



ESP



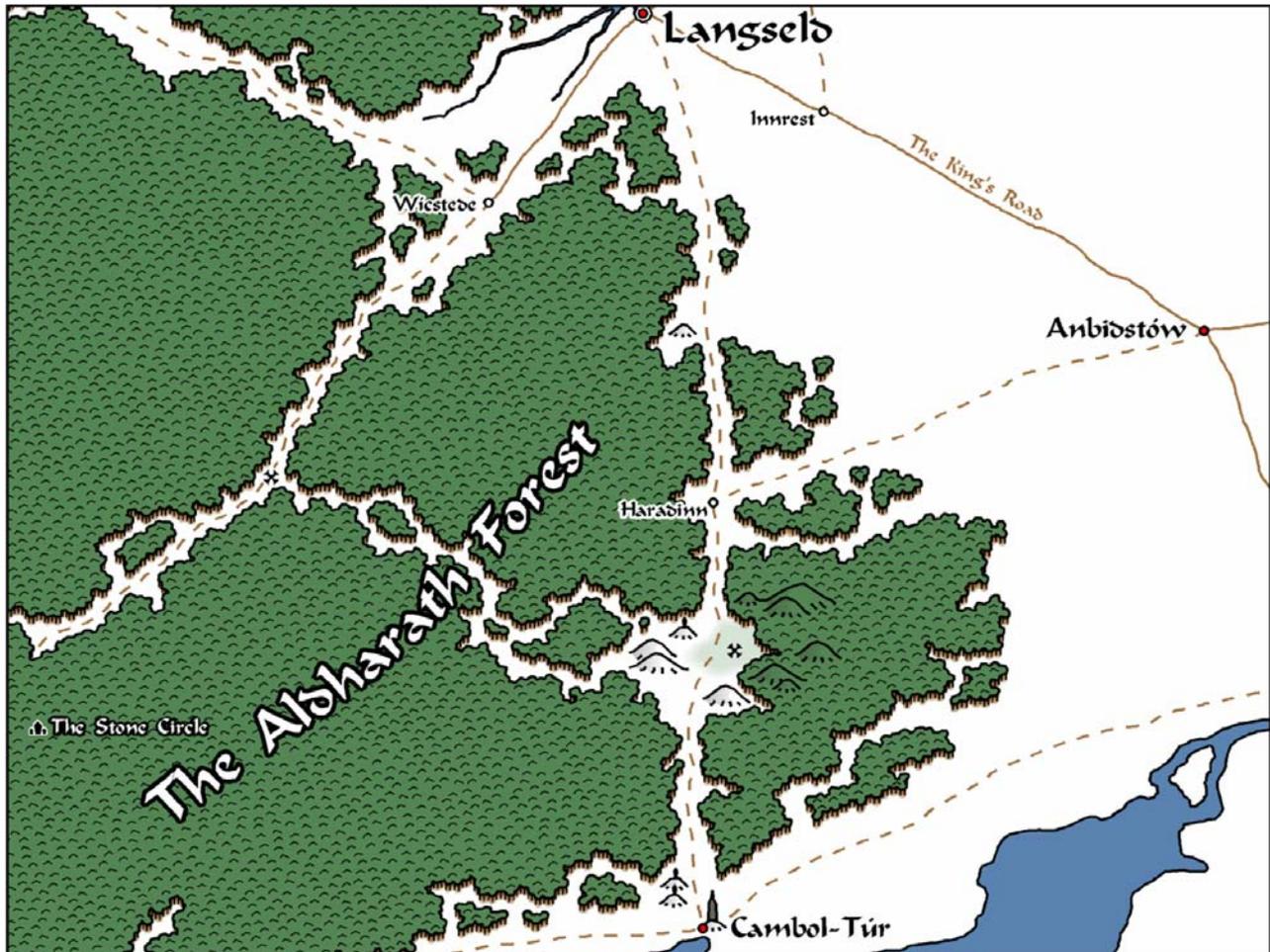
*The  
Werewolves  
of Hårgaldor*

An adventure module for low level characters  
by Kristian Richards

# The Werewolves of Hårgaldor

A D&D adventure module for low level characters

Copyright © Kristian Richards 2008



## Index

Introduction . . . . .	2	Tracking the Worgs . . . . .	10
Background Information & Adventure Summary . . . . .	2	Guardian of the Woods . . . . .	11
Adventure Hooks . . . . .	2	Emba's Refuge . . . . .	12
The Village of Haradinn . . . . .	3	Back to the Village . . . . .	14
Part One - A Meeting With Silas Ursel . . . . .	4	Part Four - Lord Elfhelm . . . . .	15
Part Two - Out and About the Village . . . . .	7	Part Five - Heading south . . . . .	18
The Stables . . . . .	7	Part Six - Into The Wolf's Den . . . . .	20
The Blacksmith . . . . .	8	The Journey Home . . . . .	25
The Shrine . . . . .	8	Additional Notes . . . . .	25
The Ursel House . . . . .	9	Experience Rewards . . . . .	25
Wallace & Corin . . . . .	9	Sealing the Adventure . . . . .	25
Part Three - Seeking Emba . . . . .	10	NPC's & Monsters . . . . .	25
The Westward Trail . . . . .	10	Statistics Cards & Player Handouts . . . . .	26

## Introduction

The adventure that follows is set in a fairly mundane fantasy/medieval setting but is generic enough to fit into most campaign worlds with minimal fuss. It has been written in such a way as to keep the players guessing as to the exact nature of the creature(s) they will eventually face off against, and will (intentionally) have them make false assumptions based upon in-game and out-of-game information (unless a character has sufficient knowledge skills to prove otherwise - though asking the right questions of certain NPC's will also reveal much).

## Background Information & Adventure Summary

*"Far to the south, beyond the plains of Angrisla there lies the forest of Hårgaldor, and within its eaves stands a tower that none have ever named. It reaches skyward behind mighty ramparts of stone, standing high upon the hill that the men of old called Wulfdún - though that is but a crude translation of the name that the elves gave it long before... Amon-in-Gaurhoth - The Hill of Werewolves."*

The adventure that follows does not take place anywhere near the accursed place mentioned above, though it is probably worth noting from the outset that the creatures that the players will encounter during the course of the adventure have come from the aforementioned 'nameless' tower. In addition (and contrary though it may sound), these creatures do not include a single lycanthrope (at least not in D&D terms) but instead consist of worgs, dire wolves and barghests - the latter of which (due to their shape-changing ability) have come to be known as 'werewolves' by the rustic folk of the land.

The adventure is set in and around the small village of Haradinn - where the rumours of 'fell-wolves' and 'things that walk in wolf shape' roaming the nearby woodlands have the locals in a state of unease. In addition to this, the unscrupulous son of a minor noble has recently had one of the villagers run out of the settlement on the (false) charge of consorting with such beasts - when in truth all she had actually done was (repeatedly) spurn his advances.

And so the adventure begins with Lord Ursel himself meeting with the characters in the village inn - in a hope that they will aid him in his search for this woman, so that he may amend the wrongdoing of his wayward son.

Once this small task has been achieved (and a minor skirmish fought along the way) the characters return to the village only to discover that more of these 'wolf-things' have been encountered to the south of the village - and find that their swords are called into service once again.

## Adventure Hooks

For simplicity's sake (and because this is the part of the adventure most likely to be modified by the DM to better fit into his/her existing campaign) the adventure merely assumes that the party have spent the night in the village inn. There could be numerous reasons for this - from 'just passing through' to 'returning home' ...but for completeness, a few ideas have been presented below:

- The party have been employed by a dwarf named Már Silverhand to bring a letter to his father (Mundi Silverhand - the village smith) here in Haradinn. The contents of the letter was no secret - as the message itself was simply to inform Mundi and his wife (Birna) that they are now the proud grandparents of a baby girl named Inga.
- An associate of the characters (an elven lady by the name of Nimhíril) has asked the group to seek out her son (a half-elf named Cúrandír). Apparently her husband (Cúrandír's human father) passed away in the summer of this year, and so the party has been tasked with bringing this grievous news to him, and to deliver into his keeping a small silver ring that his father wished him to have. Enquiries have led the party to believe that this 'Cúrandír' has journeyed through Haradinn recently.
- A captain in the king's army (who goes by the name 'Elfhelm') has been riding to all of the local villages and counselling folks to be on their guard - as large numbers of 'fell wolves' have been reported on the borders of the Aldharath Forest (or a suitably large and ominous forest in your campaign world). He has put out a call to arms to anyone who can ride or bear weapons, so that places such as Haradinn may be better defended (should the need arise) while he and his men attempt to hunt down the wolf-beasts (note that Elfhelm is the name the rustic folks have given to Cúrandír - the half-elf mentioned above).
- After a previous encounter with a pack of hungry worgs, the characters fear that they are being pursued by more of the beasts, and take shelter in the nearby village.



- The Ursel Coat of Arms -



## The Village of Haradinn

Haradinn consists of a number of houses, farms and such, that have sprung up around what was once a royal hunting lodge. Today the building serves as the village inn, and is at times frequented by folks taking the shorter (though less travelled) route between Langseld in the north and Cambol-Túr in the south.

The village has only one full time man-at-arms (constable Elmar), and instead relies on protection from the aforementioned towns in times of need.

➤ **Haradinn (Thorp):** Conventional; AL LN; 40gp limit, Assets 120gp; Population 60 (95% humans, 5% other).

*Authority Figures:* Silas Ursel (minor noble)  
Blake Elmar (constable)  
Siddel Bronson (innkeeper)

- The Lodge Inn -



# Part One

## *A Meeting With Silas Ursel*

The adventure takes place sometime during the beginning of autumn with the characters having spent the night at the Lodge Inn. The inn itself is run by a man named Siddel Bronson and his wife Mildrith. Their young son (Hengest) runs chores for them from time to time, though he is usually found working the stables across the road.

And seeing as how the characters have already spent the night in the village, they may also be allowed to make a Gather Information check if they would like to assume that they spent some time speaking with a few of locals the night before.

### Gather Information Check Results

**DC5:** The village inn still sees a reasonable amount of business during the spring and summer months, and is at times frequented by folks taking the shorter (though less travelled) route between Langseld and Cambol-Túr.

**DC10:** Recently Mundi (the blacksmith) and his wife got news that they have become grandparents. By all accounts old Mundi seems happier than he has for a long time. (Note that if you have used the first adventure hook at the beginning of this module, then some of the players may already be aware of this.)

**DC15:** A few weeks ago a captain of the King's men rode through and spoke with Silas Ursel - warning about an increasing number of large wolves stalking the borders of the forest. The very next day one of the local farmers lost several sheep to what appeared to be a frenzied wolf attack.

**DC20:** Not long after that, a woman and her young son were run out of the village when it was uncovered that she was consorting with 'fell-beasts and werewolves'. However, not all of the villagers approved of this - but they do seem to be a superstitious lot all the same.

\* \* \*

Once everyone is ready to begin read or paraphrase the following:

You all wake in your rooms at the inn after a comfortable night, and some of you were even lucky enough to have had the luxury of an entire room all to yourself.

After making your way downstairs, you find that a frugal breakfast has been laid out for you in the back room of the inn (little more than a bowl of something that looks like porridge and a few rounds of toasted bread). And to wash it down there is a mug of weak ale for each of you.

The innkeeper is much as you remember him from the night before (a well groomed, though portly, man in his mid to late fifties with greased back grey hair) - though perhaps a little quiet and bleary-eyed this morning.

He leaves you to your meal and heads out into the common room where you can hear him talking to someone with a deep voice.

At this point you might like to have the characters make a relatively easy listen check (DC10) in order for them to make out bits of the innkeeper's conversation.

### Listen check DC10:

You can't make out much of what is being said... though you catch bits about 'the strangers' and 'weapons' and something about a 'helm.'

The innkeeper is in fact speaking to a man named Silas Ursel (a minor noble of these parts) whom himself is interested in the 'strangers' that have spent the night at the inn.

It was Silas himself who had a visit from a captain of the King's men around a fortnight ago (a captain known locally as 'Elfhelm'), and received warnings that wolves, worgs, and maybe even worse things had been spotted roaming the borders of the nearby forest. And so it was that Silas was counselled that both he and the villagers should be on their guard.

After that, more rumours circulated concerning wolves, werewolves, and the like - with old tales and lines from half forgotten songs whispered by many a fireside, until at last a local woman by the name of Emba Digby was accused of consorting with such beasts by Silas' own son, Hunwald.

Due to Elfhelm's warnings (for he had spoken much with Silas concerning matters of old lore and stories of the 'Werewolves of Hár galdor' - tales that made him feel more than a little uncomfortable), Silas was quick to act on the word of his son, and had the woman and her own child driven from the village. However, Silas later learned that his treacherous son had used the werewolf rumours to his own end, and when Emba had refused to take him to her bed he had threatened her with this course of action - though she had thought little of his threats at the time.

