

RTK1-03

SKIRMISH

A One-Round D&D LIVING GREYHAWK[®]

Ratik Regional Adventure

Version 1

by Matt Lau

For the Frost Barbarians, vengeance is a dish best served cold. An adventure for character levels 1-4. Part one of the Cold War Series.

DUNGEONS & DRAGONS, D&D, GREYHAWK and RPGA are registered trademarks of Wizards of the Coast, Inc. LIVING GREYHAWK is a trademark of Wizards of the Coast, Inc. Scenario detail copyright 2001 by Wizards of the Coast, Inc. ALL RIGHTS RESERVED. This scenario is intended for tournament use only and may not be reproduced without approval of the RPGA Network.

This is an RPGA® Network scenario for the Dungeons & Dragons® game. A four-hour time block has been allocated for each round of this scenario, but the actual playing time will be closer to three hours. The rest of the time is spent in preparation before game play, and scoring after the game. The following guidelines are here to help you with both the preparation and voting segment of the game. Read this page carefully so that you know and can communicate to your players the special aspects of playing an RPGA scenario.

PREPARATION

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

Read this entire adventure at least once before you run your game. Be sure to familiarize yourself with any special rules, spells, or equipment presented in the adventure. It may help to highlight particularly important passages.

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

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

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

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

The players are free to use the game rules to learn about equipment and weapons their characters are carrying. That said, you as the DM can bar the use of even core rule books during certain times of play. For example, the players are not free to consult the *Dungeon Master's Guide* when confronted with a trap or hazard, or the *Monster Manual* when confronted with a monster.

Some of the text in this scenario is written so that you may present it as written to the players, while other text is for your eyes only. Text for the players will be in gray boxes. It's strongly recommended that you paraphrase the player text instead of reading it aloud. Some of this text is general and must be adapted to the specific situation or to actions of the player characters.

SCORING

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

1. No-vote scoring: The players write their names and RPGA numbers on the scoring packet grid. You fill in the top of the grid. That is all. No one is rated. This method is used for people who are just playing for fun.
2. Partial scoring: The players rate the game master and the scenario on their player voting sheet, and provide personal information, but don't vote for other players. The game master rates the scenario and completes personal and event information, but does not rate the players as a team or vote for players. This method is used when there is no competition, but the event coordinator wants information on how the game masters are performing, or the game master wants feedback on his or her own performance.
3. Voting: Players and game masters complete the entire packet, including voting for best player. If this method is used, be sure to allow about 15-20 minutes for the players to briefly describe their characters to the other players, and about 5-10 minutes for voting. This method is used when the players want to know who played the "best" amongst the group, or when the adventure is run in tournament format with winners and prizes.

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

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

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

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

LIVING GREYHAWK TIER STRUCTURE

Because players bring their own characters to LIVING GREYHAWK campaigns, this adventure is tiered. Basically, the challenges in this adventure are proportioned to the average character level of the characters participating in the adventure. To determine the tier that you will use to run this adventure, add the character levels of all the characters. In addition, add the levels of any cohorts or animals according to the values on their certificates. Cross-reference the total and the number of players participating in the game using the chart below to determine the tier used for this adventure.

	<u>4 players</u>	<u>5 players</u>	<u>6 players</u>	<u>7 players</u>	<u>Lvl Cap</u>
T1:	4-12	5-13	6-14	7-15	4 th
T2:	13-22	14-24	15-26	16-28	6 th

The level cap indicated is the highest level of character allowed to play this adventure. Characters of levels higher than the highest level shown for the highest tier cannot be played.

IS IT A FULL MOON?

Since the hazards of lycanthropy are a current part of the LIVING GREYHAWK campaign, it may be necessary to determine if this adventure takes place during a full moon. For game purposes, the full moon lasts three days of each month. For a given scenario that does not state the phase of the moon, roll 1d10 before play begins. On a result of 1, the first day of the scenario is a night of the full moon (roll 1d3 to determine where in the sequence of three nights it falls).

LIFESTYLE

At the beginning of every scenario, each PC is required to pay upkeep costs matching the level of lifestyle they wish to maintain. The lifestyles, and the effects that each has on play, are:

Destitute: You have no living space, and must carry all your gear everywhere. You eat poor quality food. You wear a peasant outfit, your only change of clothes.

Poor: You sleep in poor accommodations, and eat poor quality food. You wear a peasant outfit, and have two sets of clothing.

Common: You have common lodgings, and eat common quality food. You have normal clothing for your profession (adventuring); nothing fancy. You probably have two or three sets of clothing.

High: You stay in good quality lodgings, and eat good quality food. You wear anything in value up to courtier's outfits, and generally buy a new set of clothing every two weeks.

Luxury: You have luxurious accommodations (twice the cost of good accommodations), and you eat excellent foods. You can throw a banquet for your friends every day, and frequently do. You wear clothing up to the value of noble's outfit, and buy a new set of clothes every week.

Lifestyles come with bonuses or penalties to Diplomacy, Intimidate, Disguise, and Bluff skill checks. These penalties, shown below, should be applied at the DM's discretion, and can sometimes backfire—for example, a PC with a poor lifestyle would not have a penalty when talking to a beggar, but would when talking to a city official. A PC with a high lifestyle should have a penalty when dealing with a group of street thugs, where a PC with a destitute lifestyle might not.

DMs are encouraged to role-play these reactions whenever possible.

Lifestyle Cost	Skill Modifier	
Destitute	14 sp	-2
Poor	43 sp	-1
Common	12 gp	0
High	250 gp	+1
Luxury	500 gp	+2

ADVENTURE SUMMARY AND BACKGROUND

Relations with the Frost Barbarians in the Timberway forest have been strained as of late. Several of the clans have begun encroaching on Ratik territory and have become increasingly belligerent and aggressive. Because of the Lady Baroness's inactivity, House Ulthek has attempted to negotiate on their own with reasonable success, but recently the Fruztii seem to lay claim to larger areas and attempt to intimidate the Ratikkan loggers and trappers camps out of their forest.

This is the current scenario as an agent from House Devonmeek arrives in the Timberway with a small group in order to upset the balance further. They hire a band of cutthroats native to the Timberway to attack and raze one of the barbarian lumber camps. They also (in part two) seek out a renegade group of Fruztii in order to attack and raze Ratik lumber camps as well.

House Devonmeek is the one noble house that has something to lose by the development of Ratik's navy. They have always been the primary supplier of agricultural crops, and could always demand a heavy price from the dwarves and other miners who can't eat gold and gems. However, a strong navy means increased overseas trade and an end to the heyday of House Devonmeek. At least that's how it appears on the surface. Actually, the Administrator of Agriculture in House Devonmeek is being manipulated by a Scarlet Brotherhood spy. The Brotherhood has enough to worry about with the Sea Barons and has no desire to see Ratik become a military power in the sea as well. The influence of the Scarlet Brotherhood in House Devonmeek will be exposed in later years.

