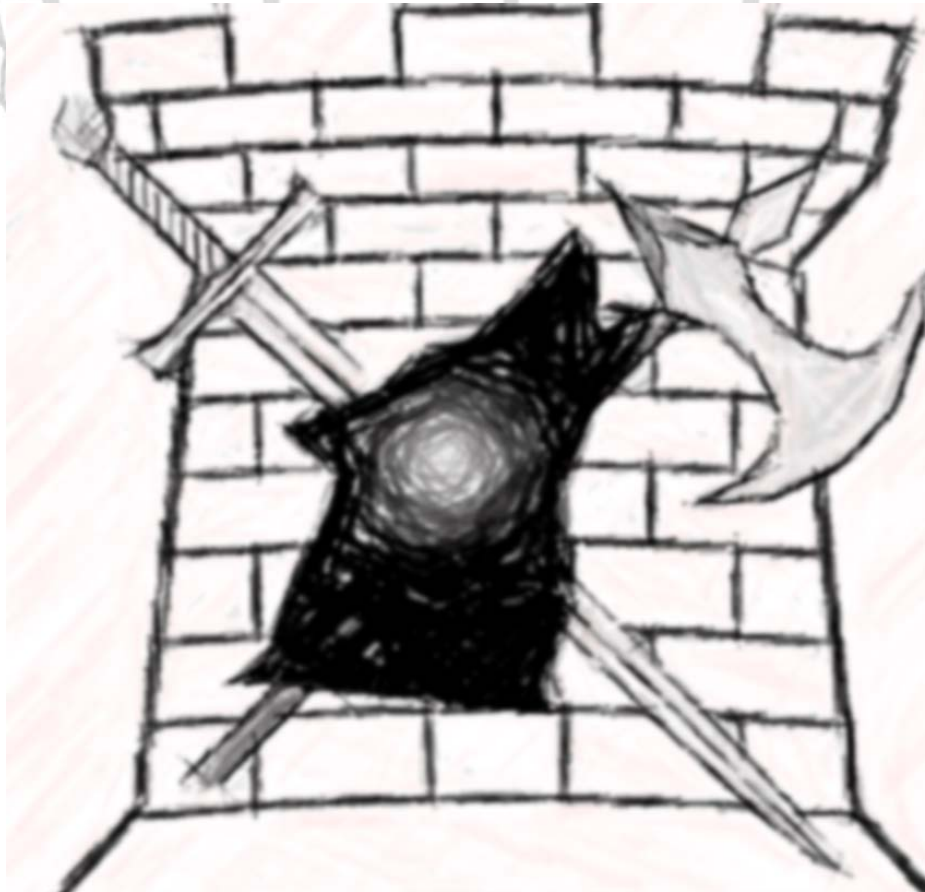


DUNGEONS & DRAGONS®

Basic Game Adventure

Order of the Griffon



Modified version of adventure from the TurboGrafx16 game Order of the Griffon

Lord Korrigan (seneschal of the ducal estate), while inspecting Radlebb Keep, commissions a party of adventurers to investigate strange rumors of vampires, lycanthropes, and undead roaming the lands. Shortly thereafter the party uncovers assassination plots against Karameikan leaders, a conspiracy between various factions to turn innocent people into undead, and the foretelling of the return of an ancient vampire.

CREDITS

Thanks to: The Vaults of Pandius, Agathokles, Sean Meaney, Brian Caraway, John Walter Biles, Religion, Victor Caminha, TurboGrafx 16 Order of the Griffon, TSR

PLOT:

The Dark Triad has offered Count Koriszegy freedom from his curse if he will assist them in their overarching plans. Count Koriszegy's motivation is achieving freedom from Thanatos' curse. To this end, he strikes a deal with Orcus, exchanging his help in return for freedom from his curse (which Orcus is only able to provide on a temporary basis, though he doesn't tell that to the Count). *The Dymrak Dread – Agathokles*

Koriszegy has arranged through intermediaries with the Iron Ring to procure “volunteers” to bolster his forces for the Dymrak dread and his future campaigns to conquer Karamaikos. He also seeks the items that can destroy him to prevent their use.

Bargle suspects the items Koriszegy wants can be used against him and has arranged to find the items for Koriszegy (in an attempt to control him). The Iron Ring is sending subjects to Koriszegy to turn into undead servants, but slowly, to prevent notice and to keep Koriszegy from acting too soon. Bargle has convinced Hendricks that Radlebb Keep will be destroyed by Koriszegy, allowing the Black Eagle to finally seize Luln (to save it from the undead, of course) without reprisal from the Duke.

PART I**GETTING STARTED:**

The PCs hear about or are contacted (depending on their backgrounds) about tales of vampires, lycanthropes, and undead roaming the lands near Radlebb Keep. The PCs arrive at the keep during an inspection by Lord Korrigan and if they ask around the village or with the keep gate guards, will be told adventurers are needed and should inquire with Sir Lucius Thrakianus von Alberndorf, Knight of the Griffon by the barracks. Sir Lucius will take their names and look over the PCs and their equipment. He will be curt and impolite with the PCs, especially any native Traladarans. The PCs will then be told to wait until the inspection is completed later in the day. They will be allowed to walk inside the garrison walls but will not be allowed into the keep proper. They will be recommended to wait in the village preferably at the Boar's Head Inn.

Radlebb Keep: (also see the Radlebb Keep & Radlebb Village descriptions at [vaults of pandius.com](http://vaults.of.pandius.com))

- Barracks: Each building houses approximately 25-30 soldiers in an open bay style and there will be half that number in each barracks off duty sleeping or relaxing.
- Bath house: this building houses large tubs and the sauna, along with the associated cleaning supplies.

- **Stables:** the stables can accommodate just over the 50 horses assigned to the garrison. The keep employs half a dozen locals from the village as stable hands to assist in caring for the animals. The stables only have 25-30 horses at any given time due to patrols.
- **Mess Hall:** this large hall with a high roof accommodates the troops for meals and is spacious. The kitchen is on one side (see map appendix) and can be closed off during non-meal times.
- **Blacksmith/Farrier:** The blacksmith handles most weapon and armor repairs as well as shoeing horses; the farrier handles all other equine requirements. The corral is used to quarantine sick horses or break in new mounts.
- **Latrine:** this building is away from all others and usually down wind.
- **Storehouse:** This narrow building has multiple large doors on the front to allow easy loading and unloading of the supply caravans. Inside are the dry stores of raw materials for repairs and various sundry goods.
- **Keep:** the keep houses the command staff and has (rather cramped) quarters for the guard detail. The basement contains the dungeon and storage for emergency rations in case of siege.
- **Towers and Walls:** the stone walls are 20' high and the towers are covered to give better defense for the tower guards. When the heavy oak reinforced gates are closed it completes the walkway for the battlements.
- **Well:** provides fresh water to the keep; recently Captain Gregori has been stationing a guard at the well to prevent any poisoning or tainting of the water supply.

