

Table of Contents

Foreword	3
Introduction	3
Organization	4
The Adventure	4
Without the Majestic Wilderlands	4
Money	4
Modifiers	4
NPCs stats	4

Adventure

Starting the Adventure	5
NPCs & Factions	5
The Baron of Westtower	5
The Ghinorians	5
The Bandits of Westtower	5
The Beggars	6
The Village of Kensla	6
The Golden House	6
The Demon Wolf	7
Summary Of Encounters	8
Adventure Rewards	9
Encounters	10
Demon Wolf Pack	10
Westtower Keep	10
The Greenhaven Inn	11
The Slain Tinker	12
The Bandit Cave	13
Arriving at Kensla	17
Meeting the Reeve First	17
Meeting the Elder First	17
Sitting Down at Kensla's Tavern	18
Meeting Yoluf	19
Searching the High Meadow	19
Searching the Elderly Couple's House	19
Wandering the Wilderness (day)	20
Wandering the Wilderness (night)	20
Meeting the Beggars	21
The Standoff at the Beggar Camp	22
The Search of the Wolf Den	23
Visiting the Golden House	26
The Final Confrontation	28

Supplement

Locales and Inhabitants	32
Barony of Westtower	32
Geography	33
Settlements	34
Denison's Crossroads	36
The Village of Kensla	38
Village Locations	40
The Beggar's Encampment	48
The Golden House	52
Mages	53
Adepts	56
Apprentices	58
Conclave Staff	60
First Floor	63
Second Floor	66

Maps and Figures

Barony of Westtower Map	8
Bandit Illustration	13
Bandit Cave Map	14
Kensla GM Map	16
Kensla Player Map	17
Wolf Den Area Map	23
Wolf Den Area Illustration	24
Wolf Den Interior Illustration	25
Mages of the Golden House Illustration	27
Wolf Den Area Map	29
Tentacled Horror Illustration	30
Barony of Westtower Map	31
Denison's Crossing Map	36
Kensla Locations Map	38
Temple of Mitra Map	44
Beggar Camp Map	48
The Golden House Map	62

Scourge of the Demon Wolf

Foreword

The majority of the adventures in my Majestic Wilderlands are based around locales and focused on conflicts between different groups. The players arrive in the midst of a situation and have to use their wits and roleplaying skills to figure out the underlying problem. The resolution results in new friends and enemies for the players. In later adventures, the players in my campaign find that these friends are just as valuable as a +5 sword.

Robert S Conley – July 2012

Introduction

Three died. They were mauled beyond recognition. The Baron sent his huntsmen to kill the beasts and for a fortnight they tramped across the countryside. Between their whoring and drinking they killed twelve wolves, parading their skins through the village. They were hung on poles as trophies of victory. Then the huntsmen left, the beasts slain, the village saved... so we thought.

As the fields turned golden under the summer sun the killings began again. Four more died. Then the Baron's man, the bailiff, was killed on the high meadow in sight of Mitra's Temple. His screams could be heard well into the village. He was only identified after we reassembled the pieces.

With the priest's help I wrote a report to our liege, the Baron of Westtower. My report ended with, *There will be no harvest until the beast is slain and the killings stopped.*

The adventure that surrounds the Scourge of the Demon Wolf is not linear. Instead there are various locales, factions, NPCs, and encounters that can be combined in surprising ways depending on what the players do. The referee will have to use his best judgment in deciding how to adapt to the players' actions.

Scattered throughout the adventure are Rob's Notes. These are comments and observations from the various playtests I did for the adventure. This adventure was run several times for different groups at my home and at conventions. Their different reactions helped fine tune the adventure.

Several of the locales have been fleshed out in considerable detail in the second half of this book. Those details have not been included in the adventure as it would distract from the necessary information in the encounters. The referee is encouraged to supply added details. For example what goods the merchants at Denison's Crossing are carrying. Also the referee may find several things useful as hooks to for further adventures although they are not fleshed out. For example abandoned orc warrens in the Cloudwall Mountains.



Organization

Scourge of the Demon Wolf is both an adventure and a supplement. It is divided into two main sections; the first is the adventure proper. It has all the information to play out the Scourge of the Demon Wolf including background, motivations, locales, and statistics. Several locales, such as the Village of Kensla, are only given the details needed for the adventure. In the supplement portion of the book several of these locales are fleshed out into considerable detail. This was done so that this book remains useful to referees beyond the adventure itself. Reading the supplement half is not necessary to run the adventure.

The Adventure

Without the Majestic Wilderlands

It is easy to use this adventure without the Majestic Wilderlands. My setting uses the same assumptions as the original edition, the statistics and hit points are designed to work with an original edition campaign. The following lists the differences between the Majestic Wilderlands and the original edition rules.

- All craftsmen are zero level humans.
- Priests are considered clerics of their level.
- Thugs and burglars are considered thieves.
- All Thothian Mages are considered magic-users.
- Ritual components convert into coins or valuable lab equipment.
- Viz can be converted into gems worth 100d each or kept as valuable items usable only for the creation of magic items.

Money

Throughout the text, whenever something is given a value, the 'd' symbol is used. Historically this stands for denarius, the common silver coin of the Roman Empire. This has come down to us through the Middle Ages where it was used to denote one silver penny. For example, 1d = 1 silver piece, 10d = 10 silver pieces and so on. The Majestic Wilderlands uses a silver based standard, however in many older edition campaigns the gold piece is the most common coin. In this case, the referee may choose to interpret 1d = 1 gold coin.

In the Majestic Wilderlands 250d weighs 1 pound.

Another coin, the gold crown, is referenced. This is a one ounce coin worth 320d. Sixteen gold crowns weighs one pound. The value in d is given in parenthesis.

There is also the farthing for which the 'f' symbol is used. There are four copper farthings for every silver penny in the Majestic Wilderlands. Use copper pieces if your campaign uses the gold standard.

Modifiers

Modifiers are given in two forms, a number modifying a d20 roll and a percentage. Various editions handle non-combat situations differently and this makes it easier to use the Scourge of Demon Wolf with the referee's favorite edition.

Viz

Viz is a magical substance that takes many forms. It could be a flask of pure spring water, a newly bloomed flower, or an iridescent rock. They are infused with pure magic. Viz can be used in the casting of spells, or the creation of magic items.

Viz allows a magic user to cast spells without losing it from memory. The viz is consumed in the process. One viz for a first level spell, two viz for a second level spell, and so on. One viz is worth 100d towards the creation of a magic item. The referee can use viz as treasure usable towards the creation of a magic item in place of more gold pieces.

NPCs stats

The stat blocks of various monsters and NPCs mostly follow those of Swords & Wizardry and the Monster Book. The major change for human NPCs is the addition of various ability bonuses. Majestic Wilderlands abilities grant a bonus to a d20 roll. These bonuses are in addition to what a normal character can do. For example, every character can stealth, but a burglar can do it better with the class stealth bonus. If you don't own the Majestic Wilderlands supplement then you can ignore this section of the stat block.



Starting the Adventure

There are several ways to start the player characters on the adventure. The referee should pick the one that best suits the circumstances of the campaign.

- The Baron of Westtower, Michael Mahon, gives the characters his authority to deal with the situation in the village.
- Passing through Denison's Crossing, the inn is abuzz with Kensla's troubles.
- The party is on their way to Golden House for business related to the Order of Thoth when they pass through Denison's Crossing.
- The Church of Mitra is conducting a routine review of the finances of the temple in Kensla. The characters travel through Denison's Crossing.
- Local members of the Brotherhood of the Lion, a thieves' guild in the Duchy of Dearthmead, have heard of bandit activity in Westtower. They are not getting their cut and investigating why.
- Some thieves associated with the characters or the characters themselves have a stolen item to fence. The Beggars generally have the best deals for fenced goods. They were last seen near Kensla.
- One of the characters has family in Kensla and they are travelling there to visit.

NPCs & Factions

The Baron of Westtower

Michael Mahon is the sixth Baron of Westtower. He is a tall, imposing man in his late 40's. His hair is gray and looks very much like a seasoned warrior. He inherited Westtower five years ago after his father's death. He is a pious believer in Mitra and generously supports the church with tithes. He finds being the baron overwhelming. He'd much rather lead sweeps of the foothills or hunting than stuck holding court and dealing with administrative minutiae. He has a strong sense of duty which allows him get through the paperwork his chancellor hands him every day. His mood is not pleasant when the sun is shining and he's stuck behind a table.

The Ghinorians

The people of Dearthmead, including Westtower, are of Ghinorian descent. The Ghinorians originated in the far south of the Wilderlands and believe themselves to be the chosen people of Mitra, the Goddess of Honor and Justice. Their faith and skill allowed them to build the largest empire in the history of the Majestic Wilderlands. Dearthmead was founded as a colony of that empire. A thousand years ago the Ghinorian heartland fragmented in a series of civil wars and was conquered by barbarians. The Ghinorian colonies were left to fend for themselves and established a number of small principalities and dukedoms.



The Duchy of Dearthmead was not able to retain its independence and was conquered by the Tharian Horselords over a hundred years ago. The ruler of the Horselords, the Invincible Overlord of City-State, offered generous terms for their surrender and made the Duchy a full partner in the Tharian Confederation. Despite this, the Ghinorians of Dearthmead remember their days of glory and dream of a time when Mitra's banner of the white lion can be raised again and her empire restored.

The Bandits of Westtower

The Barony of Westtower lies on the western fringe of the Duchy of Dearthmead. Several bandit gangs live in the wilderness preying on the traffic between the Duchy of Dearthmead and Twinhorn Pass to the northwest. The bandit gangs consist of peasants and freemen that have either run afoul of the law or suffered some misfortune. Now they live in the wilderness doing what they can to survive. The life span of a typical bandit gang is around five years.

