



FROG GOD GAMES ADVENTURES

# MENACE IN RAVENTREACH

by James Thomas



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# MENACE IN RAVENTREACH

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# Menace in Ravenreach

By James Thomas

*A Pathfinder adventure for 4th- to 7th-level PCs*

## Welcome to Ravenreach

The untamed lands of the north are dangerous and profitable, with opportunities aplenty for the intrepid adventurer. In civilized lands, pickings are few; local lords and city magistrates levy heavy taxes and procure a percentage of the profits. Out on the frontier, the strong, the clever, and the determined can gain riches and glory.

Ravenreach is one small outpost amid the wild hills and deep forests beyond the borderlands. The hardy inhabitants have hacked and hammered out a town, ringed it with a palisade, and raised a small keep and garrison under the leadership of Baron Bartholomew Blackraven, who is rumored to be the illegitimate son of a wealthy noble. Though favored by his father, Bartholomew could never inherit. So with his father's patronage and a royal commission, he marched into the wilds seeking his fortune. There, he and his company slew the fierce dragon Murk on a high hill named Raven's Rock. The location provided fresh water and a superior vantage of the surrounding territory rich in furs, timber, and precious metals. Soon, settlers founded camps and homesteads nearby to gather in the bounty from the land. Ravenreach was founded.

Dangerous animals and monsters still roamed throughout the region. At first, Baron Blackraven and his men dealt with these threats. Before long, though, the settlements were too widespread, and the baron was too busy administrating the growing community. Word has gone out and notices have been posted in the thriving lands to the south for stalwart adventurers seeking prospects. One day, a talented wizard named Minder arrived at Ravenreach. He impressed the baron with his magical skills and was promptly placed on retainer at Castle Ravenrock. In exchange for providing spells and potions for the baron, he was allowed to pursue his own research. Fascinated by trolls' ability to regenerate wounds, he now seeks to advance his research with a live specimen. The baron's agents are on the lookout for adventurers able to procure a test subject.

## Adventures in Ravenreach

*Menace in Ravenreach* and *Mystery in Ravenrock* allow PCs to involve themselves in the intrigues besetting the small outpost community. In the first part of the adventure, they find themselves seeking a dangerous troll, as well as helping the outlying mines under similar assault. In the second part, they return to Castle Ravenrock to uncover the mystery that has locked down the castle and branded them malcontents planning to overthrow the community. The adventures can be run separately if you do not want to combine them into one larger adventure.

## Adventure Summary

The PCs arrive at the frontier town of Ravenreach where they get into a bar fight with local toughs. The fight gets the attention of the ranger captain who offers them a chance to serve the frontier baron for wages ... or a release from jail. Minder, the court wizard, needs the PCs to capture a troll and bring her back alive. They find the troll lairing at an abandoned shrine deep in the wilderness. On the way back, a gang of angry fey and a vengeful sorceress ambush them.

Later, an investigation into a wagon train massacre leads to a bloody and muddy surprise attack by stealthy trolls in the pouring rain and heavy undergrowth. Winter comes early, and the adventurers are asked to escort a relief train to a snowed-in mining camp in the mountains. Caught in a blizzard on the way, they take refuge in a lodge where they are attacked by a marauding band of ice trolls wielding valuable dwarven battleaxes.

The party must decide between two routes up to the miners. One leads to an encounter with fleeing gnomes and a white dragon, the other to a perilous ledge and a haunted ice cave. Once they reach the snowed-in mining camp, there's a high-stakes wager over the goods in the wagon with one party member in a bare-knuckles wrestling match with a grizzly bear.

After the rescue, the party is asked to escort a huge wagon train of goods across the valley to a dwarven mining colony. There the dwarves ask for help, revealing how they uncovered a deep underground cavern with deadly horrors below. If the PCs take the deal to clear out the cavern, they find a strange abandoned frog village and rock trolls roused from hibernation ... and hungry.

Months later after returning to town, they discover the castle is in lockdown and the PCs are wanted for attempting to assassinate the baron. With the help of friendly locals, they sneak into the castle through a hidden entrance at the bottom of the hill. Snaking up through the dungeons below, they encounter a shadowy dragon spirit, filthy fairies, a catatonic baron, nasty traps, and the evil wizard's experimental abominations. The party must use care while proceeding through the dungeon and castle, for the wizard charmed some of the castle's innocent denizens and deceived others through a simulacrum he made of the baron. Regardless, they eventually meet up with Minder and his new guard of regenerating henchmen for a knockdown fight in the Great Hall!

## Adventure Hooks

### Public Notice

"Looking for adventure? If you're a free citizen, able-bodied, and can handle yourself in a fight come join the exciting and adventurous life of a Frontier Guardsman! Take this notice with you to the booming settlement of Ravenreach. If you prove yourself capable, you can earn a profitable and glorious living as a defender of our Sovereign's Northern Frontier!" (See **Player Handout #1: Public Notice**)

### Guard Duty

A traveling grain merchant wants to do business on the frontier. She has heard of the PCs' abilities and offers them 50 gp each plus tent and board if they escort her caravan on the three-week journey to Ravenreach.



## Mission Work

A divine PC is asked by a temple elder to go to the frontier town of Ravenreach. They have neither a shrine nor a temple! The PC could greatly glorify their god by demonstrating his or her might to the unreached peoples of The North!

## Part I: Local Color

The curtain of trees parts along the newly blazed forest path to reveal a looming craggy hill ahead in the distance. Through the slanting rain and wind, you make out the angular outline of a keep atop the hill: Castle Ravenrock. As the road winds alongside a shallow river, the wooden walls of a small town emerge, and a sturdy timbered bridge leads to the dripping wet gates. Gate guards regard you curiously. One asks, "State your business in Ravenreach."

Almost any reasonable answer is acceptable. The question is primarily to detect deception. If the gate guard (Sense Motive +2) thinks the PCs are lying or otherwise being evasive, they detain them outside pending an interview with Captain **Haro Norundi**. The gate toll is 1 sp per head (animals 1 cp).

Ravenreach is a small frontier settlement with muddy streets and rough-hewn wooden buildings. Five wooden towers and a timbered palisade keep wild animals and monsters at bay. Looking down from its craggy roost above is a simple square keep of dark stone: Castle Ravenrock. A bailey wall is under construction before it. The keep's sole access is a short

### Ravenreach

N small town

**Corruption** +0; **Crime** -2; **Economy** +0; **Law** +1; **Lore** -1;  
**Society** -1

**Qualities** insular, strategic location

**Danger** +0

**Government** autocracy

**Population** 322 (257 humans, 26 dwarves, 14 gnomes, 25 other)

#### Notable NPCs

**Bartholomew Blackraven, Baron of Raven's Reach** (N male human fighter 9)

**Master Minder, Court Wizard** (NE male half-elf wizard 13)

**Jeremy Thorn, Captain, Loyal Order of Rangers** (NG male human ranger 9)

**Serai The Fairhanded, Castle Guard Captain** (LN female half-orc fighter [phalanx] 6)

**Haro Norundi, Town Guard Captain** (N male dwarf fighter 5)

**Lex The Wanderer**, local hero (CN male human barbarian 6)

**Dieter Chanty**, cabin keeper (LE expert 2)

**Klund Farovdal**, town blacksmith (LG male dwarf expert 5)

**Iggy Barrel Buster**, barkeeper (N male human warrior 4, improved unarmed fighting)

**Selfridge and Sons**, traders

**Lector**, wheelwright

**Base Value** 1,200 gp; **Purchase Limit** 4,000 gp;

**Spellcasting** none

**Minor Items** —; **Medium Items** —; **Major Items** —

winding road — the only paved way in town. The town also has a brewery, a bar (The Dancing Bear), a stable, and a blacksmith. A guard barracks doubles as the town jail. Selfridge's Trading Post offers an incredible array of tools and supplies suitable for this region. Prices here are 50% higher than usual and cost twice as much for weapons and armor as they are rare and in demand. No magic items are for sale here or anywhere else in town. Visitors can rent one of six 10-foot-by-10-foot, spartan, one-room cabins from Dieter Chanty for 10 gp a week — payment in advance. No board is provided, and no wild animals are allowed. Firewood is 1 cp a bundle (enough for one night).

The town guard is responsible only for manning the towers and keeping public order. They prefer not to get involved in altercations, but they usually side with locals over outsiders if they do.

For watchtower and town guards, use the "Guard" NPC in the *Pathfinder Roleplaying Game GameMastery Guide*.

## Special NPCs

**Old Levy** (N male human Expert 3; Craft Alchemy +8; Master Craftsman feat) deals in tonics and potions and has a cabin just outside Ravenreach. He is an enthusiastic entrepreneur and is very interested in selling potions to the PCs. (See **Player Handout #2: Potions for Sale** for details.)

**Veddeer the Half-elf** (N male half-elf Aristocrat 3; Int 16; Appraise +8; Knowledge: Arcane +7) deals exclusively in luxury items and magic. He is available by appointment only and has a room in the castle for business meetings where he stays as the baron's guest. (See **Player Handout #3: Catalogue of Items for Sale** for details.)[BEGIN SIDEBOX]

## Trade Goods and Tokens of Exchange

Being a frontier area, there is a shortage of coinage, so nearly all transactions involve barter. Certain locally produced trade goods carry standardized value and thus serve as currency. Most everyone knows the value of these goods and accept them just like coin-based transactions elsewhere.

Buckskins are worth 1 gp each. This includes cattle and even horse hides.

Valuable furs include: beaver (2 gp), fox (3 gp), ermine (4 gp), mink (3 gp), or muskrat (1 gp) pelts. Nearly half of all transactions in the North include furs.

Gold dust is used for all kinds of transactions. The region has a sizable gold prospecting community (mostly placer mines), which make gold dust a widespread commodity. Small, portable scales are commonly used for weighing gold dust.

Dwarven silver ingots (1 gp each) are minted at a mining operation in the eastern hills called Dimthinode. They are accepted everywhere in the region due to their dependable weight and purity.

Hacksilver is a less common form of currency used by barbaric tribes throughout the region. It consists of silver rings or flats chained or hooked together and sometimes used as a form of cheap adornment. Pieces can be detached and traded by weight.

## General Rumors

When PCs question locals, choose from the following rumors:

**Cultist Activity:** "There's an evil cult doing mischief 'round here. I seen their wicked fetishes in the trees. Prob'ly doin' blood sacrifices in the night." (False)

**Minder's Experiments:** "Master Minder makes magic potions for the baron. I heard he tests them on castle guardsmen." (False, but it's true he's experimenting on "volunteers")

**Monsters on the Highway:** "Be wary how ye go through the wilderness friends. I heard tell how a prospector went out and disappeared completely. The only thing left behind was a bloody saddle ripped in half!" (True, Ollif was killed by trolls on the road last Spring)

**"Winter is coming":** This year's prediction is for an early cold snap and heavy snows. You'd best get some winter gear from the trading post." (True.)



## Rumors Specifically about Baron Blackraven

- “Baron Blackraven is a firm but fair ruler. He keeps us safe and doesn’t interfere in our affairs.”
- “Feh! The baron cares nothing for the common people. He had me put in the stocks for two days for stealing a couple chickens. TWO DAYS!”
- “Blackraven is nothing like the nobles in the south. Few laws and hardly any taxes. I’m going to stay here awhile and seek my fortune!”
- “Since the baron started patrols in our area we’ve had fewer problems with wandering monsters and such. Next year I plan to expand my herds and hire some new hands.”
- “Now that the roads are safer we’ve had more business at our shop. I hope it continues.”

