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Rangers of Arkwood

by Matthew E Kline

AN ADVENTURE FOR CHARACTER LEVELS 4-6



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Rangers of Arkwood is part of a series of mini-dungeons designed to drop into existing adventures or campaigns. Use them as side quests or a way of getting in a quick adventure when you're short on time.



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Dazegoneby

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Dungeons of Dazegoneby

Mini-Dungeon Module S4

Rangers of Arkwood

For years a benevolent group of hunters stalked the trails of Arkwood, slaying dangerous beasts and ensuring the safe passage of travelers through the perilous woods. Now however the group has vanished and ferocious creatures roam the woods unchecked. Arkwood must once again be made safe for travelers and the fate of its legendary rangers discovered.

About This Product

Although it can be scaled by the Gamemaster for groups of other sizes, *Rangers of Arkwood* is designed for 4-6 adventurers of level 4-6. This product is part of a line of mini-dungeons designed as quick, drop-in adventures. They're ideal for use as short side quests, or for gaming sessions where you're pressed for time. You could even string them all together as a mini dungeon campaign.

Gamemasters should feel free to adjust this adventure to suit their group's style of game-play or level of difficulty.

It's recommended that the Gamemaster read through this product at least twice in order to familiarize themselves with the adventure prior to playing. They should also take note of any new monsters or magic listed at the end of the document.

This product requires the use of the *Swords & Wizardry* rules. More information can be found online at www.swordsandwizadry.com

On the pages that follow you'll find boxes like the one surrounding this text. These boxes hold suggested descriptions of the rooms that can be read out loud to the players.

After most of the room descriptions you'll find one or more of the following symbols:



This symbol indicates that there's a monster or monsters in the room.



This symbol indicates there's treasure in the room.



This symbol indicates that there's a dangerous obstacle in the room.

A description of the monsters, treasures, or obstacles encountered follows after each symbol.

About Dungeons of Dazegoneby

I can remember a time in my distant past when I could head to the local mall walk into one of the two bookstores they had at the time, plunk down around five dollars, and walk out with a brand new *Dungeons & Dragons* module. Our *Dungeons of Dazegoneby* line is a tribute to old school gaming, paying homage to a time filled with graph paper maps, wandering monster tables, hand-drawn character sheets, and lazy afternoons filled with adventure and wonder. We hope you enjoy playing these products as much as we enjoyed making them.

You can find more of our RPG products on DriveThruRpg. Please feel free to visit us at www.creationsedgegames.com or like us on Facebook. Thank you for your support!

Gamemaster's Eyes Only:

Years ago a ranger named Theric Vendel was traveling through Arkwood Forest when he was beset by a pack of phase spiders. The ranger managed to defeat them however during the battle he was badly wounded. A dryad named Acaisha discovered him and nursed him back to health. In exchange for saving his life Theric swore an oath to Acaisha to guard her woods from evil and safeguard those who traveled through them.

Vendel soon attracted others to his cause. The group became known as the Rangers of Arkwood and their exploits became fodder for countless tavern tales and bard songs.

While a trio of rangers were on a routine patrol of Arkwood, they were ambushed by werewolves. Thinking they'd make short work of the creatures they found them to be more formidable than they first thought. This was due to the presence of a pack leader who lurked nearby, waiting for an opportune moment to strike (see New Monsters.)

The pack leader managed to infect the rangers with lycanthropy before he and his minions fled.

The rangers returned to their enclave where they were sequestered while a cure was sought for their condition. Regrettably as the days progressed, they fell more and more under the influence of the pack leader, until they lashed out against their fellow rangers.

Now foul creatures roam the twisted forest unopposed. The rangers of Arkwood are conspicuously absent and some very concerned people want to discover what's become of them...

Set Up

While relaxing in town the group is approached by a representative of a

bard's guild. He's been tasked to recruit a group of adventurers to send to Arkwood to check on its legendary rangers.

The rangers had been the subject of a string of incredibly popular ballads. Now unfortunately no one's heard of them or their exploits for a while. No news means no new ballads. The guild offers 3,000gp to the group to venture into Arkwood and discover the fate of the rangers.

Moments after the representative leaves the party is approached by a pair of priestesses who worship a Goddess of roads and travelers. The priestesses viewed the Rangers of Arkwood as mortal agents of their Goddess. They offer the group 2,000gp to investigate their disappearance.

A Note to the Gamemaster

The set up described here is only a suggestion. Feel free to introduce this scenario to your group in any way you see fit.

Perhaps the party is traveling through Arkwood when they're approached by Acaisha who petitions them to rescue the rangers.

Alternately an NPC known to the group, last seen heading into the woods could go missing.



