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A MIDGARD ADVENTURE

An Adventure of Justice and Vengeance For 4 or 5 characters of 1st Level

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he Raven's Call is an introductory adventure for the Midgard Campaign Setting, designed for use with 4 or 5 player characters just starting out. The adventure moves through several main sections:

- 1. The **discovery** of the village of Nargenstal and some scouting of what has befallen the villagers.
- 2. A counterattack by trollkin by night.
- 3. An optional **dark visitor** to the town.
- 4. A confrontation with the ogre lord Coalkell.
- 5. An inopportune visit from a **bandit dhampir NPC**.

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

ADVENCURE SUMMARY

The goal of the adventure is to take back the village from the trollkin and their master, driving them off or slaying a majority while not destroying what is left of the village. The women and children of the village are prisoners, and many of the men are dead or enslaved. Driving off the kobolds and trollkin is difficult, as they are well armed and skilled in warfare and raiding, but they are largely nocturnal.

The rhythm of the adventure is meant to cover two days of game time, with the PCs having the advantage until sunset on the first day, then the trollkin taking the initiative during the night hours, and the PCs having better options at night.

hooks: the call arrives

As the GM you have your choice of hooks. These hooks depend on player curiosity, player heroism, and a sense of justice or vengeance. Pick the one most likely to appeal to your players.

The Raven's Call: If you are using the Mythic Adventures rules, this adventure might include a single Mythic Trial, granting the PCs their first mythic level. In this case, a major ley line called the Raven's Road opens to the heroes and walking it transports them from wherever they are to defend the Mythic Javelins of Thor (see page 18) from abuse by the Mossback Raiders. Walking the shadow road (see *Midgard Campaign Setting*, page 193) is a well-known bit of lore (any bard knows it automatically, and wizards and sorcerers might know it depending on the results of a Knowledge (arcana) skill check (see table).

SHADOW ROADS: KNOWLEDGE (ARCANA) SKILL CHECK

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

Catlike Curiosity: A PC has an animal familiar, eidolon, companion, or other animal friend that seems upset about something. Communication with the animal makes it clear

DESIGNER'S NOTE BANDICS AND RAIDERS

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

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

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

12 ADVENTURE OPTIONS

Half the fun of a sandbox adventure like this one is in seeing what strange characters take the stage and make an impression on the party. The PCs might notice any of these dozen options if they are stuck for what to do next:

- Befriend Ottur the swine herd and help him find a missing sow for his sounder (herd of pigs). They were scattered during the attack and Ottur himself had to hide for hours while raiders chased his pigs, slaughtering the boar and several young pigs for their food.
- 2. Find a pair of oxen grazing in a field. They might be used to lower the drawbridge in town.
- 3. See a whale swimming off the coast, spouting and splashing. A small boat seems to be floating out there as well, adrift. Swimming out in the chill waters is quite dangerous, but perhaps it could be done (three DC 12 Swim checks, and see Going Swimming on page 8 for fatigue effects).
- 4. Find Vestar's pale blue fishing boat washed up on the shore, and drifting back out on the tide. Catching it requires a good use of rope or a bit of chilly swimming.
- 5. Meet a friendly crow, raven, or other totem animal of the party's barbarian, shaman, druid, or ranger.
- 6. Meet the greybearded fisherman Vestar, who lost his boat during the attack (the trollkin cut the rope to prevent humans from fleeing by water). He's trying to get it back.
- that there is smoke on the wind not far away, and the smell of carrion is deeply interesting. The companion saw a glimpse of interesting things and really wants to investigate further, but this requires a detour or a side trip from the PC's usual haunts.

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

Heroism & Vengeance: A survivor from the village raid appears, muddy and completely exhausted from a day and a cold night on the road. This young boy of 12 or so, Sigvaldi, tells a harrowing tale of his village overtaken by raiders at night, horrible dragon-men and trollkin. He didn't see much, but fled when his father was killed in front of him.

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

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

- 7. Find the corpse of a villager killed by a trollkin patrol. The body is of a young woman, and has obviously been looted of any ribbons, cloak, jewelry, and shoes.
- 8. A newly-made cairn of a kobold raider slain in the initial assault, built under a tall oak and planted with a sapling. Digging out the body reveals the race of the attacker and yields a single old spear and fine boots, sized for a young human girl.
- 9. Find a cave where three women (Sigred, Annolin, and Tyrrea), two of their young children (ages 4 and 6), and six of their sheep, have taken shelter. They have a single dagger and two small wood axes between them, and all are cold and hungry. They want food, healing, and help against the trollkin. See Talking to the Villagers, page 6.
- 10. Hear the voices of mermaids or Lorelei along the shore. Roll a DC 16 Will saving throw. Those who fail spend the rest of that day or night trying to reach the singers, and cannot be persuaded to do anything else.
- 11. Meet Needletop, a vile gnomish bard of Neimheim who is scouting the area. He's not at all related to the raiders, but might want to join forces with the bad guys.
- 12. Run into a random monster in the woods, such as a song drake (see *Book of Drakes*, page 46) or a child of the briar (see *Midgard Bestiary for Pathfinder RPG*, page 22).

description also applies to when either of the earlier hooks brings the party to within a few hundred yards of the village.