PLOT SUMMARY

The PCs are heading north as part of a caravan through the Timberway. They are accompanied by soldiers returning to their homelands as well as diplomats, merchants, traders, etc... Ahead, they see smoke rising through the trees and hear the sounds of battle. The Frost barbarians are in the midst of attacking a Ratik lumber camp. After the battle, a Ranger of the Order of the Hart—Bareg Treesplitter—tells the party that he has no idea what provoked an attack from the Fruztii. Accompanying one of the diplomats from Marner who came with the caravan, the PCs head north seeking the barbarians.

Along the way they find a young boy, obviously a Fruztii, who has been mauled by a boar. Bringing the boy into the camp will allow the PCs to negotiate with the barbarians. Their leader is Gulv Ghostbear of Clan Ghostbear. His wife and son were killed when "Raikscum" burned one of their camps to the ground. He says there can be no peace until the guilty are brought forward and gives the PCs three days to deliver the villains; otherwise he will unite the clans loyal to him and his folk in a war against Ratik. Investigating the site of the burned Fruztii camp, the PCs find a masterfully carved ivory throwing knife, which can be tracked back to the Rogue—Margal the Unseen—and his band of thugs. After defeating the thugs and returning to Gulv, he will make peace with the PCs and return to his homelands so that he may mourn the loss of his family.

INTRODUCTION

The PCs are assumed to be heading north through the Timberway accompanying a caravan. Have the players come up with some explanation of why they are heading this way. If this is their home region they could easily be visiting friends or relatives. They may be looking for

deals on various furs. Or perhaps they are just sightseeing.

Winter is drawing to a close and the cold air of the Timberway region turns your breath into swiftly vanishing streamers of mist. The caravan has been traveling without incident for several hours since breaking for a midday meal. Three wagons, several riders, and a dozen or so people on foot share this path. The woods themselves are both silent and magnificent. The only noise comes from the caravan itself: The racket of wooden wheels grinding, the occasional billowing snort from a horse, and the idle chatter between several travelers.

Here the PCs have a chance to talk with NPCs and pick up clues and rumors from all over Ratik. The other travelers are two soldiers returning home from Ratikhill, a moneylender, a fur trader, and a diplomat from Marner accompanied by his bodyguard.

Krendle Woodblade, male human Warrior CR ½; Medium-size Humanoid (human); HD 1d10+3; hp 9; Init +1; Spd 30 ft.; AC 13 (touch 11, flatfooted 12); Atk +3 melee (1d8+2 [crit 19-20], longsword); AL N; SV Fort +2, Ref +1, Will -1; Str 15, Dex 12, Con 11. Int 10, Wis 9, Cha 12. Height 5 ft. 8 in.

Skills and Feats: Climb +5, Handle Animal +4, Jump +5; Combat Reflexes, Toughness.

Possessions: longsword, large wooden shield, pouch containing 15 sp and 28 cp.

A bulky man with long red hair and a bushy mustache, Krendle is excited to be so close to his homelands. He will talk enthusiastically about his wife and how she should be only a few weeks away from delivering their second child. He is a soldier in the Ratik army and has been away for six months at the Ratikhill fortification along with his companion:

Dulban Brightshaft, male human Warrior CR ½; Medium-size Humanoid (human); HD 1d10; hp 6; Init +6; Spd 30 ft.; AC 12 (touch 12, flat-footed 10) [[+2 Dex]]; Atk +3 ranged (1d8/x3, longbow), or +1 melee (1d6/19-20, shortsword); AL NG; SV Fort +2, Ref +2, Will -1; Str 11, Dex 14, Con 10, Int 12, Wis 11, Cha 9. Height 5 ft. 6 in.

Skills and Feats: Climb +4, Jump +4, Ride +6, Swim +4; Point Blank Shot, Improved Initiative.

Possessions: Longbow, short sword, quiver with 12 arrows, pouch containing 10 sp and 8 cp.

A wiry man, with a clean-shaven face and his hair pulled back in a topknot, Dulban is younger and rolls his eyes when Krendle speaks of his wife. Both of the Ratikkan soldiers have nothing good to say about Sir Gatoril and the Ratikhill campaign. They call him a fool on a fool's quest. Giants and ogres in the past have inflicted heavy casualties on Ratik's human and dwarf infantry over the past several months.

☛ **Corbryn the Counter, Male human Exp1:** a gaunt, middle-aged man who squints constantly, is in the employ of a moneylender from Marner. Several of the lumber guilds have been delinquent on their debts and he is visiting them to check on their ability to repay their loans. He is riding a light horse. He will talk about the woeful business practices of the lumber guilds in the north. He refers to them as untrustworthy and a poor investment.

☛ **Fremm Silverfur:** Male human Exp1; a comely man dressed in fine clothing, Fremm is a fur merchant returning to the Timberway to purchase another load of furs to bring back to the more urban areas. He rides atop an empty wagon. He will ask anyone that speaks with him whether they serve the interests of any of the noble houses. Should they answer in the negative he will go on and on about how they steal from the coffers of those who work for a living and will offer much helpful advice on how to avoid taxation.

☛ **Hayv the Tactful, male human Ar1:** CR ½; Medium-size Humanoid (human); HD 1d8+1; hp 6; Init +1; Spd 30 ft.; AC 13 (touch 11, flatfooted 12); Atk +0 melee (1d6/18-20, rapier); AL LN; SV Fort +0, Ref +1, Wil +2; Str 10, Dex 13, Con 12, Int 11, Wis 14, Cha 10. Height 5 ft. 6 in.

Skills and Feats: Bluff +5, Diplomacy +5, Gather Information +5, Read Lips +5, Sense Motive +9; Skill Focus (Sense Motive), Iron Will.

Possessions: Leather armor, rapier, pouch containing 30gp.

A short, balding man wrapped in several thick fur coats, Hayv has a reputation in the Marner court for being able to sense what someone wants and has handled many negotiations between the late archbaron and the noble houses. He has come of his own accord to attempt to smooth over the hostilities in the area. Hayv rides a gray riding horse.

☛ **Zayla Steeledge, female human War2:** CR 1; Medium-size Humanoid (human); HD 2d10+4; hp 16; Spd 20; AC 17 (touch 11, flat-footed 16; Atk +4 melee (1d6+2/18-20, scimitar), or +2r ranged (1d4, sling); AL NG; SV Fort +3, Ref +0, Wil +1; Str 14, Dex 12, Con 15, Int 9, Wis 10, Cha 8. Height 6 ft.

