



THE HORSESHOE CALAMITY





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SPECIAL ELECTRONIC FEATURES

We've hyperlinked this product internally from the Table of Contents and externally with links to the official *Pathfinder Reference Document* as well as *d20PFSRD*. If it is in the core rulebook, we generally didn't link to it unless the rule is an obscure one. The point is not to supersede the game books, but rather to help support you, the player, in accessing the rules, especially those from newer books or that you may not have memorized.

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WHAT YOU WILL FIND INSIDE: *THE HORSESHOE CALAMITY*

On the frozen frontier far from civilization, a recently-disturbed shrine to an evil god has brought chaos and conflict to a community of centaurs and humans. The humans blame the centaurs' greed for the plague of undead, and the centaurs seek a powerful magic item—starting with a single horseshoe—to put the threat to rest. Will the spirit of chaos bring all-out war or can both sides face down an ancient menace that threatens to destroy them all?

The Horseshoe Calamity is a 7th-level adventure for the *Pathfinder Roleplaying Game* that can be played on its own or as a complement that can be played on its own as a snowy side-trek in any mid-level wilderness campaign, or used as a complement to the third adventure (#69) of the *Witches of Winter Adventure Path*. The Legendary Games tradition is to combine rich story and background, innovative layout, beautiful aesthetics, and excellence in design that is second to none. This product is the latest in that tradition, and we hope you enjoy using it as much as we enjoyed making it. Game on!



TABLE OF CONTENTS

INTRODUCTION	5
PART 1: AMONG THE OVOSKICH	6
DOLANNI AND ENVIRONS	7
EVENT 1: DOLANNI HOSPITALITY	9
EVENT 2: MEETING MIKKA	9
EVENT 3: MEETING KARLEVVEK	11
EVENT 4: SPECTRE ATTACK	12
PART 2: FROSTHAMMER	12
NEW MONSTER: HOOFGHAST	20

The following superscript notations are used to denote references to official Pathfinder Roleplaying Game rulebooks:

ACG	=	<i>Pathfinder Roleplaying Game Advanced Class Guide</i>
APG	=	<i>Pathfinder Roleplaying Game Advanced Player's Guide</i>
B1	=	<i>Pathfinder Roleplaying Game Bestiary</i>
B2	=	<i>Pathfinder Roleplaying Game Bestiary 2</i>
GMG	=	<i>Pathfinder Roleplaying Game Gamemastery Guide</i>
UC	=	<i>Pathfinder Roleplaying Game Ultimate Combat</i>
UE	=	<i>Pathfinder Roleplaying Game Ultimate Equipment</i>
UM	=	<i>Pathfinder Roleplaying Game Ultimate Magic</i>



INTRODUCTION

In the cold frontier far from civilization, a recently-disturbed shrine to an evil god has brought chaos and conflict to a community of centaurs and humans. The humans blame the centaurs' greed for the plague of undead, and the centaurs seek a powerful magic item—starting with a single horseshoe—to put the threat to rest. *The Horseshoe Calamity* is a *Pathfinder Roleplaying Game* adventure for 7th level PCs. It serves as a plug-in to a Winter Adventure Path.

ADVENTURE LOCATION

Far to the north and west of civilized lands lies a vast, trackless stretch of forests, hills, and tundra. Its population centers long ago ravaged by disease, this forbidding frontier contains civilization only in semi-nomadic tribes inhabiting small towns. One of these towns is Dolanni, home of the Ovoskich tribe. While most tribes that roam the frontier are groups of either humans or centaurs, the Ovoskich tribe is unusual in that it consists of both humans and centaurs working together in roughly equal numbers. The centaurs are powerful, honorable warriors who guard the tribe, while the humans are stealthy scouts and craftspeople who help the tribe avoid dangers and create items necessary for the whole tribe's prosperity. The Ovoskich tribe is not large; it consists of only a few families of humans and centaurs and currently has only 80 tribe members in total. However, the Ovoskich are a prideful people who, until recently, worked well together.

This frontier is inhospitable and cold, with summer temperatures rarely exceeding 60 degrees and winter temperatures cold enough to kill unprotected creatures from exposure in just a few minutes. In addition to the temperatures, fierce storms often wrack the land. During these storms, the land's hardy inhabitants must huddle together to survive.

Dolanni is located dozens of miles southwest of a large forest known to harbor several larger centaur tribes and an ancient dungeon built by witches long ago; the Ovoskich know of those centaurs, and vice-versa, but they see each other too rarely to have much interaction.

ADVENTURE BACKGROUND

When the forbidding frontier was more densely populated, some of its inhabitants revered fierce gods of cold and murder.

The foremost among these was Kostchtchie, the bloodthirsty god of frost giants. Kostchtchie's followers lurked at the fringes of civilization, building remote shrines and enclaves to train warriors to fight against their enemies and raid against softer, more civilized lands. One of the largest of these enclaves was Frosthammer, built into the side of a large hill near where the town of Dolanni would later be founded by the Ovoskich tribe. Frosthammer boasted several training rooms, altars, and barracks, along with a few cunning traps and ice elemental servitors under the control of Klargadrek, the cult's leader.

As is often the case with cults to Kostchtchie, the cultists at Frosthammer fell to infighting when their raids became less successful. Eventually, the cultists all slew each other or fled, leaving behind only a handful of members, including Klargadrek. At about this time, an earthquake caused a rockslide that covered the entrance to Frosthammer completely, sealing the remaining cultists within. All the cultists perished, but returned as restless undead, wandering the halls of their profane shrine. Frosthammer remained buried for centuries and was forgotten.

Years later, but before the founding of Dolanni, a centaur hero named Ildarik Longmane was camping near the buried shrine. Ildarik was famous for a set of legendary horseshoes he possessed—winged horseshoes, which function as winged boots. Another earthquake opened a crevasse into the side of the shrine, and the curious Ildarik entered in. Ildarik was almost immediately slain by the spectres lairing in Frosthammer, and curious ice elementals stole two of his four magic horseshoes and left them elsewhere in the shrine. A tremor caused the opening Ildarik used to shift, reducing it to only a few feet wide—wide enough to admit a human, but not a centaur.

Two weeks ago, a human scout from Dolanni named Alasha was exploring a Giant Ridge when she discovered the collapsed crevasse. Alasha wriggled through the opening long enough to find a bare stone room containing Ildarik's remains. She picked up a horseshoe from the ground—one of Ildarik's magic horseshoes—and saw Ildarik's long-dead corpse twitch and begin to rise. The evil of the shrine had reanimated Ildarik as a rare type of undead centaur called a hoofghast, but Alasha didn't wait around long enough for Ildarik to complete his reanimation. She instead fled, *winged horseshoe* in hand, back to Dolanni.

The centaurs of Dolanni were delighted to see the horseshoe; they recognized it as one of a set belonging to the long-lost hero Ildarik. The centaurs of the Ovoskich tribe dreamed of the great pride and standing they would gain by possessing the legendary horseshoes. Alasha explained that the chamber was inaccessible to creatures as large as centaurs and that the chamber was haunted; the scout flatly refused to return. The centaurs insisted, demanding that the humans produce someone brave enough to investigate where the cowardly Alasha would not.

After sundown, as tensions rose in Dolanni between the humans and centaurs, a group of spectres assaulted the village.



Lacking magical weapons, the Ovoskich warriors couldn't effectively repel the spectres; two centaurs died and several centaurs and humans were badly injured before the spectres withdrew. Since then, every few nights, the spectres return to harass the Ovoskich at Dolanni. The humans suggested that the centaurs give the horseshoe to the spectres, assuming that the spirits had come to reclaim it, but the centaurs have refused. None of the centaurs or humans know what a spectre is, so they call them "black ghosts."

The three bravest human warriors of the Ovoskich tribe (Breskar, Volvek, and Yallina) volunteered to solve the stalemate by entering the crevasse and recovering the other horseshoes. Three nights ago, these resolute warriors left for the shrine, but they haven't returned. The Ovoskich are unsure of their fate (in fact, they were all slain by the hoofghost that was once Ildarik Longmane), and this has added to the tensions. The humans now blame centaur greed for their lost warriors, while the centaurs insinuate that the humans simply fled rather than face the danger that Alasha discovered.

The tensions between the humans and centaurs have become an all-out feud: the two sides barely speak, and they no longer coordinate to repel the spectre attacks. The humans blame the centaurs' greed for the troubles, and the centaurs blame human curiosity and cowardice for the failure to explore the ruins further. The environment is too harsh for the tribe to flee Dolanni without careful preparations, and the two sides aren't working well enough together to prepare to leave in any case. Alasha's discovery looks like it will tear the Ovoskich tribe apart.

ADVENTURE SUMMARY

In the first part of this adventure, the PCs arrive at the town of Dolanni and learn of the tensions between the humans and centaurs in the Ovoskich tribe. The PCs can learn the background of Alasha's discovery, the attacks of the "black ghosts," and the failed expedition into the crevice Alasha found. The PCs can attempt to quell the tensions between the two tribes; doing so earns a gift from the human faction and prevents an attack from a belligerent warrior of the centaur faction. In any case, the first night the PCs are in Dolanni, they witness an attack by the "black ghosts" and can earn the respect of the entire tribe in coming to the tribe's defense. Since it is clear the "black ghosts" originated from the shrine, the PCs can convince Alasha and one of the centaurs to take them there and explore the site for themselves.

In the second part of the adventure, the PCs explore Frosthammer and encounter the shrine's undead guardians, traps, and fiendish ice elementals. In the heart of the shrine, the PCs can face the priest Klargadrek, animated as a frost wight. The PCs can also recover the other three horseshoes, completing

the set; giving these horseshoes to the centaurs of the Ovoskich tribe earns their favor and a substantial award.

USING THIS ADVENTURE

This adventure has two possible introductions, based on the method by which the PCs are traveling.

If the PCs are traveling overland through a frigid frontier country, they come across the village of Dolanni and realize it might be a good place to rest and resupply. This is the most straightforward introduction to this adventure.

