

THE SONG OF FODIN
AN ADVENTURE IN THE FROZEN NORTH
FOR 1ST-LEVEL PCS



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SYNOPSIS

In *The Song of Fodin*, the PCs will find themselves stranded on an island in the far north, surrounded by dangers in a frosty wasteland. The PCs will face orcs and worse in a desperate struggle for survival in a hostile land full of natural wonders, legendary treasures, and great adventure.

The Song of Fodin is a free-form adventure where players will be able to determine their own destiny, choosing which, if any, of several quests to complete while they explore the Isle of Mjorin and deal with the beings that dwell there. The adventure is broken down into several sections based on location, and will expand as players visit each new area and deal with the challenges found there. For a quick reference to the various quests the PCs will have to complete, please see the objectives section below.

OBJECTIVES:

In *The Song of Fodin*, players will be presented with a fairly free-form adventure that be completed by achieving various specific objectives; these will fall into two categories: primary objectives and bonus objectives.

Primary Objectives: Primary objectives are what the PCs need to accomplish in order to satisfactorily complete the adventure, and should carry a reward in experience and treasure to reflect this measure of success. For *The Song of Fodin*, the default primary objective is to find a way off the island of Mjorin.

XP reward: 200 per character

Treasure: None

Bonus Objectives: Bonus Objectives are secondary objectives that the PCs will acquire over the course of the adventure. These objectives, while worth pursuing, are not strictly necessary for completing the adventure. These will have rewards that vary based on the bonus objective in question, and each adventure will have at least one bonus objective based on which method you choose under the *Getting Started* section found below. If you choose not to use one of the pre-set adventure hooks, you should create a bonus objective to reflect the hook

you choose to go with. Whenever you encounter a bonus objective, you should refer back to this section for information on the objective's experience and treasure rewards.

Recover Ather's regalia (for themselves)

XP: 800 per character

Treasure: Ather's regalia (+1 spear, master-work full plate, *ring of protection +1*, *cloak of resistance +1*) and the True Song of Fodin (see below)

Recover Ather's regalia for Erik Montrose

XP: 1,000 per character

Treasure: 1,000 gold total and passage home

Recover the Regalia of Fodin for Chief Ragosh

XP: 1,000 per character

Treasure: 100 gold per character, passage home, and the True Song of Fodin

Make a Comprehensive Report for Cissad Pheormves

XP: 100 per character

Treasure: 1,000 gold per character

*Recover an Artifact for the Society**

XP: 25 per character

Treasure: 100 gold per character

*This objective can be completed multiple times, once each for each item of historical significance (see the item's description for whether or not it qualifies for being of historical significance).

Recover Five or More Artifacts for the Society

XP: None

Treasure: Membership in the Northern Sea Historical Society

Find Shelter from the Storm (see 1-1)

XP: 100 per character

Treasure: None

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and despite everyone's best efforts to stay
conscious the forces of nature drive the waking

He Never Makes it Back (See 1-2)

XP: 25 per character

Treasure: None

GETTING STARTED

There are a few good ways to start *The Song of Fodin*; below are the three recommended methods to begin.

METHOD 1: THE EXPEDITION

The PCs have been hired, separately or together, by Erik Montrose, famed merchant and explorer. He has asked the PCs to accompany him on an expedition to the far northern island of Mjorin to recover the lost regalia of Ather Fodin, legendary hero of the northern lands. He explains that the PCs are to travel ahead, and he will meet up with them at the island in a few days. For more information on Erik Montrose, see 7-1, below.

METHOD 2: THE SURVEY

Colonel Cissad Pheormves of the 2nd Ashessran Legion has been tasked with putting together a survey team to assess the island of Mjorin in order to see whether it holds any value for their empire. She has selected the PCs to make up the core of her team, as she sees much potential in them to be effective tools of the empire. The PCs are informed that their major tasks are to include: determining whether any natural resources are present and assessing the relative difficulty of acquiring said resources, determining the presence of hostile life and assessing the potential challenges in dealing with said hostiles, and finally, providing a comprehensive report on the viability of life on this island, including information on food sources, the potential for farming and mining operations, defensibility, etc.

METHOD 3: THE TREASURE HUNT

The Northern Sea Historical Society recently uncovered an old map which suggests a great treasure belonging to one of the great heroes of the realm can be found scattered about the island of Mjorin. After spending some time trying to confirm the legitimacy of the map, the society has decided the only sure way to know is to simply test it out. As a result, the society has been reaching out to adventurers willing to travel to Mjorin to find and recover any artifacts of historical significance on the island.

The society contacts the PCs, offering to pay

their passage to the island and provide them with the basic provisions they will need for their journey to the island. In addition to rewarding them handsomely for any artifacts they might recover, the society is willing to offer PCs who do an exceptional job lifetime membership in the society and all the benefits that come with that membership.

PCs particularly interested in the society quickly learn that though they regularly deal with adventurers in order to procure historical artifacts, the society's main interest is in the preservation of historical artifacts, and unless the PCs have an interest in visiting the Northern Sea Historical Museum (members get in free) they will gain little from membership, except for perhaps steady work.

FINDING PASSAGE

Whatever hook the PCs choose, they have some difficulty finding passage to Mjorin, as the island is believed to be uninhabited and is not particularly hospitable in any case. After asking around, the PCs find that the only ship headed in that direction at the moment is *The Seaboar*, a less-than-reputable vessel captained by a very large, unhygienic man named Bert the Black. The ship is cramped and unpleasant, but the fare is cheap, and it has the advantage of being basically the PCs' only option.

USING ENCOUNTERS

Statistics for NPCs and monsters can be found in Appendix 1: NPCs

1. THE SHIPWRECK

As the PCs' ship approaches the island of Mjorin, they encounter an unseasonably fierce storm (a blizzard with hurricane force winds; see *Pathfinder Roleplaying Game Core Rulebook* for more information on weather) and the ship's crew loses control of the vessel sometime in the night. PCs who are awake during this time may find and equip cold environment outfits, which are stored throughout the ship. As the winds continue to howl, the ship strikes against a stony reef and the hull shatters against the rocks, casting the PCs and crew into the freezing cold of the raging sea, and despite everyone's best efforts to stay conscious the forces of nature drive the waking

world relentlessly into blackness.

1-1: SHIPWRECKED

The PCs come to a short while later, sprawled face down in the rocks on a frozen beach. They are on the southern side of the isle of Mjorin, surrounded by the wreckage from their ship and the lifeless bodies of the crewmen. Even though the storm has calmed down significantly since the night before, the cold and wind still pose a serious threat to the lives of the PCs. PCs who had cold weather outfits equipped must make a Fortitude saving throw DC 15+1 per previous save every hour until they find shelter or the storm subsides (in 13 hours); characters without cold weather outfits must save every 10 minutes instead. On a failed save, a character takes 1d6 points of nonlethal damage and is fatigued; characters who fall unconscious begin to take lethal damage from the effects of the cold. At this point, the PCs gain the Find Shelter from the Storm secondary objective. PCs who did not equip cold weather outfits while on the ship may find them on the corpses of their former shipmates; however, finding functional outfits can take up to 10 minutes. A successful DC 18 Perception check can reduce the search time considerably by revealing a supply chest buried in the rapidly piling snow. Luckily, the PCs' own gear is located nearby, and so recovering their personal belongings is a relatively simple process. Further survival gear may be scavenged from the shipwreck, but doing so takes time. Roughly six weeks of rations are still salvageable from the wreckage, but that number will drop dramatically if the PCs try to return to retrieve items after the blizzard has subsided, as the island's wildlife will quickly move in on any food not ruined by the storm. Additionally, the PCs can find other kinds of goods amongst the wreckage; it takes 1 minute per gp of value to find a particular kind of item, and items worth more than 100 GP cannot be salvaged at all.