Skills and Feats: Climb +4, Intimidate +3, Listen +2, Ride +4, Spot +2; Alertness, Combat Reflexes.

Possessions: chainmail, buckler, scimitar, sling, pouch with 12 bullets, pouch with 10 cp.

A tall, statuesque woman with a ruddy complexion betraying her Flannae blood, Zayla is a sell sword and has very little desire to engage in conversation. She will eye warily anyone who approaches Hayv. Zayla walks alongside Hayv's mount.

The other two wagons are laden with supplies and foodstuffs destined for various villages and settlements. Any other riders or walkers are merely visitors or

returning visitors carrying small bundles of personal belongings.

ENCOUNTER 1

After the PCs have a chance to become acquainted with some of their companions continue to the battle in progress. Have everyone roll a Listen check (DC 12) to hear the “distant chanting and beating of wood on wood” (the precursor to the barbarians attack), followed by a Spot check (DC 14) to see the “pillars of black smoke rising to the northwest.”

As they approach the area present the following:

The sound of the screams hits you first. A large section of forest has been cleared away before you, and amidst the broken ground and tree stumps lies the burning remains of a large camp. Several loggers attempt to defend themselves with axes; but they are being slaughtered quickly. The attackers are all large men wearing animal furs and wielding greataxes—and from their feral cries and the sheer ferocity of their attack, they must be Frost Barbarians.

Start the PCs at a distance of 200 feet from the battle. The arrival of reinforcements is badly timed for the attacking barbarian clan, since they are near the end of their rage (three rounds remaining). The barbarians will target any new attackers as they approach—as the lumberjacks here are no threat. The leader of the barbarians is Gulv Ghostbear. He is at the rear of the attack force along with his two henchmen: Brish and Kurg. They will keep their distance using their bows against strong-looking PCs. Once the PCs demonstrate that they have any martial skill at all, he will sound his horn to signal a retreat so as not to lose any of his men.

Tactics: On round one Krendle will pull Corbryn from his horse and vault into the saddle spurring it forward 50 ft., Dulban will grab his longbow and string it. Hayv tells Zayla to remain at his side. On round two Krendle rides forward another 100 ft., Dulban will continue to close and fire, until he is within 100 feet. On round three Krendle will vault from his horse and enter melee. At the end of round three the barbarians will come out of their rage and be exhausted for the remainder of the battle. Gulv will sound a retreat.

CREATURES:

☛ **Loggers:** male and female, human Com1.

TIER 1 (EL 4)

☛ **Barbarians, male human Bbn1 (4):** CR 1; Medium-size humanoid (human); HD 1d12+2; hp 12; Init +0, Spd 40 ft.; AC 12 (touch 10, flat-footed 12); Atk +5 melee (1d12+3 [crit x3], greataxe); AL CN; SV Fort +2, Ref +0, Will +0; Str 12, Dex 10, Con 10, Int 8, Wis 9, Cha 8. Height 6 ft.

Skills and Feats: Climb +7, Intimidate +3, Jump +7, Listen +3; Endurance, Weapon Focus (greataxe).

Special Attacks—**Rage (Ex):** hp 14, AC 10 (Touch 8, Flat-footed 14); Atk +5 melee (1d12+3/x3, greataxe); SV Fort +4, Will +2.

Possessions: Leather armor, greataxe.

TIER 2(EL 6)

➤ **Barbarians, male human Bbn1 (6):** hp 12, *see above*.

As the barbarians retreat read the following:

The last echoes of the horn blast replace the sounds of battle as weary barbarians retreat quickly into the depths of the forest. As the remainder of the barbarian force flees into the woods, you survey the sickening remains of the camp. Three children are on their knees sobbing over the body of a woman dealt a fatal blow to the chest. The agonizing groans of the wounded are barely heard over the roar of the flames, which consume tents, lumber piles, and several bodies of those who were too close. One man absently looks around for his severed hand.

There are five dead, three dying, and a dozen wounded loggers scattered about. Another dozen women and children will begin to arrive from the surrounding area crying out loudly while searching for loved ones. The three dying men can be saved by magical healing or a Heal check (DC 15) administered within the next five rounds.

ENCOUNTER 2

A man approaches. He is solidly built and handsome despite the bleeding from a gash on his forehead. His face and clothing is stained with soot and he continues gripping his handaxe with a white knuckled fist. “Many more would have died today had you not arrived, strangers. I am Bareg Treesplitter of the Order of the Hart. How are you called?”

Allow the PCs to introduce themselves, and then Bareg will continue.

Bareg grimaces with barely contained rage, gripping his axe with both hands. “We’ve had our problems with the Frosts lately, yes. But attacking a defenseless group of woodcutters? By Trithereons spear they will answer for this act.”

“This is not a time to draw up arms and add to the bloodshed.” chimes in a clear voice of noble bearing. Hayv the Tactful approaches; cautiously picking his way through the carnage. “A counterattack would only lead to war—a war which the northern nobles would be forced to stage on their own since Ratiks’ army is entrenched in the Ratikhill campaign. Our only course is diplomacy.” He unravels himself from his coat to extend an arm in greeting. “I am called Hayv, and I have come from Marnar to negotiate a lasting peace with our Fruztii neighbors.”

Bareg spits in disgust and Hayv draws back his hand. “My friend, I understand you have suffered great loss. But retaliating against the Frost barbarians will lead to more fighting; and more of this...” Hayv waves across the scorched battlefield. “You would spread your grief to your kin and countrymen in order to

sate your revenge?” Bareg hesitates, then—screaming—hurls his axe into a pyre of burning lumber. He walks off—seemingly exhausted—to help gather the bodies of the slain.

If the PCs do not approach Hayv, then he will approach them; asking for their assistance in seeking out the Frost barbarians. If they ask for a reward of some sort, he will explain that he is here of his own accord and not even as an official representative of the Arch baroness. He seeks to do some good and hopes that they will do the same.

Krendle and Dulban (if they survived, otherwise just Bareg) will gather the survivors and the bodies of the slain and join up with the caravan to head southwest to the nearest village, Pine Barrens. If the PCs ask the soldiers to accompany them, then they will decline—as they have friends and family in these parts to check on. They will wish the PCs good fortune.

Hayv intends to track down the barbarian raiding party in order to parley with their leader. He is prepared to leave immediately, but if the party needs to rest for a day to recover from wounds he will comply. If they leave immediately then a Search check (DC 10) will allow them to pick up the initial trail. Waiting a day increases the DC to 15.

ENCOUNTER 3

The fleeing barbarians left a trail that is easy enough to follow. After marching for several hundred paces, you locate a spot where they must have stopped for a minute to regroup and bind their wounds. Strips of bloody cloth and discarded bits of rations are scattered about. It will take a skilled ranger to continue following the group.

