



THE HORSESHOE GALLAMITY

BY RON LUNDEEN



PATHFINDER
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THE HORSESHOE CALAMITY

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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 *Pathfinder Second Edition* that can be played on its own or as a snowy side-trek in any mid-level wilderness campaign. 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. Check it out and **Make Your Game Legendary!**



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THE HORSESHOE CALAMITY

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* Second Edition adventure for 7th-level PCs.

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 Frosthhammer, built into the side of a large hill near where the town of Dolanni would later be founded by the Ovoskich tribe. Frosthhammer 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 Frosthhammer 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 Frosthhammer completely, sealing the remaining cultists within. All the cultists perished, but returned as restless undead, wandering the halls of their profane shrine. Frosthhammer 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* for equines. Another earthquake opened a crevasse into the side of the shrine, and the curious Ildarik entered in. Ildarik was almost immediately slain by the wraiths lairing in Frosthhammer, and 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 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 *winged 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 their 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 wraiths assaulted the village. Lacking magical weapons, the Ovoskich warriors couldn't effectively fight the wraiths; two centaurs died and several centaurs and humans were badly injured before the warriors finally repelled the wraiths. Since then, every few nights, the wraiths return to harass the Ovoskich at Dolanni. The humans suggested that the centaurs give the horseshoe to the wraiths, assuming that the spirits had come to reclaim it, but the centaurs have refused. As none of the centaurs or humans know what a wraith is, they call them the "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 hoofghast 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 three human warriors 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 wraith 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 is about to tear the Ovoskich tribe apart.



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 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 to explore the site.

In the second part of the adventure, the PCs explore Frosthhammer and encounter the shrine's undead guardians,

traps, and evil ice elementals called ice brutes. In the heart of the shrine, the PCs can face the priest Klargadrek, animated as a 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.

ADVENTURE PATH COMPATIBILITY

A GM who wants to modify the *Pathfinder Roleplaying Game* "Witches of Winter" adventure path for *Pathfinder Second Edition* can easily insert this adventure between part 1 and part 2 of the third volume (#69). The PCs have unknowingly steered their magical hut to the correct location in the frigid forest to the north, but the activity at Frosthhammer 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.

To connect this adventure more tightly with the events of that Adventure Path, Klargadrek may have 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 Jotun—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.

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

PART 1: AMONG THE OVOSKICH

When the PCs are traveling overland through a frigid frontier country, they come across the village of Dolanni early one morning and realize it might be a good place to rest and resupply. The PCs should begin the adventure 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. When the PCs first glimpse Dolanni, read or paraphrase the following.

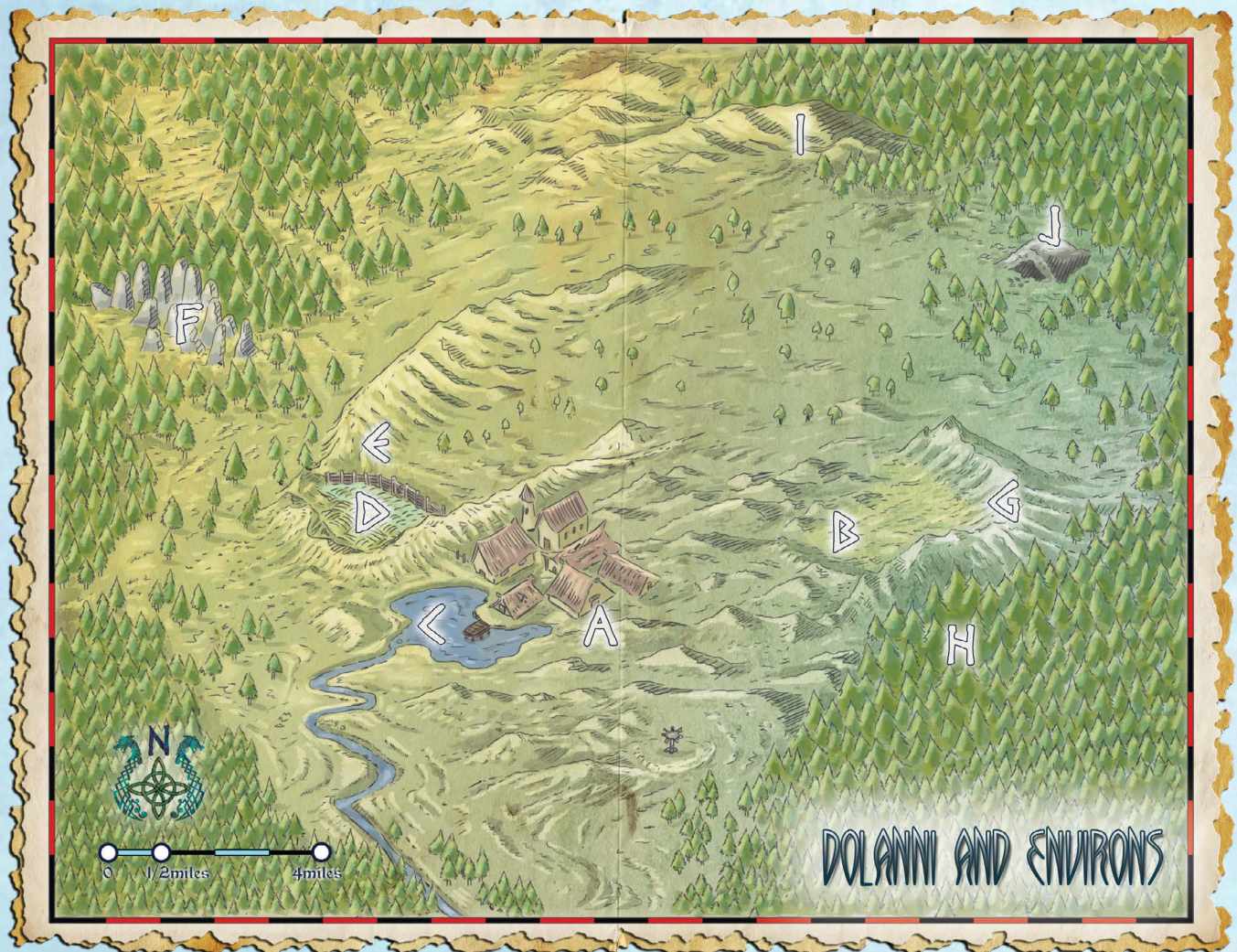
The settlement on the frigid plains consists of several large, round huts made of animal hides. Cook-fires and drying racks have been set up between the huts, and the villagers move among their huts tending to the routine activities of the morning. The villagers consist of both humans and centaurs, in 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 Jotun, 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 wraiths in detail (they don't know what they're called); a PC must succeed at a DC 21 Religion check to recognize the "black ghosts" as wraiths from the centaurs' description. On a critical success, the PC learns a relevant piece of information about wraiths, such as the fact that humanoids



