



FROG GOD GAMES ADVENTURES

MENACE IN RAVENTREACH

by James Thomas



5TH EDITION
COMPATIBLE

MENACE IN RAVENTREACH

Author
James Thomas

Producer
Bill Webb

Project Manager
Zach Glazar

Editor
Jeff Harkness

Fifth Edition Conversion
Richard A. Meyer

Fifth Edition Coordinator
Edwin Nagy

Fantasy Grounds Conversion
Michael W. Potter

Art Director
Casey W. Christofferson

Layout and Graphic Design
Charles A. Wright

Cover Design
Jim Wampler

Front Cover Art
Joshua Stewart

Interior Art
Hector Rodriguez, Terry Pavlet,
Joshua Stewart, & Michael Syrigos

Cartography
Robert Altbauer

Playtesters
Wasfi Anabtawi, Matt Felgner,
Aaron Johnson, Karey “Bat” Leichel,
Eric Reed, Katherine “Kat” Stadley,
Thomas Stadley, and Tracy Thomas

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Menace in Ravenreach

By James Thomas

An adventure for 4-6 Tier 2 characters

Welcome to Ravenreach

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

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

Dangerous animals and monsters still ranged throughout the region, however. At first, Baron Blackraven and his men dealt with these threats. Before long, though, the settlements were too widespread, and the baron was too busy administrating the growing community. Word went out and notices were posted in the thriving lands to the south to find stalwart adventurers seeking prospects. One day, a talented magic-user named Minder arrived at Ravenreach. He impressed the baron with his magical skills and was promptly placed on retainer at Castle Ravenrock. In exchange for providing spells and potions for the baron, he was allowed to pursue his own interest: trolls.

This prurient fascination may be the downfall of the small community unless the characters figure out a way to set things right.

Adventures in Ravenreach

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

Adventure Background

Fascinated by the ability of trolls to regenerate their wounds, the magic-user Minder sought a means of incorporating such healing in other subjects — and just needed a live troll specimen to experiment on. The baron's agents are on the lookout for adventurers strong enough to procure a suitable test subject. Others have tried and failed miserably, never returning.

Unfortunately for any adventurers now seeking to capture a troll, the creatures have become wise to the many hunters scouring the woods. A troll named Coaltongue has loosely organized the many trolls against any attempts to capture one of their own. (Characters might face Coaltongue during the adventure; see **Optional Encounter 3: Ending the Troll Menace** for more.) The trolls enlisted the aid of other forest denizens to their cause, and more powerful trolls are even now traveling down out of the mountains and the frozen lands looking to aid the cause.

The characters arrive at the frontier town of Ravenreach, where local toughs feeling their oats soon start a bar fight with the new arrivals. The fight draws the attention of the town's ranger captain, who offers the characters a chance to serve Ravenreach's baron. Minder, the court's magic-user, needs the characters to capture a troll and bring it back alive. What better way to prove themselves to the baron?

After capturing the troll, the tiny village again turns to the characters when a wagon train is attacked. The adventurers are sent to investigate, only to find death and destruction, and are then asked to escort a second caravan carrying supplies to a snowed-in mining camp high up in the mountains. The characters must fight their way into the mountains, but their success proves they are capable. Come spring, they are asked to escort another caravan, this one to a dwarven mine. This time, however, the characters find the dwarves disheartened and scared. A newly opened mine has claimed some of their own, and the dwarves need the characters' help to figure out what is going on.

This part of the adventure ends with the characters celebrating a spring festival with their new dwarven friends. It continues in *Mystery in Ravenrock*.

Adventure Hooks

The following ideas can be used to get the characters involved in the adventure, or feel free to make up your own.

Public Notice: The characters find public notices posted around the town, village, or city where they are currently staying about becoming guards in a small village called Ravenreach. Give the players the **Public Notice Handout**.

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

Missionary Work: A divine character is asked by a temple elder to go to the frontier town of Ravenreach where they have neither a shrine nor a temple. The character could greatly glorify their deity by demonstrating their might to the unreached peoples of the North!

Part I: The Path to Ravenreach

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

Almost any reasonable answer is acceptable. The question is primarily to detect deception. If the **guard** thinks the characters are lying or otherwise being evasive, they are detained outside pending an interview with Captain Haro Norundi (N male dwarf **veteran**). The gate toll is 1 sp per head (animals are 1 cp).

Ravenreach is a small frontier settlement with muddy streets and roughhewn wooden buildings. Five wooden towers and a timbered palisade keep wild animals and monsters at bay. Looking down from its craggy roost above is Castle Ravenrock, a simple square keep of dark stone with a bailey wall under construction before it. Its sole access is a short winding road — the only paved way in town — that leads to a front door raised one level off the ground. The town contains a brewery, a bar (The Dancing Bear), a stable, and a blacksmith. A barracks doubles as the town's jail. Selfridge's Trading Post offers an incredible array of tools and supplies suitable for this region. Visitors can rent one of six small (10 foot by 10 foot), spartan, one-room cabins from Dieter Chanty (LE male human **commoner**) for 10 gp a week, payment required in advance. No board is provided, and no wild animals are allowed. Firewood is 1 cp a bundle (enough for one night).

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

Ravenreach

N small town

Government autocracy

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

Notable NPCs

Bartholomew Blackraven, Baron of Ravenreach (see Appendix A)

Master Minder, Court Wizard (see Appendix A)

Jeremy Thorn, Captain, Loyal Order of Rangers (see Appendix A)

Serai the Fairhanded, Castle Guard Captain (LN female half-orc gladiator)

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

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

Dieter Chanty, cabin keeper (LE male human **commoner**)

Klund Farovdal, town blacksmith (LG male dwarf **veteran**, proficient in smithing tools)

Iggy "Barrel Buster," barkeeper (N male human **veteran**, carries no weapons)

Murrus Selfridge (LN male human **commoner**) and sons, **Marn and Errik** (CG male teenage human **commoners**), traders

Lector, wheelwright (LN male human **commoner**)

Trade Goods and Tokens of Exchange

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

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

Valuable furs include beaver (2 gp), fox (3 gp), ermine (4 gp), mink (3 gp), and muskrat (1 gp) pelts. Nearly half of all transactions include furs.

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

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

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

General Rumors

When characters question locals, choose from the following responses as appropriate, or make up your own rumors:

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

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

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

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

Rumors About Baron Bartholomew Blackraven:

• "Baron Blackraven is a firm but fair ruler. He keeps us safe and doesn't interfere in our affairs."

• "Feh! The baron cares nothing for the common people. He had me put in the stocks for two days for stealing a couple of chickens. TWO DAYS!"

• "Blackraven is nothing like the nobles in the south. Few laws and hardly any taxes. I'm going to stay here awhile and seek my fortune!"

• "Since the baron started patrols in our area, we've had fewer problems with wandering monsters and such. Next year I plan to expand my herds and hire some new hands."

• "Now that the roads are safer, we've had more business at our shop. I hope it continues."

Locations in Town

Presented below are a few locations within or near Ravenreach that the characters might visit during their stay. Note that The Dancing Bear is used to spark the adventure that follows, although you could just as easily have the Grets Brothers attack the characters in the street if you need to get them going in the right direction.

Old Levy the Alchemist

Old Levy the Alchemist brews folk remedies, tonics, and questionable potions. An enthusiastic entrepreneur, he has a cabin just outside Ravenreach.



He is very interested in selling his homemade and homebrewed potions to the characters. Most are harmless, just foul-tasting roots steeped in water. He sells his brews for 5 gp, a bargain he claims for such wondrous healing draughts, although if pressed, he admits that sometimes the potions have minds of their own. The locals know better than to buy from the old man. Roll on the following table if the characters drink one of Old Levy's strange concoctions:

1d20	Result
1	Imbiber falls asleep for 1d6 hours (no save).
2	Subject is poisoned for 1 hour.
3	Subject begins sweating profusely, with the musky sweat doubling the chances of wandering monster encounters for 12 hours.
4	Imbiber is stricken blind and deaf for 6 hours (no save).
5–16	Harmless water and roots. No effect.
17	<i>Potion of healing</i>
18	<i>Potion of fly</i>
19	<i>Potion of growth</i>
20	<i>Potion of superior healing</i>

Old Levy uses the statistics of a human **noble**, save for the following changes:

- Old Levy's Challenge Rating is 2 (450 XP).
- Old Levy has 27 (6d8) hit points.
- Old Levy is proficient with alchemists' tools, and his Intelligence score is 14 (+2).
- Old Levy has the following new trait:
Spellcasting. Old Levy is a 4th level spellcaster. His spellcasting ability

is Intelligence (spell save DC 12, +4 to hit with spell attacks). He has the following wizard spells prepared:

Cantrips (at will): *acid splash*, *light*, *mage hand*, *prestidigitation*
 1st level (4 slots): *burning hands*, *detect magic*, *shield*, *sleep*
 2nd level (3 slots): *acid arrow*, *hold person*

Selfridge and Sons Trading Post

Murrus Selfridge (LN male human **commoner**) runs this small trading post with his two sons, Marn and Errik (CG male teenage human **commoners**). They mostly deal in equipment to help the local miners (sifters and pans, picks and axes, etc.), tools, a variety of traps for the fur traders and hunters, and climbing gear and cold-weather gear for anyone venturing into the mountains. Prices are 50% higher than normal. They sell normal weapons and armor, although these are twice as expensive as normal (and may be pre-owned).

The Dancing Bear

This is the only public drinking establishment in Ravenreach. Owned by Iggy "Barrel Buster," a famous local wrestler (NG male human **veteran**, but carries no weapons), the joint is known for its cheap local ale (1 cp) served in wooden cups by Iggy and the waitress Sharela (NG female human **commoner**). Animal skins and horns adorn the walls. A weekly arm-wrestling contest attracts a large crowd. The winner receives a 1 gp prize plus local bragging rights, which grants them advantage on Charisma ability checks while interacting with the populace of Ravenreach. If a fight breaks out in his establishment, Iggy may attempt to break it up. If weapons are drawn, he pulls a cord in the corner that rings a bell on the roof. He has an arrangement with the town guard, who come to his aid in 1d3 + 2 rounds.

When the characters arrive, four local toughs known as the Grets Brothers are at the bar, spoiling for a fight. (You could take the fight up a notch by increasing the number of brothers to match the number of characters.) The Grets Brothers see the characters as an opportunity to have some fun, which to them means a brutal bar fight. They would love

to knock these newcomers out cold and then toss them out into the muddy street! To get things started, one of the brothers calls a character “weak looking,” and escalates the taunts from there until a fight breaks out (and they throw the first punch if the characters don’t rise to the occasion). The other brothers immediately join in. The Grets Brothers fight with their fists, dealing nonlethal damage. If a weapon is drawn, however, they draw their daggers and defend themselves. If the fight goes against them, they make a hasty retreat out the front and back doors, swearing vengeance.

The Grets Brothers (primarily Bron, Arn, Lex, and Faris, and Juliam and Martis if you need them) use the statistics of a **thug**, except that their unarmed attacks deal 4 (1d4 + 2) bludgeoning damage on a hit, and while all the brothers are conscious, they have advantage on saving throws against being charmed or frightened. Should the battle turn more violent, the brothers fight with daggers, dealing 4 (1d4 + 2) piercing damage, but try to avoid killing the characters unless one of the brothers is killed.