One gang is led by Egric Half Nose who has seven bandits under his leadership. Egric fled into the wilderness three years ago when he killed a man in a dispute over a woman. A strong, burly individual, he used his physical skills to claim the leadership of the bandits. For the past two years he managed to eke out a living preying on caravans leaving Denison's Crossing. Currently, his gang lives in a cave in the forest along the Denison's Crossing-Kensla road. See the Bandit Cave Encounter for details.

When the beast attacks started, Egric took advantage by fashioning crude wolf costumes for his men to wear. With these costumes they started attacking outlying cottages around Kensla. They had to lay low when the baron's huntsmen came to Kensla, but have recently started their attacks again. They have not encountered the Demon Wolf.

The Beggars

The Tharian Horselords swept out of the west and conquered City-State one hundred years ago. Since then five Tharian Overlords have reigned including the current Overlord, Lucius III. During the conquest much of the land was divided among the clans and many Tharians became wealthy. But not all of them were fortunate and a few dishonored themselves.

Dispossessed of their horses they were forced to travel from steading to steading begging for food and shelter. Some banded together for survival and mutual support, these became known as the Beggar Clans. Over the last century they specialized in the trading of information and the smuggling of goods. Their mobility allows them to buy stolen items on one side of the Overlord's domain and sell it on the other.

Locus is chief of the Goshawks. For most of the year they wander the Duchy of Dearthmead trading and gathering information. They make contact with the various bandit gangs and the rural thieves' guilds to fence goods. In winter they head up to the Mermist Swamp where at a secluded location they join other Beggar Clans for a season long encampment.

In midsummer they stopped near Kensla to trade with the village and fence any goods that Egric's gang (see Bandit Cave Encounter, page 11) may have. Normally they only stay two weeks and move on, but the Demon Wolf caught some of the boys and killed one; Locus' son. Locus has vowed to kill the Demon Wolf and will not leave until he has his vengeance.

The Bailiff of Kensla, Sir Anson Jerol, has noticed this and has warned them twice to leave. The last time was a week ago just before he was torn apart by the Demon Wolf. Elder Anselm, and Reeve Tomas both know the Beggars remain in the area. Elder Anselm has been advocating to Tomas to do something about them as the Elder is sure that the Beggars are to blame for the attacks.

The Village of Kensla

The village of Kensla lies on the outer boundaries of the Duchy of Deathmead. Lying next to the eastern foothills of the Cloudwall Mountains, the village grows wheat and harvests wool from the flocks of sheep wandering the nearby hills. The Baron of Westtower holds much of the village's land and appoints a bailiff to administer his interests. The bailiff works with the reeve, the elected leader of the villagers. Together they make the day-to-day decisions.

The last bailiff was Sir Anson Jerol. He was killed by the Demon Wolf a week ago. This is the latest in a series of attacks that occurred after Baron Michael sent a party of his huntsmen to kill the wolves. They killed the local wolves and left. With the latest attacks Reeve Tomas feels he has no choice but to force the Baron's hand and refuse to bring in the harvest until the Demon Wolf is dealt with. He knows this is a huge risk as the law considers this rebellion and he and his co-conspirators could hang.

He is supported by a large majority of the village. He is under pressure by the local priest of Mitra, Elder Anselm, to attack the Goshawks, a clan of Beggars. Elder Anselm believes that their unholy ways has brought the curse of the Demon Wolf to the village and the only way to get rid of the curse is to get rid of the Beggars.

The Golden House

Several miles north of Kensla is a conclave of mages of the Order of Thoth. The Order of Thoth is an organization of magic-users that spans the Wilderlands. The mages of the order join into conclaves for mutual protection and support.

The mages of the Golden House are largely unaware of current events. They are content to be left alone in the foothills of the Cloudwalls, only worrying about the issues and politics of the Order of Thoth. However, they are responsible for the problem. An ambitious apprentice, Arbela, has found a forbidden tome of demonology among her master's possession. Seeking a shortcut to power she took the book, several components and other items to a rocky outcropping several miles away. There she tried to summon a wrath demon. The ritual failed, so she thought. Disgusted, Arbela took the tome, leaving the debris of her ritual behind.

The Demon Wolf

Unknown to Arbela the ritual partially succeeded. A spirit of a wrath demon was released from the Abyss. Due to Arbela's inexperience it was not bound. Below the rock, at the bottom of the cliff, a mother wolf laired with her pups. The wrath demon possessed one of the pups. Over the winter the pup grew. It started by killing its siblings, and then its mother. When spring came it emerged from its den hungry for bigger prey. It took over a wolf pack and preyed on the sheep flocks.

However The Demon Wolf did not have the power to defend itself when the villagers came after his pack. He fled before the attack and watched as his pack was slaughtered. He resolved that next time he would have more than enough strength. This is when he attacked and killed a child from the Beggar Clan. He then went into the foothills gathering wolves to lead. They practiced by killing the orcs that lived in the high mountains.

After two months the Demon Wolf returned to Kensla to kill.



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

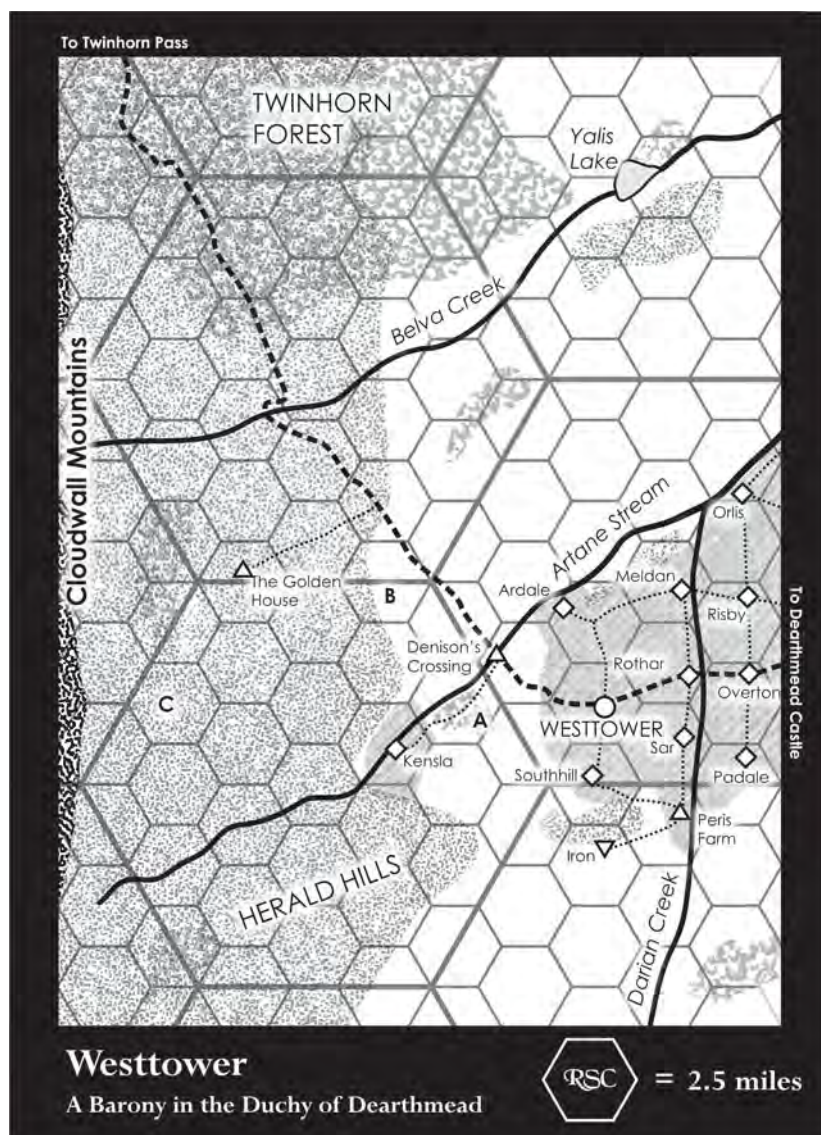
One of two likely encounters that could occur when the characters enters the village, involves going to the tavern first and meeting the village Reeve.

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.

Encounters

The encounters are organized in rough chronological order. Beyond finding the tinker's cart the referee will find that the party's choices will determine which encounters to use. In some of the playtest sessions the Bandit's Cave wasn't discovered until near the end after the Demon Wolf was killed. In most sessions the bandits were dealt with after the tinker's cart encounter. Every time this adventure was run the penultimate encounter was journeying to the Golden House and discovering that Arbela was behind the summoning. Other groups may find alternatives to solving the crisis including tracking and killing every wolf in the region, including the Demon Wolf.

Demon Wolf Pack

There are several encounters involving wolves. There are 120 wolves in the region that are part of the demon's pack. The rest have fled or were killed. They don't hunt as one pack as they would quickly run out of food. The Demon Wolf travels with a selected group of 24 wolves and summons the others as needed.

Having playtested this adventure with several groups, it generally averages about three days of in-game time before the party reaches the penultimate encounter at the Golden House. Should the encounter occur within four days the Demon Wolf will only have his personal pack of 24 wolves for the final confrontation. If the Golden House encounter occurs later then the Demon Wolf will have realized the danger. For every day after the fourth day that the Golden House encounter doesn't take place, the Demon Wolf can summon 12 additional wolves to the final confrontation.

It may turn out that that party tries to wipe out the local wolves through attrition. After the fourth day the Demon Wolf starts summoning the rest of the pack. Twenty-four wolves arrive each day. By the end of the seventh day all surviving wolves will be summoned and the Demon Wolf will go after the party. Wherever they are.

In encounters involving the wolves keep track of how many are killed. If the number of wolves drops below 24, then lower the number of wolves in the final encounter.

For every 10 wolves there is a wolf pack leader. At the start of the adventure there are 12 wolf pack leaders and 108 wolves.

Demon Wolf, AC 5[14]; HD 7; HP 35; Atk 3; HTB +7; Atk 3 Dmg 1d6 (claw x2), 1d10 (bite); Move 240'; Save 9; Harvest: Pelt 20d, Teeth[10] 2d, Skull 10d, the two large canine teeth and Demon Wolf's eyes worth 1 viz each for a total of 4.

