

Call of the Werewolf

An OSRIC Adventure



By Joseph A. Mohr

THE CALL OF THE WEREWOLF

An OSRIC Adventure for Characters of 4th to 7th Level

By Joseph A. Mohr

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BACKGROUND INFORMATION

The sleepy little village of Jonda sits along the edge of the Blood River in the land of Zanzia. The Blood River was named over a hundred years ago in an important historical event in the history of Zanzia. An evil wizard who had once been the Grand Vizeer of the king attempted to seize power over the kingdom from the rightful ruler. He sacked the capital city of Onm and killed the rightful king and queen of Zanzia. Ultimately, however, he was driven back to his volcanic lair by the Zanzian army led by a powerful paladin named Antovinious. There was a decisive and final battle on the edge of the river. It is said that the blood of so many lost turned the color of the river from blue to red. It then became known as the blood river and has been ever since.

The little village of Jonda is a mere collection of huts in a forested region of Zanzia near the river. The people there worship nature and are followers of a local druid who lives in the forest there. A band of gypsies also lives near the village in a collection of huts down river from the main village. The gypsies are not loved by the villagers but are tolerated as long as they behave themselves and do not cause trouble.

Recently, however, trouble has begun. It is not known who is the cause of it but some of the villagers have begun to suspect that the gypsies are behind it. Chickens and hogs that were being raised by the villagers have been brutally killed by someone or some thing. Blood is everywhere at these killings and it seems almost to be the work of some mad man.

The villagers are meeting to discuss

the problem the very night that the adventurers arrive in the village. A small group of men and women have gathered near one hut by the river (hut number 2) and are arguing amongst themselves. One man seems to be blaming the gypsies for the evil doings. Another seems to be arguing that there is no proof that this is the case. The argument seems to be getting rather heated as the players arrive.



A howl of a wolf in the night seems to break up the argument temporarily. The villagers pause for a moment and seem a bit scared by this ominous sound. They initially do not even notice as the adventurers arrive among them. Suddenly the argument resumes again.

“It’s those gypsies I tell you! Until they came along we had no such problems in Jonda!”

“I am not going to demand they leave without proof! Those people have done absolutely nothing wrong that I can see and I shall not be the one to force them to move on!” says another man.

Soon the villagers notice that there are newcomers among them. They look suspiciously at the newcomers. The man who seemed to be defending the gypsies

suddenly becomes friendly and welcomes the adventurers to Jonda. He introduces himself as Edward Hayes mayor of Jonda. As the crowd begins to disperse a sudden commotion begins off to the east. It sounds as if a pack of wolves has moved in to attack one of the villagers who was heading home from the meeting. The sounds of screaming, growling and calls for help can be heard. Should the players move to intervene in this attack see "The Opening Act" below.

Edward Hayes tells the adventurers of their problems. A series of unspeakable killings have occurred lately. So far they have all involved animals and livestock but the manner of the killings has been disturbing. It is almost as if the killer was not as interested in food as he was in mayhem. There is blood everywhere. The killings have been sloppy. Food has been left behind. It is almost as if the point of the killings was merely to kill. Not to find food like a normal animal would do.

Should the players discover that a werewolf is involved (and if they proceed to the opening act they will discover this immediately) then Edward Hayes will ask the players to help him find the werewolf and put a stop to these attacks. He cannot offer much money. There is little money to be had in this village. Jonda residents make their living by fishing in the river or working small plots of land or raising livestock. There is little other commerce here. Should the players manage find and end this menace Edward Hayes offers to pay them in the form of a magic item that he has managed to acquire. He will not elaborate on this until the deed has been done. Should the adventurers succeed he will offer them a pair of boots. He does not know what the boots do but he does know that they are magical in nature. He acquired them from the gypsies

and this is one reason for his goodwill towards them. They are **boots of elvenkind**.

The residents here are subjects of a noble named Sir Lucius Madar. Lucius Madar is a minor baron and has a small mansion just north of the bridge that crosses the river. Lucius Madar rarely visits his subjects and does little in the way of services for them. He does, however, collect taxes from them regularly however meek the villager's incomes might be.