Nevertheless, Silas is (for the most part) a good man, and upon learning the truth of the matter, he had his son enlisted in the king's army for a year and a day (as punishment), and sent the village constable to seek for Emba in the ruinous woodsman's cottages near the eaves of the forest (as that was the direction in which she fled). However, constable Elmar is yet to return and is long overdue.

And now, folks bearing arms have been spotted in the village (i.e. the PC's), and he is eager to learn if they are Elfhelm's men (and will thus help him seek out Emba and her child so that he may put things right) or if, at the very least, their swords are for hire.

If the PC's go to the common room of their own accord (perhaps they made the above listen check and are somewhat curious to see who it is that in inquiring after them) proceed to the common room description. If they make no immediate move toward the common room then the innkeeper will send his son (Hengest) to fetch the PC's.

#### **Hengest's message:**

A young boy stumbles into the room, tripping over his own feet almost. "F...Father s...says someone i...i...is here to sp...sp...speak with you."

He motions back toward the common room and hurries back out ...and out the front door.

Note that Hengest is a young, good-natured, boy - a little clumsy perhaps, and stutters when he speaks. If an attractive female member of the party attempts to speak with him, he will blush right up to his ears and stutter worse than ever.

#### **The Common Room:**

The ashes of last night's fire have already been cleared from the fireplace, and small flames lick at the new logs that have taken their place.

A hook-nosed man with bright blue eyes and dark collar length hair sits at one of the tables with a small glass of wine in front of him, and off to one side stands the innkeeper - leaning on a broom. The man appears to be a little older than the innkeeper perhaps - though he is well dressed and his hair is only flecked with the odd patch of grey. He wears the look of a troubled man and rises from his seat to greet you as you enter.

"Sirs... I hope you will pardon this intrusion, but I heard tell of folks bearing arms who had spent the night in our humble village."

"I am Silas Ursel, and I have come to see if you are men of Cúrandír? ...or 'Elfhelm' if you prefer?"

At this point a successful 'Knowledge Local' check (DC15) allows a character to recall that a man who some folk call 'elf-helm' is leading a group of the king's soldiers in these parts. Little is said of him other than he wears a helm of elven design (possibly magical) and is a mighty captain.

Also note that if you have used any of the suggested adventure hooks mentioned previously, this should be confirmation that Cúrandír and Elfhelm are actually the same person.

From here the PC's have numerous options when dealing with Silas, and outright lying to him will require relevant checks to be made. His attitude toward the PC's should be considered 'friendly' so long as they fairly amenable, and he seems genuinely concerned for the well-being of Emba and her young son.

Below are detailed several responses Silas will have to specific questions, though his main aim at this point will be to have to PC's seek out Emba and bring her

back home. He is somewhat reluctant to do so himself (especially since he sent the constable to perform the same task the day before - and he has not returned), and is forthcoming with any information that the PC's require.

Also note that the responses that follow are merely supplied as guidelines, and although reading through them is recommended (so that you have a fairly good idea of the extent of Silas' knowledge), role-playing this encounter should not be restricted to reading aloud 'boxed text.' You will also find details of specific Knowledge and Bardic Lore checks at the end of the section for many of the names/places/creatures mentioned.

#### **What is the problem?**

"Well, you see ...that son of mine has landed me in quite a mess ...but perhaps I should start at the beginning."

"A little over a fortnight ago a captain, whom the rustic folk have come to know as 'Elfhelm,' came through with a few of the king's men and some ill tidings..."

"It seems that fell things have been spotted prowling the borders of the Aldharath forest... wolves and things that walk in wolf shape. Anyhow, that is doubtless where that no-good son of mine got the idea."

"Let us just say that Emba Digby and her son have been driven from the village and accused of consorting with such creatures. Indeed, rumours have been circulating that her late husband was a man that at times took the form of a great black wolf-thing - and that her son carries the same curse."

"Well, with the rumours spreading and the news of the wolves of Hárǵaldor prowling ever nearer I may have been a little hasty in allowing my son to have constable Elmar see the pair off."

"But you must understand that this 'Elfhelm' had warned me to be vigilant and have my sword ready - for he counselled that something was happening away south ...and these wolves were but the forerunners of worse things yet to come."

"And then farmer Corin lost half a dozen sheep to what looked like a wolf attack - though it must have been a huge creature judging by the mess it made."

"Well, be that as it may, I have now learned that Emba may have done nothing more than spurn the advances of my son... and as such he was the one behind the false rumours and accusations that led to this mess."

"And now that my son's treachery has come to my attention I would try to put things right if I am able!"

"Yet I still would not take the words of Cúrandír (this 'Elfhelm') likely ...and I fear to tread the paths of the forest myself or send unarmed men to look for Emba - and so I had hoped that you were colleagues of Cúrandír, and would aid me in this endeavour..."

### Why not send someone else?

“I have already spoken to Blake Elmar... who passes as the closest thing to a man-at-arms in these parts, and he went out seeking her yesterday.”

“However, I would have expected him back last night at the very latest... but alas he has not returned.”

### Where is Emba?

“I believe she and her son fled along one of the forest trails. There’s a couple of old ruined woodsman’s cottages near the eaves of the forest... she may have sought shelter there.”

“If you were to take the northernmost trail and follow it westward you could not miss the place.” he says with a little anticipation. “In any case, that is the route Constable Elmar took.”

### What exactly did Elfhelm warn against?

“He said something about the Forest of Hárǵaldor, which lies far to the south ...and something about a tower upon a hill. Wulfdun I think he called it ...or was that the name of the hill? I can’t be sure now.”

“Anyway... he fears that fell things walk abroad in wolf-shape... things from that very forest, or maybe things from the tower itself - things that have not walked abroad since the old times.”

“And now he fears that they roam in the Aldharath forest - upon our very doorstep no less ...it was not comfortable lore.”

### What of Silas’ son (Hunwald)?

“I have dealt with him accordingly. He has been sent to seek for Cúrandír and offer him his service for a year and a day. Emba and her son shall come under my protection and be compensated accordingly with coin from my son’s own coffer.”

### What authority does Silas have:

“I am the second-cousin of Baron Signum of Cambol-Túr”

“You may call me ‘my lord’ if you wish... but we will not stand on ceremony and debate such things while Emba is still out there.”

### If the PC’s Agree to help:

“Oh that is excellent news... excellent news indeed!”

“I will pay you golden sovereigns from my son’s own coffer for this noble deed!”

“And may the Lady of the Forests watch over you as you travel my friends!”

### Anything to be wary of in the nearby forest?

“The Aldharath is old, very old, and some say that strange, secretive folk dwell near the heart of the forest. What truth there is in this I cannot say - though none go far into those trees unless they are armed and not alone.”

#### Hárǵaldor - Knowledge History

**DC10:** Beyond the Plains of Angrisla, within the eaves of the Forest of Hárǵaldor lies a tower that none have ever named.

**DC15:** It stands upon a hill that the men of old named Wulfdun - though is said to be little more than a crude translation of the name the elves once gave it ...Amon-in-Gaurhoth - The Hill of Werewolves.

**DC 20:** It has long been said that the whole eastern portion of that woodland is accursed and is the haunt of the fathers of the worgs - those fell spirits that walked the world in wolf shape long before the coming of man.

#### Werewolf (barghest) - Knowledge History/Arcana

**DC10:** There are several tales of such creatures... cursed men that turn into great wolf-beasts at times of the full moon, and that only silver weapons can kill them.

**DC15:** However that is but twisted and fanciful folklore. The lore-masters believe them to have been fell spirits that walked the world in wolf form long before the coming of man. They are thought to be the fathers of the worgs - and in truth any weapon, be it silver or not, will harm them little - lest it be a mighty weapon of antiquity or of great virtue.

**DC20:** Gaurhoth was the elven name for them, and it is said that are able to devour your very soul.

#### Knowledge Geography check

**DC15:** Amon-in-Gaurhoth (or ‘Wulfdun’ as it was later named) lies within the Forest of Hárǵaldor (which itself lies beyond the plains of Angrisla - some 70 miles or more south of here).

#### Aldharath Forest - Knowledge History/Local

**DC10:** The Aldharath in an ancient forest about which many fanciful tales are woven. An old road runs through it (in a roughly north-eastern/south-western direction), near to which lies the ruins of a once mighty stone fortress. From those ruins one can also find a little used trail running in a roughly eastern direction towards Haradinn and Cambol-Túr.

**DC15:** The forest itself is rumoured to be the haunt of strange folk, elves maybe, who consider themselves the guardians of the forest. Many deem it perilous to venture too deep within Aldharath for fear of these folk, and some people believe them to be shape-changers or strange and secretive druidic folk best left to their own devices.

### Aldharath Roadside Ruins - Knowledge History

**DC10:** Little is known about the ruins beside the road through the Aldharath - though men sometimes camp there if they chance to journey through the forest.

**DC15:** In earlier days it was an elven temple - a stone fortress that stood in the very heart of the forest. What ill fate befell it is not known, though some have tried excavating parts of it in the hope to find forgotten riches or elven trinkets - but with little luck (or so the story goes).

**DC20:** The name it goes by nowadays is Gorthmindon (or so the elves name it) - though doubtless that was not its name of old.

**DC25:** For it's true name of old (known to but a few) was Menelmindon - 'the tower of the heavens'

*Note that this location is not tied to this particular adventure, but is worth noting as either a red herring or as a future adventure site. Any PC's who speak the elven language will translate Gorthmindon to mean 'The Haunted Tower.'*

### Guardians of the forest - Knowledge History

**DC15:** They are said to be a secretive folk, and have lived in these parts long before men ever set foot in these lands.

**DC20:** And though many rustic folk believe them to be elves, the loremasters deem that those elves that once lived there (and who were responsible for the construction of the temple that now lies in ruins near the heart of the forest) passed westward long ago.

*Note that the 'guardians' have never really been seen by any of the local populace for several generations and their existence has thus become a matter of folklore. In truth they are a group of centaurs led by a high druid and druidess that go by the names of Tavartúr and Tauretári respectively.*

\* \* \*

After their conversation with Silas it is assumed that the PC's agree to help him and seek out Emba in a hope to bring her and her son back to the safety of the village. If this is the case they will have the admiration and respect of Silas whether they succeed in their quest or not. He is also willing to pay the group a total of fifty golden coins to perform this simple task... if that is their motive.

If the group choose not to help Silas, and simply move on out of the village, then proceed to part five of this adventure (page 18). If this is the case, Emba and her son will be slain before the day is out.

## Part Two Out and About the Village

Once the meeting with Silas comes to a conclusion, it is hoped (as noted above) that the PC's head out in search of Emba and her son. However, there are a few places and people in the village that the PC's may encounter if they are in no hurry to leave. While it is not integral to the plot to role-play out any of these encounters, they have been included to help flesh out the village so that it seems like a living, breathing, place - should that kind of thing be of interest to the players.

### Exiting the inn:

Today feels as though it may be a little warmer than it has been the past couple of days - though the wind seems to have picked up a little and has brought with it some dark clouds.

Directly opposite (across the road from the inn) are the stables, and you can also hear the unmistakable 'clink' of a hammer upon an anvil a little way to the south.

### The Stables

The stables have probably seen better days - being but a simple wooden affair with a ramshackle roof of mismatched slates. Right now there is a young lad 'mucking out' one of the stalls while occasionally talking quietly to one of the horses.

The boy is Hengest - the innkeeper's son. He looks to have seen less than a dozen winters, is fair-haired and rosey-cheeked. As noted previously he speaks with a rather severe stutter - which gets progressively worse when he is flustered.

### Concerning Hengest:

- He is aware of all the local wolf rumours, but doesn't really understand how serious the matter has become.
- He knows of Elfhelm and will describe him as a great hero who rides the finest horse he has ever seen. He will also make no secret of the fact that he wants to be just like Lord Elfhelm when he grows up.
- No one has really told him what has happened to Emba and her son (Bobby) - though he will admit that he misses them both (especially Bobby - as the pair were good friends).
- He's never really been far from the village, and is convinced that the Aldharath forest is haunted.

## The Blacksmith

A low wall surrounds a small cottage and smithy; both of which are well maintained and sport dark slate rooves. The ‘clink’ of the hammer most certainly comes from here - though you can now also make out a deep voice singing along with each ‘beat’ of the hammer.

The smith is an old greybeard of a dwarf by the name of Mundi Silverhand. He has several strands of wispy hair pulled over his bald pate in attempt to disguise the fact (most of which keep falling away due to his vigorous hammering).

### Concerning Mundi:

- He is married to Birna (a similarly aged dwarf) and has two sons (Már and Háski - named after old dwarven heroes) who have moved back to Holl Stórrbál to the north of here. Apparently one of his sons has provided Mundi and his wife with their first grandchild - the news of which is responsible for his current joviality.
- He doesn’t appear overly concerned about the current wolf rumours and will make constant references to how Már and Háski would soon have things sorted out if they were here. He is however somewhat vocal about the whole Emba business - and claims that he didn’t believe a word of it from the start.
- He seems reasonably content here, and is kept fairly busy - but he has a fondness for old tales (especially those concerning the dwarven kingdom of old), and will bore the PC’s senseless with old songs (recited badly) if allowed to do so.