The Journey Through Arkwood

The forest of Arkwood is a dense and sprawling woodland, populated by tall trees and thick undergrowth, littered with countless twisting trails. Travelers are advised to stick to the few major paths that cut through the woods or else risk quickly becoming hopelessly lost.

The Rangers of Arkwood's enclave is not an easy thing to locate, resting at the end of one of those aforementioned 'countless twisting trails.' As a result, the players must search the forest for signs of the rangers to find the right path. Possibly for quite some time.

Gamemasters should feel free to roleplay the player's search for the Rangers of Arkwood any way they wish. A point system is presented here as a possible method.

Finding the enclave without the help of the rangers prior to their transformation would have been a near impossible task. In their current form they've gotten a

little careless. It's only a matter of time before the players stumble across the tracks of one of their hunting parties, which will lead back to their enclave (or one of their trap sites, depending on which way the tracks are followed.)

Once the players have accumulated 20 points, they've found a set of tracks made by one of the rangers' hunting parties.

Points are accumulated in the following manner:

Add one point to the party's total for each elf, ranger, or druid in the party.

Add 5 points to the party's total each time an information gathering spell such as *Speak with Animals* is cast.

With the rangers no longer keeping the forest's more dangerous wildlife in check the group will likely encounter hostile creatures. For every 3 turns spent in the forest add one point to the party's total and roll 1d6. A result of 1 or 2 indicates a random encounter. Roll 1d8 and consult the table below:

Die Roll	Random Encounter
1	False Alarm
2	Giant Centipede (1)
3	Giant Spider (1)
4	Trap
5	Giant Rats (1d6)
6	Ghouls (2d6)
7	Owlbear (1)
8	Clue

False Alarm: That commotion in the woods a second ago could have just been a dead branch falling from a tree, skittish forest fauna, or some creature who decided to flee instead of fight.



Man-sized Giant Centipede (7ft): HD 2; AC 5[14]; Atk 1 bite (1d8 + poison); Move 15; Save 16; CL/XP 4/120; Special: poison bite (+6 save or die).

Giant Spider: HD 2+2; AC 6[13]; Atk 1 bite (1d6 + poison); Move 18; Save 16; CL/XP 5/240; Special: lethal poison, 5 in 6 chance to surprise prey.

Trap: The players stumble upon an animal snare, set by the rangers before they became werewolves, designed to capture small game. These traps will be simple loop snares, small jaw traps, or shallow pits. The traps should cause no real damage and be easy enough to escape if a character triggers it. There's a chance the trap may already contain the dead and rotted remains of an animal. If a trap is encountered add 5 points to the player's point total.

Giant Rats (Monstrously Huge): HD 3; AC 6[13]; Atk 2 claws (1d3), 1 bite (1d6); Move 12; Save 14; CL/XP 4/120; Special: 5% are diseased.

Ghouls: HD 2; AC 6[13]; Atk 2 claws (1d3), 1 bite (1d4); Move 9; Save 16; CL/XP 3/60; Special: Immunities, paralyzing touch.

Owlbear: HD 5+1; AC 5[14]; Atk 2 claws (1d6), 1 bite (2d6); Move 12; Save 12; CL/XP 5/240; Special: hug for additional 2d8 if to-hit roll is 18+.

Clue: This could be a small patch of cloth torn from a ranger's cloak, snagged on a low hanging branch, the distinctive cloak clasp or ring issued to members of the group, or finding one of the ranger's *arkwood arrows* (see New Magic.) If a clue's encountered add 5 points to the player's point total.

