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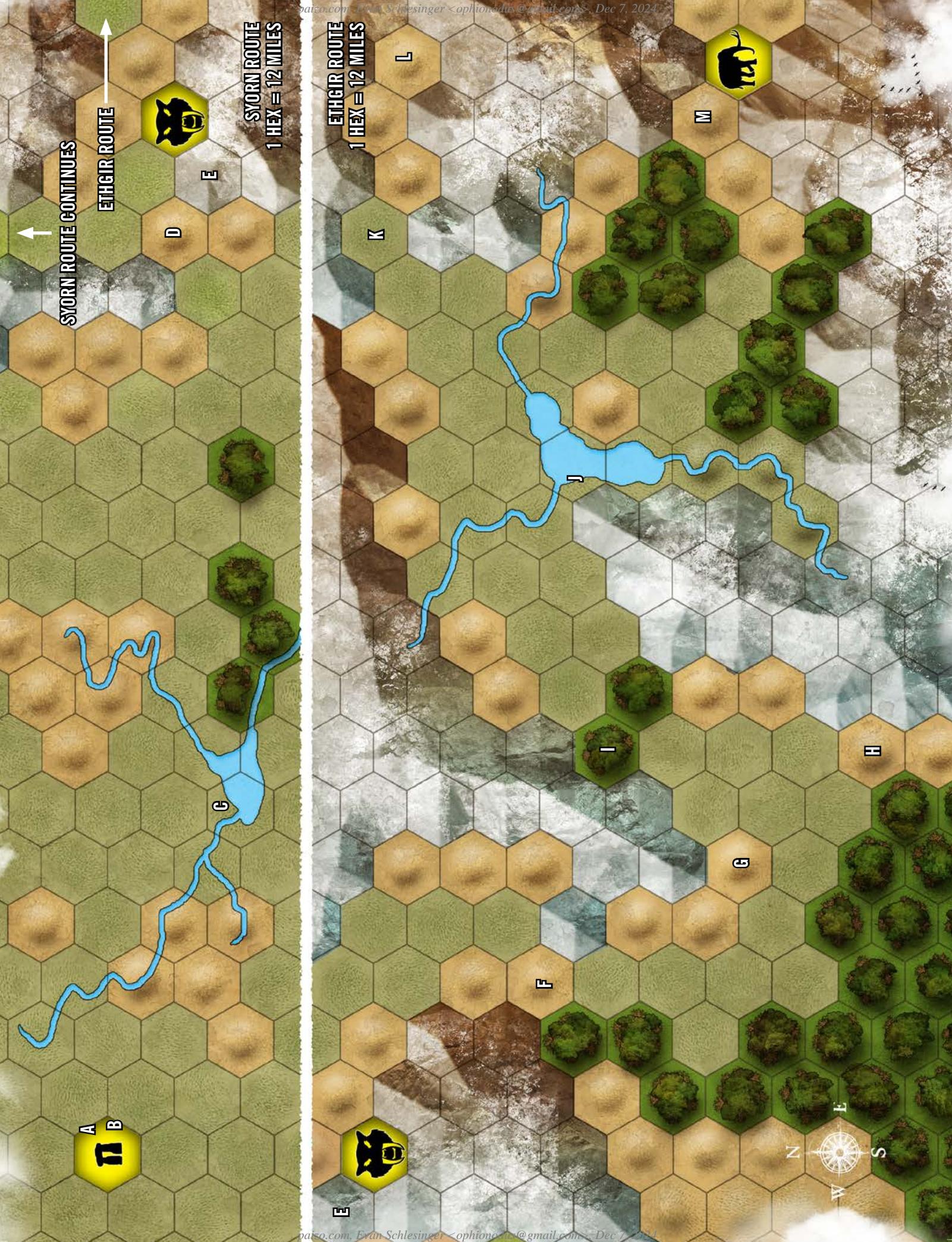


QUEST FOR THE FROZEN FLAME

ADVENTURE PATH

BROKEN TUSK MOON

By Ron Lundeen and
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The Quest for the Frozen Flame

In *Quest for the Frozen Flame*, the players take on the roles of upstart scouts destined for greatness. As Game Master, you'll paint a vision of a brutal primordial landscape called the Realm of the Mammoth Lords. You'll portray a bevy of non-player characters (NPCs) and creatures for your players' characters to meet, including mighty mammoths and monstrous dinosaurs, whimsical fey and gruesome undead, and other colorful denizens of the Realm. Throughout the characters' quest, they'll enlist unlikely allies and confront formidable foes, reclaim an ancient artifact called the *Primordial Flame*, and forge a new legacy for their beleaguered people, the Broken Tusks.

USING THIS ADVENTURE PATH

The three volumes of this Adventure Path tell the player characters' stories as they grow from 1st-level scouts to 10th-level Mammoth Lords. Together with the *Pathfinder Core Rulebook* and supplemental rules in the *Pathfinder Reference Document* (available online at www.paizo.com/prd), each volume contains everything necessary to run the Adventure Path, including the adventure itself, articles to enhance the campaign's setting, and the Adventure Toolbox, which features new creatures the player characters encounter and new rules options to which they can gain access.

To play in this campaign, a player should have a copy of the *Pathfinder Core Rulebook* as well as the *Quest for the Frozen Flame Player's Guide*, a free supplement downloadable from www.paizo.com.

CAMPAIN BACKGROUND

The events leading up to this Adventure Path span over a century, starting with the creation of a powerful artifact called the *Primordial Flame*.

THE PRIMORDIAL FLAME

Many Kellid societies tell some version of the legend of the *Primordial Flame*, a sacred lamp capable of transforming barren tundra into verdant forests and grassy meadows. A particularly popular tale claims that the Kellid goddess Sister Cinder created the *Primordial Flame* to lead her believers out of the Age of Darkness. By her grace, the people of the northlands could survive their first winters after Earthfall, long ago.

Whatever its true origins, the *Primordial Flame* fell into the hands of a Kellid following called the Burning Mammoths—hunter-gatherers who used the fire to establish countless migratory patterns across northern Avistan. The Burning Mammoths knew they had a duty to use the powerful artifact responsibly to preserve the environment and animals that supported humanity, and they vowed to maintain a careful equilibrium between humans and nature. They trained in the ways of war to defend the artifact from would-be usurpers who sought to abuse its power, and they created rituals and traditions to ensure future generations of Burning Mammoths would maintain—but not expand—the new order of the land which the *Primordial Flame* had created.

That order all changed at the dawn of the Age of Lost Omens. When the Great Quake shattered the eastern lands and released hordes of demons, the Burning Mammoths fled west into what's now known as the Realm of the Mammoth Lords. The following's elders disagreed on what to do with the *Primordial Flame*—whether to hide it until a time of peace or use it to wage war against the demons. In the end, a few elders hid the flame in a sacred cavern called Red Cat Cave, where they enlisted a powerful awakened animal to guard the light until it was once again safe to unveil it. The enraged majority abandoned their kin and went east to confront the demonic hordes, taking with them the banner of the Burning Mammoth. The dissenters who remained in the west to guard the *Primordial Flame* had to make a new banner, becoming the following of the Broken Tusk.

At the Worldwound, the Burning Mammoths quickly realized they had no hope of defeating the

demons. In their desperation, they allowed a shadow demon named Xeleria to possess one of their own, a brave warrior named Metuak, so that he could return to Red Cat Cave and reclaim the *Primordial Flame*. At the cave, Metuak and Xeleria slew the mighty saber-toothed cat who protected the artifact. With its dying breath, the cat placed a terrible curse on the *Primordial Flame*: as long as Metuak lived, whoever wielded the artifact could never part from it without suffering terrible anguish. So burdened, the possessed warrior began the journey eastward. As long as he could deliver the *Primordial Flame* to the Burning Mammoths and they used it to destroy the demons of the Worldwound, his tragic fate wouldn't be in vain. This, he resolved, would be his quest.

He failed.

METUAK'S QUEST

With the *Primordial Flame* in hand, Metuak set forth to return to the Burning Mammoths, but Xeleria, the shadow demon possessing him, slowed his progress and compelled him to commit several atrocities. Xeleria's influence soon became too much for Metuak to bear, and he abandoned his quest to use the *Primordial Flame* to save his people. Instead, he made it his new mission to break free of his curse.

To exorcise his demon, Metuak sought out Venexus, an infamous white dragon who might at least have useful connections to other dragons. His hopes were misplaced. As soon as Venexus saw the potential of the artifact Metuak bore, she attempted to destroy him. Metuak burned the dragon terribly with the divine flame, but she still seized the lamp, forcing the young warrior to flee in terror and shame.

Disgraced, Metuak traveled to the city of Hillcross to seek redemption for his cowardice and, hopefully, a cure for his possession. The elders at Hillcross proved much more amenable to the warrior's plight than Venexus, but they were unable to separate Xeleria and Metuak.

Now truly desperate, Metuak entreated one last group for aid: the local Mendevian crusaders. He traveled to Grimgorge Castle, a Mendevian fortress in the Tamarian Tar Forest, and beseeched the soldiers stationed there. In these crusaders, however, Metuak found his least receptive audience yet. Rather than even attempt to heal the cursed man, the soldiers imprisoned him, believing the demons sent him as a spy. Unfortunately for them, they were half-correct; Xeleria tapped into her demonic magic to send a beacon to her fellow fiends, who besieged the castle. Amid the massacre, the Mendevians fled their fortress with the demons in pursuit.

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Metuak and Xeleria, inexorably bound to one another, rotted in a dungeon beneath the ruined keep. Due to Xeleria's immortal nature as a demon, the two couldn't truly die, and over the decades, they tortured and soothed each other, further intertwining their souls and twisting themselves into something else entirely. More than a century later, the names Metuak and Xeleria are lost to legend, though the beings themselves still languish in Grimgorge Castle's empty halls. There they might have remained forever, if not for the efforts of the newest leader of the Burning Mammoths.

IVARSA, WARMONGER

For northern Avistan's native Kellids, the closure of the Worldwound seven years ago implied a long-awaited return to the old order. However, the end of the demonic incursion also created a regional power vacuum. Many mortals—including Kellid warriors, Mendevian crusaders, and demon worshippers—had grown accustomed to a life of violence and warfare. In the absence of such thrills, an integral piece of these brutes' identities had been stripped from them.

Such was the case for Ivarsa, a talented yet disturbed Burning Mammoth who grew up on stories of bloodshed and betrayal. As a child, she committed to memory her following's story of the "traitorous Broken Tusks" who had stolen the *Primordial Flame* and doomed her people to fight the demonic hordes alone. Likewise, she had memorized her people's stories of Metuak the Hero, who would someday return to the Burning Mammoths bearing their sacred artifact.

Enchanted by the prospect of her own glorious legacy, Ivarsa left her following as soon as she could to join the Mendevian war effort. As a soldier in the Mendevian Crusades, Ivarsa channeled her rage and cruelty at the demons who had fouled her people's homeland. Under a rotating cast of commanders, she mastered weapons, magic, and warcraft, swiftly becoming one of her unit's best teleportation maguses. As the crusades raged on, Ivarsa flourished. She gradually realized that it wasn't just the slaughter of demons that enchanted her—it was war itself.

When the Worldwound closed, Ivarsa returned home to a Burning Mammoth following decimated by the war. Those who remained and had once known Ivarsa as a quirky little storyteller hardly recognized the monster she'd become. Ivarsa cowed her surviving family members into adopting her brutal ways, and she remade the Burning Mammoth following into a war horde capable of fulfilling her darkest desires. According to the ethos Ivarsa literally branded onto her followers, only through fire and bloodshed would the Burning Mammoths recover their former glory.

The surest means of deliverance, she proclaimed to her harrowed congregation, would be to locate and reclaim their sacred birthright: the *Primordial Flame*.

As Ivarsa led the Burning Mammoths across the shattered lands of northern Avistan, she recruited or enslaved hundreds to her violent cause. Eventually, Ivarsa enlisted not only the downtrodden to her cause, but also the strong, including the brutal Graylok clan—frost giants who promised to be among Ivarsa's most useful allies yet.

A GIFT FOR GNARGORAK

To seal the pact between the Grayloks and the Burning Mammoths, Ivarsa promised to accomplish what the Graylok's clan's leader, Hegremon, had long desired: to find and claim the legendary *Primordial Flame*. Hegremon, naturally, had his own plans for the artifact, which Ivarsa fully anticipated. Neither really planned on allowing the other to keep the *Primordial Flame*—they would merely use their temporary alliance to find the artifact, then betray one another to determine who would keep it.

The magic of the *Primordial Flame* is anathema to frost giants, who thrive in cold climes and have long abhorred the artifact's destructive effects on their native environs. Jarl Gnargorak, the mightiest frost giant of the north, would look highly upon any vassal who handed him the flame to destroy. Hegremon hoped to be this vassal.

With the aid of Hegremon, the Burning Mammoths pillaged, murdered, and burned their way across the Tusk Mountains in search of the *Primordial Flame*. Countless communities fell under Ivarsa's flaming greataxe. Hillcross, the so-called Oasis of the North, was a notable exception. Though Ivarsa's hasty siege against the mountain city failed spectacularly, amid the raid she managed to capture Hillcross's most knowledgeable oral historian.

Jesseri the Hailstorm was no match for her captors' interrogation tactics, and she told Ivarsa everything she knew about the *Primordial Flame*. The Hailstorm's version of the legend of "Metuak the Cursed" filled in vital gaps of the story as Ivarsa knew it, including how Metuak had lost the *Primordial Flame* to the dragon Venexus in a hidden vale called Lost Mammoth Valley as well as the cursed warrior's flight from Hillcross to Grimgorge Castle. Finally, Ivarsa knew exactly where the *Primordial Flame* lay. However, there remained one problem: Lost Mammoth Valley was, as its name suggested, a lost place, the locations of its remote passes buried alongside so many Mammoth Lord followings in the upset of the Great Quake.

ADVENTURE PATH SUMMARY

Undeterred, Ivarsa swore to finish what she'd started. To do so, she would renew her search, starting with where the loss of the *Primordial Flame* began over a century ago: the traitorous Broken Tusk following. Through these ancient enemies, she would locate the secret pass to Lost Mammoth Valley and find the *Primordial Flame* at last. As winter swept over the land and a new year began, the magus mapped her war party's route to Broken Tusk lands, invigorated by the promise of achieving a century-old vengeance.

A NEW YEAR

When the Broken Tusks made their annual sojourn to Red Cat Cave and discovered that their plan to protect the *Primordial Flame* had failed, the following became a lost people. They maintained a small migratory route that passed by the cave, but they no longer bothered to visit the place, which had become haunted by the ghost of its murdered animal guardian.

As the decades passed and the elders' tales unraveled or were forgotten, the story of the *Primordial Flame* devolved from fact to fable. The oldest Broken Tusks—those who remembered when they were still called the Burning Mammoths—began to refer to this new era of lost hope and broken promises as the *syorn*, a term of great sadness, and the before-times as the *ethgir*, a golden era best left forgotten.

Now, the small migratory route that has sustained the Broken Tusks in the *syorn* is failing. Without the *Primordial Flame*'s magic, the warm seasons are shorter, the winters longer, and the game sparser. In spite of these difficulties, the Broken Tusks maintain what traditions they can, largely in denial to the realities of the changing world around them. At present, they've temporarily settled in their familiar stomping grounds, the once-verdant Gornok Plain, for the spring thaw and to observe the following's ancient vernal ceremony, the Night of the Green Moon. Their elders, including the centenarian Grandfather Eiwa, have put on brave faces for the sake of their following's youngest generation, many of whom are coming of age in a world still reeling from demonic warfare.

Though spring should be a time of cheer and renewal, a sense of dread hangs in the air around the Broken Tusk camp. The elders stubbornly believe the best way to address the chronic food shortage is to maintain the path they've walked for the past century. Yet many of the youngest generation believe that exploration might be the group's best hope for survival. With their leaders paralyzed by indecision, it falls to the Broken Tusk's newest band of scouts to reignite their people's nascent spirit of adventure and, with any luck, guide the following toward a new era of prosperity.

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BROKEN TUSK MOON

By Ron Lundeen and Stephanie Lundeen

Pathfinder Adventure Path #175, Levels 1–3

The characters help the Broken Tusk following escape the pursuit of the Burning Mammoths' encroaching war party. During their flight, the characters discover the existence of a powerful lost artifact called the *Primordial Flame*, as well as an ancient forgotten migratory route far to the east in unfamiliar lands. They guide their following to Lost Mammoth Valley, fighting off adversaries and predators along the way.

LOST MAMMOTH VALLEY

By Jessica Catalan

Pathfinder Adventure Path #176, Levels 4–7

With danger close behind, the Broken Tusks journey through the bountiful but treacherous Lost Mammoth Valley in search of the *Primordial Flame*. The Tusks' scouts recruit a motley league of unlikely followers, all while evading the watchful gaze of the vale's cruel overlords. To fulfill their quest and claim the artifact, the scouts must ultimately go toe-to-toe with these villains: a vicious white dragon, a sadistic necromancer, and a boarish beast-god.

BURNING TUNDRA

By Jason Tondro

Pathfinder Adventure Path #177, Levels 8–10

The Broken Tusks find sanctuary at last in Hillcross, but invading frost giants end their short-lived respite. By leading a defense against the siege, the scouts earn the titles of Mammoth Lords. The heroes then take the fight to their foes, riding their bestial mounts through the sucking muck of the Tamarnian Tar Forest to the ruins of a half-sunken crusaders' castle. There, they wield the sacred light of the *Primordial Flame* to break its curse and defeat their enemies once and for all.



Broken Tusk Moon

**BROKEN
TUSK
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The Broken Tusk following has just arrived at the Gornok Plain to celebrate the annual Night of the Green Moon. As the characters gather food and resources for their following and prepare for the ceremony, they discover clues that suggest their group might not be alone. Sure enough, an advance war party from a rival following disrupts the Green Moon ceremony. The characters must defend their fellow Broken Tusks!

Chapter 2: Journey to Red Cat Cave26

The Broken Tusks flee the mighty Burning Mammoth following and head east. A dying elder informs the characters that the nearby Red Cat Cave shelters a powerful artifact that can help the Broken Tusks. The characters explore the cave and learn from the ghost of a slain guardian beast that the artifact is gone.

Chapter 3: Breaking Tusks50

The characters stay one step ahead of their pursuers and begin their search for the *Primordial Flame* by venturing into unknown territory in the Tusk Mountains. However, just as the following arrives at the final pass, a fellow Broken Tusk betrays the following and threatens to trigger an avalanche that would corner the characters and their kin. To save the day, the characters must vanquish this traitor and help their following flee through the pass.

ADJUDICATING XP AWARDS

Throughout this Adventure Path, it's highly likely that your players will resolve one or more of the encounters described in the text without resorting to combat.

Although most encounters typically involve the players defeating their enemies by reducing them to 0 Hit Points, a party shouldn't be punished for solving problems peacefully. You should always award the characters Experience Points (XP) for overcoming a challenge, whether that means they used brute strength, talked their way out of trouble, or devised an ingenious way of bypassing confrontation altogether.

In these volumes, encounters that should grant the characters XP are denoted in the encounter's heading, which includes the encounter's assumed threat category and the party's anticipated level. For example, "Moderate 2" is a moderate-threat encounter for a party of 2nd-level characters. For each encounter, use Table 10-1: Encounter Budget on page 489 of the *Pathfinder Core Rulebook* to determine the appropriate XP to award each character (for example, each character earns 80 XP for overcoming a moderate-threat encounter).

Alternatively, you can forego tracking XP completely and simply ask the players to level up their character after each chapter of the adventure.

ADVANCEMENT TRACK

"Broken Tusk Moon" is designed for four characters. Players should level up their characters between chapters.

1 The characters begin this adventure at 1st level.

2 The characters should reach 2nd level after the Burning Mammoth attack on Rockloom.

3 The characters should reach 3rd level after learning the secrets of Red Cat Cave.

The characters should reach 4th level after they escape through Rimecrag Pass at the end of this adventure.



Chapter 1: Fires on the Horizon

Every year for nearly six generations, the Broken Tusks have followed mammoth herds in a circular migration pattern spanning most of the western Realm of the Mammoth Lords. The people follow traditions handed down from time immemorial, including the art of survival in a harsh land and rituals which were already old when the world was young.

At present, the Broken Tusks have set up camp on the Gornok Plain. Here, they plan to observe the Night of the Green Moon—a holiday during which the people bid farewell to winter’s hardships and celebrate the arrival of spring. As in years prior, the Tusks hold their ceremony amid a ring of weathered standing stones

called Rockloom. Not far from the standing stones, the following has established their encampment, where they can craft their ceremonial garb, forage for food, and rejoice in the calm and peace of the Gornok Plain.

In preparation for the Night of the Green Moon, the Broken Tusk’s leaders have asked head scout Wipa and her most talented scouts to hunt down a meal worthy of the annual celebration. When the group tracks a lone moose to a secluded glade, she chooses to turn this task into a training opportunity for her young scouts-to-be. With Wipa’s guidance, their own forethought, and perhaps a bit of luck, her pupils stand a good chance of taking down this impressive beast.

GETTING STARTED

Before running this adventure, familiarize yourself with the details in the Campaign Background on page 3. It's also useful to read through the entire adventure before starting the game.

This adventure begins with the player characters—young scouts for the Broken Tusk following—near the end of a dramatic moose hunt. The moose is in their sights and cornered, and it hasn't sensed the party's presence; all that's left to do is get into an optimal position before beginning the attack.

Read the following aloud to set the stage for this opening scene, then proceed to the Moose Hunt encounter detailed below.

Grandfather Eiwa's request was clear: hunt down and bring back a meal worthy of the upcoming Night of the Green Moon. With the expert aid of head scout Wipa, tracking down a suitable beast was easy. Pakano, your fellow scout-in-training, all but whooped with excitement during the hunt. With the quarry in sight, now comes the hard part—killing it.

In the forest copse beyond some thick foliage, dim morning light outlines a lone bull moose nearly as big as a baby mammoth. The moose casts a wide shadow on the ridge to the north. The sound of trickling water from a stream to the west intermingles with that of the moose idly munching on the tender grass sprouting from the recently thawed tundra. Your hunting party lurks behind thick foliage, planning the right moment to strike.

"This is our prey," Wipa whispers. "We must not startle him. If we do, and he charges us, our only choice is to run."

Her solemn, quiet words are met with a snort from Pakano, a young Kellid hunter whose beautiful face perpetually bears an arrogant sneer. "Let's just get him," he growls.

Wipa silences the youth with a wave of her hand. "This animal is our superior in strength, size, and speed," she says calmly. "Before we strike, we must try to press our advantage."

MOOSE HUNT

Though head scout Wipa accompanies them to provide guidance, the characters lead this part of the hunt. Wipa is within a week of childbirth, and besides, this hunt is an excellent opportunity to test her most promising pupils. She plans to instruct the characters in how best to move in on their prey and take it down, but she doesn't plan to join any combat—and she certainly doesn't want to have to outrun a moose.

Wipa and the characters are joined by one more scout in training: the impulsive and cruel Pakano. He has always had a grudge against the characters, and he bristles at having to work alongside those he considers less worthy than he. Pakano's full backstory appears on page 88.

This encounter uses the Moose Hunt map on page 12.

HUNTING TACTICS

The characters begin the encounter 40 feet from the moose. Pakano insists they simply rush the animal—a foolhardy plan—but Wipa suggests they

CHAPTER 1 SYNOPSIS

The characters and their kinfolk, the Broken Tusks, have come to the Gornok Plain to engage in the annual vernal celebration: the Night of the Green Moon. To prepare for the occasion, the characters take on a variety of tasks, including hunting moose and other animals, plus gathering water and clearing the ceremonial grounds at Rockloom. It isn't long before the party becomes privy to some unusual goings-on, and they learn their following isn't the only one currently on the Gornok. Also present, just beyond the horizon, is a band of dangerous warmongers who call themselves the Burning Mammoths. It's far too late to forego the Green Moon ceremony, so the characters must do what they can to ensure their following is ready to run in the case of an attack.

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instead look around the area for ways to press their advantage first. She offers a few suggestions, detailed below. Each character can Stride up to their Speed and attempt a single check before the fight begins. On a failed check, there's no effect; on a critical failure, the character takes a -2 circumstance penalty to their initiative roll at the beginning of combat.

Encourage your players to ask questions about the situation so they can devise creative ways of gaining an edge against the moose. Use the following activities as guidelines; each activity lists the skill check necessary to attempt the activity plus the effect of a successful check.

Block escape routes (DC 12 Nature or Survival): The character places sharp branches on the moose's likely paths. On a successful check, the moose becomes clumsy 1 for 1 minute starting on the first turn it moves from its spot (or clumsy 2 on a critical success). The moose doesn't use Trample during the combat.

Imitate cow moose (DC 13 Deception or Performance): The character makes noises like a cow moose in distress. On a success, the moose is thoroughly distracted and is flat-footed for 3 rounds (or 1 minute on a critical success). For the first 3 rounds of combat, the moose uses its first action to attempt an Intimidation check to Demoralize a creature it can see.

Rustle bushes (DC 14 Intimidation or Thievery): The character distracts the moose by throwing a rock or branch at some bushes. On a success, the moose's confusion means all the characters are concealed from the moose for the first round of combat (or for the first 2 rounds on a critical success). The moose doesn't use Thundering Charge during the combat.

Entreat the moose (DC 17 Diplomacy; see text): A character with the wild empathy class feature can attempt a Diplomacy check to Make an Impression on the animal. On a success, the character can ask the moose to move to any square on the map, allowing the character to choose where they want the moose to start combat. On a critical success, the moose follows the party back to the Broken Tusk following; in this case, you can skip the combat encounter and go straight to the Broken Tusk encampment, where the Mammoth Lords applaud the characters' gracious ability to befriend such a powerful animal. The moose is integrated into the rest of the herd, and the Broken Tusks make a suitable feast for the Night of the Green Moon from foraged vegetables and wild grains.

Entreating the moose is Wipa's last suggestion, and she admits it might be a long shot. Nevertheless, this option is a good way of foreshadowing to your players that—at least when it comes to animals—fighting might not always be necessary. If the players

still itch for a fight, consider running a random combat encounter against a carnivorous predator, such as a velociraptor (*Pathfinder Bestiary* 96) or deinonychus (*Bestiary* 97) on their way back to camp.

CORNED MOOSE

MODERATE 1

Creature: After each character has had an opportunity to prepare for the fight, the moose notices the party. Realizing it's cornered, the animal fights for its life. Wipa, heavily pregnant and in no shape to fight, finds a safe place to monitor the battle. Pakano shouts, "At last!" and runs straight at the moose with his spear, missing and collapsing beneath its hooves. (When the young hunter regains consciousness at the end of the fight, he's miraculously unscathed.)

MOOSE

CREATURE 3

Pathfinder Bestiary 3 173

Initiative Perception +9

XP Award: Award each character an additional 30 XP if they succeeded at two or more checks while preparing for this encounter.

RETURN TO CAMP

Once the moose falls, Wipa instructs the characters on how to butcher the carcass. This process takes several hours, as it involves removing the hide and organs, carefully segmenting the skeleton, and carving out the meat. All of it must be taken back to camp. Characters who participate in this activity, which requires no check, gain access to the All of the Animal skill feat (page 78).

SERVICE TO THE FOLLOWING

The morning after the moose hunt is crisp and cool. The Broken Tusk camp bustles with activity as followers separate into discrete groups. Some start small fires to prepare food, including stewed moose if the characters brought back meat yesterday. Others depart to collect spring herbs, hunt small game, or forage root vegetables nearby. Nearly everyone chatters excitedly about the upcoming Green Moon ceremony.

While everyone else goes about their business, Grandfather Eiwa and Letsua approach the characters separately. The elders ask the characters to perform a series of tasks to help prepare for the Night of the Green Moon. Read or paraphrase the following to establish the party's goals for this part of the adventure.

Grandfather Eiwa is the first to speak, his voice like gravel tumbling down a tall hill. "Young ones. Wipa says

good things about your scout training. Said you might make good Mammoth Lords someday, ha! Let us hope so." He smiles broadly, and his weathered face crinkles like parched earth. "The Green Moon rises three nights from tonight, and its light will mark you as true Broken Tusks. But there are still many things that must be done if we're to be ready for the ceremony."

"Three things, exactly," trills Letsua. He steps forward, even taller than Eiwa. "First, the ritual site at Rockloom must be scouted, cleared, and secured before the Green Moon ceremony. Second, we need you to carry fragile ceremonial vessels and fill them with water from the Gornok River. Third, there are some tapirs nearby which we seek to add to our herd; capturing them would go a long way toward your training."

The party can undertake these three tasks (scout Rockloom, gather water, and capture tapirs) in whatever order they like. Including travel time to and from each location, it takes 1 day to complete each task. The characters have 3 days to finish their tasks.

To make this part of the adventure more interesting, you can intersperse the characters' tasks with minor complicating events that occur around the Broken Tusk's camp. Three such events are detailed under Events Around Camp on page 18.

Once the party is ready, proceed to whatever task they choose to undertake first.

QUESTIONS FOR THE ELDERS

Before the characters set out, Eiwa or Letsua will happily answer any questions they might have. The party's most likely questions and the elders' answers are summarized below.

What's Rockloom? "It is an ancient place of animal spirits," Eiwa explains patiently. "We have observed the Green Moon from Rockloom for many generations, since before the Breaking of Tusks—since before we were who we are. Go there, and you will understand why we call it Rockloom."

Why are we adding the tapirs to our herd? Letsua explains, "The tapirs will alert our mammoths to potential predators at watering holes. At the sight of water, tapirs rush ahead, whereas mammoths lumber toward it slowly. If something in the water attacks the tapirs, then we can redirect the mammoths before they

panic or, worse, stampede." He speaks soberly and matter-of-factly, perhaps adding, "Tapirs are plentiful.

Mammoths are not. Broken Tusks are not. To ensure the survival of our following, we must protect the mammoths. The tapirs' sacrifice is a noble one, and we are grateful to them."

What if we fail to complete our tasks? "You won't," Eiwa assures the party. "My ancestors still whisper in my ears, and they have promised me you are capable. This is why I chose you, specifically, to do these things."

Can anyone help us complete these tasks?

"Wipa is too far along with child to accompany you," says Letsua, "but others will assist you. We have asked Pakano to help carry water from the Gornok River. Imek, our talented young herder, will help you with the tapirs. As for Rockloom, it is an important place—we think it is best you see it by yourselves."

SCOUTING ROCKLOOM

The site of the Broken Tusk's ancient Green Moon ceremony is a semicircle of tall standing stones the following calls Rockloom. Out of reverence for the sacred site, the Tusks always set up their encampment several miles away from the standing stones.

Eiwa has asked the player characters to walk the well-trodden path to Rockloom and get a firsthand look at the site in anticipation of the Green Moon. If anything is amiss with the stones, the characters should do what they can to right the problem. The party should protect themselves from violent fauna; otherwise, native animals have just as much a right to be at Rockloom as the characters. On the Night of the Green Moon, says Eiwa, the empyreal lord Rowdrosch will guide animals away from the standing stones long enough for the Broken Tusks to perform their rites.

Rockloom is roughly semicircular, stretching more than 200 feet across from end to end. Thirteen standing stones comprise the monument. The mammoth stone in the center is the largest, standing 25 feet high, with its crown carved in the shape of a trumpeting tusked mammoth head. The dozen other stones have carvings of the other animals of the Broken Tusk houses (page



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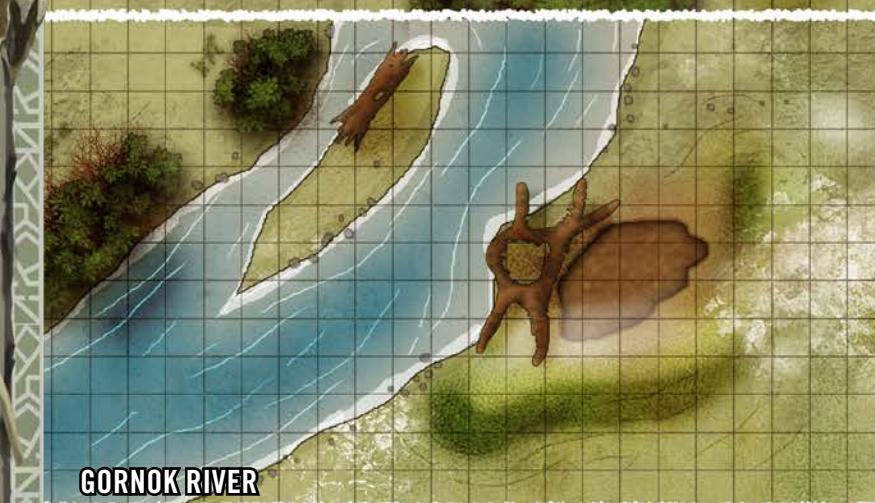
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Adventure Toolbox

MOOSE HUNT



GORNOK RIVER



TAPIR GROVE

ROCKLOOM
1 SQUARE = 5 FEET



71), and they descend in size toward the edges. The two outermost stones are both birds, the Raven Stone and the Falcon Stone, each about 8 feet tall.

Whenever the party decides to undertake this task, set the scene when they reach the monument by reading the boxed text in area **A1**. Each of the following locations corresponds to a spot on the map of Rockloom on page 12.

A1. ROCKLOOM

Massive, ancient stones rise like teeth from the soft earth of this ancient site, forming a rough half circle atop a grassy mound. Each stone is shaped like a different animal sacred to the Broken Tusks—cave bear, big cat, woolly mammoth, giant raven, and so on. The monoliths are chipped and worn, having stood vigil at this edge of the Gornok Plain for countless generations, yet all stand magnificent and timeless—with one exception. The last stone to the west, the Raven Stone, is broken off at the midpoint, its upper half missing.

Anyone who investigates the Raven Stone quickly spots footprints embedded deep in the soft earth nearby. A character who succeeds at a DC 13 Survival check to Track can determine the footprints belong to a barefoot humanoid, perhaps an adult man, judging from their size. The depth of the footprints and their staggering gait suggest the individual was either extremely heavyset or, more likely, carrying something weighty on their back.

The footprints lead to a large boulder embedded in the earth about 40 feet from the broken Raven Stone, where the tracks suddenly and inexplicably cease. It seems like the creature simply dropped its burden here and disappeared, though the Raven Stone is still nowhere to be seen. Scouting the auspicious hillock to the north, however, reveals the tracks pick up at a similar old boulder up the mound (area **A2**).

A2. LOWER HILL

MODERATE 1

The footprints from area **A1** resume along the slippery grass near the base of this hill, just beside a small, nondescript boulder. Broken branches litter the path where the absconder of the Raven Stone apparently trudged up the path. The dense trees obscure the view to the top of the hill.

Creatures: A surprising number of ravens caw from the trees around the hill's base. When the characters approach the hill, the irritable ravens attack as a swarm. The swarm disperses and flies away if reduced to fewer than 10 Hit Points.

RAVEN SWARM

Pathfinder Bestiary 2 221

Initiative Perception +9

Treasure: The ravens brought a couple of shiny items with them, which they leave behind in the branches of a tree: a lensatic compass and a gold pendant with a garnet gem worth 15 gp.

A3. HILLTOP

SEVERE 1

A broken stone shaped like the upper half of a giant raven lies in a furrow at the bare crest of this hillock. Near the stone, a hairy humanoid figure cries in the fetal position.

Creature: The vandalism at Rockloom is the work of a korred named Shemven. Many weeks ago, Shemven caught sight of a “beautiful raven-woman” and fell hopelessly in love with her despite not even catching her name. He immediately set about looking for some way to woo this mysterious woman. A few days ago, he decided to pay a visit to this ancient stone circle—a site long known to korreds and many other fey of the Gornok Plain—for guidance.

Here, Shemven saw the stone carved in the likeness of a giant raven and took it as a sign. He used his magical powers to break off the top of the massive rock, then carried it up the forested hill to the north. His labor of love was expedited thanks to his ability to stride through stones, which explains the strange gap in the tracks leading away from Rockloom.

Shemven planned to wait for his beloved at the top of this hill, but she's nowhere to be found. In fact, if anything, the broken bird statue has only confused and angered the resident ravens, who chase Shemven back to the hilltop whenever he tries to return the Raven Stone. So, the korred lingers here, heartbroken and unable to devise a way of making things right.

If attacked, Shemven responds in kind but flees once reduced to fewer than 35 Hit Points. If approached and offered a kind word or two, Shemven talks about the raven-woman at length; a character who succeeds at a DC 24 Nature check to Recall Knowledge can deduce that the raven-woman is a kndlaka (page 84). Shemven thought the rock shaped like a raven would draw her to him, but it plainly hasn't, and he realizes he brought it all the way up here for nothing. His true love isn't coming after all.

Shemven doesn't mind if the characters want to take the stone back down the hill. This laborious process takes several hours. Shemven is startlingly strong for his stature and can help, but he's still tired from dragging it up the hill. He offers his aid if the

CREATURE 3

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characters succeed at a DC 15 Diplomacy check to stir him from his grief.

Once he's comfortable around the party, Shaggy is quite chatty and eager to learn more about his potential new friends. When he learns they're with a Mammoth Lord following, he's delighted, as he adores all fellow hairy creatures, especially mammoths. Shemven joins the Broken Tusks if invited, just to be around the mammoths. Among the following, he spends most of his time looking skyward, hoping for a glimpse of his beloved raven-woman.

SHAGGY SHEMVEN

Male korred (*Pathfinder Bestiary 2* 155)

Initiative Perception +12

CREATURE 4

RESTORING THE RAVEN STONE

Putting the Raven Stone back in its original spot at Rockloom isn't easy; the 1,000-pound rock must be carried down the hill, lifted into place, and then balanced on the standing stone so it doesn't slide off again. The characters can lift the stone without a check through teamwork and raw strength, but keeping the stone in place requires some ingenuity or else the stone falls to the ground, possibly damaging it further.

Ask the players to describe what their characters do to put the stone back together, such as shoring it up with small rocks or propping it with tree branches. Only one character can attempt a DC 15 check with an appropriate skill, such as Crafting or Nature, to balance the stone, though a separate character can Aid their ally. On a successful check, the stone stays in place for the time being; on a failure, the participating characters are fatigued, and each subsequent failure makes them enfeebled 1 (or adds 1 to their current enfeebled condition, to a maximum of enfeebled 4) for as long as they're fatigued. Once the Raven Stone is in place, Shaggy Shemven offers to mend it with *stone shape*, assuming that the party has befriended him.

If the characters don't succeed—or don't think they can succeed—at restoring the Raven Stone, that isn't a problem. The Broken Tusk ethos of working together means there's no shame or embarrassment in returning to the following to get additional direction or aid.

XP Award: No matter how they restore the Raven Stone, award each character 30 XP for the effort.

GATHERING WATER

When the characters are ready to gather water for the upcoming ceremony, they meet Pakano at the edge of camp. He points to some baskets he unceremoniously dumped on the grass then rushes toward the Gornok River, eager to be done with this chore.

The ceremonial vessels to be filled with water are three tightly woven, brightly colored baskets of different shapes. Leather straps make carrying a basket on one's back easy, and each is sealed with a waxy sap to ensure it doesn't leak. An empty basket is 1 Bulk; a basket filled with water is 6 Bulk. The best spot to fill the baskets in the Gornok River is about an hour's walk from the Broken Tusk encampment. If

your players have a combat encounter here, use the Gornok River map on page 12 to represent the terrain.

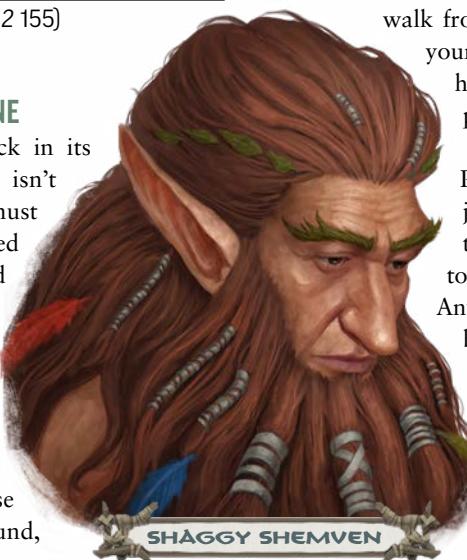
As the characters near the river, Pakano spots a long wooden spear jammed into a thatch of reeds along the river's far bank. Ask your players to roll a DC 16 Perception check. Anyone who succeeds spots the spear before he does. If everyone fails this check or no one acts, Pakano sprints toward the spear and grabs it.

