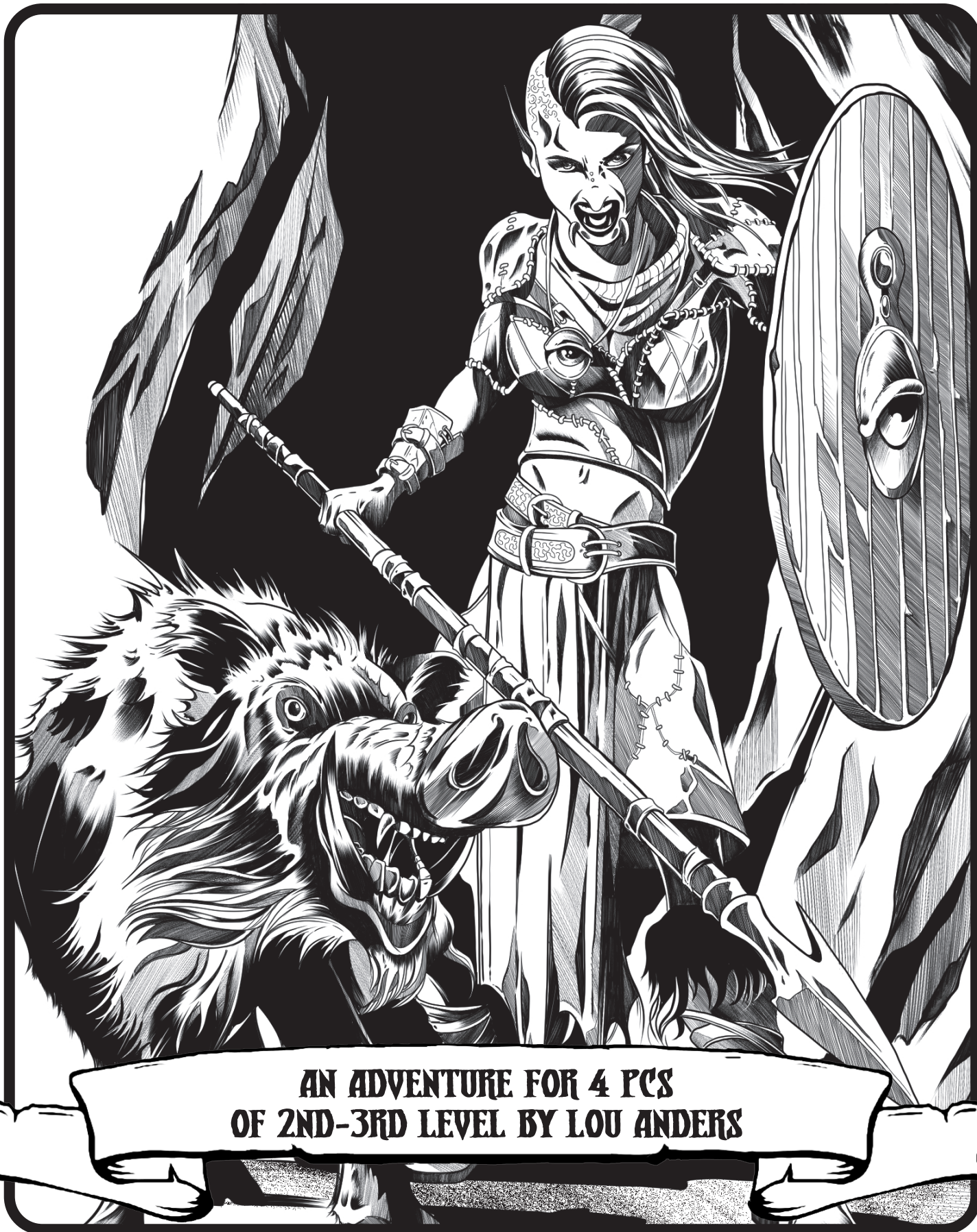


THE WHITE WORG ACCORD



AN ADVENTURE FOR 4 PCs
OF 2ND-3RD LEVEL BY LOU ANDERS

THE WHITE WORG ACCORD

Adventure Background

One year ago, the great dragon Visandred the Horse-Eater dropped from the sky and burned the once-famous Stannasgard shipyards and docks to ash. Many lost their fortunes that day, but one of the most crucial blows was suffered by the noble dwarf Wulfstan vom Meer whose fleet of merchant ships were nearly all docked at Stannasgard that day. Vom Meer lost every vessel save for one ship mercifully under sail at the time, and the once proud owner of a grand fleet now teeters on the brink of financial ruin.

Vom Meer still has trading contacts across the Nieder Straits with business relations in the ports of Donnermark, Gemport, Cassadega, Bemmea, Maillon, and many more. But without the ships to move goods, he is helpless to rebuild his wealth and influence. Now he plans to restore his trading empire by borrowing longships from a clan of young reaver dwarves in Wolfheim known as the White Worg Raiders. Raiders are not known for their conciliatory manners, but vom Meer has an edge. He claims a tenuous relation with the White Worgs, a second cousin named Knud Stoneson. Bolstered by this family relation and aided by the gift of several casks of the finest ale his remaining gold can buy, he hopes to persuade the raiders to allow this

very temporary alteration in their typical methods while he moves trade goods back and forth across the Nieder Straits until he has enough capital to recreate his fleet.