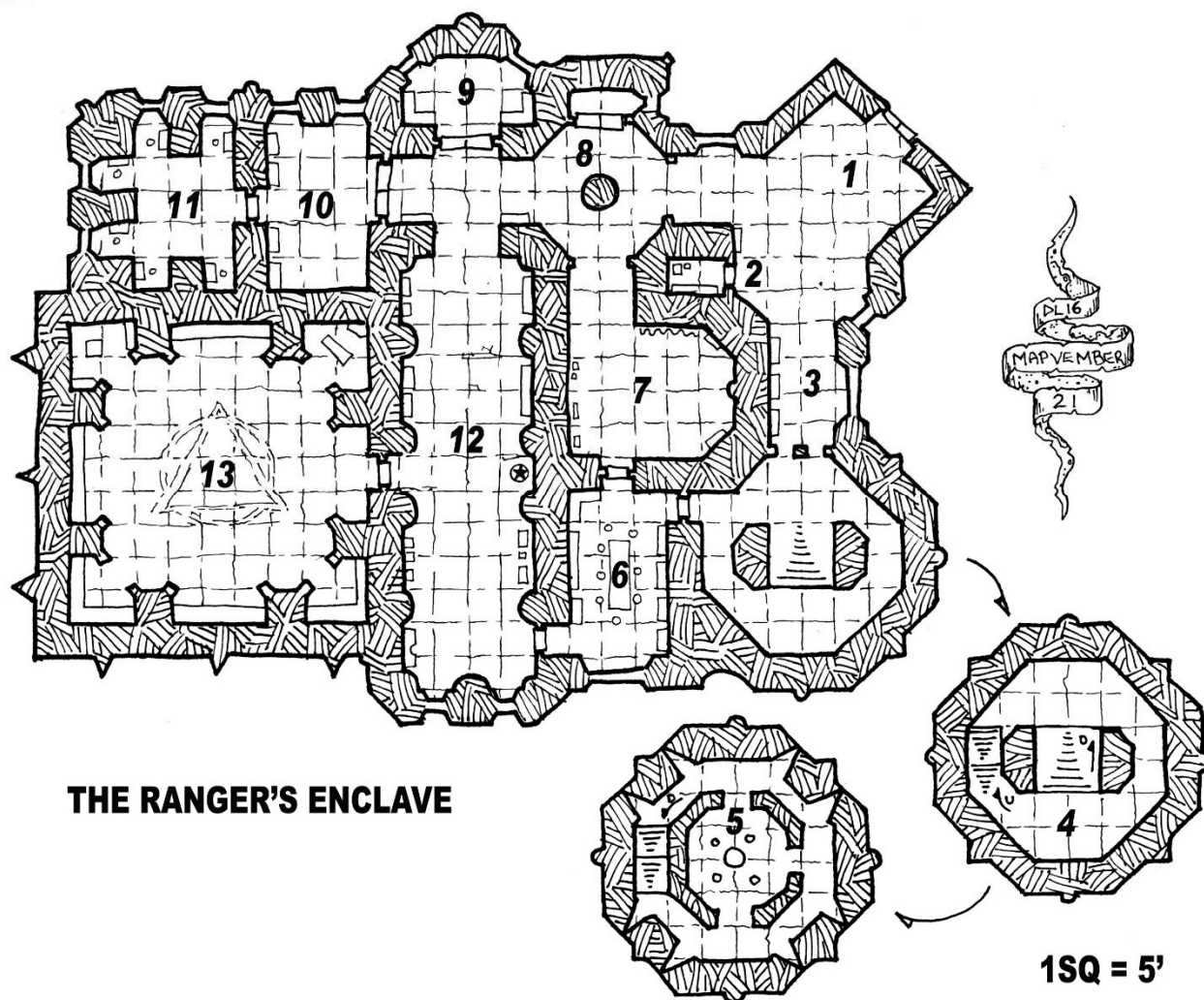
Once the players have found one of the ranger's trails, they'll be able to follow it to the ranger's enclave.

Key to the Ranger's Enclave

Eventually the party arrives at the ranger's enclave, a large stone building sporting a squat three story tower on its southeast corner. The building measures 150' x 110' and sits in a clearing slightly larger than that. When the enclave was first built the rangers managed to enlist the aid of a treant, who animated the trees which once stood here and asked them politely to move. From the top floor of the tower the rangers have a clear view of the edge of the surrounding forest.

As the players approach the clearing they're greeted by an odd sight, a 4' tall humanoid badger steps from behind a nearby tree and greets the party.





THE RANGER'S ENCLAVE

"You're here no doubt to ascertain the fate of the legendary, yet conspicuously absent, Rangers of Arkwood. I'm sad to say it's most unfortunate. The fate that is. Not your presence here. Your presence here is most welcomed."

The creature introduces himself as Cedric, a fighter who is also in search of the rangers. He informs the group that the rangers appear to have contracted lycanthropy, and a rare version at that, one that has evidently turned them all feral and irrevocably evil.

Cedric is one of the badgerfolk. His calm and astute mannerisms conceal a fierce warrior. He heard of the missing rangers and of werewolves roaming Arkwood, not realizing the two were as closely related as they were. He came prepared, armed with a silver longsword, however he knows he's no match for a pack of werewolves and has been camped close by, considering his options.

Cedric will attempt to convince the party to join with him (or allow him to join with them.) If accepted he offers the group 4 *potions of silvershine* (see New Magic.)

Once the players make use of the potions and finish any other preparations Cedric will announce "Okay, let's see who's home, shall we?" and starts heading towards the structure's front door.

