



ADVENTURERS LEAGUE



WINTER'S FROSTY KISS

PIETER SLEIJPEN

Adventure Designer

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When winter breathes down the mountains, temperature drops and fear rises. Canvas walls offer little protection against the Frost Maiden's embrace. When a band of hunters disappear, the citizens call upon adventurers for aid, because when the hunters become the hunted, trouble is afoot.

A four-hour D&D Adventurers League adventure set in Hulburg for 5th - 10th level characters

Producer: Baldman Games

Hulburg Administrator: Pieter Sleijpen

Editing and Layout: Encoded Designs

Cartography: Chris Sniezak & Pieter Sleijpen

Organized Play: Chris Lindsay

D&D Adventurers League Wizards Team: Adam Lee, Chris Lindsay, Matt Sernett

D&D Adventurers League Administrators: Robert Adducci, Bill Benham, Travis Woodall, Claire Hoffman, Greg Marks, Alan Patrick

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INTRODUCTION

Welcome to Winter's Frosty Kiss, a Convention Created Content Adventurers League™ adventure, part of the official D&D Adventurers League™ organized play system.

*This adventure is designed for **three to seven 5th - 10th level characters**, and is optimized for **five 8th level characters**. Characters outside this level range cannot participate in this adventure.*

The adventure is set in the Moonsea region of the Forgotten Realms near Hulburg.

Adjusting This Adventure

This adventure provides suggestions in making adjustments for smaller or larger groups, characters of higher or lower levels, and characters that are otherwise a bit more powerful than the adventure is optimized for. You're not bound to these adjustments; they're here for your convenience.

To figure out whether you should consider adjusting the adventure, add up the total levels of all the characters and divide the total by the number of characters (rounding .5 or greater up; .4 or less down). This is the group's APL. To approximate the **party strength** for the adventure, consult the following table.

Determining Party Strength

Party Composition	Party Strength
3-4 characters, APL less than	Very weak
3-4 characters, APL equivalent	Weak
3-4 characters, APL greater than	Average
5 characters, APL less than	Weak
5 characters, APL equivalent	Average
5 characters, APL greater than	Strong
6-7 characters, APL less than	Average
6-7 characters, APL equivalent	Strong
6-7 characters, APL greater than	Very strong

Some encounters may include a sidebar that offers suggestions for certain party strengths. If a particular recommendation is not offered or appropriate for your group, you don't have to make adjustments.

Before Play at the Table

Before you start play, consider the following:

- Read through the adventure, taking notes of anything you'd like to highlight or remind yourself of while running the adventure, such as a way you'd like to portray an NPC or a tactic you'd like to use in a combat. Become familiar with the adventure's appendices and handouts.

- Gather any resources you'd like to use to aid you in running this adventure--such as notecards, a DM screen, miniatures, and battlemaps.
- Ask the players to provide you with relevant character information, such as name, race, class, and level; passive Wisdom (Perception), and anything specified as notable by the adventure (such as backgrounds, traits, flaws, etc.)

Playing the Dungeon Master

You have the most important role—facilitating the enjoyment of the game for the players. You provide the narrative and bring the words on these pages to life. To facilitate this, keep in mind the following:

You're Empowered. Make decisions about how the group interacts with the adventure; adjusting or improvising is encouraged, so long as you maintain the adventure's spirit. This doesn't allow you to implement house rules or change those of the Adventurers League, however; they should be consistent in this regard.

Challenge Your Players. Gauge the experience level of your players (not the characters), try to feel out (or ask) what they like in a game, and attempt to deliver the experience they're after. Everyone should have the opportunity to shine.

Keep the Adventure Moving. When the game starts to get bogged down, feel free to provide hints and clues to your players so they can attempt to solve puzzles, engage in combat, and roleplay interactions without getting too frustrated over a lack of information. This gives players "little victories" for figuring out good choices from clues. Watch for stalling--play loses momentum when this happens. At the same time, make sure that players don't finish too early; provide them with a full play experience.

Hulburg Today

Over the centuries, Hulburg was plundered and razed many times, but each time industrious folk returned to rebuild atop its ruins. Remnants of its previous incarnations still exist beneath the surface of the current remains as a disjointed collection of old sewers, passageways, and even the buried foundations and basements of destroyed buildings.

Still small in comparison to its former size, modern-day Hulburg is no exception to this cycle of rebirth. Today, the town still consists mainly of three distinct areas: Tent City, the Harbor District, and Hulmaster Manor—but the Harbor District and Tent City have grown since the threat of Asperus was dealt with last year. Now that winter is here, everyone who could leave for warmer locations has done so—but that doesn't mean there still aren't those here who have nowhere else to go.

A map can be found in Appendix II.

Tent City

The bulk of the town rests atop a tall plateau on the northern banks of the Moonsea, with the heights of Thar rising to the north. A steep and rocky hill blocks expansion to the east, and the stony cliffs along the Moonsea lie to the south.

Known by Hulburg's residents as Tent City, the plateau is home to a haphazard collection of large canvas tents and makeshift wooden buildings. The residential district lies near the center of the plateau, and it stands upon the ruins of a former fortress. It contains a large natural well and several older defenses constructed at the height of Hulburg's former glory. Several miles of unoccupied ruins surround the area.

Many residents of Tent City work in Lord Eorl Hulmaster's gem mine, which is located in the hills to the northeast of the town. The remaining residents survive by plying common trades to support the miners or working as dockhands in the Harbor District. Life in Tent City is rough, with most people living in poverty. These conditions breed crime and violence, but Lord Hulmaster's small force of guards and Hulburg's larger gangs manage to keep the town from falling into complete lawlessness.

Harbor District

The lifeline of Hulburg is its harbor, which lies to the south of Tent City along the northern shore of the Moonsea. A large, rocky bluff separates it from Tent City, and travel between the two districts is limited to a steep man-made trail that traverses the stony face of the slope. Laborers, called hoppers, carry loads of ore and other supplies up and down the trail, which can be treacherous in poor weather, and it's almost always treacherous now that winter is here.

Warehouses and rows of docks make up the bulk of the Harbor District, but the area is also home to a tariff office, guard post, and many other smaller businesses built to service ships and their crews. The district has seen recent investments by Lord Hulmaster, making it opulent in comparison to Tent City. Consequently, few tents and temporary structures lie within its palisades. A handful of successful merchants, traders, and ship captains live here, but even these individuals live a modest lifestyle in comparison to other towns and cities in the Moonsea region.

Hulmaster Manor

Lord Hulmaster's empty manor lies a short thirty-minute walk to the northwest of Tent City on the outskirts of the ruins of old Hulburg. The current lord and his trusted retainers live in a small wooden fortress that backs up to a tall bluff.

Residents of Hulburg jokingly (and never in the presence of the lord or his retainers) refer to the structure as the Hedge Lord's Manor.

Adventure Background

Winters in the northern Moonsea region can be harsh. Travel is hard, trade difficult and mine production reduced. Tents offer little protection against the cold winds, making living in Hulburg uncomfortable. The able-bodied citizens of Hulburg, including Lord Eorl Hulmaster, have left the city for warmer grounds. Not all can leave: some remain behind because of jobs, others because they have no choice.

The first few weeks of winter are uneventful, but the unsuspecting citizens of Hulburg are about to become the center of a conflict not of their making. A hidden shrine of Auril in the mountains has been robbed, and the thief fled south towards Hulburg. Furious, her priests secure help from the brutal followers of Malar. The two deities might not like each other, but followers of the Beastlord never turn down a good hunt. Few are better at taking down prey in the wilderness of the northern Moonsea than the beasts of Malar.

Malar's bloodthirsty hunters quickly followed the thief's trail down the mountain into Thar. Neither thief nor hunter care much about the town's citizens. Without the adventurers' aid, its people are to become nothing more than prey to the forces of the wild.

While on the run, the thief was caught by the Crushing Boar orc tribe. Before the orcs could decide what to do with their captive, one of Malar's more powerful hunters—a demon of the hunt (a wendigo of sorts)—caught up. The thief managed to escape in the ensuing chaos.

Furious about the escape and overcome by hunger, the wendigo ensnared the orcs and the surrounding area in its magic and began a deadly game of cat and mouse, using weather and local wildlife to add spice to the hunt. A group of hunters of Hulburg got caught in the hunt and desperately need aid before they all fall prey to the hunger of the wendigo.

While escaping from it is possible, it would leave a dangerous monster free to haunt Hulburg. Shortly after dealing with the hunters, the wendigo was delayed by the actions of the local orc champions. About the same time the characters

arrive on the scene it finally manages to defeat the orcs. As a result, the characters have limited time before it kills all and turns its attention back to the thief it was hunting in the first place.

The 'wendigo' is a demonic spirit of hunger and bloodlust, possessing or taking the shape of a dangerous predator. It uses its power to block escape from the valley and control some of its predators. To defeat it, the characters need to summon and kill it: a ritual they can learn in the adventure. In addition, optionally they can force it into a physical shape, making the fight easier, and through another ritual permanently destroy it.

Adventure Overview

The adventure starts in Tent City within the town of Hulburg the day after the first snowstorm of the winter. The captain of Hulburg's defenders hires the characters to investigate an attack on a group of hunters in the nearby wilderness, and if possible rescue the hunters and their fur supplies. A survivor provided some interesting details on the attackers. If a dangerous monster was behind the ambush, destroying the creature is a plus.

The hunters had sought refuge against the unexpectedly early winter storm in the Green Stone valley. Arriving at the ambush site, the characters find a survivor stuck in a tree surrounded by large wolves corrupted by a demonic force. The survivor offers some much needed information, but he is also a traitor who made a deal with the wendigo in return for his life.

At this point the characters need to choose where to go to next. There are a few places of interest within the valley. Characters aware of the shrine of Eldath are likely to go there with the hope to acquire information on what is going on and rescue a couple of hunters who fled in that direction. Others probably want to follow the tracks of the wolves back to their lair for the same reasons. Alternatively the group could seek out the Crushing Boar orc tribe, track a dangerous beast prowling the northern parts of the valley, or investigate near the Green Stone—although at this point they lack either knowledge on how to get there, or reason to go to those areas. Each area is described at its own encounter.

The characters need to visit these areas to acquire information on what is going on, acquire aid (including a ritual and the required components to help deal with the wendigo), and hopefully rescue hunters. In the meantime, the wendigo hunts down those that can oppose it, directing its attention first to the shrine of Eldath and then the orcs. The order of the encounters impacts what the characters find at those sites.

By the end of the adventure the characters should have learned the ritual to summon the wendigo and be ready to confront it. At its bare minimum they face it in a ghostlike form, but can face it in a more physical form by having acquired more components to strengthen the summoning ritual. The characters can opt to fully summon it to this world, increasing its strength, but making it possible to permanently destroy it instead of just banishing it back to Malar's realm. Doing so empowers the creature though, making it a tougher fight—and for rescuing hunters, orcs or the town it is unnecessary.

With the defeat of the wendigo, the characters and rescued hunters can return to Hulburg, hopefully satisfied with a job well-done.

Note that if you intend to run *HULB 2-2* directly after this adventure with the same characters you should finish *HULB2 -1* with the characters on their way back to town. *HULB 2-2* starts just before they return.

Series

HULB 2-1 Winter's Frosty Kiss is the first part of a trilogy set near and in the town of Hulburg during the first few days of winter. *HULB 2-2 Winter's Frigid Wrath* and *HULB 2-3 Winter's Sharp Bite* are the second and third parts of the trilogy. Playing the three adventures in order makes the most sense, but *HULB 2-1* can be played as a standalone

or as the last part without modifications. If the players are interested in investigating the connection between the wendigo and the mysterious human the orcs caught, you should direct them to the other two adventures. *HULB 2-1* contains no spoilers for the other two parts and vice versa.

Adventure Hooks

The adventure starts with the characters in Hulburg. The reason is up to each PC. The most likely reason is for the opportunities a border town built on top of ruins can offer to adventurers. Regardless, even if the PCs had no intention of spending the winter in the town, the weather took an unexpected turn for the worse and they are stuck for now.

Most characters are approached by two guards and asked to attend a meeting with Captain Strongbow at the guard post. The soldiers sent to find the adventurers do not know much, except that they suspect it is some kind of scouting mission. A hunter returned from the wilderness, wounded and on death's door. The call came shortly afterward, so the two are likely related. It is supposed to be profitable.

At this point in time, none of the factions know what is going on. All would want their members to at least listen to a request for aid by the town's authorities. Of course, the faction contacts in the area do want a report on events afterwards. When provided with the information from Encounter 1, they expect the characters to accept the task and find out what is going on.

Emerald Enclave and Order of the Gauntlet: The Emerald Enclave and the Order of the Gauntlet have a more vested interest in the mission and their reaction is dealt with in Encounter 1.



PART 1. MISSING

The hunters' expedition was the last one of the year. They were expected back some time ago, but the delay had nobody worried due to the early snow. News from the surviving hunter, Shiri, changed things. Besides economic reasons, the odd behavior of the predators and early winter has the authorities worried. Combining resources with the Northern Moonsea Trading Company, they decided to hire a group of adventurers for a recon and rescue mission.

The characters have accepted their invitations and are arriving one by one in a briefing room in the guard post, one of the few stone buildings in Tent City.

The briefing room is cold, heated by a single brazier, not nearly enough to keep winter's chill away. The weak sunlight filtering through the opaque frost covered windows offers a bit of extra light in the mostly bare room. A few sturdy wooden benches offer seating on one end of the room. A lectern and a large wooden board stand on the other side, with a large map of Hulburg and its direct environments pinned to the board.

Give the players some time to introduce their characters to one another, but Captain Strongbow enters almost immediately after the last adventurer. She is here to brief the characters on the mission and hopefully persuade them to accept the job.

Roleplaying Captain Tanya Strongbow

Captain Strongbow is a short, stocky woman with short brown graying hair, a weather-worn round face and a missing left arm. She wears a pristine if somewhat worn guard uniform, and she has the air of a stern veteran officer. Her face shows little emotion. She has served in the military her whole life, mostly as a guard in Mulmaster, but when she had to

choose between retirement and joining Lord Hulmaster's retinue, she picked the latter. She was well aware it would be a hard life, but it is all she knew.

She is a strict, disciplined woman who prefers to keep things professional and polite. Lord Hulmaster and most of his officers have left the area for the winter and she is determined to hand over the town in one piece on the Lord's return in spring. She is not much of a diplomat, but since she needs the adventurers she is willing to ignore much. Still, she has a bit of a temper and a tendency to snap at people who treat her with over-familiarity or contempt, and she has little sense of humor.

A group of hunters set out weeks ago on an expedition into the wilderness of Thar, both for pelts and meat—the last expedition before winter would make things impossible. They were supposed to return a few days ago, but with the unexpected onset of winter nobody was overly worried about their delayed return yet.