Possible Outcomes

Listed below are a few outcomes of the fight, but others are possible:

The characters are thrown out: The characters awaken to see **Jeremy Thorn** (see **Appendix A**) looking over them curiously. “New in town?” he asks, smiling. Jeremy offers them a towel and a warm bowl of soup at the Loyal Order of Ranger Guards chapterhouse. The affable ranger captain asks their names and occupations to assess their usefulness for service in the region; chronically short-handed, he is always looking for new recruits. Though he would prefer they help out on trail patrol, the baron recently directed him (again) to find likely candidates to help Master Minder. Thorn knows well of the wizard’s desire to capture a troll. He’s sent enough men into the wilderness who have never returned. But his baron is making the requests, so Thorn must agree (no matter his feelings on the subject).

The Grets Brothers are knocked out or flee the scene, but none are slain: Jeremy Thorn watches the fleeing Grets Brothers from across the street, then addresses the characters as above.

One or more Grets Brothers die in the barfight: Barfights occasionally turn deadly in the frontier, but the guards all know that the Grets Brothers are usually to blame — though it is rare when one of their number is among the dead. Still, any characters who can stand up to the brutal Grets Brothers are surely adventurers who can handle themselves in a fight. **Guard Haro Norundi** (N male dwarf **veteran**) recognizes an opportunity when he sees one and asks the characters to meet Jeremy Thorn at the barracks the following morning to discuss a dangerous venture.

Bring Me a Troll

The morning after accepting Jeremy’s offer, the ranger captain takes the characters to Castle Ravenrock to visit Master Minder.

Captain Jeremy Thorn leads the way from the muddy streets of the town up the steep, winding pavement to the keep. “Master Minder resides in the keep but he spends most of his time in his workroom.” He leads you down a series of descending passageways in the dungeon underneath the keep. At last he pauses at a guarded door.

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

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

Master Minder regards you doubtfully. “These are it, then? Humph!”

Master Minder’s attitude toward the characters is unfriendly. In the conversation that follows, he gestures to a large blackened skull with fearsome pointed teeth. “This is the beast you must capture. It is one of

Minder’s Plans

Master Minder is still looking to make a name for himself, but his gruff nature didn’t mix well with polite company. He soon found himself banished to the fringes of society and wandering the frontier. He wishes to return to prove himself (especially to those who doubted him), and he feels strongly that his experiments in troll regeneration are the key to his rewards. Master Minder didn’t start out evil, but his lifelong pursuit of his goal has left him so focused that he will stop at nothing to realize his dreams.

However, he still needs a troll before he can proceed to his endgame. Fortunately, he convinced the baron of the vital nature of his work, and hunters and would-be heroes are scouring the wilderness looking to capture just such a beast. Unfortunately for many of them, the dangerous troll hunt is also their final hunt.

If the characters return with a living troll specimen, it doesn’t take the genius Minder long to extract the troll’s liver and implant the regenerating pieces of it into various willing — and unwilling — subjects within the castle. When the baron learns of the appalling experiments going on in his castle and tries to shut them down, Minder finally snaps. The wizard uses his “knights” — his first successful recipients of troll liver slices — to take control in a bloodless coup. Soon in control of the castle, Minder quickly blames the characters for inciting fear and trying to assassinate the baron, and continues his work uninterrupted.

Unless the characters find a way to stop him ...

the most dangerous creatures in the region.” The object is a troll’s skull, and a DC 13 Intelligence (Nature) check identifies it as such. “You must bring the creature back — alive!” Minder gives them a map showing an area to the west where a troll is known to reside, a week’s march from Ravenreach. If the characters don’t know anything about trolls, Minder explains the creature’s regenerative abilities, strength, and savagery. He offers 2,000 gp for delivering him a live troll (extraordinary for a region so short on coinage).

Master Minder has no regard for the characters and cares only about getting his experimental subject alive and intact. He soon shoos them off so he can continue his research. He is neither willing to trade spells nor hobnob with another arcane spellcaster. In any case, he won’t fraternize until after the troll is delivered, at which time he will be quite inquisitive about the creature’s actions and any other creatures the characters encountered. Minder will not, under any circumstance short of being magically compelled, share his plans for the troll with anyone (including the baron).

On the Way to Wyvern Mountain

The early autumn weather is rainy, making everything a little slippery as the characters head into the wilderness in search of a troll. Below are landmarks and characters found along the way to Wyvern Mountain, where the brute was last seen.

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

The Marshlands: The journey to Wyvern Mountain passes to the southwest of the Marshlands, as they are called. They are usually avoided for their dangerous sinkholes and ghostly lights that appear at night.

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

Ruined (Elven) Watchtower: A broken white granite spire is visible for more than a mile. It is a remnant of an ancient elven kingdom. It could be haunted at your discretion.

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Yarl: This unfriendly mountain man (N male human **scout**) has lived in the area for years. He traps for valuable furs and brings them in once a year for trade. The characters can attempt to make him friendly with a DC 21 Charisma (Persuasion) check. If they succeed, Yarl can lead the characters to the troll's lair.

Wyvern Mountain: This tall, isolated tor was once the lair of a flight of wyverns that Blackraven and his companions slew a few years ago. A troll is reported to live on or near the mountain. See the next section for details about this region.

For each landmark visited, roll 1d10. On a roll of 1, pick from the Wandering Monster chart below or roll randomly to determine what creature is encountered. (If the characters are having too easy of a time — and the dice aren't rolling in your favor — simply choose a wandering monster whenever you desire.)

1d8	Encounter
1	Prehistoric honey badger (see Appendix B)
2	Prehistoric beaver (see Appendix B)
3	1d4 blister beetles (see Appendix B)
4	1d3 + 2 cadavers (see Appendix B)
5	Ettn
6	1d6 + 2 goblins
7	Giant spider
8	1d6 wolves

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

Wyvern Mountain and the Waterfall Shrine

A waterfall near the base of Wyvern Mountain once was sacred to the ancient elves, but is now just littered with their picturesque ruins. A narrow, elegant, but quite sturdy arching bridge of white stone spans the waters immediately before the falls. The sacred site is also magical: Any creature who bathes in the falls regains 10 (3d6) hit points. A creature can benefit from this healing only once per day.

Unfortunately for those who might require some healing, Freythool the troll (see below) lairs in a cave hidden behind the waterfall at the apex of the arching bridge 60 feet above the pool below.

Tactics/Motivations: Freythool likes to eat people who invade her sacred sanctuary. If strangers approach the shrine, her pet Hedgy (as a **giant badger**) rushes to alert her to their presence and she sets an ambush. She hides behind the waterfall, which grants her advantage on her Dexterity (Stealth) check to hide, and waits for victims to approach on the bridge. The torrent heavily obscures the area behind the waterfall, but her long connection with the sacred waters has given her the supernatural ability to see perfectly through the falling water. Given the opportunity, she reaches out and snatches a vulnerable character into the cave by grappling them, using her other claw and her bite attack to kill them if she can. The noise of falling water further imposes disadvantage on all Wisdom (Perception) checks based on hearing. If confronted by more than one opponent, she fights with unbridled ferocity. If brought under 20 hit points, she tries to escape into the woods and up the mountain.

Freythool uses the statistics of a **troll**, save for the following changes:

- Her Challenge Rating is 6 (2,300 XP), and her alignment is neutral evil.
- She has 105 (10d10 + 50) hit points and her Armor Class is 16 (natural armor).
- She has proficiency in the Athletics skill (+7).
- As a result of her long connection to the fall's sacred waters, Freythool has blindsight out to a distance of 10 feet.
- She has the following new traits:

Optional Encounter 1: Marta, Daughter of Revenge

Marta (see Appendix A) is the daughter of an elven enchantress whom Blackraven slew during an exploratory patrol when he first arrived in the region several years ago. Unknowingly, Blackraven and his party trespassed on the lands the enchantress vowed to protect, and she rashly attacked them with her magic and her forest allies. Marta was a small child and escaped unseen and unknown with the help of a dryad friend. The love child of a tryst between her mother and a satyr, she inherited a natural magical talent and became a sorceress. For nine years, she lived in the wilderness far from Ravenreach, festering bitterness, all the while honing her skills and plotting her revenge.

A year ago, Marta took up residence in the nearby hamlet of Shepford, where she makes a modest living spinning wool and weaving cloth. This gives her frequent occasions to visit Ravenreach to sell her wares and to catch up on local goings-on. She watches and waits for opportunities to subvert the baron's plans, despoil his fortunes, and ruin his reputation. When she learns of the characters' mission to capture a troll, she shadows them into the wilderness to ambush them after they retrieve the troll. She hopes to make a deal with the creature to create more havoc in Ravenreach. Marta brings along some old allies — a band of 4 **spriggans** (see Appendix B) — to assist her. When the characters return through the forest with the troll in tow, the spriggans attack from hiding. Two spriggans enlarge themselves and attack from the front, while two others attack by stealth from behind. Meanwhile, 40 feet ahead and concealed behind a tree, a masked Marta uses *levitation* to conceal herself in the branches 20 feet above. During the second round, she follows up with offensive spells. If she is attacked at range, she uses *mirror image* to protect herself. If more than half the spriggans go down, everyone withdraws in different directions (Marta uses her *fly* scroll). They rendezvous at a secret hideout deep in the forest. The characters are also now on Marta's Enemies List. If Marta survives, she looks for opportunities to make trouble for them in the future.

Reckless. At the start of her turn, Freythool can gain advantage on all melee weapon attack rolls during that turn, but attack rolls against her have advantage until the start of her next turn.

If the characters capture Freythool alive, they still have to make the trek back to Ravenreach to deliver the beast to Master Minder. On the way home, you could use **Optional Encounter 1: Marta, Daughter of Revenge** (see sidebar). If the characters barely managed to subdue the troll, feel free to skip the additional fight and assume the characters' return to Ravenreach is uneventful.

Back at Ravenreach

When the party returns to Ravenreach, Master Minder immediately *polymorphs* Freythool into a small rodent and drops her in a bag. He leads the characters back to the castle, where the characters receive their reward of 2,000 gp. After that, he asks them to leave. He has "other business" now that he has the troll to experiment on.

Part 2: Settling in for Winter

Just because they found the troll doesn't mean Ravenreach is done with the characters. Soon, the first flakes of snow begin to fall as winter rears its ugly head, and the mountain passes become choked by heavy drifts. Characters are free to spend some time in the small community, going on

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small side adventures as you see fit until you are ready to spring the next part of the adventure on them.

All the while, the trolls are mobilizing in the wilderness, attacking caravans and any other travelers foolish enough to undertake the treacherous mountain passes. More trolls have been spotted in the wilderness, and travelers report being attacked on the road by the brutes. The trolls have heard that Freythool was captured and seek vengeance on the small community and all its inhabitants.

Death on the Road!

One evening, Captain Jeremy Thorn rushes to find the characters. He asks if they can leave immediately on an urgent mission to investigate an attack on a vital wagon train that was headed north to the mountain mining camps.

Should the characters depart Ravenreach to search for the lost caravan, they find the mountain passes slippery and muddy from three days of heavy rain (the weather has yet to turn cold enough for the snows to fall, but a chill is already in the air). Any time the characters make an attack roll or Dexterity or Strength ability check and the result is a 10 or lower, the character must make a DC 10 Dexterity saving throw or fall prone. In addition, the area is dimly lit because of the oppressive clouds, and lightly obscured by the rainstorm.