Cedric (badgerfolk): HD 4; HP 25; AC 4[15]; Atk 1 bite (1d3), 1 weapon (1d6); Move 6; Save 17; CL/XP 4/120; Special: +1 to attack rolls while at ½ hit points.

1. Entrance

Two werewolves stand near the center of this room. They look expectantly towards you as you enter, as though they were waiting for someone else.

Dryden has two werewolves positioned here, ordered to await the arrival of any additional lycanthropes who may be compelled to seek him out and join his pack. When the party opens the door, the werewolves will hesitate for a moment, expecting arrivals with far more fur. If the party acts right away, they could get in a surprised round of attack before the creatures react. A trail of blood leads from the door, through **Area 8** and south into **Area 7**.



Werewolves (2): HD 4+4; HP 27, 21; AC 5[14]; Atk 1 bite (1d6+1); Move 12; Save 13; CL/XP 5/240; Special: Lycanthropy.



Both werewolves possess copper cloak clasps and rings which mark them as members of the Rangers of Arkwood. Each bear the group's symbol: A tree resembling a hand with splayed fingers, a single eye on its trunk, a tangle of roots below. The clasps are worth 7gp the rings are worth 5gp.

2. Cloak Room

A tall thin wooden door is set into the wall here. A small copper plaque mounted to its front is engraved with the words 'CLOAK ROOM'

This small room held the possessions of visitors to the enclave, often travelers requiring a temporary haven, escorted here for safety, or merchants, nobles, or other dignitaries brought here to discuss business with the rangers. A rack mounted along the south wall contains pegs set at various heights to hold cloaks, coats, capes, etc. belonging to visitors of varying statures. Space beneath the rack was used to stow backpacks. A square wooden bin in the northwest corner at one time held swords, staves, walking sticks, etc. A small wooden stool sits next to it. A few pegs are also set into the north wall, positioned to hold bows and quivers.



A leather quiver, stamped with the ranger's symbol, hangs from one of the pegs on the north wall. The quiver holds 13 *arkwood* arrows.

3. Trophy Cases

The wall to the east bears a large stained-glass window. It depicts a ranger standing over the body of a slain owlbear, one foot resting on the beast as a sign of triumph. To the west, three display cases are mounted to the wall. The center one's glass front has been shattered and its contents are missing. Through a pair of narrow archways to the south a set of stairs are visible leading up.

The three display cases here contain

trophies from particularly formidable threats the rangers had faced. The northern case contains a section of scales from a young green dragon. The southern case contains a half dozen spikes from a manticore's tail along with a sketch of one of the creatures. The center case once held the hide of a white wolf. Dryden became enraged upon spotting this, smashed the case, tore the hide from the display and buried it in the woods nearby. Bits of fur remain behind, caught on the jagged edges of the shattered pane. A ranger, elf, or druid in the party may be able to identify the creature the fur belonged to.

4. Tower

A 10' wide set of stone stairs lead up to the second story of the short tower that was visible from the outside. The floor at the top of the stairs is littered with bones and animal dung.

Dryden ordered a group of wolves to stand guard here, in case the prisoner upstairs slipped his chain, or some other party attempted a rescue. The bones (and dung) are remnants from past meals.

There are eight wolves here, lounging around or roughhousing. A few of their number trot upstairs from time to time to growl menacingly or nip at the prisoner. As a result, their numbers could be split between the two floors.

If the wolves become aware of the presence of intruders, one or two of them may attempt to leap at the party from the north side of the room as they ascend the stairs.



Wolves (8): HD 2+2; HP 14,13,12, 12,11,9,9,7; AC 7[12]; Atk 1 bite (1d4+1); Move 18; Save 16; CL/XP 2/30; Special: None.

5. High Council

A small circular meeting room sits in the center of the tower's top floor. It contains a sturdy oak table surrounded by four short stools designed to look like tree stumps.

This room once served as a meeting area where the four senior-most members of the rangers would assemble to discuss matters of importance.

Theric Vendel is here, imprisoned by Dryden, once the pack leader realized that even though he had infected the leader with lycanthropy the ranger was somehow able to resist his influence. Unlike his fellow rangers Theric was able to retain his freewill. Like his fellow rangers he is stuck in his werewolf form. Dryden chained him here, hoping that eventually the ranger would fall under his sway. So far this hasn't been the case.

Theric's wrists are manacled together, the manacles themselves attached to the west wall by a 15' length of chain, fasten to a sturdy iron ring. Theric will be hard at work, attempting to pick the lock on his manacles with a small animal bone. Once he's aware of the party's presence he'll look up from his work, commenting "Thieves make this look so easy..."

