

## Summary Of Encounters

Because of non-linear nature of the adventure, this section summarizes the various encounters. This section also has the map of the region. Each small hex takes about 1 hour to traverse on foot.

### ***Demon Wolf Pack***

This section details the Demon Wolf and his wolf pack, the primary antagonist of the adventure.

### ***Westtower Keep***

This section is the introduction I use to start the adventure. The Baron of Westtower summons the characters to take care of the problems plaguing the village of Kensla. There is a side encounter with the Baron's huntsmen that has information for the characters.

### ***The Greenhaven Inn***

At the turnoff to the village of Kensla is Denison's Crossing. The Greenhaven Inn can be a source of information and supplies for the characters.

### ***The Slain Tinker***

The body of a slain tinker is found with a false clue about the attacks. If this is investigated it will lead to the lair of a local bandit gang.

### ***The Bandit Cave***

This section details a keyed encounter locale for the lair of a local bandit gang. This is A on the Westtower Map

### ***Arriving at Kensla***

An overview of what the characters see when they arrive at the village.

### ***Meeting the Reeve First***

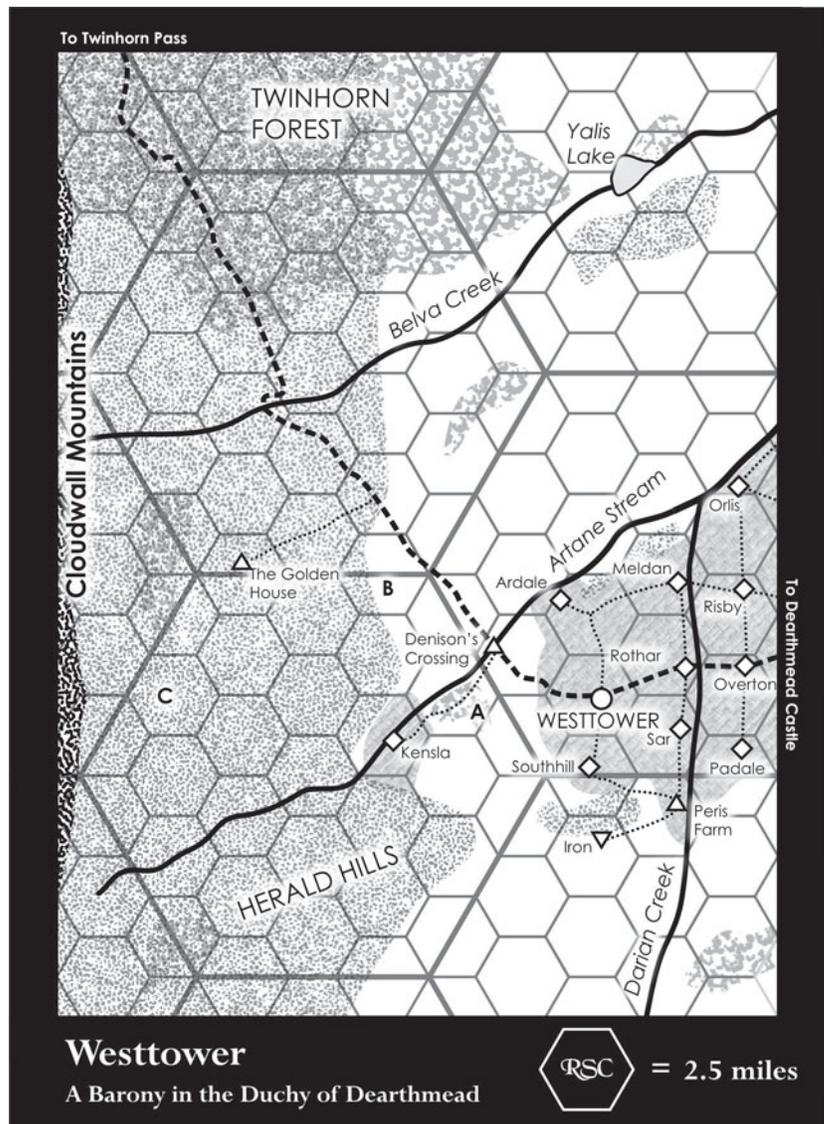
One of two likely encounters that could occur when the characters enters the village, involves going to the tavern first and meeting the village Reeve.