A GM running the *Witches of Winter* adventure path can easily insert this adventure between part 1 and part 2 of the third volume of that AP (#69). The PCs have unknowingly steered their magical hut to the correct location in the frigid forest to the north, but the activity at Frosthammer has drawn a fraction of Kostchtchie's divine attention—just enough that the magical hut is instead drawn miles off-course to outside the village of Dolanni. The PCs exit the magical hut without any clear idea of where they are, but since the village of Dolanni is the only settlement in the area, the PCs investigate and are drawn into the tensions of the village. Once the PCs have defeated Klargadrek and thereafter reentered their magical hut, it can reorient to the correct location, delivering them back to part 2 of the third volume.

No matter how the PCs begin this adventure, they should be on the frigid plains early in the morning when they see lines of cook-fires in the sky. These are plain signs of habitation, and investigating them leads to the village of Dolanni after about an hour's walk.

PART 1: AMONG THE OVOSKICH

When the PCs first glimpse Dolanni, read or paraphrase the following.

The settlement on the frigid plains consists of several large, round huts made of animal hides. Cook-fires and drying racks have been set up between the huts, and the villagers move among their huts tending to the routine activities of the morning. The villagers consist of both humans and centaurs, in approximately equal numbers: it's clear to see that some huts are larger to accommodate the centaurs' larger frames, but that both creatures are members of this community. The settlement is small; you estimate it has no more than 100 members.

Before the PCs can get much further, Ovoskich tribe warriors thunder across the tundra to intercept them. When the four centaurs get close enough to shout, they stop with their weapons drawn but lowered. One of the centaurs, Granvilk, shouts to the PCs to ask their purpose in approaching Dolanni. Communication might be difficult, as the centaurs only know Giant, Sylvan, and Ibarr, a local dialect that the PCs are unlikely



to understand.

So long as the PCs aren't overtly hostile, the centaurs approach peacefully to parley. The centaurs hope that the PCs might have some experience fighting the "black ghosts" that have been terrorizing their village over the past several nights. If the PCs express any combat ability—or, at least, so long as the PCs don't profess to be incompetent warriors—Granvilk and the centaurs lead the PCs to Dolanni to consult with their leaders, Mikka and Karlevvek.

The PCs might ask for more information about the "black ghosts" from the centaurs. Although the centaurs can describe the spectres in detail (they don't know what they're called); a PC must succeed at a DC 22 Knowledge (religion) check to recognize the "black ghosts" as spectres from the centaurs' description. On a failure, the PC isn't sure—the creatures might be shadows, wraiths, or any number of other incorporeal undead.

The following description of Dolanni should be referenced for the PCs' interactions in the village; the four key events provided after the village description should occur while the PCs are in the village, but they could occur in any order. The GM should feel free to invent other events that might interest the PCs and help the village, such as participating in a race in the Running Plain, mending the neglected fence in the Bounty, or escorting the elderly Karlevvek to visit an ancestor's cairn in the Stonefield. The following settlement stat block uses the settlement rules from the *Pathfinder Roleplaying Game Gamemastery Guide*.

DOLANNI

N village

Corruption -1; **Crime** -1; **Economy** -1; **Law** -3; **Lore** -1;
Society +3

Qualities insular, temporary camp

Danger +10

DEMOGRAPHICS

Government council

Population 79 (42 centaurs, 37 humans)

Notable NPCs

Mikka, Centaur Champion (N female centaur ranger 6)

Karlevvek, Elderly Craftsman (LN male human oracle 4)

Alasha, Curious Hunter (N female human warrior 2)

MARKETPLACE

Base Value 500 gp; **Purchase Limit** 2,500 gp;

Spellcasting 3rd

Minor Items 2d4; **Medium Items** 1d4; **Major Items** —

NEW SETTLEMENT QUALITY

Temporary Camp: The settlement is not permanently

occupied, but instead occupied only part of the year. During the times the settlement is uninhabited, it doesn't exist—only a few carefully-stored goods or disassembled buildings are present. (*Crime* +1; *Law* -1; *Danger* +10)

DOLANNI AND ENVIRONS

Dolanni is a small village nestled between several high ridges and near a natural hot spring. Although the Ovoskich tribe only occupies Dolanni for a few months out of the year, many tribe members consider Dolanni their favorite camp. Specific areas around Dolanni include the following:

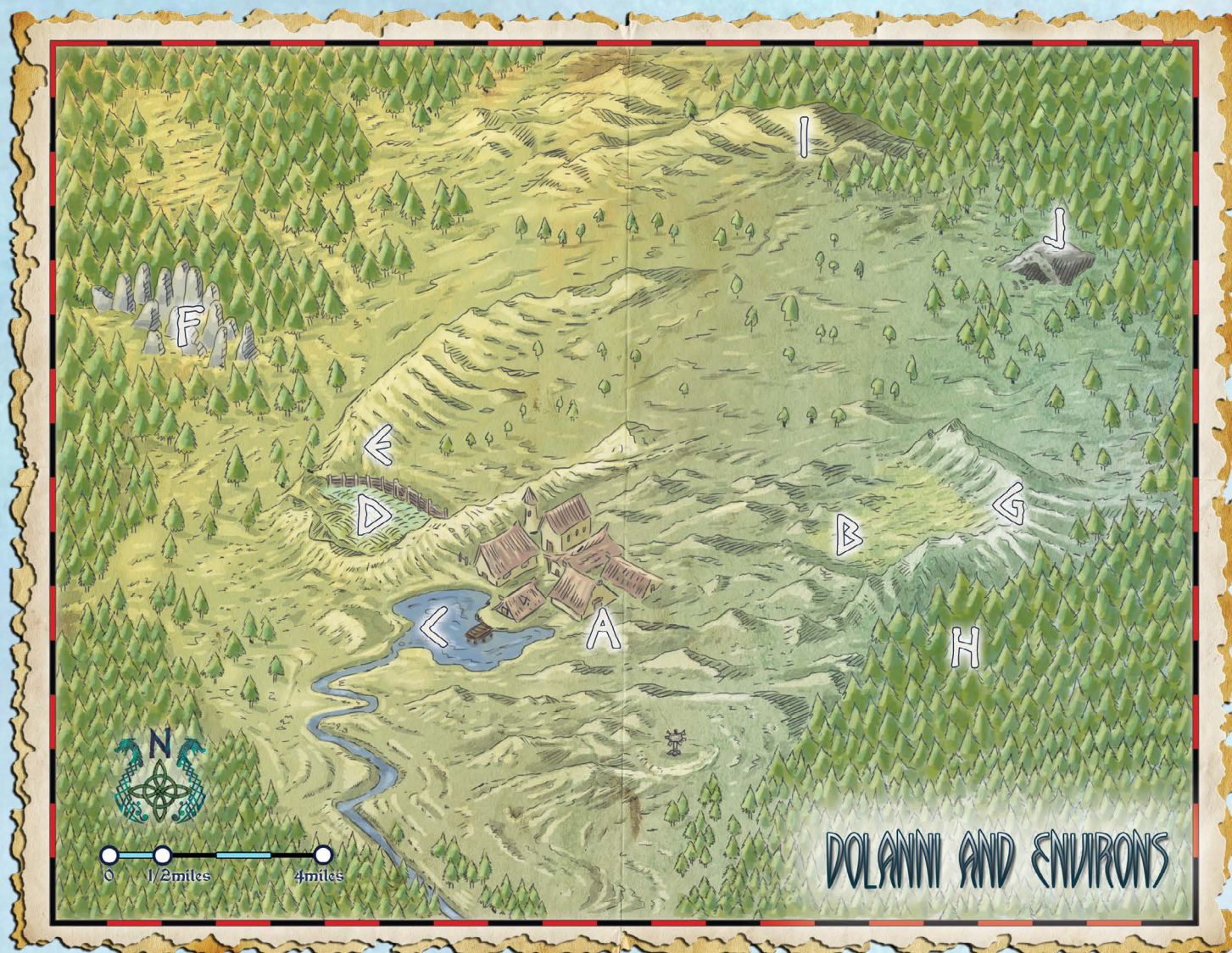
A. Dolanni: The village consists of a few dozen huts made of wood poles and hides, several large fire pits, and several large drying racks for meat and leather. About half of the huts are noticeably larger than the others, with entries suitable for their centaur occupants' larger bodies.

B. Running Plain: This long field of churned snow and earth is marked with several tall stakes bearing the skulls of predators. This field is a favorite place for Dolanni's centaurs to run and spar, and most disagreements among centaurs are settled by races around the skull-topped poles. Humans of the tribe have a right to participate in these challenges, but the centaurs rarely allow it; humans have been victorious in the past by using trickery (such as by cleverly defining the race objectives or by having allies move the stakes mid-race), and the centaurs don't relish being fooled again.

C. Reedberry Spring: A natural hot spring erupts from the side of this ridge. Its waters run down a short stream and pool into a reed-choked lake. The residents of Dolanni get their water from the stream and wash in the pond. Vegetation is dense around the spring and the pond; in addition to the tough reeds of the pond, the stream is lined with berry bushes. Although these colorful berries aren't edible, the humans of the Ovoskich tribe use them in dyes.

D. The Bounty: This small valley between two ridges is where the inhabitants of Dolanni maintain their food. The southwestern half of the valley contains fields of a nourishing turnip-like tuber that thrives despite the low temperatures and tough growing conditions. The northeastern half of the valley is where the clan herds their large flocks of fat, hairy goats. Although the goats are allowed out of the valley to the east to graze in the tough tundra grasses, the tribespeople diligently maintain the fence in the middle of the valley separating the goats from the fields. The tough leaves sprouting from the ground attract the goats, but the leaves are mildly toxic and sometimes cause the goats to sicken and die. One of the most serious crimes among the Ovoskich tribe is to inadvertently allow the herds to graze in the fields—the few times this has happened in the tribe's history, the devastating loss of food nearly wiped out the entire tribe.