## The Dancing Bear

This is the only public drinking establishment in Raven’s Reach. Owned by Iggy “Barrel Buster,” a famous local wrestler, the joint is known for its cheap local ale (1 cp) served in wooden cups. Animal skins and horns adorn the walls. A weekly arm-wrestling contest attracts a large crowd. The winner wins a 1 gp prize plus local bragging rights (+2 luck bonus to Diplomacy and Intimidate rolls for a month). If a fistfight breaks out in his establishment, Iggy may attempt to break it up, but if weapons are drawn he pulls a cord in the corner to ring a bell on the roof. He has an arrangement with the town guard who come to his aid in 1d3+2 rounds. For Iggy and his assistant, use the “Barkeep” and “Drunkard” NPCs in the *Pathfinder Roleplaying Game GameMastery Guide*.

## Bar Fight (CR6)

When the PCs arrive, four local toughs known as the Gretis Brothers are there. (Optionally, if this is a large party, you could take it up a notch by increasing the number of brothers to match the number of PCs). Two other townsfolk are sitting at a table in the corner. The Gretis Brothers see the PCs as an opportunity to have some fun (which to them means a brutal bar fight). They would love to knock these newcomers out cold then toss them out into the muddy street! One of them finds some excuse to insult one of the PCs. When the fight breaks out, the other three brothers join in using assault leader and sneak attack abilities. The Gretis Brothers fight with their fists (nonlethal). If a weapon is drawn on them, they likewise draw knives and defend themselves. If the fight is not going well for them, have them make a hasty retreat out the front and back doors.

**Development:** This encounter with the Gretis Brothers is an important event. They are recurring villains in *Mystery in Ravenrock*, the follow-up to this adventure. Have them flee for their lives if it looks as if the PCs could wipe them out (the “payback” encounter at the end of the module will be all the more dramatic). If some or all of them perish here, other family members can substitute for that ultimate encounter. There should be one “brother” per PC for this encounter. If you feel your players need a more challenging encounter, add another brother or two.

### The Gretis Brothers (4)

CR 2

“Bron” “Arn” “Lex” “Faris” “Julian” “Martis” XP 600

Human fighter 1/rogue (thug) 2 (*Pathfinder Roleplaying Game Advanced Player’s Guide* “thug”)

NE Medium humanoid (human)

**Init** +3; **Senses** Perception +5

**AC** 15, touch 13, flat-footed 12 (+2 armor, +3 Dex)

**hp** 20 (1d10+2d8+4)

**Fort** +3, **Ref** +6, **Will** +2



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### Defensive Abilities evasion

**Speed** 30 ft.

**Melee** unarmed strike +5 (1d3+2/×2) or dagger +5 (1d4+2/19–20)

**Special Attacks** rogue talents (assault leader [1/day]), sneak attack +1d6

**Str** 14/18, **Dex** 17, **Con** 14, **Int** 12, **Wis** 10, **Cha** 8

**Base Atk** +2; **CMB** +4; **CMD** 17

**Feats** Improved Unarmed Strike, Iron Will, Paired Opportunists, Weapon Finesse

**Skills** Acrobatics +7, Appraise +5, Bluff +3, Climb +6, Diplomacy +3, Disable Device +7, Disguise +3, Escape Artist +7, Handle Animal +3, Heal +1, Intimidate +5, Perception +5, Ride +7, Sense Motive +5, Sleight of Hand +8, Stealth +9, Survival +4, Swim +6; **Racial Modifiers** none

**Languages** Common, giant

**Gear** leather armor, dagger, loaded dice, 2d6 sp, 4d6 cp

### Special Abilities

**Assault Leader (1/day) (Ex)** When you miss an attack, allow an ally also flanking that target an immediate attack.

**Frightening (Ex)** Demoralize duration increases by 1 rd, if 4+ rds can frighten 1 rd instead.

**Improved Unarmed Strike** Unarmed strikes don't cause attacks of opportunity and can be lethal.

**Paired Opportunists** +4 to hit for AoOs if you and adj ally with this feat both threaten the target.

**Sneak Attack** +1d6 damage if you flank your target or your target is flat-footed.

## Aftermath

Listed below is the fallout of various possible outcomes:

### The PCs are Thrown Out

The PCs awaken to see Jeremy Thorn looking over them curiously. “New in town?” he asks smiling. Jeremy offers them a towel and a warm bowl of soup at the Loyal Order of Ranger Guards (LORG) Chapterhouse. The affable ranger captain asks their names and occupations to assess their usefulness for service in the region — chronically shorthanded, he is always looking for new recruits. Though he would prefer to have them help out on trail patrol, the baron recently directed him to find likely candidates to help out Master Minder. Apparently, he needs someone to capture a dangerous animal for him ...

### The Gretis Brothers are Knocked Out or Flee the Scene, but None is Slain

Jeremy Thorn watches the fleeing Gretis brothers from across the street, then addresses the PCs as above.

### One or More Gretis Brothers Die in the Barfight

Eight town guardsmen arrive with Haro Norundi at their head. When he sees the dead bodies, he brandishes his battleaxe and orders all present to, “Stand down in the name of Baron Blackraven!” He tells the PCs they will be held in the jail for questioning.

If they resist arrest, Haro blows a loud whistle to summon more guards. If the PCs continue their rampage, have a notable NPC appear. Fights and roughhousing are common here on the frontier, but the townsfolk have no tolerance for homicide (especially by strangers). If the PCs continue down this bloody path, have no mercy on them. Reward them with the baron and his castle guards plus whomever else you deem necessary. They defend their settlement from murderous scum with brutal, deadly force.

If the PCs surrender or are captured, Jeremy arrives at the jail and offers them clemency if they become indentured servants of the baron at 1 sp a day each until they earn enough to pay the wergild of 500 gp per dead brother. If they agree, they take a public oath, have an iron chain fixed around their necks as a sign of their service, and are taken under the custody of Jeremy the ranger captain. If they refuse clemency, they will be taken shortly to the baron, who gives them one more chance to accept the clemency agreement. If they refuse, he does not hesitate to have them immediately hanged.

## The Troll Hunt

The morning after accepting Jeremy's offer, he takes the PCs to Castle Ravenrock to visit Master Minder.

Captain Jeremy Thorn leads the way from the muddy streets of the town up the steep, winding pavement to the keep. Halfway up, a fast-riding horseman speeds past. “A messenger for the baron,” Jeremy notes. Reaching the top, masons are seen constructing a bailey wall using a huge crane to lift heavy blocks into place. Recognizing Jeremy, heavily armed guards allow the group to pass. Jeremy explains, “Master Minder resides in the keep but he spends most of his time in his workroom. Come this way.” He leads the party down a series of descending passageways underneath the keep. At last he pauses at a guarded door. “Captain Thorn to see Master Minder. These are some new recruits.” The guard glances over the strangers, then nods, opens the door, and steps aside.

The large room beyond is filled with curious and arcane objects. A black bird on an ornate perch squawks loudly at your entrance. Several tables are cluttered with scrolls, tomes, notebooks, and odd items. A large bookcase and scroll case abut the walls. A gray-haired man in faded red garments is squinting over some paperwork with a magnifying glass. He looks up and frowns. “Yes ...?”

“The animal catchers you requested,” answers the captain. “You said you needed to capture a wild beast of some kind ...”

Master Minder regards the party doubtfully. “These are it then? Humph.”

Master Minder's attitude toward the PCs is unfriendly. In the conversation that follows, he gestures to a large blackened skull with fearsome pointed teeth. “This is the beast you must capture. It is one of the most dangerous creatures in the region.” The object is a troll's skull, and a DC 15 Knowledge (dungeoneering) check identifies it as such. “You must bring the creature back — alive!” Minder gives them a map showing an area to the west where a troll is known to reside. It is a week's march from Ravenreach.

If the PCs don't know anything about trolls, he explains the creature's regeneration abilities, strength, and savagery. He offers 2,000 gp for

### Greater Manacles of Cooperation

**Aura** moderate enchantment; **CL** 7th

**Slot** wrist; **Price** 9,000 gp; **Weight** 2 lbs.

#### DESCRIPTION

This item functions as the manacles of cooperation (*Pathfinder Roleplaying Game Advanced Player's Guide*), except it requires a DC 16 Will save to resist its effects.

#### CONSTRUCTION

**Requirements** Craft Wondrous Item, Heighten Spell, charm monster; **Cost** 4,500 gp

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delivering him a live troll (extraordinary for a region so short on coinage). If they are hesitant, he loans them a pair of *greater manacles of cooperation* to ease transport of the monster for 1,000 gp collateral (or something of approximate value).

If the PCs balk at this exchange, he states, “Such equipment is expensive and hard to acquire here, and I have no guarantee you will come back with the troll ... or at all. Do you have any other collateral?” Master Minder has no regard for the PCs and only cares about getting his experimental subject alive and intact. He states the bargain plainly and then shoos them off so he can continue his research. He is neither willing to trade spells nor hobnob with another arcane spellcaster unless his attitude can be raised from unfriendly to friendly. In any case, he won’t fraternize until after the troll is delivered. Minder will not, under any circumstance short of being magically compelled, share his plans for the troll with anyone (including the baron).

## Wyvern Mountain Area

**Weather:** rainy, early autumn

**Major landmarks on the map using local names**  
(allow 0–2 wilderness encounters per landmark)

**Lost Creek:** This shallow waterway winds down from tributaries on Wyvern Mountain to the fertile farmlands beyond. It contains beaver and trout and can be forded in several places; otherwise it is six feet deep.

**The Marshlands:** The journey to Wyvern Mountain passes to the southwest of The Marshlands as they are called. Travelers avoid them because of their dangerous sinkholes and ghostly lights that appear at night.

**Grandfather Maple:** An unusually huge maple tree visible for miles around. It is the lingering remains of an ancient maple treant, now gone to eternal sleep.

**Ruined (Elven) Watchtower:** A broken white granite spire visible for over a mile. It is a remnant of an ancient elven kingdom. Could be haunted at GM’s discretion.

**Wyvern Mountain:** This tall, isolated tor was once the lair of a flight of wyverns slain by Blackraven and his companions a few years ago. A troll is reported to be living on or near the mountain.

**Yarl:** This unfriendly mountain man has lived in the area for years (use the “Trapper” NPC in the *Pathfinder Roleplaying Game GameMastery Guide*). He traps for valuable furs and brings them in once a year for trade. If made friendly, he can lead them to the troll’s lair.

Other minor encounters could include deer, beaver, animal traps, abandoned camps, etc.

## The Waterfall Shrine

A waterfall near the base of Wyvern Mountain was sacred to the ancient elves. The area is scattered with their picturesque ruins. A narrow, elegant, but quite sturdy, arching bridge of white stone spans the waters immediately before the falls. The sacred site is also magical. Any divine caster associated with nature gains a +1 DC to all spells and a +1 to the number of 1st-level spells when prepared here.