(and not centaurs) killed by a wraith arise as spawn. On a critical failure, the PC believes them to be shadows and remembers that shadows can lurk within the shadows cast by other creatures (a correct bit of lore, but irrelevant and perhaps distracting to the issue at hand).

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.

DOLANNI AND ENVIRONS

Dolanni is a small village nestled between several high ridges and near a natural hot spring. The village is quite small, consisting of only about 40 centaurs and an equal number of humans. 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. The 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 redefining 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, 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 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, the 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 weightier and more fully 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 Frosthammer in the rock of the ridge.

J. Frosthammer: This buried shrine to Kostchtchie has recently reopened, and its discovery initiated the events of this adventure. Frosthammer 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's harmony. If asked directly, a villager mutters about “the horseshoe that started it all” and defers the PCs to either Mikka (if the villager is a centaur) or Karlevvek (if the villager is 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 Frosthammer.

EVENT 2: MEETING MIKKA MODERATE 7

Granvilk and the centaur scouts prefer to escort the PCs to speak with their most formidable and influential hunter, **Mikka**. 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 achievement 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 the warriors 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 23 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, scoundrels unfit to wear weapons, or even traitors seeking 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 trained smilodon Kiki to sneak around and attack from the rear.

DYLVAK

CREATURE 7

UNIQUE NE LARGE BEAST

Perception +16; darkvision, keen vision

Languages Ibarr, Jotun, Sylvan

Skills Athletics +17, Intimidation +13, Survival +16

Str +6, **Dex** +2, **Con** +3, **Int** +0, **Wis** +3, **Cha** +2

Items breastplate, +1 *striking falchion*, spears (3)

AC 25; **Fort** +16, **Ref** +15, **Will** +16

HP 115

Attack of Opportunity ↻

Keen Vision Dylvak is not flat-footed to hidden creatures.

Speed 40 feet

Melee +1 *striking falchion* +18 (forceful, sweep),

Damage 2d10+10 slashing

Melee hoof +15 (agile), **Damage** 1d10+10 bludgeoning

Melee spear +17, **Damage** 1d6+10 piercing

Ranged spear +13 (thrown 20 feet), **Damage** 1d6+10 piercing

Knockdown ♦♦ Dylvak makes a melee Strike. If this Strike hits and deals damage, Dylvak can attempt an Athletics check to Trip the creature he hit, ignoring Trip's requirement that he has a hand free. Both attacks count toward Dylvak's multiple attack penalty, but the penalty doesn't increase until after he's made both attacks.

Power Attack ♦♦ Dylvak makes a melee Strike. If this Strike hits, it deals an extra die of weapon damage.

Trample ♦♦♦ Medium or smaller, hoof, DC 23

KIKI

CREATURE 6

FEMALE SMILODON

Pathfinder Second Edition Bestiary

Initiative Stealth +12

After the Battle: 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.)

The humans of the Ovoskich tribe are inventive craftspeople, and they long ago invented a magical reed that improves communications with the various tribes and creatures the Ovoskich meet on their nomadic journeys.

LINGUAL REED

LEVEL 6

RARE CONSUMABLE MAGICAL TRANSMUTATION

Price 40 gp

Usage held in 1 hand; Bulk L

Activate ♦♦♦ Interact

This long leaf is adorned with runes representing learning and communication. You imbibe the reed after crushing it, an experience fraught with solemn ritual among the tribespeople that invented the reed, although such a ritual isn't necessary. Choose one language you selected from having a high Intelligence modifier, or a language you learned later in your adventuring career (such as with the Multilingual feat). You lose knowledge of that language. In its place, you select a different language available to you and you learn that language as fluently as the language you lost.





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**—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 sidebar).

Karlevvek presents the humans' side of the tension. He 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 the humans 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 23 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.

EVENT 4: WRAITH ATTACK MODERATE 7

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 wraiths 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 wraiths' wailing, the wail gives the PCs a few moments to prepare (such as hiding in order to use Stealth for initiative). Because of the fearsome effects of their wailing, the wraiths use Intimidation for initiative.

Creatures: Three wraiths 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 spectral hand attack of all wraiths. The wraiths 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 wraiths 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).