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

Ask the players for a DC 20 Perception check. If someone succeeds, they notice that around the smoke, near the ground, there's dozens or even a hundreds crows or ravens. Something has attracted birds.

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

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

a crollkin in the mist

A trollkin and three kobolds are patrolling the area outside the palisade, looking to round up stragglers or capture villages and livestock that escaped them earlier. The fog coming off the bay makes visibility poor.

At night, Ornfisk the trollkin and his scouts can find the party relatively easily if the adventurers light a visible campfire, and they attack with surprise in that case.

During daylight hours, roll an opposed Perception check between the PC with the highest Perception ranks, and a kobold scout with a +4 Perception in daylight conditions. If the PCs win, they see motion first and get a surprise round. If the raiders win, they take a surprise round of missile fire, and then they attempt a bit of hit and run, throwing sling stones and javelins from cover at a single target and retreating into cover if they can.

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

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

If the raiders have surprise, read the following:

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

ORNFISK THE TROLLKIN RAIDER CR 1 XP 400

hp 12 (see Trollkin, page 18)

3 KOBOLD SCOUTS CR 1/4

XP 100 each **hp** 5 each (*Pathfinder RPG Bestiary*, page 183)

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

Story Development: If the party captures one or more of the kobolds or the trollkin, they can ask some pointed questions. The kobolds break pretty readily, either through a successful DC 12 Intimidation check, or a clever bit of questioning and persuasion (DC 17 Diplomacy). Ornfisk is a tougher character, but a DC 17 Intimidation check will get him to talk (with a +5 bonus if the PCs threaten to use fire—though torture is an evil act that good-aligned PCs will want to avoid).

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

- 1. The boss is Coalkell the Ogre, and he has 5 more trollkin and dozens of kobolds at his service.
- 2. The Mossback Reavers are looking

for food and gold, and they may make the town their base for a while. Until the other ogres come, anyway. Coalkell has some cousins around here somewhere.

3. The captured villagers are working as thralls and housed in the Great Barn.

These Mossbacks don't know anything about treasure, guard shifts, or the like, and they generally won't breathe a word about Wormwood the Shaman (see The Trolkin Shaman, page 10) unless specifically asked. They're more afraid of her than they are of the ogre.

TROLLKIN: KNOWLEDGE (LOCAL) SKILL CHECK

DC RESULT

11 or less	Not a creature you know. Humanoid, though.
12	A trollkin is a hardy fighter of the northern lands.
16	Trollkin are tougher than goblins, and they fear fire Said to be the get of trolls and humans.
20	They have fast healing, and their wounds knit quickly

24+ Trollkin are loyal to family and their shaman before other races. They are bitter about the fallen kingdom of Trollheim, which fell long centuries ago.



CALKING TO THE VILLAGERS

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

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

MERCENARIES AND DEMONFIRE

A huginn bard Svaka and his dwarven friend Duminac are two escaped mercenaries, both of whom have fought as reavers in the north and as mercenaries in the Seven Cities. They've been around raids and feuds and banditry on both sides, and have few illusions about their odds against a large band of raiders.

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

As a traveling entertainer, Svaka's plan is to march off to visit Skaldhome or another steading a few days' travel away. He explains that he is not much of a fighter on the road, but he will sing to provide courage and strength of arm, and he will cast *bull's strength* on either Duminac or a party fighter if they are going to fight.

If paid or promised his pick of the treasure from the village, Duminac is willing to create a diversion or lead a brief sortie to draw out some of the kobolds into a trap.

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

The mercenaries also have a supply of demonfire, which they will use only in dire circumstances. They are willing to sell up to 3 flasks of demonfire to the PCs for 30 gp each.

DEMONFIRE

You can throw a flask of demonfire as a splash weapon with a range increment of 10 feet. This is a variant of alchemical fire. A direct hit deals 1d6 hp fire damage. Every creature within 5 ft. of the point where the flask hits takes 1 hp fire damage from the splash. On the round following a direct hit, the target takes an additional 1d6 hp damage.

If desired, the target can use a full-round action to attempt to extinguish the flames before taking this additional damage. Extinguishing the flames requires a DC 15 Reflex save. Rolling on the ground provides the target a +2 bonus on the save. Leaping into a lake or magically extinguishing the flames automatically smothers the fire.

