



AMIDST THE MISTS AND COLDEST FROST

A One-Round D&D Core LIVING GREYHAWK™ Adventure

version 1

by Dale Friesen

RPGA HQ reviewer: Stephen Radney-MacFarland

You undertake an expedition in the lands of the Frost Barbarians to secure a trade agreement with the Fruztii. While you dream of coming home richer, the only thing the barren landscape promises is a quick death for the unprepared or the stupid. And that was before the locals began falling prey to the supernatural killer that raids from the mist. Can you save the locals, secure the lucrative trade agreement, and make it home alive? An adventure for characters level 1-8.

Based on the original DUNGEONS & DRAGONS® rules created by E. Gary Gygax and Dave Arneson and the new DUNGEONS & DRAGONS game designed by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, and Peter Adkison.

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This is an RPGA® Network scenario for the DUNGEONS & DRAGONS® game. Most sanctioned events delegate a four-hour time block for each round of this scenario, with actual playing time will around three hours. The rest of the time is spent in preparation before game play, and reward distribution and scoring after the game. The following guidelines are here to help you with both the preparation and voting segment of the game. Read this page carefully so that you know and can communicate to your players the special aspects of playing an RPGA scenario.

PREPARATION

First print this scenario. This scenario was created to support double-sided printing, but printing it single sided works as well. There is enough room along the inside margin to bind the adventure, if you desire.

Read this entire adventure at least once before running the event. Familiarize yourself with any special rules, spells, or equipment presented in the adventure. It may help to highlight particularly important passages.

When you run an RPGA D&D adventure we assume that you have access to the following books: the *Player's Handbook*, the *Dungeon Master's Guide*, and the *Monster Manual*. We also assume that you have a set of dice (at least one d4, d6, d8, d10, d12, and d20), some scrap paper, a pencil, an RPGA scoring packet, and your sense of fun. It's also a good idea to have a way to track movement during combat. This can be as simple as a pad of graph paper and a pencil, as handy as a vinyl grid map and chits, or as elaborate as resin dungeon walls and miniatures.

Instruct the players either to prepare their characters now, or wait until you read the introduction, depending on the requirements of the scenario described in the introduction.

Keep in mind that you must have at least three players (not counting the DM), for the game session to be a sanctioned RPGA event. You cannot have more than six players participating in the game.

Once you are ready to play, it is handy to instruct each player to place a nametag in front of him or her. The tag should have the player's name at the bottom, and the character's name, race, and gender at the top. This makes it easier for both the players and the DM to keep track of who is playing what character.

The players are free to use the game rules to learn about equipment and weapons their characters are carrying. But, as the DM, you can bar the use of even Core rulebooks during certain times of play. For example, usually the players are not free to consult the *DUNGEON MASTER'S Guide* when confronted with a trap or hazard, or the *Monster Manual* when confronted with a monster.

Text that appears in shaded boxes is player information, which you may read aloud or paraphrase as appropriate. Text in sidebars contains important DM notes, for you, offering insight to issues particular to the adventure. Monster and nonplayer character (NPC) statistics are pro-

vided with each encounter in abbreviated form. Full monster statistics for standard monsters are provided in the *Monster Manual*, while statistics for unusual monster and unique individuals are profiled in the Appendix at the end of the adventure. You should review all of these statistics before the game starts to refresh your memory of the creatures' abilities.

SCORING

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and DM score the game. The RPGA has three ways to score its games. Consult your convention coordinator to determine which method to use for this scenario:

1-No-vote scoring: The players write their names and RPGA numbers on the scoring packet grid. You fill in the top of the grid. That is all. No one is rated. This method is used for people who are just playing for fun.

2-Partial scoring: The players rate the game master and the scenario on their player voting sheet, and provide personal information, but don't vote for other players. The game master rates the scenario and completes personal and event information, but does not rate the players as a team or vote for players. This method is used when there is no competition, but the event coordinator wants information on how the game masters are performing, or the game master wants feedback on his or her own performance.

3-Voting: Players and game masters complete the entire packet, including voting for best player. If this method is used, be sure to allow about 15-20 minutes for the players to briefly describe their characters to the other players, and about 5-10 minutes for voting. This method is used when the players want to know who played the "best" amongst the group, or when the adventure is run in tournament format with winners and prizes.

When using voting, rank the players in order of your voting choice while they are completing their forms, so that you are not influenced by their comments on your abilities. It's a good idea to have the players vote while you determine treasure and experience awards for the scenario.

After voting, give the Scoring Packet to your event coordinator.

This is a LIVING GREYHAWK Adventure. As a LIVING™ adventure it is expected that players bring their own characters with them. If players do not have a LIVING GREYHAWK character generated, get a copy of the current LIVING GREYHAWK character generation guidelines, and a character sheet from your convention coordinator or the RPGA Web site, and then have any players without a character create one. Once all players have a LIVING GREYHAWK character, play can begin.

Along with the other materials that you are assumed to have in order to run a D&D game, it is also recommended that you have a copy of the LIVING GREYHAWK Gazetteer.

LIVING GREYHAWK LEVELS OF PLAY

Because players bring their own characters to LIVING GREYHAWK games, this adventure's challenges are proportioned to the average character level of the character participating in the adventure. To determine the Average Party Level (APL):

- 1) Determine the character level for each character participating in the adventure.
- 2) If characters bring animals that have been trained for combat (usually war horses and riding dogs), other than those brought by virtue of a class ability (i.e., animal companions, familiars, paladin's mounts, etc.) use the following chart to determine the number of levels you add to the sum above. Add each character's animals separately. A single character may only bring four or fewer animals of this type, and animals with different CRs are added separately.

CR	1	2	3	4
1/4 and 1/6	0	0	0	1
1/3 and 1/2	0	0	1	1
1	1	1	2	3
2	2	3	4	5
3	3	4	5	6
4	4	5	6	7

- 3) Sum the results of 1 and 2, and divide by the number of characters playing in the adventure-round up.
- 4) If you are running a table of six PCs, add one to that average.

By following these four steps, you will have determined the APL. Throughout this adventure, APLs categorize the level of challenge the PCs will face. APLs are given in even-numbered increments. If the APL of your group falls on an odd number, ask them before the adventure begins whether they would like to play a harder or easier adventure. Based on their choice, use either the higher or the lower adjacent APL.

APL also affects the amount of experience you may gain at the end of an adventure. If your character is three character levels or more either higher or lower than the APL that this adventure is played at, that character will receive only half of the experience points awarded for the adventure. This simulates the fact that either your character was not as

challenged as normal, or relied on help by higher-level characters to reach the objectives.

Note: LIVING GREYHAWK adventures are designed for APL 2 and higher. Three or four, or sometimes even five 1st-level characters may find difficulty with the challenges in a LIVING GREYHAWK adventure. If your group is APL 1 there are three things that you can do to help even the score.

- 1) Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.
- 2) Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. PCs who want their dog to attack they must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is a free action (spoken command) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.
- 3) A group of APL 1 adventurers who desire an extra hand can "enlist an iconic." The stats for the 1st-level versions of Tordek, Miale, Lidda and Jozan are given at the end of each adventure. The group may pick one of these characters to joint them on this adventure. The DM controls that NPC.

TIME UNITS AND UPKEEP

This is a standard one-round Core adventure, set in the City of Greyhawk. All characters pay two Time Units to participate in the adventure. Adventure's Standard Upkeep costs 24 gp. Rich Upkeep costs 100 gp, and Luxury Upkeep costs 200 gp.