Wolf Pack Leaders, AC 6[13]; HD 3+2; HP 15; Atk 1; HTB +3; Dmg 1d6 (bite); Move 180'; Save 15; Harvest: Pelt 10d.

Wolves, AC 7[12]; HD 2+2; HP 10; Atk 1; HTB +2; DMG 1d4+1 (bite); Move 180'; Save 16; Harvest: Pelt 8d.

Westtower Keep

The situation with Kensla has angered Baron Michael. On hearing the news of the death of Sir Ansol, the Bailiff, and the subsequent demands of the village, he ordered Sir Padrin clapped in irons and placed into the stocks for a week. He orders the characters to deal with the situation and gives them a writ granting them full authority. The characters are to "convince" the villagers to bring in the harvest. There are only three weeks before the crops will be lost in the autumn rains. He sarcastically suggests they begin by finding the beast that the huntsmen couldn't. He will mention that the Chief Huntsman is contemplating his mistakes in the stocks outside. If they need assistance, they can take command of the four toll guards at Denison's Crossing. If the villagers continue to refuse despite their safety being assured, the reeve and the elder are to be arrested and returned to Westtower for judgment.

Rob Note: I generally find it easier to write the highlights and improvise the roleplaying rather than read a section of prepared text. Sometimes I will include a short section of dialog to help me remember the personality of the character.

Rob Note: In the adventure portion of Scourge of the Demon Wolf, I only give the absolute minimum needed to run the various encounters. For further optional details see the supplement half of the book for the following:

Barony of Westtower	32
Denison's Crossroads	36
The Village of Kensla	38
The Beggar's Encampment	48
The Golden House	52

The Chief Huntsman

In the stocks outside of the keep is Sir Padrin Lydin, the Chief Huntsman of Westtower. He was sent by Baron Michael to hunt the beasts that were preying on Kensla. After killing a pack of wolves, he felt that the threat to the village was dealt with and returned to Westtower. He was shocked when he heard the killings resumed. Angered, Baron Michael threw Sir Padrin into the stocks to await further punishment. Likely he will lose his office and forced to seek service elsewhere.

If the players talk to him and show mercy (offering food, water, healing, etc), Sir Padrin will tell what he knows. That it took a two days to do a sweep around Kensla. He found numerous tracks, but the only tracks that amounted to anything lead to the woods northwest of the village. There along a rocky escarpment, he tracked down and killed a dozen wolves lairing in a small cave.

Rob's Note: this is the area described in the encounter, The Search of the Wolf Den) He ruefully notes that they seemed to be starving and wondered how they could be the cause of the trouble. He regrets not following up on his suspicions.

Unknown to the chief huntsman the pack he killed was a rival pack of the one led by the Demon Wolf. When the huntsmen arrived the Demon Wolf and his pack made the tracks leading to its rival before traveling to the Cloudwall Mountains to hunt orcs.

Rob's Note: Some parties questioned about the chief huntsman others didn't. A cleric in one party gave him some food and water out of pity. It was a nice bit of roleplaying.

The Greenhaven Inn

If the party stops at the Greenhaven Inn in Denison's Crossing (#1 Denison Crossing Map), they will be greeted warmly by Thomas Avarlis the Innkeeper. He offers them the roast mutton with bread and cheese along with a choice of mead or beer for 2d. His special for the day is two hares in blackberry sauce which comes with bread, cheese and drink for 4d. He also has three varieties of wines costing 1d, 2d and 5d a goblet (Dearthmead Red, Caelam Red, and Vontal White). The meals are of excellent quality.

Thomas the Innkeeper doesn't know much of what's going on in Kensla, but hopes that the troubles don't reach Denison's Crossing. He is confident that the toll guards stationed here will handle any trouble. If asked about the baron's chief huntsman, Sir Padrin, the innkeeper becomes animated.

The best four days of business I've ever had. They drank their fill at least three times and eat four courses every meal. And to me surprise! They paid their bill promptly! I haven't had so much coin since the fussy mages came through on their way to their Golden House. I can tell you they were not nearly as fun. Although I have to say that when they came back bearing those wolf pelts I had to air out the place something fierce, took two days with the windows open and three changes of the rushes.

Thomas will then inquire after the chief huntsman health. If informed about the huntsman being in the stock he looks crestfallen and mutters that he hopes that it gets sorted out.

If asked about the Golden House, Thomas will explain that it is a group of mages taken to living in the wilderness about 10 to 15 miles northwest of Denison Crossing.

Since my grandfather's day, they been up in the Herald Hills doing their magic and wizardry.

Also staying at the inn is a group of merchants. They consist of four humans of Ghinorian ancestry and a dwarf. They are heading towards Twinhorn Pass in order to go west to do some trading around the Romaillion Sea. One of the merchants is Master Luidwald, he is a talkative person and will take any chance to speak with the players. During the conversation Luidwald will relate that when they arrived this morning, a tinker named Anvald finished eating, then headed down the road to Kensla. He knows very little about the Golden House other than the turnoff is six miles north from Denison Crossing on the way to Twinhorn Pass.

(see Denison Crossing, page 36 for optional details)



Observant members of the party may perceive at -5 [-25%] that one of the inn's servants is listening to everything they say. This servant is Carden Malsin, agent of the Overlord's Black Lotus. He is assigned here to monitor the traffic to the Twinhorn Pass and report anything unusual.

Carden Malsin, Black Lotus Agent; AC 8[12]; 3rd level Burglar; HP 10; HTB +0; Atk 1 Dmg 1d4; Move 120'; Save 13; ABL Climbing +2, Eavesdropping +2, Legerdemain +3, Perception +2, Stealth +3; Items: Dagger, 10d.

Rob's Note: Like the chief huntsmen encounter, some parties rushed through Denison's Crossing as fast as they could while others visited the inn. I threw in Carden Malsin as a red herring. None of the parties who noticed him tried to interact with him. The most one party did was keep a close eye out for anybody following them.



The Slain Tinker

Halfway between Kensla and Denison's Crossing the party will encounter an overturned cart. There is a body next to the cart with several stab wounds in the front and three parallel bloody gashes on his back. The gashes appear to be been made by a large claw. An observant party member will see that the stab wounds in the front appear to be made by a weapon. The site of the attack is about 2 miles from Denison's Crossing and 3 miles from Kensla in the midst of a forest.

The body is of Anvald, a local tinker. He makes a circuit covering the villages of the Barony of Westtower. He peddles pots, pans, and trinkets. He visits Kensla once every month or two. There is nothing left of his stock, only a few trinkets (worth 10d) lie scattered on the ground.

There is no sign of the animal that was pulling the cart. A tracking check at +5[+25%] will determine it was a mule. A tracking check will uncover several large clawed footprints leading north. They disappear about 200 yards into the woods. A tracking check at -5[-25%] will uncover normal man size tracks that circle around the site of the attack. These tracks can be followed a quarter of a mile to an escarpment where the bandit cave can be spotted.

Rob's Note: Half of the groups failed to find the bandit tracks. They either blew their roll or just plain didn't check. Most parties noticed the difference between the stab wounds in the front and the claws in the back. This led some to conclude that werewolves were involved. Remember the bandit encounters are optional and not critical to the resolution of the adventure. One party repaired the cart to return the body of the tinker to the village.

The Bandit Cave

This cave lies at the base of an escarpment in the forest between Kensla and Denison's Crossing. Here Egric and his gang found a dry sheltered location to hole up in between raids. The location of the bandit cave is marked by the letter A on the Westtower map (see page 8). The top of the escarpment is 15' above the encampment.

Rob's Note: It is possible that the party could go a mile, in either direction, to one of the ends of the escarpment and make their way back along the top. Or they could stop short and try to climb the escarpment out of sight of the bandits. It is an easy climb with numerous handholds; +5 [+25%] bonus.

Roster

Egric, Bandit Leader; AC 7[12]; 4th Lvl Thug; **HP** 20; **Atk** 1; **HTB** +1; **Dmg** 1d8+2; **Move** 120'; **Save** 12; **ABL** Athletic +2, Area Knowledge +1, Intimidation+1, Locution +1; **Items:** Leather Armor, Battleaxe, Dagger [2], 80d.

Egric was once a prosperous farmer in the village of Meldan. Unfortunately he had a violent temper to go with his great strength. In a fit of rage he killed a man and was forced to flee. After joining the bandits he fought his way to become the leader of his own gang. The first gang he joined was wiped out by one of the baron's patrols. Unbeknownst to him they were betrayed by Hormund (see Village of Kensla #24).

Ochard, Bandit Lieutenant; AC 7[12], 2nd Lvl Thug; **HP** 9; **Atk** 2; **HTB** -2; **Dmg** 1d6+2/1d6+2; **Move** 120'; **Save** 14; **Abl:** Athletic +1, Area Knowledge +1, Intimidation:+1, Locution:+1; **Items:** Leather Armor, Shortsword [2], Dagger, 50d; **Note:** Dual wields two shortswords, two attacks at -2 each.

