1d8+2/19–20)
Ranged light crossbow +5 (1d8/19–20)

Str 15, **Dex** 14, **Con** 14, **Int** 10, **Wis** 12, **Cha** 8
Base Atk +2; **CMB** +4; **CMD** 15
Feats Skill Focus (perception), Weapon Focus (light crossbow)
Skills Climb +7, Intimidate +4, Perception +4, Swim +7
Languages Common
Gear Chainmail, long sword, light crossbow with 20 bolts

Non-Hostile Entry:

The door opens, and a large man in military uniform is standing there, with one guard standing off to the side. He greets you in a friendly manner, and invites you into a room thirty feet wide and about fifty feet deep. There are murals on the walls, depicting battle scenes on one side, and various arctic creatures on the other side. A variety of plaques, flags, victory cups, and small shields adorn the room.

The guard stares at you with great curiosity. He wears a sword in a scabbard, and has non-military clothes, except for a soft military cap.

The large man in uniform has a large axe on his back, and a smaller axe hanging from his belt. He is wearing a strange form of armor, comprised of several loose plates of metal, fastened together with what appears to be colorful ribbons. He is not wearing a helmet, nor does he carry a shield.

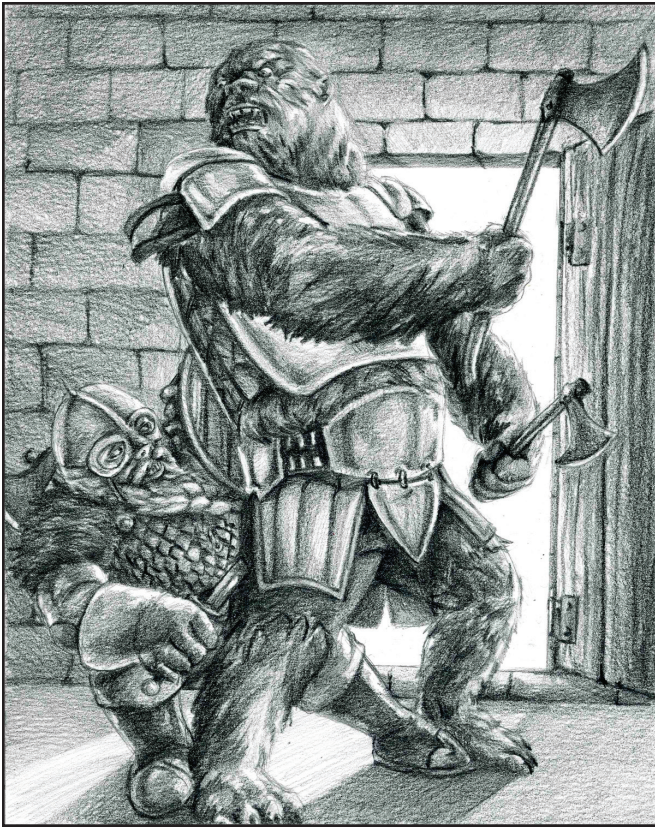
The large man is **Major Ursus** (see boxed text). If anyone in the party has military experience, they will recognize his insignia as that of an army major.

MAJOR URSUS (HUMAN FORM) CR 5 XP 1,600

Male human natural werebear fighter 4
NE Medium humanoid (augmented human, shapechanger)
Init +2; **Senses** low-light vision, scent; Perception +4

AC 18, touch 11, flat-footed 17 (+7 armor, +1 Dex)

MAJOR'S KEEP



hp 42 (4d10+12)
Fort +7, **Ref** +3, **Will** +1; +1 against fear
Defensive Abilities bravery +1

Speed 20 ft., 30 ft. base
Melee mwk battleaxe +7 (1d8+6/x3) and mwk handaxe +7 (1d6+2/x3)
Melee touch +8 (*seal curse*)

Str 18, **Dex** 15, **Con** 16, **Int** 14, **Wis** 10, **Cha** 12
Base Atk +4; **CMB** +8; **CMD** 20
Feats Skill Focus (Survival), Two-Weapon Fighting, Weapon Focus (battleaxe), Weapon Focus (handaxe), Weapon Specialization (battleaxe)
Skills Climb +11, Intimidate +8, Perception +4, Survival +10, Swim +11
Languages Common
SQ change shape (human, hybrid, polar bear; *polymorph*), defensive flurry*, lycanthropic empathy (polar bears)
Gear banded mail, masterwork battleaxe, masterwork handaxe, *seal cloak*

*described in the *Pathfinder Roleplaying Game Advanced Players Guide*, "Classes", reprinted below

Defensive Flurry (Ex)

At 3rd level, when a two-weapon warrior makes a full-attack with both weapons, he gains a +1 dodge bonus to AC against melee attacks until the beginning of his next turn. This bonus increases by +1 every four levels after 3rd. This ability replaces Armor Training 1 and 2.

GUARD SERGEANT XP 400

Male human warrior 4
N Medium human
Init +2; **Senses** Perception +6

AC 12, touch 12, flat-footed 10 (+2 Dex)
hp 30 (4d10+8)
Fort +6, **Ref** +3, **Will** +2

Speed 30 ft.
Melee longsword +7 (1d8+2/19–20)

Str 15, **Dex** 15, **Con** 14, **Int** 10, **Wis** 12, **Cha** 11
Base Atk +4; **CMB** +6; **CMD** 15
Feats Intimidating Prowess, Skill Focus (perception), Weapon Focus (longsword)
Skills Climb +8, Intimidate +8, Perception +6, Swim +8
Languages Common
Gear long sword

Seal Cloak

Aura moderate abjuration and transmutation; **CL** 12th
Slot shoulders; **Price** 52,250 gp; **Weight** 3 lbs.

DESCRIPTION

This short, ratty fur cloak appears to be several seal skins poorly stitched together with tough leather cording. The *cloak* allows the wearer to use a very specific *curse* attack once per day. The wearer may make a touch attack in combat, and if the target fails a DC 19 Fortitude save the target is immediately transformed into a common seal. The target's mentality does not change; it is only a physical change in form.

Any polymorph effects on the target are automatically dispelled when a target fails to resist the effects of the *seal curse*, and as long as the curse remains in effect, the target cannot use other polymorph spells or effects to assume a new form. Incorporeal or gaseous creatures are immune to the curse, and a creature with the shapechanger subtype can revert to its natural form as a standard action.