ADVENTURE SUMMARY AND BACKGROUND

The characters find themselves in the northern part of the land of the Frost Barbarians searching for Jarl who

Frost Barbarians and this Adventure

The Frost Barbarians (or as they call themselves, the Fruztii) live in the westernmost part of the Thillonrian Peninsula. Most of their kingdom is somewhat temperate, with only the northern parts being as cold as the setting for this scenario. They have recently shrugged off rule by the Schnai (sometimes called the Snow Barbarians) with the help of Ratik, their neighbor to the south. The Fruztii are predominantly Suel, with very light-color skin and hair, but the king's marriage to a dark-haired Ratikkan noblewoman has made non-Suel matches more stylish as of late. The sea is very important to the average Fruztii, and their longboats sail on raids far to the south.

After the summer raiding season of 591 CY, the reputation of one Fruztii raider created a stir in many adventuring circles. Valehdella Silvermane raided settlements from Johnsport to Atirr between the months of Coldeven to Flocktime. And earned a reputation for both her daring and her beauty. Both traits brought her to the attention an energetic scion of the North Kingdom's house Torquann. Who tracked her, trapped her, and now has kept her (not unwillingly, it is said) as his wife.

More often than not, talk about the warrior princess of North Kingdom centers on her cloak—a glistening fur cloak made of the skin of a fantastic badgerlike beast called a argentvorax, which is said to eat silver and spin that metal into its fur. The fantastic skin, and the fact that Valehdella has claimed that such creatures are common in the northern climbs of the Kingdom of the Fruztii, have flung the overly rich and overly pompous of the Flanaess into a race for such a treasure. More than one merchant house has sent representatives with trade agreements in hand, in an attempt to get whatever Fruztii Jarl they can find to hand over any skin that comes into their hands.

has not already made a deal with one of the many hundreds of Flanaess merchant houses sending adventurers to gain argentvorax rights. The land is treacherous, and cold, and they will have to take special care not to suffer from exposure.

On the path to the domains of Jarl Guthmund, the characters hear shouts and roars from up ahead, and find a large man named Charbel being attacked by polar bears. After helping him escape the claws of these beasts, and he introduces himself, and takes them to his village for a feast, and promises to lead the characters to Jarl Guthmund.

At the village the characters meet Endemuk, Jarl Guthmund's chief advisor, in the town for unknown reasons. While the characters are more than likely the honored guests of Charbel wile in the Fruztii settlement, they are still foreigners, and when Endemuk disappears during their first night in the village, the suspicions about his disappearance fall on them. Once the characters win (or talk themselves out of) a trial by combat, and win their innocence of

any wrongdoings, they most likely will search for Endemuk.

Endemuk is being held at a hidden camp, which the heroes will presumably invade.

After a successful rescue, the jarl hosts a great

feast, and the heroes receive accolades from Charbel and Endemuk winning the favor of the jarl. The jarl tells the characters that a horrid spirit called the hunters of the mists is raiding the outskirts of his territories. If the character rid him of the hunters of the mists, he will in turn grant the characters' patron (or themselves) the right to hunt argentvorax.

PLAYER INTRODUCTION

Snow and wind blow about as you travel north along the icy banks of the Jenelrad River toward the village of Juntgandgard. From there you plan to journey to the great hall of Jarl Guthmund that stands two days' travel by foot north of the village. You are going to meet with Jarl Guthmund with the hopes gaining the right to hunt argentvorax on his lands.

Visibility is low, and wise minds think on the prospects of finding a bit of shelter. It should only be a few more days before you reach the village.

Explain to the players that they are on the Thillonrian peninsula trying to secure the rights to hunt argentvorax from the local lord, Jarl Guthmund. They can either be there on their own, or in the service of some local lord from their home region. Have them decide this before you continue play, as it will affect the possible reward at the end of the adventure.

After they have decided the reason for their hunt for the mythical six-legged badger with a fur made of pure silver, continue to Encounter 1.

ENCOUNTER 1: POLAR BEAR ATTACK

While searching for shelter from the snow, you hear a loud growl echoing down the vale. While its source hidden by the persistent blanket of white and wet, a shout—possibly a human battle cry—responds to the barking growl. It is followed by the unmistakable booming call of a barbarian battle horn, used by the folks in these parts to call for friendly help.

One or more polar bears are attacking some Frost Barbarians returning to Juntgandgard from Krakenheim. They were a boat crew on their way home, and they came ashore to look for wood when the snow hampered their progress. While they searched for tinder hungry bears attacked them. By

the time the characters arrive, Svardi lies dead alongside his young son, Jorblan. His older son, Bils, falls to a savage attack from the bear just as the heroes approach. Svardi's nephew, Charbel, is in a rage and attacking the bear single-handedly.

Creatures (EL 3 to EL 9): In lower Levels of Play, Charbel is unwounded and helps the characters fight the bear(s). In higher levels of play he too falls to the powerful claws of the bears.

☛ Charbel Sorb: male human Bbn2/Rgr1: hp 31; see Appendix I.

APL 2 (EL 3):

☛ Polar Bear: hp 68; see Monster Manual, Appendix A: Animals.

APL 4 (EL 5):

☛ Polar Bear (2): hp 74, 68; see Monster Manual, Appendix A: Animals.

APL 6 (EL 7):

☛ Dire (Polar) Bear: hp 102; see Monster Manual, Dire Animals entry.

In this Level of Play, the bear strikes Charbel as the characters approach, reducing him to -3 hit points.

APL 8 (EL 9):

☛ DirePolar Bear (2): hp 122, 102; see Monster Manual, Dire Animals entry.

In this level of play, one of the bears strikes Charbel as the characters approach, reducing him to -3 hit points.

Development: The bears attempt to flee if they take more than three-fourth of their total hit points in damage, or more than half of their hit points of damage in a single round.

When the characters arrive on the scene, Svardi, Jorblan, and Bils are all dead (all below -10 hit points). Higher-level characters may bring these people back to life, but this has a minimal effect on the adventure, only increasing the potential reward gained at its conclusion.

After the characters have defeated the bears (either killed them, befriended them, or driven them off), go to Encounter 2.

ENCOUNTER 2: TOWARD JUNTGANDGARD

Blood from the dead bear and men stains much of the nearby snow. The bodies of the fallen steam as they cool, and you start to feel the cold in your lungs as the rush of combat wears off.

If Charbel survives the encounter, he'll introduce himself in the Cold Tongue:

Well met! The bear almost killed me, as he did my kinsmen. I am Charbel of Juntgandgard, and I thank you for your timely assistance.

If none of the players speak the Cold Tongue, he will repeat himself in Common, though less eloquently.

Greetings. Thank you for helping with the bear. I am Charbel.

At this point, Charbel plans to load the three bodies into his boat, and camp on it for the night. He invites the characters to camp with him. When the storm subsides (the next morning), he wants to set off toward Juntgandgard, but he needs the character's help.

Charbel's boat is a small longship, twenty feet long. It requires one knowledgeable sailor (at least four ranks in Profession [sailor]), and two assistants (who can be untrained) to properly sail it. He invites the heroes to travel with him to Juntgandgard, in part to be hospitable and in part because he needs help sailing upstream. The trip takes a day if one or more of the heroes have Profession (sailor) or the characters

have brought one of Charbel's companions back to life, otherwise it takes two days since Charbel beaches the boat overnight to get some sleep. If Charbel is either dead or unconscious during the trip, it takes two days if at least one character has 4 ranks in

Effects of the Snow and the Cold

In the blowing snow that occurs through many of the combat encounters of this adventure, the characters (and opposing Nonplayer Characters) suffer under a reduced spotting distance. The spotting distance during these conditions is the same as for smoke or heavy fog: 2d4 x 5 ft. (average, 25 ft.).