### A Sample Song

*The mountain shook under a darkening sky,  
and our foes came forth as our doom drew nigh.  
Yet undaunted we stood, and did valiantly fall,  
and our foes did pay dearly as they assailed our fair halls.*

*Már and Hárfagri stood nigh to the king,  
and Kappi and Háski, and loud did they sing,  
“Cast out the usurpers - death to them all!”  
and our foes did pay dearly when hammers did fall.*

*Undaunted we stood as we weathered the storm,  
and vile curses we yelled as our bodies were torn.*

*First Már then Hárfagri fell prey to the horde,  
though our foes did pay dearly for the loss of those lords.*

*At last all alone stood the mithril-crowned king,  
his mattock held high - bringing death with each swing.  
“A curse I lay upon you ...all demon spawned thralls!”  
“One day you’ll pay dearly for the sack of our halls!”*

*There he lies still - to this very day,  
no crypt for a tomb - just a mound of the slain.  
And though we have wandered, and far we have roamed,  
our foes shall pay dearly when the dwarves journey home!*

## The Shrine

The shrine is a small stone built structure of some age, with four small pillars supporting a cracked domed roof up above. A set of well-worn steps leads up to a round marble pedestal, around which is engraved an encircling leaf pattern.

A fairly easy Knowledge Religion check (DC10) allows a character to realise that the shrine is dedicated to Ehlonna - the Lady of the Forests.

In truth the shrine itself doesn’t see much use nowadays, though some of the villagers leave simple offerings there at the solstices or other times of festival.

In addition, if any of the players are seen visiting the shrine they will be approached by an old crone of a woman with a tattered grey shawl pulled over her shoulders. She will proceed to ask the party if she can “Tell your fortune for a copper penny?” before crouching down to deal out nine cards (face down) on the floor before her.

In truth, neither she nor the cards have any mystical power, but if a character agrees to let the old crone ‘tell them their future’ then she will ask them to pick out two of the cards - which she then turns over and interprets accordingly.



Card	Meaning
Skull	death & ill fortune
Shield	protection & caution
Book	wisdom & knowledge
Jewel	wealth & good fortune
Cartwheel	travel & change
Heart	love & joy
Sun	blessing & hope
Axe	conflict & strength
Snake	deception & secrets

To determine the actual reading, have a character name two cards (e.g. bottom right and top right), and consult the diagram and chart above to give you some idea of what the woman may foretell. In the example where the 'book' and the 'snake' have been chosen she might say something along the lines of "Through knowledge you may discover many secrets - but not all lore is based upon the truth!" or something else suitably cryptic and equally pointless.

All in all, there is no real point to this encounter other than providing the players with a little fun - though as the DM (and assuming you have made yourself familiar with this adventure) you may be able to drop subtle hints about what is to come.

Note that simple black and white versions of these cards have been included at the end of this module in case you would like to take this encounter one step further and actually have the players pick out the cards themselves.

## *The Ursel House*

An iron gate with a shield emblem (displaying a chevron and an arrowhead) leads through the wooden fence surrounding this large house - beyond which can be seen a brick built structure with a high thatched roof.

The house itself appears to be well maintained - with a narrow paved walkway leading past flower beds (showing little colour this time of year) and up to a dark wooden door flanked upon either side by widows with broad shutters.

In the unlikely event that the PC's enter Silas' house for some reason, they will find it well appointed though a little dusty in places.

## *Wallace & Corin*

As you make your way along the road, passing a small well upon your left as you go, you notice two men chatting idly outside a small cottage. One looks to be middle aged, and the other a little older perhaps.

Wallace and Corin are simple farmers taking in the air outside Wallace's house. Like most folks about the village, they are somewhat worried about the circulating wolf rumours, and Corin has already lost half a dozen sheep to what appears to be (by all the signs) a ferocious wolf attack.

As with the earlier meeting with Silas, the PC's have numerous options when dealing with general folk about the village. You will therefore find a number of possible responses listed below to many of the questions that the PC's might ask of such folk.

Once again, please note that the following examples should only be used as a guide to assist role-playing.

### **Concerning the wolf trouble:**

"Aye... seen a bit of trouble we have. Ole Corin here lost a half dozen sheep ...ain't that right. Anyway... damn messy business that was... had to burn the carcasses of them that was left... and that wasn't much."

"So, are you here to hunt the things down?"

### **Concerning Elfhelm:**

"He's that lord or captain ...rode that white horse of his through here a couple of weeks back with a whole bunch of soldiers in tow. Warned Silas that we were in for some trouble ...fell wolves wandering the borders of the wood apparently ...though we don't doubt it any more."

"But if you live close to the woods you have to expect a little trouble now and again ...but it's just hungry wolves I'm hoping - and I'm praying that they'll not trouble us much more than they already have."

### **Concerning werewolves:**

"Well, you can believe the tales if you like ...and I don't doubt that strange things have wondered the lands long before men ever settled here. But ...well ...I ain't never seen any such beast ...and I've lived here all me life I have!"

"I wouldn't be surprised if it was all the doing of those strange druid folk that are said to haunt the Aldharath... 'guardians' or whatever you want to call them. Now I ain't never seen any of them folk ether ...but they ain't entirely 'right' if you ask me."

### **Concerning the forest's 'guardians':**

"I don't rightly know what to make of the tales in all honesty ...some folk say they are elves, other folks say they are part beast... maybe even akin to these werewolves everyone's been talking about. Then there are others that say that they don't exist at all."

"My father thought he saw one when he was a lad, though he could never be sure. Out hunting with his dad when he was a boy if I recall correctly - though I think it was likely to just have been a man riding a horse rather than something that turned into a horse and galloped away when it was spotted."

### **Concerning Emba Digby:**

"Bad business that. But I've heard that it was all Hunwald's doing ...and now Silas has sent him away to serve in the king's army for a while."

"I believe Blake went out looking for Emba a day or two ago... seems old Silas has had a change of heart, but I've not seem him return yet."

## Part Three

### Seeking Emba

The old abandoned woodsman's cottages where Emba is thought to have fled to are situated on the very edge of the Aldharath Forest - just over a mile away from the village itself. Despite their close proximity, Blake Elmar (the village constable) covered little more than half that distance before he was slain by a pair of hunting worgs.

In contrast, the PC's should have little trouble reaching the remains of the cottages if they do not tarry along the way.

### The Westward Trail

You journey along a trail that winds its way past small patches of trees - some of whose leaves are showing the first signs of autumn.

The trail itself is a little overgrown in places, and here and there it disappears altogether - though there is no mistaking the way in which it was heading. And so it is that the grey/green eaves of the Aldharath Forest looms ever closer with each and every footstep.

After around half a mile of travelling in this manner the PC's should be allowed a relatively easy Spot check (DC10) in order to notice blood upon the trail. A further search check or tracking attempt (DC10) reveals that something heavy was dragged off into the bushes a little way off to the right.

#### The bushes:

More blood has settled into a pool in the undergrowth and near at hand is a wooden shield with large claw marks running along its length. It looks as though it bore the emblem of a red chevron and blue arrowhead upon a field of white. The whole place is a mess and shows clear signs of a struggle - but no sign of a body.

Characters making a successful search check (DC10) in and around the bushes will also discover a broken and bloodied short-spear - though it is only the shaft that is bloodied.

From here the party have a couple of choices. If they decide to continue on their present course (westward - toward the cottages) then proceed to 'Emba's Refuge' on page 12 of this adventure module. If they have a skilled woodsman in the party they may try to discover what happened here, and track the worgs northward.

To track the worgs a PC's with the track feat will need to make a successful wilderness lore check (DC15) in order to discover signs indicating that something journeyed northward from this point - away from the trail the PC's have been following.

## Tracking the Worgs

A single track attempt is sufficient to lead the party to Blake Elmar's body, though the worgs that dragged him here have long since departed.

#### The journey northward:

Even though you are now travelling northward, the eaves of the forest still draw nearer, and you eventually find yourself approaching a cluster of stunted (or perhaps young) trees only a little way away from the forest itself.



PC's approaching the copse should be allowed a spot check (DC5) to notice a crow take to the air as they draw near. Characters that roll high enough to beat the DC by 5 or more will also notice a slightly unpleasant smell being carried along by the wind.

#### Entering the copse:

You are confronted by a terrible scene. Upon the floor is what is left of a man (or so it appears). The corpse has been quite literally torn apart and feasted upon. Blood coats the trunks of many of the trees, and the undergrowth is wet with it. Here you can make out what looks to be an exposed ribcage - and over there is hand connected to little more than splintered bone.

And though the nauseating smell isn't too bad yet, the whole sickening scene is enough to churn the stomach.

PC's that enter the copse and witness this grizzly sight must succeed a Fortitude saving throw (DC10) or become nauseated for 1d6 rounds. A successful search check of the area (DC20) reveals a small stone pendant that belonged to Blake Elmar. Returning this trinket to the village will be enough to confirm the identity of the body.

Note that a successful Knowledge Religion check (DC10) will identify the emblem upon the pendant as that of St. Cuthbert.



- The Stone Pendant -

If the PC's wish to continue following the worgs' trail, a further tracking attempt will be required (DC15). If the attempt is successful, all signs will point to something moving northwards out of the copse and towards the forest. A character who beats the DC by 5 or more will also discover a couple of different sized paw prints.

A further Knowledge Nature check (DC10) will reveal the fact that although each print looks very much like that of a wolf, they are far larger than they ought to be.

#### Following the worg trail:

It doesn't take long before you reach the eaves of the forest. Close at hand the trees are spaced well apart, but not far ahead they cluster together closely and cover the ground in deep shadow.

#### Entering the forest:

The tracks don't go far before you stumble upon the bodies of two huge black-furred wolf-creatures. Both have been shot with white feathered shafts and the largest of the two looks to have had its skull crushed by a heavy blow.

Both worgs are quite dead - slain by a centaur named Sindacollo (one of the 'guardians' the characters may have heard rumours of previously). A successful search or tracking attempt (DC10) will reveal signs of a struggle (if that wasn't plain enough) along with clear hoof marks here and there.

In truth Sindacollo has not ventured far from here since his battle with the worgs, and any character making a successful spot check (versus his hide check of 1d20+2) will be able to make out the feint silhouette of a large shape (that looks suspiciously like a man on a horse) in the shadows beneath the trees.

Anyone approaching him or attempting to follow his tracks will be met with a loud "Daro!" spoken in a low and commanding voice.

## Guardian of the Woods

Sindacollo speaks only Sylvan and Elven, and will therefore begin this parley in the more common of the two - the elven tongue. Any PC that speaks that language will realise that someone has just commanded them to "Halt!"

If there are no elven speaking PC's at hand he will continue to give brief orders in elven before showing himself. These may include some of the following:

"Daro!" (*Halt!*)

"Man caril hi?" (*What are you doing here?*)

"Mas bedil an?" (*Where are you going?*)

"Din!" (*Be silent!*)

"Boe i bedil!" (*You must go!*)

#### Should Sindacollo Approach:

A large dark shape can now be seen making its way toward you.

As a horse it appears at first ...a great warlike beast with a dappled grey coat and long flowing black tail. However, where the head should be there is the upper torso of an elf-like man - clad only in a dark fur cloak that is wrapped tightly about it. In one hand it carries a huge wooden club, and in the other a large bow carved with intricate patterns.

His hair is dark, his skin is ruddy, and his eyes are bright.

"Din!" will be his most likely response if the PC's attempt to converse with him in a language he does not understand, promptly followed by "Boe i bedil!" and a raised arm pointing back out of the forest.

However, if the PC's are able to converse with him in some manner, they will find that he is not very forthcoming with any information - even though he is reasonably well versed in matters of old lore (treat him as knowing all the knowledge results of DC20 or less listed on page 6 and 7).

He will however divulge a little information about the current 'wolf trouble' if the characters are fairly amenable, though he himself should be considered to have an unfriendly attitude toward the PC's.

#### Concerning the dead worgs:

"These are but worgs... and of little concern to me. However other things, more terrible things, are on the hunt."

#### Concerning these other creatures:

"Gaurtho they were once called by the elves, or 'werewolves' if you prefer - creatures not entirely of this world."

"To hunt such beasts, armed as you are, would be perilous indeed!"

### Concerning Sindacollo:

- He is aware of a human woman and a young boy living in the old ruins a little way south of here - and is more than a little intrigued about the whole affair. He has watched them from the shadows on a few occasions - though his business at the forest's edge is more to do with the recent 'wolf' activity.
- His forefathers have battled such beasts before - worgs, dire wolves, and barghests (though he will refer the latter as 'gaurhoth' or simply 'werewolves'), but it has been many a year since these 'gaurhoth' have been seen abroad.
- If the players still cling to the notion that these 'gaurhoth' are standard 'lycanthropes' he will endeavour to put them right (dismissing the myths about silver weapons, contracting the condition via a werewolf's bite, etc.). He is also aware of many of the Barghest's special abilities.

