

A large band of people from another land has made its way to the areas surrounding the village. Who are these barbarians and what do they want? Can the characters help their neighbors come to peaceful terms with the newcomers, or will violence erupt between the two peoples?

This Scenario Pack gives the GM several tables which will allow the quick creation of an adventure while the players are making their characters. You will find example names, reasons for the barbarians' appearance, sample monster and NPC stats, and possible solutions to the current crisis in the village.

If you need to come up with names of people and places on the fly, use the following tables. We have chosen to use primarily names from the Faroe Islands for this scenario pack.

1d6	Village Name
1	Argir
2	Dalur
3	Gasadalur
4	Nesvik
5	Threkeld
6	Vikar

REMINDER!



= ADD A LOCATION TO THE MAP



= ADD AN NPC TO THE MAP

You already know a lot about the characters' village from the events they roll while making their characters, including the people who live there. Use this table to come up with names for some of those people or the characters themselves.

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1d20	Female Names	1d20	Female Names	1d20	Male Names	1d20	Male Names
1	Agnas	11	Magda	1	Asgeir	11	Magnar
2	Bjorg	12	Mildrith	2	Baldur	12	Mortan
3	Dagfried	13	Naina	3	Brodur	13	Njal
4	Edda	14	Noomi	4	Dagfinnur	14	Ragnar
5	Eva	15	Ragna	5	Erik	15	Rikaldur
6	Froya	16	Sunnfrissa	6	Grimm	16	Samur
7	Grunhild	17	Tinna	7	Gunnar	17	Siegfried
8	Helga	18	Una	8	Ingmar	18	Toraldur
9	Johanna	19	Vera	9	Isakur	19	Wagner
10	Kirstin	20	Valdis	10	Laars	20	Wilmar

WHO ARE THE BARBARIANS?

These tables will help the GM determine the history and nature of the particular barbarian tribe which is now threatening the characters' lands. The default assumption is that the barbarians are from a frigid land to the north of the PCs' village, but the GM can change this with only small adjustments to the following tables.

1d6	Who are these folk? What sets this tribe or clan of barbarians apart from others?
1	These are fierce hunters from cold and frozen lands. They might keep packs of hunting dogs or other beasts, and are likely all competent warriors.
2	This tribe is renowned for its magical talents. Legends say that their leaders eat the remains of dead sorcerers in order to gain arcane knowledge.
3	Unlike many from the north, these barbarians are adept with watercraft, both on river and the sea. They are great swimmers, traders, and sailors.
4	The members of this clan practice a particular craft, and their goods are often traded far to the south through intermediaries.
5	This tribe carries the heart of their living god everywhere with them as they travel, and all adults are considered priests of the deity.
6	These barbarians are expert storytellers, singers, and entertainers; there is much truth hidden in their plays, poems, and myths.

1d6	Who leads them?
1	A council of elders and veterans, both men and women, decides all matters of importance amongst themselves. Members of the tribe often jockey for position in order to join this council.
2	A mighty warrior queen who brooks no rival leads this tribe in times of war and of peace.
3	A crafty sorcerer from southern lands came to lead this tribe of barbarians generations ago.
4	At every spring equinox, the clansfolk gather together and elect one of their number to rule for that year only, who then settles into retirement at the passing of power.
5	No one leads this tribe. Every decision is debated loudly and at length by the entire adult population.
6	A separate and revered priest caste guides this clan when they make important decisions.



1d6	Why have they come here?
1	This tribe tells legends of having been placed in the north and given the heavy duty of protecting it from a long-dead evil lord. Now they have fled, either from their risen adversary or some other great danger.
2	The dragons have risen. No folk dare live in the north now.
3	A great famine has forced numerous tribes out of the northlands in search of food and land.
4	War is brewing in the north, pitting tribe against tribe. There are legends that goblinfolk or strange foreigners may be involved.
5	This clan has followed the second child of a mighty chieftain. As is customary, these barbarians must now find a new home and claim it as their own.
6	Strange dreams, omens, or portents have led this tribe here, either in search of a mighty magical artifact, or of a person who might fulfill a prophecy.

OVERCOMING THE BARBARIANS

The characters will have to be clever and strong to overcome the barbarian tribe. They may choose to fight the interlopers and save their village by strength of arms, or they may be able to find another path, either by befriending the barbarians or by finding some other way to overcome the problem.

This table gives the GM options for solutions to the barbarian situation which do not involve violence. Each result on this table offers a possible direction for the PCs to take in solving the problem. The GM should not assume that the result of this table tells her the only way in which the PCs may proceed; players are clever, and are likely to have plenty of good ideas of their own. With all of these results, the GM should find a way to introduce the idea through hints and clues to the players early on in the session.