Things changed this morning when one of the hunters, Shiri Greenfield, returned wounded and at death's door. Priests treated her wounds and when she regained consciousness she reported the hunters were attacked by a large pack of wolves. She got away, but she does not know what happened to her fellows. It was dark, people were panicking and she just ran. Wolves are not prone to attack people, especially this early in winter, and Shiri described the canines' eyes as glowing. The fate of the other hunters is unknown.

Strongbow wants the characters to rescue any survivors, learn what is going on, and if at all possible deal with the cause permanently. The Northern Moonsea Trading Company also wants any fur recovered.

- The base reward is 100 gp with a bonus of 100 gp (for a total of 200 gp) upon success. The Northern Moonsea Trading Company promises to pay a finder's fee for each recovered fur, with the amount depending on the quality and number recovered.
- If the characters lack equipment, the Captain offers warm clothing, skis, snowshoes, tents and supplies for a couple of days. She is also willing to loan one or two mules, but expects them to be returned after the mission.
- The hunters had gathered for their return trip when caught by the snowstorm, and sought cover in Green Stone valley. The Captain knows little about the valley, except that it is home to the Crushing Boar orc tribe, a small group of surprisingly peaceful orcs. The orcs have kept to themselves and have never bothered Hulburg, but they do attack intruders.
- The valley is about one day away, probably more since it is mostly uphill and there is a lot of snow.
- See Player's Handout 1 for a list of the missing hunters. The group consisted of seven men and three women, and all were experienced hunters. Two of the group are half-orc, the rest human. They know the area and there is a good chance they escaped the attack as well, seeking cover and protection within the valley.
- Shiri is alive and conscious, recovering in another room within the guard post. If pressed, the Captain allows a short interview by one or two characters, although Strongbow doubts the characters can learn more.
- Shiri described the attacking canines as overly large wolves with white fur and glowing eyes. The Captain is not entirely sure how reliable her description is. It was dark, chaotic and Shiri was panicking. Shiri also told having seen the outline of a tall ogre-sized human with the head of a wolf and similarly glowing eyes at the edge of the camp, but even Shiri herself expressed doubt about having seen such a ghostlike apparition for real.
- Characters might speculate the wolf-man is a werewolf, expressing a wish for silver weapons.

The guard has no such weapons, and hence they cannot borrow them. They can buy them in town as per the standard rules though.

- If none of the characters are trained in Survival, or they express worry in finding the Green Stone valley, Captain Strongbow offers the service of a guide. A young woman named Gerda Valass is a former apprentice of Whistler (one of the missing hunters) and knows the area well.

Roleplaying Gerda Valass

Gerda is an average looking woman with short brown hair, green eyes and sun-tanned skin. She wears practical clothing in subdued colors. She is a woman of few words, mostly talking only when asked questions and even then with as few words as possible. She has a good sense of humor and especially likes to make fun of city folk. She was practically raised by Whistler and is worried about him.

Note that she is a skilled hunter, well aware of her limitations. She stays away from combat, although in a very weak group she could offer some aid when absolutely necessary. Treat her as a scout from the *Monster Manual*.

Talking with Shiri

Jarus Grainger, an elderly human priest of Tyr whom characters might have met in *HULB 1-1* and *HULB 1-3*, is taking care of Shiri. Jarus is also the local representative of the Order of the Gauntlet. The man has a good heart, but he has a stubborn streak and he will need a bit of convincing before he allows any of the characters to talk with Shiri, let alone investigate her wounds.

Jarus can tell she is suffering from frostbite, severe exhaustion and the scrapes and scratches one tends to gain when running away in panic through rough terrain, which any other character confirms with a DC 10 Wisdom (medicine) check. Rest in a warm place with ample of food is the best treatment for Shiri's recovery.

Shiri is sleeping in a small well-heated room within the guard post. She is a petite human

woman with long curly brown-red hair and a freckled face. Weak, tired, and feeling guilty over her escape, she can provide some information when prompted to. She stops often through the conversation, too tired to take the initiative or offer any information on her own. When the characters are about to leave though, she starts crying and begs the characters to save her friends.

Besides what the Captain already told, she can tell a bit about the personality of each of the missing hunters (already detailed in Handout 1).

If asked about how she made it back to town, she reacts a bit confused. She is uncertain, since the trip back through the snow is hard without proper equipment. She vaguely recalls traveling together with another human whom she assumed was one of her fellow hunters. The guards tell her she was alone when she arrived at the gate, and she thinks she misremembers things.

If pressed for details, she bashfully admits she thinks it was Mielikki guiding her to safety. While very rare, such a thing is not totally unheard of, especially not when the ranger has important news. None of the guards have seen a second person. The characters have more pressing matters than to investigate the mysterious rescuer that might very well be a figment of an exhausted, freezing mind.

After the interview, Jarus takes any members of the Order of the Gauntlet aside. He is uncertain whether Shiri's tale about a wolf-man apparition is true, but if it is, he expects the characters to do their utmost to permanently destroy the monster. It could be a werewolf, although they generally do not have glowing eyes and tend to be solid.

The Emerald Enclave

Shortly after the meeting at the guard post, Emerald Enclave members are approached by a raven. The bird requests a meeting just outside the town gates with Goreth Toothless, an ancient half-orc hermit (and druid) who recently settled amongst the ruins of Old Hulburg. The group can meet him on the way out, and speaking with him costs little extra time.

Goreth is a bit insane, talking to himself and giggling without any reason. He does not care all that much about the fate of the hunters, death is part of life, and as far as he knows they have not been overhunting the region. The behavior of the wolves worries him, and he does not oppose the characters' mission. What he cares about more, is that Green Stone valley contains a hidden glade sacred to Eldath. He tells the characters how to find it, and asks them to protect it against desecration if at all possible.

Treasure

Goreth offers a *potion of resistance (cold)* to aid with this mission.

Development

Shiri arrived very early in the morning when it was still dark. The characters were called to the Captain late in the morning. They are expected to leave immediately since any minute counts. Well aware the characters might need supplies, Captain Strongbow allows them to buy extras from the quartermaster at normal price. If everything goes as planned, the characters leave about 1 hour after noon. Proceed with Encounter 2.



PART 2. HUNTER AND PREY

The trip to Green Stone valley is uneventful, taking about 12 hours of walking assuming fast speed. Assuming they leave at noon and take a long rest after 8 hours of travel they arrive at the valley around 8 am (at which point it still is dark). If the whole group can compensate for the difficult terrain it only takes 8 hours of travel. Since the characters' arrival forces the wendigo into action, nothing changes except potentially the light conditions, as the sun rises late and sets early this far north in the winter.

After the snowstorm the previous days, the weather is decent when the characters leave Hulburg. The sky is more or less clear and there is little wind. It is very cold though. In the unlikely case the characters do not wear cold weather gear, they must succeed on a DC 10 Constitution saving throw at the end of each hour or gain one level of exhaustion (see *Dungeon Master's Guide* page 110).

The weather changes a bit when the characters reach the Green Stone valley. The sky becomes gray and overcast, and fog clouds drift through the area constantly. The valley is considered **lightly obscured**. While it does not truly impact most encounters, remember that creatures sensitive to light do not suffer adverse conditions even during the short daylight hours of a winter's day. The changes are natural although the characters might think otherwise.

A rough map of the valley can be found in Appendix II. The map is not to scale. Most of the valley is lightly forested hills and grassland, surrounded by steep hills. Fir trees grow on higher ground, with birch and small willows near the river and various pools. The highlands of Thar are on the north, while the path down to Hulburg and the Moonsea is on the south.

Howls in the Mist

The characters have been traveling through the fog for some time when they hear the howls and barks of several large wolves nearby. They also hear a humanoid male curse and shout for help. If the PCs rush ahead, they come across the following scene.

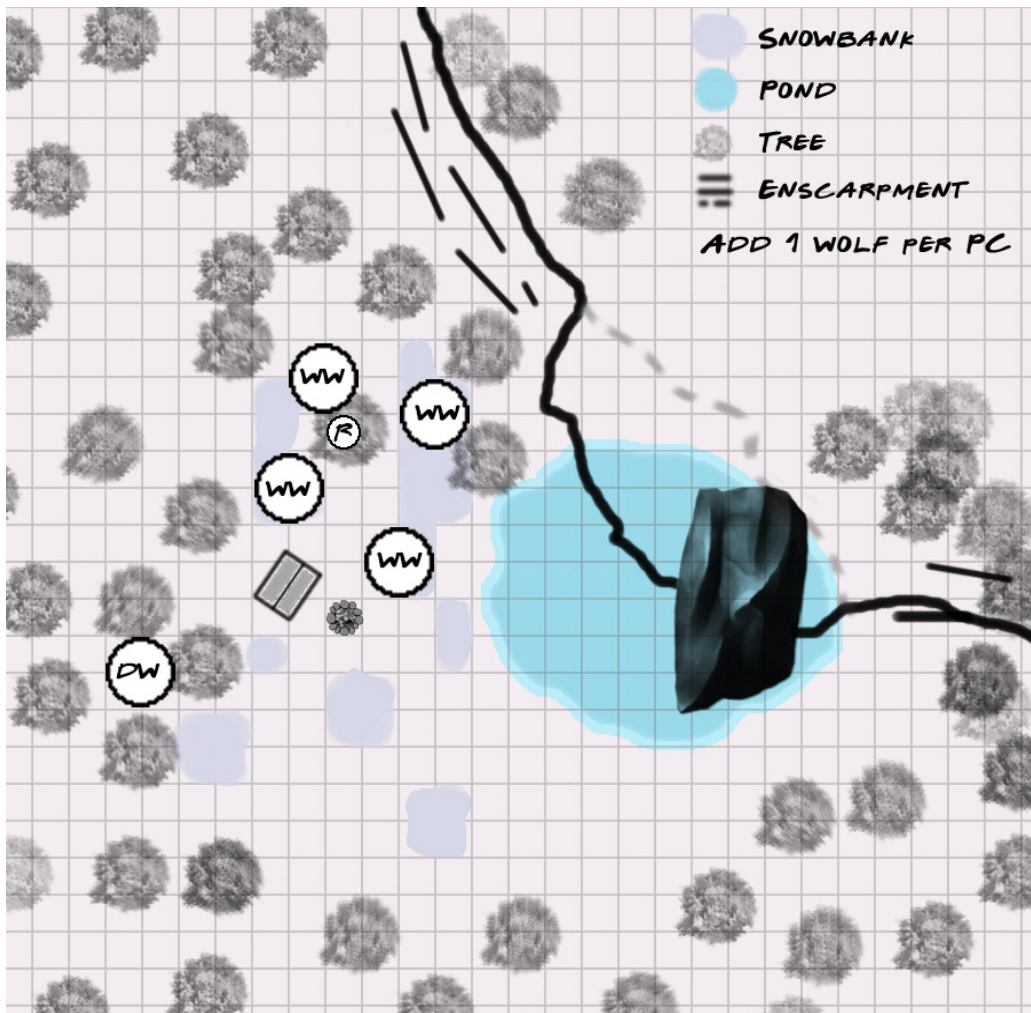
You are standing at the edge of a small clearing amongst a copse of mostly birch trees. A large 10-foot-high rock outcropping dominates the other side of the clearing under which you spot a frozen pool, as well as the remnants of a camp. Some distance away from the pool, you see several horse-sized white wolves and a handful of normal ones prowling under a large fir. The human male high up in said tree is hard to miss, considering his loud cursing and yelling.

See Appendix II for a map of the encounter area. Under normal circumstances the characters surprise the wolves. The monsters knew the characters were nearby, just not how close, giving the demon wolf the time to turn invisible and hide nearby.

The characters see 4 **winter wolves** and 1 **wolf/PC**. The **demon wolf** (a re-flavored barlgura) is hiding invisibly nearby. The snow makes hiding a bit more difficult, and characters with a passive Perception of 15 or higher see something invisible is under the trees, but not what. The demon wolf looks like a winter wolf except for its red glowing eyes, cat-like claws and large blue spikes in its mane.

The normal wolves flee after one hit and they do not attack directly. Instead they assist the winter wolves and demon wolves with help actions.

The winter wolves circle the characters, trying to get as many as possible within range of their



breath. The winter wolves are aware of the demon wolf's ability to cast entangle and how creatures restrained by the spell have a harder time jumping out of the area of their breath.

The demon wolf either attacks somebody at the back, uses entangle on a group of opponents, or uses phantasmal force on a strong looking fighter (e.g. conjuring the image of a large snow elemental or an area around it filled with very sharp ice spikes). Remember that both are concentration spells and a single demon wolf cannot keep both active at the same time.

Note that the demon wolf can jump a decent distance. It might leave clearly visible tracks in the snow, but its first attack is

from under the trees.

The winter and demon wolves fight to the death. The normal wolves flee after one hit or when the nastier wolves are all defeated.

Terrain

There are several snowdrifts over the area. These are difficult terrain for everyone except the winter and demon wolves.

The frozen pool is slippery, and characters moving over it must make a DC 10 Dexterity saving throw (characters trained in Acrobatics have advantage on the saving throw) or fall prone.

Most trees are blocking terrain, offering cover, but not big enough to actually climb. A few are bigger, such as the one containing the human male, Rath.

Adjusting the Encounter

The encounter has a Medium difficulty. Characters get the first strike, making things somewhat easier, but an invisible demon wolf can equally surprise the PCs. To make things a bit easier the wolf can have used *disguise self* to look like a regular winter wolf instead.

Here are recommendations for adjusting this combat encounter. These are not cumulative.

- **Very weak party:** Remove the demon wolf and two winter wolves.
- **Weak party:** Remove the demon wolf.
- **Strong party:** Add a demon wolf.
- **Very strong party:** Add a demon wolf. The winter wolves have 90 hit points each, +8 to hit and deal 13 (2d6 + 6) piercing damage. The DC of their *cold breath* is 14 and deals 1d8 extra cold damage. PCs earn 1,100 XP per winter wolf.

Investigating the Scene

Due to the snow, little is hidden. A group of about 10 humanoids had taken shelter under the rock outcropping against the snow storm. They were attacked by a pack of horse-sized wolves, fleeing in several different directions. Several were dragged away. One fled into a tree. The characters also find the hidden furs (see Treasure below) and the remnants of several bows, arrows and a blade or two.

A DC 15 Wisdom (Survival) check (Rangers with forest or mountain as their terrain succeed automatically), shows that two people fled to the north, two to the northwest, one heavily wounded to the northeast and one to the south. Three people were dragged away to the east, all heavily wounded, one definitely alive. A member of the Emerald Enclave is aware that the tracks to the northwest lead to the shrine of Eldath.

If the characters succeed at a DC 20 Wisdom (Survival) check, they realize the person fleeing into the tree did so after having been confronted by a big wolf, probably playing dead. He only climbed the tree recently after spending some time on the ground with the wolves. Rath either has some ability to remain invisible to the wolves or is their ally.

