



NORTHERN WILDERNESS
EVENTS

The region the Northkin call home is more than inhospitable—it is downright hostile. Blizzards appear without warning, avalanches are common, bandits even more common, and the whole region is home to a dozen different species of beasts and monsters that will not turn down a free meal that comes wandering into their territories.

For times when an adventuring company, Northkin or otherwise, decides to wander around the cold expanse of northern Khador, the Game Master can use the Northern Wilderness Events table to quickly determine events, hazards, and encounters for the PCs to deal with.

USING THIS TABLE

Use the Northern Wilderness Events table when the characters travel through the wilderness and you want to spice up their journey with something interesting. The frequency of the rolls is entirely up to you; it might be once per day of travel, or whenever the characters choose to stop and camp overnight. The more often you choose to roll randomly for events, the more, well, random the journey will seem, so feel free to space out these rolls for a decent rhythm. Additionally, any time the characters make a Navigation roll that results in “Complications en route,” assume the characters encounter one of these events.

Roll a d6, adding +1 to the roll if the characters choose to travel at night, travel in a group larger than twenty, make a great deal of noise while traveling, and so forth. On a roll of 6, roll 3d6 and consult the appropriate column on the table for the region they are traveling through.

Note that the table includes a number of “—” results for the various regions. This indicates the extreme unlikelihood of the listed event happening in a particular region. You are at liberty, however, to use any event wherever you want—just be prepared to have an explanation for why a squad of Winter Guard is tooling around in the Shard Spires, or how an avalanche can hit the characters in the heart of the Wolveswood!

As an alternative to rolling randomly for an event, when an event occurs you can simply select one of the listed events that feels the most appropriate for the tone of the adventure and/or the current location of the characters, or that best tests the skills and abilities of the adventuring company.

NORTHERN WILDERNESS EVENTS (SELECT REGION AND ROLL 3d6)

EVENT/ENCOUNTER	HOWLING WASTE	MALGUR FOREST	NYSCHATHA MOUNTAINS	RIMESHAW	SCARSELL	SHARD SPIRES	TARGOSS FOREST	WOLVESWOOD
Abandoned Circle Orboros Site	—	3	3	3	3	—	3	2
Avalanche	3-4	—	4-5	—	—	3	—	—
Barbarian Hunting Party	—	4	6	4-5	4	4	4	4-5
Beast Lair	5	5	7	6	5	5	5	6
Blizzard	6-7	6	8	7	6	6	6-7	7
Crevasse	8	—	9	—	—	7	—	—
Elk Herd	—	7	10	—	7	8	8	8
Fog Bank	9	8	—	—	8	—	9	9
Forest Bandits	—	—	—	8	9	—	10	10
Forgotten Battlefield	10	9-10	11	8	10	9	11	11
Frost Drake	11-12	11	12	10	—	10	12	—
Legion Scouting Party	13	12	13	11	11	11-12	13	—
Military Patrol	—	13	—	12-13	12	—	14	12-13
Scarsfell Griffon	14	14	14	14	13-14	13	—	14
Village	—	15	15	15	15	14	—	15
Widow Bear	15	16	16	16	16	15	15	16
Winter Argus Pack	16	17	17	17	17	16	16-17	17
Winter Troll	17-18	18	18	18	18	17-18	18	18

Abandoned Circle Orboros Site

The PCs encounter the ruins of a forgotten Circle site. The stones are overgrown and starting to crumble. On a d6 roll of 6, there is a damaged woldwatcher with a randomly determined crippled aspect among the ruins that attempts to drive the PCs out.

Avalanche

An avalanche threatens to hit the PCs. If one or more characters are trained in the Survival skill, the characters make Survival roll against a target number of 12 to be warned the round before the avalanche occurs.

Barbarian Hunting Party

The PCs encounter a group of 2d6 human barbarians. During the day, the barbarians are scouting or hunting; at night, they are encamped. Decide the tribe of humans and if they have a village nearby. Their behavior depends on the size of the PC group relative to the barbarians. They are likely to attack a smaller group or try to drive them off. This is particularly true of civilized humans and groups composed of those the tribe might be at war with, such as Northkin. If the PC group is larger, the barbarians attempt to hide or flee. If neither option is available to them, they stand their ground.

