FROZEN LEGACY

An Adventure for four 5th level PCs for
Shadows over Vathak Horror Roleplaying Game
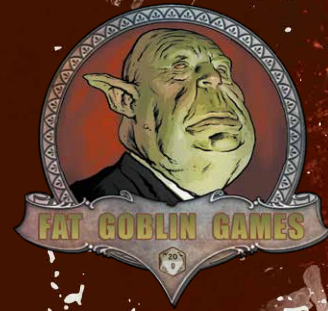
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About Fat Goblin Games

Based in South Carolina, USA, Fat Goblin Games was founded in 2011 to create Pathfinder Roleplaying Game compatible products. With a focus on high-quality production values and providing a creative environment for our team of freelancers (The Fat Goblin Hoarde), Fat Goblin Games has quickly become a recognized force in the world of Third Party Publishers of not just the Pathfinder Roleplaying Game and 5th Edition Fantasy, but also supporting the vs. M Engine, our own Difference Engine, and TinyD6 games originally produced by Gallant Knight Games. With hundreds of support books, visual aids, campaign settings, and quality stock art, Fat Goblin Games continues to provide exciting content and fantastic worlds in which gamers can immerse themselves.

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Adventure Primer

Adventure Level: Four 5th level PCs

Estimated Duration: 1-3 hours

ADVENTURE BACKGROUND

Among the snow-mantled peaks of the Negoiulath Mountains, just above the permanent frost line, stands a field of ice that stretches as far as the eye can see. Once, long ago, a lively and steadfast dwarven kingdom ruled in these mountains, and grew rich in silver. Olaf Stonesinger, a prominent dwarven noble, and those working under him in his mines, profited for years, transporting untold riches into their stronghold high above.

Disaster struck Olaf's main silver mine when a horror from the Filth Reaches burrowed into the main shaft, killing dozens of dwarves and driving the survivors to the surface. Intent on reclaiming the mine, Olaf Stonesinger and his bodyguards led dwarven warriors into battle against the creature, and after suffering terrible losses, and himself being mortally injured, Stonesinger claimed victory over the beast.

With his dying words, Stonesinger requested that a tomb be built above the silver mine. For decades, work continued in the mines and the dwarves felt a sense of security from the nearby tomb of Stonesinger. When the dwarves ultimately vanished from the region, both the silver mine and the tomb of Olaf were forgotten beneath ice and snow. Nearby communities who traded with the dwarves soon forgot about Olaf and his mine, especially once the region fell under the control of Grigoria.

ADVENTURE LOCATION

The PCs are traveling near a large mountain chain with snowy peaks and steep cliffs.

In **Shadows over Vathak**, the adventure takes place at the base of the *Negoiulath Mountains* in Grigoria.

ADVENTURE HOOKS

The GM is free to contrive any means necessary to get the characters to find the ice caves and tomb. Some possible ideas include:

- One way to introduce the tomb to a party is to simply have them discover it while they are exploring the Negoiulath Mountain range (or a similar region). It is easiest to simply have them come across a crack in the ice, perhaps by having one of the party fall through a recent dusting of snow that is covering the crack in *Area 1*, or an avalanche unleashed in its wake reveals the opening. Having them stumble across the tomb in this manner is especially effective if this scenario is used as an interlude while the players are on some other mission.

- A dwarf claiming to be a direct descendant of Olaf Stonesinger hires (or persuades) the party to help him locate the lost tomb. While the dwarf is indeed a legitimate heir, he actually has no rights to the tomb's riches since he is not the oldest remaining heir. Naturally, once the tomb has been reclaimed, the older brother, who has been following his younger brother, will arrive (along with help). Unfortunately for everyone involved, neither dwarf is willing to compromise.

- Military expenses are high and the vindari are in constant need of new resources in the war against the Spawn of the Old Ones. It would not be unheard of for a vindari officer to hire the party to scout the area for any evidence that the silver mines exist and still contain the precious metal. The vindari officer can also be switched out for a local noble just looking to increase their own fortune.

NEGOIULATH MOUNTAINS

The Negoiulath Mountain range is a twisted area of jutting peaks and jagged cliffs, its base almost a sheer incline of smooth black stone. Carved high on the central mountain's peak are two massive dwarven statues that can be seen for hundreds of miles. Between these two sculptures is the face of a fortress, hallowed from the flat stone surface at altitudes no mason could aspire to reach. The sheer cliffs and slopes, at impossible angles, keep anyone from traveling higher than the few miles of forests surrounding the base of the mountains.

