Where the Wolf

Time Span
13(10)

The Adventure (Level 2)

The Woodsman Guild has petitioned the Baron to investigate strange happenings in the borderlands. Apparently the local wolf packs have disappeared along with their leader Worfang. Although this could be taken as good news, the Woodsman Guild point out that something is still hunting game in the area. The Baron doesn't have the men to send a troop to the borderlands and has hired your party to investigate the situation.

You travel to Grayglade to meet up with Onern, one of the local woodsmen, who first noticed the missing wolf packs. He discovered a large Hunting site this morning, cleaned up and hidden from untrained eyes. Investigating the area he was able to track a large group of Ghoblins to some hidden caverns. He suspects the Ghoblins have taken the wolves to supplement their forces. Perhaps even training and breeding them for Ghoblin Cavalry.

He can take you to the Cavern entrance now in the late afternoon or you can wait until morning. The Ghoblins seem to be active at night so they should be resting if you start in the morning.

When do you want to enter the Cavern? (Use the results for Morning or Afternoon based on your decision)

UNIQUE ROOMS

The Pack Leader's Kennel

The Kennel tile is a 6 by 6 room. This room is where Worfang, the pack leader is held. While he is kept here the rest of the Packs will always return to the Ghoblins. Slygo has left some Ghoblins in charge of training this new wolf squad, so now is a great time to release the Pack.

Setup

Worfang is randomly located in one of the four squares in the centre of the room. He will always detect the Heroes and attack immediately. Four Ghoblin Daggers and four Snitches are also in the room, roll for their locations as normal. You must kill Worfang to complete the Quest.

Result

Worfang has a key to the door slung around his neck. When you open the door you can see the rest of the wolves imprisoned behind bars. Using a lever back in the room, you can both open the kennel doors and another exit out of the caverns. With nothing to make the packs want to stay they quickly leave when the doors are opened. You follow soon after to make your escape.

Worfang the Wolf

ATK	DEF	MAG	MOV	LIF	RES	DEX	WIT	Gold	XP
6	4	1	5	LC	5	5	2	0	5

Law: Melee Pack
Attack: Teeth & Claws (ATK Melee)
Powers: *None*.
Description: - Wolves are fast and strong. They are large wild canines. They have fur ranging in colors from brown, red, grey, white, and black. Wolves have large sharp teeth and equally as deadly claws. They are loyal to the pack and will always hunt down their prey and fight to the death.

Life Chart D6	
Roll	Result
1-3	Nothing
4-6	+1 to future rolls (cumulative)
7	Defeated

MONSTERS

Ghoblin Dagger

ATK	DEF	MAG	MOV	LIF	RES	DEX	WIT	Gold	XP
4	3	1	3	1	4	4	3	2	4

Law: Melee Pack
Attack: Dagger (ATK Melee)
Powers: *None*.
Description: - Daggers are the cannon fodder of Greenskin armies and carry knives or small swords as their main weapons.

Ghoblin Spear

ATK	DEF	MAG	MOV	LIF	RES	DEX	WIT	Gold	XP
4	3	1	3	1	4	4	3	2	4

Law: Melee Pack
Attack: Spear **(**ATK Melee). May attack diagonally.
Powers: *None*.
Description: - Ghoblin Spears use spears to harry the enemy and keep them occupied while other Greenskins do the dirty work of actually fighting. Ghoblin Spears are rarely found on their own as they are very cowardly.

Snitch

ATK	DEF	MAG	MOV	LIF	RES	DEX	WIT	Gold	XP
4	4	0	3	1	5	4	3	4	6

Law: Ranged Nearest
Attack: Small Bow (ATK at range 6)
Powers: *None*.
Description: - Ghoblin Snitches use bows to hit their targets from far away. They wear dark cloaks which make them hard to spot and also offer them some protection from combat. Snitches are cunning Ghoblins that may act with others or in their own groups.