The smoke from burning demonfire is a soporific poison. All creatures hit by the oil and within 5 feet of it burning must make a DC 13 Fort save or fall asleep. Each round, the sleeping creature makes another saving throw at a +1 DC (so DC 14 in the second round, DC 15 in the third, etc). If the saving throw DC reaches 18, the creature sleeps for 8 hours or until woken violently.

the CRAB SWARM AND SEA GOD'S TOUCH

If the PCs decide not to kill the village's crab guardian but use some form of speak with animals or know about the enchanted circlet from grandmother Hildigunn (see the Great Barn, page 8 they can summon a crab swarm to aid them in retaking the village. This is not automatic, but requires speaking to the crab, offering it food (and lots of it the trollkin have been starving it a bit), and then convincing it that things would be better if the humans were in charge again (DC 14 Diplomacy check).

If the GM is inclined to use the Mythic Adventures rules, this could easily be related to the Sea God's bloodline

and constitute a Greater Trial. While Nethus is chained in Kammae, this boon is granted by one of his many servants, or by Seggotan, the Dragon God of the Oceans.

If the Sea God is appeased and the swarm is called, use the crab swarm stats from the *Pathfinder RPG Bestiary*, page 50. This option can make a huge difference in sweeping through the village quickly and effectively, though the crab swarm will not approach within 15 feet of the smoldering ruins of the great hall, and they may accidentally harm some villagers or livestock.



scouting the shore, the forest, & the palisade

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

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

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

RUINS OF VALDTOR KEEP

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

scealch checks and sneaking in

The PCs may decide at some point to sneak into town. This is a fine idea, especially during daylight, when the kobold guards have a -2 Perception penalty and terrible eyesight.

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

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

che crained Gianc crab

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

SVETVIK THE TROLLKIN RAIDER CR 1 XP 400 hp 12 (see page 18)

2 KOBOLD KEEPERS CR 1/4

XP 100 each **hp** 4 each (*Pathfinder RPG Bestiary*, page 183)

EXECLACKTAS THE TRAINED GIANT CRAB CR 2 XP 600

hp 19 (Pathfinder RPG Bestiary, page 50)

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

the village of NARGENSTAL

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

1. Watchtower

This small tower is big enough for a single human or two kobolds to keep watch. The humans were good about a watch during daylight hours but neglected the night hours except during full moon. The kobolds are the reverse: they hate to stand watch in the sunlight, and rarely watch here during the height of the day. Sometimes a trollkin in disfavor pulls guard duty here.

Spotting whether a creature is on watch here requires an opposed set of Perception rolls. The kobolds have a +5 Perception at night and +3 in the day; trollkin have +2 Perception either by day or night.

3 KOBOLD SCOUTS CR 1/4

XP 100 each **hp** 5 each (*Pathfinder RPG Bestiary*, page 183)

2. The Moat, Drawbridge (2A), and Ford (2B)

The village is surrounded by water, the Grunvale River on one side and a small moat on the other, dug out over years with occasional magical help. For many years the villagers forded the river in the shallows, where the water is only about a foot deep. This ford still exists, but the villagers built a small drawbridge to make it easier for ox-carts and riders passing through the village to enter from the moat side.

This bridge can be pulled up by a DC 25 Strength check (easy enough for a team of oxen, hard for less than 6 humans). At the moment, the bridge is pulled up and the

going swimming

The water in the moat, the river, and the bay are all at least 6 feet deep. Crossing the water anywhere except at the ford or the drawbridge requires a Swim check— DC 10 for the moat, and DC 12 for the Grunvale River or Valfish Bay. The frigid water causes swimmers to become fatigued after 5 minutes, and exhausted after 10 minutes.

For an added challenge, set this adventure in winter. Reduce the fatigued and exhausted times to 1 and 2 minutes respectively, and feel free to inflict nonlethal damage for cold weather (see Cold Dangers in the *Pathfinder RPG Core Rulebook*, page 442).

oxen are missing (see adventure option 2 on page 4). The moat is about 6 feet deep, and the palisade about 8 feet high. Both were made with the aid of druidic magic.

Climbing the Palisade: The wood is old, slick, and somewhat mossy in spots, but the 8-foot-high wall can be scaled in a full-round action with a single DC 16 Climb check. Remember armor penalties on this check!

3. Burnt Longhouse

Still smoking, this A-framed house had a thick thatch roof that burned away quickly, and wooden rails and timbers underneath that burned over a longer period of a couple days. Hotfoot Floor: The floor is now covered with ashes and lots of coal-like embers, plus latent heat caught in the flagstone floor. The ground is still very hot to the touch, and the trollkin won't go near it.

Walking over the burnt longhouse requires a DC 15 Fortitude save each round; failure means blistered feet and a -5 ft. penalty to base movement for 48 hours. Failing a second such save means that the character takes a -10 ft. penalty to base movement and has serious burns that require healing.