**Tactics/Motivations:** Freythool likes to eat people who invade her sacred sanctuary. If strangers approach the shrine area, her animal companion Hedgy rushes to alert her to their presence and she sets an ambush. Freythool lairs in a cave behind the waterfall at the apex of the arching bridge 60 feet above the pool below. After Hedgy warns her of intruders, she hides behind the waterfall (+15 circumstance bonus to stealth) and waits for victims to approach. Her long connection with the sacred waters has given her the supernatural ability to see through the falling water perfectly. She rages when she attacks. Given an opportunity, she reaches out and snatches a vulnerable PC into the cave (using a drag maneuver) where she attempts to grapple and kill them. The noise of falling water gives a –5 modifier to perception checks to hear activity behind the wall of water. The waterfall otherwise provides 100% concealment. If confronted by more than one opponent she rages and tears them to pieces. If brought below 20 hit points, she tries to escape into the woods and up the mountain.

**“FREYTHOOL”** [RAGING]

**Troll Bbn 1 Druid 1**

**CR 6**

**XP 2,400**

Female troll barbarian 1/druid 1

**NE** Large humanoid (giant)

**Init** +7; **Senses** darkvision 60 ft., low-light vision, scent;

**Perception** +9

**AC** 15, touch 10, flat-footed 12 (+3 dexterity, +5 natural, –1 size, –2 rage)

**hp** 94 (1d12+7d8+40); regeneration 5 (acid or fire)

**Fort** +16, **Ref** +5, **Will** +8

**Speed** 50 ft. **Melee** spear +11 (2d6+10/×3) or

**bite** +11 (1d8+7), **2 claws** +11 (1d6+7)

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

**Special Attacks** rage (9 rounds/day), rend (2 claws, 1d6+10)

**Druid Spells Prepared** (CL 1st; concentration +1)

1st—*longstrider* (already cast)

0 (at will)—*flare* (DC 10), *guidance*, *know direction*

**Str** 25, **Dex** 16, **Con** 25, **Int** 10, **Wis** 11, **Cha** 10

**Base Atk** +5; **CMB** +13; **CMD** 24

**Feats** Improved Initiative, Intimidating Prowess, Iron Will, Skill Focus (Perception)

**Skills** Acrobatics +7, Climb +11, Handle Animal +4, Heal +4, Intimidate +13, Knowledge (geography) +4, Knowledge (nature) +6, Perception +9, Sense Motive +1, Spellcraft +4, Stealth +2, Survival +6, Swim +11

**Languages** Druidic, Giant

**SQ** fast movement, nature sense, wild empathy +1

**Other Gear** spear

**Animal Companion Link (Ex)** You have a link with your Animal Companion.

**Darkvision** (60 feet) You can see in the dark (black and white vision only).

**Fast Movement +10 (Ex)** +10 feet to speed, unless heavily loaded.

**Low-Light Vision** See twice as far as a human in low light, distinguishing color and detail.

**Rage** (9 rounds/day) (Ex) +4 Str, +4 Con, +2 to Will saves, –2 to AC when enraged.

**Regeneration 5** (acid or fire) Heal HP quickly and cannot die.

**Scent (Ex)** Detect opponents within 15+ feet by sense of smell.

**Share Spells with Companion (Ex)** Can cast spells with a target of “you” on animal companion, as touch spells.

**Wild Empathy +1 (Ex)** Improve the attitude of an animal, as if using Diplomacy.

**“Hedgy” the Wolverine** (see *Pathfinder Roleplaying Game Bestiary* “wolverine”)

## Marta, Daughter of Revenge

Marta is the daughter of an elven enchantress Blackraven slew during an exploratory patrol when he first arrived in the region several years ago. Unknowingly, Blackraven and his party had trespassed on the lands the enchantress vowed to protect. She rashly attacked them with her magic and her forest allies. Marta was only a small child and escaped unseen and unknown with the help of a dryad friend. The love child of a tryst between her mother and a satyr, she inherited a natural magical talent and became a sorceress (Use “Bramble Sorcerer” in *Pathfinder Roleplaying Game NPC Codex* and add two scrolls of *fly*). For nine years, she lived in the wilderness far from Ravenreach, festering bitterness, honing her skills, and plotting her revenge.

A year ago, Marta took up residence in the nearby hamlet of Shepford where she makes a modest living spinning wool and weaving cloth, which gives her frequent occasions to visit Ravenreach to sell her wares and



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catch up on local goings on. She watches and waits for opportunities to subvert the baron's plans, despoil his fortunes, and ruin his reputation. When she learns of the PCs' mission to capture a troll, she decides to shadow them into the wilderness and to ambush them after they retrieve the troll and perhaps make a deal with the creature to create more havoc. She brings along some old allies to help her: a band of **4 spriggans** (See *Pathfinder Roleplaying Game Bestiary 2*). When the PCs return through the forest with the troll in tow, the spriggans attack from hiding. Two spriggans enlarge themselves and attack from the front while two others attack by stealth from behind the party. Meanwhile, 40 feet ahead and concealed behind a tree, a masked Marta uses her *levitation* to conceal herself in the branches 20 feet above. On the second round, she follows up with her offensive spells. If she is attacked at range, she uses *mirror image* to protect herself. If more than half the spriggans go down, everyone withdraws in different directions (Marta uses her *fly* scroll). They rendezvous at a secret hideout deep in the forest. The PCs are also now on Marta's Enemies List. If Marta survives, she looks for opportunities to make trouble for them in the future.

When the party returns to Ravenreach, Master Minder polymorphs the troll into a small rodent and drops her in a bag. He leads them back to the castle where the party receives their reward: 2,000 gp. After that, he asks them to leave. He has "other business" now that he has a troll to experiment on. He declines to talk about his work. If the PCs can change his attitude to friendly, Master Minder may accept a request to share one or more spells from his spellbook with arcane spellcasters, but only if they agree to pay 100 gp per level in cash. He removes specific pages from his spellbook and leaves them in a small empty room for copying. If asked, he provides copying materials at double the usual cost ("due to local shortages"). Otherwise, he wants nothing more to do with the PCs, refers them to others to answer any pestering questions, and shoos them off.

## Part 2: Settling in for Winter

Late autumn: Soothsayers predict an early and especially harsh winter this year.

**Wayside Grove Massacre:** When a wagon train is ambushed and the entire company slain, the PCs are sent on a fast ride to investigate. They encounter those responsible in a gloomy, rainy wood: stealthy trolls lurking in ambush.

**Stuck in the Snow:** The PCs are recruited to escort a replacement wagon train to rescue a remote mining camp holed up in the mountains. With an early winter snowstorm descending, the wagon train is slowed by the rough weather but makes it to a small outpost. Overnight, ice trolls attack. The wagons cannot proceed in the thick snowpack, and the PCs must take what supplies they can carry by sled or snowshoes up into the mountains where they encounter a white dragon on a frozen lake. If they take an alternate route, they may encounter a lost rescue party turned into undead frost wights. At the mining camp, they like their entertainment wild and risky and won't do business until the PCs win at a wrestling match with a bear. PCs who "play their cards right," they walk away with bags of gold dust and a wealth of valuable furs!

**A New Opportunity.** The PCs guard a wagon train headed east to a dwarven mining operation. Along the way, an old enemy ambushes them.

**Slumbering Voracity.** The dwarves of Dimthinlode are on holiday but beneath the hills a cavern holds hungry hibernating rock trolls! The PCs are recruited to "remove" the dangerous monsters.

## Death on the Road!

Midnight. A pair of rangers ride urgently through the muddy streets of Ravenreach on tired sweaty horses. They have a message for the Ranger Captain Jeremy Thorn.

The PCs are approached in the middle of the night by Captain Thorn and asked if they can leave immediately on an urgent mission to investigate an attack on a vital wagon train that was headed north to the mining camps in the mountains. At noon, two rangers came upon their deserted camp and found evidence of a violent struggle. They hurried back to get help.

Thorn offers the PCs fresh fast horses and the two rangers to accompany them to the site a day away by fast ride. If they hurry, they can make it by nightfall. The train was 12 wagons strong with herd animals and a company of two-dozen experienced teamsters. The supplies are very much needed by the mountain mining settlements. Whatever persons or monsters overcame them must be very dangerous. The danger must be eliminated, and any survivors rescued. The PCs are licensed to take whatever action is necessary to secure the area. He promises the baron will reward them.

## Wayside Grove Massacre

Three days ago, a band of four stealthy trolls (two females and their young) ambushed a supply train on its way to a mining camp in the mountains to the north. As night fell, the wagons pulled off the road and circled up within a grove of giant maple trees known as "The Three Sisters" for shelter from the heavy rain.

The trolls teamed up with a leucrotta (see *Pathfinder Roleplaying Game Bestiary 2*) to lure prey into the surrounding forest. The teamsters and guards were slain a few at a time throughout the night. The trolls then proceeded into the camp to mop up the remainder. Two mounted rangers arrived at dawn the next morning, saw the abandoned camp and evidence of a struggle, and hastily headed back for help. Meanwhile, the monsters spent the next two days eating the corpses, consuming all the food and drink in the wagons (including 12 kegs of ale), and gradually finishing off the horses and oxen at a slaughter site 80 feet north of the grove.

When the PCs arrive (shortly before dusk), the monsters have finished off the last of the animals and have been sleeping all day in scattered individual shelters dug about 100 feet west of the grove. The lingering ancient magic of the elder trees makes them feel slightly uncomfortable. Hence, they chose to take their repose in the rainy forest.

## Conditions

Notify your players of the conditions as you introduce this encounter. It has been raining heavily for three days, which makes the ground very slippery and adds +5 to acrobatics DCs. Further, the muddy conditions require a DC 5 Acrobatics check before attempting to engage in rigorous activity such as combat, running, or anything other than a standard move action. Since the PCs arrive at dusk, keep in mind lighting conditions:

### Perception DC Modifiers

Pouring rain	+4
In the forest	+2
Dusk	+2
Distance to the source, object, or creature	+1 per 10 feet

### Stealth Modifiers

+4 when hiding in forest undergrowth

### Perception Examples

Hear the sound of battle	DC -10
Notice a visible creature	DC 0
Hear the sound of a creature walking	DC 10
Hear a bow being drawn	DC 25

## Tactics

These trolls have survived in the wilderness for years through stealth and cunning. They avoid settled areas and stick to the wilderness fringe where they can prey on animal herds and travelers. Unlike typical trolls, who are prone to an aggressive offense, their first instinct is to hide to avoid danger or ambush prey. All of them have rogue levels and appropriate feats to emphasize a stealthy approach to combat. They are not averse to flee an encounter if it's going against them. As dusk approaches, the monsters begin to wake and think about food. Pleased with the success of their recent attack, they attempt to use the same strategy again. If lights appear

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in the area of the grove, they array themselves as follows and await prey.

Sixty feet west of the grove, one adult troll conceals herself behind foliage (DC 31 Perception check in heavy rain in the forest with a *cloak of elvenkind*) and the other crouches in a five-foot pit (DC 26 Perception check) (Don't forget to add other modifiers. See table above.) Then, the leucrotta moves to within 40 feet of the grove and uses sound mimicry (Bluff +20) of a man calling out, "Hey, I found something!" or "Help me! I'm stuck!" to lure persons into the forest. Lure (Su) also applies (see *Pathfinder Roleplaying Game Bestiary 2*). Moving back stealthily, the leucrotta leads victims to an ambush between the two hidden trolls then gives a signal for all to attack. Lather. Rinse. Repeat.

Meanwhile, the two young trolls sneak around to the south of the grove and look for an opportunity to attack a lone victim or pair of victims. Remember, they are medium-sized and might be mistaken for humans or other persons in the dim light and heavy rain. If one of them is brought down, the other makes a run for it.