E. Bounty Ridge: Members of the Ovoskich tribe regularly stand watch atop this ridge, both to keep an eye on their precious food supplies in the valley below and to watch for dangers approaching from the dense forest to the north and west. Generally, 1d4 humans and 1d4 centaurs occupy this ridge at all times, hunkering down in lean-tos near the ridgeline during times of inclement weather.

F. The Stonefield: Although the inhabitants of Dolanni rarely venture into the deep forest to the north and west of their village—as the forest is home to dangerous predators and evil fey that lurk amid the enormous pines—one site within the forest holds deep spiritual significance for the tribespeople. The Stonefield is the Ovoskich cemetery, a clearing in which the tribespeople have buried their dead under cairns of stones for generations. The Ovoskich only come to the Stonefield in large groups for their funerary services, keeping the forest predators at bay with chanting and drumming. The Ovoskich

insist that the cairns are no mere mounds of rock; over time, the stones settle into the shape of the serene faces of the tribesperson buried within the mound, and these ancestors can answer reverent prayers. Although most tribespeople caution against venturing to the Stonefield alone for a private prayer for guidance, those who return from these reckless journeys frequently do so blessed with inspiration.

G. Bower Ridge: This low ridge provides a commanding view of the village, Running Plain, and the goat grazing fields. Common wisdom holds that promises made atop Bower Ridge are made before the entire tribe, and therefore are more weighty and binding. As a result, marriages, adoptions, and promises of blood-debts are frequently performed atop this ridge.

H. The Bower: This dense copse of evergreens is sheltered from the fiercest weather by Bower Ridge and grows a profusion of useful herbs. The trees of the Bower also produce an aromatic resin that the humans use in a variety of crafts. This copse

contains a few families of small, fur-bearing mammals that the Dolanni residents occasionally hunt, although there are too few of the creatures to support full-scale trapping endeavors. The Bower also provides a few notorious trysting places for Dolanni residents.

I. Giant Ridge: This rocky ridge is the largest and most distant of the ridges that shelter Dolanni. The tribespeople believe that Giant Ridge got its name from a dramatic battle between the tribespeople of Dolanni and a band of marauding frost giants a few generations ago, but the name is actually much older. Giant Ridge received its name from the followers of Kostchtchie that built a shrine called Frosthhammer in the rock of the ridge.

J. Frosthhammer: This buried shrine to Kostchtchie has recently reopened, and its discovery initiated the events of this adventure. Frosthhammer is fully described in Part 2.

EVENT 1: DOLANNI HOSPITALITY

When the PCs arrive in Dolanni with Granvilk and the centaur scouts, most of the village turns out to meet them. The villagers prepare one of the tribe's large tents (a former storehouse) for the PCs to occupy and plan a feast to welcome the PCs. Although the Ovoskich tribe has a long tradition of hospitality, the welcoming treatment the PCs receive is mostly due to the current tensions in the tribe. Neither the humans nor the centaurs want to be seen as less welcoming than the other, and each side hopes that the PCs will agree with their side of the current dispute. Although the tribespeople are welcoming—providing an overview of the region and introducing other members of the community—the PCs should be immediately aware of strong tensions between the humans and centaurs of the village. Although these people have historically lived and worked together, some new element has disrupted their village. If asked directly, a villager mutters about “the horseshoe that started it all” and defers the PCs to either Mikka (if a centaur) or Karlevvek (if a human); see Event 2 and Event 3.

The PCs are welcome to stay in Dolanni for up to a week, consistent with their traditions of hospitality, and can use their hut in the village as a base to meet with the village leaders and, later, for their explorations of Frosthhammer.

EVENT 2: MEETING MIKKA (CR 8)

Granvilk and the centaur scouts prefer to escort the PCs to speak with their most formidable and influential warrior, **Mikka** (N female centaur ranger 6). If the PCs instead elect to speak to a human leader, the centaurs shrug and take the PCs to Karlevvek instead (see Event 3), but Mikka seeks them out thereafter to present her position. Unlike many of the other centaurs of Dolanni, Mikka speaks Common.

Mikka is a strong, proud centaur with long, dark hair and an arresting gaze. Mikka stands a head taller than any other centaur in Dolanni. Although she insists that no centaur is better than



any other, she accepts that many of the tribespeople—including nearly all of the centaurs—view her as their leader. Mikka hasn't been comfortable leveraging her authority until recently, when one of Ildarik's *winged horseshoes* was discovered and she realized that the entire set would be a significant relic for her people.

When she meets with the PCs, Mikka describes the recent events and presents the centaurs' perspective: the humans acquired only one horseshoe of a historical and valuable set, but in doing so, they disturbed powerful evil forces. The humans now don't have the courage to either find the other horseshoes or to put a stop to the evil they awoke. Three brave human warriors left for the crevice a couple of days ago, but Mikka insinuates that they ran off rather than confront the danger. Mikka insists that the centaurs are eager to enter the ruin, if they could (an opinion that overstates the actual bravery of the centaurs of Dolanni), but the crevice is too small for centaurs to fit through. Given the opportunity to vent, Mikka also opines that the Ovoskich tribe excels because both humans and centaurs have been historically willing to perform the activities uniquely suited to their shape and size—centaurs to hunt and defend, and humans to build and forage—but the humans are now neglecting their time-honored role in their tribe due to insufferable cowardice.

Mikka is reluctant to forgive the humans' cowardice and, by



her example, the other centaurs are unwilling to make amends with the humans. If a PC succeeds at a DC 22 Diplomacy check to convince Mikka that the centaurs and humans should work together, she sees that her strong emotions risk destroying the tribe. She communicates to the other centaurs that they should reverse their stance and make peace with the humans. Mikka is a strong believer in the traditions and history of her tribe; appealing to either gives a PC a +2 circumstance bonus on this Diplomacy check. This Diplomacy check cannot be retried; failure only cements Mikka's negative opinions of the human tribespeople.

Creature: If the PCs are unable to convince Mikka to make peace, one of her followers—a hotheaded centaur bully named Dylvak—seeks out the PCs when they are alone and picks a fight with them. Dylvak accuses the PCs of being cowards, being unfit to wear weapons, or even treachery to steal the rightful property of the centaurs. Dylvak doesn't need much of an incentive to draw his weapons, so if he confronts the PCs, a fight is quite likely. Dylvak is a loud-mouthed braggart, but he isn't foolish: while he berates the PCs, he has directed his loyal badger companion to Kiki sneak around and attack from the rear.

DYLVAK

CR 8

XP 4,800

Male centaur **hunter** 5 (*Pathfinder Roleplaying Game Advanced Class Guide*, *Pathfinder Roleplaying Game Bestiary*)

NE Large monstrous humanoid

Init +8; **Senses** darkvision 60 ft.; Perception +12

DEFENSE

AC 20, touch 12, flat-footed 17 (+7 armor, +3 Dex, +1 natural, -1 size)

hp 90 (9 HD; 5d8+4d10+46)

Fort +9, **Ref** +12, **Will** +7

OFFENSE

Speed 45 ft.

Melee masterwork scimitar +10/+5 (1d6+5/18-20), mwk sickle +10/+5 (1d6+2), 2 hooves +4 (1d6+2)

Ranged composite longbow +10/+5 (1d8+5/[XXTS]3)

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

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

2nd (3/day)—*heat metal* (DC 14), *lesser restoration*, *stone call*^{APG}, *summon nature's ally II*

1st (5/day)—*longstrider*, *produce flame*, *resist energy*, *speak with animals*, *summon nature's ally I*

o (at will)—*create water*, *detect magic*, *detect poison*, *mending*, *purify food and drink*, *resistance*

TACTICS

Before Combat Dylvak casts *longstrider* and uses his animal aspect ability on himself and on his animal companion Kiki: Dylvak uses the bear animal aspect for himself, and the owl animal aspect on Kiki.

During Combat Dylvak prefers to rush into melee and make full attacks, targeting multiple foes within reach. When possible, he directs Kiki to provide him with flanking for his attacks. If Dylvak's enemies use elemental damage against him, he backs off and casts *resist energy* before returning to melee.

Morale A bully that has never been seriously beaten, Dylvak doesn't understand when it's prudent to end a fight. If reduced below 10 hit points, he attempts to flee; if he can't flee, he instead throws down his weapons and surrenders.

Base Statistics Without *longstrider* or the bear animal aspect, Dylvak's statistics are **hp** 81; **Fort** +8; **Speed** 35 ft.; **Con** 17

STATISTICS

Str 20, **Dex** 18, **Con** 19, **Int** 9, **Wis** 14, **Cha** 14

Base Atk +7; **CMB** +13; **CMD** 27 (31 vs. trip)

Feats Improved Initiative, Improved Two-weapon Fighting, Outflank^{APG}, Precise Strike^{APG}, Run, Toughness, Two-weapon Fighting

Skills Acrobatics +1 (+5 to jump), Diplomacy +6, Handle Animal +14, Intimidate +14, Knowledge (nature) +7, Perception +12, Stealth +2, Survival +10

Languages Common, Ibarr, Sylvan

SQ animal companion, animal focus (5 minutes/day), hunter tactics, improved empathic link, nature training, track +2, undersized weapons, wild empathy +7, woodland stride

Combat Gear wand of cure light wounds (11 charges), antitoxin, smokestick (2); **Other Gear** +1 breastplate, masterwork scimitar, masterwork sickle, composite longbow (+5 Str), folding shovel^{UE}

Kiki

CR —

Female badger animal companion

N Medium animal

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

DEFENSE

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

hp 34 (4d8+16)

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

Defensive Abilities evasion

OFFENSE

Speed 30 ft., burrow 10 ft., climb 10 ft.

Melee bite +6 (1d6+3), 2 claws +6 (1d4+3)

Special Attacks rage (as barbarian, for 6 rounds per day)

TACTICS

Before Combat Kiki hides, waiting for Dylvak's signal to attack. Dylvak has given Kiki the owl animal aspect, granting +4 on her Stealth checks (included in the statistics below).