Whether he or another character picks it up first, Pakano issues the same challenge. "Who objects to my right to this spear? I challenge you to a wrestling match for this prize!" he shouts, eager to duke it out with one of his fellow scouts.

Wrestling Contest: Any number of characters can take up Pakano on his challenge for the spear. The spry hunter tirelessly wrestles each challenger in turn along a sandy patch of the riverbank.

To determine a contest's winner, have the competing character attempt four DC 15 Athletics checks. The character can substitute an Acrobatics, Deception, or Intimidation check each once in place of an Athletics check (thus, the character must still attempt at least one Athletics check). A successful check earns the character 1 Wrestling Point, a critical success earns 2 Wrestling Points, and a critical failure deducts 1 Wrestling Point (to a minimum of 0). A character with 4 or more Wrestling Points after their fourth check wins; otherwise, Pakano wins.

If Pakano wins the match against his final challenger, he pins his rival in the riverbed and holds the character's head below water; the character is restrained and must hold their breath. He lets go only if the other characters intervene or his opponent falls



SHAGGY SHEMVEN

unconscious, then feigns simple roughhousing and calls the others sore losers. Conversely, if he loses, Pakano insists his opponent didn't wrestle "honorably," but he begrudgingly respects the outcome of the match and hands over the spear.

The Spear Clue: A character can identify the finely made spear as a +1 spear. It's crafted from fire-treated ash wood and tipped with a serrated steel broadhead. A tattered deer hide banner is tangled around the shaft near the spearhead; the banner is emblazoned with the black silhouette of a woolly mammoth against a backdrop of red flames. A charred human hand hangs from a leather strap tied to the spear's shaft. Shattered wrist bones tumble from the base of the severed appendage like pebbles from an open sack. Pakano's admiring gaze lingers on the grim fetish. "We could learn a lot from whoever did this," he whispers, his red and yellow eyes gleaming.

The spear belonged to a Burning Mammoth scout who was exploring the area in preparation for her following's attack on the Broken Tusks. A character who succeeds at a DC 12 Survival check to Track notices the disheveled pebbles along the riverbank where the scout walked upriver.

Ash in the Water: It doesn't take long to fill the ceremonial vessels. The water is a bit murky—floating along its surface are bits of charcoal ash, as though from a large fire upriver. Cloudy weather and rolling hills, however, make it difficult to determine whether or not there's really a fire somewhere that way.

If the characters scout upriver to check out the source of the ash or try to track down the scout who left the spear, refer to the Water Spirits encounter (below). Either way, Pakano isn't willing to join the party. He dismissively tells the characters they can check it out if they want to get out of work, but he's heading back to camp. He slings two water-filled ceremonial baskets over his back before trudging back to the encampment, where he claims credit for the task.

If the characters simply return with the ashy water, Wipa asks about the water and encourages them to scout out the potential source of the ash at their leisure. In this case, refer to the Water Spirits encounter whenever they decide to investigate.

XP Award: Award each character 30 XP for completing this task.

WATER SPIRITS

Moderate 1

This encounter can occur any time the characters investigate the source of the missing warrior's spear or the ash in the Gornok River.

When the party heads upriver from where they filled the ceremonial water vessels, they follow the winding river up a series of smooth, low-lying hills for less than a mile before they come upon something of note: a small, stony island in the river across from an old, dead stump.

The river is shallow enough to wade through, though it's difficult terrain for Medium and larger creatures and greater difficult terrain for Small creatures. The Gornok River map on page 12 shows this area from a bird's-eye view.

Read or paraphrase the following to set the scene.

"Why? Why have you come?" intones a gurgling voice emanating from the river water. The ashy water splashes to and fro, partially pulling itself from the river's gentle current. "Are you here to help me? I've been so polluted, and I feel so weak!"

The talking water is in fact a ruse by a fey creature named Kalbo. Kalbo is a loblobi, a type of river fey who plays tricks on mortals.

Kalbo is accompanied by a dim-witted but pompous water mephit who calls herself Elessiabosa, Empress of Reeds, She Who Holds the Wriggling Dawn. Elessiabosa delights in her pal's antics and helps him however she can. Recently, Kalbo has used his rudimentary control over water to pretend to be a nature spirit weakened by the soot polluting the river.

A character who succeeds at a DC 14 Nature check determines the water's unnatural movements are due to a minor magical effect, not the presence of a spirit. Sure enough, Kalbo is hiding amid the stones on the small island, and a character who succeeds at a DC 17 Perception check to Seek spots him there.

If asked, Kalbo explains that the ash in the water resulted from great fires in a massive humanoid encampment far upriver. The fires are so far away that they're visible only in the darkest parts of the night—too far, then, for the party to reach by foot and still make it back to the Green Moon ceremony.

Kalbo's Game: Even if the characters spot him, Kalbo insists he's a river spirit in need of help. He claims the characters can "purify" the river with a

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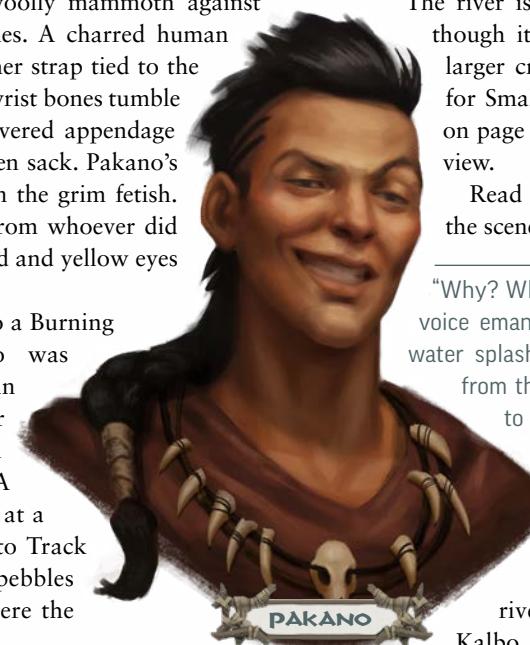
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PAKANO

mystical flower that grows in the stinking mud on the other side of a nearby dead stump. While the flower is magical (see Treasure below), this plea is just a trick to see whether someone will go into the gross mud to fetch it. A character must succeed at a DC 10 Acrobatics or Survival check to retrieve the flower without getting stuck in the mud. A character stuck in the mud takes a -5-foot circumstance penalty to Speed until they spend at least a minute cleaning off the sticky mud.

If the characters present the flower, the “water spirit” magnanimously insists they keep it, but then asks them to catch and eat a frog raw, explaining that doing so will set the frog’s spirit free. Kalbo continues in this way, presenting ever more absurd quests. For his final task, he asks that one of the characters step close to the water to receive his “blessing.” If a character complies, Elessiabosa dutifully rises from the river with what little grace she can muster, then shoots an *acid arrow* square at the recipient’s chest. At this, the lobbobi laughs uproariously.

Creatures: If at any point the characters refuse to entertain Kalbo’s demeaning tricks, he blames them for spoiling his fun and attacks. Kalbo likes to begin combat with his Arrogant Preen and then casts *hydraulic push* on the character who would be the most fun to knock over—such as someone near the mud pond. Elessiabosa supports and defends him to the finish. Kalbo isn’t so loyal, and he flees if reduced to fewer than 5 Hit Points.

ELESSIABOSA

CREATURE 1

Female water mephit (*Pathfinder Bestiary* 151)

Initiative Perception +3

KALBO

CREATURE 1

Male lobbobi (page 85)

Initiative Deception +8

Kalbo lairs in a hollow log on the island, which the characters find if they Search the area. Inside the log is a grim sight—the crumpled corpse of a Kellid woman in hide armor. The corpse’s face bears distinctive burn scars, but a character who succeeds at a DC 13 Medicine check can determine that drowning, not fire, caused her death. If confronted, Kalbo can confirm that she died in the river just a few days ago.

This corpse was the Burning Mammoth scout who left her spear downriver. Kalbo doesn’t know anything about the victim of his pranks beyond her fatal gullibility. The hunters Wola and Kukutsi (page 17) can identify their fallen comrade as Musa, a talented scout, but they don’t know what she was doing at the river.

Treasure: The flower in the mud pit is a *mudlily* (page 76). Affixed to the ruined hide armor is a *hunter’s bane* talisman.

CAPTURING TAPIRS

When the party is ready to undertake this task, the young herder Imek meets the characters on the outskirts of the encampment. Though still a girl, Imek is wise beyond her years and can teach the characters much about how to befriend animals. Once they get to the copse, the party can then try to befriend or capture some tapirs before encountering a few unexpected foes.

See page 72 for Imek’s backstory. Use the Tapir Grove map on page 12 to map out any combat encounters.

IMEK’S LESSON

Imek rarely has an attentive adult audience, and she’s eager to show off her considerable knowledge. As the group walks to the tapirs’ grove, Imek talks at length about the Broken Tusk’s herd, referring to each critter by name and describing their individual histories, personalities, and relationships with one another. She talks about how she met each animal and befriended them one by one until she had earned the trust of the entire herd. Unfortunately, the young girl’s lack of social graces makes the otherwise informative conversation entirely one-sided and utterly exhausting to listen to.

New Feat: Buried within Imek’s endless stories are nuggets of actual wisdom. A character who makes a genuine effort to listen can attempt a DC 15 Will save. On a success, the character gleans the complex moral lessons of the young herder’s tales; with a sudden burst of realization, the character immediately learns the Tame Animal skill feat (page 78) as a free bonus feat without needing to take it as a skill feat. On a failed save, however, the character only becomes fatigued by the effort to keep up with the enthusiastic child’s ceaseless ramblings. Characters who fail (or don’t attempt) to grasp Imek’s stories can still choose the Tame Animal feat, but they must wait until the next time they gain a skill feat to select it, and they must choose it as their skill feat for that level, as usual.

Imek doesn’t accompany the characters any farther once they reach the tapir grove. Having imparted her knowledge, she turns back the way the group came and runs home to the Broken Tusk encampment.

INJURED ANIMALS

SEVERE 1

Once they enter the wooded grove where the tapirs were last seen, the party can easily find tracks belonging to giant tapirs. Characters who succeed at a DC 12 Survival check to Track the tapirs determine there are

two, both young and strong. In this case, each character in the party gains a +1 circumstance bonus to initiative checks and Nature checks against the tapirs (or +2 if the Survival check was a critical success). Even if they fail to Track the tapirs, it isn't long before the party simply stumbles upon the animals.

Both giant tapirs are caught in poison barb snares (page 79) in a small clearing on the forest floor. Two Burning Mammoth hunters set the traps this morning but have yet to check on them.

Creatures: When the characters arrive, the tapirs have managed to wriggle free from their snares, but they still have painful, poison-tipped barbs lodged in their hooves. Obviously scared, the animals are unfriendly toward the first creatures they see: the characters. Consequently, the Command an Animal action won't work here. However, a character can try to befriend the tapirs using the Tame Animal feat they might have learned from Imek; the DC to do so is 16. Other abilities, such as wild empathy, might also calm the tapirs.

If threatened, the tapirs try to chase off the characters. Characters who flee can circle back and try to calm the tapirs again if they'd like, but the DC increases by 2 each time. If all else fails, the characters can incapacitate the tapirs in combat, then bring the unconscious animals back to the following to be tamed by another member of the Broken Tusks.

GIANT TAPIRS (2)

Page 87

Initiative Perception +8

Snared Due to the poison barbs stuck in its hooves, the tapir can't Stride farther than 10 feet.

New Followers: Once the characters have calmed the tapirs, they can approach the animals. The tapirs even lift their legs to allow the characters to remove the poison barbs in their feet. Normally, removing the snare's barbs is a 3-action Interact activity, but the tapirs have ground the barbs deep into the pads of their feet. Removing a tapir's barbs requires a character to succeed at a DC 14 Nature, Survival, or Thievery check. Characters who have already received Wipa's training in poison barb snares gain a +2 circumstance bonus to this check. On a critical failure, the barb deals 2d4 poison damage to the giant tapir.

Once a character successfully removes a tapir's barbs, the animal takes a few tentative steps to test its gait, then charges at the character to nuzzle them in gratitude. The tapir thereafter follows that favored character and joins the Broken Tusk following.

Peculiar Snares: The snares here look similar to the ones the Broken Tusks craft, but the poison used

comes from a plant that grows higher in the mountains to the east. Besides, none of the Broken Tusks have set traps in this grove. With a successful DC 12 Survival check to Track, a character notices two pairs of human footprints in the mossy grass.

AGAINST THE HUNTERS

LOW 1

One of Ivarsa's commanders sent two low-ranking Burning Mammoths named Wola and Kukutsi ahead of the following to look for potential hunting grounds. The hunters went above and beyond their orders in the hopes of impressing their leader and have ventured so far ahead that they're well within Broken Tusk lands.

Creatures: The hunting duo returns to check their traps 4 hours after the party arrives. Depending on how long it takes the party to tame the tapirs, the hunters might hear the distracted party before reaching the clearing. The hunters attack when they see the characters. They fight until one falls unconscious, at which point the other attempts to flee.

BURNING MAMMOTH HUNTERS (2)

CREATURE 0

UNCOMMON NE MEDIUM HUMAN HUMANOID

Perception +7

Languages Hallit

Skills Acrobatics +5, Athletics +4, Nature +5, Stealth +5, Survival +5

Str +2, **Dex** +3, **Con** +2, **Int** -1, **Wis** +3, **Cha** +0

Items leather armor, rope, sling (20 bullets), spears (3), tindertwigs (3)

AC 16; **Fort** +4, **Ref** +7, **Will** +7

HP 15

Spurred by Death **Trigger** An ally within 30 feet reduces a creature to 0 HP; **Effect** The hunter Steps or Strides.

Speed 25 feet

Melee spear +8, **Damage** 1d6+2 piercing

Ranged sling +7 (propulsive, range increment 50 feet, reload 1), **Damage** 1d6+1 bludgeoning

Ranged spear +7 (thrown 20 feet), **Damage** 1d6+2 piercing

Muscle Slicer A target critically hit by a hunter's Strike is flat-footed until the end of its next turn.

Wola and Kukutsi are Kellid natives with features not dissimilar to many of the human Broken Tusk followers. However, they bear obvious signs of a far more violent lifestyle; on their faces, each has a large, jagged burn scar. The scars are bright red, as if freshly made, and shaped like claw marks. They're too elaborate to have been accidental. A character who rolls a successful DC 13 Medicine check can deduce someone else applied the burns with the use of iron, burning oil, and red dye, but there was little (if any) aftercare. The scars have healed

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unevenly; Kukutsi even appears to be partially blind in one eye as a result of the clumsy maiming.

Scarification and branding aren't unknown practices in these lands—some Broken Tusks bear such decorations. However, the graceless, violent application of the hunters' brands is quite jarring. For their own parts, Wola and Kukutsi carry the

grim markings of the Burning Mammoths with pride, sneering wildly at anyone they catch staring.

Questioning the Hunters: Both hunters fear Ivarsa's wrath and are willing to die in her service. The DC to Coerce either Wola or Kukutsi is 18, unless both are still conscious, in which case the DC is 20. Deception is difficult (DC 20, or 22 if both are conscious), and Diplomacy outright doesn't work. On a successful check, a hunter reveals they're part of a war band, "the most powerful following west of the Tusk Mountains." They've traveled far to get meat; the war band has already exhausted nearby sources. They don't know anything about the impending attack on Rockloom, so they can't inform the party about it.

The characters might wonder what to do with their captives. Wola and Kukutsi clearly won't join a different following, and the Broken Tusks are too shorthanded to take prisoners. Typical Broken Tusk punishments are additional chores, ostracism, or, at worst, exile. Other than a stern warning to avoid risking their encampment being killed in a fight, the hunters face few consequences if brought back to the Broken Tusk's Mammoth Lords. More than likely, they're simply stripped of their belongings and sent on their way.

Treasure: One of the hunters carries a *holly bush feather token*.

XP Award: Award the characters 30 XP each if they successfully question one of the hunters.

EVENTS AROUND CAMP

After the party completes a task, they encounter one of these events on their way back to camp.

NEW SNARES

This event makes narrative sense as preparation before going to capture the tapirs, but it can occur independently, as it typifies the kind of training the characters receive daily. Wipa is eager to teach her scouts about some new snares she has developed, and she wants to make sure the party is skilled in their use sooner rather than later.

Wipa teaches the characters how to set three different types of snares: a caltrop snare (Core Rulebook 590), a battering snare (page 79), and a poison barbs snare (page 79). She has all the necessary supplies for each character to build one of each type. Building one of these snares requires a character to succeed at a DC 15 Crafting check. A character without the Snare Crafting feat can't make these snares without Wipa's



supervision, but they can nevertheless attempt the Crafting check to build them under her watchful eye. Wipa doesn't mind if the characters Aid one another in building them. On a successful check, the character crafts the snare; on a critical failure, the character ruins their materials for the snare and can't build that one.

For more information about building and setting snares, see page 589 of the *Core Rulebook*.

Once the characters have built their snares, Wipa asks each character to intentionally trigger one of their own traps. A character who complies steps into the snare's space, rolling the relevant saving throw and suffering the usual effects of the snare on a failed save. The purpose of this lesson is twofold; characters who succeed at avoiding a snare gain an understanding of the trap's limitations, while those who fail to dodge a trap gain an appreciation for its dangerous effects. Wipa doesn't pressure her pupils to participate in this part of the lesson if they don't want to. To each character who does, she gifts a small token to commemorate the individual's bravery: a smooth "worry stone" made of malachite.

Treasure: Wipa gives the party the necessary materials to build one caltrop snare, battering snare, and poison barbs snare. Each malachite worry stone is worth 5 gp.

XP Award: For taking part in the snare-building lesson, each character earns 80 XP.

PORCUPINE NEST

LOW 1

Consider running this event after the characters have learned from Imek how to tame animals.

A bellow erupts from the grazing grounds of the Broken Tusk mammoths. The herd tenders quickly move to quiet the trumpeting mammoth, who lifts an injured leg to reveal several quills embedded in her foot. While the herd-tenders soothe the injured mammoth and begin tending the foot, one of them calls out, "Porcupine here! Someone come look!"

If the characters investigate, they find two older herdsmen named Chultei and Inig have the mammoth's care well in hand. Unless the characters can locate the porcupine responsible for the mammoth's wound, it's only a matter of time before the animal strikes again.

Characters who succeed at a DC 10 Perception check to Seek spot a small burrow near the flattened grass where the mammoth was hurt, plus a massive porcupine hissing angrily. With a Perception check of 15 or higher, a character can see two porcupettes toddling around inside the burrow. If everyone fails the DC 10 Perception check, the giant porcupine leaps from the grass and Strikes a random character.

Creature: The giant porcupine is angry that the mammoth nearly trampled her two younglings.

Screeching horribly, she responds to any violence in kind, defending her porcupettes with her life.

The characters can respond to the situation in other ways, too. If they ask the herdsmen to move the mammoth herd away from the porcupine nest, they might be able to use the Tame Animal feat to domesticate the giant porcupine. Alternatively, a character trained in Nature can attempt a DC 12 Nature check to calm the alarmed animal. (A gift of food, such as berries, nets a character a +2 circumstance bonus to this check.) On a success, the porcupine lingers in the area as long as her burrow isn't threatened again, giving the party additional opportunities to interact with her and her porcupettes. On a critical success, she becomes friendly toward the character and grows more accustomed to the people in camp. If they're treated well over the next few days, the porcupines join the herd when the following leaves, making loyal, if prickly, followers.

GIANT PORCUPINE

CREATURE 2

Pathfinder Bestiary 3 207

Initiative Perception +8

New Followers: If the characters kill the giant porcupine, the herd-tenders thank the party for their quick action. Giant porcupines are rare on plains, and their tasty meat and stiff quills are useful to the following. If one of the characters takes care of the motherless porcupettes, the animals imprint on them and join the following.

PREPARING FOR THE UNKNOWN

In the course of preparing for the Night of the Green Moon, the party came across a number of clues that suggest another following is intruding on Broken Tusk grounds. This news in itself wouldn't be too alarming—though followings tend to respect each other's space, they do cross paths on occasion—except the intruders in question show all the signs of a violent war band.

The characters might have learned the name of the nearby following—the Burning Mammoths—or found their banner attached to a dead scout's spear. The oldest Broken Tusks all know this name, but none explain its significance nor repeat it in conversation. Some people in the following flush upon hearing the words "Burning Mammoths" and accuse the party of making some kind of terrible joke.

Eventually, if they don't go to him themselves, word of the characters' discoveries reaches Grandfather Eiwa via Pakano, who didn't wait long to tell the leader of Falcon House about the spear and banner found in the Gornok River. The morning after the characters

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complete their tasks for the ceremony, the venerated elder requests an audience with the party in his private tent, where he dourly explains the significance of their findings and gives them their next assignment.

Read or paraphrase the following to set the scene.

In the small, squat tent where Eiwa spends his evenings, the old man stoops beside his fire ring. His expressive face, wrinkled from many years of good humor, is now a portrait of sadness. “Come, sit,” he says. He pokes the embers with a stick. “I had hoped you would never need to hear the story I am about to tell you. Or at least I would not be the one to have to tell it.” He offers a rueful smile.

“How to make a long story short? I will try to put it simply. In the ethgir—the before times, when my ancestors were young—we Broken Tusks were called the Burning Mammoths. Our migratory route was large then, as was our herd. We carried with us a powerful light: the Primordial Flame.” He spreads the fire’s coals into a wide, flat layer. In the center of the coals, a perfectly round pebble glows, red hot. “Then, the Great Quake shattered the eastern lands.” He tips a large, jagged rock from the fire ring into the coals. “Far as we were, our people still felt the thundering hooves of the demon horde.” Earwigs and pill bugs scatter out of the hole left by the upturned stone.

“Our Mammoth Lords argued over what to do with the light,” Eiwa continues. “In the end, some of us took the Primordial Flame. We hid it where it would be safe.” With his stick, he separates a few coals from the rest, then moves the red-hot pebble next to the small group. “The others called us traitors and went east to face the demons, taking the banner of the Burning Mammoths with them. Weak but determined to carry on, we took a new name: the Broken Tusk.

“That was long ago, and much has happened since,” he says, dropping his stick into the fire. “But now, the Burning Mammoths have returned? And in time for the Night of the Green Moon. I cannot say what this means—my ancestors’ spirits are silent. But my bones tell me this will not be a happy reunion.”

Grandfather Eiwa thanks the characters for bringing news of the Burning Mammoths. He says that few other Broken Tusks—even his fellow Mammoth Lords—will recognize the importance of this turn of events, but he trusts that the characters can understand his concerns.

It’s too late to cancel the Green Moon ceremony; doing so would crush the morale of the Broken Tusks after an already-harsh winter. Besides, Eiwa admits, his worries might be for naught, in which case abandonment of the annual ritual would surely upset Sister Cinder, the goddess whom the Broken Tusks honor with this event.

The Night of the Green Moon begins tonight, after the last rays of the sun have left the southern sky. The following can pack up their camp first thing tomorrow morning to continue their migration east. Once on the move, the Broken Tusks will be much less vulnerable and can better assess the situation.

The other Broken Tusks are busy getting ready for tonight’s ceremony, so Eiwa asks the party to help prepare the camp today to expedite tomorrow’s departure. He suggests they clear the trail ahead, gather the herd, dilute the ceremonial spirits, and prepare the camp. These activities are described starting on page 21. Eiwa is also receptive to any ideas the characters might have.

XP Award: Throughout the rest of this section, grant each character 10 XP for each Preparation Point the party accumulates, to a maximum total of 80 XP.

QUESTIONS FOR EIWA

After telling the party about the Burning Mammoths, Grandfather Eiwa is prepared to answer questions the characters might have about his story. Below are Eiwa’s answers to their most likely questions.

What happened to the Burning Mammoth following?

“When they learned we’d hidden the flame, they abandoned us to fight the demons in the east, even without the artifact. They took the Burning Mammoth banner with them, forcing us to make a new one.”

Why did we call ourselves Broken Tusks? Eiwa smiles ruefully. “My mother’s idea,” he says. “After the others took the Burning Mammoth banner to the east, we had to create a new banner. Mother—Sidke—saw a sign: a mother mammoth with a broken tusk. Even with her injury, the mammoth dug up roots and food for her two calves. Mother thought it to be a good omen, a sign of resilience against tough odds. We honored that mammoth on our new banner and in what we call ourselves. Though a broken people, we still have the will and knowledge to endure.”

What happened to the Primordial Flame? “That is the worst part of this sad story,” he says, staring at the glowing rock in his fire pit. “We did not hide it well enough. It was stolen.” Eiwa averts his gaze, clearly disturbed. “No more of this for now. There’s much to do before the ceremony. I will explain the fate of the Primordial Flame to you tomorrow.” As if on cue, the hot round rock cracks in half with a loud pop.

PREPARATION ACTIVITIES

Grandfather Eiwa has asked the party to do what they can to prepare the Broken Tusks for a quick departure first thing the following morning. The party has 8 hours to complete whatever activities they like. At sundown,

the characters must stop whatever they're doing to attend the Green Moon ceremony.

Grandfather Eiwa has suggested the tasks below to get started; using these examples as baselines, you can also design other preparation activities or encourage players to come up with their own.

Preparation Points: As the characters prepare the Broken Tusks for a quick exit, the party earns Preparation Points. The party's total Preparation Points will partly determine the outcome of the attack at the end of this chapter. You can tell your players whenever they earn Preparation Points, but don't yet tell them what the points will be used for.

To complete a preparation activity, a character must roll a certain check against the activity's indicated DC. The entire party must be present for each activity, and only one character can roll a check to complete the activity. Up to one other character can Aid the character performing the check, but it's typically challenging to Aid at this level, so a PC who's strong in the required skill might be better served by waiting to try a second attempt in case the first PC fails. At your discretion, players who devise clever or creative solutions can roll a different type of check than the one listed. The outcome of the check determines how well the party completes the task and whether they earn Preparation Points, as follows.

Critical Success The party completes the task brilliantly in the indicated Time. They earn double the listed Preparation Points and can't repeat the task.

Success The party completes the task in the indicated Time. They earn the listed number of Preparation Points and can't repeat the task.

Failure The character who attempted the check fails the task and earns the party no Preparation Points, but the time isn't yet lost. If this attempt is the first time the party has failed the check, another character who hasn't already attempted the check or Aided a character attempting the check can immediately attempt the check. If the party has already failed this check one or more times, this result is a critical failure instead.

Critical Failure The party expends the indicated amount of Time but earns no Preparation Points. They can repeat the task if they like.

The following preparation activity stat blocks each include a brief description of the task, the amount of time it takes to attempt the task, the DC of the check necessary to complete the task, the number of Preparation Points the party earns if they succeed at the check, and any special details or circumstances.

CLEAN UP CAMP

Gathering loose materials, organizing tools, and tidying

LEADERSHIP

Throughout the Quest for the Frozen Flame Adventure Path, you and your players can use the leadership subsystem from pages 168–169 of the *Pathfinder Gamemastery Guide*. Like any leadership organization, the Broken Tusk following consists of followers and lieutenants. The Broken Tusks begin as a 5th-level organization and should reach 8th level by the end of "Broken Tusk Moon."

The *Gamemastery Guide*'s specific ranking of follower numbers and levels isn't directly applicable to the Broken Tusk as a whole since the nomadic band has been around for a very long time (and contains mammoths, which are very high-level creatures). However, it provides a good indication of the number and levels of creatures specifically loyal to the characters.

During this Adventure Path, the text indicates opportunities for the characters to recruit more followers or lieutenants to their following. For example, the porcupine and giant tapirs in this chapter make good followers, and Shaggy Shemven at Rockloom is the party's first possible lieutenant.

LIEUTENANTS AS COHORTS

Like followers, lieutenants typically stay with the rest of the Broken Tusk following while the characters adventure. At your discretion, the party can bring one lieutenant to serve as a cohort while they adventure. This cohort is treated like an additional player character controlled by the Game Master. The cohort earns experience points along with the rest of the party and gets a share of found treasure. The cohort doesn't die when it reaches 0 Hit Points, but rather falls unconscious just like a player character. Many lieutenants in this Adventure Path already have stat blocks, but for some, you might have to create these statistics yourself.

This Adventure Path assumes the party doesn't have a lieutenant cohort in their party. If your players enlist a cohort to join their party and combat encounters seem too easy as a result, use the rules for Different Party Sizes from page 489 of the *Core Rulebook* to adjust encounters accordingly.

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bundles is hardly the most glamorous job, but it's necessary all the same before the following can journey onward.

Time 1 hour; **Complete** DC 13 Crafting or DC 15 Society

Preparation Points 1

Special Whether or not they succeed at this activity, the

characters find an unclaimed item that makes the effort worth their while: an empty runestone.

CLEAR THE TRAIL

The way east from Rockloom rarely poses any dangers to the Broken Tusks, but scouting ahead can make sure that's still the case.

Time 2 hours; **Complete** DC 15 Survival

Preparation Points 3

Special When the party rolls a success to complete this activity, they find a small bloodseeker nest. Destroying or moving the nest is a simple matter, but doing so angers the two resident bloodseekers (Bestiary 42), which engage the characters in a trivial-threat combat encounter. The characters can't tame the angry bugs, but they can flee from them and still earn their 3 Preparation Points for completing this task.

If the characters roll a critical success to complete this activity, they manage to move the nest without angering the bloodseekers. The party can choose to either fight the bloodseekers, in which case the characters gain a +2 circumstance bonus to their initiative checks, or skip the encounter, in which case they earn only 3 Preparation Points (rather than the 6 they'd ordinarily earn for a critical success).

DILUTE THE SPIRITS

The Broken Tusks use large, watertight baskets to ferment specific roots and herbs into mildly hallucinogenic alcoholic spirits. Dehydration and grogginess are common side-effects, making for slow mornings after celebrations like the Night of the Green Moon. The party can mitigate these effects by watering down the spirits with plain water or by swapping out the most toxic herbs in the baskets for more benign ones.

Time 1 hour; **Complete** DC 13 Medicine or Thievery

Preparation Points 1

GATHER THE HERD

Tightening the radius of the Broken Tusk herd will make them easier to move in the morning. The party can either round up the animals themselves or try to persuade the herders to do so.

Time 3 hours; **Complete** DC 15 Nature or DC 17 Diplomacy

Preparation Points 2

Special If the characters befriended the giant porcupine

from earlier in the adventure, they can enlist her aid to make quick work of relocating the other animals, who quickly move out of the way of the poky creature. In this case, the task takes just 2 hours to attempt.

NIGHT OF THE GREEN MOON

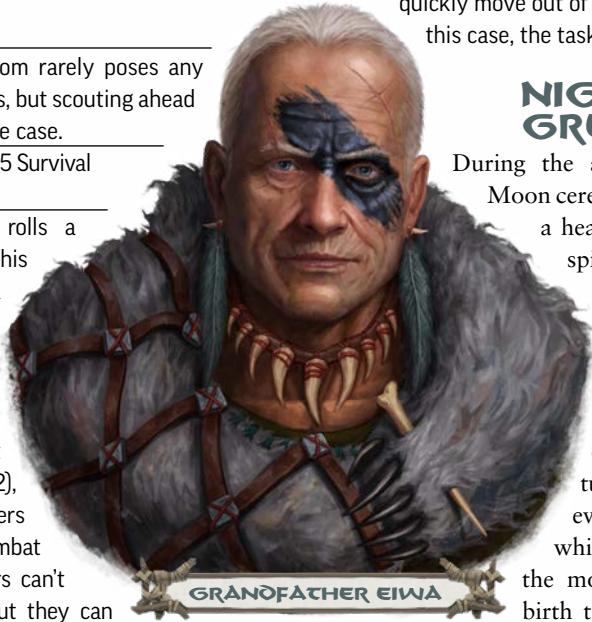
During the afternoon before the Green Moon ceremony, the Broken Tusks share a hearty meal of stewed meat and spirits. Meanwhile, Argakoa's songsingers in training (including, possibly, one or more of the characters), take turns telling origin myths. In Argakoa's version, she tells of the "first winter," which turned the whole world and even the moon above an ashen white. When spring finally came, the moon was so happy she gave birth to a river of stars. This river, which many Hallit-speakers call the Moontail, is still visible in the night sky from spring until autumn. Come winter, the moon protects her children by hiding them under a blanket of darkness. The Night of the Green Moon celebrates the beginning of spring, when the tundra thaws to reveal green grass and the moon uncovers her children.

After the feast, the Broken Tusks proceed as a group from their encampment to Rockloom. There, everyone solemnly takes part in a series of sacred rites.

Merthig, the Firekeeper, lights a large bonfire in the middle of the standing stones, around which the characters are asked to place the ceremonial water baskets they filled at Gornok River. "This fire is good," he proclaims loudly. Everyone cheers. "By the grace of Sister Cinder's gift—fire!—we know right from wrong. We choose right!" More cheers erupt from the revelers. Merthig goes on to explain the role of the ceremonial water, which represents life. When combined, fire and water can produce good food, like stew. Though they aren't always conducive to one another—placing too much importance on a single life or on the lives of a group can stifle the greater good—water and fire are integral to the Broken Tusk's way, and they allow the following to survive the harsh realities of the Realm of the Mammoth Lords.

After the preliminary rites, it's time for announcements and celebrations. The party is among those to be honored this evening with talismans that represent their status as followers of the Broken Tusk.

Read or paraphrase the following text aloud.



The standing stones of Rockloom rise from the plain, each animal sculpture glowing orange in the last flush of the setting sun. Grandfather Eiwa beams at the assemblage, his wrinkled face a bit more youthful with the addition of colorful paints.

He stays silent for a moment. Then, like thunder, he releases a guttural shout. "Ah!" he booms. The rest of the following shouts back in unison, then turns quiet again. The old man smiles. "It is a good night," he pronounces. "The Green Moon has graced us with good weather. The Gornok River has blessed us with water. And our scouts have honored us with good food."

"Tonight, we mark the moment winter turns to spring. We also mark the transition from friend to follower." The elder takes a handful of small tokens from Mammoth Lord Merthig. "Together, let us honor our newest Tusks." The crowd whoops and cheers as he motions toward the newest members of the following.

Eiwa asks the characters, Pakano, and any other individuals new to the Broken Tusks (including Shaggy Shemven, if the characters recruited him) to stand before the following and state their names. Even if the characters were born and raised in the following, their training as scouts and recent service to the following has elevated their status, and now is the time to recognize their efforts. The Mammoth Lords present Pakano and the characters each with a *Broken Tusk pendant* (page 77) carved into the shape of their house animal.

Grandfather Eiwa hardly disguises his pride for the party. He offers a particularly heartfelt congratulations to each character in turn. If the characters made any strong impressions on other Broken Tusks, they too offer their earnest feelings. Pakano, meanwhile, receives no more special treatment than Shaggy Shemven, who, in place of a pendant, receives a small but beautiful black-and-blue hawk's-eye gemstone. Tears of joy stream down Shemven's hairy face.

With that bequeathal, Grandfather Eiwa steps back into the following, having completed his part of the ceremony. However, one Broken Tusk isn't quite ready for the pronouncements to be over.

"Aren't you forgetting something?" Pakano asks suddenly. All eyes turn toward the young man, who has stood up and is glaring at Eiwa. "It is time, Grandfather," he says, his face flush, "to announce your successor. Who will become leader of Falcon House?"

Broken Tusks gasp and whisper at the boy's insolent question, but Eiwa's face doesn't crack. "You are headstrong, Pakano," the elder says soberly. "And hasty. Tonight is not for you, but for all Broken Tusks."

"If not now, then when?" Pakano cries. "And if not me, then who? Don't tell me you're actually mistaking these fools for true followers of the Broken Tusk?"

Eiwa offers no response, only a stern glare. Pakano whips his face toward the other pendant recipients and scowls, his eyes full of hate. "You'll be sorry," he growls. Then, to everyone, he begins to launch into a tearful tirade, "You'll all be sorry—"

Before Pakano can finish his rant, a loud, oscillating cry interrupts him. In the darkness beyond the standing stones, a torch flame appears, then another, and then several more. Everyone, including Pakano, looks around in confusion. Murmurs rustle throughout the following. Someone begins yelling. Monstrous faces covered in blood-red markings emerge from the fiery darkness. From that moment, everything else is a blur.

The first wave of Burning Mammoth warriors has found the Broken Tusks, and they begin their violent attack on the ceremony with awful, hair-raising glee. Meanwhile, Wipa utters a sharp cry and drops to her knees: she has gone into labor, and Nakta the Healer comes to aid her. Pakano, overwhelmed with emotion, takes this opportunity to slip away into the dark, leaving the characters on their own to face their adversaries.

The attackers come in two waves, as follows.

SURPRISE ATTACK

VARIABLE 1

Creatures: The first enemies to reach Rockloom are four Burning Mammoth burnbearers. Like the hunters the characters have already met, these fanatical warriors are dedicated to their leader's violent cause. They do the worst tasks in the following and suffer the most indignities and abuses, but they believe their spirits will return to this world stronger and brighter if they die in service to the Burning Mammoths. Each burnbearer has extensive scarring on their heads and chests from flaming oil. They rush toward the nearest enemies, fight ferociously, and never surrender or flee.

If the characters earned at least 5 Preparation Points, there are only three burnbearers in this encounter. If they earned at least 9 Preparation Points, there are only two.

BURNBEARERS (2, 3, OR 4)

CREATURE -1

UNCOMMON NE MEDIUM HUMAN HUMANOID

Perception +6

Languages Hallit

Skills Athletics +4, Intimidation +3, Stealth +5, Survival +4

Str +2, **Dex** +1, **Con** +2, **Int** -1, **Wis** +2, **Cha** +1

Items club, padded armor, torches (3)

AC 15; **Fort** +6, **Ref** +5, **Will** +4

HP 8

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Spurred by Death **Trigger** An ally within 30 feet reduces a creature to 0 HP; **Effect** The burnbearer Steps or Strides.

Speed 25 feet

Melee club +8, **Damage** 1d6+2 bludgeoning

Melee torch +6, **Damage** 1d4 fire

Ranged club +7 (thrown 10 feet), **Damage** 1d6+2 bludgeoning

Torch and Go **Requirements** The burnbearer is flanking a creature; **Effect** The burnbearer sets the distracted enemy ablaze. The burnbearer makes a torch Strike against the

flanked creature, then Steps. If the burnbearer's Strike deals damage to the flanked creature, the creature also takes 1 persistent fire damage.

XPAward: Regardless of how many they fight, award the characters 80 XP for defeating the burnbearers.

SECOND WAVE

VARIABLE 1

Once the characters defeat the first wave of burnbearers, they hear shouts from the other side of Rockloom: a larger group is attacking from that way! Still in encounter mode and using their initiative rolls from earlier, the characters must Stride across the battlefield to face this new threat.

Doing so probably takes 2 or 3 rounds. If anyone needs a weapon or shield, someone hands them one on the way. If a character is badly injured, Nakta rushes over and casts a 1st-level *heal* spell on them as they go by.

A scene of utter chaos unfolds as the characters rush across Rockloom.

Read or paraphrase the following to illustrate this scene, altering your description depending on how successfully the party prepared the Broken Tusks for a speedy getaway. (For example, if the party gathered the herd, then the would-be burnbearer rider is instead trampled by the startled mammoths before they hurt any animals.)

Torch-wielding raiders hack and bludgeon people who were celebrating just minutes before. The leaders of the four Broken Tusk houses shout for their followers to flee toward the Gornok River. Distant archers, obscured by darkness, spray volleys of arrows into the fleeing crowd. The full moon casts a pale and sickly light on the faces of the pitiless raiders as they hurl sacks of burning pitch into the encampment. One burnbearer has managed to mount a mammoth and set its fur ablaze. The rider's war cry is eclipsed only by the screeches of the flaming mammal.

The most significant danger comes from the other end of the rock circle, where the party can see a vanguard of



Burning Mammoths led by a burly shieldbearer who gloats over a fallen Broken Tusk. Clearly, this individual is the attack force's commander; defeating the shieldbearer is the surest means of giving the Broken Tusks enough time to get away. (If your players get distracted by the action in the center of Rockloom, that's fine; simply have them fight the following enemies there instead.)