GAME MASTER NOTES

Sir Lucius Madar is the werewolf. This adventure is really in three parts. In the opening act the players discover that there is a werewolf on the loose here that needs to be found and destroyed for the villagers to be safe. They will be offered the job which they can refuse. Refusal may end the adventure unless you as game master can find another way to hook them into the story and make them want to discover the identity of the werewolf.

The adventure takes place in the same mythical land of Zanzia that all of my adventures take place in. As game master, however, you are free to place it anywhere you wish in your own campaign world and this should be done quite easily.

In the second part of this adventure the players attempt to solve the mystery of who is the werewolf. They can do this by talking to villagers, gypsies and Sir Lucius Madar himself to learn rumors and find clues as to the identity of the fiend. Ultimately this should lead the players to settle on Sir Lucius Madar as the prime suspect and confrontation. Once the fiend is

confronted with his evil deeds he will transform into a werewolf and use the cover of his minions to escape into his mansion.

Once the players fight off the minions of the werewolf they must explore his mansion and his underground lair to find and defeat him in combat. This will end the menace and satisfy the conditions set by the mayor of Jonda.

If the players have a ranger in the group they “might” be able to find tracks from the werewolf or the dire wolves that lead back to the Madar Mansion.

THE OPENING ACT

The villagers being attacked are Anghus MacCraine and his wife Matilda. They were at the meeting and were heading back to their home (hut number 3) when they were set upon by wolves. One of the wolves, however, is no ordinary wolf but is a werewolf. This wolf seems to slink away from the rest of the pack as the adventurers arrive to save the day.

Dire Wolves (6): MV 18"; AC6; HD 4+4; HP 20 each; # At 1; Dmg 2-8; AL NE. Each of these dire wolves wears a collar with a golden medallion worth 50 gold pieces. Close inspection of the medallions will reveal that they have been recently forged and seem to be finely polished gold. Each of the medallions has the letter “M” stamped upon them.

Greater Werewolf (1): MV 24"; AC 3; HD 8+6; HP 41; # At 1; Dmg 4-16; SA lycanthropy; SA ability to summon 1-6 Dire Wolves by howling; SA camouflage; SA surprise on 1-3; SD hit only by weapons of +1 or better or silver weapons; AL CE. This wolf does not wear a collar or medallion

which might be noticed by the players. Should the combat with the wolves seem to be going badly the werewolf will transform into a werewolf from wolf form and begin running away quickly across the bridge and over the river. He will then disappear as he is much faster than the average wolf or player.



Anghus MacCraine - F2; AC 10; HP 18 (currently 5 after wounds he receives fighting off the wolves); Short Sword; AL N.

Matilda MacCraine - F0; AC 10; HP 4; club; AL N.



Obviously absent during this attack is Sir Lucious Madar. This alone might be considered a clue as to the identity of the Werewolf. The polished gold medallions might also be a clue. Should the players ask around about these medallions they may learn that they were forged in the village by one of it's citizens who certainly knows who he made them for.

RUMORS

As a major part of this adventure involves solving the mystery of who is the werewolf rumors will take an important role in this adventure. Asking questions and looking for clues in various places may lead the players to suspect Sir Keeling of being the werewolf. Of course, not all rumors are true and not all rumors pertain to the mystery. There are different rumor tables for each group of people that the players might speak to. Each table is different. Each group knows various elements of the story

and some will not be inclined to tell the truth about what they know.