The creation and use of such a cloak is considered an evil act, and good-aligned PCs should seek out such items for destruction.

In addition to the *curse* power, the wearer is completely immune to mind-affecting spells while the cloak is worn.

The cloak only functions in temperatures below 35 degrees.

CONSTRUCTION

Requirements Craft Wondrous Item, *baleful polymorph*;
Cost 26,000 gp

19. Empty Room

20. Pantry

This room is an unremarkable pantry, with shelves containing bags labelled "Flour," and other such mundane food items.

21. Corridor

A long corridor runs left and right, stretching the width of the west wing of the keep. Looking right, there are two more doors on the wall you came through. Looking left, there are shelves bearing pots and pans, and in the wall ahead of you there are two doors.

Major Ursus

The Major is a werebear (he will appear simply as a large human to the party, *unless there is a lycanthrope or shapeshifter in the party*, see below), with considerable previous military experience. In the case of a non-hostile entry by the party, he will remain cordial and polite, inquiring about the party's background and their intentions, and attempting to learn where they landed, if there are others who landed and where they might be, where their ship is, what supplies they have, and so forth. These queries will be made in a friendly manner, not like an interrogation (DC 15 Sense Motive check to determine he is attempting to gather information about the party), but he will continue to gently probe them for more information through the visit. If asked his name, he will reply that you can call him "Major", or "Sir".

He will invite them to share a meal with him, and suggest they might add some of their food to the meal. If they agree, he will lead them to the Dining Room (see **Area 25**), where they will be served by one of the guards. He will also ask if perhaps they could let him have some of their fuel, as supplies are scarce here. During the meal, or in the Decorated Hall, he will briefly mention some of his military campaigns, but will avoid going into much detail.

He will not permit any of the dogs to enter the keep (and in fact the dogs will begin low growls if they are nearby when the door is opened and the Major is inside the Decorated Hall), and will not leave the keep.

If asked about seals, he will comment that you often see them in the waters nearby at some times of the year, but will claim no knowledge of any talking or cursed seals (DC 15 Sense Motive check to determine he is lying).

If asked about the tower above the landing site, he will describe it as a lookout post that was formerly used as a lighthouse, but no longer serves that function. He will claim no knowledge of any prisoners there (DC 15 Sense Motive discovers the lie).

If asked about the ice caves, he will describe them as unstable, and not safe to enter (DC 20 Sense Motive determines he is hiding something). He will add that the ice in that area is treacherous, subject to cracks and collapses without warning, and recommend the party avoid it.

With a non-hostile entry, once the party has eaten, if everyone is still friendly (DC 10 Diplomacy check), the Major will permit them to leave the keep without incident. The Major will not permit the party to enter the East Wing or any of the rooms in the West Wing other than the hallways and Dining Room.

If the party tries to force their way into one of the other rooms or into the East Wing, or tries to bring in the dogs against the Major's will, or attacks the Major or one of his guards, the Major will attack the party, calling for the guards to join in.

During combat, the Major will fight as a human, using his battleaxe in one hand and handaxe in the other, and will stay as a human unless any one or more of the following occur:

- He reaches half his total hit points;
- A spell-caster casts a mind-affecting spell at him

- Any PC changes shape in front of him

At that time, he will convert to hybrid form, bursting from his armor and dropping his weapons. Each round of combat that he remains in human form, he will attempt to cast a *seal curse* upon a member of the party. If the *seal curse* succeeds, the party member will instantly be turned into a seal and be unable to continue fighting or spell-casting, and generally be trapped in his armor and clothing until he can wriggle free. The seal will be able to talk, but will not be able to do anything that would require the use of hands; in particular, no use of potions or manipulation of any equipment. A seal cannot attempt to bite an enemy, trip an enemy, or do anything else that might seem useful in the conflict, other than perhaps shouting suggestions to other party members.

MAJOR URSUS (HYBRID FORM)

CR 5

XP 1,600

Human natural werebear fighter 4 (augmented humanoid)

NE Large humanoid (human, shapechanger)

Init +1; **Senses** low-light vision, scent; Perception +7

AC 21, touch 13, flat-footed 18 (+3 Dex, +8 natural)

hp 58 (4d10+28)

Fort +11, **Ref** +4, **Will** +4

DR 10/silver

Speed 30 ft.

Melee 2 claws +12 (1d6+8 plus grab), bite +12 (1d6+8 plus curse of lycanthropy; DC 15)

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

Str 26, **Dex** 16, **Con** 24, **Int** 7, **Wis** 17, **Cha** 12

Base Atk +4; **CMB** +12 (+16 to grapple); **CMD** 25 (29 against trip)

Feats Skill Focus (Survival), Two-Weapon Fighting, Weapon Focus (battleaxe), Weapon Focus (handaxe), Weapon Specialization (battleaxe)

Skills Climb +15, Intimidate +8,

Perception +7, Survival +13, Swim +20; **Racial Modifiers** +4 Swim

Languages Common

SQ change shape (human, hybrid, polar bear; *polymorph*), defensive flurry, lycanthropic empathy (polar bears)

Note 1: If the party has previously freed the prisoner seal from the Tower and has him with the party (in either seal or human form) when they meet the Major in a non-hostile entry, the Major will recognize him and immediately attack the party (treat as hostile entry).

Note 2: If a party member falls victim to the *seal curse*, he will have to be protected from the dogs, who will continually try to get at him and kill him if they can. This can be an ongoing source of amusement for the GM.

22. Staircase

A spiral staircase leads upward.

This staircase leads to (or from) a trapdoor that opens to the Rooftop (**Area 31**).

23. Coal Storage

A small storeroom containing a pile of loose coal. The coal in this room is equivalent to three packs.

24. Kitchen (EL 2)

This is a kitchen, with a large coal-fired stove and two small tables for food preparation. There is a large sharpening wheel to the side. Two guards are working in here.

If the visit has become hostile at any time, these **two guards** will attack the party as soon as they enter the kitchen.

GUARDS (2)

XP 50

hp 16 (See **Area 18**)

CR 1

MAJOR'S KEEP

Treasure: 130 gp in coins is found in a small strongbox, locked but untrapped.

25. Dining Room (EL 5)

This is a dining room, with two long tables and benches on either side of each table. One mural on the wall depicts hunters pursuing wild boars in a forest, while another mural shows men in boats fighting some sort of sea monster.