Examining their surroundings, the PCs have difficulty seeing more than a short distance ahead. The beach itself is rocky and slick with seawater and the fresh snow. Leafless trees pierce the snowy night sky at irregular intervals; their narrow, twisted forms and the broken, jagged peaks of the larger rocks are the only features to break the flat frozen plain in front of them. On the far side of the beach is an odd rock formation that may offer shelter from the storm. Indeed, if the PCs investigate the formation they

find a handy cave that would provide more than adequate shelter from the storm (DC 16 Survival check or 21 Perception check to notice wolf tracks leading into the cave). Erecting a shelter on the beach is possible but difficult, requiring a DC 15 Survival check and about 1 hour. Even with an erected shelter, characters are still required to make hourly Fortitude saves or suffer the effects of severe cold, though the DC ceases to rise and all such checks are made with a +4 bonus.

Characters who head for the nearby rock formation can take refuge in the cave there; see 2-1 under The Caves below. Doing either of these things satisfies the *Find Shelter from the Storm* objective.

1-2: AFTER THE STORM

After the storm, the PCs may want to return to the beach to get a better idea of their surroundings and take the opportunity to look for any survivors. While the weather has warmed considerably since the night before, conditions are still uncomfortably cold, and without cold weather outfits PCs are still in danger of frostbite. When the PCs venture outside their shelter, they notice around 2 feet of fresh snow covering the island, making movement difficult and exhausting. The deep snow makes it easy to see the tracks of animals active on the island, though, suggesting reasonably good hunting. DC 5 Survival checks reveal the presence of any land-based creatures (such as wolves or caribou) on the first day, DC 10 for every following day, as modified by weather. A single orc armed with only a crossbow is patrolling the beach, apparently examining the wreckage. When he sees the PCs he immediately lets out a shout of panic and begins running off to a thicket of evergreens some distance to the north. The rest of the orc patrol is waiting there for the scout's report on the shipwreck. If the PCs kill the scout before he reaches the thicket, they satisfy the conditions of the bonus objective *He Never Makes it Back*. If the PCs choose to pursue the orc scout, they encounter his patrol, who attempt to capture the PCs as prisoners (see 1-3). If the PCs kill the scout, the rest of the orc patrol remains where it is for several hours before investigating the beach for clues as to what happened to their missing scout.

SURVEYOR'S NOTES – THE SHIPWRECK

Hearty sea birds and several species of snow crab can be found along the island's southern coastline, and fish can be seen jumping in the near distance, providing meager food sources. Several stands of sturdy leafless trees dot the southern coast. The wood of these trees seems to resist the local elements fairly well, possibly providing superior lumber to that found elsewhere.

While PCs may still recover material goods from the wreck as suggested above, most of the food has perished due to environmental effects and scavenging wildlife. Unfortunately, there appear to be no other survivors of the shipwreck. Though some crew members are missing, it seems probable that the storm simply carried these unfortunate folk out to an ocean grave.

1-3: THE ORC PATROL

A number of orc warriors loyal to Chief Ragosh (see 4-1) have been sent out to the island's coastlands to look for signs of the ships spotted by the orcs prior to the storm. One such group, led by Rakk, a large, wild-looking orc with a fierce temper and strong sense of warrior's honor, has been dispatched to the southern beaches, and has spotted signs of a shipwreck. Rakk sends a scout ahead to look for any survivors before moving in to search for useful salvage. The scout, assuming the PCs don't kill him first, will report the PCs' presence to the remainder of the search party, who will subsequently deem them a threat to the orcs on the island and move to deal with them accordingly. The orc warriors will attempt to capture obviously injured or weakened PCs, taking them prisoner (see 4-3 if the orcs successfully take the PCs prisoner). If the PCs seem healthy or attempt to put up any kind of resistance, the orcs will fight to the death.

2: THE CAVES

The nearby rock formation is home to a wide natural cave which provides the only real shelter from the raging storm. The cave consists mainly of a single broad tunnel of jagged, frost-ridden rock, opening into a slightly round natural chamber a short ways from the cave's mouth. Currently taking residence in this cave is a pair of hungry wolves looking to escape the harsh environmental conditions. The wolves don't take kindly to the PCs invading their home, attempting to drive them out by any means necessary.

Once the PCs have defeated the wolves, they can find shelter from the weather in the cave's

rounded chamber, which, in addition to being well sheltered from the storm, appears to have been an abandoned campsite. Tattered tents and half frozen logs are at hand to stave off the freezing cold, and PCs who search through the campsite can find an old book hidden away in a corner. The book is old and badly damaged by the elements, its elven script only legible in a few areas.

Though it is difficult to get a handle on what exactly is written here, the book appears to be the journal of an elven wizard by the name of Talnos. Talnos apparently visited the island some time ago, seeking the treasure of Ather Fodin with some companions of his. Early entries in the journal claim that Talnos was successful in locating one of Ather's legendary treasures, the Spear of Fodin, and that he tracked the spear to this cave. A later entry reports it wasn't easy to reach the spear's location, and that he had done so only to find that the spear was in some kind of chest with three locks, each fitting one of the keys he found while in the cave's depths. The next readable entry seems to be a that of a raving lunatic: Talnos accuses his companions of conspiring with the chest against him, and suspects they will soon abandon him; however, he will make sure they don't take his treasure, not the spear nor any of his other gear, which he hid somewhere in the cave's depths.

2-1: THE DEEP CAVES

There is no obvious way deeper into the cave; however, a DC 20 Perception check or a *detect secret doors* spell reveals the presence of a concealed door on the back wall of the larger chamber (the door is stonework, so in addition to elves getting a free check for passing within 10 ft, dwarves may use their stonecunning ability to automatically gain a Perception check). Opening the door, the PCs find themselves

in a narrow, downward sloping passageway slippery with ice. The passage eventually leads into a massive open chamber encased with ice. This large chamber emanates a soft blue light (from no apparent source) and features four other exits: three narrow tunnels sloping upwards identical to the one the PCs descended, and one archway leading into another large icy chamber. In the center of the first chamber is a large pool of liquid water, approximately 80 ft deep. In addition, a number of icy structures resembling stalactites and stalagmites are found throughout the chamber.

Taking any of the other sloping paths eventually leads the PCs to a small chamber containing grim stonework statues of ancient warriors in battle garb as well as an empty steel lockbox about the size of a human hand. Each of the statues is about the size of a man and weighs 150 lbs and will qualify as a historical artifact. While the PCs could bring several statues back to the society (and they will be paid for each one), they will only receive the experience reward once. Taking a statue awakens the cave's guardian spirits, and for each statue removed the PCs will suffer a cumulative -1 penalty on all d20 rolls made from within the caves.

While in the main chamber, PCs who make a DC 15 Perception check can see something glittering deep within the still pool. At the bottom is a locked chest containing 2 scrolls of *teleport* in scroll cases, a ruined spell book, and two potions of *endure elements*. The chest is rusted, meaning that while it is harder to unlock (DC 20), it is weakened and easier to break (DC 12).

The second large chamber is the Spear Site (see 2-3 below).