VILLAGERS

1. F The gypsies are the source of this evil. Until they came along there were no werewolves among us
2. T The werewolf has been seen scampering off towards the gypsy camp
3. T There werewolf has been seen around the Madar Mansion frequently
4. F Where there are werewolves there are certainly vampires nearby
5. T Sir Madar knows who the werewolf is. Like all nobles he cares not about his subjects but about their taxes
6. F Edward Hayes is the werewolf. I have seen him often with a crazed look and blood in his eyes as the moon is full.
7. T The Madar Mansion is built over a large underground complex. My father helped his father build the mansion years ago.
8. T Angus MacCraine was once a kings soldier. He once fought in the border wars against the creatures of the Horde
9. F One of the Gypsies is an evil sorceress. She pretends just to be a fortune teller but she is the one who cursed the village with this werewolf.
10. T Someone in town forged these golden medallions that

11. T the wolves were wearing.
The Blacksmith (Ronan Smith) once apprenticed as a gold smith.

12. T William Ince is a hot head that often blames newcomers for things that they did not do.

GYPSIES

1. T The werewolf is not a gypsy. We have nothing to do with this evil

2. T When the moon is full you can hear the howling of the wolves. One wolf howls much louder than the others. This one is the werewolf

3. T The Blacksmith in the village will forge anything for anyone for a price

4. F One of those foolish villagers is the werewolf. The more they blame us the more you can see through their lies.

5. T Only a fool gets close to a werewolf. One becomes a werewolf when one contracts the disease of a werewolf.

6. F I have seen the wolves drag bodies towards the house of the druid Sandulf Lake.

7. F I can see from the lines on your hands that you have a great destiny. Would you like me to read your palm for just a mere gold piece?

8. F The villagers are not what they seem. You should be suspicious of all of them

9. T A brave band might find great riches hunting down this werewolf.

10. T This creature is no ordinary

werewolf. It is much stronger and more evil than others you might have encountered.

11. T The local villagers do not like us but we are not to blame for their troubles.

12. T These attacks have begun recently. Only in the last couple of weeks. They began about the same time as Sir Madar returned from his latest hunting trip.

FORTUNES (These may be true or false depending upon how the players play their characters over time)

1. Your bravery will become legendary in Zanzia
2. You shall find great wealth and riches
3. You shall do great deeds and become a great hero
4. Bards shall sing your stories in taverns across Zanzia
5. You will find and defeat this werewolf soon
6. You shall find great magic and power
7. In the history of this great land your stories will become the tales of great legends
8. No (insert character class here and/or race) will ever achieve the fame and glory as you will
9. I see a long and prosperous life ahead for you.
10. I see a very short future for you. Perhaps you should hide until this adventure is over

MADAR AND HIS SERVANTS

1. F My master is not at home right now. He frequently

walks the village trying to improve the lives of his subjects (if Sir Madar is speaking roll again)

2. F The druid is very suspicious. He lives alone in his hut in the woods and dabbles in strange magic there.

3. T I have seen the druid transform into an animal before. It is too much to believe that he might become a wolf if he wants to?

4. F These wolves only seem to come out when Jamys Alcar is not around.

5. F I have seen blood on the lips of Roseen Baye. Perhaps you should be investigating her and not wasting time here.

6. F Perhaps you should inquire among the gypsies. Wherever those kind of rabble go bad things seem to happen.

7. F William and Margaret Ince frequently can be seen with blood on their hands near the river. Perhaps you should be investigating them. (This rumor is true and false. As fishermen they frequently clean fish by the river and get blood on their hands but they are not the werewolves).

8. T When the moon is full one might find the werewolf out hunting

9. T This mansion has many secrets

10. F The village major seems highly suspicious to me. He seems to defend these gypsies at every opportunity. Perhaps he is the werewolf.

KEY TO THE VILLAGE OF JONDA

Jonda is a sleepy little village along the River of Blood in central Zanzia. One crumbling stone bridge allows access to the north side of the river. There is little commerce in the town and most of the locals make their living by fishing or raising animals or farming small patches of land. The village is ruled by a minor noble who shows more interest in collecting taxes and going on long hunting trips away than he does in his subjects. He spends as little time in the village as possible and is rarely seen away from his mansion north of the river.

A small gypsy camp lies to the east of the village. It is just a small collection of tents and wagons. The gypsies do not venture into town. Occasionally villagers will visit the gypsies for fortune telling and other services. Visitors are always welcome in the gypsy camp as long as they are willing to part with money. Otherwise they will soon be ignored.

The villagers are mostly neutral in alignment and worship with the druid Sandulf Lake at the stone circle east of town in the woods. At various times of year the villagers will gather at the circle for rituals involving nature such as the equinox and similar natural occurrences.