In any event, bringing an end to the scenario by the means provided on these tables should be no simple feat; these solutions should not be accomplished by a single roll. Instead, the players will have to use roleplaying and description, as well as a series of checks, spells, or items in order to bring an end to their dilemma.

1d6	What traits of the barbarians might the characters use to their advantage?
1	The barbarians have great respect for and fear of magic and prophecy. They will cower before overt displays of magical power, and may follow the advice or directions of priests and sorcerers.
2	The barbarians value loyalty, camaraderie, and sworn bonds of friendship. If the players can find a way to become honored allies of the tribe, perhaps by achieving a difficult task or participating in a ritual of some sort, the barbarians might listen to their suggestions more closely.
3	For generations the tribe has been plagued by a wicked spirit or faerie. This menace has been a part of the tribe's existence for so long that they can no longer imagine life without its presence. If the characters can free them from their nemesis, the barbarians will be extremely grateful.
4	The barbarians greatly value material wealth and can be bribed with gold. Unfortunately, there is not enough money in the village to buy them off. Perhaps a dangerous and fabled location near to the village holds the wealth the characters need.
5	A character's close relative and the child of a prominent barbarian family fall in love. Their union could be a solution to the clash of cultures.
6	The village witch has a past with this tribe, whether a rival, old love, or long estranged sister. Perhaps the characters can find a way to heal an old wound or reunite old friends, an event which could lead to a solution to the problem.
7	This tribe of barbarians has been at war with a rival clan for generations. Perhaps this rival clan has followed the barbarians, or perhaps they could be convinced to. Perhaps the barbarians can be convinced to leave if assistance against the other clan is offered. The rivals might become friends or foes of the characters in their own right.
8	Due to famine, plague, or a curse, the tribe is weak and are looking for succor as much as plunder. They are desperate, but aid could turn them from foe to friend.



The table on the following page gives suggestions for how the PCs might overcome the barbarians through strength of arms. Perhaps the characters are a bit too brash or foolish for diplomacy with the barbarians, or perhaps an early attempt at reconnaissance or negotiation fails spectacularly.

The characters might, of course, try a direct approach to fighting the barbarians, likely by gathering their neighbors, forging a small army, and facing the interlopers on the field. Should this be their route, the GM should consult the 'Battle' rules. This table gives the GM, instead, a way that the characters could defeat the barbarians short of all out war, or weaknesses for the characters to exploit should it come to war.

As with the previous table, the GM should drop hints early on in the session as to how the characters might overcome their foe.

1d6	How might the characters overcome the barbarians militarily?
1	The barbarians have a mighty champion, a powerful veteran of numerous wars and battles. They would greatly respect any warrior able to defeat this champion in ritual combat.
2	Only a small cohort of the barbarians is made up of skilled warriors. If these fighters could be defeated or routed before a battle, the rest of the tribe might crumble.
3	The barbarians are accompanied by a savage beast, which they hold in religious awe. If the characters can slay the beast, the barbarians are likely to lose interest in a direct fight.
4	The barbarians are savage and fierce combatants, but always charge directly into combat. Clever battlefield tactics or ingenious traps could be even more valuable than usual against such foes.
5	The tribe does not keep a thorough watch at night. If the characters can successfully avoid the sentries and launch a raid on the barbarian camp, a small force can defeat many foes.
6	Faeries who live close to the village have an ancient enmity for the northern folk and will take any opportunity to settle the grudge. Perhaps the characters can forge an alliance with the fae against the barbarians.

EVENTS DURING THE GAME

Near the beginning of the session, when the characters are returning from their pregame events described below, what kicks things into high gear? Bring this result in after 15-30 minutes of play. You might want to ignore this table if the game gets off to a fast start on its own; you should definitely use this if the characters have not made contact with the barbarians after 15 minutes of play.

1d6	What pushes the characters to action?
1	Two hunters return home after trading insults and arrows with the barbarians. One of them is badly wounded and needs assistance.
2	Several village children return home after spending the night with the barbarians in the woods. Their parents are furious, but the kids have stories to tell.
3	An apparently outcast member of the barbarian tribe wanders into the village. She has information about her former people, but can she be trusted?
4	A neighboring village sends a band of warriors who seem overly eager to fight the barbarians. Do the characters agree? Will they accept aid from their bloodthirsty allies?
5	While the characters are gathered in or near the village, a group of barbarian hunters approaches them. They are wary, with swords drawn, but do not attack.
6	A band of barbarians arrive in the village ready to trade, but mutual misunderstandings nearly lead to violence.