There are no tracks of a humanoid wolf.

Note: Astute characters can reason from the demon wolf abilities that Rath's survival up in the tree is extremely unlikely even without examining the tracks.

- **Tracks northwest.** Two. Everbark siblings.
- **Tracks north.** Two. Iona and Olgert.
- **Tracks northeast.** Wounded. Whistler.
- **Tracks east.** Three wounded or dead, dragged by wolves. Delgath, Pator and Terril.
- **Tracks south.** Single person. Shiri.

Treasure

The furs are hidden under some rocks, mostly to protect them from the elements. There are five large packs, each worth 200 gp (for a total of 1,000 gp) on return to Hulburg.

Talking with Rath

The human male in the tree is the hunter Rath Fellhart. A coward at heart, it takes some convincing to get him down from the tree even after the wolves are defeated. Once calmed, he tells how during the chaos he fled into a tree. When the wolves were gone he climbed down, but tired and cold he lost consciousness at the camp. He woke up only a short while ago at the sound of combat some distance to the west. Before he decided what to do, wolves reappeared and he fled into the tree just before the characters arrived.

- He does not know for sure where the others are, although he saw Terril being dragged away by a wolf during the fight and the boy was still alive.
- There is a cabin to the northwest, near a big moss covered rock in a pretty defensible area. If any hunters survived, that is a likely spot for them to hide.
- He is aware of a huge bear living some distance to the north.
- He suspects the sounds of combat were between orcs of the Crushing Boar tribe and the wolves. The orcs apparently lost.
- Rath tries to convince the characters to leave the valley, saying everybody is likely dead. The furs are here and there is no reason to risk life and limb.
- If the characters refuse to go, he tries to get them to go to the cabin at the northeast or investigate the battle scene to the east, and the wendigo's lair beyond.
- He has been unable to investigate the tracks and he does not know who fled where.
- He does not know what is to the northwest (which is a lie) or where the orcs live (true).

Rath is lying. He was caught and he made a deal with the wendigo. He agreed to wait here in case Hulburg sent people to investigate, in which case he was to alert the wendigo (already done) and try to get the rescuers to leave the valley. If that was impossible, he instead would direct them away from the shrine of Eldath and the orc tribe.

Characters succeeding at a DC 15 Wisdom (Insight) check realize the man is hiding

something. Of course, the evidence at the scene and the abilities of the demon wolf already offer proof that Rath's story is not entirely truthful. A DC 10 Charisma (Intimidate or Persuade) check gets the man to admit his treachery. He is but a weak hunter, not an adventurer, so can the characters really blame him for trying to save his own life?

If forced to tell the truth, he offers the following:

- The demon wolves are led by something. Rath is unsure what, but it seems to be something incorporeal and demonic. He speculates it might be a wendigo, a demon of hunger. He freely admits that he knows little about such things and that he and his fellow hunters are likely to call something a wendigo whether it is actually a werewolf, ghost or actual demon from the Abyss.
- There is a shrine of Eldath to the northwest.
- He honestly does not know where the orcs live.
- It is likely there is something at the shrine or with the orcs that can help to deal with the wendigo. After all, the wendigo ordered Rath to keep the characters away from those areas at all cost.
- The fight to the east was definitely between the orcs and the wendigo. Rath suspects they had a weapon with which they hoped to defeat the wendigo, but he is not certain of it. It is at least telling that the fight seems to have taken place near the lair of the wendigo.
- The lair is located in a dense area of forest. From what little Rath has seen of it, it appears the demon wolves used magic to change it into something of a maze.
- Wendigo are known to capture prey alive for later consumption. It is possible some of the people dragged away by the wolves are still alive.

Regardless of the results of the interview, Rath prefers to stay with the characters until they reach a safe place. If he sticks around, he does not engage in any combat until the characters confront the wendigo. See Encounter 8 for details.

Roleplaying Rath Fellhart

Rath is an average human man with wild brown hair, an impressive beard, and yellow teeth. He is a bit addicted to tobacco chewing. His nose is crooked and appears to have been broken at least once. He is a selfish, if friendly, man and a coward at heart. Despite his friendliness, he has trouble making friends, keeping them at a distance through jokes.

Tracking Time

At some point the characters need to make a choice where to go next:

- **Everbark siblings.** Follow the tracks of the Everbark siblings to the shrine of Eldath (although only Rath and members of the Emerald Enclave are aware of the existence of the shrine): proceed with Encounter 3.
- **Demon wolf tracks.** Follow the tracks of the predators back towards the battlefield between the orc champions and the wendigo, as well as the demon's lair: proceed with Encounter 4.
- **Wounded hunter.** Follow the tracks of the wounded Whistler towards the Green Stone: proceed with Encounter 5.
- **Beast.** Follow the tracks of Olger and Iona towards the Lair of the Beast: proceed with Encounter 6.
- **Orcs.** Find the Crushing Boar orc tribe to learn what is going on: proceed with Encounter 7.

Traveling through the valley and resolving the encounters takes time. Meanwhile the wendigo is hunting down its enemies. Up until recently it was busy dealing with the orc champions. They are gone and the characters are the only ones capable of opposing it.

For simplicity's sake, assume resolving each encounter takes about 1 hour (including traveling time) or 1 turn. Place a counter clearly visible to the players, for example a large d6 or a piece of paper on your DM's screen, on the number 1. Increase the number by 1 at the end of each encounter or when the characters take a short rest. In other words, the next encounter takes place in Turn 1.

Wendigo Location without PC interference

Area	T1	T2	T3	T4	T5	T6	T7
Shrine (E3)	W	W	-	-	-	-	-
Larder (E4)	-	-	-	-	-	-	W
Green Stone (E5)	-	-	-	-	-	W	-
Beast (E6)	-	-	-	-	W	-	-
Orcs (E7)	-	-	W	W	-	-	-

If the characters chase away the wendigo from an area, it moves to the next one. For example, if the PCs visit the shrine of Eldath in turn 1 and chase it away, it goes to the orcs in turn 2, hastening events there by 1 turn. Even without interference, things change over time. Each encounter includes details on events in the area. See Appendix III for an aid in keeping track of time and events.

Note: Remember that the characters are free to take a short rest at any time. Doing so costs an hour, so you need to increase the time counter by 1 and change things accordingly. The best time for the characters to take a short rest is just before confronting the wendigo and the adventure assumes they do so.

Characters who take a long rest are confronted by the wendigo and its minions about six hours into the rest. Proceed with Encounter 8. The fight is going to be difficult, and all they can do is chase the wendigo away. In that case all hunters are dead and the adventure is over.

Emerald Enclave

Choices have consequences, and if the characters wait too long to go to the shrine of Eldath (Encounter 3) it is desecrated. If that happens, Emerald Enclave members have failed their mission, and missed the opportunity to earn a renown point. When the players are discussing their course of action, make sure that members of the Emerald Enclave do not forget about the shrine, or that a timid player is not walked over by others. Failure should be the result of conscious choice, not because of inattentiveness or timid players.



PART 3. WAR AND PEACE

Centuries ago a priest of Eldath (goddess of peace) died in the valley while protecting the local orcs against violence. He was buried in a hidden glade. The orcs were no worshippers of Eldath, but their respect and the dedication of the dead priest sanctified the glade.

The state of the area depends greatly on when the characters arrive. Proceed with the section below that corresponds with the turn of the PCs' arrival.

If the characters manage to save the shrine in Turn 1 or 2, the wendigo does not return for at least 24 hours. If the heroes return for a second time later on, they find the shrine as they left it.

Violence at the Glade

Eldath is a goddess of peace. The easiest way to desecrate one of her shrines is through violent acts. As long as no blood is shed, let alone anybody killed, sanctifying the area after violence is relatively easy. The wendigo tries to get people to fight at the shrine, but killing is even better. Members of the Emerald Enclave and followers of Eldath are automatically aware of this, otherwise a successful DC 10 Intelligence (Religion) check is required.

Turn 1: Arguments

Following the tracks of the Everbark siblings through the snow is easy. After about half an hour marching through the thick snow, the characters arrive at the shrine of Eldath at the north-western edge of the valley.

You have been walking towards the northwest for thirty minutes and are approaching the border of the valley. At first it was mostly open snow-covered terrain with trees growing on higher ground. Now you are walking over rougher terrain and your view is limited, not only

because of the weather, as tree growth has increased. Suddenly you hear two voices arguing loudly, one woman and one man. The voices are nearby, likely just over the next ridge.

The two people arguing are the Everbark siblings (2 **scouts**). They sought refuge at the shrine, which for some time offered them the protection they were looking for. Not too long ago the wendigo arrived in the area. Unable to directly attack the two hunters, it decided to use the two to desecrate the shrine which would give it the opportunity to kill the two hunters as well. Any bloodshed would do the trick, so all it has to do is to get the siblings to start a fight.

Note that the wendigo is at the edge of the glade, invisible mostly in the ethereal plane and carefully hidden. Most characters would not be able to see it, but it is a demon for detection purposes so some characters can sense it with various powers such as detect evil and good.

Read aloud or paraphrase when the characters approach the voices:

Passing over the crest you look into a small hidden glade surrounded by several birches and a few small willows. It is surprisingly warm. The glade is free of snow, and covered with white and yellow flowers native to the region. A clear pool finishes the picture fed by a single spring a few yards up the slope at the foot of a single moss-covered, human-sized standing stone. A stream leads from the pool towards a waterfall.

Two heavily-built humans, a man and a woman, are loudly bickering with one another at the bank of the pool. They both look tired and as if they have been in a fight. They look enough like one another to suggest they are family, siblings perhaps?

The two humans are arguing about what to do next and who to blame for their current predicament. Kartoss wants to go out and check their former camp for survivors. There is not enough food to stay where they are, and it is rather cowardly. Mildred wants to stay at the shrine for some more time before returning to Hulburg. They are not strong enough to deal with the demonic wolves, so it is better to return and get help.

While the argument itself is not particularly odd, characters who succeed at a DC 15 Wisdom (Insight) check realize it is oddly heated. The two are minutes away from drawing their weapons. It is almost as if something is pushing their emotions.

Characters carefully searching the glade and who succeed at a DC 10 Wisdom (Survival) or Intelligence (Investigation) check find odd wolf tracks right at the edge of the glade. From there it does not take much to sense the presence of the invisible demonic wolf. If the PCs can see invisible creatures they spot a shadowy form of a wolf-man. The thing is not ready for a confrontation and it can be chased away with either magic, intimidation or an outright attack. If this happens, it fades away into the ethereal plane before rushing away. The wendigo does not want to confront the characters directly and it has no demonic servants nearby.

If the characters show themselves, the two immediately draw them into their discussion. A spell like calm emotions is the quickest way to calm them down, otherwise a DC 10 Charisma (Persuade) check is needed to at least calm them enough for a reasonable conversation, at least for a few moments. The check is made at disadvantage if the wendigo is still present. Unless the wendigo has been chased away, calming the two is only a temporary measure before they start fighting with one another. Of course, simply grappling and putting the two in manacles is also a solution.

As long as the characters get the two to calm down without resorting to bloodshed, they have saved the glade. If blood is shed, the temperature immediately drops and the nearby wendigo leaves with a sinister laugh. If nobody dies, the glade eventually restores itself. A death permanently

destroys the glade and a member of the Emerald Enclave has failed in his or her mission.

Once calmed, the Everbark siblings can tell about the cabin at the Green Stone, which is probably the most defensible spot except for the glade. They are also aware of the beast in the north. They do not know what is going on. They are in favor of destroying the wendigo and they are willing to help

Roleplaying Kartoss Everbark

A heavily built human man of average height with black hair and sun-tanned skin, he looks like an outdoors person armed with short swords and a longbow. It is clear he has had a few rough days.

Kartoss is usually talkative and dependable, always bickering with his sister especially about her attitude towards others. Under normal circumstances he controls his emotions well, but tired and stressed he is about to explode.

Roleplaying Mildred Everbark

A heavily built human woman of average height with long braided black hair and sun-tanned skin, she looks like an outdoors person armed with short swords and a longbow. It is clear she has had a few rough days.

She is as talkative as her brother, but with a cruel sharp tongue, especially towards the rich. She seems to dislike the world, especially wealthy people. Usually she keeps some control over her tongue when dealing with her brother, but stress and tiredness seem to have removed this inhibition.

Reward

Reward each character with 200 xp if they manage to solve the conflict without bloodshed. If blood was shed, but without anybody dying, they earn 100 xp instead. Otherwise the characters earn the xp for defeating two scouts.

Turn 2: Gone Violent

After about half an hour marching through the thick snow, the characters arrive at the shrine of Eldath at the north-western edge of the valley.

You have been walking towards the northwest for thirty minutes and are approaching the border of the valley. At first it was mostly open snow-covered terrain with trees growing on higher ground. Now you are walking over rougher terrain and your view is limited, not only because of the weather, as tree growth has increased. Suddenly you hear two people fighting and shouting at one another. The voices are nearby, likely just over the next ridge.

When the characters cross the ridge they spot the glade as described in Turn 1, except that the temperature has dropped. The two humans (**2 scouts**) are fighting with one another, at the moment just with their fists and feet. The characters recognize them as the two missing Everbark siblings. A single invisible **demon wolf** circles at the edge of the glade, ready to dash in as soon as blood is shed. If the characters show themselves, the demon wolf immediately attacks the characters, as do the two hunters. Otherwise the two siblings quickly switch to weapons and draw blood, at which point the demon wolf rushes in to kill the two.

As long as the characters resolve the conflict without killing anybody, the shrine will recover over time. If anybody, including the demon wolf, is killed inside the glade it is desecrated permanently and the plants wither immediately.

Assuming the siblings survive, they act as described in Turn 1.

Note: At the start of the encounter the demon wolf cannot enter the glade. Only once blood has been shed within the shrine can it do so. It can safely be killed outside the glade. The hunters at first use ranged attacks against the characters, and as long as their targets are outside of the glade no blood has been shed either.

If the wendigo is present at the fight, it does not openly get involved. Instead it possesses the demon wolf. The possessed wolf can either use a reaction to automatically succeed at a failed saving throw, remove a status effect at the start of its turn, or use a bonus action to gain advantage on its attack rolls. It can only use one of the three during a single round.

Adjusting the Encounter

The encounter aims to be Easy.

Here are recommendations for adjusting this combat encounter. These are not cumulative.

- **Very weak party:** Replace the demon wolf with one winter wolf.
- **Weak party:** Remove the demon wolf. Add two winter wolves.
- **Strong party:** Add two winter wolves.
- **Very strong party:** Add a demon wolf.

Reward

Reward each character with 100 xp if they manage to solve the conflict without killing anybody within the glade. Otherwise the characters earn the xp for defeating two scouts and the demon wolf as normal.