WRAITHS (3)

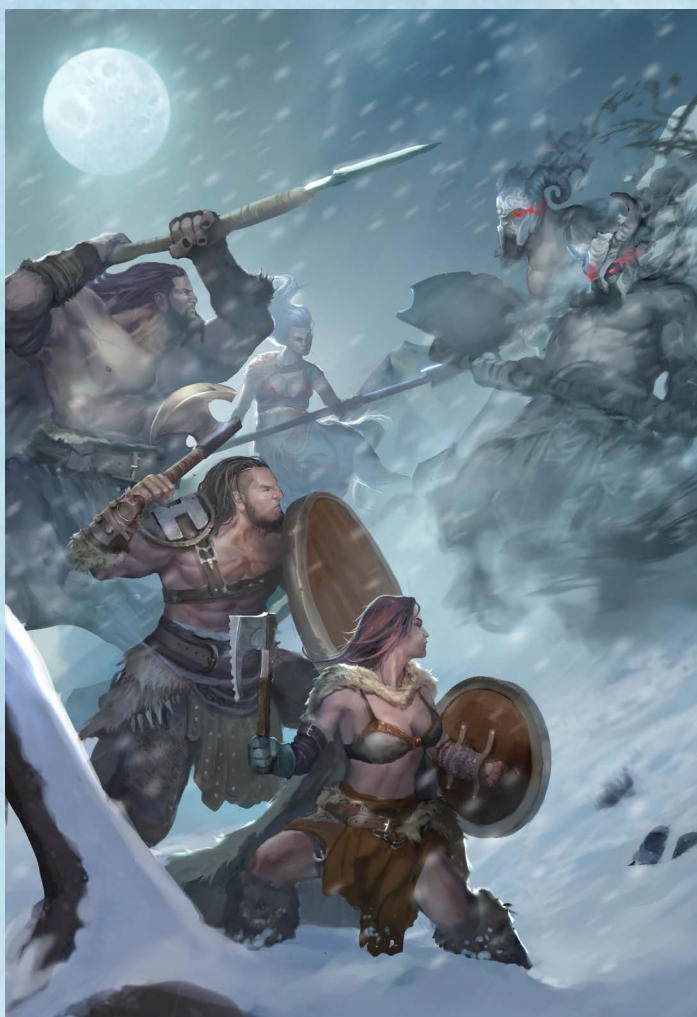
CREATURE 6

Pathfinder Second Edition Bestiary

Initiative Intimidation +15

After the Battle: So long as the PCs fight effectively against the wraiths, 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 that 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 site. 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 take 1d6 points of cold damage every 10 minutes. Characters wearing appropriate cold-weather gear don't take this damage.

Most surfaces in Frosthammer are coated with a thin layer of rime. This rime does not hamper movement as true ice does, but characters standing on a rime-covered surface are flat-footed.

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 bearing *continual flame* spells that sputter with a faint blue light. These sconces provide dim light 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. A 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 fit through. Large creatures must succeed at a DC 23 Acrobatics check to Squeeze through the narrow passage.

A PC who Investigates or Searches the crevice learns that the stones that 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 PC who Tracks around the entrance and succeeds at a DC 18 Survival check notes 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

MODERATE 7

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. 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.

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

CREATURE 9

See page 15

Initiative Perception +18

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 shortsword, and 2 spears.

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 PC who Searches this room and succeeds on a DC 21 Perception check uncovers a +1 *striking 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). These items can also be discovered with *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.

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 23 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 resistance to bludgeoning, piercing, and slashing damage equal to their Strength modifier for 1 hour (if the wielder's Strength modifier is negative, this provides weakness to these damage types rather than resistance). Completing the ritual here immediately alerts the wraiths in area B8. One of the wraiths immediately comes to investigate and attacks any trespassers it finds, fighting until destroyed.