With this in mind, the noble dwarf seeks adventurers to travel on his one remaining ship to the clan's village. Vom Meer seeks to enlist the PCs to protect his vessel against any threats at sea and, upon reaching the White Worg Raiders, to negotiate as his representatives for the loan of two longships and their crew. Vom Meer offers 500 gp to anyone willing to undertake this task. However, unbeknownst to vom Meer, the Wolfheim clan have troubles of their own—a group of trollkin bandits known as the Mossback Raiders have been competing with the White Worgs for territory west of Wolfheim. Their rivalry is coming to a head. When the PCs arrive at the White Worg homestead, they learn that the reaver dwarves are recovering from a recent attack. Their homestead has been sacked and vom Meer's relation, Knud Stoneson, has been slain. Without a family connection, Revna Ravenstone, the clan's chief, will only agree to vom Meer's proposal if the PCs will help rid them of this troublesome band of trollkin who have been a persistent thorn in the clan's side. If the PCs are to succeed in their task and aid vom Meer in his return to fortune, then a reavin' they must go.

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Open Game Content: The Open Content in this adventure includes the trollkin bandit and raider and stat blocks.

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Adventure Summary

Here are some ways to involve PCs in this adventure:

- An acquaintance of the PCs tracks them down with news that a noble dwarf of Stannasgard is seeking adventurers.
- The PCs have come to Stannasgard to partake in Volundag, the feast of Volund, god of smiths and fire, held one day each week in the Järnhall (see “Feast Halls of the Northlands,” *Warlock Grimoire* or *Warlock #9: The World Tree*). While there, they make the acquaintance of vom Meer. Impressed with the PCs, vom Meer enlists them for his quest. Or perhaps they offended the dwarven noble or his kinfolk in some way and must instead work off the insult in conciliatory service. Or perhaps vom Meer asked the Grindstone Oracle how to best rebuild his wealth, and that sacred stone named the PCs in its response.
- Vom Meer is a relative of a dwarf in the party who sends a courier asking his kinfolk for help in rebuilding the family name and fortune after the devastation of Visandred’s attack.
- The PCs are seeking passage east out of the port at Donnermark, and vom Meer offers them transport in exchange for service.

Trouble at Sea

This adventure begins as the PCs board vom Meer’s ship, Wellenreiter, a fully crewed sailing ship under the captaincy of a dwarf named Torsten Meeresohn (use the statistics of a scout). In addition to the regular stores for the trip, vom Meer has sent three casks of fine beer intended to help smooth negotiations with the reaver dwarves. He may also, at the GM’s discretion, offer the PCs one or more potions of healing to help safeguard them through the dangers ahead.

The journey from Stannasgard to the western coast of Wolfheim is over three hundred miles. Traveling east by boat through the Nieder Straits will take approximately six and a

CONTINUED ADVENTURING

One of the two hooks for the *Warlock Lair #13: Bastion of Rime & Salt* proposes that the PCs are hired by a noble family of Stannasgard looking to claim the abandoned fortress of Binalric. These two adventures can be linked if vom Meer is that same noble who sought to restore Binalric as a way of bolstering his reputation or if he is another noble who heard of their exploits in service to a fellow family of Stannasgard and now wants to enlist the PCs for a second task to benefit his city.

half days. If desired, the PCs may engage in such downtime activities as the ship permits. Regardless, roll once a day for an encounter at sea or simply choose two to three encounters from the list.

SEA ENCOUNTERS

| d20 | Encounter and Tactics |
|------|--|
| 1–14 | No encounter occurs. |
| 15 | Two sahuagin climb onto the deck of the Wellenreiter during the night and creep below decks in search of loot. |
| 16 | A severe storm washes several sailors overboard. The captain calls “all hands on deck” to help navigate the waters. PCs must make a DC 15 group Wisdom (Survival) check or add 1 additional day of travel time. |
| 17 | A pack of rum gremlins (see <i>Tome of Beasts</i>) are discovered ransacking the beer barrels meant for the reaver dwarves. The pesky fairies need to be dealt with before they drink their way through all the stores. |
| 18 | A dwarven vættir (see <i>Tome of Beasts</i>) rises from the Drownstone Road, from below the Nieder Straits, and demands tribute of 100 gp. If rebuffed, the vættir casts <i>bestow curse</i> on the party member of highest status, targeting an ability score. It will only remove the curse if the party member pays its tribute, either immediately or on the return journey. The vættir does not stay to fight after the curse has been bestowed. (Note, for GMs without access to the <i>Tome of Beasts</i> , replace this encounter with a sea hag. She rises from the depths and climbs aboard the ship, disguised as a trollkin. She seeks out the PC with the highest Charisma score. Concocting a story about having escaped from pirates, she tries to lure them away for a private conversation where she can attack them in an attempt to mar their comeliness.) |
| 19 | Mutineers decide to take the ship for themselves. 2d4 sailors (use bandits) plan to kill everyone and dump the bodies in the sea. They surrender or flee by jumping overboard if reduced to half their number. |
| 20 | A will-o-wisp appears circling the mast, attacking a sailor in the crow’s nest. Even if driven off, the sailors think this an ill omen. They are keen to blame any elves traveling with the party for this apparition as well. Add one day of travel time after the attack to account for failed nerves and silly superstitions. |

Longships Attack

Irrespective of other encounters, once the *Wellenreiter* is within a day of Wolfheim's western coast, the ship will be attacked by two longships bearing eight trollkin bandits (see Appendix). If the PCs are below decks, Captain Meeresohn calls them up to help repel the invaders. When they are all above deck, read or paraphrase the following:

Two longships are approaching you out of the northeast. Powered by long oars in strong arms, they come speeding across the waves and overtake you in mere moments. As they near, you see that the dragonhead carvings on their bows are not these vessel's fiercest aspect: they are crewed by mottled, green-and-gray-skinned raiders of a fierce lineage—the trollkin. Protected by the shields mounted to the sides of their vessels, they bear down upon you, rowing hard to come up along the port and starboard sides of the Wellenreiter. "Prepare to repel enemy boarders," shouts Captain Meeresohn. "Adventurers," cries the salty dwarf, "time to earn your pay!"