2-2: THE SPEAR SITE

The second large icy stone chamber contains three things of note. First is the skeletal remains of a robed elf, clutching a dagger buried in his rib cage. The dagger is of masterwork quality, but otherwise the robed figure has nothing of value. The second is

a trio of large steel keys laid out carefully on a crimson cloth next to the body. The last important item is a large glass chest containing a spear made in the old style, carved with runes that glow faintly in the same subtle blue as the light in the lower caves. Three steel locks, again looking somewhat old-fashioned, are set into the glass on the chest. Each looks as if it would fit a key, and is marked with a rune. The three keys on the cloth each fit into all of the locks, though they bear no markings. The keys will turn both ways in its lock. Whenever all three keys are turned in an incorrect pattern to open the case, the key turner is hit with 1d4 Wisdom damage and the keys drop out of locks. In truth, the box is unlocked and will open without fuss at any time provided there are no keys in any of the locks. A DC 25 Disable Device check will discover the case is unlocked, and allow the PC to open the case safely (DC 10 Perception to detect the presence of a trap). The spear matches the description of the Spear of Fodin; it sheds dim light within 30 ft and has a +1 enhancement bonus. The spear is considered a historical artifact, and one of Ather's regalia.

3: FROZEN FOREST


This area takes up most of the center of the island. Because of the extreme conditions, the trees found here are noticeably smaller than they would be if found in a warmer climate. In addition, the forest is sparse, with the trees somewhat further apart than they would be in a temperate region.

3-1: ORC PATROLS

Chief Ragosh is a strong and effective leader who likes to keep a close watch on his island. In addition to the hunting parties necessary to sustain his clan on this frozen island, he sends out regular patrols to cover the island and ensure that any threats are taken care of immediately.


SURVEYOR'S NOTES – THE CAVE

The caves contain deposits of a variety of minerals, including heavy amounts of iron and some traces of silver and mica, all of which can be identified with a DC 15 Knowledge (Nature) check.



SURVEYOR'S NOTES – THE FROZEN FOREST

The ground is hard-packed and the soil is poor, which, combined with the cold temperatures, indicates that this is not a good area for growing. Checks for mineral deposits come up negative. There are no rivers, springs, or other such sources of fresh water, though the frequent snow makes a good substitute. However, the quality of lumber here is the highest on the island, high enough for use to construct a new ship, should the PCs wish to do so. In addition, there is a greater abundance of wildlife here than other places on the island, making for good hunting.



His clan considers themselves the inheritors of Ather Fodin's command to guard his treasures, and Ragosh takes this mission especially seriously. Thus, he is very concerned with the recent appearance of Erik Montrose in a cove on west side of the island. Ragosh knows Erik is after the Fodin's treasure, and is determined to keep him from stealing it. He has added an extra member to the usual three-orc formation of the patrols and hunting parties; this member is a younger orc not yet considered a full-fledged fighter and serves as a scout. These scouts are under orders to hang back in the case of a fight in order to carry news of it back to the encampment.

Once the PCs have begun to explore the frozen forest area, they will start to run into orc patrols or hunting parties; this will occur no more than once an hour. Unless the PCs can pass a DC 17 Perception check, they only notice the three fighters and are unaware of the scout. The first two such groups will assume the PCs are hostile and working with Erik Montrose, shouting as much when they see them and accusing them of defiling their island and trying to steal their treasure. The PCs have a chance to try to talk with the orcs, who are willing to listen if the PCs try to explain themselves. The orcs are considered hostile for purposes of Diplomacy checks. If the PCs make no attempt at negotiation, however, the orcs immediately attack. The PCs may also choose to subdue the orcs rather than kill them, in which case the orcs will listen to what the PCs have to say. The reasonable nature of these orcs comes from their clan's strong sense of honor between warriors, a legacy from the days of Ather Fodin.

3-2: INVITATION TO THE ORC CAMP

If the PCs kill the first two orc parties, they will be approached by a third party. This group

of orcs has heard reports of the PCs' fighting prowess and has been sent by Chief Ragosh to invite the PCs to come to their encampment to meet with him. To indicate their friendly intentions, these orcs approach with their weapons sheathed and call out that they wish to parley.

They greet the PCs boisterously, telling them that news of their skill has reached Chief Ragosh. He wishes to meet with them, and additionally, has a proposal for them if they are willing to listen.

4: ORC ENCAMPMENT

The orcs live in an encampment on the eastern shores surrounded by a wooden palisade. The inhabitants dwell in wooden longhouses, and a harbor full of longboats, as well as some smaller fishing crafts, can be seen on the shore. Several guards can be seen patrolling the docks, while other orcs appear to be cleaning or repairing their crafts. A number of fish can be seen leaping out of the water further from the shore, indicating a plentiful supply for the orcs. At first glance, the orcs seem to be going about their various tasks with an agreeable demeanor towards their companions, but a closer inspection reveals that there is an air of tension around the camp; orcs glance suspiciously at others they pass and seem to be constantly on the alert for something. The PCs note several street preachers, who seem to be trying to convince passersby to follow the teachings of High Priest Grurag, arguing that the orcs have strayed from the original intentions of Ather Fodin and must return to their roots. The PCs' guides seem to regard these preachers with suspicion, as well as a degree of scorn.

The orcs have a surprising number of craftsmen who can offer services to the rest of the settlement. There is a prominent blacksmith shop where all sorts of useful metal items are made, from fishhooks and anchors to spears and bolt tips. In addition, there is a

fletcher's, a potter's, and other services, as well as a tannery located outside the camp due to the smell. The orcs prefer to make more utilitarian objects, the extreme climate of the island leaving them few extra resources for unneeded luxuries.

There are two buildings in the settlement which particularly stand out. The first is a temple to the orc ancestors; this wooden building is taller, though not as long, as the other buildings in the encampment, and highly ornamented. A pair of crossed golden spears stands atop the roof, and the image is repeated in other places around the building: painted on the door, carved into the eaves, etc.

The second building of note is Chief Ragosh's home. This building is like a larger, more grandiose version of the other dwellings in the settlement. The peaked roof is taller and more pronounced, and on either end of the roof is mounted a huge pair of antlers. An impressive set of double doors is the entrance to the chief's house, and is ornately carved with scenes of battle. In addition, a stone wall, approximately 8 feet high and six inches thick, encompasses the entire house. Being about the only stone structure in the place, it is a very imposing display.

4-1: MEETING CHIEF RAGOSH

The orc guides take the PCs to Chief Ragosh's house, where he greets them heartily with a waiting banquet in a cavernous hall with a roaring fire. After feasting, he brings up the matter of his proposal. He is surprisingly eloquent for an orc, and the PCs should feel impressed by his commanding presence and persuasive words. He begins by explaining his trouble.

High Priest Grurag has not only been preaching the new doctrines the PCs heard from the street preachers, but has also been speaking out against Ragosh's leadership. He has been gathering more devotees as time goes on and advocating his own rise to power. The tension between those loyal to Ragosh and those who have fallen in with Grurag has been causing increasing strife within the community; these two factions are the reason for the suspicious air the PCs noticed earlier while walking through the streets. Ragosh explains that, in the event of such a conflict, the warrior's code rules that the outcome must be decided by honorable combat. Ragosh is confident he would easily defeat Grurag in such a case, but explains with frustration that the coward Grurag

refuses to meet him in one-on-one combat, hiding behind unwritten rules which he twists in order to protect himself from meeting Ragosh in an honorable fight.

