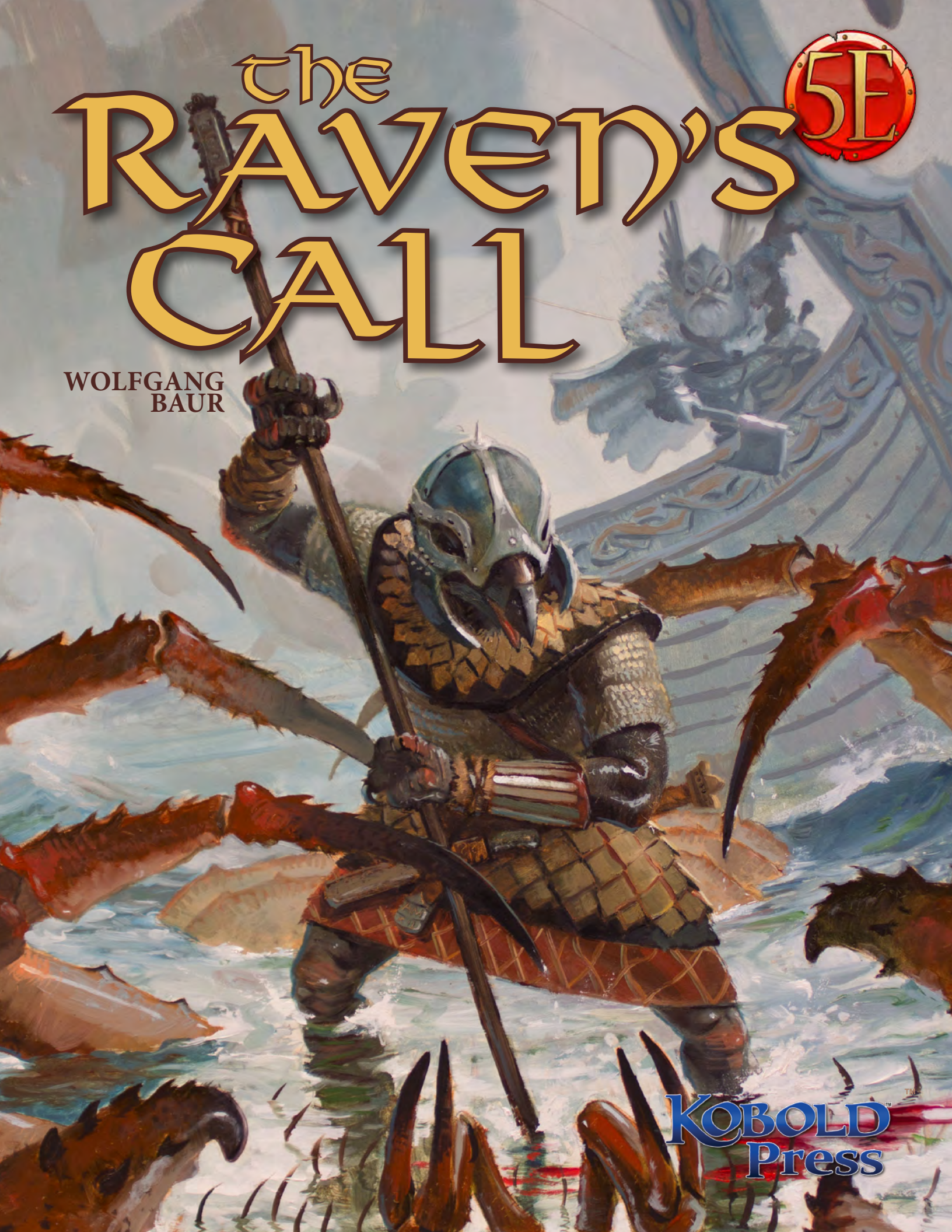


# the RAVEN'S CALL



WOLFGANG  
BAUR



KOBOLD  
Press



# the RAVEN'S CALL

## CREDITS

**Design:** Wolfgang Baur    **Interior Art:** Michael Perry  
**Conversion to 5<sup>th</sup> Edition:** Dan Dillon    **Cartography:** Alyssa Faden  
**Editing:** Jim White    **Art Direction & Design:** Marc Radle  
**Cover Art:** Aaron Miller    **Layout:** Chris Huth

**Playtesters:** Ryan Biafore, Thor Biafore, Craig Denham, Stephen “Guppy” Getty, Michael Corwin Getty, James Goodwin, Laura Goodwin, Chris Hamilton, Nate Hamilton, Chris Haskins, Andrew Haskins, Andrew Hitchcock, Alex Kammer, Frank Prassel

## A MIDGARD ADVENTURE

An Adventure of Justice and Vengeance

For 4 or 6 characters of 3rd Level

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**T**he *Raven's Call* is an introductory adventure for the *Midgard Campaign Setting*, designed for use with six level 3 player characters; characters appropriate to the setting are included at the back. The adventure moves through several main sections:

1. Smoke in the distance, and an early encounter with Sraiders
2. The discovery of the village of Nargenstal and some scouting of what has befallen the villagers
3. A counterattack by trollkin by night
4. An optional dark visitor to the town
5. A confrontation with the ogre lord Coalkell.
6. An inopportune visit from a bandit dhampir NPC.

These sections may move at different speeds, depending on what actions the PCs take, and how cleverly they move and countermove against the Mossback Reavers. The reavers themselves are a band of over 30 kobolds, 6 trollkin including a powerful shaman, and one ogre chieftain, the red-armored horror named Coalkell. Defeating them will require more than a ready spell and a strong sword-arm; the players are going to have to employ some ingenuity and try something a little bit original.

## ADVENTURE SUMMARY

The goal of the adventure is to take back the village from the trollkin and their master, driving them off or slaying a majority while not destroying what is left of the village. The women and children of the village are prisoners, and many of the men are dead or enslaved. Driving off the kobolds and trollkin is difficult, as they are well armed and skilled in warfare and raiding, but they are largely nocturnal. The rhythm of the adventure is meant to cover two days of game time, with the PCs having the advantage until sunset on the first day, then the trollkin taking the initiative during the night hours, and the PCs having better options at night.

## 4 HOOKS: THE CALL ARRIVES

As the DM you have your choice of hooks. These hooks depend on player curiosity, player heroism, and a sense of justice or vengeance. Pick the one most likely to appeal to your players, and combine it with the "Smoke on the Horizon" description to begin play with more or less magical overtones.

**NOTE:** The closer you start the party to the village, the less exploring and investigation this adventure will entail; combat has a tendency to snowball once the heroes can see the village.

### DESIGNER'S NOTE:

## BANDITS AND RAIDERS

It's a staple of fantasy stories: orcs raid the town, bandits steal everything, villagers are slaughtered or starve at the hands of a rapacious overlord. But oddly, this story rarely gets told in the tabletop RPG world. That ends right now: *The Raven's Call* is explicitly about an innocent village that the heroes must save.

This means a couple things for gameplay and for running the adventure. First and foremost, the Mossback Reavers are numerous, and they have hostages. Make this clear in your early village descriptions—show a hostage and have the Reavers threaten them. Second, it means that if the heroes succeed, they will have a whole village of people who are profoundly grateful to them. If that's not worthy of a hero's time I don't know what is.

Most of all, the bad guys are more interested in thralls, food, and plunder than in fighting. If the PCs are getting hammered but the raiders have lost a few, have their morale break just when it looks like a TPK. The reavers may shout something like "Alert the others! Get them back here!" to salve their pride, but it's a tidy way out of killing an over-confident group of adventurers.

**The Raven's Call:** A powerful divine weapon rests within the ruins of Nargenstal. Fate intervenes when a major ley line called the Raven's Road opens to the heroes and walking it transports them from wherever they are to defend the Javelin of Thor (see page 19) from abuse by the Mossback Raiders. Walking the shadow road (see *Midgard Campaign Setting*, page 193) is a well-known bit of lore. Any bard knows it automatically, and wizards, sorcerers, or any PC with the sage or hermit backgrounds might know it depending on the results of an Intelligence (Arcana) skill check, see table.

### SHADOW ROADS: INTELLIGENCE (ARCANA) SKILL CHECK

DC	RESULT
10	A shadow road is a magical conduit between two points.
14	Walking a shadow road is often dangerous, and monsters favor them.
16	Once on a shadow road, you cannot turn back. They move in one direction only.
20+	Shadow roads and ley lines are related; ley lines power fey and shadow roads, and magic is sometimes more or less powerful on such a road.



## 12 ADVENTURE OPTIONS

Half the fun of a sandbox adventure like this one is in seeing what strange characters take the stage and make an impression on the party. The PCs might notice any of these dozen options as they approach the distant smoke.

1. Find a pair of oxen grazing in a field. They might be used to lower the drawbridge in town.
2. Meet the grey bearded fisherman Vestar, who lost his boat during the attack (the trollkin cut the rope to prevent humans from fleeing by water). He's trying to get it back.
3. Befriend Ottur the swine herd and help him find a missing sow for his sounder (herd of pigs). They were scattered during the attack and Ottur himself had to hide for hours while raiders chased his pigs, slaughtering the boar and several young pigs for their food.
4. See a whale swimming off the coast, spouting and splashing. A small boat seems to be floating out there as well, adrift. Swimming out in the rough waters is quite dangerous, but perhaps it could be done (three DC 12 Strength (Athletics) checks, and see *Going Swimming* on page 8 for fatigue effects).
5. Find Vestar's pale blue fishing boat washed up on the shore, and drifting back out on the tide. Catching it requires a good use of rope or a bit of chilly swimming.
6. Meet a friendly crow, raven, or other totem animal of the party's barbarian, shaman, druid, or ranger.
7. Find the corpse of a villager killed by a trollkin patrol. The body is of a young woman, and has obviously been looted of any ribbons, cloak, jewelry, and shoes.
8. A newly-made cairn of a kobold raider slain in the initial assault, built under a tall oak and planted with a sapling. Digging out the body reveals the race of the attacker and yields a single old spear and fine boots, sized for a young human girl.
9. Find a cave where three women (Sigred, Annolin, and Tyrrea), two of their young children (ages 4 and 6), and six of their sheep, have taken shelter. They have a single dagger and two small wood axes between them, and all are cold and hungry. They want food, healing, and help against the trollkin. See *Talking to the Villagers*, page 6.
10. Hear the voices of mermaids or Lorelei along the shore (treat as harpies with 40 ft. swim speed in place of flight, and spear in place of club, *MM* page 181). Make DC 11 Wisdom saving throws to resist the creatures' luring song.
11. Meet Needletop, a vile gnomish bard of Neimheim who is scouting the area. He's not at all related to the raiders, but might want to join forces with the bad guys.
12. Run into a random monster in the woods, such as a violet faerie dragon (*MM* 133) or a group of needle blights (*MM* 32).

**Loki's Wolf:** After the smoke is spotted but before full dark, a wolf appears on the road and speaks to any scout, barbarian, druid, rogue, or similar chaotic or nature-oriented character. The wolf is arrogant and bossy, but promises a "great reward" if the party will go retrieve "my brother's javelins"--hidden within the village--and throw them into the sea. As a part of that promise of riches, the wolf offers the first character to accept his offer a magical wolf-pelt cloak (+1 to Armor Class).

This wolf is Loki in disguise, and he badly wants Thor's javelins for himself, to mock his divine brother with and to use in further mischief. However, he is a creature of his word: if the party does throw the javelins into the sea, he rewards them with a boon, called *Loki's Rune*. This transforms anyone into a much larger and stronger creature, somewhat like an ogre or giant, for up to 1 day, and grants a +4 Strength bonus while in that form.

**Catlike Curiosity:** A PC has an animal familiar, companion, or other animal friend that seems upset about something. Communication with the animal makes it clear that there is smoke on the wind not far away, and the smell of carrion is deeply interesting. The companion saw a glimpse of interesting things and really wants to investigate further, but this requires a detour or a side trip from the PC's usual haunts.

If the PCs don't take this hook, the companion sulks and complains about "never get to do what I want." Mope. Whine. The next morning, the companion animal is gone, and the PCs must find and rescue it.

**Young Sigvaldi Pleads for Vengeance:** A survivor from the village raid appears, muddy and completely exhausted from a day and a cold night on the road. This young boy of 12 or so, Sigvaldi, tells a harrowing tale of his village overtaken by raiders at night, horrible



dragon-men and trollkin. He didn't see much, but fled when his father was killed in front of him.

Sigvaldi begs the PCs to go retake the village and drive off the invaders. If they accept, he cries tears of gratitude and promises to tell everyone of their bravery. If they refuse or hedge even a little, he curses them for cowards and runs off.

## SMOKE ON THE HORIZON

Read the following when the PCs are on the road, or simply skip ahead and assume they are travelling in a hilly or forested region near a coastline.

As the sun begins to set, you see the smoke from a great distance, a black smudge against the sky. Something big is burning, a whole field or a huge bonfire. That's not so unusual, but this smoke is tinged with an odd yellowish cast.

The smoke is from the village of Nargenstal, about 4 or 5 miles away up the coastal road through the woods. Getting there on foot before dark is difficult, and the smoke is primarily a bit of foreboding that something is wrong up the coast.

**Forced March to Village:** If the heroes do attempt a forced march after sunset, it's a bit more than 2 hours to get there. The forced march requires two Constitution checks, one at DC 11 and then one at DC 12. Failing a check means the character suffers 1 level of exhaustion per failed check. However, the party avoids the next encounter and avoids all incidental encounters like the Mercenaries and various animals with a forced march.

## A TROLLKIN IN THE MIST

A trollkin and three kobolds are patrolling far from the village, looking to round up stragglers or capture villages and livestock that escaped them earlier. The fog coming off the bay lightly obscures the area and cuts visibility dramatically.

At night, Ornfisk the trollkin and his scouts can find the party relatively easily if the adventurers light a visible campfire. They approach stealthily through the fog, capitalizing on the disadvantage imposed on the party's passive Wisdom (Perception).

During daylight hours the scouts patrol slowly, utilizing Stealth to try and cover for the kobolds' disadvantage on Wisdom (Perception) checks. If the raiders' Dexterity (Stealth) beats the party's passive Wisdom (Perception) they strike with a surprise round of missile fire, and then they attempt a bit of hit and run, throwing sling stones and javelins from cover at a single target and retreating into cover if they can. PCs that move at a slow pace to utilize Stealth have an edge over the patrol, and may well turn the surprise tables.

Read the following when the PCs first see the raiders, regardless of who has surprise:

The mist and fog that has sprung up in the last few hours make it hard to see much, but there's definitely something moving out there.

If the raiders have surprise, read the following:

You see a single figure waving or signaling; it is short, about the size of a gnome but with a furry cap and sling. Suddenly you hear the rush and whistling air of missile fire from creatures behind you!





## ORNFISK THE TROLLKIN RAIDER CR 1

hp 78; see page 18

### 6 KOBOLD SCOUTS CR 1/8

hp 5; *MM* page 195

**Treasure:** The kobolds carry 10 cp each and one has a pair of dice. The trollkin has a silver ring set with a seed pearl (20 gp).