### 2 TROLL ROGUES

XP 2,400

Female troll rogue 2

CE Large humanoid (giant)

**Init** +8; **Senses** darkvision 60 ft., low-light vision, scent;

**Perception** +7

**AC** 18, touch 13, flat-footed 14 (+4 Dex, -1 size, +5 natural)

**hp** 77 (6d8+2d8+40); regeneration 5 (acid or fire)

**Fort** +10; **Ref** +9; **Will** +4

**Defensive Abilities** evasion

**Speed** 30 ft.

**Melee** bite +9 (1d8+5) and 2 claws +9 (1d6+5)

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

**Special Attacks** rend (2 claws, 1d6+7), sneak attack +1d6

**Str** 12, **Dex** 18, **Con** 21, **Int** 10, **Wis** 11, **Cha** 8

**Base Atk** +5; **CMB** +11; **CMD** 25

**Feats** Improved Initiative, Iron Will, Nimble Moves, Skill Focus (Stealth)

**Skills** Acrobatics +8, Climb +9, Craft (traps) +7, Diplomacy +4, Disable Device +9, Intimidate +3, Perception +7, Sense Motive +4, Stealth +14, Survival +8, Swim +9, Use Magic Device +3

**Languages** Common

**SQ** rogue talent (fast stealth), trapfinding +1

**Darkvision (60 feet)** You can see in the dark (black and white vision only).

**Evasion (Ex)** If you succeed at a Reflex save for half damage, you take none instead.

**Fast Stealth (Ex)** You may move at full speed while using the Stealth skill without penalty.

**Low-Light Vision** See twice as far as a human in low light, distinguishing color and detail.

**Nimble Moves (5 ft/rd)** Move through the listed amount of difficult terrain each rd as if it were normal terrain.

**Regeneration 5 (acid or fire)** Heal HP quickly and cannot die.

**Scent (Ex)** Detect opponents within 15+ feet by sense of smell.

**Sneak Attack** +1d6 Attacks deal extra damage if flank foe or if foe is flat-footed.

**Trapfinding** +1 Gain a bonus to find or disable traps, including magical ones.

**Treasure:** One of the adult trolls has a *cloak of elvenkind* she has sewn together into a large-sized cloak using odd scraps of cloth hides and furs. It gives her

an additional +5 to stealth checks. If unstitched and washed, it can be readapted for a medium-sized humanoid.

### 2 YOUNG TROLL ROGUES

XP 1,600

Male troll rogue 1

CE Medium humanoid (giant)

**Init** +8; **Senses** darkvision 60 ft., low-light vision, scent;

**Perception** +3

**AC** 21, touch 16, flat-footed 15 (+6 Dex, +5 natural)

**hp** 60 (7d8+28); regeneration 5 (acid or fire)

**Fort** +9, **Ref** +10, **Will** +2

**Speed** 30 ft.

**Melee** bite +8 (1d6+4) and 2 claws +8 (1d4+4)

**Special Attacks** rend (2 claws, 1d4+6), sneak attack +1d6

**Str** 19, **Dex** 22, **Con** 19, **Int** 10, **Wis** 7, **Cha** 8

**Base Atk** +4; **CMB** +8; **CMD** 24

**Feats** Improved Initiative, Iron Will, Nimble Moves, Skill Focus (Stealth)





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**Skills** Acrobatics +10, Climb +8, Craft (traps) +5, Diplomacy +3, Disable Device +9, Intimidate +3, Perception +3, Sense Motive +2, Stealth +17, Survival +5, Swim +8, Use Magic Device +3

**Languages** Common

**SQ** trapfinding +1

As above, but without Evasion and Fast Stealth.

### Struck in the Snow

The baron is determined to see the mountain mining communities prosper. He rewards the PCs with 1,000 gp (in hacksilver) per monster killed. He also requests they personally secure delivery of the wagon train safely to Rough'N Ready and back for an additional 4,000 gp. If they bargain with him, he may go as high as 5,500 gp. He directs Jeremy Thorn to introduce them to the merchant family in charge of the wagon train.

A week and a half after the massacre, the wagon train is resupplied and staffed to continue to the remote mountain mining camp of Rough'N Ready. The master merchant Lars Burl and his brother Walt are now both dead. The merchant's son Jack Berl takes charge of the expedition. Only 17 years old, he is nevertheless capable and determined to see his father's mission through. He has had to invest the remainder of his family's money and property to re-supply the wagons and hire new and willing teamsters. His two younger brothers Jeremy (nine) and Russel (seven) accompany him. Jack is an Expert 2 and his brothers Commoners 1. Jack has 16 hp, Handle Animal +4, Profession (Merchant) +5, and the Endurance feat. His brothers have 4 hp each and Handle Animal +3. They avoid combat but fight with their hunting knives (Atk +3 or +1; Dam 1d4) if pressed. They are absolutely determined to complete their father's mission.

As GM, try not to allow the Burl Boys or other NPCs to upstage the PCs in the coming challenges. Use them to add drama and move the story along. Remember, the PCs are the heroes and the NPCs are supporting characters in a dramatic adventure.



### Cold Weather Conditions

Cold and exposure deal nonlethal damage. A PC cannot recover from the damage dealt by a cold environment until he or she gets out of the cold and warms up again. Once a PC takes an amount of nonlethal damage equal to his or her total hit points, any further damage from a cold environment is lethal damage.

An unprotected PC in cold weather (below 40° Fahrenheit) must make a Fortitude save each hour (DC 15, +1 per previous check) or take 1d6 points of nonlethal damage. A PC that has the Survival skill may receive a bonus on this saving throw and might be able to apply this bonus to other PCs as well (see the skill description).

In conditions of severe cold or exposure (below 0° Fahrenheit), an unprotected PC must make a Fortitude save once every 10 minutes (DC 15, +1 per previous check), taking 1d6 points of nonlethal damage on each failed save. A PC that has the Survival skill may receive a bonus on this saving throw and might be able to apply this bonus to other PCs as well. PCs wearing a cold-weather outfit need only check once per hour for cold and exposure damage.

### Weather: Snowy and Cold

Winter has come early and harshly this year, and soothsayers have foretold it will be the worst in recent memory. Winter equipment is available at the trading post in Ravenreach and handy potions can be purchased from Old Levy. The PCs are recruited to escort the 12-wagon supply train safely and as soon as possible. The trip proceeds smoothly until five miles before the last outpost at the base of the mountains where a snowstorm slows progress to a crawl.

Temperatures drop to below 0° Fahrenheit as the blizzard rages around the wagon train. Visibility is reduced to 20 feet, and some wagons may fall behind. As a precaution, PCs can be paired up along the train to keep things moving. You may want to include cold weather checks, animal handling skill checks to encourage exhausted animals, and survival checks to keep from getting lost (finding moss on the north side of pine trees, etc.). You could include an encounter where PCs rescue teamsters or Burl brothers in jeopardy. One or two wolves, dire wolves, or wolverines would be appropriate but not obligatory challenges. Beasts and humans arrive at the outpost exhausted half an hour before sundown.

The ranger outpost is little more than a large longhouse, a couple of outbuildings, and a hay barn. The staff of 12 rangers has been depleted, as four of them never returned from patrol. Another four, including Captain Burne, are out looking for them. They are late getting back. The remaining four rangers offer to help get the animals and teamsters safely inside. They recommend everyone (animals included) gather in the longhouse for warmth. They do not intend to launch another scouting mission and leave the outpost unmanned. They discourage the PCs from proceeding into the blizzard at night since visibility is practically nil and there is a great chance of getting lost. Use "Novice Scout" from *Pathfinder Roleplaying Game NPC Codex* as stats for the remaining four rangers.

A band of ice trolls and winter wolves has come down from the north with the winter storm. After ambushing a group of dwarves, they moved on to the outpost. Overnight, **4 ice trolls** (use *Pathfinder Roleplaying Game Bestiary 2* "ice troll") wielding medium, masterwork battleaxes (Atk +8; Dam 1d8+4) and **2 winter wolves** (see *Pathfinder Roleplaying Game Bestiary* "winter wolf") attack the longhouse. Two trolls break down one door in two rounds while two others bash through the smoke hole on the roof. This takes one round. As soon as they do, a winter wolf immediately uses its breath weapon down the hole to quench the fire below and damage nearby opponents. The next round, a troll jumps down

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and attacks the nearest person. The second troll follows the round after. The winter wolves leap in after the trolls and use their breath weapons whenever possible. They flee if reduced to fewer than 14 hit points. The trolls fight to the death.

Each troll carries a bag filled with 2d6 x 100 silver trade bars (worth 1 gp each). Their masterwork battleaxes are each worth 320 gp. It can be noted with a DC 16 Appraise check that they are of dwarven make and DC 18+ reveals they originate from the dwarves of Dimthinlode, a silver mining operation to the east. The trade bars also come from there. The battleaxes are family heirlooms. The dwarves pay up to 600 gp each for each battleaxe returned to them.

The next morning, the storm blows over and blankets the surrounding area in a 50-mile radius with several feet of snow. Captain Burne and three rangers return to the outpost by midmorning. They bear three dead bodies of their fallen comrades, victims of the terrible weather. With them also is a seasoned mountain man, **Reevus** (for stats use the “Trapper” NPC in the *Pathfinder Roleplaying Game GameMastery Guide*). He is the only one who knows the mountains well enough to guide the party through the snow to Rough’N Ready.

Trails in the High Country have become choked with snow and impassable by wheeled wagons. Four large sleds are available at the outpost to transport the most vital supplies. Mules or humans are the only practical way to pull the sleds under current conditions. The Burl boys want to continue on, but Captain Burne advises the two younger boys against ascending into the mountains. Unless the PCs absolutely forbid it, Jack goes alone, insisting he must be there to complete the trade negotiations with the merchant in the mining camp. The captain also cannot lend himself or any of his rangers to accompany the party. He is too short-handed. Reevus gladly offers to guide the party to Rough’N Ready. He has friends up in the camps and is also inspired by the grit of the Burl boys and the skills of the PCs.

Although the blizzard passed over, weather conditions in the mountains continue to be cold, and light to moderate snow continues to fall. Temperatures average 20° Fahrenheit in the day and –10° Fahrenheit overnight. Travel in the frozen mountain is tiresome but without incident except for the events below.

On day four, Reevus stops the party and confers with them regarding a choice between two paths. “I was going to take you the usual way along that rocky ridge to the west. There’s a ledge that follows around and over to the valley where Rough’N Ready lies. But there’s no way of knowing how much snow has fallen. We might need to dig our way through snow-choked ledges. There’s another route by way of Dasher Lake. If the lake is frozen over, it’s a shorter distance through. The lake path is much easier and faster. We could save at least a day or two going that way.”

### Crossing Icy Lake Dasher

If the PCs choose this route, Reevus leads them down into a narrow valley. A frozen lake spans the four-mile long valley from one end to the other. Steep 70-degree inclines rise on either side. What had been an impassible lake-filled valley has become a flat, icy thoroughfare through the mountains. After testing the ice carefully, Reevus is certain the ice is thick enough to allow passage across. The ice is two feet thick in most places.

It should take the party just over an hour and a half to traverse the lake from end to end. The journey across the ice-covered lake is beautiful and pleasant, but an encounter occurs 300 feet from the far side.

Powdery puffs and flurries appear on the ice 100 feet ahead. Suddenly a strange vehicle shimmers into view as it charges across the frozen lake at breakneck speed. The bizarre overloaded sleigh is pulled by three spirited hinds and driven by a red-faced gnome with a white beard and a green pointed cap. Several other gnomes cling desperately to the wildly charging troika as it rushes on, ignoring all hazards.