Shadows over VATHAK

Welcome to the world of Shadows over Vathak, a realm of dwindling hope and despair. As players, your characters fight to survive in a land threatened with destruction by the rise of the ancient and evil Old Ones and their spawn. Your characters may represent points of light in the darkness or give in to wicked temptations. Most will fall somewhere in between — survivors struggling to eke out another day. Though the followers of the One True God speak of divine providence while battling the Old Ones, the sins of the Church often rival those of their enemies. In the world of Vathak, your character's perceptions of heroes and villains is a thin line drawn by their own personal morality and, of course, determined by the victor.

This adventure is set in the dark fantasy world of Vathak. As such there are references to the history, characters, and locations of that world. However, with a little bit of alteration, these adventures can be suited for any horror themed 5th edition game.

If you are new to Shadows over Vathak, make sure you sign up for our newsletter and receive a free copy of the *Explorer's Guide to Vathak*.

Running this Adventure

To run this adventure, it is recomended that you have copies of the 5th Edition core rulebooks.

In this adventure you might come across spells, abilities, creatures, magic items, and other references to content from these corebooks. When this happens that item will appear in bold/red text, like this:

"The **goblins** are waiting to attack the caravan as it comes around the steep bend."

If the content is new (such as monsters or equipment) and not included in one of the corebooks, we will make note of the source or include the item in an appendix to the adventure.

Abbreviations

The following are a collection of common abbreviations that might be used in this adventure.

AC	Armor Class		GP	Gold pieces
CE	Chaotic Evil		HP	Hit Points
CG	Chaotic Good		LE	Lawful Evil
CN	Chaotic Neutral		LG	Lawful Good
cp	Copper pieces		LN	Lawful Neutral
CR	Challenge Rating		N or TN	Neutral, or True Neutral
d%	Two d10s die one as the 10s the other as the 1s		NE	Neutral Evil
			NG	Neutral Good
d10	A die of 10 sides		NPC	Non-Player Character
d12	A die of 12 sides			
d20	A die of 20 sides		PC	Player Character
d4	A die of 4 sides		pp	Platinum pieces
d6	A die of 6 sides		sp	Silver Pieces
d8	A die of 8 sides		Stats	The statistical representation of a character
DC	Difficulty Class			
EL	Encounter Level			
EP	Electrum Pieces		XP	Experience Points
GM	Game Master			

Beginning the Adventure

The following describes the suggested fixed conditions that are present in the caves and tomb (conditions unique to a specific location will be noted in the relevant room description); the GM is free to modify these conditions and effects based on the capabilities of the party.

Cold: The caves and tomb are severely cold (approximately 30°F/–1°C during the day and 10°F/–12°C at night.) Characters without warm clothing or suitable magical protection must succeed a Constitution save every hour (DC 15, +1 per subsequent check — this is cumulative) or take 1 level of exhaustion as the effects of hypothermia begin to set in. Exhaustion levels acquired through exposure can only be remedied by extensive rest... provided the character survives. Ignore the effects of the cold if suitable clothing is being worn.

Darkness: There is no light here, aside from any daylight that filters down from the crack in the Entrance Cave (1), and the torchlit glow of the *continual flames* that light the tomb itself (5, 6, and 7.) Characters outside those areas without a light source, or who do not possess darkvision, will be considered *Blinded*.

Slippery Ice: Ice covers every surface in these caves except the tomb proper (areas 5, 6, and 7), to a thickness of up to one foot over the original solid rock. Travelling in areas 1 through 4 is a slippery affair, and anyone attempting to walk on the slick surface must succeed a DC 15 Dexterity check at the start of any declared movement. Failure means the individual falls prone instead of performing their intended movement. Running, or charging, on icy surfaces increases the DC to 20, with the same effect resulting if the check is failed. There is a small benefit to the slipperiness, however — anyone succeeding their Dexterity check by 5 or more may increase their movement rate on the ice by 10 feet during that turn.

The exception to this is the floor in Olaf's tomb, whose flagstones have remained perfectly level and have retained their alignment. No movement penalties apply here.

Walls: The icy walls are very slick, and climbing them without picks, ropes, crampons, or similar gear requires a successful DC 20 climbing check; otherwise it is DC 10.