**Story Development:** If the party captures one or more of the kobolds or the trollkin, they can ask some pointed questions. The kobolds break pretty readily, either through a successful DC 12 Charisma (Intimidation) check, or a clever bit of questioning and cajoling (DC 15 Charisma (Persuasion) check). Ornfisk is a tougher character, but a DC 17 Charisma (Intimidation) check will get him to talk (with advantage if the PCs threaten to use fire—though torture is an evil act that good-aligned PCs will want to avoid).

These captured raiders know relatively little, but each successful check brings one of the following items of information.

1. The boss is Coalkell the Ogre, and he has 5 more trollkin and dozens of kobolds at his service.
2. The Mossback Reavers are looking for food and gold, and they may make the town their base for a while. Until the other ogres come, anyway. Coalkell has some cousins around here somewhere.
3. The captured villagers are working as thralls and housed in the Great Barn. These Mossbacks don't know anything about treasure, guard shifts, or the like, and they won't breathe a word about Wormwood the Shaman (see *The Trollkin Shaman*, page 11 unless specifically asked. They're more afraid of her than they are of the ogre.

### TROLLKIN: INTELLIGENCE (HISTORY) SKILL CHECK

DC	RESULT
11 or less	Not a creature you know. Humanoid, though.
12	A trollkin is a hardy fighter of the northern lands.
14	Trollkin are tougher than goblins, and they fear fire. Said to be the get of trolls and humans.
18	Their wounds knit so quickly they are extremely difficult to kill, that's why fire scares them. They can't regenerate burns.
20+	Trollkin are loyal to family and their shaman before other races. They are bitter about the fallen kingdom of Trollheim, which fell long centuries ago.

## MERCENARIES AND DEMONFIRE

A huginn bard Svaka and his dwarven friend Duminac are two escaped mercenaries, both of whom have fought as reavers in the north and as mercenaries in the Seven Cities. They've been around raids and feuds and banditry on both sides, and have few illusions about their odds against a large band of raiders. They are most likely encountered on the road, but might also be met near the village if the party suffers serious reversals or casualties in their attack.

In other words, they were happy to run when the "dozen or more" trollkin showed up. These two are mostly interested in saving their own skins and not very interested in saving a bunch of "mud farmers." They will carry messages somewhere for free, but if the PCs want their help in combat they require pay of at least 5 gp a day.

As a traveling entertainer, Svaka's plan is to march off to visit Skaldhome or another steading a few days' travel away. He explains that he is not much of a fighter on the road, but he will sing to provide courage and strength of arm, and he will cast *heroism* on either Duminac or a party fighter if they are going to fight. If paid or promised his pick of the treasure from the village, Duminac is willing to create a diversion or lead a brief sortie to draw out some of the kobolds into a trap.

Under no circumstances will he take part in an attack on the Frost Maiden tavern. He is full of some smart tactical tips, however. He points out that the inn's shuttered windows are its most vulnerable spots and that the doors are likely to be barred. The shutters can be broken open much more readily than the thick oak slab doors.

The mercenaries also have a supply of demonfire, which they will use only in dire circumstances. They are willing to sell up to 3 flasks of demonfire to the PCs for 50 gp each, and may barter for the same value in other useful equipment or supplies if plied with a DC 15 Charisma (Persuasion) or (Intimidation) check.

### DEMONFIRE

Demonfire is a volatile alchemical substance that functions as alchemist's fire in most regards. The true difference is in the poisonous fumes released when the substance burns.

The smoke from burning demonfire is a soporific poison. All creatures hit by the oil and within 5 feet of it burning must make a DC 13 Constitution save or become poisoned. The poisoned creature is unconscious. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If it fails three saves the poisoned condition lasts for 8 hours. During this time the poisoned creature wakes up if it takes damage, or if another creature takes an action to shake it awake. Even if it wakes early the creature is groggy and disoriented (the poisoned condition persists for the full duration).



## APPROACHING THE VILLAGE

Ask the players for a DC 13 Wisdom (Perception) check. If someone succeeds, they notice that around the smoke, near the ground, there's dozens or even hundreds of crows or ravens. Something has attracted birds.

The players have time to decide whether to approach, how to scout for danger, and so forth. Reward intelligent play and punish fools who rush in and disregard the danger signs.

A reaving band of trollkin, kobolds, and their ogre leader have taken over the seaside steading of Nargenstal, slain its chief and most of the men of fighting age, and have burnt out the great hall and smithy, both of which will smolder for days to come. The fire did not spread because the nearest roofs were all too damp to catch fire thanks to the recent wet weather, but it might easily have burnt down the whole town.

## TALKING TO THE VILLAGERS

The villagers in the Great Barn and wandering in the woods know a lot about the village, and can provide a map and a list of the likely captured villagers to anyone who asks. What they can't do is provide a lot of information about the attackers, though they know a few things, depending on where they were during the attack. If the PCs are friendly and ask, each villager knows at least one item from this list:

1. An ogre or giant was in charge, "as tall as a house, in bloody armor with a huge spear."
2. The villager menfolk made a stand and killed at least some raiders.
3. Some escaped, like the huginn singer Svaka and the visiting dwarf Duminac. Cowards, both of them!
4. Old Vestar the fisherman has a boat, but no one has seen it.
5. The grandmothers Fastvi and Hildigunn were spared on orders of one of the trollkin.
6. Most of the raiders were little dragonkin, vicious things with spears.
7. The village crab guard was captured or somehow made to stop fighting.
8. The women and children are held in the Great Barn at night, and guarded.
9. Young Sigvaldi has been missing since the raid. They hope he escaped!
10. The trollkin have a woman with them, a witch or shaman of their kind.

## SCOUTING THE SHORE, THE FOREST, & THE PALISADE

Outside the village of Nargenstal, the main features of the area are the Valfish Bay and the clean water of the small-but-swift Grunvale River. The currents of the bay are gentle tides, though storms sometimes blow a fierce northwestern wind into Nargenstal. The water is chilly but swimmable for a few minutes; see *Going Swimming*, page 8.

The village itself is small, perhaps 40 or 50 people, and the shore is protected by a five foot tall earthen palisade. This shore is prone to attack by any number of threats, including fishfolk, trollkin, ogres, and human and huginn reavers.

The village is surrounded by a pine forest below gentle hills, with forested river lands and rockier hilltops that are good for grazing. The village has tried cutting timber for sale, but the roads to neighboring towns are poor, and the work is hardly worth it. Fishing, hunting, pigs, and sheep are the mainstay of village life.

### RUINS OF VALDTOR KEEP

The ruins of an old bandit keep stand on the road a day's march south of Nargental. It makes an excellent retreat for the PCs if they find it. It has enough shelter in the main tower to keep the rain off, though the gates and the portcullis have long since rotted away. This was Valdtor, and it might serve as the base for a group of ogres coming to the area (see page 18 or a resting spot for a prowling dhampir bandit (see page 17).

## STEALTH CHECKS AND SNEAKING IN

The PCs may decide at some point to sneak into town. This is a fine idea, especially during daylight, when the kobold guards have disadvantage on Wisdom (Perception) checks.

There's just one problem: An unkindness of ravens has made itself at home around the village, feasting on the bodies of the dead that the raiders left out, and on the scraps of animals that have been butchered to feed Coalkell's bottomless appetite.

As a result, any attempt at daylight stealth requires watching very carefully to not startle the ravens, or a deliberate attempt by the party to lure the birds away with carrion or easy pickings somewhere else. Unless the ravens are lured away (which succeeds automatically if the PCs make a decent attempt), they fly up and call out the presence of any intruder far more effectively than the guards in the watchtower, imposing disadvantage on Dexterity (Stealth) checks made to approach unnoticed.





## THE TRAINED GIANT CRAB

The villagers have long had a giant crab that served as part of their defenses, kept in check by the village druid. This giant crab now serves the trollkin and two kobolds are its keepers. It attacks anyone it finds trying to ford the river who is not clearly a villager. Most attacks against the crab while swimming suffer disadvantage (Underwater Combat, *PHB* page 198). The villagers have been tortured to give up the trained crab's commands.

### SVETVIK THE TROLLKIN RAIDER

CR 1

hp 78; see page 18

### 4 KOBOLD KEEPERS

CR 1/8

hp 5; *MM* page 195

### EXECLACTAS THE SEA KING CRAB

Medium beast, unaligned

**Armor Class** 15 (natural armor)

**Hit Points** 65 (10d8 + 20)

**Speed** 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (+0)	15 (+2)	1 (-5)	9 (-1)	3 (-4)

**Damage Resistances** bludgeoning, piercing, slashing

**Condition Immunities** charmed, frightened, paralyzed, petrified, prone, restrained, stunned

**Senses** blindsight 30 ft., passive Perception 9

**Languages** —

**Challenge** 2 (450 XP)

**Amphibious.** Execlactas can breathe air and water.

#### Actions

**Multiattack.** Execlactas makes two claw attacks.

**Claw.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage and target is grappled (escape DC 13). A claw holding a grappled foe may only attack that creature.

**Treasure:** Execlactas has a single treasure, a small metal vial containing a *potion of gaseous form* that is affixed to its larger claw by loops of twine. The vial was supposed to be held by the crab for safekeeping, but the alchemist who gave it to the crab was killed in the Mossback's initial attack.

## THE VILLAGE OF NARGENSTAL

Little more than a gathering of houses and a stout palisade around an old traveller's inn, the village of Nargenstal has been very successful keeping sheep and fishing for herring and cod.

### 1. WATCHTOWER

This small tower is big enough for two humans or half a dozen kobolds to keep watch. It is made of stone and built into the palisade; a ladder goes up and down to the top, which at 30 feet high is the highest point in the village. The top has excellent archer's nooks and shelter from the wind. Halfway down, the tower is connected to a narrow walkway along the palisade.



## THE CRAB SWARM AND SEA GOD'S TOUCH

If the PCs decide not to kill the village's crab guardian but use some form of *Speak with Animals* or know about the enchanted circlet from grandmother Hildigunn (see the Great Barn, page 10) they can summon a crab swarm to aid them in retaking the village. This is not automatic, but requires speaking to the crab, offering it food (and lots of it— the trollkin have been starving it a bit), and then convincing it that things would be better if the humans were in charge again with a DC 14 Charisma (Persuasion) check.

This option can make a huge difference in sweeping through the village quickly and effectively, though the crab swarm will not approach within 15 feet of the smoldering ruins of the great hall, and they may accidentally harm some villagers or livestock.

### SWARM OF CRABS

*Large swarm of Tiny beasts, unaligned*

**Armor Class** 14 (natural armor)

**Hit Points** 55 (10d10)

**Speed** 20 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	11 (+0)	1 (-5)	8 (-1)	2 (-4)

**Damage Resistances** bludgeoning, piercing, slashing

**Condition Immunities** charmed, frightened, paralyzed, petrified, prone, restrained, stunned

**Senses** blindsight 30 ft., passive Perception 9

**Languages** —

**Challenge** 4 (1,100 XP)

**Swarm.** The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny crab. The swarm can't regain hit points or gain temporary hit points.

**Amphibious.** The swarm can breathe air and water.

### Actions

**Claws.** *Melee Weapon Attack:* +5 to hit, reach 0 ft., two different targets in the swarm's space. *Hit:* 14 (4d6) bludgeoning damage, or 7 (2d6) bludgeoning damage if the swarm has half of its hit points or fewer.

## GOING SWIMMING

The water in the moat, the river, and the bay are all at least 6 feet deep. Crossing the water anywhere except at the ford or the drawbridge requires a Strength (Athletics) check to negotiate the swift-flowing water— DC 10 for the moat, and DC 12 for the Grunvale River or Valfish Bay. The frigid water eventually takes its toll on careless swimmers. (Frigid Water, *DMG* page 110).

For an added challenge, set this adventure in the dead of winter. Characters not wearing sufficient warm clothing (or perhaps if their clothing is soaked by taking a dip) must contend with mounting exhaustion levels every hour (Extreme Cold, *DMG* page 110).

**Guards and Lookouts:** The humans were good about a watch during daylight hours but neglected the night hours except during full moon. The kobolds are the reverse: they hate to stand watch in the sunlight, and rarely watch here during the height of the day. Sometimes a trollkin in disfavor pulls guard duty here.

**Hiding:** Creatures on watch here are well-concealed and make Dexterity (Stealth) checks with advantage to hide from intruders.

**Cover:** Creatures on watch have three-quarters cover, granting them +5 to their Armor Class and Dexterity saving throws.

### 6 KOBOLD SCOUTS

hp 5; *MM* page 195

**CR 1/8**

### 2A. MOAT AND DRAWBRIDGE

The village is surrounded by water, the Grunvale River on one side and a small moat on the other, dug out over years with occasional magical help. For many years the villagers forded the river in the shallows,

where the water is only about a foot deep. This ford still exists, but the villagers built a small drawbridge to make it easier for ox-carts and riders passing through the village to enter from the moat side.