At dusk the PCs will be summoned and escorted by Sir Lucius and several of his squires into the keep commander's office.

Sir Lucius Thrakianus von Alberndorf, Knight of the Griffon *(from Threshold #21)*

Thyatian (Hattian) Fighter 8, Chaotic

STR 15 INT 10 WIS 8 DEX 12 CON 11 CHA 13

Weapon Masteries: Long sword (skilled), bastard sword, dagger

General Skills: Leadership, Reading/Writing, Religion (Church of Karamaikos), Riding, Intimidation

Languages: Thyatian (native)

Notes: Sir Lucius is not evil and does not actually hate Traladarans; he simply sees that the backward Traladarans need a firm Thyatian (preferably Hattian) to plan, direct, supervise, guide, oversee and administer any endeavor to make it succeed. While he will be much harder on native Traladarans, at the end of the day he will deal fairly with those who are capable and competent.....even if begrudgingly so.

Sir Lucius is not assigned to the garrison at Radlebb, he is only escorting Lord Korrigan on his inspection mission as a favor to the patriarch. There are 7 squires (church

members applying to be Order of the Griffon members) accompanying him (Keir, two F3, and four F2). Lord Korrigan also has one sergeant E5 and six soldiers E2 of the Duke's ElvenGuard as his escort.

Inside the office are Lord Alexius Korrigan, General Diomedes Draconius, Captain Gregori and Major Demetrius Antonius. While Lord Korrigan doesn't believe the rumors, he is concerned about the rising number of undead and increased rumor of Lycanthropes in the area. General Draconius, the commander of the western army is also present for Lord Korrigan's inspection and insists (while looking at Gregori) that he cannot spare any troops to investigate superstitious rumors so they must rely on outside assistance (the PCs). Lord Korrigan offers a 200 gold advance on promise of full payment once the situation is resolved.

"The local folk are concerned, the rumors of the vampire koriszegy are gaining in popularity and the people are becoming scared. They believe he controls the night creatures and sends them against us."

If the PCs accept the mission they will be instructed to return after the destruction of the wolves/werewolves with the pelts as proof. If the PCs refuse the offer, they will be escorted out of the keep by Sir Lucius, who will treat them with contempt.

Your First Mission:

Lord Korrigan directs the PCs to the Order Of the Griffon representative in Radlebb Keep, Sir Lucius, and he will direct you to a small cave to the northeast of the keep.

While Sir Lucius has not heard much about Lycanthropes, he does know a pack of dire wolves is in the area to the Northeast that has been causing trouble for years and suspects that is the cause of the Werewolf tales.

"The wolves den is in the forest northeast of this keep. This is your mission, one warning, beware of the vampire Koriszegy. Do not go near his keep."

If the party accepts the mission, Sir Lucius can offer the services of one of his squires Kier, who has traveled in the area before. Sir Lucius will also give them a letter of permission that identifies them as agents of the duchy and will allow them to buy supplies from the garrison Quartermaster (10% over listed prices) and rations from the garrison Mess Sergeant at the Mess Hall. He will also suggest they see the Garrison Chaplain Chanda in the Officers' quarters for wolvesbane just in case.

Kier, Squire, Order of the Griffon

Traladaran, Fighter 2, Neutral

STR 18 INT 9 WIS 8 DEX 10 CON 17 CHA 10

Weapon Masteries: Long sword (skilled), spear, Dagger

General Skills: Reading/Writing, Religion (Church of Karameikos), Riding

Languages: Thyatian, Taladaran (native),

Notes: Kier was orphaned at a young age and grew up in the Nest of Specularum. He saw the crime and misery and decided to do something about it. He joined the Church of Karameikos as soon as they would take him in and when he was of age submitted himself into the Order of the Griffon. He respects Lucius' fighting ability but looks forward to serving somewhere else when he becomes a full member. Kier has been through Radlebb on a few occasions for church business, but is not familiar with the woodlands. His equipment consists of: chainmail, shield, longsword and silver dagger. He will only take his horse if the PCs already have or buy their own.

Within Radlebb keep are encounters with corrupt guards or spies. Behind a small locked doorway in the mess hall, you will stumble upon a sergeant leading a group of soldiers. He is instructing them on how to assassinate Lord Korrigan. Needless to say, once the PCs enter, they attack. (See Map Appendix)

Decimus Wulf, Sergeant (Iron Ring Operative) AC 4; F3; HP 12; MV 120'; AT #1 Longsword; ML 10

3 Soldiers (Iron Ring Operatives) AC 6; F1; HP 7; MV 120'; AT #1 Longsword; ML 12

Even if the players don't eavesdrop, if they enter the mess hall kitchen Decimus will not take any chances and will attack with his men; they will fight to the death as treason means the hangman's noose. Decimus has documents detailing his orders to assassinate Lord Korrigan on his person.

If the PCs do not enter the Mess Hall, they find out upon their return to Radlebb that Lord Korrigan was injured in an assassination attempt and returned to Specularum with General Draconius. The assassins will all be slain by Sir Lucius and his men.

The PCs may also notice a soldier who is following them around the keep (Int check)

Rurik, Soldier, Radlebb Keep Garrison, Fighter 2, Neutral

STR 15 INT 10 WIS 8 DEX 11 CON 10 CHA 9

Weapon Masteries: Long sword (skilled)

General Skills: Reading/Writing, Riding

Languages: Thyatian, Traladaran (native)

NOTES: Rurik works as a spy for the Black Eagle; in exchange his family at Fort Doom is not executed. He knows there are other spies in Radlebb, but does not know who. He is under orders to track troop movements and keep an eye on suspicious travelers in Radlebb. He will not betray his handler, but if the PCs are able to free his family he will be eternally grateful. If the PCs confront him in public he will attempt to force the PCs to kill him, or failing that, fall on his sword rather than be captured. He is currently assigned as Captain Gregori's assistant. "Hawk" is the handler he reports to and hates.