Non-hostile entry

The Major invites you to sit and relax, while he sits at the head of one table. He asks one of his guards to serve everyone, while another guard stands in a relaxed pose behind the Major against the wall. The meal, when brought out, is very plain fare, though nourishing.

GUARDS (2)

XP 50

hp 16; (See Area 18)

CR 1

MAJOR URSUS (HUMAN FORM)

XP 1,600

hp 42; (See Area 18)

CR 5

26. Study (EL 2)

As you enter this room, you see a square room thirty-five feet by thirty-five feet, with one door on each of three walls. An open spiral staircase in the corner goes both up and down. There are two guards inside, one in front bearing a sword and one at the rear with a crossbow.

The room contains a large table and one very sturdy chair as well as two smaller chairs. There is an oil lamp on the table, plus several papers and a map. A small bookshelf is nearly empty, but holds two old books and a stack of blank paper. One book has the title "Pinnipedia Borealis" embossed in gold.

The spiral staircase is not enclosed, and leads upward to a trapdoor in the roof (Area 31). It leads down to the closed door into the basement (Area 30). The map shows the nearby coastline, with the Tower, the Stream, the Crevasse, and the entrance to the Ice Caves.

GUARDS (2)

XP 50

hp 16 (See Area 18)

CR 1

27. Storeroom

This is a large storeroom, extending forty feet to your left. It seems to be packed with large barrels, stacked two high, each being five feet high and three feet in diameter. The barrels are unmarked, and sealed with wax.

There are 42 of these barrels stacked in here. Each one weighs about 450 pounds, so it will be very difficult for the party to move them around. If they insist on opening and examining each one, they will have to start manhandling them into the Major's study to have enough room, and such an effort will take them an entire day, at the end of which they will be exhausted. Surprisingly to experienced players,

all of them contain exactly the same thing, with no hidden treasures in any, even if they totally empty the barrels. Each barrel is packed full of preserved seal livers. It is edible in reasonable quantities by either party members or dogs (the dogs will *much* prefer this to the dried fish). If the party insists on taking one of the full barrels with them, it may be carried on a sled to the exclusion of all other cargo on that sled.

Treasure: The books are in an unknown language, and one of them will bring 180 gp if returned to an antiquarian in a large city. The map appears to be of the polar lands, and if returned to the Sage, he will pay 200 gp for it.

28. Major's Workroom

The door leads into a semi-circular room thirty feet in radius. There is another door further along the same wall. This room contains a small workbench, a sharpening wheel with a foot treadle, and two shelves with a variety of tools and spare parts. The tools are neatly arranged and appear well cared for.

The Major uses this room to repair and maintain equipment, including all the types of things needed around the Keep and for travel in this arctic region. Allow the party to encumber themselves with as much junk as they want to lug around, though most of it will not prove to be very valuable after the adventure. This is an opportunity to help the players out if there is some critical equipment item that has gotten broken or lost in the adventure, but you should not allow them to pick up items that had been on pallets that they did not choose to take at the start of the adventure. Review the list of cargo pallets if you need to.

29. Major's Quarters

The door leads into a room about twenty by forty feet. It is obviously the Major's sleeping quarters, with a large, sturdy mattress on the floor, spread with a blanket tucked tightly along the edges. Several sets of uniforms hang from a rod against the wall. There are three polearms bearing flags and streamers stacked against a corner.

This is not a very comfortable room. Apparently the Major is used to rather spartan accommodations. No treasure is present, though the party may find the blanket useful.

30. Basement

The door opens onto an octagonal room about forty feet across. The ceiling is so low that only small-sized beings can stand upright (**ceiling height 3 1/2 ft. tall**). It is dark and so cold that a cloud of frost gathers before your face as you exhale. There are two low shapes you can make out against the far wall, but otherwise the room appears empty.

The room may be searched normally if the party contains a small-sized member, but otherwise party members must enter on hands and knees to explore.

Each shape appears to be a locker that has its opening pushed against the wall.

ICE CAVERNS

If the right-hand locker is pulled back, nothing happens. If the left-hand one is pulled back, it will expose an opening in the wall from which a swarm of common rats runs into the room. The GM should play this for as much terror as can be managed. The rats are frantically trying to escape, and will go in all directions, including trying to crawl into clothing, backpacks, and over the party members' exposed flesh. Normal combat is impossible in these close quarters (consider all PCs in the room as squeezing, see the *Pathfinder Roleplaying Game Core Rulebook*, "Squeezing"). After three rounds, the **rat swarm** will be gone, even if the party has not been able to kill them. Thereafter, remember them; sometime later, for example, if a party member opens a backpack, you can have a hidden rat burst out. Bites from this rat swarm do not cause disease.

RAT SWARM

XP 600

hp 16; (See the *Pathfinder Roleplaying Game Bestiary*, "Rat Swarm")

Treasure: Neither locker is trapped. One is filled with military caps, and has no value. The other contains sealskin jackets and trousers worth a total of 300gp.

31. Rooftop

The tower rooftops of the two wings of the Keep are essentially identical. The roof between the wings is lower and completely featureless.

The flat rooftop is irregular in shape, with a low wall on all sides. There is a trapdoor and a small metal locker. It is about forty feet from one rooftop to the other; too far to jump.

Each locker is untrapped, and contains a small signal lantern plus 1d20 crossbow bolts. The trapdoor in the western roof opens down to **Area 22** (a spiral staircase), and the trapdoor in the eastern roof opens to the spiral staircase leading down to the Major's Study (**Area 26**).

Ice Caverns

32. Grand Entry

You are in a large passage in the ice that connects to the outside. Light streams in from the entrance (assuming it is daytime) and also filters through the ice walls, causing a beautiful blue glow inside. The ceiling rises to about thirty feet in height. You can hear the wind whistling at the entrance, but the air is quite still inside here. Compared to the outside air, you can detect the faintest hint of a musty or sour smell, not quite identifiable.

There are no monsters or treasure in the Grand Entry. If party members were chilled from the trip across the ice fields, they will be able to warm up here, out of the strong wind. This might also be a good place to rest, eat and drink, and feed the dogs.

33. Retreat

Above the passage there is a ledge that appears to lead back to a separate low passage.

If the ice block (see below) has not yet collapsed, it is easy for someone to climb up onto this ledge and explore the passage beyond. There is no good way to get sleds or dogs up there.

The passage goes a short distance and expands into a small room. It appears that someone may have been camping here at one time, as there is a discarded pack, two blankets, an empty waterskin, and a small bag of charcoal. The pack is empty.