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

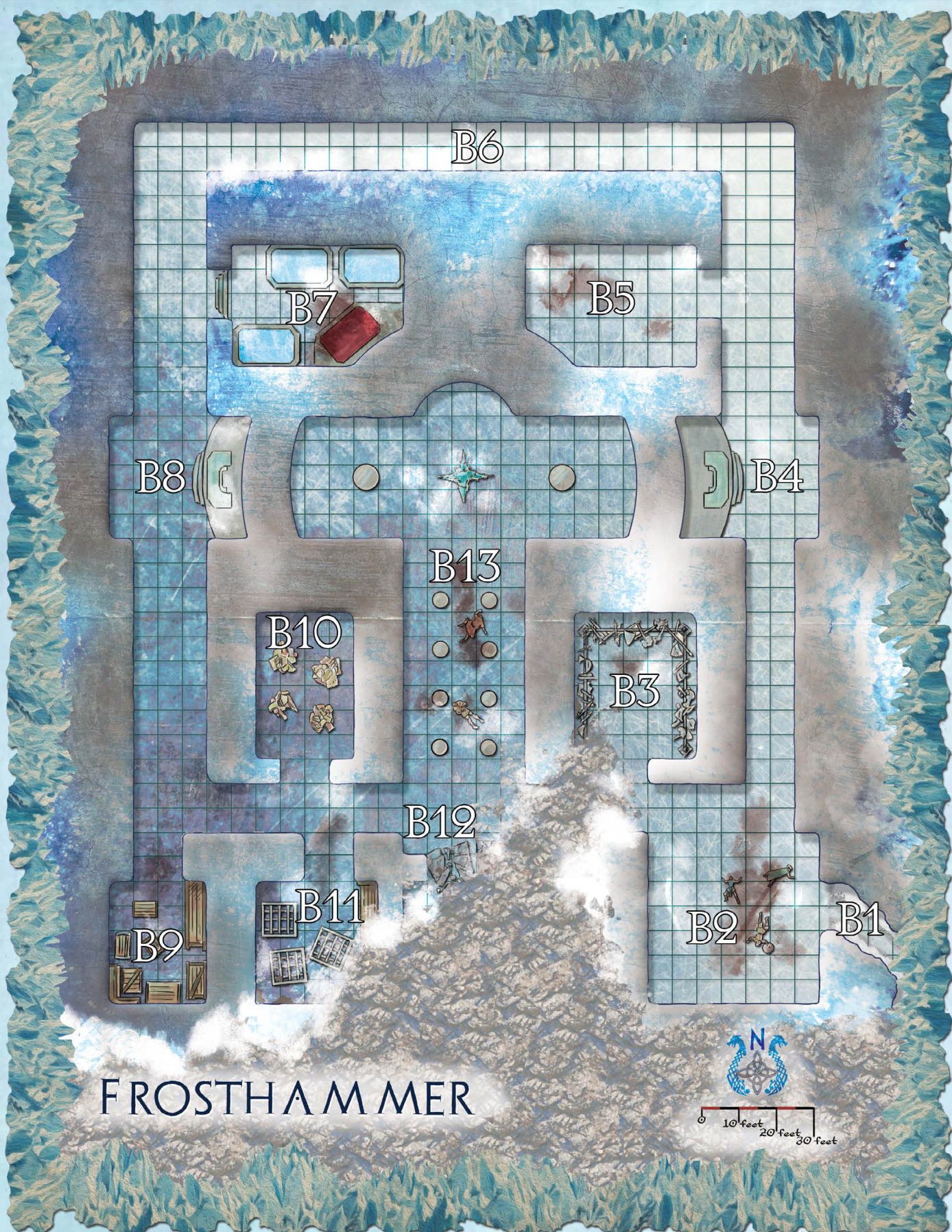
Retreating Wraiths: If the PCs did not defeat the wraiths that plagued Dolanni in **Part 1**, any wraiths that retreated are in this shrine. Here, the wraiths fight until destroyed.

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. Weapons used in this room have the deadly d8 trait in addition to their usual traits, unless the weapon already has the deadly trait. In addition, any creature attempting a nonlethal attack with a weapon that doesn't have the nonlethal trait must succeed on a DC 23 Will save just as the blow is struck, or the damage is lethal instead. This is a divine, enchantment, mental effect.





FROSTHAMMER



10 feet 20 feet 30 feet

B6. TRAPPED HALL

LOW 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.

Hazard: When a creature that does not worship Kostchtchie reaches the midpoint of the hallway, the trap activates. The carvings along the wall conceal the trap's deactivation rune, but it is obscured under the thick ice. If the PCs clear away the ice, reduce the Stealth DC to notice the control panel to DC 27 (trained).

ICICLE GALLERY

HAZARD 9

COMPLEX MAGICAL TRAP

Stealth +17 (expert) or DC 32 (master) to notice the deactivation rune.

Description The walls of this long hall produce endless tiny icicles and launch them throughout the hall.

Disable Religion DC 24 (expert) or Thievery DC 22 (expert) on the deactivation rune deactivates the trap.

AC 28; **Fort** +14, Ref +18

Hardness 22; **HP** 88 (BT 44) to destroy the deactivation rune and disable the trap; **Immunities** cold, critical hits, object immunities, precision damage; **Weaknesses** fire 15

icicle Volley ⤴ (attack) **Trigger** A creature that doesn't worship Kostchtchie enters the midpoint of the hall. **Effect** The trap fills the central 40 feet of the hall with ice. The ice is difficult terrain and uneven ground with a Balance DC of 23. The trap then makes an icicle Strike against the triggering creature, then rolls initiative.

Routine ⬠ The trap launches one icicle against every creature in the hall as 1 action. Because it launches icicles continuously, the trap can also use the Continuous Barrage free action (see below) to launch icicles at each creature during that creature's turn. The trap doesn't take a multiple attack penalty.

Ranged ⬠ icicle +22, **Damage** 1d4 piercing plus 2d6 cold plus numbing chill

Continuous Barrage ⬠ **Trigger** A creature within the hallway finishes an action while the trap is active.

Effect The trap makes an icicle Strike against the triggering creature.

Numbing Chill (cold) A creature damaged by an icicle Strike must succeed at a DC 22 Fortitude saving throw or become clumsy 1 for 1d4 minutes. A character affected by numbing chill again increases the condition's value by 1, to a maximum of clumsy 4.

Reset The trap deactivates and resets after 1 minute.

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 four 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 brutes 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 battle axe called *Frost-biter*, but Klargadrek's ice brute recovered this weapon for him, and the weapon is now in Klargadrek's hands (see area **B13**).

B8. WEST SACRIFICE SHRINE MODERATE 7

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: Three wraiths—the tormented souls of murdered Kostchtchie cultists—remain here, drawn by the lingering magic of the altar (one of these wraiths may have already left to investigate a ritual performed in area **B4**, if the PCs used the hammer on the altar there). The wraiths immediately attack any intruders in this area, pursuing foes throughout Frosthammer if necessary. They fight until destroyed, pursuing any opponents that flee. With their ability to move through the walls of Frosthammer and their intimate familiarity with its layout, these wraiths are likely to overtake fleeing opponents and confront them before they leave the complex.