Ragosh is afraid that the growing tensions in the encampment will lead to a full-blown battle between the two factions: not because he is afraid of losing - he is certain he cannot lose - but because he fears the heavy losses the community will take as a whole. He sees only one way to end this conflict peacefully: he must recover the Regalia of Ather Fodin, proving his place as the true Heir of Ather, and therefore the undisputed ruler of the orcs. However, he cannot risk what mischief Grurag might get up to in his absence, and likewise needs his most trusted and capable warriors with him in the event of an uprising. He has seen that the PCs are capable warriors and believes they will be able to recover the Regalia for him in a timely fashion. As reward, he offers them sure and safe passage back home in one of his own longboats, piloted by his most capable crew. If pressed, he will offer an additional gold reward of up to 100 gp per PC; however, he does this grudgingly, and can offer no more, as the orcs do not possess much gold and he can only spare so much.

If the PCs accept, he energetically thanks them, and proceeds to give the locations of the various items of the Regalia. He directs them to the cave in the southeast (giving an accurate description of the rock formation it is found in and its location relative to their wreck) for the spear; the armor can be found in a shipwreck off the north coast; the ring is located within the stone ruins on the southeast of the island; finally, the cloak can be found on the Heights in the center of the island. Unfortunately, he has no information for them on how the treasures are hidden or protected; however, he expresses his sincere belief that adventurers such as themselves should be able to overcome any and all challenges they may come across.

If the PCs decline, Chief Ragosh will try further persuasion, perhaps adding on some amount of gold to the reward (assuming they had not already gained the promise of gold; as stated above, he cannot offer more 100 gp per PC). If they continue to refuse his offers, he expresses his regret and says they are free to leave. He says

that if they change their minds, he will welcome them back, but warns them that if his warriors encounter them in the field, they will assume the PCs are hostile, intending to rape and pillage their ancestral lands.

4-2: HIGH PRIEST GRURAG

The inside of the temple is exceptionally warm, lit by several large fires which burn in oversized pits. Hides hang from the walls, so that only small sections of wood can be seen through the collage of animal skin. An array of long benches is set out in a semi-circle around an altar on the ground level. The temple also has a second level, where the priests keep their quarters. The largest of these belongs to High Priest Grurag, and PCs who wish to speak to him will be directed there.

His quarters are exceptionally well-furnished, featuring not only valuable pelts, but also some stone statuary and a few trinkets made of gold. He has clearly done quite well for himself, as he possesses a chair which looks exceptionally throne-like, and his bed is large enough to hold four orcs at a time. If he is warned of their coming, Grurag greets the PCs from a position on his throne, much like a ruler speaking to subjects.

Grurag is indifferent to the PCs, somewhat curious about the outsiders but mostly interested in whether or not they can be of any political use to him in his feud with Ragosh (see Bonus Objective: Power Behind the Throne). He offers the PCs safe passage off the island in exchange for killing Ragosh, and if that isn't enough he is also willing to offer them 500 gold to sweeten the deal. Unfortunately for the PCs, however, Grurag has no intention of keeping his word: though he outlines a plan to the PCs in which, once they have slain Ragosh, he pretends to arrest and execute them while instead setting them on their way with a ship, in actuality, he feels it would be much easier to actually arrest and execute them once they have served their purpose, and PCs who succeed on a DC 20 Sense Motive check realize that Grurag has no intention of living up to his end of the bargain.

Even if the PCs do go through with Grurag's plan, and he does betray them, successfully increasing his attitude to helpful will change his

mind, and he will gladly provide the PCs with safe passage in exchange for clearing his way to power.

Should the PCs try to attack Grurag, two orc warriors come to his aid, fighting to the death to protect their high priest. If the PCs succeed in slaying the high priest, his followers consider him a martyr, and the orc camp is plunged into chaos, as the two factions break out into open hostility. The fighting lasts for three or four hours, after which Ragosh's faction emerges triumphant, though fully 1/4 of the orc population is killed in the fight.

4-3: THE PRISON

If the PCs are captured by orc patrols, or otherwise arrested by the orcs, they wind up in the prison, an unassuming longhouse set apart only by its iron, barred doors and the orc warriors guarding the entrances. The PCs are stripped of their gear before entering and made to wait for some time before being addressed. The only other occupant of the prison is an orc, Korlash, who was imprisoned after getting drunk and getting into a brawl. He largely keeps to himself, as long as the PCs provide him the same courtesy, but is a little hung-over and does not take kindly to PCs who insist on making a lot of noise.

Eventually, the orcs responsible for the PCs' capture return to the prison and announce that the PCs must face them in ritual combat to settle the dispute of their arrest. If the PCs protest or question the practice, the orcs inform them that the trial is a test to determine their guilt, and that if they succeed they will be set free, whereas if they fail they will be found guilty, and slain on the battlefield. The battles are to be fought one-on-one, with additional orc warriors called in as stand-in fighters if necessary. The PCs will have their gear returned to them shortly before the fight, and will not be called upon to do battle before they are fully healed and have had time to prepare spells, if necessary. The battle itself takes place in a circle of bare ground, set apart with a circle of stones, each inscribed with a rune written in chalk. Though it is a fight to the death for the PCs, the orcs can yield without penalty, and will do so if they are reduced to below 1/2 of their maximum hit points.

4-4: THE CORONATION

If the PCs recover the various Regalia of Ather and hand them over to Ragosh, he is very grateful (see Bonus Objective: *Recover the Regalia of Fodin*

for *Chief Ragosh*). He thanks them for the great service they have performed for his people, and excuses himself, explaining that he must move swiftly, before Grurag has the chance to scheme his way out of defeat, but that the PCs should come to the ascension ceremony, and that he will be certain to give them their reward once the ceremony is complete.

The ceremony takes place very soon after that meeting, as Ragosh, decked out in all the Regalia of Ather, makes a circuit around the town, calling out for the entire encampment to gather around the combat ring. When the orcs are all gathered (Ragosh ensures that the PCs are able to get a front seat, if he spots them) Ragosh himself enters the ring. He gives a short speech, recalling the honor, pride, and warrior's spirit of his people, and recounting the tale of how they were educated in the way of the warrior by Ather Fodin ages ago. When he finishes his speech, he holds aloft the Regalia, and declares himself to be Ather's Heir, calling for anyone who disagrees to face him in honorable combat.

Unless the PCs choose to challenge him (in which case see below) no one does. After a moment has passed, Ragosh declares the matter settled, and then calls out Grurag, declaring that it is time to end their feuding with blood. Grurag, clearly reluctant, agrees to the challenge and meets Ragosh in the ring. They fight, and, unless the PCs intervene, Ragosh emerges the victor.

If the PCs choose to challenge Ragosh, or if they decide to use the Regalia of Ather to try to claim the title of Ather's Heir for themselves, they must decide who is to take the title, for only one of them can be Ather's Heir. This PC must stand alone in combat against Ragosh. If the PC survives, he or she must still succeed on a DC 25 Diplomacy check in order to get the orcs to accept him or her as the Heir (DC 20 if the PC is a half-orc, and DC 15 if the PC is a full-blooded orc).