A thorough search (DC 15 Perception check) will find a small pouch buried in the back, containing 30 gold coins of an unknown type (still only worth 30 gp). The party may take and use any of the other equipment mentioned.

CR 2

34. Ice Cracks 1 & 2

You are standing at a narrow crack in the ice, extending all the way across the passage and descending into the darkness below.

There is about a twenty-foot distance between the two cracks.

There is a relationship between these two ice cracks and the room below them, the Groan room. The huge block of ice between the two cracks is about to collapse, and the groaning of the ice is what produces the sound in the Groan room. There are three ways this ice block can give way:

- A party member jumping down from the Retreat tunnel (**Area 33**) will land heavily on the ice block and has a 1 in 3 chance of it breaking free and collapsing.
- Putting too much weight on the ice block from above will always cause it to collapse. If the party places more than 450 lbs. on the block at any one time, the collapse occurs at once.
- It is also possible to trigger a collapse from the Sanctum (**Area 36**).

35. Groan Room

Passage to the Groan: *There is a small opening in one wall, which leads to a narrow passage curving ahead and down. If you listen at this opening, you may hear a faint groaning sound coming from below.*

After entering the narrow tunnel, it gradually widens as you move farther down. A strange groaning sound becomes louder as you descend. Is it perhaps some large creature in pain? Or is it the cave itself that emits this eerie sound?

If the party proceeds toward the Sanctum:

A little further down, the sound does not seem quite as strong. The walls are slick with moisture running down the ice. Ahead, the passage narrows again, and your light does not penetrate at all. It is almost as though something is absorbing the light.

Even very close to the entrance to Sanctum (**Area 36**), the light from torches, lanterns, or even a *continual light* spell does not penetrate the wall of blackness. If the party tries to hear what is ahead, all they hear is the groaning from behind them.

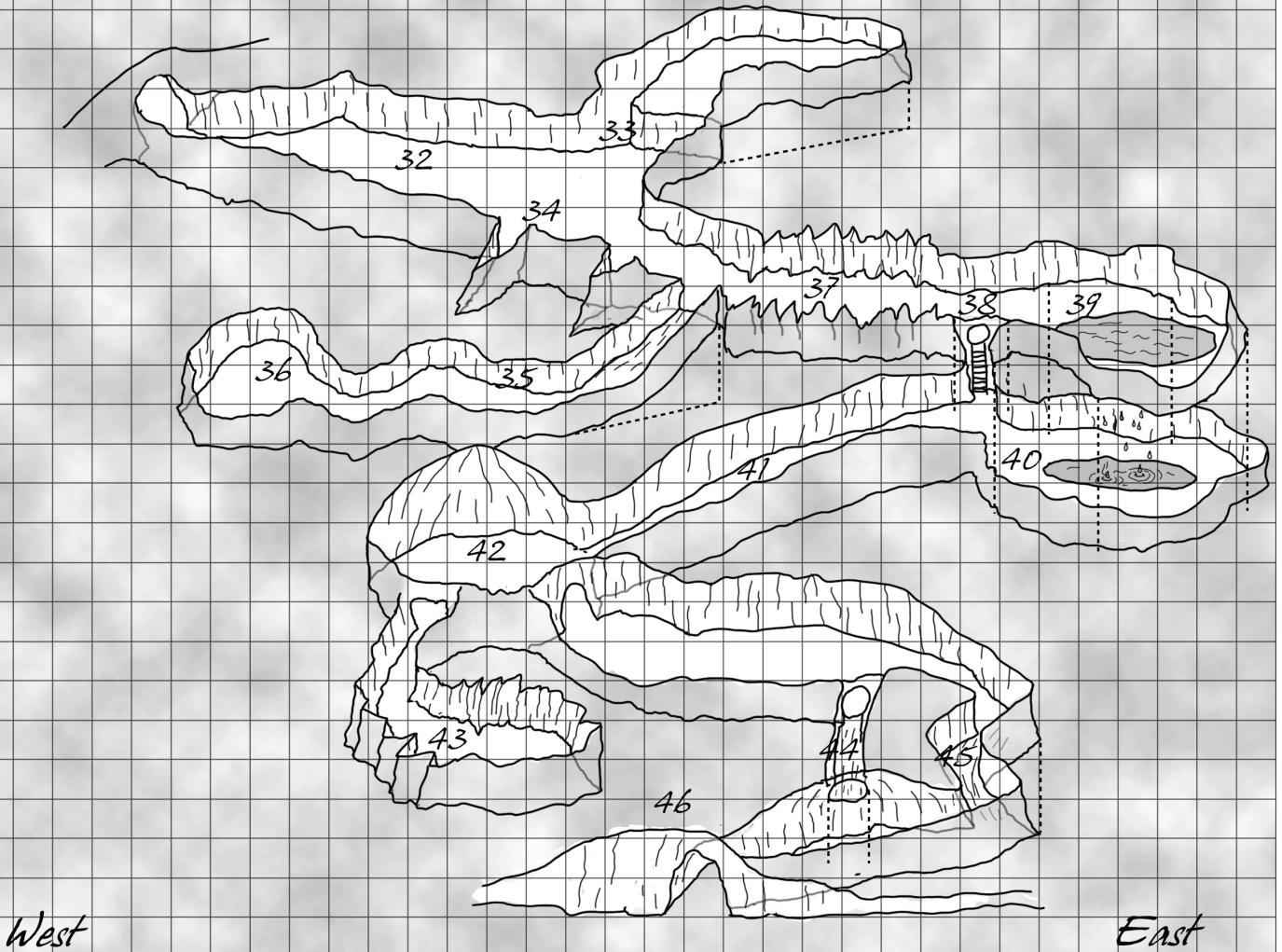
36. Sanctum

The wall of blackness before you hides all nature of what it might be. Could this be a portal to another world? A door to a bottomless pit?

ICE CAVERNS

Ice Caves Elevation

- indicating strong height differences



ICE CAVERNS

Poking something inanimate into the black wall meets no resistance straight ahead. Poking downwards, someone will sense a floor that starts to drop away at a shallow angle. Examining the object when pulled back reveals no damage, though the object may be slightly moist.

Pushing a dog part way into the black, or a person extending an arm or leg into the black, yields the same result. Unless the person is somehow immune to paralysis, once the animate creature is pushed at least a foot through the black wall, the dog or person will become instantly paralyzed (see below). The party can pull the person or dog back, and will find them intact, though moistened.