Theric will convey to the party the events leading up to his current situation, explaining that a few rangers returned from patrolling the woods one day, stating they were attacked by werewolves and

subsequently suffering from lycanthropy. It wasn't long after that that the enclave fell to a two-pronged assault, attacked by wolves at the door and wolves from within. He explains that his one-time allies have all fallen under the influence of a lead werewolf going by the name of Dryden, adding that Dryden imprisoned him here once he realized he still had a mind of his own.

Theric seeks revenge against Dryden for turning his rangers against him and will gladly join the party if freed. The lock on his manacles can be picked as normal. The key is in Dryden's possession in **Area 13**.



Theric (werewolf): HD 4+4; HP 25
AC 5[14]; Atk 1 bite (1d6+1);
Move 12; Save 13; CL/XP 5/240;
Special: Lycanthropy.

6. Assembly Room

A pair of werewolves are here, fighting over a haunch of deer meat, splattering blood over a large table which stands at the room's center. They turn and snarl at you as you enter.

This room is dominated by a 15' long oak table sitting at its center. The table is surrounded by eight stools, all carved to resemble tree stumps. The east and west wall are lined with several low wooden tables. The room serves as both dining room and general meeting room for the rangers.

The various tables lining the walls are used as serving tables during meals. A few hold items that were gifted to the rangers by grateful travelers.



Werewolves (2): HD 4+4; HP 33, 28; AC 5[14]; Atk 1 bite (1d6+1); Move 12; Save 13; CL/XP 5/240; Special: Lycanthropy.



The items on the tables along the walls are mostly of sentimental value, however there are a few notable items among them: A brass spyglass on a walnut stand (worth 800gp), a gold chalice (worth 100gp), a jeweled ceremonial dagger (worth 175gp), a leather helmet with bronze reinforcements (worth 125gp) and a small amber frog with gemstone eyes (worth 350gp).

The werewolves both have their cloak clasps (worth 7gp) and rings (worth 5gp).



7. Kitchen

Three werewolves feast on the grizzly remains of a recently slain deer, lying on the floor of this room in a slowly widening pool of blood and offal.

This is a large kitchen. A hearth is set in the center of the east wall, flanked on either side by angular walls, lined with tables used to prepare meals. A large curtain hangs on the northern wall. Additional tables run along the west wall.

The tables all show signs of their use; cut marks and stains left behind from the preparation of past meals. The rangers, in their current state, prefer their meals raw, so this area has not seen much use recently. The curtain along the north wall can be pulled aside to reveal a small shallow pantry area. Its shelves bear several wedges of moldy cheese, a dozen loaves of stale bread, and a variety of seasonings.



Werewolves (3): HD 4+4; HP 22,20,19 AC 5[14]; Atk 1 bite (1d6+1); Move 12; Save 13; CL/XP 5/240; Special: Lycanthropy.



The werewolves have their cloak clasps (worth 7gp), still holding bits of the otherwise shredded material about their necks, and rings (worth 5gp).

A set of unopened seasonings can be collected from within the pantry. This set could be worth up to 200gp (1d4x50gp) to an experienced cook.

6 kegs of ale sit beneath the tables on the west wall (worth 40gp each.)

8. Storage

A pair of wooden doors are set in the north wall. One bears a copper plaque engraved with the word 'STORAGE'.

The north wall of this room holds several shelves containing various essentials and non-essentials: a dozen blankets, 3 backpacks (30-pound capacity), 3 bedrolls, 3 dozen candles, 2 lanterns, hooded, 6 pints of oil (lamp), a dozen rations, trail (day), 2 50' coils of rope, hemp, 3 sacks (15 pound capacity), 1 dozen torches, and 6 empty waterskins.

9. Servants Quarters

A halfling-sized double bed rests against the center of the north wall. To the left of the door sits a writing desk and chair. To the right of the door stands a wardrobe and dresser. All are designed to accommodate halflings.

A halfling couple once made the ill-fated decision to open an inn within the borders of Arkwood. Soon after its opening it was razed to the ground by a band of orcs. The couple survived only due to the timely intervention of the rangers. In gratitude the halflings pledged their service to their rescuers. In need of servants, but not necessarily indentured ones, the rangers took them up on their offer, with the condition that the two be paid for their work. The rangers set this area up as a private room for the couple and outfitted it with appropriate sized furnishings.

Unfortunately, they've been turned into werewolves as well, though a bit shorter than any encountered thus far.



Werewolves (2): HD 4+4; HP 15, 14; AC 5[14]; Atk 1 bite (1d6+1); Move 12; Save 13; CL/XP 5/240; Special: Lycanthropy.