### ***Meeting the Elder First***

One of two likely encounters that could occur when the characters enter the village, involves going to the church first and meeting the Elder (Priest) of Mitra, Goddess of Honor and Justice.

### ***Sitting Down at the Kensla's Tavern***

After the characters arrival there will be an important meeting with the villagers at the tavern. This introduces the two main factions (Reeve and Elder) of the village and their issues. Introduces information about the Beggar Clan that is located in the region along with the fact that the Elder of Mitra believes they are responsible for the attacks.



### ***Meeting Yoluf***

Yoluf is a local trapper/tracker that the Reeve will introduce to the characters. Yoluf is useful as a guide to the region.

### ***Searching the High Meadow***

The site of a recent attack, this site has accurate clues to their nature. This particular attack involves the death of the village bailiff, Sir Anson Jerol.

### ***Searching the Elderly Couple's House***

This is a site of another recent attack, this one involving the death of an elderly couple. This side has false clues about the nature of the attacks. This could lead to a confrontation with the Beggars or the Bandits (if they haven't been found yet).

### ***Wandering the Wilderness (Day/Night)***

The next section details what happens when the characters wander the local wilderness during the day. The next section does the same but about what happens at night. Both have accurate clues to the nature of the attacks.

### ***Meeting the Beggars***

At some point the characters will meet the beggars and learn what they know about the attacks. This encounter could also lead to the discovery of the bandit camp if this hasn't been found yet. This is B on the Westtower Map

### ***The Standoff at the Beggar Camp***

It is likely that the Elder of Mitra will take matters into his own hands and rouse the village to lynch the Beggars and drive them away.

### **Adventure Rewards**

There are few traditional opportunities for treasure in Scourge of the Demon Wolf. The main treasure is the gratitude and favor of the various factions that the characters encounter. In the supplement portion the referee will see that their aggregate wealth allow for generous rewards.

### ***The Baron of Westtower***

Baron Michael will award each character 1 gold crown (320d) and his patronage. A baron's patronage is very useful if the characters are considering establishing a stronghold or another type of abode. If the referee judge that the players have done exceptionally well, Baron Michael may grant Kensla as an estate to the more worthy.

### ***The Village of Kensla***

Successfully defeating the Demon Wolf and resolving the conflict with the Beggar without bloodshed among the villagers will earn their gratitude. The Reeve Tomas will collect 320d and present it to the party along with an open invitation to return whenever they need a place to stay. If on good terms with Elder Anselm, the priest will present 100d to the party and will write a letter of recommendation they can use when they have dealing with the Church of Mitra.



### ***The Search of the Wolf Den***

During the characters search of the wilderness they may find the lair where the Demon Wolf was born at. The site has accurate clues pointing to the Golden House, a conclave of magic-users, as the source of the problem. This is a keyed encounter locale. This is C on the Westtower Map

### ***Visiting the Golden House***

After the discovery of the items at the Wolf Den, the characters may choose to visit the Golden House and questions the magic-users living there. There the characters will discovered that one of the apprentices Arbela is responsible for the origin of the Demon Wolf. The characters will see Arbela fleeing the Golden House.

### ***The Final Confrontation***

The characters return to the Wolf Den to fight Arbela and Demon Wolf, the resolution of which will bring the attacks to an end.

### ***The Beggars***

If the conflict with the villagers is resolved without bloodshed among the beggars, Chief Locus and Goshawks will be in the character's debt. They will each be given a snow white Goshawk feather that they can present to any beggar clan if they need aid or a favor. Also Locus will present 100d to the party.

### ***The Golden House***

The mages of the Golden House are highly embarrassed by Arbela's actions. If the characters keep quiet about Arbela's involvement the mages will give each character 1 gold crown (320d) along with a minor magic item of their choice. (+1 sword, +1 Ring of Protection, a dozen healing potion, etc). Those with the Lost Book of Magic they will offer each character magic items costing a total of 1,500d

### ***The Bandits***

The characters may decide not to turn the bandits in. In which case Ecgric will offer their service as henchmen of the characters.