If someone has the Track feat, then they can attempt to follow the barbarians with a Wilderness Lore check (DC 15). Otherwise allow the PCs to search the area for additional clues. Either way they will somehow discover a badly wounded Fruztii boy.

If a ranger is tracking:

(Insert name of ranger) *walks at a swift pace glancing from side to side, pausing only for scant moments occasionally to inspect the ground. The trail leads along a natural pathway running alongside a narrow gully choked with undergrowth.*

Have the ranger make a Search check (DC 15) and everyone else a Spot check (DC 20). Whoever succeeds notices that something was dragged across the path, and careful inspection will reveal traces of blood smeared on some of the stones on the path. If everyone fails, have them make Listen checks (DC 15) to hear a rasping cry for help. The Fruztii boy lies in the gully, badly wounded but currently stable. Skip down to Finding the Boy.

If there is no Tracker in the group, everyone may attempt a Search check (DC 15). The PC who rolls the best check discovers what he believes to be a hidden trail used by the barbarians, but is actually a faint game trail.

The path is difficult to follow and your pace is reduced to a veritable crawl. The trail seems to lead toward a narrow gully choked with undergrowth. Suddenly you spot some obvious clues that let you know that you are on the right track: several dropped arrows and a torn bear fur cloak lie on the ground. Suddenly the brush ahead of you rustles slightly but quite noticeably.

Hopefully the PCs will approach cautiously and not rush to attack. If they do, you will need to modify the next section slightly.

Finding the boy:

Pushing aside the tangle of roots and brush filling the gully you discover a body. The furred boots and deerskin tunic and leggings mark him immediately as a Frost barbarian, but his most obvious feature is a huge rend in his abdomen. Clearing away his head and chest, you see the face of a boy who has probably not seen his thirteenth winter. His eyes are open, but they don't seem to register your presence.

☛ Gavek Pelthunter of Clan Ghostbear: Male human Com1. He is mortally wounded but is currently stable at -4 HP.

Gavek rushed off by himself three days ago to complete a rite of manhood (without his family's consent) by hunting and attempting to kill a wild boar. The boar mauled Gavek badly and he has been lying here for most of the day. Once he is carried out of the gully, his broken shortbow will be found under him. Gavek speaks only in Cold Speak. He is surprised to see the characters but is not afraid, as he knows nothing about the attacks on the logging camps. He simply wishes to return to his clan. If no PCs speak Cold Speak, then they can only communicate through Hayv. Anyone who speaks Suloise can understand a few broken words and phrases. Gavek can only travel once he has at least 1 HP, so what happens next depends on the PCs' capabilities. If Gavek is magically healed, he will be able to travel immediately; otherwise the PCs may need to camp here for a few days (which by the way also gives the barbarian raiders time to heal).

- If there is no tracker in the party, then the PCs will need Gavek to lead them to the barbarian camp.
- If there is a tracker in the party, then Gavek is lost and will need the PCs' help to return home.
- If the PCs leave Gavek and find the camp on their own, they will most likely be slaughtered when they walk into the Fruztii camp.

Lastly, if anyone thinks of it, they can attempt to track down the boar (either to kill it, or a druid may want it as an animal companion). A Wilderness Lore check (DC 15) will locate the boar within a few hours, taking "20" means it will take a full day to track it down. Once found, the boar will attack any one who disturbs it, unless someone performs an Animal Empathy check (DC 15).

☛ Boar (1): hp 16 (wounded, normally 22); see *Monster Manual* page 194.

The barbarian camp is a day's ride, or a two-day walk from here.

ENCOUNTER 4

There is a small community of Fruztii gathered at the camp. They are the survivors of a sneak attack on one of their settlements from several weeks ago. All of the surviving barbarians from Encounter One will be here (they each heal one point of damage for each day it took the PCs to get here), plus a number of fresh barbarians equal to that group, plus Gulv, Brish, and Kurg. There is also roughly four times that number in non-combatants.

After a full day of traveling through the Timberway, the expanse of pines continues endlessly. To the untrained eye the terrain looks identical to the last ten miles. To the skilled woodsman, this terrain is alien; outside the reaches of Ratik territory.

If Gavek is with the party, add the following:

Gavek looks around excitedly as the area becomes more familiar to him. Finally he dashes up a slight incline, and cresting a small hill points down the other side. "Home" he says with a broad smile.

Below is a large area of cleared land. There are dozens of tents made of animal skins scattered throughout the clearing. People clad in layers of fur toil about the camp, preparing for their evening meal.

There are pairs of guards at posts roughly 100 yards from camp. They will spot the PCs at a range of 100 feet unless they take any particular pains to approach stealthily. Have PCs make Spot checks (DC 12) to spot the sentries as they run back to camp. They will most likely be unable to capture them with their 100-foot head start. If they are about to be overrun, then they will split and try to sound their horns. If they are shot down with ranged weapons, then consider the negotiations failed before they start.

☛ Guards, male human Com1 (2): CR ½; Medium-size Humanoids (humans); HD 1d4; hp 3; Init +0; Spd 30 ft.; AC 10 (touch 10, flat-footed 10); Atk +0 melee (1d3 subdual, fist), or +1 ranged (1d6/x3, shortbow); AL N; SV Fort +0, Ref +0, Will +0; Str 10, Con 10, Dex 11, Wis 9; Int 8; Cha 10.

Skills and Feats: Listen +3, Spot +3; Martial Weapon Proficiency (shortbow), Weapon Focus (shortbow).

Possessions: shortbow, quiver w/ 20 arrows, ram horn.

As the PCs arrive, the men of the camp will be either assembled or hastily donning their armor and weapons (depending on how the PCs deal with the sentries), while the women rush children and valuables into tents. They will wait for a moment as Gulv Ghostbear pushes his way forward.

The barbarians stand before you with murder in their eyes. Spears are leveled before you and axes are brandished menacingly. They look uncertainly toward their leader. The huge barbarian at the front of the group glare at you levelly from beneath a helm adorned with a mighty set of stag antlers. He gives the impression of a predator ready to attack but awaiting an opening.

If the PCs arrive without Gavek, then a Diplomacy check (DC 20) must be made to prevent an immediate attack (Gulv speaks Common). If more than one person is talking, then increase the DC to 25. Should the PCs have the great misfortune of not bringing Gavek with them and all start talking at once, then chances are that the adventure will end right here in a massive battle with the Frost barbarians. If Gavek is here, then he will rush forward into the arms of a Fruztii woman who will begin chastising him rapidly in Coldspeak.