These trollkin are part of the same group of Mossback Raiders who attacked the White Worgs. They are junior members of the outlaw group known as trollkin bandits (see Appendix). Trollkin bandits are not as strong as the more powerful trollkin raiders and reavers but still a threat. As they approach, the longships move to either side of the *Wellenreiter*. The shields mounted to their sides give the trollkin half cover against any attacks from the *Wellenreiter*, three-quarters cover against attacks from a level position (such as from one longship to another or from someone walking on the water, should such a circumstance arise). Each trollkin bandit carries two handaxes. They will throw one when they are alongside vom Meer's ship, retaining the second handaxe for melee combat when they board (climbing up the *Wellenreiter*'s sides takes one full movement). Once they reach the *Wellenreiter*'s deck, the trollkin will attempt to subdue any and all defenders before heading belowdecks to raid the ship's stores. The trollkin will not surrender when wounded, trusting to their regeneration to stay in the fight. However, if the trollkin bandits are reduced to less than half their number, they will flee (without disengaging), attempting to all board one ship and leaving the other behind.

If any of the Mossback Raiders are captured alive, they are tight-lipped and will only speak after a successful Charisma (Intimidation) or Charisma (Persuasion) check. However, the threat of fire grants advantage to any such check.

CHARISMA (INTIMIDATION) OR CHARISMA (PERSUASION)

| Check | Result |
|-------|--|
| 10–14 | The trollkin are part of the Mossback Raiders, several allied clans operating in the Northlands. |
| 15–19 | Most recently, the Mossbacks attacked a homestead of reaver dwarves, making off with two of their longships and plenty of their stores. They killed several of the reaver dwarves in the fight. |
| 20 | These particular Mossback Raiders have a compound on the western shore of Wolfheim, a small village once belonging to a group of humans. Their leader has a powerful magic item that protects her from harm. It is a necklace known as the <i>baleful eye of Chernobog</i> , and its powers affect dwarves (see Appendix). |

Ruins of the White Worg Reaver Village

The morning following the trollkin attack, the *Wellenreiter* arrives at the White Worg Reaver homestead, a small cluster of longhouses between woods and shoreline. Read or paraphrase the following:

You see the smoke billowing from the land before you see the homestead. A collection of four longhouses stand to the north side of a small river, emptying quietly into the sea, but three of the longhouses are burning, and the planks of the small wooden pier are shattered near its end. Something has gone down here recently, and it didn't go well for the dwarves. You see several of them now moving about the homestead, putting out fires and clearing debris without much speed or enthusiasm. Captain Meeresohn orders the Wellenreiter to drop anchor and instructs his crew to ready a rowboat to carry you to shore. "I don't know what happened here, but your mission may be over before it starts," the captain tells you. "Or who knows, perhaps the White Worgs will be more open to diplomacy after whatever setback they have suffered. Be what may, may Volund aid you in your quest."

When the players step ashore, they will be greeted without much enthusiasm by Revna Ravenstone, the leader of the White Worg Reavers. She will inform them that their homestead was recently hit by the Mossback Reavers, a band of trollkin that have been invading the White Worgs' territory for some time. The Mossbacks slew several dwarves, including vom Meer's relation, Knud Stoneson. They stole

the dwarves' longships and also made away with an albino worg pup, which the reavers view as something between a sacred animal and a mascot.

What Revna Ravenstone will not volunteer easily is that the White Worgs did not acquit themselves bravely in the raid on their homestead. Instead, several of the dwarves became uncharacteristically frightened and ran from the attack. Revna does not know that the trollkin possess a magical item known as the *baleful eye of Chernobog* that specifically targets dwarves. She would be extremely relieved to know that their performance at the battle had everything to do with dark magic and nothing to do with natural cowardice.

In addition to Ravenstone, there are seven other dwarves, four men and three women, left in the White Worg Reavers. Their names are Skarde Cleft Chin, Gorm the Pious, Frode Foul-Farter, Thordis Sound-Filler, Randi All-Men's-Sister, Hilda Twist Breeks, and Tora Wild Bear. Revna Ravenstone uses the statistics of a veteran, but she carries a battleaxe instead of a longsword. The other dwarves all use the statistics of a **thug**, though also with a battleaxe in place of the usual mace. (Note, for GMs with access to the *Tome of Beasts*, use the statistics of a Wolf Reaver Dwarf for Revna Ravenstone instead if preferred.)

When the PCs present vom Meer's proposal, Revna will inform them that as the Mossback Raiders stole their longships, the White Worgs have no vessels to offer and aren't able to agree to the noble dwarf's terms even if they were inclined to, which they aren't since their only connection to vom Meer was just slain. However, Revna has a counter proposal. She wants her ships, her worg pup, and her loot returned, and she desperately wants the chance to regain her lost honor. Revna would like to make a retaliatory raid against the trollkin, but she doesn't think she has the numbers on her own after this attack. If the PCs are willing to become honorary members of the White Worg Reavers, she feels that together they'd have sufficient strength to pay the Mossbacks back for their transgressions. After a successful attack on the trollkin, Revna would certainly reconsider vom Meer's proposal, seeing as how it would come from honorary clan members who had shed blood and cracked trollkin skulls alongside her brothers and sisters.