During much of this adventure the temperature is well below 40-degrees Fahrenheit, requiring character to at least be equipped with cold weather outfits to avoid most Fortitude saving throws for cold weather dangers (see, and be familiar with the rules for such, found on *DUNGEON MASTER'S Guide* Chapter 3: Running the Game). Encounters with specific cold-weather-based effects are detailed in the adventure text.

The characters know where they are going, so before the adventure starts allow players to purchase whatever necessary gear they wish to buy in preparation for their freezing foray into Frost Barbarian territory.

Profession (sailor), one day if two characters do. Or, if none of the characters are sailor, they can either attempt to steer the longship (see sidebar), or travel by foot (see development, below). By foot it takes four days to reach Juntgandgard. Whatever method of travel,

Steering the boat Untrained

While not impossible, it's extremely difficult. Each day, the characters must succeed a Wisdom check (DC 35) to successfully navigate the ship up the Jenelrad River. Allow all the characters to cooperate (see Player's Handbook Chapter 4), but if they fail the check, the ship crashes into some unseen rocks, throwing characters about (1d6 subdual damage, 2d6 real damage, Reflex DC 15 for of each type of damage). Even if the characters are successful, their place is slow; it takes three days to make it to Juntgandgard, and when they do make it, enough damage will be done to the ship to make it unseaworthy.

el, emphasize how uncomfortable it is sleeping outside in the cold. After the storm, the weather in this area becomes colder, making life uncomfortable, and good night of sleep rare even around a fire and wrapped with thick furs. Inform the characters because of the cold and their lack of sleep, they will suffer a -2 circumstance penalty on all initiative checks, until they have one full warm night of uninterrupted sleep (probably their first night at Juntgandgard), which only becomes an issue if the characters are traveling by foot to the Juntgandgard.

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Treasure: The dead barbarians have greataxes, hide armor, and cold weather clothing. Charbel insists that the axes and armor stay with the dead men, but is willing to allow heroes to wear the cold weather clothing if they need it.

Development: If the characters are traveling by foot, on the second day of their travel giants raiding from the Griff Mountains ambush them:

APL 2 (EL 4):

♣Juy and Kurrii: male ogres; hp 26, 20; see *Monster Manual*.

APL 4 (EL 5):

♣Gyol: female troll; hp 63; see *Monster Manual*.

APL 6 (EL 7):

♣Gyol: female troll Ftr 2; hp 86; see Appendix I.

APL 8 (EL 9):

♣Tulmahn: male frost giant; hp 140; see *Monster Manual*.

ENCOUNTER 3: JUNTGANDGARD

A square village lies where the Jenelrad River widens into the Olfengre Lake, at the foot of the Helsreg Falls. This is Juntgandgard, and the smoke coming from within the walls looks to offer welcome warmth from the biting cold around you.

Charbel's boat has its own dock, and if he's present Charbel guides it there. There is interest in the visitors to the village, and sadness when the townspeople hear news of the fallen men. If bodies have been brought back, there is a feast on the first night of the Charbel's and the character's return. A funeral ritual punctuates the end of that feast, where bodies are loaded onto a specially prepared boat, which will be set on fire and launched into the river.

Charbel's younger sister, Trudni, is here and anxious for news of her family. She is visibly heartbroken when Charbel explains the deaths of her uncle and cousins (or when the character explain everyone's death). After she is told, she spends the evening at home, not at the feast. When the boat arrives in town, Charbel excuses himself to make preparations for the evening's activities.

After Charbel excuses himself, a local minstrel takes interest in the newcomers and serves as a guide to Juntgandgard and a translator when necessary. If the Charbel is dead, Nukdigun still approach the characters (and she becomes more important to the characters in those cases). They can meet her near the dock when they arrive, or just inside the village walls.

"Visitors to Juntgandgard! Welcome to the village! I am Nukdigun, and I gather stories from distant lands. Come with me, and I will show you our village while you tell me about your travels."

♣Nukdigun Kraltrahb: female human Brd2; see Appendix I.

Nukdigun leads the characters to Juntgandgard's one feathall: The Spikey Feast. The heroes are welcome there. A pig is roasting in the fire pit, and Trendrik, the innkeeper, speaks enough Common to be understood. If there is no funeral, many of the villagers will be eating at The Spikey Feast tonight and many welcome the strangers with a mix of honest hospitality, and a desire to mingle with strange outsiders.

ENCOUNTER 4: ENDEMIK

During the evening festivities the unique personage, Endemuk of Marner, approaches the characters. His reaction (and interaction) with the characters is dependent on whether or not Charbel is still alive.

If Charbel is alive, he will no doubt be accompanying the characters, as it is his peoples' custom to show great hospitality to saviors. After the ceremony is over, and he is sharing a drink with some of the characters, thanking them again for their role in saving him, recovering the bodies of his kinsmen, or both, he is approached by a man:

"Charbel! It warms my heart to know that you will track the snows more. I remember that you refused to follow my path because you thought it to wrought by peril."

The speaker is shorter than most of the barbarians you have met thus far, seem taller due to his rigid posture and long angular features. Though he is dressed in the fashion of the Frost Barbarians, he looks more like a southerner, and his demeanor seems...arcane

Charbel eyes widen in delight with the stranger's words, and he laughs loud and strong. "Endemuk of Marner my friend. I would rather fight a hundred hungry polar bears than tangle with politics and magic!" Both laugh at Charbel's oath, and then hug like brothers.

Charbel introduces his friend to the characters, and sings their praises to the wizard. Endemuk treats the characters with a respectful distance. If the characters have told Charbel of their desire to broker the argentvorax rights from Jarl Guthmund, Charbel tells as much to Endemuk, who is the jarl's chief advisor. Once he finds out why the characters are in these lands, he tells the characters they should talk later, but right now he would like to share a few words with Charbel.

After excusing themselves Endemuk and Charbel find a quiet corner and have a long discussion about Endemuk's reasons for being in Juntgandgard.

Once the their discussion is over, the characters are free to approach Endemuk. When they do, he tells them the following:

I have bad news and a bit of hope to share with you. First, you may be too late for what you seek. The jarl has already promised the argentvorax rights to another group of foreigners—a group from the Northern Kingdom lead by a woman named Shinday Brettam. Still, they have not yet won the rights. To do so they must defeat the hunters of the mist, ghostly hounds that are slaughtering settlers on the eastern

fringes of Guthmund's lands. I know they have not done so yet. So to my thinking, you have two choices: you can either pray for their failure, or defeat the hunters of the mist before Shinday Brettam and her orcs do. I travel toward the east tomorrow. I would be glad to show you the region where the spectral beasts hunt.

Endemuk does not share much more about Shinday Brettam, her orcs or the terms of the agreement between her and the jarl. With the above statements he believes he has given all the information that he should to potential rivals of a band working under the (even conditional) auspices of his lord. Still, with some more silver-tongued coaxing (Diplomacy or Bluff DC 20) he lets slip that he does not trust Shinday Brettam, and thinks jarl's relationship with her can only bring harm to holdings—he has no real proof, it is just a gut feeling.

If the characters did not save Charbel, they are going to have a harder time getting the information from Endemuk. Though he is still spending his time in the Spikey Feast, he has little reason to interact with the characters. With minimal effort (5 sp and a successful Gather Information check DC 12) the characters can find out that Endemuk is the chief advisor of Jarl Guthmund, and here on the jarl's business. Warming up

to Endemuk is difficult. The wizard does not care for foreigners who have not proven themselves to him, and to prove themselves with words only is a near impossible feat (Diplomacy, DC 35). If the characters push, he becomes angry and tells the characters that

Jutandgard (village): Conventional; AL N; 200 gp limit; Assets 4,100 gp; Population 850; Isolated (76% human, 2%halfling, 1% half-orc, 1% other races).