The barbarian leader draws in a breath through clenched teeth. He booms out in a resonant voice "I am Gulv Ghostbear of Clan Ghostbear. My clan has lived in these lands for sixteen generations. Since my youth we have lived in peace; hunting and harvesting the Timberway. But Ratik has drawn first blood against my kin. Why should we not kill you where you stand?"

From here, the negotiations should be relatively peaceful, provided nobody makes any inflammatory accusations or makes a move to attack. Allow the PCs to state their case—provided they speak one at a time; Gulv hates babbling. After a few minutes the barbarians will begin to relax their guards. Gulv will speak up once the PCs are finished.

"The way of your people has always been guile and treachery hidden behind fancy words. If you wish to talk peace then you must show that you can back your words with strength. One of you must match one of ours in a contest of strength. Who will be the champion of your words?"

Once the PCs select a champion, an enormous monster of a Fruztii emerges from a tent. Although he has the body of a colossus, his face is very young and bears a dull-witted smile as if he were retarded. He will attack right when someone says anything like: "What are the rules here?"

TIER 1 (EL 1/2)

Horg the Dim, male human War3: CR ½; Medium-size (barely) humanoid (human); HD 1d10+5; hp 15; Init -1; Spd 30 ft.; AC 9 (touch 9, flat-footed 9); Atk +5 melee (1d3+4 subdual, fist); AL N; SV Fort +5, Ref +1, Wil -2; Str 18, Dex 8, Con 15, Int 5, Wis 7, Cha 7. Height 6 ft. 11 in.

Skills and Feats: Jump +6, Ride +0; Toughness, Weapon Focus (Grappling).

TIER 2 (EL 2)

Horg the Dim, male human War3: CR 2; Medium-size (barely) humanoid; HD 3d10+9; hp 29; Init +3; Spd 30 ft.; AC 9 (touch 9, flat-footed 9); Atk +7 melee (1d3+4 subdual, fist); AL N; SV Fort +5, Ref -1, Wil -2. Str 18, Dex 8, Con 15, Int 5, Wis 7, Cha 7. Height 6 ft. 11 in.

Skills and Feats: Jump +7, Ride +1; Improved Initiative, Toughness, Weapon Focus (grappling).

Horg will attempt to wrestle the PC into submission. The PC does not need to win, he or she just needs to put up a decent fight or take the beating with grace. At the conclusion of the bout, read the following:

The barbarians roar with laughter during the bout; and as the final blow is struck a deafening cheer goes up. Spears are set aside and axes sheathed as many barbarians nod at your group with a look of satisfaction—and perhaps respect. Only Gulv remains grim; his face a mask of stone. "Come," he says finally, "Let us sit and discuss your claims of peace." He motions toward a large communal tent.

Gulv will speak with the PCs but not offer them any hospitality or food. He is very suspicious of any Ratikkans. He will divulge the following pieces of information during the course of their conversation.

- Gulv became the head of Clan Ghostbear only a week ago when the current leader, his uncle, was killed by Ratikkans attacking their camp.
- Gulv's wife and son were killed in that raid. That is what led him to form a war party and seek revenge.
- He will give the party 3 days to find those responsible for the attack. Otherwise he threatens to call a council of all the nearby Fruztii clans and unite them in a war against Ratik.
- The burned Fruztii camp is located at the SE corner of Crooked Bear Hill, which can be found with a Knowledge (Geography) or Intuit Direction check (DC 12), or Wilderness Lore (DC 15).

Also, if the party is running low on time at this point, Gulv will produce a badly scorched divor y knife, explaining that he pulled it from the burned body of his wife. The PCs can skip going to the actual site of the razed Fruztii camp (Encounter Five).

As the PCs prepare to leave, Hayv will remain behind in the company of the Fruztii. He will implore the PCs to hurry while he attempts to convince Gulv that Ratik is not behind the attack on their camp; and perhaps buy the PCs more time.

DM Note: At this point in the game, it becomes important to notify the players how much time it takes them to travel between locations and search for clues. When the PCs start to run low on time (approaching the three day deadline), they may start skipping time to rest and continue traveling through the night.

If a PC skips a day of rest, have them make a Fortitude Save (DC 12) or take 1d6 points of subdual damage. This damage cannot be recovered until the PC sleeps for at least four hours. If a PC skips a consecutive period of rest then they automatically take 1d6 points of subdual damage.

ENCOUNTER 5

It is a quarter days ride to this site, or a half-day on foot.

A large section of land has been cleared of trees in this region. The burned remains of the Fruztii camp sits here, vaguely reminiscent of the aftermath of your earlier battle at the Ratik camp. There are piles of ash that were once tents, lumber, and funeral pyres. The place is eerily silent.

Amidst the rubble and ash can be found a burned ivory throwing knife. It is masterfully carved and excellently balanced despite the intricate design carved into the handle. Also the initials "SC" are disguised in the décor. A Search check (DC 20) will turn it up after about an hour. Taking "20" means the Search takes a half day. The ivory knife is the signature weapon of Margal the Unseen. Normally he would have recovered the knife after using it to kill someone, but it slipped from his fingers, slick with the blood of Gulv's wife, and he was forced to flee from the spreading flames before he could recover it.

Some useful skills here would be:

Knowledge—Local (DC 10) or Bardic Knowledge (DC 10) or ANY Profession skill (DC 15) to have heard of the finest ivory carver in Ratik; a halfling named Scrimm Carvershaw who resides in the hamlet of Pine Vale (Encounter 6).

Bardic Knowledge (DC 20) to recall a cutthroat who uses ivory throwing knives to kill defenseless targets—usually women. His name is Margal the Unseen and he operates out of a town called Pine Barrens (in which case the PCs can skip Encounter Six).

In the event that the PCs cannot make any of these skill checks, then they must find someone who can. Their best bet would be to find the nearest town and start asking around. The nearest known town is Pine Barrens (the same town that their caravan continued on to).

Encounter 6

🏰Pine Vale: Population 80. It is a half days ride to this location, or a full day on foot.

Pine Vale is a secluded little town in a dense section of woods. It could easily be missed, as very little land is cleared of trees and there are only twenty or so buildings scattered about. Only a few folk seem to notice your arrival. A shirtless bearded man splitting logs with an axe stops and peers at you curiously, as do a group of children who are dueling with sticks.

The people here are quite isolated and don't see strangers very often. Everyone knows Scrimm, but refers to him as "the halfling." Anyone can give directions to his burrow cut into the side of a hill although most of the residents will be suspicious and reluctant to answer any detailed questions. Once they locate Scrimm's home continue:

You knock on a round door set into the side of a slight hill. Immediately a rasp voice cries out "No need to wake the dead I'm coming!" As the sound of deliberately loud footfalls approach the door you hear someone grumbling about pounding on a napping halflings' door. A disheveled, portly halfling wrenches the door open and looks at you through bloodshot eyes. "Well!?"