Creatures: The commander in charge of the second wave of Burning Mammoths is a burly longshield—a shield expert—named Nalgoa. Despite her armament of choice, Nalgoa is a brutal offensive fighter: she runs at enemies with her great shield and slams them away from her. Two mid-ranking hunters and a pair of lowly burnbearers accompany Nalgoa, but the group isn't cohesive, and they exercise poor tactics. Unlike the Broken Tusks, who help each other even at their own peril, these invaders all but ignore their allies, instead aspiring to achieve personal glory for themselves. They fight recklessly and to the death.

Depending on the number of Preparation Points the party earned, make the following adjustments to the encounter (these adjustments are cumulative).

4+ Points: One of the burnbearers has been trampled by the Broken Tusk herd and is removed from this encounter.

7+ Points: Having imbibed enough watered-down ceremonial spirits to be emboldened but not sloppy, a fellow Broken Tusk offers to join the party in the battle. Use the bodyguard statistics from page 226 of the *Gamemastery Guide* to represent this ally.

10+ Points: One of the Burning Mammoth hunters managed to step into a bloodseeker nest before the raid even started. Remove one Burning Mammoth hunter from the encounter.

BURNBEARERS (1 OR 2)

Page 23

Initiative Perception +6

CREATURE -1

BURNING MAMMOTH HUNTERS (1 OR 2) CREATURE 0

Page 17

Initiative Perception +7

BURNING MAMMOTH LONGSHIELD

CREATURE 1

UNCOMMON	NE	MEDIUM	HUMAN	HUMANOID
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Perception +8

Languages Hallit

Skills Athletics +6 (+8 to Shove with shield raised), Intimidation +6, Survival +6

Str +3, **Dex** +1, **Con** +3, **Int** +0, **Wis** +1, **Cha** +1

Items everburning torch, hide armor, polished topaz worth 25 gp, spears (3), wooden shield (Hardness 3, 12 HP, BT 6) with shield boss

AC 15 (17 with shield raised); **Fort** +10, **Ref** +4, **Will** +8

HP 20

Shield Block ↗ A longshield can use Shield Block to prevent fire damage in addition to physical damage.

Spurred by Death ↗ **Trigger** An ally within 30 feet reduces a creature to 0 HP; **Effect** The longshield Steps or Strides.

Speed 20 feet

Melee ♦ spear +9, **Damage** 1d6+3 piercing

Melee ♦ shield boss +9, **Damage** 1d6+3 bludgeoning

Ranged ♦ spear +7 (thrown 20 feet), **Damage** 1d6+3 piercing

Shield Shove ♦ **Frequency** once per round; **Requirements**

The longshield's shield is raised; **Effect** The longshield rolls an Athletics check to Shove a creature in reach. If they roll a failure, they get a success instead, and if they roll a success, they get a critical success instead. The longshield's shield is lowered.

Opportunistic Defense ♦ **Trigger** The longshield successfully Strikes with their shield boss; **Effect** The longshield Raises their Shield.

XP Award: Regardless of how many enemies the party fights, award the characters 140 XP for defeating the second wave of Burning Mammoths.

FIRE ON THE HORIZON

With the initial waves of invaders defeated, the characters can finally catch their breaths. The true threat still remains a bit farther off: toward the horizon, hundreds of tiny fires march toward Rockloom. Even with the advance raiders defeated, a horde of Burning Mammoths is still incoming. The Broken Tusk's five Mammoth Lords coordinate what remains of the following as everyone grabs what they can and flees.

Surviving Tusks: Up to 10 Broken Tusks might have died in the raid. For each Preparation Point the characters earned, subtract 1 from this number, to a minimum of 0 dead if the party earned 10 or more Preparation Points.

Read or paraphrase the following aloud to conclude this chapter.

Letsua bows his head and raises a hand, waiting for everyone to be silent. "Not in my long memory has such violence befallen us during what was intended to be a joyful celebration. My heart wilts with grief. Sister Cinder give us strength to take up the fire and find bright righteousness in this dim hour. We must return to camp, gather our things, and leave as quickly as possible." As Letsua finishes speaking, the sound of an infant's cry echoes across Rockloom. The cry is followed by another, and then another.

During the battle, Wipa gives birth to triplets.

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Chapter 2: Journey to Red Cat Cave

With the threat of the Burning Mammoths now apparent, the Broken Tusk following must flee to the east to escape the encroaching horde. With the Tusks' best scouts injured or out of commission, it falls to the player characters to guide them. Thankfully, the following knows the way forward well, having traveled it each year for as long as anyone can remember. Familiar stopping points, including a wide body of fresh water called Gleaming Sun Lake and a high plain between two mountains known as the Grandparents, promise brief moments of respite during the harried retreat. Once the following reaches the western edge of the Tusk Mountains, the leaders can assess the

situation and more readily decide what to do next. Until then, all they can do is run.

The first few days on the trail are busy ones for the exhausted, anxious community. Each day, the Broken Tusks cover several miles, walking or riding along the mammoth herd and nudging them forward. Each evening, they erect their sizable tents, arrange the communal cooking and eating area, and pasture the animals. The following isn't used to setting up the entire encampment each day, and everyone is tired from the constant work. When in the camp, the characters are asked to help with these activities, to care for the wounded or for one of Wipa's three

newborns, and to take turns keeping a lookout for Burning Mammoths. However, they spend less time than most in the camp; as the following's de facto chief scouts, they're more often examining the terrain ahead and hunting for food.

The details of the overland journey, including what decisions the characters must make while guiding the Broken Tusks forward, are described starting on page 28. Before travel very far, however, the party receives some sad news: Grandfather Eiwa is dying.

EIWA'S PASSING

Members of Falcon House are the first to hear that their avuncular house leader is close to death. At night, Eiwa rests fitfully at the center of the Falcon House tent. Three members of the house take up vigil beside his deathbed, including a songsinger tasked with memorizing the venerable Mammoth Lord's oral tales as best as he can tell them. Other mourners wait outside the tent for further news.

Two mornings after the Broken Tusks begin their flight from Rockloom, Grandfather Eiwa summons the characters to his bedside. As they pass into the tent, nearby mourners repeat a simple chant: "By Fandarra's blood you were born; into Blood Mother's womb you return." Argakoa the Songsinger is already at Eiwa's side, repeating the chant. She lowers her voice so Eiwa and the characters can speak, but she doesn't stop chanting.

Read or paraphrase the text below aloud to your players so that Eiwa can tell the rest of the story of the *Primordial Flame*.

"Young Tusks," whispers the dying man, his deeply lined face and wavering voice so brittle and ancient. "It's time I told you the rest of the legend of the Primordial Flame. I have already told Songsinger Argakoa. Her mind is like soft wood. She carves my ramblings into stories, so she can help you on your quest"—he takes a deep, ragged breath—"when I am gone."

Argakoa gently places her strong hand on Eiwa's shoulder. The old man tells his tale in halting gasps. "My mother, Sidke. She and the others—the ones who would become the first Broken Tusks—they took the flame to Red Cat Cave. East of here. They hid it there, under the protection of a noble beast named Syarstik. Every year after, we would go to make sure it was safe.

"But," Eiwa wheezes, "it was not. A handful of winters, and then it was gone. My mother saw with her own eyes. The terrible, tormented spirit of Syarstik. The empty dais, where the flame once rested. Syarstik's enraged spirit attacked her, and she fled with the other Tusks. We never went back."

He lets out a sickening cough before finishing. "Go there. We do not know who took the flame. But Syarstik, angry as he is, might still remember. Calm his spirit and find the flame. We have waited far too long. It is time to use the Primordial Flame to reunite our people."

Exhausted from the effort, Eiwa falls unconscious. His breathing ceases not long after.

The details of this story are also summarized under The Primordial Flame on page 3 (except Eiwa doesn't know the name of the warrior who stole the flame). If the characters have questions, including any they forgot to ask during their first meeting with Grandfather Eiwa in Chapter 1, they can ask Mammoth Lord Argakoa, who knows as much as Eiwa did about the history of the Broken Tusk and the *Primordial Flame*.

CHAPTER 2 SYNOPSIS

The Broken Tusk following must now make its way east, toward the high mountains and away from the Burning Mammoths, who've revealed themselves to be mortal enemies. On his deathbed, Grandfather Eiwa exhorts the party to find Red Cat Cave and learn what happened to a powerful artifact that could save the Broken Tusks: the *Primordial Flame*. As the following's best remaining scouts, the characters lead the way to the cave, neutralizing threats and recruiting new friends along the way. All the while, the Burning Mammoths trail close behind. Once the Broken Tusks reach Red Cat Cave, the characters negotiate the cavern and its strange inhabitants. There, in the deepest alcove of the sacred site, the party faces the cave's guardian spirit and finds a hidden map that promises a safe route forward for the following.

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With Eiwa dead, Falcon House is left without a clear leader. If one of the characters belongs to Falcon House, they might make a case for assuming this position, though it would take a truly monumental act of diplomacy to convince the other house leaders to consider someone so inexperienced their equal. (Any of the party members will have a far stronger case for becoming house leader after they earn the title of Mammoth Lord in the third volume of this Adventure Path.) More likely, Falcon House simply goes without an official house leader for the time being.

CHARTING A NEW COURSE

Given the circumstances, there's no time to honor Eiwa's remains. In ancient times, the Broken Tusks cremated their dead using the magical fire of the *Primordial Flame*. Since the artifact's disappearance, the following adheres to the more common local practice of excarnating their dead—laying out bodies for carrion feeders to strip clean so the decomposing remains can fertilize the land. Now, however, with the Burning Mammoth war party so close behind, the Broken Tusks have no other option but to try and burn Eiwa's body in a large bonfire, then scatter whatever remains. They do so the night of his death, and the occasion is a somber one. Everyone, including each of the characters, is invited to speak or tell stories about the fallen elder.

As a final and touching tribute at the end of the storytelling ceremony, Wipa declares she's naming the oldest of her two newborn sons Eiwa and her newborn daughter Sidke, for Eiwa's mother. She also accepts the traditional addition to her name signifying birthmother and is known henceforth as Wipakoa.

Meanwhile, the remaining Mammoth Lords of the Broken Tusks consult with one another and consider how best to proceed. Though the leaders believe Eiwa's requested diversion to Red Cat Cave is risky at best (or suicidal at worst), they all deeply respected him and want to honor his dying wish. None of the four remaining Mammoth Lords—Argakoa, Letsua, Merthig, and Nakta—know why Eiwa selected the characters for this mission, but they agree that it would be best to at least try and fulfill his final request. At the burning of Eiwa's body, Argakoa informs the characters of the plan: the following will go to Red Cat Cave, where the party will seek to discover the fate of the *Primordial Flame*.

THE OVERLAND TRIP

To escape the pursuit of the Burning Mammoths and begin their quest for the *Primordial Flame*, the characters must guide the Broken Tusks toward the Tusk Mountains. They follow the same migratory route they have for over a century, but at an expedited pace.

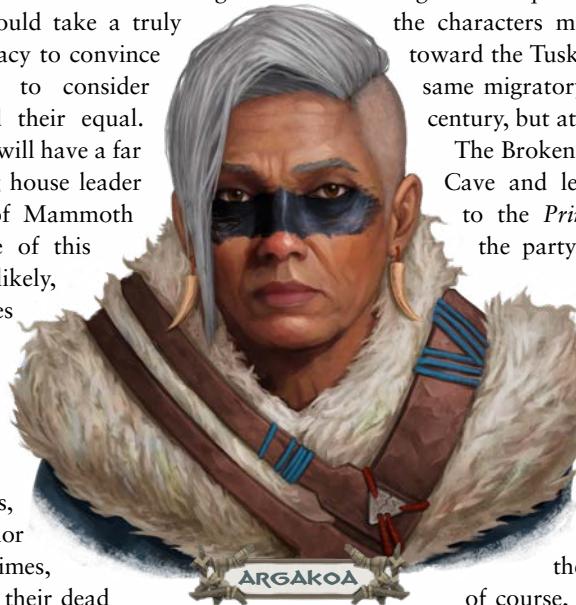
The Broken Tusks plan to get to Red Cat Cave and learn what exactly happened to the *Primordial Flame*. Once there, the party might take several days to uncover the mystery—a fact which the Tusk leaders emphasize to the characters. If they can't learn anything, then the Broken Tusks will head north along their usual migration trail, keeping the perilous Tusk Mountains to the east. This option isn't ideal,

of course, but it's currently the Broken Tusks' only option since they don't know a way through the Tusk Mountains. See the Two Routes, One Lost sidebar on page 30 for more details about the Broken Tusks' migration route.

With Wipakoa still recovering from her traumatic childbirth and all other Broken Tusk scouts injured or dead, it falls on the characters to determine the best route across Tusk territory and guide the herd's migration. Argakoa informs the party of their new responsibility when the Broken Tusks set out the day after Eiwa's funeral.

As the Broken Tusk's lead scouts, the characters must travel ahead to ensure no dangers or impediments threaten their following and to choose the best places to stop for rest. No roads or signposts mark the broad path—the Broken Tusks have simply followed the annual migration of their mammoth herd year after year. Natural terrain features keep the migratory route fairly consistent, but it still might vary by a dozen miles or more in a given year. Older Broken Tusks, possibly including the characters, know this route well by now and can forcibly drive the herd forward to stay ahead of the Burning Mammoths.

In normal times, the following wouldn't direct or drive the mammoths much, letting them choose a meandering route. These aren't normal times. The characters are expected to lead the herd ever eastward, moving in a somewhat direct line (given the expected stops at Gleaming Sun Lake, the Grandparents, and Red Cat Cave). Too much back-and-forth movement or backtracking risks the Burning Mammoths catching up.



That said, as long as the party keeps moving at a steady clip, you needn't track the exact number of hours or days that transpire in this chapter.

USING THE HEX MAP

The intention of this chapter is to establish the rules for hex maps and get your players accustomed to the hexploration format, the rules for which appear on page 170 of the *Gamemastery Guide* (for your players' convenience, the rules are also summarized in the *Quest for the Frozen Flame Player's Guide*). Hex maps will be used frequently throughout the Quest for the Frozen Flame Adventure Path. Though their freedom is somewhat limited in this chapter, your players will have much more freedom to chart their own course and explore whatever hexes they like in the next chapter and subsequent volumes.

Map Handout: The upper portion of the map on the inside front cover shows the section of the Broken Tusks' migratory route from Rockloom to Red Cat Cave. Since the Broken Tusks have traveled this route every year for many years now and are already highly familiar with it, provide your players a copy of this part of the map, including the hexes, terrain types, and landmark locations. Keep the portion of the map below the dividing line a secret for now because the characters don't yet know they'll be traveling east into uncharted territory after Red Cat Cave.

Mapping Progress: Use a figurine to indicate the Broken Tusks' position on the map as they travel across it. Use a different figurine to indicate the position of the Burning Mammoths. At the start of this chapter, the Broken Tusks begin on the hex indicated on the map (the same hex as Rockloom). The Burning Mammoths start in the hex directly north of Rockloom. As the followings move, move the figurines on the map to show their present positions.

Hexploration Activities: The Broken Tusks have 1 hexploration activity to spend per day, regardless of the characters' Speeds, and they can't make a forced march. It takes 1 Travel activity to move into a hex of open terrain or 2 Travel activities to move into a hex of difficult terrain. The Broken Tusks can't move into mountainous terrain. See Traveling and Terrain (below) for more details.

The characters choose what to do with the Broken Tusks' hexploration activity, though their options in this chapter are limited: the following's leaders implore the party to Travel each day toward the next landmark (the set encounters marked C, D, and E on the map). When the following starts the day on one of these landmark hexes, it stays put at the landmark while the party spends 1 or more hexploration

WHERE'S PAKANO?

This question likely crosses the players' minds at some point after the disastrous Night of the Green Moon. Indeed, many Broken Tusks would like to know the answer to this question as well. The party will learn soon enough that Pakano has joined forces with their aggressors. Their first opportunity to discover his change of allegiance comes during the Poison Bringers encounter on page 33, but until then, the characters find no definitive clues regarding their missing rival, and his disappearance is a frequent topic of conversation around the Broken Tusks' campfires.

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activities to Reconnoiter to ensure the hex is clear before moving on. As part of this Reconnoiter activity, the party resolves the set encounter for that hex (these set encounters are detailed starting on page 37). The day after the party has finished Reconnoitering, they Travel once again, moving toward the next landmark.

The characters can't use individual exploration activities like Fortify Camp or Map the Area (*Gamemastery Guide* 173) in this volume since they must stay near their following and maintain a quick pace to stay ahead of the Burning Mammoths. Likewise, the characters don't need to use the Subsist downtime activity or other exploration activities; other members of the following cover such needs.

Burning Mammoths' Pace: The Burning Mammoths doggedly pursue the Broken Tusk following, their torches always visible on the horizon. The Burning Mammoths are larger and less coordinated, so it takes them 3 days to Travel into a single hex of open terrain or 4 days to Travel into difficult terrain. However, the Burning Mammoths never Reconnoiter, and they always take the quickest route possible to catch up to the Broken Tusks.

Traveling and Terrain: Each hex is marked with the predominant type of terrain found there: forest, hills, plains (which is mostly tundra), mountains, or water. Forests and hills are difficult terrain, whereas plains are open terrain. The mountains remain treacherous this early in the year, so the herd can't move through mountain hexes at all. The herd can't cross large bodies of water, but they can cross rivers in non-mountain hexes. Because the following stays together for the hexploration in this volume and the herd maintains a fairly steady pace, they don't travel any faster on river hexes than on open terrain.

For the rest of this volume, the herd is always within the same hex as the scouts, their exact distance ranging from a few hours behind to within

TWO ROUTES, ONE LOST

Since the opening of the Worldwound six generations ago, the Broken Tusks have followed a shortened version of their ancient migratory path. In the ethgir—the before times—the Broken Tusk's route extended east, past the Tusk Mountains and into what's now called the Sarkoris Scar. Now, in the syorn, once the herds reach the mountains, the Broken Tusks drive the mammoths north and then back west, spending the summer in the foothills north of the Gornok Plain before heading south once more for the winter.

The oldest Broken Tusks know the stories of the ethgir migration route, but no one remembers its exact path, and it would be far too great a risk to travel through the Tusk Mountains without a map. For now, lacking any other option, the Broken Tusks plan to head north once they get to Red Cat Cave and follow the trail they've used for the past hundred years. Everyone knows this plan is dangerous; since the trail is well known, the Burning Mammoths could easily cut northeast to head off the Broken Tusks and corner them. Yet without a clear idea of the way east through the Tusk Mountains, the Broken Tusks have no other choice.

shouting distance. In this chapter, there's little actual exploration to do—the Broken Tusks know this area well, so beyond the set locations indicated on the map, the scouts have no reason to linger or go off course. In Chapter 3, however, the characters will have only basic knowledge of the region through which they're traveling; they'll have to explore more to get a full lay of the land and discover set encounters (see Chapter 3 for more details).

Encounters: The encounters in this chapter are of two types: random encounters, which can occur in any hex of a specified terrain type; and set encounters, which occur only at the specific locations marked on the map.

RANDOM ENCOUNTERS

The following five encounters aren't tied to fixed locations on the map. Instead, each can occur in any hex of the indicated terrain type (see Table: Random Encounter Locations below). You can run an encounter the first time the party enters a hex of the appropriate type, or you can perhaps skip the first available opportunity if the party has already had an encounter in an adjacent hex. Regardless, these encounters shouldn't occur in any hex that already is the location of a set encounter (page 37).

TABLE: RANDOM ENCOUNTER LOCATIONS

Encounter	Type of Hex
Crested Dinosaur	Plains
Stone Behemoth	Plains
Old Battleground	Hills
Poison Bringers	Any with river
Quiet Ones	Any with river flowing to Gleaming Sun Lake

CRESTED DINOSAUR

MODERATE 2

While the characters scout a low dell, they spot a grazing hadrosaurid (*Bestiary 2* 81). This creature has been separated from its herd for more than a week; it's skittish and reluctant to get into a fight, which a character who succeeds at a DC 15 Nature check can determine just by watching the creature's behavior. The dinosaur would make a good addition to the Broken Tusk herd, as hadrosaurids are watchful for danger and give rolling, sonorous calls when they spot trouble.

This encounter uses the Crested Dinosaur map on page 36. The party arrives from the south end of the map; the hadrosaurid is coming from the north, meandering south. The squares marked "S" are trapped with snares.

Anyone looking over the dell can attempt a DC 12 Perception check. On a success, the character spots a crude trap set in the grass near the dinosaur: a hoof stakes snare (page 79) that's easy to spot from this angle but hidden to the hadrosaurid. On a critical success, the character spots two more hoof stakes snares and three gremlins who are hiding in the brush, plainly planning to attack the hadrosaurid (see Creatures below).

The hadrosaurid isn't moving quickly, but anyone who spotted the snare can easily tell that the dinosaur will inevitably stumble into it in the next few minutes. Doing so will surely spook the animal and cause it to run away.

Creatures: A group of cruel gremlins have set the snares here. They planned to hobble the dinosaur to make it easier to kill and eat. Their group consists of a greasy nuglub named Batterfoot and a pair of pugwampis, Chuki and Shank, whom she has bullied for years. The three gremlins lurk between the snares in a low dell in the tall grass that provides them with concealment.

The gremlins view anyone else on the scene as competitors and quickly move to eliminate them. As vicious as they are nasty, the gremlins fight to the death and pursue anyone who tries to flee their wrath. The evil fey have no love for humanoids, and they outright mock any attempts at diplomacy.

PUGWAMPIS (2)

Pathfinder Bestiary 192

Initiative Stealth +5**CREATURE 0****BATTERFOOT**Female nuglub gremlin (*Pathfinder Bestiary 2* 135)**Initiative** Stealth +8**CREATURE 2**

New Follower: If the characters prevented the gremlins from injuring the hadrosaurid, they can use the Tame Animal feat to coax it into joining their following. The DC is 12, plus 1 for every 2 damage the dinosaur sustained from the gremlins.

Treasure: Batterfoot carries a little knapsack that contains the materials necessary to craft another hoof stakes snare.

XP Award: If the party recruits the hadrosaurid into the herd, award each character 80 XP.

STONE BEHEMOTH

A lifelike statue of a rearing mammoth stands in the middle of this grassy flatland. The statue balances on its hind legs precariously, lacking a base. The mammoth's face appears twisted in anger, trunk curled as though mid-trumpet. Beneath one of the stone mammoth's feet are the crushed remains of a feathered animal.

The scene is evidence of a Taldan hunter named Lady Ardissa Prendergant (area **D1**). Weeks ago, Ardissa wounded this mammoth, then commanded her two pet cockatrices to chase the fleeing animal and slow it down. The mammoth succumbed to the cockatrices' calcifying pecks much faster than Ardissa expected and was permanently petrified, but not before stomping one of the cockatrices to death beneath its foot. Ardissa realized the mammoth wouldn't recover from its petrification and gave it up as a loss. She returned to her campsite with her surviving cockatrice; the statue has been here since.

On initial inspection, the crushed animal beneath the mammoth's foot appears to be a big rooster that has been dead for a few weeks. A character who succeeds at a DC 20 Arcana or Nature check identifies the creature as a cockatrice; a character who extracts the smashed beast with a successful DC 18 Athletics check decreases the DC to identify the creature to 15.

Characters examining the mammoth note its lifelike detail. On a successful DC 10 Nature check, a character

recognizes that the statue was a living mammoth, now petrified by magic. On a critical success, the character realizes the petrification is permanent. A character who succeeds at a DC 10 Arcana check or a DC 12 Perception check spots several clusters of wounds on the mammoth's hide, as though from intense but focused force; on a critical success, the character determines the wounds resulted from several *magic missile* spells.

Treasure: If the cockatrice is extracted from under the mammoth's foot, a character can find an emerald-studded silver collar worth 25 gp around its neck.

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STONE BEHEMOTH

XP Award: For identifying the cockatrice, award the characters 30 XP each.

OLD BATTLEGROUND

SEVERE 2

The characters come across an ancient battlefield where powerful magic animates the debris of a long-past fight. This encounter uses the Old Battleground map on page 36.

Nothing grows in this desolate valley. Fragments of rusted metal protrude from the churned earth, frozen into furrows over many icy winters. Near the middle of the battlefield stands a small monument: an inverted cone of black basalt about four feet tall, its tip embedded firmly in the earth. The flat, circular side of the cone faces the sky. Atop the cone, three metal battle standards form a tripod that supports a human-sized effigy made of leather and wood. A fine metal shield balances atop the effigy.

The stone cone focuses energy from ley lines—natural conduits of raw, cosmic magic—into a powerful locus for transmutation spells. It's an example of similar foci, called *apakus*, scattered around this part of the Realm of the Mammoth Lords. All are exceptionally old, and most have been forgotten, though travelers rediscover them by accident from time to time.

The *apaku* looks precariously balanced, its point partially buried in the churned earth, but the cone is just the upper part of a huge stone structure buried underground. It can't be toppled or broken. This *apaku* enhances transmutation magic. Any transmutation spell cast within 100 feet of the stone has its duration increased by a factor of 5. The stone's magic also occasionally imparts the semblance of life to inanimate things, spontaneously creating animated objects in the area. A character who examines the *apaku* and succeeds at a DC 18 Arcana or Nature check identifies its powers, including its sporadic animation of nearby objects. Locating the other *apakus* with this *apaku* requires a spell such as *locate*, which is likely beyond the characters' capabilities at this point.

Years ago, two powerful spellcasters fought over this *apaku*. An Irriseni sorcerer named Hiajor and a Belkzen summoner named Yaguun both wanted its power, setting their mercenaries against each other here to claim it. Hiajor won the conflict, but at great cost. To commemorate her victory, she used three orc battle standards and castoff bits of armor, shields, and banners to create an effigy of the orc summoner. Lashed atop the battle standards, a metal shield just barely protects the effigy from the elements. The shield has resisted rust substantially better than the weapons of the battlefield.

Unable to hold the area against anyone else who might contest it, Hiajor tapped into its power long enough to locate the divination *apaku* far to the southeast (area G2). She left her dead behind and relocated her few remaining forces there.

Creatures: The *apaku* animates rusted weapons—swords, axes, and similar blades—to defend the battlefield. Moments after the characters enter this area, four weapons shudder to life and fly to attack. The blades fight until destroyed but stray no farther than 50 feet from the *apaku*. Each day, the *apaku* can animate up to four weapons (out of 20 available).

The effigy is the most powerful construct animated by the *apaku*'s errant magic, but it doesn't activate until a creature disturbs it or the battle standards that support it. Once it animates, it fights until destroyed. Unlike the animated blades, the effigy leaves the battlefield to pursue fleeing foes.

Fought simultaneously, these foes constitute a severe-threat encounter for 2nd-level characters. Unless the characters rush the *apaku* in the middle the battlefield, however, they'll likely face these foes in two manageable waves: a low-threat encounter against the animated blades and a moderate-threat encounter against the effigy by itself.

ANIMATED BLADES (4)

CREATURE -1

UNCOMMON N TINY CONSTRUCT MINDLESS

Perception +3; darkvision

Skills Athletics +6

Str +1, Dex +1, Con +0, Int -5, Wis +0, Cha -5

AC 16 (14 when broken); construct armor; **Fort +3, Ref +6,**

Will +3

HP 4; **Hardness** 4; **Immunities** bleed, death effects, disease, doomed, drained, fatigued, healing, mental, necromancy, nonlethal attacks, paralyzed, poison, sickened, unconscious

Construct Armor Like normal objects, an animated blade has Hardness. This Hardness reduces any damage the blade takes by an amount equal to the Hardness. Once an animated blade is reduced to fewer than half its Hit Points, or immediately upon being damaged by a critical hit, its construct armor breaks, and its Armor Class is reduced to 14.

Speed fly 15 feet

Melee ♦ rusty blade +6 (sweep), **Damage** 1d4+1 slashing plus tetanus

Tetanus (disease) **Saving Throw** DC 15 Fortitude; **Onset** 1 week; **Stage 1** clumsy 1 (1 week); **Stage 2** clumsy 2 and can't speak (1 day); **Stage 3** paralyzed (1 day); **Stage 4** death

EFFIGY OF YAGUUN

CREATURE 4

Scarecrow (*Pathfinder Bestiary 2* 232)

Initiative Perception +11

Treasure: The shield atop the battle standards is a low-grade cold iron shield, but perhaps it isn't the greatest treasure here. A character who has identified the *apaku*'s powers can study its aura for the rest of the day to learn the *animate object* ritual.

POISON BRINGERS

Some advance Burning Mammoth scouts are poisoning this river, hoping to sicken the Broken Tusk herd and slow it down. The characters spot the poisoners and have a chance to foil their plans. This encounter uses the Poison Bringers map on page 36.

On her journeys in the north, Ivarsa discovered a rare ooze called a rime sludge. Although the creature was too weak to pose a threat to the mighty magus, she thought it might prove useful against her weaker enemies and brought it back to her following. The decaying reek emanating from the creature prompted the Burning Mammoths to find a use for it sooner rather than later—preferably one as far from the following as possible. It fell to an advance scouting group to take the ooze with them and find some way to use it against the Broken Tusks.

The leader of this band of scouts is a longshield named Brarga. Brarga tires of hauling the rime sludge from place to place. They keep the heavy ooze caged up on a travois so they can drag it around, but the going has been slow. As soon as the band got ahead of the Broken Tusks, Brarga instructed the other three members of his band to find a river they could poison with the creature's body. Currently, they're slicing away noxious chunks of the creature's protoplasm and plunking them in the river to poison the water. They're careful not to cut too much from the creature at once, both to keep it from dying and to ensure they can poison a large swath of the river. The rime sludge obviously resents this treatment (as much as a mindless ooze can), but the creature's mass is too thick to fit through the cage, and it isn't strong enough to break free from its confinement.

The characters discover signs of the Burning Mammoths' meddling when they stop at this river to fill their waterskins. Dead fish bob along the surface of the water, and the river emits a nauseous odor. Regarding the source of the contaminated flow, all evidence points upstream.

Creatures: The characters have a good chance of spotting the Burning Mammoths before being spotted themselves; the Burning Mammoths are concentrating on their odious task and consider

SEVERE 2

themselves too far ahead of the Broken Tusks to worry about getting caught. So long as at least half the party is Avoiding Notice (or Following the Expert who's Avoiding Notice), the Burning Mammoths automatically have a -4 penalty to their initiative rolls for being surprised.

Once the Burning Mammoths know their enemies are near, they fight viciously and give no quarter. Their biggest concern is that the Broken Tusks might

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BURNING MAMMOTH PRISONERS

The characters could possibly take some Burning Mammoths captive in this chapter and the next. They can get some useful information from them—but then what? The Burning Mammoths know they can't return back to their following as failures, and they don't imagine the Broken Tusks will take them in. Nevertheless, it might be possible for a Burning Mammoth to turn over a new leaf and join the characters' following.

If the characters want to integrate their captives into the Broken Tusks, ask one player to roll a secret Diplomacy check; the DC of this check is the DC appropriate for the captive's level (see Table 10-5: DCs by Level on page 503 of the *Core Rulebook*). On a success, the captive is welcomed, if grudgingly, by the Broken Tusks and becomes a new follower. On a failure, the captive can't stand life among the Broken Tusks—or the Broken Tusks can't stand the captive—and the captive slips away during the night, never to return.

Pakano is an important exception to this rule; he won't ever rejoin the Broken Tusks, and he never stops trying to kill the player characters at every opportunity.

escape and warn the rest of their following about the poison, making their long slog with the stinking sludge pointless.

As soon as the characters defeat one of the Burning Mammoths, the others realize they might need a little more help. One of them moves to the rime sludge's cage and spends two Interact actions to free it. The enraged rime sludge fights whoever is closest and might, in fact, do more damage to the Burning Mammoths than to the characters!

Brarga and the rime sludge both fight to the death, but the other hunters aren't so eager to throw their lives away. As soon as the characters defeat Brarga and one of the hunters, the remaining Burning Mammoths attempt to flee.

BURNING MAMMOTH HUNTERS (3)

Page 17

Initiative Perception +7

CREATURE 0

RIME SLUDGE

Page 86

Initiative Perception +4

Sliced The rime sludge is injured. It starts this encounter with only 30 Hit Points.

BRARGA

Male Burning Mammoth longshield (page 25)

Initiative Perception +8

CREATURE 1

Development: If any of the hunters are captured, they boast about poisoning the river and predict the Broken Tusks' imminent defeat at the hands of their great war band. They even mention one of their leader's favored new recruits, a ruthless young warrior named Pakano, but they don't know where he came from or why he joined them. "Just you wait," one of them gloats, "to see what glory Ivarsa bestowed on our latest weapon—the boy with eyes of dawn and dusk. You stand no chance."

No matter how the party fares against the Burning Mammoths, the river has already been thoroughly contaminated; there's simply no way to purify it. The characters need to return to the following and advise them to steer the herd away from this river. If they don't, a smaller animal in the herd—such as a goat or giant tapir—drinks too much of the poisoned water and dies, warning everyone in the following it's unsafe to drink or use this water.

Treasure: The Burning Mammoths' travois contains gear that shows they've been traveling quickly for many days. It also contains a bundle of 20 tindertwigs.

QUIET ONES

SEVERE 2

This encounter can happen in any river hex near Gleaming Sun Lake. As the party reaches the river, they spot a flat-bottomed barge poled by five ragged figures. A small supply shed is the only enclosed space on the barge; four crates are stacked around it. This encounter uses the Quiet Ones map on page 36.

The five figures hide their faces beneath brown and blue cloaks, the make of which suggest they come from some place far away. However, these people are as native to the Realm of the Mammoth Lords as the Broken Tusks, though they follow a much different way of life. They're members of the Dulasi: a loose coalition of slavers, fur trappers, and guides universally despised by Mammoth Lord followings. Outside the Realm, these marauders are famous as mercenary survivalists who sell their expertise and guidance to any southerners with the coin to pay. Kato Makim (the self-proclaimed Dulasi King) and his followers guide clients through the Realm typically by way of weaker peoples' territories, including the territory of the Broken Tusks. They then spend their earnings in their clients' settlements, fueling a small industry of alcohol, weapons, and slaves along the borderlands.

This particular Dulasi gang plies this river in search of slaves. They chose this waterway because they know of a kelpie who lives downstream. If a kelpie could

find victims around here, the Dulasi reasoned, then so could they. Their plan has worked so far, too. They've already captured a halfling, whom they're holding captive in the makeshift shack on their boat. At the sight of the scouts, the slavers determine they might have just found their next victims.

To begin their ruse, the Dulasi wave to the party but don't speak. They pretend to be merchants who have taken a vow of silence, pantomiming if necessary, though their ruse isn't very convincing. A character who succeeds at a DC 12 Perception check can readily deduce that something isn't quite right here. The Dulasi steer their barge close to a mossy rock overhang, which they know to be fairly slippery, and gesture for the characters to come closer. If the characters seem reluctant, they gesture more fervently, holding up enticing-looking (but worthless) trinkets to goad the party.

Creatures: The Dulasi consist of three bargehands (Branwen, Elda, and Lutie) and two slavers (Isham and Jefford). Ready to fight, they all attack as soon as they have the party at a disadvantage, which occurs when any character falls into the water, gets on their barge, or otherwise comes within reach.

The bargehands prefer to fight at range, hurling bottles and crates at the characters. The slavers like to fight up close with their greatclubs and saps. If necessary, one of the bargehands poles the barge around the rock shelf so they don't have to deal with the slick moss by succeeding at a DC 15 Sailing Lore check; on a failure, the barge doesn't move.

DULASI BARGEHANDS (3)

CE dockhands (*Pathfinder Gamemastery Guide* 222)

Initiative Perception +3

Skills Sailing Lore +4 instead of Labor Lore +4

CREATURE 0

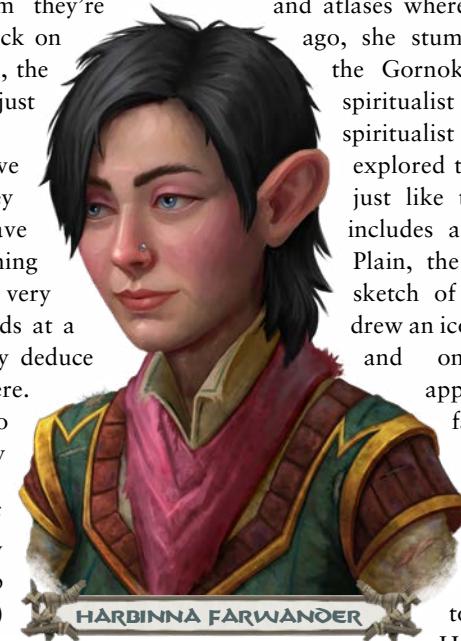
DULASI SLAVERS (2)

CE bodyguards (*Pathfinder Gamemastery Guide* 226)

Initiative Perception +8

CREATURE 1

New Lieutenant: The shack on the barge contains the Dulasi's prisoner, **Harbinna Farwander** (CG female halfling explorer 3). Harbinna grew up in Varisia and is still dressed in her colorful scarves and clothing, now torn and stained. She shouts for help as soon as she becomes aware of the characters' presence. She's tightly bound and can't leave the shack without help.



HARBINNA FARWANDER

Harbinna is an inveterate wanderer and map collector who lugs along her satchel of papers, pens, and atlases wherever she goes. A few months ago, she stumbled on a tattered map of the Gornok Plain that belonged to a spiritualist from northern Avistan. The spiritualist wrote notes on the map as he explored the region, traveling eastward just like the Broken Tusks. His map includes a description of the Gornok Plain, the Gornok River, and a little sketch of Rockloom. To the east, he drew an icon of a cat-shaped cave mouth and one word—"tiger?"—though apparently he never made it that far; his notes stop suddenly at a spot labeled Gleaming Sun Lake. Harbinna speculates something happened to him at the lake. After the Dulasi captured her, they told her about the kelpie, and Harbinna has since become convinced that the spiritualist ran afoul of the water-dwelling monster.

Somehow, the spiritualist's map made its way back west, but none of his other gear did. The map was folded around several distinctive umber-colored nettles native to the plain, which served as Harbinna's first clues to tracking down the spiritualist's treasure. Her quest is just as much a treasure hunt as an expedition to satisfy her curiosity.

If rescued, Harbinna gratefully explains everything that brought her here. If the characters mention they're on their way to Red Cat Cave, she suggests they find the kelpie and discover the spiritualist's fate in case his gear can help them. If the party has already dealt with the kelpie (area C1) but didn't find its lair (area C2), she recommends they circle back to search for it and the useful gear.

In any case, Harbinna finds the Broken Tusks' flight through these lands both exciting and daunting. Her brush with the slavers has taught her the value of strength in numbers, and she feels a great debt toward the characters for saving her. She offers to lend her mapping expertise to the group if they'll allow her to join their following. If they accept her offer, Harbinna serves dutifully as a loyal lieutenant.

Treasure: Scattered about the slavers' shack is a total of 35 gp along with a crafted but unset dream pollen snare (page 79) in the corner. Harbinna recognizes the snare as the same type the slavers used to kidnap her, and she can explain how it works.

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S

S

CRESTED DINOSAUR

OLD BATTLEGROUND

QUIET ONES

POISON BRINGERS

GLEAMING SUN LAKE
1 SQUARE = 5 FEET

C2

C1

36

D1

D2

HUNTER'S LEDGE



SET ENCOUNTERS

These encounters occur at fixed locations that correspond to the map on the inner front cover of this volume. The Broken Tusks travel this way every year and stop at the same places to rest and resupply. The following expects to go from each landmark to the next, roughly in order, but the exact route between locations is up to the player characters.

A. ROCKLOOM

The Broken Tusk following began its journey here before fleeing from the Burning Mammoths. This area is where the characters begin their task as scouts on the old migratory route leading east.

B. TAPIR GROVE

In this grove of trees, the characters encountered the tapirs in Chapter 1; it's in the same hex as Rockloom on the Gornok Plain. As the Broken Tusks pass it, they note several charred trees still smoking as a result of the Burning Mammoths' fires.