Treasure: A large strongbox is buried under the floor, but finding it requires a DC 19 Perception check (to spot the disturbance under the ashes), and then a DC 17 Strength check to lever up a very heavy stone over the strongbox. The strongbox itself is still hot metal and difficult to carry, and its leather handles at either end are somewhat charred. If opened, this contains the late chieftain Thorfinn's personal wealth, a total of 120 gp, an inlaid drinking horn worth 100 gp, two silver daggers (22 gp each), and a masterwork greataxe (320 gp).

4. The Great Barn

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



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

The surviving villagers number 18 women including young girls, mothers, and 2 elderly grandmothers, Fastvi and Hildigunn, plus about 25 children varying in age from 2 years to 14 or so. Only three men are still alive and captured: Leiknir, Hlodvir, and Skallagrim, the village priest of Yarila and Porevit, who has healed.

One grandmother, Hildigunn, knows about the hidden crown of the sea, the item that permits the wearer to speak with sea animals, because she is the one who hid it in the bottom of the Great Barn's soup cauldron. If the PCs strike her as a worthy (a paladin or ranger is most likely to win her over), she offers them the crown and some advice about summoning up the Sea King's army (see page 6).

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

5. Smokehouse and Drying Racks

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

6. The Frost Maiden Inn

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

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

7. Village Homes

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



9

8. Dock

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

RESCUE AT THE BARN

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

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

The villagers work downstairs during the day, and they are kept up in the loft at night.

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

MORGEOTH THE TROLLKIN RAIDER CR 1 XP 400

hp 12 (see page 18)

8 KOBOLD GUARDS CR 1/4

XP 100 each **hp** 5 each (*Pathfinder RPG Bestiary*, page 183)

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

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

che crollkin shaman

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

She knows of a powerful artifact hidden in the area (see the Mythic Javelins of Thor sidebar on page 18). She talked Coalkell into raiding Nargenstal, but now Coalkell has taken over the Frost Maiden Inn and won't let her search the building. Wormwood has searched the rest of the village and used both blood divination and Bristle's commune with spirits ability, all of which indicate the javelins are hidden somewhere in the inn.

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

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

SHAMAN: KNOWLEDGE (RELIGION) SKILL CHECK

DC RESULT 11 or You don't know much about shamans. Maybe they less are like clerics? 12 A shaman has a spirit guide and is a sort of nature priest. 16 A shaman is a healer and diviner, and able to take on animal forms. 20 This shaman seems to have a badger spirit. Badger spirit animals are dangerous in combat, and strengthen a shaman's claws. 24 +A shaman's secrets can make her invisible, can

WORMWOOD CR 4

XP 1,200

Female trollkin shaman 3 (New Paths: The Expanded Shaman)

N Medium humanoid

Init +0; Senses darkvision 60 ft. ; Perception +3

DEFENSE

AC 17, touch 10, flat-footed 17 (+3 natural, +4 armor) **hp** 27 (4d8+8); fast healing 1 (acid or fire) **Fort** +5, **Ref** +1, **Will** +4

OFFENSE

Speed 30 ft.

Melee +1 spear +3 (1d6+1/x3), bite +0 (1d4) or 2 claws +2 (1d4), bite +2 (1d4)

Ranged javelin +2 (1d6)

Shaman Spells Known (CL 3rd; Concentration +5)

- **1st** (6/day)—ant haul*, bloody claws, bristle*, obscuring mist
- **Orisons** (at will)—*detect magic, guidance, read magic, spark, virtue*
 - *From Pathfinder RPG Advanced Player's Guide.

reveal her enemies whereabouts, and can even read the entrails of a freshly-killed animal to strengthen herself and her followers.

STATISTICS

Str 10, Dex 10, Con 14, Int 10, Wis 12, Cha 15 Base Atk +2; CMB +2; CMD 12

Feats Improved Shaman's Touch, Multiattack

Skills Handle Animal +13, Heal +10, Knowledge (nature) +9, Perception +3, Survival +3; Racial Modifiers +4 Handle Animal

Languages Draconic, Giant, Northern Tongue

SQ nature lore, shaman's touch, spirit animal (Bristle the Badger), totem secrets (*blood divination*, *invisibility*), wild empathy, woodland step

SPECIAL ABILITIES

Blood Divination (Ex) See sidebar.

Fast Healing (Ex) A trollkin regains 1 hp/round, though not fire or acid damage, nor damage due to starvation or exhaustion. A trollkin gains no hit points from fast healing in any round when it suffers fire or acid damage.

Invisibility (Su) As a standard action, Wormwood becomes invisible as the *invisibility* spell. She can remain invisible for 1 minute/day per shaman level. This ability must be used in 1-minute increments, but these minutes need not be consecutive.