If they confront Rurik he will identify himself and just state he was heading in the same direction as the PCs on some unrelated business and will comment that it is a small keep with only a few ways to get anywhere. He will be helpful and courteous, asking if he can assist the PCs with anything they need around the keep. If he is noticed a second time he will keep to his original story. A third time however he will attempt to elude the PCs.

Prior to leaving the keep, the garrison Chaplain will stop the PCs (if they have not met her yet) and give them two pouches of wolvesbane (2 uses per pouch). Chanda will also offer traveling advice to them to leave east on the Westron Road and then turn north at a small trail into the woods about a day's travel to the east. The Wolves den is about three days march northeast of the keep.

Chanda, Traladaran, Radlebb Keep Garrison Chaplain, Cleric 5, Lawful

STR 14, INT 11, WIS 15, DEX 12, CON 10, CHA 10

Weapon Masteries: Mace, Staff, Sling**General Skills:** Religion (Church of Karamaikos), Reading/Writing, Riding**Languages:** Traladaran (native), Thyatian**Notes:** Chanda was assigned to Radlebb nearly three years ago and hasn't regretted it since. She loves battling monsters and bandits. She gained the respect of many a doubtful soldier of Radlebb with her constant desire to accompany and fight with patrols. Her posting at Radlebb was intended as a sort of punishment for her lack of clerical studies, but her superiors admit the wisdom in the assignment.

While leaving the keep they will run across an old lame beggar sitting by the gate, who appears to go into some sort of trance and tells them:

"The Vampire has escaped and has arisen again just as the Ancient Ones predicted. The Vampire controls bands of monsters that do his destructive bidding. Using the evil Iron Ring, he bends the will of the common people in an attempt to take over the Duchy."

When he comes out of his trance he will remember none of what he has spoken and will raise his empty bowl asking for a few coppers for an old man

Valos, Traladaran, Beggar, Magic User 4, Neutral

STR 8 INT 17 WIS 8 DEX 10 CON 16 CHA 10

Weapon Masteries: Dagger (skilled), Staff**General Skills:** Reading/Writing, Knowledge of Philosophy, Weather Prediction, Danger Sense, Begging**Languages:** Traladaran (native), Thyatian, Elven (Callari Dialect)**Notes:** No one is sure just how old Valos is or how long he has been in the village but he appears ancient. He walks with a crutch as part of his left leg is missing and has scarred burns over most of his body. His white hair and beard is in patches, much as his clothing. He will use some spellcraft to impress villagers and travelers for a few coppers, especially during any festive occasion. He has the uncanny (often eerie) ability of drifting into a trance and giving prophetic sounding statements. Valos is often a forgetful and absentminded spellcaster. **Spells:** *Light, Charm Person, Magic Missile, Protection from Evil, Ventriloquism, Levitate, Phantasmal Force*

Radlebb Village: (See also Radlebb Keep and Village description at the vaults of pandius.com)

There are six small taverns selling liquor to soldiers and travelers alike. There is a brew house, a small mill, and a cooper who serves as a blacksmith for the passing trade.

The village itself is only a dozen buildings; the families are spread out within a mile of the keep in separate homesteads and farms. The majority of the population is Traladaran and they provide mundane services to the soldiers at the keep

Among the six taverns in Radlebb there is the Boar's Head Inn which also offers rooms (medium quality and price). The Inn is run by Old Lady Maya (H5) and caters primarily to soldiers, traders and the army supply caravans. Old Lady Maya is a wealth of information about the area and has been in Radlebb since before the keep was built.

Old Lady Maya, Inn Keeper, Boar's Head Inn

Halfling 5, Neutral

Str 9; Int 10; Wis 9; Con 11; Dex 10; Cha 9;

Weapon Masteries: Short sword (skilled), dagger, Sling

General Skills: Knowledge of the Radlebb Woods, Reading & Writing

Languages: Thyatian, Traladaran

NOTES: Maya grew up in the Shires (she glosses over exactly where) and like many young Halflings went traveling. After a short, semi successful adventuring career she realized it was a big world and she was a small Halfling. Maya purchased an old barn in an out of the way village and set up her Inn. Today it is a comfortable two story inn well regarded by locals and travelers. She despises the Black Eagle and has been known to send Lady Sascia of Luln any news of Iron Ring or Baronial movements in the area.

Talia Stojazyk, Boar's Head Inn Radlebb Village, Thief 3, Neutral

Str 10; Int 11; Wis 9; Con 11; Dex 17; Cha 16;

Weapon Masteries: dagger (skilled)

General Skills: Acrobatics, Acting

Languages: Thyatian, Traladaran (native)

NOTES: Talia came from Rugalov to find her fortune in the west. She took a look at the Boar's Head Inn and liked the potential prospects in the area. She realized she could make money providing comforts to the lonely soldiers at the keep than any job. She works for Maya and runs a crew of three other girls who work at being very friendly with the soldiers. Maya gets a small cut and the girls waitress when they aren't entertaining the troops.

Rumors in Radlebb: rumors will be heard around the Keep or in any tavern.

1. Koriszegy keep is the site of a dormant gate to the Pyts (False)
2. No one who worships Petra, Halav or Zirchev will receive their favors or powers (including turn undead and spells). They are on their own. (True)
3. Koriszegy keep is a very ancient castle, centuries old perhaps a millennium. (Half True)
4. Judging its age, it's hard to tell how it has such architecture, mixing ancient Traladara (in truth, Traldar) walls with another wholly foreign style (True)
5. Koriszegy keep already existed when the Alphantians arrived (True)
6. The Lord of all vampires and werewolves of Karamaikos lives in the keep. During a certain Full moon, once in a decade, all vampires and werewolves of the kingdom secretly migrate there to pay homage (False)
7. The voices of the long dead still echo in Koriszegy keep, reminding of a harsh past, forced to expose everyone its gruesome deeds (True)
8. Koriszegy keep was a stronghold against the gnoll invasion, long ago. Once destroyed, the dead soldiers still walk its walls defending intruders (False)