Although the centaur is not hostile toward the PC's, he will be eager for them to be on their way (if he learns of their quest he may even offer to escort them back to the trail to speed them along). In contrast, he will try to dissuade the group from entering the forest - to the point of challenging the strongest looking PC to a duel, stating that if he/she can best him, then they will have proved themselves worthy to do so. In such instances, the duel will be limited to subdual damage, and Sindacollo will yield once half his hit points are lost.

In addition, if the encounter with the worg on page 14 looks to be overpowering the PC's, it can be assumed that Sindacollo made his way back to the ruins (under the cover of the woods) after bidding the PC's farewell - and come to their aid when they need it the most. Note that this kind of *deus ex machina* is not really recommended and should only be used as a last resort if you deem it absolutely necessary.

## Emba's Refuge

At some point the PC's will probably find themselves headed along the western trail toward the old ruined cottages near the eaves of the forest. It is here that Emba and her son (Bobby) have taken refuge.

### The end of the road:

In time you pass around a collection of tall pines and see, not far ahead, dark shapes - like the half tumbled down remains of old walls clustered about a more obvious path. As you draw nearer you pass by a low fence, almost entirely obscured by creeping plants and mosses, and can now see more clearly a few ruinous buildings up ahead.

Once the ruins are visible the PC's should be allowed a spot check (DC10) to notice a fine line of smoke trailing up into the air above the cottage in which Emba and her son are currently residing.

### Emba's Refuge:

The house seems to have been largely made of stone... with whatever upper floor it once had now lost to the passage of time. A door (of sorts) is propped up to rest where the frame and lintel must once have been.

If any character decides to sneak up to the house, there is sufficient cover for them to make the relevant hide and move silently checks (note that Emba has spot and listen bonuses of +2). Once a PC draws near to the house they may then make listen and spot checks of their own (DC10) in order to notice the crackling sound of a small fire and the smell of something cooking.



### Inside the house:

Beyond the door is an open area with a crudely erected tarp strung up from broken beams in an attempt to create a makeshift shelter. Fire licks at a few logs in the middle of the building - little more than a small campfire, upon which is a small pot of weak looking stew or some such.

Beneath the tarp are several oddments, a small bucket full of rainwater perhaps, a few dried (and rather pathetic looking) vegetables hung from a string net, a bundle of dirty clothes, and an old goat.

### Emba Digby:

Huddled up beneath the shelter is a woman in her early 30's perhaps, with a young boy (who cannot have seen more than 10 winters) pulled close beside her.

Emba's initial introduction to the party will depend somewhat on the manner in which they make themselves known. If for example a player has successfully managed to sneak up to the house without being spotted he/she may find the boy poking absentmindedly at the fire with a small stick while Emba tries to comb out the tangles in his hair. On the other hand, if the party has made quite a commotion as they approached, they are likely to find her grasping the boy tightly with one hand and nervously clutching a kitchen knife in the other.

In most cases as soon as she becomes aware of the PC's her initial reaction will be along the lines of the following.

### Emba's plea:

"Please no... please... don't hurt us... it's all a lie... we're not monsters no matter what Hunwald or his father have told you... please... please..."

At first, Emba's attitude should be considered 'unfriendly' when dealing with the PC's. However, as soon as it becomes apparent that they mean her no harm it will change to 'indifferent' (no roll necessary - though characters may then attempt to change it further by the normal means).

### Concerning Emba and her son:

- Emba will be forthcoming with any information about Hunwald Ursel (Silas' son), regardless of her attitude toward the PC's - naming him as the 'liar' responsible for her current predicament. She will tell of how he has been pestering her for years now (off and on), and how he eventually had her run out of the village - and all because she wouldn't share her bed with him. Apparently he had made similar threats a few times before, but until now he had never actually gone through with any of them.

- She doesn't think too highly of Silas Ursel either - knowing that since his wife left him he has become too easily manipulated by his son. However, she doesn't wish him any harm (unlike Hunwald) and generally only thinks him guilty of being an old fool.
- Despite the fact that she and her son have only been out here a little more than a week, it seems much longer - and Bobby (her son) will be more eager to trust the PC's if it means he can go home.
- Since coming out here the pair have heard strange noises at night and wolf howls in the distance. These past few nights the howls have been getting closer and closer, and as such Emba is fearful of staying here much longer (more for her son's sake than her own).

### Concerning the wolves:

"At night it's the worst. You hear all sorts of things out here at night ...but it's the wolf voices that really chill you to the bone"

"Last night the howls were close, and we put out the fire and prayed that they'd pass us by."

"And so they did it seems... or you would have found nought but corpses here to greet you this day. But they were close mind... closer than I want them to be ever again!"

At a suitable moment have the PC's make a listen check (DC15) in order for them to hear a faint sound (like a wolf howl) some way off in the distance.

### Emba's response to the distant howl:

"You hear that? ...they've come back ...they're coming back I tell you!"

With that she pulls the boy closer and he in turn begins to cry. And then, as if on cue, there is a shrill sound ...like that of a howling wolf ...closer at hand.

Anyone who was aware of the original sound will know that the creature they heard should not have been able to cover so much ground that quickly, and may therefore assume that the second howl is probably an answering call (and thus there must be more than one of the creatures on the hunt). In addition, anyone able to see the tree line to the north-west of the cottage should be allowed a spot check (verses the creature's hide check) in order to see a dark shape prowling beneath the shadow of the trees (see the map on page 12 for the exact location).

Note that the encounter that follows assumes that the PC's will be facing off against a single hungry worg. However, should you need to increase the encounter level for a higher level party (as the EL should probably match the average level of the party in this instance), consult the table below.

Encounter Level	Encounter Type	Monster CR
EL2	1 Worg	CR2
EL3	1 Dire Wolf	CR3
EL4	2 Worgs	CR2
EL5	2 Dire Wolves	CR3

### Worg attack:

The thing springs from the shadows of the trees and looks somewhat like a large wolf - easily the size of a small mule, with dark matted fur and bright shining eyes.

The worg's tactics are simple - it will advance towards the party and charge the closest PC/NPC when it is within range. If the characters decide to make a stand within Emba's refuge then the worg may attempt to jump over the wall (running high jump DC18 for a creature with 50ft movement) or force open the makeshift door (making an opposed strength check against anyone attempting to brace it from the other side).

Once the worg's hit points are reduced to single figures it will attempt to flee back the way it came if it is safe to do so (i.e. it will risk a maximum of one attack of opportunity), but will fight to the death if it is cornered/surrounded.

Even though the worg speaks its own language (and a little of the goblin tongue), it will not utter a single word under normal circumstances. However, if the PC's manage to subdue the creature, or find themselves in a situation where they are able to converse with it, then the following information should be observed (note that if you have used dire wolves in this encounter - then speaking with the beast(s) will not be an option).

### Concerning the worg:

- He and several others of its kind (it cannot count and so cannot give an exact figure) have travelled far to be here.
- The leader of their pack is someone/something by the name of Thôtnêrg - but he is no worg. (Note that Thôtnêrg is actually a barghest - though it is likely that the worg will not refer to him as such, simply calling him 'the boss' or something similar).
- He does not know the exact nature of their business here, but is revelling in the chance to hunt in a land where food can be found in plenty.
- At times the 'pack' have taken shelter in a cave in the moorlands south of the village. Thôtnêrg has his own personal den there and does not sleep in the main cavern with the others.

Once the worg is defeated, Emba will have little desire to linger here any longer, and will be more than willing to have the party lead her and her son back to the village (even if she had been somewhat distrustful of them prior to the attack).

## Back to the Village

Assuming the party head straight back to Haradinn, they should be able to do so with minimal fuss. However, upon their return they will quickly discover that things were not as they were when they left.

### The return journey:

Your journey back toward the village goes largely without event. Once or twice you think you hear the distant howl of a wolf - but if you did, it must be quite some way off.

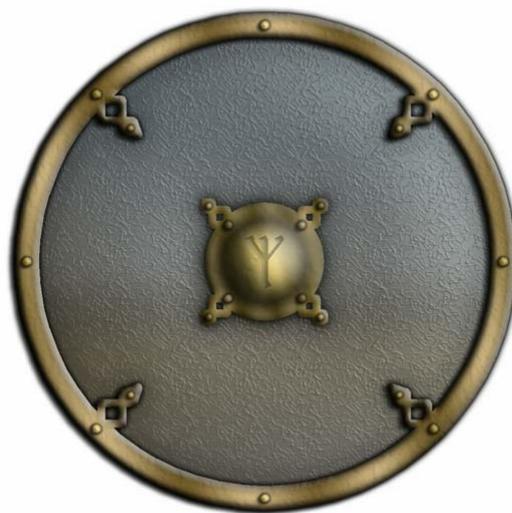
### The disturbance in the village:

Upon your return you pass by some of the outlying cottages with the occasional line of washing strung between them - but quickly notice that something is amiss...

It looks like a crowd has gathered outside the old inn, and a horse is being led up the road toward you by the boy who works at the stables. As he draws nearer you see that the horse is a fine specimen, a white mare of proud bearing with a fine harness and a shield still strapped to its side.

Along its flank, a line of bloody claw marks are clearly visible.

Anyone paying attention to the shield should be allowed an appraise check (DC12) in order to recognise that it is of dwarven design.



- Elfhelm's Shield -

Both shield and horse belong to Cúrandir (known locally as 'Elfhelm'), who has rode into to the village after he and his men battled a large group of 'wolves' to the south of here. So far only Cúrandir has returned - though he is (by all accounts) grievously hurt. The innkeeper's son, Hengest (the boy leading the horse), will confirm this in his usual stuttering manner as he passes the party.

## Hengest:

“Elfhelm’s back... he’s h...hurt. Hurt b...bad. W...wolves got him!”

“I’m t...t...taking his horse u...u...up to old Yedda, to s...see if she has some oi...oint...ointment for these w...wounds.”

The horse (a light war-horse) has suffered five points of damage, and the woman to whom he is referring (Yedda) runs what passes as the local store in these parts (the northernmost building in the village) - though she will in truth have little to aid the creature’s hurts. Assuming that the party are returning with Emba and her son, young Bobby will head off with Hengest and the horse (with the approval of his mother), while Emba proceeds on with the party toward the centre of the village.

There are probably about a dozen people (including the dwarven smith) gathered outside the inn - all of which will be exchanging worried glances and speaking in hushed tones. “Wolves got him.” and other things like it will be whispered over and over, though the villagers will likely make way for the party as they approach (especially if they decided to drag the worg carcass back with them).

The door to the inn itself will be closed and locked, and anyone making a successful search check (DC15) will notice a few drops of blood upon the floor in front of it.

➤ **Door:** Hardness 5; hp 15; Break DC18; Lock DC22.

The crowd outside the inn know little more than what Hengest has already spoken of - though many will be aware that Silas is inside with the innkeeper and the injured Elfhelm.

Simply knocking on the door a few times is enough to get the innkeeper’s attention.

## The Innkeeper:

The door is answered by the innkeeper, who promptly tosses aside his bundled-up apron after wiping his bloodstained hands upon it. “Ahh... it’s you - you’re back!” he blurts out with some surprise. “After what’s happened to Lord Elfhelm I didn’t think we’d be seeing you again.”

“Come in, come in!” he continues, “Silas is upstairs tending to Elfhelm - no doubt they’ll be wanting to speak with you after all that has happened today.”

Note that the innkeeper will be somewhat unwilling to speak of what has transpired here - preferring that the party goes and speaks with Silas and Cúrandír themselves. He will however seem pleased to see Emba (assuming she has accompanied the group) and quickly offers to fix her something warm to eat and whisks her away into the common room (so long as the PC’s do not protest).

# Part Four

## Lord Elfhelm

Assuming the PC’s take the innkeeper’s advice, they will be directed up the stairs and into the first room upon the left. A successful spot check (DC15) also reveals a slight coppery tang to the air as they ascend the stairs.

## The Room:

Looking into the room you see Silas seated upon a stool - leaning over someone who rests atop the largest bed. On the floor beside him is a fine silver helmet with a white horsehair crest, and next to it is a sword stained with black blood.

If a character has managed to sneak up the stairs (making the relevant hide and move silently checks) he/she will overhear the pair chatting about the PC’s and how Silas hopes that the party have not fallen prey to ‘these foul wolf creatures.’

When the party actually enter the room (or linger in the doorway), it will be Cúrandír that notices them first.

## Elfhelm:

The man upon the bed has long dark hair encrusted with blood upon one side. His eyes are deep green and his angular features indicate a man that has some elven blood running in his veins. He has been stripped to the waist and a heavy bandage runs around his midsection and shoulder. An empty vial sits upon a small table at the bedside.