If the players agree to Revna's suggestion, she invites them into the one remaining intact longhouse for a pre-battle feast, during which they will become honorary clan members through the act of drinking, brawling, and gaming alongside the reaver dwarves. (What better way could there be?) It is not necessary for all the PCs to participate in all the

STATUS IN THE NORTHLANDS

If you use the optional *Midgard Worldbook* rule for status, Revna Ravenstone will address her comments to the PC with the highest status rank. Furthermore, every PC who participates in the evening's festivities will gain 1 status point in the Northlands and another point after participating successfully in the raid alongside the reavers. Being caught out in a lie, cheating at any game or sport, or stealing from the White Worgs will result in the immediate loss of 2 status points and may result in violence as well.

activities. However, they should partake in some of them, or the White Worgs will become suspicious of their honor and commitment. Winning at these games is not as important as bravery, willingness, and being a good sport. The White Worgs put a lot of stock in bravado and participation as well as in smiling broadly as you take your lumps. Note that being caught cheating at anything will result in a severe loss of respect from Revna and her clan with the cheater being subject to disadvantage on any ability checks for social interaction with the dwarves going forward.

If the players refuse Revna's proposal, and unless they have a really compelling alternative proposition, Revna will become unfriendly and suggest the PCs leave her alone to see to her ransacked home. Should dialogues break down further, it's even possible that the White Worg Reavers may decide that the best course of action for them is to subdue the party and take the *Wellenreiter* for themselves. However, before things descend into such a sour turn, GMs might decide that the Mossback Raiders return for a second attack, nipping dwarf/PC hostilities in the bud before things go too far.

Not surprisingly, the reaver dwarves enjoy feats of strength, games of skill and luck, and heavy imbibing of alcohol. The following optional rules are offered for brawling (essentially boxing), drinking, and playing a game of ten pins (essentially bowling) for GMs who want to roleplay the evening's festivities. GMs are free to substitute their own games and rules in place of these or ignore all of this altogether and simply cut ahead through to the next morning with a bit of flavorful description and montage. Regardless, it should be an evening to remember, even if the PCs aren't capable of recalling it all in the morning!

OPTIONAL RULE: BRAWLING

- A match is 5 rounds.
- Combatants choose Strength (Athletics) or Dexterity (Acrobatics) as their fighting style.
- Combatants roll against each other. Highest number wins the round. Ties are rerolled.
- A critical hit or a win by more than 5 points is a possible knockout with the losing combatant making a Constitution roll to avoid being rendered unconscious—either at a DC equal to the knockout roll or at DC 15 (whichever is higher).
- Between rounds, combatants can choose to make a Charisma (Intimidation) or Dexterity (Sleight of Hand) roll to try to gain an advantage in the next round (angering or frightening the opponent, slipping a rock into a glove unnoticed, and so on). Combatants may make a Charisma (Performance) roll to try to get the spectators on their side for that extra boost of confidence that a cheering crowd grants a competitor.
- Combatants with the Tavern Brawler feat can add a d4 to their roll. The Battle Master subclass can spend a superiority die to add it to a check. A barbarian can rage for advantage on a Strength check. Other bonuses may apply at the GM's discretion.
- A knockout wins automatically; otherwise a win is best 3 out of 5 rounds.

OPTIONAL RULE: TEN PINS (BOWLING)

- Any number of contestants can play.
- Contestants choose either Strength (Athletics) or Dexterity (Acrobatics) as their bowling style.
- A d20 is rolled with appropriate modifiers added.
- The result divided by 2 (rounded down) is the number of pins knocked over (maximum of 10).
- A 1 is an automatic gutter ball, a Critical Hit is a strike and the contestant gets to add 10 points to his/her next score.
- The highest score after 5 rounds is the winner. Ties are resolved by additional rolls. Or perhaps more likely by brawling.

OPTIONAL RULE: INEBRIATION

- A PC may imbibe a number of drinks equal to 1 plus double their Constitution modifier (minimum 1) without suffering any debilitating effects. This number resets after a short rest. For every drink over this limit, the PC must succeed on a DC 10 Constitution saving throw against poison or gain one level of exhaustion. Failure by 5 or more means the character also passes out and is unconscious.
- Particularly strong alcohol may count as more than one drink. Weaker alcohol, such as watered-down ale, only counts as half a drink. (The DC of the Constitution saving throw against poison is only 5 for watered-down ale and can be as high as 15 for stronger drinks.)
- After finishing a long rest, an inebriated character loses all but one level of exhaustion they gained from drinking.

The three casks of fine ale that vom Meer sent as a gift to the White Worg clan will be much appreciated additions for the evening's festivities. Each mug of ale from the cask counts as one drink, and the Constitution saving throw after the limit of allowed drinks is set as DC 10. However, at a certain point in the evening, Hilda Twist Breeks will bring out some special honey mead that she insists is made from "mad magic bees" and attempt to entice one or more of the PCs to sample it. Whatever the veracity of her claims, each mug of this honey mead counts as two drinks and the Constitution saving throw is DC 12 after the allowed limit is reached.

Travel to the Trollkin Compound

The morning after the feast, Revna Ravenstone wakes everyone with the sun, insisting on an early start. She leaves half the reavers to guard the homestead, taking Gorm the Pious, Frode Foul-Farter, and Tora Wild Bear with her on the raid.

The trollkin compound is three days journey north along the Wolfheim coast. Lacking their longships and believing the *Wellenreiter* too slow and too large to make a stealthy approach, Revna suggests the party trek along the coastline, using the forest for cover as needed. Roll once a day for an encounter as the party travels overland or simply choose one to two encounters from the list. Note, these encounters assume the White Worg Raiders are participating in combat alongside the PCs. If this is not the case, GMs might consider halving the number of creatures in each encounter.