C. GLEAMING SUN LAKE

Small waves at the center of this large lake reflect the sun and clouds, resulting in a bright mosaic of rippling light. In calmer times, the following would camp for several weeks on the shore, fishing and collecting useful reeds. This time, the Broken Tusks don't expect to stop here for more than a day before continuing their flight.

Though the western shore of the lake is usually a peaceful place of respite, a cunning kelpie has made its home there in recent months.

The following locations correspond to the Gleaming Sun Lake map on page 36.

C1. STRUGGLE IN THE WATER

MODERATE 2

When the party arrives at the shore of the lake, they see a wiry Kellid man chest-deep in the water about 30 feet from the shore, fighting against something beneath the surface and crying out for help. Between him and the shore, the lake is about 4 feet deep; to traverse the water, Small characters must succeed at a DC 10 Athletics check to Swim, while Medium and larger characters can choose to Swim or treat the water as greater difficult terrain while Striding through it.

Creature: This scene is a ruse; the man is a kelpie in disguise. He isn't fighting anything at all, simply yanking on some submerged water plants to look like he's wrestling with an aquatic creature. He grunts, "Come! Help! Quickly!" Suspicious characters can attempt a DC 24 Perception check to Sense Motive to realize the man is faking the fight.

The kelpie maintains this ploy until a character comes within 15 feet; it uses its Captivating Lure to draw in any stragglers. Once the stage is set, the kelpie resumes its natural form and attacks, biting anyone it can reach. The kelpie is vicious and has never met its match in a fight; it doesn't retreat or surrender.

KELPIE

CREATURE 4

Pathfinder Bestiary 2 154

Initiative Perception +11, or Deception +14 if no one in the party has discovered its ruse

Development: After the fight, characters who look over the kelpie and succeed at a DC 16 Nature or Survival check spot several distinctive, umber-colored nettles caught in its seaweed-like hide. A brief scan of the area locates a bush of such nettles at area C2.

C2. KELPIE LAIR

A low, thorny shrub bearing umber nettles hangs over a nearby part of the shore. Here, the lake is 10 feet deep. Beneath the shrub, an underwater entrance to a small cave is well hidden. To find the cave without any knowledge of its existence, a character must succeed at a DC 20 Perception check to Search. However, if the party has a reason to examine the thorn bush—such as by finding the umber-colored nettles in the kelpie's hide or by hearing about it from Harbinna (page 35)—the DC is only 15.

Treasure: The underwater lair contains several treasures the kelpie has taken by force or as tribute, including a backpack from the spiritualist Harbinna mentioned. The treasures include a *runestone* with a *ghost touch* rune, a bottle of *oil of potency*, a *crying angel pendant*, and a lump of amber worth 5 gp.

XP Award: Award the characters 30 XP each for discovering this lair and claiming its treasures.

D. THE GRANDPARENTS

This wide, windswept valley marks the beginning of the Tusk Mountains and the point at which the Broken Tusks typically turn north for the summer. The expanse is several miles wide, but rolling hills and mountains rising high to the northwest and southeast make the area feel smaller than it is. The way the peaks loom over the plain gives an impression of enormous, stooped figures, hence their name: the Grandparents.

The following has always stopped in the valley between the Grandparents to engage in quiet rituals honoring departed ancestors. Even with the Burning Mammoths in pursuit; no one wants to skip taking some time to observe this tradition, especially now with Grandfather Eiwa among those to be remembered.

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After a few nights here, the following will move toward Red Cat Cave, allowing the characters to fulfill Eiwa's dying wish before the Broken Tusks turn north.

The herd's stop at the Grandparents provides an excellent opportunity for an unscrupulous trophy hunter named Lady Ardissa Prendergant. Ardissa came to the Realm to take mammoth tusks as trophy pieces for her manor in Taldor. She knew that the native people of the Realm of the Mammoth Lords followed herds of her prey and believed if she waited along one of their migration routes, she was sure to acquire the ivory tusks she desired. If a few fools got caught in her crossfire, well, that was just too bad.

While looking for a place to camp, Ardissa first stopped at Red Cat Cave but got a bad feeling from the cavern. She then found a wide, high ledge overlooking the plain and thought it would be a good spot for a hunting blind. More compelling, however, was the strange magical stone embedded atop the ledge. After performing some experiments, Ardissa learned that the stone focused ley line power, enhancing evocation magic. Since she primarily hunts with evocation spells, the site's properties seemed too useful to pass up. She set up camp along the ledge, waiting for a mammoth herd to pass across the plain below. With the arrival of the Broken Tusks, Ardissa finally has the chance to claim her prize.

Spotting the Trophy Hunter: When the Broken Tusks enter this hex, the following sets up camp before reaching the pass, giving the characters time to Reconnoiter the hex to make sure it's safe before moving on. Because this hex is primarily hilly terrain, it takes the characters 2 hexexploration activities (thus, 2 days) to Reconnoiter the hex. To spot Ardissa before she can ambush the following, one character in the party must attempt a DC 16 Survival or DC 20 Perception check each day the party Reconnoiters.

Critical Success The party tracks Ardissa to her camp on the ledge overlooking the pass. They discover the trophy hunter before she becomes aware of them.

Success The party finds tracks suggesting they aren't alone here. The next time they roll a success on this check, they get a critical success instead, and the next time they roll a failure or critical failure, they get a success instead.

Failure The party finds nothing suspicious in the valley.

Critical Failure As failure, and Ardissa becomes aware of the party. She and her allies gain a +2 circumstance bonus to their initiative rolls when the characters enter encounter mode to fight them.

If the party likes, they can continue to Reconnoiter at this hex beyond the minimum 2 days required, rolling a new Survival or Perception check each

additional day. If they discover Ardissa's camp, allow them to resolve the encounter then and there before the rest of the following gets involved.

Development: If the party fails to locate Ardissa before the Broken Tusks Travel out of this hex, the trophy hunter successfully ambushes the entire following with a *fireball* spell. As the characters rush to the pass to confront their surprise attacker, she casts three *magic missile* spells at the following's herd of mammoths. By the time the characters reach the pass (area D1) and get her attention, Ardissa has already killed 1 mammoth and 1d4 random followers. Subtract the mammoth and followers from the following and deduct these spells from Ardissa's available spells to cast in the combat encounter.

The following locations correspond to the Hunter's Ledge map on page 36.

D1. HUNTING BLIND

SEVERE 2

Ardissa carefully prepared several scrub brushes at the edge of a steep cliff 80 feet up. The ledge gives a commanding view of the plain below, including the valley through which the Broken Tusk following must travel about 400 feet away. A steep series of switchbacks leads down the hill to the south. If any character wants to climb the cliff—or gets pushed off the path and must Grab an Edge to keep from falling—the Athletics DC is 15.

The ledge is mostly level. Ardissa and her porters have cleared away all the scrub, except at the cliff edge where it provides standard cover and concealment from below. A slightly lower ledge to the northeast holds their camp, which is out of sight from the plain below.

Apaku: A weathered piece of angled stone about 4 feet tall protrudes from the ledge. Its sides are slanted upward, and its top is flat, making it resemble a narrow pyramid stuck point-first in the ground. No amount of force can topple the stone; it's only the tiny top portion of a huge enchanted stone that collects geomantic power from ley lines and focuses them here. This stone is like the one the characters might have discovered in the old battleground (page 32), but it enhances evocation magic; the range of any evocation spell cast within 100 feet of the stone is increased by a factor of 5. (As a result, Ardissa's *magic missiles* have a range of 600 feet. Her *fireball* spell and *hand of the apprentice* focus spell can each reach nearly half a mile.)

A character who examines the evocation *apaku* and succeeds at a DC 18 Arcana or Nature check identifies its powers. If the character already identified the powers of the transmutation *apaku* on the old battleground, this DC is only 16.

Creatures: Lady Ardissa Prendergant stands watch on the high ledge most of the day, concealed by the scrub at its edge; constantly on the lookout for mammoths and other big game. Her three dwarf porters—ill-tempered poachers who have accompanied Ardissa on previous expeditions—likewise keep an eye out, ready to help or defend their employer at a moment's notice.

If the characters reach this area without alerting Ardissa to their presence, they catch the trophy hunter's group off guard. Ardissa and the porters are armed and ready for a fight, but their primary purpose here is to kill a mammoth. Since none of the characters is a mammoth, Ardissa is willing to speak with them, so long as they don't threaten her. However, because neither she nor her lackeys speak Hallit, the party might lack the means to converse with her, depending on their languages.

Ardissa is a cool but ungracious conversant who wears her prejudices on her sleeve. She fabricates some lie on the spot to explain her reason for being here—"Just taking in the sights" or "Waiting for a friend"—and makes no real effort to dupe the party in the mistaken belief that they're gullible fools. At some point, she blithely asks the characters if they've seen any mammoths in the region. If the characters indicate they're traveling with mammoths, she lights up.

"Oh, fantastic!" she beams, her manner changing dramatically. She begs forgiveness for her rudeness, then reveals her true reason for coming to the Realm of the Mammoth Lords. "I'd like to buy one of your beasts of burden," she says. "I think it will make a fantastic ornament in my manor. I'm sorry, allow me to speak more plainly—my 'hut,' as it were. Oh, Desna must be smiling on me, to have facilitated this chance meeting!" She searches her pockets, then withdraws some mundane trinkets—a lace handkerchief, a half-full bottle of ink, a handful of copper coins—and displays them in her open palm. "This should suffice for payment. For one mammoth, agreed?"

If the party rejects her offer to trade one of their mammoths for garbage, Ardissa is incensed. It rapidly becomes clear she never intended to honestly bargain with her unexpected guests. Short of some extraordinary intimidation techniques or incredible deception, the characters have little chance of salvaging the situation before Ardissa draws her rapier and orders her porters to attack.

If the characters defeat any two of their number, then the remaining attackers attempt to flee or, failing that, lay down their arms and surrender. Ardissa assumes she can buy off her captors or easily arrange an escape. She has no respect for the traditions or lives

of the people or animals of the Realm, and she can't be convinced to join the Broken Tusks—not that they really want to recruit her.

ARDISSA'S PORTERS (3)

CREATURE 0

RARE	NE	MEDIUM	DWARF	HUMANOID
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Perception +6; darkvision

Languages Common, Dwarven

Skills Athletics +6, Intimidation +3

Str +2, **Dex** +1, **Con** +2, **Int** -1, **Wis** +2, **Cha** +1

Items cargo hook (as light pick), padded armor

AC 14; **Fort** +9, **Ref** +3, **Will** +6

HP 20

Stumbling Snag **Requirements** The porter is holding a cargo hook; **Trigger** An enemy within the porter's reach critically misses the porter with a melee Strike; **Effect** The porter moves the enemy 5 feet in a direction of the porter's choosing.

Speed 20 feet

Melee cargo hook +7 (agile, fatal d8), **Damage** 1d4+2 piercing

ARDISSA PRENDERGANT

CREATURE 3

UNIQUE	LE	MEDIUM	HUMAN	HUMANOID
--------	----	--------	-------	----------

Female human trophy hunter

Perception +9

Languages Common

Skills Acrobatics +7, Arcana +9, Crafting +9, Nature +9, Stealth +9, Survival +7

Str +0, **Dex** +2, **Con** +1, **Int** +4, **Wis** +2, **Cha** +0

Items heavy crossbow (20 bolts), rapier (bonded item), scroll of fireball, scrolls of magic missile (2), spellbook

AC 18; **Fort** +6, **Ref** +9, **Will** +11

HP 45

Mesmerizing Sigil (arcane, concentrate, enchantment)

Trigger A creature targets Ardissa with a melee Strike;

Effect Ardissa traces a dizzying symbol in the air. The creature must attempt a DC 20 Will save. The creature is then temporarily immune for 1 minute.

Success The creature is unaffected.

Failure Until the beginning of her next turn, Ardissa is concealed from the creature.

Critical Failure Until the end of her next turn, Ardissa is hidden from the creature.

Speed 25 feet

Melee rapier +11 (deadly d8, disarm, finesse), **Damage** 1d6 piercing

Ranged heavy crossbow +11 (range increment 120 feet, reload 2), **Damage** 1d10 piercing

Arcane Prepared Spells DC 20, attack +12; **2nd** magic missile, obscuring mist, summon animal; **1st** magic missile (x2), ray of enfeeblement, true strike; **Cantrips** (**2nd**) dancing lights, daze, mage hand, ray of frost, shield

BROKEN TUSK MOON

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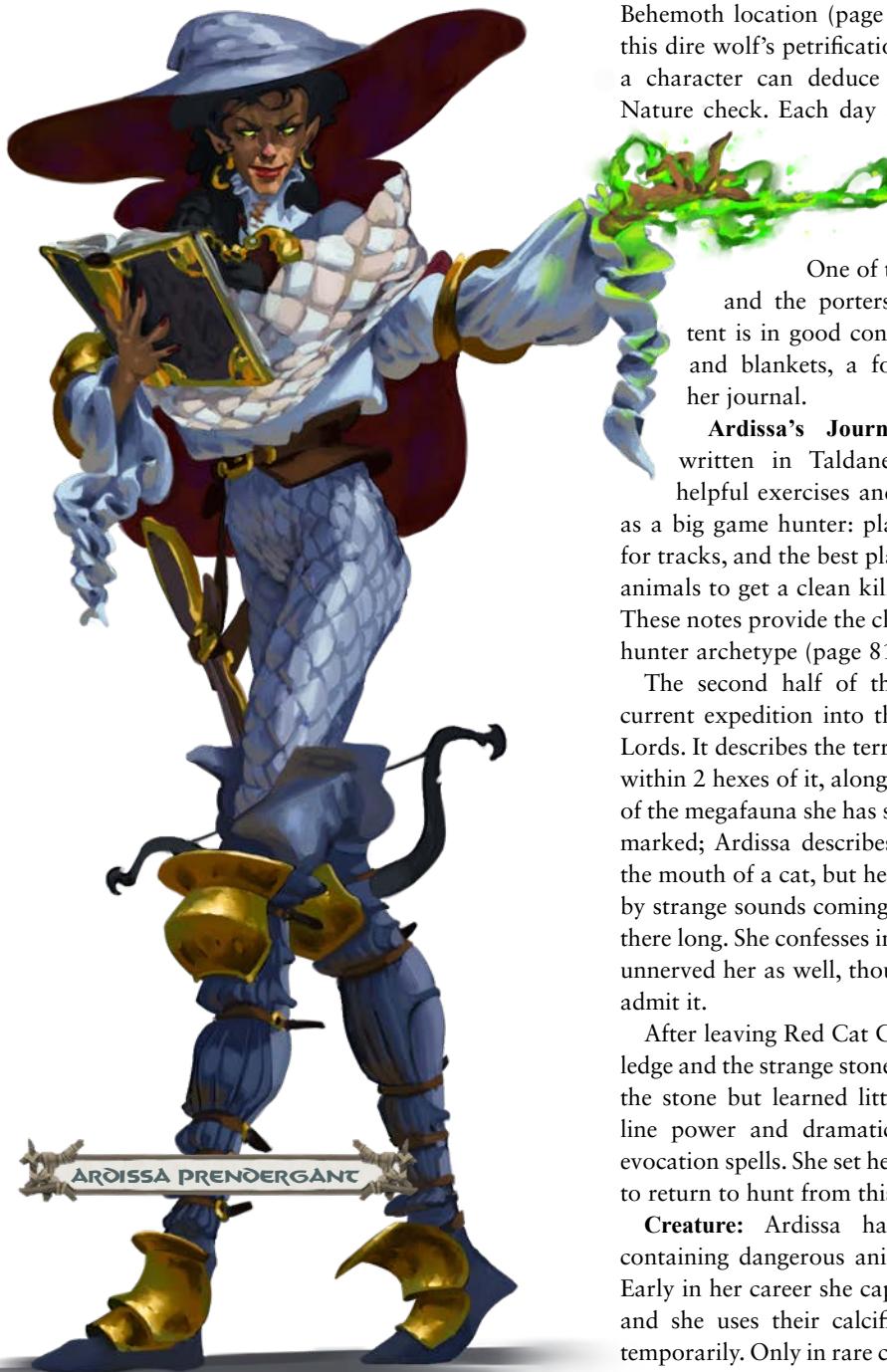
Following of the Broken Tusk

Adventure Toolbox

Wizard School Spell 1 Focus Point, DC 20; **2nd hand of the apprentice** (Core Rulebook 407)

Drain Bonded Item ♦ (arcane) **Frequency** twice per day;

Effect Ardissa regains the ability to cast one spell she has already cast. She must still Cast the Spell normally. She can use this ability once to recover a 1st-level spell and once to recover a 2nd-level spell. She typically uses this ability to recover her *magic missile* spells.



D2. ARDISSA'S CAMP

LOW 2

Sheltered in a lower part of the ledge, this camp consists of two canvas tents, wooden crates, several collapsible cages, and a large cart. An exceptionally realistic statue of a large, cringing wolf stands near a stone foundation for a small structure.

The wolf statue is a female dire wolf petrified by a cockatrice, just like the mammoth in the Stone Behemoth location (page 31). Unlike the mammoth, this dire wolf's petrification is only temporary, which a character can deduce with a successful DC 20 Nature check. Each day at dawn, the dire wolf can attempt another DC 20 Fortitude saving throw to recover (its Fortitude modifier is +11).

One of the tents belongs to Ardissa, and the porters share the other. Ardissa's tent is in good condition and contains her cot and blankets, a folding desk and chair, and her journal.

Ardissa's Journal: Ardissa's journal is written in Taldane. The first half presents helpful exercises and reminders of her training as a big game hunter: plans for blinds, basic guides for tracks, and the best places to strike many kinds of animals to get a clean kill and leave the body intact. These notes provide the characters access to the game hunter archetype (page 81).

The second half of the journal details Ardissa's current expedition into the Realm of the Mammoth Lords. It describes the terrain of this hex and all those within 2 hexes of it, along with notes regarding tracks of the megafauna she has seen. Red Cat Cave is clearly marked; Ardissa describes finding a cave resembling the mouth of a cat, but her porters were too unnerved by strange sounds coming from deep within it to stay there long. She confesses in her journal that the sounds unnerved her as well, though she would never openly admit it.

After leaving Red Cat Cave, Ardissa discovered this ledge and the strange stone embedded in it. She studied the stone but learned little—only that it focuses ley line power and dramatically extends the range of evocation spells. She set her camp here and made plans to return to hunt from this spot in the future.

Creature: Ardissa has a cunning method of containing dangerous animals too big for her cages. Early in her career she captured a pair of cockatrices, and she uses their calcification to petrify creatures temporarily. Only in rare cases—such as the mammoth

on page 31—does the calcification go wrong and become permanent. To Ardissa, the ease of keeping petrified animals outweighs the risks.

One of her cockatrices was recently slain. The other, more surly than usual since the death of its sibling, broke free and lurks around the camp. It viciously attacks the next creatures to enter the camp.

COCKATRICE

Pathfinder Bestiary 66

Initiative Perception +8

CREATURE 3

New Lieutenant: The cockatrice is an odd specimen. It's neither animal nor humanoid and, though strong and intelligent enough to be a lieutenant in the party's following, it can't speak or understand any language. If recruited into the Broken Tusk following, the monster impudently pecks at fellow followers and generally makes a nuisance of itself, if not an outright hazard. Nevertheless, there's no good reason to disallow the party from befriending this strange companion, and the situation is rife for entertaining roleplaying. If brought along on their adventures, the cockatrice gives the party an unpredictable edge; if anything, it's just as liable to attack them as their foes.

New Follower: When the dire wolf recovers from her petrification, she smells the characters' scent and believes these beings to be instrumental to her rescue. Upon tracking the party down—even if they've left the area—the wolf approaches her saviors with her tail tucked between her legs, allowing the party to recruit her to their herd. The mammoths and other prey animals of the Broken Tusks are initially nervous about having the dire wolf travel among them, but so long as the wolf remains fed with meat brought back from the scouts' hunting trips, the dire wolf considers the herd a pack to be defended rather than her prey.

Treasure: The tools in this camp aren't much use to the Broken Tusks, though they're worth 10 gp if traded to the right buyer. There are also several crates of preserved food which, while unsavory to the Broken Tusk palate, are worth more than their weight in gold to a following on the run. Three times, up to once per day, the characters can expend a third of these rations to give their following 1 bonus hexploration activity; this activity must be used to Travel.

RED CAT CAVE

Red Cat Cave is a natural cavern within a hill of red, iron-rich limestone. Native Kellids have visited this cavern since time immemorial, gradually widening the narrow passages connecting its chambers and smoothing the walls to make them easier to

paint on. The air is cool and humid, particularly near the underground lake in the middle of the cave. The sounds of sloshing water from the lake reverberate as a soothing murmur throughout the cave.

Ceilings are generally 6 feet high in the passages and 8 feet high in the chambers, though rooms are a bit shorter at the edges due to their naturally rounded shape. Most of the cave is unlit; its current denizens don't need light to see and, in most cases, prefer the dark. Natural light filters into the overhang (area E1) and the map room (area E10).

When the first Broken Tusks sought a place to keep the *Primordial Flame* safely out of demonic hands, they took it to this remote cave in the hills. Situated amid red sandstone, the cave's opening bore an uncanny resemblance to the mouth of a roaring feline. Local oral histories spoke of the so-called Red Cat Cave and its guardian, an ageless saber-toothed tiger named Syarstik Painted-Tiger. The small group braved the cave to speak with Syarstik, who proved both noble and reasonable. The great cat agreed to protect the *Primordial Flame* in the cave's deepest recesses.

Syarstik's vow was tested mere months later when the possessed Burning Mammoth warrior Metuak came to the cave to retrieve the *Primordial Flame*. The cat recognized the evil lurking in Metuak, and though Syarstik fought to defend the sacred light, Metuak slew the guardian and took the *Primordial Flame*. With his dying breath, Syarstik cursed the artifact with a shard of his own soul; thereafter, Metuak could never willingly relinquish the *Primordial Flame* without suffering unfathomable psychic pain. The remainder of Syarstik's spirit stayed in Red Cat Cave as a ghost, continuing to watch over the chamber where it met its earthly demise, full of rage and shame over its failure. Until its unholy anger is quelled, the ghost of Syarstik can't remember anything about Metuak or the *Primordial Flame*.

No one other than Syarstik inhabited Red Cat Cave for a long time. Recently, however, that has changed. Moons ago, a naiad named Gathganara came to the underground lake in the cave, appreciating its quiet, lonely beauty. Her solitude was interrupted only a few weeks ago by a morlock bearing a strange, glowing cap, followed by a group of blindheims. Gathganara watched them all pass into the caves.

Although the blindheims in this cave are animals, it's nearly impossible for the party to integrate them into the Broken Tusk herd since they're strictly nocturnal and are never willing to venture onto the surface during daylight hours (or even during dawn or dusk).

BROKEN TUSK MOON

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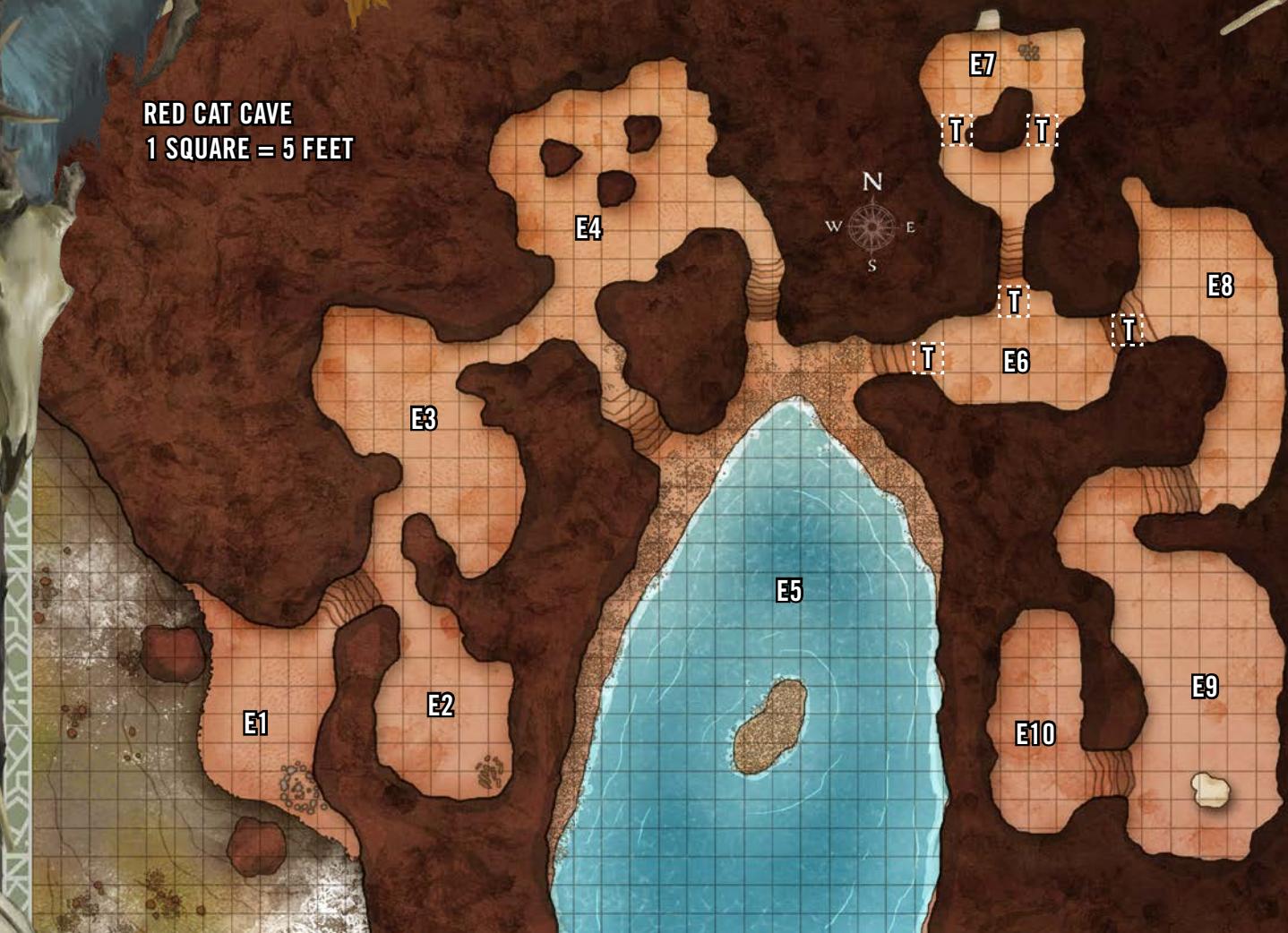
Chapter 3: Breaking Tusks

Following of the Broken Tusk

Adventure Toolbox

RED CAT CAVE

1 SQUARE = 5 FEET



When the characters arrive at Red Cat Cave, read or paraphrase the following aloud.

Two upthrust pinnacles of red rock, like long fangs, frame a narrow cave opening. A protruding overhang with a notch in its center enhances the entrance's resemblance to the maw of a great stone cat.

The following locations correspond to the map of Red Cat Cave on this page.

E1. OVERHANG

The ground beneath this rocky overhang is sheltered and dry. A narrow cave opening punctures the overhang's wall, just outside of which is an old stone fire ring. On the stony wall just beside the fire ring, the faded outline of a painted saber-toothed tiger looks poised to pounce.

A character who looks around the area and succeeds at a DC 12 Survival check to Track or a DC 17 Perception check to Seek spots a series of large, web-toed tracks leading into and out of the cave. On a

critical success, the character notices the tracks detour widely around the fire ring as though trying to avoid it. These tracks belong to the blindheims, who venture out of the cave to hunt in the darkest hours of night.

Although travelers still sometimes use this overhang as shelter from inclement weather, many end up fleeing when they try to use the fire ring, which activates the haunt described below.

Haunt: Syarstik's spiritual energy has animated some cave paintings in Red Cat Cave, including this one. When a living creature ventures within 5 feet of the cave painting (such as to study the fire ring), the painting animates and slashes at the interloper. The blindheims discovered this haunt the hard way and now know better than to approach it too closely.

POUNCING TIGER HAUNT

HAUNT

Stealth DC 21 (trained)

Description A cave painting of a great cat roars to life and leaps off the wall to attack.

Disable DC 18 Nature (trained) or Religion (trained) to quell the spirit

HAZARD 2

AC 18; Fort +11, Ref +5**Hardness 8, HP 30 (BT 15); Immunities** critical hits, object immunities, precision damage; **Weaknesses** acid 5

Tiger Slash ➔ Trigger A living creature approaches within 5 feet of the cave painting; **Effect** The haunt deals 4d8 slashing damage with semisolid claws (DC 18 basic Will save). On a failed save, the target is also frightened 1 and fleeing for 1 round (or frightened 2 and fleeing for 1 minute on a critical failure).

Reset If the cave painting isn't destroyed, the haunt resets after 1 day.

Treasure: A *feather step stone* lies between two of the fire stones, visible to anyone who examines the fire ring closely.

E2. HUNTER CAVERN

Moderate 2

The smashed remains of a wine cask lie scattered near the southern wall of this simple cavern.

Lady Ardissa Prendergant (page 38) considered setting up camp in Red Cat Cave and even ordered her porters to unload some gear in this room. The porters became unnerved at the sloshing noises coming from further within the cave, and one of them stumbled and dropped a cask of wine. Ardissa raged at the clumsy porter until she, too, heard the watery noises and low singing. She realized her porters were right—there was something eerie about these caves. They moved on, leaving the smashed cask here. The resident blindheims lapped up the spilled wine weeks ago.

Creatures: Two blindheims lair in this room, from which they venture outside to hunt at night. As they only leave Red Cat Cave on moonless or cloudy nights, they spend most of their time relaxing here. The blindheims initially defend their territory, hissing at intruders and making a few attacks, but they quickly retreat to area E3 after just a single round of combat.

These blindheims fight effectively together, flanking foes when possible. A blindheim reduced to fewer than 10 Hit Points flees to area E3 for aid, not realizing the blindheims there can't really provide any.

BLINDHEIMS (2)

Pathfinder Bestiary 2 39

Initiative Perception +9

CREATURE 2

E3. BLINDHEIM LAIR

Severe 2

A pungent, fishy odor permeates this large, irregular cavern. Scraps of sticks and brush are piled in alcoves to the north and south.

Most of the blindheims that came to these caves lair here in nests made from bulrush and lilies. A character who succeeds at a DC 20 Nature check recognizes the blindheims' rank smell as similar to that emitted by various species of distressed toads.

Creatures: All four blindheims here are recovering from neck injuries inflicted by the morlock strangler Hobji. Hobji wants to kill off all the blindheims, but he enjoys toying with them first—getting them in his grasp and then releasing them to suffer and heal before he attacks again. These blindheims all have the weak adjustment, and they're slowed 1 while their neck injuries heal.

Two blindheims lurk in the northern nest, while the other two are in the southern nest. They aren't aggressive and avoid fighting but defend themselves if necessary.

The characters can simply pass through this chamber if they please; the blindheims lack the courage to confront them and simply peer from their nests with their lambent eyes.

THROTTLED BLINDHEIMS (4)

CREATURE 2

Weak blindheims (*Pathfinder Bestiary 2* 6, 39)

Initiative Perception +7

Crushed Windpipes The blindheim can't vocalize and is slowed 1 until its neck injuries heal.

Aiding the Blindheims: These blindheims are obviously distressed and wounded. They blink nervously if anyone gets too close, creating a strobe effect with their brightly shining eyes. A character can attempt a DC 16 Nature check to imitate soothing baby blindheim noises; on a success, the character sufficiently calms the wounded creatures so they won't attack the party. On a failure, the blindheims use their Spotlight ability on the characters but don't otherwise attack; on a critical failure, the panicked blindheims attack, then flee farther into the caves.

Once the characters can get close enough to the blindheims to help them, they can easily identify the bruises around their throats as strangulation wounds. Though the injuries will heal on their own over time, a character can expedite the process by wrapping the wounds with a successful DC 20 Medicine check. On a success, the blindheim is in much less pain and recovers in only a day (in only a few hours on a critical success). On a failure, the character can try again, but on a critical failure, the clumsy character angers the injured animal, which flees down the hall in agony.

If the party aids all four blindheims, the critters are plainly grateful, nuzzling the characters and blinking their eyes to produce quick flashes of joyous light.

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Although the blindheims won't leave this chamber, they diligently stand guard over any of their saviors who want to rest here.

XP Award: Award the characters 120 XP each for aiding the blindheims.

E4. LEADER'S CAVE

Moderate 2

Linked stalactites and stalagmites make three moist columns in this room. The gentle sound of lapping water emanates throughout the area. The water runs across the floor to a passage leading southeast.

The leader of the blindheims lairs in this cave, ready to protect the rest of her band from Hobji should the morlock decide to attack them again.

Creatures: The blindheim leader spends most of her time lurking behind the columns in this room, keeping a careful watch for Hobji. She idly rubs the top of her head, where she once wore the magic cap the morlock stole from her. When she isn't standing vigil, she's taking brief naps that do little to calm her. The blindheim is accompanied by a groplit, a loyal creature that has followed her around for the better part of a year. As the groplit doesn't eat much and stays out of her way, the blindheim doesn't mind its company.

The blindheim reacts to any intruders with violence, although she doesn't fight with much determination. If reduced to fewer than 25 Hit Points, she retreats and tries to hide behind the columns here, rubbing her head anxiously. If the characters press the attack, she fights until slain. The groplit fights alongside the blindheim, tenaciously determined to gnaw the attackers to bits. It retreats only when the blindheim does.

GROPLIT

CREATURE 0

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Initiative Perception +6

BLINDHEIM LEADER

CREATURE 2

Elite blindheim (*Pathfinder Bestiary 2* 6, 39)

Initiative Perception +11

If a character relates to the blindheim with wild empathy or while under the effects of *speak with*

animals, the leader can stutteringly communicate her overwhelming desire: to retrieve the *candlecap* stolen

by the morlock and put it back on her head. If the party recovers the *candlecap* and gives it to the blindheim, she awkwardly dons it and happily leaps away to find the other blindheims to show off her recovered prize.

Once the cap has been returned, if the blindheims think Hobji is still around, they take the cap and leave the way they came through the underground lake. If Hobji is plainly dead, however, they decide to stay in these caves for good and, in thanks to the party, gift the characters their beloved *candlecap*.

XP Award: If the characters return the *candlecap* and ensure at least some of the blindheims survive, award each character 120 XP.

E5. UNDERGROUND LAKE

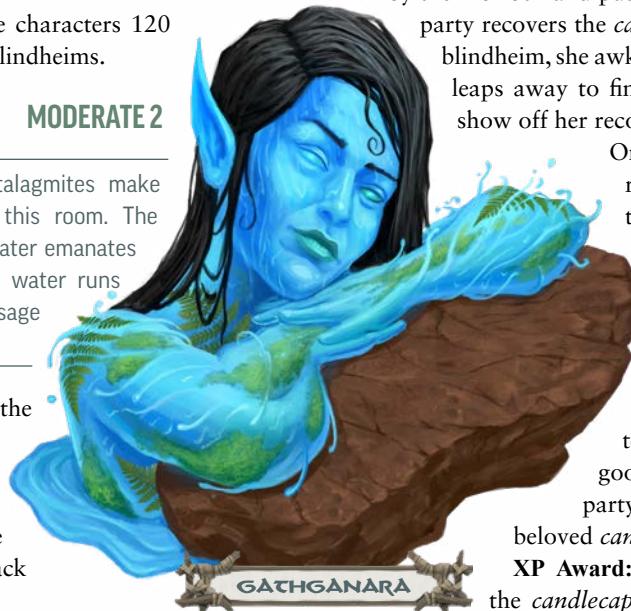
Ripples flow across the surface of this tranquil underground lake. A rocky shore rings the water to the north, west, and east, with passages leading off from each direction. A wet, flat rock in the middle of the lake bears several long grooves, as though marred by a claw.

The water of this lake is cold and drinkable, though it has a decidedly mineral taste. Several pale, nearly blind fish swim in the lake, subsisting on the algae that grows at the edges.

The rock in the lake bears the marks of Syarstik's claws from when the smilodon still lived and fought an aquatic beast in this lake long ago. No evidence of the creature Syarstik fought remains, but a character who succeeds at a DC 16 Nature check discerns that the claw marks were made decades ago by a great cat (on a critical success, the character identifies it as a smilodon).

Creatures: There are two creatures here when the characters first arrive, but neither wants a fight. A blindheim is catching fish at the water's edge, using its glowing lights to draw the curious fish within reach of its claws. If the blindheim spies the characters, it does its best to hop away and hide in one of the nests in area E3.

Watching the blindheim with amusement is the naiad Gathganara, who's bound to this pool.



GATHGANARA

Gathganara lurks just beneath the water's surface, so a character looking at the water must succeed at a DC 16 Perception check to spot her. If the characters don't harm the blindheim, Gathganara begins her interaction with the party as friendly rather than indifferent. If the characters are willing to talk more to Gathganara, she speaks with them as described below.

GATHGANARA

CREATURE 1

Female naiad (*Pathfinder Bestiary* 246)

Initiative Perception +6

Subterranean Naiad Gathganara has darkvision, rather than low-light vision.

BLINDHEIM

CREATURE 2

Pathfinder Bestiary 2 39

Initiative Perception +9

Gathganara is curious about who the characters are and why they've come. She doesn't know anything about the *Primordial Flame* but admits she has been here only a few years and doesn't ever leave the pool. She likes singing in the quiet darkness.

Her pool had been lonely and quiet, just how Gathganara likes it, but things have become unusually active in the last few weeks. She describes how a morlock came swimming through the pool from someplace much deeper in the Darklands below, bringing a magical glowing skullcap. Shortly afterward, about a dozen blindheims swam in from the same direction.

At first, Gathganara thought the morlock was in some sort of trouble, to be pursued by so many blindheims. After getting to know a few of the animals (using both her wild empathy and a *speak with animals* spell), Gathganara realized she had it wrong: the morlock had stolen the glowing cap from the blindheims' leader, and the blindheims simply wanted it back. However, the morlock is no mere thief; he's a skulking murderer who's apparently made it his personal mission to stalk and kill the blindheims one at a time. "He strangles them," the naiad says sorrowfully. "Their squeals echo throughout the caverns for hours. Afterward, he comes to the pool to wash his hands of their blood. All I can do is swim to the farthest corner of the pool and wait for him to leave."

Gathganara obviously adores the blindheims. "They're cunning and curious animals," she says. "They play in this pool and dance underwater sometimes. Less often, now." If the characters don't offer to do so, Gathganara

asks them to confront the morlock and retrieve the cap for the blindheims. "Please, at least give them what they need so they can flee this place and escape that murderous morlock."

She's happy to use her abilities to aid the characters, so long as they agree not to harm any blindheims. Her ability to speak directly with the blindheims, for example, might be useful to get the characters information about what to do next (the blindheims know areas E1-E5 well but haven't ventured any deeper into the caves). If the characters want the blindheims to leave, Gathganara can guide them through the pool back the way they came; however, without their magic cap, the blindheims doggedly insist on remaining.

Gathganara knows a little bit about the passages leading deeper into the Darklands, but she discourages the characters from going that way, as they lead nowhere but further down. The characters don't have any real reason to go that way, but you can invent short subterranean encounters for them if they choose to ignore Gathganara's advice; such activities are beyond the scope of this adventure.

XP Award: For speaking with Gathganara, award each character 30 XP.

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E6. TRAPPED HALL

Copious bloodstains mar the surface of the floor in this otherwise nondescript cave chamber.

The bloodstains on the floor mark areas where Hobji has mercilessly toyed with his blindheim prey.

Hazards: Hobji has set three traps, one in each tunnel that exits this chamber. When a creature trips the thin cord along the floor of the trapped spaces (marked with a “T” on the map), sharpened rocks tumble down from the ceiling.

HAIL OF RAZOR STONES (3)

MECHANICAL TRAP

Stealth DC 21 (trained)

Description When a concealed cord is tripped, several sharp stones fall onto the square containing the cord.