Nature Lore (Ex) Shamans gain a +2 bonus to Knowledge (nature) and Heal checks.

BLOOD Divination

Shamans can read the future in the entrails of a freshly killed animal or humanoid. If a shaman spends 10 minutes studying the entrails of an animal or humanoid killed in the last hour, he or she gains an insight bonus equal to his or her Charisma modifier on one saving throw. At 10th level, shamans can study the entrails of any animal for the same effect.

Alternatively, by observing and interpreting the flights of birds for 10 minutes, shamans can apply a +10 competence bonus to any one skill check. Finally, by spending 10 minutes charting marks in dirt or stone or observing the patterns of sand thrown into the wind, shamans gain a +4 insight bonus to one initiative check. These bonuses must be used in the next 24 hours, and shamans must declare they are using the bonus before rolling the check or saving throw. Shamans can use blood divination (in any combination) 1/day plus 1/day for every four shaman levels. Wormwood can use this ability only once per day. **Shaman's Touch (Sp)** Wormwood can heal 1d8+3 damage as a *cure light wounds* spell 2 times/day. Thanks to the Improved Shaman's Touch feat, any die results of 1 or 2 are treated as a 3 instead, so Wormwood will always heal at least 6 damage with this ability.

Wild Empathy (Ex) As the druid ability.

Woodland Step (Ex) Wormwood can move through any sort of undergrowth (such as natural thorns, briars, overgrown areas, and similar terrain) at her normal speed and without taking damage or suffering any other impairment. Thorns, briars, and overgrown areas magically manipulated to impede motion, however, still affect her. In addition, she leaves no trail in natural surroundings and cannot be tracked. She can choose to leave a trail if desired.

BRISTLE THE BADGER (SPIRIT ANIMAL)

N Small magical beast (New Paths: The Expanded Shaman) Init +3; Senses low-light vision, scent; Perception +3 DEFENSE

AC 18, touch 14, flat-footed 15 (+3 Dex, +4 natural, +1 size) hp 20 (3d8+6) Fort +5, Ref +6, Will +2 Defensive Abilities evasion

che raven's call

OFFENSE

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

Melee bite +5 (1d4), 2 claws +3 (1d6)

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

Str 10, Dex 17, Con 15, Int 10, Wis 12, Cha 10 Base Atk +2; CMB +1; CMD 14

Dase Alk +2, CNID +1, CNID 14

Feats Multiattack, Weapon Finesse **Skills** Perception +3, Stealth +8

Skills Ferception +3, Stealth +8

SQ commune with spirits, empathic link, share spells

SPECIAL ABILITIES

- **Commune with Spirits (Su):** Bristle can act as an intermediary between Wormwood and the spirit realm. Wormwood must enter a trance lasting for 1 minute, which must be uninterrupted and during which she can take no other actions, after which she gains the benefits of an *augury* spell with 90% effectiveness. This spell effect requires no material components. Bristle must remain within 120 ft. of Wormwood during the entire trance or the effect is ruined and the trance must be restarted.
- **Empathic Link (Su):** Shamans have an empathic link with their animal spirit guides to a distance of 120 ft. Shamans can communicate emphatically with their animal spirit guides, but cannot see through their eyes. Because of the link's limited nature, only general emotions can be shared. Shamans have the same connection to an item or place that an animal spirit guide does.
- Share Spells (Ex): Shamans can cast a spell with a target of "You" on their animal spirit guides (as a spell with a

range of touch) instead of on themselves. A shaman can cast spells on his or her animal spirit guide even if the spells normally do not affect creatures of an animal spirit guide's type (magical beast). This ability does not allow the animal spirit guide to share abilities that are not spells, even if they function like spells.

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

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

BLOOD PRICE

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

Failure to pay (or retreat to a distant safe haven) means that Wormwood sends her spirit familiar (Bristle the badger) to visit the party at night and demands blood money for these trollkin deaths. This makes rest difficult for spellcasters while it continues (DC 14 Fort save required for successful rest when interrupted by spirits).

If three or more trollkin are slain, the shaman uses her blood divination totem secret to determine the PC's location, and she convinces Coalkell of the value of a counterattack (see page 13)

who is where when?