A PC can attempt to head off hostilities by negotiating with the barbarians. They are eager to get their hands on any surplus food or drink, warm furs, or weapons. In exchange, the hunting party can offer information about the surrounding area (though they will try to steer the PCs clear of their home village if it is nearby) or warnings about rival tribes, and each member of the hunting party has at least one uncured caribou, deer, or ulk hide.

Beast Lair

The PCs discover the lair or nest of an appropriate beast, such as a winter argus, winter troll, widow bear, or Scarsfell griffon. The beast is not currently in the lair, but one or more of its young might be.

Blizzard

A fierce blizzard hits the area. Add +1 to the roll to determine the number of days the blizzard lasts.

Crevasse

The PCs find their path blocked by a deep crevasse of seemingly infinite depth. Unless they devise a way to cross over, they must navigate around the length of the crevasse, which takes d6 + 1 hours. If the characters navigate around the crevasse, they must make a new Navigation roll to return to their original course.

Elk Herd

The PCs discover herd of **4d6 red elk** (see *Wild Adventure*).

Fog Bank

A thick fog blankets the region, making it difficult to navigate. Increase the target number of all Navigation rolls by +2. If rolled during the day, the fog bank lasts for d6 hours. If rolled at night, the fog bank persists until the sun burns it away the following morning.

Forest Bandits

A gang of bandits tries to ambush the PCs and steal their possessions. Choose either **1d6 + 3 human thugs** or **1d3 + 3 trollkin raiders**. For every three bandits, one has the Chieftain template, representing a bandit captain and any lieutenants they might have.

If the PCs make a successful TN 14 Negotiation roll, the bandits will let them pass unharmed for a sum of 50 gc.

Forgotten Battlefield

The PCs discover a long-forgotten battlefield. The frozen corpses of dozens of tribal warriors dot the field, their bodies partially consumed by scavengers. If the PCs salvage the weapons and armor from the battlefield, they find that most of the items are in poor repair but still valuable enough to be sold at the nearest village or town for 4d6 + 25 gc.

Frost Drake

A solitary **frost drake** catches the scent of the PCs and attempts to ambush them. If the PCs are at Hero level, the drake has the Juvenile and Starving creature templates.

Legion Scouting Party

The PCs encounter a scouting party of the Legion of Everblight that consists of 2d6 blighted Nyss archers. For every five archers, one member of the scouting party is either a **blighted Nyss abbot** or **blighted Nyss sorcerer**. The scouts could be attempting to secure raw materials for the creation of new dragonspawn, hunting for a warband, or scouting in advance of a larger Legion force.

Military Patrol

A patrol of Winter Guard moves through the region. If the PCs are Hero level, there are **1d6 Winter Guard soldiers** (*Hero Battle NPCs*). If the PCs are Veteran level, the patrol also includes two **Widowmakers** and a single **manhunter** (*Veteran Battle NPCs*). If the PCs are Epic level, treat as Veteran level but double the number of soldiers rolled and include an experienced **Greylord or Military Officer** (*single-career Veteran-level Greylord Arcanist NPC or Military Officer NPC*).

Scarsfell Griffon

A hungry **Scarsfell griffon** spots the PCs and begins to track them. Decide if the griffon has a nest nearby or if the PCs are just passing through its hunting territory. If the PCs make a successful TN 13 PER + Detection roll after rolling this result, they see the griffon before it attacks. Otherwise, it ambushes them, gaining a surprise round.

Village

The PCs spot a village in the distance. Roll a d6. On a roll of 1, it is a small village of only a few families. On a roll of 2–5, it is a minor village of a hundred or so inhabitants. On a 6, it is a significant village with several hundred inhabitants.

Depending on the makeup of the characters, the villagers may welcome them as visitors and offer trade or may consider them hostile and try to keep them out.

Widow Bear

The PCs encounter an adult **widow bear** (see *Wild Adventure*). Depending on the season, the bear might be hunting for food prior to hibernation, hibernating in a cavern, or emerging from hibernation hungry and irritable. At the Game Master's discretion, the widow bear can be a mother bear accompanied by d3 young cubs.