The barbarians have moved into the area, but life in the village has not stopped. What else happens while the characters are dealing with their new neighbors? Whatever the result, this twist is good to introduce after an hour or so of gameplay. If you are short on time, you may want to ignore these subplots and have your characters deal only with the barbarians.

1d6	What else occupies the villagers?
1	A band of strange and savage creatures, like goblins, dark faeries, or trolls, attacks the village for sport or plunder. They may attack the barbarians as well. This could be a chance for the villagers and barbarians to band together, or it could increase tensions between the two groups.
2	An important holy day occurs in the middle of the session. The village will no doubt have customs, feasting or fasting, and rituals associated with the day, and many will think it vitally important to celebrate the day regardless of the barbarian problems.
3	A recently deceased neighbor comes back to stay. Where did he come from and how did he rise? Is he truly alive again?
4	An important and invaluable villager dies; perhaps it is the blacksmith or the innkeep. What will the village do to recover, and who will pick up the slack? Can an outsider provide the needed skills?
5	A jealous and bitter man in the village uses the barbarians' actions as cover for his own murderous intentions. Whom does he kill? Will the villagers blame the barbarians, or can the true killer be found?
6	The faeries are amused by the problems in the village and decide to join in. They begin visiting in order to spectate and tell stories at the inn, and certain villagers may take their fancy and be wooed for a wedding in the woods.

1d8	Fill the blank spaces on this table with NPCs from village creation. The character will reveal that they once knew members of this barbarian tribe when traveling years ago. This could create an opportunity for peace.
1	
2	
3	
4	
5	
6	
7	The grizzled mercenary.
8	The miller.

THE ROAD GOES ON

If you are playing this scenario as a one-shot, success in either driving out or making peace with the barbarians will probably be satisfying enough for the players. However, if you plan to continue with these characters on further adventures, it might be nice to give them a reward to help them in their future endeavors

1d6	Have the following show up at the end of the session.
1	The characters manage to acquire a great deal of barbarian treasure. They may share 5d10 gold pieces among themselves.
2	For their hard work dealing with the barbarian problem, one of the characters is given a house and parcel of land on the outskirts of town.
3	Knowing that there may be future problems in the northlands, the witch gives each of the characters a specially woven cloak which makes them feel no cold.
4	Whether gifted or taken by force, the characters gain a mighty and magical barbarian axe. The weapon gives a +2 bonus to hit and damage. It runs red with blood when an immediate threat is nearby.
5	The characters end up in possession of three carts full of barbarian goods, such as furs, beer, and jewelry. The goods are probably worth a great deal in distant lands.
6	The characters find or are given a barbarian staff covered in runic inscriptions. These inscriptions function as a book containing the following magics: the spells True Strike, Word of Courage, and Wild Call, and the ritual Skin of the Treant.

You may want to leave plot hooks related to the barbarians of the north. This allows you to continue your story with the same characters later. If you think you might want to do that, roll on this table and have the hint show up at the end of the session.

1d6	What hint do the characters find?
1	As the barbarians are leaving, making peace, or dying, they tell the villagers that they are only the first. Many more tribes are on the move.
2	One of the elders of the barbarian tribe knows the whereabouts of a magical artifact of great legendry and power. Will the characters be tempted to seek it?
3	Due to the barbarian migration (and perhaps war), the neighbors to the south now think the PCs' village weakened and easily taken in battle.
4	The movements of people disturbed the land of faerie. Now there are things loose which feed on the fear and pain of battle.
5	Someone from a neighboring village comes to seek help. It seems that this was not the only wandering tribe from the northlands.
6	The characters find or are given an elaborate barbarian treasure map. It shows the way to a hidden hoard guarded by strange beasts, but the notes on the map are in a language unknown to the characters.

RECENT EVENTS

The previous tables all help the GM get some ideas about how to set up the adventure with the barbarians. The Recent Events table on this page pushes things into high gear.

The recent events described in this Scenario Pack are different from those in the Hidden Cult Scenario Pack. Instead of each character in the group rolling an individual event and having someone beside them help, the entire group will experience one major event to jump start the adventure.

Before the adventure begins, the player characters are away from home on an errand for the witch. When the characters return to the village, they will receive word that the barbarians have been spotted several times nearby. Roll once for the entire group on the following table to determine what they were doing just before the session.