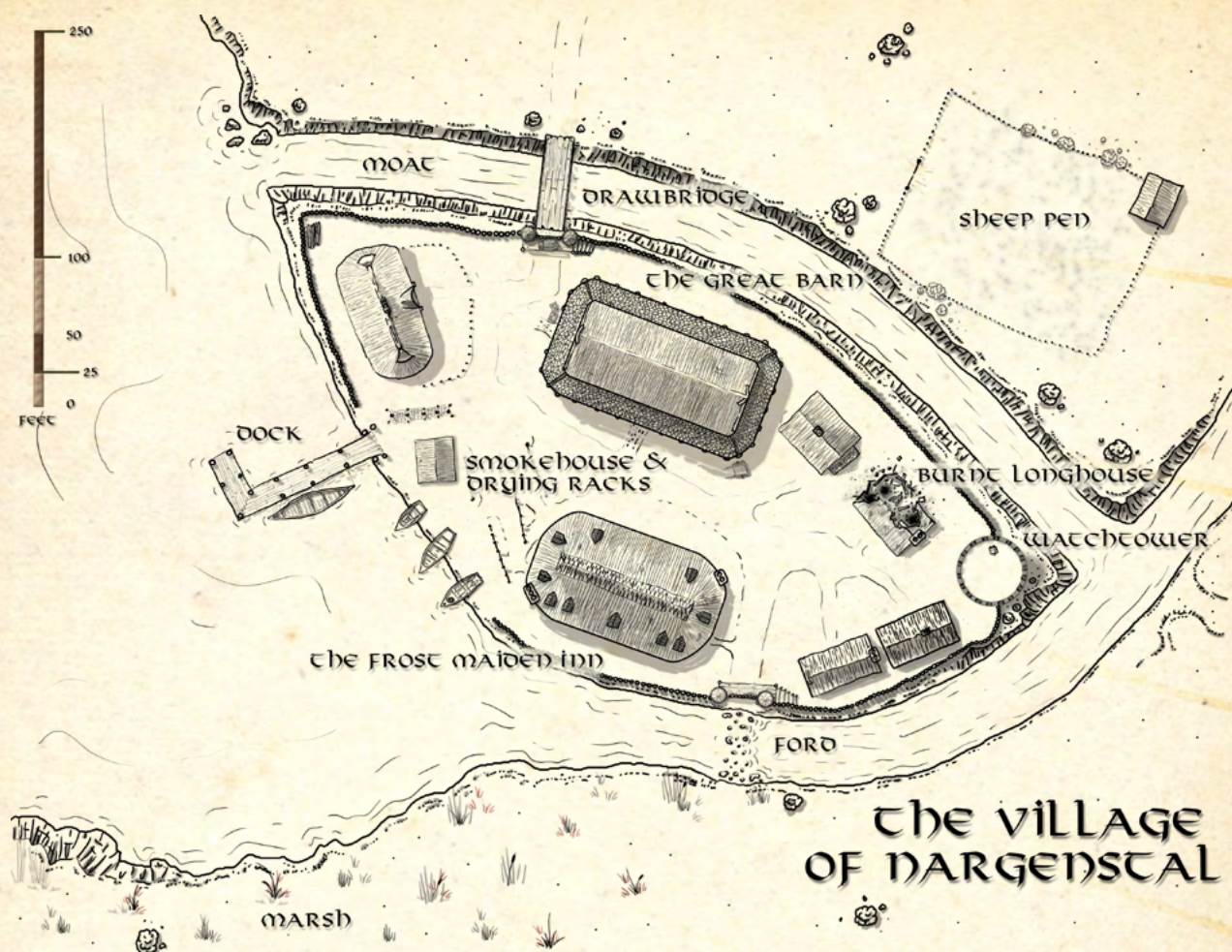
This bridge can be pulled up by a DC 25 Strength (Athletics) check (easy enough for a team of oxen, hard for less than 6 humans). At the moment, the bridge is pulled up and the oxen are missing (see adventure option 1 on page 3). The moat is about 6 feet deep, and the palisade about 8 feet high. Both were made with the aid of druidic magic.

**Climbing the Palisade:** The wood is old, slick, and somewhat mossy in spots, but the 8-foot-high wall can be scaled with a DC 15 Strength (Athletics) check.

### 2B. FORD AND GATE

The Grunvale River ford is rocky and difficult to cross at speed, but it is also shallow and safe. Creatures cannot take a double move in the ford, and the water is about a foot deep, two feet at the edges of the ford.





The gate itself is closed and watched by at least one trollkin during the day, and four kobolds by night. They are not very attentive: anyone approaching the gate with a modicum of stealth can reach the gate—but the stout timbers are barred from the inside, and it takes a Strength check of 20 or better to crack one of the timbers. Alternately, using an ax or similar tool to chop at the gate is successful if the attacks on it do a total of 30 hp damage or more, creating a hole for a single creature to pass through.

The crosspiece barring the gate is heavy, but can be lifted from the inside as a standard action with a DC 12 Strength check or better. Opening the heavy doors is a separate action.

A scaffold and ladder above the gate allow defenders to drop skull-sized rocks on anyone standing outside the gate. These 100-pound stones do 1d12 bludgeoning damage if they hit.

**Climbing the Palisade:** The wood is old, slick, and somewhat mossy in spots, but the 8-foot-high wall can be scaled with a DC 15 Strength (Athletics) check.

### 3. BURNT LONGHOUSE

Still smoking, this A-framed house had a thick thatch roof that burned away quickly, and

wooden rails and timbers underneath that burned over a longer period of a couple days.

**Hotfoot Floor:** The floor is now covered with ashes and lots of coal-like embers, plus latent heat caught in the flagstone floor. The ground is still very hot to the touch, and the trollkin won't go near it.

Walking over the burnt longhouse requires a DC 13 Constitution save each round; failure means blistered feet and a -5 ft. penalty to base movement for 48 hours. Failing a second such save means that the character takes a -10 ft. penalty to base movement and has serious burns that require magical healing.

**Treasure:** A large strongbox is buried under the floor, but finding it requires a DC 19 Wisdom (Perception) or Intelligence (Investigation) check (to spot the disturbance under the ashes), and then a DC 17 Strength (Athletics) check to lever up a very heavy stone over the strongbox. The strongbox itself is still hot metal and difficult to carry, and its leather handles at either end are somewhat charred. If opened, this contains the late chieftain Thorfinn's personal wealth, a total of 120 gp, a gold-inlaid drinking horn worth 100 gp, two silver daggers (102 gp each), and a magnificent silvered greataxe with garnets set in the flat of the blade (320 gp).



#### 4. THE GREAT BARN

The Great Barn is large and obvious, a wooden building with a roof of thatch and shingles. The interior is split into two levels, one for the livestock and a higher level for hay, grain, and straw. Right now, it is the prison of most of the villagers. Read the following:

The building smells of hay and animals, an earthy sort of smell. You see an upper loft full of straw, and the lower space is full of villagers working on a loom, carding wool, and a few of them skinning a butchered sheep.

While most of the village livestock stays out in the fields or is sheltered with their owners in winter, the oxen, a few mules, and the cattle were always given space in the Great Barn, along with animals belonging to merchants and travelers.

The building is empty of livestock now, though the skulls and pelvises of a single slaughtered mule and two slaughtered cows remain. The villagers sleep here at night, guarded by 1 trollkin and 8 kobolds. They are terrified that they will be slaughtered when the livestock run out, a belief that the Mossbacks encourage.

**Hostages:** The surviving villagers number 18 women including young girls, mothers, and 2 elderly grandmothers, Fastvi and Hildigunn, plus about 25 children varying in age from 2 years to 14 or so. Only three men are still alive and captured: Leiknir, Hlodvir, and Skallagrim, the village priest of Frey and Freya, who has expended all his healing on villagers. The villagers work downstairs during the day, and they are kept up in the loft at night.

One grandmother, Hildigunn, knows about the hidden *crown of the sea*, a magic item that permits the wearer to speak with sea animals, because she hid it in the bottom of the Great Barn's soup cauldron. If the PCs strike her as a worthy (a paladin or ranger is most likely to win her over), she offers them the crown and some advice about summoning up the Sea King's army (see page 8).

Most of the villagers here sport at least one cut or serious bruise from being beaten by the kobolds and trollkin: one of the elderly men has a broken arm.

**Guards:** 8 kobolds and 1 trollkin leader. These guards are fairly lazy most of the time, though they beat their captive thralls if they think someone is shirking.

**MORGEOTH THE TROLLKIN RAIDER** CR 1  
hp 78; see page 18

**8 KOBOLD GUARDS** CR 1/8  
hp 5; *MM* page 195

**Fire Bad:** Everything in the barn is fairly flammable, from the wool to the straw to the wooden timbers and thatch roof. Any use of fire in combat is likely to burn the place down.

**Livestock:** The sheep of the village were kept here, but have almost all been eaten. About 20 chickens and a single mule remain. Feel free to put the flock of chickens and the mule on the map as obstacles.

#### 5. SMOKEHOUSE AND DRYING RACKS

This house is used to smoke fish and game for winter. It is currently empty of all foodstuffs, but makes a pretty good hiding spot. The kobolds and trollkin don't like the ashy smoky smell of the interior any more than most humans do, but it is safe and quiet here. The smoked food has long since been taken away by the Reavers.

#### 6. THE FROST MAIDEN INN

The current headquarters of the Mossback Reavers is this inn, a traveler's rest stop and by far the oldest and most flameproof building in town.

See the Frost Maiden Inn on page 13 for details of this building and its defenders.

#### 7. VILLAGE HOMES

The other homes of the town are currently abandoned. All have been thoroughly looted of all valuables and most of their foodstuffs.

#### 8. DOCK

This is the giant crab's favorite place to lurk and await bits of meat, old bread, and other offerings from the people of the village. See The Trained Giant Crab on page 7 for details.

#### 9. SHEPHERD HUT

The sheep enclosure and shepherd hut just outside the village palisade are currently both empty.

#### THE TROLLKIN SHAMAN

The Mossback Reavers would all say that their war chief and leader is Coalkell, but if anyone asks who actually leads the trollkin and who founded the Reavers, well, that's old Wormwood, a trollkin shaman who has long wandered the woods seeking great wisdom and greater power. She's not much for fighting (she has warriors for that), but she's nasty in a fight, and her help means that the Mossback Reavers usually make good decisions about when and where to go raiding.

She knows of a powerful relic hidden in the area (see the Javelins of Thor sidebar on page 19). She talked Coalkell into raiding Nargenstal, but now Coalkell has taken over the Frost Maiden Inn and won't let her search the building. Wormwood has searched the rest of the village and used blood divination and *detect magic*, all of which indicate the javelin is hidden somewhere in the inn. It is only by sheer chance that she detected the javelin's magic at the inn before searching the Great Barn. As such, she still doesn't know about the *crown of the sea* (see the Great Barn, above).

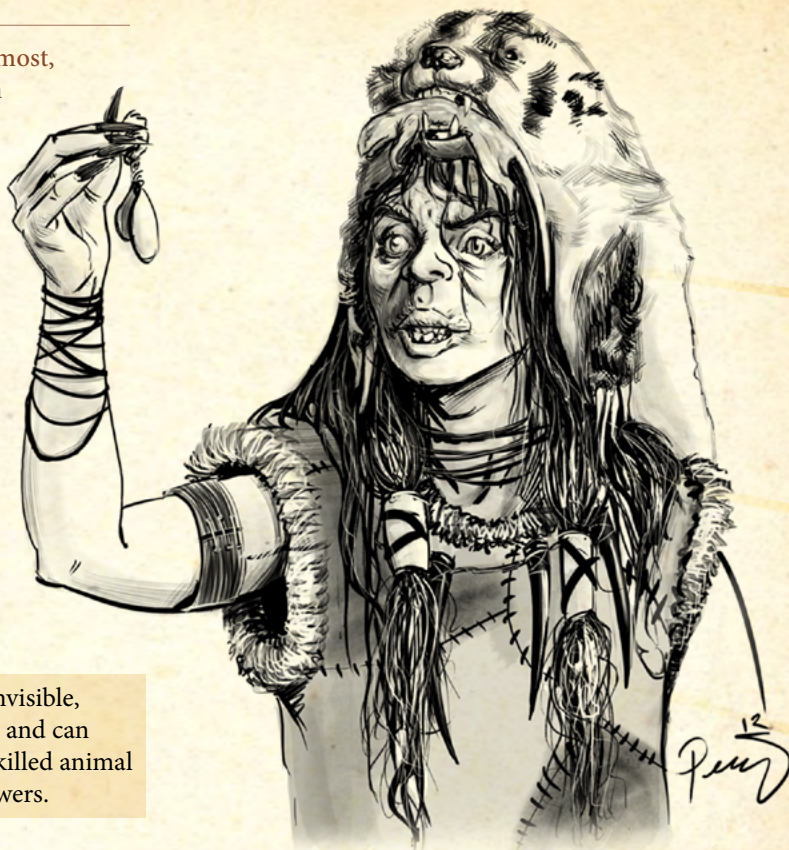
If the PCs visit the docks or the Great Barn, they might run into Wormwood there with either 2 kobold bodyguards or her trollkin consort of the moment. Read the following:



The trollkin you see is more human than most, though covered in a heavily beaded jerkin and ornaments, a silver necklace hung with claws, and a brownish banner attached to the spear she carries.

### SHAMAN: INTELLIGENCE (RELIGION) SKILL CHECK

DC	RESULT
11 or less	You don't know much about shamans. Maybe they are like clerics?
12	A shaman has a spirit guide familiar and is a sort of druid.
16	A shaman is a diviner and guide of her people, often a respected leader.
20	A shaman's secrets can make her invisible, conjure spirits to slay her enemies, and can even read the entrails of a freshly-killed animal to strengthen herself and her followers.



### WORMWOOD

Medium humanoid (trollkin) shaman, neutral

**Armor Class** 13 (hide armor)

**Hit Points** 45 (7d8 + 44)

**Speed** 30 ft.

**STR** 10 (+0) **DEX** 12 (+1) **CON** 15 (+2) **INT** 12 (+1) **WIS** 16 (+3) **CHA** 15 (+2)

**Skills** Medicine +5, Nature +3, Perception +5, Survival +5

**Senses** darkvision 60 ft., passive Perception 15

**Languages** Druidic, Giantish, Northern Tongue

**Challenge** 3 (700 XP)

**Blood Divination.** See sidebar.

**Innate Spellcasting.** Wormwood's innate spellcasting ability is Wisdom. She can innately cast the following spells, requiring no material components.

1/day: *find familiar* (familiar may take badger form, and counts as a beast for purposes of Wormwood's spells)

**Regeneration.** Wormwood regains 1 hit point at the start of her turn. If she takes acid or fire damage, this trait doesn't function at the start of her next turn. Wormwood dies only if she starts her turn with 0 hit points and does not regenerate.

**Spellcasting.** Wormwood is a 5th-level spellcaster. Her spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). She has the following druid spells prepared. (shamans gain *invisibility*, and *spirit guardians* prepared as druid spells).

Cantrips (at will): *druidcraft*, *produce flame*, *shillelagh*  
 1st level (4 slots): *cure wounds*, *entangle*, *thunderwave*  
 2nd level (3 slots): *animal messenger*, *barkskin*, *heat metal*, *invisibility*, *spike growth*  
 3rd level (2 slots): *call lightning*, *spirit guardians*

**Spirit Speech.** The spirits of Wormwood's ancestors whisper secrets from beyond the veil of death. Before making an ability check or saving throw, she can heed the wisdom of the spirits to gain advantage on the roll. She cannot use this feature again until she finishes a long rest.

### Actions

**Multiattack.** Wormwood makes one bite attack and two claw attacks.

**Bite.** *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) piercing damage.

**Claw.** *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) slashing damage.

**Produce Flame.** *Ranged Spell Attack:* +5 to hit, 30 ft., one target. *Hit:* 9 (2d8) fire damage.

**Quarterstaff +1.** *Melee Weapon Attack:* +3 to hit (+6 with *shillelagh*), reach 5 ft., one target. *Hit:* 4 (1d6 + 1) or 5 (1d8 + 1) bludgeoning if used with both hands or 8 (1d8 + 4) bludgeoning with *shillelagh*.



## BLOOD DIVINATION

Shamans can read the future in the entrails of a freshly killed animal or humanoid. The shaman may cast the *augury* spell as a ritual, even if she does not have it prepared, using the entrails of an animal or humanoid killed within the last hour as the material component for the spell.

Additionally, by observing and interpreting the flights of birds for 10 minutes, the shaman can roll 1d20 and record the result. She can replace any attack roll, saving throw, or ability check made by her or a creature that she can see with this divination roll. She must choose to do so before the roll. She regains use of this ability after finishing a long rest, and an unused divination roll from the previous day is lost.