During Combat Kiki attempts to flank with Dylvak when possible.

Morale Kiki fights to the death alongside her master; if Dylvak is defeated or incapacitated, Kiki flees.

STATISTICS

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

Base Atk +3; **CMB** +6; **CMD** 19 (23 vs. trip)

Feats Stealthy, Toughness

Skills Climb +11, Escape Artist +5, Perception +5, Stealth +15

SQ tricks (attack [all creatures], come, defend, guard, heel, stay, track)

Development: If the PCs defeat or drive off Dylvak, the other inhabitants of Dolanni are both impressed and ashamed. They all knew Dylvak to be a mean-spirited bully, but few were powerful enough to stand up to him, and all secretly feared that Dylvak would do something rash to jeopardize the tribe. In attacking the PCs, Dylvak has done so; but in standing up to Dylvak, the PCs have proved their might. Miikka personally apologizes for Dylvak's ill-considered attack, and expresses her hope Dylvak's actions won't color the PCs' impressions of the other centaurs of Dolanni. To help keep the peace, Mikka insists that the PCs keep Dylvak's gear as recompense. (If Dylvak fled from the PCs, Mikka has several centaurs seek him out and strip him of his gear, so that she can present it to the PCs.)

EVENT 3: MEETING KARLEVVEK

If the PCs seek out a representative among the humans of Dolanni, they learn that the village's three bravest human warriors (Breskar, Volvek, and Yallina) all left for the mysterious ruin two days ago and haven't returned. The humans are therefore



currently suffering from a crisis of leadership. An elderly man named **Karlevvek** (LN old male human oracle 4)—grandfather of the hunter Alasha that rediscovered Frosthhammer—is trying to keep the humans of Dolanni united in the face of what he considers out-of-control centaur greed. Karlevvek is bald, liver-spotted, and feeble, which puts him at a disadvantage when trying to serve as a leader, but he is considered one of the wisest and craftiest members of the tribe. Karlevvek speaks Common, which he learned from using the *lingual reeds* he can craft (see the sidebar on page 12).

Karlevvek seeks out the PCs and presents the humans' side of the tension. Karlevvek admits that his granddaughter may be at fault for taking the horseshoe from the ruin in the first place, but he blames the centaurs for goading Breskar, Volvek, and Yallina into entering the crevice. He is certain that the three warriors all met some terrible fate, and that their deaths are on the centaurs' hands. He thinks the best option is for the Ovoskich tribe to leave Dolanni and never return, but they can't prepare for the dangers of travel without the centaurs' aid.

The PCs can best ease Karlevvek—and, by extension, the other humans of the Ovoskich tribe—by convincing him that the PCs can stand up against the “black ghosts” and even enter the crevice themselves to put a stop to the attacks. If the PCs are willing to fight on behalf of the tribe, Karlevvek is willing to sell or trade for *lingual reeds* that the humans have stored. If a PC is particularly comforting and succeeds at a DC 20 Diplomacy check, Karlevvek consults with the other humans and agrees to give the PC one of the *lingual reeds* for free. This Diplomacy check cannot be retried.

LINGUAL REED PRICE 1,500GP

Slot none

CL 3rd

Weight —

AURA FAINT TRANSMUTATION

This long leaf is adorned with runes representing learning and communication. When a *lingual reed* is crushed and eaten—an experience fraught with solemn ritual among the tribespeople that invented the reed, although such a ritual isn't necessary—the imbiber chooses one language she learned due to having a high Intelligence score or by gaining ranks in the Linguistics skill and loses knowledge of that language. In its place, the imbiber selects a different language, and learns that language as fluently as the language she lost.

CONSTRUCTION REQUIREMENTS COST 750 GP

Craft Wondrous Items, *comprehend languages*

EVENT 4: SPECTRE ATTACK (CR 9)

This event occurs after nightfall on the PCs' first evening in Dolanni. If the PCs have learned about the "black ghosts" that have been terrorizing the village, they might be expecting this attack.

Thick clouds obscure the moon and stars, swathing the tundra around Dolanni in darkness. To the east of town rises a fearsome wail.

The spectres have learned to expect little resistance from the Ovoskich tribe, and therefore make the tactical error of announcing their attack. Although any Ovoskich tribespeople in sight are visibly unnerved by the spectres' wailing, the wail gives the PCs 2 rounds to prepare for the spectres' arrival.

Creatures: Two spectres surge out of the darkness to attack. They appear to be the shades of fur-clad barbarians raising shadowy warhammers, although their warhammer attacks are the standard incorporeal touch attacks of all spectres. The spectres attack anyone that seems willing to put up a fight—such as the PCs—although they prefer to split up and fight different targets as much as possible. The spectres fight until destroyed or until 6 rounds have passed, at which point they retreat and return to Frosthhammer (and can be found there in area B4).

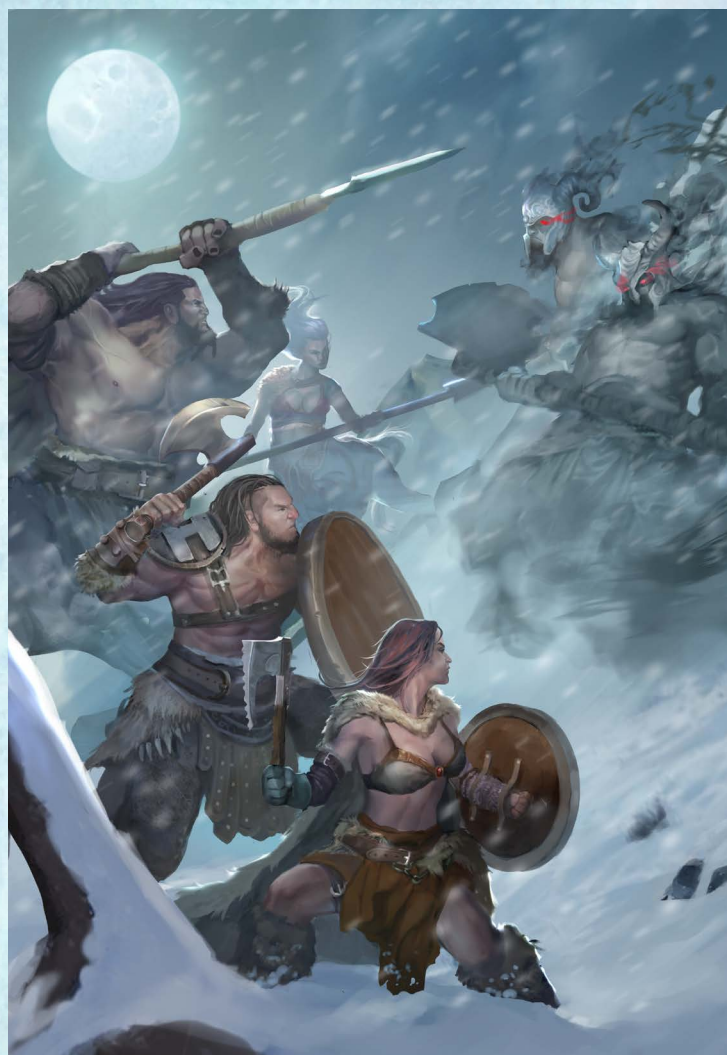
SPECTRES (2)

XP 3,200 each

hp 52 each (*Pathfinder Roleplaying Game Bestiary*)

CR 7

Development: So long as the PCs fight effectively against the spectres, the humans and centaurs of Ovoskich are impressed. Once the PCs have spoken with the proud centaur Mikka and the elderly human Karlevvek—whether or not the PCs were able to help defuse the tensions in the village—those leaders seek



out the PCs together and ask them to enter the crevice and put an end to any other dangers there.

PART 2: FROSTHAMMER

The journey from Dolanni to the crevice that Alasha found takes only a few hours. Alasha and Mikka both escort the PCs directly to the crevice. Alasha wants to ensure the PCs are able to find the crevice without getting lost or suffering some mishap. Mikka professes to be interested in guarding the PCs, but she still suspects that the three human Ovoskich warriors never actually entered the crevice, and she wants to see the PCs do so with her own eyes.

Mikka also takes the opportunity of the journey to renew her request for the PCs to find and return to her the other 3 horseshoes that she is certain are within the tomb. She insists that the PCs aren't likely able to make use of magic horseshoes, but she offers to exchange items worth their value if the PCs can complete the set.

Neither woman wants to loiter near the crevice, so Alasha and

Mikka return to the village once the PCs enter area **B1**.

FEATURES OF FROSTHAMMER

Frosthammer is an ancient structure made of large stones carefully fitted together. The entire complex is supernaturally cold, with an ambient temperature just below freezing at all times of the year. Unprotected characters in Frosthammer must make a Fortitude save each hour (DC 15, +1 per previous check) or take 1d6 points of nonlethal damage. A character with the Survival skill may receive a bonus on this saving throw and might be able to apply this bonus to other characters as well; see the Survival skill description for surviving in cold temperatures.

Most surfaces in Frosthammer are coated with a thin layer of rime. This rime does not hamper movement as true ice does, but the DCs of Acrobatics checks within Frosthammer are increased by 2.

The rooms in Frosthammer are 15 feet high, and the hallways are 12 feet high. The walls of all the rooms and halls are carved with intricate patterns of knot-work and spirals, occasionally forming a stylized symbol sacred to Kostchtchie.

All of the rooms and halls are fitted with iron sconces holding *continual flame* spells (CL 11) that sputter with a faint blue light. These sconces provide dim illumination (but no heat) throughout Frosthammer.

B1. NARROW CREVICE

The large mound of tumbled boulders is split by a narrow crevice on its east side. The jumble of enormous stones frames an opening no more than a few feet high and two feet wide. Dim blue light glows from deep within the crevice.