After the ceremony, Ragosh approaches the PCs, thanking them again for their aid. He insists on having the PCs stay for several days of feasting or celebration, though if the PCs are particularly stubborn he will relent, having a crew and ship ready to take them back within the hour. If the PCs humor him and wait for at least 24 hours before departing, they are pulled aside at some point by Ragosh, who explains that one of his shamans, after examining the items of the Regalia, has discovered that, viewed

together, they unlock the secrets of the Song of Fodin, and that he feels they deserve to hear the rare and sacred song (see *The True Song of Fodin* for more information).

5: THE NORTH COAST

This section of the island is incredibly rocky and inhospitable. A cold wind blows in from the north for most of the day, spraying cold, foamy seawater over the jagged rocks. Despite the lack of vegetation or fertile soil, the area is not devoid of life, and a number of seals lounge on the rocks, occasionally letting out sharp staccato bursts of barks and grunts.

The coastline's only major landmark is the gutted and rotting remains of *The Naag*, a boat which crashed on the coastline ages past, during the lifetime of Ather, though it was not actually the ship he crashed with. The ship has survived the intervening time remarkably well, and though it creaks ominously and appears like it could collapse at any moment, it is in fact quite sturdy. It is, however, mostly submerged, having crashed on the rocks some short ways out from the coast.

5-1: APPROACHING THE NAAG

In order to reach *The Naag*, the PCs must traverse some 300 feet of choppy, cold water. This requires a DC 15 Swim check each round to stay afloat, and the PCs may also be in danger of hypothermia. On the way out to the ship, however, the PCs attract the attention of a shark which inhabits the area. The shark is simply interested in food, and if reduced to less than $\frac{3}{4}$ its maximum hp, the shark flees. When the PCs finally reach *The Naag*, they find that the only way in is through a large hole punctured in the hull, several feet below water.

Statistics for sharks can be found in the *Pathfinder Bestiary*.

5-2: ATHER'S ARMOR

Once the PCs enter *The Naag*, they must make their way through a short flooded section, eventually emerging into an area of the ship which is still above water. The first room they enter contains the armor of Ather, as well as a fake armor designed to test the worthiness of those who would remove the proper armor.

The room is dominated by an engraved,

golden chest, studded with gems of all kinds. Engraved on the lid of the chest is a short poem:

*"This armor is weighted by the honor and glory
Of the true heroes who wore it in battle.
Only those with a strong heart and true
warrior's spirit
May lift this armor from where it rests.
Those with the wisdom of the gods shall accept
This is a true warrior's armor, and walk away."*

Once opened, the chest is revealed to contain a suit of golden, glittering full-plate, studded with gems and gleaming brilliantly in the light, as well-polished and undamaged as the day it was forged. This is merely an illusion, however, and both the chest and its contents are nothing more than a permanent image (DC 25 to disbelieve). Further, the illusion is designed to make the armor seem too heavy to lift: no matter what a character's Strength score is, he will find himself unable to move the armor or the chest containing it.

PCs who take the time to examine the rest of the room find that it contains another exit, leading to the navigator's cabin (see 5-3, below), as well as a skeletal corpse, wearing what appears to be a suit of heavily worn and battle-damaged chainmail. This armor is in fact the armor of Ather Fodin, glamered to appear as unassuming chainmail. In fact the actual armor is masterwork fullplate, and though it still bears the signs of wear and battle that can be seen on the chainmail version, it also bears several runes carved into its surface. Once the PCs claim the true armor, the image of the chest vanishes.

The illusion of the chest is actually a function of the armor itself, a magical enchantment placed there by Ather Fodin, and any time the armor is left unattended the image reasserts itself.

5-3: THE NAVIGATOR'S CABIN

This cabin once belonged to the navigator of

The Naag. It is long since abandoned, its owner having left after the shipwreck to fates unknown. PCs who search the cabin find that it was largely cleaned out, presumably by its former occupant, or by looters who came after. The only things of note in the room now are a handful of books, including *The Voyages of Bachrenar*, and other *Ashessran Myths*, *Applied Astronomy*, and *Metaphysics and You*.

Of more note are three other books, the first of which is a spellbook, containing the wizard spells *floating disc*, *grease*, and *obscuring mist*. The second is a set of sea charts, which grant a +5 circumstance bonus on all checks to navigate the waters it covers, which include the passage back from the island to the place the PCs set out from. Third, *The Secrets of Boat Construction* is a book which details the construction of various ocean-going craft. PCs who read this book (a process which takes roughly eight hours) gain a +10 bonus on any craft check to build a simple boat, and also learn what materials they will need to do so.

If the PCs decide to pursue building a boat, they can gather all the necessary materials if they draw from both of the shipwrecks, though neither shipwreck has all the necessary materials on its own. The craft check is DC 20, and the price of the boat in silver pieces is 500; see the Pathfinder Roleplaying Game Core Rulebook for more details on using the craft skill.

6: THE STONE RUINS

This place holds a large stone construction with several standing stone pillars, some of which support other large stones, forming a circle around a large stone slab. Each of the pillars bears a single runic inscription, but otherwise appears to be nothing more than large stones arranged in a remarkable position.

The slab in the center is engraved with a legend:

SURVEYOR'S NOTES - THE NORTHERN COAST

PCs surveying the area can note without difficulty the abundance of easy hunting provided by the seals, and those who succeed on a DC 15 Survival check can note an abundance of fish in the area as well. Those succeeding on a DC 15 History (or Profession (soldier)) check can also note that the rocks make this section of the island incredibly defensible from a naval assault.

“First the mighty Ather Fodin came to this land on his sailing ship, crashing into the rocks to the north. The mighty warrior came down from the north, exploring the land and living on wild game. He made his way to the sacred cave, where he battled the spirit of Garshalga, the Great Wolf, who once terrorized this land. The terrible she-beast defeated, he travelled to the land of the orcs, and instructed them in his ways. His work completed, the mighty Ather Fodin climbed the highest peak and ascended into the Eternal Heavens, where he waits for his warrior children to follow him into the glorious battles of the great beyond.”

Embedded in the slab, directly in the center, is the ring of Ather Fodin, a +1 ring of protection bearing a number of glowing blue runes. PCs who destroy the stone slab can find the ring amongst the wreckage, but there is a far easier way to get at the fabled treasure. Each of the standing stones corresponds to a particular direction on the compass, with eight in all (one each for North, South, East, and West, as well as one for North-East, North-West, etc.). By touching the runes on the stones in the proper order, PCs can activate them, causing them to glow with a brilliant white light in a straight beam.

The beam of light is harmless, though it has a fantastic effect on the stone slab, causing any part of it caught in the direct light of the beam to vanish. The legend engraved on the stone is the key to the order of the runes, first the north (for the ship) must be activated, then the southwest (for the cave) and finally the northeast (for the orc encampment). If the PCs activate the wrong rune at any time, all the runes deactivate, forcing them to start over. Each of the three beams removes part of the stone, and in fact with only a single beam showing observant PCs can barely see the edge of the golden ring embedded within. However, the ring can only be freed entirely when all three beams are active.

7 – THE COVE

This section of the island is a naturally-formed cove which makes for an excellent harbor. The area is rocky, but not desolate, and the rocks do not extend out far enough to cause problems for ships which would wish to dock here.

7 – 1 ERIK MONTROSE

Erik Montrose is a treasure hunter and privateer extraordinaire, and has come to the island in search of the Regalia of Fodin. Erik recently uncovered a set of documents believed lost to history entitled The Song of Fodin, which describe the exploits of the great hero in much detail. Of particular interest to Erik were two stories from the text. One of these passages explains how, in ages past, Ather’s magical long ship was caught in a fearsome storm and crashed on a nameless island in the far north; Ather then spent the better part of a year on this island, though most of this part of the document was damaged and unreadable. Based on the physical description of the island, Erik determined that this was the place mentioned in the texts, and set out with several bodyguards to claim the relics for himself.