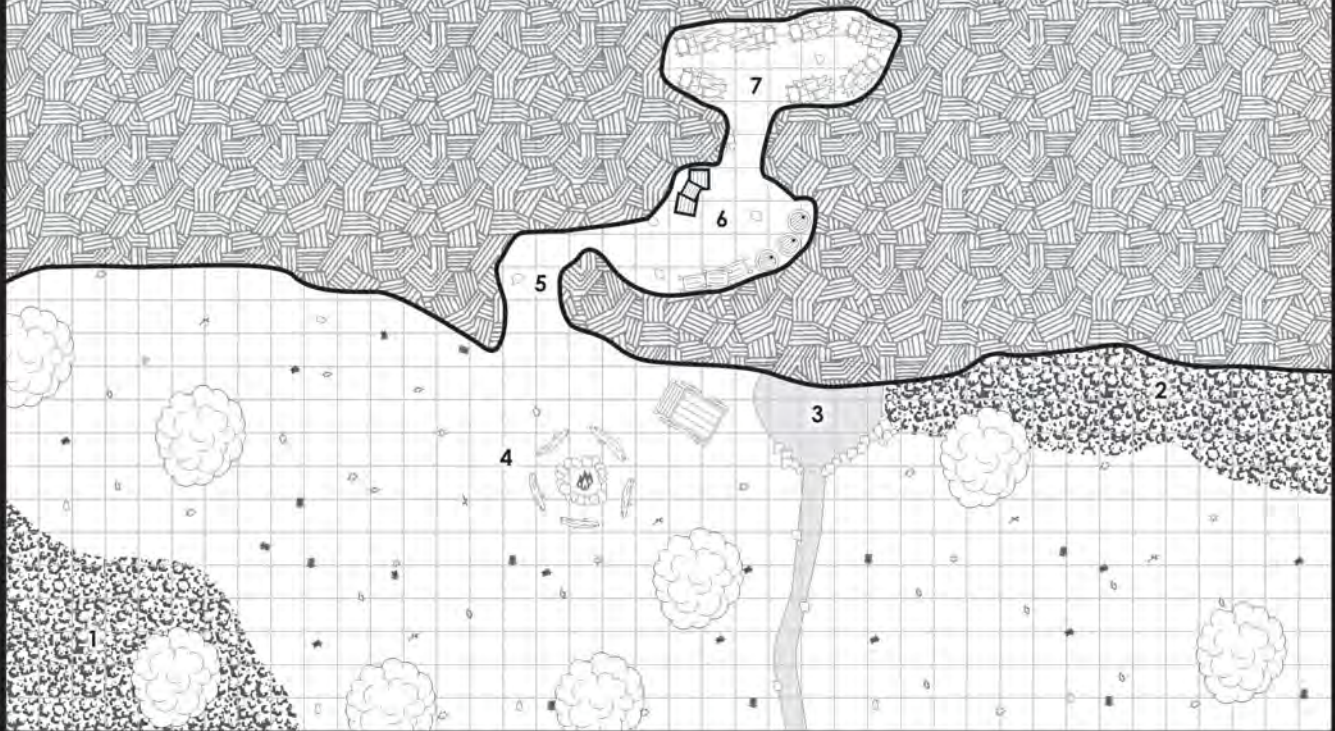
Bandit, foot [4]; AC 7[12], **HD** 1; **HP** 5; **Atk** 1; **HTB** +0; **Dmg** 1d6; **Move** 120'; **Save** 17; **Items:** Leather Armor, Shortsword, Dagger, 30d.

Bandit, archer [2], AC 7[12], **HD** 1; **HP** 5; **Atk** 2; **HTB** +0; **Dmg** 1d6; **Move** 120'; **Save** 17; **Items:** Leather Armor, Short Bow, Shortsword, Dagger, 30d.



BANDIT CAVE

1 square = 5 feet



1) Southwest Brush

To the southwest there is wide area of brush extending for several hundred yards. The characters receive a +2 [+10%] bonus to move silently through the area. There is a 30% chance that a bandit from campfire will relieve himself in the brush.

Rob's Note: A bandit coming out to relieve himself happened to one of the playtest groups. They succeeded in using my headshot house rule to knock the bandit out without alerting the others. The players were going to let the bandit pass but he was about to do his business right where they were hiding. So they decided to take more proactive measures.

2) Eastern Base of the Escarpment

Another area of brush is along the eastern base of the escarpment. It extends for 200 yards to the east. Like the southwest area this gives +2 [+10%] to move silently.

Rob's Note: This can be used to setup a devastating ambush by sneaking a few archers along here.

3) Still Pool

This pool of water was made by a small dam on the stream trickling out from the base of the escarpment. It is used for drinking water. If the pool is searched, the party will find a small pouch that one of the bandits lost in the pool. It contains 100d, thieves pick and tools, and a healing potion.

4) Campfire

Ochard and 4 bandits (3 foot, 1 archer) are sitting around the fire, cooking four skewers of rabbit. There is also a pot of boiling water. If a bandit is encountered in the southwest thicket reduce this encounter by one.

They are talking about the recent attack on the tinker. When one complains about the paltry loot, Orchard slaps him upside his head and tells him to quit complaining or the boss will deal with him. With that, the men around campfire fall silent.

5) Cave Entrance

Four feet from the entrance there is a bend. If fighting outside wakes up Egric and the other bandits they will use the bend as cover to shoot at the player characters.

6) Storage Room

The bandits keep their loot here. One foot bandit is sorting through the loot from the tinker's wagon. He is separating the pots, pans, and miscellaneous knick-knacks into separate piles.

The room contains: 3 sacks of grain, 60 lbs ea, 9d ea; three casks of wine, 150 lb ea, 100d ea; 5 boxes of miscellaneous items worth a total of 1,000d at 200 lbs. Among the miscellaneous items is a scroll case with 4 scrolls; *Magic Missile*, *Hold Person*, *Detect Magic*, and *Rope Trick*. As an option, this is a good location for the referee to place a map to a dungeon or another adventure.

In addition to the above, the party will find several wolf pelt costumes, each with two claw weapons, and footgear that will create the appearance of giant wolf tracks when used.

Rob's Note: Three quarters of the parties slaughtered all the bandits leaving nobody to question. Those parties that took care in setting up the attack never lost control of the battle. Surprise is a powerful advantage.

7) Bandit Quarters

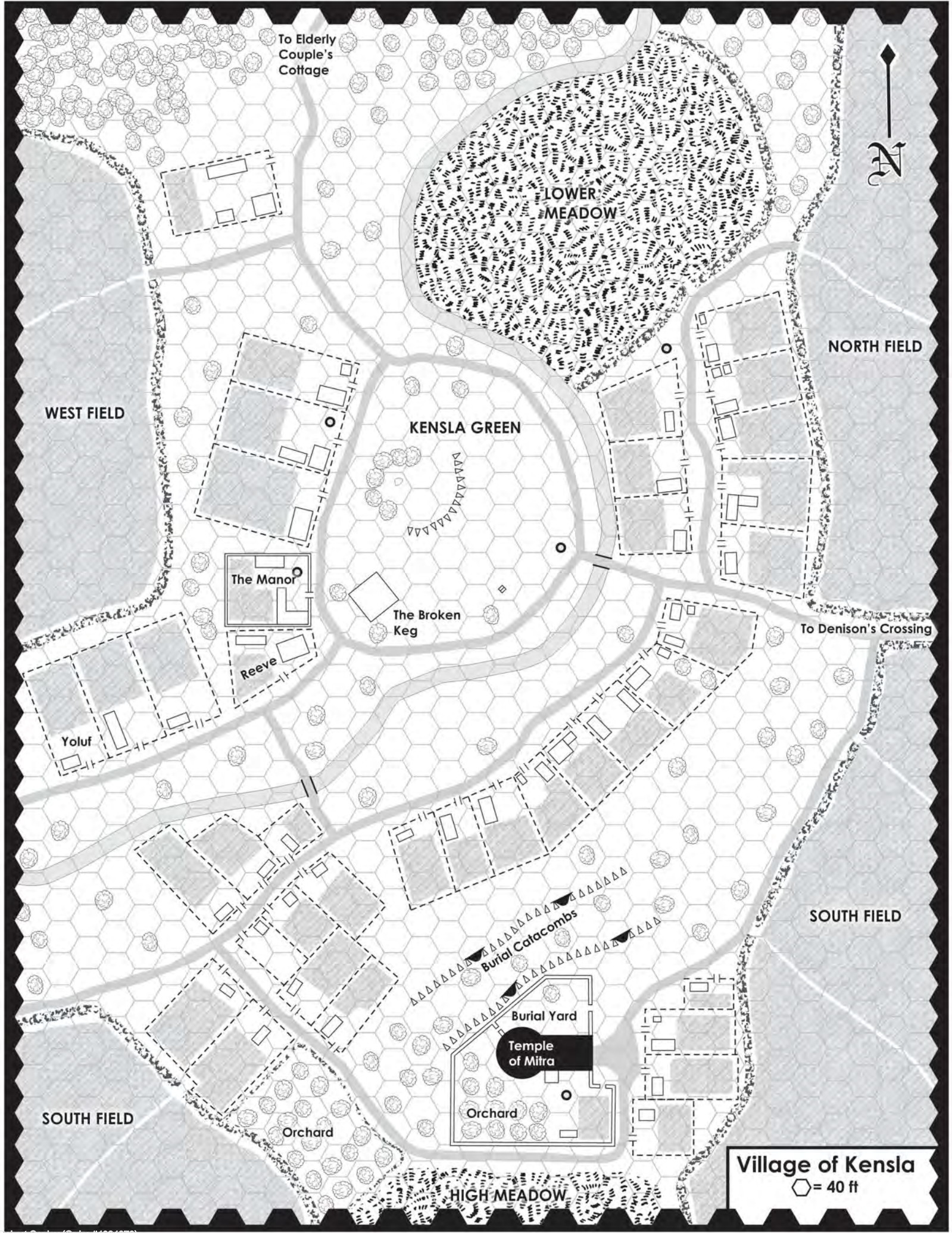
Here are the sleeping pallets for Egric and the other bandits. Currently Egric, and one of the archer bandits are sleeping here. Any sound of fighting outside will awaken them and will rush to area 5 to use as cover before attacking. Underneath one of the pallets, a bandit has dug a hole to hide 100d, a Medallion of Protection from Evil with 1 charge, and a silver dagger worth 150d.

Aftermath

If captured and interrogated the bandits will all beg for mercy and plead for their lives. They will try to use tales of hardship and woe to win the sympathy of the party. The tales will have elements of truth but these men are bandits of the worst sort. If confronted with the wolf pelt costumes they will admit to using them, claiming that Egric came up with the idea after the first wolf attacks on the village. If the party sufficiently intimidates the bandits (-5[-25%]) they will reveal they have been fencing their ill-gotten goods to the Beggars. They know the current location of the Beggars and can lead the party to them.