WOLFHEIM OVERLAND ENCOUNTERS

| d20 | Location and Tactics |
|------|---|
| 1–14 | No encounter occurs. |
| 15 | Three dire wolves burst from the woods and attack the party. The wolves are famished, or they wouldn't behave so desperately to attack a large force. They fight until one wolf remains. However, due to their hunger, they can be easily distracted by food. |
| 16 | Two ettercaps attack the party, making web attacks from out of the cover of the woods. They retreat if outnumbered, but if chased, the ettercaps lead their pursuers into a web where three giant wolf spiders await. The remains of a previous victim include a pouch with 16 sp and a diamond ring worth 15 gp. |
| 17 | Six ice mephits disguised as shards of ice wait for the PCs to walk between them. The mephits then summon a <i>fog cloud</i> before launching an attack. |
| 18 | A lone barrow stands on a promontory overlooking the sea. A rusted broadsword is driven into the stone door, blocking the entrance. If the broadsword is removed—DC 10 Strength check—a specter of an ancient dwarf appears, attacking those who disturbed his resting place. Inside the grave are 130 gp and an ornately wrought but heavily tarnished crown. If cleaned up and polished, it would be worth 250 gp. The broadsword however is too rusted to be of any use or value. |
| 19 | Four trollkin bandits are spotted foraging for food for their tribe. They flee after only two rounds of combat but must be stopped lest they alert the Mossbacks of the impending raid. |
| 20 | A white dragon wyrmling named Isstormr, flying overhead, spots the party and lands to investigate. She wants to know what they can give her to buy their lives and safe passage in her territory. A hapless coward, Isstormr is bluffing. |

The Trollkin Compound

As the PCs near the Mossback compound, Revna Ravenstone will suggest they move into the forest for cover. She will lead them over a slight slope to the edge of the woods where they

ASSAULT ON THE COMPOUND

GMs have a choice in how they want this to go. If you prefer, you can allow your players to each control one reaver dwarf as well as their own player character. This can make for a fun opportunity to engage in a fight with less concern for a character's wellbeing (something perfectly suited to the reaver dwarves' personalities). However, if you'd rather not split a player's focus and you don't want to roll for the reaver dwarves attack actions, then you can simply say that Revna Ravenstone leads her three followers in an attack on Longhouse 6. She will be successful in slaying all the trollkin therein, but she will lose one of her own number. This conflict can preoccupy the dwarves while the players explore the rest of the compound, or the dwarves may see to the recovery of their longships after this assault. They can be as present or as absent as situations demand, coming in to save PCs should a fight prove too difficult or being rendered unconscious if their aid isn't necessary.

can spy on the village without being seen. When they reach this vantage point, read or paraphrase the following.

Peering through the trees, you see that you are on a slight hill, looking down at a small village. Six longhouses are clustered to either side of a river, which empties into the sea where three longships are docked. A lookout tower stands at the water's edge. A trollkin woman atop the tower makes a slow rotation, casting glances alternately at the forest and at the sea. Beyond the village, a trail leads into the woods, but where it goes you can't ascertain.

Revna will recommend the party split up, with the PCs approaching from one direction while the dwarves approach from another. She is open to discussing strategies however and sees the wisdom in any suggestion to remove the lookout in the tower before mounting an assault on the compound. Privately, Revna is still shaken from the failure of the dwarves' nerves in the raid on their homestead. She'll readily agree to any strategy that sees the PCs leading the assault and may prefer to send the PCs in first stealthily, waiting to charge to their support when the fighting breaks out.

Trollkin Compound Features

The Mossback Raiders have made their compound in a once human village the trollkin “liberated” for their own use. It sits between the waters of a small bay and the forest. A lookout tower and two longhouses fall to one side of a stream while four longhouses cluster together on the other side. The stream has no bridge but is shallow enough to be forded where the two paths converge on opposite sides of its bank. (Crossing here counts as difficult terrain for movement purposes.) A little way from the compound, a cave in the hillside affords the Mossbacks a secure place to retreat when they are under threat. It is here they have secured the loot from their raiding as well as temporarily sequestered their young.

TROLLKIN COMPOUND LOCATIONS

The following locations correspond to the numbers on the map.

Lookout Tower. The 30-foot-tall stone tower might once have been a lighthouse. A shattered wooden door on the village side gives access to the ground level. A central spiral staircase runs upward through broken floors to the rooftop. However, 5 feet below the stair’s summit, the flagstones have crumbled away and been deliberately replaced in a precariously unstable position. Anyone failing a DC 10 Wisdom (Perception) check falls through the staircase, dropping 10 feet onto the steps below and taking 1d6 bludgeoning damage. Failing a subsequent DC 10 Dexterity check here means they roll down the next 10 feet of steps for an additional 1d4 bludgeoning damage. Regardless, the noise alerts the trollkin bandit above who will sound the alarm by blowing a large horn and take the Ready action at the top of the staircase. Otherwise, the trollkin maintains her solitary vigil until interrupted. It takes her roughly 5 minutes to meander a full circuit around the rooftop as she diligently studies the ocean and the forest. If she spots intruders approaching on the ground, she will sound the alarm before hurling a handaxe at any interlopers within range, and then she will charge down the staircase to engage. If accosted on the rooftop however, she will forget to sound the alarm and merely attack.

Longhouses. The longhouses are sod-roofed, wooden dwellings, each roughly 20 feet wide and 20–40 feet long. The ceiling runs from 6 feet at the sides to 15 feet at the apex. The longhouses all have a fire pit in their exact center and a hole cut out in the rooftop overhead as an egress for smoke. The hole is wide enough to allow Small or Medium creatures to crawl through into the rafters. All but one of the firepits (Longhouse 2) are not in use.

LONGHOUSE 1

Three worgs have been penned up in this longhouse. They will whine and bark if they detect any intruders sneaking alongside the walls or standing immediately outside the doorway. The worgs are often noisy, and their commotion isn’t loud enough to alert any of the nearby trollkin. However, if the door is opened, the worgs will come bounding out to attack. With more than two rounds of combat, the trollkin in Longhouse 2 will come to investigate. The stream is sufficiently noisy for a dustup not to attract any attention from the longhouses across the water however.