A small locked coffer sits in the bottom of the wardrobe, its key is hidden under the writing desk, held in place by a bent nail. The coffer contains: 850gp, 196sp, 957 cp and five gems worth 30gp each.

10. Scouts Quarters

Four sets of bunks line the west wall. The remains of a smashed table and several broken chairs are piled in the southeast corner. The torn remnants from what once could have been an impressive looking rug lie scattered about the floor.

At times, those seeking to join the rangers would show up at the enclave's door. Simply locating their base was considered to be the first qualifier in the process of becoming a full fledged member. Until they were deemed worthy, new arrivals were dubbed scouts and given room and board during their training and initiation process.

This room served as the scout's living quarters. A few remain here, in their current state, going through their past possessions.

A footlocker once stood at the foot of each bunk (four total). They've each been smashed open, and their contents rummaged through. They contained change of clothes and a few objects of sentimental value, shredded or broken and laying in several piles.



Werewolves (3): HD 4+4; HP 30, 27, 25 AC 5[14]; Atk 1 bite (1d6+1); Move 12; Save 13; CL/XP 5/240; Special: Lycanthropy.



If the piles are searched (8 total) roll 1d20 for each pile and consult the table on the following page.

11. Rangers Quarters

A large bearskin rug lays at the center of this room. The north south and west walls contain alcoves which hold semi-private sleeping areas.

This chamber was living quarters for the rangers. Each alcove contains a desk and chair with a bunk above it. Each desk/bunk structure is crafted to look as though made from a single, still living, tree.

There are four werewolves here. One sits cross-legged on the floor, absently gnawing on one of the bear rug's paws. The rest are lounging in their bunks.



Werewolves (4): HD 4+4; HP 33, 28, 25, 17; AC 5[14]; Atk 1 bite (1d6+1); Move 12; Save 13; CL/XP 5/240; Special: Lycanthropy.



A small footlocker sits at the end of each bunk. If searched they will be found to contain clothes and fresh blankets for the beds. There's also a chance of finding a few items of value. For each one searched (six in all) roll 1d4 to determine how many items are found then roll 1d20 and consult the table below for each item.

Roll 1d20	Item Found
1	A pewter mug stamped with the ranger's symbol (worth 5gp)
2	1d4 rings bearing the ranger's symbol (worth 5gp each)
3	1d4 cloak clasps bearing the ranger's symbol (worth 7gp each)
4	A pouch containing 1d10x10 +1d8 copper pieces.
5	2d10 loose gold coins.
6	A wooden carving of Acaisha of questionable quality (worth 1d4x25gp)
7	An oak scroll case with copper ends worth 75gp (empty)
8	A pouch containing 1d6x10 +1d6 gold pieces.
9	A gem worth 1d6x10gp.
10	A leather belt with a carved gold buckle bearing the ranger's symbol (worth 80gp)
11	A pouch containing 1d10x10 +1d8 gold pieces.
12	A pouch containing 2d4 gems worth 1d4x10gp each.
13	A pouch containing 1d6x10 +1d6 silver pieces.
14	A bottle of wine (worth 50gp)
15	A silver ring worth 1d6x20gp
16	A white pearl worth 100gp
17	The small statuette of a random animal made from polished stone with gemstone eyes (worth 100gp)
18	A gem studded leather dagger sheath with dagger (worth 120gp)
19	A jade frog similar in design to the one found in Area 6 though smaller (worth 150gp)
20	A potion. (roll once on Table 85 in the <i>Swords & Wizardry</i> core rulebook to determine the type.)

One of the footlockers will also contain 3 *healing potions* and the key to the cabinet in the northeast corner of **Area 13**.

12. The Great Hall

You enter a great hall, 20' wide and 65' long, running from north to south. A trio of werewolves stand at the north end. They look as though they're arguing over possession of a short bow. At the south end of the hall stand two circular archery targets.

The rangers utilized this large hall as an indoor archery range. Two canvas archery targets, stuffed with straw, sit on wooden stands at the hall's south end. The werewolves here are attempting to re-learn the use of a bow, however between their transformed hands and feral rage they're having a difficult time of it.

The hall also contains several shelves and display cases holding additional trophies, gifts and rewards. Some bear arrows sticking out of their north facing sides. A beautiful carved wooden statue of the dryad Acaisha stands in a small alcove



in the east wall at the hall's halfway point. It also bears an arrow protruding from its northern side.

The werewolves here will attack the party on sight. One will make a terrible attempt to use the bow for its first attack, failing miserably (50% chance of hitting one of its allies) before discarding it.



Werewolves (3): HD 4+4; HP 30, 25, 19; AC 5[14]; Atk 1 bite (1d6+1); Move 12; Save 13; CL/XP 5/240; Special: Lycanthropy.