Location Chart D8

Roll	Location
1	Hallway
2	Room 6x4 (4 doors)
3	T Intersection
4	Room 6x6 (3 doors)
5	Room 6x6 (4 doors)
6	X Intersection
7	Corner Hallway
8	Fountain Room (See rulebook)

Doorway Chart D10

Roll Morning	Roll Afternoon	Type
1-4	1-7	Unlocked Door
5-10	8-10	Locked Door Dif:1
11+	11+	Great Door *

* Becomes unlocked door after 1st Great Door discovered

Encounter Chart D6

Roll	Encounter
1-3	Monsters
4	Chest (2) & Monsters
5	Chest (4) & Monsters
6	Chests (D6)

Monster Chart D6

Roll	Monsters (#)
1	Ghoblin Daggers(D4)
2	Ghoblin Daggers(D6) Ghoblin Spears (2)
3	Ghoblin Daggers(D6) & Snitches (D4)
4	Snitches(4)
5	Ghoblin Spears(6) & Ghoblin Snitches (2)
6	Ghoblin Daggers(4), Ghoblin Spears (4) & Snitches (4)

Chest Chart D6

Roll	Result
1-2	Locked Dif:1
3-6	Unlocked

Monster Awareness Chart D6

Roll Morning	Roll Afternoon	Awareness
1-4	1-2	Sleep
5-6	3-4	Unsuspecting
7	5	Alert
8+	6+	Ambush

Random Event D6

Roll Morning	Roll Afternoon	Effect
1	1-2	Ghoblin Screamer A Ghoblin looks at you, Screams loudly and runs off. Add 2 to the next Monster Awareness roll and take 1 from the next Encounter roll.
2	3	Unlocked Chest Roll on the Treasure Chart
3	4-5	Snitch Guards Place four Snitches at the far end of the hallway.
4-6	6	No Event

Great Door Trap

Explosives – The Great door is trapped with explosives. All Heroes take an ATK 5 opposed by DEX check.

Door Trap Chart D6

Roll	Trap
1-3	*None*
4-6	*Spear Trap – Dif. 1 DEX* *Concealed on the floor, a pressure plate triggers a mechanism which shoots several sharp wooden spears upwards under the unwary adventurer. The Spear Trap makes a 5d6 attack (no defense), but it may be dodged entirely with a Dif.1 DEX check. The trap affects a 2x1 square area (adjacent to the door, so it "blocks" a corridor), under the Hero which sprung this trap, and is triggered again anytime a Hero enters that area. It can be disarmed later with a Dif.1 DEX check, from any square adjacent to the trap.*

Chest Trap D6

Roll	Trap
1-2	*None*
3-4	*Poison Needle – Dif. 1 WIT* *A small barb is hidden within the lock ready to prick an unwary adventurer. A WIT check is figure out how to disarm this trap. Once triggered, the needle makes a 3d6 attack roll against the hero opening the chest or door. The hero rolls RES in place of DEF, but if he suffers even one point of damage, he is weakened by the poison: until he leaves the dungeon, or heals at least 1 point of LIFE, he suffers a -1 penalty on all stats.*
5-6	*Explosive Runes – Dif. 1 WIT* *A hidden magic rune explodes in burning flames across the entire room. Roll 5d6 against every Character in the tile (including Monsters, if any), which can resist the heat or roll for cover with an opposed RES or DEX check (use whichever stat is higher). Each success in favor of the trap causes 1 damage.*

Treasure Chart D6 (+4 for Locked Chests)

Roll	Treasure
1	5 Gold Coins
2	Red Gem (10 Gold)
3	Brown Gem (15 Gold)
4	Potion of Healing (25 Gold)
5	Door Key (0 Gold) Afternoon only
6	Great Key (Unique – Re-roll this result)
7	Potion of Revival (50 Gold)
8	Crown of Wisdom (100 Gold)
9	Silver Dagger (100 Gold)
10	Lucky Charm (35 Gold)

Unique Location Chart

First great Door	Boss' Lair

Items

Potion of Healing	This is a onetime use item. The dosage contained within the vial is enough to instantly return 1d4 Life to the Hero up to the current maximum.
Door Key	This Key is made of weak metal and looks like it will break at any time. When using the key to open a door roll a D6. On a result of 4 or less the Key breaks after opening the door and is lost. The Key can be used to re-lock a door but must be left behind in this situation.
Potion of Revival	This is a onetime use item. When used on a dead Hero, he revives with D4 life but not exceeding his original life stat.
Crown of Wisdom	Worn by kings and high priests, this golden crown holds a magic stone that focus the wearer's thoughts and helps him concentrate. The user may add +1 to his or her WIT.
Silver Dagger	Some fey creatures are allergic to silver. It must be true, because a single cut from this light blade can scar werewolves. When wielding this dagger against Fey, the user gains a +1 bonus to his/her attack roll, as Well as any bonuses for being silver.
Wolftooth Charm	This charmed amulet is used by Greenskins to help protect them in combat. While wearing this item, the Hero may reroll a single DEF dice, but must accept the second result, even if it's worse.