LONGHOUSE 2

Smoke can be seen wafting from the hole in the rooftop of this longhouse. Inside, two trollkin bandits and one trollkin raider (see Appendix) are very cautiously grilling a fish over a fire in the center of the room. When they spot the intruders, the raider, Broke Tooth, will order one of the two bandits to use an action to put out the fire while he and the other bandit attack. If extinguished, the fire can be rekindled in a single round due to how recently it was burning.

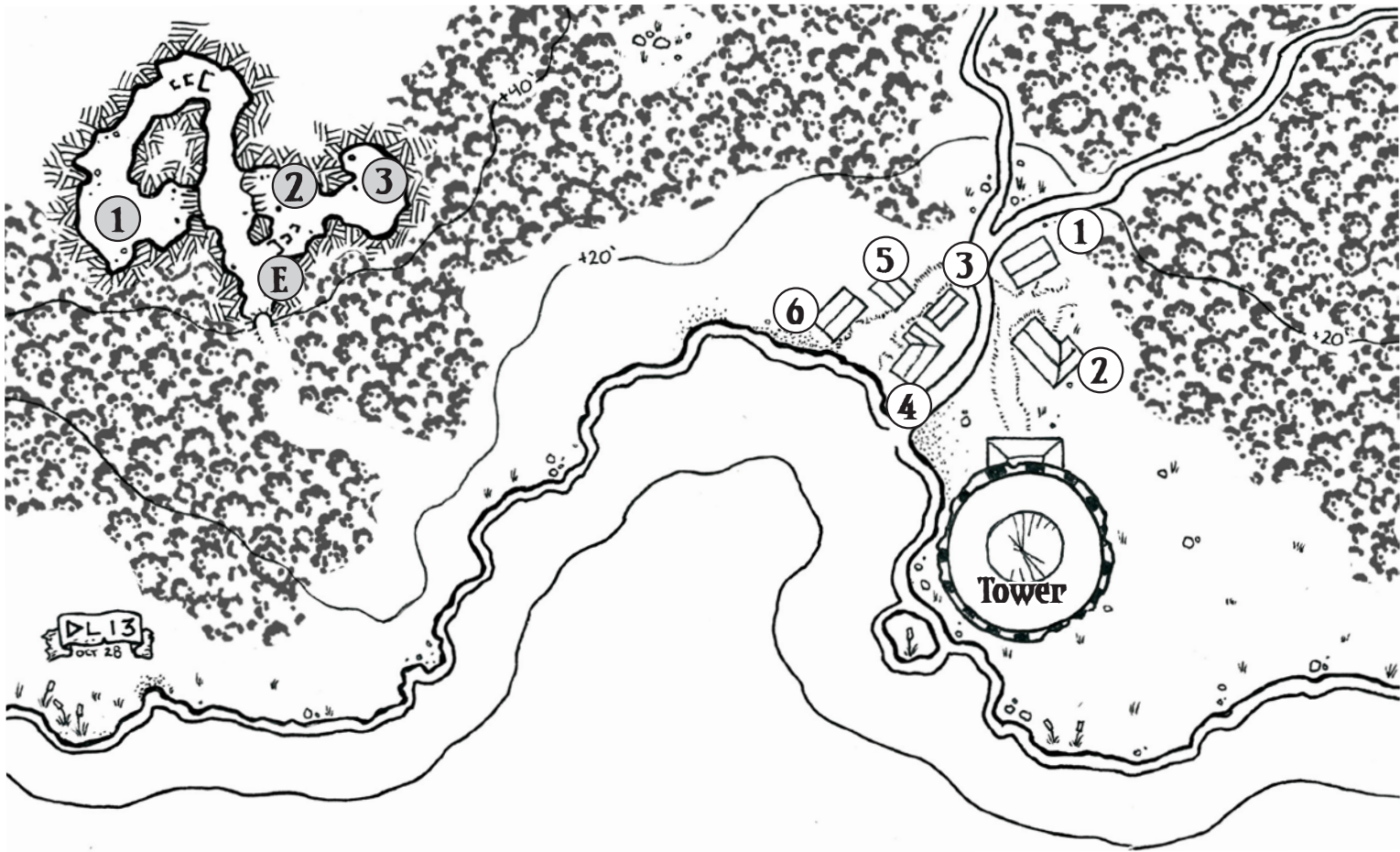
Treasure. The trollkin here carry nothing of value, but a tarnished weapon mounted on a crossbeam is actually a +1 handaxe in need of a good polish. The weapon can be spotted easily in any detailed search of the longhouse and does not require an ability check to find, though its magical nature will not be immediately obvious.

LONGHOUSE 3

Two trollkin bandits, named Hates Bears and Burps Loudly, are sleeping off a bender in this longhouse. They celebrated too much after the recent raid and are all but dead to the world. They lie in filthy cots, one snoring loudly while the other sings incoherently in his sleep. Hates Bears and Burps Loudly each have three levels of exhaustion (speed halved and disadvantage on ability checks, attack rolls, and saving throws). Their weapons are on a table on the opposite side of the room from their cots. A coin purse hidden in the hollow leg of Hates Bears cot—DC 14 Wisdom (Perception) to spot—contains 20 sp and a golden tooth worth 2 gp. In the event that Hates Bears encounters a werebear, bearfolk, or druid shapeshifted into bear form, he will become furious, targeting all of his attacks on that character regardless of the wisdom of this strategy. If the fight goes against them, the trollkin will attempt to flee to the caverns.