Seeing the half-elf’s gaze fall upon you, Silas turns, “Ah... it is you... thank the gods. Is Emba all right? Did you find her?”

“This is...” he begins, before allowing you to answer.

“My name is Cúrandír” the injured man interrupts in a slow steady manner. “...though to some I am known as The Elfhelm. Tell me quickly, did you sight any wolves on your recent journey?”

As hinted at above, Silas has already spoken to Cúrandír concerning the PC’s, and as such both their attitudes should be considered ‘friendly’ towards the group (assuming everyone has been fairly amenable up until now). If the party tell of their own recent battle, both Silas and Cúrandír will be somewhat concerned to learn that the wolves seem to be closing in around all them - though their main peril at this time seems to be to the south (as will be seen).

Once again, the PC’s may have several questions to ask of Cúrandír - and he in turn will be eager to impart as much knowledge upon the group as possible (concerning these wolf creatures) if they seem willing to aid him in hunting the beasts. You will therefore find several responses listed below that answer most of the questions that might arise - though as before, they

should only be used as guidelines for determining the kind of things known to Cúrandir, and the DM should feel free to role-play out this encounter as much or as little as possible (rather than just reading aloud boxed text). A number of specific Knowledge and Bardic Lore checks (in addition to those found on page 6 and 7) are also included at the end of the section.

### What happened?

“We were attacked, myself and my men... in broad daylight. We slew many of the foul beasts... great black worgs for the most part - but another thing there was also ... a thing of wolf shape but not entirely so!”

### This other creature?

“As unlikely as it may seem I believe it to have been one of the Gaurhoth... or so the elves once named them - werewolves in the tongue of men. Though do not confuse them with the things of old wives tales, those things that only come out at times of the full moon, or have an aversion to silver - for these things are not truly of this world ...things able to devour your very soul.”

### Where did the battle take place?

“We found ourselves under attack a little way south of here... near to the Cíne-caru caves. We slew many of the black worgs, and I myself felled a huge wolf as big as a bear. But one by one my men fell, and then the wolf-thing came forth and dragged me from Celegwen, my horse.”

“When last I saw the beast it was heading back across the moorland, toward the Cíne-caru caves, and I think it dragged one of our own with it...” he pauses for a moment and then looks across to Silas “...I think it took Hunwald - your son!”

### Where do the beasts come from?

“According to old tales there is a hill that lies within the Forest of Hargaldor, some 70 miles or so to the south of here, that the men of old named Wulfdun. However Wulfdun itself is but a crude translation of it's elven name ...Amon-in-Gaurhoth - *The hill of werewolves.*”

“That is my best guess as to where they come from... though what evil business they have in these parts, other than causing chaos, is not known to me. Until now their coming had been nought but a whisper and a rumour, and it may have been that only worgs or fell wolves were on the hunt.”

“But now I have seen the beast with my own eyes... and dealt it such a wound that it will not forget in a hurry!”

### How do you kill one of these Gaurhoth?

“I saw Alric, one of my best men, plunge his sword deep into the creature and yet draw no blood. Only my own sword, Rán-megil, seemed to harm the beast, and so I am led to believe that these things are troubled little by steel alone.”

“And so it may be that only a blade of great worth or lineage will trouble them much.”

### What is so special about Rán-megil?

“It is an enchanted blade - though little like great Gilruin or Gondang of old. It has served me well for many a year - for it was created by my mother's people long ago when they made their war upon the orcs.”

### Cíne-caru Caves - Knowledge History

**DC15:** Over 300 years ago there was a terrible plague that ravaged these lands and in that time a great many people perished. Some tales tell that people became so fearful that anyone who showed signs of the plague was confined to such places as the Cíne-caru caves - in an attempt to limit the contagion.

**DC25:** In one of the forgotten tongues of men Cíne-caru is supposed to have meant ‘cavern of sorrow’ or something similar.

### Elven Sword Lore - Knowledge History

**DC20:** Both Gilruin and Gondang are swords of great renown among the elves. Each was said to have been set with an enchanted gemstone, and those that bore them, in turn, wielded great power.

### Further notes concerning Cúrandir:

- If it was not already plainly obvious, Cúrandir is also known as ‘Elfhelm’ due to the silver elven helmet he wears into battle.
- Both his longsword and large steel shield have a +1 magical enhancement bonus.
- He believes that all of his men (around a dozen) were slain in the recent battle - all except Hunwald (who was carried away by the barghest).
- His main concern now is to report back to his superiors with all speed, and tell all that he may concerning these ‘Gaurhoth’ creatures and their movements. However, he is a little unwilling to do so knowing that one such beast (and an injured one at that) is still on the loose nearby.
- He has on occasion spoken with Sindacollo (one of the centaur ‘guardians’ of the Aldharath Forest), and is more than a little concerned that worgs (and other fell beasts) are now roaming freely in the very same woods that the ‘guardians’ call their home. He will however be reluctant to admit anything more than the existence of the centaurs to any of the PC's.

During their conversation, it may be that the PC's will simply offer their services in hunting down this 'gaurhoth' creature, in which case their offer will be kindly accepted. However, if any of the PC's are less than eager to volunteer their services, both Silas and Cúrandír will waste no time in asking the party for their help in this matter.

#### **Silas' plea:**

After a moment of silence Silas speaks. "It would seem that I am in need of your services once again" he says in a quiet voice. "I know that Hunwald is not a good man... but he is my son all the same - and I would not forsake him and leave him in the hands of this creature."

"Would you aid me further? I have money ... I can pay in golden sovereigns if that be your price... but please ...will you help me bring back my son?"

Silas' initial offer will be somewhere in the region of 100gp for each character. With a successful opposed diplomacy check the PC's may be able to drive him up to 125gp - or even 150gp if they succeed by 5 or more.

#### **Cúrandír's plea:**

Cúrandír grunts a little as he props himself up against the wooden bedpost. "I would ask a similar thing of you ...though not because I can offer you gold in recompense - nor would I command you to seek out and slay this beast as a lord and captain might. Instead I would ask you to do this simply because these creatures cannot be allowed to roam at will within our borders ...for I have looked into the eyes of this thing and saw in them only darkness and malice!"

"However, if you were to undertake this task then I would not have you go ill prepared, and so I would have you take Rán-megil, my own sword, for as I have said, these things seem not to be troubled by steel alone."



- Rán-megil -

Even though the requests of both men involve the rescuing of the man responsible Emba's recent hardship, it is hoped that the promise of gold, and their own concern for the safety of the area, will be enough to encourage the party to do the right thing.

It is also worth noting that Cúrandír's sword will only be on loan to them at this point, but if they agree to undertake this task and return with the head of the creature, then the half-elf will gift them with the sword as a reward for their valour.

#### **Cúrandír's parting words:**

"If you have the chance, seek also my quiver... for it was torn from my saddle during the fight. In it were a number of white feathered arrows ...and I would have you find them if you are able - for they are of the kind used by the Guardians of the Aldharath, and may prove to be of use to you."

"Farad vaer my friends, farad vaer!"

Note that anyone who speaks the elven language will understand those final words to mean 'good hunting.'

And so it will be that Silas will escort the party back downstairs when their business is done, and (assuming they are not too injured) attempt to speed them on their way. However, if any of the PC's are severely injured and wish to spend the remainder of the day resting at the inn, he will grudgingly leave them to their own devices until the following morning.

Anyone inquiring about the exact whereabouts of the Cíne-caru caves will be informed that if one should follow the road southward for roughly five miles and then turn eastward (at the site of Cúrandír's recent skirmish) across a small patch of moorland, they will soon come upon a rocky outcrop where the caves are located.

#### **Setting out that very day:**

Silas offers you his thanks many times as he leads you from the inn, and once you are outside you see that the crowd has thinned out a little - but there are still several folks chatting and gossiping. "Fear not good people!" he announces, drawing a silence from the gathering, "Lord Elfhelm lives ...and these brave souls have taken up his sword and vowed to slay the wolf-thing that haunts our lands!"

#### **Setting out the following morning:**

Silas greets you in much the same manner as the day before, and after a hasty breakfast leads you from the inn. Outside the weather is thoroughly miserable, and it's already raining quite heavily. A couple of the villagers have come to witness you leave, though it is a somewhat sombre affair not helped much by the weather.

In each of the above cases, arrangements will be made for Emba and her son to stay at the inn (at Silas' expense).

If the party depart while there is still quite a crowd outside, then Silas' speech will raise a couple of eyebrows, and though the PC's might get a few half-hearted cheers, the villagers will not seem all that confident in the group's ability to succeed where 'Elfhelm' has failed.

However, a charismatic character may attempt to improve the mood of the crowd (thus making them believe that this group of strangers might actually be able to bring down the beast) with a successful diplomacy check (DC15). If the player beats the DC by five or more, the villagers will become even more animated, and Mundi (the old dwarven blacksmith) will step forward and offer to accompany the PC's on their perilous quest.

Note that if the old dwarf does offer his services, Silas will glance toward the party with a concerned look upon his face and shake his head from side to side (clearly indicating what he thinks of the idea).

Also note that if the PC's have waited until the following morning before starting out, then visibility will be halved for that day, and all spot and search checks will suffer a -4 penalty due to the heavy rain.

### Heading out of the village:

Making your way southward through the village you pass a couple of small cottages and a smithy, and then a larger house with a large iron gate. At this point there is the sound of hurried footsteps behind you.

Turning around you see that it's the boy from the stables (Hengest) ...and notice that he's clutching a small basket in one hand and struggling with a large round shield in the other.

"F...F...Father says you sh...should take this f..for the journey, and Lord E...Elfhelm says you should have his sh...shield t...too."

Upon reaching the party young Hengest will present the PC's with a covered basket smelling of freshly baked bread (consider this enough rations for the entire group for one day) and offer them Cúrandír's shield.

In truth Cúrandír himself has made no such offer of the loan of his shield, and (depending on how the PC's have treated Hengest up until this point) the boy will have his own reasons for 'borrowing' it.

Assuming that the PC's have acted kindly toward him, he will simply be concerned for their welfare - thinking that they will need all the help they can get. In contrast, if the party have been somewhat mean to him (mocking his stutter for example), he may instead be attempting to make it look like they have stolen it.

In either case, if the party check back with Cúrandír, the half-elf will agree that the shield may be of use to the them in their current endeavour, and will have no quarrel with Hengest (quite the opposite in fact - deeming it good thinking on the boy's part).

## Part Five Heading South

Note that if the party decided not to aid Silas in part two of this adventure and, instead of seeking out Emba and her son, simply left the village by the southward route - then they should meet with the wounded Cúrandír not long after taking to the road. If this is the case, Cúrandír will be barely conscious and only just managing to stay in the saddle of his horse when they meet him - and even if the PC's are unable (or unwilling) to heal him or escort him back to the village at this time, the encounter should play out in much the same fashion as noted in part four of this adventure.

However, in most cases it is assumed that the party have worked their way through most of the scenarios presented thus far, and are now headed southward at Cúrandír's behest.

### Leaving Haradinn:

The southern road seems well used, and runs in a slight valley with the eaves of the forest some way off upon either side.

In time the forest creeps a little closer and then suddenly gives way to a large open space where the ground beside the road is a little soggy and heather grows in abundance. A few trees are still dotted here and there (though they are few and far between) and seem to grow in clusters on the higher ground - whereas the lower ground is littered with rocks and stones, and the occasional shallow pool or puddle.

At successful listen check (DC10) at this point will reveal a strange 'chut...chut' sound coming from a patch of heather at the side of the road. However, anyone approaching or disturbing that area will simply flush a plump reddish-brown bird from its hiding.

A successful knowledge nature check (DC15) will identify the bird as some kind of grouse (use the statistics for an owl if the PC's decide it would make a good meal). In truth, the main reason for this (somewhat pointless) encounter is to keep the players on their toes, and not have the result of every spot and listen check be something relevant to their current quest.

### Onward to the site of the skirmish:

After another mile or so you come to a place where the main road is joined by what looks like a muddy trail to the east. Black crows circle above you and about the road are the bodies of several horses and around a dozen soldiers. Most wear the dark red and blue tunic of the king's men and bear shields with a star emblazoned upon them.

Even from here you can see that the majority of them seem to have suffered terrible wounds about the throat area - and scattered here and there are a similar number of large wolf corpses.



- The Heraldry of the King's Men -

As can be plainly seen, this is the site of Cúrandír's recent skirmish with the worgs. At first glance everyone and everything will appear to be dead, though a successful heal check on one of the horses (DC10) will reveal that, although it has many lesions around its neck and hind quarters, it still clings to life (treat as stable but unconscious at -3 hit points).

Searching the bodies of the fallen men will uncover 7 chainmail shirts and 3 of studded leather, 6 shortspears, 2 longswords, 3 longbows and a couple of daggers. There will also be around 4d4 silver coins and 6d6 copper coins to be had.