This crevice leads to area **B2**, and is the only way into Frosthammer. The gap is wide enough for Medium creatures to squeeze through. Large creatures must succeed at a DC 20 Escape Artist check to navigate the narrow passage.

A successful DC 10 Knowledge (engineering) check reveals that the stones that have tumbled down to create the crevice did so within the last year or two; before then, this opening was probably a bit wider, and would have admitted a creature as large as a centaur.

A successful DC 15 Survival check reveals the recent tracks through this crevice: Alasha's tracks into and out of the crevice about two weeks ago, and tracks of three other humanoids much more recently that enter but do not exit.

B2. FALLEN WARRIORS (CR 8)

This large room is open to a hallway on its north side; this hall leads to area **B3** to the northwest and to area **B4** to the north. The frozen corpses of three humanoids are scattered around the room, their frozen blood sticking them to the floor. These corpses are Ovoskich warriors, slain by the creature here two days ago.

Creature: This room is the domain of a hoofghast, the horrid undead creature that the centaur explorer Ildarik became. As a mindless creature, the hoofghast attacks anyone who enters this chamber and fights until destroyed or until opponents leave the area.

HOOFGHAST

CR 8

XP 4,800

hp 97 (see page 20)

Treasure: One of the hoofghast's hooves still bears a single *winged horseshoe*. This horseshoe is useless without the others (one is held by the centaurs of Dolanni, another is in area **B3**, and the fourth is in area **B9**). Each of the three corpses has hide armor, a short sword, and 2 spears.

Development: If the PCs recover these bodies and return them to Dolanni, Mikka and the other centaurs realize they underestimated the humans' bravery. This realization is a small step to healing the rift between the centaurs and the humans.

B3. ARMORY

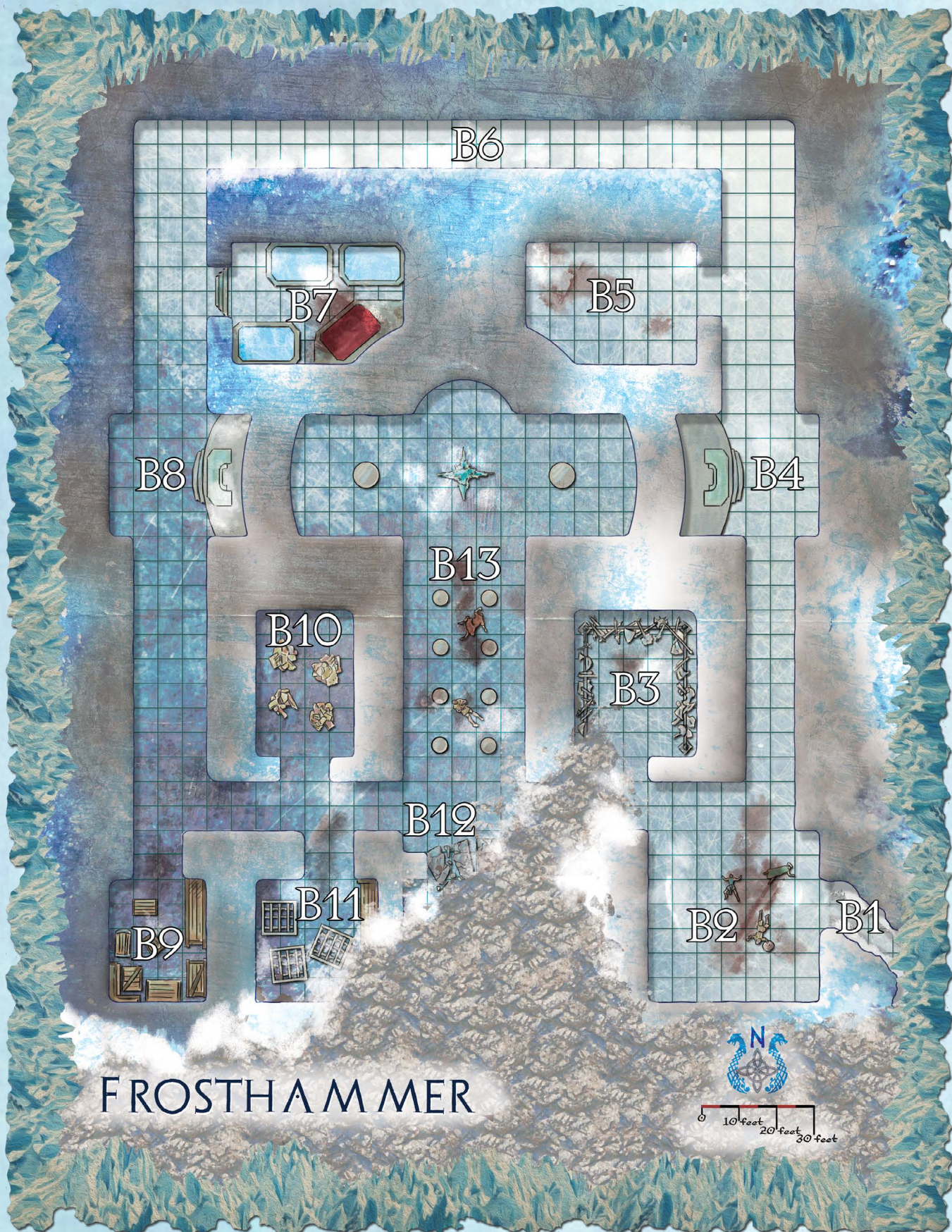
Much of the western wall in this room is choked with fallen stones. The remainder of the room is ringed with old stone weapon racks holding a variety of bent and cracked weapons, each covered in a thin layer of ice.

Once an armory for the Kostchtchie cultists, nearly all of the weapons in this room are worthless. All are encased in a thin coating of rime that has covered these weapons long enough to warp their wood and render their metal cracked and brittle.

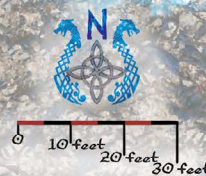
Treasure: A DC 15 Perception check in this room uncovers a masterwork greataxe that has survived intact and a single *winged horseshoe*. This horseshoe is useless without the others (one is held by the centaurs of Dolanni, another is in area **B2**, and the last is in area **B9**). The horseshoe can also be discovered via detect magic or a similar effect.

B4. EAST SACRIFICE SHRINE

The west wall of this large alcove contains the protruding face of a snarling frost giant and a blocky altar set just in front of it. Frozen blood cakes the top of the altar. A jagged fang and an ornate hammer lie atop the altar.



FROSTHAMMER



This altar was used to ritualistically sacrifice enemies of the Kostchtchie cultists; when the cult fell to infighting, some cultists slew the others on this altar instead, hoping to curry favor with their cruel god. The fang was torn from a bugbear worshipper of the cult and left here along with the sacrificial hammer.

A successful DC 15 Knowledge (religion) check reveals the simple ritual to honor Kostchtchie: an enemy (or a piece of an enemy) must be smashed upon the altar with the hammer. If the PCs smash any part of a foe with the hammer here (such as a piece of the hoofghast from area B2, or even the bugbear fang), Kostchtchie imparts his favor by granting the hammer's wielder the effects of the *deadly juggernaut*^{UC} spell for 1 hour.

The hammer is ornamental and cannot be used as a weapon. Despite its ornate decoration, the hammer has been left in the frigid environment of this shrine for so long that it is cracked and valueless.

Development: Completing the ritual here immediately alerts the spectres in area B8. One of the spectres immediately comes to investigate and attacks any trespassers it finds, fighting until destroyed.

If the PCs did not defeat the spectres that plagued Dolanni in **Part 1**, any spectres able to retreat are found in this shrine. Here, the spectres fight until destroyed.

B5. TRAINING ROOM

This large, oddly-shaped chamber bears wall carvings of giants and humans wrestling, fighting, and decapitating one another. Chips and cracks on the walls and floor are evident underneath the coating or rime in the room.

This room was once used by the cultists of Kostchtchie as a training room. The cultists would sometimes use actual weapons against each other, and it was well-known that a feud or secret grudge among the cultists would sometimes result in an "accidental" injury or killing. The amount of violence sustained in this room has led to a pervasive psychic echo of bloodlust. This psychic echo doesn't rise to the level of an actual haunt or undead creature, but anyone within this room finds her strikes to be nudged gently toward a killing blow. Creatures in this room receive a +2 profane bonus on attack rolls made to confirm critical hits. In addition, any creature attempting an attack to deal nonlethal damage with a weapon that is normally capable of dealing lethal damage must succeed on a DC 15 Will save just as the blow is struck, or the weapon deals lethal damage instead. This is a mind-affecting compulsion effect.

B6. TRAPPED HALL (CR 7)

This long hall bears a thicker sheet of ice than the other areas of this complex, practically obscuring the knot-work and spiral carvings on the walls.

This hallway is trapped to prevent non-believers from breaching Frosthammer. As the final battle here was between cult members, no non-believer has come this way; this trap has never triggered.

Trap: When a creature that does not worship Kostchtchie reaches the midpoint of the hallway, a chilling mist fills the central 40 feet of the hall. This mist functions as the *acid fog* spell, but has the cold descriptor and deals cold damage rather than acid damage.

The carvings along the wall provide a subtle clue as to the presence of the trap, but these clues are obscured under the thick ice. If the PCs do not clear away the ice where the trap trigger is located, the Perception DC to locate the trap is as set forth below; if they do, reduce the Perception DC to locate the trap to 26.

FROST FOG TRAP

CR 7

XP 3,200

Type magic; Perception DC 31; Disable Device DC 31

EFFECTS

Trigger location; **Reset** none

Effect spell effect (*acid fog*, CL 11, except deals cold damage rather than acid damage)

B7. FROZEN BATHS

This large, odd-shaped room contains four sunken baths, each covered with a sheet of ice. Just under the skin of ice, the easternmost bath appears to be a deep red in color, while the westernmost bath contains two immobile bodies trapped beneath the surface.