🔪 **Scrimm Carvershaw:** male halfling Exp6.

Scrimm made a good living as a carver in Marner and has been retired for several years in this quiet and remote town. He still does the occasional carving for anyone who seeks out his services, but he no longer runs a shop. Once the PCs request to speak with him he tells them:

"Well come on inside then. Daft lot who think they can carry on a conversation standing in a mans' doorway." Scrimm retreats into his hole. Once you duck inside you see that the walls are covered with dozens of fine ivory ornaments. Everything from the mundane teacup or scroll tube to the exotic arrowheads, fishing hooks, and many knives. "Sit down and have some tea then. Only a crude lout comes into a mans house and doesn't have some tea."

Scrimm is gruff but harmless. He has scores of knives, but will recognize the burned knife immediately and say it was part of a set of six sold to a human named Margal. Scrimm has yet to receive Margal's final payment for the knives. Scrimm had one of the boys in town deliver the set to Pine Barrens, to a tavern called the Sappers Tap. The boy came back with a black eye instead of the last hundred crowns. Scrimm is somewhat perturbed that his knife is in such bad condition, but he will be genuinely horrified if told that someone actually used one of his knives as a weapon:

"What kind of cretin will stab someone with a work of art?!"

Scrimm will also ask the PCs to get his 100 gp from Margal or to punch him one in the breadbasket for him. Should they actually turn over 100 gp to Scrimm (he doesn't really expect them to), he will reward them with one of his pieces.

ENCOUNTER 7

🏰Pine Barrens: population: 600. It is a quarter day's ride to this site from Pine Vale, or a half-day on foot. It is a half days ride from the Fruztii camp, or a full day on foot.

The land around Pine Barrens has been heavily deforested. Some of the land has been divided into small plots of land for

farming. Much of it has row upon row of sapling trees planted; a promise to replenish the forest for future generations. A lumber mill is the central feature of the town with many other buildings radiating out from there. There is a great deal of activity, as folk scurry about performing their daily tasks.

If the PCs came here through Scrimm's directions, then they know to look for the Sappers Tap.

If they skipped Scrimm because of a fortunate Bardic Knowledge roll, then they still need to locate him. A Gather Information check (DC 15) requires the expenditure of 1d10 sp and a quarter day of talking to town folk to be directed to The Sappers Tap. Multiple characters can search at once, but each of them must spend the 1d10 sp to attempt the roll.

If the PCs arrived here because they were lost and still need information regarding the knife, then they must make a Gather Information check (DC 15), each check costing 1d10 sp and roughly a quarter of a day of investigating. They will then learn that the SC stands for Scrimm Carvershaw who lives in Pine Vale (which means that they will most likely be sent there, then sent back here after talking to Scrimm).

THE SAPPERS TAP:

The interior of this building reeks of tobacco smoke, cheap ale, and sweat. A score of men and a few women occupy heavy oak tables. A mean-looking female dwarf wearing padded armor tends the bar. A few heads turn apathetically in your direction as you enter, then return to their own conversations. Although the patrons appear to be sedate and keeping to themselves, great tension hangs in the air of the main room. Even the two serving wenches look as if they are prepared to fight. Against the far wall a chalk target has been drawn at eye level for a human, and several men take turns throwing daggers.

Margal is one of the men throwing daggers (he is not using his ivory daggers though). He is engaged in a contest with three other patrons, none of whom are his men. His thugs are all sitting at a nearby table idly observing while eating their meals. Just about anyone in the bar could point out Margal to the PCs as he and his cronies are regulars here. Depending on how they approach Margal, he will claim ignorance, innocence, and arrogance. He will attempt to fight his way out by sneak attacking a PC once he realizes that he has been discovered. The following boxed text is a possible example of how this encounter could go, but may not be possible if the PCs just draw weapons and rush.

"You'd best not be making accusations like that lad, against a simple woodcutter. You'd best move on before you find your throat cut by a real murderer." He opens his coat, revealing a leather sheaf of daggers with ivory handles. Suddenly he looks instantly sober and nervous; closing his coat immediately. He glances past you and in a voice an octave higher says "Well, g'day constable."

Have each PC roll a Sense Motive check against Margal's Bluff attempt. Anyone failing to match his roll diverts

his attention away from him for the split second he needs to gain a surprise round. Anyone who makes the check may roll initiative and take a partial action during the surprise round. Margal will attempt to sneak attack any flatfooted targets. On round one initiative for Margal's thugs, who aren't quite as quick as their boss. They are somewhat loyal, but will not fight to the death to protect Margal if they can help it. The other patrons will all start fighting—mostly with each other—as they will avoid attacking any armed opponents (so they will attempt to attack PC monks unfortunately).

TIER 1 (EL 6)

➤ **Margal the Unseen, male human Rog3:** CR 3; Medium-size Humanoid (humanoid); HD 3d6+3; hp 17; Init +7; Spd 30 ft.; AC 15 (touch 13, flat-footed 12); Atk +5 melee (1d6/19-20, shortsword), or +5 ranged (1d4/20, thrown dagger); SA Rog sneak attack +2d6; SQ Rog Evasion, Uncanny Dodge; AL CE; SV Fort +2, Ref +6, Will +1; Str 10, Dex 16, Con 13, Int 12, Wis 9, Cha 12. Height 5 ft. 9 in.

Skills and Feats: Appraise +7, Bluff +7, Diplomacy +7, Escape Artist +9, Gather Information +7, Hide +9, Listen +5, Move Silently +9, Open Lock +9, Tumble +9; Improved Initiative, Quick Draw, Weapon Finesse (Shortsword).

Possessions: Leather armor, shortsword, 2 ivory throwing knives, pouch with 180 gp.

➤ **Thugs, male human War1 (3):** CR ½; Medium-size Humanoid (human); HD 1d10+1; hp 7; Init +1; Spd 30 ft.; AC 15 (touch 11, flat-footed 14); Atk +3 melee (1d8+1/19-20, longsword); AL NE; SV Fort +3, Ref +1, Will +0; Str 13, Dex 12, Con 13, Int 9, Wis 11, Cha 10.

Skills and Feats: Intimidate +4; Combat Reflexes, Weapon Focus (longsword).

Possessions: studded leather, small steel shield, longsword, pouch with 20 gp (each).

TIER 2 (EL 9)

➤ **Margal the Unseen, male human Rog6:** CR 6; Medium-size Humanoid (human); HD 6d6+12; hp 38; Init +7; Spd 30 ft.; AC 15 (touch 13, flat-footed 12); Atk +7 melee (1d6/19-20, shortsword), or +7 ranged (1d4/20, thrown dagger); SA Rog sneak attack +3d6; SQ Rog Evasion, Uncanny Dodge; AL CE; SV Fort +4, Ref +8, Will +2; Str 10, Dex 16, Con 14, Int 12, Wis 10, Cha 12.