The caravan was the latest victim of the stealthy trolls moving about in the hills around Ravenreach. A band of 4 **trolls** (two females and their young) ambushed the supply train on its way to the mining camp of Rough'N Ready in the mountains north of the village. As night fell, the wagons pulled off the road and circled up within a grove of giant maples known as "The Three Sisters," sheltering as best they could from the heavy rain. The trolls took advantage of the stationary caravan to wreak havoc.

The trolls teamed up with a **leucrotta** (see **Appendix B**) to lure prey into the surrounding forest. The guards and teamsters were killed when they wandered into the darkness. After that, the trolls raided the camp and mopped up the remainder of the travelers. The monsters spent the next two days eating the corpses, consuming all the food and drink in the wagons (including 12 kegs of ale), and slaughtering the horses and oxen in a clearing 80 feet north of the grove. The monsters sleep in individual shelters dug around the clearing.

Tactics

The trolls have survived in the wilderness for years through stealth and cunning, and only recently traveled closer to civilization to help their hunted brethren. Unlike typical trolls, who are prone to an aggressive offense, their first instinct is to hide and ambush prey. If they see or hear the characters, they array themselves as follows and wait for new prey to come to them.

Sixty feet west of the grove, one adult troll conceals herself behind foliage while the other crouches in a five-foot-deep pit. Have both make Dexterity (Stealth) checks, and keep in mind that the characters have disadvantage on Wisdom (Perception) checks based on sight because of the rain and murk detailed above. Meanwhile, the leucrotta moves to within 40 feet of the grove and mimics the sound of a man shouting phrases such as "I found something!" or "Help! I'm stuck!" The leucrotta moves backward stealthily, leading the characters into an ambush between the two hidden trolls.

Meanwhile, the two young trolls sneak around to the south of the grove and look for an opportunity to attack a lone character or pair of characters. Since the young trolls are medium sized, characters might easily mistake them for their comrades or other travelers lost in the dim light and heavy rain. If one of them is brought down, the other makes a run for it.

The two adult **trolls** have the following changes:

- Their Challenge Rating is 6 (2,300 XP).
- The trolls have proficiency in Stealth, and their Dexterity (Stealth) modifier is +7.
- They have the following new trait:

Cunning Action. On each of its turns, the troll can use a bonus action to take the Dash, Disengage, or Hide action.

The young trolls use the statistics of a **troll**, except for the following:

- Their size is Medium.* Their Constitution score is 17 (+3), and they have 52 (7d8 + 21) hit points.

• The troll's Strength score is 17 (+3), changing their bite and claw attack modifiers to +6, and their damage to 6 (1d6 + 3) piercing damage and 10 (2d6 + 3) slashing damage respectively.

• They enjoy the same proficiency in Stealth that the elder trolls do, and their Dexterity (Stealth) modifier is +7.

• They have the following new trait: **Cunning Action.** On each of its turns, the troll can use a bonus action to take the Dash, Disengage, or Hide action.

Sad Return

Jeremy Thorn is saddened to hear that trolls ransacked the caravan and killed all the guards and teamsters. He asks the characters for another favor, this one backed by the baron's gold. The baron is determined to see the mountain mining communities prosper. To that end, he offers to pay the characters 4,000 gp if they personally see to the delivery of another wagon train safely to Rough'N Ready. He promises another 1,000 gp (in hacksilver) per troll they kill (Thorn has noticed the increase in trolls coming down from the mountains). If the characters balk at the offer, they can bargain for as much as 5,500 gp to make the trip. A week and a half after the massacre, a new wagon train is resupplied and staffed to continue to the mining camp. The 15 teamsters and 12 guards stay with the 12 wagons, leaving the characters to deal with any monstrous threats.

Unfortunately, winter arrives with a frigid blast while the caravan is resupplying. Thankfully, cold-weather gear can be purchased from Selfridge and Sons Trading Post if the characters need warmer gear.

Cold Weather Conditions

An unprotected creature in cold weather (below 40° Fahrenheit) must make a DC 10 Constitution saving throw every hour. An unprotected character in conditions of extreme cold or exposure (below 0° Fahrenheit) must make a DC 15 Constitution saving throw every 10 minutes.

On a failed saving throw, the creature gains one level of exhaustion. A creature resistant to cold damage, wearing cold-weather gear, or especially acclimated to the frigid environment automatically succeeds on the saving throw.

Head for the Hills

The 12 wagons proceed smoothly until about five miles before the last outpost at the base of the mountains, where a snowstorm slows progress to a crawl.

Temperatures drop to below 0° Fahrenheit as the blizzard rages around the wagon train. Visibility is reduced to 20 feet and some of the wagons begin falling behind. As a precaution, characters can pair up along the train to keep things moving. You may want to include Wisdom (Animal Handling) and (Survival) checks to encourage exhausted animals and to keep from getting lost (finding moss on the north side of pine trees, etc.). For every 12 hours spent on the trail, roll 1d10. On a roll of 1, pick from the encounters listed below or roll randomly to determine what creature is encountered.

1d10 Encounter

- 1 Traveler (a **commoner**) in jeopardy
- 2 1d4+1 **wolves**
- 3 1d2 **dire wolves**
- 4 **Giant badger**
- 5 1d2 **ice trolls** (see **Appendix B**)
- 6 1d3 **trolls**
- 7 2 **ice drakes** (see **Appendix B**)
- 8 1d6+1 **fetches**
- 9 1d2 **frost men** (see **Appendix B**)
- 10 **Remorhaz**

Ranger Outpost Under Siege

The ranger outpost is little more than a large longhouse, a couple of outbuildings, and a hay barn. The staff of 12 rangers is depleted. Four of them never returned from patrol, and another four, including Captain Burne, are out looking for them. But they too are late getting back. The remaining four rangers (as NG male human **scouts**) offer to help get the animals and teamsters safely inside. They recommend everyone (animals included) gather in the longhouse for warmth. They do not intend to leave the outpost unmanned by launching another scouting mission to find their missing friends. They discourage the characters from proceeding into the blizzard at night since visibility is practically nothing and they don't want anyone else getting lost in the whiteout.

Worse things than the freezing snow await characters foolhardy enough to brave the storm. A band of 4 **ice trolls** (see **Appendix B**) and 2 **winter wolves** move with the leading edge of the storm. Overnight, the ice trolls (wielding battleaxes stolen from a band of unlucky dwarves they ambushed) and the winter wolves attack the longhouse. Two trolls break down one door in two rounds, while the others bash through the smoke hole on the roof in one round. As soon as the trolls break through, a winter wolf immediately uses its breath weapon down the hole, quenching the fire below and damaging nearby opponents. The next round, a troll jumps down to attack the nearest character. The second troll follows the round after. The remaining trolls burst through the door to attack. The winter wolves leap in after the trolls and use their breath weapons whenever possible. The wolves flee if reduced to fewer than 14 hit points. The trolls fight to the death.

Each troll carries a bag filled with 2d6 x 100 silver trade bars (worth 1 gp each). Their battleaxes are each worth 320 gp and are of exceptional quality and durability. It can be noted with a DC 12 Intelligence check that they are of dwarven make and DC 18 reveals they originate from the dwarves of Dimthinlode, a silver mining operation to the east. The trade bars also come from there.

After the Storm

The storm blows over by the next morning, blanketing the surrounding area in a 50-mile radius with several feet of snow. Captain Burne and three rangers return to the outpost by midmorning. They bear three dead bodies of their fallen comrades, victims of the terrible weather and a troll attack. Returning with them is Reeves (N male human **scout**), a seasoned mountain man. He knows the mountains well enough to guide the party through the snow to Rough'N Ready.

Trails in the high country are choked with snow and impassable by wheeled wagons, but four large sleds are available at the outpost to transport the most vital supplies. However, mules or humans are the only practical way to pull the sleds under the current conditions. Captain Burne is too short-handed now and cannot send any of his rangers along to accompany the party, but Reeves gladly offers to guide the party to Rough'N Ready. He has friends in the camps he would like to check on.

Although the blizzard is over, weather conditions in the mountains continue to be cold, and light to moderate snow continues to fall. Temperatures average 20° Fahrenheit in the day and -10° Fahrenheit overnight. You could roll on the wandering monster chart above for a challenge. Otherwise, nothing occurs except for the events noted below.

Day Four: Reeves stops and confers with the characters regarding which path to take. "I was going to take you the usual way along that rocky ridge to the west. The ledge follows the rim around the valley to where Rough'N Ready lies. But there's no way of knowing how much snow has fallen. We might need to dig our way through snow-choked ledges. The other route heads to Dasher Lake. If the lake is frozen over, it's a shorter distance. That way might be much easier and faster. We could save at least a day or two."



The First Path: Crossing Lake Dasher

If the characters choose this route, Reeves leads them down into a narrow valley. A frozen lake spans the four-mile-long valley from one end to the other. Steep 70-degree inclines rise on either side. But what had once been an impassable, lake-filled valley has now become a flat icy thoroughfare through the mountains. The ice is two feet thick in most places, which Reeves says is enough to allow safe passage.

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

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

FROG GOD GAMES

The gnomes are riding in a troika (sleigh) hidden by their illusions. They have been in hiding for several days from a **young white dragon** and decided to finally make a run for it across the frozen lake to put as much distance as they can between themselves and their pursuer. Their illusions wear off as they pass the characters, but they don't slow down and won't shout a warning for fear of alerting the dragon. But it's already too late; a round later, the dragon crashes through the trees and flies low across the ice 200 feet behind the troika, hoping to snatch up the gnomes one at a time for sport. The dragon is just as surprised to see other travelers, but she is focused on the tasty gnomes.

If the characters threaten her, however, she turns on them instead. If she loses half her hit points, she slams into the ice and plunges into the water below. She swims under her enemies and then crashes upward from below. The dragon doesn't believe she can lose and fights on until reduced to fewer than 10 hit points, at which point she withdraws to nurse her wounds. After healing her wounds, she hunts down the characters.

If the characters kill or drive off the dragon, the five gnomes stop their flight and pause to thank them. Their grateful leader is Ledges Kaminin (CG male gnome **mage**), who gives them a gift: *boots of the winterlands*. If requested, he also agrees to use the troika to transport goods to Rough'N Ready.

The Second Path: Along the Rocky Ridge

The arduous climb up to the rocky ledge reveals a panoramic view of the surrounding wilderness. The ledge is more than 600 feet up a mountainside, which rises another 150 feet above. Frequent stops are

necessary to test for safety and to dig out snow clogging the narrow pathway. Clefts in the cliffside can be used to camp in the dangerous conditions. You can increase the danger by adding an avalanche at this point (see the sidebar). It takes two days to reach a snow-clogged cave entrance near the summit.

"This is the Wayside Chapel of the Mountain," explains Reevus. "We can rest here for now if we dig out the opening. In the morning, we'll push over the ridge and on to the valley beyond where Rough'N Ready lies."

The Deathly Chapel

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

A *detect evil and good* spell reveals a faint evil taint of undead, but only once the snow is removed. Inside, 6 **frost wights** remain of the men trapped in the cave by the blizzard. The unfortunates called out to an evil god for succor, who rewarded them with undead "life." They lurk in the cave under blankets. The leader reveals himself to lure the characters into the back of the cave. The others jump out and attack from behind.