In addition, an easy search check (DC5) also reveals a masterwork small steel shield bearing the chevron and arrowhead emblem of the Silas household (which belonged to Silas' son - Hunwald).

Note that a character who specifically seeks out the six +1 arrows (that Cúrandír mentioned previously) must make an additional search check (DC10) for each one. However, each arrow discovered has a 25% chance of being trampled and broken during the fight.

\* \* \*

Assuming the PC's have arrived here on the first day of the adventure, then characters with the track feat may also make a wilderness lore check (DC10) in order to discern that most of the creatures seem to have come from the east - and that one at least headed back that way down the muddy path trailing black blood (note that because the DC is 10 or less, PC's may also attempt a similar thing with the search skill). However, if the PC's have arrived here on the second day of the adventure, then the check should be increased to DC15 due to the heavy rain.

#### Following the eastern trail:

You haven't been going all that long when you notice the ground start to rise a little, and not far off (in roughly the direction you are travelling) is an area dotted with trees.

Drawing nearer you notice the ground is a little dryer here, and that beneath some of the trees is a small rocky outcropping - not more than 5 or 6 feet high.

Upon the southern side of this outcrop there appears to be cave-like hole leading down at a steep angle - though from here it's hard to tell how far it goes.



## Part Six Into the Wolf's Den

What follows is a fairly straightforward dungeon style scenario, wherein the party will be expected to overcome several minor challenges before the final encounter with the adventure's main villain. It should also be noted that characters without a light source (or darkvision) will be able to see no further than area B on the map below.

### Peering inside the cave mouth:

The cave slopes down at an angle of roughly 30 degrees and looks to perhaps lead to a small alcove on the left and possibly a passage or deeper alcove to the right. From the right comes the unmistakable 'drip...drip' of falling water.

A search/track attempt (DC10) around the mouth of the cave will reveal mixed worg prints, and also a few marks that have been made by unshod feet. A spot check (DC15) also reveals a faint smell of damp fur and unwashed bodies.



### A. Entrance Passage:

The small alcove to the left appears to be little more than a few feet high and is littered with a few small bones. To the right you see that there is a passage that bends as it continues to slope down (though somewhat less steeply) and a small waterlogged chamber off to one side.

### B. Flooded Corner:

The pool in the cave off to your left looks dark and foreboding, and is fed by a constant drip of water from above. The drips make a quiet 'plink' as they hit the surface, echoing slightly and causing a distorted reflection in the pool with tiny ripples.

The water is too dark to see the bottom - though is in truth no more than 3ft deep. Characters feeling around at the bottom of the pool are allowed to make a search check (DC10) in order to discover one of the items on the table below. Note that a maximum of 3 successful search checks (re-rolling duplicated results) can be made in this fashion.

D6	Result
1	A handful of small animal bones
2	A strip of old leather - possibly part of a shoe
3	A single silver coin
4	A small blue gem (blue quartz worth 10gp)
5	Half of an old broken comb
6	The skull of a large rodent

However, any PC that exposes their skin to the water also runs the risk of attracting a spinal leech. Note that the following italicised text is open game content from Necromancer Games' - The Tome of Horrors.

#### Spinal Leech CR2

*These vermin appear as 3-inch long transparent leeches. They attach to their prey and drain spinal fluid, thereby inducing paralysis in the victim. When first encountered, a spot check (DC15) can be made to avoid them entirely. If this check is failed, the spinal leeches go unnoticed and crawl onto their victim, moving quickly to its spine. A spinal leech needs only a single round to reach its destination. If the target is wearing medium armour, an additional round is added to the time as the leech finds a way underneath its hosts armour; 2 rounds are added if the victim is wearing heavy armour.*

*When a leech attaches itself, the victim may make a wisdom check (DC15). If successful, he feels a strange sensation run down his spine; otherwise, the spinal leech's bite goes unnoticed. Each round thereafter, a fortitude save (DC17) must be made. If failed, the victim sustains 1d6 points of temporary dexterity damage. At dexterity 0, the victim is paralysed until his dexterity score is brought to 1.*

*An application of fire or salt instantly kills all leeches. They can also be pulled from a host with no ill effects.*

Note: to reduce the challenge of this encounter to CR1, simply have a spinal leech drain a maximum of 6 points of dexterity before detaching itself. You may also like to give other characters a chance to notice any leeches attached to a fellow party member with a successful spot check (DC17).

### C. The south passage:

The main passage carries on past the pool and continues to slope downward for a short distance before levelling out somewhat at a point where it bends round to the left.

As previously noted, characters without a light source (or darkvision) will not be able to see into (or beyond) this area.

### D. Natural Stair:

Although the floor here is somewhat level - not too far ahead you see that it falls away down a kind of natural staircase into a wider passage with what looks like a shallow pool surrounded by a some kind of subterranean fungus.

The 'stairs' are little more than 5ft from top to bottom and may be traversed with little difficulty. However, in situations where exact movement and placing is more important (i.e. during combat), traversing the steps will cost a character an extra 5ft of movement in addition to his/her normal move.

### E. Wide Passage:

Not far ahead, a little way past the pool, the cave floor rises again, up a series of shelves - though not before passing small passages upon either side.

Unlike the previous pool this one seems only a few inches deep despite a constant trickle of water running down the back wall. Anyone looking into the pool will be able to see a couple of vague shapes (the skeletal remains of a humanoid creature perhaps) beneath a layer of silt, and anyone carrying a light source within 10ft of the water's edge should be allowed a spot check (DC15) in order to catch a brief glimpse of the light reflecting off something shiny beneath the water.

As before, a character may search through the silt at the bottom of the pool in order to find one of the items listed in the table below. Note that a maximum of 2 successful search checks (DC10) can be made in this fashion (re-rolling duplicated results).

Also note that anyone that exposes their skin to the water runs the risk of attracting a spinal leech (see opposite for details).

D6	Result
1	Old bones
2	A piece of rusty iron - maybe part of a knife
3	A single golden coin
4	A torn leather thong from an old necklace

An easy search check (DC5) of the area will reveal what looks like patches of dark ash upon the floor, though a further knowledge nature check (DC10) will reveal that this is in fact dried bat droppings.

A separate knowledge nature check (DC15) will also identify the fungus around the pool as some kind of edible fungus that grows in dark, dank places - usually around guano (or in other such pleasant surroundings).

#### F. The Latrine:

This narrow passage turns almost immediately to the right, widening slightly, before coming to an abrupt end. The whole place smells strongly of urine, and is enough to make the eyes water.

This area has been used by the recent occupants as little more than an open latrine. Anyone who enters the area is required to make a fortitude save (DC10) or become nauseated. Failure results in the character remaining nauseated while he/she lingers in the passage and for 1d4 rounds thereafter.

#### G. Bat Roost:

To gain access to this area a character must first make a successful climb check (DC10) in order to clamber up a particularly uneven stair-like rock formation. However, upon reaching the top (and while the character is still scrambling over the edge) he/she will likely disturb a group of roosting bats unless the 'blindsight' ability of the bats has somehow been previously negated (with a *silence* spell for example).

This small chamber appears to be empty - at least at first ...then the air about you is filled with dark flapping shapes, darting around your head, hitting you in the face, and slapping against your hands.

In this case the startled bats should be treated in much the same manner as the *summon swarm* spell, and therefore cannot be fought effectively. However, the bats themselves will only be interested in exiting the cave as quickly as possible at this point, and any PC's caught in their path will take 1 point of damage so long as they do nothing other than beat off the bats as they pass them by. However, characters that do anything else other than fight off the bats (including the character who is climbing up into area G) will instead suffer 1d4 points of damage. In addition to this, the character in the process of climbing must also make a successful climb check (DC10) or fall to the ground and suffer a further 1d6 damage.

#### H. Cavern Entrance:

Here the floor is a little uneven, but the walls of the cave open out to form a wide cavern more than 10ft high. Not far ahead is a wall of stone that reaches from floor to ceiling like a gigantic natural pillar, and beyond that the floor seems fall away into a deeper cave.

As with the 'stairs' in area D, the steps leading in and out of this area may be traversed without much difficulty; note only that, in situations where exact movement and placing is important, moving up or down the steps will cost a PC an extra 5ft of movement.

#### I. Lower Cave

The cave floor descends another 5ft, down two high shelves, and into a vast open area dotted here and there with tall stalagmites. The air is damp and musty, and even further down there is a large pool fed by dark stalactites dripping water from above.

To the north and east the floor rises again and looks to lead to a further two passages or adjoining chambers - though the opening of the easternmost of these appears to be blocked by a large boulder.

Anyone spending much time searching this large cavern will discover a number of old humanoid bones littering the floor and a couple of cracks (little more than 5 or 6 inches wide) that will allow characters to see into area J. A successful search check (DC10) also reveals the broken remnants of a fine silver lantern at the edge of the pool. The lantern itself belonged to Cúrandír - though it fell from his horse during the recent battle, and around its edge the words '*Giliath calatha erin rîd gîn*' can be seen. This can be translated to mean '*May the stars shine upon your path*' by any member of the party that is able to read the elven language, and anyone paying much attention to the item will notice that there didn't appear to be any place for oil or wick. In truth this lantern was something called a *Gilcalar* (star-lamp) by elven folk, and would have contained an enchanted gemstone that shone with its own inner light. However, in its current state it is largely worthless (except maybe for the silver value alone).

The pool itself looks almost black, but is little more than 5ft deep at the southern end. Unlike the other pools encountered thus far, this one is not inhabited by any spinal leeches - though a successful search check (DC10) will still uncover around 2d4 copper coins and a handful of old teeth. Also note that a narrow underwater passage can be found on the south wall of this cavern - which is the only way to gain entrance to area L. Therefore, any player actively searching beneath the waterline near the southern wall will automatically find the tunnel entrance - otherwise the search DC for discovering it accidentally while rummaging around in the silt for possible treasure is DC15.

To successfully navigate the underwater passage a character will be required to make two successful (DC10) swim checks. If the first check is failed it is simply assumed that the character didn't even make it into the tunnel and may resurface and try again next round. However, if the first check is successful the character will then find him/herself inside the tunnel and will be required to make a second swim check in order to make it through to the other side. Only by failing this second check multiple times (and thus being stuck in the tunnel) does a character run the risk of drowning.

Note that characters are able to hold their breath for a number of rounds equal to twice their constitution score (see the drowning rules in the DMG). Also be aware that characters suffer a cumulative -1 penalty to their swim check for each round they spend underwater.

#### **J. Upper Cave:**

This area is currently being used as a holding area for Hunwald (Silas' son). He is being held captive (or 'kept fresh' if you prefer) by the barghest lurking in area L, and will be in a somewhat pitiable state when the party encounter him.

Also note that the entrance to this chamber is blocked by a large round boulder that requires a successful strength check (DC23) to move. However, should the boulder be moved it will proceed to roll down to the bottom of the cavern and, as such, the character who moved the boulder must then make a successful reflex save (DC15) in order to jump aside and avoid having his/her foot crushed (1d4 damage) by the rolling stone (roll randomly to determine which PC runs this risk if more than one person was involved in the attempt).

Listening at the boulder before it is moved will reveal the sound of someone whimpering on a successful listen check (DC5). Anyone peeking through one of the cracks in the wall will also be able to see someone curled up into a ball in a small cave beyond.

Beyond the boulder is a small cave - barely 5ft high in places, and upon the floor are a few loose bones and bits of broken pottery. Directly opposite is a man who appears to be curled up into a ball and covered in dried mud. His red and blue tunic is in tatters and he seems to just be muttering something to himself... over and over again.

As previously noted, the man is Hunwald (Silas' son). He will be in a somewhat pathetic state and not very responsive to the characters at this time - simply screaming at them to get away if they come within 5ft. If left alone he will continue to mutter to himself (gibberish mostly) about 'monsters' and 'werewolves' and the like.

Characters who refuse to 'get away' when he screams will be required to make a successful grapple check if they wish to restrain him, as he will fly into a panic the moment anyone sets their hands upon him

(though he forgoes his attack of opportunity). However, if he becomes 'pinned' he will stop struggling and eventually calm down. Alternatively, a character may attempt a diplomacy check (DC15) in order to convince him that they themselves are not 'monsters' and are here to help him. Note that unless he is suitably subdued or convinced that the party mean him no harm, he will be completely unresponsive to any of the party's questions.

However, if the characters do manage either of the above, he will be able to tell them that the monster is 'drowned' as he apparently saw it enter the pool to the south (when he was peering through one of the cracks in the wall). His actual speech should still be rather vague and cryptic, and possibly along the lines of "It held fire in its hand ...I saw it I did ...fire in its hand, and went into the water ...into the water, and never came back out." He will of course be referring to the creature holding the enchanted gemstone from Cúrandir's lantern, and then making its way through the underwater passage and into area L (which Hunwald knows nothing about). Other than that he will prove to be of little help to the party, as he is obviously struggling to come to terms with the recent events. Characters who make a successful spot check (DC5) will also be aware (from the smell alone) that Hunwald appears to have soiled himself at some point.