### BRISTLE, BADGER FAMILIAR

hp 3; *MM* page 318

**Treasure:** Wormwood keeps a 150 gp silver necklace set with owlbear claws as a personal adornment, and also carries a *quarterstaff* +1 (included in the stats above).

**Story Development:** If Wormwood is defeated, the trollkin leave the village, abandoning the kobolds and Coalkell.

### BLOOD PRICE

The trollkin are few in number and each death is a loss keenly felt. They rage against each death of their number, and from the very first trollkin slain, the shaman Wormwood demands a blood price of 100 gp for such a death to be forgiven. She shouts this out to the woods or at the party if they show themselves in the village.

Failure to pay (or retreat to a distant safe haven) means that Wormwood sends her spirit familiar (Bristle) to visit the party at night and demands blood money for these trollkin deaths by means of her *animal messenger* spell. She locates the party by having Bristle track them by smell (with advantage on the check) from the last known area where they killed her people (Tracking, *DMG* page 244). She then turns Bristle into a mobile form such as a raven or owl. The familiar harasses the party while they camp by screeching, darting in to steal small items, wake sleeping spellcasters, and taunt the characters into chasing it away. 1 hour of such treatment interrupts the rest (Long Rest, *PHB* page 186).

If three or more trollkin are slain, the shaman uses the above tactics to determine the PC's location, and she convinces Coalkell of the value of a counterattack (see right).

## Who is where when?

It can be tough to figure out where all the villagers, raiders, and monsters are in the village at any given time. Here's a chart that can help, though in cases of doubt, the DM is always right.

	FROST MAIDEN	WATCH TOWER	DOCK	BARN	ON PATROL
Coalkell + 1 Trollkin Bodyguard	100%	—	—	—	—
Wormwood the Shaman	60%	10%	10%	10%	10%
3 Trollkin Raiders	40	—	20%	20%	20%
2 Kobold Crab Handlers	10%	10%	80%	—	—
3 Kobold Scouts	30%	40%	—	—	30%
8 Kobold Barn Guards	30%	—	—	70%	—
8 Kobold Raiders	10%	—	—	20%	70%
8 Kobold Frost Maiden Guards	100%	—	—	—	—
2 Kobold Day Scouts	—	30%	—	—	70%
2 Kobold Night Scouts	—	30%	—	—	70%
2 Kobold Cooks	80%	10%	—	10%	—
20 Captured Village Women	10%	—	—	90%	—
15 Village Children	—	—	—	100%	—



## COUNTERATTACK: TROLLKIN NIGHT RAIDERS

If the PCs raid the town, rescue some villagers, kill a patrol, or simply scare off a cawing mass of ravens, two trollkin and eight kobolds are sent out by night to hunt and kill these unwelcome visitors: Coalkell the ogre declines to lead the raiding party, but does consult the shaman about it. She points to the general direction of the PC camp using her spellcasting and tracking ability, and her familiar to scout it out.

That night, the trollkin attack by surprise if they can, attacking when a human or other race without night vision is on guard, aiming all sling stones at the guard, and attempting to kill the whole party in its sleep. The odds of success with this tactic are low, but it's not a completely horrible plan. Here's how it plays out:

**Round 1:** Seven kobolds throw sling stones at the guard on duty. If there is a campfire, the eighth kobold rushes into the camp with a bucket of water. If there is no fire, he rushes forward with a knife to cut the hobbles or traces of any mule, donkey, horse or other pack animal the party has.

**Round 2:** If the guard is still standing, four kobolds use their slings again, while three more rush into battle with a trollkin in the lead. The kobold with the bucket of water douses the campfire, if any, or cuts the hobbles of a horse and leads it away from the camp.

**Round 3:** The four remaining kobolds and the other trollkin attack from the opposite direction as the first group, hoping to catch enemies by surprise and swarm them. They attack a wizard or other spellcaster by preference, and will throw a net if they can. They want a second PC incapacitated this round.

**Round 4:** Confusion and combat. Kobolds and trollkin try to work together to take down a third character.

**Round 5:** Any surviving trollkin demands the surrender of surviving PCs at the start of the round. If that fails, the raiders retreat in good order at the end of the round—a trollkin throws a vial of demonfire oil to cover the retreat.

**Cowardly Raiders:** If the kobolds ever lose 5 or more of their number, or if both trollkin are dead or incapacitated, the rest of the Mossback Raiders flee immediately.

## THE FROST MAIDEN INN

This stone-walled building predates the rest of the village by at least a century; it was a shrine and then a fortified traveler's rest at the river ford long before anyone thought to keep sheep and fish here. The outer walls are covered with lichen, the interior has been made snug and safe, and its heavy rafters, posts, and timbers are all capable of holding up a heavy roof of slate. It is, in other words, a small fortress.

In summer, at the height of trade and travel season, the Frost Maiden inn is often full. In winter, it is always empty but for one or two locals. The tavern's shingle shows a young woman in blue cloak and golden hair, holding a drinking horn in one hand.

This is a small but cozy inn from the outside: slate roof is mossy and slick, the two windows on the ground floor are shuttered closed, the front door looks like stout wood, the walls are stone and mortar, and the three gabled windows on the upper floor are not shuttered.

If they make a DC 20 Wisdom (Perception) check, add:

The chimney is barely smoking; maybe a peat fire or embers, not a full fire. Also, you think you saw someone watching out of one of the open windows on the upper floor.

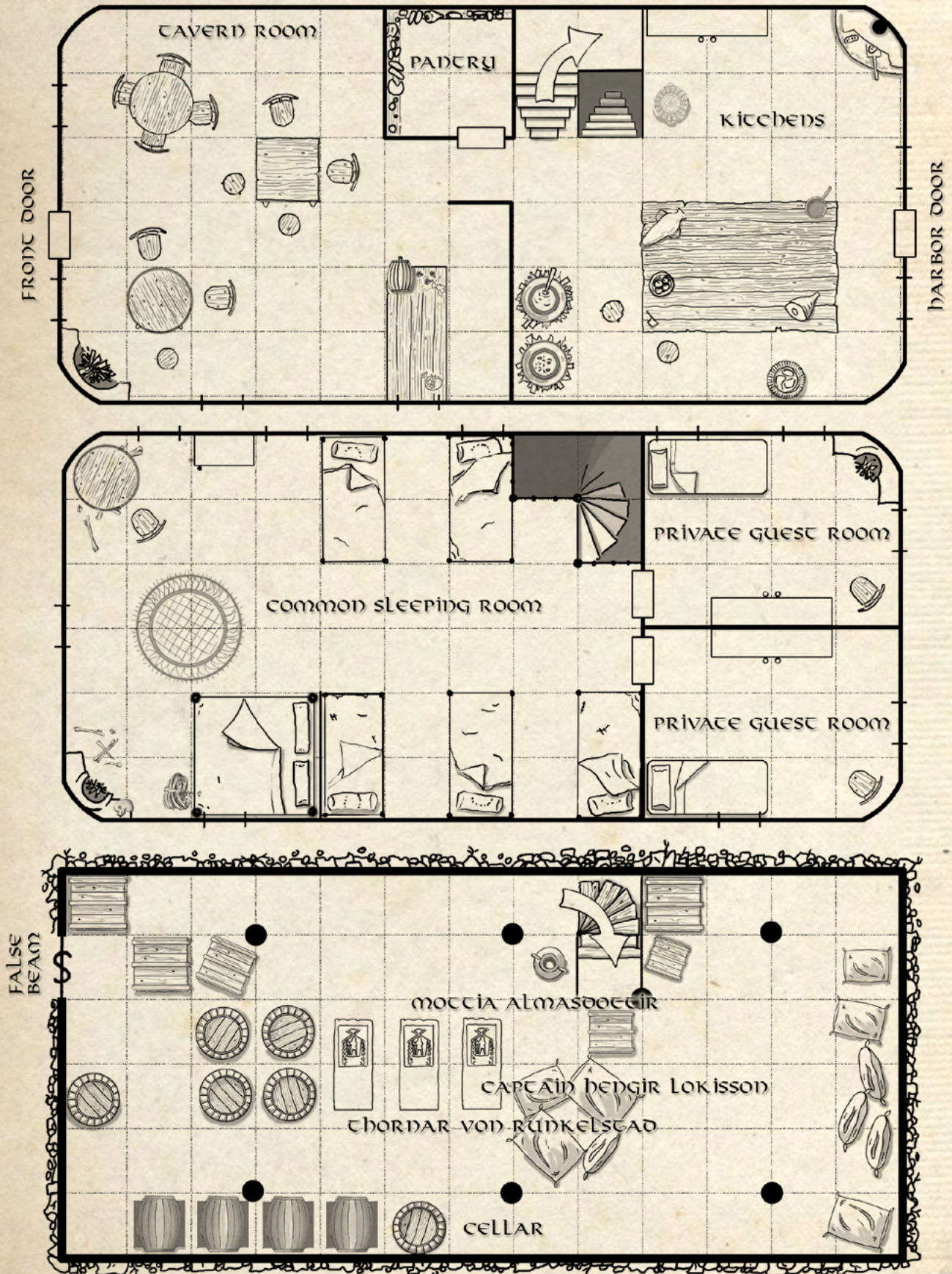
The Inn itself is not terribly difficult to get into. The common room has two windows, the upper floor has three more, and there are two doors into the building. The kobolds on guard duty are not very sharp in daylight, and even at night a *magic missile* or a well-placed archer's shot can take one out. Reward a plan to catch the ogre lord by surprise with success.

**Back Door:** Is only latched, requires a DC 10 Dexterity check with thieves' tools to open, but opens into the kitchen, where three kobolds cooks butcher sheep in a vain attempt to keep up with Coalkell's appetite.

**Front Door:** Is barred and requires a DC 18 Strength (Athletics) check to break down; taking more than one attempt to break it down means that the element of surprise is definitely lost. In addition to plunder, the ogre Coalkell always lusts for meat and is a terrible glutton. After the first night of the raid, he commanded his kobold cooks to furnish him with meat and lots of it. He sends his trollkin hunting down the villager's sheep, and he devours every piece of lamb, pig, chicken, or fresh fish offered, plus venison, rabbit, and even some donkey meat. The inn stinks of butchery and blood pudding, but Coalkell's hunger continues.



# THE FROSTMAIDEN INN



1 SQUARE = 5'



### A. FRONT DOOR.

Stout oak banded with iron and chased with silver, this door is magically warded and difficult for undead and fey to enter (DC 20 Charisma saving throw to cross the threshold).

### B. TAVERN ROOM.

Read the following once the PCs enter.

The inside of the inn is dark but warm, with the smell of blood and rotting meat. Animal skulls are littered around the room, none of them fully stripped of flesh, most only a few days old. Cracked bones lie underfoot, mostly sheep and pig. Intestines loop over one of the rafters. A trio of kobolds bring bread, meat pies, and a horn of ale into the room.

At the far end of the room sits an ogre, deeply fat with a grease-smeared chin, draped in rusting and blood-smeared chain armor. He is using a throwing ax to pick his tusk-like teeth, and a giant spear leans on the wall behind him.

The main tavern room has a warm ceramic hearth in one corner, where coals can keep the whole room warm. The pillars are blackened by smoke and age. This room may have been cozy once. Now it is clearly an ogre lair, with cracked bones and flayed sheep skulls in the corners, draped entrails on some of the rafters, and chewed hide strips everywhere. Coalkell has made it his throne room.

The ogre Coalkell is holed up here because the common room has rafters high enough that he can stand up straight, and the cellar is not yet quite empty of ale and mead. Coalkell spent the first day or two after the raid drunk, and his trollkin likewise.

Coalkell is now planning his next move, and waiting to hear from three ogre cousins. Once they join the Mossbacks, he wants to take a longship raiding, or maybe sack a nearby druid's grove or temple. Read the following when the PCs scout it:

### COALKELL, THE OGRE LORD

CR 2

hp 59; Armor Class 16 (chain mail); **Pike.** *Melee*

*Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 15 (2d10 + 4) piercing damage; *MM* page 237

### TROLLKIN BODYGUARD

CR 1

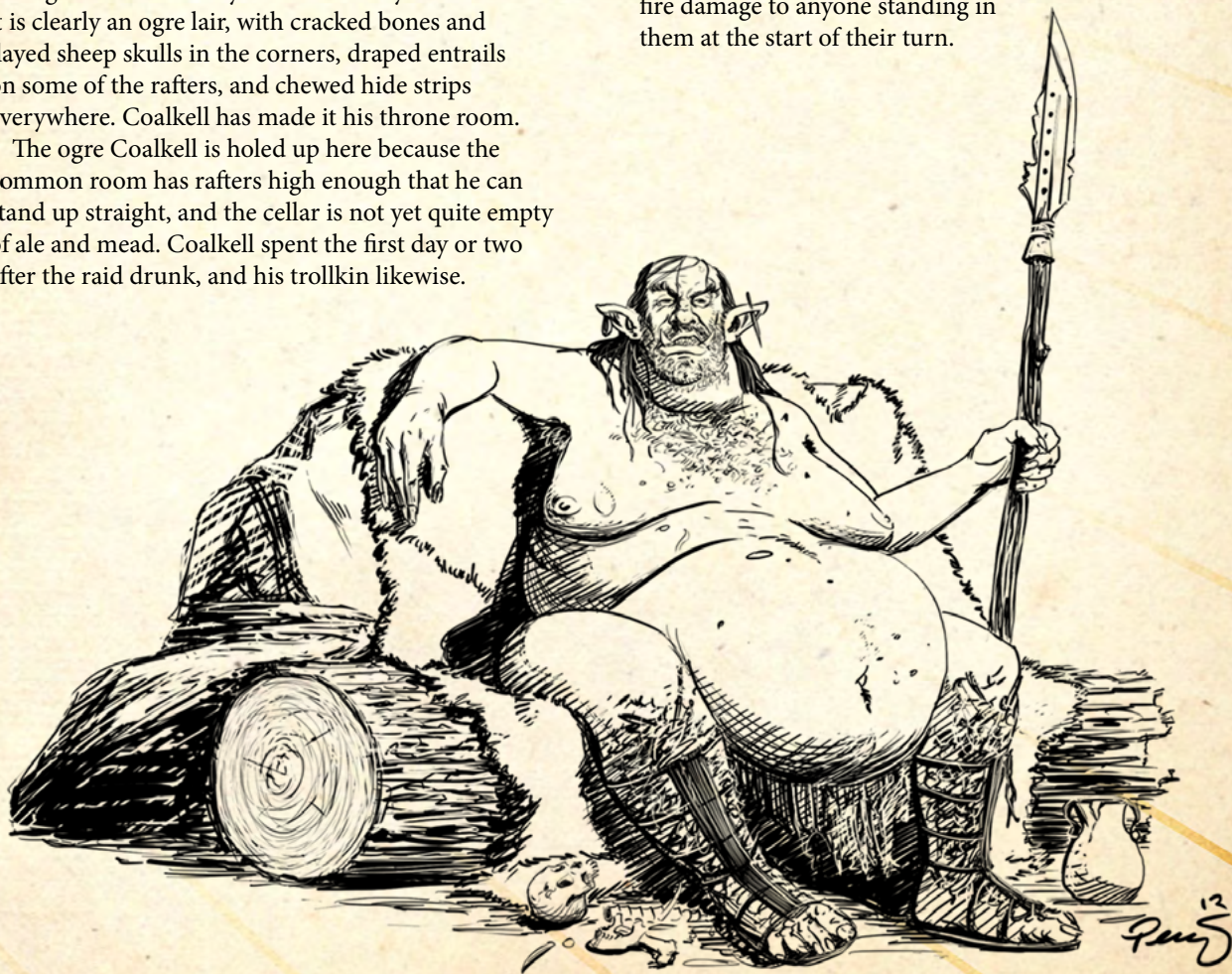
hp 78; see page 18

### 8 KOBOLD GUARDS

CR 1/8

hp 5; *MM* page 195

**Playing with Fire:** One kobold carries a flask of oil that he will light and throw at a PC spellcaster. It takes one round to light and one round to throw the flask. This is a desperation measure that may very well burn down the Frost Maiden and everything in it: the 5' square where the fire lands will burn for 1 round, then spread to 4 more squares the following round, then 4 more squares the round after that. If no one takes action to put out the fire, it burns quickly in the scattered and dry rushes of the inn's floor, and quickly sets wooden chairs and benches alight. Burning squares cause 1d4 fire damage to anyone standing in them at the start of their turn.