The Icy Tomb

1- Entrance Cave

The light from outside shines through a jagged crack into an icy cavern, its brilliance muted somewhat and acquiring a bluish tint on the cave floor amidst roiling mists. The ice–coated walls reflect the light, like shimmering crystals, where their faceted surfaces are at just the right angle.

The crack in the ice is located in the ceiling of this cave some twenty feet above the cave floor. Depending on how easy (or difficult) of a time the GM wants the players to have in getting into and out of the tomb, the crack can be located in several different locations:

- Locating the crack at the edge of the cave allows the players to use the ice walls, slippery as they are, to climb (DC 20) in and out of the cave; if they use ropes to rappel down or climb up, the task is actually relatively easy (DC 10).

- Locating the crack near the pillar allows the players to use the pillar in the same way as they use the walls (DC 20).

- Locating the crack away from the walls makes things a bit trickier for the players, and also for the monsters if they are supposed to be able to move in and out of the cave. Monsters are not affected by the ice in their Climb checks, but they cannot cling to the ceiling (unless the GM wants them to). Obviously, if the crack is located away from the walls, the only ways into the cave are to use magic, climb down a rope (DC 20), or simply drop the 20 feet to the ground (the last option not being available for getting back out).

Also, the entire cave except for the southeast corner is blanketed with frigid fog, obscuring all sight beyond 5 feet, causing the *Blinded* condition.

2- OPEN POOL

A pool of open water occupies this corner of the cavern, surrounded by particularly thick patches of mist.

Players will probably find an open pool of water in such a frigid location is quite unusual. And unusual it is. The water in the pool is not actually water, but the result of a growing rift between the surface and some unexplored region of the Filth Reaches; the water itself is actually just as cold as the ice caves and any player foolish enough to wade in (or fall in because they weren't looking down while moving in the fog) suffers the full effects of the *Hoarfrost* hazard.

While the watery hole has not opened far enough to allow travel between the two areas (it will in the future), it is the source of the frigid fog.

HAZARD: HOARFROST

This weird blue sludge oozes below the surface of unnaturally cold water that has been tainted by planar magic, as well as the lingering effects of ancient depredations of Spawn of the Old Ones lurking in the Filth Reaches.

Hoarfrost is a contact poison whose effects can be avoided with a successful DC 15 Constitution save. If the save fails, the victim is *Poisoned* and the effects begin to appear in one minute, inflicting 2d6 hit points of damage (treat as both acid and cold damage.) For the next five minutes, once per minute, the victim loses 1d2 points of Constitution, with unconsciousness (and possibly death) resulting if they are reduced to 0 hit points or less. Victims may make a Constitution save every minute to overcome the effects, and may remove the *Hoarfrost* from their systems by making two consecutive successful saves.

3- TOMB ENTRANCE

The glow of firelight illuminates a short flight of steps leading to an archway carved into the icy wall of the cavern, and a chamber beyond...

This is the entrance to the tomb of Lord Olaf Stormsinger, his family, and his most trusted bodyguards. The light is produced by six continual flames in the tomb itself, and it carries several feet into the icy caves. The tomb is also under the effect of a *hallow* spell: Celestials, elements, fey, undead, and fiends cannot enter the tomb. In addition, the *Everlasting Rest* effect is in place (bodies interred in the tomb can never be turned into undead.)

4- DEN

The tunnel broadens out into a large chamber whose uneven floor is littered with broken bones and less identifiable detritus.

This large cave is the den of a horned bear that has become well-fed on the creatures that have become trapped in the icy caves.

ENCOUNTER

Horned-Bear *(see Appendix).*

5- OUTER VAULT

A wide alcove of arched, icy stone to one side of the chamber houses five stone sarcophagi.

These sarcophagi house the remains of Lord Olaf Stonesinger's bodyguards. Their names (Wiglef, Hathdur, Ragnar, Vikus, and Nagrim) are inscribed on the lids. All five sarcophagi are securely sealed and the lids are extremely heavy (a DC 30 Strength check is required to open each one.) Opening a sarcophagus is an extremely noisy activity; all creatures in the caves will hear it, and cannot be surprised afterwards. Due to the intense cold and dryness of the tomb, the remains are perfectly preserved. Olaf was very well–disposed towards his most trusted followers,

and ensured that they would be interred with suitable tokens of his esteem. If the GM wishes, a number of treasures could lie entombed — some examples are provided at the end of this adventure.

6- Pillar

A round pillar of granite stretches from floor to ceiling. Its surface is covered with small, blocky runes.