LONGHOUSE 4

Anyone within 10 feet of this longhouse will be surprised to hear a beautiful song emanating from inside, accompanied by vicious laughter and rude heckling. The song comes from Golden Throat, a trollkin bandit blessed with a magnificent singing voice that she insists is a gift from the northern god



Baldur. Whether this is true or not, Golden Throat dreams of becoming an actual bard one day. She has been considering freeing the bard prisoner, Bragi Skallagrimsson (see Longhouse 5), with whom she has spoken, and fleeing with him to Skaldholm. Thus far, her fear of how a trollkin will be received in Skaldholm has forestalled any such attempt.

The other trollkin bandits, two men and one woman, believe Golden Throat to be insane and tease and torment her for getting above her station. If a fight breaks out, Golden Throat won't join in but will instead close her eyes and sing loudly, hoping that the PCs will recognize her value and if not help her at least leave her be to pursue her dream. If allowed to pass unmolested, she will muster the nerve to travel to Longhouse 5 and attempt to free Bragi. Remarkably, while Revna Ravenstone wants to put all other trollkin to the axe, if she hears Golden Throat's story, she will agree to spare the wannabe bard as she reveres Baldur and would rather not chance offending the god if she can help it.

LONGHOUSE 5

This longhouse is empty save for a prisoner. Bragi Skallagrimsson is a bard of Skaldholm (human, 1st-level bard, neutral good). He is bound and gagged and tied to a cot. The gag is fairly loose however as Golden Throat has removed and replaced it several times. The other Mossbacks would have tortured and killed Bragi already, but he knows a secret about their cave, which he's used as a bargaining chip to keep himself alive thus far. If freed, Bragi, an inveterate coward when it comes to combat, will not fight. He will however be willing to cast *cure wounds* or *heroism* on a member of the party. He promises a reward of 300 gp if he is returned safely to Skaldholm. He doesn't have any money on him of course but is sure that he can get it.

Bragi's Secret. Bragi knows of an entrance to the shadow road Shield Maiden's Fancy. The entrance is located in Cavern 3. Bragi once heard a song in Skaldholm that told of the existence of the entrance as well as how to activate it. He traveled here to find out if the verses are true, unwittingly stumbling into the trollkin compound in the process. The

song also hints at an intermittently appearing shadow road that connects Shield Maiden's Fancy with the Raven's Road. If accurate, Bragi might be able to use it to return to Skaldholm, something he would very much like to do.

LONGHOUSE 6

Three trollkin play dice games at a table. One of them, Cleft Ear, is winning, much to the annoyance of the other two. Cleft Ear was the one who found Bragi Skallagrimsson first. When he did, he lifted a gold bar worth 50 gp off the bard that Bragi brought as a requirement for the ritual to activate the ley line and open the shadow road. The gold bar is in a satchel hidden under a stone in the floor of the longhouse—DC 15 Wisdom (Perception) to spot. The other two trollkin are becoming suspicious at the way Cleft Ear keeps glancing nervously at it. If the fight goes against them, all three trollkin will flee to the caverns, but Cleft Ear will attempt to recover the bar on the way out.

HILLSIDE CAVERNS

The small cave system in the hillside is really a winding tunnel that loops back under itself, widening in places into three caverns along its length and at its terminus. The tunnel is roughly 10 feet wide with ceilings 10 feet overhead. The ceiling rises in the caverns to a height of 15 feet. Just inside the entrance, the passageway forks with the right hand passage leading down some rough-hewn stone steps to Cavern 2 while the left hand passage travels forward, descending more steps and broadening to form Cavern 1 until passing under itself to reach Caverns 2 and 3. Torches have been set in the walls of each cavern, affording decent illumination and casting the tunnels between them in dim light.

A well-trodden path through the woods leads to a cavern entrance set into the side of the hill. How far it goes into the ground, you can't tell, but it is obvious from the footprints that trollkin have come and gone this way quite often and quite recently.

Two trollkin bandits are stationed here, guarding the cave. They stand one to either side of the entrance way, just inside and lurking in the shadows—DC 15 Wisdom (Perception) to notice them. If a commotion has broken out in the compound, they will take the Ready action, prepared to strike any non-trollkin entering. They have been tasked to remain here and won't leave this station. However, if they can tell that the fight has gone against the Mossbacks and they haven't been reinforced by any trollkin fleeing from the longhouses, they might try to bargain for their safe passage

with the treasure in Cavern 3, in which case they will try to trick the PCs into taking the stairs down where the captured owlbear awaits in area 2.

CAVERN 1

Two trollkin are here, protecting a group of five trollkin children who range in age from toddler to young teen. Also present is the albino worg pup stolen from the White Worg Reavers. The children are playing with the puppy when the PCs arrive. The trollkin adults offer only a token resistance before begging the PCs not to harm their children. However, if she learns about the children, Revna Ravenstone will want to slay them all to prevent the start of a blood feud. If the PCs intend to prevent the children's deaths, it will require some very persuasive argument to sway Revna's mind, possibly even invoking wergild of the trollkin before she will agree to let them go (see *Midgard Worldbook* for more information on wergild).

CAVERN 2

In one of their forays into the forests, the Mossback Raiders managed to capture an **owlbear**. They've chained the creature at the foot of the steps leading into this cavern. The chain allows the owlbear to reach and attack anyone coming down the steps. However, its range of movement doesn't extend to the tunnel leading from Cavern 1 or into Cavern 3. The Mossbacks know this and always enter and exit by taking the longer route. They've also been taunting and starving the unfortunate owlbear, hoping to make it particularly vicious. The owlbear is smart enough to know who its persecutors are however, so if freed and within sight of a trollkin, things might not go as the Mossbacks expect.

CAVERN 3

The leader of this branch of the Mossback Raiders is a trollkin raider named Swift Death. She is here, studying the far wall of the cavern in a futile attempt to understand the magic that opens the shadow road entrance. She hopes to be able to utilize the shadow road to extend her territory and further her ambition to raid across the Northlands. She keeps a not-fully-tamed giant boar named Snot Snout as a pet and who follows her heels like a dog but isn't above taking the occasional bite out of other Mossbacks. She wears a magical necklace known as the *baleful eye of Chernobog* (see Appendix).