This room once connected to a subterranean hot spring. The cultists fed this spring into three large baths, separated by standing curtains that are now long gone. Each of the baths are three feet deep and carved into the stone of the floor.

When the cultists of Kostchtchie declined and fell to infighting, some of the cultists fought with each other here. Two of the cultists butchered Klargadrek's younger brother and dumped the pieces of his corpse into one of the baths, staining it red with his blood. Before the perpetrators could leave, Klargadrek discovered them here. Klargadrek designed a particularly cruel fate for the murderers; he chained them together, cast water breathing upon them, and dropped them into one of the baths together. Klargadrek then sent some of his ice elementals into hot springs to block up the flow of hot water and chill the water in the baths. The murderers didn't drown—they froze to death as the water in the bath turned to ice and became their tomb.

The water in these four baths has been frozen into solid ice for many, many years. The eastern bath remains blood red, as the blood of Klargadrek's murdered brother remains suspended



in the ice. The pieces of his dismembered body lie frozen at the bottom of the bath, out of sight. The corpses of the two murderers in the western bath are both preserved with looks of pain on their faces. Chipping out any of the frozen baths takes hours of work or a substantial amount of heat; in either case, the effort is fruitless, as the killers' equipment is no longer serviceable. Klargadrek's brother once carried a profane battleaxe called Frost-biter, but Klargadrek's ice elemental recovered this weapon for him, and the weapon is now in Klargadrek's hands (see area **B13**).

B8. WEST SACRIFICE SHRINE (CR 9)

The east wall of this large alcove contains the snarling face of a frost giant protruding slightly into the room. A blocky altar caked with frozen blood stands in front of the snarling face.

This altar is similar to that found in area **B4**. Its sacrificial hammer is long gone, but this altar retains the same power, if the PCs bring the ornate sacrificial hammer from area **B4** into this chamber to perform a sacrifice here.

Creatures: Two spectres—the tormented souls of murdered Kostchtchie cultists—remain here, drawn by the lingering magic of the altar. They immediately attack any intruders in this area, pursuing foes throughout Frosthhammer if necessary. The spectres fight until destroyed, pursuing any opponents that flee. With their ability to move through the walls of Frosthhammer and their intimate familiarity with its layout, these spectres are likely to overtake fleeing opponents and confront them before they leave the complex.

SPECTRES (2)

XP 3,200 each

hp 52 each (*Pathfinder Roleplaying Game Bestiary*)

CR 7

Development: One of these spectres may have already left to investigate a ritual performed in area **B4**, if the PCs used the hammer on the altar there.

B9. MUNDANE STORAGE

Shelves containing barrels, boxes, and sacks stand along the edges of this room. Most of the barrels and boxes are cracked and the sacks are split, spilling shanks of meat, bolts of cloth, and other mundane goods along the shelves. Ice coats everything in this room except for a gleaming metal horseshoe jammed amid several boxes of nails.

The cultists once kept their mundane supplies here, as well as the occasional goods they plundered from traders or settlers.

Treasure: The winged horseshoe stuck among the boxes of nails is useless without the others (one is held by the centaurs of

Dolanni, another is in area **B2**, and the other is in area **B3**).

Development: The horseshoe was left here by the elementals in area **B10**; it happens to be supporting the boxes of nails and, if removed, the nails fall down with a noisy clatter. This brings any nearby enemies (the spectres in area **B8** and the elementals in area **B10**) to investigate. The horseshoe can be carefully removed with a successful DC 15 Dexterity or Disable Device check.

B10. TRAVEL SUPPLIES STORAGE (CR 6)

Mounds of travel supplies, such as rolled blankets, snowshoes, backpacks, and furs are heaped on the floor of this room in untidy piles. Most of the equipment appears torn or broken. All of the supplies are crusted with a thin layer of ice.

Even cultists of Kostchtchie knew to prepare themselves for travel in the frigid environment outside their home. This room contained several thick cloaks, furs, snowshoes, and rough hide tents that the cultists would use when travelling away from the shrine for long distances or during terrible weather. Although the materials here were never stored particularly neatly—as each cultist would simply take what was needed from this room and drop it back off when no longer useful—the creatures that inhabit this room have pushed the gear into large piles.

Each of the piles of gear in this room is about three feet high. A creature standing in the same square as a pile gains partial cover, which grants a +2 bonus to Armor Class and a +1 bonus on Reflex saves. The presence of a pile doesn't otherwise affect a creature's fighting space, because it's assumed that the creature is ducking behind or around the pile when it can. A creature can succeed at a DC 18 Strength check to push over a pile, removing the ability to gain cover from the pile and making the square that once contained the pile difficult terrain.

The supplies in the piles are all too damaged to be useful.

Creatures: Three fiendish ice elementals poke around Frosthhammer from time to time, but generally remain in this room. If they identify intruders in Frosthhammer, they rush into combat. These elementals use the piles here in this room to their advantage, darting around them to attack foes; if their opponents also use the piles to their advantage, the elementals attempt to push the piles over. The elementals fight until destroyed.

FIENDISH ICE ELEMENTALS (3)

CR 3

XP 800 each

Fiendish medium ice elementals (*Pathfinder Roleplaying Game Bestiary* 2)

N Medium outsider (air, cold, elemental, evil, extraplanar, water)

Init +0; **Senses** darkvision 60 ft., snow vision; Perception +7





DEFENSE

AC 16, touch 10, flat-footed 16 (+6 natural)
hp 30 each (4d10+8)
Fort +6, **Ref** +4, **Will** +1
Immune cold, elemental traits; **Resist** fire 5; **SR** 8
Weaknesses vulnerable to fire

OFFENSE

Speed 20 ft., burrow (ice and snow only) 20 ft., swim 60 ft.
Melee slam +7 (1d6+4 plus 1d4 cold)
Special Attacks numbing cold (DC 14), smite good 1/day

TACTICS

During Combat The ice elementals use their smite good ability and slither into melee. They try to position themselves to use their Cleave feat or to flank with each other.
Morale The ice elementals fight until destroyed.

STATISTICS

Str 16, **Dex** 10, **Con** 15, **Int** 4, **Wis** 11, **Cha** 11

Base Atk +4; **CMB** +7; **CMD** 17 (can't be tripped)

Feats Cleave, Power Attack

Skills Knowledge (planes) +4, Perception +7, Stealth +7, Swim +11

SQ ice glide, icewalking

SPECIAL ABILITIES

Ice Glide (Su) A burrowing ice elemental can pass through nonmagical ice and snow as easily as a fish swims through water. Its burrowing leaves behind no tunnel or hole, nor does it create any ripple or other sign of its presence. A *control water* spell cast on an area containing a burrowing ice elemental flings the elemental back 30 feet, stunning the creature for 1 round unless it succeeds on a DC 15 Fortitude save.

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

Numbing Cold (Su) When an ice elemental deals cold damage to a creature, that creature must succeed on a Fortitude save or be staggered for 1 round.

Smite Good (Su) Once per day, a fiendish ice elemental may smite a good-aligned creature. As a swift action, the fiendish ice elemental chooses one target within sight to smite. If this target is good, the elemental adds its Charisma bonus (if any) to attack rolls and gains a damage bonus equal to its HD against that foe. This effect persists until the target is dead or the elemental rests.

Snow Vision (Ex) An ice elemental can see perfectly well in snowy conditions and does not take any penalties on Perception checks while in snow.

B11. SLAVER STORES

This room is a storage room, like areas **B9** and **B10**, but it holds goods of a decidedly darker nature. Manacles, thumb-screws, slave collars, and small cages all rest here under sheets of ice. The cult of Kostchtchie typically slaughtered their enemies, but they would occasionally capture their unfortunate victims and either sell them off as slaves to evil tribes or torture them to death for perverse amusement. This equipment has not fared well in the cold, and these items are valueless as a result.

B12. COLLAPSED ENTRY (CR 7)

This corridor is an elaborate entryway leading north and south, with a narrower hall leading off to the west. The passage to the south is wholly blocked with tumbled stones crusted with ice.

Trap: Although the stones that collapsed here and sealed off Frosthhammer cannot be excavated without weeks of heavy labor, they are not yet firmly settled. Any creature touching or searching through the stones causes them to shift and collapse.

COLLAPSING STONES TRAP

CR 7

XP 3,200

Type mechanical; Perception DC 20; Disable Device DC 20

EFFECTS

Trigger touch; **Reset** none

Effect Atk +15 melee (9d6); multiple targets (all targets adjacent to the rubble in area B10).

B13. MAIN SHRINE (CR 9)

This wide shrine is supported with two pillars carved with overlapping spiral and knot-work patterns. The center of the chamber is a thick spire of ice as tall as a human that glows with a dim blue light.

This central shrine is where the last priest of Kostchtchie spends all his time, brooding over the schism that split his cult and caused Frosthhammer to fall. In his ageless introspection, he hasn't yet become aware that Frosthhammer has been breached, although he swiftly prepares for a fight if he suspects intruders are present (such as by seeing a shadow flit across from area B8 to B4, or if he hears combat from area B10).

Creatures: The undead priest Klargadrek makes his endless prayers to Kostchtchie in this central sanctum. Klargadrek is attended by two loyal elementals, who interpose themselves between the cleric and his enemies. Klargadrek can conjure another fiendish ice elemental by touching the ice spire as a standard action, although he cannot have more than 2 such elementals in the shrine at one time.

KLARGADREK

CR 8

XP 4,800

Frost wight cleric of Kostchtchie 6 (*Pathfinder Roleplaying Game Bestiary*)

LE Medium undead (cold)

Init +2; **Senses** darkvision 60 ft.; Perception +17

DEFENSE

AC 23, touch 15, flat-footed 21 (+4 armor, +3 deflection,

+2 Dex, +4 natural)

hp 91 (10 HD; 4d8+6d8+46)

Fort +11, **Ref** +5, **Will** +13

Immune cold, undead traits

Weaknesses resurrection vulnerability, vulnerable to fire

OFFENSE

Speed 30 ft.