Turn 3+: Violence Gone Bad

After about half an hour marching through the thick snow, the characters arrive at the shrine of Eldath at the north-western edge of the valley.

You have been walking towards the northwest for thirty minutes and are approaching the border of the valley. At first it was mostly open snow-covered terrain with trees growing on higher ground. Now you are walking over rougher terrain and your view is limited, not only because of the weather, as tree growth has increased. Suddenly you hear two people fighting and shouting at one another. The voices are nearby, likely just over the next ridge.

When the characters cross the ridge they spot the glade as described in Turn 1, except that the temperature has dropped and all plant-life

has withered away. Two people are fighting one another, both suffering from mortal wounds. They are clearly undead (**2 wights**). In addition to the wights, an invisible **demon wolf** hides nearby. They attack anybody.

Adjusting the Encounter

The encounter aims to be somewhat easy.

Here are recommendations for adjusting this combat encounter. These are not cumulative.

- Very weak party: Remove the demon wolf.
- Weak party: Remove the demon wolf.
- Strong party: Add a wight.
- Very strong party: Replace the wights with wraiths (for a total of two wraiths).

Apparition

Once the characters have dealt with the arguing siblings or the monsters, they can investigate the glade. If still sanctified, it is surprisingly warm and comfortable. If desecrated, the temperature is as cold as the rest of the valley.

Before the characters can do much, an apparition shows itself. It is the ghost of Sergor, the priest of Eldath who has been buried here. He returned to talk with the adventurers, hoping they are the right people to deal with the demon. He offers the PCs the following information:

- Slightly more than 1 day ago, a powerful evil spirit entered the valley. The spirit is a creature in the service of Malar the Beastlord. He calls it a wendigo, but admits that he is not entirely sure what it is or what powers it has. It can corrupt local predators, but that might be a blessing from Malar.
- The reason for its presence is unknown, but it appears the orcs angered it and it started hunting them. Sergor suspects it was hunting somebody or something and the orcs unknowingly interfered.
- The human hunters appeared to have been caught in the middle, but the wendigo cares little about guilt or innocence. It just wants to hunt and eat.

- Killing the evil entity is very difficult since it can enter the ethereal plane at will, much like a ghost. It is cowardly and unwilling to directly confront others, instead using its corrupted servants or simple hit and run tactics.
- Sergor knows a ritual that summons the spirit and forces it to remain near the location of the ritual for some time, giving the adventurers the time to destroy it. He can teach the ritual to the characters and provide the base components.
- Even with the ritual, the spirit would still be only partially in this world. The ritual can be strengthened to force the spirit to take a physical form, but Sergor lacks the components. The orcs might have them, since they did try to fight it earlier.
- If the characters have already learned the ritual from the orc shaman, the components in Sergor's possession can be used to strengthen the ritual to force the wendigo to take a physical form.
- Even with the ritual, the spirit's destruction would just banish it to Malar's realm for some time. It can be permanently slain by further strengthening the ritual and bringing it over to this world fully. It would make the creature stronger, and the characters should carefully think if they want to risk it. For this part of the ritual to be performed, the characters need the claws and teeth of the beast that lairs in the northern area of the valley (Encounter 6).
- Sergor knows the fate of the orcs, and depending on the time, that they are pressed for survival. He also knows the location of the temporary lair and larder of the wendigo. He does not know more. He has no advice on where to go next, although he slightly favors rescuing the orcs first if they are still alive.

He wants the characters to confront the wendigo and defeat it. Permanently destroying the thing would be even better, but only if the PCs are confident they can defeat both the beast and a stronger wendigo. He can offer no reward. He is a ghost and there are no offerings at the shrine. Of course, the wendigo is a threat to Hulburg and defeating it is more or less the reason why the PCs are in the valley, but Sergor does not know.

Roleplaying Sergor

Sergor was a tall broad-shouldered man with wild black hair and a large beard in life. He wore a worn leather outfit when he died. He was killed by worgs. In death he looks the same as the moment he died, except he is clearly a ghost. If the shrine has been desecrated he looks much less solid and sounds farther away than when the shrine is fine.

Sergor was a quiet contemplative man in life and this has not changed in death. He hates violence, and has a strong distaste for adventurers which is difficult to hide when interacting with the characters. Of course, he is well aware sometimes violence is unavoidable. There is no reasoning with a wendigo. If the shrine has been destroyed he is resigned, but honestly not looking for vengeance or even justice. The wendigo has to be dealt with before it destroys more.

Development

Once the characters have spoken with Sergor, they must decide where to go next. They could summon the wendigo, but Sergor strongly advises not to do at the glade since it would desecrate it. If the characters also lack the components to force it into physical form, he also advises to at least find those. Sergor can provide directions to all locations within the Valley. Regardless of what area the characters go to next, increase the counter by 1.

- **Wendigo Larder:** Encounter 4.
- **Green Stone:** Encounter 5.
- **Lair of the Beast:** Encounter 6.
- **Crushing Boar Orcs:** Encounter 7.
- **Confront the Wendigo:** Encounter 8.



PART 4. DEMON'S LARDER

The tracks of the wolves in Encounter 2 lead to the west across a frozen river, and then northwest towards a forested hill. Following the tracks is easy, requiring no check. Before the tracks lead to the wendigo's larder, the characters come across the remnants of a fresh battle.

You have been following the tracks of the large wolves for about half an hour when you note a small forested hill rising above the snowy plain. While too far to note any details, there is something dark and foreboding about the copse of fir trees. At the foot of the hill, you note a group of crows feasting on the remnants of a fresh battle. The black feathers of the cawing birds and the red stripes of fresh blood are a stark contrast to the white snow. Except for the birds, there is no movement.

There is nothing dangerous nearby and the crows fly away as soon as the characters approach. A quick search on the scene shows a group of orcs fought a pack of large wolves and lost. Orc weapons are scattered all over the place, as well as a couple of shredded orc and wolf corpses. Bodies are missing and drag marks lead towards the dark hill. Nothing of value remains, although characters looking for arrows or a simple weapon can find them.

At this point the characters may decide to follow the orc tracks back to their origin to the east, in which case proceed to Encounter 7. If they decide on checking the foreboding hill, see the **Thorn Maze** below.

Thorn Maze

It is only a few minutes hiking from the battlefield to the lair at the top of the hill.

As you approach the copse of fir trees, you note that brambles form a dense wall. The tree branches and needles form such a dense canopy that it looks much like a dome-shaped building. Odd brown vines grow throughout the brambles and trees, much like a web of plants. An odd rustling and creaking sound can be heard from within, but there is no movement to be seen. You note several dead birds intertwined with brambles and vines. There is no obvious entrance at this side of the copse.

When the wendigo made its lair amongst the trees, its presence twisted the plant life into a maze of sorts. The brown vines are razor vines, which usually only grow in the outer planes and are often associated with a planar infestation. Any adventurer recognizes the odd plant construction as a lair effect, caused by a powerful entity twisting its environment by its mere presence. It is recent and still spreading. It is also malevolent and hostile towards the characters. See the sidebar **Thorn Walls** for what happens if characters approach the walls too closely.

Unless the characters try to stay silent, the inhabitants of the maze note the characters approaching the hill. They remain hidden for now.

General Features of the Maze

The following items are common throughout the maze.

Ceilings. The canopy of the dense fir trees starts about 10 feet above the floor. While not a solid mass, dangling razor vines make flying almost as difficult and painful as hacking a path through the walls.

Corridors. The corridors of the maze are 10 feet wide and relatively open. There is little snow on the ground and it is surprisingly warm.

Illumination. During the day the area is dimly light. At night it is completely dark.

Trees. There are a lot of large fir trees growing above the walls, but climbing them is painful because of the razor vines and jumping from tree to tree is more or less impossible.

Walls. The walls consist of 5 foot thick brambles interwoven with recently grown razor vines. See the sidebar **Thorn Walls** for details.

Thorn Walls

The walls of the maze are interwoven with razor vines and unnaturally sharp thorns. The walls react when a living creature comes near and start to slither and grab in the creature's direction, although nothing happens as long the wall is not touched.

Creatures crashing into the walls take 5 (1d10) slashing damage and they must make a DC 15 Dexterity saving throw or be grappled by the wall. A DC 12 Strength (Athletics) or Dexterity (Acrobatics) check is required to escape the grapple. Alternatively, another character can cut a character loose by dealing 10 slashing or 15 bludgeoning damage to the wall (automatic hit). A character stuck in the wall takes 5 (1d10) slashing damage at the start of its turn.

The inhabitants of the maze are ignored by the walls. They can move through it as if it is difficult terrain, but are otherwise unaffected.

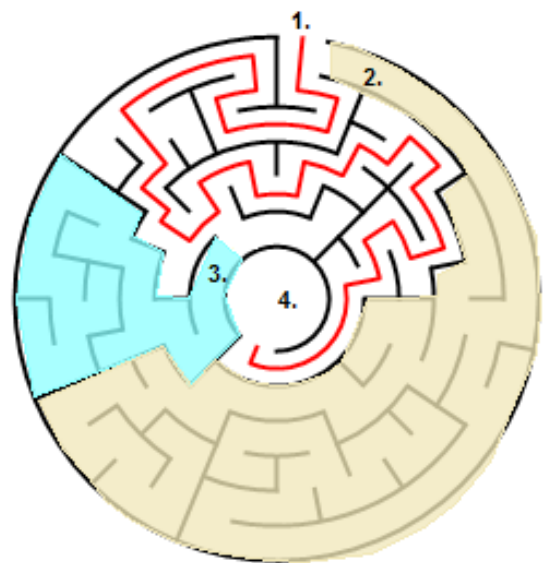
Navigating the Maze

While a map of the lair has been provided, it is mostly to give the DM some idea on its appearance and the number of walls that need to be cut to get to the center. Mapping through a maze is boring for most groups. Instead, besides the entrance and the larder, there are two important points where the characters can take a wrong turn. What happens if the characters take the wrong turn is discussed at those points (Area 2 and Area 3) and summarized into a single event.

The inhabitants of the maze have tried not to leave obvious tracks, but doing so completely is impossible. Characters who succeed at a DC 15 Wisdom (Survival) check at area 2 and 3 realize what path has been followed the most. Space to investigate is limited, and you might want to limit the number of characters that can make the check or assist.

While the demonic aura of the wendigo has twisted the local plant life into the thorn maze, they are still plants. Characters can always just ignore the pathways, instead cutting their way through the walls on their way to the center. Each character cutting a path through a wall needs to make a DC 13 Strength or Dexterity saving throw or take 5 (1d10) slashing damage. Characters using piercing weapons or no weapons make the saving throw at disadvantage.

— = Most used track



Cutting a path to the center is impossible to do stealthily and the inhabitants attack immediately, although the leucrottas might try to lure the characters away with their *mimicry*.

Note: Characters entering the zone that falls under Area 2 (light brown zone) or 3 (light blue zone) trigger that encounter.

Monsters in the Maze

The wendigo is rarely at home in its lair, but it has left some guards behind. Two wolves have been corrupted into **leucrottas**. Two of the dead in the larder have risen as **wights** and while not strictly under the wendigo's control, the two instinctively leave it, its minions and the larder alone. Since the undead feast on the soul and not the flesh, they do aid the leucrottas in the lair's defense against living intruders.

When the characters arrive at the maze, the guards are resting somewhere near the larder (area 4). Characters can try to sneak to the entrance, but the monsters are aware when anything living enters the maze itself. They do not immediately attack the PCs, instead waiting for an opportune moment, either in area 2, 3 or 4.

Adjusting the Encounter

The encounter has a medium difficulty, mostly due to the presence of the thorn walls and traps, otherwise it would be easy.

Here are recommendations for adjusting this combat encounter. These are not cumulative.

- **Very weak party:** Remove a leucrotta and a wight.
- **Weak party:** Remove a wight.
- **Strong party:** Replace the two wights with one wraith. The leucrottas have 82 hit points each, +8 to hit, deal 13 (2d8 + 4) piercing damage with their bite and 13 (2d6 + 6) bludgeoning damage with their hooves.
- **Very strong party:** Replace each wight with a wraith. The leucrottas have 82 hit points each, +8 to hit, deal 13 (2d8 + 4) piercing damage with their bite and 13 (2d6 + 6) bludgeoning damage with their hooves.

Note: The guards are not affected by the walls. The leucrottas are especially well suited to use this to their advantage through their *kicking retreat* ability (though as a bonus action it does not combine with *rampage*). The fight can turn frustrating, but remind players they can take ready and grapple actions.

Note: If the wendigo is present at the fight, it does not openly get involved. Instead it possesses a single wolf, demon or otherwise. The possessed wolf can either use a reaction to automatically succeed at a failed saving throw, remove a status effect at the start of its turn or use a bonus action to gain advantage on its attack rolls. It can only use one of the three during a single round.

1. Entrance

Circling the copse of trees, the characters reach the entrance after a few minutes of walking:

You spot a 10-foot-wide dark opening in the wall of brambles. Strands of razor vines dangle from the top, each carrying several small bones and the head of a recently killed orc, blood and ichor dripping on the white snow below.

Note: If the Everbark siblings have been killed by the wendigo and its minions, their heads also dangle here at the entrance.

The entrance is trapped with poisoned darts, although instead of mechanical it is plant-based and the darts are poisoned thorns. Once activated, the thorns regrow in 1 hour as long as the wendigo is alive.

If the leucrottas are alive and aware of the characters' presence, they try to get the characters to rush into the entrance by mimicking Terril crying for help from deeper within the maze. The sound comes from Area 2 since the leucrottas hope not only to lure the characters into the trap, but also the wrong direction.

Poisoned Darts. DC 15 Intelligence (Investigation) to note the trigger patch inside the entrance. Once noted it can easily be avoided or temporarily disabled with a DC 15 Wisdom (Survival) check.

If triggered, poisoned thorns shoot at a random target within 10 feet of the entrance, with a +8 to hit. A target that is hit takes 2 (1d4) piercing damage and 11 (2d10) poison damage, and must succeed on a DC 15 Constitution saving throw or be poisoned for 1 hour.

Very weak: +6 to hit, save DC 13.

Very strong: +10 to hit, save DC 17.

2. Wrong Turn Left

Read aloud or paraphrase:

At first you follow a long straight pathway that appears to be following the outer edge of the maze, before finally making a sharp turn towards the center and ending at a crossroads of several paths. Each path looks dark and twisting. Not a sound can be heard around you, but rustling and cracking sounds in the distance hint at something big stalking through the undergrowth. Which path do you pick?

At this point there are basically four pathways, although two of them reach a dead end after only a few dozen or so yards. The other two twist and turn away from the crossing and lead to dead ends after a hundred yards or so. About halfway through in each path is a constricting vine trap. See below for details.