9. A long-dead patriarch of Petra sought her aid and advice to raise an army and destroy that cursed place once and for all. When he saw the statue of Petra in the altar crying tears of blood, he took as a bad omen and gave up (True).
10. Slavers are abducting people to give as sacrifice to Koriszegy and in return gain safe passage through his lands (Partially True).
11. If you see a tree or stone marked with an X it means the area is cursed. (True).
12. Lord Koriszegy still lives in the crumbling ruin; leaving occasionally to feed on some poor, unsuspecting soul. (True)
13. Undead servants guard the place in his absence, which is also rumored to hold vast amounts of treasure. No one dares go near the place, since many adventurers have gone to the frightful place and never returned. (Mostly True)

Aarion Commenus, Thief 4, Chaotic

STR 10 INT 12 WIS 9 DEX 17 CON 10 CHA 15

Weapon Masteries: Dagger (skilled)

General Skills: Stealth, Cheating, Storytelling

Languages: Thyatian, Traladaran

NOTES: Aarion is the son of a Thyatian soldier and Traladaran woman. He was raised by his mother when his father's legion was recalled to Thyatis. He spent his youth as a cutpurse in Kelvin and when he came of age left to make his way in the world. He currently works for the Iron Ring as a spy, but is not a member. His interests are purely monetary and he can be bribed to give false information to the Iron Ring. He works during the day at the brewery and is a local pillar of the night life among the taverns due to his storytelling. He gathers information from the soldiers after drinks loosen their tongues and from Talia's girls for a silver piece or two.

Aarion will notice the PCs, either when they leave the keep or enter the village. He will take no action against them but if they return and openly carry the staff of Life, he will attempt to steal it and head back to Kelvin.

The PCs may also shop at the village trade house run by Goric Litowsky (NM Neutral). Goric sells all normal items, although limited supplies. Goric will also mention he will buy or trade for any pelts, skins or recovered weapons and armor from the woods.

Regardless of accepting the mission or which direction they take away from the keep and village, a group of Iron Ring slavers will set upon them from hiding right before nightfall intending to capture the PCs.

1 Reaver of the Iron Ring AC 6; T4; HP 12; MV 120'; AT #1 Silver Shortsword; ML 10

8 Hounds of the Iron Ring AC 9; F1; HP 7; MV 120'; AT #1 Longsword; ML 12

This patrol recently returned from Koriszegy Keep and has a map showing the route there along with instructions for where to take "volunteers" after arriving. The map also shows a spot marked as a werewolf lair with notes to help another Iron Ring party eliminate the leader. A second spot on the map is listed as wolf lair and shrine. Treasure: 5 gp, 43 cp, two silver daggers

If the PCs are overwhelmed or the fight is going too badly, a scouting party of Callarii elves is in the area and will intervene. *Alternatively the elves can be met in place of or assist in battling a random encounter.*

Larissa, Callarii, Elf 2 Neutral

STR 17 INT 18 WIS 10 DEX 15 CON 16 CHA 10

Weapon Masteries: Long sword (skilled), Longbow (skilled)

General Skills: Tracking, Reading/Writing, Riding, Knowledge of the Radlebb Woods

Languages: Elvish (Callarii Dialect), Thyatian, Traladaran, Orc, Goblin

Spells: Light, Magic Missile

Lhaeros, Callarii, Elf 2 Neutral

STR 13 INT 18 WIS 11 DEX 18 CON 12 CHA 11

Weapon Masteries: Long sword (skilled), Longbow (skilled)

General Skills: Tracking, Reading/Writing, Riding, Knowledge of the Radlebb Woods

Languages: Elvish (Callarii Dialect), Thyatian, Traladaran, Orc, Goblin

Spells: Sleep, Magic Missile

Eamon, Callarii, Elf 2 Neutral

STR 17 INT 17 WIS 11 DEX 17 CON 10 CHA 11

Weapon Masteries: Long sword (skilled), Longbow (skilled)

General Skills: Reading/Writing, Riding, Knowledge of the Radlebb Woods

Languages: Elvish (Callarii Dialect), Thyatian, Traladaran, Orc, Goblin

Spells: Protection from Evil, Magic Missile

Notes: Larissa, Lhaeros and Eamon have been sent by their clan to investigate the larger than "normal" groups of undead moving around the forest. Larissa is the designated leader and will speak for the group. If the PCs are heading into the woods the elves will offer to accompany them (safety in numbers). Under no circumstances will they enter Koriszegy Keep or approach past the warning markers. They will advise the PCs to avoid the keep if possible and will lead them around it if requested. All three carry elven longswords and longbows, Larissa carries her family Elven longsword +1, they each have a quiver of 18 arrows with 5 being silver arrows. They wear leather armor. They are primarily a scouting party and unless the PCs accompany them, they will not engage in direct combat except to defend themselves.

Radlebbb Woods:

If the PCs approach within approximately 8 miles of Koriszegy Keep they will notice numerous trees and stone markers with a large X placed on them facing away from Koriszegy Keep. These have been placed over the years by the local Traladarans and are understood by locals to indicate a cursed area. On the North and Northeast approaches there will also be many skulls and bones hanging from trees or from stakes placed in the ground. The humanoid tribes in the area have emplaced them as their warning signs.

If the PCs want to disregard the warnings then Kier, if accompanying the party, will remind them that their current mission is to investigate the wolves/werewolves rumor not enter Koriszegy Keep. If they seem intent on doing so the elves, if present, will also caution against foolhardy explorations of the keep.

If the PCs insist and approach Koriszegy Keep past the 8 mile markers they will be met by a wight leading 1d4 ghouls; if the PCs present themselves as Iron Ring members, with "prisoners", the wight will escort them to the keep. If the PCs do not have "prisoners" the wight and ghouls will attack; the closer the PCs get to the keep the less foliage there is as if blight has been sent over the land. There are undead sentries manning the walls.

PCs may encounter wandering monsters three times a day (Morning; Afternoon; Night). If the elves are guiding the PCs they may avoid two encounters a day but their movement will be slowed by half.