JS



To Elderly
Couple's
Cottage

LOWER
MEADOW

NORTH FIELD

WEST FIELD

KENS LA GREEN

The Manor

The Broken
Keg

Reeve

To Denison's Crossing

Yoluf

SOUTH FIELD

SOUTH FIELD

Orchard

Burial Catcombs

Burial Yard

Temple of
Mitra

Orchard

HIGH MEADOW

Village of Kensla

⬡ = 40 ft

Rob's Note: A map of Kensla has been provided in this section. It is marked with the encounter locations.

Arriving at Kensla

When the party reaches the eastern edge of the Village of Kensla they will be on top of a ridge looking down into a valley formed by the Artane Stream. A large village green is the center with an open air building in the southwest corner. Along the ridge to the south is a stone temple with a dome. The road continues down the slope into the village and there is a lane going south to the temple. (see Kensla, page 36 in the supplement for optional details).

Rob's Note: It has been evenly split whether parties go to the temple first or the village green first.

Meeting the Reeve First

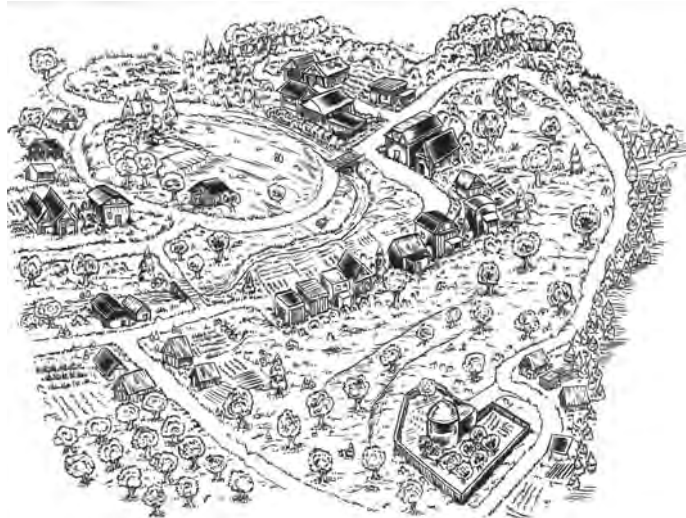
When the party arrives at Kensla they may proceed to the village green and look for the reeve. They will encounter Old Hanwald sitting by himself at the The Broken Keg. The Broken Keg is an open air tavern on the Kensla Green. Old Hanwald is the only one present.

Old Hanwald's has a pithy personality and has an opinion on everything. If the party reveals that they were sent by the Baron he will quip, "*Well you better not be a bunch of damn drinkers like the last bunch the young laird sent out.*" When asked about the reeve he will yell for Fara who will come out of the reeve's house (#4). She will politely greet the party and go get her husband who is working in the west field.

After 10 minutes the Reeve Tomas will arrive and greet the party. He will offer each member a mug of ale and when Old Hanwald complains, "*They haven't paid a single penny for that*", the Reeve tells him to shut up and that it is coming out of the community fund. He will then ask Fara to get Elder Anselm and the other members of the village council and bring them to The Broken Keg.

Rob's Note: I try to roleplay Reeve Tomas as likable and helpful. With Old Hanwald, I ham it up and give the players a good laugh.

Tomas, Village Reeve; AC 9[10]; 4th level Craftsman; HP 4; HTB +0; Atk 1 Dmg 1d4; Move 120'; Save 17; ABL: Profession(Farming): +5, Items: Dagger (1d4), Pitchfork (1d3), 5d.



Meeting the Elder First

The party may proceed to the Temple of Mitra when they arrived at Kensla. They will see a small bell outside of the temple doors. When rung Norwold, the temple acolyte, will answer. After greeting the party he will invite them to wait in the temple sanctum while he fetches Elder Anselm, the priest. Elder Anselm greets the party politely, asking what he can do to help them. He is middle-aged with an immaculate appearance. His stern demeanor makes a person feel that perhaps this is a good day for a confession.

While a good person, he is a fervent devotee of the goddess Mitra and has trouble accepting that people of other faiths have anything good to contribute. He despises the Tharian Horselords who took over City-State and by extension, the Beggars. He believes the Tharians to be heathens at best, demon worshippers at their worst. He views magic-users with suspicion believing that the only good magic-user is one properly supervised by the church. He will latch onto any cleric or paladin of Mitra as an ally.

The conversation with Elder Anselm can go several ways depending on the information the party provides. If they have not encountered the bandits, he will make polite conversation with the party. After a few pointed remarks at clerics of other faiths and at any magic-users, he will send Norwold to fetch the reeve and accompany the party to The Broken Keg. When the party arrives, Old Hanwald will not go into his usual tirade, as the Elder Anselm is the only one in the village that intimidates him.

If the party encountered the bandits and reveals the wolf costumes, the conversation will be shorter as Elder Anselm orders Norwold to get the reeve quickly. If it is revealed that the bandits were dealing with the local Beggars he will go into a fit, *"Those heathen, demon worshipers have fouled this land long enough!"*.

If the body of the tinker is returned, Elder Anselm and Norwold will ask the party to wait 15 minutes while they properly prepare with the body. Elder Anselm will explain they need to properly wrap the body so they can do the funeral rites later after the meeting with the reeve and the village council.

Rob's Note: Every party that went on this adventure tried to calm Elder Anselm and deflect his hatred of the Beggars. The most interesting turn with the priest came when a magic-user asked for his forgiveness and said he would accept his guidance while in Kensla. This took the wind out of Elder Anselm's rant. I believe most parties viewed the priest as good, but misguided.

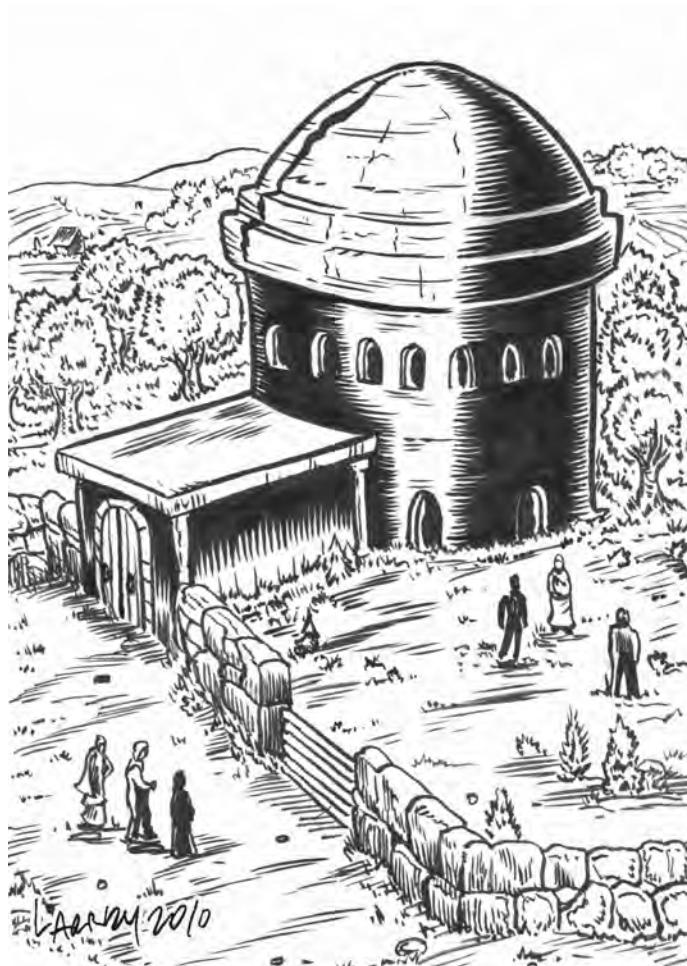
Anselm, Elder of Mitra; AC 9[10], 3rd level Priest, HP 5; Atk 1; HTB +0; Dmg (1d6); Move 120'; Save 17; Abl: Locution: +1, Physician +1, Theology +2; Items: Mace (1d6), 10d; Spells: Cure Light Wounds, Purify Food & Drink, Bless.

Norwold, Acolyte of Mitra; AC 9[10], 1st level Priest, HP 3; Atk 1; HTB +0; Dmg (1d6); Move 120'; Save 17; Abl: Locution +1, Physician +1, Theology +1; Items: Club (1d6); Spells: Cure Light Wounds.

Sitting Down at Kensla's Tavern

During the conversation with the party, the Reeve will be polite and respectful, but is adamant that the harvest will not take place unless the wolves are vanquished and clear proof is given that they are gone. Even if the bandits and their wolf pelt costumes are revealed he will insist that the party stay a few days to ensure the surrounding region is safe before being satisfied that the menace has been eliminated.

If the party has encountered the bandits and revealed the wolf costumes, an excited buzz will start among the village elders. Reeve Tomas will quiz the party thoroughly on what they discovered. If there are any bandits left to be questioned, he will realize that bandits used the costumes after the initial wolf attacks.



If there are prisoners, Tomas will send a messenger to the baronial guards at Denison's Crossing to take charge of them. In the meantime they will be locked within a stone storehouse at the manor. It will take three days before the baronial guards arrive (one day to get there, one day for them to get ready, one day to return).

If it's revealed that bandits are fencing their goods to the Goshawks Beggars, Elder Anselm will say with fury, *"Those heathen Beggars, they were behind this the whole time."* Disturbingly, most of the village council nods with him. Tomas barely regains control of the debate if the party doesn't say anything. He has dealt with the Beggars in the past and knows that whatever problem they cause they are not murderers. Afterward, Elder Anselm stomps away muttering *"Those demon worshippers will be dealt with."*

At the conclusion of the meeting Reeve Tomas will show the party to the manor house. The family of the deceased Bailiff, Sir Anson Jerol, vacated several days ago leaving the manor house empty. The party can sleep in the great hall and the manor house servants will prepare their meals. Before he leaves, the Reeve says that he will introduce them to Yoluf, a local trapper. Tomas tells the party that Yoluf knows the surrounding region well and will be useful.