The frost wights use the statistics of a **wight**, except that each is immune to cold damage, and deals an additional 3 (1d6) cold damage with its longsword and longbow attack.

Once the characters deal with the wights, they can camp and rest. It takes another day to arrive at the mining camp.

Arriving at Rough'N Ready

Coming around the last bend at the top of the ridge reveals a small valley. Down below, a collection of small cabins and tents can be seen huddled in the snow. Closer by, a large two-story structure built partly into the side of a hill abuts the descending trailhead. A wooden sign creaking on iron rings reads: Supply House. As the party descends into Camp Rough'N Ready, a crowd of curious miners and mountain men flow out of tents and cabins to meet them. They whoop and cheer and ask the characters' names. Each one is quite excited at the arrival of the much-needed supplies.

Camp Rough'N Ready is a central rendezvous for an array of placer mining claims along rivers and tributaries in this part of the mountains. Miners meet here to collect supplies and to share stories before returning to the digs. The camp's population has swelled to 522 since the blizzards. The characters face a few weeks in the camp until the snows melt enough to return to Ravenreach. During this time, the characters might venture out into snowy passes around the camp to help supply game, fend off encroaching trolls, or just to seek new adventures (they are heroes after all). However, the men trapped at the camp also need entertainment, and wrestling matches always draw a crowd. And Terrible Tim is one of the best wrestlers in camp, but maybe not the combatant characters expect. See **Optional Encounter 2: Terrible Tim** for more.

The return trip to Ravenreach is uneventful (unless the characters return by a different route, in which case you can use the alternate path encounter). Arriving back at Castle Ravenrock, the baron invites the characters to a grand feast of deer and pheasant. Ale flows and cheers erupt from the long tables in Castle Ravenrock's great hall. Several prominent citizens are in attendance, along with castle officials and even the gruff Master Minder. All want to hear about the heroes' exploits in the dangerous mountains. Master Minder in particular asks many questions about any strange or odd creatures they encountered (and grows extremely interested if told of the ice trolls). Later, the baron's chamberlain pays the characters the bounties

Avalanche!

An avalanche can be spotted from as far away as 1d10 x 500 feet by a character who makes a DC 20 Wisdom (Perception) check. If all characters fail their checks to determine the distance to the avalanche, the avalanche moves closer to them, and they automatically become aware of it when it closes to half the original distance. It's possible to hear an avalanche coming even if the characters can't see it. A character who makes a DC 15 Wisdom (Perception) check can hear the avalanche when it is 1d6 x 500 feet away.

An avalanche consists of two distinct areas: the bury zone (in the direct path of the falling debris) and the slide zone (the area the debris spreads out to encompass). Characters in the bury zone always take damage from the avalanche, but characters in the slide zone might be able to get out of the way.

The typical avalanche has a width of 1d6 x 100 feet, from one edge of the slide zone to the opposite edge. The bury zone in the center of the avalanche is half as wide as the avalanche's full width. To determine the precise location of characters in the avalanche's path, roll 1d6 x 20; the result is the number of feet from the center of the path taken by the bury zone to the center of the characters' location. Avalanches of snow and ice advance at a speed of 500 feet per round. You should use initiative to determine timing, with the avalanche arriving on its first "turn."

Characters in the bury zone take 28 (8d6) bludgeoning damage, or half that much if they succeed on a DC 15 Dexterity saving throw. They are subsequently buried beneath 1d10 feet of snow, and must make a DC 20 Constitution saving throw every minute they remain buried or take 3 (1d6) cold damage; they have advantage on the saving throw if they wear cold-weather gear.

Characters in the slide zone take 10 (3d6) bludgeoning damage, or no damage if they make a DC 15 Dexterity saving throw. Those who fail their saves, however, are buried as above.

If creatures take enough damage to drop them to 0 hit points, they don't make death saving throws every round, but instead once per minute. On three successes, they are stable and regain 1 hit point and consciousness, but unless freed, they continue to take cold damage.

Optional Encounter 2: Terrible Tim

If any character decides to wrestle, the crowds gather in a round wooden building in the camp. Matches are fought without armor or weapons, and the winner is the first to pin his opponent for a count of three. Reeve serves as referee and declares a successful pin (see below). Characters should face one or two normal opponents before the crowd begins chanting “Terrible Tim, Terrible Tim!”

Side bets abound before the match, with odds running 2-to-1 in favor of Terrible Tim. If any characters are looking for some action, they can make a Charisma (Persuasion) check, with the result over DC 10 being the number of interested takers (e.g. if the result is a 13, the character finds 3 interested takers). Such takers are willing to bet 1d4 x 50 gp at 2-to-1 odds on Terrible Tim. Reeve agrees not to bet and keeps book on all wagers. Payments are made in gold dust and valuable furs.

The characters might regret their decision once their opponent is led into the ring. Terrible Tim is a very large black bear (use the statistics of a **polar bear**) that has taken to wrestling opponents with its huge paws. It won’t bite or claw its opponent, but its swipes are enough to knock a person to the ground. To run any of the wrestling matches, have each participant roll initiative at the beginning of each round. The creature that wins the initiative goes first. On each of the participant’s turns, they can use their action to grapple their target, or to make an unarmed strike against them to whittle them down. If a creature drops to 0 hit points as a result of unarmed strikes, it falls prone as normal and can be grappled and pinned easily.

If a creature is grappling another creature, they can use their next action to make a Strength check opposed by the grappled target’s Strength. On a successful check, the target is knocked prone and remains grappled. On a failure, however, the first creature counters its attacker, knocking it prone and leaving it grappled.

On the beginning of the next turn, a creature that is prone can attempt to break free from the grapple, but can’t rise from prone until the grapple is broken. To successfully pin a creature, that creature must remain prone and grappled for three full rounds, beginning on the turn following the beginning of the pin.

Tim’s handlers won’t allow the bear to feed on a pinned opponent, but you shouldn’t allow the character wrestling him to realize that.

earned and adds the agreed amount in hacksilver for safely escorting the supply train.

Ranger Captain Jeremy Thorn offers his thanks, and requests the characters contact him in the spring. A band of dwarves need escorts back to Dimthinode mine, and he thinks the characters are the perfect heroes for the job.

A New Opportunity

If the characters seek out Captain Thorn when spring rolls around, he tells them of the dwarves of Dimthinode, a silver mine two weeks’ journey to the east in the Rocky Hills. After purchasing an exclusive license from the baron to prospect in the hills four years ago, the dwarves mined nonstop, smelting the rich diggings into silver trade ingots.

Each spring when the dwarves reach the end of a major mining cycle, however, they celebrate their fortunes with a three-week holiday. Arrangements are made months before with a major trading company from the South (Geoff & Company), and supplies for the celebration are stored until needed in a large warehouse in Ravenreach. Captain Thorn asks the characters again to safely escort a wagon train, this time to Dimthinode so the dwarves may enjoy their yearly break from the mines. The same compensation as last winter is offered (4,000 gp for delivering the party supplies, and another 1,000 gp in hacksilver per troll they kill).

Supply Chief Thrir (LN male dwarf **veteran**) leads 12 dwarf **guards** and a team of 40 mules to Ravenreach every month for supplies — but no trip is more important to the dwarves than this one to pick up the party supplies. If characters ask any of the dwarves about the battleaxes the trolls used (see **Ranger Outpost Under Siege in Part 2**), the dwarves are quick to note that the weapons are valuable family heirlooms. The dwarves pay up to 600 gp for each returned battleaxe. They are extremely upset that the owners fell to the trolls.

If characters ask Supply Chief Thrir about the upcoming journey to Dimthinode, he says it should be an easy trip. He makes the journey all the time, although he admits recent trips have become more difficult with the numerous troll sightings in the wilderness.

Trek to the Silver Mine

The wagon train’s journey to Dimthinode takes two weeks across some rugged terrain. No roads exist, but the terrain consists mostly of light forest and rolling hills. Accompanying the caravan are Master Merchant Geoff (NG male human **noble**) and Under Merchant Amella (NG female human **guard**), who see to all the needs of the 12 wagons with a dozen teamsters (N male human **commoners**). Supply Chief Thrir and his 12 dwarf guards fill out the retinue of travelers. The teamsters can capably manage their vehicles and animals so that the characters need only focus on security. Chief Thrir jumps into any battle if the characters are overwhelmed.

There is a 25% chance each day of encountering wandering monsters. Roll 1d10 on the table below. A lot more trolls now roam the hillsides, and the trip to Dimthinode is guaranteed to run into some of the brutes, even some strange two-headed and ghostly varieties. The call to arms has gone out far and wide, and numerous strange and unusual trolls have answered.

1d10	Encounter
1	1d4 ogres , accompanied by 1d8+2 goblins and 1d6 kobolds
2	2 ettins and their 2 pet worgs
3	Tunnel worm (see Appendix B)
4	1d4 trolls
5	1d6 cave trolls (see Appendix B)
6	2 rock trolls (see below).
7	Flame-spawned troll (see below).
8	Two-headed troll (see below).
9	Spectral troll (see below)
10	Walloorr the stone giant

Walloorr the Stone Giant: Walloorr is a **stone giant** on his “elder journey.” He prefers to avoid smaller humanoids but fights ruthlessly if attacked. The party might first become aware of him by the large unshod footprints he leaves behind. Ignorant of human culture, he may be caught roasting stolen cattle.

Rock Trolls: Rock trolls use the statistics of a **troll**, except for the following changes:

- Its Challenge Rating is 6 (2,300 XP).
- It has 105 (10d10 + 50) hit points.
- The troll’s Regeneration trait does not function if it takes acid or thunder damage, but functions normally if the rock troll takes fire damage.
- The rock troll has the following new trait:

Sunlight Petrification. A rock troll who begins its turn in an area of sunlight must make a DC 15 Constitution saving throw. On a failed saving throw, the troll is restrained. At the beginning of its next turn, it can repeat the saving throw. On a successful saving throw, the troll is no longer restrained. On a failed saving throw, the troll is petrified.



Optional Encounter 3: Ending the Troll Menace

This encounter pits the characters against Coaltongue, the *de facto* leader of the trolls. Preferably, it occurs at night when the characters have camped for the evening, possibly with a roaring fire to keep the night's spring chill out of the air.

Coaltongue is a **black troll** (see **Appendix B**) that came down from the mountains after hearing about Freythool's capture. He loosely organized the troll resistance in the hills around Ravenreach, mobilizing the usually brutish creatures against the hunters seeking more of their kind (he doesn't yet know that Minder suspended the troll hunts once he had his specimen). The troll and his kin now ambush any humanoids they find traveling through the countryside. Their presence has greatly increased the dangers of living on the frontier.

Coaltongue leads a band of 3 normal **trolls** and 6 **goblins**. He attacks at night, creeping into the characters' camp so he can dive into their campfire and ignite himself to truly frightening proportions. If no fire exists, his goblin scouts light him on fire with torches before peppering the camp with flaming arrows. The trolls accompanying Coaltongue have gotten used to fighting around their fire-loving master, although they still give the flames a wide berth during melee.