Radlebb Woods Wandering Monster Table d10

- | | |
|---|---|
| 1) 1d6+1 Skeletons (rusty short sword) | 2) 1d6 Zombies (rusty short sword) |
| 3) 1d8 Wolves | 4) 1d4 Dire Wolves |
| 5) 1d8 Iron Ring slavers (mace & short bow) | 6) 1d8 Goblins (spear & sling) |
| 7) 1d4+1 Bugbear slavers (club) | 8) 1d6 Hobgoblins (short sword & buckler) |
| 9) 1d4 Escaped Prisoners* | 10) 1d6 Hunters ** (short bow & dagger) |

* The prisoners will have information (but no gear or weapons) on what the Iron Ring wants from the Dire Wolf leader Collum; they will have no desire to accompany the PCs but will be intent on getting to the nearest settlement. They may be escapees from Koriszegy Keep and will mention that the Keep is a place of death and despair.

** The Hunting party is Traladaran, either locals from Radlebb village or bandits, neither will attack except to defend themselves; both can give local information, for free if villager, for a few coppers if bandits.

Werewolf Ambush: (see map appendix)

The werewolves discovered their leader was recently attacked and he and two of his companions were killed. The werewolves know humans killed them but have not tracked them yet.

“As you move further up the woodland trail you enter a small clearing and observe a gruesome scene. There are multiple bloody bodies and body parts strewn about the clearing, some of the bodies do not appear human. “

The werewolves are in hiding behind the thorn bushes and only their new leader Marcus is off to the side by the tree line waiting to see what will happen. If the party is only humans there is a 50% Marcus will signal the werewolves to attack. If there are elves, dwarves or halflings among the party then the Marcus will talk to them first.

“You see a muscular man step from the woods; he is dressed only in a loincloth and moves to the center of the clearing. The man loudly clears his throat and in a loud, deep voice asks what your business in the wood is.”

The PCs will need to convince Marcus they are not associated with the humans (Iron Ring) that attacked the werewolves. Two of the reasons out of the four below will convince Marcus the PCs were not involved. Legitimate reasons by the PCs (DMs judgement) can also count as one reason.

- PCs may point out the Iron Ring tattoos, INT check to see them on the attacker's bodies that the PCs (hopefully) do not have tattooed on themselves.
- The PCs may present the map and notes from the Iron Ring ambush earlier to Marcus, explaining they killed the men who were carrying them.
- The werewolves will recognize that the Callarii, if present, were not involved.
- If any PCs are Elf, Dwarf or Halfling; this will also count for convincing Marcus the PCs did not attack them.

If the PCs convince Marcus, he will allow the PCs safe passage through the clearing. If the PCs have at least three reasons then they may also request the werewolves go with them or lead them to the Dire Wolves lair (the werewolves know the route) to avenge their fallen leader.

If the PCs are unable to convince the werewolves they were not involved or Marcus signals to attack initially; 6 werewolves jump over the thorn bushes and rush the PCs; Marcus will transform into wolf form then join the attack.

Marcus, Werewolf Leader, AC 5; HD 5; MV 180; AT 1 Bite; DMG 2-8; ML 10

6 Werewolves, AC 5; HD 4; MV 180; AT 1 Bite DMG 2-8; ML 10

This pack of Werewolves survives by staying away from civilized areas and forages in the wild. They have no qualms about killing but gain no enjoyment from doing so; they simply want to live free as they please away from society. They were aware of Collum and his wolves and stayed out of his territory. If they escort the party, they will accompany them to Collum's lair and engage the humans responsible for the murder of their leader. Once that task is done they will leave the PCs regardless of whether or not the PCs are in combat with Collum or the wolves.

If the PCs manage to convince the werewolves to escort them to the wolf den (or defeat them), then the PCs may loot the bodies for any equipment that wasn't destroyed.

There are 6 bodies of Iron Ring Hounds with the following undamaged: 1 shield, 2 short swords, 1 gold ring (20 gp), 50' of rope, 78 cp, another map with notes the same as the previous party of Iron Ring warriors possessed. The werewolves have already disposed of the silver weapons the attackers carried and will not give them to the PCs.

The werewolves will not fight to the death, if Marcus is killed or two or more of their number are slain they will withdraw. The survivors will regroup with three more werewolves from their pack and track the PCs to the village where they will ambush them after they leave the shrine.

WOLVES' DEN:

A small grass covered hill juts from the forest with a 4x5 squared off hole even with the ground. There are multiple tracks leading into the hole and a flickering light emits from further in. The sound of arguing voices can be heard carrying out of the entrance. The entryway is sloped slightly downward and barely 4 ft. high; PCs will have to stoop or crawl to enter (except obviously Halflings and Dwarves).

In the old crypt is a large dire wolf with a key around its neck; the key opens the Iron door at the back of the crypt. The Dire wolf is meeting with 4 Iron Ring operatives. They are disputing an agreement concerning a rival group of werewolves. The bandits claimed to have killed the leader, but the Dire Wolf Collum wanted the entire pack led here before he would relinquish the key.

Collum is a cursed human, forever trapped in the form of a Dire Wolf (his family heraldic) for his cowardly actions long ago. Like Koriszegy, Collum is forbidden from leaving his hideout (his old family crypt) for more than a day. Collum can be killed; he actually desires it as the curse was punishment for his fleeing to save his own life. However the curse prevents him from harming himself or yielding in combat. Collum can command any wolves within his territory. He told the Iron Ring he would give them the key allowing them access to the village and shrine if they would kill the leader of the werewolves and lead them back to his lair, where he hoped the werewolves would be powerful enough to slay him. Collum will attack the Iron Ring party in 3 rounds after the PCs arrive at the entrance if the PCs do not enter the crypt.

Alternatively if Falcone and Collum's forces begin fighting and the PCs enter, Falcone will claim her party are lost adventurers and request the PCs aid to defeat the wolves. If they are successful Falcone will take the key and head to the shrine. She will explain that she is on a quest to recover a religious item from the shrine and will pay the party out of her personal funds for their assistance. If the party refuses or takes Collum's key, she will flee until they go to the shrine and ambush them after they get the staff.

Falcone, Reaver of the Iron Ring AC 7; M4; HP 9; MV 120'; AT #1 Silver dagger; ML 10
Spells: Magic Missile x2; Web x2; Invisibility 10' Radius

2 Hounds of the Iron Ring (melee) AC 9; F1; HP 7; MV 120'; AT #1 Longsword, Silver Dagger; ML 12

1 Hound of the Iron Ring (range) AC 9; F1; HP 7; MV 120'; AT # Silver Dagger; Crossbow – 7 Silver Bolts, ML 12

This group is all that remains from the party that attacked the werewolves. Falcone is a servant of the Iron Ring master Karllag and she has notes signed by him with orders to appease the dire wolf and get the Staff of Life at any cost. If the PCs arrive with the werewolves, Falcone will immediately attack. She has a ring of protection +1, a potion of healing 1d6 and 40 gp.