Winter Argus Pack

A pack of d3 + 1 **winter argus** on the hunt attempts to ambush the PCs if they are on the move or sneaks up on their encampment at night. If the PCs are at Veteran level or higher, the lead winter argus has the Alpha creature template.

Winter Troll

The PCs encounter a **winter troll** hunting for food. It might be actively on the prowl, or it might have recently killed an ulk or similar beast, in which case it will fight to protect its meal but not pursue the characters if they attempt to flee.



ANTAGONISTS

Additional antagonists included below.

NORTHKIN RAIDER

[EP:4]


Medium Trollkin (Northkin)


Northkin raiders are trollkin who eagerly plunder everything they can get their hands on. When something stops them from claiming loot as their own, the raiders are almost as content to light it on fire so no one else can have it.

PHY	SPD	STR	AGL	PRW	POI	INT	ARC	PER
7	5	7	4	4	3	4	—	4

INITIATIVE	13	DEFENSE	13	WILLPOWER	11
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CMD RANGE	4	ARMOR	14	VITALITY	12
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FIRE BOMB					
	RAT	RNG	AOE	POW	SPECIAL
	5	8	3	12	This weapon causes fire damage. On a critical hit, the target suffers Continuous: Fire.

SEAX				
	MAT	POW	P+S	SPECIAL
	6	4	11	—

Skills

Detection [6], Sneak [6], Survival [6], Tracking [5]

Equipment

Fire bombs (10) with bandolier, fur-lined coat, seax, survival rations, custom armor (trollkin)

Abilities

Northkin Raiders gain +3 ARM against cold damage.

Pathfinder – This character can advance through rough terrain without penalty and can charge across obstacles.

Quick Work – When this character kills one or more enemies with a melee attack during his combat action, immediately after that attack is resolved this character can make one ranged attack.

Tough – When this character is disabled, roll a d6. On a 5 or 6 the character heals 1 vitality point, is no longer disabled, and is knocked down.

NORTHERN BARBARIAN

[EP:3]


Small Human (Tribal)


Northern barbarians are found throughout Khador's wilderness, with most living in the forests. They come from diverse tribes, though all which venerate the Devourer Wurm. Some can be reasoned and traded with, while others crave only violence as a way to display their devotion to the Beast of All Shapes.

PHY	SPD	STR	AGL	PRW	POI	INT	ARC	PER
6	6	6	4	5	4	3	—	4

INITIATIVE	15	DEFENSE	13	WILLPOWER	9
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CMD RANGE	3	ARMOR	11	VITALITY	8
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AXE				
	MAT	POW	P+S	SPECIAL
	6	3	9	—

JAVELIN					
	RAT	RNG	AOE	POW	SPECIAL
	5	6	—	9	Thrown – Modifiers to this character's STR also affect the POW of this weapon.

Skills

Climbing [6], Detection [6], Sneak [6], Survival [5], Tracking [6]

Equipment

Axe, bone talisman, javelins (10), leather armor

Abilities

Pathfinder – This character can advance through rough terrain without penalty and can charge across obstacles.

Prowl – This character is virtually invisible while in the shadows or in terrain that grants a degree of concealment. He gains Stealth while within terrain that provides concealment, the AOE of a spell that provides concealment, or the AOE of a cloud effect.

Tribal Traits – Northern barbarians possess special traits based on their tribe.

TRIBE	COMMON REGIONS	TRIBAL TRAITS
Bolotov	Scarsfell, Targoss, Wolveswood	Pack Fighters – Bolotov gain boosted attack rolls made against targets engaged by other friendly Bolotov.
Ruscar	Scarsfell, Shard Spires	Hardy – Ruscar gain +3 Vitality. Hate Trollkin – Ruscar reroll attack rolls of 1 made against trollkin characters.
Vindol	Malgur Forest, Rimeshaws	Berserker Rage – While damaged, Vindol roll an additional die on melee damage rolls.
Vorgoi	Nyschatha Mountains, Rimeshaws, Scarsfell	Frenzy – Once per round when this character attacks during its own activation, this character can make two attacks. Each attack must target a different character.