Disable DC 18 Thievery (trained) to safely cut the trip cord

AC 16; Fort +9, Ref +5

Hardness 8, HP 32 (BT 16); Immunities critical hits, object immunities, precision damage

HAZARD 2



Deadfall **Trigger** A creature walks into the square containing the trip cord; **Effect** Falling rocks deal 4d8 slashing damage (DC 19 basic Reflex save) to any creature in the square, possibly pinning them to the ground. On a failed save, the creature falls prone; on a critical failure, the creature is immobilized (DC 17 to Escape). An adjacent creature can attempt a DC 19 Athletics check to shove the rocks aside to free an immobilized creature.

E7. HOBJI'S LAIR

MODERATE 2

The rancid stench of rotten fish fills every pocket of air in this long chamber. A thick stone pillar divides the chamber in two, leaving just enough space on either side to pass by and see around. To the north, the cave opens up a bit more and contains an unusual pile of objects about two feet high. Three stacked rocks make the general shape of a frog's head that has two round rocks for eyes. Chalk drawings on the rocks give the frog's mouth jagged teeth and make its eyes seem large and staring. A glowing skullcap made of soft leather rests atop the frog's head.

Hobji lairs in a secluded niche in this area, where he feasts on the mutilated flesh of his blindheim prey and, occasionally, fish caught from the pool to the southwest.

Hazards: Hobji has rigged two more falling stone traps in the narrow corridors that connect this area's two halves.

HAIL OF RAZOR STONES (2)

See above

Stealth DC 21 (trained)

Creature: Hobji hides in the far end of this cave in a narrow niche 5 feet above the floor. He waits tirelessly for a creature to come near to claim the *candlecap*, then drops down to attack. If the characters don't spot him in his niche by succeeding at a DC 20 Perception check to Seek, he uses Stealth rather than Perception for his initiative roll.

Hobji is scrawny for a morlock, with gangly arms and exceptionally large hands. His leather satchel contains a variety of grisly trap-making tools, including rusty wire, chalk, pitons, and rough scraps of metal. Easily his most striking (and gruesome) adornment is his cloak, which he fashioned from the hide of a flayed blindheim.

Hobji isn't expecting anyone other than blindheims, but he's happy to ambush anyone else as well—he likes the taste of humanoid flesh and, given the opportunity, becomes determined to secure a feast. He tries to grab one of the characters by the throat and strangle them to death while keeping others at bay with his warhammer. Once Hobji starts fighting, he doesn't stop until he or his opponents are dead.

HOBJI

UNIQUE **CE** **MEDIUM** **HUMANOID** **MORLOCK**

Male morlock strangler (*Pathfinder Bestiary 2* 174)

Perception +8; darkvision

Languages Undercommon

Skills Athletics +9 (+11 to Climb), Crafting +6 (+8 to Craft traps), Stealth +10, Thievery +9

Str +4, **Dex** +2, **Con** +3, **Int** +1, **Wis** +3, **Cha** -1

Items chalk, specialist snare kit, +1 warhammer

Light Blindness

AC 19; **Fort** +8, **Ref** +11, **Will** +9; +2 status to all saves vs. disease and poison

HP 45

Speed 30 feet, climb 20 feet

Melee ♦ fist +12, **Damage** 1d6+6 bludgeoning plus Strangling Grasp

Melee ♦ warhammer +13 (magical, shove), **Damage** 1d8+6 bludgeoning

Melee ♦ jaws +12 (agile), **Damage** 1d4+6 piercing

Sneak Attack Hobji's Strikes deal an additional 1d6 precision damage to flat-footed creatures.

Strangling Grasp ♦ **Trigger** Hobji hits a Medium or smaller creature with his fist Strike; **Effect** The creature is grabbed, and Hobji begins to strangle the creature. The creature is suffocating and can't speak as long as it's strangled. This prevents it from casting spells with a verbal component or activating items with a command component.

Surprise Attack In the first round of combat, creatures that haven't acted yet are flat-footed to Hobji.

Treasure: The characters can take the *candlecap* from Hobji's stack of stones, and they can return it to the blindheim leader if they wish (area E4).

E8. PAINTED GALLERY

This winding cave's walls have been painted with three floor-to-ceiling iconographic illustrations: one of a mastodon, one of a dinosaur, and one of a great cat. Humanoid figures wielding spears and axes swarm the mastodon and great cat. Near the dinosaur, more hunters emerge from the fingertips of a handprint smeared on the wall. Above the animals, a series of dots are reminiscent of stars.

CREATURE 3

New Spells: The images in this gallery aren't just art—they actually convey important and powerful hunting lore. Any character trained in Arcana, Nature, or Occultism can tell that the positioning and orientation of the humanoid figures in the paintings are part of a secret code which reveals the means to cast powerful hunting spells. Studying these images grants the characters access to the *pack attack* and *painted scouts* spells (page 80). The former is depicted by the hunters swarming around the mastodon, the latter by the hunters coming out of the hand to attack the dinosaur.

The stars depicted above the cave paintings aren't part of the spell lore; rather, they're clues to help unlock the secrets of the map room in area E10. A character who succeeds at a DC 15 Nature check determines the stars' positioning indicate both a specific time of year (springtime, as it is now) and a specific time of night (solar midnight, the moment exactly between dusk and dawn).

Haunt: The great cat painting doesn't harbor any spell knowledge; it's another of the haunts animated by Syarstik's spirit. The painted hunters around the cat are all missing their arms, legs, or heads. By closely examining the painting, a character can see spots of blood and bits of severed limbs scattered around the painted tiger's mouth. A character peering close enough to see this gruesome imagery is also close enough to trigger the haunt.

POUNCING TIGER HAUNT

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Stealth DC 21 (trained)

HAZARD 2

XP Award: If the characters glean any meaning from the paintings on the walls in this chamber, award each character 30 XP.

E9. SYARSTIK'S LAIR

SEVERE 2

Paintings of monsters both legendary and obscure cover the cavernous walls of this long, broad chamber. Wyrms and wolves engage in an eternal battle alongside owl-headed bears and one-eyed giants. Near the southern wall, a lone, broken-off stalagmite has been fashioned into a pedestal. Old carvings depicting leaping flames and billowing smoke line the stalagmite. Nothing sits on the empty pedestal. A halo of black scorch marks on the pedestal's flat top only enhances its conspicuous bareness.

This cave serves as a trophy room of sorts, where nomadic visitors once painted powerful creatures they'd encountered on their travels. It was also a

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resting place for the *Primordial Flame*, and the chamber in which Metuak killed Syarstik 120 years ago before absconding with the artifact.

Creature: The ghost of Syarstik Painted-Tiger—an awakened saber-toothed tiger who once wielded unparalleled strength—still haunts this room, consumed with the rage and shame of his ignoble death. The ghost tiger manifests as soon as the characters enter this room and attacks.

Syarstik spends 2 actions each round to use Awaken Painting, causing the cave paintings covering every inch of the walls to leap out and attack the characters. He usually uses his third action to make a ghostly fangs Strike from a painting if there isn't a character near enough for him to bite; if he doesn't have a target, he instead uses Pounce.

Once Syarstik has awoken three paintings, he relies on more conventional hunting tactics,

stalking around the room to Hide and then Pouncing at whichever characters pose the greatest threat.

Syarstik poses a particularly tough challenge for 2nd-level characters. The *ghost touch* rune from the kelpie's lair (area C2) can give the party a big advantage in this fight. If the characters retreat, Syarstik doesn't follow; as far as he's concerned, anyone who flees acknowledges their mistake in coming here.

Syarstik's violent rage abates only when he's reduced to fewer than 10 Hit Points or once the characters end the animation of at least three paintings. If the party destroys Syarstik outright, he's already calmed when he rejuvenates 1d4 days later, though the party must wait until then to hear what he has to say.

SYARSTIK PAINTED-TIGER CREATURE 5

Page 90

Initiative Perception +14

Speaking with Syarstik: Once the ghost of Syarstik has calmed down, he shakes his head as if exiting a daze.

The saber-toothed tiger takes a long breath (or looks like he does despite being a ghost), sits on his haunches, and bows his head in submission. “Forgive me my wrath,” he intones, “and accept my surrender.”

Read or paraphrase the text below aloud to relay this story in Syarstik’s own words.

A deep, rumbling voice emanates from the ghostly tiger and echoes off cavernous walls. “I am Syarstik Painted-Tiger, guardian of this cave for many centuries,” says the voice. “It has been at least one hundred winters since

I was bested by one of your kind. Before then, no mortal dared challenge me. Indeed, your people came here often to consult the stars before migrating east.

“That all changed after the Great Quake. Some of your kind, their eyes full of fear, came here with a sacred light.” The ghost turns his massive head to the side, reflecting, and then nods toward the empty pedestal. “I agreed to protect your holy lamp, the one which once lay on that rock.”

The spectral cat paces the chamber as he speaks. “Not long after, another human arrived—a man with the heart of a demon. He called himself Metuak of the Burning

AWAKENED PAINTING

Mammoths, and he challenged me for the artifact. I fell, and he took it.

"With my dying breath, I cursed the lamp that led to my ruin by placing a piece of my own soul inside it. As long as Metuak lived, whoever wielded that terrible fire would suffer horrendous agony if they ever parted from it. Through the piece of my soul in the lamp, I saw the demon-man flee through the eastern mountains before my vision clouded with rage. And then you arrived."

Syarstik answers the characters' questions to the best of his ability. The following are their possible inquiries and his responses.

What is this place? "This is my cave," Syarstik says. "When your ancestors visited me, they would often paint images of other creatures, though for what purpose I know not." He looks around blandly. "They are interesting to gaze upon, I suppose. In death, it seems I am able to bring these paintings to life, if only for a time."

You cursed the Primordial Flame? "Yes, and a piece of my spirit still lingers inside that sacred lantern. If you retrieve it, beware—you will not be able to part with it until Metuak is killed." Syarstik turns his head to the east, in the direction where his killer fled. "I believe the demon-man still lives, even after all these years. Had he died, the curse would have been lifted, and the rest of my soul returned to me."

Where exactly did Metuak go? The tiger cocks his head, a bit confused. "He fled through the same mountain pass your people have always crossed. 'Lost Mammoth Valley,' I believe you call it? If you have forgotten the way, no matter. Your ancestors would come here sometimes to consult the stars in the next chamber, to chart their course." He indicates the room to the west. "Beyond that, I do not know the fate of the demon-man or your sacred lantern."

After answering their questions, Syarstik gives a great shudder. "Go," he groans, his ghostly image fading. "Recover your flame and defeat Metuak, so that I may at last have my well-deserved rest." With those words, he vanishes.

E10. MAP ROOM

The stone ceiling of this chamber is riddled with hundreds of tiny holes, each no wider than a finger. Through the holes, tiny shafts of light from the outside leak into the dark interior. Lines of thin, white paint connect nearly every hole, creating a tangled web of constellations. Scattered among these holes and lines are dozens of faint symbols of animals and terrain: elk, bison, and mammoths, plus mountains, forests,

and lakes. The overall effect is at once painstakingly precise and absurdly convoluted.

The holes in this room have been bored directly into the limestone of the cave and pierce all the way through to the top of the hill above. The painted lines between the holes are made from white pigment combined with tiny flecks of reflective mica; the mica glimmers when even the smallest amount of light plays over it.

During the day, enough light streams in through these small holes to illuminate this cave with dim light. Furthermore, the mica chips catch and reflect the light, making the entire network of lines glow softly. The effect is beautiful at all hours, but the strange ceiling's true purpose becomes apparent after sunset. During the darkest hours of the night, the moon and bright stars line up perfectly with the holes in a variety of configurations depending on the time and season, causing different painted lines to light up. The effect creates a dazzling map of the central Realm of the Mammoth Lords that can convey dozens of different migration routes.

The Map Appears: During the spring months, at the solar midnight—that is, the exact moment between dusk and dawn—the stars and moon align over the holes to illuminate a map of a wide, curving valley through the Tusk Mountains. The characters spot this special map if they watch the ceiling throughout the night, but they might know exactly when to look if they interpreted the star paintings in area E8.

On this illuminated map, a symbol of a cat's face in front of a cave at the far western edge of the valley glows brightly—this symbol represents Red Cat Cave. At the far eastern end of the map, a symbol of a mammoth between two mountains indicates the location of Lost Mammoth Valley—the valley where Metuak supposedly took the *Primordial Flame* as he fled to the east.

Although the map isn't detailed enough to reveal specific terrain features between Red Cat Cave and Lost Mammoth Valley, it does give the characters the information they need to retrace their ancestors' ethgir route through the Tusk Mountains. If the characters fail to understand the significance of the map, the Broken Tusk elders excitedly deduce its meaning and the opportunity it presents. By taking the Broken Tusk's long-lost eastward route instead of their more recent route to the north, the following might have a chance of escaping the Burning Mammoths.

XP Award: Award the characters 80 XP each for discovering the map to Lost Mammoth Valley.

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Chapter 3: Breaking Tusks

For over a century, ever since the terrible schism that led to the violent reimagining of the Burning Mammoths and the creation of the Broken Tusks, the Broken Tusk following has headed north from the plain between the Grandparents: the “syorn route.” This year, with their wisest elder dead and a murderous war party in close pursuit, the Tusks will place their faith in a forgotten path through the mountains to the east: the “ethgir route.” With any luck, the Burning Mammoths won’t realize the Broken Tusks have deviated from their usual route, though even the most optimistic Tusks know this is wishful thinking. However, even if the Burning Mammoths do track them toward their new

destination, the Tusks might at least manage to stay ahead of their aggressors. As if potential refuge from their foes wasn’t enough incentive to pursue this new plan, the Broken Tusks now have reason to believe that their following’s ancient artifact, the *Primordial Flame*, might lie somewhere in the mythical Lost Mammoth Valley at the end of the ethgir route.

None of the Broken Tusks knows the exact way ahead or what to expect. The following’s best scout, Wipakoa, is still recovering from the rigors of birthing triplets and is preoccupied with the survival of her three newborns. It falls to the characters to take the lead and carve a safe path through unknown lands.

A BROKEN TRAIL

This section of the adventure functions just like the hexploration in Chapter 2, except the characters don't know any of the landmarks along the way. All they know is they're looking for a pass out of the mountains to the east that should, hopefully, take them to a vale called Lost Mammoth Valley.

Provide your players with a new hex map to chart their progress from Red Cat Cave (on the western edge of the map) to Lost Mammoth Valley (on the eastern edge). As the Broken Tusks journey east, your players can fill out the map, noting the terrain and any landmarks of each hex.

Initially, except for the locations of Red Cat Cave and Lost Mammoth Valley, the map is almost completely blank. The only other hexes the party know anything about are those immediately adjacent to Red Cat Cave. When the following reaches a new hex, the party can see the terrain type of each adjacent hex as well as an interesting feature or clue that indicates whether the hex has a set encounter in it (though nothing to signify what, exactly, that encounter is). Essentially, the Broken Tusks can always see 1 hex in every direction from their current position, though to actually engage in any set encounters they must Reconnoiter in that hex, as usual.

DELAYING THE BURNING MAMMOTHS

Although their main prerogative is to get to Lost Mammoth Valley, the characters can also take deliberate actions to stall their Burning Mammoth pursuers as they make their way toward their objective. Before they travel from Red Cat Cave, Wipakoa explains this concept to the party. Read or paraphrase the following text aloud to set the scene.

Warm light from the campfire gives Wipakoa's face an amber glow. "So, Lost Mammoth Valley," the head scout says with a smile, testing the words as if trying on a new cloak. "The name is a mystery to me. But I know, wherever we go, we will be in good hands with you leading the way."

Absentmindedly rubbing the head of the newborn strapped across her chest, Wipakoa continues, "Along the way, we'd do well to disguise our route as best we can. Yes, hiding the tracks of an entire following is like shearing a mammoth, but the effort might be worth it. By fording rivers or planting false tracks, we might be able to delay them for a few days. Even if it seems like we're already far ahead of them, we do not know this land. A single wrong move could cause our luck to turn."

Wipakoa encourages the characters to devise ways to delay the Burning Mammoths, but she also offers a few suggestions: fording rivers to obscure tracks, laying traps for the Burning Mammoths to stumble into, and planting false tracks to throw off their trail completely. These activities are described below. Whether they use Wipakoa's suggestions or come up with their own ideas, the party's delaying tactics should adhere to the basic rules below.

The party can attempt a delay activity only before they've used their hexploration activity for the day. Each delay activity requires a check. Only one character can attempt this check, though other characters can Aid as usual. Succeeding at an activity's check temporarily slows down the Burning Mammoths, but critically failing the check only causes the Broken Tusks to waste precious time. Once the party has attempted a delay activity in a hex, they must Travel to a new hex before attempting another delay activity.

CHAPTER 3 SYNOPSIS

In this chapter, the characters lead the Broken Tusk following across a long-forgotten route into the Tusk Mountains—a route their following hasn't traveled since before the loss of the *Primordial Flame*. Their destination is a place called Lost Mammoth Valley, where the *Primordial Flame*'s thief supposedly fled over a century ago.

Throughout the Broken Tusks' journey, the Burning Mammoths remains hot on their heels, and the scouts must continue to overcome the harsh environment and its oft-ravenous inhabitants. Ultimately, at a place called Rimecrag Pass, the Broken Tusk scouts must face their treacherous rival, Pakano, who has sided with the Burning Mammoths and intends to trigger an avalanche to capture his former kinfolk. At this juncture, the scouts also catch a first glimpse of their true enemy: the spell-wielding magus who leads the Burning Mammoths, Ivarsa.

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If your players come up with a particularly ingenious idea to delay their rivals, grant them an automatic critical success on the activity, with no check necessary. For example, to find a river to ford, a character might cast *speak with animals* and ask a fish for advice; or to conceal their tracks in some hills, the party might ask their friend Shaggy Shemven to cast *stone shape* to obscure their tracks. Regardless, don't award more than one automatic critical success for the same idea—the Burning Mammoths won't fall for the same trick twice.

These activities are optional; the party can, of course, opt to simply proceed ahead without making any attempt to delay their pursuers.

CONCEAL TRACKS

CONCENTRATE EXPLORATION MOVE

The scouts coordinate their following to conceal the tracks of the followers and the herd. A character attempts a DC 18 Survival check to Cover Tracks or a DC 20 Athletics check.

Critical Success The tracks practically disappear from the face of the earth. The Burning Mammoths waste 2 days at this hex and possibly even proceed in the wrong direction.

Success The Burning Mammoths waste 2 days at this hex before finding the party's tracks.

Critical Failure The tracks only become more obvious. When they get to this hex, the Burning Mammoths automatically move to an adjacent hex without spending a hexploration activity.

FORD RIVER

CONCENTRATE EXPLORATION VISUAL

Requirements The following is in a hex with a river.

The party searches for a place to ford the river that's relatively easy for their small following but would be difficult for a larger group. A character attempts a DC 18 Nature, Survival, or River Lore check.

Critical Success The Broken Tusks can automatically Travel to an adjacent hex without spending a hexploration activity. The Burning Mammoths waste 2 days at this hex.

Success The Burning Mammoths waste 2 days at this hex.

Critical Failure The party wastes the entire day searching for a crossing, to no avail. The Broken Tusks can't use any hexploration activities today.



PLANT FALSE TRACKS

CONCENTRATE EXPLORATION MOVE

The party plants false tracks to mislead their pursuers.

A character attempts a DC 18 Deception check or a DC 18 Lore check of the hex's terrain type (such as Hill Lore or Forest Lore).

Critical Success The Burning Mammoths waste 1 day at this hex, and they're so befuddled that they split up. The next time the party faces any Burning Mammoths in a combat encounter, remove one of the lowest-level Burning Mammoth enemies from that encounter. Any subsequent critical successes on this activity are successes instead.

Success The Burning Mammoths waste 1 day at this hex.

Critical Failure The deception is easy to spot and the effort futile.

The party can't use any hexploration activities today.

XP Award: Award the characters 10 XP each every time they succeed at one of these activities, or 30 XP each time they critically succeed, to a maximum of 120 XP.

RANDOM ENCOUNTERS

Like Chapter 2, this chapter includes several random encounters that can occur on any hex of the indicated terrain. Unlike the previous chapter, the following encounters are only briefly described; use these ideas to generate encounters or events as you see fit, perhaps spreading them out to create a sense of mystery in this region or playing them one after the other to give your players a kind of montage effect.

A LIVELY HUNT (PLAINS)

The talented Broken Tusk hunter Panuaku has seen spoor indicating three ringhorn rams (*Bestiary* 3 212) are in the area, and she would like the characters' help to track and hunt them for food. Panuaku's preferred hunting tactic is to sneak up on animals, surprise them, then chase them down if need be. Her heated temper and tendency to get in a bit over her head—running to exhaustion, failing to fully assess risky situations—often gets her into trouble, though she always somehow survives. She has a Speed of 35 feet, and once she starts running after her ram prey, she doesn't bother to slow down. If the characters can somehow keep up with her and make a meaningful contribution to the hunt (or at least not make fools

of themselves), she's so impressed by their tenacity that she offers to part with some of her most prized hunting tools. She rewards the party with a bundle of valuable equipment, including 200 feet of rope, a specialist snare kit, professional fishing tackle, her grandfather's blowgun, and 20 blowgun darts (10 of which are silver, 10 cold iron).

PUNISHMENT BY FIRE (HILLS)

The characters come upon a man lashed to a rock in the hills, his skin badly burned. This man is **Aklep** (N male human hunter 3), a Burning Mammoth hunter who dared to question Pakano's commands. Pakano had Aklep bound here and burned, but Aklep has miraculously survived. When he sees the characters, he seems to recognize them and tells them, "Pakano knows you. The hate he has for you burns stronger than any flame." A character must succeed at a DC 18 Medicine check within moments or provide magical healing to prevent Aklep's death from his severe burns. If he survives, the characters can get him to Nakta the Healer, who has enough skill to nurse him back to health. Aklep doesn't know what Pakano's plan is, only that he's in the area with several other Burning Mammoth advance scouts. Aklep refused to murder a fellow hunter who Pakano thought was stealing from him and was punished for this disloyalty with his own death sentence. Aklep is grateful for being rescued, joins the Broken Tusk following readily and loyally, and can teach the characters how to manufacture tallow bombs (page 75).

Aklep can tell the characters a fair bit about the Burning Mammoths, including how the emergence of Mammoth Lord Ivarsa upended the group's previous order. According to this deserter, the Mammoths have always been a proud, violent following, but they were far less brutal in times past. He doesn't know much about where exactly Ivarsa came from, but he knows many people—Burning Mammoths included—have suffered under her leadership. If asked, he offers his people's account of the Burning Mammoths' founding, a tale which adheres roughly to the Broken Tusk version of the story, though it obviously casts the party's following in a far less heroic light.

SING TO THE STARS (ANY)

One evening, Argakoa tells the characters that the stars this night are conducive to certain ritual songs for clarity and perceptiveness. Characters who stay up the whole night chanting with her are fatigued the next day, but Argakoa is so pleased with them that she offers to teach them a few things. Those characters gain access to the Spirit Speaker feat (page 78).

THE BURNING MAMMOTHS' GAMBIT

After reaching Red Cat Cave, Ivarsa quickly dispatched the re-risen ghost of Syarstik before correctly interpreting the star chart in the ceiling of the adjacent room. She then ordered her new lieutenant Pakano to lead several squads of the Burning Mammoths' fastest scouts through the mountains to cut off the Broken Tusks and get ahead of the small following. The idea is either to waylay the Tusks long enough for the Burning Mammoths to catch up or, failing this, to reach the narrow pass leading to Lost Mammoth Valley and cut off their prey once and for all there.

Pakano, desperate to prove his worth to his new mistress, has rushed ahead toward Lost Mammoth Valley in the hopes of a glorious stand-off with his old rivals. He has delegated the dirty work of waylaying the Broken Tusks—which he knows won't work since the Tusks' scouts are too wily for something so simple—to other lesser Burning Mammoths. Sure enough, the characters are destined to butt heads with these scouts at areas **F** and **J** before eventually having a violent showdown with Pakano at area **M**, Rimecrag Pass.

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SET ENCOUNTERS

The following encounters are tied to specific locations indicated on the map on the front inner cover of this volume. As noted earlier, whenever the party enters a hex, they automatically see a landmark, geographic features, or clue that signals whether there's a set encounter in an adjacent hex, though they can't determine what exactly the set encounter is until they Reconnoiter in that hex.

F. REAVER SQUAD

SEVERE 3

Campfires can be seen in this region from a few miles away, but the fires are extinguished a few hours before the Broken Tusks arrive.

Since the Broken Tusks can't move through mountain hexes, this narrow, hilly pass is the only way forward, and the rugged hills mean it takes the party 2 hexploration activities to Travel into this hex instead of the usual 1. Once they're in the hex, they automatically trigger the following encounter without needing to Reconnoiter.

This encounter uses the map on the inside back cover.

Creatures: A squad of Burning Mammoth scouts has managed to get just far enough ahead of the Broken Tusks to cut off the following's advance at this hilly pass. The squad is too small to truly threaten the

Broken Tusks; instead, their goal is to gravely wound the Tusks' scouts.

The squad here consists of four Burning Mammoth hunters led by Kapa and Grokoak, two terrifying Burning Mammoth reavers who love hewing foes with their axes. They didn't bother to hide their campfire smoke until they were sure the Broken Tusks were just a few hours out, at which point they hunkered down behind bushes and boulders in preparation for an



ambush. If a character succeeds at a DC 13 Perception check while entering this hex, they spot the ambushers before they can attack; the party automatically succeeds at this check if they take an extra day (3 days total) to slowly and carefully enter the hex.

When combat begins, the reavers attempt an Intimidation check to Demoralize (see reaver's howl below), then close in with their axes. The hunters try to remain at a distance and fire their shortbows.

The reavers fight to the death, unwilling to accept defeat at the characters' hands. Any surviving hunters flee as soon as the reavers are defeated.

BURNING MAMMOTH HUNTERS (4) CREATURE 0

Page 17

Initiative Perception +7

BURNING MAMMOTH REAVERS (2) CREATURE 2

RARE CE MEDIUM HUMAN HUMANOID

Perception +8

Languages Hallit

Skills Athletics +8, Intimidation +7 (+9 to Demoralize), Nature +8, Survival +8

Str +4, **Dex** +2, **Con** +1, **Int** +0, **Wis** +2, **Cha** +1

Items battle axe, chain shirt, javelins (3), lesser tallow bombs (2; page 75)

Reaver's Howl When the reaver attempts an Intimidation check to Demoralize, the reaver compares the result of the Intimidation check to the Will DC of each non-Burning Mammoth creature within 30 feet, determining the effect separately for each creature. The reaver's howl ignores the usual circumstance penalty to the Intimidation check for not speaking the same language as the target.

AC 18; **Fort** +9, **Ref** +8, **Will** +6

HP 30

Spurred by Death An ally within 30 feet reduces a creature to 0 HP; **Effect** The reaver Steps or Strides.

Speed 25 feet

Melee battle axe +11 (sweep), **Damage** 1d8+4 slashing plus cut down

Ranged javelin +9 (thrown 30 feet), **Damage** 1d6+4 piercing

Ranged tallow bomb +9 (splash, thrown 20 feet), **Damage** 1d4 persistent fire and 1 fire splash

Cut Down When a reaver hits a creature with a battle axe Strike, the target must succeed at a DC 16 Fortitude save or fall prone. If the creature critically fails its save, it takes 1d6 bludgeoning damage as it falls prone.

Interrogation: The hunters simply do what they're told and don't have much useful information for

the characters. They know the bulk of the Burning Mammoths are far to the north and west of here, behind the Broken Tusk following, and they plan to regroup with the Burning Mammoths if they get away.

The reavers' orders, they reveal, were to kill as many Broken Tusk scouts as they could to slow the following's progress. The reavers also tell the party about Pakano's mission and his obvious passion for Lady Ivarsa. They don't know his exact whereabouts, but they do know he managed to get ahead of the characters and is likely to meet them somewhere along their path. He's pursuing some goal only he and Ivarsa know about.

XP Award: Award the characters 30 XP each if they get any information out of the Burning Mammoths.

G. HIGH BARROWS

The characters might have encountered two magic *apakus* to the west. On this hill they can find a third, the divination *apaku*, which juts from a boulder between two old barrows and a row of standing stones. Taken together, these landmarks resemble a face looking down over the valley below. Time hasn't been kind to this site; one of the barrows has collapsed completely, and the other was plundered for its treasures long ago.

When the Irriseni sorcerer Hiajor fled the battle around the transmutation *apaku* (page 32), she fell back to this stone to marshal her remaining forces. The divination *apaku* was guarded by two elderly Kellid seers, Akarta Willoweave and Uchuli the Wise, whom Hiajor assumed she could oust with ease. The seers knew much about her from their mastery of the *apaku*, however, and the already-weakened Hiajor just barely killed them. Before she did, they afflicted her with a wasting disease that claimed her life only a few days later.

Knowing her end was near, Hiajor used the last of her magic to animate the seers as cairn wights and compel them to watch over her body in the remaining barrow. She then sent her few remaining warriors back to Irrisen to bring word of her failure. Akarta and Uchuli had no choice but to do as Hiajor commanded and have kept their vigil ever since.

The High Barrows is plainly visible from adjacent hexes, as it looms over the countryside like a stern visage with blunt teeth and a damaged eye. The following locations correspond to the High Barrows map on the inside back cover of this volume.

G1. Standing Stones

The standing stones that make the visage's "teeth" are set into muddy ground, making them slightly askew. Though not as large as the biggest stones in Rockloom,

Moderate 3

they still rise as tall as a mammoth and are wide enough that it would take three or four people to reach around even one.

Creature: A surly glyptodon rests in the protection of the standing stones—not many places have stones taller and sturdier than the glyptodon, so it likes to doze among them. It considers the standing stones to be its personal domain, so it attacks any creatures that intrude, including the characters. If reduced to fewer than 40 Hit Points, it decides the combat isn't worth the trouble and moves off after giving the characters a scowl.

GLYPTODON

CREATURE 5

Page 82

Initiative Perception +9

New Lieutenant: A character who succeeds at a DC 15 Nature or Survival check intuits that the glyptodon feels especially possessive of the standing stones. If the characters make a big show of backing away and leaving the standing stones to the glyptodon, it returns and keeps a wary eye on the party. If the characters are careful about giving the glyptodon its space for at least a day and don't approach its standing stones during that time, the glyptodon decides the characters are both respectful and interesting. It thereafter lumbers after the party and tries to join the Broken Tusk following.

If recruited, its high level makes the glyptodon a lieutenant rather than a follower. The glyptodon is likely the party's first animal lieutenant. The party can bring the glyptodon with them on their adventures, like all lieutenants (see the "Lieutenants as Cohorts" sidebar on page 21). However, unlike most lieutenants, which are humanoids with an Intelligence score of at least -3, the glyptodon must be commanded in battle like a typical animal using the Command an Animal action (*Core Rulebook* 249).

G2. Apaku Boulder

The stone boulder that serves as the "nose" of the face is a peculiarly shaped stone with ancient carvings that long predate Hiajor's arrival. The carvings are all located on the northernmost part of the "nose," which is, in fact, a powerful *apaku* that enhances divination magic; when a creature casts a divination spell within 100 feet of the stone, the stone turns briefly transparent, like a crystal ball, and the caster learns a single, enigmatic word connected to the caster's fate or the spell's target's fate (caster's choice) within the next day. Fate is fickle, and the word isn't likely to be literal, so its meaning might only become clear in hindsight. Repeated uses on the same creature on the same day impart the same word.

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A character who examines the divination *apaku* and succeeds at a DC 18 Arcana or Nature check identifies its powers. If the character already identified the powers of another *apaku*, the DC is only 16.

The carvings on the *apaku* are magical, and many aren't nearly as old as they appear. The divination *apaku* generates them spontaneously, making revisions as the terrain or its inhabitants change. The carvings form a map that depicts all the terrain within 3 hexes. It also has several markings that observant characters can interpret. To notice these markings, a character must succeed at a DC 18 Perception check while examining the map, although any character trained

in a Lore skill of any nearby terrain (plains, forest, hills, or mountains) automatically notes the markings as discrepancies.

A character who spots the discrepancies sees the following symbols:

- A few scratches shaped like mastodons where the Broken Tusk following is currently located.
- A small symbol that looks like a sleeping glyptodon right in the center of the map, where the High Barrow is.
- To the southeast, a cave with a box in it (area H).
- A little scowling face with large ears to the northeast (the Quickling Wood, area I).
- Several tiny curved lines that resemble spreading flames to the northwest, representing the current location of the Burning Mammoth following. The party can exploit this knowledge to help the Broken Tusks stay ahead of the Burning Mammoths. The next time the characters attempt an activity to delay the Burning Mammoths (such as one of the activities on page 52), their intel automatically bolsters their efforts. If they roll a failure, they get a success instead; if they roll a success, they instead get a critical success.

G3. Collapsed Barrow

One of the barrow "eyes" collapsed long ago, crushing anything interred within. Excavating the barrow requires an immense amount of labor and time the characters don't have. What treasures might lie crushed in the barrow are beyond the scope of this adventure.

G4. Open Barrow

Severe 3

A slab of stone blocks the entrance to this barrow, but it can be lifted aside with a bit of work. Inside, the barrow is dark and reeks of decay. A stone slab at the end supports a skeleton clad in blue and white robes, but the characters aren't likely to make a close examination before meeting the inhabitants.

Creatures: Two cairn wights, once the Kellid seers Akarta and Uchuli, stand guard over Hiajor's skeletal remains. Although they defend themselves if attacked, they aren't immediately hostile and quickly insist no one enter their barrow. If the characters are willing to talk, they explain about the coming of the Irriseni sorcerer with her weary troops, how the sorcerer killed them, and the curse that soon killed her. Before Hiajor died, she trapped the seers in their undead forms to serve as her eternal guardians.



The cairn wights want only to be left alone. They know they must fight intruders to the death, pursuing them out of the barrow if necessary, and they return to the barrow once any intruders have died. They don't want to do so, but they can't resist the magic that compels them.

AKARTA AND UCHULI (2)

Cairn wights (*Pathfinder Bestiary 2* 292)

Initiative Perception +11

Items club

Melee ♦ club +14, **Damage** 1d6+7 bludgeoning

Ranged ♦ club +12 (thrown 10 feet), **Damage** 1d6+4 bludgeoning

CREATURE 4

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Sealing the Barrow: The cairn wights know the slab over the barrow isn't an effective barrier and hope to somehow permanently seal the entrance, granting them peace. If asked, they'd like the characters to at least heap stones around it but would prefer a magical seal. Both dimly remember that rituals exist to make a magical seal, but they've lost nearly all memories of the lore they possessed in life.

If the characters want to help, stacking stones over the slab takes only a few hours. A character who seeks a magical solution can attempt a DC 15 Religion check. On a success, the character recalls a few phrases to sanctify an area but also realizes a ritual like *consecrate* is necessary to put the cairn wights to rest permanently. *Consecrate* undoes Hiajor's binding over the course of a few weeks and frees the seers' souls to reach the afterlife.

The best permanent solutions are to destroy the cairn wights in battle—a risky proposition for 3rd-level characters—or to use the *consecrate* ritual found in the hidden cache in area H (below).

XP Award: If the characters close the barrow to prevent intrusion, award them 30 XP each. If the characters put the cairn wights to rest permanently, either by destroying them or with the *consecrate* ritual, award each character 120 XP instead.

H. HIDDEN CACHE

MODERATE 3

A group of fervent clerics of Pharsma came to this region long ago to find and destroy the region's lost necromancy *apaku*. The clerics placed a container of supplies in a shallow and nondescript cave in these hills to aid them in their endeavors but never came back for the supplies. The hidden cache has lain here, undisturbed, for many years.

Unlike other hexes with set encounters, the characters get no indication there's something in this hex unless they see it on the divination *apaku* to the

northwest (area G2). Only then can they find the hidden cache after Reconnoitering in this hex.

The container is roughly the size and shape of a footlocker, but it's made from dinosaur bones that were expertly fastened together using rawhide, sealed with tar, and preserved with treated sap. The container is dry and in good condition, even though it has plainly been abandoned for a long time. It's locked with an average lock in the shape of a spiral comet (four DC 25 Thievery checks to Pick a Lock to open, or a single DC 25 Athletics check to Force Open). A character trained in Religion or who succeeds at a DC 10 Religion check identifies the lock's shape as the symbol of Pharsma, known as the Arbiter or the Judge of Souls to most natives of the Realm of the Mammoth Lords.

Hazard: To prevent their tools from falling into the wrong hands, the Pharsmins placed a protective ward on the trunk that drags the living and dead alike into the deep slumber of oblivion.

DEATH'S SLUMBER WARD

HAZARD 5

COMPLEX MAGICAL TRAP

Stealth +16 (expert)

Description A whirlwind of four ephemeral, magical threads dispels the undead and shrouds the living in an endless slumber.

Disable DC 23 Religion (expert) or DC 21 Performance (trained) to dissipate one of the four threads. Characters who failed or critically failed a Performance check to participate in Grandfather Eiwa's funeral in Chapter 1 have been able to reflect on the experience; these characters gain a +2 circumstance bonus to their Performance checks to disable this trap. The trap is destroyed when all four threads are dissipated.

Breath of Pharsma ♦ (divine, necromancy) **Trigger** A living or undead creature opens the trunk; **Effect** The ephemeral winds rise, sapping energy. All living and undead creatures within 60 feet must succeed at a DC 22 Will save or become slowed 1 (slowed 2 on a critical failure). The trap then rolls initiative.

Routine (4 actions) Each thread of energy passes through a random living or undead creature within 60 feet, dealing 4d6 damage (DC 22 basic Will save) to the creature. A thread deals negative damage to living creatures and positive damage to undead creatures. Each thread passes through a different random creature, if possible. Each dissipated thread reduces the trap's number of actions by 1.

Reset The haunt deactivates 1 minute after no living or undead creatures are within 100 feet, then resets.

Treasure: The trunk contains three ivory religious symbols of Pharsma, a bundle of rare incense worth

40 gp, a *staff of healing*, and a slim leather folio describing the *consecrate* ritual in detail.

I. QUICKLING WOOD

The woods that occupy these two hexes are surprisingly dense with the tallest trees in the region surrounded by thick undergrowth. A band of quicklings have long considered these woods their own, but a few months ago, a group of twigjacks moved in, lairing among the thickest brambles where the quicklings can't easily root them out. The two groups skirmish frequently, with neither managing to get the upper hand. When the weapon-laden characters arrive, both sides immediately see them as a chance to vanquish the other side firmly and finally.

The twigjacks are the first to spot the characters at whichever hex they enter. They send the most diplomatic member of their gang, Nettle, to ask for help. Nettle prefers to speak to the smallest of the characters, assuming someone so small must be quick in body and mind to keep up with their larger companions.

Read or paraphrase the following to set the scene.

A tiny voice issues from what had seemed to be a small pile of twigs in the dense underbrush. "Excuse me," says a small, sharp-featured creature of sticks and brambles, "but perhaps you could help us. We're having a problem with some very nasty quicklings. They think they own the whole wood, and they keep stealing our favorite berries and tearing down our homes!"

A character who succeeds at a DC 18 Nature check identifies the speaker as a nasty type of fey called a twigjack. With a successful DC 21 Perception check, a character spots two similar creatures lurking in the underbrush about 30 feet away, watching the exchange carefully.

Nettle explains that some quicklings in the woods are plaguing him and his two friends, Thistle and Longbriar, but he doesn't get a chance to explain further before being interrupted. Three quicklings have been keeping an eye on the twigjacks, and when they realize they're asking the newcomers for help, the quicklings intervene. The quickling speaker, Reddew,

SEVERE 3



prefers to talk to the tallest character, assuming that such a tall character must be in charge.

"Don't listen to that lying sack of twigs!" hisses a minute figure peering from the tree just above, her snarling mouth framed by shaggy hair and two fox-like ears. She points her shortsword at the bramble creature. "These twigjacks won't leave us alone. This is our wood—we've been here for generations—and we want them to take their miserable pranks and foul smells elsewhere!"

A character who succeeds at a DC 18 Nature check recognizes the newcomer as a type of cruel prankster fey called a quickling. Two other quicklings, Cricketsong and Mossywort, step from their hiding places about 30 feet away to make threatening motions at Nettle. Nettle and his fellow twigjacks return the favor with rude gestures and vindictive remarks.