Falcone will start by casting invisibility on herself, then she will cast web attempting to trap as many opponents at once. She will order 2 Hounds into melee and direct the third to attack with the crossbow while she targets any opponent still moving forward with her Magic Missile spells.

Curiously Collum will not attack or direct his wolves to attack unless the party initiates combat first. Collum will realize the party is not Iron Ring and will give them an offer (after any fighting is concluded); if they can slay him and his wolves they can have the key on the collar around his neck that grants access to the village and the Shrine of Zirchev with the Staff of Life within.

While this will enrage Falcone (if she is still alive), she will wait and see if the PCs agree. She will pull back from the crypt and wait in ambush in the village ruins until after the fight to finish off whoever is victorious.

Collum, Dire Wolf*, AC 6; HD 6; MV 150; AT 1 Bite; DMG 2-8; ML *

2 Dire Wolves, AC 6; HD 4+1; MV 150; AT 1 Bite; DMG 2-8; ML *

5 Wolves, AC 7; HD 2+2; MV 180; AT 1 Bite; DMG 1-6; ML *

*Collum can only be harmed by fire, silver or magic; he will never retreat or surrender. He is also immune to any charm or hold spell/effect. The wolves morale is the same as Collum's, if Collum is slain then the wolves will flee. Collum is not aware of his immunity to normal weapons or attacks as he still feels pain; this was an intended portion of the curse to frustrate any attempt to get himself killed.

Inside the crypt is Collum's family weapon, a bronze short sword +1 with the Koriszegy makers mark on it and three gold necklaces worth 40 gp each. All the other items of value have long since rotted away.

If Collum is killed the collar around his neck will unlock (it cannot be removed by any other means). The key merely needs to be carried within 3 ft of the iron door at the back of the crypt and it will open.

OLD VILLAGE: (see map appendix)

A passage beyond the door leads to one of the old villages of the Koriszegy lands. Beyond the crypt is the burned out and overgrown remains of the village of Kolazyjck. The Shrine of Zirchev is the only building remaining and is oddly in nearly pristine condition. The burned out foundations are all that are left of the other buildings. The PCs could bypass the crypt and find the village but the Shrine cannot be opened by any means except Collum's key.

If Falcone and her hounds are alive they will be waiting in ambush in the ruins; the old foundations and walls provide concealment and the rubble is still about a foot tall. Falcone will position two hounds closest to the crypt and will have the third with a crossbow in front of the PCs. As before, Falcone will cast invisibility on herself then will cast web followed by magic missile. The hounds will attack as soon as the spells start flying.

The Shrine of Zirchev is a 20x20 square stone building with a bronze door. There is a permanent protection from evil spell in effect around the shrine. Any good PC carrying the key that gets within 3 ft of the door will see it open silently. The interior of the shrine is a small altar with a slightly raised stone circle in front of it. Any good PC approaching with the key will see a small hole appear in the circle and the Staff of Life will rise up. If no one grasps it within three rounds then it will return to safekeeping within the circle.

If the PCs previously attacked the werewolves and the lycanthropes survived, the survivors will be waiting in the ruins to ambush the PCs once they leave the shrine. If the Iron Ring is there also, the werewolves will attack both parties.

Staff of Life (Minor Artifact): the staff was created by Zirchev and allows a magic user to cast clerical spells. It is only usable by mages. Any mage holding the staff will instantly be aware of its abilities. Any spell cast will drain one equivalent level spell able to be used that day by the mage holding the staff. If the mage is not capable of casting the appropriate equivalent level spell or is out of spells the staff may still be used, however the difference in spell level will be deducted from the casters INT and CON until the next full moon. The staff also generates a 50' field that mindless undead creatures cannot enter.

1st level: Cure Light Wounds

2nd level: Bless

3rd level: Cure Disease

4th level: Cure Serious Wounds

5th level: Raise Dead

e.g. a 1st level mage with one 1st level spell slot uses the staff to cast Cure Light Wounds, then Raise Dead; the mage would expend his spell for the day and have 5 INT and 5 CON deducted from his stats until the next full moon. If he only cast Raise Dead, then you reduce 1 point from either INT or CON loss, either 4/5 or 5/4. The staff will not allow the user to cast below their stats; attempting will knock the user unconscious and the spell will fail.

When the PCs return to Radlebb Keep, Major Antonius and Captain Gregori will accept their report. While they will be curious about the staff, they will not ask the PCs to give it up, but will remind them it could be a valuable prize to the church of Karamaikos or a gift to the Church of Traladara from the Duke's agents. They will advise the PCs not to mention the staff as it will be a sought after relic when word gets out. Rurik (if still alive) and/or "Hawk" will be present in the office during the meeting.

Chanda will also be present in the meeting and will tell the PCs to travel to Kelvin. Chanda recalls that within the library of Baron Desmond Kelvin II, member order of the Griffon there was some information concerning the staff. Major Antonius will issue a letter of introduction to the PCs to meet with the baron and will pay out the 200 gp second half of their reward.

If the PCs go to Radlebb village and tell or show the staff to the village cleric Kerwin, he will beg the PCs to travel to Specularum and present the staff to the Church of Traladara as the staff is a relic that belongs to the people. If the PCs refuse he will not object but will send a letter by courier to his superiors informing them of the discovery of the staff and describing the PCs. Kerwin will however let everyone in the village know of the discovery; if the PCs have agreed to give it to the Church of Traladara, they can expect free drinks in the taverns all night and a hefty discount when buying supplies from the trade house; alternatively they will get a cold shoulder and stares from the villagers if it is known they have refused to give up the staff. If the PCs flaunt the staff and their refusal to give it to the church, they can expect a riot and angry mob to break out; the garrison will quell the issue by deploying troops quickly and will escort the PCs out of the village and on their way involuntarily.

If the PCs do in fact advertise they have the staff, the old thief Aarion Commenus will attempt to steal it from their rooms that night and will flee to Kelvin in an attempt to sell it through his old contacts in the thieving community.