If Coaltongue is killed, his death eventually demoralizes the remaining trolls, which head back into the hills to their hidden lairs, their lust for vengeance gone. By next spring, troll sightings drop to almost nothing.

Flame-Spawned Troll: The flame-spawned troll uses the statistics of a **troll**, except for the following:

- Its Challenge Rating is 8 (3,900 XP).
- It is immune to fire damage.
- Its Regeneration trait does not function if it takes cold or acid damage, rather than fire or acid damage.
- It gains the following new feature:

Burn. A flame-spawned troll deals an additional 4 (1d8) fire damage when it hits with its bite or claw attack. In addition, a creature who begins their turn or enters within 5 feet of the flame-spawned troll takes 4 (1d8) fire damage.

Two-Headed Troll: A two-headed troll uses the statistics of a troll, except it has the following additional features:

Two Heads. The two-headed troll has advantage on Wisdom (Perception) checks and on saving throws against being blinded, charmed, deafened, frightened, stunned, and knocked unconscious.

Wakeful. When one of the two-headed troll's heads is asleep, its other head is awake.

Spectral Troll: A spectral troll uses the statistics of a **wraith**, except its Regeneration trait has been replaced with the following feature:

Rejuvenation. A destroyed spectral troll returns to full hit points after 1d10 days.

Ambush at The Narrows

The last two days of travel are all uphill, but a narrow road allows wagons to drive through single file. The characters can place themselves anywhere along the line as they see fit. The narrow gorge varies between 12 and 18 feet wide with bluffs on either side. Near the end of the first day, 6 **ogres** ambush the caravan under orders of an **oni**.

Any characters scouting ahead are ambushed alone. If the characters spread themselves along the wagon train, the ogres attack when the second wagon reaches an area known as The Narrows, a 320-foot-long

MENACE IN RAVENREACH

winding stretch of road with rough rock walls rising steeply on either side of a 15-foot-wide roadway. One bluff averages 20 feet above the road, while the other rises between 30 and 50 feet (DC 10 Strength [Athletics] check to climb either bluff).

Monster Tactics

The 6 ogres hide on the shorter bluff out of sight of the road. They await a signal from their chieftain, an oni hidden on the opposite side, to rush to the ledge to hurl javelins at the caravan below. They have four javelins each. When they run out of javelins, they jump down to the road and attack with their greatclubs. Their objective is to kill everyone. If three of their fellow ogres fall in battle, each ogre has a 50% chance per round of retreating into the hills.

(Note: If Marta from Optional Encounter 1: Marta, Daughter of Revenge survived that encounter, you could use her in this encounter rather than the oni. Her tactics would be the same.)

The characters can now continue onward to Dimthinode Mine to meet the dwarves. If you want to give the characters a chance to end the troll menace once and for all in the hills around Ravenreach, see **Optional Encounter 3: Ending the Troll Menace**.

Dimthinode Mine

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

The Gimund clan of Dimthinode consists of 87 adults and 19 children. They are wary of non-dwarves, but curious about the characters. They speak only Dwarven and the Common tongue. They are very excited about the upcoming festival, which is scheduled to begin the next day. Mining operations have stopped for now, leaving only ore crushing and smelting tasks for the few remaining work hours. Most of the clan is already preparing for the celebratory feast. A great pavilion has been erected in the courtyard, where tables are being assembled and four large roasting pits are being dug. Wood is stocked nearby, and ovens are clean and ready to use. Colorfully embroidered clothing has been prepared for the festival. But even with the upcoming festival, a pall seems to hang over the dwarven community.

Supply Chief Thrirm speaks in hushed tones with another dwarf, then asks the characters to accompany him. He leads them to a private meeting with Nortil (NG male dwarf **noble**), the mine's operations manager. Read the following to the players:

"Recently, our miners broke through into a hitherto unknown cavern on Level Six. An exploratory team went in to investigate, but only two of those seven returned. They spoke of a large underground cavern filled with dangerous fungi and flooded areas, and of a rock monster with terrible claws that bit off Dorbur's head. I remember that lad. Sad to be taken so young." Master Nortil sighs, then continues. "Two weeks ago, we sent the two survivors back with an armed strike team to deal with the menace. None returned. We've put guards on the cavern entrance, but we would rather see the mine cleared to end this threat to our community. I've been told of your heroics on the journey here. Can you help us?"

If the characters agree, Nortil helps them prepare as best he can. The mining community's resources are limited mostly to mining gear, but they can find plenty of rope, hooks, and other equipment that might help in the mines. Once they are ready, the characters are escorted into the now-empty mine.

Dwarven Names

The characters are likely to meet a number of dwarves while at Dimthinode. Use the following list of dwarven names as needed for any miscellaneous dwarf NPCs:

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

Dwarf female names: Bilila, Bulunni, Gritila, Dila

Slumbering Voracity

The dwarves of Dimthinode lead the characters to a 25-foot-deep vertical shaft on the mine's sixth level. A rope ladder leads to the bottom of the shaft, where a jagged hole about eight feet wide opens in the wall to one side. Two guards armed with hammers and heavy crossbows stand alertly near the top of the shaft. Nearby, a huge lever (DC 20 Strength check) can be pulled in a dire emergency to release hidden tunnel supports to cause a cave-in over the shaft to seal it under tons of rubble. This is the dwarves' last resort to block the rest of the mines from an invasion by unknown monsters.

The Cavern Entrance

A gaping hole is broken through the wall at the bottom of the pit. Peering into the darkness, the characters can see they are perched 40 feet above the floor of a very large cavern. From this vantage, they can sense the vastness of the underground vault through the thick humid air. The fluttering of bats can be heard, as well as the soft drip of flowing water down stalactites, along walls, and across the floor. A misty haze clusters around the edge of a large pool nearby. Immediately below the opening, a steep rampart of flowstone and rubble allows for a treacherous descent to the cavern's floor.

A Cold Descent

The rocky slope is very slippery (DC 15 Strength [Athletics] check to climb down safely; DC 10 if rappelling by rope). Gray and black slime covers the wet surface of the rocks and rubble all along its 60-foot descent. The area is dark. If the climber cannot see clearly (such as not possessing darkvision), impose disadvantage on the above check. A climber who falls slips and slides along the rocks, taking 2 (1d4) bludgeoning damage per 10 feet (DC 18 Strength saving throw to stop the slide). There is a 50% chance of encountering a patch of **brown mold** (see **Appendix B**) 15 feet from the bottom. Note the coldness at that point in the descent and apply the appropriate cold damage if a character strays too close. The shriveled body of a dwarven explorer lies next to the patch. Besides some caving gear and a few personal possessions, no other items are on the corpse.

For every 30 minutes spent in the underground mine's tunnels, there is a 25% chance of an encounter. Roll 1d6 on the following table:

1d6	Encounter
1	2 whip jellies (see Appendix B)
2	1d6 violet fungi
3	Patch of shriekers (25% chance of attracting another monster or a rock troll)
4	1d6 piercers (see Appendix B)
5	1d2 ropers
6	1d6 giant frogs

Trysting Pond

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

Terraced Fungi Farms

Opposite the tranquil waters of the Trysting Pond, a colorful variety of large subterranean fungi burst forth across the gradually ascending cavern floor. Bunches of mushrooms and grassy molds thrive along terraced shelves and dangle down in lush strands that drip with moisture. Close examination with a DC 16 Wisdom (Perception) check of the long-neglected terraces reveals decorative reliefs engraved along the edges and furrows etched upon their surfaces to channel water evenly across each terrace. An overgrown pathway winds through the fungus fields toward a distant plateau. An abundant variety of edible and medicinal fungi can be gleaned from these abandoned farms.

This 60-foot-wide section contains several varieties of extraordinary molds and fungi; most of them are harmless and thrive in the wet, guano-rich environment. The surface of the field has the consistency of soaking wet turf, making it difficult terrain. Recent footprints passing through in either direction can be detected with a DC 15 Wisdom (Survival) check. Partway through the field, a **yellow mold** (see **Appendix B**) patch grows across three adjoining patches, blocking the trail. Three dwarven skeletons can be found underneath the mold, but there's no valuable treasure. The dwarves blundered into the yellow mold after encountering a rock troll.

The Slimy Stair

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

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

Table of the Frog God

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

A DC 10 Intelligence (Investigation) check reveals discarded caving equipment and torn pieces of clothing and armor near the menhir. A DC 20 Wisdom (Perception) check reveals that the stone megalith, though worn with age, depicts a disturbing figure resembling a menacing, vaguely amphibian creature. A further DC 20 Intelligence (Religion) check identifies it as an ancient depiction of Tsathogga.

A DC 19 Intelligence (Investigation) check also reveals that the stone menhir is not connected to the stone table. It can be moved or shoved aside (although it weighs 2,000 pounds). Because of its size, multiple characters

can combine their efforts to push the idol (remember that a character can push 30 times his or her Strength score). A hidden cache is found if the menhir is toppled or shoved aside. Inside the hollow beneath the menhir are some odd bones, a stone knife, and a jar of *restorative ointment*.

A DC 10 Wisdom (Perception) check of the nearest stalactite reveals it is broken open and contains a large hollow within. If the result on the Wisdom (Perception) check is 20 or better on any of the other three stalactites, it reveals a large monstrous humanoid concealed within a thin limestone shell.

A **rock troll** huddles inside each of the three stalagmites arrayed around the perimeter (for a total of 3 creatures). Covered in dripping stone deposits from above, they resemble stalagmites or flowstone. They are currently hibernating, awaiting a time when abundant herds of nomadic deer and other animals return aboveground for them to feed on. The trolls swam into the cavern through an existing underground stream when winter set in. They hunted and ate the pale frog folk they found living here, then settled into their long hibernation.

The exploring dwarves disturbed one, however, awakening it. She killed and ate a number of the dwarves, although two escaped her grasp. Later, she ambushed the returning strike team, picking them off one by one. Torn equipment and other remains can be seen near the idol. She even ate their calcium-rich bones. She currently dozes on a hidden ledge on the far side of the plateau.

When she detects intruders, the rock troll climbs up onto the plateau to investigate. If she perceives a dangerous party or sees them handling the idol or the stalagmites containing the other sleeping trolls, she howls loudly to awaken her three companions to join her in the hunt. It takes the others one round to break free of their stony shells before they can attack; during this round, however, the rock trolls are immune to bludgeoning, piercing, and slashing damage from nonmagical attacks.

The **rock trolls** use the statistics of a **troll**, except for the following changes:

- Its Challenge Rating is 6 (2,300 XP).
- It has 105 (10d10 + 50) hit points.
- The troll's Regeneration trait does not function if it takes acid or thunder damage, but functions normally if the rock troll takes fire damage.
- * The rock troll has the following new trait:

Sunlight Petrification. A rock troll who begins its turn in an area of sunlight must make a DC 15 Constitution saving throw. On a failed saving throw, the troll is restrained. At the beginning of its next turn, it can repeat the saving throw. On a successful saving throw, the troll is no longer restrained. On a failed saving throw, the troll is petrified.

If examined, each troll has 3d6 semiprecious rock crystals (50 gp each) embedded in his or her hide.

The frog folk lived in this cave complex beneath the plateau. An entrance can be located at the base of the plateau. Exploring inside the wet, maze-like tunnels turns up old bits of pottery and broken tools, but a successful DC 20 Perception check is enough to find a hoard of 7 (2d6) freshwater pearls (50 gp each). Up to six such pearl hoards may be found. A DC 20 Intelligence (Investigation) check locates a hidden pair of *boots of striding and springing* made of giant frog skin.