#### **K Dead Ends:**

The passage is fairly narrow compared to the rest of the cave, and splits off into two directions - both of which run for little more than 20ft. Where these passages end the floor is littered with the skeletal remains of at least half a dozen people.

Note that like the rest of the caves, the remains of several humans can be found here - folk who were confined here many years ago during the time of the plague. A successful search check (DC15) reveals a golden ring set with a small pearl upon one skeletal hand (worth approximately 50gp).

#### **L Secret Lair:**

You soon find yourself free of the tunnel and realize that you are in another pool - perhaps 3ft deep, and that there is a faint flicker of light above you. Peering above the waterline you see that you are in a small irregular shaped chamber with stalactites up above you. Most of the cave is above the line of the water - though the air is tainted with the smell of unwashed bodies and damp fur.

Note that if any character swimming into this area is attempting to do so stealthily, then they should be allowed to make move silently and hide checks the moment they resurface (versus the barghest's listen and spot checks). PC's that do so successfully may then proceed to the edge of the pool unnoticed.

## Thôtnêrg the barghest:

Seated a little way off is a humanoid figure examining what looks like a shining white crystal in one of its large claw-like hands. The creature itself looks similar to a large hairy orc with a flat face and deep set eyes that twinkle ever so slightly in the half light. Its back is broad and its arms long and sinewy - though the left one hangs limply at it's side.

Note that the following encounter assumes that the party will be facing off against an injured barghest (treat as being at two thirds its total points and unable to use one of its claw attacks). However, should you need to increase the encounter level for a higher level party (as the EL should probably be one or two higher than the average level of the party in this instance), consult the table below.

Encounter Level	Encounter Type	Monster CR
EL3	1 injured barghest	CR4
EL4	1 injured greater barghest	CR5
EL5	1 uninjured greater barghest	CR5
EL6	2 uninjured barghests	CR4

### Barghest Tactics

If the barghest is confronted in its lair by a single character, it will attempt to use its *charm person* ability in order learn as much as it can about the intruder and anyone else that may have accompanied them. It will then use its *dimension door* ability to appear in area C - where it will lie in wait - hoping to ambush the PC's as they leave.

However, if two PC's appear in the barghest's lair, it is likely to attack them on sight. If the PC's attempt to flee once the creature has spotted them, the barghest will instead use its *dimension door* ability to appear in the centre of area I in a hope to cut them off (unaware that there may be other characters awaiting it there)

If several characters appear in the creature's lair all at once, it will likely *dimension door* into area I - with the intention of slaying anyone who still lingers there (most notably Hunwald - who will under no circumstances be persuaded to enter the pool).

At an appropriate moment the creature will also use its *alternate form* ability to change into its wolf form (granting it a higher speed and +4 to hide checks). Note that if any of the PC's witness this change then read or paraphrase the following:

The thing squats on all fours as its joints 'pop' and legs bend back at awkward angles. The hair upon its back grows thick and shaggy - covering its whole body in a matter of seconds ...and in no time at all the creature has taken on the vague form of some kind of monstrous wolf-beast.

Once slain (or if the creature has used its *dimension door* ability to await the PC's in another area), the characters will discover that the lair of the beast is somewhat empty apart from the shining crystal (from Cúrandír's lantern) that it will have let fall to the floor at the first sign of danger.

The item itself is little more than a clear crystal, upon which a *continual flame* spell has been cast (market value 100gp). Casting detect magic upon the item will reveal a faint magical aura, and a further spellcraft check (DC17) identifies the magic as some kind of evocation.

However, should any of the characters make a successful search check (DC23) in this area, they will also discover a loose stone in the cave wall that conceals a small alcove where various oddments have been stashed.

Note that the things contained within are largely up to the DM's discretion - the value of which will depend upon the CR of the creatures/encounters that the players have faced during the course of the adventure. If, for example, the players have only encountered a single worg and a barghest throughout the entire adventure, then the gift of Cúrandír's sword will already be reward enough. In such an instance, all that should be found here are a few small gemstones and various coins amounting to no more than 100gp.

However, if the party has encountered multiple dire wolves and barghests, as well as overcoming the spinal leeches and such, then you may find that, in addition to any trinkets they may have picked up along the way (including Cúrandír's sword and shield), a further 2000gp worth of treasure is in order (consult the *Treasure Values per Encounter* table in the DMG for further information). As stated above, the precise nature of any additional treasure is left to the DM's discretion - as he/she is better suited to tailoring any items to the player's needs and tastes - though a few suggestions are listed in the table below for completeness.

Item	Market Value
Three silver goblets	25gp each
Coins and small gems	248gp
Masterwork dagger	302gp
Scroll of hold person (A)	375gp
Pearl of power (1st)	1000gp

*It may be assumed these items were taken from previous victims*

Also note that if you intend to use this module as a stepping stone to further adventures, then information pertaining to the reason for the creatures being so far north may also be found here (a note or picture detailing an ancient artefact that is accompanied by a map that leads to the ruins within the Aldharath Forest for example). However, the ways in which this module may be incorporated into an existing campaign are too numerous to list here, but if you are using this as a stand alone adventure with no further connotations, then it may simply be assumed that these creatures are a rogue 'wolf-pack' from the accursed Forest of Hárǵaldor.

## The Journey Home

Assuming the party have dealt with the barghest accordingly (or simply avoided it altogether), they will eventually exit the cave via the route they came to find it dazzling bright outside (or at least dazzling bright when compared to the gloom of the darksome caves). From here, their return journey will be largely uneventful (except maybe for disturbing the crows from their feasting at the site of the recent battle) - though at what time they return will depend largely on when they set out for the Cine-caru caves and how much they have tarried along the way. However, so long as the party has a minimum base speed of 20ft, they should be able to complete the entire adventure in one day.

### Back in the village:

And so, with the sun westering in the cloud-filled sky you find yourselves back at the village once again. The young boy working the stables (who is now carrying a bucket full of water from a well) is the first to spot you - and you are soon joined by the dwarven smith and several of the village folk (some clutching pitchforks or hatchets - and looking rather nervy).

Someone goes to fetch Silas... and he promptly arrives hurriedly strapping an overly ornate sword to his side as he comes. "Do you have him? ...did you find my son?" he asks with some urgency.

If Hunwald is brought back dead (or Silas is simply informed of his death) then he will be plainly upset, but will try to face the news with a stiff upper lip:

"So he is dead then." he mutters quietly "Maybe it is fitting... though I wish it were not so. His mother will not take it well I fear."

"And though I am robbed of all joy, I must see to your reward. I shall have it brought to the inn before the day is out. I trust this will be satisfactory?"

Assuming the PC's agree to this, Silas will be aided by the dwarf and another of the villagers, and the body will be borne away.

In the event that Hunwald is brought back alive, he will rush to his father's side and cling to him like a frightened child whilst jabbering about 'the monster':

Silas looks to his son with some disgust "Pull yourself together man - do you forget who you are?"

"Father... the monster... the monster!" replies Hunwald, continued by a string of nonsense - though he is quickly silenced by a swift slap across the face. "You got no more than you deserved... and I marvel than I have fathered such a son!" answers Silas before turning his attention back to you. "Now we must see to your reward. I shall have it delivered to the inn before the day is out. I trust this will be satisfactory?"

In this instance Silas may be persuaded to pay the PC's now for their services with a successful diplomacy check (DC15). If not, their reward will be paid (as promised) that very night.

So the adventure ends, back in the same place where it began - the village inn. And assuming that the PC's have had a reasonable amount of success throughout the course of the adventure, they will find themselves the centre of attention for many days to come. It is at this point that Cúrandir will make true on his promise, and formally present the group with his enchanted sword.

## Additional Notes Experience Rewards

In addition to the experience points awarded for the various challenges the party face during the course of the adventure, you may also like to award the party a total of 300 points for the safe return of Emba and her son (or the equivalent of a CR1 encounter) and a similar amount for Hunwald's rescue (though this should be halved if only his corpse is returned).

## Scaling the Adventure

Although several options have already been given with regard to scaling some of the monsters within the adventure, it should also be noted that the various skill check DC's are appropriate for characters of level 1 or 2. If you are running the adventure for a higher level party then you may like to increase some of DC's by 1 point for every level the characters are above level 3 (i.e. a DC10 check becomes DC12 for a 5th level party). Note however that this does not apply to the DC's associated with the spinal leeches on page 21.

## NPC's & Monsters

As mentioned above, several options have been given regarding the type of monsters the party will face during the course of the adventure, and rather than listing the statistics of each possible creature alongside every encounter, a number of statistic cards have been provided at the end of this module for ease of use. Similar cards have also been included for each NPC that the characters may choose to interact with.



WORG		Medium-size Magical Beast			
HD	4d10+8	AC	14 (12 FF / 12 Touch)		
HP	30	Speed	50	Align.	NE
INIT	+2	F/R	5/5	CR	2
WEAPON / ATTACK / DAMAGE			SAVES		
Bite / +7 melee / 1d6+4			FORT	+6	
			REF	+6	
			WILL	+3	
ABILITY SCORES					
STR	DEX	CON	INT	WIS	CHA
17	15	15	6	14	10
SKILLS			FEATS		
Hide +7, Listen +9, Move Silently +7, Spot +9, Wilderness Lore +2*			Alertness		
SPECIAL ABILITIES / NOTES					
<b>Special Qualities:</b> Scent.					
<b>Trip (Ex):</b> A worg that hits with a bite attack can attempt to trip the opponent as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the worg.					
<b>Skills:</b> A worg receives a +1 racial bonus to Listen, Move Silently, and Spot checks, and a +2 racial bonus to Hide checks. *A worg has a +4 racial bonus to Wilderness Lore checks when tracking by scent.					

DIRE WOLF		Large Animal			
HD	6d8+18	AC	14 (12 FF / 11 Touch)		
HP	45	Speed	50	Align.	N
INIT	+2	F/R	10/5	CR	3
WEAPON / ATTACK / DAMAGE			SAVES		
Bite / +10 melee / 1d8+10			FORT	+8	
			REF	+7	
			WILL	+6	
ABILITY SCORES					
STR	DEX	CON	INT	WIS	CHA
25	15	17	2	12	10
SKILLS			FEATS		
Hide +5, Listen +6, Move Silently +5, Spot +6, Wilderness Lore +1*					
SPECIAL ABILITIES / NOTES					
<b>Special Qualities:</b> Scent.					
<b>Trip (Ex):</b> A dire wolf that hits with a bite attack can attempt to trip the opponent as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the dire wolf.					
<b>Skills:</b> A dire wolf receives a +1 racial bonus to Listen, Move Silently, and Spot checks and a +2 racial bonus to Hide checks. *It also receives a +4 racial bonus to Wilderness Lore checks when tracking by scent.					

BARGHEST		Medium-size Outsider (Evil, Lawful)			
HD	6d8+6	AC	18 (16 FF / 12 Touch)		
HP	33	Speed	30/60	Align.	LE
INIT	+6	F/R	5/5	CR	4
WEAPON / ATTACK / DAMAGE			SAVES		
Bite / +9 melee / 1d6+3 2 Claws / +4 melee / 1d4+1			FORT	+6	
			REF	+7	
			WILL	+7	
ABILITY SCORES					
STR	DEX	CON	INT	WIS	CHA
17	15	13	14	14	14
SKILLS			FEATS		
Bluff +11, Hide +11*, Intimidate +11, Jump +12, Listen +11, Move Silently +10, Spot +11			Combat Reflexes, Improved Initiative		
SPECIAL ABILITIES / NOTES					
<b>Special Qualities:</b> Damage reduction 15/+1, scent.					
<b>Spell-Like Abilities:</b> At will-levitate, misdirection, and project image; 1/day-charm monster, charm person, dimension door, and emotion. These abilities are as the spells cast by a sorcerer whose level equals the barghest's HD (save DC 12 + spell level).					
<b>Feed (Su):</b> A barghest can feed on the corpse of a slain opponent as a full-round action. For every 8 HD or levels a barghest consumes, it gains 1 Hit Die. Feeding destroys the victim's body and prevents any form of raising or resurrection that requires part of the corpse. A wish, miracle, or true resurrection spell can restore a devoured victim to life, but there is a 50% chance that even such powerful magic will fail.					
<b>Alternate Form (Su):</b> A barghest can assume the form of a goblin or a large wolf as a standard action. *While in wolf form, it gains the higher of the two listed speeds and a +4 circumstance bonus to Hide checks.					
<b>Pass Without Trace (Ex):</b> A barghest in wolf form can pass without trace (as the spell) as a free action.					

