

Campaign Background

This campaign takes place in the Vale of Greenhaven. Greenhaven was settled over a thousand years ago by the Gynarian Empire. When the empire fell it joined the successor Dragon Empire under the leadership of Eastgate. Several hundreds years passed in peace, until the Dragon Empire itself fell two hundred years ago. Under the dukes of Greenhaven, the Vale charted its own course as an independent land allied to the former capital of the Dragon Empire, Eastgate.

A hundred years ago Eastgate fell to an invasion of the Kymbri barbarians. The tide of conquest swept them past Eastgate into the Vale of Greenhaven. The Duke of Greenhaven was defeated but he won honor in the eyes of the Kymbri Warchief. Later in the decade when the Kymbri Warchief consolidated his empire, the duchy of Greenhaven was made a full member of the empire owing direct fealty to the Overlord.

Now a hundred years later the Overlords and the Kymbri lost the vigor of their barbarian heritage turning from the faith and mores of their ancestors. Many Kymbri are turning to other faiths, particularly that of Kossuth. Kossuth's tenets of discipline and order appeals to many of the Kymbri warriors.

The spread of Kossuth's faith among the Kymbri has alarmed many of the Gynarians in Greenhaven. The Gynarians believe themselves to be chosen people of the Daysha, lady of paladins and enemy of Kossuth.

The Kymbri Overlords have long shown faith to all the lands who sworn fealty to him. But the present Overlord is old and in ill-health. His only son and heir was killed while defeating a rebellion 5 years ago. Now only young grandchildren or distant relations remain as successors, All the lands sworn the Overlord now fear for the future, but none so then Greenhaven who see its doom if the followers of Kossuth are able to put one of their own on the throne.

Adventure Background

The village of Kensla lies on the outer boundaries of the duchy of Greenhaven. Nestled among the eastern foothills of the Mountains of the Cloud Towers the village grows wheat and harvests wools from the flocks of sheep herded among the hills. The village owes fealty to the Count of West-Tower, sending him a portion of their harvest in wheat and wool every fall. In turn the Count has been charged by the Duke to patrol the western boundaries of the Duchy against any incursion from Orcs who dwell in the mountains.

In the spring several sheep were found maimed. Fearing wolves, the villagers had the count's huntsman come and organized a hunt. The hunt was successful and most of a pack of wolves was killed and the rest routed. The villager breathed easier as the sheep attacks were savage even by wolf standards. But then in the early days of summer the killing began again until at midsummer a herder was found dead his body torn to pieces.

This time suspecting orcs and their warg pets were behind the attacks, the count set several knights and picked troops to scour the surrounding the hills. They found several orc caves all were abandoned. While in the hills an attack occurred in the village itself causing the death of old elder. Witnesses reported that the creature was a monstrous wolf. Upon their return the knights began to investigate the nearby forest finally flushing a remnant of the pack that was hunted earlier. Announcing their duty finished they marched back to West-Tower. Skeptics in village looked at the thin carcasses and wondered.

Then in the last days of summer the attacks began again, this time one, or two every night for two weeks. The villager has sent a plea for help again, along with a demand.

“The harvest will not be gathered until this beast is killed”.

Outline & Notes

The source of the demon wolf begins with the players being asked to undertake a mission to Kensla.

The players will be told before they that there is a conclave of wizards nearby called the Golden House. If they could have information on the local fauna.

The turnoff to Kensla is a crossroads with a small hamlet centered around a mill, an inn, and a toll house. The miller knows the villagers of Kensla are highly agitated. The toll house guards only know that traffic was light in the last week only a tinker went down the road to Kensla. That in recent weeks their been sighting of the wolf between the crossroads and the village.

Along the way to Kensla the party will find the remains of the tinker's wagon along side the road with the maimed body of the tinker. However upon investigation they will find the wagon looted and with high skill find tracks leading into the woods.

Investigating the tracks they will find the bandit lair. If they fail to stealth their way the bandits will scatter. In the lair they will find valuables, and a wolf pelt decorated with feather and red paint to look monstrous. They will also find evidence that the bandit deal with beggars.

When they arrive at the village they will be meet by the village headsman, Ansol Cardin. The village has a open air communal tavern and there Ansol, the elders and the players can meet. The village are resolute in their demand that the beast must be killed before they will begin the harvest.

During the meeting the Dorsin Haval, priest of Daysha, will join expressing his opinion that it those no good filthy beggars that took up residence in a valley nearby. Ansol will explain that they shortly arrived when the worst of the attack began last month and have not left since.

The beggars do fence for the bandits but have not left because when they arrived the headsman's son was slaughtered by the beast. The headsman, Locus, vowed vengeance upon the beast. When approached by the players he will be very arrogant and standoffish. If ordered to leave the area the beggars will circle around to another valley and continue their quest.

A local trapper named Yoluf is available as a guide, he is actually a good tracker and trapper but comes off as dimwitted and slow about most other things.

Likely the players will want to sweep the hills looking for clues. In the higher hills they will find a large stone formation that the top forms a large flat area. Searching closely they will find evidence of a ritual being performed along with wolf bones in a small cave at the bottom of the formation. (It is on a hillside). On a good search they will find the remains of a child buried nearby.

If the priest finds out about the connection between the beggars and the bandits and finds out later that the beggars have not left he will organize the villagers into a angry mob.

After the first search the first attack of the wolves on the village will begin. It will be obvious that these attacks are not natural.

If the players go to the Golden House and report what is going on. It will become obvious that one of the mages is hiding something. One of the masters, Talon, reprimanded his apprentice earlier in the year for researching forbidden subjects. Her name is Arbela, They thought she didn't do anything just read things that she shouldn't have at her level but now apparently something is going on. Players can find this out by role-playing well with the remaining mages.

If Arbela is questioned by Talon or the players she later sneak out and return to the sacrificial site. She will sneak to the beggar's camp and steal one of their children.

The climax comes when the players return to the site. And find both Arbela and the Wolf. The demon possesses Arbela and a battle ensues.