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

	Frost Maiden	Watchtower	Dock	Barn	On Patrol
Coalkell + 1 Trollkin Bodyguard	100%	_	-		_
Wormwood the Shaman	60%	10%	10%	10%	10%
3 Trollkin Warriors	40%	-	20%	20%	20%
2 Kobold Crab Handlers	10%	10%	80%	<u> </u>	
3 Kobold Scouts	30%	40%	_	-	30%
8 Kobold Barn Guards	30%	-		70%	-
8 Kobold Raiders	10%	-	_	20%	70%
8 Kobold Frost Maiden Guards	100%	-	-	-	-
2 Kobold Day Scouts		30%	-	1_	70%
2 Kobold Night Scouts	-	30%	-	_	70%
2 Kobold Cooks	80%	10%	_	10%	-
20 Captured Village Women	10%	-		90%	-
15 Village Children	-	-	-	100%	-

COUNTERATTACK: TROLLKIN NIGHT RAIDERS

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

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

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

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

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

GM NOTE CABLES CURDED

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

The odds of success for the attack are actually fairly low (the kobolds are terrible combatants and break easily), but if the party is defeated and one or two are killed, the trollkin calls for a surrender. The PCs are stripped of weapons, armor, and boots (to prevent running away), and taken prisoner in the Great Barn (area 4, page 8). The adventure just got a lot tougher, but either Wormwood or Vinder Gandelossen might prove an unlikely ally against Coalkell. **Round 4**: Confusion and combat. Kobolds and trollkin try to work together to take down a third character.

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

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

the frost maiden inn

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

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

- **A. Front Door.** Stout oak banded with iron and chased with silver, this door is warded and difficult for undead and fey to enter.
- **B. Tavern Room.** The main tavern room has a warm ceramic hearth in one corner, where coals can keep the whole room warm. The pillars are blackened by smoke and age. This room may have been cozy once. Now it is clearly an ogre lair, with cracked bones and flayed sheep skulls in the corners, draped entrails on some of the rafters, and chewed hide strips everywhere. Coalkell has made it his throne room.
- **C. Pantry.** Beans, grain, ceramic pots, wooden bowls, and similar simple items are stored here.
- **D. Kitchens.** With room to keep bread in the oven and two fire pits, and multiple tables for chopping fish or lamb, the kitchen is also the village bakery, butchershop, and smokehouse. Currently the hangout of the raiding kobolds.
- **E. Harbor Door.** Almost as stout as the front door, but without the silver or the enchantments. Leads directly to the fish drying racks outside.
- **F. Common Sleeping Room.** Hammocks and bedding fill the space when visitors are plentiful. Right now, it's the ogre-lord's room, and haunches of lamb and cracked bones litter the floor.
- **G. Private Guest Rooms.** Nicely appointed, but currently empty.
- H. Cellars and Slabs. The cellar of the inn contains many barrels of ale and a few small casks of mead, as well as

the frostmaiden inn



1 SQUARE = 5'

che raven's call

rations that the ogre's followers have not yet tried much of: onions, a sack of millet and another of rye flour, a sack of turnips, and a range of heavily smoked and salted fish. Beyond that, there are three large stone slabs in the cellar, which predate the site's use as an inn. If anyone brushes aside the dirt to read the inscriptions on them, they say:

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

Digging out the slabs to rob the graves is hours of work: getting through the flagstones and packed mud of the floor, cracking the caskets, and shifting a lot of dirt. None of these three were buried with more than a few rings and trinkets, worth about 20 gp each. Digging them up offends all the villagers, though, who fear ghostly wrath.

I. False Beam. This secret cache hasn't been opened in over a century. See the Mythic Javelins of Thor, page 18.

the ogre Lord

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

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

This is a small but cozy inn from the outside: slate roof is mossy and slick, the two windows on the ground floor are shuttered closed, the front door looks like stout wood, the walls are stone and mortar, and the three gabled windows on the upper floor are not shuttered. If they make a DC 20 Perception check, add:

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

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

Back Door: Is only latched, requires a DC 12 Open Locks to open, but opens into the kitchen, where three kobolds cooks butcher sheep in a vain attempt to keep up with Coalkell's appetite.

Front Door: Is barred and requires a DC 18 Strength check to break down; taking more than one attempt to break it down means that the element of surprise is definitely lost.

In addition to plunder, the ogre Coalkell always lusts for meat and is a terrible glutton. After the first night of the raid, he commanded his kobold cooks to furnish him with meat and lots of it. He sends his trollkin hunting down the

villager's sheep, and he devours every piece of lamb, pig, chicken, or fresh fish offered, plus venison, rabbit, and even some donkey meat. The inn stinks of butchery and blood pudding, but Coalkell's hunger continues.

Read the following once the PCs are in.

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

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

COALKELL, THE OGRE LORD CR 3

XP 800

CE Large humanoid (giant)

Init -1; **Senses** darkvision 60 ft., low-light vision; Perception +2

DEFENSE

AC 17, touch 8, flat-footed 17 (+4 armor, -1 Dex, +5 natural, -1 size) **hp** 28 (4d8+12)

Fort +6, Ref +0, Will +3

OFFENSE

Speed 30 ft. Melee longspear +7 (2d6+7/x3) Ranged throwing axe +1 (1d8+5) Space 10 ft.; Reach 10 ft. (15 ft. with longspear)

TACTICS

Coalkell hurls axes over the heads of his short minions before engaging with his longspear.