If the monsters are still alive, they attack at that point, triggering the trap if necessary. If the monsters have already been defeated, the characters quickly realize all paths lead to dead ends after having dealt with one of the traps, and that they should return to the entrance and pick the other path.

Constricting Vines. The trap is triggered by a well-hidden tripwire that can be detected with a DC 15 Wisdom (Perception) check. The wire can be disabled with a DC 15 Dexterity check with thieves' tools. The check is made at disadvantage without such tools as long as the character has an edged weapon.

When the trap is triggered, vines shoot through a 10-foot-square area. Those in the area must make a DC 15 Dexterity saving throw or be restrained and fall prone. Restrained characters take 5 (2d10) bludgeoning damage at the start of their turn as they are slowly constricted. A creature can free itself or somebody else within reach with a DC 12 Strength check as an action. The vines around a creature have AC 10 and 20 hit points and resistance against bludgeoning and piercing damage.

3. Wrong Turn Right

Read aloud or paraphrase:

The twisting dark pathways take you deeper into the maze. Rustling and cracking sounds can be heard in the distance, but around you it is relatively silent. There is movement in the corner of your eyes, but when you turn towards it there is nothing to see. After a few seconds of walking through a long twisting corridor, you enter an area with several pathways. Which do you take?

The choice does not truly matter. All the pathways are dead ends. This area of the maze is lined with several pit traps though, causing one or more of the characters potential harm.

If the characters already defeated the undead and leucrottas, they have a chance of falling in a pit as normal. After having dealt with the first pit, assume they are careful enough to avoid the others.

If the monsters are still alive, this is the spot where they attack. They attack before the characters have found a pit, trying to lure at least one character into the trap. Since there are several pits, they try to repeat the tactic several times.

Once the characters have dealt with the pits, they quickly realize they have entered a dead end and should return to the last crossing.

Pit Traps. A successful DC 15 Wisdom (Perception) check shows abnormal root growth over the pit. A successful DC 15 Intelligence (Investigation) check reveals the hidden pit under the roots. When a living creature not serving the wendigo steps on the roots, they part and drop the creature in a 20-foot-deep pit lined with thick thorns (dealing 2d10 bludgeoning and piercing damage). The cover of the pit closes after 1 hour.

4. Larder

Read aloud or paraphrase:

It feels like you have spent an eternity in the dark twisting corridors of the thorn maze, but you know it has not been more than a few dozen minutes at most. When you turn around a corner you walk into a large circular area with no walls. Dangling from the canopy are several vine cocoons containing creatures; whether or not they are still alive is unclear. It appears you have reached a larder of sorts.

If the inhabitants of the maze have not yet attacked, they do so here. Otherwise the characters are free to carefully explore the area.

The vine cocoons contain 3 dead deer, 4 dead orcs and the dead hunter Pator. Depending on the time of arrival, they also find up to two orcs and two hunters still alive. One prisoner dies per turn after the first (so all are still alive if this is the first area the characters explored). First an orc, followed by a hunter, then the last orc and finally the last human. The vines react by constricting their victims if somebody tries to cut them loose. Freeing a survivor without killing them requires a DC 10 Dexterity check with thieves' tools.

- **Dead:** Pator, several orcs, a deer or two
- **Surviving Hunters:** Delgath and Terril
- **Surviving Orcs:** Garoth and Scath (orcs)

All the survivors are unconscious. They regain consciousness with any healing magic or a DC 15 Wisdom (Medicine) check.

The hunters are worried about their friends, but know little. They are willing to stick with the characters, or alternatively go to the Green Stone. They know about the demonic apparition that seems to lead the corrupted wolves, and also that it intends to destroy the nearby shrine of Eldath.

The orcs are the survivors of an expedition to fight a demonic spirit which their shaman called a wendigo. The spirit appeared shortly after the orcs

captured a single human sneaking through their territory, but they don't know if the two events are related. Their shaman had given their champions a ritual to summon the wendigo to a spot so that it could be destroyed in combat. It was decided to perform the ritual at the wendigo's lair, but the two orcs do not know why. All they know is that it was a bad idea. The orcs did not manage to finish the ritual before they were overwhelmed. The wendigo was too strong at its lair. The two orcs do not know the ritual, but their shaman does and they try to get the characters to go back to their tribe.

Lasso Vines. Throughout the area dangle a couple of large vines. A living creature not serving the wendigo that touches these vines is attacked. Each vine can have only one target grappled, and can only attack the target it has grappled.

Melee Weapon Attack: +5 to hit, reach 5 ft., one target. **Hit:** The character is grappled, requiring a DC 12 Strength (Athletics) or Dexterity (Acrobatics) check to escape. On each subsequent hit, the DC to escape increases by 2 until reaching a maximum of 24.

Treasure

A total of 23 gold pieces in various types of coin can be found on the dead orcs and hunters. There are also two *potions of healing*, a *potion of resistance (cold)* and a silvered short sword. Technically these belong to the orcs, but they do not protest if the characters take them to fight the wendigo and its servants.

Of more importance for the characters is a pouch filled with material components for some kind of ritual. Ritual casters recognize them as being used to summon and contain creatures. Without the proper ritual they are useless, but characters who know the ritual to summon the wendigo can use these do so, or if they already have the right components these can strengthen the ritual's effect (see Encounters 3, 7 and 8 for details).

Development

After having dealt with the monsters of the maze and potentially having freed a few survivors, the characters need to make a choice. Regardless of their choice, increase the counter by 1.

- **Shrine of Eldath:** Encounter 3. The hunters want the characters to follow this path, certain it is in danger and that the PCs can learn how to defeat the demon at that spot.
- **Green Stone:** Encounter 5. The hunters might propose this as a good spot to rest and take cover. If they are not dragged along with the characters, this is where they would go.
- **Lair of the Beast:** Encounter 6. Only an option if the characters have already spoken with the priest of Eldath or the orc shaman.
- **Crushing Boar Orcs:** Encounter 7. The orcs want the PCs to help their tribe deal with the corrupted predators, and they know the shaman has the information that allows the characters to kill the wendigo.
- **Confront the Wendigo:** Encounter 8. If the characters have the required components, know the ritual and feel they are ready, they can summon the wendigo and deal with it. Doing so at the lair would not be the smartest move since it is strongest there.



PART 5. GREEN STONE

The Green Stone is a lone, house-sized, moss-covered boulder on top of one of lower hills within the valley. There are several stories about how it got there, changing with the mood of the teller. It is a natural rock, if at a bit of an odd location.

At first the low gentle hill looks like any other within the valley, but then you note the house-sized boulder at its top. From the top of the rock you would have a great view of the valley, were it not for the foggy weather.

There is nothing dangerous around the boulder, even when the wendigo is here. If the wendigo spots the characters, it simply leaves. The area is not worth risking its skin.

A small sturdy wooden cabin has been built at the foot of the boulder. It is a single room house with a ladder leading to the roof, giving easy access to top of the boulder. Tracks lead to its door. A DC 10 Wisdom (Survival) checks reveals the tracks to be of a single medium sized humanoid wearing boots. If the wendigo has been here (Turn 7), the door is smashed open and the trap has been triggered.

There is a bear trap hidden under the snow in front of the door. Characters who succeed at a DC 15 Wisdom (Perception) check realize something meddled with the snow. A DC 10 Intelligence (Investigation) check reveals the bear trap, which is rather easy to disable with a stick. It has a +4 to hit, deals 10 (2d6 +3) piercing damage, and grapples the target. It requires a DC 10 Strength check to get out.

Inside the cabin the characters find Whistler unconscious on the floor. He is at 0 hit points and he has 4 levels of exhaustion. Without the aid of the characters he eventually dies, but for a duration of the adventure he stays alive until the wendigo kills him in Turn 6.

When awake, he expresses his gratitude, offering his aid before even knowing what is going on.

- He saw the same apparition Shiri spotted and suspects it is either a werewolf or a demonic spirit in the service of Malar.
- He is aware of the shrine of Eldath, but decided to flee to the cabin in the hope the monster would never find it.
- He knows where the orcs live. Their shaman might know more, but even though they tend to leave the hunters and town alone, they are still orcs. Whistler thinks the tribe is simply not strong enough, although at least that makes them relatively smart and in this case the enemy of my enemy might hold (even though Whistler thinks it is crap, generally speaking).
- He knows about the beast to the north. It is peaceful towards humans if left alone, but incredibly dangerous if not. It looks like a huge bear, although it is obviously infused with some kind of magic. Its gaze literally freezes opponents.

Roleplaying Whistler

Whistler is huge half-orc, looking more like a bear than a man nearing retiring age. Wounded and suffering from hypothermia and exhaustion, it is a miracle he is still alive. It is a testament to the fortitude and stubbornness that have marked his whole life.

Whistler is a silent, observant man who has seen much in his long life. He hoped this would be his last expedition before he could retire. Now he is worried fate finally caught up before he could enjoy a few years of peace in the Dalelands or Cormyr. He loves music, and is a pretty decent flute player.

Development

Once the characters have spoken with Whistler, they must decide where to go next. Whistler can provide directions to all locations within the Valley. Regardless of what area they go to next, increase the counter by 1.

- **Shrine of Eldath:** Encounter 3.
- **Wendigo Larder:** Encounter 4.
- **Lair of the Beast:** Encounter 6.
- **Crushing Boar Orcs:** Encounter 7.
- **Confront the Wendigo:** Encounter 8.



PART 6. BEAST OF THE LAND

The tracks of Olgert and Iona lead to a forested rocky area that contains the lair of the beast. The two hunters hoped that the corrupted wolves would stay away from the dangerous beast while they kept themselves hidden from the predator.

In turn 1 the two hunters have been able to remain hidden from the beast. In turn 2 it is killing Olgert. In turn 3 Iona is caught by it. In turn 4 and later on the hunters are both dead.

The **dire beast** (abominable yeti) looks like a giant cave bear with brown fur, large claws and teeth, and black beady eyes. It aggressively protects its territory and does not allow humanoid within. It does hold a winter sleep of sorts, although it is quick to wake. Stealthy characters should be able to surprise it, assuming it is not already hunting down Olgert and Iona.

The terrain consists of large rocks and the occasional tree. The depth of the snow makes walking difficult.

Note that stealthy characters can opt to get the hunters out without a fight in turn 1.

Legendary Actions

The dire beast can take 1 legendary action, choosing from the options below. Only one legendary action can be used at a time, and only at the start of another creature's turn. The dire beast regains spent legendary actions at the start of its turn.

Attack. The beast can make a claw attack or if available its cold breath.

Move. The beast moves up to half its speed.

Recover. The beast automatically removes a status effect or, if in effect, its *fear of fire*.

Adjusting the Encounter

The encounter aims to be moderately difficult. If things are too difficult, don't have Cold Breath recharging. Keep in mind that the paralyzing effect of Chilling Gaze can be lethal and frustrating. Be careful not to end up with everybody paralyzed, and targeting paralyzed targets with claw attacks is also a good way to modify the difficulty of the fight.

Here are recommendations for adjusting this combat encounter. These are not cumulative.

- **Very weak party:** The beast is wounded, has 177 hit points, a -4 penalty to attack rolls and damage, it has no cold breath, the DC for its chilling gaze is 13 and it does not cause paralysis.
- **Weak party:** The beast is wounded, has 102 hp, a -2 penalty to attack rolls and the DCs of the saving throws for its effects are 15.
- **Strong party:** The dire beast has 3 legendary actions.
- **Very strong party:** The dire beast has 3 legendary actions. It has 162 hit points, AC 18 and a +2 bonus to attack rolls and damage.

Development

Any surviving hunter is grateful for their rescue. They want to know if any of their friends survived and what is going on, but they themselves know nothing new. They want their friends rescued, otherwise they propose to either return to Hulburg or the Green Stone for protection. They do not know the location of the orcs and are unaware of the shrine of Eldath.

If the beast is killed, the characters can recover its claws and teeth for the ritual as detailed in

Encounter 3, 7 and 8. A successful DC 15 Wisdom (Survival) check allows a character to recover the fur. Characters with an appropriate tool skill or background succeed automatically. The large fur can be sold for 75 gp.

With the beast dead, the characters need to decide where to go next. If this is the area the characters visited first, they likely need to return to the starting location to follow the tracks to other areas. Regardless of their choice, increase the counter by 1.

- **Shrine of Eldath:** Encounter 3.
- **Wendigo Larder:** Encounter 4.
- **Green Stone:** Encounter 5.
- **Crushing Boar Orcs:** Encounter 7.
- **Confront the Wendigo:** Encounter 8.



PART 7. CRUSHING BOAR TRIBE

The Crushing Boar orcs are a small tribe dominated by the faith of Luthic the Cave Mother. In the borderlands between the orcs of Thar and the human civilization of the Moonsea, they keep their distance from both. They prefer to be left alone and they usually leave others alone. Those who come too close to their lair or who appear to be settling permanently into their territory are treated in a regular orc fashion: with deadly force.

The tribe's symbol is a cracked human skull flanked by two tusks.

Finding the Orcs

The easiest way for the characters to find the orcs is by either acquiring a guide at the wendigo's larder (Encounter 4) or through the guidance of either the ghost Sergor (Encounter 3) or the hunter Whistler (Encounter 5). These three methods do not cost extra time.

It requires a successful DC 10 Wisdom (Survival) check to follow the orc tracks back from the fight near the larder, but that takes no extra time either.

Without a guide or tracks, the characters need to search an area for signs of inhabitation. The orcs have not left after the snowstorm, making it more difficult to find such tracks. The leader of the group needs to make a DC 15 Wisdom (Survival) check. On a success the characters find the orcs in the same turn, otherwise it takes them a full turn and you need to increase the counter by 1.

If the characters are not even aware of the general location of the orcs, there is no chance to find them within the time frame of this adventure.

Under Siege

The Crushing Boar orcs live in a small village in a box canyon. The village is protected by a wooden palisade, a gate, and brambles. The path to the village is small, twisting past snares and the occasional pit, all triggered and clearly visible.

The orcs live in small wooden huts. A larger wooden building at the end gives access to a shallow cavern. It is a shrine dedicated to Luthic the Cave Mother. The orc women and children can be found here throughout the adventure. In another area near the shrine is a large covered pit for prisoners, and an equally large larder with food, weapons and furs.

The state of the orc defenders depends on the arrival time of the characters. Without character interference the following things happen, but an early arrival speeds up the process accordingly:

- **Turn 1 and 2:** There is a fight at the entrance of the tribal caverns. Characters hear the fighting long before they arrive at the gates.
- **Turn 3:** The gate has been breached. Many orcs died. Fighting takes place amongst the cabins. The sound of fighting can still be heard, but it sounds more like that of a slaughter.
- **Turn 4:** Fighting takes place within the shrine of Luthic, although it is more a slaughter. There are no sounds outside.
- **Turn 5+:** The orcs have been exterminated. Wolves are resting within the remains of the village.