Unfortunately for Erik, the missing part of the document describes the time that Ather spent with the orcs, and so Erik was completely unprepared to find a tribe of hostile warriors between him and the treasure he seeks. Though he did bring some bodyguards, he is thoroughly unprepared for a full-on war with the orcish tribes, and has spent his time since arriving fending off orc raids and trying to determine a way to salvage this rapidly-worsening situation before his crew mutinies or he is forced to turn back empty-handed.

When he sees the PCs, he is overjoyed, believing this to be exactly the solution he’s been waiting for. If the PCs signed on with Erik as

SURVEYOR’S NOTES – THE COVE

A handful of fruit-bearing plants can be found here, growing amidst the rocky outcroppings, and a successful DC 15 Knowledge (Nature) check will allow a PC with a proper container to transplant one such plant intact to bring back to the mainland. Additionally, there is exceptional fishing in the cove, and the fishing is safer than that on the northern edge of the island, though the fish are not quite as bountiful.

SURVEYOR'S NOTES – THE HEIGHTS

The heights appear to be rich in iron, and in fact PCs who succeed on a DC 10 Knowledge (Nature) check can identify iron deposits visible on the ground, hinting at even more rich veins hidden below. Towards the top of the heights PCs can find large deposits of ice, which could be melted to provide water for any settlement on the island.

their plot hook, he makes a few statements about how glad he is that they're all right, then explains the situation and immediately sends them out to go recover the treasures. If they balk at this, he reminds them that he is paying them handsomely for their services, and that his boat is now the only way off of the island. If the PCs have never met Erik before, or if they turned down his offer but wound up on the island anyway, he expresses joy at meeting "civilized people" on this "backwater hellhole" and, after explaining his situation, offers them the same rate he would have offered in the beginning for giving him the Regalia of Fodin, as well as promising them passage off the island.

Either way, Erik has little idea about where on the island the treasures might be, and snaps at PCs who complain about the difficulty of finding them, telling them to "go explore until they find it."

Erik does have a ship of his own, and unlike the other two on the island it is still seaworthy. PCs who try to take *The Rose of the North* by force find that they will have to overcome no less than four level 3 warriors as well as Hadim, Erik's loyal personal bodyguard, a 5th level fighter. Some of the crew are growing restless, however, and PCs who succeed on a DC 25 Diplomacy check can convince the crew to mutiny; Hadim, however, is always loyal to Erik, and even in the event of a mutiny the PCs will have to fight him to the death before they can capture *The Rose*, at which point they may find piloting the craft difficult unless they have someone with ranks in Profession (Sailor) or similar.

8 – THE HEIGHTS

This set of large and jagged hills rises up steeply in the center of the island, towering above the rest of the landscape. It is home to very few animals, the natural wildlife having been driven away by a terrible and dangerous worg. The

highest peak is guarded by Roht, an einherjar and eternal servant of Ather Fodin, who protects Ather's cloak from those unworthy of taking it.

8 – 1 THE LONE WORG

Roughly halfway up the mountain the PCs are set upon by a worg who has made the heights his home, driving off any other predators from the small mountain. It viciously and savagely attacks them. It does not fight to the death, but will flee if reduced to less than ½ hit points. Additionally, if it succeeds in killing a PC it will attempt to retreat with the body, devouring it in its lair and coming back to attack the rest of the PCs later, if they remain.

Stats for the worg can be found in the Pathfinder Bestiary.

8 – 2 THE GUARDIAN

At the top of the highest peak the PCs find Roht, an einherjar in the service of Ather Fodin. Roht's undying task is to protect the Cloak of Fodin from those who would take it, and he has waited on this mountain since before the disappearance of Ather Fodin. When the PCs arrive he calls out to them, proclaiming that if they want the Cloak of Fodin they will have to defeat him in glorious combat. Roht fights to the death, though he will accept surrender if the PCs offer it to him. PCs who defeat him can find the cloak folded up carefully in a pouch Roht carries on him: it is midnight-blue and has a number of runes stitched into it; additionally it serves as a *cloak of protection +1*.

If the PCs return to the heights after defeating Roht, he may regenerate in the meantime (a process which takes 2d4 days), in which case he congratulates the PCs for defeating him and wishes them good luck on their quest. Roht's task does not truly end until someone discovers the True Song of Fodin contained in the Regalia; see below.

THE TRUE SONG OF FODIN

When assembled, the runes on the various pieces of the Regalia of Fodin form a song, which can be deciphered with a DC 20 Linguistics check. This is the True Song of Fodin, which grants two benefits to the PCs.

First, the song details the final resting place of Ather Fodin's real treasure, something far larger than the trinkets left on this island. The final resting place of that treasure is up to the DM, as finding it and tracking it down should be an adventure which spans several levels, and continues to test the PCs along the way.

The second benefit is that the song itself is imbued with magical power, and any bard in the party can learn the song, gaining it as an additional bardic music ability:

The Song of Fodin (Su): Bards familiar with the True Song of Fodin can use their performance to grant exceptional courage and clarity to their allies, allowing them to focus clearly on the task at hand. To be affected, an ally must be able to hear the song. All affected allies are immune to fear and compulsion effects of all kinds. The True Song of Fodin is a mind-affecting ability, and uses audible components.

APPENDIX 1: NPCs

ORC SCOUT

CR 1/3

XP 135

Orc warrior 1

Any Chaotic or Neutral Medium humanoid

Init +0; **Senses** darkvision 60 ft.; **Perception** -1

Weakness light sensitivity

DEFENSE

AC 15, touch 12, flat-footed 13 (+3 armor)

hp 6 (1d10+1)

Fort +3, **Ref** +0, **Will** -1

Defensive Abilities ferocity

OFFENSE

Speed 30 ft.

Melee Spear +3 (1d8+3/x3)

Ranged Heavy Crossbow +3 (1d10/19-20 x2)

STATISTICS

Str 14, **Dex** 14, **Con** 12, **Int** 7, **Wis** 8, **Cha** 6

Base Atk +1; **CMB** +4; **CMD** 15

Feats Stealthy

Skills Stealth +5

Languages Common, Orc

SQ weapon familiarity

SPECIAL ABILITIES

Ferocity (Ex)

An Orc Scout remains conscious and can continue fighting even if its hit point total is below 0. It is still staggered and loses 1 hit point each round. A creature with ferocity still dies when its hit point total reaches a negative amount equal to its Constitution score.

ORC WARRIOR

See the Pathfinder Bestiary entry "Orc" for more information.