#### DM NOTE:

### TABLES TURNED

In most adventures, counterattacks by the monsters while the party rests are quite unusual, and your players may consider it wildly unfair. Remind the players of the many, many times their adventurers have caught a monster by surprise, and also remind them that kobolds are nocturnal.

The odds of success for the attack are actually fairly low (the kobolds are terrible combatants and break easily), but if the party is defeated and one or two are killed, the trollkin call for their surrender. The PCs are stripped of weapons, armor, and boots (to prevent running away), and taken prisoner in the Great Barn (area 4, page 10). The adventure just got a lot tougher, but either Wormwood or Vinder Gandelossen might prove an unlikely ally against Coalkell.

### DRIVING OFF THE RAIDERS

While slaughtering every single kobold, trollkin, and leader in the village is certainly effective, it's not required to make the raiders go away (and may provoke them to kill hostages). Killing more than 3 kobolds does lead to retaliation, in the form of an elderly woman and a young boy being hanged from the watchtower until dead, and shouted warnings.

Killing 10 or more kobolds convinces the raiders to retreat.

Killing one or more trollkin is worse, as this brings the wrath of the shaman Wormwood down on the party. See Blood Price on page 12.

A few ways to drive off the raiders are killing Coalkell, summoning the Sea King's crab swarm (see page 8) freeing the villager hostages (who may seek a violent revenge on the raiders for their mistreatment), or breaking the monsters' morale through trickery or bluff.

The PCs may invent other equally effective solutions.

**Treasure:** The raiders have amassed a fair bit of coin over the years, including 230 sp and 20 gp, all kept in a small, locked iron casket. The inn's remaining mead (in the cellar) is also worth a small fortune (200 gp), though properly it belongs to the villagers. Give an extra 500 XP as a story award to any party that returns the mead to the villagers.

#### C. PANTRY.

Beans, grain, ceramic pots, wooden bowls, and similar simple items are stored here.

#### D. KITCHENS.

With room to keep bread in the oven and two fire pits, and multiple tables for chopping fish or lamb, the kitchen is also the village bakery, butcher shop, and smokehouse. Currently the hangout of the raiding kobolds.

#### E. HARBOR DOOR.

Almost as stout as the front door, but without the silver or the enchantments. Leads directly to the fish drying racks outside.

#### F. COMMON SLEEPING ROOM.

Hammocks and bedding fill the space when visitors are plentiful. Right now, it's the ogre-lord's room, and haunches of lamb and cracked bones litter the floor.

#### G. PRIVATE GUEST ROOMS.

Nicely appointed, but currently empty.

#### H. CELLARS AND SLABS.

The cellar of the inn contains many barrels of ale and a few small casks of mead, as well as rations that the ogre's followers have not yet tried much of: onions, a sack of millet and another of rye flour, a sack of turnips, and a range of heavily smoked and salted fish. Beyond that, there are three large stone slabs in the cellar, which predate the site's use as an inn—the stone walls were originally laid as part of a temple to Thor, later abandoned. When the site was re-settled, the stone foundations became first a chieftain's house and then an inn.

If anyone brushes aside the dirt to read the inscriptions on them, the slabs say:

1. Captain Hengir Lokisson, beloved of the Fishing God
2. Mottia Almasdottir, daughter of Sif and beloved of Freya
3. Thornar von Runkelstad, Mage and Smith, Eye of Volund

Digging out the slabs to rob the graves is hours of work: getting through the flagstones and packed mud of the floor, cracking the caskets, and shifting a lot of dirt. None of these three were buried with more than a few rings and trinkets, worth about 20 gp each. Digging them up offends all the villagers, though, who fear ghostly wrath. Questioning the three spirits makes it clear they were heroes and leaders long ago, but they know nothing of current events.

#### I. FALSE BEAM.

This secret cache is marked with runes reading "Here lie the hammers and javelins of the Lord of Thunder." The cache hasn't been opened in over a century. See the Javelins of Thor, page 19.



## EVENT: A STRANGER COMES TO CALL

The adventure can easily seem too direct and too straightforward to jaded players of long experience, so there's an NPC twist. The Mossback Reavers are not the only ones interested in the little village of Nargenstal. The place has also attracted the attention of a dhampir bandit named Vinder Gandelossen, a nasty fellow who claims to have questions for the shaman Wormwood, but whose real goal is to find and take the Javelin of Thor for his own use, and for the great glory of his Dark God (the Hunter, see *Midgard Campaign Setting*, page 259).

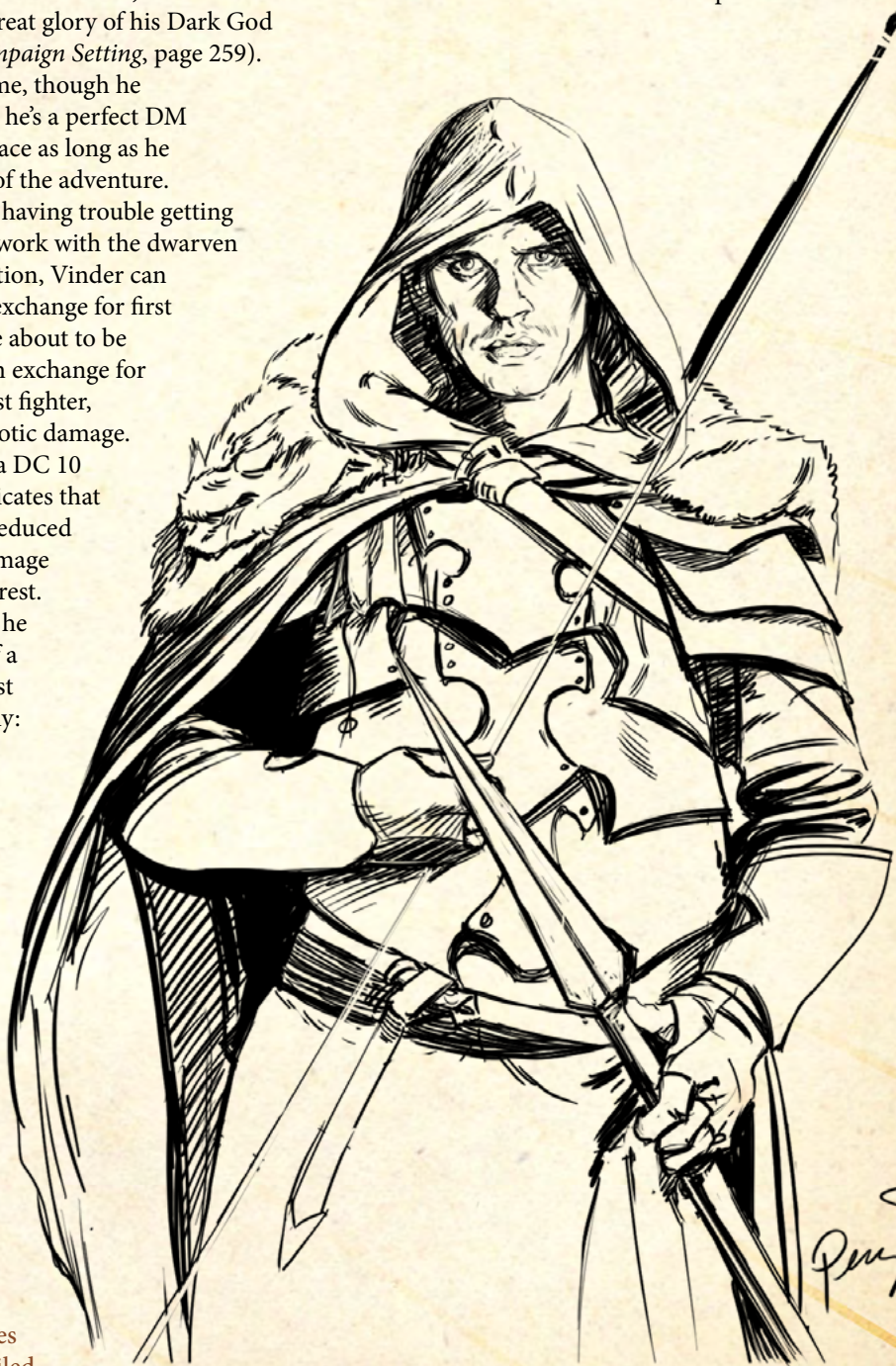
Vinder can show up any time, though he prefers to travel by night, and he's a perfect DM tool to adjust the storyline's pace as long as he doesn't become the antihero of the adventure.

For instance, if the PCs are having trouble getting into the village and refuse to work with the dwarven mercenary or gather information, Vinder can show up and offer to help in exchange for first pick of the loot. If the PCs are about to be wiped out, he might appear in exchange for some blood from the strongest fighter, which will cause 3 (1d6) necrotic damage. The blood donor must make a DC 10 Constitution save, failure indicates that his maximum hit points are reduced by the amount of necrotic damage taken until he finishes a long rest.

If the finale goes too easily, he might easily appear as a bit of a twist to keep the PCs from just stomping everything too easily: he has been observing the PCs, and steps forward just when the party is about to start healing and looting, hoping for maximum leverage. Whether Vinder shows up is up to you (and you could skip him if the adventure is more satisfying without him). If he does show, read the following:

The figure before you wears a red hood and a patchwork of animal skins, well-tanned mink, deer, and wolf pelts over a simple breastplate. He carries a boar spear, and his hobnailed boots are somewhat clean.

Vinder is here as a representative of the Hunter, his patron god, seeking to recover the Javelin of Thor beneath the Frost Maiden. This weapon was given to the mortal world by the divine hand of Mavros or Perun or Thor, depending on who you believe, but it was hidden a century or more ago and only recently have the spirits told Wormwood and Vinder about it. Both wish to claim the weapon.





## VINDER GANDELOSSEN, THE RED HUNTER

Medium humanoid (dhampir) veteran, chaotic evil

**Armor Class** 16 (breastplate)

**Hit Points** 58 (9d8 + 18)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	14 (+2)	12 (+1)	12 (+1)	16 (+3)

**Skills** Athletics +6, Deception +5, Persuasion +5, Perception +3

**Damage Resistances** necrotic

**Senses** darkvision 120 ft., passive Perception 13

**Languages** Northern Tongue, Trade Tongue

**Challenge** 3 (700 XP)

**Innate Spellcasting** Vinder's innate spellcasting ability is Charisma (+5 to hit with spell attacks). He can innately cast the following spells, requiring no material components:

1/rest: *detect evil and good*

1/day: *vampiric touch*

**Undead Resistance.** Vinder has advantage on saving throws against disease.

**Sunlight Sensitivity.** While in sunlight Vinder has disadvantage on attack rolls and on Wisdom (Perception) checks that rely on sight.

### Actions

**Multiattack.** Vinder makes two melee attacks, or two ranged attacks. If he has a shortsword drawn when he makes melee attacks, he can also make a shortsword attack.

**Spear.** *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 30/60, one target. *Hit:* 7 (1d6 + 4) or 8 (1d8 + 4) piercing if used with both hands, or 7 (1d6 + 4) piercing if thrown.

**Shortsword.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4)

**Longbow.** *Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 30/60, one target. *Hit:* 4 (1d8 + 3)

**The Treasured Steed:** Vinder's only real treasure is his horse, a dappled grey animal named Pearl that is a remarkable steed, an aggressive Krakovan Dappled light warhorse, and rather badly injured from a run-in with a pack of nasty dwarven mercenaries. Vinder has hidden this animal somewhere in the vicinity and dares not bring it into town. However, Pearl is easily worth 400 gp, and its harness and military saddle are of excellent red leather, set with silver bells and a studded with fine silver rivets. This makes the horse's tack worth at least 60 gp by itself. The saddlebags contain only finger bones, claws, and bits of fur and hair, trophies of Vinder's many hunts.

## PEARL, KRAKOVAN LIGHT WARHORSE CR 1

hp 19; as warhorse, but +5 to hit with hooves; MM page 340.

## CONCLUSION: A VILLAGE RECLAIMED

If the heroes drive off the Mossback Raiders, hurray! The villagers are profoundly grateful and pull together 200 sp in treasure, fill their backpacks with rations and give them all the ale they can drink. If the PCs are interested, they might also be given a map to the Ogre Cave up in the hills, or told about a friendly sea-captain in Barsella who would love to buy a giant crab...

If the PCs drive off the Raiders but Wormwood survives, she might return in a more peaceful guise, tell the PCs that the raiding was all Coalkell's idea, and note that she's interested in providing them with some spiritual guidance and the answers to life's most daunting questions if the heroes will forgive her and do her just one little favor... Cue your favorite next adventure!

## FURTHER ADVENTURES: UNDER THE KEEP AND THE OGRE'S COUSINS

Three further ogres lurk nearby, and the villagers might have heard of Coalkell's cousins. If any of the raiders escaped, this might turn into a bit of a feud, and the villagers can't handle that. They need a few more soldiers, or some real heroes, to go win the feud for them.

The villagers lie shamelessly about a hoard of raider's gold that the ogres found in the ruins of Valdtor Keep, hoping to entice the PCs to go slay the ogre's uncle and cousins, or perhaps more gold may be found deeper underneath Valdtor Keep. The details of these adventures are up to the DM.