Authority Figures: Vatnorsk, male human Bbn7 N.

Juntgandgard is almost under the eaves of the grand coniferous forest that cover the lower half of the Griffs. Many wooden piers jut into the lake. The buildings of the village form a square, keeping their fortified sides facing out. The lower story of the wall is made of stone, and the buildings are built overtop of it. Their bottom floors are often barns, stables, or shops, with living quarters up above. About eight hundred people live in Juntgandgard.

The upper stories of the buildings that form the wall are fortified, and arrow slits look out across the land. There is no full-time city watch, but Vatnorsk son of Guntar is the leader of what amounts to the local militia. In case of an attack on the village he will coordinate the defense, but he does no police work for the villagers; people tend to take care of their own problems.

Almost all the humans of the village are Suel humans, and everyone speaks the Cold Tongue as their primary language. Few folks speak Common.

The people of Juntgandgard live primarily off the sea. Several dozen boats dock along the harbor, each manned by an extended family. The village is fortified against attacks, which have, in the past, come from Snow Barbarians, humanoids, and beasts. Many of the buildings within the compound have fenced off areas for raising livestock or growing plants, though grains are somewhat scarce. There is a large, flat part of the nearby shore that is used for boat building, once timber is brought in from the Spikey Forest.

the argentvorax rights are currently being claimed, and that characters are free to travel to the Jarl Guthmund's hold and beg for the rights, but it will not do much good.

Inquisitive characters can try to elicit Nukdigun's help to in determining what Endemuk is doing in town, but it takes her until the next morning to dig up that information.

✦ **Endemuk of Marner:** male human Wiz5; see Appendix I.

With the end of the first night in Juntgandgard, proceed to Encounter 5.

ENCOUNTER 5: ENDEMUK GONE?

You awake to the sounds of yelling. A group of armed frost barbarians enters your quarters yelling "Venmurg, Huunthut! Urt jarl thuek?"

If any of the characters know the Cold Tongue, they understand what the men are saying: "Foreigner, on your feet! Where is the jarl's advisor?"

Through the pushing and yelling the characters quickly find out that Endemuk is missing, and anyone who speaks the Cold Tongue will also hear that a ransom note was left in his room last night. Because the characters are foreigners, and the ransom note was written in Common, the characters immediately become suspect. While the Fruztii can be a hospitable people, they also are extremely paranoid of the machinations of outsiders and will act irrationally toward outsiders at the slightest bit of trouble.

If the characters did manage to save Charbel, then he will come to the character's aid. Vouching for them, and as long as the characters don't act hostile, good roleplaying alone will keep them out of trouble. If Charbel is dead, it will take more to prove their innocence to Vatnorsk and his militia.

If no one vouches for the characters (and no one will if Charbel is dead, or unless they are under the effect of a *charm* or similar compulsion), Vatnorsk insists that the characters can prove their innocence only by a trial by combat with a champion of the town (which will be himself at APL 8). Such a trial is taken on by a single champion among the characters, and involves melee combat only—no ranged weapons, no casting to aid the champions are allowed. If the char-

acter survives the combat and vanquishes his or her foe (either kill, or beat down and grant mercy on him), the village will consider the characters innocent. If the character does not survive the combat, he or she is killed and the rest of the characters are exiled from the village and told never to return to these lands on the pain of death (and the adventure is then over).

APL 2 (EL 2)

✦ **Tembrin:** male human Bbn2; hp 20; see Appendix I.

APL 4 (EL 4)

✦ **Sigund:** male human Bbn4; hp 34; see Appendix I.

APL 6 (EL 6)

✦ **Hundal:** male human Bbn6; hp 51; see Appendix I.

APL 8 (EL 8)

✦ **Vatnorsk:** male human Bbn8; hp 71; see Appendix I.

Development: If the characters ask to read the ransom note, if Charbel is alive, or they have already defeated the village's champion they are given immediate access to it. If not, a plea to Vatnorsk's sense of fairness (which he does have a glimmer of), their words must be clear and sweet (Diplomacy DC 25 gains access to the note). The note reads as follows:

*Jarl Guthmund,
We have your advisor. Give us what we want, and we will let him go. Shout your promise in the Spikey Feast, and we will hear, and let your wizard go. You have until the next full moon.*

Brettam

When Vortnosk found out there were southerners were spending time in the Spikey Feast, he immediately came to the conclusion that they were working for this Brettam. He has never meet Brettam, and does not know anything about the person, but he knows that is not a northern name.

About midday, hopefully long after the morning's commotions, Nukdigun arrives on the scene. She has either been looking into the reason why Endemuk was in town, or following her own curious nose around town, when she saw a suspicious site last night: A group of large men sneaking a bundle over the walls of the village. She followed, and determined that the men were orcs, following a southern woman,

and they took the bundle to the Old Troll's Crack, a few hours' travel out of town. Not wanting to tangle with orcs, she has just returned to the village, and after hearing the news, deduces that the bundle was the Jarl's advisor. She shares this information with Vatnorsk and the characters.

At this point, most characters will come to the conclusion that it is in their best interest attempt to save the jarl's advisor. If this is the course they wish to follow, Nukdigun agrees to lead them to the crack. Go to Encounter 6.

If the characters decide to travel on to the jarl's hold and try to secure the argentvorax rights without advisor, go on to Encounter 7.

ENCOUNTER 6: BRETTAM'S BASE

Following Nukdigun's lead you wind through the Spikey the highlands of the Spikey Forest. About a half a mile or so ahead you spy a flat-faced crag. Nukdigun points and says, "at the base of that crag you will find Old Troll's Crack."

This is as far as Nukdigun leads the characters. If the characters press her to come with them, or question her courage, she merely shrugs, telling them: "A skald does not need to be brave, but only to travel so far with the brave or the foolish—their stories are her treasure." Then she gives the characters a big smile, and tells them she will wait here for their return.

As the heroes approach the Old Troll's Crack, have them attempt Spot checks. If they succeed (DC 25) they spy the orcs standing guard in front of the crack before the orcs spy them. If they fail, the orcs will spot them (unless the players declare their characters are hiding, or are somehow being reasonably stealthy), end the following read-aloud text with the statement: The orcs see you and run inside the crack.

Heeding Charbel's directions, you follow Endemuk's trail for several hours through a forest and eventually arrive at a cliff. A wide clearing has been made in front of a crack leading in, and two orcs stand outside it.

Old Troll's Crack is literally that: a crack in the crag-side that an old legendary troll once inhabited. Jarl Guthmund's father's father's father vanquished the scourge that lived here almost a century ago, but evil things that crawl down from the forest or slither out from forest frequently make use of this old lair. Now

Brettam and her orcs are using it. Brettam, after losing almost half of her soldiers against the hunters of the mist, has a new plan to win the argentvorax rights in the area—ransoming Jarl Guthmund's advisor for them. She never considered the chances that another group of adventurers could foil her plans.

Brettam and her orcs are currently living inside the base. She has left two sentries on watch at the mouth of the crack. Brettam is expecting an attack, so these two are watchful (they are taking 10 on all Spot and Listen checks).

APL 2 (EL 1)

👉 **Orcs (2):** hp 6, 4; see *Monster Manual*.

APL 4 (EL 3)

👉 **Elite orcs (2):** male orc Ftr2; hp 17, 14; see Appendix I.

APL 6 AND 8 (EL 5)

👉 **Orcish Slayers (2):** male orc Ftr2/Rog2; hp 21, 19; see Appendix I.