Melee Frost-biter +11/+6 (1d8+4/x3) or slam +10 (1d4+4 plus 1d6 cold and energy drain)

Special Attacks channel negative energy 6/day (DC 16, 3d6), create spawn, energy drain (1 level, DC 15)

Domain Spell-Like Abilities (CL 6th; concentration +10) 7/day—touch of evil (3 rounds)

7/day—battle rage (+3)

Cleric Spells Prepared (CL 6th; concentration +10)

3rd—*bestow curse* (DC 17), *dispel magic*, *magic vestment*^D, *prayer*

2nd—*blindness/deafness* (DC 16), *resist energy*, *silence* (DC 16), *sound burst* (DC 16), *spiritual weapon*^D

1st—*cause fear* (DC 15), *doom* (DC 15), *protection from good*^D, *sanctuary* (DC 15), *shield of faith*

0 (at will)—*bleed* (DC 14), *detect magic*, *mending*, *resistance*

^D domain spell; **Domains** Evil, War



TACTICS

Before Combat Klargadrek casts *magic vestment* and *shield of faith* once he's aware of intruders.

During Combat Klargadrek prefers to stand behind his elementals and cast spells such as *blindness/deafness*, *prayer*, and *spiritual weapon* to weaken his foes, but he does not stray far from the ice spire in the center of this room. If his fiendish ice elementals are destroyed, he summons another using the ice spire. If an enemy exploits his vulnerability to fire, he casts *resist energy* (fire) to thwart further attempts.

Morale Unwilling to flee the sanctum of his evil god, Klargadrek fights until destroyed.

Base Statistics Without *magic vestment* and *shield of faith*, Klargadrek has AC 19, flat-footed 12, touch 17.

STATISTICS

Str 16, **Dex** 14, **Con** —, **Int** 11, **Wis** 18, **Cha** 17

Base Atk +7; **CMB** +10; **CMD** 25

Feats Blind-Fight, Combat Casting, Craft Wondrous Item, Great Fortitude, Toughness

Skills Intimidate +16, Knowledge (religion) +6, Linguistics +6, Perception +17, Spellcraft +4, Stealth +14; **Racial Modifiers** +8 Stealth

Languages Abyssal, Auran, Common, Giant

SQ frost wight

Gear studded leather, *Frost-biter*, silver unholy symbol of Kostchtchie, spell component pouch

SPECIAL ABILITIES

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

Frost Wight (Su) Frost wights have the cold subtype and their slam attacks deal 1d6 cold damage in addition to the normal effects. A creature touching a frost wight with natural weapons or unarmed strikes takes 1d6 cold damage.

Resurrection Vulnerability (Su) A raise dead or similar

spell cast on a wight destroys it (Will negates). Using the spell in this way does not require a material component.

FIENDISH ICE ELEMENTALS (2)

CR 3

XP 800 each

hp 30 each (see page 16)

FROST-BITER PRICE 5,310P

Slot	weapon	CL	7th	Weight	6 lbs
AURA moderate transmutation					

This serrated +1 *battleaxe* is carved with runes of vengeance and cold. Three times per day as a swift action, the wielder can trigger the runes so that the next attack made with *Frost-biter* within 1 round deals cold damage instead of slashing damage (this does not affect the type of any additional damage of another energy type, such as from the *flames of the faithful*^{APG} spell). Once this ability has been used, the wielder must wait 1 minute before it can be used again.

CONSTRUCTION REQUIREMENTS COST 2,810 GP

Craft Magic Arms and Armor, *unholy ice*^{UM}

Development: If you are using this adventure in conjunction with the Witches of Winter Adventure Path, you might determine that Klargadrek had a recent visitor—a centaur cleric of Kostchtchie—here in the shrine. If the PCs examine the ice spire, they see replayed within it a scene of the wight Klargadrek meeting in this chamber with a large, shaggy centaur wielding a massive rune-carved hammer. The two discuss—in Giant—how to breach the defenses of a dungeon carved inside three tall statues of women. This foreshadows the PCs' later meeting with the centaur cleric in a dungeon that meets that description.

CONCLUSION

If the PCs destroy the creatures in Frosthammer, the Ovoskich tribe has nothing more to fear from the site. All of the residents of Dolanni are grateful, and express their thanks by providing a festival in the PCs' honor and welcoming them back warmly at any time.

If the PCs recovered all three of the *winged horseshoes* in Frosthammer and returned them to the centaurs of the Ovoskich tribe, the centaurs explain that they are very much in the PCs' debt. They offer to send their fastest runners to other communities and provide whatever equipment or magic items the PCs request, up to a total value of the winged horseshoes (16,000 gp).

If the PCs arrived in the region of Dolanni magically, such as via Baba Yaga's dancing hut, the lingering influence of Frosthammer is quelled and the PCs can get back on track to wherever they had initially intended to travel.

APPENDIX: NEW MONSTER

HOOFGHAST

This centaur is badly decayed but moves in a jerky manner. Its hands are tipped with long, black talons and its skin is crusted with rime. The creature's large, black eyes stare vacantly.

HOOFGHAST

CR 8

XP 4,800

NE Large undead

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

Aura mindchill aura (30 ft.), unnatural aura (30 ft.)

DEFENSE

AC 21, touch 11, flat-footed 19 (+2 Dex, +10 natural, -1 size)

hp 97 (13d8+39); boreal healing 2

Fort +7, **Ref** +6, **Will** +10

Defensive Abilities channel resistance +4; **Immune** cold, undead traits; SR 19

OFFENSE

Speed 40 ft.

Melee 2 claws +14 (1d6+6), 2 hooves +9 (1d6+3)

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

STATISTICS

Str 22, **Dex** 15, **Con** —, **Int** —, **Wis** 15, **Cha** 17

Base Atk +9; **CMB** +16; **CMD** 28 (32 vs. trip)

SQ undersized weapons

ECOLOGY

Environment cold forests or underground

Organization solitary or pair

Treasure none

SPECIAL ABILITIES

Boreal Healing (Su) A hoofghast's gains fast healing 2 in areas where the temperature is below freezing.

Mindchill Aura (Su) Living creatures within 30 feet of a hoofghast feel an unpleasant mental sensation like shifting, cracking ice that interferes with concentration. Creatures in the aura have a -4 penalty on concentration checks, Intelligence checks, and Intelligence-based skill checks. The effects of multiple mindchill auras are not cumulative. This is a mind-affecting effect.

A hoofghast is a rare undead creature formed when a centaur is killed in an area of supernatural cold and evil. The corpse rises again, infused with a fragment of malignant sentience and radiating a psychic aura of cold that drills in the mind of other creatures like splinters of ice. Hoofghasts are mindless and simply attack any living creature that comes near with their claws and hooves. They express little sense of self-preservation, relying upon their thick hides, supernatural healing, and spell resistance to protect them from harm.

A hoofghast rarely strays far from its place of creation, so long as the weather remains cold; if its territory warms to above freezing, a hoofghast wanders until it finds a cold, sheltered place to lair. Although mindless, these traveling hoofghasts are surprisingly canny, keeping to shadows and avoiding populated regions. A traveler that surprises a wandering hoofghast—or, worse, mistakes one for an ordinary centaur in the darkness and hails the creature as a friend—earns the hoofghast's ire.

Although many centaurs refuse to be ridden like common beasts, powerful undead creatures such as graveknights sometimes ride hoofghasts into battle. Living necromancers rarely ride hoofghasts, however, as a hoofghast's mindchill aura might disrupt the necromancer's spellcasting at an inopportune time.

A hoofghast stands just over 7 feet tall and weighs about 1,800 pounds.