### TROLLKIN RAIDER

Medium humanoid (trollkin), neutral

**Armor Class** 14 (hide armor)

**Hit Points** 78 (12d8 + 24)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	12 (+1)	14 (+2)	9 (-1)	12 (+1)	10 (+0)

**Skills** Animal Handling +3, Insight +3, Nature +1, Perception +3, Survival +3

**Senses** darkvision 60 ft., passive Perception 13

**Languages** Northern Tongue

**Challenge** 1 (200 XP)



## THE JAVELINS OF THOR

These mighty weapons are *javelins of lightning* that bestow great favor upon their owners. One of these fabled weapons may be found by anyone casting *detect magic* in the Frost Maiden Inn's cellar; it is hidden within a false beam in the ceiling, easily opened once discovered. Locating the hidden cache without magic requires a DC 20 Wisdom (Perception) check. Characters who specify that they search the ceiling have advantage on the check.

Unlike a standard *javelin of lightning*, a javelin of Thor bestows a charm upon the first character who attunes it:

**Charm of the Stormrider:** This charm has 3 charges. As an action you can expend a charge to

gain resistance to lightning and thunder damage for 1 hour. A javelin of Thor will not bestow a second charm until its current owner dies, or it is lost and reclaimed by the worthy hand of another.

The javelin itself makes the wielder's hair all stand on end until thrown, and the wielder glows with a multicolored nimbus like the northern lights, brighter and dimmer by turns.

Thor himself (or Perun, or Mavros) has many such javelins, which he hurls against giants for sport. They are, however, extremely rare in the mortal world outside the Storm Court (see Midgard Campaign Setting, page 19). Merely owning them provides +1 Status to the owner.

**Regeneration.** The trollkin regains 1 hit point at the start of its turn. If the trollkin takes acid or fire damage, this trait doesn't function at the start of the trollkin's next turn. The trollkin dies only if it starts its turn with 0 hit points and does not regenerate.

**Thick Hide.** The trollkin's skin is thick and tough, granting it a +1 bonus to Armor Class.

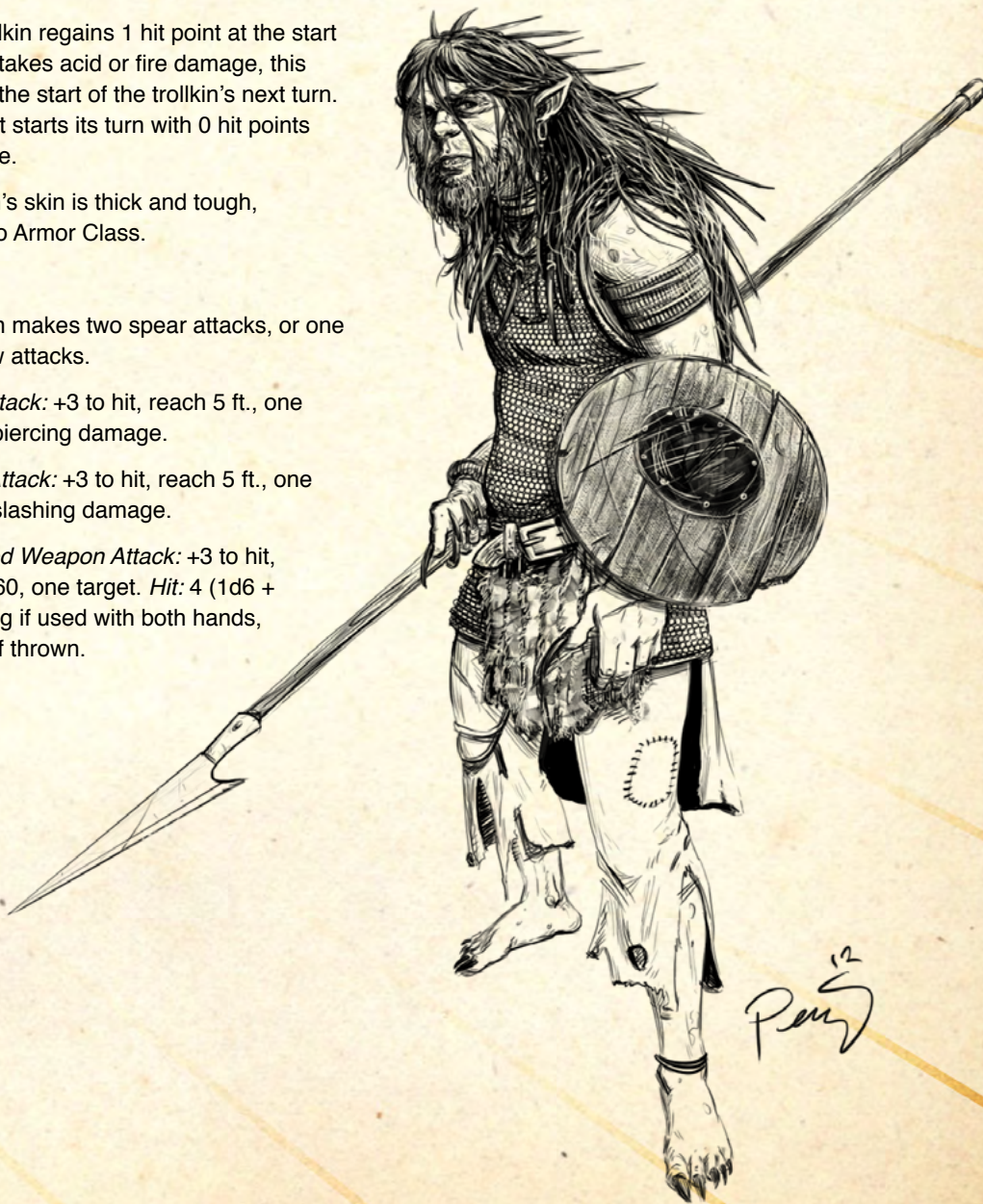
### Actions

**Multiattack.** The trollkin makes two spear attacks, or one bite attack and two claw attacks.

**Bite.** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage.

**Claw.** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) slashing damage.

**Spear.** *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 30/60, one target. *Hit:* 4 (1d6 + 1) or 5 (1d8 + 1) piercing if used with both hands, or 4 (1d6 + 1) piercing if thrown.





# KOLBEINN WOLFHEART

Class & Level: **Barbarian (Totem Warrior) 3**  
Race: **Mountain Dwarf**  
Background: **Outlander (Outcast)**  
Alignment: **Neutral**

Age: **54**  
Height: **4' 5"**  
Weight: **175**  
Eyes: **Golden**  
Skin: **Tanned**  
Hair: **Black**  
with gray streaks

ABILITIES	PROFICIENCY BONUS +2	ARMOR CLASS		INITIATIVE		SPEED		
<b>Strength</b> 17 <b>(+3)</b> <i>Saving Throw</i> +5 [P]	<b>SKILLS</b>  Acrobatics: +1  Animal Handling: +3 [P]  Arcana: +0  Athletics: +5 [P]  Deception: -1  History: +0  Insight: +1  Intimidation: -1  Investigation: +0  Medicine: +1  Nature: +0  Perception: +3 [P]  Performance: -1  Persuasion: -1  Religion: +0  Sleight of Hand: +1  Stealth: +1  Survival: +3 [P]  Passive Wisdom (Perception): 13	<b>16</b> <i>— unarmored defense</i> <i>— shield</i>	<b>+1</b>		<b>25</b> FEET			
<b>Dexterity</b> 13 <b>(+1)</b> <i>Saving Throw</i> +1		<b>HIT POINTS</b> MAXIMUM: 35		<b>HIT DICE</b> TOTAL: 3d12		<b>DEATH SAVES</b>  SUCCESSIONS: □—□—□ FAILURES: □—□—□		
<b>Constitution</b> 16 <b>(+3)</b> <i>Saving Throw</i> +5 [P]		<b>ATTACKS AND SPELLCASTING</b>						
		NAME	MODIFIER	DAMAGE	TYPE	RANGE	NUMBER	NOTE
		Battleaxe	+5	1d8+3	S	—	1	
		Javlin	+5	1d6+3	P	30/60	4	
		Handaxe	+5	1d6+3	S	—	2	
<b>Intelligence</b> 10 <b>(+0)</b> <i>Saving Throw</i> +0		<b>FEATURES &amp; TRAITS:</b>						
<b>Wisdom</b> 12 <b>(+1)</b> <i>Saving Throw</i> +1		<div><div><ul style="list-style-type: none"><li><b>Darkvision</b> 60 ft.</li><li><b>Dwarven Resilience</b> (You have advantage on saving throws against poison, and you have resistance against poison damage.)</li><li><b>Dwarven Combat Training</b></li><li><b>Tool Proficiency</b></li><li><b>Stonecunning</b> (Add double proficiency bonus to Intelligence (History) checks related to stonework.)</li><li><b>Rage:</b> 2/rest (Enter rage as bonus action, lasts 1 min. Benefits:<ul style="list-style-type: none"><li>Advantage on Str checks and saves.</li><li>+2 damage to melee weapon attacks using Str. Resistance to bludgeoning, piercing and slashing damage. Rage ends if you are unconscious, use a bonus action to end it, or if at the end of your turn you haven't attacked an enemy or taken damage since last turn.)</li></ul></li><li><b>Unarmored Defense</b> (Dex + Con bonuses to AC if wearing no armor.)</li></ul></div><div><ul style="list-style-type: none"><li><b>Reckless Attack</b> (When you make your first attack in a turn you may gain advantage on all melee weapon attacks using Str that turn, but attacks against you have advantage until your next turn.)</li><li><b>Danger Sense</b> (Advantage on Dex saves against effects that you can see. Lose this benefit if you are blinded, deafened, or incapacitated.)</li><li><b>Spirit Seeker</b> (you may cast the beast sense and speak with animals spells, but only as rituals.)</li><li><b>Totem Spirit: Wolf</b> (While raging your allies have advantage against any hostile creature within 5 feet of you.)</li><li><b>Wanderer:</b> You can always recall the general layout of terrain, settlements, and other features around you. In addition, you can find food and fresh water for yourself and up to five other people each day, provided that the land offers berries, small game, water, and so forth.</li></ul></div></div>						
<b>Charisma</b> 8 <b>(-1)</b> <i>Saving Throw</i> -1	<b>LANGUAGES</b> Northern Tongue, Dwarvish, Giant	<b>OTHER PROFICIENCIES</b> <ul style="list-style-type: none"><li>Carpenter's tools, Pan flute</li><li>Simple and martial weapons</li><li>Medium armor and shields</li></ul>						

## EQUIPMENT

- Shield
- Wolf bone necklace
- Healing potion (2d4+2)
- Hunting trap
- Explorer's Pack (backpack, bedroll, mess kit, tinderbox, 10 torches, 10 days rations, waterskin, 50 ft. hemp rope)

## TREASURE



# JORLEIV JORENSSON

Class & Level: **Bard (College of Valor) 3**  
 Race: **Mountain Dwarf**  
 Background: **Entertainer (Epic Poet)**  
 Alignment: **Lawful Neutral**

Age: **68**  
 Height: **4' 5"**  
 Weight: **140**  
 Eyes: **Brown**  
 Skin: **Swarthy**  
 Hair: **Black**

ABILITIES		PROFICIENCY BONUS +2		ARMOR CLASS		INITIATIVE		SPEED																													
<b>Strength</b> 17 <b>(+3)</b> <i>Saving Throw</i> +3		<b>SKILLS</b> Acrobatics: +3 [P] Animal Handling: +0 Arcana: +1 Athletics: +7 [P] Deception: +3 History: +1 Insight: -1 Intimidation: +3 Investigation: +1 Medicine: -1 Nature: +1 Perception: +1 [P] Performance: +1 [P] Persuasion: +3 Religion: +0 Sleight of Hand: +3 Stealth: +5 [P] Survival: -1 Passive Wisdom (Perception): 11		16 — chain shirt		+2		25 FEET																													
<b>Dexterity</b> 13 <b>(+1)</b> <i>Saving Throw</i> +3 [P]				<b>HIT POINTS</b> MAXIMUM: 24		<b>HIT DICE</b> TOTAL: 3d8		<b>DEATH SAVES</b> SUCCESSIONS: □—□—□ FAILURES: □—□—□																													
<b>Constitution</b> 14 <b>(+2)</b> <i>Saving Throw</i> +2				<b>ATTACKS AND SPELLCASTING</b>																																	
<b>Intelligence</b> 10 <b>(+0)</b> <i>Saving Throw</i> +0				<table><tr><th>NAME</th><th>MODIFIER</th><th>DAMAGE</th><th>TYPE</th><th>RANGE</th><th>NUMBER</th><th>NOTE</th></tr><tr><td>War Pick</td><td>+5</td><td>1d8+3</td><td>P</td><td>—</td><td>1</td><td></td></tr><tr><td>Handaxe</td><td>+5</td><td>1d6+3</td><td>S</td><td>—</td><td>3</td><td></td></tr><tr><td>Light Crossbow</td><td>+3</td><td>1d8+1</td><td>P</td><td>80/320</td><td>1 (20 bolts)</td><td></td></tr></table>						NAME	MODIFIER	DAMAGE	TYPE	RANGE	NUMBER	NOTE	War Pick	+5	1d8+3	P	—	1		Handaxe	+5	1d6+3	S	—	3		Light Crossbow	+3	1d8+1	P	80/320	1 (20 bolts)	
NAME	MODIFIER	DAMAGE	TYPE	RANGE	NUMBER	NOTE																															
War Pick	+5	1d8+3	P	—	1																																
Handaxe	+5	1d6+3	S	—	3																																
Light Crossbow	+3	1d8+1	P	80/320	1 (20 bolts)																																
<b>Wisdom</b> 8 <b>(-1)</b> <i>Saving Throw</i> -1		<b>LANGUAGES</b> Northern Tongue, Dwarvish		<b>FEATURES &amp; TRAITS:</b>																																	
<b>Charisma</b> 14 <b>(+2)</b> <i>Saving Throw</i> +4 [P]		<b>OTHER PROFICIENCIES</b> • Brewer's supplies • Disguise kit • Drums • Martial weapons • Medium armor and shields		• <b>Darkvision</b> 60 ft. • <b>Dwarven Resilience</b> (You have advantage on saving throws against poison, and you have resistance against poison damage.) • <b>Dwarven Combat Training</b> • <b>Tool Proficiency</b> • <b>Stonecunning</b> (Add double proficiency bonus to Intelligence (History) checks related to stonework.) • <b>Bardic Inspiration:</b> 2/day(Bonus action, choose another creature in 60' who can hear you. Creature gains 1 bardic inspiration die (1d6). Within 10 minutes the creature can roll the die to add to an attack, ability check or save it makes, after seeing the d20 roll. A creature can only have 1 bardic inspiration die at a time.) • <b>Jack of All Trades</b> (1/2 proficiency bonus added to any ability check that doesn't already use it)																																	
				• <b>Song of Rest</b> (A friendly creature who can hear you, that regains any hp during a short rest regains an additional 1d6 hp.) • <b>Expertise</b> (double prof. bonus on Athletics and Stealth) • <b>Bonus Proficiencies</b> (medium armor, shields, martial weapons) • <b>Combat Inspiration</b> (A creature with your bardic inspiration die can add that die to a weapon damage roll it just made. Or it may use its reaction to add the die to its armor class after seeing the d20 roll of an attack against it) • <b>By Popular Demand</b> (You can always find lodging and food equal to a modest or comfortable standard of living, as long as you perform each night. Additionally your performance makes you something of a local figure. When strangers recognize you in a town where you have performed, they typically take a liking to you.)																																	