Skills and Feats: Appraise +10, Bluff +10, Diplomacy +10, Escape Artist +12, Gather Information +10, Hide +12, Listen +8, Move Silently +12, Open Lock +12, Tumble +12; Expertise, Improved Initiative, Quick Draw, Weapon Finesse (shortsword).

Possessions: leather armor, shortsword, 4 ivory throwing knives, pouch with 180 gp.

➤ **Thugs, male human War2 (4):** CR 1; Medium-size Humanoid (human); HD 2d10+2; hp 14; Init +1; Spd 30 ft.; AC 15 (touch 11, flat-footed 14); Atk +4 melee

(1d8+1/19-20, longsword); AL NE; SV Fort +4, Ref +1, Wil +0; Str 13, Dex 12, Con 13, Int 9, Wis 11, Cha 10.

Skills and Feats: Intimidate +5; Combat Reflexes, Weapon Focus (longsword).

Possessions: studded leather, small shield, longsword, pouch with 20 gp (each).

If the battle is going badly against the PCs, then help can arrive in the form of Krendle and/or Durban (if they survived Encounter One), otherwise Bareg Treesplitter can happen by and lend a hand.

Before the PCs can storm out of town, they will have to answer to the local sheriff for participating in a brawl and/or killing some locals.

Sheriff Oakfrost, male human War3: CR 2; Medium-size Humanoid (medium); HD 3d10+3; hp 21; Init +1; Spd 20 ft.; AC 16 (touch 11, flat-footed 15); Atk +5 melee (1d8+2/x3, battleaxe), or +4 ranged (1d10/19-20, heavy crossbow); AL CG; SV Fort +3, Ref +2, Wil +2; Str 15, Dex 12, Con 11, Int 11, Wis 13, Cha 14. Height 5 ft. 10 in.

Skills and Feats: Handle Animal +5, Intimidate +4, Diplomacy +4; Point Blank Shot, Quick Draw, Toughness.

Possessions: Chainmail armor, battleaxe, Heavy crossbow, quiver with 12 bolts.

Krendle, Durban, or Bareg will intervene on the PCs behalf, calling them "heroic fighters who saved dozens of Ratikkans from a Frost barbarian raid." Allow a large group of people to gather around the tavern as Sheriff Oakfrost tries to calm everyone down and figure out whom to arrest, then read the following text:

You hear the sound of a horse approaching at a fast gallop. Suddenly the mass of people parts as a rider drives her steed through the throng of people. It is Zayla, atop Hayv's gray steed, pulling hard on the reins to draw him to an abrupt stop. She yells through gritted teeth, "We must move swiftly! The Fruztii are marching to attack!"

Should anyone ask:

- Hayv told Zayla to take his horse and go to Pine Barrens to warn the militia, she just happened to run into the PCs.
- The Frost Barbarians are heading to attack Pine Vale and will be there within the day.

If the PCs try to explain their situation adequately, and mention that the barbarians are attacking because of Margal's treachery:

At this point, Sheriff Oakfrost holds up his hands to quiet the crowd. "I've heard enough. You folks say that the barbarians are attacking because of Margal. Can you stop the barbarians?"

"Then we'll provide you with rested horses and allow you to go. Do what you can. In the meantime we will assemble the militia and head toward Pine Vale as quickly as possible."

Within moments stable hands arrive with riding horses for each of you (and/or ponies), including a replacement for Zayla's fatigued steed. You ride hard out of the village, tracing back

along Zayla's route. Many miles pass beneath the hooves of your mount, before you happen across the Fruztii war party. They are encamped just a short distance from Pine Vale and obviously preparing for battle.

Several barbarians recognize you and hold back the rest from attacking while Gulv Ghostbear is brought before you. You quickly exchange words with the barbarian leader, and for the first time he does not appear angry. There is no fire burning behind his eyes. He looks like a man who is only tired. "Your words have the ring of truth," he says. "And you have gone to great effort to punish the guilty, in order to protect the innocent. My clan will war with Ratik no longer—I do not want war—I want only to mourn the passing of my family." Without looking at his men, Gulv roars out some orders in Coldspeak and they assemble behind him. He wordlessly leads his men back in the direction of his burned home, and the dense Timberway soon obscures the presence of the Fruztii.

CONCLUSION

The rest of the day remains peaceful, but there is still work to be done. Zayla parts to seek out her employer, Hayv, who is alone, on foot, somewhere in the Timberway. Sheriff Oakfrost and the Pine Barrens militia arrive some time later—much too late to have deterred an attack if things had gone differently this day. And then there is the matter of returning your borrowed horses and getting a much deserved rest—during which you can ponder the motives of a brigand like Margal the Unseen. A hero's work is never done...

The End

EXPERIENCE POINT SUMMARY

To award experience for this adventure, add up the values for the objectives accomplished. Then assign the discretionary roleplaying experience award. The roleplaying award should be given for consistent character portrayal and contribution to the fun of the game. You can award different roleplaying amounts to different characters.

Award the total value (objectives plus roleplaying) to each character.

Encounter One

Driving off the barbarian assault 150 xp

Encounter Three

Rescuing Gavek Pelthunter 25 xp
Hunting the Boar 50 xp

Encounter Four

Negotiating with the Fruztii 25 xp

Encounter Seven

Defeating Margal (with help) 150 xp

Defeating Margal (without help)	200 xp
Total experience for objectives	450 xp
Discretionary roleplaying award	0-50 xp

Total possible experience **500 xp**

TREASURE SUMMARY

Player characters may keep items from the scenario that are listed on the treasure list below or which meet the following conditions:

1. The item must be non-magical and specifically listed in the text of the adventure (e.g armor on foes). If it is not listed in the text, the characters cannot keep it. Items of this nature can be sold for 50% of book value, or recorded on a log sheet.
2. Animals, followers, monsters, henchmen, and so forth (any living being, basically) may not be kept from a scenario for any reason unless the treasure summary lists the being specifically. It is okay for the player characters to form relationships with NPCs, but these will not be certified and cannot bring material benefit to the character. Contacts (sources of extra information) must be specifically certified.
3. Theft is against the law, but may be practiced by some player characters. Items which are worth more than 250 gp that are of personal significance to the owner (including family heirlooms), and all magical items, will be discovered in the possession of the character by one means or another. The character must return the item and pay a fine equal to three times the value of the item stolen. In addition, the PC caught receives campaign-decided penalties for being known as a thief. For other stolen items which meet the criteria in #1 above, use your judgment and the circumstances within the game to determine whether a PC thief gets away with the theft or not.