RAGOSH, ORC CHIEFTAIN

CR 4

XP 1200

Orc Barbarian 5

LN Medium humanoid

Init +0; **Senses** darkvision 60 ft.; **Perception** -1

Weakness light sensitivity

DEFENSE

AC 14, touch 12, flat-footed 14 (+4 armor, +1 Dex -2 Rage)*

hp 68 (5d12+30)*

Fort +9*, **Ref** +2, **Will** +3*

Defensive Abilities ferocity, Uncanny Dodge, Trap Sense +1, Improved Uncanny Dodge

OFFENSE

Speed 40 ft. (30 ft. in armor)

Melee MW Spear +11 (1d8+15/x3)*

Special Attacks Rage (23 rounds/Day), Rage Powers

STATISTICS

Str 22*, **Dex** 12, **Con** 20*, **Int** 10, **Wis** 10, **Cha** 14

Base Atk +5; **CMB** +11; **CMD** 22

Feats Extra Rage, Power Attack, Weapon Focus (Spear)

Skills Survival +8 Intimidate +10 Perception +8 Diplomacy +7

Languages Common, Orc

SQ weapon familiarity

TREASURE

NPC Gear (MW Spear, +1 Hide Armor, Potion of Bull Strength, Potion of Cure Moderate Wounds x2 Elixir of Fire breath)

SPECIAL ABILITIES

Ferocity (Ex)

An Orc Scout remains conscious and can continue fighting even if its hit point total is below 0. It is still staggered and loses 1 hit point each round. A creature with ferocity still dies when its hit point total reaches a negative amount equal to its Constitution score.

Fast Movement (Ex)

A barbarian's land speed is faster than the norm for her race by +10 feet. This benefit applies only when he is wearing no armor, light armor, or medium armor, and not carrying a heavy load. Apply this bonus before modifying the barbarian's speed because of any load carried or armor worn. This bonus stacks with any other bonuses to the barbarian's land speed.

Rage (Ex)

A barbarian can call upon inner reserves of strength and ferocity, granting her additional combat prowess. Starting at 1st level, a barbarian can rage for a number of rounds per day equal to 4 + her Constitution modifier. At each level after 1st, she can rage for 2 additional rounds. Temporary increases to Constitution, such as those gained from rage and spells like bear's endurance, do not increase the total number of rounds that a barbarian can rage per day. A barbarian can enter rage as a free action. The total

number of rounds of rage per day is renewed after resting for 8 hours, although these hours do not need to be consecutive. (23 Rounds)

While in rage, a barbarian gains a +4 morale bonus to her Strength and Constitution, as well as a +2 morale bonus on Will saves. In addition, she takes a -2 penalty to Armor Class. The increase to Constitution grants the barbarian 2 hit points per Hit Dice, but these disappear when the rage ends and are not lost first like temporary hit points. While in rage, a barbarian cannot use any Charisma-, Dexterity-, or Intelligence-based skills (except Acrobatics, Fly, Intimidate, and Ride) or any ability that requires patience or concentration.

A barbarian can end her rage as a free action and is fatigued after rage for a number of rounds equal to 2 times the number of rounds spent in the rage. A barbarian cannot enter a new rage while fatigued or exhausted but can otherwise enter rage multiple times during a single encounter or combat. If a barbarian falls unconscious, her rage immediately ends, placing her in peril of death.

Rage Powers (Ex)

Superstition (Ex): The barbarian gains a +2 morale bonus on saving throws made to resist spells, supernatural abilities, and spell-like abilities. This bonus increases by +1 for every 4 levels the barbarian has attained. While raging, the barbarian cannot be a willing target of any spell and must make saving throws to resist all spells, even those cast by allies.

Renewed Vigor (Ex): As a standard action, the barbarian heals 1d8 points of damage + her Constitution modifier. For every four levels the barbarian has attained above 4th, this amount of damage healed increases by 1d8, to a maximum of 5d8 at 20th level. A barbarian must be at least 4th level before selecting this power. This power can be used only once per day and only while raging. (2d8)

Uncanny Dodge (Ex)

At 2nd level, a barbarian gains the ability to react to danger before her senses would normally allow her to do so. She cannot be caught flat-footed, even if the attacker is invisible. She still loses her Dexterity bonus to Armor Class if immobilized. A barbarian with this ability can still lose her Dexterity bonus to Armor Class if an opponent successfully uses the feint action against her.

Trap Sense (Ex)

At 3rd level, a barbarian gains a +1 bonus on Reflex saves made to avoid traps and a +1 dodge

bonus to Armor Class against attacks made by traps.

Improved Uncanny Dodge (Ex)

At 5th level and higher, a barbarian can no longer be flanked. This defense denies a rogue the ability to sneak attack the barbarian by flanking her, unless the attacker has at least four more rogue levels than the target has barbarian levels.

* Stats While Raging, Ragosh always Power Attacks

RAGOSH, WITH REGALIA CR 5

XP 1600

Orc Barbarian 5

LN Medium humanoid

Init +0; **Senses** darkvision 60 ft.; **Perception** +8

Weakness light sensitivity

DEFENSE

AC 19, touch 12, flat-footed 18 (+9 armor -2 Rage +1 Deflection)*

hp 68 (5d12+30)*

Fort +10*, **Ref** +3, **Will** +4

Defensive Abilities ferocity, Uncanny Dodge,

Trap Sense +1, Improved Uncanny Dodge

OFFENSE

Speed 40 ft. (20 with armor)

Melee +1 Spear +11 (1d8+16/x3)*

Special Attacks Rage (23 rounds/Day), Rage Powers

STATISTICS

Str 22*, **Dex** 12, **Con** 20*, **Int** 10, **Wis** 10, **Cha** 14

Base Atk +5; **CMB** +11; **CMD** 23

Feats Extra Rage, Power Attack, Weapon Focus (Spear)

Skills Survival +8 Intimidate +10 Perception +8 Diplomacy +7

Languages Common, Orc

SQ weapon familiarity

TREASURE

NPC Gear (MW Spear, +1 Hide Armor, Potion of Bull Strength, Potion of Cure Moderate Wounds x2 Elixir of Fire breath)

* Stats While Raging, Ragosh always Power Attacks

GRURAG, ORCISH HIGH PRIEST CR 2**XP** 600

Orc Cleric 3

NE Medium humanoid

Init +0; **Senses** darkvision 60 ft. ; **Perception** +2**Weakness** light sensitivity**DEFENSE****AC** 14 (+4 armor) touch 10, flat-footed 14**hp** 13 (3d8)**Fort** +3, **Ref** +1, **Will** +5**Defensive Abilities** ferocity**OFFENSE****Speed** 30 ft.

Melee Quarterstaff +4 (1d6+2)

Domain Spell Like Abilities Touch of Evil, Copy

Cat

Cleric Spells Prepared (CL 3)2nd - *Eagle's Splendor* x2, *Invisibility* (D)1st - *Command* (DC 13), *Summon Monster I*, *Doom*, *Protection From Good* (D)0 - *Bleed*, *Detect Poison*, *Guidance*, *Resistance***Special Attacks** Channel Negative Energy 2d6 DC

13;

STATISTICS**Str** 14, **Dex** 10, **Con** 10, **Int** 10, **Wis** 14, **Cha** 14**Base Atk** +2; **CMB** +4; **CMD** 14**Feats** Persuasive, Deceitful**Skills** Bluff +10, Diplomacy +10, Intimidate +7**Languages** Common, Orc**SQ** weapon familiarity, Aura of Chaotic Evil,

Trickery Domain, Evil Domain.

Treasure NPC Gear (MW Quarterstaff, Potion of*Cure Disease*, royal outfit and 450 gp worth of jewelry)**SPECIAL ABILITIES****Ferocity (Ex)**

An orc remains conscious and can continue fighting even if its hit point total is below 0. It is still staggered and loses 1 hit point each round. A creature with ferocity still dies when its hit point total reaches a negative amount equal to its Constitution score.

Aura (Ex)

A cleric of a chaotic, evil, good, or lawful deity has a particularly powerful aura corresponding to the deity's alignment (see the detect evil spell for details).