The gnomes are riding in a *glass troika* (see **Appendix B: New Magic Item**). They have been hiding for several days and decided to make a run for it across the frozen lake to put as much distance as they can between themselves and their pursuer: a young white dragon (see *Pathfinder*

*Roleplaying Game Bestiary*). Their *invisibility* spell just wore off. They make to pass the PCs but won’t shout any conversation for fear of the dragon hearing them. A round afterward, the dragon crashes through the trees and flies low across the ice 200 feet behind the troika, hoping to snatch the gnomes one at a time for sport. Though surprised to see other travelers in the mountains, she ignores them to pursue the gnomes. If threatened by the PCs, she takes them on instead. If she loses half her hit points, she burrows under the ice and swims under her enemies. She then comes crashing through from beneath. She has no fear of ice or water and happily swims in the sludgy lake water while attacking with her bite and breath weapon. The dragon doesn’t believe she can lose and fights on unless reduced to fewer than 10 hp, at which point she withdraws to the lake bottom to nurse her wounds. After healing, she hunts down the PCs for revenge.

If the PCs kill the dragon, the five gnomes stop their flight and pause to thank them for rescuing them. Their leader is Ledges Kaminin, an 8th-level sorcerer (see “Trickster Mage” in *Pathfinder Roleplaying Game NPC Codex*). In gratitude, he gives them with a pair of *boots of the winterlands*. “You’re welcome to these! I won’t be needing them any longer. We’re leaving these dangerous mountains!” he declares. (If not useful to the party, replace the boots with another minor wondrous item worth between 2,000–3,000 gp instead). If one of the PCs is a wizard, he also hands over a wizard’s spellbook he found. For this last item, pick any eight first-, five second- and two third-level spells any PC wizard would find useful. If requested, he may also agree to use his *glass troika* to help transport goods from the caravan to Rough’N Ready.

### Along the Rocky Ridge

The arduous climb up to the rocky ledge reveals a panoramic view of the surrounding wilderness. The ledge is more than 600 feet up a mountainside, which rises another 150 feet above. Frequent stops are necessary to test for safety and to dig out snow clogging the narrow pathway. The party camps out where they can in clefts in the cliffside, some of which have been used before by other travelers. If you think the danger needs to be increased, you can add an avalanche encounter at this point (see *Pathfinder Roleplaying Game Core Rulebook*).

After two more days of this, the party ends their day near the summit of the mountainside by a snow-clogged cave entrance. “This is the Wayside Chapel of the Mountain,” explains Reevus. “We can rest here before we push over the ridge tomorrow and on to the valley beyond where Rough’N Ready lies.”

Four workers can dig out the cave entrance in 30 minutes. The cave beyond is roughly 25 feet by 60 feet in size. Ten days ago, a party headed out from Rough’N Ready in hopes of getting out of the mountains ahead of the blizzard. They took refuge in the cave, but an avalanche blocked the entrance. They died inside the Wayside Chapel.

A *detect evil* spell reveals a faint evil taint. A DC 30 sense motive check notices that something is not right. Inside, **6 frost wights** (variant monster: see *Pathfinder Roleplaying Game Bestiary*) are what remains of the men who were caught in the blizzard and took refuge in the cave. They called out to an evil god for succor who rewarded them with undead “life.” They lurk in the corners of the cave under some blankets. The leader shows himself to lure the party toward the back of the cave. The others jump out and attack from behind the following round.

The next morning, the party can set out again and arrive at the mining camp by late morning.



## Arriving at Rough'N Ready

Coming around the last bend at the top of the ridge reveals a panoramic view over a small valley. Down below is a collection of small cabins and tents huddled in the snow. Closer by, a large two-story structure built partly into the side of a hill abuts the descending trailhead. A wooden sign creaking on iron rings reads: Supply House. As the party descends into Camp Rough'N Ready, a crowd of curious miners and mountain men flow out of tents and cabins to meet them. They whoop and cheer and ask the PCs' names and details of their journeys. They are quite excited at the arrival of a relief wagon. Shortly thereafter, two men emerge from the Supply House. The proprietor, Lorne, and his assistant approach. "Welcome to Rough'N Ready!" he hails. "My name is Lorne Cheap this is my partner Cletus Reel. We're mighty happy to see you! Yours must be the first of our requested supply wagons ..."

Camp Rough'N Ready is a central rendezvous for an array of placer mining claims along rivers and tributaries in this part of the mountains. Miners meet here, collect supplies, and share stories before returning to their diggings. Presently, the camp's population has swelled to 522 since the blizzard and subsequent snow in.

Jack Burl turns into the supply house to talk business. He returns visibly shaken from his talk with Lorne Cheap. If asked, he says the merchant will pay him only 1,500 gp. He had been expecting 2,000 gp. "After we had to re-stock the shipment from the troll attack, our costs ran over 1,600 gp total for the run," he explains. "We've invested everything we have in this mission. Without at least 2,000 gp in returns, we'll be ruined." If questioned by the PCs, Lorne replies, "The amount paid for delivery of the goods was the exact amount I agreed to with the boy's father, Lars Burl. Clearly, there's been some kind of misunderstanding. While I have sympathy for the lad, I must keep to the bargain per our verbal agreement."

A sense motive (DC 20) reveals Lorne is bluffing. True, there was a verbal agreement, but he is fudging on the numbers and turning the deal heavily in his favor. Even if the PCs detect the deception, it's still his word against the boy's, and he has a lot of friends here in Rough'N Ready.

The party has three options really:

**Intimidate Lorne and Cletus:** A DC 30 or greater pressures them to accept higher terms.

**Negotiate a Deal:** A DC 30 Diplomacy check minus whatever the PCs have to sweeten the deal.

**Win a wager:** See **Terrible Tim** below.

## Terrible Tim

If the PCs pressure Lorne, he offers a wager. "I'm a fair-minded man. Perhaps we can make a deal? It's been a long time since this camp has had some proper entertainment. How about a wager?"

At this point, Cletus whispers an idea into Lorne's ear. "Terrible Tim?" Lorne mutters. "That's a good idea! How about we have a wrestling match? Your best wrestler against our regional champion, Terrible Tim. If you win, I'll pay the amount the boy is asking. If Tim wins, however, I pay half my price. What do you say?"

Lorne and Cletus won't volunteer that Tim is a very large **black bear** (*Pathfinder Roleplaying Game Bestiary*, "dire bear"). The wrestling match takes place in the camp arena: a big roundish, wooden building. Fought without armor or weapons, the winner is the one who can pin his opponent for a count of three. (In game terms, this is a grapple check to control followed by a second check to pin.) Reeveus is the referee and declares a pin.

Side bets abound, with odds running 2-to-1 in favor of Terrible Tim. If any PCs are looking for some action, you can use a Diplomacy check with anything over DC 10 being the number of interested takers (e.g. Diplomacy 13 means you found three interested miners). Such takers are willing to bet 1d4 x 50gp at 2-to-1 odds for Terrible Tim. Reeveus agrees

not to bet and keeps book on all wagers. Payments are made in gold dust and valuable furs.

If Lorne and Cletus lose the bet, they keep their word and pay Jack's asking price. Though opportunistic, they are impressed with the boy and the PCs and do business more honestly in the future.

The return trip is uneventful (unless the PCs return by another route, in which case you can use the alternate encounter). Arriving back at Ravenreach, the baron invites them to dinner with the latest takes from his hunts: a pair of deer and eight pheasants. Ale flows and hearts cheer from the long tables in the Great Hall of Castle Ravenrock. Attending are several prominent citizens, castle officials, and Master Minder. All want to hear the exploits of the heroes freshly back from the dangerous mountains. Already, tales are being murmured of blizzards and monsters. Later, the baron has his chamberlain pay the party the monster bounties they earned and adds in the agreed amount in hacksilver for safely escorting the supply train.

Ranger Captain Jeremy Thorn also offers them another escort mission in the spring ...

## A New Opportunity

Two week's journey to the East are the Rocky Hills. A clan of dwarves there operate a silver mine named Dimthinode. After purchasing an exclusive license to prospect there four years ago, they have mined nonstop, smelting the rich diggings into silver trade ingots (some of which the party obtained from the ice trolls). They are reaching the end of a major mining cycle and plan to celebrate their fortunes with a three-week holiday in the spring. Arrangements were made months before with a major trading company from the south (Geoff & Company) and the supplies have been staged in a large warehouse in Ravenreach ever since. Captain Thorn wants the PCs to escort the wagon train safely to Dimthinode. The usual compensation is offered (as with the wagon train to the mining camps last winter).

Meanwhile, the PCs have three months of downtime (See **Appendix A: NPCs** for local magical merchants). A couple of weeks in, a large mule train arrives.

Supply Chief Thrirm leads 12 dwarf warriors and a 40-mule team to Ravenreach every month for supplies. If his attitude can be raised from unfriendly to friendly (+2 if he is addressed in Dwarvish), he shares what he knows about the recovered battleaxes: They are valuable family heirlooms and the dwarves of Dimthinode will pay generously for their return. If asked, he says the journey to and from Dimthinode is easy terrain with few dangerous encounters (all true).

## Trek to the Silver Mine

The wagon train to the dwarven mining operation of Dimthinode leaves 18 days before the full moon in March. It takes two weeks across the untracked wilderness by wagon to reach the silver mine. There are no roads, but the terrain is relatively easy, consisting of light forest and rolling hills. Master Merchant Geoff and Under Merchant Amella see to all the needs of their 12-wagon caravan with a dozen teamsters, two dozen draft animals, six cowboys and shepherds, 20 cattle, 20 sheep, and four dogs. The teamsters can capably manage their vehicles and animals, the PCs need only focus on security. For statistics, refer to the NPC gallery in the *Pathfinder Roleplaying Game GameMastery Guide* using "Shopkeep" for the merchants and "Farmer" for the rest.

There is a 25% chance each day of encountering a wandering monster. You can use the Temperate Forest encounter tables in the *Pathfinder Roleplaying Game Bestiary* or *The Tome of Horrors Complete* from **Frog God Games**. Other encounters might include:

- **1d4 wandering trolls** attack at night.

- **Walloorr:** An older stone giant (see *Pathfinder Roleplaying Game Bestiary*) on his "elder journey." He prefers to avoid smaller humanoids but fights ruthlessly if attacked. The party might first become aware of him by the large unshod footprints he leaves behind. Ignorant of human culture, he may be caught roasting "stolen" cattle.



## Ambush at The Narrows

The last two days of travel are all uphill, but a narrow road allows wagons to drive through single file. Master Geoff arranges his caravan in the following order: himself on horseback, the 12 wagons, Under Merchant Amella on horseback, and lastly the cattle and sheep with their handlers. Each wagon takes up a 10-foot-by-10-foot space plus a hitched pair of draft animals up front taking up another 10-foot-by-10-foot space. The PCs can place themselves anywhere along the line as they see fit. The narrow gorge varies between 12 and 18 feet wide with bluffs on either side (see below). Near the end of the first day, an ambush occurs.

**Marta** has been scheming against the PCs since her previous encounter with them in **Part 1**. (If she died, replace her with “Storm Sorcerer” from *Pathfinder Roleplaying Game NPC Codex*.) Earlier, she charmed one of the teamsters, Shareen. Near the ambush point, Shareen starts playing loudly on her harmonica as she drives her wagon, thus alerting Marta of their approach. This affords Marta four rounds to get ready. Marta has persuaded a gang of ogres to ambush the wagon train by promising them a share in the plunder. Her real objective is to ruin the baron’s reputation as protector of the region.