Any item retained according to these rules, which does not have a certificate, will not ever have a certificate issued for it.

The campaign staff reserves the right to take away any item or gold acquired for things which it later finds unreasonable but which were allowed at the time.

Encounter One

- Leather armor (value 10 gp)(6 or 12)
- Greataxe (value 20 gp)(6 or 12)

Encounter Three

(Can be claimed by a Druid using the Animal Friendship spell).

- **Boar (1):** CR 4; Medium Animal; HD 3d8+9; hp 22; Init +0; Spd 40; AC 16 (+6 natural); Atks +4 melee (1d8+3, bite); SA Ferocity; SQ Scent; AL N; SV Fort +6, Ref +3, Wil +2; Str 15, Dex 10, Con 17, Int 2, Wis 13, Cha 4.
Skills: Listen +8, Spot +5.

*Special Attacks—***Ferocity (Ex):** A Boar is such a tenacious combatant that it continues to fight without penalty even while disabled or dying.

Encounter Seven

- 240 gp
- Leather armor (value 10 gp)
- Shortsword (Value 10 gp)
- Studded leather armor (Value 25 gp)(3)
- Small steel shield (Value 9 gp)(3)
- Longsword (Value 15 gp)(3)
- Ivory throwing knives (2 per tier): These are masterfully crafted and balanced for throwing. They can be used as normal daggers in combat, but are destroyed on any natural attack roll of "1." They are valued at 100 gp each as art items. The ivory alone is worth 25 gp.

Conclusion

ONLY If the PCs return the stolen 100 gold pieces to Scrimm Carvershaw:

- Ivory battleship in a bottle: A gift from Scrimm Carvershaw, the greatest ivory carver in Marner. The ship is a nearly perfect replica of the warships that served in the Old Great Kingdom. The art value of the ship is 500 gp
- Influence Point with Clan Ghostbear (1 per PC).

NPC APPENDIX

☛ **Gulv Ghostbear, male human Bbn6:** Medium-size Humanoid (human); HD 6d12+12; hp 54; Init +1; Spd 40; AC 16 (Touch 11, Flat-footed 15); Atks +10/+5 melee (1d8+3 (crit x3), battleaxe), or +7/+2 ranged (1d8/x3), composite longbow; AL CN; SV Fort +5, Ref +2, Wil +0; Str 17, Dex 12, Con 14, Int 11, Wis 8, Cha 12.

Skills and Feats: Climb +9, Intimidate +8, Intuit Direction +5, Jump +8, Listen +7, Spot +2, Swim +7, Wilderness Lore +3; Alertness, Cleave, Leadership, Weapon Focus (battleaxe).

Possessions: studded leather armor, battleaxe, large wooden shield, composite longbow, quiver with 20 arrows, ram's horn.

☛ **Brish, male human Bbn3:** Medium-size Humanoid (human); HD 3d12+3; hp 30; Init +1; Spd 40; AC 15 (Touch 11, Flat-footed 14); Atks +4 melee (1d8+1/x3, battleaxe), or +4 ranged (1d8/x3), longbow; AL CN; SV Fort +4, Ref +2, Wil +1; Str 12, Dex 12, Con 13, Int 9, Wis 10, Cha 9.

Skills and Feats: Climb +6, Intimidate +4, Jump +5, Listen +4, Swim +5, Wilderness Lore +5; Feats: Point Blank Shot, Toughness.

Possessions: leather armor, battleaxe, large wooden shield, longbow, quiver with 10 arrows and 5 flaming arrows, flint and steel.

☛ **Kurg, male human Bbn3:** Medium-size Humanoid (human); HD 3d12+3; hp 30; Init +1; Spd 40; AC 15 (Touch 11, Flat-footed 14); Atks +4 melee (1d8+1/x3, battleaxe), or +4 ranged (1d8/x3, longbow); AL CN; SV Fort +4, Ref +2, Wil +1; Str 12, Dex 12, Con 13, Int 9, Wis 10, Cha 9.

Skills and Feats: Climb +6, Intimidate +4, Jump +5, Listen +4, Swim +5, Wilderness Lore +5; Point Blank Shot, Toughness.

Possessions: leather armor, battleaxe, large wooden shield, longbow, quiver with 10 arrows and 5 flaming arrows, flint and steel.

☛ **Bareg Treesplitter, male human Rgr2:** Medium-size humanoid (human); HD 2d10+4; hp 19; Init +2 (Dex); Spd 30; AC 15 (Touch 12, Flat-footed 13); Atks +5 melee (1d6+2/x3, handaxe), or +3 melee (1d6+2/x3, handaxe) and or +3 melee (1d6+1/x3, handaxe), or +4 ranged (1d8/19-20, light crossbow); AL NG; SV Fort +6, Ref +2, Wil +2; Str 14, Dex 14, Con 13, Int 11, Wis 14, Cha 10.

Skills and Feats: Animal Empathy +5, Handle Animal +5, Ride +6, Climb +5, Swim +4, Wilderness Lore +3; Track, Ambidexterity and Two-Weapon Combat (only in light armor), Great Fortitude, Weapon Focus (handaxe).

Possessions: studded leather armor, 2 handaxes, light crossbow, quiver w/ 20 bolts.

APPENDIX 1: THE NORTHERN ALLIANCE

From the words of Hayv the Tactful, diplomat from the city of Marner:

The history between Ratic and the Frost Barbarians has been one of war and conquest. Since 122 CY when General Sir Pelgrave Ratic of Winetha first invaded what is today the Archbarony of Ratic—up to 356 CY when a massive invasion by a unified host of Fruztii and Schnai threatened to overwhelm the nations and sweep into North Province. The men and dwarves of Ratic stood fast admirably against the invaders and in fact earned the respect of the Fruztii for perhaps the first time.

Ratic's northern border divides the Timberway between itself and the Frost Barbarians, a longstanding informal boundary that has been respected by both sides for centuries and only recently was acknowledged by formal treaty.

It was the old baron, Lexnol, who won the trust of the Fruztii and negotiated a treaty with their king. Lexnol forged an affiliation with the Fruztii called the Northern Alliance. The treaty has flourished over the last twenty years and has allowed the Frost Barbarians greater influence in the region, particularly with the Schnai, their former subjugators. However, because Lexnol now lies bedridden and Lady Evaleigh seems unable to take decisive action—the Frost Barbarians could take this as a sign of weakness and inability to support ourselves in the alliance.

While open war with the Fruztii nation is unlikely, should the Northern Alliance dissolve, Ratic becomes much more vulnerable to raids from the Snow Barbarians as well as hostile action from the Northern Kingdom and who knows what other enemies.