Each of these events gives a necessary die roll. If it is a saving throw or attack roll, every character in the group must make the test. If it is an ability score check, then, while everyone is working on the problem together, only a single character may take the lead and make the roll. Discuss the scene and determine which character will make the test; others may help as normal. If there is any serious argument about who gets to test, use Initiative to solve the dispute.

When the characters return from this event they will find their home changed and the game is on!

1d8 What happened earlier today?	
1	The witch told the characters that they needed to travel to a distant hill, perhaps five or six miles away, and serenade the new moon. <i>Test Charisma</i> (Singing or musical skills may help). Success: the characters felt the cleansing light of the moon and each will automatically pass the first saving throw required of them this session. Failure: the characters drew the attention of a hungry pack of wolves, which is now stalking them as they return home.
2	The characters are delivering the village's yearly tribute to the local lord when they are ambushed by bandits. <i>Test Wisdom</i> (Alertness and Investigation skills may help). Success: the characters see the signs of the ambush and take another route. Failure: the characters were surprised by the bandits and lost a portion of the tribute. They are escorted home by angry tax collectors expecting a second harvest.
3	The witch sent the characters to add an oddly shaped rock to a cairn in the woods. <i>Test Intelligence</i> (skills like Forbidden Secrets may help). Success: the characters placed the rock properly and received the blessing of a long dead hero; the primary actor in the roll receives a +1 bonus to hit for this session. Failure: the spirits were displeased, and a Phantom will be active in the village during this session.
4	It is time for the ceremony for a long-awaited marriage. The characters were sent to collect the groom from a neighboring village. <i>Test Charisma</i> (Persuasion and Gossip skills may help). Success: the groom is happy and healthy, and the village will be pleased. Failure: the groom refused to come, and the characters must return empty handed; they will receive a -2 penalty on all Charisma rolls with their fellow villagers this session.
5	The village elders sent the characters to pay a generational tribute to the dark fae lord who once ruled this land. They were to take a single beaten copper flower to a particular hot spring deep in the dark heart of the forest, a single supplicant keeping a vigil until it melts. <i>Test Constitution</i> . Success: The dark lord remembers your offering; gain 1 Fortune Point for this adventure. Failure: The dark lord steals your luck as you lie dreaming; lose 1 Fortune Point for this adventure.
6	The witch wanted the characters to rid the forest of a dangerous but small fae beast. <i>Everyone in the group makes an attack roll against AC 12</i> . If the group manages to cause 2 points of damage per player, they each receive a small cache of faerie coinage worth 10 silvers. Otherwise, the beast snaps at a random character before escaping; that character suffers 1d6 HP of damage.
7	The characters are returning from a successful trip gathering herbs for the witch when they come upon a strange horse-drawn carriage travelling slowly in their direction. Driven by an ancient woman, the carriage emanates a fearful aura. <i>Everyone in the group makes a save versus polymorph</i> . Success: the driver smiles, calls you a hero, and offers a silver charm, which may be broken to abjure any spirit. Failure: the driver smiles, calls you a hero, and offers a cursed silver charm that gives you -1 to save against magic.
8	The witch sent the characters to parlay with her even stranger cousin, who insisted that one of them beat her in a feat of physical strength before talking. <i>Test Strength</i> (skills like Athletics may help). Success: the hag approved of the characters and offers to teach one of them a spell or to gift a powerful talisman at the next full moon. Failure: the hag's unnatural strength proved too much, and the characters must now tell the witch that her cousin refused to speak.

SUGGESTED MONSTERS

The following monsters are particularly appropriate for this scenario pack, and so their summaries are provided here for your convenience. Feel free to use any other monsters from other sources as you see fit, of course, including our Bestiary. With each category of monster is a suggested number which will provide a challenge to four level 1 PCs. Groups which are smaller or larger, or which contain characters of higher levels, will require the GM to adjust the numbers accordingly.

THE BARBARIANS

Obviously, the focus of this Scenario Pack is the barbarians themselves and the troubles caused by their movement into the lands around the village. Savvy players will realize that these foes do not need to be fought for a solution to be found for the current situation; however, the barbarians can be fierce opponents, and the situation could well turn to violence if the characters are not careful.

A group of two or three barbaric warriors should be enough of a challenge for level 1 characters to become aware of the danger posed by these outsiders. A single barbaric champion, wild tracker, or rune master will be a challenge for such a party as well, and the characters will likely need to gather allies should the barbarian ruler arrive.