Each side happily explains why they deserve the characters' aid, talking over and interrupting the other in the process. The quicklings believe they have a right to the wood because they've been here longest. The twigjacks cultivate berry bushes in the wood, which the quicklings plunder as often as possible, squashing any berries they don't eat just to frustrate the twigjacks. The twigjacks set dangerous traps in retaliation, and they've already killed a couple of quicklings with them.

These encounters can use any forest map, such as the Quickling Wood map on the inside back cover of this volume.

Dealing with the Fey

Ultimately, the characters must determine what to do here. Bringing the following through this forest without dealing with the situation invites disaster; the feuding fey don't care who they catch in the crossfire.

If the characters agree to fight for one side, the other side rages at this "mortal treachery." They attack the party and signal for their hiding allies to attack the other fey. The characters don't get any help from the fey they've sided with, who fade into the background to contend with their own enemies.

Most peaceful arrangements the characters might suggest, such as dividing the forest between the groups or agreeing that the berry bushes are off-limits, can

stick only if the characters succeed at two DC 20 Diplomacy or Intimidation checks, one for each side. On a critical failure, that side thinks the characters are working to betray them and immediately attack. An ideal arrangement is to promise the fey that they'll have more tempting (or dangerous) targets passing through in the next few days—that is, the Burning Mammoths—and the fey can work together to harass them. This suggestion earns immediate agreement from both sides without the need for a skill check.

There's no way the Broken Tusk elders agree to allowing such obviously malicious and untrustworthy creatures into their following, making it impossible to recruit any of the fey as followers.

Creatures: Although there are six fey here, the characters shouldn't fight more than three of them at a time or the encounter is likely to be deadly.

QUICKLINGS (3)

Pathfinder Bestiary 2 218

Initiative Perception +9

CREATURE 3

TWIGJACKS (3)

Pathfinder Bestiary 2 270

Initiative Perception +9

CREATURE 3

Treasure: One of the quicklings carries a leather bag with splinters poking out of it. This item is a moderate twigjack sack (page 75), which the quickling made out of a twigjack he murdered yesterday. If the party fights the quicklings, the characters can recover the sack. If the party allied with the quicklings, one of them gives the twigjack sack to the characters as a parting gift.

J. COLD LAKE CAMP

MODERATE 3

Between the hills and mountains lies a deep lake filled with pure, cold water. Tall brush along the plains gradually gives way to its winding, grassy shore. Another band of Pakano's scouts have made a camp along the shoreline. They mistakenly believe the Broken Tusks to be farther away, so they're relaxed and inattentive.

Use the Cold Lake Camp map on the inside back cover of this volume for this encounter.

If more than half of the characters are Avoiding Notice (or Following an Expert who's Avoiding Notice) while they use the Reconnoiter hexploration activity to survey this hex, they automatically spot the scout camp before they're seen. Otherwise, the characters must each attempt a DC 15 Stealth check; if half or more of the characters fail, the Burning Mammoth scouts see them before the characters see the encampment.

Any character who gets close enough to eavesdrop on the scouts hears them talk about Pakano earning favor with Ivarsar, the unquestioned leader of the Burning Mammoths. They also hear the scouts' mistaken assertion that the Broken Tusks are nowhere near this area, but once they are, the scouts plan to report back and confirm Pakano's suspicion that the following is trying to sneak through the Tusk Mountains in this direction.

Creatures: A bushy-bearded Burning Mammoth reaver named Majoak leads this scout group, which consists of two gaunt Burning Mammoth hunters and two twitchy burnbearers. Once the scouts discover the characters in the area, they rush directly into melee and fight tenaciously. If the characters have stealthily set up any traps or snares, the group blunders right into them.

BURNBEARERS (2)

Page 23

Initiative Perception +6

CREATURE -1

BURNING MAMMOTH HUNTERS (2)

Page 17

Initiative Perception +7

CREATURE 0

MAJOAK

Male Burning Mammoth reaver (page 54)

Initiative Perception +8

CREATURE 2

Interrogation: A character who successfully captures and interrogates one of these scouts learns the same information they might have overheard. These scouts don't actually know how close the main forces of the Burning Mammoths are, but they insist that soon all of the Broken Tusks will be enslaved, the weak will be purged by fire, and the rest will further the glorious goals of Mammoth Lord Ivarsar.

K. FALSE PASS ENTRY

Once the Broken Tusk following reaches the eastern side of the hex map, they must make their way through the Tusk Mountains, where slick trails wind through tight canyons between formidable icy peaks.

This pass in the northeastern corner of the hex map is a bit closer to the rest of the trail, and it looks much more inviting than any nearby area with a wider and straighter path through its valley. However, it isn't the real pass, and traveling through it leads only to a dead-end—a near-fatal mistake that many travelers have made in the past. Depending on how far out they've moved from the Burning Mammoths, turning down this way might prove to be the Broken Tusks'

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undoing—or at least make their scrape with doom that much closer.

When the characters Reconnoiter in this hex, read or paraphrase the following aloud.

A relatively wide, smooth valley stretches between towering peaks. Its walls rise up sharply further away, just at the edge of sight. While it would be impassable during winter due to snow, bursts of green, purple, and yellow flowers decorate the ground. A decrepit wooden wagon has broken down beneath an overhang of rock.

The wagon's front axle is broken, and the entire vehicle now sags at an angle. A character who succeeds at a DC 15 Survival check realizes the wagon has rested here for at least three winters, and no one has touched it in that time. It's now wholly beyond repair. Indeed, the wagon is one of two that remain in the wake of a doomed merchant expedition through these mountains. If the party continues to area L, they're sure to discover the rest of the merchant's destroyed belongings.

Any character searching the wagon automatically finds a large strongbox wedged beneath the driver's seat. Handling the strongbox, even to pull it out from where it's jammed, triggers a magical trap on the box.

Hazard: The strongbox's magical trap used to only spray acid on anyone attempting to open its lock without the proper key, but the wagon's collapse jammed the lock and twisted the magic of the trap. Now, it sprays a cone of acid at anyone who even touches the box.

ACID STRONGBOX TRAP

HAZARD 4

ACID | EVOCATION | MAGICAL | TRAP

Stealth DC 22 (trained)

Description An invisible magic field around the strongbox releases a spray of acid when disturbed.

Disable DC 22 Thievery (expert) to harmlessly bleed away the magical field or *dispel magic* (2nd level; counteract DC 20) to dispel it.

Acidic Spray (acid, arcane, evocation) **Trigger** A creature touches the strongbox directly or with a held tool; **Effect** The trap deals $4d8+10$ acid damage in a 15-foot cone in the direction of the triggering creature (DC 21 basic Reflex save).

The lock on the strongbox shifted and popped free, so it doesn't lock at all now. Its contents include the treasure indicated below and a short note in Taldane. The note is rendered in **Handout: Wagon Note** on page 61; give the handout to your players when their characters find the note.

Treasure: In addition to the note, the strongbox contains a superb repair kit, a scroll of *impart empathy* (page 80), and a pouch of *ember dust* (page 76).

L. BOX CANYON

SEVERE 3

Use the Box Canyon map on the inside back cover of this volume for this encounter.

Around a narrow bend, the path suddenly ends in a narrow, steep-walled box canyon. Not only is there no pass here, but the icy walls of the canyon are too slick and steep to even consider scaling them. At the snow-covered canyon's end, an upturned wagon and its contents are spilled across the rocks. Smashed crates and dozens of bones surround the wreckage.

The mess here is the result of a group of Mendevian teamsters who came through the area four years ago. When they realized this pass didn't actually connect to Lost Mammoth Valley, the merchants tried to turn their wagon around and leave the box canyon, but it tipped over, panicking the oxen. A yeti lurking in the mountains above descended and killed all the animals and people here. The yeti has lingered in the canyon, picking off would-be scavengers who smelled the teamsters' remains.

Creatures: An especially misanthropic and violent individual, the yeti was cast out of its clan long ago and has wandered ever since, accompanied only by a feral wollyped it trained as a hunting companion. The yeti watches from a high ledge when the characters arrive, while the wollyped keeps out of sight behind a pile of snow-covered rocks. If the characters don't succeed at the DC 25 Perception check to spot the hiding yeti, it gains a +4 circumstance bonus to its initiative check.

When it attacks, the yeti scrambles down from the ledge and roars to the wollyped, which rushes out to join in the attack. The yeti uses Grisly Arrival and Rends its foes as often as possible. The yeti isn't sound enough of mind to retreat from combat—it fights to the death.

WOLLYPED

CREATURE 3

Pathfinder Bestiary 3 295

Initiative Perception +9

YETI

CREATURE 5

Pathfinder Bestiary 338

Initiative Perception +15

Nightmare-Addled This yeti failed a saving throw against a nightmare effect years ago, making it permanently enraged. It's neutral evil and has a +1 status bonus to attack and damage rolls and a -1 status penalty to AC.

Ancren-

We abandoned this wagon because the axle broke. Up to you if you want to try to fix it, but there was enough room in the other wagon. Our scout says we are only two or three days from Lost Mammoth Valley up this pass. The wagon will hold, and the oxen are fine, too. They're probably just happy to be sharing the load. The scroll could be helpful if you run into any local wildlife. The ember dust is just if you need it. Obviously Cyel would prefer you to bring it to us, but if you need it for the night, go ahead.

See you soon,
Weidle

It doesn't have a bonus to its saving throws against fear and dream effects.

New Follower: If the yeti is slain, the wolliped isn't sure what to do. It simply backs away and stands still for a few minutes, then takes off into the mountains. If a character succeeds at a DC 15 Nature check to calm the wolliped before it departs, it treats the character as its new hunting companion and eagerly joins the following's herd.

Treasure: Most of the wagon's goods have been destroyed by the elements, but one crate contains four golden bracelets worth 15 gp each, a bolt of carefully packed wool cloth worth 5 gp, and a *bag of holding type I* containing 500 feet of rope.

M. RIMECRAG PASS

The only way to Lost Mammoth Valley, Rimecrag Pass winds around a particularly steep mountain covered with heavy snowfall all year long. It isn't naturally prone to avalanches, but when a large one occurs, the pass can be closed for weeks or months.

The pass has several short, stony valleys cut off by rubble, but the main course of the path is clear. Several 10-foot-high ledges overlook the pass from the steep mountains on either side. A waterfall near the center of the pass forms a wide but shallow pool, though both the waterfall and the pool are frozen most of the year. The heavy creaking of great masses of ice and snow settling atop each other constantly echoes throughout the valley.

This pass marks the final step of the Broken Tusks' journey to Lost Mammoth Valley, a large and verdant valley where the following can hopefully gain its bearings and figure out a way to escape their pursuers for good. Mammoth Lord Merthig suggests that the Broken Tusks stay close to one another during this

HANDOUT: WAGON NOTE

part of the journey to ensure no one gets lost in a freak snowstorm or falls through a hidden ice sheet. The other elders wholeheartedly agree with this suggestion. Once the party arrives at Rimecrag Pass and for the duration of the rest of the adventure, the characters continue scouting ahead as normal, but the rest of the Broken Tusk following remains just a few hundred feet behind.

Use the Rimecrag Pass map on page 62 for encounters in this area.

M1. Raven Roost

Moderate 3

The pass wraps around a towering, snow-capped peak to the north, hemmed in on both sides by stone. Three big ravens roost on a snowy ledge ten feet above the rocky ground of the pass. The largest cocks its head, parts its beak, and says, "Well, I like the looks of you far better than the last group of noisy, fire-besotted humans. How many more people are you planning to bring through my mountain pass?"

Creatures: The speaking bird is a kadlaka named Yraka, who considers herself a guardian of this pass when she's in residence here. Her swarm of raven friends are mundane animals. Yraka defends herself if attacked, but the ravens that accompany her simply fly away.

Despite her confrontational introduction, Yraka is happy to share information with the characters. She can relate that several other humanoids recently came this way, and she overheard their plan to start an avalanche to close the pass. Yraka isn't opposed to avalanches, generally, but the destructive bent of these fire-bearing strangers unsettled her. There are about six of them, she says, and she overheard them calling their leader "Pakano."

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M1

M2

M3

M5

M4

RIMECRAG PASS
1 SQUARE = 5 FEET



YRAKA

Female kadlaka (page 84)

Initiative Perception +14

CREATURE 4

New Lieutenant: Yraka enjoys her wide-roaming freedom. If the characters ask her to join their following, they must succeed at a DC 20 Diplomacy check to convince her she'll have similar opportunities to travel and explore as a member of their band.

If Shaggy Shemven is with the Broken Tusks, the lovestruck korred approaches Yraka as soon as he catches sight of her. He dramatically proclaims his feelings and presents to her a gift that he has hidden in his hair: the hawk's-eye gemstone he received on the Night of the Green Moon. Deeply flattered by the gesture and Shemven's unabashed feelings, Yraka accepts his proposal, though she's unsure how a relationship with an earthbound korred would impact her freedom to fly wherever she wishes. Shemven suggests that he and his betrothed continue traveling with the Broken Tusk following, an idea that appeals greatly to Yraka. In this case, she automatically joins the following as a lieutenant, no check necessary.

If Shemven didn't come with the following, but the characters point out the last place they saw him, Yraka flies off to meet him.

Whether or not Yraka joins the following, she mentions some useful information, as long as the characters make a good impression. She points out there's a safe cave just behind the frozen waterfall in this pass. With this information, the characters can locate the entrance to area M3 without a Perception check.

If the characters tell Yraka about the dead traveler in area M3, she's saddened to hear the news. Yraka never went to check on the traveler because of her terrible fear of enclosed spaces; she willfully assumed her injured friend had recovered and moved on. She's fine with the characters keeping the *raven band* they might have found on the traveler's body. If the characters helped reunite her and Shemven, Yraka practically demands they keep the *raven band* as a token of her appreciation.

XP Award: If the party speaks with Yraka, award each character 30 XP. Award the characters an additional 60 XP each if they convince her to join the Broken Tusks.

M2. Icy Pond**Moderate 3**

The pass makes a low dip here. Pooled water has frozen into a broad sheet of ice between the rocky walls.

The source of this water is a frozen waterfall just around the bend. The sheet of ice is uneven ground (*Core Rulebook* 476); a character must succeed at a DC 15 Acrobatics check to Balance to cross safely.

Creatures: Four Burning Mammoth hunters wait on a hidden ledge 10 feet above the ice. Pakano has told them to watch for the Broken Tusk scouts, so they automatically hear the characters approaching unless the party is Avoiding Notice. They remain out of sight on the ledge, then rise to fire their shortbows at anyone on the icy pond. Because the ice is uneven ground, anyone on it is flat-footed and, when injured, must succeed at a DC 15 Reflex save or fall prone. While they fight, the hunters taunt the characters with threats like “Ivarska knows exactly where you are!” and “You’ll never make it through the mountains—they’re setting the perfect trap!”

BURNING MAMMOTH HUNTERS (4)
CREATURE 0

Page 17

Initiative Perception +7

Moderate Encounter: This encounter would normally be a low-threat encounter, but it’s increased to moderate because of the disadvantageous terrain.

M3. Hidden Cave

Behind the frozen waterfall lies a deep recess that’s cold but dry. It’s a little tricky to find; a character who’s Searching the area discovers the entrance with a successful DC 15 Perception check. This cave is evidently known to some travelers, as it bears evidence of past fires and a few stored goods like a flensing board and some good knives. Pakano and his comrades failed to discover the cave and don’t know of its existence. Yraka can point the party here if they don’t find it on their own.

Treasure: The last traveler who rested here, an injured Kellid woman who was a friend of Yraka’s, died from an infected wound. Yraka doesn’t know that the woman never made it out of the cave. She still wears serviceable cold weather gear and a *raven band* (page 77) around her left arm. Tucked into the band is a slim vial of *barkskin potion*.

**FATE OF PAKANO**

This Adventure Path assumes Pakano either died in the avalanche at Rimecrag Pass or successfully used his *mad mammoth’s juke* just in time to escape. If the characters somehow rescued him from the avalanche and brought him back to the Broken Tusks, it’s only a matter of time before he escapes to return to Ivarska and his “true family” among the Burning Mammoths. At any rate, the characters are destined to meet their old rival one more time in this Adventure Path’s final installment, “Burning Tundra”—though at first glance they might not recognize his monstrous, new form.

M4. Camp

Furs, crates, and supplies like food and water litter the deepest point of this dead-end gully.

This site is where the Burning Mammoths who’ve come to the pass keep their gear and where they take short shifts sleeping when not working or standing watch. There’s no one here when the characters arrive.

M5. Avalanche Crew Severe 3

An enormous ledge of ice and snow hangs over the pass from the north and west. Three large bonfires blaze on the ground, their emanating heat causing the shelf of snowpack fifty feet above to melt into dribbling rivulets.

The thick sheets of mountain snow audibly groan with each gust of wind that whips through the pass. In the far distance, standing on the peak of a different mountain, giant humanoid figures are silhouetted against the gray sky.

Pakano and the rest of his scouts have been working to melt the ice and block the pass, hoping to trap the Broken Tusks. It’s a time-consuming task—they’re still several days from finishing their work. It would be much easier to start an avalanche from the top of the snowpack than the bottom, but the saboteurs couldn’t climb that high with all their fire-starting materials.

The Burning Mammoths aren’t alone. The silhouettes on the mountain peak above, more than a quarter mile away, are frost giants working indirectly for Ivarska. Ivarska ordered the giants to wait on the ridgeline until the avalanche consumed the Broken Tusks. Afterward, the giants would trek down the mountain to finish

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off whatever Broken Tusks remained and pilfer their broken bodies from the snow.

Creatures: The characters' old rival, Pakano, looks much the same as he did before, though his face and body now bear bold, decorative brands in the Burning Mammoth style. He's accompanied by two Burning Mammoth longshields and two burnbearers. Once Pakano notices the characters, he calmly hails them and motions that he would like to talk. His cool, stony disposition contrasts eerily with the brash, fiery hunter the characters first dealt with earlier in this adventure.

However, his stoic air is mostly a facade; beneath his tranquil visage, the traitorous rival simmers with the same old rage.

He explains his high status in Ivarsa's glorious war horde and how he's finally fulfilling his true destiny under the Burning Mammoth banner. If the Broken Tusks surrender now, he casually suggests, then only the adults will be slaughtered—the children and elders will receive the honor of conscription and enslavement, respectively. The Broken Tusks' herd will be slaughtered for meat, and the characters themselves will become Pakano's personal servants—once Pakano has thoroughly branded their bodies to mark them as his property, of course.

Whatever the characters' response to Pakano's brutal offer, Pakano and his allies swiftly launch into an all-out assault against the party. Pakano focuses his attacks on the character that he bears the biggest grudge against, vowing to finally kill them—saying,

"Just like I should've done in the river that day."

The longshields try to keep other characters away from Pakano, shoving them back with their shields if necessary. The burnbearers try to rush behind the characters to get at those who hang back from melee and cut off any retreat. All these foes fight to the death, loyal to the Burning Mammoths to the end.

Not everything is as it seems, though, and the real stakes of this battle soon become apparent.

BURNBEARERS (2)

Page 23

Initiative Perception +6

CREATURE -1

BURNING MAMMOTH LONGSHIELDS (2) CREATURE 1

Page 25

Initiative Perception +8

CREATURE 4

PAKANO

Page 88

Initiative Perception +11

Ivarsa Arrives: At the start of the second round of combat, the Burning Mammoths' warlord herself, Ivarsa, teleports onto the battlefield after divining that Pakano is in danger. Her arrival at this moment might seem unbelievably fortuitous, and that's because it was, in fact, premeditated.

Ivarsa has already informed Pakano of her plan. While he and the other Burning Mammoths keep



BURNING MAMMOTH LONGSHIELD

the Broken Tusks busy in Rimecrag Pass, Ivarsar will use her fiery magic to bring the sides of the pass crashing down on everyone along the path. Ivarsar gave Pakano—and only Pakano—a *mad mammoth's juke* (page 76) to teleport out of danger when the avalanche occurs. The other Burning Mammoths have been left completely in the dark and will almost surely die alongside the characters.

Ivarsar acts first in the initiative order and spends her first turn barking orders to the frost giants, commanding them to pick up the scraps and make sure the Tusk runts die after she triggers the avalanche. She then teleports directly above the snowpack Pakano has been trying to melt.

On her second turn (the third round of combat), Ivarsar calls to Pakano, her deep voice tinged with mock sarcasm. “Oh, Pakano, must I do everything myself?” She casts him a knowing smirk, which he unashamedly returns, before casting a *fireball* spell aimed directly at the snowpack beneath her feet. Unbelievably, though she’s consumed in flames, Ivarsar emerges from the conflagration unscathed. The icy face of Rimecrag Peak, on the other hand, loosens amid the blast and now looms over the pass, just shy of collapsing entirely. Now, with or without Pakano’s efforts, it’s only a matter of moments before the sheet gives way and an avalanche consumes the pass.

On her third turn (the fourth round of combat), Ivarsar teleports away once again, this time to rejoin her approaching war horde.

While all of this happens, the characters are preoccupied with their fight against Pakano and his scouts. Pakano does everything he can to hold the party’s attention, attacking wildly, with seemingly no regard for his or his allies’ safety. Of course, the party is free to attempt to stop Ivarsar, attack her, or otherwise interact with her—she’s only about 50 feet away from the base of the pass when she blasts the mountainside with her *fireball*—but her power is on a completely different level. Only surefire attacks like *magic missile* have any chance of hitting her, and they barely leave a scratch on the indomitable warrior.

Avalanche Panic: Because Pakano’s allies weren’t informed of this part of the plan, they’re understandably surprised at the sight of their leader. Furthermore, they begin to outright panic as they watch her incinerate the snowpack above and nearly bring an avalanche crashing down on their heads. Although they might have started the fight willing to die for their leader, her obvious display of disregard for their lives has them second-guessing their allegiance.

Starting on the fifth round of combat, the Burning Mammoth longshields and burnbearers start fleeing

for their lives in anticipation of the oncoming avalanche. By this point, the rest of the Broken Tusks have caught up to the characters; the Mammoth Lords round the corner past the frozen waterfall and quickly lead their following through the pass before it collapses. Despite the obvious danger, Pakano stands his ground and continues to fight the characters. “Go ahead, cowards,” he spits, thick chunks of ice falling all around him. “Run while you can and prove me right. Prove to yourselves and all the Broken Tusks that I alone am worthy of being called Mammoth Lord!”

At the start of the sixth round of combat, each character still in Rimecrag Pass takes 1d6 bludgeoning damage (DC 17 basic Reflex save) as the chunks of snow and ice falling from above get bigger and heavier. Each round afterward, the damage increases by 1d6 and the DC increases by 1. On the tenth round, the avalanche falls in full force, subsuming any creatures still in Rimecrag Pass and dealing 8d6 bludgeoning damage (DC 23 Reflex save; see page 518 of the *Core Rulebook* for the full rules on avalanches); if Pakano is still conscious at this point, he activates his *mad mammoth's juke* to escape the disaster.

XP Award: Award each character 120 XP for surviving this encounter.

CONCLUDING THE ADVENTURE

With or without their scouts, the rest of the Broken Tusks manage to get through Rimecrag Pass unscathed. Once the characters have defeated Pakano or escaped out the eastern end of the pass, they might turn around just in time to see the snowy pass collapse in on itself behind them. Read or paraphrase the text below aloud to bring this adventure to a close.

With a snort, the final mammoth emerges from the narrow end of the pass and shakes the snow from her hind leg. A moment of utter silence ensues, as though Rimecrag itself were holding its breath. Then, a small whooshing noise becomes the thunder of a hundred stampeding mammoths as cascades of snow pack the pass, sealing it behind the Broken Tusks.

While the Broken Tusks can breathe a well-earned sigh of relief, their travails against the Burning Mammoths have only just begun. In the next adventure, “Lost Mammoth Valley,” the characters must strike out on their own to solve the riddles of the ancient valley, recruit a motley league of unlikely followers, and search for the mythical *Primordial Flame*.

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Following of the Broken Tusk

For as long as they can remember, generations of nomads in northern Avistan have hewn to an itinerant way of life, moving constantly across the land in accordance with the region's changing seasons, plant cycles, and animal migrations. In the hoarfrost-covered plains between Irrisen and the Sarkoris Scar, where the mightiest nomads call themselves Mammoth Lords, these wandering communities are known as followings. The Broken Tusk is one such following.

The Broken Tusk can trace its origins back millennia, to an era when it was known as the Burning Mammoth and its members served as stewards of a divine lantern called the *Primordial Flame*. At the onset of the Age of Lost Omens, when the Worldwound opened in Sarkoris, the following's warriors and elders disputed what to do with the artifact, and the resulting schism split the following in two. Ultimately, the *Primordial Flame* was hidden away, and the warrior faction went east to fight at the Worldwound, taking with them the banner of the Burning Mammoth. Only a few stayed in the western lands to continue to guard the hidden *Primordial Flame*, forced to make a new name for themselves.

HISTORY

The Burning Mammoth following roamed the Realm of the Mammoth Lords for at least 40 generations, with members numbering in the hundreds, composed mostly of hunters who tracked mammoth herds. But even greater than its numbers was its influence, thanks to the *Primordial Flame*: a tremendous artifact



gifted to the following by the righteous goddess Sister Cinder. This magical lantern—a ribcage-sized mass of unbreakable bones and hide surrounding an ever-burning red flame—provided both light and warmth and enabled the Burning Mammoth to carve a verdant path across the Realm's inhospitable tundra during its migrations. But while it was true that the *Primordial Flame* enabled nomadic communities to flourish across the Realm, it also contained the power to disrupt or destroy the delicate natural balance of

the ecosystem. The following took on a sacred duty to use the artifact's power wisely and to protect it from incompetence and malice.

When the great quake opened the Worldwound, spilling demonic hordes across northern Avistan, the Burning Mammoth following retreated to the plains west of the Tusk Mountains. The following's leaders quarreled over what to do. On one side, the warriors insisted on taking the *Primordial Flame* to the Worldwound to fight alongside other Kellids, where they could use the artifact's power

to face the demonic invaders head-on. On the other side were the prudent elders Sidke and Ludsk, who thought the risk of the demons somehow seizing the lantern too great and insisted that the following hide it to protect it from evil hands. The two elders convinced a handful of their kinfolk to take the artifact in secret and seal it in a remote mountain cavern called Red Cat Cave. There the *Primordial Flame* would rest, the elders calmly explained to the rest of the befuddled Tusks, until the day it could be safely wielded once more. The news was met with shock and dismay, causing a rift in the community. Led by the aasimar

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warrior Lomok, the majority of the following fractured from the rest of their “traitorous” family and headed eastward, vowing to wipe out the demonic hordes even without the *Primordial Flame*’s power. These warriors took with them the name and the banner of the Burning Mammoth.

That spring, Sidke spied a mammoth digging diligently at the earth with a broken tusk to gather roots for her two calves. Sidke saw this perseverance as a symbol of her now-fractured following; even broken, the mammoth’s tusk still functioned, and she still provided for her young. It was, Sidke felt, a good omen, so she took the name “Broken Tusk” back to her community. That happened four generations ago.



The Broken Tusk’s banner memorializes this moment, depicting a mammoth with a broken tusk alongside her two calves. While on the move, the Tusk foremost in the procession holds the banner aloft, higher than everything else in the following. When they make camp, the following plants the banner in the middle of the encampment near the cooking fires. The banner of the Broken Tusk and the story of hope it represents are thus at the center of community life, both literally and figuratively, and it’s integral to the following’s shared identity.

Broken Tusks use the word *ethgir* to refer to the era before the schism and *syorn* to designate the present period. Throughout the *syorn*, the Broken Tusk has struggled to endure. For the first generation of the *syorn*, food was scarce, and many Tusks didn’t survive a series of lean winters; the second generation suffered a catastrophic loss of several hunters to a frost giant ambush. For decades, Broken Tusks bore fewer children, fearing what kind of harsh world their descendants would inherit. With the following’s numbers dwindling, Sidke’s son, Eiwa, convinced the Tusks to try a novel tactic: active recruitment.

They sent envoys to Hillcross and Icestair to solicit new allies from all walks of life, Kellid and otherwise, who wanted to live as a Tusk. The first wave of Broken Tusk initiates included a house of hearty Ulfen settlers-turned-itinerants, a family of dwarf treasure hunters originally from the Mindspin Mountains,

Mihrini halflings, gnome monks by way of the Shay Citadels, and even a Forlorn elf. Tusk elders taught foreign recruits the traditions and customs of their following, alongside first-generation Tusks, and welcomed the new members whose presence could strengthen the following as a whole.

SOCIETY & CULTURE

Recruiting into the Broken Tusk following continues to this day. The fourth generation of Broken Tusks, now coming of age, include some whose Kellid ancestors have been Mammoth Lords for millennia, some whose parents or grandparents joined the Broken Tusk following in the last century, and some first-generation followers. Tusks have no terms to differentiate between these groups; all who walk under the banner of the Broken Tusk are Tusks, and each is as worthy of respect and a meaningful life as another.

Cosmopolitan explorers from other parts of the world—which many Mammoth Lord communities refer to as “southerners”—view Mammoth Lord

followings' way of life as harsh, challenging, and full of danger, each day pitting raw will against a tough landscape in a perpetual struggle for survival. While the physical demands of living in the Realm are indeed daunting, even for those raised to know the land and its many dangers, followings such as the Broken Tusk don't view life as a fight or contest. Indeed, the southerners' mindset is incomprehensible to many people of the Realm, who see themselves as neither masters nor victims of the land, but simply as elements of it—parts of a greater whole like every other living thing.

ONE WITH THE LAND

Many Mammoth Lord followings emphasize moderation and respect for the land as core tenets. Broken Tusks extend these tenets even further, teaching that all things share a spiritual essence—a divine animating force that unites not only plants and animals, but rivers, clouds, stones, celestial bodies, and everything else. Everything in the physical world is also a spiritual thing to Tusks, and no one thing is above another.

This latter point often perplexes southerners and even other Kellids, many of whom tend to divide things into belonging either to the natural world or the “unnatural world.” To early Tusks, there was no division between what nature made and what humanity made, since nature and humanity were indistinguishable. In this original reckoning, there was not even a “world” outside of oneself. These progenitors of the Tusk philosophy regarded their relationship with external phenomena much as most people might regard the intrinsic relationship between one's mind and body: *this is me, and I am this.*

When Broken Tusks speak of “living a good life,” they mean recognizing the spiritual essence in everything and further understanding one's place as neither superior nor opposed, but rather as one. This good life enables herders to befriend animals, songsingers to channel the stories of their ancestors, and warriors and hunters to look death in the eyes without fear.

In the face of cultural intermingling with the south and a greater exchange of ideas than ever before, the Broken Tusk is among the few Mammoth Lord followings that has maintained its fundamental conception of being. Most other followings regard the cherished beliefs of the Broken Tusk as antiquated, chiding the Tusks as naive and attempting to encourage them to adopt the pragmatic worldview that swept through Avistan alongside non-Kellid settlers: the worldview of “things” and “people” and “places.”

BIRTH AND DEATH

Beyond the changing seasons, Broken Tusks measure the passage of time by the recency of impactful events, and no two events shape the lives of those around them more than birth and death.

Broken Tusks with child are expected to perform their duties up until the final stages of pregnancy, during which time they're pampered with an outsized share of foraged vegetables and hunted game. The Broken Tusks believe that the food eaten during a pregnant person's final weeks of gestation determines the size, strength, and personality of the baby. Smoked meats from mammoths, woolly rhinos, and bears are thought to result in large, strong warriors; bearberries, willow bark, and bird eggs make quick, keen-eyed scouts; and raw fish, lightly cooked frogs, and certain lichen soups are thought to imbue a fetus with mystical qualities both powerful and dangerous.

Most Broken Tusk deaths are the results of accidents or violence. On the rare occasion that imminent death is apparent ahead of time, attendants from the dying one's house are responsible for creating a comfortable place for their loved one to rest in their final moments. A songsinger also tends to the dying one, listening to whatever final stories, wishes, or secrets the soon-to-be-departed wants to share.

In the ethgir, Burning Mammoths cremated their dead—an unusual custom among Mammoth Lord followings. Most of these tundra-roaming nomads don't have ready access to the necessary ingredients, namely large amounts of wood, to build a pyre hot enough to immolate human remains. Burning Mammoths, however, used the power of the *Primordial Flame* to achieve sufficient heat. The Mammoths' cremation ceremony involved stripping the deceased bare and ceremonially laying them on a rock slab or other rocky, open area, along with offerings of sweet-smelling herbs, dried fruits, and animal organs. Songsingers from the departed's house cried out stories of the dead's brave deeds in life, not to mourn but to remind the ephemeral spirit of the dead who they were in life, so they could continue to be virtuous in whatever form their spirit took next.

In the syorn, without the *Primordial Flame*, the Broken Tusk practices the more common funerary custom of excarnation. House members of the deceased find an outcropping or ledge in the hills on which to lay the body; in plains, they stretch a hide across the tops of trees to hold the body aloft. Scavengers and parasites then consume the body. Preserving bodies or marking where bodies lay isn't customary. Bodily remains are considered exactly what they are: ashes, bones, flesh, and bits of hair and nails. The departed's

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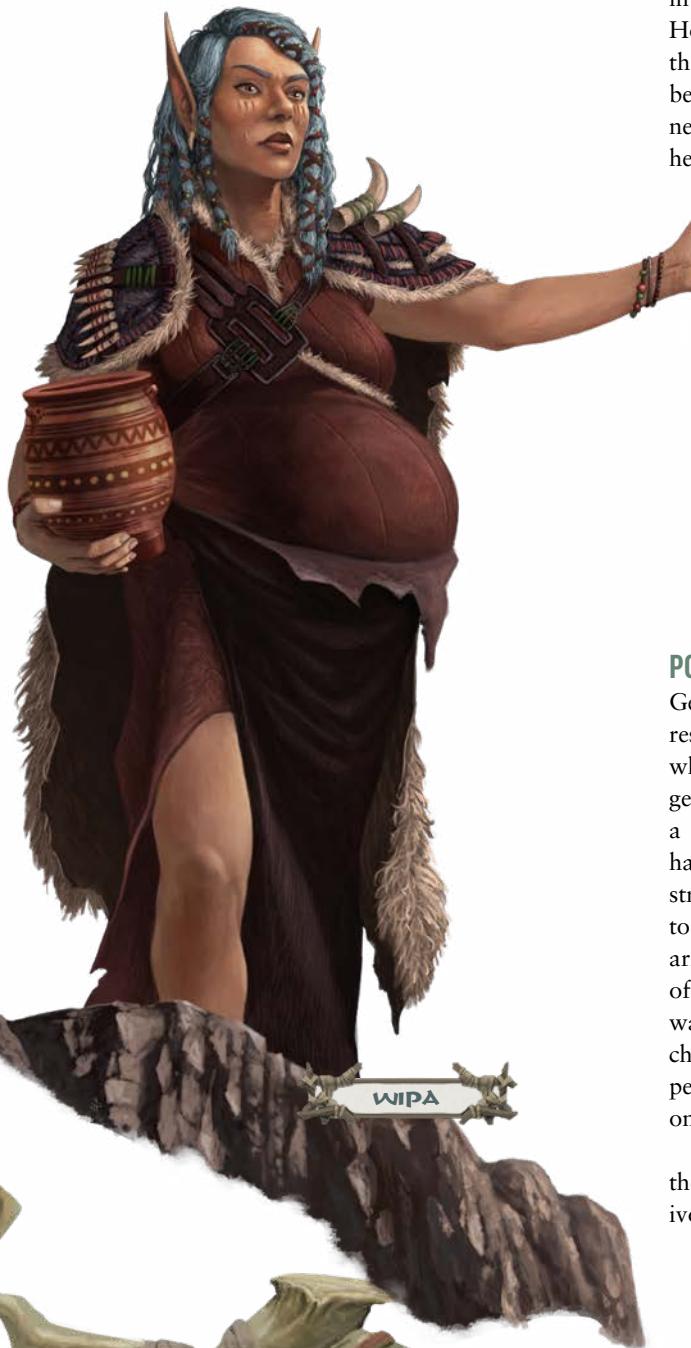
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spirit is the same as it ever was—at one with its surroundings. As such, Tusks don't mourn death as loss; the living must simply listen harder to hear the words of their departed kin.

While many societies make offerings to the dead or their next of kin, the opposite was true for Burning Mammoths, and it remains so for Broken Tusks. Members of a deceased Tusk's house are expected to give one gift to every other house in the following, typically from among the deceased's few personal effects. Sometimes, multiple gifts are shared with each house. In this way, durable and useful goods, such as weapons, tools, and jewelry, can pass between many houses.



BODY MODIFICATIONS

Some Mammoth Lord followings ritualize or mandate certain types of body modifications, such as tattoo, scarification, or branding. As with so many of their customs, the Broken Tusk largely leaves this up to the individual and their house to choose whether to ornament their body and how. As such, Tusks practice a wide variety of these arts. Tattooing is a popular pastime in the summer months, whereas scarification and branding are typically reserved for the winter months, when fewer bugs and parasites threaten to cause infection.

In all these arts, each house tends to have a customary set of patterns, shapes, or symbols they use in their designs. For example, members of the Moose House tend to brand their faces and bodies with thick, solid lines. Falcon House boasts many of the best tattooists in the following, who use porcupine needles and herbal salves to apply stick-and-poke healing marks over achy joints and internal injuries.

Scarification is most common in Otter House, whose master scar-etchers use specially treated beaver claws to carve lines along and around facial features to enhance the senses, commonly the eyes, nose, and ears. Piercings and other pieces of worn jewelry present a popular alternative for Tusks who are hesitant to permanently mark their flesh, and body paint mixed from pigments and river clay are a temporary alternative to skin marking.

POSSESSIONS AND ZOIC FETISHES

Generally, each member of the Broken Tusk has the responsibility of carrying all their own belongings when traveling between camps, and as such, followers generally have few belongings, most of which have a specific function. These items are almost always handmade and one-of-a-kind. Belongings that aren't strictly functional tend to be small, owing to the need to migrate on a regular basis. Durable weapons and armor are among the most highly prized belongings, often passed from one generation to the next. In this way, personal possessions undergo a natural arc: children tend to own few things, adults have as many personal effects as they'll ever have, and elders carry only those things that they cherish most.

Tusks are encouraged to use every part of the animals they hunt, and so they carve a great many things from ivory, such as earrings, pendants, and other accessories.

In Musk Ox House, it's customary for members to gift their housefellows pieces of ivory carved into the shapes of animals—what many southerners call a “zoic fetish”—to parents of newborn children. (For more details on zoic fetishes, see page 77.)

Other materials, such as woven plains grass, oiled darkwood, and charred bones, are also commonly used to craft zoic fetishes. A Broken Tusk would likely be bemused to learn that zoic fetishes are bought and sold in foreign lands. Some of these items are purely decorative, sometimes commemorative, but a few are enchanted. Usually, the enchantment provides some protection against a particular type of animal, such as bears or wolves, though certain pieces of jewelry boast stronger enchantments, such as granting the ability to talk to animals or even to charm them.

RELATIONS WITH OTHER FOLLOWINGS

The Broken Tusks' history of generosity has given them an outsized reputation among Mammoth Lord communities. Their spirit of perseverance and hospitality have garnered them many tenuous allies over the years—along with some hostile rivals. Below are a few other communities whose stories have intersected with the Tusk's.

Amethyst Eagle: Amethyst Eagles maintain a strict exclusionist dogma to sustain their ancient bloodline. Their following has two Mammoth Lords: Rizani, the Otagi Circle; and Uskox, Son of the South. Years ago, the Broken Tusk accepted a runaway Eagle into its numbers but failed to protect them from the purple-eyed archers who tracked down this missing member. The assassins coolly executed their kin before a young Eiwa's very eyes, then left as silently as they'd arrived. Decades later, relations between the Broken Tusk and the Amethyst Eagle remain tense.

Bristle Hog: Only the most desperate Mammoth Lords call this cowardly following an ally. The leader of the Bristle Hogs, a disgraced Mammoth Lord and craven sycophant named Bugo, is apparently a distant cousin to the young Tusk herder Imek—a fact which causes the child no shortage of embarrassment. Just before summer's end, Broken Tusks traditionally meet with Bristle Hogs to share news and trade medicinal herbs for one of the Hogs' gangly swine.