Any PCs scouting ahead are ambushed alone (but Marta won’t have

advance notice to prepare). If they mix themselves along the wagon train, the ogres attack when the second wagon reaches The Narrows (see **Tactics** below). This is a 320-foot-long winding stretch of road with rough rock walls rising steeply on either side of a 15-foot-wide roadway. One bluff averages 20 feet above the road, while the other is between 30 and 50 feet (Climb DC 10 to climb either bluff).

## Monster Tactics

Hidden out of sight on the shorter bluff are **6 ogres** (see *Pathfinder Roleplaying Game Bestiary*). They await a signal from Marta (who is hidden on the opposite side) before rushing to the ledge and hurling javelins at the people below. They have four javelins each. When they run out, they jump down to the road and attack with their greatclubs. Their objective is to kill everyone. If three of their fellow ogres go down, each ogre has a 50% chance per round of retreating into the hills.

Marta casts a *ghost sound* above the road of 20 elves screaming “Vengeance!” to signal the ogres. She then casts *mage armor* and *mirror image* on herself while concealed atop the high rock wall. If she has time, she also casts *resist fire* and drinks her *potion of levitate*. Afterward, she casts *acid arrow* on spellcasters and her other spells as necessary. She also uses her knowledge of PC tactics from previous encounters to guide her. If clearly losing, she tries to escape to hound the PCs another day.



## Dwarven Names

Provided here is a list of dwarven names to use for miscellaneous NPCs at Dimthinode:

**Dwarf male names:** Barri, Dorar, Hagol, Nalak, Simain, Drudri, Dwgol, Thoro

**Dwarf female names:** Bilila, Bulunni, Gritila, Dila

## Dimthinode Mine

Rounding the last rocky bend in the Silver Hills, a gatehouse blocks the road 200 feet ahead. Eighty feet beyond, columns of thick black smoke rise from several chimneys out of site above and behind the gate. From the top of the gatehouse, a dwarf guard jumps up excitedly and pulls down a heavy chain to sound a large noisy steam whistle three times. Shouts and exclamations can be heard from the gatehouse and the yard beyond.

An official looking dwarf in a tall helm addresses anyone approaching the gatehouse. “Who goes there?!” Master Merchant Geoff (if present) replies, “It is I, Master Geoff. Master Nortil, do you remember me?” Nortil tries to contain his enthusiasm at the arrival of the caravan, but asks, “Who are these armed men and women you have with you?” Geoff introduces them by name, identifying the PCs as “Specialists from the baron.” Master Nortil introduces himself as both the Clan Chief and Operations Chief. Afterward, he lets them through the gate.

The Gimund clan of Dimthinode consists of 87 adults and 19 children. They are wary of non-dwarves but are curious about the PCs in particular. They speak only dwarven and the common tongue. At this time, they are very excited about the coming festival scheduled to begin the next day. Mining operations have stopped, leaving only ore crushing and smelting tasks for the few remaining work hours. Most of the clan has already begun preparations for the celebratory feast. A great pavilion has been erected in the courtyard where tables have been quickly assembled and four large roasting pits are being dug. Wood is being stocked nearby, and ovens are cleaned out and ready to use. Colorful, embroidered clothing has been prepared. After four years work, the dwarves of Dimthinode are ready for a holiday.

**Doro**, the Strangers’ Escort, introduces himself as the caravan arrives. He is the most approachable of the dwarves of Dimthinode. He hands them a copy of the “Rules for Visitors” and happily answers their questions. (Give the PCs **Player Handout #4: Dimthinode Rules for Visitors**, which details the rules for visitors to Dimthinode.) He tactfully confines them to the “Strangers’ Quarters” when not in his company. These hastily constructed wooden apartments easily accommodate the entire company of visitors. Within are pantries already filled with simple but ample food and drink. The PCs are given their own suite of two small rooms and an adjoining common room.

## Rules for Visitors

- Visitors must be accompanied by the Strangers’ Escort or else restrict themselves to designated visitor areas.
- Visitors may not accost or speak to any unmarried female dwarf.
- Visitors may not handle dwarven possessions.
- Visitors may not drink any sanctified alcoholic beverages.
- Touching ore is a contract to buy, and the seller may set a price.
- Threatening or pilfering of any kind results in fines and punishments up to and including immediate expulsion from the mining colony.

## Problem in the Mines

**Nortil** the Operations Manager has a problem and arranges a private meeting with the PCs. Attending him is the clan’s Paymaster, **Durgim**. After introductions, read the following:

Master Nortil addresses the assembled adventurers, “Recently our miners broke through into a hitherto unknown cavern on Level Six. An exploratory team was sent to investigate. Out of seven, only two survivors returned. They told of a large underground cavern, encountered dangerous fungi, and flooded areas. They also told of a big rock monster with terrible claws that bit off Dorbur’s head. I remember that lad, sad to be taken out so young.”

Nortil sighs as he continues, “We sent the two survivors back with an armed strike team to deal with the menace. None of them has returned. That was two weeks ago. We’ve put guards on the cavern entrance, but we would rather see the monster or monsters exterminated and end this threat to our community.”

He nods to the Paymaster. “Durgim has vouched we have funds available to pay a bounty of 500 silver ingots per head for each dangerous monster you kill. Plus reasonable compensation for other “things” you may have to eliminate. Any survivors you may find — or remains recovered — will be very much appreciated. We can supply you with some basic equipment if you need any. Can you start right away?”

Clan Gimund is a mining clan in need. They have few warriors and are not heavily armed. Their fears are justified. They’ve already lost several of their best dwarves and would be easy prey should one of the monsters emerge from below and attack the clan.

Nortil offers any caving equipment the PCs request, up to 100 gp in value per person. After that, Durgim frowns: “We’d have to have compensation for such expensive equipment.” If pressed, he suggests deductions from the final payout for unreturned valuable supplies. Nortil leads the negotiations and overrules any of Durgim’s overly stingy objections.

## Slumbering Voracity

If the party agrees to the venture, they are led deep down into the now-empty mines. At the end of a rough passageway on the sixth level is a short wall over a 25-foot-deep vertical shaft. A rope ladder hangs down to the bottom where a jagged hole about eight feet wide yawns to one side. Two well-armed guards are on duty with hammers and heavy crossbows. In case of dire emergency (such as a monstrous infiltration), a huge lever is nearby. When pulled (DC 20 Strength check), it releases hidden tunnel supports nearby and causes a cave-in over the shaft to seal it under tons of rubble and destabilize this section of the mines. This is their last resort.

A gaping hole in the wall is at the bottom of the pit. Peering through the darkness, you discover you are perched forty feet above the floor of a very large cavern. From this vantage point, you can sense the vastness of the underground vault through the thick humid air. In the distance, the fluttering of bats can be heard, and the soft drip of flowing water can be seen quivering down stalactites, along walls, and across floors. A misty haze clusters around the edge of a large pool of water nearby. Immediately below, a steep rampart of flowstone and rubble allows a treacherous but practicable descent to the cavern surface.

## A Cold Descent

The rocky slope below is not steep, but it is very slippery (DC 15 to climb down safely; DC 10 if rappelling by rope). Gray and black slime cover the wet surface of the rocks and rubble all along its 60-foot length. The area is dark. If the climber cannot see clearly, add a +8 penalty to the DC. If brought to shadowy illumination, drop it to +4. If the climber falls, he or she slips and slides along the rocks, taking 1d4 damage per 10 feet (DC 25 climb check to stop the slide). There is a 50% chance of encountering a patch of brown mold 15 feet from the bottom. Note the coldness at that point in the descent and apply the appropriate cold damage if a PC strays too close. The shriveled body of a dwarven explorer lies next to the patch. Besides some caving gear and a few personal possessions, no treasure is on the body.

## Trysting Pond

The waters are clear and cool but not cold. Though mostly empty, what appears to be whitish roots cluster in bunches like clouds. These are in fact freshwater fungi patches. Pale, blind cavefish meander through the waters, feeling their way with their whiskery mouth barbels. If the bottom is illuminated, small ruined lodgings can be seen. These were once used by the frog folk for their special mating rituals. The ruins contain no treasure.

There is no shore on the far side, only a couple of underwater caves leading to small galleries. No encounters occur here. Beyond is an exit to outside. Long ago, the rock trolls used it to enter these caves.

## Terraced Fungi Farms

Opposite the tranquil waters of the trysting pond, a colorful variety of large subterranean fungi burst forth across the gradually ascending cavern floor. Bunches of mushrooms and grassy molds thrive along terraced shelves and dangle down in lush strands that drip with moisture. Close examination (Perception DC 25) of the long-neglected terraces reveal decorative reliefs engraved along the edges and furrows etched upon their surfaces, channeling water evenly across each terrace. An overgrown pathway winds through the fungus fields toward a plateau in the distance.

An abundant variety of edible and medicinal fungi can be gleaned from these abandoned farms.

This 60-foot wide section contains several kinds of extraordinary molds and fungi, most of them harmless. They thrive in the wet guano-rich environment. The surface of the field has the consistency of soaking-wet turf, making it difficult terrain. Recent footprints can be detected (DC 15 Perception check) passing through in either direction. Partway through the field, a **yellow mold** patch has recently grown to three adjoining patches that block the trail. This occurred when fleeing dwarves stumbled onto the mold after escaping the rock troll they awakened on the plateau. Three dwarven skeletons are underneath the mold, but they have no valuable treasure.

## The Slimy Stair

A massive ancient table rises forty feet above the cavern floor. In the center is a huge stone megalith.

Beyond the fungi fields, stalactites point down from the ceiling, dripping water on stalagmites below. Flowstone builds up in ribbons and carpets onto the stone. An ascending stone ramp resembling a stairway leads up to a plateau beyond. If examined closely, a DC 14 Perception check reveals it to be the remains of a very ancient stairway worn and overlain with patches of flowstone and a handful of stalagmites. The stair is 20 feet wide, 80 feet long and slopes up 40 feet to the top of the plateau. There are no handrails. Halfway up are the skeletal remains of a dwarf. Anyone approaching the skeleton needs to succeed at a DC 12 Perception check to detect a pale green slimy substance (**green slime**) oozing down 10 feet in front of it. Otherwise, they almost certainly step in the slime. The skeleton has no organic or metal items on it, but a beautiful blue topaz (500 gp) is found. If the remains are returned to the dwarf's family, they let the PCs keep it as a reward.

## Table of the Frog God

The plateau rises 40 feet from the bottom of this 100-foot-high cavern. A narrow stream of water slushes along one side of it to disappear into the darkness beyond. The table itself is 80 feet wide and roughly hexagonal. In the center is a crudely carved menhir 15 feet high with a 10-foot-wide base and appears to be a primitive idol of great age. Large stalactites drip down to huge stalagmites near the edges of the plateau, spilling flowstone over the brink.

### Examining the Menhir

A DC 10 Perception check reveals some discarded caving equipment and torn pieces of clothing and armor near the menhir.

A DC 20 Perception check reveals the stone megalith, though worn with age, depicts a disturbing figure resembling a menacing, vaguely amphibian creature. (A further DC 20 Knowledge [Religion] check identifies it as an ancient depiction of Tsathogga).

A DC 30 Perception check reveals the stone is not connected to the pavement. It could be moved or shoved aside (weight: 2000 lbs.). Beneath is a small cache of valuables (see below).