BARBARIC WARRIORS

Hit Dice: 1d8 (5 HP)

AC: 13

Attack: +1 to hit, 1d8 (axe)

Alignment: usually Chaotic

XP: 20

BARBARIC CHAMPION

Hit Dice: 2d10 (11 HP)

AC: 13

Attack: +3 to hit, 1d8+2 (axe)

Alignment: usually Chaotic

XP: 50

Notes: *Martial Inspiration* (the turn after a barbaric champion has successfully wounded an enemy, all his followers gain +1 to hit)

WILD TRACKER

Hit Dice: 2d8 (9 HP)

AC: 15

Attack: +3 to hit, 1d6 (bow)

Alignment: usually Chaotic

XP: 50

Notes: *Keeper of Beasts* (the wild tracker is accompanied by a pack of six dogs, as described on the next page of this scenario pack, who are fiercely loyal; these dogs receive a +1 to hit and damage while the Wild Tracker is leading them, and will mourn and protect his body if he is slain)

RUNE MASTER

Hit Dice: 3d6 (11 HP)

AC: 11

Attack: +1 to hit, 1d6 (staff)

Alignment: usually Chaotic

XP: 150

Notes: *Spellcasting* (the rune master casts spells and rituals as a 3rd level mage; assume he has Intelligence and Wisdom scores of 13 for the purpose of casting rolls)

BARBARIAN RULER

Hit Dice: 4d8 (18 HP)

AC: 16

Attack: +4 to hit, 1d8+2 (enchanted blade)

Alignment: usually Chaotic

XP: 170

Notes: *Lead from the Front* (while the barbarian ruler is leading in combat, all followers receive a +4 bonus to all saving throws and +1 AC; however, should the barbarian ruler fall, all followers will lose these benefits and suffer a -1 to hit and damage for the remainder of the combat)

ANIMAL THREATS

The barbarians may be traveling with trained beasts as allies, or the PCs may run into trouble while wandering in the wilderness in pursuit of the barbarians.

Four dogs, three wolves, or a single bear make for good challenges for a group of first level characters.

DOG

Hit Dice: 1d8 (5 HP)

AC: 12

Attack: +1 to hit, 1d4 damage (bite)

Alignment: Neutral

XP: 15

WOLF

Hit Dice: 2d8 (9 HP)

AC: 13

Attack: +1 to hit, 1d4+1 damage (bite)

Alignment: Neutral

XP: 35

BEAR

Hit Dice: 3d8 (14 HP)

AC: 13

Attack: +3 to hit, 1d6 damage (claw), 1d8 (bite)

Alignment: Neutral

XP: 80

Notes: *Swift* (if there are enough foes in its immediate range, the bear may claw twice and bite once per round. Stay away!)

SUPERNATURAL THREATS

There are unseen forces, too, which may be allied with the barbarians or could otherwise become involved in the current situation. These foes will likely change the tenor of the story should they arrive.

A single plague fox does not present much of a threat to a group of martial characters when in direct combat, but can cause plenty of problems for them nonetheless; a group of five or six of them would be more dangerous still. A prowling tusk, come from the north in the wake of the barbarians, is much more dangerous still, and is likely at the absolute limits of what a party of first level characters can handle.

PLAGUE FOX

Feared by all those in the north, these malicious creatures enjoy finding their way into settlements and fouling the water and grain. At night, their eyes glow with a sickly green, and a foul stench follows them everywhere.

Hit Dice: 1d8 (5 HP)

AC: 14

Attack: +1 to hit, 1d4 (bite)

Alignment: Chaotic

XP: 20

Notes: *Disgusting* (due to their fierce, glowing eyes and foul smell, all foes have a +2 bonus to notice plague foxes or avoid their ambushes), *Foul Bite* (anyone bitten by a plague fox must make a saving throw versus poison or suffer 1 HP of damage every day for the next week)

PROWLING TUSK

These horrific monsters from the frozen north appear as great cats or wolves with twisted hind quarters, great yellow eyes, and huge stony tusks protruding from their mouths. Travelers claim that they sometimes follow the hungry or the weak, and that they enjoy gorging themselves on groups of stranded wayfarers.

Hit Dice: 5d8 (23 HP)

AC: 15

Attack: +5 to hit, 2d6 (tusks)

Alignment: Neutral

XP: 360

Notes: *Awful Stare* (those who catch the eye of the prowling tusk become frozen in place; every turn, one adversary is completely unable to act, but the prowling tusk must choose a different adversary to be affected in this way every turn; this power has no effect when the prowling tusk faces a single opponent), *Great Leap* (a prowling tusk may leap at great distances and with astonishing speed, positioning itself behind its opponents or crossing most obstacles with ease), *Unending Hunger* (once a prowling tusk has tasted the blood of a foe, it will follow with no end, and may always track its prey)