Isle of All: Islers don't make a migratory loop like other nomadic followings; instead, they trek ceaselessly toward the setting sun. Its people summer in the Realm of the Mammoth Lords and—if their outlandish tales are to be believed—winter upon hollowed-out logs that they float across a massive glacial lake as salty as tears. The Broken Tusk's elders dismiss these stories of a “world pond” as fairy-tales,

BROKEN TUSK HOUSES

Each member of the Broken Tusk belongs to one of four houses. Though Tusks collectively have a multitude of bloodlines, these familial designations are secondary to house affiliations. Each house is led by a single high-ranking Tusk (who's also typically a Mammoth Lord, though not always). House members spend most of their time with one another, sharing duties, forming friend groups, and occupying the same communal sleeping tent.

In the ethgir, the Burning Mammoth had a dozen houses governed by complex lineage rules, each corresponding to a single animal. After the Burning Mammoth forsook the Tusks, the latter couldn't maintain the numbers to fill 12 houses, so they reduced them to just four. Each house contains a triad of animals that individually embody courage, cleverness, and resilience. Broken Tusks typically identify themselves with just one of the three animals represented in their house, and their personal effects often feature that animal.

A Tusk's house is typically determined by their mother's house, but other than that custom, the rules about lineage from the ethgir are no longer observed.

Falcon House (headed by Eiwa), which includes hares and glyptodonts.

Moose House (headed by Nakta), which includes bears and ravens.

Musk Ox House (headed by Merthig), which includes saber-toothed tigers and bighorn sheep.

Otter House (headed by Argakoa), which includes wolves and aurochs.

but they can hardly deny the Islers' evidence: relics, armor, and a fatty meat taken from “singing, club-shaped fish even bigger than mammoths.”

Navaran Sun: These old allies of the Burning Mammoth often aided their fellows in battle against enemy followings, particularly against Dulasi slaver bands. Loyal to a fault, Buffalo King Navar and his followers were the first to be conscripted into Ivarsa's violent reimagining of the Burning Mammoth.

RELIGION AND MAGIC

In keeping with the legend of the *Primordial Flame*, the original Burning Mammoths worshipped Sister Cinder—known commonly as Sarenrae in other cultures—to a great degree. Modern Tusks continue this tradition, dedicating many of their rituals and holidays to their patron deity. Sister Cinder guides the Tusks' hands in times of uncertainty, shining a

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light on moral dilemmas so her adherents can tell right from wrong and act accordingly.

Regarding temporal concepts such as tracking game or finding a means to ford a river, Broken Tusks speak of the Pursuants—a triad of deities who jointly oversee aspects of hunting and warfare—or the manifestation of natural forces called Gozreh. The latter is considered a partner of the fey lord Ng, the Keeper of Time, who manages the seasons and the annual life cycle of living things. Together, Gozreh and Ng are not so much considered deities as they are spirits who embody the unfathomable immensity of the Realm and beyond.

For more details on these deities and other religions present in the Realm of the Mammoth Lords, see “Religions of the Realm” in the next volume, *Pathfinder Adventure Path #176: Lost Mammoth Valley*.

Because Broken Tusks encourage peoples from all walks to follow their banner, they are well exposed to various kinds of magic—including occult arts from as far as Ustalav and divination magic such as that from Varisia. Most Tusks not only tolerate magic, but make an effort to understand it and dispel their mother culture’s deep-seated superstitions about its use.

NOTABLE NPCs

At the outset of “Broken Tusk Moon,” the Broken Tusk following has 74 members. Depending on how the heroes fare against the Burning Mammoth invasion at the end of Chapter 1, this number might be reduced to as few as 64 by the time the following makes its way toward Red Cat Cave.

Below are the most notable members of the Broken Tusk following. The heroes are likely to know them all and might even be related to one or more of them.

Argakoa the Songsinger (NG female human skald 7), Otter House leader and Mammoth Lord, is the daughter of Ulfen merchants from Hellirinn. Signe (her given name) was still in her teens when she fell madly in love with a snowcaster elf named Letsua. Scandalized by her infatuation with someone outside their house, her parents disowned her. The couple journeyed to Hillcross together, where they met Eiwa and agreed to travel with the Broken Tusks. Argakoa combined her childhood training as a skald with her passion for the lore of the Broken Tusk to become the foremost of the following’s songsingers. As she enters old age—what the Tusks call “the long-hair years”—Argakoa hopes to pass on her mastery of song and saga to a worthy student of the art.

Grandfather Eiwa (LG male human seer 4), Falcon House leader, Mammoth Lord, and a rare Kellid centenarian, is the oldest living member of the Broken Tusk. His mother, Sidke, was one of the Burning

Mammoth elders who took the *Primordial Flame* to Red Cat Cave, and by her efforts, her loyal followers became the first Broken Tusks. Eiwa is the only Broken Tusk alive who witnessed the following’s schism, and he remembers clearly how his parents struggled to establish a new migratory route and preserve their traditions and rituals. Eiwa was briefly married in his youth, but after his husband’s early death, he has remained single. He never fathered any children, but he’s a popular and beloved mentor to many of the Broken Tusk’s youngest generation, hence the appellation he bears proudly.

As a young man, Eiwa rose to prominence in the following due to his quick thinking and forethought. While his cleverness made his opinion valuable, his kindness won him the trust and friendship of many of his own generation and the next. Eiwa was an early champion of recruiting nonhumans into the Broken Tusk and teaching them the following’s ways. He continues to take a special interest in new recruits and does his best to help them adjust, even though he senses his time among the following is short.

Imek (LG female human forager 1) of Falcon House loves animals and spends her days brushing out the woolly coats of the following’s domesticated mammoths. Other children bully and ostracize her, calling her a tattletale and a know-nothing, though her nine winters make her older than most of her tauntings. She currently lacks the physical strength or friends to stand up to her rivals, but she hopes to one day become a great mammoth rider all the same.

Letsua (CG male elf Mammoth Lord 3) of Otter House is a Forlorn elf and Mammoth Lord originally hailing from Kyonin. He doesn’t think often of the quarrels that led him to forsake his homeland, nor of the many years he spent wandering Avistan in a fugue. When a young Ulfen woman whose company he enjoyed suddenly became his responsibility, it was as though a dark cloud had been lifted from Letsua’s brow. Shortly after he agreed to marry Argakoa, the two took up Eiwa’s offer to live among the Broken Tusks. Now, decades later, Letsua has solidified his place as one of the Broken Tusk’s most valuable Mammoth Lords. Though highly skilled and passionate, Letsua’s impatience can sometimes come across as arrogance. He has a strong willingness to change his mind when presented with new facts or options—this trait greatly aids the following in times when adaptability is key to survival, but it irks more than a few fellow Tusks, some of whom point to Letsua’s mercurial decision-making as a sign of unreliability.

Merthig the Firekeeper (NG male dwarf hunter 8), Musk Ox House leader and Mammoth Lord, is a grandson of the first dwarves to join the Broken

Tusk following. He recently became the following's youngest Mammoth Lord, taking the place of his grandmother. As a young man, Merthig made a name for himself as a fearless hunter and fighter, particularly in skirmishes with frost giants. In the most legendary of his encounters, he slew an ogre single-handedly, but he lost his lower arm as a result. Despite now wielding only one fighting axe, he remains quite formidable when put to the test. He rarely ventures far from the following these days, focusing on tending the fires, finding assistants to help with camp duties, and spending time with his husband, Kopua.

Nakta the Healer (NG nonbinary half-orc healer 7), Moose House leader and Mammoth Lord, is the most powerful wielder of magic among the Broken Tusks. Nakta has been married three times, including briefly to Wipa's sister, Pathua, but none could satisfy their stunning intellect. An orphan raised by Broken Tusks from a young age, Nakta's skill with magic was greeted and honed with great excitement. Given the rarity of spellcasters among Mammoth Lord followings, the Broken Tusk community rightly viewed Nakta's gift as a rare and valuable boon. Nakta maintains a disarmingly calm demeanor in even the most perilous situations; when the healer pauses before speaking—a characteristic quirk—nearly everyone in the vicinity goes silent with anticipation.

Though brilliant, Nakta tends to overestimate their own healing abilities and thus underestimate threats to the Broken Tusk, leading to a somewhat tense relationship with the following's other house leaders. Nakta invites anyone to join them in silent meditation each dawn, and they keep a keen eye on people who exhibit a knack for spellcasting.

Pakano (CE male human bully 4) of Falcon House is the great-grandson of Eiwa's deceased sister and a presumed successor to Eiwa's role as leader of Falcon House. The haughty young Kellid takes considerable pride in his heritage, having heard many stories of the strength of the following back when it was still called the Burning Mammoth.

At the start of this Adventure Path, Pakano shares equal status with the heroes, training under Wipa to become a master scout for the Broken Tusk following. He doesn't make any attempt to disguise his disdain for his rivals. He views them, perhaps rightly, as threats to his ascendency to the role of Mammoth Lord. He also bears great enmity for the head scout Wipa because she serves as a constant reminder to him of the death of her husband—a death he caused—and of weakness in general. For more details on Pakano, see page 88.

Panuaku (CG female half-elf hunter 2) of Otter House is Wipa's twin sister and one of the following's most reliable hunters. Despite her brash and fiery personality, she's a team player with a deep commitment to seeing others succeed—it's just that she might yell at them a good deal in the process. Young hunters sometimes bear a grudge against Panuaku initially, though a single compliment from the master huntress is often all it takes to dispel such hard feelings.

Wipa (NG female half-elf scout 3) of Otter House is a second-generation Broken Tusk, daughter of Letsua and Argakoa. She and her sister Panuaku are from the same set of triplets, but their brother didn't survive childhood. At the start of the adventure, Wipa is in the last few days of her own pregnancy, and at the end of the first chapter, she gives birth to triplets herself.

Wipa's husband, Weohatan, was a half-elf who joined the following several years ago. He died only a few weeks ago from wounds sustained while hunting an aurochs. Wipa and Weohatan were best friends—closer even than Wipa and her sister, Panuaku. This has become apparent during Wipa's grieving; Panuaku masks her jealousy far better than Wipa hides her sorrow. Attempting to distract herself from Weohatan and her worries over who'll help her with her impending childbirth, Wipa has volunteered to train the newest group of scouts. Wipa is deeply knowledgeable, highly skilled, and kind to a fault. She holds a deep-seated reverence for Broken Tusk traditions that has only strengthened since she became a widow. At camp, Wipa makes worry stones from pretty rocks she finds on her long, solitary walks.

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Characters can find a number of new alchemical and magic items throughout “Broken Tusk Moon.” They can also gain access to various new skill feats, snares, spells, and a new archetype.

ALCHEMICAL BOMBS

Alchemical bombs are martial thrown weapons with a range increment of 20 feet that explode upon hitting a creature or object. See page 544 of the *Core Rulebook* for more details on alchemical bombs. Characters might find the following new bombs in this adventure. A character can reverse engineer a bomb to learn its formula (*Core Rulebook* 293).

TALLOW BOMB

Burning Mammoths make these bombs from a greasy, congealed mixture of fats from their animal and humanoid victims.

TALLOW BOMB

ITEM 1+

UNCOMMON ALCHEMICAL BOMB CONSUMABLE FIRE SPLASH

Usage held in 1 hand; **Bulk L**

Activate ♦ Strike

A mixture of rendered animal fat and acids designed to ignite the fat when exposed to air, a tallow bomb creates a splash of burning oil that adheres to skin, clothes, and hair. A tallow bomb deals the listed fire damage, persistent fire damage, and splash damage. On a critical hit, a living creature taking persistent fire damage from a tallow bomb is sickened 1 from the stench of burning fat and can't reduce its sickened value below 1 while the persistent fire damage lasts. Many types of tallow bombs grant an item bonus to attack rolls.

Type lesser; **Level 1; Price** 3 gp

The bomb deals 1d4 persistent fire damage and 1 fire splash damage.

Type moderate; **Level 3; Price** 10 gp

You gain a +1 item bonus to attack rolls. The bomb deals



TALLOW BOMB

2d4 persistent fire damage and 2 fire splash damage.

Type greater; **Level 11; Price** 250 gp

You gain a +2 item bonus to attack rolls. The bomb deals 3d4 persistent fire damage and 3 fire splash damage.

Type major; **Level 17; Price** 2,500 gp

You gain a +3 item bonus to attack rolls. The bomb deals 4d4 persistent fire damage and 4 fire splash damage.

TWIGJACK SACK

Quicklings in the eastern Gornok Plain have devised a grisly use for the remains of their twigjack foes.

TWIGJACK SACK

ITEM 1+

UNCOMMON ALCHEMICAL BOMB CONSUMABLE SPLASH

Usage held in 1 hand; **Bulk L**

Activate ♦ Strike

Sharp, flexible brambles poke from this sack made of intricately intertwined plant fibers. The sack's contents creak under the strain of the tightly compressed bundle.

When thrown, a twigjack sack bursts open, spraying brambles in all directions that gouge and slash nearby creatures. A twigjack sack deals the listed piercing damage, persistent bleed damage, and splash damage. Many types of twigjack sacks grant an item bonus to attack rolls.

Type lesser; **Level 1; Price** 3 gp

The bomb deals 1d6 piercing damage, 1 persistent bleed damage, and 1 piercing splash damage.

Type moderate; **Level 3; Price** 10 gp

You gain a +1 item bonus to attack rolls. The bomb deals 2d6 piercing damage, 3 persistent bleed damage, and 2 piercing splash damage.

Type greater; **Level 11; Price** 250 gp

You gain a +2 item bonus to attack rolls. The bomb deals 3d6 piercing damage, 4 persistent bleed damage, and 3 piercing splash damage.

Type major; **Level 17; Price** 2,500 gp

You gain a +3 item bonus to attack rolls. The bomb deals 4d6 piercing damage, 5 persistent bleed damage, and 4 piercing splash damage.

MAGIC ITEMS

In addition to the *Primordial Flame*, countless artifacts, relics, and magic items have played a large part in the lives and legends of the people of northern Avistan. Below are just some of these mystical objects, each of which the characters can acquire throughout “Broken Tusk Moon.”

CANDLECAP

This simple, magical headgear has caused a lot of trouble in Red Cat Cave recently. No one is quite sure where the *candlecap* came from, and its existence poses more questions than answers. Though useful, it’s far from powerful—yet its double has never been found.

CANDLECAP

RARE **EVOCATION** **INVESTED** **MAGICAL**

Price 12 gp

Usage worn headgear; **Bulk** –

The crown of this stitched leather cap is sewn in the shape of a small bowl. Fixed inside the bowl is a melted nub of wax with a small black wick.

Activate ♦ **Interact**; **Effect** You shake your head, and the candle wick ignites. The *candlecap* sheds dim light in a 20-foot radius. The candle doesn’t require oxygen and can’t be smothered or quenched. Activating the *candlecap* again douses the light.

EMBER DUST

Druuids create this magical dust by capturing the primal essence of a campfire’s final, smoldering embers and placing the essence into abeyance temporarily, until it can be called forth again.

EMBER DUST

UNCOMMON **CONSUMABLE** **EVOCATION** **FIRE** **MAGICAL**

Price 6 gp

Activate ♦ **Interact**

This handful of gritty black dust glows faintly, like old coals, but is cool to the touch. When *ember dust* is sprinkled upon the ground or a flat surface in an adjacent unoccupied square, the dust transforms into a bonfire that fills the majority of the square. For 8 hours, the bonfire blazes regardless of whether it has any fuel. The fire doesn’t harm the surface on which it was sprinkled, and it can’t be extinguished except by fully dousing or submerging it in water, or by smothering it completely. Anything that’s lit from the bonfire requires fuel to burn and can be quenched normally. While it’s safe enough to move through the space and edge around the bonfire, a creature remaining in the

ITEM 1



bonfire for at least a full round takes 1d6 fire damage each round. After 8 hours, the bonfire becomes a normal fire and continues burning only as conditions permit.

MAD MAMMOTH’S JUKE

The Burning Mammoths supposedly crafted the first of these powerful talismans, and they keep the formula a heavily guarded secret. In conflicts between opposing followings, possession of a *mad mammoth’s juke* can spell the difference between victory and defeat.

MAD MAMMOTH’S JUKE

ITEM 5

RARE **CONJURATION** **CONSUMABLE** **MAGICAL** **TALISMAN** **TELEPORTATION**

Price 30 gp

Usage affixed to armor; **Bulk** –

Activate ♦ **envision**; **Trigger** You would be injured by an effect that would bury you, such as an avalanche or a tunnel collapse; **Requirements** You are an expert in Acrobatics.

This small, fragile tusk came from a very young mammoth. It’s filled with ice-cold glacial water and capped with a carved piece of ivory. When you crush the tusk, the water rushes around you in an instant as you twist away from impending disaster with a supernatural flourish. You teleport to an unoccupied space within 200 feet that you can see, bringing along all your equipment. You can’t bring any other creature with you, even in an extradimensional space.

MUDLILY

Mudlilies manifest in the shallows of dirty ponds and lakes touched by primal magic or where the barrier between the Material Plane and the First World is thin. Though uncommon, they’re easy to spot in the wild because their unsullied golden color stands out amid their muddy surroundings.

MUDLILY

ITEM 1

UNCOMMON **INVESTED** **MAGICAL** **TRANSFORMATION**

Price 15 gp

Usage worn; **Bulk** –

This golden flower grows amid filthy ponds or puddles, its spotless yellow petals sharply contrasting its soiled surroundings. You can pin a *mudlily* to your clothing or your hair to enjoy some of its magical sulling and cleaning properties. While you wear a clean *mudlily*, you gradually become dirty over the course of an hour; grime and mud subtly manifest from nowhere onto your clothes, hair, skin, and all of your possessions other than the *mudlily*. After just 1 hour, you appear as though you’ve been living in

squalor for years. This filth can be washed away normally, but it inevitably returns as long as you continue to wear a clean *mudlily*.

If you soil the *mudlily* with some dirt or mud, as long as you wear the flower, you instead become clean over an hour. Any gunk soiling your person vanishes completely from everywhere on your body except the *mudlily*. Each day at dawn, the *mudlily* instantly becomes clean again.

RAVEN BAND

Kadlakas can fashion their feathers into magic items that contain a fragment of their spellcasting ability. The most common of these allows the wearer to understand ravens and—for a short time each day—speak with them. Kadlakas usually bequeath them only to trusted friends.

RAVEN BAND

ITEM 3

UNCOMMON DIVINATION INVESTED PRIMAL

Price 60 gp

Usage worn armband; **Bulk** —

This armband is woven from overlapping raven feathers, including one large feather from a kadlaka. As long as you wear it, you understand what ravens are saying, but you can't speak to ravens unless you activate the *raven band*.

Activate ♦ Interact; **Frequency** once per day; **Effect**

When you stroke the kadlaka feather, the *raven band* gives you the effects of *speak with animals*, except that you can speak with and understand only birds, not other animals.

ZOIC FETISH

“Fetish” is a general term used by southerners for the ornaments, accessories, and jewelry crafted by the native people of the Avistani northlands. Depending on the particular community in which they are made, these small adornments might signify certain rights, social statuses, or be nothing more than pretty ornamentation. They are most commonly crafted from durable natural materials such as stone, hardwood, and bone, and strung into necklaces or bracelets with strips of hide or plant fibers. They’re often passed down or gifted to others, sometimes in meaningful ceremonies but also simply as casual gifts.

A zoic fetish often represents a specific type of animal. Many native northlanders believe that zoic



fetishes grant their wearers special powers related to the animal the fetish signifies. However, only a rare few zoic fetishes actually possess magical powers like the one detailed below. Ironically, such magical fetishes are more likely to be found abroad, where wealthy collectors have few qualms about pawning powerful personal items stolen from the people of the Realm.

BROKEN TUSK PENDANT

ITEM 3+

RARE ENCHANTMENT INVESTED PRIMAL

Usage worn; **Bulk** —

The followers of the Broken Tusk have passed down their custom of crafting and gifting these small ivory necklaces for generations. They’re typically made from mammoth tusk (though any type of ivory will do), and each is carved to resemble a particular kind of animal—usually a raven, a moose, an ox, or an otter. Because tradition dictates that Broken Tusk followers take ivory only from already-dead animals, *Broken Tusk pendants* are especially rare; if an individual loses their pendant, it might

be years before they acquire the materials necessary to fashion a replacement. *Broken Tusk pendants* bear no magical powers if they are made for oneself; only gifted pendants have true magical properties.

You wear a *Broken Tusk pendant* like jewelry or tie it to your clothing. A *Broken Tusk pendant* grants you a +1 item bonus to Nature checks; this bonus increases to +2 when you Command an Animal of the specific kind depicted by the pendant.

Activate ♦ Interact; **Frequency**

once per hour; **Trigger** An animal targets you with a melee attack, and you can see the animal; **Effect** You gain a +1 item bonus to AC against the triggering attack, or a +2 item bonus if the animal is the specific kind depicted by the pendant.

Type Broken Tusk pendant; **Level** 3; **Price**

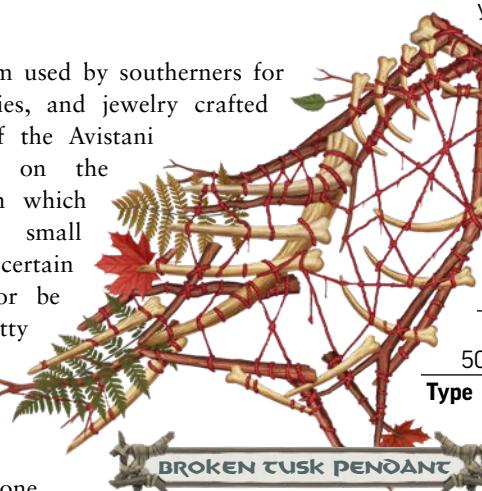
50 gp

Type greater Broken Tusk pendant; **Level** 13;

Price 3,000 gp

The pendant grants a +2 item bonus to Nature checks (+3 to Command an Animal of the type depicted by the pendant).

Once per day, when you use the *Broken Tusk pendant*’s activation, if the animal misses you, the *Broken Tusk pendant* casts *dominate* on the animal (DC 30). You can choose whether to use this once-per-day effect after the animal misses you.



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SKILL FEATS

Characters can gain access to the following new skill feats throughout “Broken Tusk Moon.”

ALL OF THE ANIMAL

Head scout Wipa teaches this skill feat to characters who help her butcher an animal for meat, such as the moose at the beginning of the adventure or another animal slain throughout the course of the Broken Tusk following’s journey.

ALL OF THE ANIMAL

FEAT 1

UNCOMMON **GENERAL** **SKILL**

Prerequisites trained in Survival

You know how to make the best and most efficient use of a hunted animal’s carcass. Choose a Large or larger corpse of an animal that died within the past day. While using Survival to Subsist near the carcass, you always receive enough food for yourself and one additional Medium creature, using up the meat from the carcass to do so. Since you’re using all of the animal, others can’t use the carcass’s meat for any other purpose, including their own use of All of the Animal.

SPIRIT SPEAKER

Mammoth Lord Argakoa, also known as Argakoa the Songsinger, might teach a fraction of her tremendous skill to a young scout who joins her in song.

SPIRIT SPEAKER

FEAT 2

UNCOMMON **GENERAL** **NECROMANCY** **SECRET** **SKILL**

Prerequisites expert in Nature

You know that when an animal dies, its spirit lingers briefly before moving on. Using low chants, body language that shows respect, and special movements that demonstrate to the spirit that you are an ally, you glean information from a spirit before it departs. This is a 1-minute activity. You must begin the activity while adjacent to the body of an animal or beast that died within the last 1 minute. As part of the activity, you ask one simple question of the spirit. Attempt a Nature check at a DC determined by the GM (normally, this is the appropriate DC for the level of the animal or beast when it was alive). Regardless of the result of your check, the spirit immediately departs and can’t be used for Spirit Speaker again. If the creature had the confused or frightened condition when it died, you can’t get a result better than a critical failure. Only one creature can use Spirit Speaker on a given dead animal, as the effort takes the spirit’s full attention.

Critical Success The spirit answers you truthfully.

The spirit’s answer is likely to be terse or cryptic compared to normal communication with an animal, and it can pertain only to things the creature directly

experienced or considered important. The spirit doesn’t remember anything that happened more than 1 day ago.

Success As critical success, but the spirit doesn’t recall anything that happened more than 1 hour ago.

Failure The spirit doesn’t answer you.

Critical Failure The spirit is wracked with misery or bewilderment and gives you an erroneous answer.

TAME ANIMAL

The young herd tender Imek has a natural way with animals. She is happy to teach what she knows to any characters who display a similar reverence toward living creatures, such as by peacefully resolving their encounter with the giant porcupine in Chapter 1 of this adventure. Although this feat is particularly useful to characters who want to recruit animal followers throughout the Quest for the Frozen Flame Adventure Path, it isn’t strictly necessary for the party to succeed in their adventures. It can be a great boon to parties taking part in other quests, as well.

TAME ANIMAL

FEAT 1

UNCOMMON **EXPLORATION** **GENERAL** **SKILL**

Prerequisites trained in Nature

Animals born and raised far from humanoid settlements rarely get along with two-legged beings, whom they assume to be dangerous predators. In spite of this, you know how to approach and entreat a wild animal so that it’s more receptive to your presence and requests.

To use this feat, choose a wild animal that isn’t actively hostile to you and which isn’t confined to an area smaller than its Speed in diameter (animals held in place or trapped are typically too scared to be tamed). Attempt a Nature check against a DC determined by the GM; this is usually the animal’s Will DC, but circumstances might adjust the precise DC. This attempt usually takes an hour, but you can perform it in 10 minutes if you have expert proficiency in Nature, 1 minute if you have master proficiency, or as a three-action activity if you have legendary proficiency.

Critical Success You form a friendly bond with the animal.

As long as it isn’t starving, the animal won’t attack you or creatures obviously allied with you, even if they’re creatures the animal would normally prey upon. This effect is permanent.

Success As critical success, but the effect lasts for 1 month.

If you or an ally teach the animal a basic action during that time with the Train Animal skill feat, the effect is permanent.

Failure You fail to make any kind of meaningful impression on the animal.

Critical Failure The animal does its best to attack you and is immune to Tame Animal for 1 month.

SNARES

Northern Avistani have devised a number of ingenious ways to capture, hobble, or wound their prey.

Characters might learn how to craft the following snares throughout this adventure. A character must have the Snare Crafting feat to craft a snares. See page 589 of the *Core Rulebook* for more details on snares.

BATTERING SNARE

Head scout Wipa teaches the characters how to craft this classic Broken Tusk snare.

BATTERING SNARE

SNARE 1

UNCOMMON **CONSUMABLE** **MECHANICAL** **NONLETHAL** **SNARE** **TRAP**

Price 3 gp

This snare consists of a flat rock or metal plate held in place with a spring or flexible branch. When triggered, the flat object swings wide and smacks the triggering creature violently. The first creature to enter its square receives 2d6 bludgeoning damage (DC 16 basic Reflex save). On a critical failure, the creature is also stunned 1.

DREAM POLLEN SNARE

The characters might find this snare on the barge belonging to the Hanspur cultists in Chapter 2.

DREAM POLLEN SNARE

SNARE 3

UNCOMMON **CONSUMABLE** **INCAPACITATION** **MECHANICAL** **MENTAL** **SNARE** **TRAP**

Price 12 gp

This simple trap is made of taut twigs that, when triggered, snap down on a pollen-filled sac of a peculiar flower. When inhaled, the pollen imparts a hazy state of profound agreeability. The first creature that enters the snare's space triggers the snare. The creature that triggered the trap must attempt a DC 18 Will save. Undead creatures and creatures that don't breathe are immune to dream pollen.

Critical Success The creature is unaffected.

Success The creature is stupefied 1 for 1 round.

Failure The creature is stupefied 1 for 1 round. For 1 minute, the creature becomes friendly to all creatures to which it was indifferent, or helpful to all creatures to which it was friendly. If the creature was unfriendly or hostile to any creatures, it remains unfriendly or hostile to them. If the creature is an animal, any creature to which it's friendly or helpful can use Diplomacy to Make an Impression on it and to make very simple Requests of it.

Critical Failure As failure, but the duration of the agreeability is 1 hour instead of 1 minute.

HOOF STAKES SNARE

This trap is especially useful to big-game hunters—or hunters who themselves are simply on the smaller side.

HOOF STAKES SNARE

SNARE 3

UNCOMMON **CONSUMABLE** **MECHANICAL** **SNARE** **TRAP**

Price 10 gp

This snare consists of several narrow, sharpened stakes, each over a foot long, clustered together and pointing upward. The snare is patently obvious unless planted amid tall reeds or grasses or in someplace dark. Medium and smaller creatures can pass among the stakes easily; unlike most snares, the hoof stakes snare triggers only when a Large or larger creature enters its square. The snare deals 2d6 piercing damage to the triggering creature, which must attempt a DC 18 Reflex save.

Critical Success The creature is unaffected.

Success The creature takes half damage, and it takes a -5-foot circumstance penalty to its Speed for 1 minute, or until the creature or an ally spends three Interact actions to carefully remove the stakes.

Failure The triggering creature takes full damage. The creature takes a -5-foot circumstance penalty to its Speed, and any time it deals damage with a foot Strike (including as part of Trample or a similar ability), the creature takes 2d6 piercing damage. The effect lasts for 1 minute, or until the creature or an ally spends three Interact actions to carefully remove the stakes.

Critical Failure As failure, but the circumstance penalty to its Speed is -10 feet, and the creature takes 4d6 damage whenever it deals damage with a foot Strike.

POISON BARBS SNARE

Countless hunters have made some variation of this simple snare to slow or cripple their prey.

POISON BARBS SNARE

SNARE 1

CONSUMABLE **MECHANICAL** **SNARE** **TRAP**

Price 4 gp

You set several barbed animal spines or wooden stakes in the ground, each tipped with poison from a venomous animal or toxic plant. The snare deals 1d4 piercing damage to the first creature to enter its square (DC 15 basic Reflex save). On a failed save, several barbs lodge in the creature's feet. For 1 minute (or until a creature or an ally spends three Interact actions to remove the barbs), the barbs deal 1d4 poison damage to the creature each time it Strides more than half its Speed.

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SPELLS

Many people across the Realm of the Mammoth Lords have developed spellcasting customs rooted in their ancient traditions, hunting rituals, and environs.

IMPART EMPATHY

While druids can empathize with animals, this spell enables the inverse.

IMPART EMPATHY

SPELL 2

UNCOMMON **EMOTION** **ENCHANTMENT** **MENTAL**

Traditions occult, primal

Cast ♦♦ somatic, verbal

Range 30 feet; **Targets** 1 animal

Saving Throw Will; **Duration** 1 day

You expand the target's ability to understand social cues that are normally beyond its comprehension. Any creature to which the target isn't unfriendly or hostile can use Diplomacy to Make an Impression on it and to make very simple Requests of it. This doesn't render the animal any more inclined to help than it otherwise would be.

Heightened (4th) The spell can also target plants and fungi.

PACK ATTACK

Mammoth Lords who must temporarily ally with others sometimes cast this spell to foster cooperation between hunters from different followings.

PACK ATTACK

SPELL 2

UNCOMMON **DIVINATION** **MENTAL**

Traditions occult, primal

Cast ♦♦ somatic, verbal

Range touch; **Targets** you and 1 willing creature

Duration sustained up to 1 minute

You and one other target gain an uncanny coordination that helps you take down foes. You and the other target flank any enemy to which you are both adjacent, whether or not you are on opposite sides of the enemy's space.

Heightened (5th) The spell can target you and up to 4 willing creatures touched.

PAINTED SCOUT

Some paintings in the caves and grottoes of the northlands go beyond mundane artistic renderings.

PAINTED SCOUT

SPELL 3

UNCOMMON **DIVINATION** **SCRYING**

Traditions occult, primal

Cast ♦♦♦ material, somatic, verbal

Range touch; **Targets** a cave wall or other stone surface

Duration sustained

You press your hand to the stone, causing hand-drawn scouts to spread out from your fingers. As long as you keep your hand on the wall and Sustain the Spell, you can see, hear, and smell through the painted scout using whatever senses you have (including natural senses like scent or darkvision, or magical effects like see invisibility).

You can move the scout up to your Speed along the wall each time you Sustain the Spell. The scout can move anywhere along the wall to a range of 120 feet as long as its path is unbroken; it treats sharp corners and particularly craggy spots on the wall as difficult terrain. The painted scout is bonded to the wall on which you created it and can't move onto another surface or material.

You can spend an action to make the scout Hide or Sneak, and you can roll a Nature or Occultism check in place of the usual Stealth check. The painted scout must be near a suitably obscured nook or cranny to Hide; it can't Hide or Sneak along a flat, featureless wall. If the painted scout is smeared or doused in water, the scout is destroyed and the spell ends.

Heightened (6th) You create up to five separate painted scouts, and the range to which the scouts can move along the wall increases to 500 feet. Each time you Sustain the Spell, you can move one scout up to your Speed, and you can see, hear, and smell through all five scouts simultaneously. A destroyed scout can't be replaced, and the spell ends if all the scouts are destroyed.

PAINTED SCOUT

GAME HUNTER ARCHETYPE

Some hunters transform the act of tracking and killing animals into a sport—or even an art.

GAME HUNTER

Game hunters find, follow, and slay game animals, then honor their fallen rivals by securing and preserving a trophy of the kill. Many game hunters show a reverential respect for their prey bordering on the sacred. The finest game hunters engage only in a fair chase, strive for painless kills, and use every part of the animal's carcass.

Additional Feats: You can also choose each of the following class feats as an archetype feat of the indicated level, even if it isn't one of your class feats. If the feat normally has a class trait, it loses that trait. The feat counts toward the number of archetype feats required by the Game Hunter Dedication feat. **6th:** Hunter's Aim (*Core Rulebook* 172); **8th:** Running Reload (*Core Rulebook* 172); **14th:** Double Prey (*Core Rulebook* 175).

GAME HUNTER DEDICATION

UNCOMMON ARCHETYPE DEDICATION

Prerequisites trained in Survival

You are skilled at tracking big game animals and similar creatures. You gain the Hunt Prey action (*Core Rulebook* 168), but you can designate only animals, beasts, and dragons as prey. In addition to the other benefits of Hunt Prey, you gain a +2 circumstance bonus to Stealth checks against your hunted prey.

When you succeed at a Strike against your hunted prey while it's flat-footed, it must attempt a Fortitude save against your class DC. On a failure, the prey's Speeds are each reduced by 10 feet for 1 round; on a critical failure, the duration of this effect is 1 minute. The prey is then temporarily immune to this effect for 10 minutes.

If you already have Hunt Prey, you become an expert in Survival. You apply the Stealth bonus and the Speed reduction only when your prey is an animal, beast, or dragon.

Special You can't select another dedication feat until you have gained two other feats from the game hunter archetype.

BIG GAME TRAPPER

ARCHETYPE

Prerequisites Snare Crafting, Game Hunter Dedication

You can set snares specifically for big prey, leaving smaller creatures unscathed. Each time you set a snare, you can choose Small, Medium, Large, or Huge. That snare can be triggered only by creatures of that size or larger.

KEEP PACE

ARCHETYPE

Prerequisites Game Hunter Dedication

Trigger Your prey is within reach and attempts to move away from you.

When your hunted prey tries to bolt, you follow. You Stride up to your Speed, following your hunted prey and keeping it in reach throughout its movement until it stops moving or you've moved your full Speed. You can use Keep Pace to Burrow, Climb, Fly, or Swim instead of Stride if you have the appropriate movement type.

QUICK POSITIONING

ARCHETYPE

Prerequisites Game Hunter Dedication

Requirements You could see your hunted prey when you rolled initiative at the beginning of the encounter, and this is your first action on your first turn of the encounter.

You're always ready to get the jump on your target. You Step up to twice.

FEAT 6

FEAT 8

ARCHETYPE

Prerequisites Game Hunter Dedication

Requirements You could see your hunted prey when you rolled initiative at the beginning of the encounter, and this is your first action on your first turn of the encounter.

You're always ready to get the jump on your target. You Step up to twice.

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FEAT 4



GLYPTODON HIDE

When properly treated, a freshly slain glyptodon's scutes contract into tough disks that repel blows.

The carapace can be cut up and fashioned into a heavy but protective suit of hide armor with a distinctive, armadillo-like look.

GLYPTODON

Glyptodons are enormous, armadillo-like megafauna that roam sandy riverbanks and ancient forests in search of their favorite foods, namely riparian grass and tender saplings. Surly and suspicious, glyptodons avoid predators not out of a defensive instinct—their armored hides protect them from most well-equipped carnivores—but rather because they simply prefer to be left alone to their placid foraging. Despite their great size, glyptodons can survive on surprisingly little food, and they'll eat just about anything. As a result, they're more likely to be encountered roaming across vast tundra or desert regions than other large herbivores, appearing as a single, lumbering hump against an otherwise-flat horizon.

A glyptodon's scutes—the thick, bony plates of its carapace—grow in distinctive patterns and scar readily, making it easy for non-glyptodons to identify individual animals. Glyptodons have notoriously bad eyesight, even for prey animals, and rely on their sense of smell to get around and identify threats and each other. In combat, they primarily rely on their thick carapaces to protect them from attackers.

Although southern merchants have occasionally attempted to create a glyptodon-mounted trading network, riding these giants is an exercise in frustration, as their rounded hides provide little purchase for humanoid riders' feet or saddles. However, some webbed-toed people of the plains, including bands of lizardfolk, have managed to maintain glyptodon mounts thanks to their strong, flexible, clawed feet. Other ancestries primarily view glyptodons as a source of meat and tough hides, the latter of which make for excellent impromptu shelters and river boats.

When cornered, a glyptodon uses its powerful digging claws to scrape or scare away attackers. Glyptodons can use their tails to ward off smaller predators, but generally do so only as a last resort.



GLYPTODON

GLYPTODON

CREATURE 5

N **LARGE** **ANIMAL**

Perception +9; scent (imprecise) 30 feet

Skills Athletics +14

Str +6, **Dex** +2, **Con** +4, **Int** -4, **Wis** +2, **Cha** -2

AC 23; **Fort** +15, **Ref** +11, **Will** +9

HP 65

Carapace Block **Trigger** An adjacent creature targets the glyptodon with an attack; **Effect** The glyptodon turns, blocking the attack with its carapace and thrusting its heavy body toward the attacker. It gains a +2 circumstance bonus to its AC against the triggering attack. If the attack critically fails, the glyptodon attempts to Shove the attacker.

Speed 25 feet

Melee claw +15 (agile), **Damage** 2d6+6 slashing

Melee tail +15 (reach 10 feet), **Damage** 2d10+6 bludgeoning plus clobbering tail

Clobbering Tail A glyptodon's stiff tail is its strongest weapon. When a glyptodon critically hits with its tail Strike, the target is flat-footed for 1 round.

GROPLIT

The groplit is a squat little animal shaped like a water droplet, with a bulbous rear end and an eel-like face that juts from a narrow skull. Its rear legs are more muscular than those in front, which it primarily uses for balance, giving it the gait and appearance of a toad. Groplits are best known for their greasy skin and queasy hygienic habits: they spend most of each day using their two long tongues to slurp up their own oily excretions or similarly viscous discharge originating from plants or other animals. Although they prefer to dwell in northern wetlands, fens, and moist caves, groplits can thrive in all but the most barren environments. They'll eat just about anything, though they tend to prefer small, crunchy animals like bugs and birds.

Groplits are famously loyal and highly sociable companions, and they make for dedicated, if somewhat odd-looking, pets. They can be taught simple commands and appear to take great pride in obeying them, performing stunts even in the face of obvious danger. An unscrupulous master might train a groplit with the intent to sacrifice it in an emergency, a fate to which the groplit is happily resigned. This single-minded obedience and their slow reproductive rate make groplits fairly rare in the wild.

As a result of the way their bones are structured, groplits exhibit an imperturbable smile, of sorts—a physical feature which some find as creepy (or enraging) as others find it endearing. Its apparently ceaseless jubilation has given this creature the nickname “the grinning toad” in some parts of the world.

Because they love to lap up oily matter of all kinds, groplits are naturally drawn to greasy animals like slurks, giant slugs, and lagofirs (*Pathfinder Adventure Path #176: Lost Mammoth Valley*). For the most part, such animals rarely mind the company of an amiable groplit, though there's no such thing as a free meal; groplits who drop their guard amid their found family often end up on the wrong side of their companions' intestinal tracts.