Regardless of the timing, the characters face a **demon wolf**, **4 winter wolves**, and **1 normal wolf per character**. The normal wolves do not directly attack the characters, instead they offer aid to the demons by using the Aid action. Even if they are not killed by a hit, they flee on their next turn as soon as they are wounded.

In earlier phases of the battle there are more wolves, but they are fighting the orc defenders. The presence of the orcs and more wolves can be used to influence the difficulty of the fight by forcing the characters to help wounded orcs, or by distracting opponents with those same orcs.

Note: If the wendigo is present at the fight, it does not openly get involved. Instead it possesses

a single wolf, demon or otherwise. The possessed wolf can either use a reaction to automatically succeed at a failed saving throw, remove a status effect at the start of its turn, or use a bonus action to gain advantage on its attack rolls. It can only use one of the three during a single round.

Adjusting the Encounter

The encounter aims to be moderately difficult. The presence of the orcs is a good way to make things easier or harder by having them take hits, or deal damage to a wolf.

Here are recommendations for adjusting this combat encounter. These are not cumulative.

- **Very weak party:** Remove two winter wolves. Each winter wolf only has 40 hit points remaining and their cold breath has been used at the start of the encounter.
- **Weak party:** Remove a winter wolf. The winter wolves are wounded and have 55 hit points remaining.
- **Strong party:** Add a demon wolf.
- **Very strong party:** Add a demon wolf. The winter wolves have 90 hit points each, +8 to hit and deal 13 (2d6 + 6) piercing damage. The DC of their cold breath is 14 and it deals 1d8 extra cold damage. PCs earn 1,100 XP per winter wolf.

Terrain

The terrain in which the fight takes place depends on the arrival time of the characters. Regardless of the location, snowbanks hinder the characters in several spots outside.

Gates. A 10-foot-high palisade blocks access on one side. There is a 20-foot open area in front with a few patches of burning oil. Dense brambles cover the area before that, which counts as difficult terrain. A pit or two with maybe a live wolf within finishes the picture.

Village. Several small cabins offer ample cover, both for the monsters and the characters. No traps are present here. Paths have been cleared through the snow, but these are muddy and rather slippery. Running requires a successful DC 10 Dexterity (Acrobatics) check to prevent falling prone. Snow

is thrown on several high piles, which are almost impossible to walk through without magic or the ability to ignore the penalties of walking through snow.

Shrine of Luthic. Several 10-foot-wide twisting corridors here are filled with dead and dying orcs. A few larger rooms contain women and children who are desperately fighting against the wolves. These rooms tend to be blocked with makeshift barriers. Smoke makes breathing hard. A character should make a DC 10 Constitution saving throw at the end of the first round of fighting within the caves. On a failure the character is poisoned.

Orc Shaman

As long as the characters arrive before the complete destruction of the tribe (under normal circumstances the end of Turn 5), they find the orc shaman alive inside the shrine of Luthic. Otherwise she is dead, and barring magic there is nothing the characters can learn here.

The shaman of the orcs is an ancient orc crone who expects to be called Grandmother. She speaks Common fluently and is rather suspicious of outsiders. The safety of the tribe comes first, and she can give the following information. Information marked with an O between brackets can also be gained from other orcs.

- The wolves went crazy shortly after they captured a human sneaking right past their village. The orcs are not certain whether the two are related, but the human escaped shortly after her capture and as such has never been questioned. (O)
- A ghost-like apparition has been seen amongst the demonic wolves, but it never directly attacked. The shaman calls it a wendigo, a servant of Malar. (O)
- The shaman knows a ritual to summon and temporarily bind the spirit to an area, allowing properly equipped and skilled champions to fight and defeat the wendigo. (O)
- Demonic wolves have been laying siege to the village for some time, but only recently they increased their attacks to the current level. Something spooked the wendigo. (O)

Roleplaying “Grandmother”

Grandmother is a small orc crone with long wispy white hair, and fur clothing decorated with small bird skulls and finger bones. She always walks with a twisted white stick. She breathes loudly and looks and sounds as if she could fall over any minute, but is still very strong.

Cold and calculating, she cares little about others besides her tribe first and orcs in general a distant second. She does not hate non-orcs though, not even elves. Using the PCs to finish the wendigo is perfect. She does understand the reason for gratitude, though, and is even willing to sacrifice some of her orcs to show it. She never agrees to an open alliance with Hulburg though, fearing the reaction of the stronger orc and ogre tribes of Thar when they come down, as they always do. A few hours ago a group of orc champions set out to the east to destroy the wendigo. Whether or not they were successful is unclear, but success seems unlikely considering the situation. (O)

- Grandmother is willing to teach the ritual to the characters. The wendigo must be destroyed.
- Grandmother does not have the components anymore. They likely can be found at the wendigo's lair where the champions went or at the shrine of Eldath.
- The wendigo is a ghost-like spirit and the normal ritual only summons and binds it. It cannot flee, but it is still incorporeal. Killing it banishes it back to Malar's realm and prevents its return for at least a year and a day.
- Additional components can strengthen the ritual and force it to form a physical body. It is easier to kill when physical. These components can be gathered at the shrine of Eldath, but only if the characters have the components from the lair.

- Special components can be used to force it within this world, allowing it to be destroyed permanently. These are the claws and teeth from the great beast at the northern parts of the valley. Do not do so lightly, since defeating the beast is a feat in itself, and it also makes the wendigo more powerful.

Rewards

While the orcs have no treasure left, the characters do earn their gratitude. If the PCs treated the orcs decently and arrived before most orcs were killed (which happens by the end of Turn 3 under normal circumstances), they earn the **Friendship of the Crushing Boar Tribe** Story Award. Make sure the characters note such down on their log sheet. Of course, when the characters arrive at a later time, the orcs are still grateful. There are just not enough left for it to matter.

Development

Once the characters have spoken with Grandmother, they must decide where to go next. If they have not yet visited the wendigo's lair, that is the most likely next location, if only to retrieve the missing ritual components. If they have been there, Grandmother advises them to first go to the shrine of Eldath and then confront the Beast. Otherwise it depends a bit on how much they have already done.

Regardless of what area the characters go to next, increase the counter by 1.

- **Shrine of Eldath:** Encounter 3.
- **Wendigo Larder:** Encounter 4.
- **Green Stone:** Encounter 5.
- **Lair of the Beast:** Encounter 6.
- **Confront the Wendigo:** Encounter 8.



PART 8. END OF THE HUNT

At some point during the adventure, the characters are ready to confront the wendigo directly. As long as the PCs know the ritual and have the minimum of components, they can summon and bind it long enough to fight it. The adventurers can do this at any location of their choice and change the terrain based on the picked location. The wendigo has to stay within about 60 feet of the ritual area.

The wendigo, who calls itself **Sharaak**, is a ghost-like humanoid with a wolf head, red glowing eyes, and is covered in black fur. It speaks with an icy voice, constantly howling and threatening its attackers with revenge by itself or other servants of Malar. It arrives with a frightening howl, and it is certainly willing to talk for a few moments in an attempt to learn more about the characters. It eventually attacks though.

When summoned, Sharaak immediately realizes it cannot leave and uses old favors to summon demon reinforcements for itself in the form of 2 **babau**. These appear at a location of its choice within 60 feet of the wendigo. Doing so does not cost an action, and they appear at the start of the first round. Since the demons are not permanently killed, they stay until defeated even if the wendigo gets destroyed.

All three creatures are bloodthirsty predators in the service of Malar. They show no mercy. While they are not about to attack those that do not harm them, they are not above doing so if it is prudent.

Note that if there are hunters present, they can use an action to aid the characters. They lack the skill to directly harm the demons. If Rath (scout) is present, he betrays the PCs during the fight and attacks them. He does surrender with the defeat of the wendigo.

Partially Summoned

If the characters only have the components from Encounter 3 or Encounter 4, they can only partially summon Sharaak. Modify its statistics as follows:

- Gain lair actions (see below for details)
- Fly speed 30 ft.
- **Damage Resistances:** bludgeoning, piercing, and slashing from non-magical weapons.
- **Condition Immunities:** exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained.
- Gains ***incorporeal movement***: Sharaak can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Fully Summoned

If the characters have both sets of components and the claws and teeth from the beast, they can choose to permanently destroy the wendigo. To do so, it needs to be fully summoned. While it can be truly killed, it is also stronger. It gains the following:

- Lair actions (see below for details)

Lair Actions

Under specific circumstances (see above) Sharaak gains the following lair actions. On initiative count 20 (losing initiative ties), Sharaak uses a lair action to cast one of its spells of up to 3rd level, without using spell components or a spell slot. It can't cast the same spell two rounds in a row, although it can continue to concentrate on a spell it previously cast using a lair action. It can take no other lair actions while concentrating on a spell cast as a lair action.

If it casts *invisibility* using this lair action, it regains 15 (3d8 + 2) hit points.

Adjusting the Encounter

The encounter aims to have a moderate to hard difficulty depending on the choices the characters made. Keep in mind that using *Weakening Gaze* or *fear* on the same target non-stop can be frustrating for the involved player. Similarly, using it on a dexterity-based fighter can make things a bit easier on the characters.

Here are recommendations for adjusting this combat encounter. These are not cumulative.

- **Very weak party:** Sharaak lacks 5th and 6th level spells. It has no Legendary Resistance, and does not heal with lair actions. The two babau have 50 hit points each, an AC of 14, and lack the *Weakening Gaze* and resistance to non-magical weapons.
- **Weak party:** Sharaak lacks 5th and 6th level spells and does not heal with lair actions. The two babau have 65 hit points each and an AC of 14.
- **Strong party:** Add a babau. Sharaak can use Legendary Resistance 3/day.
- **Very strong party:** Add a babau and a demon wolf. Sharaak can use Legendary Resistance 4/day and has 88 hit points.

Treasure

When the demons die, they disappear—leaving behind nothing but dark filthy slime. When the wendigo is killed though, it leaves behind a set of *boots of the winterlands*.

Early Summon

It is theoretically possible that the characters summon the wendigo immediately after acquiring the ritual at the shrine of Eldath, and just having finished Encounter 2 and 3. While fine, it does not deal with the corrupted wolves and there are still hunters to be rescued. Run the other encounters as written, but there is no real need for a time limit. If the characters decide to simply return to Hulburg, then that is their choice. The adventure is over, though, and the characters earn only a limited number of experience points. Heroes are expected to do more than the bare minimum.

Conclusion

If everything goes according to plan, the characters defeat the wendigo Sharaak and manage to at least rescue some of the hunters from a dire fate. The PCs are free to return to Hulburg for their reward. Whether the demonic spirit appeared by chance or for some specific reason remains a question for now, one that is answered in *HULB 2-2*.

If the characters play *HULB 2-2* directly after this adventure, provide them with the reward money, and they can use their downtime as normal. Still, *HULB 2-2* starts best if started with the characters approaching Hulburg directly after their clash with the wendigo.

As long as the wendigo is defeated, all faction members gain 1 renown point. If the shrine of Eldath has not been permanently destroyed by killing somebody within the glade, Emerald Enclave members gain an additional renown point. Members of the Order of the Gauntlet gain an additional renown point if they permanently destroy the wendigo.

Strictly speaking, the characters do not need to defeat the wendigo to fulfil the mission. Rescuing the hunters and recovering the furs is enough. Obviously the characters only earn the base reward and miss the *boots of the winterlands*, but that might be preferable to death. If this happened, note down on the characters log sheet that the wendigo got away. It impacts the next two adventures of the series.

Rewards

Make sure players note their rewards on their adventure log sheets. Give your name and DCI number (if applicable) so players can record who ran the session.

Experience

Total up all **combat experience** earned for defeated foes, and divide by the number of characters present in the combat. For **non-combat experience**, the rewards are listed per character. Give all characters in the party non-combat experience awards unless otherwise noted.

Combat Awards

Name of Foe	XP per Foe
Babau	1,100
Demon Wolf	1,800
Dire Beast	5,000
Dire Beast (very strong)	7,200
Leucrotta	700
Leucrotta (strong)	1,100
Scout	100
Sharaak, wendigo	2,900
Wight	700
Winter Wolf (standard)	700
Winter Wolf (very strong)	1,100
Wolf	50
Wraith	1,800

Non-Combat Awards

Task or accomplishment	XP per Char.
Permanently destroy Sharaak	500
Per rescued hunter*	200
Reach demon larder (Encounter 4)	100
Saving the shrine (no bloodshed)	200
Saving the shrine (bloodshed)	100

* Including Rath, even if he is killed in Encounter 8.

The **minimum** total award for each character participating in this adventure is **4,500 experience points**.

The **maximum** total award for each character participating in this adventure is **6,000 experience points**.

Treasure

The characters receive the following treasure, divided up amongst the party. Characters should attempt to divide treasure evenly whenever possible. Gold piece values listed for sellable gear are calculated at their selling price, not their purchase price.

Consumable magic items should be divided up however the group sees fit. If more than one character is interested in a specific consumable magic item, the DM can determine who gets it randomly should the group be unable to decide.

Permanent magic items are divided according to a system. See the sidebar if the adventure awards permanent magic items.

Treasure Awards

Item Name	GP Value
Base reward	100 gp
Bonus reward	100 gp
Dire bear fur	75 gp
Furs	1,000 gp
Wendigo Larder coins	23 gp
Silvered short sword	110 gp

Boots of the Winterlands

Wondrous item, uncommon (requires attunement)

A description of this item is in the *Dungeon Master's Guide*. Wearing these boots causes the wearer and his or her clothes to change very subtly, looking just a bit more gaunt, hungry and wild.

Potion of Resistance (Cold)

Potion, uncommon

A description of this item is in the *Dungeon Master's Guide*.

Renown

All faction members earn one renown point for participating in this adventure.

Order of the Gauntlet members earn one renown point if they permanently destroy the wendigo.

Emerald Enclave members earn one renown point if they prevent the sacred pool of Eldath from being desecrated.

Permanent Magic Item Distribution

D&D Adventurers League has a system in place to determine who is awarded permanent magic items at the end of a session. Each character's log sheet contains a column to record permanent magic items for ease of reference.

- If the players at the table agree on one character taking possession of a permanent magic item, that character gets the item.
- In the event that one or more characters indicate an interest in possessing a permanent magic item, the character that possesses the fewest permanent magic items gets the item. If there is a tie in the total number of permanent magic items owned by contesting characters, the item's owner is determined randomly by the DM.

Downtime

Each character receives **10 downtime days** at the conclusion of this adventure.

DM Rewards

You receive **875 XP, 400 gp, and 10 downtime days** for running this session.