Meeting Yoluf

The fur trapper's house is located at #11 on the village map. In the morning after the party's arrival, Reeve Tomas escorts the party to the trapper's house. There they find Yoluf in his yard in the midst of a bloody mess. He is processing his latest haul. A bloody pile of entrails, a dozen skins, (weasel, fox, beaver) stretched across frames, and two buckets overfilled with animal brains for the tanning process are thankfully down wind. Yoluf wipes his hands on his smock and greets the party.

Yoluf speaks in a slow drawl and in as few words as possible. He agrees to help the party. He needs a few minutes to gear up. He does not care about his appearance or how he comes across. If rudely treated he will do the minimum needed. He responds better to those polite to him. Finally, if the party engages in questionable activities he is willing to go along if properly compensated. He will seek to use the situation to his advantage.

Rob's Note: Playing Yoluf was a lot of fun. I used a thick southern drawl that leaves the players laughing. The biggest laughs came when I played him in a game shop in Savannah Georgia.

Yoluf, Fur Trapper; AC 6[13], 3rd Lvl Fighter; **HP** 11; **Atk** 2; **HTB** +1; **Dmg** 1d6+1/1d6+1; **Move** 120'; **Save** 14; **ABL** Athletics +1, Intimidation+1, Strategy+1, Survival +2; **Items:** Leather Armor [+1], Short Bow (1d6, Range 50 ft), Shortsword (1d6+1), Dagger (1d4+1), 20d.

Searching the High Meadow

This is the site where the various parts of the Bailiff, Sir Anson Jerol, were found. Even after several weeks bloodstains are everywhere. A determined search will find a few bits of the Bailiff that were overlooked. A successful tracking check at +5[+25%] will uncover several clear wolf tracks. If the party asks, even the largest of the wolf tracks do not appear the same as what was found around the tinker.

Another successful tracking check will uncover a clear trail leading southwest into the wilderness. If followed, the tracks will continue further to the southwest. After a mile the tracks slowly curve to the north until they reach Artane Stream and disappear. Continuing the search along the riverbanks will find no trail.

Compared to the Elderly Couple house (see below) and the site of the tinker's death, this site is the clearest sign that actual wolves are involved with the attacks.



Searching the Elderly Couple's House

Outside of the village, a half mile to the north of Kensla is an abandoned cottage that once belonged to an elderly couple that was brutally killed several weeks ago.

It is obvious to the experienced party that the place has been ransacked, not subject to random violence, but rather the object of a thorough search. If the party searches the house they find that a portion of the hearth has been taken apart revealing an empty hole where valuables might have been hidden. An examination of the cottage door reveals that aside from the claw marks there is no damage. Looking along the door jamb where the bar rest, reveals several dagger marks. A burglar or thug will immediately see that is a clear sign that the door was forced open.

Rob's Note: The cottage is not on the village map. When the party arrives they find several clear wolf tracks similar to the ones found near the tinker's cart. They will find several giant claw gouges on the cottage door. They are similar to the ones found on the tinker's body. Inside there is blood everywhere.

The party may decide that they need to look at the bodies of the elderly couple. They lie in the catacombs beneath the Temple of Mitra. Whether the party get permission depends on the person asking. Someone not in the favor of Elder Anselm will likely get the response of, *"Their bodies have suffered enough abuse"*. Someone he favors may be successful in persuading Elder Anselm to let them look.

When examined, the bodies have the same wounds found on the tinker. Several stab wounds in the front, obviously made by weapons, and giant claw marks on the back. Due to the coolness of the catacombs the bodies are still in an advanced state of decomposition and those who wish to examine the bodies will need to make a saving throw (add constitution bonus) or run out of the catacombs retching.

Rob's Note: Only one party thought of doing this. Elder Anselm insisted that the magic-user remain outside with him lest he performed some foul necromantic rite

Wandering the Wilderness (day)

The party may decide to wander the wilderness during the day searching for clues. Several wolf tracks will be found, but they will lead to nowhere. On the way back, Yoluf will suggest a direct path to the village, if the party is searching the Herald Hills to the west this will lead them past C and the encounter The Search of the Wolf Den.

If they push far enough west into the Cloudwalls they will discovered the remains of an orc warren. All of its inhabitants were savagely killed. Most of the remains are torn apart with bodies strewn everywhere. By the age of the remains it looks like the attack took place several months ago. Careful examination will uncover tracks similar to the ones found on the High Meadows. This is another clue that actual wolves are involved.

If the party ventures out during the day again, or after they fended off a night attack, they will be stalked by a pack of wolves sent by the Demon Wolf. The pack tactics involve having two or three of the pack members reveal themselves to the party. The wolves want the party to give chase and then the wolves will lead them into an ambush.

Wolf Pack Leaders, AC 6[13]; HD 3+2; HP 15; Atk 1; HTB +3; Dmg 1d6 (bite); Move 180'; Save 15; Harvest: Pelt 10d.

Wolves(12), AC 7[12]; HD 2+2; HP 10; Atk 1; HTB +2; DMG 1d4+1 (bite); Move 180'; Save 16; Harvest: Pelt 8d.

Wandering the Wilderness (night)

The party may decide to camp out in the wilderness at night and setup an ambush for the wolves. The Demon Wolf will summon a pack and go after the party. It will send in four wolves during the first watch to test the party to test the tactics of the party. Likely the wolves will be slaughtered in the first round, if not they will run to an ambush point. If the party gives chase during the night then the Demon Wolf will attempt to split the party at the ambush points by attacking with three pairs of wolves in three directions. The wolves will only stay long enough to be noticed and flee just fast enough to stay ahead of their pursuers. The Demon Wolf will then choose the weakest group and attack with his remaining strength.

If the party chooses to defend their camp, after the initial attack, the Demon Wolf will organize his pack into at least three groups. Two of the groups will be sent in to attack. Their objective is to split the party. If the party is split or appears to be overwhelmed the Demon Wolf will personally lead the last group and attack the weakest of the split party. Two groups consist of 4 wolves and 1 pack leader, and the third group is made of 4 wolves and the Demon Wolf.

If the Demon Wolf is damaged for more than 1/3 hp or loses half of his initial forces he will retreat using his great speed to get away.

If the wolves are forced to retreat, then the Demon Wolf uses the next two nights to gather its remaining force. There will be no attacks during this time.

Remember to keep a total of the wolves killed.

Demon Wolf, AC 5[14], HD 7; HP 35; Atk 3; HTB +7; Dmg 1d6 (claw x2), 1d10 (bite); Move 240'; Save 9; Harvest: Pelt 20d, Teeth[10] 2d, Skull 10d.

Wolf Pack Leaders [2], AC 6[13], HD 3+2; HP 15; Atk 1; HTB +3; DMG 1d6 (bite); Move 180'; Save 15; Harvest: Pelt 10d.

Wolves [12], AC 7[12], HD 2+2; HP 10; ATK 1; HTB +2; DMG 1d4+1 (bite); Move 180'; Save 16; Harvest: Pelt 8d.

Rob Note: During one playtest session, I managed to separate individual characters from the party. One unfortunate character had to run for his life for several hundred yards and climb up a tree to escape the wolves. He barely managed to survive. This tactic worked twice for me against parties.

Meeting the Beggars

This encounter uses the layout of the Beggar Encampment. There are a number of ways the initial meeting with the Goshawk Beggars can occur. The party can use Yoluf to lead them to the Beggar Encampment at B as they have not moved since the second discovery by the bailiff, Sir Anson. They could go directly from the Bandit Camp by having one of the bandits lead them there. The party could discover them at location B while searching the wilderness to the north of Kensla. This is marked as location B on the Westtower Map

The encampment is in a small valley by a stream. They have four watchers scattered on the surrounding ridges. Unless the party is moving by stealth they will be spotted. A watcher will let the main camp know by a series of bird calls. A perception check will identify these calls as not natural.

If the beggars are not surprised, the party will arrive at the camp with the beggar chief Locus standing in front with his lieutenant Leotin beside him. Behind them, the rest of the tribe lounges beside their wagons looking warily at the party.

Locus make excuses about sick Beggars as to why he has not complied with the Bailiff's orders. If confronted about fencing for the bandits, Locus will try to defuse the situation while denying any connections to the bandits. If he has too, he will offer the use of several of the women and up to 500d to convince the party to go away.

After the party leaves, he will uproot the camp and move to a new location to continue his vengeance against the Demon Wolf.



(see Beggar Encampment, page 48 for optional details)

Locus, Clan Chief, AC 6[13]; 5th level Thug; HP 22, Atk 1; HTB +2; Dmg 1d8+1; Move 120'; Save 11; Abl: Athletic +3, Area Knowledge +2, Intimidation +2, Locution +2; **Items:** Longsword (1d8), Curiboulli Armor [+2], Daggers (1d4) [3].

Leotin, Clan Lieutenant, AC 6[13]; 4th level Thug; HP 18, Atk 1; HTB +1; Dmg 1d8+1; Move 120'; Save 12; Abl: Athletic +2, Area Knowledge +1, Intimidation +1, Locution +1; **Items:** Longsword (1d8), Curiboulli Armor [+2], Throwing Axe (1d6)[2].

Beggars [12], AC 7[12]; HD 1; HP 4; Atk 1; HTB +0; Dmg 1d6; Move 120'; Save 17; Items: Leather Armor [+1], Shortsword (1d6), Dagger (1d4), 15d.

The Standoff at the Beggar Camp

If it's revealed to the villagers that the Beggars are fencing goods for the Bandits, Elder Anselm will denounced them as demon worshippers and accuse them for all the deaths. Much of the village agrees with him. Reeve Tomas, with the party's help, can defuse the initial anger.