Epilogue

The dwarves are extremely grateful to the characters for clearing the mine and discovering what happened to the missing dwarves. Master Nortil rewards the party with a pouch containing 1,000 gp in hacksilver and a rough diamond (which can be polished and cut into a 3,000 gp gem). He invites them to share in the yearly celebration with the joyful dwarves.

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

Appendix A: NPCs

The following NPCs are found throughout the adventure.

Baron Bartholomew Blackraven

Medium humanoid (human), lawful neutral

Armor Class 17 (*dragon scale mail*)

Hit Points 117 (18d8 + 36)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	14 (+2)	10 (+0)	12 (+1)	10 (+0)

Saving Throws Str +6, Con +5

Skills Animal Handling +4, Athletics +6, History +3, Insight +4, Intimidation +3, Perception +4

Damage Resistances necrotic

Senses passive Perception 14

Languages Common, Giant

Challenge 8 (3,900 XP)

Special Equipment. Normally, Blackraven wears his *dragon scale mail* (which grants his resistance to necrotic damage) and wields his *adamantine battleaxe* (see **Appendix C**).

Brave. Blackraven has advantage on saving throws against being frightened.

Improved Critical. Blackraven scores a critical hit with a weapon attack on a roll of 19 or 20.

Martial Advantage. Once per turn, Blackraven can deal an extra 13 (3d8) damage to a creature he hits with a weapon attack if that creature is within 5 feet of an ally of Blackraven that isn't incapacitated.

Actions

Multiattack. Blackraven can make three Battleaxe attacks.

Adamantine Battleaxe. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage, or 9 (1d10 + 4) slashing damage if used with two hands to make a melee attack.

Leadership (recharges after a short or long rest). For 1 minute, Blackraven can utter a special command or warning whenever a non-hostile creature that he can see within 30 feet of him makes an attack roll or a saving throw. The creature can add a d4 to its roll provided it can hear and understand Blackraven. A creature can benefit from only one Leadership die at a time. This effect ends if Blackraven is incapacitated.

Reactions

Parry. Blackraven adds 3 to his AC against one melee attack that would hit him. To do so, he must see the attacker and be wielding a melee weapon.

Jeremy Thorn

Medium humanoid (human), neutral good

Armor Class 16 (breastplate)

Hit Points 91 (14d8 + 28)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	15 (+2)	10 (+0)	15 (+2)	11 (+0)

Saving Throws Str +6, Dex +6

Skills Animal Handling +5, Nature +3, Perception +5, Stealth +6, Survival +5

Senses passive Perception 15

Languages Common, Elven, Giant

Challenge 5 (1,800 XP)

Natural Explorer. While traveling in grasslands or mountains, Thorn has advantage on Intelligence (Nature) and Wisdom (Survival) checks.

Spellcasting. Thorn is a 6th-level spellcaster. His spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). He knows the following ranger spells.

1st level (4 slots): *hunter's mark*, *jump*, *speak with animals*
2nd level (2 slots): *spike growth*

Actions

Multiattack. Thorn makes either three Battleaxe attacks or three Longbow attacks.

Battleaxe. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if used to make a melee attack with two hands.

Longbow. *Ranged Weapon Attack:* +6 to hit, range 150/600 ft., one target. *Hit:* 9 (1d8 + 5) piercing damage.

Marta, Daughter of Revenge

Medium humanoid (half elf), lawful evil

Armor Class 12 (15 with *mage armor*)

Hit Points 65 (10d8 + 20)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	14 (+2)	13 (+1)	11 (+0)	18 (+4)

Saving Throws Con +3, Cha +6

Skills Arcana +3, History +3, Nature +3, Perception +2, Survival +2

Damage Resistance poison

Senses darkvision 60 ft., passive Perception 12

Languages Common, Draconic, Elven, Sylvan

Challenge 4 (1,100 XP)

Special Equipment. Marta has a *potion of levitate* and 2 *spell scrolls of fly*.

Fey Ancestry. Marta has advantage on saving throws against being charmed, and magic can't put her to sleep.

Spellcasting. Marta is a 5th-level spellcaster. Her spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). She knows the following sorcerer spells.

Cantrips (at will): *acid splash*, *fire bolt*, *minor illusion*, *ray of frost*, *shocking grasp*

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1st level (4 slots): *healing word*, *mage armor*

2nd level (3 slots): *acid arrow*, *heat metal*, *mirror image*

3rd level (2 slots): *protection from energy*

Subtle Spell (3/day). When Marta casts a spell with a somatic or verbal component, she can choose to ignore one or both of those requirements to cast the spell.

Actions

Quarterstaff. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 4 (1d8) bludgeoning damage.

Master Minder

Medium humanoid (human), neutral evil

Armor Class 12 (15 with *mage armor*)

Hit Points 112 (15d8 + 45)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	16 (+3)	20 (+5)	12 (+1)	10 (+0)

Saving Throws Int +9, Wis +5

Skills Arcana +9, Deception +4, Insight +5, Intimidation +4, Medicine +9, Nature +9, Perception +5

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons (from *stoneskin*)

Senses passive Perception 15

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

Challenge 12 (8,400 XP)

Special Equipment. Minder carries a *wand of lightning bolts*, a magical dagger called *metasteel* (see **Appendix C**), and he wears a *robe of scintillating colors*.

Legendary Resistance (3/day). When Master Minder fails a saving throw against a spell or effect, he can choose to succeed instead.

Magic Resistance. Master Minder has advantage on saving throws against spells and magical effects.

Spellcasting. Master Minder is a 15th-level spellcaster. His spellcasting ability is Intelligence (spell save DC 17, +9 to hit with spell attacks). He has the following wizard spells prepared:

Cantrips (at will): *acid splash*, *mage hand*, *prestidigitation*, *ray of frost*, *shocking grasp*

1st level (4 slots): *burning hands*, *expeditious retreat*, *mage armor*, *shield*

2nd level (3 slots): *blindness/deafness*, *blur*, *ray of enfeeblement*, *shatter*

3rd level (3 slots): *counterspell*, *dispel magic*, *fireball*, *fly*, *lightning bolt*

4th level (3 slots): *dimension door*, *fire shield*, *polymorph*,

stoneskin

5th level (2 slots): *cloudkill*, *hold monster*

6th level (1 slot): *disintegrate*

7th level (1 slot): *reverse gravity*

8th level (1 slot): *feeblemind*

Actions

Metasteel. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. or range 60 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

Telekinetic Fist (recharge 5-6). *Ranged Spell Attack:* +9 to hit, range 30 ft., one target. *Hit:* 23 (4d8 + 5) force damage, and the target must make a DC 17 Strength saving throw or be knocked prone.

Appendix B: Monsters

The following monsters are found throughout the adventure.

Beetle, Giant Blister

Small beast, unaligned

Armor Class 12 (natural armor)

Hit Points 13 (3d6 + 3)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	10 (+0)	12 (+1)	1 (-5)	10 (+0)	7 (-2)

Damage Immunities acid, poison

Senses darkvision 60 ft., tremorsense 60 ft., passive Perception 10

Languages —

Challenge 1 (200 XP)



Master Minder's Spellbook

Minder's spellbook contains the following spells: *blindness/deafness*, *blur*, *burning hands*, *cloudkill*, *counterspell*, *dimension door*, *disintegrate*, *dispel magic*, *expeditious retreat*, *feeblemind*, *fireball*, *fire shield*, *fly*, *hold monster*, *lightning bolt*, *mage armor*, *polymorph*, *ray of enfeeblement*, *reverse gravity*, *shatter*, *shield*, and *simulacrum*.

MENACE IN RAVENREACH

Actions

Bite. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target.

Hit: 3 (1d6) piercing damage plus 3 (1d6) acid damage.

Blister Spray (recharge 5–6). The beetle exhales a 15-foot cone of caustic acid, causing painful blisters to form on the skin of any creature caught in the spray. Creatures in the area must make a DC 12 Dexterity saving throw, taking 10 (3d6) acid damage on a failed save, or half as much damage on a successful one.

Badger, Prehistoric Honey

Medium beast, unaligned

Armor Class 14 (natural armor)

Hit Points 51 (6d8 + 24)

Speed 30 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	18 (+4)	7 (–2)	11 (+0)	5 (–3)

Skills Survival +2

Damage Resistances poison; bludgeoning, piercing, and slashing from nonmagical weapons

Condition Immunities frightened

Senses darkvision 60 ft., passive Perception 10

Languages —

Challenge 4 (1,100 XP)

Keen Hearing and Smell. The prehistoric honey badger has advantage on Wisdom (Perception) checks based on hearing or smell.

Relentless (recharges after a short or long rest). If the badger takes 14 damage or less that would reduce it to 0 hit points, it is reduced to 1 hit point instead.

Actions

Multiattack. The prehistoric honey badger makes one Bite attack and one Crunch attack.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 16 (2d10 + 5) piercing damage, and the target must make a DC 15 Strength saving throw or be grappled (escape DC 15).

Crunch. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one grappled creature. *Hit:* The target suffers from broken bones and must make a DC 15 Constitution saving throw at the beginning of each of its turns. On a failed saving throw, the target cannot take any actions or reactions during that turn. If the target receives magical healing or takes a long rest, the effect ends.



Beaver, Prehistoric

Large beast, unaligned

Armor Class 15 (natural armor)

Hit Points 52 (7d8 + 21)

Speed 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	17 (+3)	3 (–4)	11 (+0)	5 (–3)

Skills Survival +2

Senses passive Perception 10

Languages —

Challenge 3 (700 XP)

Hold Breath. The prehistoric beaver can hold its breath for up to 20 minutes.

Siege Monster. The prehistoric beaver deals double damage to objects and structures.

Actions

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 27 (4d10 + 5) piercing damage.

Cadaver

Medium undead, chaotic evil

Armor Class 12

Hit Points 22 (4d8 + 4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	14 (+2)	13 (+1)	2 (–4)	10 (+0)	10 (+0)

Damage Immunities cold, poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages understands the languages it knew if life but can't speak

Challenge 1 (200 XP)

Claret Fever. If a creature takes damage from a cadaver's bite or claw attack, it must make a DC 13 Constitution saving throw or contract claret fever. When the creature next takes a long rest, it becomes poisoned until the disease is cured.

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with magic. In addition, as long as creature remains diseased, it must a DC 13 Constitution saving throw after each long rest or reduce their maximum hit points by 5 (1d10).

Reanimation. When reduced to 0 hit points, the cadaver falls inert and begins the process of reanimating. While in this state, the cadaver regenerates 1 hit point at the start of its turn. Hit points lost to magical weapons or radiant damage are not regained. When the creature reaches its full hit point total, less any magical weapon or radiant damage suffered, it rises, ready to fight again.

A fallen cadaver can be prevented from reanimating by salting and burning the bones, casting *gentle repose* on it, or bathing the bones in cleansing sacred flame.

Actions

Multiattack.

The cadaver makes one Bite attack and two Claw attacks.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) slashing damage.