Appendix I:

NPC / Monster Statistics

Babau

Medium fiend (demon), chaotic evil

Armor Class 16 (natural armor)

Hit Points 82 (11d8 + 33)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	16 (+3)	16 (+3)	11 (+0)	12 (+1)	13 (+1)

Skills Perception +5, Stealth +5

Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 15

Languages Abyssal

Challenge 4 (1,100 XP)

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

At will: *darkness*, *dispel magic*, *fear*, *heat metal*, *levitate*

Actions

Multiattack. The babau makes two melee attacks. It can also use Weakening Gaze before or after making these attacks.

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

Spear. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft., or range 20/60 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage, or 8 (1d8 + 4) piercing damage when used with two hands to make a melee attack.

Weakening Gaze. The babau targets one creature that it can see within 20 feet of it. The target must make a DC 13 Constitution saving throw. On a failed save, the target deals only half damage with weapon attacks that use Strength for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Demon Wolf (Barlgura)

Large fiend (demon), chaotic evil

Armor Class 15 (natural armor)

Hit Points 68 (8d10 + 24)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	7 (-2)	14 (+2)	9 (-1)

Saving Throws Dex +5, Con +6

Skills Perception +5, Stealth +5

Damage Resistances cold, fire, lightning

Damage Immunities poison

Condition Immunities poisoned

Senses blindsight 30 ft., darkvision 120 ft., passive Perception 15

Languages Abyssal, telepathy 120 ft.

Challenge 5 (1,800 XP)

Innate Spellcasting. The barlgura's spellcasting ability is Wisdom (spell save DC 13). The barlgura can innately cast the following spells, requiring no material components:

1/day each: *entangle*, *phantasmal force*

2/day each: *disguise self*, *invisibility* (self only)

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

Running Leap. The barlgura's long jump is up to 40 feet, and its high jump is up to 20 feet when it has a running start.

Actions

Multiattack. The barlgura makes three attacks: one with its bite and two with its fist.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage.

Fist. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (1d10 + 4) bludgeoning damage.

Dire Beast (Abominable Yeti)

Huge monstrosity, chaotic evil

Armor Class 15 (natural armor)

Hit Points 137 (11d12 + 66)

Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	10 (+0)	22 (+6)	9 (-1)	13 (+1)	9 (-1)

Skills Perception +5, Stealth +4

Damage Immunities cold

Senses darkvision 60 ft., passive Perception 15

Languages –

Challenge 9 (5,000 XP)

Fear of Fire. If the beast takes fire damage, it has disadvantage on attack rolls and ability checks until the end of its next turn.

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

Snow Camouflage. The beast has advantage on Dexterity (Stealth) checks made to hide in snowy terrain.

Actions

Multiattack. The beast can use its Chilling Gaze and makes two claw attacks.

Claw. Melee Weapon Attack: +11 to hit, reach 5 ft., one target. **Hit:** 14 (2d6 + 7) slashing damage plus 7 (2d6) cold damage.

Chilling Gaze. The beast targets one creature it can see within 30 feet of it. If the target can see the yeti, the target must succeed on a DC 18 Constitution saving throw against this magic or take 21 (6d6) cold damage and then be paralyzed for 1 minute, unless it is immune to cold damage. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If the target's saving throw is successful, or if the effect ends on it, the target is immune to this beast's gaze for 1 hour.

Cold Breath (Recharge 6). The beast exhales a 30-foot cone of frigid air. Each creature in that area must make a DC 18 Constitution saving throw, taking 45 (10d8) cold damage on a failed save, or half as much damage on a successful one.

Leucrotta*

Large monstrosity, chaotic evil

Armor Class 14 (natural armor)

Hit Points 67 (9d10 + 18)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	15 (+2)	9 (-1)	12 (+1)	6 (-2)

Skills Deception +2, Perception +3

Senses darkvision 60 ft., passive Perception 13

Languages Abyssal, Gnomish

Challenge 3 (700 XP)

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

Kicking Retreat. If the leucrotta attacks with its hooves, it can take the Disengage action as a bonus action.

Mimicry. The leucrotta can mimic animal sounds and humanoid voices. A creature that hears the sounds can tell they are imitations with a successful DC 14 Wisdom (Insight) check.

Rampage. When the leucrotta reduces a creature to 0 hit points with a melee attack on its turn, It can take a bonus action to move up to half its speed and make an attack with its hooves.

Actions

Multiattack. The leucrotta makes two attacks: one with its bite and one with its hooves.

Bite. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. **Hit:** 8 (1d8 + 4) piercing damage. If the leucrotta scores a critical hit, it rolls the damage dice three times, instead of twice.

Hooves. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. **Hit:** 11 (2d6 + 4) bludgeoning damage.

* Volo's Guide to Monsters.

Scout

Medium humanoid (any race), any alignment

Armor Class 13 (leather armor)

Hit Points 16 (3d8 + 3)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	12 (+1)	11 (+0)	13 (+1)	11 (+0)

Skills Nature +4, Perception +5, Stealth +6, Survival +5

Senses passive Perception 15

Languages Common

Challenge 1/2 (100 XP)

Keen Hearing and Sight. The scout has advantage on Wisdom (Perception) checks that rely on hearing or sight.

Actions

Multiattack. The scout makes two melee attacks or two ranged attacks.

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

Longbow. *Ranged Weapon Attack:* +4 to hit, range 150/600 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

Sharaak, wendigo*

Medium fiend (demon), chaotic evil

Armor Class 13 (16 with mage armor)

Hit Points 66 (12d8 + 12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	16 (+3)	12 (+1)	17 (+3)	10 (+0)	16 (+3)

Skills Arcane +6, History +6, Perception +3

Damage Resistances cold

Senses darkvision 60 ft., passive Perception 13

Languages Abyssal, Common, telepathy 120 ft.

Challenge 7 (2,900 XP)

Spirit Ancestry. Sharaak has advantage on saving throws against being charmed, and magic can't put it to sleep.

Legendary Resistance (2/Day). If Sharaak fails a saving throw, it can choose to succeed instead.

Spellcasting. Sharaak is a 12th-level spellcaster. It's spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). It has the following wizard spells prepared:

Cantrips (at will): *chill touch*, *mage hand*, *message*, *prestidigitation*, *ray of frost*, *shocking grasp*

1st level (4 slots): *feather fall*, *mage armor*, *shield*, *thunderwave*

2nd level (3 slots): *gust of wind*, *invisibility*, *misty step*

3rd level (3 slots): *counterspell*, *fear*, *lightning bolt*

4th level (3 slots): *greater invisibility*, *ice storm*

5th level (2 slots): *cone of cold*, *dominate person*

6th level (1 slot): *chain lightning*

Actions

Freezing Claws. *Melee or Ranged Weapon Attack:* +9 to hit, reach 5 ft. or range 20 ft./60 ft., one target. *Hit:* 9 (1d6 + 6) piercing damage, or 10 (1d8 + 6) piercing damage if used with two hands to make a melee attack, plus 3 (1d6) cold damage.

* Re-flavored Aerisi Kalinoth from *Princes of the Apocalypse*. Changed resistance and some of the spells to make a better fit (incorporeal flying demons for example do not need fly or gaseous form).

Wight

Medium undead, neutral evil

Armor Class 14 (studded leather)

Hit Points 45 (6d8 + 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	16 (+3)	10 (+0)	13 (+1)	15 (+2)

Skills Perception +3, Stealth +4

Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical weapons that aren't silvered

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 13

Languages Common

Challenge 3 (700 XP)

Sunlight Sensitivity. While in sunlight, the wight has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Actions

Multiattack. The wight makes two longsword attacks or two longbow attacks. It can use its Life Drain in place of one longsword attack.

Life Drain. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) necrotic damage. The target must succeed on a DC 13 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

A humanoid slain by this attack rises 24 hours later as a zombie under the wight's control, unless the humanoid is restored to life or its body is destroyed. The wight can have no more than twelve zombies under its control at one time

Longsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) slashing damage, or 7 (1d10 + 2) slashing damage if used with two hands.

Longbow. *Ranged Weapon Attack:* +4 to hit, range 150/600 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

Winter Wolf

Large monstrosity, neutral evil

Armor Class 13 (natural armor)

Hit Points 75 (10d10 + 20)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	14 (+2)	7 (-2)	12 (+1)	8 (-1)

Skills Perception +5, Stealth +3

Damage Immunities cold

Senses passive Perception 15

Languages Common, Giant, Winter Wolf

Challenge 3 (700 XP)

Keen Hearing and Smell. The wolf has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Pack Tactics. The wolf has advantage on attack rolls against a creature if at least one of the wolf's allies is within 5 feet of the creature and the ally isn't incapacitated.

Snow Camouflage. The wolf has advantage on Dexterity (Stealth) checks made to hide in snowy terrain.

Actions

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be knocked prone.

Cold Breath (Recharge 5-6). The wolf exhales a blast of freezing wind in a 15-foot cone. Each creature in that area must make a DC 12 Dexterity saving throw, taking 18 (4d8) cold damage on a failed save, or half as much damage on a successful one.

Wolf

Medium beast, unaligned

Armor Class 13 (natural armor)

Hit Points 11 (2d8 + 2)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	12 (+1)	3 (-4)	12 (+1)	6 (-2)

Skills Perception +3, Stealth +4

Senses passive Perception 13

Languages –

Challenge 1/4 (50 XP)

Keen Hearing and Smell. The wolf has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Pack Tactics. The wolf has advantage on attack rolls against a creature if at least one of the wolf's allies is within 5 feet of the creature and the ally isn't incapacitated.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) piercing damage. If the target is a creature, it must succeed on a DC 11 Strength saving throw or be knocked prone.

Wraith

Medium undead, neutral evil

Armor Class 13

Hit Points 67 (9d8 + 27)

Speed 0 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
6 (-2)	16 (+3)	16 (+3)	12 (+1)	14 (+2)	15 (+2)

Damage Resistances acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical weapons that aren't silvered

Damage Immunities necrotic, poison

Condition Immunities charmed, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses darkvision 60 ft., passive Perception 12

Languages Common

Challenge 5 (1,800 XP)

Incorporeal Movement. The wraith can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Sunlight Sensitivity. While in sunlight, the wraith has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Actions

Life Drain. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 21 (4d8 + 3) necrotic damage. The target must succeed on a DC 14 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0

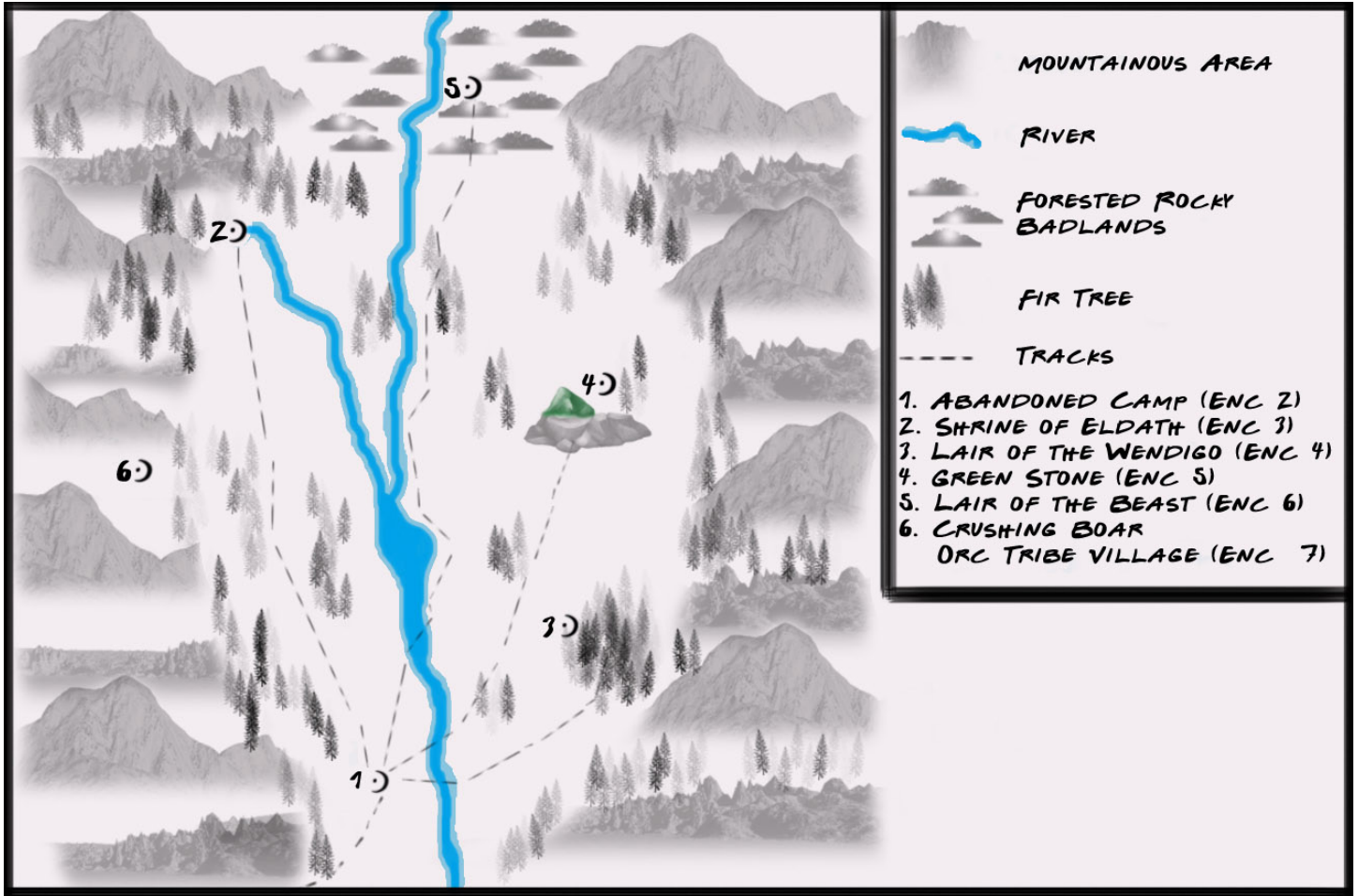
Create Specter. The wraith targets a humanoid within 10 feet of it that has been dead for no longer than 1 minute and died violently. The target's spirit rises as a specter in the space of its corpse or in the nearest unoccupied space. The specter is under the wraith's control. The wraith can have no more than seven specters under its control at one time.