This pillar, erected by Olaf Stormsinger's personal guard, contains a detailed account (written in dwarven runes, naturally) of Stonesinger's attempt to destroy an unnameable spawn from the depths of the Filth Reaches, and his death. His dying words are also inscribed here, which may (at the GM's discretion) provide hints about the location of the lost silver mines.

7- Vault of the Stonesingers

An alcove of arched ice–covered stone in the far wall, flanked by two softly glowing flames that give off no heat, contains three stone sarcophagi. The middle one, placed sideways, is larger than the other two and bears inscriptions in blocky runes just under its lid.

This is the personal burial vault of Lord Olaf Stonesinger and his wife and eldest son, respectively. The runes on Olaf's sarcophagus formally name him, as well as his antecedents for the previous five generations. The names of Olaf's wife (Sygurd) and son (Hrafn) are inscribed on the lids of their respective sarcophagi.

All three sarcophagi are securely sealed and the lids are extremely heavy (a DC 30 Strength check is required to open each one.) Opening a sarcophagus is an extremely noisy activity; all creatures in the caves will hear it, and cannot be surprised afterwards. Due to the intense cold and dryness of the tomb, the remains are perfectly preserved. Olaf was a wealthy dwarf, and if the GM wishes a number of treasures could lie entombed — some examples are provided at the end of this adventure.

Random Encounters

This adventure only lists a single encounter, but GMs are encouraged to populate the area with more or use this random encounter chart appropriate for this level adventure.

1d6	Encounter
1	Horned-bear
2	1d4 Ice Mephit
3	1d4 Winter Wolves
4	1d6 Skeleton
5	1d4 Animated Armor
6	Specter

Treasure

Each of the sarcophagi contains the most treasured personal items of the deceased. A number of appropriate items are provided below, but the GM is welcome to add to, or modify, this list as they see fit. Some of the lesser items might also be found amidst the detritus of the den (area 4.)

Helm of Orefinding

Wondrous Item, uncommon

When worn, this helm will sense the presence of any ore named by the wearer if it is within 500 feet. The helm will not tell the wearer how much of the desired ore is present, how pure it might be, or whether there are any hazards or unnatural obstructions lying in between.

Pick of Silverlode

Weapon (war pick), uncommon

This war pick, which can also be used as a pickaxe, is heavily inlaid with silver and imbued with enchantments that ensure it will not break or lose its sharpness through normal use. Being made with silver, it can be used against opponents that can only be hit with silvered weapons, such as lycanthropes. Proficiency with a war pick allows the wielder to add their proficiency bonus to the attack roll for any attack they make with it. Prominent dwarven runes along its spike proclaim it to have been made by Olaf Stonesinger.

Horned-Bear

Horned-bears are hulking monstrosities that stalk alpine peaks in a ceaseless hunt for food. Their snow-white fur lets them move like ghosts against the frozen landscape. This particular horned-bear has discovered that enough animals fall through the crack to save it the trouble of hunting.

Large monstrosity, chaotic evil

Armor Class 12 (Natural Armor)
Hit Points 51 (6d10 + 18)
Speed 40 ft., climb 40 ft.

Str	Dex	Con	Int	Wis	Cha
18 (+4)	13 (+1)	16 (+3)	8 (-1)	12 (+1)	7 (-2)

Skills Perception +3, Stealth +3
Damage Immunities Cold
Senses Darkvision 60 ft., Passive Perception 13
Languages Horned-bear
Challenge 3 (700 XP)

Fear of Fire. If the horned-bear takes fire damage, it has disadvantage on attack rolls and ability checks until the end of its next turn.

Keen Smell. The horned-bear has advantage on Wisdom (Perception) checks that rely on smell.

Snow Camouflage. The horned-bear has advantage on Dexterity (Stealth) checks made to hide in snowy terrain.

Actions

Multiattack. The horned-bear can use its Chilling Gaze and makes two claw attacks.

Claw. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage plus 3 (1d6) cold damage.

Cold Breath (Recharge 5-6): The horned-bear exhales a blast of freezing wind in a 15-foot cone. Each creature in that area must make a DC 12 Dexterity saving throw, taking 18 (4d8) cold damage on a failed save, or half as much damage on a successful one.

Shadows over Vathak

5th Edition Horror Adventures

Shadows over Vathak blends the Otherworldly, Cosmic Horror themes of New England's Lovecraft, the Macabre Mysteries of Poe, and the sensibilities of Victorian, Gothic Horror Adventure into an original fantasy setting.

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