GROPLIT

UNCOMMON N SMALL AMPHIBIOUS ANIMAL

Perception +6; darkvision

Skills Acrobatics +5 (+7 to Escape), Athletics +6, Stealth +5

Str +2, **Dex** +3, **Con** +2, **Int** -4, **Wis** +2, **Cha** -2

AC 16; **Fort** +6, **Ref** +7, **Will** +4

HP 16; **Weaknesses** fire 2

Flammable Grease A groplit's DC to recover from persistent fire damage is increased by 2 (generally, from DC 15 to DC 17).

Greasy Slide **Trigger** A creature misses the groplit with a melee Strike;

Effect The groplit Strides or Swims up to 10 feet. This movement doesn't trigger reactions.

Speed 25 feet, swim 20 feet

Melee jaws +8 (finesse), **Damage** 1d4+2 piercing plus incendiary dollop

Melee tongue +8 (agile, finesse), **Effect** incendiary dollop

Hopping Charge The groplit Strides twice, Leaps twice, or Strides once and Leaps once. It then makes a jaws Strike at the end of the movement.

Incendiary Dollop Creatures struck by the groplit are smeared with some of its flammable grease. For the following 1 minute, or until a creature scrubs away the grease dollop with a single Interact action, the DC of the creature's checks to recover from persistent fire damage is increased by 2.

CREATURE O



GROPLIT GREASE

The grease excreted from a groplit's skin might look repulsive but has many practical uses when collected and bottled. It naturally repels water and burns quickly, making it a useful fire-starter on wet or windy days. It's also handy for cooking to a high, fast heat, such as to char food. Groplit grease retains its viscous consistency in all but the most extreme temperatures and therefore makes a good lubricant for machines made of stone or metal (although it's a poor lubricant for wood, as friction makes it likely to set the wood aflame). This latter trait has made groplits highly attractive to southerners who rely on such machines.

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KADLAKA FEATHERS

Kadlakas occasionally gift their feathers as tokens of friendship and esteem or to repay a debt of honor. This gift is usually a single feather, but it's no insignificant thing—a kadlaka's primary flight feathers can be as long as a human's arm, and once gifted, a feather doesn't grow back. Even more impressively, kadlakas can weave one of their feathers into a headband or armband to imbue it with magical properties.



KADLAKA

Kadlakas—strong, lanky humanoids with raven-like features—combine the most formidable aspects of talented hunters and airborne scouts, to say nothing of their potent magical powers over thunder and lightning. Though they shy from most humanoids, kadlakas readily form friendships with ravens and other birds, and they sometimes make temporary alliances with people who prove themselves capable stewards of wild animals and the natural order of things. When they do settle on a roost—whether for a single season or a lifetime—kadlakas often position themselves as guardians of a natural feature or local flock. Because a kadlaka's natural form might frighten humanoid travelers, they often take on the guise of a human or other common bipedal ancestry to gain information and pass on warnings.

KADLAKA

RARE LN MEDIUM BEAST

Perception +14; low-light vision

Languages Common, Sylvan

Skills Acrobatics +11, Crafting +10, Diplomacy +9, Intimidation +11, Nature +10, Stealth +11, Survival +10

Str +3, **Dex** +5, **Con** +0, **Int** +2, **Wis** +4, **Cha** +3

AC 21; **Fort** +8, **Ref** +13, **Will** +14

HP 60; **Resistances** electricity 5, sonic 5

Speed 25 feet, fly 50 feet

Melee ♦ beak +12 (deadly d8), **Damage** 2d6+7 piercing

Melee ♦ longspear +12 (reach 10 feet), **Damage** 1d8+7 piercing

Ranged ♦ lightning echo +14 (electricity, range 60 feet), **Damage** 2d10 electricity and 1d4 persistent electricity

Primal Innate Spells DC 20; **2nd** animal messenger (ravens only), speak with animals; **1st** charm, feather fall (x3); **Constant (2nd)** pass without trace

Change Shape ♦ (concentrate, polymorph, primal, transmutation) The kadlaka can change their appearance to that of a Medium humanoid. This doesn't change their Speed or their attack and damage modifiers with their Strikes but might change the type of damage their melee Strikes deal (typically to bludgeoning). While in their humanoid shape, the kadlaka can't use Wingbeat. Each kadlaka has a fixed humanoid form—they can't adopt a different appearance each time they use this ability.

Silent Lightning (illusion, primal) A kadlaka's movements are practically silent. Against a creature using only hearing to perceive them, they gain a +4 circumstance bonus to their Stealth check. As normal, this benefit also improves the kadlaka's Stealth DC.

Wingbeat ♦♦ (evocation, primal, sonic) The kadlaka beats their wings with a mighty peal of thunder. Creatures in a 15-foot emanation take 5d6 sonic damage (DC 21 basic Fortitude save). On a failed save, the creature is also pushed 5 feet away from the kadlaka. The kadlaka can't use Wingbeat again for 1d4 rounds.

CREATURE 4

LOBLOBI

In the First World, rivers don't always flow as expected; sometimes they run backward, upward, or just disappear into mist and reappear somewhere else entirely. Fey native to such rivers are often just as capricious. This quality is particularly true of loblobis, cunning carnivores who resemble small, chubby humans with the heads and wings of crested herons.

These malicious tricksters love playing any pranks that result in other creatures being embarrassed, hurt, or even drowned. Their most common “antic” is to cast *water walk* on a hopeful river-crosser, only to dismiss the spell when their victim has traversed halfway across. Conversely, most loblobis are terrible sports when they’re the butt of a joke. It’s common wisdom that few creatures can hold a grudge like a loblobi.

Exceptionally vain, loblobis flutter and dance constantly to show off their plumage. Failing to comment on a preening loblobi’s appearance is a sure method to invite eternal enmity, but flattery might buy enough time to sneak away from the evil fey.

LOBLOBI

UNCOMMON CE SMALL FEY

Perception +6; low-light vision

Languages Aquan, Common, Sylvan

Skills Acrobatics +7, Crafting +5, Deception +8, Performance +6, Stealth +7, Thievery +7

Str +2, Dex +4, Con +1, Int +0, Wis +1, Cha +3

AC 16; **Fort** +4, **Ref** +9, **Will** +8

HP 25

Unflappable Self-Importance When a loblobi rolls a success on a Will save against an emotion effect or an effect that would make it controlled, it gets a critical success instead. When it rolls a critical failure against such an effect, it gets a failure instead. However, a loblobi is vulnerable to flattery. It takes a -4 circumstance penalty to its Will and Perception DCs against any fulsome Deception and Diplomacy checks to Lie, Make an Impression, or Request.

Speed 20 feet, fly 30 feet

Melee ♦ beak +9 (agile, finesse), **Damage** 1d6+2 piercing

Primal Innate Spells DC 16, attack +8; **2nd** faerie fire, water

walk (at will; the loblobi can Dismiss the Spell); **1st** grease, hydraulic push; **Cantrips (1st)** dancing lights, prestidigitation (only to move, clean, or soil small amounts of water)

Arrogant Preen ♦ (enchantment, incapacitation, mental, primal) The loblobi tidies its feathered crest to look supernaturally regal. Each non-fey creature within 30 feet must attempt a DC 17 Will save, then is temporarily immune to Arrogant Preen for 1 hour.

Critical Success The target is unaffected.

Success The target is distracted by the preening and can’t take reactions until the start of its next turn.

Failure The target is fascinated by the loblobi and can’t take reactions for 1 minute.

Critical Failure As failure. Additionally, while the creature is fascinated, any hostile actions from the loblobi don’t break the fascination, but instead allow the target to attempt a new Will save to end the effect at the start of its next turn.

CREATURE 1



LOBLOBI DUPES

Loblobis get along well with other river creatures who regularly flatter them and don’t mind being the victims of the loblobi’s inventive pranks. Since other loblobis rarely put up with this treatment, they don’t often gather in groups. Loblobis particularly like to have companion creatures they find ugly, as they think it makes them look all the more regal by comparison. The one curious exception are gremlins; though loblobis hate gremlins’ appearance, they don’t want anything to do with gremlins, who they viciously drive away from their rivers and shores.

BROKEN TUSK MOON

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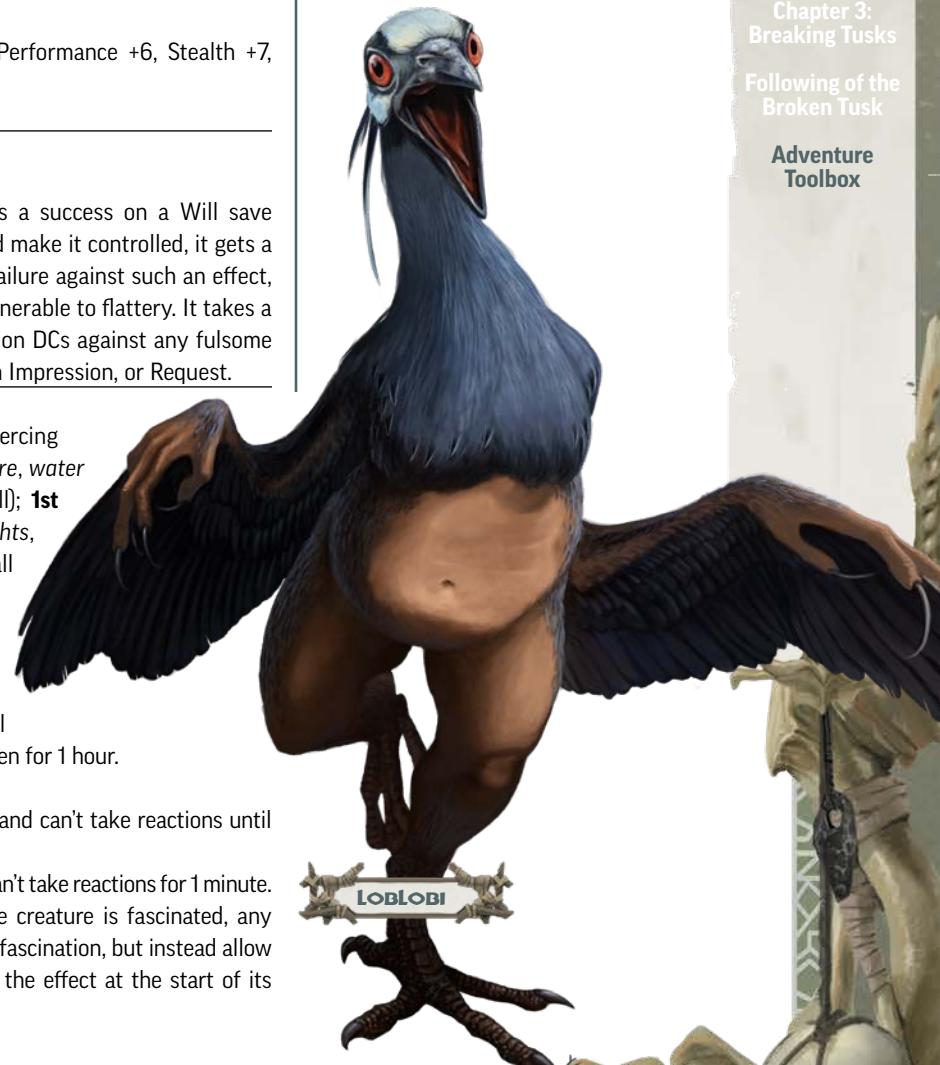
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FROZEN IN TIME

At low enough temperatures, a rime sludge can freeze solid. Its basic biological processes shut down, and it can survive indefinitely in this frozen state. Thawing a frozen rime sludge can bring it back to life after being inanimate for hundreds or even thousands of years. Though thawed rime sludges can't express what the world was like in earlier ages, they occasionally contain important or relics of the past, such as tools, weapons, or even magical items.

RIME SLUDGE

Rot and decay play a natural role in swamps of all climates, and latent magical energies or other strange phenomena can transform decomposing matter into oozes and other monstrous creatures made of living muck. Tundra wetlands are no exception to this trend. Worse, in such regions, a quick freeze can prevent noxious sludge from breaking down, and sequential years of short, seasonal thaws can compress rot upon rot until the pestilential mass animates as a rime sludge. These rare, noxious oozes hungrily search for and consume any organic matter they find in their northland habitats.

Like most oozes, rime sludges consist primarily of protoplasm, though theirs has a slushy consistency peppered with disgusting nuggets of indigestible matter, such as petrified wood, jagged arrowheads, and animal fossils. A rime sludge renews this protoplasm by consuming plants and animals and maintaining a careful balance of semifrozen decomposition in its mutable form.

Rime sludges are among the few oozes that thrive in cold climates, as too much heat accelerates their natural decay. Rime sludges can't survive temperatures too far above freezing for more than a few days. Rising temperatures force them to migrate toward cooler climates or cold underground areas.

Few intelligent creatures inhabiting cold climates want anything to do with rime sludges. These oozes can't be trained, tend to wander off at random, and emit a noxious stink at the slightest hint of warmth. Some inventive creatures try to trap rime sludges in pits to keep them contained and use them to dispose of prisoners or food scraps. Because of the oozes' overpowering stench, these pits tend to be quite deep.

RIME SLUDGE

CREATURE 1

RARE **N** **MEDIUM** **MINDLESS** **OOZE**

Perception +4; motion sense 60 feet, no vision

Skills Athletics +7

Str +2, Dex -5, Con +2, Int -5, Wis +1, Cha -5

Motion Sense A rime sludge can sense nearby motion through vibration and air movement.

AC 8; Fort +7, Ref +2, Will +4

HP 38; Immunities cold, critical hits, mental, poison, precision, unconscious, visual; **Weaknesses** fire 2

Noxious Sublimation The first time each round that the rime sludge takes fire damage, a cloud of sickening decay roils outward, dealing 2d6 poison damage (DC 17 basic Fortitude save) to all creatures in a 10-foot emanation. A creature that fails its saving throw is also sickened 1 (or sickened 3 on a critical failure).

Speed 10 feet, swim 10 feet; slushy undulation

Melee ♦ pseudopod +9, **Damage** 1d4+2 bludgeoning plus 1d4 poison

Slushy Undulation A rime sludge ignores difficult terrain and greater difficult terrain from ice and snow and doesn't risk falling prone when crossing ice.

RIME SLUDGE

TAPIR, GIANT

With a blunt, prehensile trunk and a squat posture, giant tapirs resemble a cross between elephant and boar, though they're actually more closely related to horses and rhinoceroses. Tapirs live in loose herds that graze near rivers and lakes. They enjoy fresh water, not only for the lush plants that grow along the shores—which they eat in prodigious quantities—but also for the protection the water provides. When predators approach, tapirs retreat to the water to hide, keeping their snouts barely above the surface to breathe. Likewise, the breezes and scents that accompany creeks and rivers mask tapirs' musk as they travel along these waterways. Despite their ungainly movement, tapirs are remarkably sure-footed, easily traversing mud and similar terrain thanks to their broad toes.

Humanoids often hunt giant tapirs for their meat and durable hides. Such hunts are far from guaranteed, though; tapirs can run at least as fast as their hunters, and most will fight if cornered. The docile giants do what they can to avoid confrontation whenever possible. If they sense danger approaching, giant tapirs make a loud whistling sound to warn other tapirs about predators. A community who befriends or domesticates a herd of tapirs can use this whistling habit as an alarm system against encroaching enemies.

Giant tapirs are usually quite placid, but they can be fearsome when roused. Their tusk-like front teeth are suitable for gouging attackers, and a tapir that manages to get a mouthful of an enemy's arm or leg can use its blunt molars to grind the flesh to paste. Tapirs have good hearing and an excellent sense of smell, but like many prey animals, they have poor vision. In the chaos of combat against multiple enemies, giant tapirs can become overwhelmed and confused, lashing out at allies as well as foes or fleeing the scene entirely.

GIANT TAPIR

N **LARGE** **ANIMAL**

Perception +8; low-light vision, scent (imprecise) 30 feet

Skills Athletics +8 (+10 to Swim), Stealth +5

Str +4, **Dex** +1, **Con** +3, **Int** -4, **Wis** +2, **Cha** +0

AC 18; **Fort** +11, **Ref** +7, **Will** +6

HP 30

Speed 25 feet; splayed toes

Melee ♦ jaws +10, **Damage** 1d8+6 piercing

Grinding Bite ♦ **Requirements** The giant

tapir's last action was a successful jaws Strike against a creature;

Effect The tapir gnaws the target's flesh and muscle with its blunt teeth. The creature must attempt a DC 18 Fortitude save.

Critical Success The creature is unaffected.

Success The creature is enfeebled 1 until the start of its next turn.

Failure The creature takes 2d4 bludgeoning damage and is enfeebled 1 until the end of its next turn.

Critical Failure The creature takes 4d4 bludgeoning damage and is enfeebled 1 for 1 minute.

Splayed Toes Giant tapirs ignore difficult terrain from mud and shallow water.

CREATURE 2



TAPIR MOUNTS

Like horses, to which they're distantly related, giant tapirs make serviceable mounts. Few giant tapirs have the temperament to serve as war-steeds, even with years of training, and they aren't as fast as horses. Thus, most giant tapirs are suitable only for casual travel or carrying luggage. Giant tapirs eagerly charge into or across water, which can take an unready rider by surprise.

Tapirs trained as mounts gain the Buck reaction (DC 16).

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GIANT TAPIR

Pakano

BROKEN TUSK BULLY AND TRAITOR

Pakano is a talented young scout whose pampered childhood, distorted sense of honor, and presumptive air of authority have resulted in a selfish and arrogant man. From an early age, Pakano discovered that he could use violence and false promises to get whatever he wanted, and he has operated in this way ever since. Even when he came of age and developed an impressive physique and striking features, Pakano's unbridled antagonism precluded friendships and alliances in his tight-knit community. A pariah in all but name, Pakano would have surely been cast out by now if not for his unspoken birthright.

The great-grandson of Grandfather Eiwa's deceased sister, Pakano is the heir apparent to Eiwa's role as Mammoth Lord of Falcon House. Of all the Broken Tusk houses, Falcon House's family tree is both the oldest and the most gnarled. Pakano's grandmother fell in love with a respected Kellid aasimar named Lomok, and through their union, she bore a daughter named Kopua. Lomok ultimately joined the Burning Mammoths in their fight against the demons of the Worldwound, leaving his brokenhearted wife and infant child in the care of the Broken Tusks. Thankfully, the protectors of the *Primordial Flame* recognized Kopua's gifts—her sonorous laughter and unmatched kindness—and she became a beloved fixture of Broken Tusk life, her bright golden hair as recognizable a symbol as their actual banner. Kopua married a grim but dashing Kellid man, and they soon announced their pregnancy to the following's joy.

Just like so much of the Broken Tusks' good fortune, this too wasn't meant to last. Kopua died just after giving birth to a son, Pakano, and Pakano's maternal grandmother passed away of a broken heart not long after. Most of Falcon House, including Pakano's father, alternated between cherishing the young survivor and privately blaming him for Kopua's death. As Pakano grew, his father saw himself in the boy's one brown eye and his beloved wife in the yellow eye. Grief-stricken, Pakano's father fled the Broken Tusks one winter night, presumably to perish alone somewhere in the vast, desolate tundra. As the only other living member of their bloodline, Grandfather Eiwa took it upon

himself to raise the orphaned Pakano, but by then, the seeds of resentment had already taken root.

Pakano knows enough about his forebears, including his warrior grandfather Lomok, to disdain the original Broken Tusks for their cowardice in the face of the demonic incursion to the east. He has long fantasized about the Burning Mammoths—his "true kinfolk," in his words—and of leaving the Tusks to reunite with his warmongering cousins. In fact, only the promise of eventually inheriting the title of Mammoth Lord has kept Pakano loyal to his birth following.

It's now an open secret, however, that Grandfather Eiwa's title will be passed on to a more worthy candidate, not Pakano. Since catching wind of this rumor, Pakano has sworn to secure his birthright the only way he knows how: violence.

Not long ago, head scout Wipa's late husband, a well-liked hunter named Weohatan, took Pakano on an auroch hunt. Weohatan believed that it wasn't too late to teach the young man something about the right way to achieve a meaningful life, and he hoped to use this trip as an excuse to take Pakano under his wing. However, Pakano regarded Weohatan only as a rival to his own ascendency. The vile youth purposefully botched their hunt, and when their auroch quarry charged them, he threw Weohatan in front of the stampeding animal. The young man came back to his people with his skin covered in Weohatan's blood, his eyes full of false tears, and his tongue coated in a well-practiced lie. Ultimately, he got away with his first murder. He found the taste delectable.

Pakano usually keeps his black hair in a tight braid so that his dual-colored eyes are on full display. He wears hide armor made from animals he has killed but makes sure to keep his toned muscles on full display.

CAMPAIN ROLE

From the outset of this adventure, Pakano views the characters as potential rivals for his title of Mammoth Lord. Pakano's past crimes, his disdain for his peers, and his belief in the inborn superiority of his bloodline all set the stage for his betrayal of the Broken Tusks.

When Pakano abandons the Broken Tusks at the end of Chapter 1, he walks straight into the Burning Mammoth camp bearing his great-grandmother's shield. Spotting the symbol of her following, Ivarsa welcomes Pakano into her fold and uses him to learn all she can of the Broken Tusks. The two form an intense bond almost immediately, each drawn to the other by the tantalizing prospect of a long-lost cousin born into the same exceptional bloodline. Late in the night, they consecrate their pact with a passionate ritual that leaves Pakano's face permanently scarred with elaborate burns, marking him forever as Ivarsa's most favored consort.

Fueled by dreams of revenge and bloodlust, Pakano readily undertakes Ivarsa's mission to spy on his former family's endeavors. Over the course of the adventure, he tracks the characters' flight across the Plains of Gornok and eastward, ultimately cutting them off at the pass to Lost Mammoth Valley. Here, he plots to create an avalanche that blocks the way forward, cornering the Broken Tusks and setting the stage for their annihilation.

Pakano isn't likely to survive his encounter with the characters at Rimecrag Pass, but that doesn't mean his role in this story ends. In fact, the heroes' monstrous rival is slated to return in an unlikely form in the third volume of the Quest for the Frozen Flame Adventure Path, "Burning Tundra."

PAKANO

CREATURE 4

UNIQUE **CE** **MEDIUM** **HUMAN** **HUMANOID**

Male Kellid hunter

Perception +11

Languages Hallit

Skills Acrobatics +10, Athletics +12, Deception +8, Nature +9, Survival +11

Str +4, **Dex** +2, **Con** +2, **Int** +0, **Wis** +3, **Cha** +0

Items hide armor, mad mammoth's juke (page 76), spears (3), moderate tallow bomb (page 75), wooden buckler (Hardness 3, 6 HP, BT 3)

AC 20 (21 with shield raised); **Fort** +14, **Ref** +8, **Will** +11

HP 70

Attack of Opportunity ↗

Shield Block ↗

Spurred by Death ↗ **Trigger** An ally within 30 feet reduces a creature to 0 HP; **Effect** Pakano Steps or Strides.

Speed 25 feet

Melee ↗ spear +12 (parry), **Damage** 2d6+6 piercing

Ranged ↗ spear +10 (thrown 20 feet), **Damage** 2d6+6 piercing

Ranged ↗ tallow bomb +10 (splash, thrown 20 feet),

Damage 2d4 persistent fire and 2 fire splash

Hunt Prey ↗ (concentrate) Pakano designates a single

creature he can see and hear, or one he's Tracking, as his prey. He gains a +2 circumstance bonus to Perception checks to Seek his prey and to Survival checks to Track his prey. The first time Pakano hits his designated prey in a round, he deals an additional 1d8 precision damage. Pakano also ignores the penalty for making ranged attacks within his second range increment. These effects last until Pakano uses Hunt Prey again.

Spear Fighter Pakano's spear has the parry weapon trait, and his Strikes with the spear deal an additional 1d6 damage. If he critically hits a creature with a spear, the creature is clumsy 1 until the start of Pakano's next turn.



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Syarstik Painted-Tiger

SMILODON GHOST GUARDIAN

Syarstik remembers little of his before-life, the long nights stalking cold hills and days traversing vast frozen plains. Because of his great size and strength, all other animals feared him, with the exception, perhaps, of the mammoths. His body was striped with mottled patches of dark fur that allowed him to blend easily into shadows. Most creatures were his prey, and he knew no equal.

This all changed when Syarstik met the Wise One—an old human who would have made little more than a mouthful for the great cat. The shriveled man didn't fear Syarstik, nor did he threaten him, but rather spoke to the cat as an equal. After some time traveling together, the Wise One took Syarstik to an important burrow in a remote part of the plains, a site of old, powerful magic. There, the Wise One whispered sacred words, and Syarstik felt the man's words wash over him like running water. At once, a haze the cat had never noticed was lifted from his eyes, and he knew his true name, Syarstik, which meant "now you speak." He also knew that the Wise One was dying. The ritual had exhausted the venerable man, and he gave Syarstik a command with his dying breath: to protect this sacred place from any who would desecrate it.

Syarstik faithfully fulfilled his old friend's final wish, remaining within the cave for many years, and found the sacred, solitary duty quite to his liking. When he was hungry, he would snatch white fish from the dark cave pond. When he was bored, he would chase deer or rodents in the dusty scrubs just outside the cavern's mouth. When intruders approached, he would coat his fur in red dirt to hide from his prey and, afterward, take long swims in the cave pool to cleanse himself of their blood.

Human-folk calling themselves Mammoth Lords visited his "Red Cat Cave" to paint stories of their trials and consult the stars through tiny holes in the cavern's ceiling. Syarstik regarded these visitors cautiously, but when they prostrated themselves respectfully and laid down their weapons, he allowed them entry. He oversaw many generations of such pilgrims, watching them grow from cubs to adults to wise ones. Yet, Syarstik himself never aged.

Over a century ago, a few of these human-folk came to Syarstik bearing a shrouded torch that somehow remained lit and that, when unsheathed, cast a blazing light that cut through the cave's darkness. The humans were clearly scared, and Syarstik nobly agreed to guard their sacred torch in his cavern. They spoke of demons who might come to take the torch, but Syarstik knew nothing of demons, and he felt no more fear of these foes than he did for any other animal.

Syarstik was thus taken by surprise when a wild-eyed human entered the cave a few winters later, spear in hand, to claim the eternal torch. This human—if that's truly what he was—stunk of fire and death, but also of something far worse than any other human-folk Syarstik had met. When Syarstik refused to let him take the torch, the warrior's sudden attack surprised the cave's guardian. The human stuck fast a spear in Syarstik's flank, and he was dying. With his last breath, Syarstik covered the sacred torch with his body, hoping to extinguish its eternal flame, but the torch continued to burn, and the immortal cat howled as his body was set ablaze.

With this final desperate act, Syarstik cursed the wretched artifact that had spelled his doom, preventing the bearer of the torch from ever willingly relinquishing it to another. From then on, the torch's bearer would know no peace and be shunned by all. The shadows of the howling tiger permeated the cavern walls, imbuing them with Syarstik's angry magic.

Even after his mortal body turned to ashes, Syarstik's spirit lingered in the spot where he died. Haunted by his failure to protect the cave, the ghost of the great cat now rages against all intruders, human or otherwise. For more than a century, the people of the Gornok Plains have given Red Cat Cave a wide berth, telling tales of the ghostly predator that guards it and the ancestral cave paintings within that leap to life.

CAMPAIN ROLE

When the characters first meet Syarstik in Chapter 2 of this adventure, he's still maddened with grief and rage owing to his failure to protect the *Primordial Flame*. He attacks with his full fury, trying to turn the cave

itself against these new intruders by animating the cave paintings. Only once the characters have bested him in combat or broken his connection to the cave paintings does Syarstik realize that they're unaffiliated with the Kellid and the demon who took the artifact away.

Once he has been calmed, Syarstik gives the characters his full account of what happened in Red Cat Cave 120 years ago. He tells them about the Kellid warrior Metuak and the demon who possessed him as well as the curse Syarstik levied upon the *Primordial Flame* before his death. He doesn't know Metuak's final destination, but he knows that the warrior intended to travel through Lost Mammoth Valley to get there.

SYARSTIK PAINTED-TIGER

CREATURE 5

UNIQUE N **LARGE** **GHOST** **INCORPOREAL** **SPRIT** **UNDEAD**
Male awakened smilodon ghost (*Pathfinder Bestiary* 53, 166)

Perception +14; darkvision, scent (imprecise) 60 feet

Languages Hallitt

Skills Acrobatics +14, Intimidation +12, Nature +14, Stealth +14

Str -5, **Dex** +5, **Con** +0, **Int** -1, **Wis** +5, **Cha** +4

Site Bound Syarstik can't leave Red Cat Cave, and he rarely ever leaves area E9.

AC 21; **Fort** +9, **Ref** +12, **Will** +16

HP 40, negative healing, rejuvenation; **Immunities** death effects, disease, paralyzed, poison, precision, unconscious; **Resistances** all damage 5 (except force, ghost touch, or positive; double resistance vs. non-magical)

Rejuvenation (divine, necromancy)

When Syarstik is destroyed, he re-forms after 2d4 days within area E9, fully healed. Syarstik can be permanently destroyed only by a non-possessed wielder of the *Primordial Flame*.

Speed fly 30 feet

Melee ♦ ghostly fangs +15 (finesse, magical), **Damage** 2d6+6 negative

Melee ♦ ghostly claw +15 (agile, finesse, magical), **Damage** 2d4+4 negative

Awaken Painting ♦♦ (divine, transmutation)

Syarstik animates a cave painting within 60 feet for 10 minutes. The painting's movement mimics Syarstik's, so the connection between the ghost and the awakened painting is obvious. Creatures other than Syarstik within 10 feet of the awakened painting are flat-footed because of these eerie movements. Syarstik can make ghostly fangs Strikes at any creature within 10 feet of a cave painting; the

target's cover or concealment from the cave painting, rather than from Syarstik, applies to this Strike.

A creature adjacent to an awakened painting can spend 2 actions to attempt a DC 18 Occultism or Religion check (to compel the awakened painting to abate) or a DC 20 Crafting or Thievery check (to thoroughly smear the cave painting). On a success, the painting is destroyed, and the animation ceases. Either way, this activity has the concentrate trait.

Destroying three awakened paintings quells Syarstik's anger, causing the great cat to cease his attacks.

Pounce ♦ Syarstik Strides and makes a Strike at the end of that movement. If he began this action hidden, he remains hidden until after this ability's Strike.

Sneak Attack Syarstik deals an additional 1d6 precision damage to flat-footed creatures.

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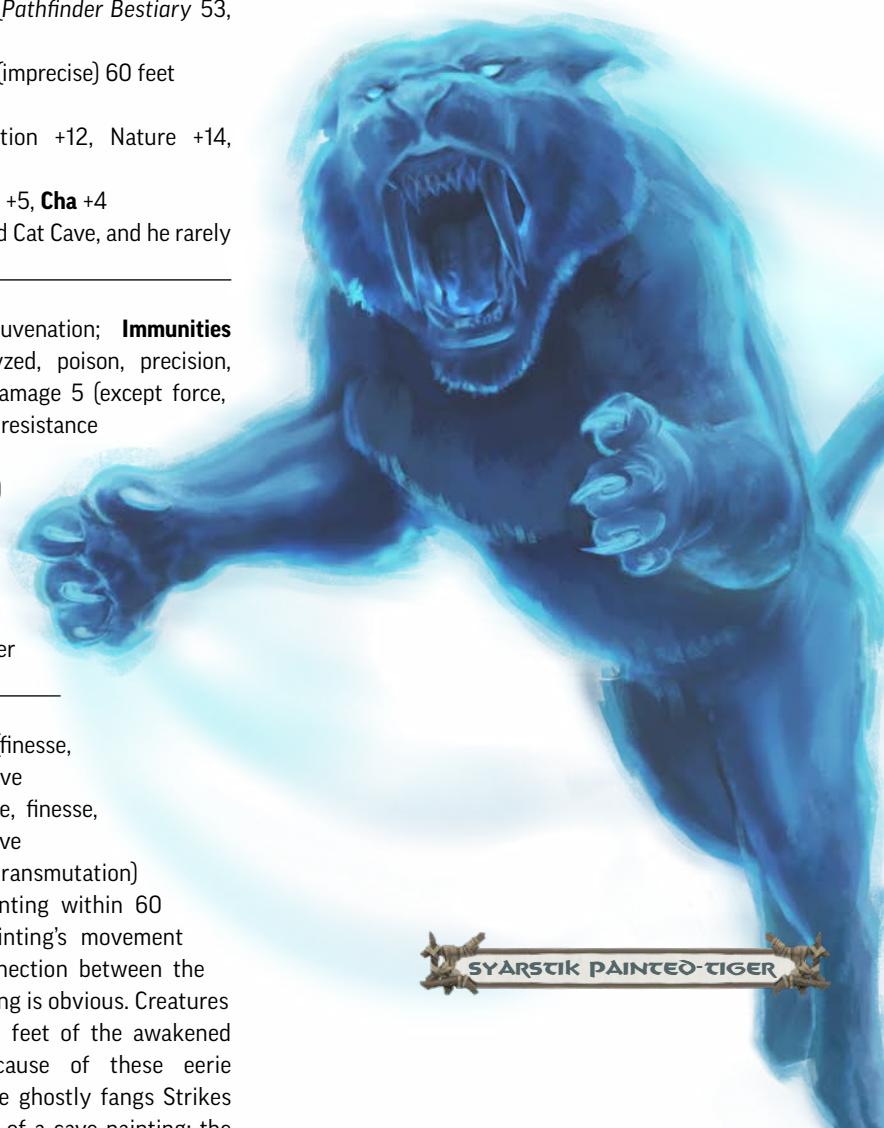
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SYARSTIK PAINTED-TIGER

Next Month

LOST MAMMOTH VALLEY

by Jessica Catalan

The Broken Tusks journey through the bountiful Lost Mammoth Valley in search of the *Primordial Flame*. They'll need the help of unlikely followers to defeat the vale's villainous overlords and claim their prize.

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Learn all there is to know about mighty animals like dinosaurs, cave bears, and mammoths!

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by Jessica Catalan

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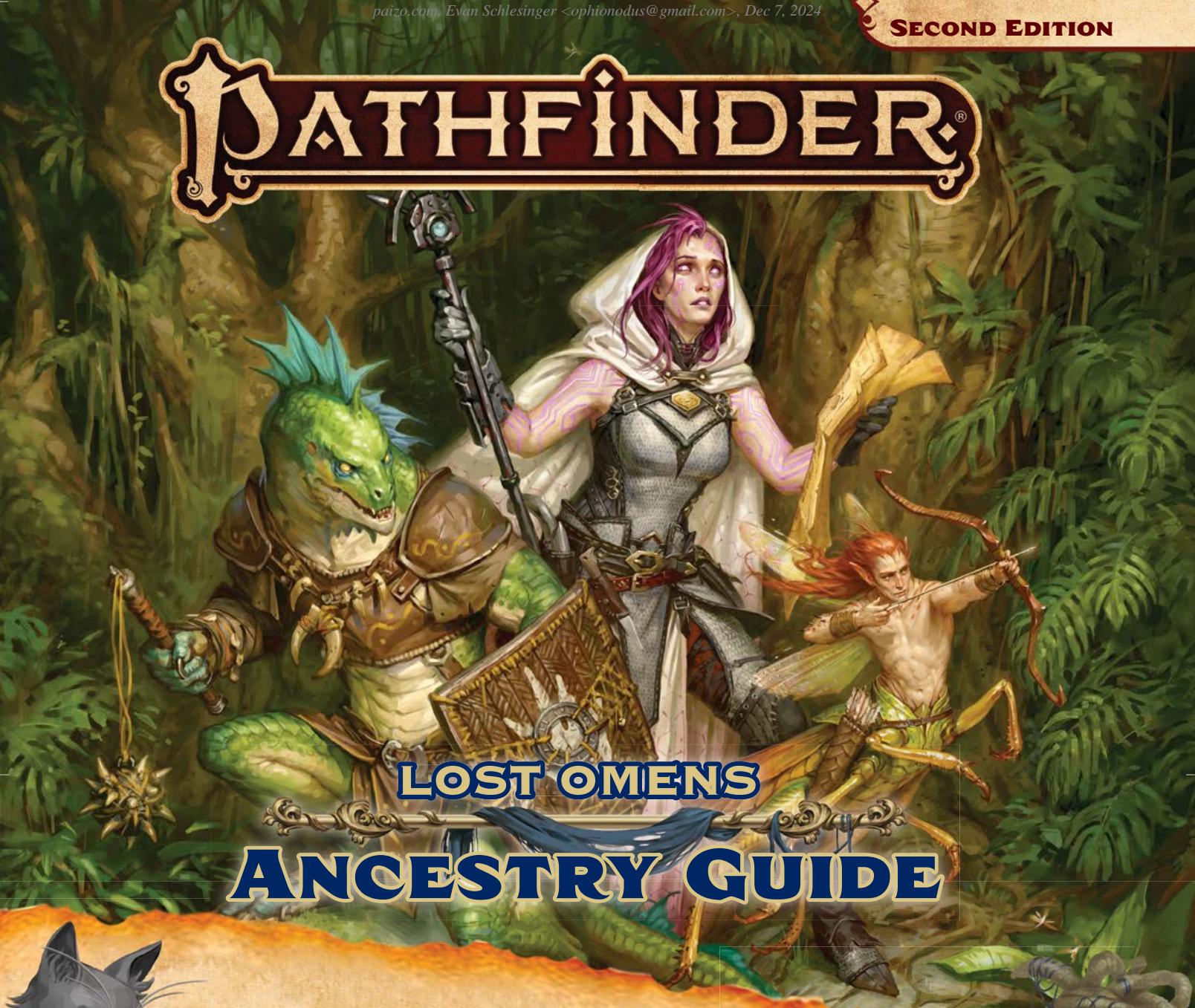
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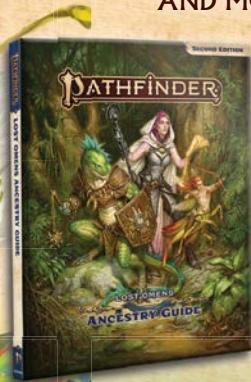
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WAN.20

REAVER SQUAD

1 SQUARE = 5 FEET



HIGH BARROWS

1 SQUARE = 5 FEET



QUICKLING WOOD

1 SQUARE = 5 FEET



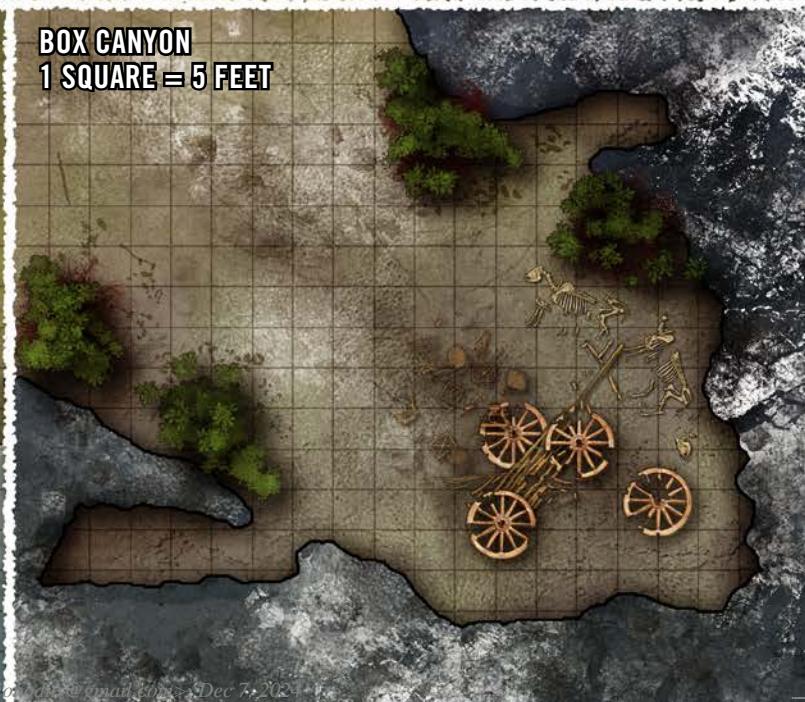
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