When the party first leaves to search for the wolves, the Reeve loses control of the situation. Elder Anselm whips the villagers into a frenzied mob, breaks into the manor house armory and leaves for the Beggar Encampment.

When the party returns they will find Fara, the reeve's wife, bandaging a wound on Tomas's head. He apologizes for not keeping control, the villagers are scared and they felt the priest had the answer. He tells the party that the mob left a short time ago and can be catch them if they hurry. He also asks the party to do everything in their power to see that nobody gets hurt; beggar or villager.

If the party takes off immediately they find the villagers at the Beggar's Encampment facing off with the Beggars. The confrontation has just begun and Father Anselm and the beggar chief Locus are engaged in a shouting match.

Use the roster in the Meeting the Beggars encounter for Locus' forces. Father Anselm's forces are below.



Rob's Note: This encounter occurred in every playtest I ran. Every party resolved it differently. One player gave a rousing speech and rolled a 20 for his Locution. Another player was a Cleric of Nephthys (Goddess of Wealth and Pleasure) and used the command spell to gain control of situation. A third party let loose with a pair of sleep spells and only awoke the villagers after the beggars left. Amazingly all the parties managed to resolve the encounter without killing anybody.

Anselm, Elder of Mitra; AC 9[10], 3rd level Priest, **HP** 5; **Atk** 1; **HTB** +0; **DMG** (1d6); **Move** 120'; **Save** 17; 4th Locution +1, Physician +1, Theology +2; **Items:** Mace (1d6), 10d; **Spells:** *Cure Light Wounds, Purify Food & Drink, Bless.*

Norwold, Acolyte of Mitra; AC 9[10], 1st level Priest, **HP** 3; **Atk** 1; **HTB** +0; **Dmg** (1d6); **Move** 120'; **Save** 17; **Abil:** Locution +1, Physician +1, Theology +1; **Items:** Club (1d6); **Spells:** *Cure Light Wounds.*

Villagers [24], AC 9[10]; **HD** 1; **HP** 3; **Atk** 1; **HTB** +0; **Dmg** 1d6; **Move** 120'; **Save** 17; **Items:** spears (1d6), pitchforks (1d4), or clubs (1d6).

The villager morale is fragile, they are a scared mob and a judicious use of a sleep spell or a show of force by the party can cause them to retreat. However, if any are killed the party will make an enemy in the Reeve Tomas. If the party forces the villagers to retreat the last to go will be Elder Anselm. He will shout anathemas on the party promising that they will face Mitra's wrath.

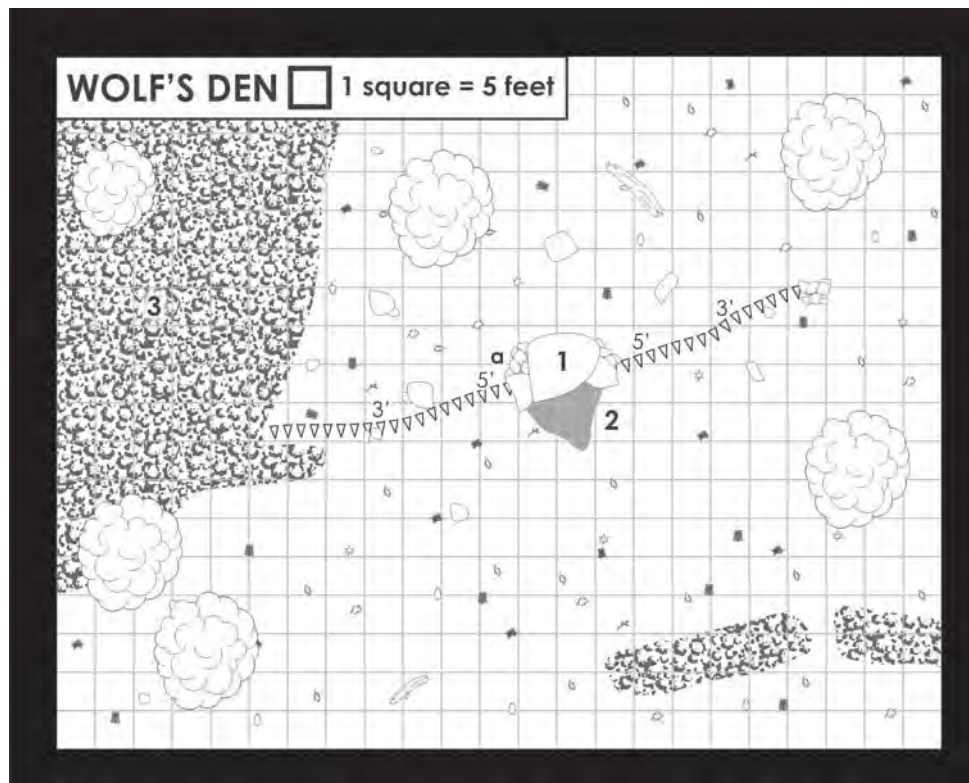
If the party manages to defuse the situation they will win the gratitude of the Beggars. Locus is reluctant to offer any explanation to the party, but prompted by his wife, Joanna, he will explain that his son was killed by the Demon Wolf and he swore vengeance. When asked about the bandits, he shrugs his shoulders.

Its business. Just business. We do it to survive, but we don't kill like those bandits. We buy and sell items, that's it.

During the conversation, Locus mentions the Golden House and his suspicions that the whole mess was caused by something a mage has done. He tried to get an audience with the mages at the Golden House, but was rebuffed by some apprentice. He knows they're hiding something. If asked about the apprentice he remembers she was a dark haired woman, Arlene, Arlissa, or something like that. (Her real name is Arbela).

The Search of the Wolf Den

This encounter should occur while the characters are wandering the Herald Hills. Towards the end of the day Yoluf suggests they return to the village by a more direct route. The party will then come across this site. This is marked as location C on the Westtower map.

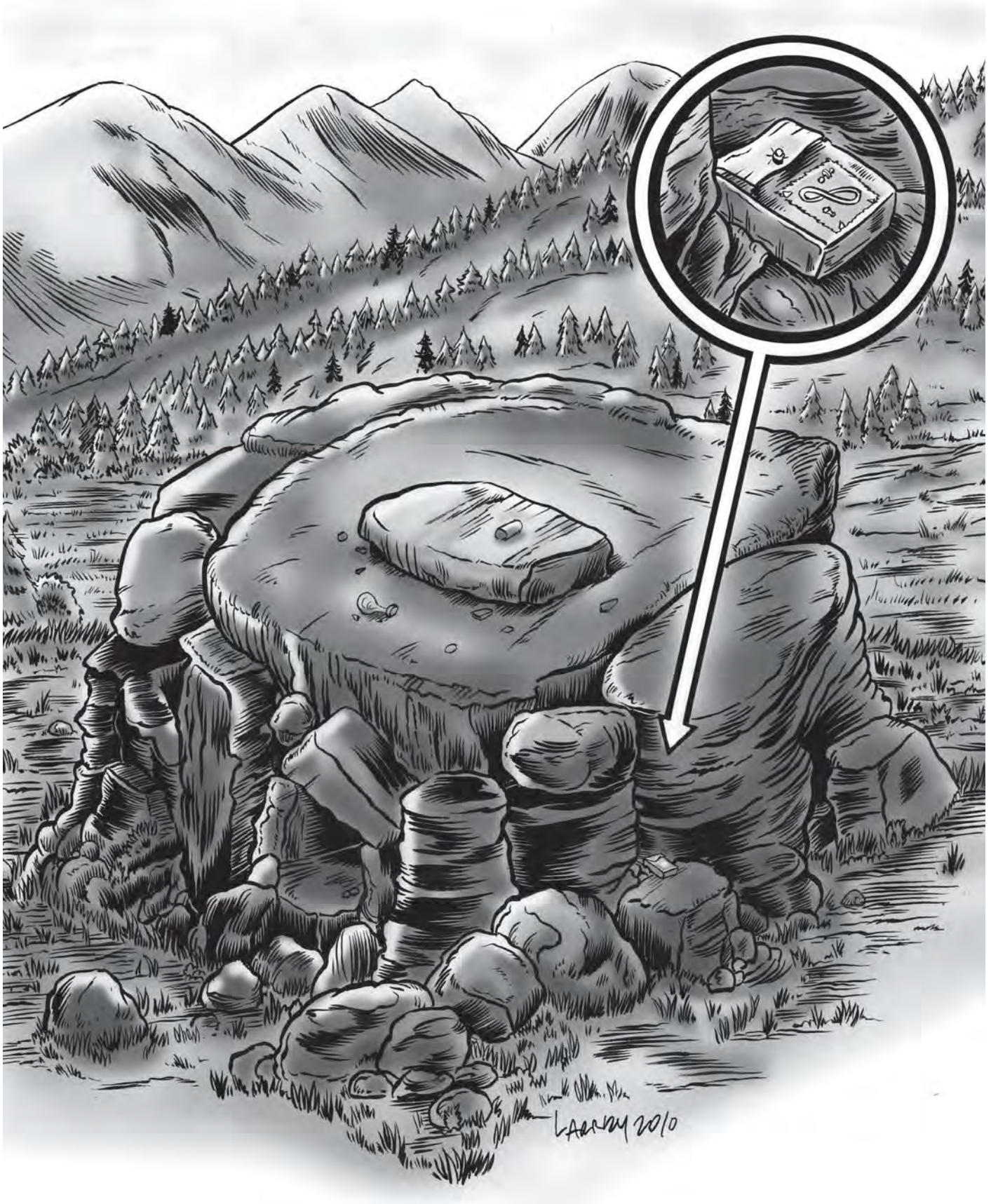


1) Table Rock

The site features a 125' long cliff ranging from 3' to 5' in height. In the center of the cliff is a rocky outcropping capped by a flat table rock about 10' in length and 5' wide. The top is about 4' above the cliff. There are piles of rock on both sides of the table rock.