The display cabinets hold bits from creatures taken as trophies, owl bear and cockatrice feathers, basilisk and dragon scales, fangs and talons from monstrous beasts, etc.

One shelf holds a golden archery target mounted on a wooden base, bearing a plaque reading 'Farhill Archery Tournament 1st place' (worth 500gp).

Another shelf holds an intricately carved statue depicting a dragon sleeping on the ruins of a small keep. The statue is comprised mostly of stone, accented by a variety of precious metals (worth 1500gp). It was a gift from a grateful lord for ridding his domain of a marauding red dragon.

A cabinet near the north end holds 2 quivers containing *arkwood* arrows (40 arrows total)

The werewolves have their cloak clasps (worth 7gp) and rings (worth 5gp).

13. Training Room

This large 45' x 45' room is used by the rangers as a training room. Alcoves at each of its four corners hold various pieces of exercise equipment. A pair of werewolves spar near the center of the room, their actions scrutinized by a third standing at the room's far end.

This room was used as a training area by the rangers. The floor of the wide sparing area at the room's center is marked with the ranger's tree symbol.

At the center of the northwest alcove stands a wooden rack holding 2 short swords, 2 long swords, and 1 two-handed sword. Cases on the wall hold 2 short bows, 2 long bows, and several quivers of normal arrows. The southwest alcove holds racks containing wooden swords and shields of various shapes and sizes. The northeast alcove contains a bench and a small locked cabinet in the corner. The southeast alcove holds wooden objects designed to mimic animal claws, talons, beaks, jaws, horns, and antlers.

Alcoves at the center of the north, west and south wall contain long wooden benches.

The werewolf watching the others spar is Dryden the pack leader. There are four other werewolves here, the two sparing at the center of the room, and one in both the southwest and southeast alcoves, examining the items there.

Upon spotting the players, Dryden will order the four werewolves to attack. If Theric isn't with the group Dryden will attempt to make his way to **Area 4** in order to enlist the aid of the wolves to deal with the intruders, otherwise he'll

assume the wolves have been slain and join in the battle.



Werewolves (4): HD 4+4; HP 27, 27,24,25; AC 5[14]; Atk 1 bite (1d6+1); Move 12; Save 13; CL/XP 5/240; Special: Lycanthropy.

Dryden (pack leader): HD 5+5; HP: 35; AC 4[15]; Atk 2 claws (1d4), 1 bite (1d10); Move 12; Save 11; CL/XP 7/600; Special: Howl, control wolves, lycanthropy.



The lock on the cabinet in the northeast corner can be picked as normal. Its key can be found in **Area 11**. It contains a pair of *boots of speed* and *boots of leaping*.

A secret compartment is located beneath the symbol in the center of the room. It can be detected by normal means and contains the following: 3,800gp in a small chest. 3,980sp in a sealed wooden cask. 9,800cp divided into two small sacks. A pouch containing 50 gems worth 30gp each.

Wrapping Up

Theric will be reluctant when fighting werewolves at first, attempting to reason with his former associates. Once he suffers a wound inflicted by one of the creatures he'll realize they've given in entirely to their animal side and stop holding back. He will however still refuse to attack the were-halflings in **Area 9**.

Once Dryden has been slain the werewolves will regain some of their faculties, becoming less feral and a bit more reasonable. The four in **Area 13**

were with Dryden when he arrived and will remain loyal to him, fighting until the end. All others are either rangers, scouts, or servants. With Dryden dead, Theric may be able to convince any remaining werewolves to cease their attacks. They'll still be suffering from lycanthropy, however free of Dryden's influence, they'll be able to control their bestial nature until cured.

Theric is willing to overlook some of the party's pillaging when they start helping themselves to the enclave's valuables; he's more concerned with the well being of his rangers and taking revenge against Dryden. However, Theric will strongly suggest they leave some of the more valuable pieces alone. For instance, he'll ask the party to pick one of the pairs of magic boots and, ask that they leave half the hidden treasure cache in **Area 13** behind if it's discovered.

Theric will work on rebuilding the enclave to its former glory as soon as possible, seeking to cure any remaining rangers and looking for new recruits. Cedric remains behind to help.

When the party's ready, Theric offers to escort them back to town (Possibly for a fee.) Once back they can meet with a representative of the bards' guild to collect the 3,000gp for discovering the fate of the Rangers of Arkwood. They can also contact the priestesses who offered 2,000gp to investigate the ranger's disappearance. Unfortunately, they're all staying at the same inn. It may require a bit of finagling to avoid discovery of the group's 'double-dipping'. If discovered, one or both of the groups may demand half their reward back or decide that the party owes them an additional service in return for their perceived deception.