The Blood River is not a particularly vibrant river at this point. It can usually be easily crossed without the use of a bridge. At the deepest point the river is generally less than four foot high in this part of Zanzia. Various tracks can always be found around the river as virtually all animals use the river for water.

Unless otherwise stated all of the homes in the village will have the following furniture in them: A bed, table, chairs, dresser filled with normal clothes.

1. Home of William and Margaret Ince (Fisherman)

The man who was loudly arguing with the mayor about the gypsies is William Ince. He is a fisherman by trade and a loudmouth by nature. His wife is a meek little woman who comes up only to his chest in height. William is a large man and a bit burly. He is also a bully by nature and is not above trying to intimidate his neighbors into his point of view. William does not trust newcomers and especially does not trust gypsies. He has been pointing the finger at the gypsies since the problems began.

Like most of the homes in the village this one is made from old looking wood and has a grass roof and a dirt floor. The Inces are not wealthy nor are many of the villagers. While the Ince's have not personally be attacked as of yet some of their fish catch has been stolen by animals as it lay out to dry in the sun outside of their home. Who or what may have stolen the fish is unknown but William has his suspicions. Anyone investigating around the outside of their home might find wolf tracks nearby.

William Ince: F1; AC 10; HP 9; STR 16; AL N. He keeps a battle axe over the mantelpiece in his home and knows how to use it. He has an old suit of chain mail that he keeps hidden under his bed from his younger days when he worked as a mercenary guarding caravans.

Margaret Ince: F0; AC 10; HP 2; AL N. She is a meek little woman who speaks little around her husband. She will answer few

questions with him around and will constantly look to him for approval before answering. If one were to pry her away or distract William for a bit then she would open up and knows quite a few of the local rumors.

The Ince's have little wealth. At any time they usually have a recent catch of fish on hand which they dry outside and eat later or sell to others in the community. Hidden in a hole in the ground in their hut which is covered by a board and a dirty old rug is their combined wealth in a small sack: 24 copper pieces and 13 silver pieces.

The Ince's have two children. A boy and a girl. Both of the kids are very young.

2. Home of Edward Hayes (mayor)

Like all of the locals Edward Hayes is not a wealthy man. He is the mayor here basically because no one else wants the job. His hut is like the others here. It is made from rotting old wood and has a grass roof and a dirt floor.

Edward has not been personally attacked by the werewolf nor does he personally know who it is. At this point he has no particular suspect in mind either. He is confused by the recent events. Nothing like this has happened before in Jonda. The attacks are very recent. He has little to offer other than the Boots as a reward for adventurers who take on this quest to find and stop this fiend that is attacking them.

Edward Hayes: F0; AC 10; HP 3; AL NG. He has only a staff as a weapon which he keeps near the door in his home.

He has little wealth but keeps a small sack with his valuables hidden in the rafters

of his grass roof. There is a small sack hidden there with the **boots of elvenkind** mentioned earlier and 22 silver pieces and 4 gold pieces. He was given the boots by the leader of the band of gypsies for his kindness in allowing them to camp down river from the village.

Close inspection of his home may reveal that he has a small sack in his home with some sprigs of a strange plant. Should these plants be identified by the druid or by one of the gypsies it will be discovered that it is Belladonna. Belladonna is sometimes able to cure lycanthropy but also often kills the victim instead.

Edward's wife died a year ago from the plague. He does not like to talk about it.

3. **Home of Anghus and Matilda MacCraine (Farmers)**

The home of the MacCraine's is like most others in the village. It is made from rotting wood and has a grass roof but has a wooden floor. The MacCraines are the only ones in the village so far to have been directly attacked by the werewolf.

Angus MacCraine was infected by the werewolf during the attack in the Opening Act.

Right now Angus feels fine. But his wife has already noticed that he is running a bit of a fever. She has been giving him her chicken soup to try to cure him. He will turn into a werewolf in 8 more days if he is not cured in some manner before then.