Appendix II: Maps

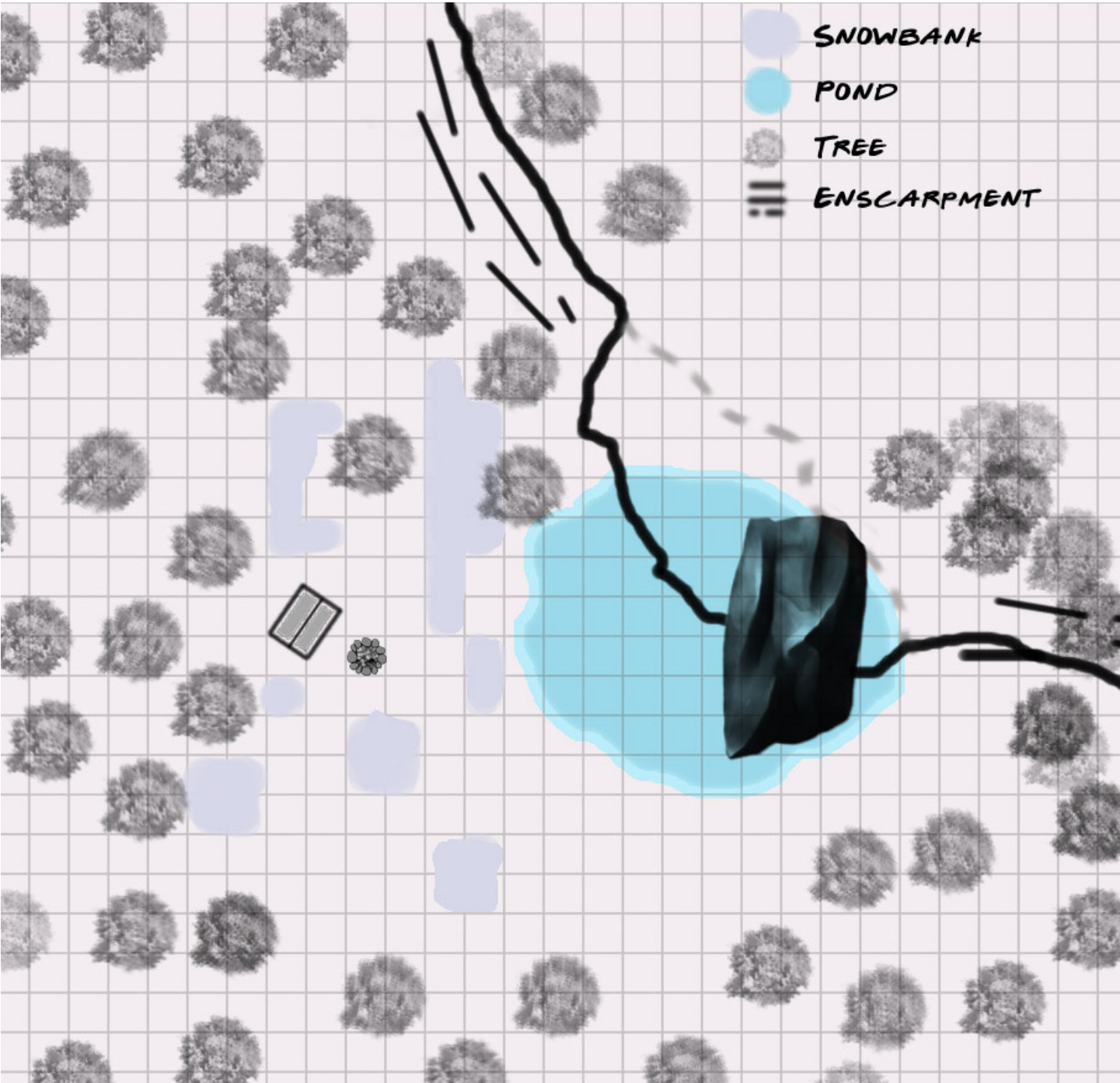
Green Stone Valley: No Labels



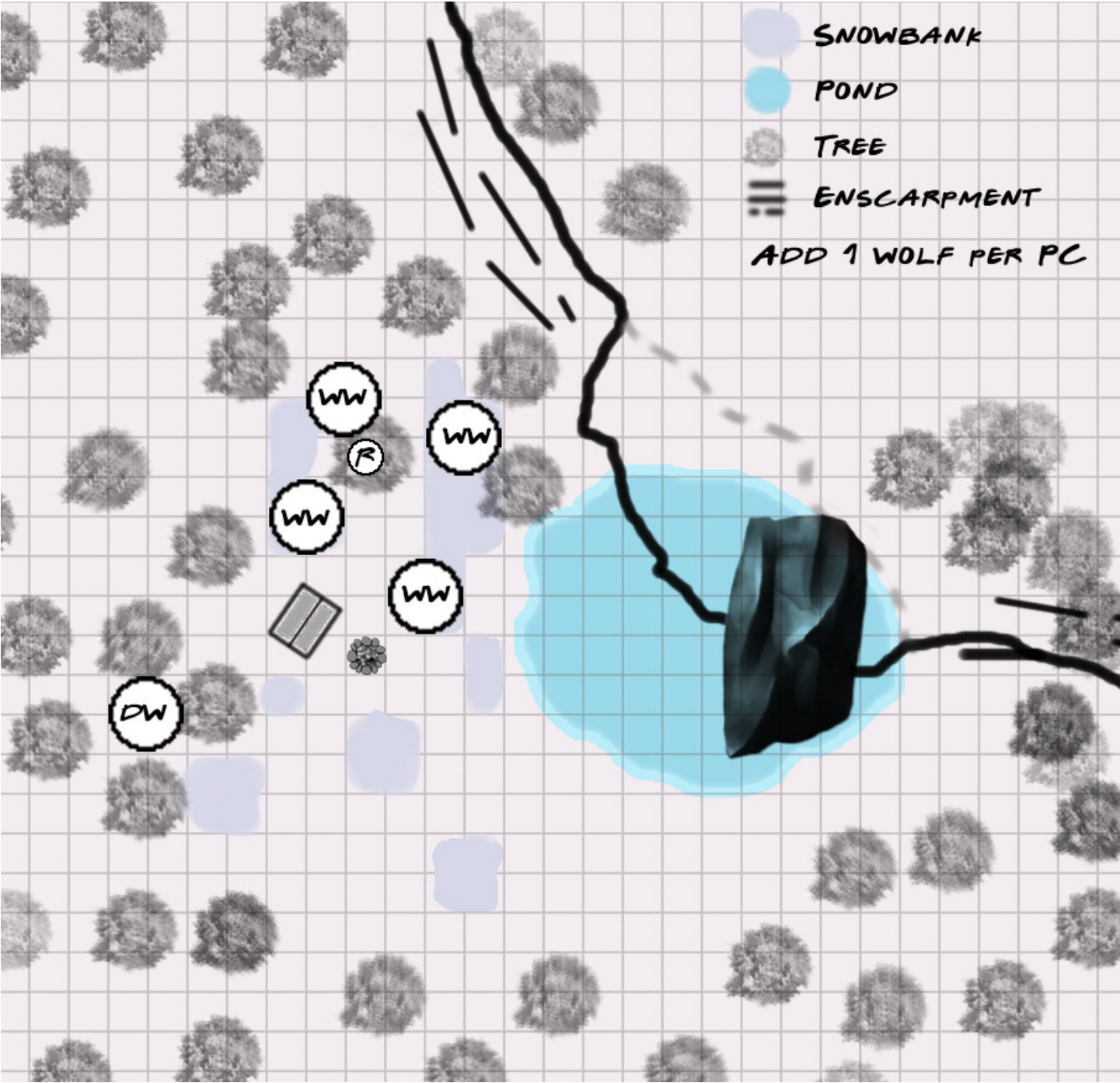
Green Stone Valley: Labeled



Encounter 2: Campsite (No details)

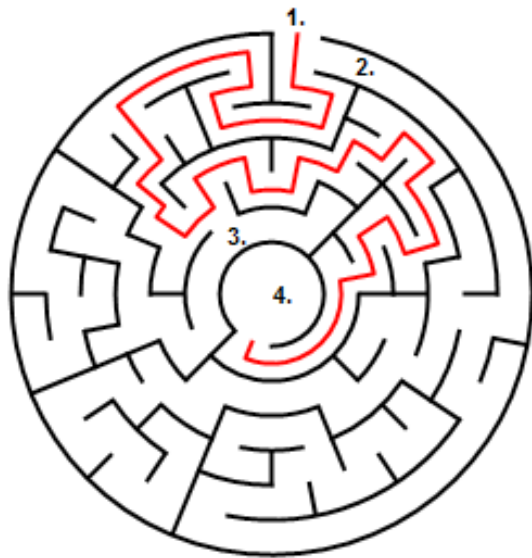


Encounter 2: Campsite (Details)

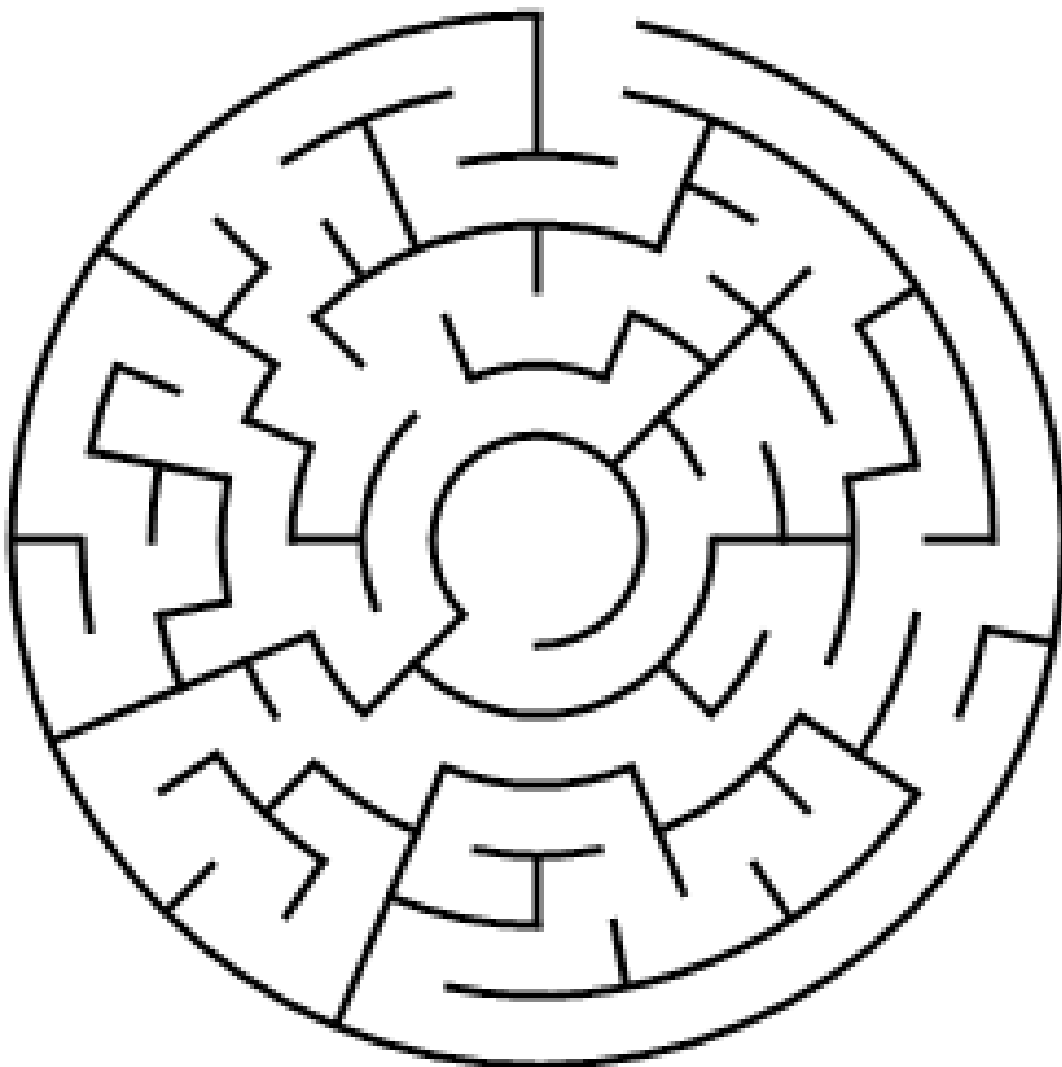
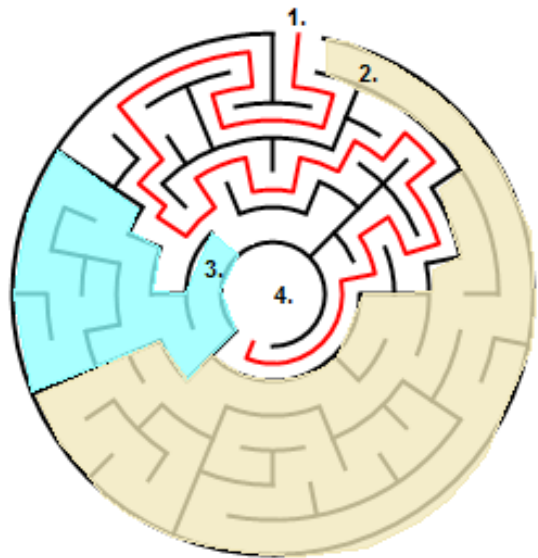


Encounter 4: Demon Larder

— = Most used track



— = Most used track



Appendix III: Time Keeping

Area	T1	T2	T3	T4	T5	T6	T7
Shrine (Encounter 3)	W	W	–	–	–	–	–
Larder (Encounter 4)	–	–	–	–	–	–	W
Green Stone (Encounter 5)	–	–	–	–	–	W	–
Beast (Encounter 6)	–	–	–	–	W	–	–
Orcs (Encounter 7)	–	–	W	W	–	–	–

The gray letters are where the wendigo goes without character interference. Place a marker of your choice at the shrine/T1 area at the end of Encounter 2. When the characters deal with an encounter with the wendigo present, move the marker to next area it goes to and modify those encounters accordingly. For example, if the PCs chase the wendigo away during turn 1 at the shrine, move the counter to the orcs at turn 2 and barring actions by the characters to the beast in Turn 4.

Note that if the wendigo arrives at an area where the characters already have been, it still spends the same number of turns in the area, but it does not change the outcome for the characters. If the orcs defeated the attacking corrupted wolves in Turn 2 with the aid of the characters, the wendigo does not suddenly reverse the effect!

Handout 1: List of Hunters

- **Akaron Delgath:** human male, handsome, considered a bit of a peacock but deadly with a bow.
- **Iona Silvertree:** human female, tomboy, stubborn, keeps her distance from people.
- **Kartoss Everbark:** human male, Mildred's brother. Talkative and dependable. Always bickering with his sister.
- **Mildred Everbark:** human female, Kartoss' sister. As talkative as her brother, a bit cruel with her sharp tongue, especially towards the rich.
- **Olgert Korrel:** human male, missing his right eye, spiteful complainer.
- **Pator Greenbulk:** half-orc male, gaunt silent man with a temper.
- **Rath Fellhart:** human male, thin and bald, bit of a coward, but very skilled with traps.
- **Terril Blackcloak:** human male, 14 year old apprentice of Pator, enthusiastic and talented with the bow.
- **Whistler:** half-orc male, big even for a half-orc, has a tendency to whistle, good with a knife, difficult to anger.