Channel Energy (Su)

Channeling energy causes a burst that affects all creatures of one type (either undead or living) in a 30-foot radius centered on the cleric. The amount of damage dealt or healed is equal to 1d6 points of

damage for every two cleric levels beyond 1st (2d6 at 3rd, 3d6 at 5th, and so on). Creatures that take damage from channeled energy receive a Will save to halve the damage. The DC of this save is equal to 10 + 1/2 the cleric's level + the cleric's Charisma modifier. Creatures healed by channel energy cannot exceed their maximum hit point total—all excess healing is lost. A cleric may channel energy a number of times per day equal to 3 + her Charisma modifier. This is a standard action that does not provoke an attack of opportunity. A cleric can choose whether or not to include herself in this effect. A cleric must be able to present her holy symbol to use this ability.

Domain Powers

Copycat (Sp): You can create an illusory double of yourself as a move action. This double functions as a single Mirror Image and lasts for a number of rounds equal to your cleric level, or until the illusory duplicate is dispelled or destroyed. You can have no more than one copycat at a time. This ability does not stack with the Mirror Image spell. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

Touch of Evil (Sp): You can cause a creature to become sickened as a melee touch attack. Creatures sickened by your touch count as good for the purposes of spells with the evil descriptor. This ability lasts for a number of rounds equal to 1/2 your cleric level (minimum 1). You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

ERIK MONTROSE**CR 1****XP** 400

Human Expert 3

N Medium humanoid

Init +0;**DEFENSE****AC** 11 (+1 Dex) touch 11, flat-footed 10**hp** 13 (3d6+3)**Fort** +1, **Ref** +2, **Will** +1**OFFENSE****Speed** 30 ft.

Melee MW mithral dagger +3 (1d4-1/19-20x2)

Ranged Light Crossbow +3 (1d8/19-20x2)

STATISTICS**Str** 10, **Dex** 12, **Con** 11, **Int** 15, **Wis** 7, **Cha** 11**Base Atk** +2; **CMB** +3; **CMD** 13

Feats Persuasive, Deceitful

Skills Appraise +8, Knowledge History +8, Profession (Explorer) +4, Sense Motive +4, Perception +4, Diplomacy +6, Linguistics +6, Survival +4

Languages Common, Elf, Dwarf, Gnome
NPC Gear (Spyglass, mithral dagger)

BODY GUARD CR 1/2

XP 200

Human warrior 2

N Medium humanoid (human)

Init +2; **Senses** Perception -1

DEFENSE

AC 14, touch 12, flat-footed 12 (+2 armor, +2 Dex)

hp 19 (2d10+4)

Fort +4, **Ref** +2, **Will** -1

OFFENSE

Speed 30 ft.

Melee Halberd +5 (1d10+3/x3)

Ranged Short bow +4 (1d6)

STATISTICS

Str 14, **Dex** 15, **Con** 12, **Int** 9, **Wis** 8, **Cha** 7

Base Atk +2; **CMB** +3; **CMD** 14

Feats Point Blank Shot, Weapon Focus (battleaxe)

Skills Climb +6, Profession (sailor) +4, Swim +6

Languages Common

NPC Gear (masterwork leather armor, halberd, bow)

HADIM CR 4

XP 1,200

Male human fighter 5

LN Medium humanoid (human)

Init +5; **Senses** Perception +6

DEFENSE

AC 19, touch 12, flat-footed 17 (+1 Dex, +7 armor, +1 dodge)

hp 47 (5d10+15)

Fort +6, **Ref** +2, **Will** +2; +1 bonus on Will saves against fear

Defensive Abilities armor training, bravery

OFFENSE

Speed 30 ft.

Melee falchion +9 (2d4+15/18-20)*

Offensive Abilities Weapon Training (heavy blade) +1

STATISTICS

Str 18, **Dex** 13, **Con** 14, **Int** 10, **Wis** 12, **Cha** 8

Base Atk +5; **CMB** +9; **CMD** 20

Feats Dodge, Improved Initiative, Power Attack,

Weapon Focus (falchion), Weapon Specialization (falchion)

Skills Climb +9, Perception +9, Survival +9

Languages Common

NPC Gear (+1 Breastplate, +1 Falchion)

*Hadim always power attacks

ROHT, ETERNAL GUARDIAN CR 3

XP 800

Human Fighter 1 (Einherjar)

LG Medium humanoid (human)

Init +2; **Senses** Perception +3

DEFENSE

AC 22 touch 15, flat-footed 18 (+5 armor, +2 Shield, +4 Dex, +1 Sacred)

hp 15 (1d10+5)

Fort +6, **Ref** +4, **Will** +2

Defensive Abilities fast healing 2, immunity to death effects and energy drain, DR 5/magic, Rejuvenation

OFFENSE

Speed 40 ft. (30 ft. in armor)

Melee War Hammer +7 (1d8+5/x3)

STATISTICS

Str 20, **Dex** 18, **Con** 18, **Int** 15, **Wis** 15, **Cha** 15

Base Atk +1; **CMB** +6; **CMD** 20

Feats Weapon Focus (Warhammer)

Skills Perception +3 Climb +9 Survival +6 Craft (Weapon) +6

Languages Common

NPC Gear (Warhammer, +1 Chain shirt, MW Heavy Steel Shield)

SPECIAL ABILITIES

Immortal Form (Ex):

This functions just like the monk class feature timeless body, except that the einherjar doesn't die from old age.

Oversoul Transformation (Su):

Roht does not use his oversoul transformation for any reason.

Undying Purpose (Ex): Einherjar all have a specific purpose that is obtainable and has a concrete end point (for example, an orc could become an einherjar with the purpose of destroying an elf, but not to just become stronger). The patron can revoke the status of einherjar if he feels that the einherjar isn't actively striving toward her final goal.

Abilities:

An einherjar gains a +4 bonus on three ability

scores of her choice and a +2 bonus on the other three.

Rejuvenation (Su):

In most cases, it's difficult to destroy an einherjar through simple combat: the destroyed einherjar restores herself in 2d4 days. After this time passes, the einherjar returns fully healed (albeit without any gear she left behind on her previous body) at the last place that she considered home (if she doesn't consider anywhere "home," she instead returns to the place she died). Even the most powerful spells are usually only temporary solutions. The only way to permanently destroy an einherjar is to determine the reason for its existence and set right whatever prevents it from resting in peace. The exact means varies with each einherjar and may require a good deal of research, and should be created specifically for each different einherjar by the GM.

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DISCOVER THE LEGACY OF ATHER FODIN

When a freak storm leaves the PCs stranded on the frigid island of Mjorin, their first priority becomes surviving in order to escape. Mjorin is more than simply a frozen wasteland, however, and PCs will be forced to take sides in a ferocious struggle over the regalia of Fodin, a set of artifacts which reputedly belonged to the legenday figure of Ather Fodin himself. Will the PCs use the artifacts to restore order to the tribe of orcs which inhabit the island and, to this day, continue to live by Ather's teachings? Or will they hand them over to a glory-seeking explorer willing to pay them handsomely for their troubles? Perhaps they will instead aid the dissidents in the orc tribe, murdering the chieftain in exchange for passage home.

But before the PCs can choose their side, they must first get their hands on the regalia, scattered across the island and protected by a series of trials which will test not only their combat prowess, but also their intellect, wisdom, and the purity of their spirit.

Can your PCs unlock the true legacy of Ather Fodin, or will they too fail, as have so many before them?