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Drake, Ice

Small dragon, chaotic evil

Armor Class 13 (natural armor)

Hit Points 44 (8d6 + 16)

Speed 20 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	15 (+2)	11 (+0)	12 (+1)	12 (+1)

Skills Perception +3, Stealth +4

Damage Immunities cold

Senses darkvision 60 ft., passive Perception

Languages Draconic

Challenge 2 (450 XP)

Innate Spellcasting. The ice drake's innate spellcasting ability is Charisma (spell save DC 11). It can cast the following spells requiring no material components.

2/day each: *fear*, *sleep*

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature.

Hit: 5 (1d6 + 2) slashing damage, plus 4 (1d8) cold damage.

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.

Hit: 7 (2d4 + 2) slashing damage.

Cold Breath (recharge 6). The ice drake exhales ice in a 15-foot cone. Creatures in the area must make a DC 12 Constitution saving throw, taking 10 (3d8) cold damage on a failed saving throw, or half as much damage on a successful saving throw.



MENACE IN RAVENREACH

Jelly, Whip

Medium ooze, neutral

Armor Class 7

Hit Points 32 (5d8 + 10)

Speed 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	5 (−3)	15 (+2)	1 (−5)	6 (−2)	1 (−5)

Damage Immunities acid, cold, lightning, slashing

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, prone

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 8

Languages —

Challenge 2 (450 XP)

Acid. A creature that touches the whip jelly takes 4 (1d8) acid damage. Any nonmagical weapon made of wood that hits the jelly corrodes. After dealing damage the weapon takes a permanent and cumulative −1 penalty to damage rolls. If its penalty drops to −5, the weapon is destroyed. Nonmagical ammunition made entirely of wood that hits the jelly is destroyed after dealing damage.

Actions

Multiattack. The whip jelly makes 4 Whip attacks.

Whip. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target.

Hit: 5 (1d6 + 2) bludgeoning damage plus 4 (1d8) acid damage.

Leucrotta

Large monstrosity, chaotic evil

Armor Class 14 (natural armor)

Hit Points 60 (8d10 + 16)

Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	15 (+2)	9 (−1)	14 (+2)	17 (+3)

Skills Deception +6

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 12

Languages Common

Challenge 5 (1,800 XP)

Mimicry. The leucrota can mimic simple sounds it has heard, such as a person speaking, a baby



Frost Man

Medium elemental, lawful evil

Armor Class 13 (studded leather)

Hit Points 27 (5d8 + 5)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	12 (+1)	10 (+0)	11 (+0)	11 (+0)

Skills Survival +2

Damage Vulnerabilities fire

Damage Immunities cold

Senses darkvision 60 ft., passive Perception 10

Languages Common, Nørsk

Challenge 1/2 (100 XP)

Actions

Morningstar. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 4 (1d8) piercing damage.

Longbow. *Ranged Weapon Attack:* +3 to hit, range 150/600 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage.

Ice Blast (3/day). As a bonus action, the frost man can use its action to remove his eye patch, blasting everything in a 30-foot cone with a freezing mist. All creatures in the area of the cone must make a DC 13 Dexterity saving throw, taking 14 (4d6) cold damage on a failed saving throw, or half as much on a successful saving throw.

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crying, or an animal chittering. A creature that hears the sounds can tell they are imitations with a successful DC 17 Wisdom (Insight) check.

Actions

Multiattack. The leucrotta makes one Bite attack and one attack with its Hooves.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 14 (2d10 + 3) piercing damage.

Hooves. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage.

Lure. The leucrotta begins using its mimicry to lure every humanoid within 60 feet of the leucrotta that can hear it. Each target must succeed on a DC 14 Wisdom saving throw or be charmed until the leucrotta ceases mimicking sounds. The leucrotta must take a bonus action on its subsequent turns to continuing mimicking speech and it can stop at any time. The leucrotta stops mimicking speech if it is incapacitated. While charmed by the leucrotta, a target is incapacitated and if it is more than 5 feet away from the leucrotta, the target must move on its turn toward the leucrotta by the most direct route, trying to get within 5 feet. It doesn't avoid opportunity attacks, but before moving into damaging terrain, such as lava or a pit, and whenever it takes damage from a source other than the leucrotta, the target can repeat the saving throw. A charmed target can also repeat the saving throw at the end of each of its turns. If the saving throw is successful, the effect ends on it. A target that successfully saves is immune to this leucrotta's mimicry for the next 24 hours.

Piercer, Medium

Medium monstrosity, unaligned

Armor Class 15 (natural armor)

Hit Points 22 (3d8 + 9)

Speed 5 ft., climb 5 ft.

STR	DEX	CON	INT	WIS	CHA
10(+0)	13(+1)	16(+3)	1(-5)	7(-2)	3(-4)

Skills Stealth +5

Senses blindsight 30 ft., darkvision 60 ft., passive Perception 8

Languages —

Challenge 1 (200 XP)

False Appearance. While the piercer remains motionless on the ceiling, it is indistinguishable from a normal stalactite.

Spider Climb. The piercer can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Actions

Drop. *Melee Weapon Attack:* +3 to hit, one creature directly underneath the piercer. *Hit:* 3 (1d6) piercing damage per 10 feet fallen, up to 14 (4d6). *Miss:* The piercer takes half the normal falling damage for the distance fallen.

Spriggan

Small fey, chaotic evil

Armor Class 15 (chain shirt)

Hit Points 36 (8d6 + 8)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
8(-1)	16(+3)	13(+1)	11(+0)	11(+0)	8(-1)

Skills Nature +2, Perception +2, Stealth +5, Survival +2

Senses darkvision 60 ft., passive Perception 12

Languages Sylvan

Challenge 3 (700 XP)

Innate Spellcasting. The spriggan's innate spellcasting ability is Constitution (spell save DC 11). The spriggan can innately cast the following spells, requiring no material components.



MENACE IN RAVENREACH

At will: *druidcraft*
1/day each: *shatter*

Magic Resistance. The spriggan has advantage on saving throws against spells and other magical effects.

Actions

Multiattack. The spriggan makes two Shortsword attacks.

Shortsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Enlarge (1/day). The spriggan's size triples in all dimensions, and its weight is multiplied by 10. This growth increases its size from Small to Large. The spriggan remains changed for 1 hour, or until it takes a bonus action to end the effect. The spriggan has advantage on Strength checks and Strength saving throws, and the spriggan's weapons grow to match its new size. While these weapons are enlarged, the spriggan's attacks deal an additional die of damage on a hit.

Troll, Black

Large giant, chaotic evil

Armor Class 16 (natural armor)

Hit Points 94 (9d10 + 45)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	12 (+1)	20 (+5)	11 (+0)	13 (+1)	7 (-2)

Skills Perception +4, Stealth +4

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities fire

Senses darkvision 60 ft., passive Perception 14

Languages Common, Giant

Challenge 8 (3,900 XP)

Keen Smell. The troll has advantage on Wisdom (Perception) checks that rely on smell.

Fire Absorption. When the black troll is subjected to fire damage, it takes no damage and instead regains a number of hit points equal to the fire damage dealt. In addition, until the end of its next turn, the black troll deals an additional 3 (1d6) fire damage with each of its attacks.

Regeneration. The black troll regains 10 hit points at the start of its turn. If the troll takes cold damage, this trait doesn't function at the start of the troll's next turn. The troll dies only if it starts its turn with 0 hit points and doesn't regenerate

Actions

Multiattack. The black troll makes one bite attack and two claw attacks.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one creature. *Hit:* 8 (1d6 + 5) piercing damage.

Claw. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage.

Troll, Cave

Medium giant, chaotic evil

Armor Class 15 (natural armor)

Hit Points 76 (9d8 + 36)

Speed 60 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	19 (+4)	18 (+4)	8 (-1)	9 (-1)	7 (-2)

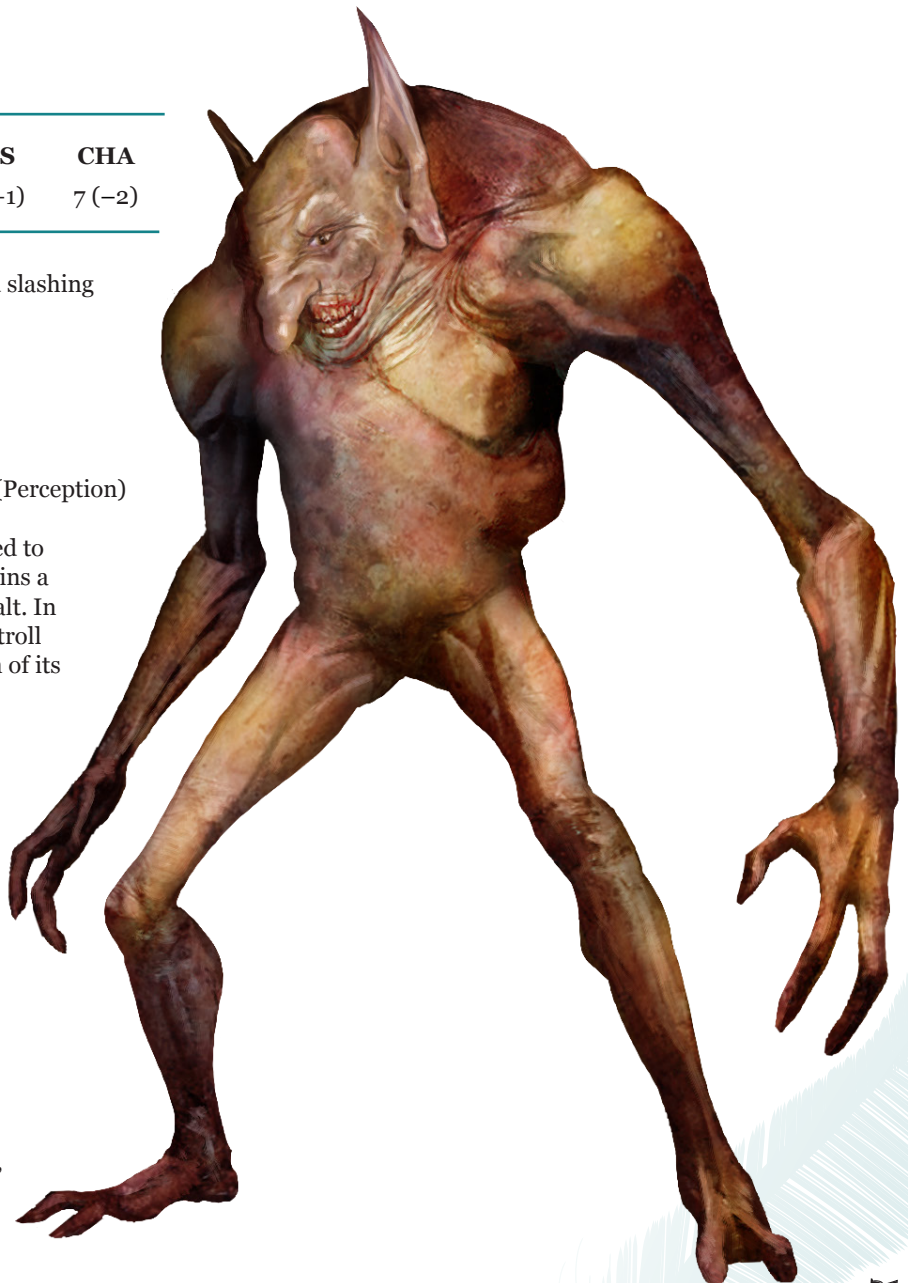
Skills Perception +1

Senses darkvision 60 ft., passive Perception 11

Languages Giant

Challenge 4 (1,100 XP)

Haste. When in need, a cave troll is capable of startling bursts of speed. It has advantage on Dexterity saving throws and can take a bonus action on its turn. This bonus action can be used to take the Dash, Disengage, Hide, or Use an Object action, or to make one bite or claw attack.