### Examining the Stalactites

A DC 10 Perception check of the nearest one reveals it is broken open and contains a large hollow within.

A DC 20 on any of the other three divulges a large monstrous humanoid concealed within a thin limestone shell.

**Three rock trolls** (see *Pathfinder Roleplaying Game Bestiary 2*, "rock troll") each huddle in large stalagmites arrayed around the perimeter. Covered in dripping stone deposits from above, they resemble stalagmites or flowstone. The rock trolls are hibernating, awaiting a time when abundant herds of creatures return for them to feed on.

The exploring dwarves disturbed one. She awoke, killed, and ate several while two escaped. Later, she ambushed the strike team that followed, picking them off one by one. Torn equipment and other remains can be seen near the idol. Even the bones were eaten since rock trolls particularly like calcium-rich bones. She is currently dozing on a hidden ledge on the far side of the plateau. The next time she detects intruders, she climbs up onto the plateau to investigate. If she perceives a dangerous party or sees them handle the idol or the stalagmites holding the other trolls, she howls loudly to awaken her three companions to join her in the hunt. It takes the others a round to break out from their stony shells before they can attack (during which they have a hardness of 10 and a +4 bonus to Fortitude and Reflex Saves).

## Treasures

If examined, each troll has 3d6 semi-precious (50 gp) rock crystals embedded in his or her hide. The idol weighs more than 20,000 gp weight. If it is tipped over or shoved aside, a hidden cache is found. Along with some odd bones and a stone knife, a jar of *restorative ointment* is there. The frog folk lived in a cave complex beneath the plateau. An entrance can be located at the base of the plateau. There, some treasure may be found concealed within the small apartments. Exploring inside the wet, maze-like tunnels turns up old bits of pottery and broken tools, but a successful DC 20 Perception check is enough to find a hoard of 2d6 freshwater pearls (50 gp each). Up to six such pearl hoards may be found. A DC 30 Perception check locates a hidden pair of *boots of springing and striding* made of giant frog skin.

## Shrine Background & Details

Long ago the four trolls swam into the cavern through an underground stream leading back into the cavern. They hunted and ate the pale frog folk living there, then settled into a long hibernation.

## Epilogue

The journey back to Ravenreach is uneventful (although if your group needs some action, you could always have a raging horde of orcs attack the empty wagon train). When they return, the PCs have become adventurer celebrities,



## FROG GOD GAMES

their names known throughout the region for their valor and battle skill. The baron of course rewards them as agreed upon, and the Ranger Captain Jeremy Thorn invites them to patrol with him. At this time, PCs can finish side quests, sell loot, make magic items, or purchase equipment.

Six months later, all is not well in Ravenreach ...

Here ends *Menace in Ravenreach*. The PCs' adventures in Ravenreach can continue in *Mystery in Ravenrock*.

## Appendix A: NPCs

**Old Levy the Alchemist** (N Human Expert 3; Int 12; Craft Alchemy +8; Master Craftsman feat) brews folk remedies, tonics, and potions. An enthusiastic entrepreneur, he has a cabin just outside Ravenreach. He is very interested in selling potions to the PCs. **Veddeer the Luxury & Magic Trader** (N Half-Elf Expert 3; Int 16; Appraise +8; Sense Motive +7) visits Ravenreach a few times a year from the South. He specializes in expensive equipment and magic items. Interested PCs may inquire at the castle where he is available by appointment only. The baron always allows him to stay as his guest and provides him a room of his own and also one for business meetings.

### BARON BARTHOLEMEW BLACKRAVEN

CR 8

XP 4,800  
Male human fighter 9  
LN Medium humanoid (human)  
Init +5; Perception +5

AC 20, touch 11, flat-footed 19 (+9 armor, +1 Dex)  
hp 72 (9d10+22)  
Fort +8, Ref +4, Will +4 (+2 vs. fear)

Speed 30 ft. (20 ft. in armor)  
Melee adamantine battleaxe +15/+10 (1d8+4/19–20/×)  
Special Attacks weapon trainings (axes +2, spears +1)

Str 15, Dex 13, Con 14, Int 10, Wis 12, Cha 10  
Base Atk +9; CMB +11; CMD 22  
Feats Acrobatic, Alertness, Athletic, Improved Critical (battleaxe), Improved Initiative, Persuasive, Point-blank Shot, Power Attack, Precise Shot, Quick Draw, Weapon Focus (battleaxe)  
Skills Acrobatics +2 (–2 to jump), Appraise +2, Bluff +2, Climb +6, Diplomacy +4, Disguise +1, Escape Artist –1, Handle Animal +4, Heal +2, Intimidate +9, Knowledge (dungeoneering) +4, Knowledge (engineering) +5, Knowledge (local) +3, Knowledge (nobility) +2, Perception +5, Profession (stable master) +5, Ride +3, Sense Motive +5, Stealth –1, Survival +5, Swim +6

Languages Common, Giant  
SQ armor training 2  
Other Gear dragonhide plate, adamantine battleaxe, 1,680 gp

Power Attack –3/+6 You can subtract from your attack roll to add to your damage.

### SERAI THE FAIRHANDED (GUARD CAPTAIN)

CR 5

XP 1,600  
Female human fighter (phalanx soldier) 6 (*Pathfinder Roleplaying Game Advanced Player's Guide* 105)  
LN Medium humanoid (human)  
Init +5; Perception +5

AC 19, touch 11, flat-footed 18 (+8 armor, +1 Dex)  
hp 53 (6d10+18)  
Fort +8, Ref +3 (+2 bonus vs. Trample attacks), Will +3

Speed 30 ft. (20 ft. in armor)  
Melee +2 corrosive guisarme +12/+7 (2d4+8/×3 plus 1d6 acid) or heavy mace +9/+4 (1d8+3)  
Ranged javelin +7/+2 (1d6+3)

**Special Attacks** phalanx fighting, ready pike

Str 16, Dex 13, Con 16, Int 10, Wis 8, Cha 12  
Base Atk +6; CMB +9; CMD 20 (22 vs. bull rush, overrun, trip)  
Feats Defensive Combat Training<sup>B</sup>, Improved Initiative<sup>B</sup>, Intimidating Prowess<sup>B</sup>, Iron Will, Nimble Moves, Quick Draw<sup>B</sup>, Weapon Focus (guisarme)<sup>B</sup>, Weapon Specialization (guisarme)

Skills Acrobatics +0 (–4 to jump), Climb +3, Diplomacy +3, Handle Animal +5, Heal +1, Intimidate +9, Perception +5, Ride +2, Sense Motive +2, Survival +3, Swim +3

Languages Common

SQ stand firm +2

Combat Gear +1 field plate, +2 corrosive guisarme, heavy mace, javelins (6) Other Gear 1,200 gp in jewelry, 123 gp

**Nimble Moves (5 ft/rd)** Move through the listed amount of difficult terrain each rd as if it were normal terrain.

**Phalanx Fighting (Ex)** Polearms and spears are one-handed if wielded along with a shield.

**Quick Draw** Draw weapon as a free action (or move if hidden weapon). Throw at full rate of attacks.

**Ready Pike +1 (1/day) (Ex)** +1 to hit and damage if you ready a brace weapon.

**Stand Firm +2 (Ex)** +2 to CMD vs. Bull Rush, Overrun, Push, Pull, Trip, and saves vs. trample.

### MASTER MINDER

CR 12

XP 19,200  
Male human transmuter 13  
NE Medium humanoid (human)  
Init +6; Perception +7  
Aura info

AC 17, touch 13, flat-footed 14 (+2 Dex, +1 dodge, +4 mage armor)  
hp 81 (13d6+39)  
Fort +7; Ref +6; Will +9

Speed 30 ft.  
Melee Metasteel +3 mithral dagger +10/+5 (1d4+4/19–20)  
Ranged Metasteel +3 mithral dagger +10 (1d4+4/19–20)  
Spell-like Abilities (CL 13th; concentration +17):  
At will—change shape (beast shape III or elemental body II, 13 rounds/day)  
7/day—telekinetic fist +8 ranged attack (1d4+6 bludgeoning)

Spells Prepared (CL 13th; concentration +18):  
7th—power word blind, reverse gravity<sup>B</sup>  
6th—age resistance (*Pathfinder Roleplaying Game Ultimate Magic*)<sup>B</sup>, form of the dragon, transformation  
5th—baleful polymorph (DC 19)<sup>B</sup>, dominate person (DC 19), hold monster (DC 19), interposing hand  
4th—bestow curse (DC 18), charm monster (DC 18), greater darkvision (*Pathfinder Roleplaying Game Ultimate Magic*)<sup>B</sup>, dimension door, lesser globe of invulnerability, summon monster IV  
3rd—fly<sup>B</sup>, hold person (DC 17), lightning bolt (DC 17), ray of exhaustion (DC 17), slow (DC 17), spiked pit (*Pathfinder Roleplaying Game Ultimate Magic*) (DC 17)  
2nd—alter self<sup>B</sup>, detect thoughts (DC 16), scorching ray, see invisibility  
1st—charm person (DC 15), expeditious retreat, feather fall<sup>B</sup>, mage armor (already cast), magic missile, magic missile  
0 (at will)—detect magic, mage hand, mending

**Opposition Schools** Divination, Illusion

Str 12, Dex 14, Con 13/16, Int 18, Wis 12, Cha 10

## MENACE IN RAVENREACH

**Base Atk** +6; **CMB** +7; **CMD** 20

**Feats** Brew Potion<sup>B</sup>, Combat Casting, Craft Construct, Craft Magic Arms & Armor<sup>B</sup>, Craft Wondrous Item, Deceitful, Dodge, Improved Familiar, Improved Initiative, Scribe Scroll<sup>B</sup>, Weapon Finesse

**Skills** Acrobatics +5, Appraise +9, Bluff +10, Climb +2, Craft (alchemy) +10, Craft (leather) +10, Diplomacy +6, Disable Device +3, Disguise +6, Escape Artist +3, Fly +7, Handle Animal +3, Heal +7, Intimidate +0, Knowledge (arcana) +16, Knowledge (dungeoneering) +8, Knowledge (engineering) +8, Knowledge (geography) +9, Knowledge (history) +12, Knowledge (local) +12, Knowledge (nature) +12, Knowledge (nobility) +8, Knowledge (planes) +12, Linguistics +9, Perception +7, Profession (architect) +5, Profession (torturer) +5, Ride +3, Sense Motive +7, Sleight of Hand +3, Spellcraft +13, Stealth +3, Survival +2, Swim +2, Use Magic Device +0

**Languages** Abyssal, Common, Dwarven, Elven, Giant, Infernal, Sylvan

**SQ** arcane bond ("Vincibilos": Imp Familiar, imp), physical enhancement (+3)

**Combat Gear** *potion of cure serious wounds*, *wand of lightning bolt* (CL 5; 16 charges); *metasteel* +3 *mithral dagger*, *robe of scintillating colors*; **Other Gear** keys: golem lab, dungeon doors and cells, secret treasury

### Special Ability (Ex/Sp/Su)

**Change Shape II (beast shape III or elemental body II, 13 rounds/day) (Sp)** Use beast shape III or elemental body II as a spell-like ability.