STATISTICS

Str 21, Dex 8, Con 15, Int 6, Wis 10, Cha 7 Base Atk +3; CMB +9; CMD 18 Feats Iron Will, Toughness Skills Climb +7, Perception +2 Languages Giant, Northern Tongue

TROLLKIN BODUGUARD CR 1

XP 400 hp 12 (see page 18)

8 KOBOLD GUARDS CR 1/4

XP 100 each

hp 5 each (Pathfinder RPG Bestiary, page 183)

Playing with Fire: One kobold carries a flask of oil that he will light and throw at a PC spellcaster. It takes one round to light and one round to throw the flask. This is a desperation measure that may very well burn down the Frost Maiden and everything in it: the 5' square where the fire lands will burn for 1 round, then spread to 4 more squares the following round, then 4 more squares the round after that. If no one takes

action to put out the fire, it burns quickly in the scattered and dry rushes of the inn's floor, and quickly sets wooden chairs and benches alight. Burning squares cause 1d4 fire damage to anyone standing in them at the start of their turn.

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

EVENT: A STRANGER COMES TO CALL

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

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

For instance, if the PCs are having trouble getting into the village and refuse to work with the dwarven mercenary or gather information, Vinder can show up and offer to help in

DRIVING OFF Che RAIDERS

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

Killing 10 or more kobolds convinces the raiders to retreat.

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

A few ways to drive off the raiders are killing Coalkell, summoning the Sea King's crab swarm (see page 6) freeing the villager hostages (who may seek a violent revenge on the raiders for their mistreatment), or breaking the monsters' morale through trickery or bluff.

The PCs may invent other equally effective solutions.



exchange for first pick of the loot. If the PCs are about to be wiped out, he might appear in exchange for some blood from the strongest fighter, which will cause 3 points Con damage. And if the finale goes too easily, he might easily appear as a bit of a twist to keep the PCs from just stomping everything too easily: he has been observing the PCs, and steps forward just when the party is about to start healing and looting, hoping for maximum leverage. When Vinder shows up is up to you (and you could skip him if the adventure is more satisfying without him). When he does show, read the following:

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

Vinder is here as a representative of the Hunter, his patron god, seeking to recover the Mythic Javelins of Thor beneath the Frost Maiden. These weapons were given to the mortal world by the divine hand of Mavros or Perun or Thor, depending on who you believe, but they were hidden a century or more ago and only recently have the spirits told Wormwood and Vinder about them. Both wish to claim the items.

VINDER GANDELOSSEN, THE RED HUNTER CR 2

XP 600

Male dhampir fighter 3

CE Medium humanoid (dhampir) **Init** +3; **Senses** darkvision 60 ft., low-light vision; Perception +3

DEFENSE

AC 15, touch 11, flat-footed 14 (+4 armor, +1 Dex) hp 24 (3d10+3) Fort +3, Ref +2, Will +0; +3 vs. disease and mind-affecting effects, +1 vs. fear Defensive Abilities bravery +1, negative energy affinity, resist level drain Weakness light sensitivity

OFFENSE

Speed 30 ft. Melee boar spear +7 (1d8+3) Ranged longbow +4 (1d8/x3) Spell-Like Abilities (CL 3rd)

3/day—detect undead

STATISTICS

Str 17, Dex 13, Con 10, Int 10, Wis 8, Cha 16

Base Atk +3; CMB +6; CMD 17 Feats Mounted Combat, Ride-By Attack, Toughness, Weapon Focus (boar spear)

Skills Bluff +6, Intimidate +7, Perception +3, Ride +5, Survival +3; Racial Modifiers +2 Bluff, +2 Perception

Languages Trade, Northern Tongue **SQ** armor training 1

Gear boar spear, longbow with 20 arrows, hide armor

SPECIAL ABILITIES

- **Resist Level Drain (Ex)** A dhampir takes no penalties from energy draining effects, though he can still be killed if he accrues more negative levels then he has Hit Dice. After 24 hours, any negative levels a dhampir takes are removed without the need for an additional saving throw.
- The Treasured Steed: Vinder's only real treasure is his horse, a dappled grey animal named Pearl that is a remarkable steed, an aggressive Krakovan Dappled light warhorse, and rather badly injured from a run-in with a

pack of nasty dwarven mercenaries. Vinder has hidden this animal somewhere in the vicinity and dares not bring it into town. However, Pearl is easily worth 400 gp, and its harness and military saddle are of excellent red leather, set with silver bells and a studded with fine silver rivets. This makes the horse's tack worth at least 60 gp by itself. The saddlebags contain only finger bones, claws, and bits of fur and hair, trophies of Vinder's many hunts.