Tactics: The sentries' first priority is to fall back and warn Brettam and the other orcs that invaders are approaching. One good battlecry down the crack they warn the orcs in the cave beyond.

The Cave Beyond: The crack in the cliff goes in at a sharp diagonal, almost parallel to the cliff face. A makeshift door, little more than a rickety gate, separates the 30-foot long narrow entrance cave with the 30-foot wide and 60-foot long wider cave beyond. In that cave there are more orcs.

APL 2 (APL 2)

👉 **Orcs (3):** hp 6, 5, 4; see *Monster Manual*.

APL 4 (APL 4)

👉 **Elite orcs (3):** male orc Ftr2; hp 20, 17, 14; see Appendix I.

APL 6 (APL 6)

👉 **Orcish Slayers (3):** male orc Ftr2/Rog2; hp 28, 21, 19; see Appendix I.

APL 8 (APL 8)

👉 **Orcish Slayers (5):** male orc Ftr2/Rog2; hp 28, 25, 21, 19, 17; see Appendix I.

Tactics: If they have been warned, they do their best to ambush the characters as they enter by hiding on either side of the makeshift door (at APL 2) or firing crossbows from a distance first before engaging in melee (higher APLs).

Development: Beyond this wider cave the narrow passage snakes sharply left. Just 10 feet beyond the curve is a covered pit trap.

At lower APLs (2 and 4) the pit trap is easily spotted (Spot DC 12) even in the thick of a fight, and can be avoid either by jumping over its 10-foot span, or traversing the narrow ledges on either side of it (with takes a balance check DC 15, or the character suffers a 20-foot penalty to movement that round). At higher APLs the trap can only be detected with a successful Search check.

APL 2 (EL 2)

➤ **Spiked Pit Trap:** CR 2; mechanical, location trigger; manual reset; Reflex save (DC 20) avoids; 20 ft. deep (2d6, falls); multiple targets (first target in each tow adjacent 5-ft. squares); pit spikes +10 melee, 1d4 spikes per target for 1d4+2 each; Search (DC 12); Disable Device (DC 15).

APL 4 (EL 4)

➤ **Spiked Pit Trap:** CR 4; mechanical, location trigger; manual reset; Reflex save (DC 20) avoids; 30 ft. deep (3d6, falls); multiple targets (first target in each tow adjacent 5-ft. squares); pit spikes +10 melee, 1d6 spikes per target for 1d4+2 each; Search (DC 12); Disable Device (DC 15).

APL 6 AND 8 (EL 6)

➤ **Spiked Pit Trap:** CR 6; mechanical, location trigger; manual reset; Reflex save (DC 25) avoids; 30 ft. deep (3d6, falls); multiple targets (first target in each tow adjacent 5-ft. squares); pit spikes +10 melee, 1d6 spikes per target for 1d4+2+ filth fever each; Search (DC 20); Disable Device (DC 25).

Just beyond the pit trap waits Brettam and her orc guards. Seeing that the heroes are not Frost Barbarians, she figures her plan has backfired, and the Jarl has sent murderous mercenaries rather than a herald to broker the ransom. She immediately attacks the invaders.

APL 2 (EL 3)

➤ **Orcs (2):** hp 6, 5; see *Monster Manual*.

Possessions: with light crossbows instead of javelins.

➤ **Shinday Brettam (APL 2 version):** female human Wiz3; hp 18; see Appendix I.

APL 4 (EL 5)

➤ **Elite orcs (2):** male orc Ftr2; hp 17, 14; see Appendix I.

➤ **Shinday Brettam (APL 4 version):** female human Wiz5; hp 31; see Appendix I.

APL 6 (EL 7)

➤ **Orcish Slayers (2):** male orc Ftr2/Rog2; hp 21, 19; see Appendix I.

➤ **Shinday Brettam (APL 6 version):** female human Wiz7; hp 39; see Appendix I.

APL 8 (EL 9)

➤ **Orcish Slayers (3):** male orc Ftr2/Rog2; hp 28, 21, 19; see Appendix I.

➤ **Shinday Brettam (APL 8 version):** female human Wiz9; hp 47; see Appendix I.

Tactics: The orcs fire light crossbows from beyond the pit. Behind them is Shinday Brettam, firing off spells to best advantage. They are backed up in a corner, and fight viciously and to the death. They are trying to protect their prize, Endemuk, who lies gagged beyond another makeshift door that stands behind Brettam and the orcs.

Once the characters have defeated the wizard and her soldiers, they are free to rescue Endemuk, who is very grateful for the rescue, and promises to advise the jarl to grant them (or their patrons) the argentvorax rights.

ENCOUNTER 7: AGAINST THE HUNTERS OF THE MISTS

With or without Endemuk's help, the characters may approach Jarl Guthmund and try to gain the argentvorax rights.

The jarl, distrustful of decedent large settlements (he is a very conservative Fruztii lord), holds court in a fortified long hall two days north of Juntgandgard.

His hold stands atop a bluff overlooking the Jenelrad River, and is a marvelous grand building—even if it is rustic by southern standards, as it constructed chiefly of whole logs, and oiled long-grass.

If the characters come without the Jarl's advisor, they are in for a long frustrating wait that will end up being a waste of time. The Jarl doesn't meet any outsiders without his advisor, and when he finds out that Endemuk has been kidnapped for ransom, he decides to grant the rights and regain his advisor, rather than fight (in all honesty, the jarl is frightened to deal with any wizard or sorcerer without Endemuk's counsel).

If the characters saved Endemuk, the jarl is pleased to welcome the characters into his home. He showers the characters with gifts of gold and jewels (APL 2 – 100 gp worth; APL 4 – 300 gp worth; APL 6 – 400 gp worth; APL 8 – 600 gp worth), in appreciation for the rescue, but will only grant the argentvorax hunting rights for his land until the hunters of the mist are defeated.

Characters are free to search for the hunters, but to do so each will have to pay an extra Time Unit to track the elusive creatures among the foothills of the Spikey Highlands. This Time Unit grants the character seven days to attempt to find the creatures. Each day, they are allowed to attempt a Track check (APL 2 and 4 DC 24, APL 6 and 8 DC 29), any of these seven checks have succeeded, they have tracked the mist mastiffs to their lair. If they defeat the mist mastiffs and bring them back to the jarl, he grants them the argentvorax rights.

APL 2 (EL 5)

☛ **Mist Mastiff (1):** hp 30; see Shadow Mastiff entry in the *Monster Manual*. Mist Mastiffs are snowy white outsiders that have Mist Blend instead of Shadow Blend

Mist Blend (Su): In any misty condition, a shadow mastiff can disappear into the mist, giving it nine-tenths concealment. Artificial illumination, even a light or continual flame spell, does not negate this ability. A daylight spell, however, reduces the concealment to one half. .

APL 4 (EL 7)

☛ **Mist Mastiff (2):** hp 37, 30; see Shadow Mastiff entry in the *Monster Manual*. Mist Mastiffs are snowy white outsiders that have Mist Blend instead of Shadow Blend

Mist Blend (Su): In any misty condition, a shadow mastiff can disappear into the mist, giving it nine-

tenths concealment. Artificial illumination, even a light or continual flame spell, does not negate this ability. A daylight spell, however, reduces the concealment to one half. .

APL 6 (EL 9)

☛ **Mist Mastiff, advanced Large 10 HD (2):** hp 120, 112; see Appendix I.

APL 8 (EL 11)

☛ **Mist Mastiff, advanced Large 10 HD (4):** hp 129, 120, 112, 100; see Appendix I.