WRAITHS (3)

CREATURE 6

Pathfinder Second Edition Bestiary
Initiative Perception +14

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. The ice brutes in area **B10** left a *winged horseshoe* here; 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 wraiths in area **B8** and the ice brutes in area **B10**) to investigate. The horseshoe can be carefully removed without making any noise by a PC who succeeds at a DC 23 Thievery check.

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**).

B10. TRAVEL SUPPLIES STORAGE LOW 7

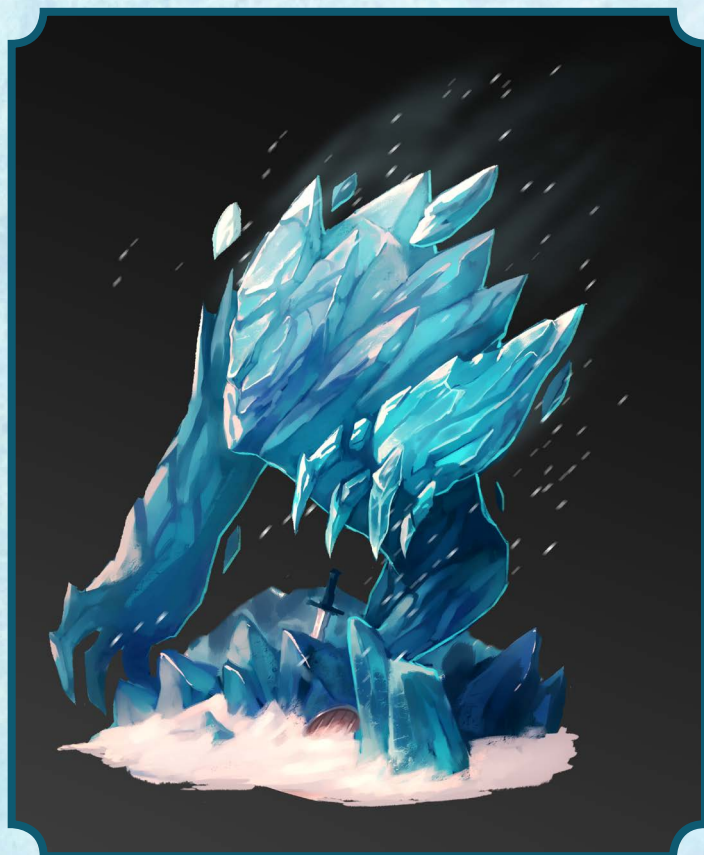
Mounds of travel supplies, such as rolled blankets, snowshoes, backpacks, and furs are heaped on the floor of this room in untidy piles. Most of the equipment appears torn or broken. All of the supplies are crusted with a thin layer of ice.

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 concealment. A creature can succeed at a DC 18 Athletics check to push over a pile, removing the ability to gain concealment 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 ice brutes poke around Frosthammer from time to time, but generally remain in this room. If



they identify intruders in Frosthammer, 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 ice brutes attempt to push the piles over. The elementals fight until destroyed.

ICE BRUTES (3) CREATURE 5

See page 16

Initiative Perception +12

B11. SLAVER STORES

This room is a storage room, like areas **B9** and **B10**, but it holds goods of a decidedly darker nature. Manacles, thumbscrews, 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

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.

Hazard: Although the stones that collapsed here and sealed off Frosthammer cannot be excavated without weeks of heavy labor, they are not yet firmly settled.

COLLAPSING STONES HAZARD 9

MECHANICAL TRAP

Stealth DC 30 (trained) to realize the stones are unstable.

Description Heavy stones shift and collapse upon anyone touching or searching the stones blocking the south passageway.

Disable Thievery DC 28 (trained) or Athletics DC 32 (expert) to shift other rocks to keep the stones from collapsing.

AC 28; **Fort** +12, **Ref** +12

Hardness 20; **HP** 80 (BT 40) to destroy the unstable

stones and render the trap harmless; **Immunities** critical hits, object immunities, precision damage
Avalanche of Stones ⤴ (attack) **Trigger** A creature touches or searches through the stones. **Effect** Several dangerously unstable stones fall, making a stones attack against any creature within 10 feet of the rubble. The trap doesn't take a multiple attack penalty.

Melee ⤴ stones +24, **Damage** 4d12 bludgeoning plus the target is knocked back 10 feet.

B13. MAIN SHRINE SEVERE 7

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 Frosthammer to fall. In his ageless introspection, he hasn't yet become aware that Frosthammer 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** or the collapsing stones in area **B12**). If he's ready for a fight, Klargadrek uses

Creatures: The undead priest Klargadrek makes his endless prayers to Kostchtchie in this central sanctum. Klargadrek is attended by two loyal ice brutes, who interpose themselves between the cleric and his enemies. Klargadrek can conjure another ice brute 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 CREATURE 9

UNIQUE LE MEDIUM COLD UNDEAD WIGHT

Male wight priest of Kostchtchie

Perception +21; darkvision

Languages Aquan, Common, Ibarr, Jotun, Necril

Skills Athletics +19, Acrobatics +13, Intimidation +18, Nature +19, Religion +21, Stealth +15, Survival +19

Str +5, **Dex** +2, **Con** +4, **Int** +0, **Wis** +6, **Cha** +3

Items breastplate, *Frost-biter*, religious symbol of Kostchtchie

AC 28; **Fort** +17, **Ref** +15, **Will** +21

HP 175, negative healing; **Immunities** cold, death effects, disease, paralyze, poison, unconscious;



Weaknesses fire 5

Final Spike ➤ Trigger Klargadrek is reduced to 0 Hit Points. **Effect** Klargadrek makes a Strike before being destroyed. He doesn't gain any temporary Hit Points from drain life on this Strike.