## EQUIPMENT

- Chain shirt
- Disguise kit
- Entertainer's pack (backpack, bedroll, 2 costumes, 5 candles, 5 days rations, waterskin)
- Shield
- Drum

## TREASURE



## CANTRIPS

**Blade Ward:** 1 action. V, S. For 1

round, you have resistance to bludgeoning, piercing and slashing damage dealt by weapon attacks.

**Vicious Mockery:** 1 action, 60' range.

V. A target you can see, and that can hear you must pass a Wisdom save or it takes 1d4 psychic damage and has disadvantage on the next attack it makes before the end of its next turn.

## 1ST LEVEL SPELL SLOTS: 4 SPELLS

**Faerie Fire:** 1 action. 60' range. V.

Concentration up to 1 minute. Each object in a 20-foot cube within range is outlined in blue, green, or violet light. Creatures in the area are outlined if they fail a Dexterity save. Outlined things shed dim light out to 10 feet. Attack rolls against an affected creature or object have advantage if the attacker can see it, and outlined creatures gain no benefit from being invisible.

**Healing Word:** Bonus action. 60' range. V. 1 target you can see heals 1d4+2 points of damage. No effect on undead or constructs.

If you cast this spell with a 2nd level spell slot it heals 2d4+2 points of damage.

**Heroism:** 1 action. Touch. V, S. Concentration up to 1 minute. A willing creature is imbued with bravery. Immune to being frightened, and gains 2 temporary hit points at the start of its turn. Any remaining temp hps vanish when the spell ends. If you cast this spell with a 2nd level spell slot you can target two creatures.

## 2ND LEVEL SPELL SLOTS: 2

### SPELLS:

**Detect Thoughts:** 1 action. V, S, M (a copper piece). Concentration up to 1 minute. You can read the thoughts of certain creatures. When you cast the spell and as your action on subsequent turns, you can focus your mind on one creature you can see within 30 feet. If the creature has Int 3 or lower, or doesn't speak any language, the creature is unaffected. You learn what is on the creature's mind at that moment. As an action you can either shift your attention to another creature, or you can try to probe deeper in to the same creature's mind. If you probe, the target must make a Wisdom saving throw. If it fails you gain insight into its reasoning (if any), its emotional state, and something that looms large in its mind (such as something it worries over, loves, or hates). If it succeeds on the save the spell ends. Either way it knows you are probing its thoughts, and unless you shift your attention to another creature's thoughts, the creature can use its action on its turn to make an Intelligence check opposed by your Intelligence check; if the creature wins the spell ends.

Questions verbally directed at the target creature naturally direct its thoughts, very effective during interrogation.

You can also use this spell to detect the presence of thinking creatures that you can't see. When you cast the spell or as your action during the duration, you can search for thoughts within 30 feet of you. The spell can penetrate barriers, but 2 feet of rock, 2 inches of any metal other than lead, or a thin sheet of lead blocks you. You can't detect a creature with an Intelligence of 3 or lower, or one that doesn't speak any language. Once you detect the thoughts of a creature in this way, you can read its thoughts for the rest of the duration as described above, even if you can't see it, but it must still be within range.

**Invisibility:** 1 action. Touch. V, S, M (eyelash in gum Arabic). Concentration up to 1 hour. Creature becomes invisible until the spell ends. Anything the target is wearing or carrying is invisible as long as it is on the target's person. The spell ends for a target that attacks or casts a spell.

**Shatter:** 1 action. 60' range. V, S, M (a chip of mica). A sudden, loud ringing noise erupts from a point of your choice within range. Each creature in a 10-foot radius sphere centered on that point must make a Constitution saving throw. A creature takes 3d8 thunder damage on a failed save, or half as much on a successful save. A creature made of inorganic material such as stone, crystal, or metal has disadvantage on the save. A nonmagical object that isn't being worked or carried also takes the damage if it's in the spell's area.



Hair: **Blond**

## TREASURE



## CANTRIPS

**Guidance:** 1 action. Touch. V, S. Concentration up to 1 minute. Once before the spell ends, the target can roll 1d4 and add the number rolled to one ability check of its choice. It can roll the die before or after making the ability check. The spell then ends.

**Light:** 1 action. Touch. V, M (a firefly or phosphorescent moss), 1 hour. You touch one object that is no larger than 10 feet in any dimension. Until the spell ends the object sheds bright light in a 20-foot radius, and dim light for an additional 20 feet. The light can be colored as you like. Completely covering the object with something opaque blocks the light. The spell ends if you cast it again or dismiss it as an action. If you target an object held or worn by a hostile creature, that creature must succeed on a Dexterity saving throw to avoid the spell.

**Sacred Flame:** 1 action. 60' range. V, S. Flame-like radiance descends on a creature that you can see within range. The target must succeed on a Dexterity saving throw or take 1d8 radiant damage. The target gains no benefit from cover for the saving throw.

**Shillelagh:** 1 bonus action. Touch. V, S, M (mistletoe, a shamrock leaf, and a club or quarterstaff), 1 minute. The wood of a club or quarterstaff you are holding is imbued with nature's power. For the duration you can use your spellcasting ability instead of Strength for the attack and damage rolls of melee attacks using that weapon, and the weapon's damage die becomes d8. The weapon also becomes magical, if it isn't already. The spell ends if you cast it again or if you let go of the weapon.

## 1ST LEVEL SPELL SLOTS: 4 SPELLS

**Animal Friendship:** 1 action. 30' range. V, S, M (a morsel of food). 24 hours. The spell lets you convince a beast that you mean it no harm. Choose a beast that you can see within range. It must see and hear you. If the beast's Intelligence is 4 or higher, the spell fails. Otherwise, the beast must succeed on a Wisdom saving throw or be charmed by you for the spell's duration. If you or one of your companions harms the target, the spell ends.

**Speak with Animals (Ritual):** 1 action. V, S. 10 minutes. You gain the ability to comprehend and verbally communicate with beasts for the duration. The knowledge and awareness of many beasts is limited by their intelligence, but at minimum, beasts can give you information about nearby locations and monsters, including whatever they can perceive or have perceived within the past day. You might be able to persuade a beast to perform a small favor for you, at the DM's discretion.

**Bless:** 1 action. 30' range. V, S, M (a sprinkling of holy water). Concentration up to 1 minute. You bless up to three creatures of your choice within range. Whenever a target makes an attack roll or a saving throw, the target can roll 1d4 and add the number rolled to the attack roll or saving throw. When you cast this spell using a 2nd level spell slot you can target up to four creatures.

**Cure Wounds:** 1 action. Touch. V, S. A creature you touch regains 1d8+3 hit points. No effect on constructs or undead. If you cast this spell with a 2nd level spell slot the creature heals 2d8+3 hit points.

**Healing Word:** Bonus action. 60' range. V. 1 target you can see heals 1d4+3 points of damage. No effect on undead or constructs. If you cast this spell with a 2nd level spell slot it heals 2d4+3 points of damage.

## 2ND LEVEL SPELL SLOTS: 2 SPELLS:

**Barkskin:** 1 action. Touch. V, S, M (a handful of oak bark). Concentration up to 1 hour. Target creature's skin takes on a rough, bark-like appearance. The lowest your AC can be is 16 (calculate your AC normally. If it would be 15 or lower, set it to 16).

**Spike Growth:** 1 action. 150' range. V, S, M (seven sharp thorns or seven small twigs, each sharpened to a point). Concentration up to 10 minutes. The ground in a 20-foot radius centered on a point twists and sprouts hard spikes and thorns. The area becomes difficult terrain for the duration. When a creature moves into or within the area, it takes 2d4 piercing damage for every 5 feet it travels. The transformation is camouflaged. A creature that can't see the area when the spell is cast must succeed at a DC 13 Wisdom (Perception) check to recognize the terrain as hazardous before entering.

**Lesser Restoration:** 1 action. Touch. V, S. You touch a creature and end either one disease or one condition afflicting it. The condition can be blinded, deafened, paralyzed, or poisoned.

**Silence (Ritual):** 1 action. 120' range. V, S. Concentration up to 10 minutes. Choose a point within range. No sound can be created within, or pass through a 20-foot radius sphere centered on that point. Any creature or object entirely inside the sphere is immune to thunder damage, and creatures are deafened while fully inside it. Casting a spell that requires a verbal component is impossible there.

**Spiritual Weapon:** 1 bonus action. 60' range. V, S. 1 minute. You create a floating, spectral weapon within range that lasts for the duration or until you cast this spell again. When you cast the spell you can make a melee spell attack against a creature within 5 feet of the weapon. On a hit, the target takes 1d8+3 force damage. As a bonus action on your turn you can move the weapon up to 20 feet and repeat the attack roll against a creature within 5 feet of it. The weapon takes whatever form you choose.



# VALGERD MAGNUSDOTTIR

Class & Level: **Paladin (Vengeance) 3**

Race: **Human**

Background: **Soldier**

Alignment: **Lawful Neutral**

Age: **29**

Height: **5' 9"**

Weight: **162**

Eyes: **Brown**

Skin: **Scarred,**

**tan**

Hair: **Black**

ABILITIES	PROFICIENCY BONUS +2	ARMOR CLASS	INITIATIVE	SPEED
<b>Strength</b> 16 (+3) <i>Saving Throw</i> +3	<b>SKILLS</b> Acrobatics: +1 Animal Handling: +0 Arcana: -1 Athletics: +5 [P] Deception: +2 History: -1 Insight: +2 [P] Intimidation: +4 [P] Investigation: -1 Medicine: +0 Nature: -1 Perception: +2 [P] Performance: +2 Persuasion: +4 [P] Religion: -1 Sleight of Hand: +1 Stealth: +1 DISADV Survival: +0 Passive Wisdom (Perception): 12	<b>18</b> — chain mail — shield	<b>+6</b>	<b>30</b> FEET
<b>Dexterity</b> 12 (+1) <i>Saving Throw</i> +1		<b>HIT POINTS</b> MAXIMUM: 30	<b>HIT DICE</b> TOTAL: 3d10	<b>DEATH SAVES</b> SUCCESSIONS: □—□—□ FAILURES: □—□—□
<b>Constitution</b> 14 (+2) <i>Saving Throw</i> +2		<b>ATTACKS AND SPELLCASTING</b>		
<b>Intelligence</b> 8 (-1) <i>Saving Throw</i> -1				
<b>Wisdom</b> 10 (+0) <i>Saving Throw</i> +2 [P]	<b>LANGUAGES</b> Northern Tongue, Dwarvish			
<b>Charisma</b> 14 (+2) <i>Saving Throw</i> +4 [P]	<b>OTHER PROFICIENCIES</b> • Dice set • Land vehicles • Martial weapons • Heavy armor and shields			
		<b>FEATURES &amp; TRAITS:</b>		
		<ul style="list-style-type: none"><li>Skill Proficiency: Perception</li><li>Feat: Alert (+5 bonus to Initiative. You always act, even when surprised. Enemies do not gain advantage for striking you while unseen.)</li><li>Ability Score Improvement (+1 Strength +1 Charisma)</li><li>Divine Sense 3/day (Action, until the end of your next turn you know the location of any celestial, fiend, or undead within 60' of you that is not behind total cover. You know the type, but not identity. Within 60' you can also sense a consecrated or desecrated area.)</li><li>Lay on Hands (15 points in healing pool. Touch a creature as an action to spend points from your pool to heal that much damage. Or spend 5 points to cure one disease or neutralize one poison. Can cure multiple with one action.)</li><li>Fighting Style: Protection (While using shield, use reaction to impose disadvantage on an attack against an ally within 5' if you can see the attacker.)</li><li>Divine Smite (When you hit a creature with a melee weapon attack you can expend a paladin spell slot to deal radiant damage to the target. 2d8 plus 1d8 for every spell level above 1st. The damage increases by 1d8 if the target is an undead or a fiend)</li><li>Divine Health (Immune to disease.)</li><li>Channel Divinity 1/rest: Abjure enemy, Vow of enmity.</li><li>Abjure Enemy (Action, choose 1 creature you see within 30'. Creature is frightened for one minute unless it passes Wisdom save. Speed 0 while frightened. If it passes the save speed is halved for 1 round. Either effect ends if creature takes damage.</li><li>Vow of Enmity (Bonus action, target creature you can see within 10'. Advantage on attack rolls against it for 1 minute or until it drops to 0 hp or falls unconscious.)</li></ul>		

## EQUIPMENT

- Chain mail
- Shield (holy emblem)
- Healing potion (2d4+2)
- Explorer's pack (backpack, bedroll, mess kit, tinderbox, 10 torches, 10 days rations, waterskin, 50 ft. hemp rope)

## TREASURE



VALGERD  
MAGNUSDOTTIR

SPELLCASTING CLASS	SPELLCASTING ABILITY	SPELL SAVE DC	SPELL ATTACK BONUS
Paladin	Charisma 14 (+2)	12	+4

1ST LEVEL SPELL SLOTS: 3  
SPELLS

**Bane:** 1 action. 30' range. V, S, M (a drop of blood). Concentration up to 1 minute. Up to three creatures of your choice that you can see must make Charisma saving throws. Whenever a target that fails this save makes an attack roll or saving throw, the target must roll 1d4 and subtract the number rolled from the attack roll or saving throw.

**Bless:** 1 action. 30' range. V, S, M (a sprinkling of holy water). Concentration up to 1 minute. You bless up to three creatures within range. Whenever a target makes an attack roll or saving throw, it also rolls 1d4. Add the number rolled to the attack roll or saving throw.

**Compelled Duel:** 1 bonus action. 30' range. V. Concentration up to 1 minute. You attempt to compel a creature into a duel. One creature that you can see within range must make a Wisdom saving throw. On a failed save, the creature is drawn to you, compelled by your divine demand. For the duration, it has disadvantage on attack rolls against creatures other than you, and must make a Wisdom saving throw each time it attempts to move to a space that is more than 30 feet away from you; if it succeeds on this saving throw, this spell doesn't restrict the target's movement for that turn. The spell ends if you attack any other creature, if you cast a spell that targets a hostile creature other than the target, if a creature friendly to you damages the target or casts a harmful spell on it, or if you end your turn more than 30 feet away from the target.

**Detect Magic (Ritual):** 1 action. V, S. Concentration up to 10 minutes. For the duration you sense the presence of magic within 30 feet of you. If you sense magic in this way, you can use your action to see a faint aura around any visible creature or object in the area that bears magic, and you learn its school of magic, if any. The spell can penetrate most barriers, but it is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.