On the top of the table rock are the remains of a ritual. Tossed carelessly aside is a silver dagger worth 20d along with several piles of burnt

incense, a summoning circle, and the scattered skeletal remains of a sheep. Careful examination of the site will reveal that it is a summoning ritual. Based on the remains of the sheep this took place several months ago during the spring or early summer. A successful Thaumatology check of 20+ will determine that it is a ritual designed to summon a demon. The party can also find this out by bringing back the dagger and a sketch of the circle to Elder Anselm at Kensla.



Rob's Note: The previous picture of the wolf's den shows a closer view of the satchel with the sigil. The picture, later in the adventure, of the five masters of the Golden House shows Swarton's pouch with the sigil. Copies of these pictures are on a separate page to be used as a visual aide.

1a) Satchel Case

Amid the pile of debris near the table rock, is a satchel designed to hold a codex. It is empty. The satchel is of fine craftsmanship and in good shape despite being exposed to the weather for several months. Tooled on the leather is a mage's sigil. Magic-users know that this sigil is similar to the ones used by the Order of Thoth. Wizards use it to mark containers, and potions to identify the contents. Unfortunately, the symbols are generic and what they mark varies from mage to mage. One mage may use the same sigil to mark healing potions another spell books.

2) Wolf Den

Below the table rock is a wolf den. The entrance is about 3' by 3' and it goes 10' in and opens into a 5' high chamber. Inside are the mummified remains of a mother wolf and her pups. There are teeth marks and gashes on the bones. It is obvious that the mother and her pups met a violent end. The party can estimate the remains to be several months old. About the same age as the sheep remains on the table rock above.

3) Brush

This is brush with several game trails crisscrossing the area. It is used to mark the location of the Demon Wolf during the final encounter.



Visiting the Golden House

This is the penultimate encounter triggering the final confrontation with the Demon Wolf. When the party arrives at the Golden House they will be greeted by an apprentice who enquires about their business. If given a good answer he leaves to confer with the master mages. The use of the baron's writ is certain to grant an audience. After 15 minutes, the apprentice returns and escorts them to the main hall. If the party looks for the dark haired women described by Locus they will not see her. She is currently cleaning inside.

Entering the Great Hall, the party meets the five master mages of the Golden House; Witley (female) the Grandmaster, Numbford, Gledric, Swarton, and Bowerbald (all males). They politely greet the party and ask their business. When the satchel, found during the search of the wolf den, is produced, the increase in tension is apparent to all. The mages recognize it as something that came from the Golden House. The mages starts to quiz the party on the details of their finding.

There is a chance (Perception check) that one of the party members notices that the sigil on Swarton's pouch matches that on the satchel. If this occurs, Swarton act puzzled and asks to see the satchel. When he examines it, a look of horror grows on his face and he quickly excuses himself.

If this doesn't occur Swarton grows uncomfortable and asks to be excused. He says that, he left an important experiment and needs to tend to it. Witley quickly gives permission.

Rob Note: When Swarton leaves the room the party will probably comment on this. All the playtest groups immediately had their suspicions aroused.

In either case the mages will be agitated and try to prolong the conversation, stalling the party to give Swarton time. While this is going on, one of the party, roll randomly among those near the windows, notices a dark haired women riding out of the gate clutching a different satchel.

At this point either the party can give immediate chase, or insists on seeing what Swarton is doing. If the latter they will be taken to Swarton's chambers where they see the room is in disarray as the mage is searching frantically for something. When confronted the mage sits down in a chair looking defeated. He explains that during his wanderings before he became a full mage, he found a book on demon summoning. It was clearly evil, but its contents allowed him and his party to bring down a demon lord in the wilderness south of City-State. So rather than destroy it, he kept it hidden. He swears he never used it to summon or deal with a demon.

When told about the demon, he looks sadden. *"It must be Arbela. She must have found it and used it despite all our Order's teachings. She was always impatient. I never knew how much until today."* After the revelation, Grandmaster Witley apologizes to the party and asks what they can do to help. They will be glad to supply the party with horses if they don't have them. They can quickly give the party 4 healing potions, either 12 +1 arrows or 12 +1 bolts, and 5 blessed amulets that give +1 to saving throws.

When the party leaves, go to the final confrontation of the Demon Wolf encounter.

(see The Golden House, page 52 for optional details)

Rob's Note: The previous picture of the wolf's den shows a closer view of the satchel with the sigil. The following picture of the five masters of the Golden House shows Swarton's pouch with the sigil. Copies of these pictures are on a separate page to be used as a visual aide.



Numbford

Swarton

Bowerbald

Gledric

Witely

The Final Confrontation

This encounter is initiated when Arbela overhears the confrontation between the players and the mages at the Golden House. She grabs her satchel with the book and some summoning implements then rushes out to the Wolf Den. She has enough time to begin performing the ritual on top of the Table Rock at #1.

The ritual takes some time so if the player pursues her right away they will arrive in the middle of the casting. The growing power of what she is trying to unleash attracts the Demon Wolf and his pack. She is focused on the ritual and will ignore the players until she is damaged. At which point she tries to charm the most powerful fighter and turn him against the party. She then resumes the ritual.



Arrayed between the players and Arbela are two dozen wolves plus two pack leaders.

If the two pack leaders are killed or charmed, half of the pack members will flee. If this occurs, or Arbela goes down during the fight, the Demon Wolf will erupt from his hiding place among the brambles at #3 and attack.

Arbela, Order of Thoth Apprentice, AC 9[10]; 1st level Mage; HP 4, ATK 1; HTB +0; DMG 1d4; Mv 120'; Save 15 (+2 vs spells) [20% Shield of Magic]; ABL: Natural Philosophy +2, Herblore +2, Research +2, Thaumatalogy +2; Spells: *Charm Person* **Items**: Dagger (1d4)[1], Darts (1d3)[3].

Demon Wolf, AC 5[14]; HD 7; HP 35; **Atk** 3; **HTB** +7; **Atk** 3 **Dmg** 1d6 (claw x2), 1d10 (bite); **Move** 240'; **Save** 9; **Harvest**: Pelt 20d, Teeth[10] 2d, Skull 10d, the two large canine teeth and Demon Wolf's eyes worth 1 viz each for a total of 4.

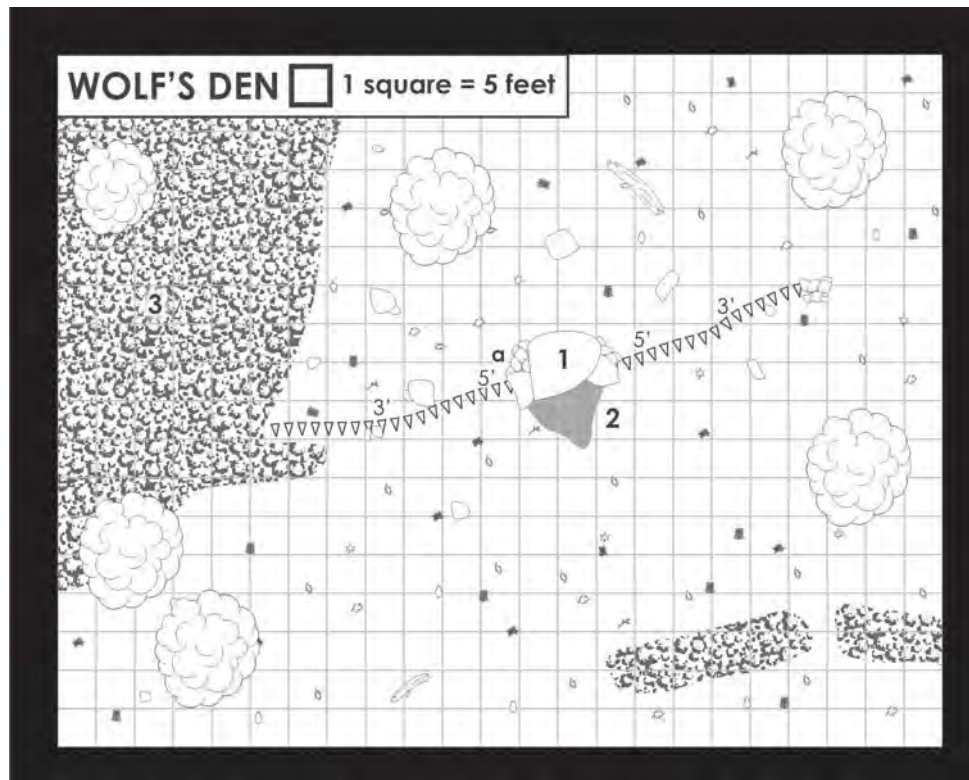
Wolf Pack Leaders (2), AC 6[13]; HD 3+2; HP 15; **Atk** 1; **HTB** +3; **Dmg** 1d6 (bite); **Move** 180'; **Save** 15; **Harvest**: Pelt 10d.

Wolves(24), AC 7[12]; HD 2+2; HP 10; **Atk** 1; **HTB** +2; **DMG** 1d4+1 (bite); **Move** 180'; **Save** 16; **Harvest**: Pelt 8d.

If the Demon Wolf dies during the fight, in 1d6 rounds the Wrath Demon leaves the Demon Wolf and possesses Arbela's body. Her skin splits while a tentacled horror emerges. The Wrath Demon then lashes out with its tentacles at the nearest party members.

A modified roll of 20 or better with a slashing weapon (sword, axe, etc) severs one of the demon's tentacle if it fails it's saving throw. A natural 20 with a slashing weapon automatically severs a tentacle.

Wrath Demon, AC 3[16], HD 5+3; HP 23; Atj 4; HTB +5; Dmg 1d6 (each tentacle); Move 60'; Save 12 (+2 vs spells) [20% Magic Resistance]; Harvest: Tentacles [4] 30d, Blood [5 bottles, 1 viz each].



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