Speed 25 feet

Melee ➤ Frost-biter +21 (sweep), **Damage** 2d8+9 slashing plus 1d12 cold plus drain life

Melee ➤ claw +21 (agile), **Damage** 1d6+9 slashing plus 1d12 cold plus drain life

Divine Prepared Spells DC 29, attack +19; **4th** *chilling darkness, harm (x4)*; **3rd** *dispel magic, fear, spiritual weapon*; **2nd** *augury, darkness, resist energy*; **1st** *bane, command, fear*; **Cantrips (4th)** *chill touch, detect magic, divine lance, shield*

Drain Life (divine, necromancy) When Klargadrek damages a living creature with a melee Strike, he gains 10 temporary Hit Points and the creature must succeed at a DC 25 Fortitude save or become drained 1. Further damage dealt by Klargadrek increases the amount of drain by 1 on a failed save, to a maximum of drained 4.

Frost Wight Klargadrek deals an additional 1d12 cold damage with his melee Strikes.

Steady Spellcasting If another creature's reaction would disrupt Klargadrek's spellcasting action, the wight attempts a DC 15 flat check. If he succeeds, its action isn't disrupted.

Wight Spawn (divine, necromancy) A living humanoid slain by Klargadrek's claw Strike rises as a wight after 1d4 rounds. This wight spawn is under Klargadrek's command. It doesn't have Drain Life or Wight Spawn and becomes clumsy 2 for as long as it is a wight spawn. If Klargadrek dies, the wight spawn becomes a full-fledged, autonomous wight; it regains its free will, gains Drain Life and Wight Spawn, and is no longer clumsy.



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, either to fetch a single level 10 magic item or any other items with a total price of up to 850 gp.

XP Award: If the PCs return the *winged horseshoes* to the Ovoskich tribe, award them 80 XP.

ICE BRUTES (2)

CREATURE 5

See page 16

Initiative Perception +12

Klargadrek wields a weapon sacred to followers of Kostchtchie, a vicious serrated battleaxe called *Frost-biter*.

FROST-BITER

ITEM 8

UNCOMMON COLD EVOCATION MAGICAL

Price 560 gp

Usage held in 1 hand; Bulk 1

This +1 striking frost battle axe is carved with runes of vengeance and cold.

Activate ♦ Interact; **Frequency** three times per day; **Effect** You touch one of the runes on *Frost-biter*. For 1 round, all the damage the weapon deals is cold damage and a critical hit makes the target slowed 2 rather than slowed 1. Once this ability has been used, you must wait 1 minute before using it again.

APPENDIX: NEW MONSTERS

HOOFGHAST

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.

HOOFGHAST

CREATURE 9

NE LARGE UNDEAD

Perception +18; darkvision

Languages Ibarr, Jotun, Sylvan (can't speak any language)

Skills Athletics +21, Intimidation +19, Stealth +15

Str +6, **Dex** +4, **Con** +4, **Int** -5, **Wis** +3, **Cha** +4

AC 28; **Fort** +15, **Ref** +17, **Will** +18; +2 status to all saves vs. positive

HP 155, boreal healing, negative healing; Immunities cold, death effects, disease, mental, paralyzed, poison, unconscious

Attack of Opportunity ↻

Boreal Healing A hoofghast gains fast healing 2 in areas where the temperature is below freezing.

Mindchill (aura, mental, negative) 30 feet. Living creatures within 30 feet of a hoofghast feel an unpleasant mental sensation like shifting, cracking ice that interferes with concentration. A living creature entering the aura or starting its turn in the aura must succeed at a DC 28 Fortitude save or become stupefied 1. It recovers after it has been out of the aura for 1 minute. The stupefied condition is cumulative, to a maximum of stupefied 4. A creature that succeeds at its save is temporarily immune to that hoofghast's mindchill aura for 24 hours.

Speed 40 feet

Melee ♦ claw +21 (agile), **Damage** 1d6+10 slashing plus 2d8 negative

Melee ♦ hoof +21 (agile), **Damage** 2d10+10 bludgeoning

Trample ♦♦♦ Medium or smaller, hoof, DC 26



ICE BRUTE

Elemental creatures formed from lumps of hard ice, ice brutes gain their sentience in areas infused with powerful magic. Regions held by powerful evil elemental lords or domains claimed by wicked deities of snow or ice can spontaneously form evil ice brutes, who are then pressed into service as guards or soldiers. Ice brutes are dimwitted and relish the opportunity to demonstrate their strength and bully others. They work surprisingly well together, fitting into a hierarchy of command with other ice brutes (and even other creatures of elemental cold) in an almost instinctual manner.

An ice brute is roughly humanoid in shape, although it is covered with jagged ice crystals that make identification of its features impossible. An ice brute sheds and regrows these ice crystals many times, and its lairs are often found with scattered chunks of cast-off ice evidencing its long-term habitation. An ice brute stands nearly 6 feet tall and weighs just over 200 pounds.



ICE BRUTE

CREATURE 5

UNCOMMON NE MEDIUM COLD ELEMENTAL

Perception +12; darkvision, snow vision

Languages Aquan

Skills Athletics +14, Stealth +12

Str +5, **Dex** +3, **Con** +4, **Int** -3, **Wis** +3, **Cha** +0

Snow Vision Snow doesn't impair an ice brute's vision; it ignores concealment from snowfall.

AC 22; **Fort** +15, **Ref** +10, **Will** +12

HP 75, boreal healing; **Immunities** bleed, cold, paralyzed, poison, sleep; **Weaknesses** fire 5

Boreal Healing An ice brute gains fast healing 2 in areas where the temperature is below freezing.