The End

EXPERIENCE POINT SUMMARY

To award experience for this adventure, add up the values for the objectives accomplished. Then assign the experience award. Award the total value to each character.

Encounter 1

Defeat the Polar Bear(s).

APL 2	60 XP
APL 4	100 XP
APL 6	130 XP
APL 8	170 XP

Save Charbel Sorb

APL 2	30 XP
APL 4	50 XP
APL 6	80 XP
APL 8	100 XP

Encounter 2

Defeat Marauders

APL 2	90 XP
APL 4	150 XP
APL 6	210 XP
APL 8	270 XP

Encounter 5

Note: Even winning the trial by combat does not grant the characters XP. The reward for winning that combat is the ability to proceed with the adventure.

Encounter 6

Defeat the orc sentries

APL 2	30 XP
APL 4	90 XP
APL 6 and 8	150 XP

Defeat the orcs in the cave beyond

APL 2	60 XP
APL 4	120 XP
APL 6	180 XP
APL 8	240 XP

Defeat Shinday Brettam and orcs

APL 2	100 XP
APL 4	170 XP
APL 6	240 XP

APL 8

310 XP

Total Possible Experience

APL 2	340 XP
APL 4	630 XP
APL 6	910 XP
APL 8	1,210 XP

Possible Bonus XP

Possible only if characters save Endemuk

APL 2	150 XP
APL 4	210 XP
APL 6	270 XP
APL 8	330 XP

TREASURE SUMMARY

During an adventure, characters encounter treasure, usually finding it in the possession of their foes. Every encounter that features treasure has a "treasure" section within the encounter description, giving information about the loot, coins, and magic items that make up the encounter's treasurer.

The loot total is the number of gold pieces each character gains if the foes are plundered of all their earthly possessions. Looting the bodies takes at least 10 minute per every 5 enemies, and if the characters cannot take the time to loot the bodies, they do not gain this gold. If you feel it is reasonable that characters can go back to loot the bodies, and those bodies are there (that is., not carted off by dungeon scavengers, removed from the scene by the local watch, and so on), characters may return to retrieve loot. If the characters do not loot the body, the gold piece value for the loot is subtracted from the encounter totals given below.

The coin total is the number of gold piece each character gains if they take the coin available. A normal adventuring party can usually gather this wealth in a round or so. If for some reason they pass up this treasure, the coin total is subtracted from the encounter totals given below.

Next, the magic items are listed. Magic item treasure is the hardest to adjudicate, because they are varied and because characters may want to use them during the adventure. Many times characters must cast *identify*, *analyze dweomer*, or similar spell to determine what the item does, and how to activate it. Other times they may attempt to use the item blindly. If the magic item is consumable (a potion, scroll, magic bolts, etc.)

and the item is used before the end of the adventure, its total is subtracted from the adventure totals below.

Once you have subtracted the value for unclaimed treasures from each encounter add it up and that is number of gold pieces a characters total and coin value increase at the end of the adventure. Write the total in the Gp Gained field of the adventure certificate. Because this is a Core adventure, taking place in a region not administered by a Regional Triad, characters cannot spend extra Time Units to practice professions or create items immediately after the adventure, so this total is not be modified by other circumstances.

Encounter 6

Defeat Shinday Brettam

APL 2: Loot—108 gp; Magic—*potion of cat's grace* (45 gp), *potion of invisibility* (45 gp), arcane scroll of *sleep* (4 gp).

APL 4: Loot—108 gp; Magic—*bracers of armor +1* (150 gp), *potion of cat's grace* (45 gp), *potion of invisibility* (45 gp), arcane scroll of *sleep* (4 gp).

APL 6: Loot—108 gp; Magic—*bracers of armor +1* (150 gp), *potion of cat's grace* (45 gp), *potion of invisibility* (45 gp), arcane scroll of *sleep* (4 gp), arcane scroll of *lightning bolt* (57 gp), wand of *magic missiles* (30 charges; 1st-level caster) (68 gp).

APL 8: Loot—108 gp; Magic—*bracers of armor +2* (600 gp), *potion of cat's grace* (45 gp), *potion of invisibility* (45 gp), arcane scroll of *sleep* (4 gp), arcane scroll of *lightning bolt* (57 gp), wand of *magic missiles* (30 charges; 1st-level caster) (68 gp).

Encounter 7

Treasure for saving Endemuk

APL 2: Coin—100 gp

APL 4: Coin—300 gp

APL 6: Coin—400 gp

APL 8: Coin—600 gp

Total Possible Treasure

APL 2: 310 gp

APL 4: 660 gp

APL 6: 885 gp

APL 8: 1,535 gp

Bonus Treasure

After spending the extra Time Unit to track them, if the characters defeat the mist hounds, Jarl Guthmund grants them the argentvorax hunting rights in his territory. If the characters are pursuing the rights for a patron, this earns them the following reward from

their patron:

APL 2: 200 gp

APL 4: 450 gp

APL 6: 700 gp

APL 8: 900 gp

If the characters pursued the rights for themselves, they may either sell the rights (for half the above value), or broker the rights to Charbel Sorb (if, and only if, he is alive at the end of the adventure). If the characters broker the rights to Charbel, he sends a more-than-fair percentage of skins to the characters after successful hunts. Still, hunting these rare and elusive creatures is a fickle affair, so the characters receive profitable yields only occasionally.

After every core adventure you play roll a d20 in the presence of your DUNGEON MASTER for that adventure, and consult the following chart to determine how much gold you gain from the furs:

1-2	Charbel needs help defending your rights, you must send 100 gp to him immediately or you loose your argentvorax rights. You DM marks in the Play Notes that you have lost your argentvorax rights, and you never roll on this chart for potential argentvorax fur profits again.
3-10	Bad luck hunting—you gain nothing.
11-13	Small yield hunt gain 50 gp
14-16	Medium yield hunt gain 100 gp
17-19	Large yield hunt gain 200 gp
20	Excellent hunt, gain 500 gp, but you must spend 1 Time Unit. It takes you that long to sell the furs.

APPENDIX I: NPCS

In the order they appear:

nCharbel Sorb: male human Bbn2/Rgr1: CR 3; Medium-size humanoid (human); hp 31; Init +1; Spd 40 ft.; AC 14 (touch 11, flat-footed 13); Atks +6 melee (1d10+3/x3, dwarven waraxe) and +5 melee (1d6+1, throwing axe), or +9 melee (1d10+4/x3, dwarven waraxe); SA Rage; SQ Favored Enemy (beasts); AL N; SV Fort +7, Ref +1, Will +0; Str 16, Dex 12, Con 14, Int 12, Wis 10, Cha 10. 6 ft. tall.

Skills and Feats: Animal Empathy +1, Handle Animal +1, Heal +1, Intuit Direction +3, Knowledge (nature) +2, Listen +7, Profession (sailor) +5, Spot +2, Swim +8, Wilderness Lore +6; Ambidexterity (virtual), Alertness, Exotic Weapon Proficiency (dwarven waraxe), Track (virtual), Weapon Focus: (dwarven waraxe), Two-Weapon Fighting (virtual).

Rage (Ex): 1/day—hp 37; AC 12 (touch 9, flat-footed 11); Atks +8 melee (1d10+5/x3, dwarven waraxe) and +7 melee (1d6+2, throwing axe), or +11 melee (1d10+7/x3, dwarven waraxe); SV Fort +9, Will +2; Str 20, Con 18. Lasts 7 rounds then fatigued.

Possessions: Cold weather outfit, masterwork dwarven waraxe, Masterwork silvered throwing axe, studied leather armor, tent, bedroll, winter blanket.