GREATER BARGHEST		Large Outsider (Evil, Lawful)			
HD	9d8+18	AC	20 (18 FF / 11 Touch)		
HP	58	Speed	30/60	Align.	LE
INIT	+6	F/R	10/5	CR	5
WEAPON / ATTACK / DAMAGE			SAVES		
Bite / +12 melee / 1d8+4 2 Claws / +7 melee / 1d6+2			FORT	+8	
			REF	+8	
			WILL	+10	
ABILITY SCORES					
STR	DEX	CON	INT	WIS	CHA
19	15	15	18	18	18
SKILLS			FEATS		
Bluff +16, Concentration +14, Hide +10*, Intimidate +18, Jump +16, Listen +16, Move Silently +14, Sense Motive +16, Spot +16			Combat Casting, Combat Reflexes, Improved Initiative		
SPECIAL ABILITIES / NOTES					
<b>Special Qualities:</b> Damage reduction 15/+1, scent.					
<b>Spell-Like Abilities:</b> At will-levitate, misdirection, and project image; 1/day-charm monster, charm person, dimension door, and emotion. These abilities are as the spells cast by a sorcerer whose level equals the barghest's HD (save DC 14 + spell level).					
<b>Feed (Su):</b> A barghest can feed on the corpse of a slain opponent as a full-round action. For every 8 HD or levels a barghest consumes, it gains 1 Hit Die. Feeding destroys the victim's body and prevents any form of raising or resurrection that requires part of the corpse. A wish, miracle, or true resurrection spell can restore a devoured victim to life, but there is a 50% chance that even such powerful magic will fail.					
<b>Alternate Form (Su):</b> A barghest can assume the form of a goblin or a large wolf as a standard action. *While in wolf form, it gains the higher of the two listed speeds and a +4 circumstance bonus to Hide checks.					
<b>Pass Without Trace (Ex):</b> A barghest in wolf form can pass without trace (as the spell) as a free action.					

SILAS URSEL		Human Aristocrat lvl 2			
HD	2d8	AC	12 (12 FF / 9 Touch)		
HP	13	Speed	30	Align.	NG
INIT	+1	F/R	5/5	CR	1
WEAPON / ATTACK / DAMAGE			SAVES		
MW Longsword / +0 melee / 1d8-1			FORT	+0	
Dagger / +0 melee / 1d4-1			REF	-1	
Dagger (thrown) / +0 ranged / 1d4-1			WILL	+4	
ABILITY SCORES					
STR	DEX	CON	INT	WIS	CHA
9	9	11	14	13	14
SKILLS			FEATS		
Appraise +6, Diplomacy +11, Gather Information +6, Heal +4, Intimidate +3, Knowledge (Local, Nobility & Royalty) +6, Listen +4, Sense Motive +6, Spot +4			Skill Focus (Diplomacy, Heal)		
SPECIAL ABILITIES / NOTES					
- Created using PCGen 5.10.0 -					

HUNWALD URSEL		Human Aristocrat lvl 1			
HD	1d8+1	AC	14 (14 FF / 10 Touch)		
HP	9	Speed	30	Align.	NE
INIT	+0	F/R	5/5	CR	½
WEAPON / ATTACK / DAMAGE			SAVES		
Unarmed / +0 melee / 1d3			FORT	+1	
			REF	+0	
			WILL	+3	
ABILITY SCORES					
STR	DEX	CON	INT	WIS	CHA
10	10	12	13	12	13
SKILLS			FEATS		
Bluff +7, Diplomacy +5, Gather Information +5, Intimidate +5, Knowledge (Local) +5, Listen +3, Sense Motive +4, Spot +3			Alertness, Skill Focus (Bluff)		
SPECIAL ABILITIES / NOTES					
- Created using PCGen 5.10.0 -					

SIDEL BRONSON		Human Commoner lvl 2			
HD	2d4+2	AC	10 (10 FF / 10 Touch)		
HP	9	Speed	30	Align.	LN
INIT	+0	F/R	5/5	CR	1
WEAPON / ATTACK / DAMAGE			SAVES		
Club / +2 melee / 1d6+1			FORT	+3	
			REF	+0	
			WILL	+2	
ABILITY SCORES					
STR	DEX	CON	INT	WIS	CHA
12	10	12	11	14	11
SKILLS			FEATS		
Handle Animal +3, Listen +4, Profession (Brewer) +6, Profession (Innkeeper) +8, Spot +4,			Great Fortitude, Skill Focus (Profession (Innkeeper))		
SPECIAL ABILITIES / NOTES					
- Created using PCGen 5.10.0 -					

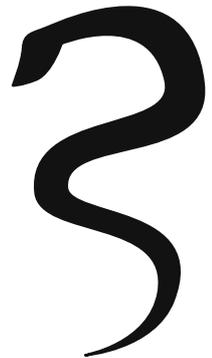
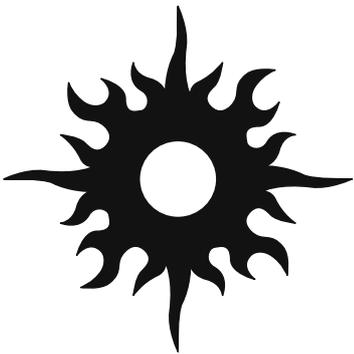
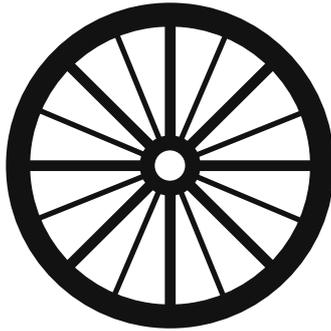
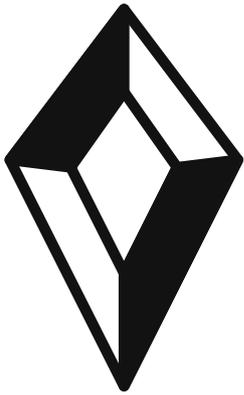
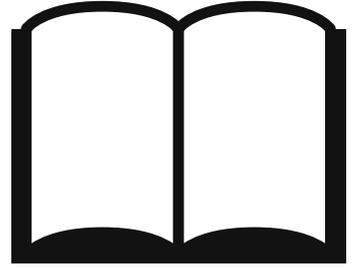
MUNDI SILVERHAND		Dwarf Expert lvl 2			
HD	2d6+2	AC	11 (11 FF / 9 Touch)		
HP	12	Speed	20	Align.	LN
INIT	-1	F/R	5/5	CR	1
WEAPON / ATTACK / DAMAGE			SAVES		
MW Warhammer / +2 melee / 1d8			FORT	+1	
			REF	-1	
			WILL	+5	
ABILITY SCORES					
STR	DEX	CON	INT	WIS	CHA
11	8	12	12	14	10
SKILLS			FEATS		
Appraise +4, Craft (Armoursmithing, Blacksmithing, Weaponsmithing) +8, Craft (Stoneworking) +6, Diplomacy +4, Knowledge (Architecture & Engineering) +5, Perform +1			Martial Weapon Proficiency (Warhammer)		
SPECIAL ABILITIES / NOTES					
<b>Special Qualities:</b> +1 racial bonus to attack rolls against orcs and goblinoids, +2 racial bonus on appraise checks that are related to stone or metal items, +2 racial bonus on saving throws against poison, +2 racial bonus on saving throws against spells and spell-like effects, +4 dodge bonus against giants, darkvision (60'), stonecunning.					
- Created using PCGen 5.10.0 -					

<b>VILLAGER</b>		Human Commoner lvl 1			
HD	1d4	AC	10 (10 FF / 10 Touch)		
HP	4	Speed	30	Align.	LN
INIT	+0	F/R	5/5	CR	½
WEAPON / ATTACK / DAMAGE			SAVES		
Dagger / +0 melee / 1d4 Dagger (thrown) / +0 ranged / 1d4			FORT	+0	
			REF	+0	
			WILL	+0	
ABILITY SCORES					
STR	DEX	CON	INT	WIS	CHA
11	11	11	10	10	10
SKILLS			FEATS		
Craft* +4, Handle Animal +2, Listen +2, Profession* +4, Spot +2, Use Rope +2			Skill Focus (craft*, profession*)		
SPECIAL ABILITIES / NOTES					
*Note that the particular craft and profession skill will vary from NPC to NPC depending upon their role within the community.					
- Created using PCGen 5.10.0 -					

<b>CHILD</b>		Small Human Child lvl 0			
HD	1d4-1	AC	11* (11 FF / 11 Touch)		
HP	3	Speed	20	Align.	NG
INIT	+1	F/R	5/5	CR	0
WEAPON / ATTACK / DAMAGE			SAVES		
Improv. Weapon* / -4 melee / 1d4-1			FORT	-1	
			REF	+0	
			WILL	-1	
ABILITY SCORES					
STR	DEX	CON	INT	WIS	CHA
8	10	8	9	9	9
SKILLS			FEATS		
Hide* +4					
SPECIAL ABILITIES / NOTES					
*Note as small creatures, children gain a +4 bonus to hide checks, and a +1 bonus to attack rolls and armour class (all of which have been included above).					
- Created using PCGen 5.10.0 -					

<b>CÚRANDÍR</b>		Half-elf Ranger lvl 2 / Paladin lvl 2			
HD	4d10+4	AC	18 (17 FF / 11 Touch)		
HP	31*	Speed	30	Align.	LG
INIT	+1	F/R	5/5	CR	4
WEAPON / ATTACK / DAMAGE			SAVES		
+1 Longsword / +8 melee / 1d8+3 MW Longbow / +6 ranged / 1d8			FORT	+9	
			REF	+3	
			WILL	+3	
ABILITY SCORES					
STR	DEX	CON	INT	WIS	CHA
15	12	12	12	12	14
SKILLS			FEATS		
Animal Empathy +5, Diplomacy +5, Handle Animal +5, Heal +5, Knowledge (Nature) +5, Listen +5, Ride +5, Spot +5, Wilderness Lore +7			Mounted Combat, Track, Weapon Focus (longsword)		
SPECIAL ABILITIES / NOTES					
<p><b>Special Qualities:</b> +2 racial saving throw bonus against enchantment spells or effects, Elven blood, favoured enemy (Humanoid (Goblinoid)) +1, immunity to sleep spells and similar magical effects, low-light vision.</p> <p><b>Spell-like Abilities:</b> Detect evil at will, lay on hands (4 points/day).</p> <p><b>Divine Health:</b> Immune to all diseases, including magical diseases.</p> <p><b>Aura of Courage (Su):</b> Immune to fear (magical or otherwise). Allies within 10 feet gain a +4 morale bonus on saving throws against fear effects.</p> <p><b>Smite Evil (Su):</b> Once per day, a paladin may attempt to smite evil with one normal melee attack. He adds his Charisma modifier to the attack roll and deals 1 extra point of damage per level.</p>					
*Note that Cúrandír will be at 5 hit points when he is first encountered.					
- Created using PCGen 5.10.0 -					

<b>CENTAUR</b>		Large Monstrous Humanoid			
HD	4d8+8	AC	15 (13 FF / 11 Touch)		
HP	26	Speed	50	Align.	NG
INIT	+2	F/R	10/5	CR	3
WEAPON / ATTACK / DAMAGE			SAVES		
Greatclub / +7 melee / 1d10+4 2 Hooves / +3 melee / 1d6+2 Mty.Comp.Bow / +5 Ranged / 1d8+4			FORT	+3	
			REF	+6	
			WILL	+5	
ABILITY SCORES					
STR	DEX	CON	INT	WIS	CHA
18	14	15	8	13	11
SKILLS			FEATS		
Hide +2, Listen +4, Move Silently +4, Spot +4, Wilderness Lore +5			Weapon Focus (hoof)		
SPECIAL ABILITIES / NOTES					
- Created using PCGen 5.10.0 -					



# Open Game License Version 1.0a

The following text is the property of Wizards of the Coast, Inc.  
and is Copyright 2000 Wizards of the Coast, Inc. ("Wizards").

All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, story lines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.
2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.
3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.
4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.
5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.
6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.
7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.
8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.
9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.
10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.
11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.
12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.
13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.
14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.
15. COPYRIGHT NOTICE  
Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc.  
System Reference Document Copyright 2000, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, Bruce R. Cordell, based on original material by E. Gary Gygax and Dave Arneson.  
Spinal Leech from the Tome of Horrors, Copyright 2002 Necromancer Games Inc.; Author Scott Greene.

*Far to the south, beyond the plains of Angrisla there lies the forest of Hárǵaldor, and within its eaves stands a tower that none have ever named. It reaches skyward behind mighty ramparts of stone, standing high upon the hill that the men of old called Wulfdún - though that is but a crude translation of the name that the elves gave it long before... Amon-in-Gaurhoth - The Hill of Werewolves.*

\* \* \*

The Werewolves of Hárǵaldor is a scalable adventure module suitable for characters of levels 1 to 5. To use this module you will also require the Dungeons & Dragons® core rulebooks (third edition), published by Wizards of the Coast.®

