

Wolftime

By Hogan

Location:

The plot takes place in the woods near a not often travelled road, a little away from the rest of civilization.

Background Information:

For a long time, the middle aged Werebear Dakota has lived in the woods with his wife and son (also Werebears). The relationship with a nearby clan of Werewolves has been at best strenuous during the years, but now the Werewolves has made a move to completely terminate the relationship, removing Dakota and his family from the area... permanently!

Notes:

This adventure operates with the theory that the natural weapons (claws, fangs etc.) of lycanthropes, are considered magical weapons with regards to hitting other lycanthropes.

Also take in consideration, that the party must have an actual way of harming the Werewolves, either by magic or silver/magical weapons.

Encounter Schedule

- 1) Following a lone trail/not often used road the party prepares to take their travels through the woods. Just outside the treeline, they meet with an old ragged man that hurries out from the forest. He will pause long enough to catch his breath, then tell the characters that "the wolves of the forest has turned mad!" Then he will hurry on. If the party turns around now, the plot is over, but if they continue into the forest, carry on!
- 2) About 2 miles into the forest, the party will suddenly hear a sound as if a battlecry was being screamed from a monstrous throat. If they search it out, they will be able to follow the sounds of growling, yelping and snarling into the woods, where the a few rounds after will come upon a small clearing. In the clearing, a small pack of wolves (6) has just downed a large bear. Upon noticing the characters (the wolves have real keen hearing), the wolves turns towards the party, but moving aside in order to let a huge wolf through. The Wolf (30 HP Werewolf, True) will takes the characters measure, then bare its fangs and attack. Should the party defeat the wolf, the rest of the pack will turn tail and run away.
- 3) The wounded bear left by the wolves is the lycanthrope form of the Chaotic Good Werebear Dakota (Dakota, True Werebear, 45 HP). After catching his breath, he will transform back to his human form (thereby healing some of his wounds). He will thank he party, inviting them home to join him for dinner with his family. On the way back, the will tell them, that he should have seen the attack coming sooner or later, as the wolves has become more daring the last few months, but he didn't know they would be that bold, and they only caught him by surprise!
- 4) Following Dakota through the forest, they will after about ½ hour arrive at his little cottage (typical woodcraft-cottage). It's apparent that something is wrong, the cottage is silent, and broken shudders and furniture litter the front porch. Dakota will run to the cabin and inside. From there the characters will hear his scream of anguish. It seems that some wolves were sent to kill his family too, and that they succeeded!
Naturally Dakota wants revenge, and after grieving and burying his family, he enters his hut, picks up his old but treasured weapons (a *Spear* +2 and a *Shield* +3), ready to go for the wolves. He will ask the party to give hi a hand in the memory of his family, but will not press on if they won't.
- 5) Tracking through the woods (Dakota is an able Ranger, but it would be good if the PC's have some skills too), the party will come across a small band of marauding Gnolls (8) and Flinds (2). In his anger, Dakota will immediately transform and jump the creatures, showing the party the might of an enraged Werebear. After the carnage, the party will be able to proceed.
- 6) Nearing the small hilly area where Dakota tells the party he knows the lair of the wolves to be, the joined party suddenly enters a rendezvous with a pack of Werewolves (4) and their wolf cohorts (12), waiting in ambush for the characters. A huge fight will get on among the trees, where the DM must see that all of the characters got their hands full. Since Dakota enters a fit of rage and attacks in his Bear-form, it's possible for a character to borrow his magical weapons.
If the party succeeds and the battle draws to an end, the partymember closest to Dakota will see an enormous wolf jump his back and tear his throat. As he falls, the wolf jumps free, and with bloody nuzzle, it heads off for the hills. The mortally injured Dakota is beyond the aid of magical healing (unless the characters should carry around some heavy healing magic), and with his last breath, we will testament his weapons to the characters and ask them to avenge him and his family. Then he dies.

- 7) If the party determines to fill out Dakota's last wish, they can track the last wolf to the base of a great hill where a slight passage is visible beneath a rocky hillside. They will arrive just at the time as a huge wolf disappears into the passage. The passage is only passable by a wolf or a crawling human being, so the characters must crawl through one by one. About 20 yards inside the hill, the passage widens into a small cave, the wolves' den. Unbeknown to them, the Werewolves has rigged the passage to their den. As soon as the first party member comes through, a lever is pulled, and a large boulder will drop down behind the PC, closing the passage. The leader of the Werewolves (and possibly the sole surviving member) will then attack the sole character in his half-human form (Lobos, True Werewolf, 35 HP). Should Lobos defeat the character, he will raise the boulder, then wait until the next victim comes through, then repeat the manoeuvre, until either the party are destroyed, or Lobos is finally killed.

With the threat of the Werewolves exterminated, Dakota and his family avenged, the party can plunder the den of the Werewolves and continue their adventures.

Treasure of the Wolves:

Coins: 1000 cp, 2000 sp, 300 ep, 200 gp

Gems: Obsidan (10), Sapphire (1600), Amethyst (100), Lapis Lazuli (10), Carnelian (10), Amber (10)