Speed 30 feet, ice burrow 20 feet

Melee ♦ claw +15 (agile), **Damage** 1d6+5 piercing plus 2d4 cold plus numbing cold

Ice Burrow An ice brute can burrow through snow or ice as though it had the listed burrow Speed. It ignores difficult terrain and greater difficult terrain from ice and snow and doesn't risk falling when crossing ice.

Numbing Cold If the ice brute hits and damages a creature with its claw, the creature must succeed at a DC 22 Fortitude save or be slowed 1 for 1 round. On a critical failure, the creature is instead slowed 1 for 1 minute. This slowed condition doesn't stack with further numbing cold.



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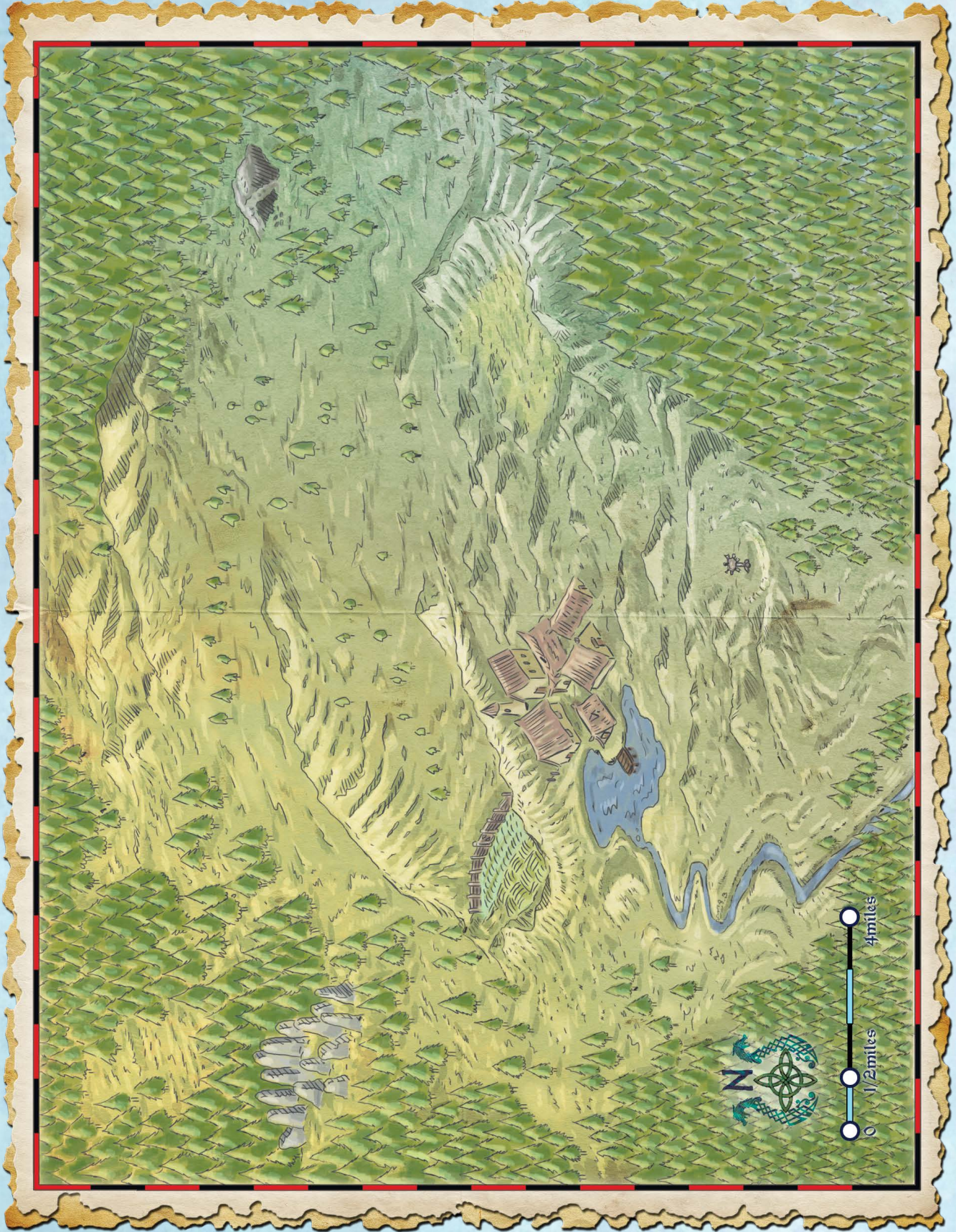
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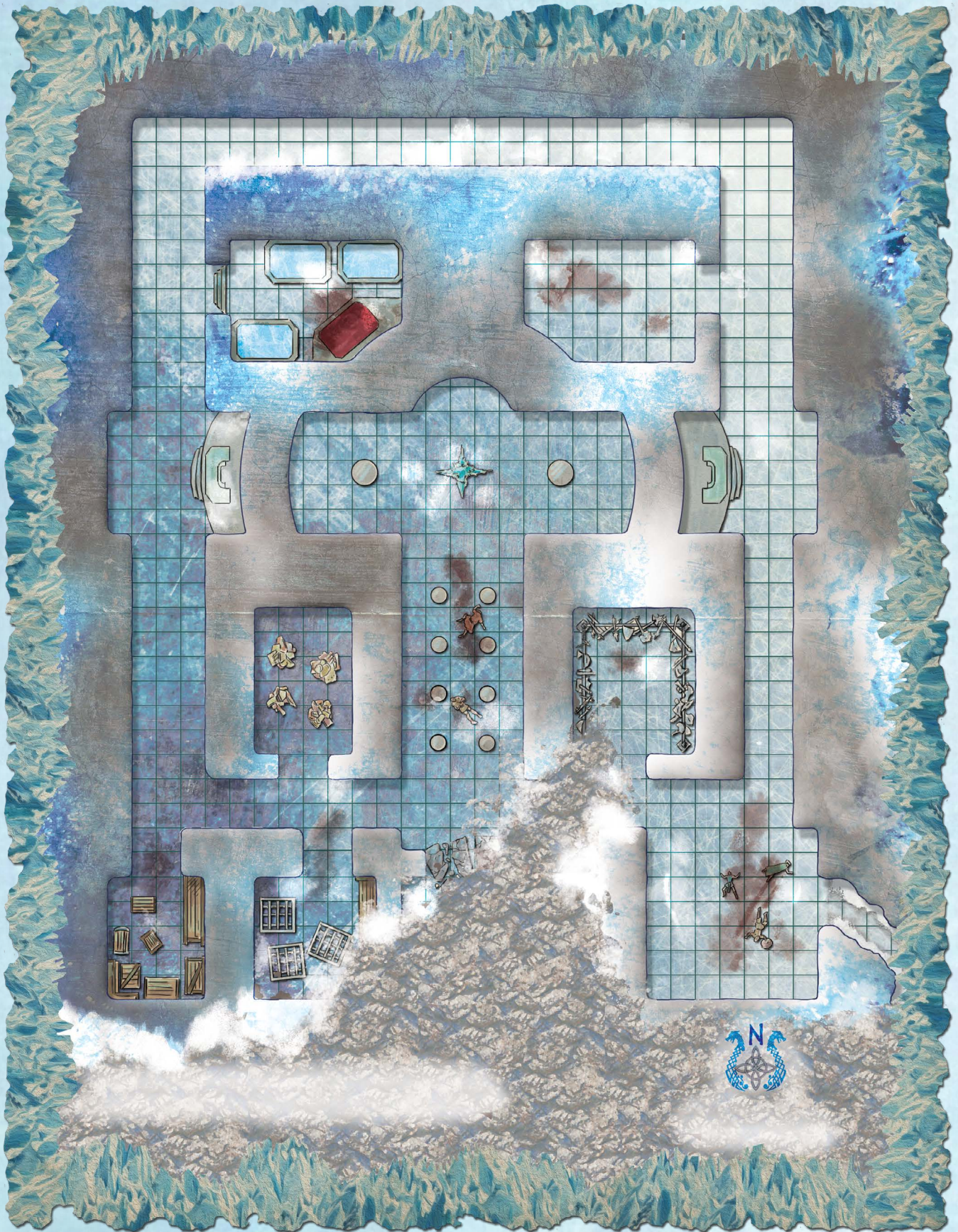
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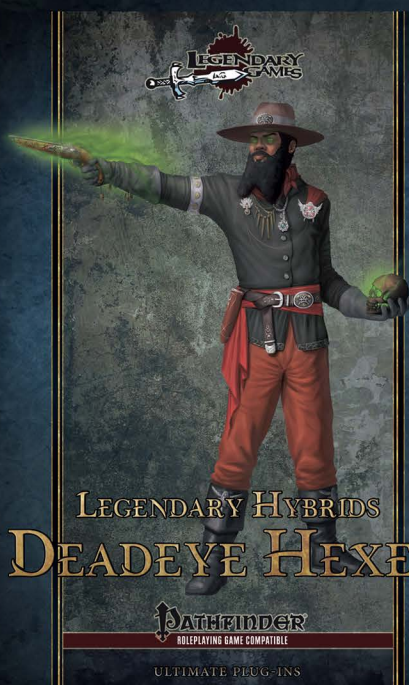
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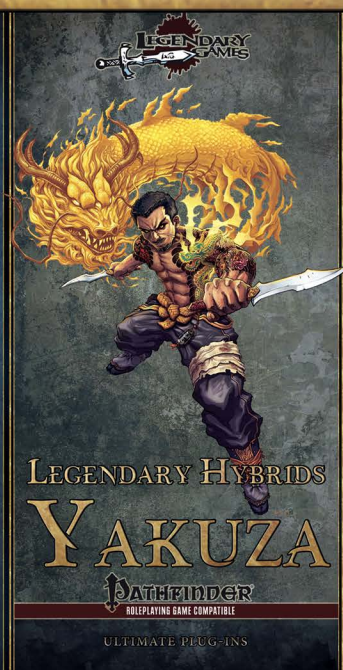
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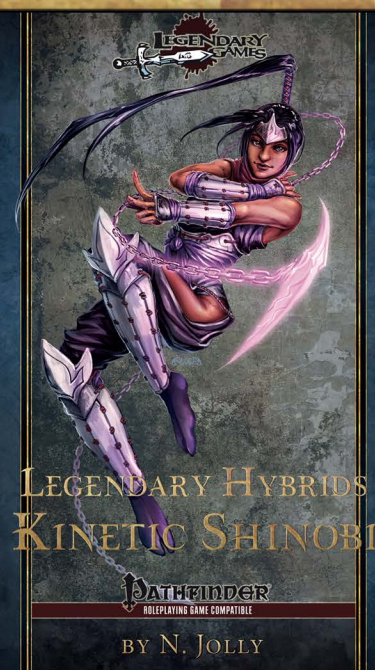


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