Outcomes of the adventure:

If Keir accompanied the PCs (and survived) he will make a report to the Church of Karamaikos and the discovery of the staff. Chanda will make the report otherwise to the church.

If the elves accompanied the PCs (and any survived) they will return to their clan hold and inform them of the situation. The PCs will have contacts within the Callarii elves through the scouts.

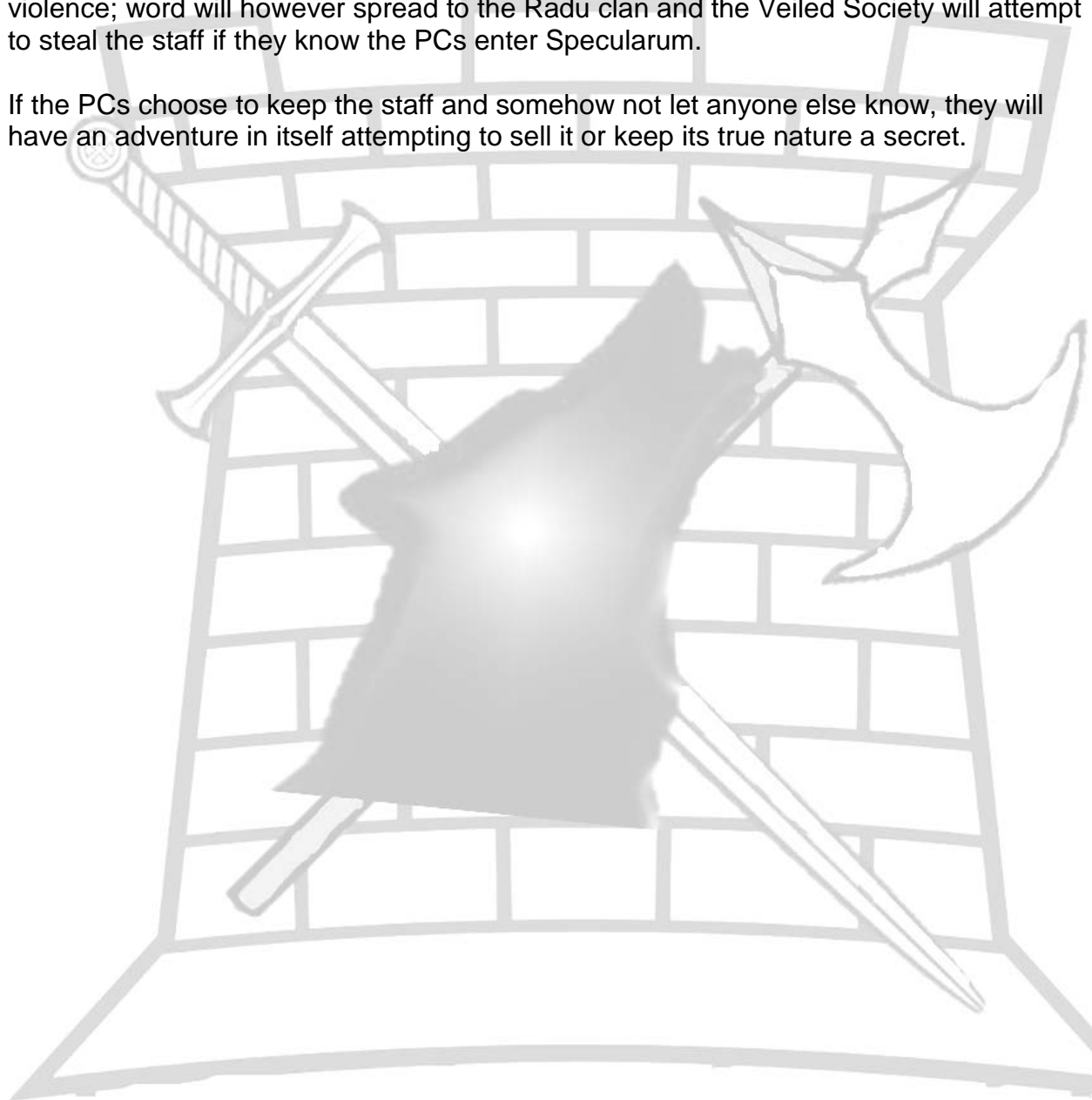
If any of the Iron Ring members (or spies) survived they will take back news of the staff's recovery and a description of the adventurers to their Masters.

If the PCs dealt fairly with the werewolves, they will be able to contact them peacefully in the future, regardless of how the werewolves dealt with the party.

After their report at Radlebb Keep, word will be sent to Lord Korrigan about the results and information on the staff.