Continuing the Adventure

Here are some suggestions for further adventures:

✕ Theric enlists the group's aid to search for a cure to his, and any remaining ranger's, lycanthropy.

✕ If the party takes the amber frog in **Area 6** they become cursed. The group will attract large swarms of frogs until the curse is broken.

✕ Cedric tracks down the party asking them to aid him in defending a badgerfolk village from a group of werebear raiders.

✕ The bard's guild realizes it may be quite some time before the Rangers of Arkwood do anything ballad-worthy. They assign a representative to follow the party around making note of any worthy deeds they perform. The bard takes substantial artistic license whenever possible.

✕ Theric asks the group to patrol the forest of Arkwood, keeping it free of monsters until he can train a new batch of rangers.

✕ While relaxing in a tavern the group hears a bard perform a new song. The song's lyrics tell a story of how an adventuring party with very familiar names and descriptions were transformed into werewolves and had to be saved by the Rangers of Arkwood. The song, unfortunately, becomes very popular.

✕ The halfling couple in **Area 9** were saving up to rebuild their inn. Assuming they were slain and their savings taken the party becomes haunted by a pair of were-halfling ghosts. This haunting continues until a total of 850gp, 196sp, 957cp and five gems worth 30gp each are taken to the ruins of their inn in Arkwood and buried in the rubble.



NEW MAGIC

Arkwood Arrows

Not truly a magic item, arkwood arrows are special arrows, crafted by the Rangers of Arkwood, through a special well-guarded process. These arrows are designed to fly longer and truer than standard arrows. An arkwood arrow fired from a bow increases the bow's range increment by 20'. In addition to this the attack gains a non-magical +1 bonus to its 'to hit' roll.

Silvershine Potion

A silvershine potion can be used to temporarily grant a non-magic weapon silver properties. Pouring the contents of a bottle over the damage dealing part of a weapon will cause it to act as a silver weapon in combat for 24 hours.

While it takes the contents of one bottle to coat a longsword, it requires two bottles to coat a two-handed sword, a half bottle



to coat a short sword and 1/4 bottle to coat a dagger. Silvershine can also be applied to other weapons, such as axes and flails. The amount of potion it takes depends upon the size of the weapon.

One bottle can also coat up to 40 arrow tips, or crossbow bolts, or sling stones, etc.

Drinking a silvershine potion requires a successful save vs. poison or else results in death.

NEW MONSTERS

Badgerfolk

Badgerfolk are 4' tall humanoid badgers, typically of good alignment. They make their homes in ancient forests where they burrow comfortable, well-furnished excavations among the roots of the largest trees.

Adventuring badgerfolk are extremely rare but exist. They favor fighting classes such as fighter, monk and ranger. This is due to the fact that beneath their calm, polite, and often eloquent demeanor lurks a fierce warrior. When wounded they become enraged, gaining a +1 bonus in combat.

Badgerfolk are quick to befriend races of shorter stature, such as dwarves and halflings, feeling more at ease around them and trusting them sooner than elves and humans. They'll avoid entering all but the smallest of elf and human settlements if possible.

Badgerfolk: HD 4; AC 4[15]; Atk 1 bite (1d3), 1 weapon (1d6); Move 6; Save 17; CL/XP 4/120; Special: +1 to attack rolls while at ½ hit points.

Lycanthrope, Pack Leader

Pack Leaders are werewolves who have fully embraced their condition, becoming permanently stuck in their human/animal hybrid form.

They tend to attract other were-creatures to them, exhibiting influence over their actions, and taking the position of 'alpha wolf' among the group. These followers tend to lose themselves in their were-form as well, becoming more animalistic, evil, and unable to revert back to human.

Much like a standard lycanthrope, pack leaders have the ability to infect creatures with the disease. If any character is brought below 50% hit points by a pack leader, the character will become a werewolf. Each time an afflicted creature transforms into their werewolf form there is a cumulative 10% chance that they'll become permanently stuck in that form and under the thrall of the pack leader who infected them.



Pack leaders can control wolves, much the same way a were-rat can control rats.

Once per day, a pack leader can howl. This howl bolsters its allies, granting all friendly creatures within 50' of it a +1 bonus to their attack rolls and an improvement to their morale.

Like all lycanthropes, pack leaders cannot be hit by normal weapons; only silver and magical weapons affect them.

Pack Leader: HD 5+5; AC 4[15]; Atk 2 claws (1d4), 1 bite (1d10); Move 12; Save 11; CL/XP 7/600; Special: Howl, control wolves, lycanthropy.

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