PEARL, KRAKOVAN LIGHT WARHORSE CR 1

XP 400

hp 16 (Midgard Campaign Setting, page 149)

conclusion: A village reclaimed

If the heroes drive off the Mossback Raiders, hurray! The villagers are profoundly grateful and pull together 200 sp in treasure, fill their backpacks with rations and give them all the ale they can drink. If the PCs are interested, they might also be given a map to the Ogre Cave up in the hills, or told about a friendly sea-captain in Barsella who would love to buy a giant crab... Which leads directly to MA1, To the Edge of the World.

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

mythic javelins of thor

These are *javelins of lightning* with an additional *thundering* property, and when the thunder effect happens on a critical hit they are always consumed in use. They can be found by anyone casting detect magic in the Frost Maiden Inn's cellar; 3 of them are hidden within a false beam in the ceiling, easily opened once discovered. The javelins themselves make the wielder's hair all stand on end until thrown, and the wielder glows with a multicolored nimbus like the northern lights, brighter and dimmer by turns.

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

FURCHER ADVENCURES: UNDER CHE KEEP AND CHE OGRE'S COUSINS

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

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

CROLLKIN

With a mottled green and grey skin and a ridge or crest along its spine, the trollkin resembles a strange cross of troll and lizard. Its hissing speech is disturbing, but the trollkin are not always evil, and are more inclined to look after their own interests than to serve dark gods.

TROLLKIN CR 1 XP 400

N Medium humanoid

Init +0; **Senses** darkvision 60 ft. ; Perception +2

DEFENSE

AC 15, touch 10, flat-footed 15 (+3 natural, +2 armor) **hp** 11 (2d8+2); fast healing 1 (acid or fire) **Fort** +2, **Ref** +2, **Will** +1

OFFENSE

Speed 30 ft.

Melee longspear +2 (1d6+1/x3), bite +0 (1d4) or 2 claws +2 (1d4+1), bite +2 (1d4+1)

Ranged javelin +1 (1d6+1)

Space 5 ft.; Reach 5 ft. (10 ft. with longspear)

STATISTICS

Str 12, Dex 10, Con 14, Int 9, Wis 12, Cha 10 Base Atk +1; CMB +2; CMD 12 Feats Multiattack Skills Handle Animal +5, Perception +2; Racial Modifiers +4 Handle Animal Languages Draconic, Giant, Northern Tongue ECOLOGY Environment any forests or hills Organization solitary, pair, company (3–12), or clan

(13–60)

Treasure NPC gear (leather armor, longspear, 3 javelins)

SPECIAL ABILITIES

Fast Healing (Ex) A trollkin regains 1 hp/round, though not fire or acid damage, nor damage due to starvation or exhaustion. A trollkin gains no hit points from fast healing in any round when it suffers fire or acid damage.

In the frozen climes of the inhospitable northlands, ogres, trolls or even fey sometimes take human mates. The offspring of these pairings are called trollkin, though the exact nature of their inhuman ancestry is often difficult to determine at a glance. Typically tall and lanky with a brutish outward appearance, trollkin who forsake living among their humanoid parents often find themselves outcasts among the civilized races of the north.

With a thick hide of green or rich brown, the trollkin are superficially similar to dragonkin or kobolds. While many trollkin share a rough-hewn and unkempt appearance, their inhuman lineage can take a wide variety of forms. Some female trollkin can even appear quite beautiful except for an outward sign of their monstrosity such as stone-grey skin or talon-tipped fingers.

The trollkin are not especially numerous, but they are feared throughout the Northlands, where they once ruled a kingdom called Trollheim. Their influence has waned greatly with the decline of the giants.

Fear and hostility often force trollkin into a life of solitary wandering or roaming in small groups as bandits, but a few make a place for themselves in the civilized world by using their natural gifts to their advantage. Mercenary captains are quick to hire trollkin soldiers to serve as shieldbreakers or frontier scouts, and more than one thieves' guild employs a trollkin debt collector.

Some trollkin have a natural affinity for sorcery or witchcraft, inheriting a natural sensitivity to ley line energies from their monstrous parent. These trollkin often find themselves leading humanoid bands or working in the employ of bandit lords who are eager to turn their powers into profit.

Trollkin excel at brawling, intimidation, tracking, and stealth. They make canny fighters and excellent shamans, with a keen ability to speak with spirits and animal totems. Trollkin typically choose shaman as a favored class, though barbarians, fighters, rangers, and rogues are common as well. They are often employed as scouts and skirmishers among the vicious little wars and feuds of the north, and can be counted on to fight with honor and skill. Their skill at handling wild and tame animals is widely known, and they often hunt with dogs, wolves, dogmoles, even bears and falcons when conditions permit.

Trollkin often work with humans, dragonkin, kobolds, true trolls, ogres, and giants. They are implacable enemies of dwarves, and the two races despise one another. Trollkin get along surprisingly well with the fey, especially

the shadow fey, gnomes, and lorelei.

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