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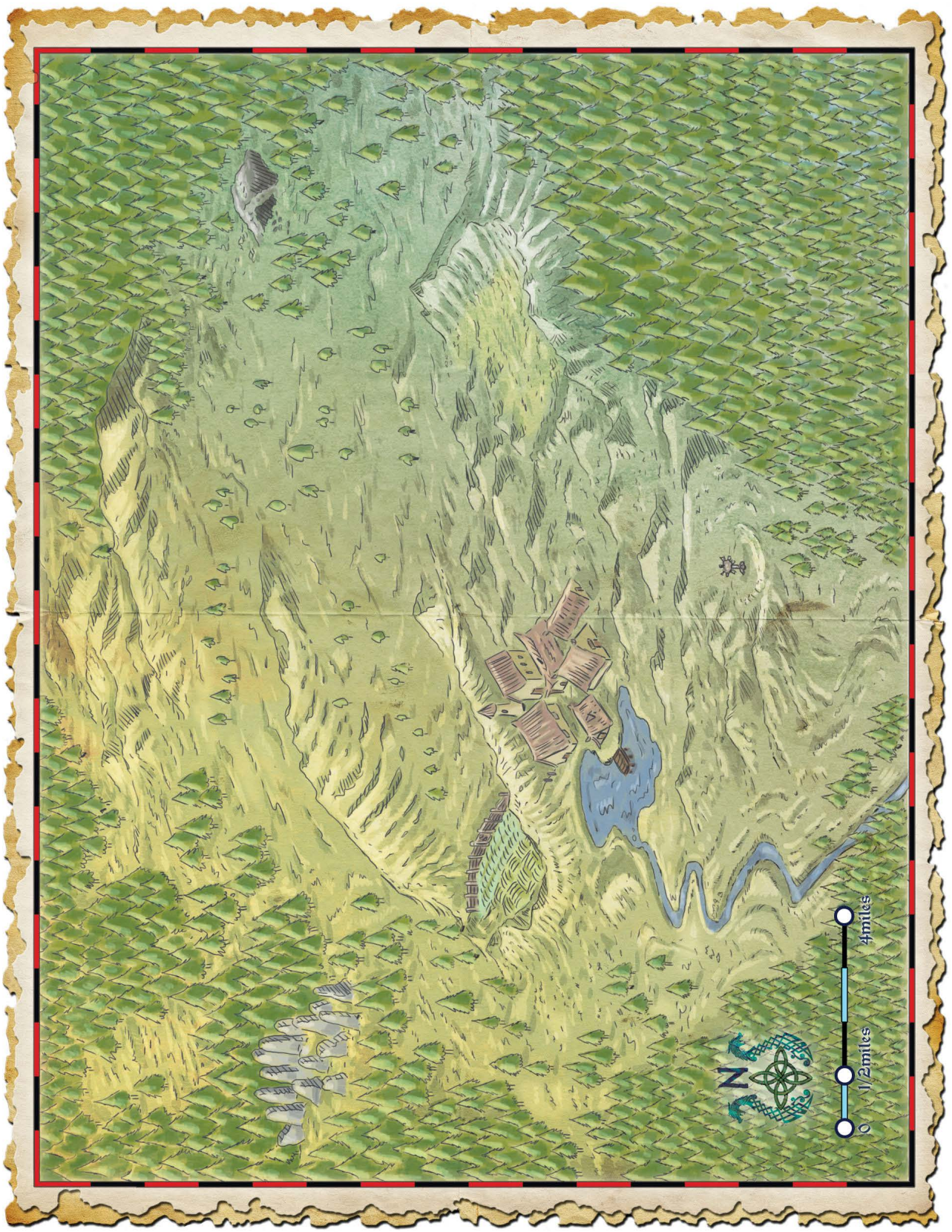
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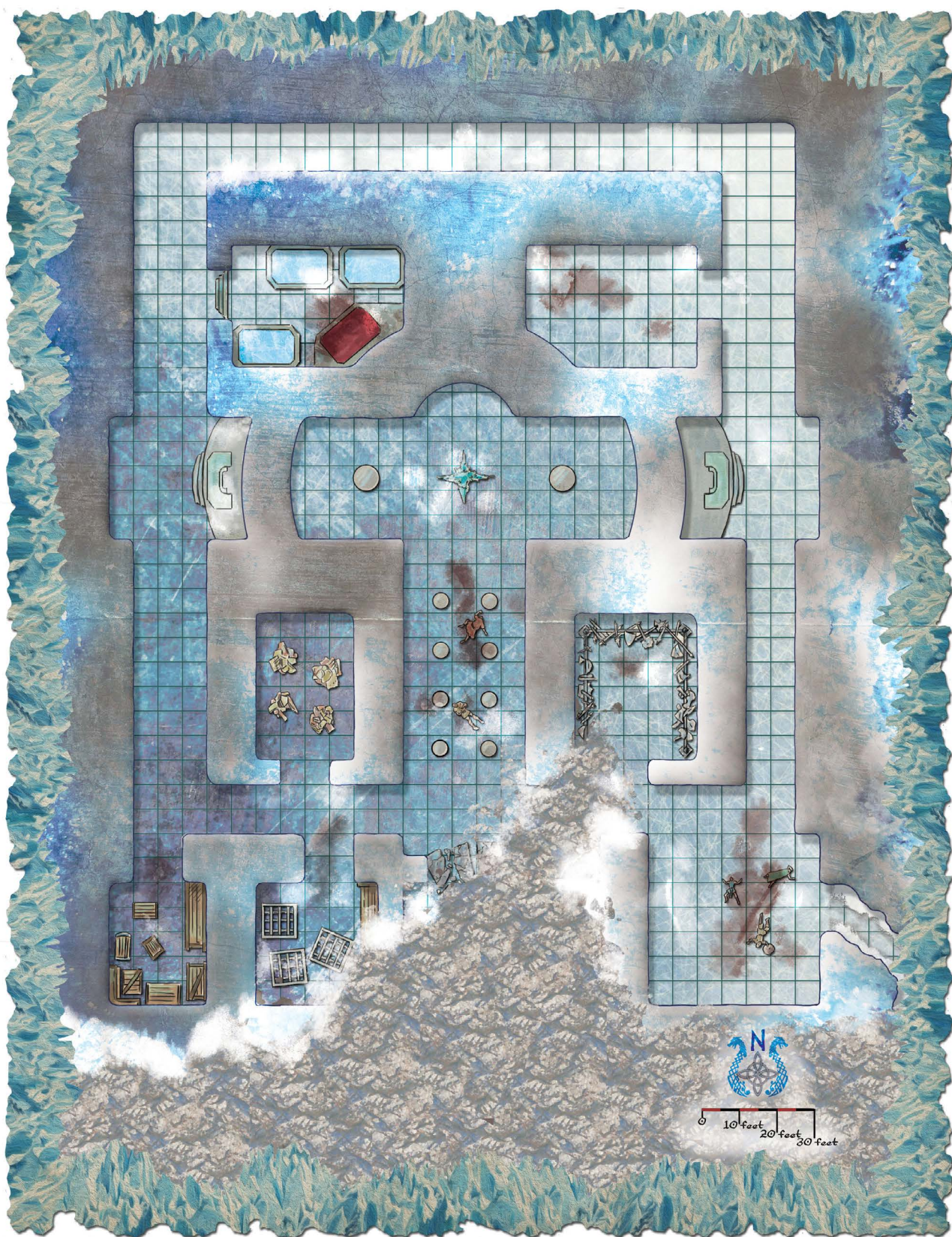
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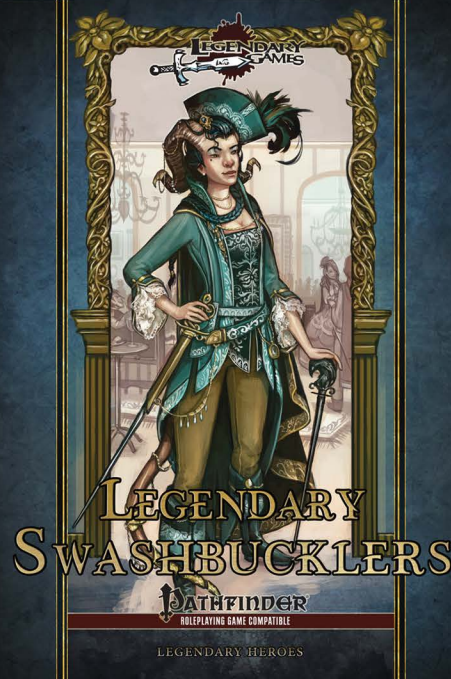
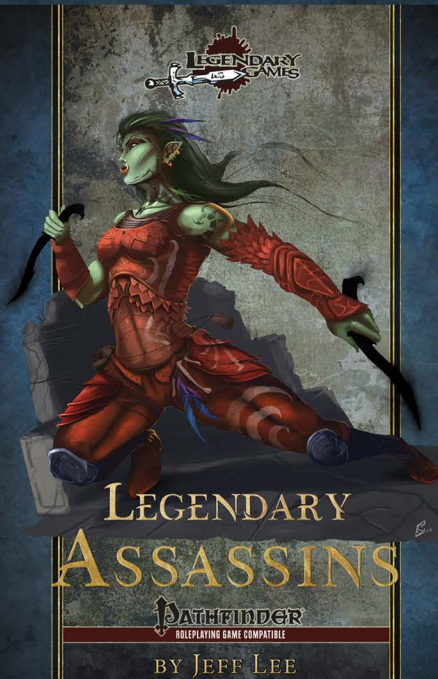
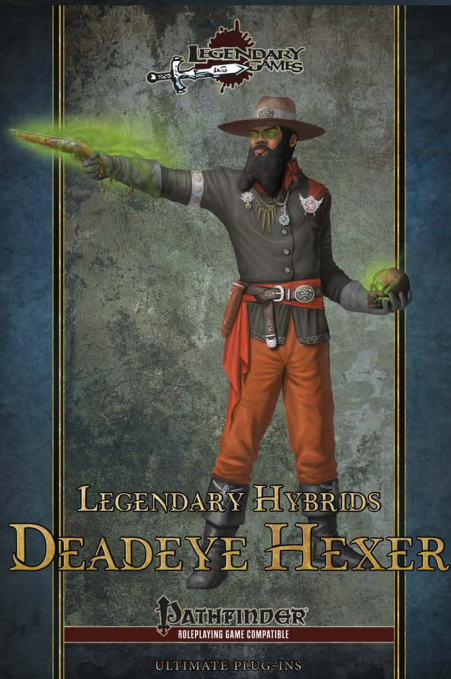
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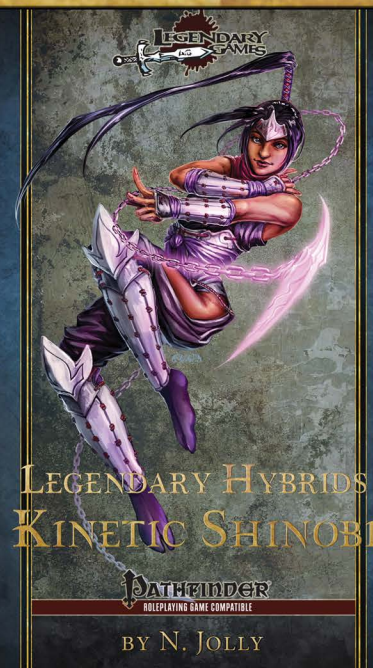
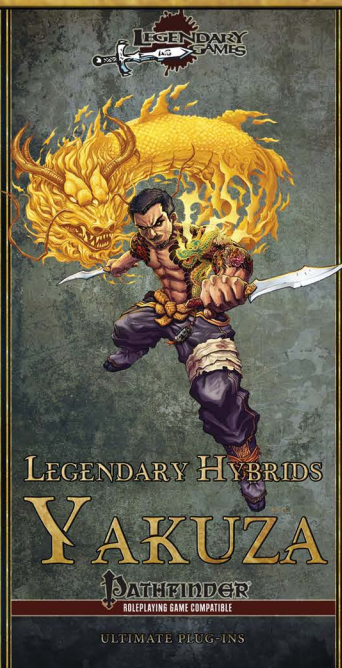






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