In reality, this black wall is the edge of a **cave cube** blocking the entrance to the Sanctum. Cave cubes are similar to gelatinous cubes, except that they are totally black rather than transparent, and have a more powerful paralysis (though they are somewhat less acidic).

OOZE (CAVE CUBE) XP 800

CR 3

N Large ooze

Init -5; **Senses** blindsight 60 ft.; **Perception** -5

AC 4, **touch** 4, **flat-footed** 4 (-5 Dex, -1 size)

hp 50 (4d8+32)

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

Immune cold, electricity, ooze traits

Speed 15 ft.

Melee slam +2 (1d6 plus 1d6 acid)

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

Special Attacks engulf, paralysis

Str 10, **Dex** 1, **Con** 26, **Int** —, **Wis** 1, **Cha** 1

Base Atk +3; **CMB** +4; **CMD** 9 (can't be tripped)

SQ coloration

ECOLOGY

Environment any underground

Organization solitary

Treasure incidental

Acid (Ex)

A cave cube's acid does not harm metal or stone.

Coloration (Ex)

Due to its dark matte coloration, a cave cube is nearly impossible to discern without a light source present. A DC 35 Perception check is required to notice a cave cube in a dark environment; the check drops to DC 15 if a light source is present. Any creature that fails to notice a cube and walks into it is automatically engulfed.

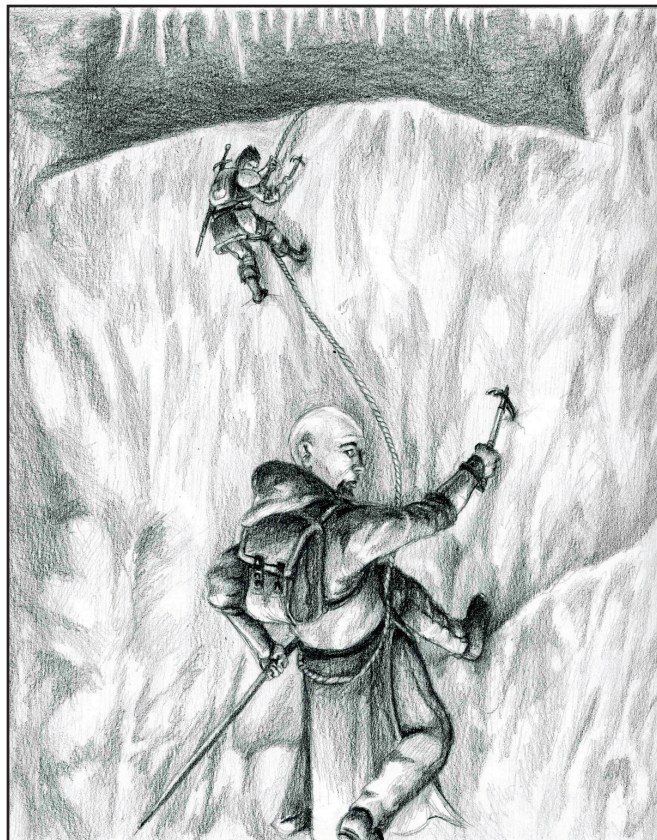
Engulf (Ex)

Although it moves slowly, a cave cube can simply engulf Large or smaller creatures in its path as a standard action. It cannot make a slam attack during a round in which it engulfs. The cube merely has to move over the opponents, affecting as many as it can cover. Opponents can make attacks of opportunity against the cube, but if they do so they are not entitled to a saving throw. Those who do not attempt attacks of opportunity can attempt a DC 12 Reflex save to avoid being engulfed—on a success, they are pushed back or aside (opponent's choice) as the cube moves forward. Engulfed creatures are subject to the cube's paralysis and acid, gain the pinned condition, are in danger of suffocating, and are trapped within its body until they are no longer pinned. The save DC is Strength-based.

Paralysis (Ex)

A cave cube secretes an anesthetizing slime. A target hit by a cube's melee or engulf attack must succeed on a DC 20 Fortitude save or be paralyzed for 3d6 rounds. Reaching into the cube 1 ft. or more negates the save chance. The cube can automatically engulf a paralyzed opponent. The save DC is Constitution-based.

Cave cubes are totally black cubes that slowly slosh through subterranean passages, engulfing debris and carrion to digest. Their



entire substance is somewhat acidic: if the cube hits successfully, the victim must make a saving throw or become paralyzed for the cube to devour. If a person reaches into a cube at least a foot, they become paralyzed instantly (no saving throw). Most cave cubes contain various metallic treasures or gems that they have engulfed but not yet digested.

Once the cube is defeated, Sanctum is described thus:

This room opens out into a 30 by 30 feet chamber with a ceiling nearly 20 feet high. An assortment of pieces of armor and weaponry are on the floor. There is also a large ceramic jar near one wall, sealed with a wax plug.

The jar is marked with strange runes. If anyone can read them (DC 15 Linguistics check), they say "Do not open without hearing protection!" It contains **one cave shrieker worm**, a fat worm coiled in the jar. If someone breaks the jar or opens the wax plug, read the following description:

A blood-curdling shriek fills the chamber, and you are nearly deaf. Although you cannot hear it, you feel a vibration through the floor, ending in a powerful shock that you sense through your feet. Strong air pressure buffets you from the passage in, accompanied by a cloud of dust.

Unless their ears were plugged, all members of the party, including dogs, are now deaf as long as the cave shrieker worm wails. The GM should inform them that verbal communication must stop, including spells. The players can communicate by hand signals, but cannot silently speak and read lips, nor write notes or draw pictures. Any dogs present will be very distressed, and start rubbing their ears against the ground and walls frantically.

What has happened is that the giant ice block has collapsed into the tunnel leading to the Groan room. The party will not realize this

ICE CAVERNS

Cave Shrieker Worm

The cave shrieker worm is very similar to the dreaded underground menace known as shrieker fungus. The cave shrieker worm emits a piercing sound that lasts for 2d6 rounds whenever there is movement or a light source within 10 feet. This shriek makes it impossible to hear any other sound within 50 feet for the duration of the shriek. The sound attracts nearby creatures that are disposed to investigate it.