Gyol: female troll Ftr2: CR 7; Large Giant; HD 6d8+2d10+48; hp 86; Init +2; Spd 30; AC 21 (-1 size, +2 Dex, +7 natural, +3 armor); Atks +8 melee (greataxe, 1d12+9); SQ Regeneration 5, scent, darkvision 90 ft.; AL CE; SV Fort +14, Ref +4, Will +3; Str 23, Dex 14, Con 23, Int 6, Wis 9, Cha 6.

Skills: Listen +5, Spot +5, Swim +8. **Feats:** Alertness, Cleave, Iron Will, Power Attack.

Equipment: Greataxe, Hide Armor.

Nukdigun Kraltrahb: female human Brd2: CR 2; Medium-size humanoid (human); HD 2d6+2; hp 12; Init +2; Spd 30 ft.; AC 14 (touch 12, flat-footed 12); Atks +1 melee (1d6/18-20, rapier); AL CN; SV Fort +1, Ref +5, Will +3; Str 10, Dex 14, Con 12, Int 12, Wis 10, Cha 16. Height 5 ft. 6 in.

Skills and Feats: Bluff +8, Decipher Script +6, Diplomacy +8, Gather Information +8, Listen +5, Perform +8; Dodge, Mobility.

Spells Known (3/1; base DC = 13 + spell level): 0—detect magic, ghost sound, mage hand, mending, prestidigitation; 1st—charm person, message.

Possessions: Leather armor, rapier, pipes.

Endemuk of Marner: male human Wiz5: CR 5; Medium-size humanoid (human); HD 5d4+5; hp 21; Init +1; Spd 30 ft.; AC 11 (touch 11, flat-footed 10) or 15 with *mage armor* cast (touch 11, flat-footed 14); Atks +2 melee (1d4/19-20, dagger); AL LN; SV Fort +2, Ref +2, Will +4; Str 10, Dex 12, Con 12, Int 16, Wis 10, Cha 14. Height 5 ft., 9 in.

Skills and Feats: Bluff (cc) +4, Concentration +9, Diplomacy (cc) +4, Knowledge (Arcana) +11, Listen (cc) +4, Spellcraft +11, Spot (cc) +4, Sense Motive (cc) +2; Alertness, Combat Casting, Spell Focus (Enchantment), Still Spell.

Languages known: Common, Cold Tongue, Suel, Orc.

Spells Prepared (4/4/3/2; base DC = 13 + spell level): 0—daze, detect magic, prestidigitation, read magic; 1st—charm person, endure elements, hypnotism, mage armor; 2nd—invisibility, whispering wind, Tasha's hideous laughter; 3rd—hold person, suggestion.

Equipment: cold weather outfit, spell component pouch, dagger, tent, bedroll, winter blanket.

Tembrin: male human Bbn2; CR 2; Medium-size humanoid (human); HD 2d12+2; hp 20; Init +2; Spd 30 ft.; AC 16 (touch 12, flat-footed 16); Atk +6 melee (1d12+3/x3, greataxe); SA Rage; SQ Uncanny dodge; AL N; SV Fort +4, Ref +2, Will +1; Str 15, Dex 14, Con 13, Int 10, Wis 12, Cha 8.

Skills and Feats: Climb +7, Craft (weaponsmith) +6, Intimidate +4, Jump +7, Swim +7; Intimidating Rage, Weapon Focus (greataxe).

Rage (Ex): 1/day—hp 24; AC 14 (touch 10, flat-footed 14); Atk +8 melee (1d12+4/x3 greataxe); SV Fort +6, Will +3; Str 17, Con 19; Climb +9, Jump +9, Swim +9; Lasts 7 rounds and then fatigued.

Possessions: Cold weather outfit, scale mail, great axe.

Sigund: male human Bbn4; CR 4; Medium-size humanoid (human); HD 4d12+4; hp 34; Init +2; Spd 30 ft.; AC 16 (touch 12, flat-footed 16); Atk +8 melee (1d12+3/x3, greataxe); SA Rage; SQ Uncanny dodge; AL N; SV Fort +5, Ref +3, Will +2; Str 15, Dex 14, Con 13, Int 10, Wis 12, Cha 8.

Skills and Feats: Climb +9, Craft (weaponsmith) +8, Intimidate +6, Jump +9, Swim +9; Intimidating Rage, Power Attack, Weapon Focus (greataxe).

Rage (Ex): 2/day—hp 42; AC 14 (touch 10, flat-footed 14); Atk +10 melee (1d12+4/x3 greataxe); SV Fort +7, Will +4; Str 17, Con 19; Climb +11, Jump +11, Swim +11; Lasts 7 rounds and then fatigued.

Possessions: Cold weather outfit, scale mail, great axe.

➤ **Hundal:** male human Bbn6; CR 6; Medium-size humanoid (human); HD 6d12+9; hp 51; Init +2; Spd 30 ft.; AC 16 (touch 12, flat-footed 16); Atk +11/+5 melee (1d12+4/x3, greataxe); SA Rage; SQ Uncanny dodge; AL N; SV Fort +6, Ref +4, Will +3; Str 16, Dex 14, Con 13, Int 10, Wis 12, Cha 8.

Skills and Feats: Climb +11, Craft (weaponsmith) +10, Intimidate +8, Jump +11, Swim +11; Intimidating Rage, Power Attack, Toughness, Weapon Focus (greataxe).

Rage (Ex): 2/day—hp 63; AC 14 (touch 10, flat-footed 14); Atk +13/+7 melee (1d12+6/x3 greataxe); SV Fort +8, Will +5; Str 18, Con 19; Climb +13, Jump +13, Swim +13; Lasts 7 rounds and then fatigued.

Possessions: Cold weather outfit, scale mail, great axe.

➤ **Vatnorsk:** male human Bbn8; CR 6; Medium-size humanoid (human); HD 8d12+19; hp 71; Init +2; Spd 30 ft.; AC 16 (touch 12, flat-footed 16); Atk +13/+7 melee (1d12+4/x3, greataxe); SA Rage; SQ Uncanny dodge; AL N; SV Fort +7, Ref +5, Will +4; Str 16, Dex 14, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Climb +13, Craft (weaponsmith) +12, Intimidate +10, Jump +13, Swim +13; Intimidating Rage, Power Attack, Toughness, Weapon Focus (greataxe).

Rage (Ex): 2/day—hp 85; AC 14 (touch 10, flat-footed 14); Atk +15/+9 melee (1d12+6/x3 greataxe); SV Fort +9, Will +6; Str 18, Con 20; Climb +15, Jump +15, Swim +15; Lasts 8 rounds and then fatigued.

Possessions: Cold weather outfit, scale mail, great axe.

➤ **Elite Orcs:** male orc Ftr2; CR 2; Medium-size humanoid (orc); HD 2d10+4; Init +1; Spd 20 ft.; AC 15 (touch 11, flat-footed 14); Atk +5 melee (1d12+4/x3, greataxe); +3 ranged (1d8/19-20 light crossbow); AL CE; Fort +5, Ref +1, Will +1; Str 16, Dex 13, Con 14, Int 10, Wis 12, Chr 8.

Skills and Feats: Jump +8, Ride +6, Spot +3, Listen +3; Alertness, Cleave, Power Attack.

Possessions: Scale mail armor, greataxe, light crossbow, 10 bolts.

➤ **Orcish Slayer:** male orc Ftr2/Rog2; CR 4; Medium-size humanoid (orc); HD 2d10+2d6+8; Init +1; Spd 30 ft.; AC 15 (touch 11, flat-footed 14); Atk +6 melee (1d12+4/x3, greataxe), +4 ranged (1d8/19-20, light

crossbow); SA Sneak attack +1d6; SQ Evasion; AL CE; Fort +5, Ref +4, Will +1; Str 16, Dex 13, Con 14, Int 10, Wis 12, Chr 8.