When accosted, Swift Death will first use the baleful eye on any dwarves in the party before attacking along with her giant boar. The boar doesn't respond to her commands, but Snot is a savage creature that doesn't require provocation

to attack intruders. Rather, it is preventing the boar from attacking that might prove difficult.

Shadow Road Entrance. Bragi Skallagrimsson is correct that there is indeed a shadow road entrance here. In a natural alcove in the far wall of the cavern, there is a symbol carved into the stone that resembles a winged wolf. On the floor in front of this carving is a perfectly symmetrical hole. If not less than 50 gp worth of gold is melted down and poured molten into the hole, the far wall of the cavern will dematerialize for 1 minute before returning to solid stone (3d10 force damage to creatures standing in the space of the cavern wall when it rematerializes). Anyone passing through the wall at this time enters a tributary of Shield Maiden's Fancy that swiftly ascends a mountain pass. What's more, entering Shield Maiden's Fancy from this passage and only this passage, allows travelers to spot an otherwise hidden mithral bridge that reveals itself after a day's travel and links this shadow road with the Raven's Road. The bridge was built by the elves long ago and has been forgotten in all but the bard's song.

Treasure. A locked chest in the corner—DC 14 Dexterity check to open—contains the results of the trollkin's raiding. They have amassed 1,800 cp, 1,100 sp, 50 gp, eight gems worth 50 gp each, a spell scroll containing the cantrip *acid splash*, a *potion of climbing*, and three *potions of healing*.

Conclusion

Once the trollkin have been killed, captured, or run off, the PCs will have earned an ally in the White Worg Reavers and have the beginnings of a reputation in Wolfheim. Meanwhile, Revna Ravenstone will be in a good mood, feeling that honor has been satisfied. She'll be especially amenable should she learn of the baleful eye of Chernobog's powers as it absolves her guilt at what she thought was weakness of heart in her reavers. Regardless, Revna will gladly agree to the loan of two longships to vom Meer, tasking several reaver dwarves to accompany the ships on their return with the Wellenreiter. She may, at the GM's discretion, lay claim to some of the treasure stored in the cave if it was found since some of it was taken in the raid upon the White Worg compound. Or she may feel that the PCs have earned it for their aid. Revna will also lay claim to the trollkin compound as it will make a new base of operations for the White Worg Reavers, though she would gladly share it with her new honorary members if they wish to claim it as well.

Further Adventures

If the PCs wish to continue following the threads of this story, they can seek to track down more Mossback Raiders. The trail might lead them to the village of Nargenstal, the setting of the adventure "The Raven's Call" and another encounter with the trollkin. Alternatively, vom Meer may wish to enlist their aid in another quest. He may send them to Skogarholm in the Wolfmark to negotiate safe passage for his ships, or perhaps he has trade interests in Björnrike or seeks to bolster his reputation by finding a lost dwarven relic rumored to be in an abandoned hold deep inside Huldramose. Finally, should they survive, either Bragi or Golden Throat or both may enlist the PCs to escort them safely to Skaldholm.

APPENDIX

To make your life easier, some of the bits used in this adventure are provided here.

TROLLKIN BANDIT

Medium humanoid, neutral

Armor Class 14 (hide armor)

Hit Points 11 (2d8 + 2)

Speed 30 ft.

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

Senses passive Perception 10

Languages Common, Trollkin

Challenge 1/4 (50 XP)

Regeneration. The trollkin regains 1 hp at the start of its turn. If the trollkin takes acid or fire damage, this trait doesn't function at the start of the trollkin's next turn. The trollkin dies only if it starts its turn with 0 hp and doesn't regenerate.

Thick Hide. The trollkin's skin is thick and tough, granting it a +1 bonus to armor class. This bonus is included in the trollkin's AC.

ACTIONS

Handaxe. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 7 (1d6 + 1) slashing damage.

TROLLKIN RAIDER

Medium humanoid (trollkin), neutral

Armor Class 14 (hide armor)

Hit Points 32 (5d8 + 10)

Speed 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|--------|---------|---------|
| 12 (+1) | 12 (+1) | 14 (+2) | 9 (-1) | 12 (+1) | 10 (+0) |

Skills Animal Handling +3, Insight +3, Nature +1, Perception +3, Survival +3

Senses darkvision 60 ft., passive Perception 13

Languages Common, Trollkin

Challenge 1 (200 XP)

Regeneration. The trollkin regains 1 hp at the start of its turn. If the trollkin takes acid or fire damage, this trait doesn't function at the start of the trollkin's next turn. The trollkin dies only if it starts its turn with 0 hp and doesn't regenerate.

Thick Hide. The trollkin's skin is thick and tough, granting it a +1 bonus to armor class. This bonus is included in the trollkin's AC.

ACTIONS

Multiattack. The trollkin makes two spear attacks or one bite attack and two claw attacks.

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage.

Claw. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) slashing damage.

Spear. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage or 5 (1d8 + 1) piercing damage if used with two hands to make a melee attack.

BALEFUL EYE OF CHERNOBOG

Magic item, uncommon, requires attunement

A ruby orb set into a golden circle, the pendant of this necklace somewhat resembles a malicious eye with the lids draped across the ruby. The *baleful eye* has five charges. Using an action, its bearer may expend a charge to cause the eye to open. When this happens, all dwarves within 60 feet of the bearer must succeed on a DC 15 Wisdom saving throw or behave as if under the effects of a *fear* spell. After all charges have been expended, the *baleful eye* loses its power and becomes an ordinary if ghastrly necklace valued at 200 gp to the right collector.



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