**Combat Casting** +4 to Concentration checks to cast while on the defensive.

**Deliver Touch Spells Through Familiar (Su)** Your familiar can deliver touch spells for you.

**Divination** You must spend 2 slots to cast spells from the Divination school.

**Empathic Link with Familiar (Su)** You have an empathic link with your Arcane Familiar.

**Familiar Bonus** You gain the Alertness feat while your familiar is within arm's reach.

**Illusion** You must spend 2 slots to cast spells from the Illusion school.

**Physical Enhancement +3 (Constitution) (Su)** When preparing spells, chosen physical attribute gains enhancement bonus.

**Scry on Familiar (1/day) (Sp)** You can scry on your familiar, as the spell.

**Share Spells with Familiar** Can cast spells with a target of "You" on the familiar with a range of touch.

**Speak with Familiar (Ex)** You can communicate verbally with your familiar.

**Telekinetic Fist (1d4+6 bludgeoning, 7/day) (Sp)** As a standard action, ranged touch deals bludgeon damage vs. foe in 30 ft.

inch or so high. When the figurine is tossed down and the correct command word spoken, it becomes a living creature of normal size (except when noted otherwise below). The creature obeys and serves its owner. Unless stated otherwise, the creature understands Common but does not speak.

If a figurine of wondrous power is broken or destroyed in its statuette form, it is forever ruined. All magic is lost, its power departed. If slain in animal form, the figurine simply reverts to a statuette that can be used again at a later time.

**Glass Troika:** This figurine is made of elegantly spun glass. When animated, a *glass troika* gains the size and capacity of a large sleigh and includes a team of three tireless draft animals. These can be horses, hinds, reindeer, or any large or smaller animal as determined by the owner. The animals obey any driver. While a driver is required to start, stop, and change speed and direction, the *glass troika* is considered magically propelled, so no drive check is required. See *Pathfinder Roleplaying Game Ultimate Combat* for more information. The troika can be driven equally over ice, mud, snow, or water at up to 120 feet per round. The item can be used three times per week for up to 12 hours per use. When 12 hours have passed or when the command word is spoken, the *glass troika* again becomes a tiny statuette. Moderate transmutation; CL 11th; Craft Wondrous Item, animate objects.

### CONSTRUCTION

**Requirements** Craft Wondrous Item, *animate objects*, *phantom steed*, see text; **Cost** 5,000 gp

## Appendix B: New Magic Item

### Glass Troika

**Aura** moderate transmutation; **CL** 11th

**Slot** none; **Price** 10,000 gp (glass troika); **Weight** 1 lb.

#### DESCRIPTION

Each of the several kinds of figurines of wondrous power appears to be a miniature statuette of a creature an





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# Potions for Sale

## Potions & Magic Oils

Arcane Lock (oil)	250 gp
Barkskin	250 gp
Blur	250 gp
Bull's Strength	250 gp
Continual Flame (oil)	250 gp
Cure Moderate Wounds	250 gp
Cure Serious Wounds	750 gp
Darkvision	250 gp
Delay Poison	250 gp
Fly	750 gp
Heroism	750 gp
Invisibility	250 gp
Jump	125 gp
Keen Edge	750 gp
Make Whole (oil)	250 gp
Neutralize Poison	750 gp
Nondetection	800 gp
Obscure Object (oil)	250 gp
Remove Disease (oil)	750 gp
Sanctuary	125 gp
Shrink Item (oil)	750 gp
Spider Climb	250 gp
Water Walk	750 gp

## Up to Two Units Can Be Procured of the Following:

Elixir of Love	150 gp
Elixir of Truth	500 gp
Elixir of Tumbling	250 gp
Silversheen	250 gp
Unguent of Timelessness	150 gp

## Available in packs of four:

Bless Weapon (oil)	125 gp
Cure Light Wounds	125 gp
Endure Elements	125 gp
Enlarge Person	125 gp
Hide from Animals	125 gp
Mage Armor	125 gp
Magic Weapon (oil)	125 gp
Protection from Evil	125 gp



## Catalogue of Items for Sale

Bag of Holding	5,000 gp
Bandages of Rapid Recovery	200 gp
Bird, Feather Token	300 gp
Boots of the Winterlands	2,500 gp
+2 Bracers of Armor	4,000 gp
+2 Cloak of Resistance	4,000 gp
Ebony Fly Figurine	10,000 gp
Flying Ointment	2,250 gp
Handy Haversack	2,000 gp
Ki Mat	10,000 gp
Pearl of Power	1,000gp
Rope of Climbing	3,000 gp

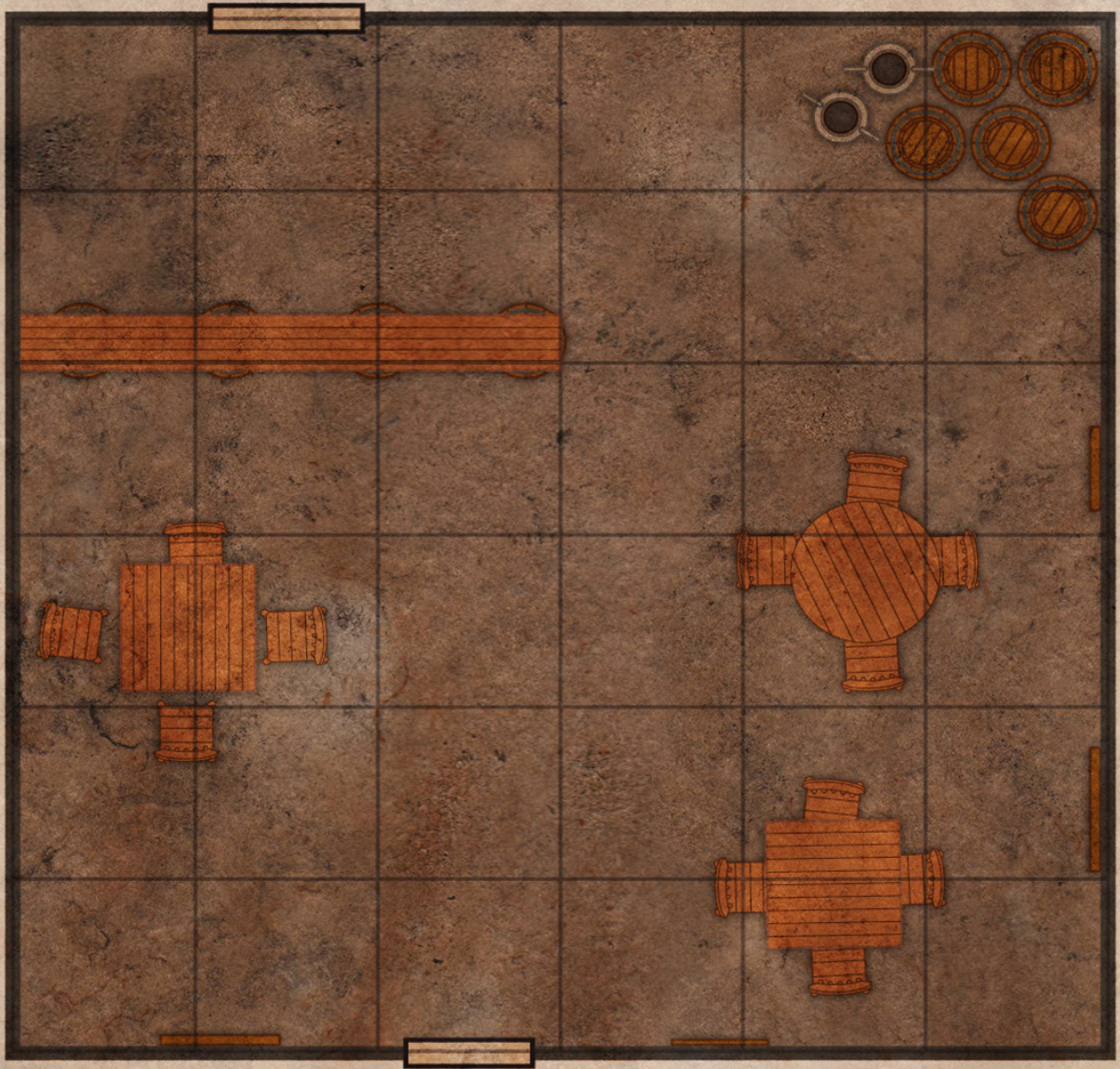


# Rules for Visitors to Dimthinlode

1. Visitors must be accompanied by the Strangers' Escort or else restrict themselves to designated visitors' areas.
2. Visitors may not accost or speak to any unmarried female dwarf.
3. Visitors may not handle dwarven possessions.
4. Visitors may not drink any sanctified alcoholic beverages.
5. Touching ore is a contract to buy, and the seller may set a price.
6. Threatening or pilfering of any kind results in fines and punishments up to and including immediate expulsion from the mining colony.



# Dancing Bear Inn

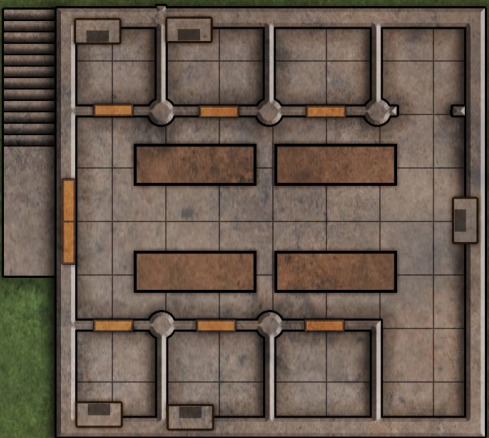


1 Square - 5 Feet



# Castle Ravenrock

## First Story - Great Hall



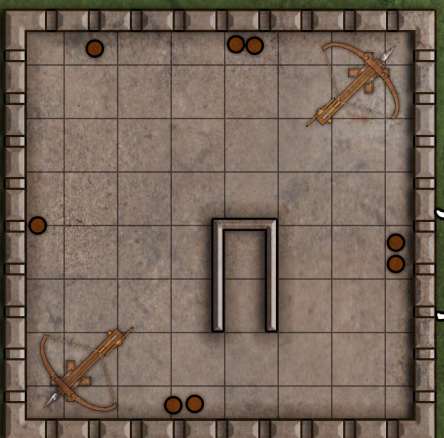
## Second Story



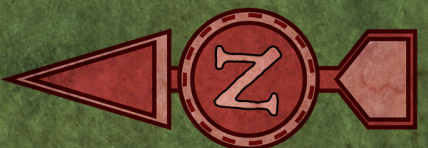
## Ground Floor



## Roof Top



1 Square - 10 Feet





# DIMTHINLODE MINE

1 Square - 10 Feet





# MENACE IN RAVENREACH

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# MENACE IN RAVENREACH

by James Thomas

In the civilized lands those who seek fortune face sobering facts. The populous lands have less need of mercenary wanderers; thus, a treasure hunter's competition is high, the pickings are few and, thanks to the many local authorities, the taxes heavy. The frontier, however, offers the strong, the clever, and the determined the opportunity for great riches. Riches that we even sweeter under a reduced tax burden.

The Keep of Ravenreach is just one small outpost beyond the Borderlands. The hardy inhabitants, amid the wild hills and deep forests, hacked and hammered out a town and their small keep.

A garrison was maintained under the leadership of a brave Baron who, after subduing the surrounding Wilderlands, gathered a modest court and began to rule his modest hold justly and free of danger. Until the day the court wizard decided to acquire a live troll. He has commissioned many fortune seeking adventurers promising a great reward. Many have attempted his unusual errand, none have lived to claim his reward.

Which is a pity as the Wizard is in a bit of a hurry.



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