Skills and Feats: Jump +10, Ride +8, Spot +9, Listen +9; Alertness, Cleave, Power Attack.

Possessions: Chain shirt, greataxe, light crossbow, 10 bolts.

➤ **Shinday Brettam (APL 2 version):** female human Wiz3; CR 3; HD 3d4+6; hp 18; Init +2; Spd 30 ft.; AC 12 (touch 12, flat-footed 10); Atk +1 melee (1d6, quarterstaff); +4 ranged (1d8/19-20, light crossbow); AL NE; SV Fort +1, Ref +3, Will +4; Str 10, Dex 14, Con 13, Int 15, Wis 12, Cha 8. Height 5 ft. 4 in.

Skills and Feats: Alchemy +8; Concentration +5, Knowledge (arcana) +8, Scry +8, Spellcraft +8; Combat Casting, Scribe Scroll (bonus), Toughness.

Spells Prepared (4/3/2; base DC = 12 + spell level): o—daze, dancing lights, ghost sound, ray of frost; 1st—magic missile (2), shield; 2nd—Melf's acid arrow, mirror image.

Possessions: Explorer's outfit, quarterstaff, light crossbow, 10 bolts, *potion of cat's grace*, *potion of invisibility*, arcane scroll of sleep.

➤ **Shinday Brettam (APL 4 version):** female human Wiz5; CR 5; HD 5d4+13; hp 31; Init +2; Spd 30 ft.; AC 13 (touch 12, flat-footed 11); Atk +2 melee (1d6, quarterstaff); +5 ranged (1d8/19-20, light crossbow); AL NE; SV Fort +2, Ref +4, Will +6; Str 10, Dex 14, Con 14, Int 15, Wis 12, Cha 8. Height 5 ft. 4 in.

Skills and Feats: Alchemy +10; Concentration +9, Knowledge (arcana) +10, Scry +10, Spellcraft +10; Brew Potion, Combat Casting, Scribe Scroll (bonus), Toughness.

Spells Prepared (4/4/3/2; base DC = 12 + spell level): o—daze, dancing lights, ghost sound, ray of frost; 1st—magic missile (2), obscuring mist, shield; 2nd—levitate, Melf's acid arrow, mirror image; 3rd—haste, lightning bolt.

Possessions: Explorer's outfit, quarterstaff, light crossbow, 10 bolts, *bracers of armor +1*, *potion of cat's grace*, *potion of invisibility*, arcane scroll of sleep.

➤ **Shinday Brettam (APL 6 version):** female human Wiz7; CR 7; HD 7d4+17; hp 39; Init +2; Spd 30 ft.; AC 13 (touch 12, flat-footed 11); Atk +3 melee (1d6, quarterstaff); +6 ranged (1d8/19-20, light crossbow); AL NE; SV Fort +3, Ref +5, Will +9; Str 10, Dex 14, Con 14, Int 15, Wis 12, Cha 8. Height 5 ft. 4 in.

Skills and Feats: Alchemy +12; Concentration +10, Knowledge (arcana) +12, Scry +12, Spellcraft +12; Brew Potion, Combat Casting, Lightning Reflexes,

Scribe Scroll (bonus), Toughness.

Spells Prepared (4/5/4/3/1; base DC = 12 + spell level): 0—*daze, dancing lights, ghost sound, ray of frost*; 1st—*expeditious retreat, magic missile* (2), *obscuring mist, shield*; 2nd—*endurance, levitate, Melf's acid arrow, mirror image*; 3rd—*haste, lightning bolt, sleet storm*; 4th—*rainbow pattern*.

Possessions: Explorer's outfit, quarterstaff, light crossbow, 10 bolts, *bracers of armor +1, potion of cat's grace, potion of invisibility, arcane scroll of sleep, arcane scroll of lightning bolt, wand of magic missile* (30 charges).

✦ **Shinday Brettam (APL 8 version):** female human Wiz9; CR 9; HD 8d4+21; hp 47; Init +2; Spd 30 ft.; AC 14 (touch 12, flat-footed 12); Atk +4 melee (1d6, quarterstaff); +8 ranged (1d8/19-20, light crossbow); AL NE; SV Fort +6, Ref +6, Will +10; Str 10, Dex 14, Con 14, Int 16, Wis 12, Cha 8. Height 5 ft. 4 in.

Skills and Feats: Alchemy +15; Concentration +12, Knowledge (arcana) +15, Scry +15, Spellcraft +15; Brew Potion, Combat Casting, Great Fortitude, Lightning Reflexes, Scribe Scroll (bonus), Toughness.

Spells Prepared (4/5/5/4/2/1; base DC = 13 + spell level): 0—*daze, dancing lights, ghost sound, ray of frost*; 1st—*expeditious retreat, magic missile* (2), *obscuring mist, shield*; 2nd—*endurance, levitate, Melf's acid arrow* (2), *mirror image*; 3rd—*haste, lightning bolt* (2), *sleet storm*; 4th—*rainbow pattern, summon monster IV*; 5th—*dominate person*.

Possessions: Explorer's outfit, quarterstaff, light crossbow, 10 bolts, *bracers of armor +2, potion of cat's grace, potion of invisibility, arcane scroll of sleep, arcane scroll of lightning bolt, arcane scroll of cone of cold, wand of magic missile* (30 charges).

Mist Mastiff, advanced Large 10 HD (2): CR 7; Large outsider (Evil); HD 10d8+50; hp 120, 112; Init +4; Spd 50 ft.; AC 15 (touch 10, flat-footed 15); Atk +17 melee (1d8+10, bite); SA Bay, trip, SQ Shadow blend, scent; Face/Reach 5 ft. by 10 ft. (long)/ 5 ft.; SV Fort +12, Ref +7, Will +8; Str 25, Dex 11, Con 21, Int 4, Wis 12, Chr 13.

Skills and Feats: Jump +21, Listen +14, Spot +14, Wilderness Lore +13; Dodge, Mobility, Power Attack, Improved Initiative.

Bay (Su): When a shadow mastiff howls or barks, all creatures except evil outsiders within a 300-foot spread must succeed at a Will save (DC 19) or become panicked for 2d4 rounds. This is a sonic, mind-affecting fear effect. Whether or not the save is successful,

an affected creature is immune to that mastiff's bay for one day.

Trip (Ex): A shadow mastiff that hits with its bite attack can attempt to trip the opponent as a free action (see page 139 in the Player's Handbook) without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the shadow mastiff.

Mist Blend (Su): In any misty condition, a shadow mastiff can disappear into the mist, giving it nine-tenths concealment. Artificial illumination, even a light or continual flame spell, does not negate this ability. A daylight spell, however, reduces the concealment to one half.

Skills: A shadow mastiff receives a +4 racial bonus to Wilderness Lore checks when tracking by scent

APPENDIX II: NEW RULES ITEMS

NEW FEATS

Intimidating Rage [General]

Your rage engenders fear in your opponents.

Prerequisites: The ability to rage

Benefit: While you are raging, you designate a single foe within 30 feet of you who must make a Will save (DC = 10 + one-half your character level + your Charisma modifier) or become shaken for as long as you continue to rage and the target can see you. (A shaken creature suffers a -2 morale penalty on attack rolls, saves, and checks.) A target that makes the save remains immune to the intimidating effect of your rage for one day. Creatures immune to fear and those with no visual senses are immune to this effect.

Source: *Masters of the Wild: A Guidebook to Barbarians, Druids and Rangers* page 24.