Any attack will kill it with one blow. The worm has AC 5 and 1 hp.

until they backtrack. The cave shrieker is writhing on the ground near the jar, but is not attacking the party. If any party members, dogs, or equipment were back under the ice block, they have been crushed as it fell for 2d100 damage.

As the party backtracks:

The passage back is blocked by huge chunks of ice, filling the passage from floor to ceiling. There is no way out.

It is easy to chop away these blocks of ice, using picks, hammers, weapons, etc. However, it will be very time-consuming, since there is such a mass of ice here. Remember that the party is deaf, and can communicate only by hand gestures. It will take the party about 16 man-hours to chop their way through the icefall. Note that in the passage above, the space between Crack 1 and Crack 2 has now fallen down, making it very difficult for the party to cross; they would need to climb down, cross the remnants of the icefall, and climb back up the other side (DC 15 Climb check each way). It will also make it much harder to climb up to Retreat (Area 33).

Treasure: The items within the cube are rather low grade, consisting of partially dissolved parts of armor and weapons, plus some poor quality gems. All together, they are worth 175 gp. If the jar with the cave shrieker can be removed intact and unopened and returned to the Sage, he will pay 2,000 gp for it. However, if the party tries to bring the jar out intact, keep in mind that at any time later in the adventure if the jar breaks or is opened, the shrieking and deafness will occur at that time.

37. Recital Passage (EL 4)

It is difficult to move along this passage without occasionally brushing against the stalactites or columns. Each time this happens, a pure resonant tone is produced, at a different pitch for each of the cave formations. The sound seems to carry through the cave, and will undoubtedly alert any residents.

The party may choose to pause here and make music, if they wish. Anyone deliberately striking a formation with force can break it (Hardness 0; hp 1), causing a very discordant tone to be produced. If this happens, the party will immediately be attacked by **six angry Ice Bats**, followed after three combat rounds by **one Tatzelworm**. If the party simply plays music or passes through without breaking a formation, there will be no attack.

BAT, ICE

XP 100

N Diminutive animal

Init +3; **Senses** blindsense 20 ft., low-light vision; Perception +6

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

hp 4 (1d8-2)

CR 1/4

Fort +0, **Ref** +4, **Will** +2

Speed 5 ft., fly 40 ft. (good)

Melee bite +7 (1d4-5 plus 1d2 cold)

Space 1 ft.; **Reach** 0 ft.

Special Attacks ecolocation distraction

Str 1, **Dex** 16, **Con** 6, **Int** 2, **Wis** 14, **Cha** 5

Base Atk +0; **CMB** -9; **CMD** 3

Feats Weapon Finesse

Skills Fly +16, Perception +6; **Racial Modifier** +8 Fly,

+4 Perception

Environment frozen caves and forests

Organization solitary, pair, wave (2-16), or colony (20-400)

Treasure none

Ecolocation Distraction (Ex)

Ice bats have a 2 in 6 chance per round of emitting a special high-frequency sound that interrupts any arcane spell being cast (treat as though the spell was not cast, rather than being cast and failing).

Ice Bats are slightly larger than ordinary bats, and attack with a vicious frosty bite. They emit a sonic pinging when angered or roused to combat.

TATZELWORM

CR 1

XP 400

N Diminutive magical beast

Init +2; **Senses** darkvision 60 ft., low-light vision.; Perception +16

AC 17, touch 16, flat-footed 15 (+2 Dex, +1 natural, +4 size)

hp 9 (1d10+1)

Fort +3, **Ref** +4, **Will** +1

Immune cold

Speed 30 ft.

Melee bite +0 (1d3-4 plus poison)

Space 1 ft.; **Reach** 0 ft.

Special Attacks poison

Str 3, **Dex** 15, **Con** 12, **Int** 1, **Wis** 12, **Cha** 4

Base Atk +0; **CMB** -8; **CMD** 4

SQ leap

Environment cold deserts and glaciers

Organization solitary

Treasure none

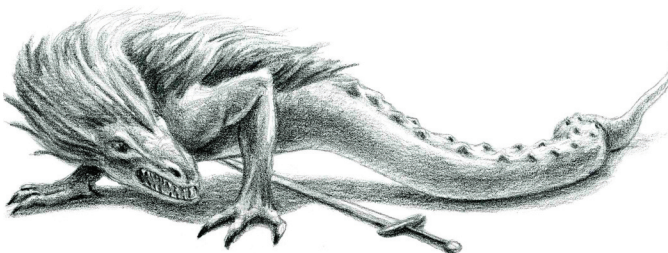
Icy Death Poison (Ex)

Type injury; **Save** Fortitude DC 16, **Frequency** 1/round for 6 rounds, **Effect** 1d3 Con damage; **Cure** 2 saves

Leap (Ex)

The tatzelworm may leap up to 10 ft. each round as part of a normal move.

These curious creatures inhabit cold alpine peaks. In appearance, they look like silvery fat-bodied lizards lacking hind legs. They can move surprisingly fast, slithering on their stomachs, and can leap up to 10 ft. They are notoriously aggressive and will not hesitate to attack larger creatures that intrude upon their territory. The bite of a tatzelworm is filled with chilling, deadly poison.



38. The Ladder

Top of the Ladder:

You are at an opening in the floor, in a passage that continues in both directions. You see some metal rungs set into the wall of the tunnel downward, with a thin coat of ice on the rungs. The passage to the east is obscured by a cloud of fog. The western passage has many fine stalactites and stalagmites, as well as numerous thin columns extended from ceiling to floor.

Bottom of the Ladder:

You see metal rungs of a ladder driven into the wall of a vertical tunnel, and a large breakdown pile of rock and ice blocks directly underneath the opening. The rungs are slick with ice, so you must be careful when using them. The tunnel continues ahead, but it is wreathed in heavy fog beyond this point.

The tunnel up is short, but would require handing up the sleds and packs of equipment. The dogs, of course, cannot climb the ladder and would also have to be hoisted up.

Treasure: If the party is foolish enough to take the time to move the breakdown pile, they will find the squashed body of a large polar bear, along with a large axe with a broken handle (treat as a greataxe). The pieces of breakdown are large and heavy, and it would take 2 man-hours to clear enough debris to detect the bear's body, and another 2 man-hours to expose it and the axe. No value (unless someone happens to have an axe handle).

39. Upper Pond

The short passageway between the ladder (Area 38) and the Upper Pond is filled with fog from the warm water.

As you cautiously pass through the cloud of fog, the floor descends sharply just in front of you, and the passage expands into a chamber. Water is dripping from the ceiling and falling into a pond below you.