Regeneration. The cave troll regains 6 hit points at the start of its turn. If the cave troll takes acid or fire damage, this trait doesn't function at the start of the cave troll's next turn. The cave troll dies only if starts its turn with 0 hit points and doesn't regenerate.

Spider Climb. The cave troll can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Actions

Multiattack. The cave troll makes one Bite attack and two Claw attacks.

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

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (2d4 + 4) slashing damage

Troll, Ice

Large giant, chaotic evil

Armor Class 12 (natural armor)

Hit Points 68 (8d10 + 24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	12 (+1)	16 (+3)	9 (–1)	10 (+0)	6 (–2)

Saving Throws

Skills Perception +2

Damage Vulnerabilities fire, slashing

Damage Immunities cold

Senses darkvision 60 ft., passive Perception 12

Languages Giant

Challenge 4 (1,100 XP)

Slashing Susceptibility. If an attack made with a slashing weapon scores a critical hit on the ice troll, the troll must succeed on a DC 13 Constitution saving throw or lose a limb. Roll a d6. On a roll of 1–3, the troll loses an arm, and on a roll of 4–6 the troll loses a leg. It is your choice as to whether it was the right or left arm or leg.

Regeneration. The ice troll regains 10 hit points at the start of its turn. If the troll is not making physical contact with ice or near-freezing water, this trait doesn't function at the start of the troll's next turn. The troll dies only if starts its turn with 0 hit points and doesn't regenerate.

Actions

Multiattack. The ice troll makes one Bite attack and two Claw attacks.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage plus 7 (2d6) cold damage.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage.

Tunnel Worm

Huge monstrosity, neutral

Armor Class 13 (natural armor)

Hit Points 149 (13d12 + 65)

Speed 20 ft., burrow 20 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	13 (+1)	21 (+5)	1 (–5)	10 (+0)	6 (–2)

Condition Immunities prone

Senses darkvision 60 ft., tremorsense 60 ft., passive

Perception 10

Languages —

Challenge 5 (1,800 XP)



Rend Armor. When the tunnel worm hits a creature wearing nonmagical armor or carrying a shield with its bite attack, the armor or shield takes a permanent –1 penalty to the AC it offers. Armor reduced to an AC of 10 or a shield that drops to +0 bonus is destroyed.

Actions

Bite. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target.
Hit: 26 (6d6 + 5) piercing damage, and the target is grappled (escape DC 16). Until this grapple ends, the target is restrained. The tunnel worm can bite only the grappled creature and has advantage on attack rolls to do so.

Hazards

Brown Mold

Brown mold is an ectotherm and feeds on the warmth of the environment surrounding it. When within 30 feet of brown mold, the temperature is noticeably colder, often to the point of freezing depending on the size of the brown mold patch. It is common for brown mold to cover a 10-foot square, but it isn't unusual for patches to be much larger.

Creatures that come within 10 feet of brown mold, or that start their turn within 10 feet of the mold must succeed on a DC 12 Constitution saving throw. A failed save results in 22 (4d10) cold damage, or half as much on a successful saving throw.

Exposure to fire causes the brown mold to rapidly expand and grow in the direction of the fire. Exposure to cold instantly destroys brown mold.

Green Slime

Green slime is corrosive, slick, and adhesive, sticking to anything it comes into contact with. Metal, flesh, organic material is especially vulnerable to the corrosive properties of the slime. It is often found in warm, humid caverns and ruins, and will be noticeable as it clings to ceilings, walls, and covers floors, usually in 5-foot squares.

Green slime can detect movement within 30 feet and drops on unsuspecting victims when they are below it; it is unable to move so it depends on unwitting prey. If a creature is aware of the presence of the slime, they can attempt to avoid the hazard by succeeding on a DC 10 Dexterity saving throw.

The green slime secretes acid and does 5 (1d10) acid damage to any creature it comes into contact with. This damage continues on each of the creature's turns until it uses an action to remove or destroy the slime. Much like its more evolved ooze relatives, the green slime is doubly caustic to nonmagical wood and metal, doing 11 (2d10) acid damage against objects of these types.

Green slime is vulnerable to and is destroyed by fire, cold, radiant damage, sunlight, or any disease-curing magic.

Yellow Mold

Patches of yellow mold are most commonly encountered in dark, damp locations, and grows in 5-foot square and larger patches. If disturbed, the yellow mold releases a cloud of spores in a 10-foot radius around itself. Creatures caught in the spore cloud take 11 (2d10) poison damage and must succeed on a DC 15 Constitution saving throw or be poisoned for 1 minute. The creature takes an additional 5 (1d10) poison damage at the start of each of its turns and can repeat the saving throw at the end of each of their turns, ending the effect on itself on a successful save.

Fire or sunlight instantly destroys yellow mold.

Appendix C: Magic Items

The following magic items can be found in the adventure.

Blackraven's Adamantine Battleaxe

Weapon (battleaxe), rare

You have a +1 bonus to attack and damage rolls made with the adamantine battleaxe. In addition, when you hit an object or structure, you deal maximum damage to it, and the adamantine battleaxe cannot be chipped or broken.

Metasteel

Weapon (dagger), uncommon

You have a +1 bonus to attacks and damage rolls made with this dagger. In addition, it weighs nothing, and you do not attack with disadvantage for attacking beyond normal range with *metasteel*.



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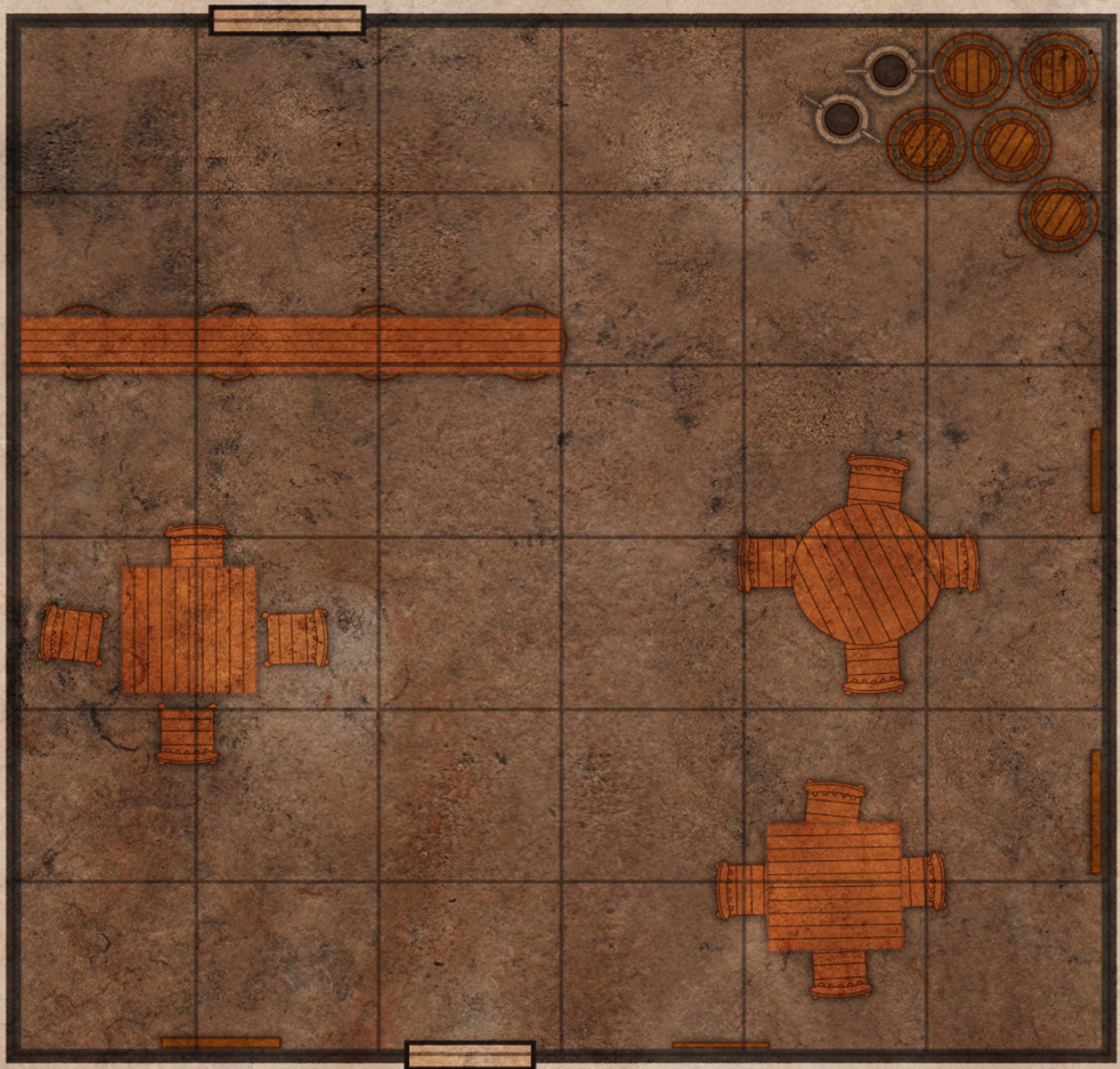
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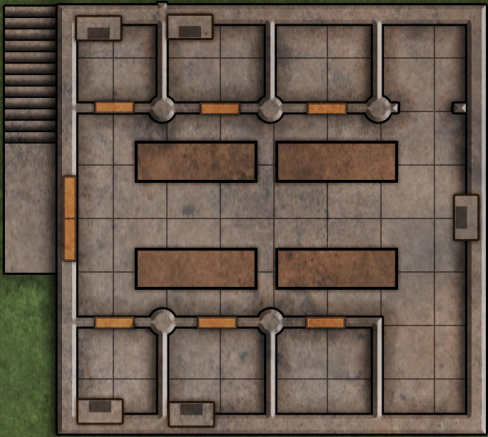
Dancing Bear Inn



1 Square - 5 Feet

Castle Ravenrock

First Story - Great Hall



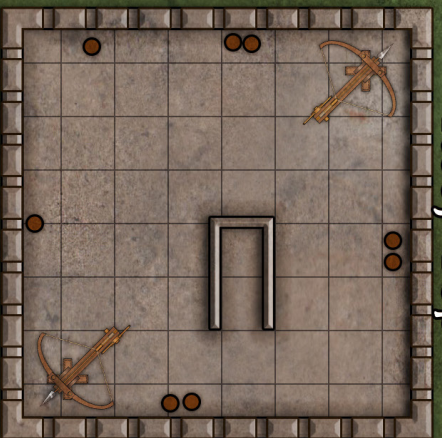
Second Story



Ground Floor



Roof Top



1 Square - 10 Feet



DIMTHINLODE MINE

1 Square - 10 Feet



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MENACE IN RAVENREACH

by James Thomas

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

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

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

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



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