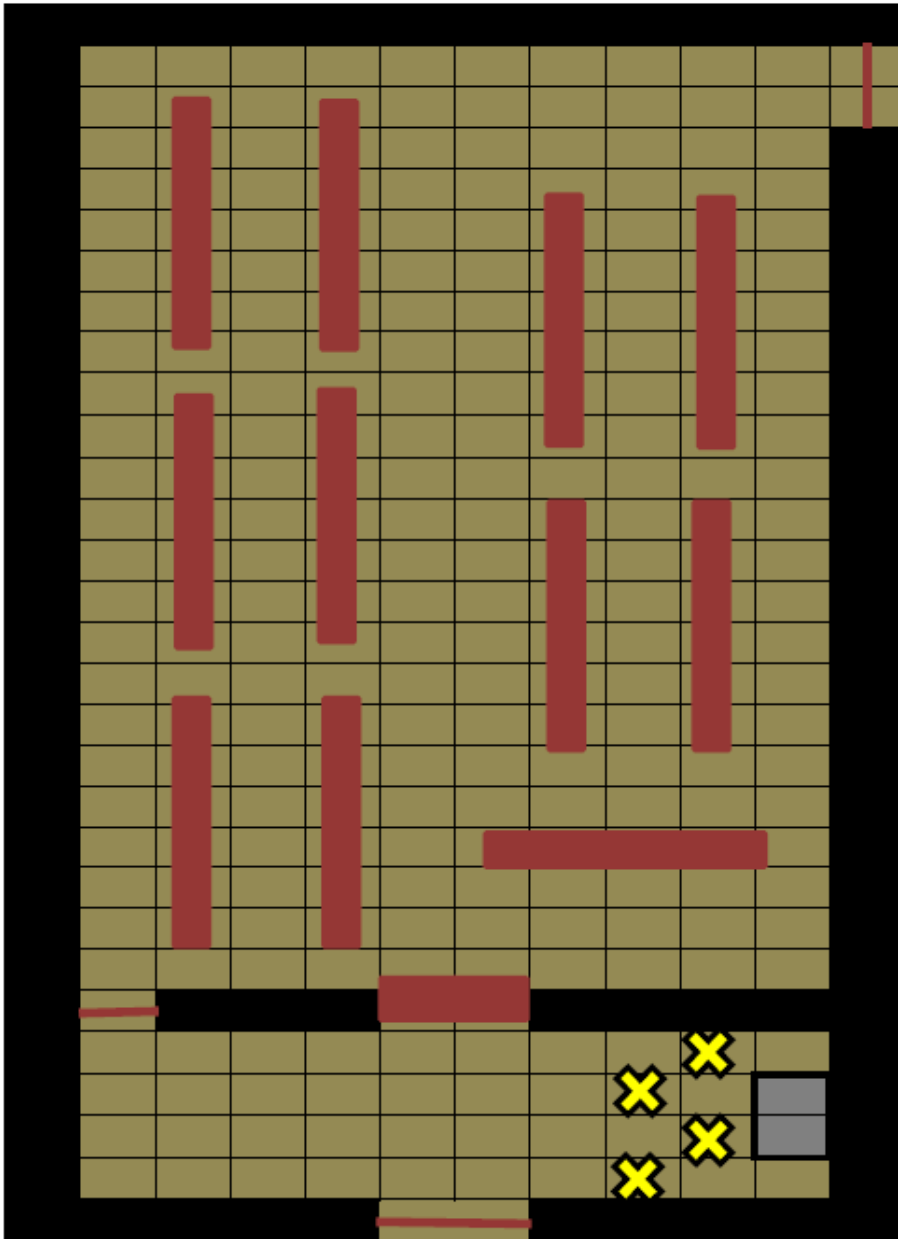
If the PCs showed the staff to Kerwin, the church of Traladara will attempt to procure the staff; while they will hound the PCs incessantly, they will not stoop to theft or violence; word will however spread to the Radu clan and the Veiled Society will attempt to steal the staff if they know the PCs enter Specularum.

If the PCs choose to keep the staff and somehow not let anyone else know, they will have an adventure in itself attempting to sell it or keep its true nature a secret.



APPENDIX - MAPS

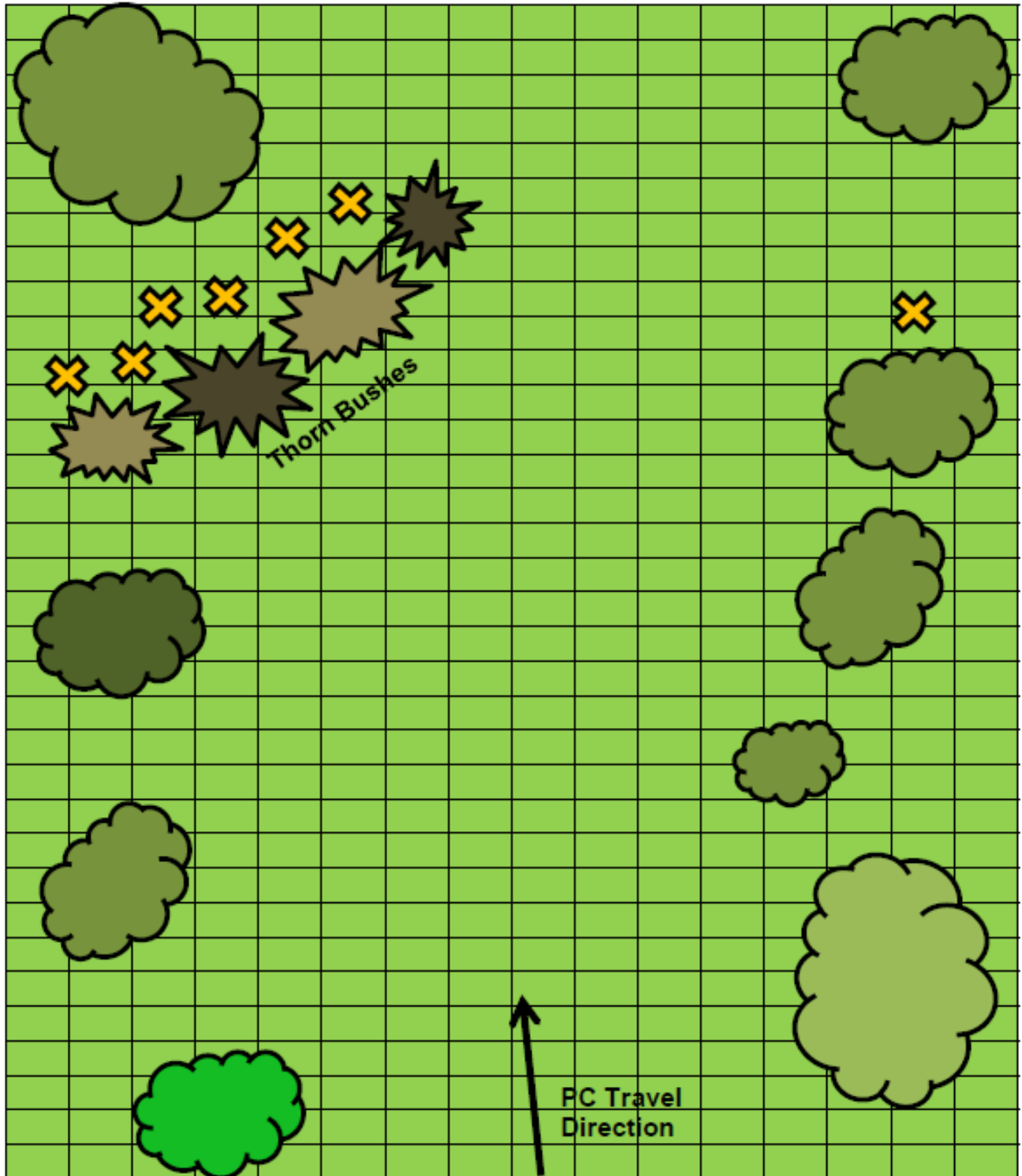




Mess Hall



Werewolf Ambush



Collum's Lair