This is a good place to remind the party of the risk of immersion in near-freezing water. However, in fact the pond is rather warm, about the temperature of a comfortable bath. The party won't know this unless someone reaches down to touch the water, and doing that runs a risk of toppling into the pond, unless they make a DC 10 Acrobatics check or are secured and lowered by a rope.

The best way to explore the pond is for a person to remove armor and boots, and be lowered into the pond.

Surprisingly, this pond in the middle of an ice cave is pleasantly warm. It is tempting to simply lean back and float, letting your cares drift away.

With the fog hanging above the pond, it is difficult to see what is below the surface. Dipping your head into the water, you catch a glimpse of a bright flash of something across the pond.

The pond contains several small fish, glowing with their own light. They are very agile and hard to catch, but a sure way to catch one is to simply sit still, with your hands out, and wait for one to swim into your grasp.

The small fish is golden in color, with red spiny fins, red eyes, and runes along its side. It is so hot to the touch it is almost burning your hands.

The fish is magical, and gives off so much heat that it warms the pond in the Ice Cave. If you keep one in a water container, it will keep the water from freezing even in the coldest conditions. The fish can reverse the *seal curse* in two manners:

- Swallowing the fish will cure one *cursed* seal, but the fish is then lost
- Holding the fish in your mouth for one minute will also cure the *curse*, but the fish can then be spit out and survive; thereby being used again.

If not eaten, the fish will survive indefinitely if kept in at least a gallon of water. It does not require food or light.

Treasure: The Upper Pond contains two magical golden fish that can be caught. The other fish in the pond cannot be caught, and will disappear into cracks in the wall of the pond after the first catchable fish are caught.

40. Lower Pond (EL 2)

The entry passage to the Lower Pond is wreathed in fog, as with the Upper Pond, and the two ponds themselves are virtually identical, although the lower pond is smaller and not as deep as the Upper Pond.

The Lower Pond contains the same golden magic fish as the Upper Pond, but there are fewer, and only one can be caught before the rest wriggle away through cracks in the stone.

The Lower Pond also has a ledge above the water surface at the rear of the room, on which a small wooden casket is concealed. This ledge is not visible in the fog, but a person in the pond carefully working around the perimeter will locate it, and can crawl out to search it, thereby finding the casket. The casket is trapped, and contains five jeweled pins made of gold with a ruby inset. Each one is magical, and continually radiates a small amount of warmth, but has no other effect. Value to a jeweller is 160 gp each.

ICE DEADFALL

CR 2

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

Trigger touch (tripwire); **Reset** repair

Effect Atk +12 (2d6); multiple targets (all targets in a 10 ft. by 10 ft. area in front of the casket)

41. Fred's Mad Dash

The footing in this passage is very tricky, with a sheet of ice slick with water.

If a party member is wearing crampons or using an ice axe, they need not make an Acrobatics check if they proceed carefully. Otherwise, each person must make a DC 10 Acrobatics check; on failure they will fall and slide all the way back to the Dome Room, knocking down each person below them (unless that person makes an additional DC 10 Acrobatics check) and carrying them back as well. When they slide into the Dome Room, they will plow into the mass of bat guano and get covered with the stinky mess. There is no damage from the slide, so it should be played for laughs.

The best way to get the sleds up this slope is by using a rope assist from the top of the passage. The dogs will not have enough footing to pull a sled up, but can walk up the slope if there is an assist in pulling the sled.

42. Dome Room (EL 1 to 3)

This room is large, with a high domed ceiling. A major passage extends on an upward slant toward the East. There are two other exits from the room, each through an opening in the wall about two feet above the floor, one is a large passage leading down and to the East, the other leading down and to the West. The floor is coated with Ice Bat guano, and has a strong, pungent smell. Your entry has disturbed a group of Ice Bats, some of which try to flee past you while others attack.

The party is attacked by **1d6 + 1 Ice Bats**. At the same time, about ten or twelve Ice Bats will fly past the party into the passage continuing to Throat, and then fly down Throat to the outside.

Bat, Ice **CR 1/4**
XP 100
hp 4; (See **Area 37**)

The large ascending passage is Fred's Mad Dash (**Area 41**). The opening closest to the ascending passage leads to Throat and Colon (**Areas 44 and 45**). The other opening leads down to Butcher Shop (**Area 43**).

Passage to the Throat and the Colon (East): The larger, eastern, opening leads to a passage that slightly descends. The opening and passage are large enough for a laden sled.

Passage to the Butcher Shop (West): The smaller western opening leads to a narrow passage that curves and descends. The opening and passage are too small for a sled to pass.

Passage up Fred's Mad Dash: The major passage leads upward at a fairly steep angle, and seems quite slick with ice and a thin film of water.

43. Butcher Shop (EL 4)

As you climb down this narrow passage, you reach a low-ceiling room that is probably right under the Dome Room. There are numerous stalactites from the ceiling, made of both ice and stone, and corresponding stalagmites on the floor. You see a great many bones scattered on the floor here, mostly of rather small creatures, but some clearly of something pretty large. The room becomes somewhat larger beyond the field of stalactites and stalagmites, but you cannot see what is in there. It would not be easy for a party member to get there; you would have to walk hunched over, and would get poked by the stalactites as you proceeded. There is a foul smell in the air.

If the party enters, they must do so single file, and will have to squeeze (-4 penalty to all attack rolls, -4 to AC, each square counts as a double move), due to the close quarters. If a dog is present, it will growl and raise its hackles, and refuse to enter.

There is a grey ooze in the back of the room (DC 15 Perception check to notice). It will attack the first person to enter the stalactite field, and will pursue if the person retreats, continuing into the area with the other party members, so that they may join in the fight. Be sure to take note of the immunities of the grey ooze.

GREY OOZE **CR 4**
XP 1,200

hp 50; (See the *Pathfinder Roleplaying Game Bestiary*, "Ooze, Grey")

Treasure: A variety of pieces of armor and weapons, all heavily pitted and corroded, and worthless. There is one small golden helmet that is intact, which grants a +2 save bonus versus cold or frost type attacks. It is worth 1,100gp. There is also a tiny ceremonial golden +1 dagger, worth 2,675gp.

44. The Throat

Seen from the Bottom:

About forty feet along the side passage, there is a wide opening in the ceiling that extends upward out of sight. The walls of that opening are sheer, and slick with some water on the ice surface. It appears unclimbable to you. The main passage continues onward.