**Hunter's Mark:** 1 bonus action. 90' range. V. Concentration up to 1 hour. You choose a creature you can see within range and mystically mark it as your quarry. Until the spell ends, you deal an extra 1d6 damage to the target whenever you hit it with a weapon attack, and you have advantage on any Wisdom (Perception) or Wisdom (Survival) check you make to find it. If the target drops to 0 hit points before this spell ends, you can use a bonus action on a subsequent turn of yours to mark a new creature.



ABILITIES	PROFICIENCY BONUS +2	ARMOR CLASS			INITIATIVE	SPEED		
<b>Strength</b> 8 <b>(-1)</b> <i>Saving Throw</i> -1	<b>SKILLS</b> Acrobatics: +5 [P] Animal Handling: +0 Arcana: +2 Athletics: +1 [P] Deception: +4 [P] History: +2 Insight: +0 Intimidation: +2 Investigation: +4 [P] Medicine: +0 Nature: +2 Perception: +2 [P] Performance: +2 Persuasion: +4 [P] Religion: +2 Sleight of Hand: +5 [P] Stealth: +7 Survival: +0  Passive Wisdom (Perception): 12	15 — studded leather			+3	30 FEET		
<b>Dexterity</b> 17 <b>(+3)</b> <i>Saving Throw</i> +5 [P]		HIT POINTS MAXIMUM: 21			HIT DICE TOTAL: 3d8	DEATH SAVES SUCCESSIONS: □ — □ — □ FAILURES: □ — □ — □		
<b>Constitution</b> 12 <b>(+1)</b> <i>Saving Throw</i> +1		ATTACKS AND SPELLCASTING						
<b>Intelligence</b> 14 <b>(+2)</b> <i>Saving Throw</i> +4 [P]		NAME	MODIFIER	DAMAGE	TYPE	RANGE	NUMBER	NOTE
		Shortsword	+5	1d6+3	P	—	1	
		Offhand Shortsword	+5	1d6	P	—	5	Bonus action to strike when taking Attack action, no Str bonus to damage
		Light Crossbow	+5	1d8+3	P	80/320	1 (20 bolts)	
<b>Wisdom</b> 10 <b>(+0)</b> <i>Saving Throw</i> +0	<b>LANGUAGES</b> Northern Tongue, Huginn's Speech, Thieves' Cant	FEATURES & TRAITS:						
<b>Charisma</b> 14 <b>(+2)</b> <i>Saving Throw</i> +2	<b>OTHER PROFICIENCIES</b> • Dice set • Land vehicles • Martial weapons • Heavy armor and shields	• Ability Score Increase (+2 Dexterity, +1 Intelligence) • Ambusher (You gain advantage on attack rolls against a creature you have surprised.) • Mimicry. (Ravenfolk can mimic any sound they have heard. Make a Charisma (Deception) check against the passive Wisdom (Insight) of any listeners. Success indicates they believe the sound you created was real.) • Trickster. (You gain proficiency in the Deception and Stealth skills.) • Expertise (double proficiency bonus with Thieves' tools, and Stealth) • Sneak Attack (Once per round, +2d6 damage if you hit a target with advantage, or when you have an ally within 5 feet of the target.) • Cunning Action (Bonus action to Hide, Disengage, or Dash) • Assassinate (You have advantage on a surprised creature, any hit you score against a surprised creature is automatically a critical hit.)						

**EQUIPMENT**

- Studded leather
- Poisoner's kit
- Burglar's pack (backpack, bag of 1,000 ball bearings, 10 ft. of string, bell, 5 candles, 2 crowbars, hammer, 10 pitons, hooded lantern, 2 flasks of oil, 5 days rations, tinderbox, waterskin, 50 ft. hemp rope)
- Thieves' tools (+7)
- Disguise kit
- Dice set

**TREASURE**



Age: <b>19</b>	Skin: <b>Glittering</b>
Height: <b>5' 4"</b>	<b>golden</b>
Weight: <b>134</b>	<b>scales</b>
Eyes: <b>Green</b>	Hair: <b>Auburn</b>

EQUIPMENT	TREASURE
<ul style="list-style-type: none"><li>• Component pouch</li><li>• Healing potion (2d4+2)</li><li>• Leatherworker's tools</li><li>• Explorer's pack (backpack, bedroll, mess kit, tinderbox, 10 torches, 10 days rations, waterskin, 50 ft. hemp rope)</li></ul>	



## CANTRIPS

**Acid Splash:** 1 action. 60' range. V, S. You hurl a bubble of acid. Choose one creature within range, or choose two creatures within range that are within 5 feet of each other. A target must succeed on a Dexterity saving throw or take 1d6 acid damage.

**Fire Bolt:** 1 action. 120' range (240 with spell sniper). V, S. You hurl a mote of fire at a creature or object within range. Make a ranged spell attack against the target. On a hit the target takes 1d10 fire damage. A flammable object hit by this spell ignites if it isn't being worn or carried.

**Mage Hand:** 1 action. 30' range. V, S. 1 minute. A spectral, floating hand appears at a point you choose within range. The hand lasts for the duration or until you dismiss it as an action. The hand vanishes if it is ever more than 30 feet away from you or if you cast this spell again. You can use your action to control the hand. You can use the hand to manipulate an object, open an unlocked door or container, stow or retrieve an item from an open container, or pour the contents out of a vial. You can move the hand up to 30 feet each time you use it. The hand can't attack, activate magic items, or carry more than 10 pounds.

**Prestidigitation:** 1 action. 10' range. V, S. 1 hour. This spell is a minor magical trick that novice spellcaster use for practice. You create one of the following magical effects within range:

- You create an instantaneous, harmless sensory effect, such as a shower of sparks, a puff of wind, faint musical notes, or an odd odor.
- You instantaneously light or snuff out a candle, a torch, or a small campfire.
- You instantaneously clean or soil an object no larger than 1 cubic foot.
- You chill, warm, or flavor up to 1 cubic foot of nonliving material for 1 hour.
- You make a color, a small mark, or a symbol appear on an object or a surface for 1 hour.
- You create a nonmagical trinket or an illusory image that can fit in your hand and that lasts until the end of your next turn.

If you cast this spell multiple times, you can have up to three of its non-instantaneous effects active at a time, and you can dismiss such an effect as an action.

**Shocking Grasp:** 1 action. Touch. V, S. Lightning springs from your hand to deliver a shock to a creature you try to touch. Make a melee spell attack against the target. You have advantage on the attack roll if the target is wearing armor made of metal. On a hit, the target takes 1d8 lightning damage, and it can't take reactions until the start of its next turn.

1ST LEVEL SPELL SLOTS: 4  
SPELLS

**Ray of Sickness:** 1 action. 60' range. V, S. A ray of sickening greenish energy lashes out toward a creature within range. Make a ranged spell attack against the target. On a hit, the target takes 2d8 poison damage and must make a Constitution saving throw. On a failed save, it is also poisoned until the end of your next turn.

**Shield:** 1 reaction, which you take when you are hit by an attack, or targeted by the magic missile spell. V, S. 1 round. An invisible barrier of magical force appears and protects you. Until the start of your next turn you have a +5 bonus to AC, including against the triggering attack, and you take no damage from magic missile.

2ND LEVEL SPELL SLOTS: 2  
SPELLS:

**Scorching Ray:** 1 action. 120' range (240' with spell sniper). V, S. You create three rays of fire and hurl them at targets within range. You can hurl them at once target or several. Make a ranged spell attack for each ray. On a hit, the target takes 2d6 fire damage.

**Suggestion:** 1 action. 30' range. V, M (a snake's tongue and either a bit of honeycomb or a drop of sweet oil). You suggest a course of activity (limited to a sentence or two) and magically influence a creature you can see within range that can hear and understand you. Creatures that can't be charmed are immune to this effect. The suggestion must be worded in such a manner as to make the course of action sound reasonable. Asking the creature to stab itself, throw itself onto a spear, immolate itself, or do some other obviously harmful act ends the spell.



## KOLBEINN WOLFHEART

**Personality** I am driven by a wanderlust  
**Traits:** that led me away from home.  
I feel far more comfortable  
around animals than people.

**Ideals:** I strive for balance between  
my personal needs, and the  
needs of the world around me.

**Bonds:** I suffer awful visions of a  
coming disaster and will  
do anything to prevent it.

**Flaws:** I remember every insult I've  
received and nurse a silent  
resentment toward anyone  
who's ever wronged me.

### CHARACTER BACKSTORY

Kolbeinn felt the call his entire life, and just after he came of age it became an undeniable howl. The spirits of the forest surrounding his home had marked the young dwarf for their own. Save for Jorleiv the bard, his fellows never quite understood him, and he never felt whole until he entered the wilds.

After several years of living off the land, Kolbeinn has sealed his bond to the spirits with a totem necklace of wolf bones. Through it, the spirits gift him their strength and cunning. The barbarian has recently found a sense of purpose and belonging with Austmar and his companions. Kolbeinn took the exiled noble in and provided shelter and food for his band.

Recently he has begun to dream of some great calamity, visions from the spirits. Kolbeinn is certain that what happened to Austmar is at the center of these events, and so he travels with the cleric to learn more, and oppose the dark tidings on the horizon.

## JORLEIV JORENSSON

**Personality** I know a story relevant to  
**Traits:** almost any situation.  
Whenever I come to a  
new place I collect local  
rumors and spread gossip.

**Ideals:** Tradition. The stories, legends,  
and songs of the past must  
never be forgotten, for they  
teach us who we are.

**Bonds:** I idolize a hero of the old  
tales and measure my deeds  
against that person's.

**Flaws:** I have trouble keeping my  
true feelings hidden. My sharp  
tongue lands me in trouble.

### CHARACTER BACKSTORY

Jorleiv apprenticed to the skald of his village, and has dedicated his studies to preserving the tales of worthy heroes from his people's history. He finds truth in the tales, and molds his life according to the ideals laid down by his ancestors. Though he is a bard, he embraces the life and skills that saw history's heroes through to victory.

He is one of the only people from his home that was able to get close to Kolbeinn, the totem warrior. Jorleiv recognized the spirits' call that sounds to the barbarian, and the two become unlikely friends. When Kolbeinn encountered Austmar and his companions seeking safety in the woods, Jorleiv resolved to travel with them and chronicle their unfurling destiny.

## AUSTMAR SOLVERSSON

**Personality** Despite my noble birth, I do not  
**Traits:** place myself above other folk.  
We all have the same blood.  
I judge people by their  
actions, not their words.

**Ideals:** Charity. I always try to help  
those in need, no matter  
the personal cost.

**Bonds:** I will bring terrible wrath  
upon the evil doers who  
stole my homeland.

**Flaws:** My family's lands were  
seized and we were cast  
out. Those responsible still  
search for me, so I can't  
return until I am strong  
enough to confront them.

### CHARACTER BACKSTORY

Austmar is a cleric of Yarila and Porevit, and a displaced scion of a noble house recently fallen into ruin. Rivals attacked and killed the jarl, Austmar's father, and drove the young man into hiding. Only Valgerd, a loyal housecarl to the noble house, escaped with her charge into the forest.

Austmar and Valgerd wandered for a time, hiding from the patrols of men searching for the young noble and living off the land thanks to the blessings bestowed upon the cleric. In the course of their travels Austmar won the loyalty of a diverse group of adventurers, and they follow him to find fortune, glory, and to help win back his birthright.

## VALGERD MAGNUSDOTTIR

**Personality** I've lost too many friends, and  
**Traits:** I'm slow to make new ones.  
I face problems head-on.  
A simple, direct solution is  
the best path to success.

**Ideals:** Responsibility. I do what I  
must and obey just authority.

**Bonds:** I would lay down my life to  
see my jarl's family restored.

**Flaws:** I was lax, and my mistake  
allowed the raiders to strike  
us unaware. I will spend my  
life making up for that lapse.

### CHARACTER BACKSTORY:

Valgerd was a housecarl (bodyguard) to a recently slain jarl and his family. She feels responsible for the attack on her home as she was on watch and missed the assailants. Valgerd has sworn the Oath of Vengeance, and protects the jarl's son, Austmar, with her life.

The paladin travels with her younger charge and the diverse companions they have assembled in the hopes of restoring her honor, and she lives in dread that Austmar will discover that it was her mistake that led to the fall of the nobleman's home and family.



# ERLENDR

Personality **I always have a plan for what**

Traits: **to do when things go wrong.**  
**I would rather make a new friend than a new enemy.**

Ideals: **Freedom. Chains are meant to be broken, as are those who forge them.**

Bonds: **Something important was taken from me, and I aim to steal it back.**

Flaws: **An innocent person is in prison for a crime I committed. I'm okay with that.**

# BRITTA GLEAMSCALE

Personality **If someone is in trouble I'm**

Traits: **always ready to lend help.**  
**I have a strong sense of fair play and always try to find the most equitable solution to arguments.**

Ideals: **Sincerity. There's no good in pretending to be something I'm not.**

Bonds: **My tools are symbols of my past life. I carry them so that I'll never forget my roots.**

Flaws: **I'm convinced of the significance of my destiny, and blind to my shortcomings and the risk of failure.**

## CHARACTER BACKSTORY:

Erlendir is a study in contradictions. He is kind, but ruthless. He is generous with the needy, but fantastically greedy. The ravenfolk is jovial and affable with his friends, and an unrepentant killer. Like all ravenfolk, Erlendir is drawn to wealth (and anything shiny, really) but with him it is a displacement for something priceless he once had. He won't talk about it much with anyone, but he's searching for something.

Erlendir spent much of his young life as part of a band of robbers preying upon victims traveling secluded trade routes. When a particular caravan's guards

overwhelmed them, that was nearly the end. It was only by mimicking one of his erstwhile comrade's voice to "confess" that he was able to escape during the confusion.

Since then Erlendir has honed his ambushing skills to a deadly edge, and he has taken a liking to Kolbeinn and Jorleiv, the dwarf companions of Austmar. The ravenfolk proved himself to the band by saving them from a bandit ambush with a counter ambush of his own after following them for nearly a week, mostly out of curiosity.

## CHARACTER BACKSTORY:

Britta was a simple village girl until her destiny was revealed on her 17th birthday. At dawn that morning she woke from a strange dream to find her skin covered in fine, glittering golden scales. Her mother gravely told her the family secret, that they are descended from a gold dragon, and every five generations one is born who carries the dragon's legacy.

The village elders knew the tale and Britta was greeted warily, but warmly when she emerged. She spent years learning to control her powers and defending her village from minor threats.

When she encountered Austmar and his companions she knew her destiny loomed near. She bid her parents farewell and joined the exiled nobleman on his quest. She is completely fascinated with Erlendir the ravenfolk and gets along with all of the companions easiest of anyone, despite their disparate personalities.

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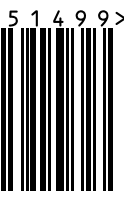
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