Seen from the Top:

You see a large opening in the floor of the passage, leading straight down. There is a little light from a cross-passage about fifty feet down. (The Lower Entry Passage, **Area 46**) The walls of this vertical passage are very smooth, and slick with ice. There is plenty of room to get around this opening and continue along the horizontal passage you are in.

If the party tries to climb up the Throat from below, it will be too slippery and smooth to do so (DC 40 Climb check required). The Throat is wide enough to easily allow sleds to be raised or lowered by ropes, if there are party members both at the top and the bottom to fasten, lower (or raise), and unfasten each sled.

Heading upward and to the west:

As you continue on past the floor opening, the passage gradually rises and narrows somewhat, terminating in an opening into a large room with a tall ceiling (the Dome Room, **Area 42**).

45. The Colon

This twisty little passage coils around and has enough rocky handholds and footholds to make for easy climbing either up or down. It is not wide enough for a sled, but will easily accommodate a party member carrying a pack of equipment, and a dog may also go up or down readily.

If the party climbs up or down the Colon, they will not be able to bring sleds (though the sleds can be raised or lowered through the Throat, **Area 44**).

Note: Unfastening and hitching dogs, raising or lowering sleds, unpacking and repacking equipment will all take time. It will take several hours to get the entire party with all equipment from one side to the other, and it is a good time to rest and have food and water after such an effort. The party will not be attacked during the trip through Throat/Colon.

46. Lower Entry Passage (EL 1)

Entry from the Shoreline:

As you enter the Ice Cave from the shoreline, you discover a large boulder partly blocking the passage, but the ice has melted away from both sides. It is possible to move a laden sled past the boulder to the left side, but a person can squeeze through to the right side as well. Through the right side opening, you can see a passage leading off to the right within the mass of ice.

Both sides of the passage rejoin behind the large boulder. There is one exit, leading off to the right, through a passage large enough for sleds in single file and persons either leading or trailing the sleds. The party should determine their marching order, including the order of sleds and dogs.

Entry from the Caverns, via the Throat or Colon:

The passage here is wide enough for one sled to pass. At the bottom of the descent, light filters through a partially blocked cave mouth.

At any point in the Lower Entry Passage, there is a 1 in 3 chance of an attack by **1d4 Ice Bats**, which will fly down the Throat before approaching the party. Check twice per hour for the bat attack.

Bat, Ice
XP 100

CR 1/4

hp 4; (See Area 37)

Returning to the Landing Site

Each time the party returns to the site of the initial landing, they will encounter the original talking seal again. The seal will bob up in the water offshore and address the party.

If you have the rescued seal with you, alive but still in seal form:

When he sees the seal in the water he will make loud seal barks and dash into the water, quickly swimming to the other seal. They will swim around each other happily, before they come ashore and the original seal continues the interaction with the party. Note that the party must keep the dogs away from the seals.

If the rescued seal has been cured of the seal curse and is with you:

He will watch the seal in the water with interest, but the seal in the water will quickly come ashore, excitedly talking to the rescued brother, who will eventually come to understand the situation that his sibling is a cursed seal. Note that the party must keep the dogs away from the seal.

If there is no rescued brother with you (in either form):

The seal will stay in the water for the entire conversation.

The seal speaks. "It is good to see my heroes again. Have you slain the bear?"

"Did you rescue my brother? Where is he?" (Obviously, omit this question if rescued brother is with the party)

"Did you retrieve the golden fish?"

If you have a golden fish, the seal will come out of the sea and approach. The seal will ask for the fish, opening its mouth. Upon placing the fish in the seal's mouth, the seal will keep the fish for a minute, then spit it out again as the conversion begins.

The seal spits out the fish upon the gravel, and begins to transform before your amazed eyes. In just a few moments, you see that the seal

has become a young woman, totally naked except for a sealskin that remains on the ground as she stands up. She begins to shiver in the cold almost immediately. She does not put the sealskin around her shoulders, or even pick it up.

"Thank you for removing the curse. If I might have a blanket or wrap?"

Once she has transformed, if her brother is there in seal form, she will place the fish in his mouth, instructing him not to swallow it, and wait for him to transform. She will also do this if a cursed party member is present. A sealskin will be left behind for each seal transformed. After the final transformation, she will pick up the goldfish and hand it back to the party.

Treasure: The sealskins are worth 250 gp each.

The GM may incorporate any back story about the seal-cursed brother and sister, if desired to work them into a longer campaign.

Ending the Adventure

Scoring

If being played in a tournament, the adventure may be stopped at any due to time constraints. Determine the outcome with the assistance of victory points.

If not being played in a tournament award the XP listed in parentheses to surviving player members.

Score 300 points for every party member alive at the end (even if one is a cursed seal). (This translates to 100 XP per party member who returns alive.)

Add 1000 points for killing Major Ursus (whether or not the party knows who he is). (This deed earns 500 XP divided by number of players.)

Add 1000 points for rescuing the seal from the Tower (even if he subsequently dies). (This deed earns 500 XP divided by number of players.)

Add 500 points for each golden fish captured. (This deed earns 250 XP divided by number of players.)

Add 1000 points for each *cursed* seal that is cured (including any *cursed* party member). (This deed earns 500 XP divided by number of players.)

Add 1000 points for meeting the returning ship. (This deed earns 500 XP divided by number of players.)

Add 100 points for each 100 in gp value that is retrieved through treasure and possessed at the end. (No additional experience.)

Add 250 points for returning the intact and sealed jar from Sanctum to the Sage. (This deed earns 100 XP divided by number of players.)

Add 500 points for returning at least one living golden fish to the Sage. (This deed earns 500 XP divided by number of players.)

Add 400 points if the party successfully climbed up the cliff at the landing site. (This deed earns 200 XP divided by number of players.)

If the party had dogs, add 1000 points if all starting dogs are still alive. (This deed earns 500 XP divided by number of players.)

Optionally, if a party member dies during the adventure, the GM can make a quick calculation of the victory points at that moment, so that a score may be obtained for the dead party member. No points should be added for treasures in this case.

Optionally, the GM may award an additional 100 points to any player who comes up with a particularly clever or creative solution to a problem in the adventure, or who does something that causes all players to roll on the floor laughing. If the GM assigns bonus points simply because the player is the GM's girl friend or boy friend, the players have permission to throw food.

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