Anghus MacCraine - F2; AC 10; HP 18 (currently 5 after wounds he receives fighting off the wolves); Short Sword,;AL N.

Matilda MacCraine - F0; AC 10; HP 4; club; AL N.

The MacCraines are not wealthy folks but compared to many of their neighbors they might seem to be. Hidden beneath the floor of their home is a trap door leading to a small locked chest. The chest has a poison needle trap protecting it with Type B insinuative poison. Anyone who fails the saving throw will take 25 hit points of damage in 1-3 rounds if they fail a saving throw against poison. Inside the chest are: 12 gold pieces, 34 silver pieces and a cats eye agate gem worth 100 gold pieces.

The MacCraines do not know who the werewolf is or have any suspects. If questioned about the noble Sir Madar, Angus will mention that he encountered the noble recently, along the river and was a little slow in kneeling before his lord as he did not immediately recognize the man. He hopes that the lord was not insulted by this. Sir Madar did not acknowledge Angus at all during this encounter so he is uncertain about the ramifications of this. Actually Lord Madar was fully aware of Angus and was insulted by this failure to show respect to his lord. And that is why Angus was the first villager attacked.

The MacCraines have a daughter named Heida but she is grown up now and has moved away.

4. **Home of Ronan and Vorana Smith**

This hut is a bit different than the others. This one is clearly the home of a blacksmith. It is open and has a big fire pit in the center of it with an anvil and bellows nearby. A man stands at the anvil pounding a piece of iron with a large hammer. Ronan Smith is quite a busy man here in the

village. He can be found at his anvil pounding away at virtually all hours of the day or night.

Ronan Smith: F3; AC 10; HP 23; hammer (which he can wield in combat); AL NE.

Vorana Smith: F0; AC 10; HP 2; dagger; AL NE.

Normal blacksmith services can be purchased here for normal prices for such duties.

Close inspection of the hut will reveal that there are two gold medallions here similar to those found on the dire wolves. Each is worth 50 gold pieces in value. Each of these seems to be recently forged but has no insignia on them. Also there appears to be a special hammer here in the shop which has a letter "M" on one end similar to that found stamped on the medallions previously found on the dire wolves. If questioned harshly Ronan may reveal that Sir Madar had him make these medallions. For what purpose he does not know. But of course, since the recent attacks, he has a good reason to suspect the reasons now yet has not come forward with this information.

If pressed too hard Ronan may defend himself with his hammer.

The smiths have no children as of yet.

5. Home of Nevyn and Roseen Baye

The Bayes are farmers and have a small plot of land next to their small shack of a house. Crops are growing on this plot of land and Nevyn is often found outside working in the field. Roseen will often be

found inside working the produce from the fields.

Like most of the houses here this house is a mere wooden hut with a grass roof and a dirt floor. The Bayes are not wealthy but they are quite suspicious of the events going on around the village. Sprigs of Belladonna can be found all over their home and in the doorway as if they believe it might be a ward against werewolves.

Inspection of the outside of their home might reveal that wolf prints can be seen leading from the river bridge to this home. At various points around the home it would appear that there are footprints from these animals on the outer walls of the home as if they attempted to get inside but could not.

Nevyn Baye: F0; AC 10; HP 3; AL N. He keeps a short sword for protection under the bed in the house. If questioned Nevyn may tell the adventurers that he personally has seen strange things happening around the Madar Mansion. He clearly does not like the Baron but he claims to have seen wolves gathering near the manor on nights with full moons.

Roseen Baye: D2; AC 10; HP 10; AL N. She has a wooden staff which she always keeps nearby. She uses her knowledge of nature to help her husband succeed as a farmer. Spells memorized: **Animal friendship, speak with animals, charm person or mammal.** She currently has memorized spells which she believes might allow her to tame or speak to one of these wolves that have been raiding the village recently.

Hidden in a hollow spot in one of the walls is a sack with 14 silver pieces and 22

copper pieces. There is also a silver pendant worth 25 gold pieces and a **potion of healing**.

They have one child, a son, who is a toddler.

6. Home of Jamys and Sorcha Alcar

The Alcars are fishermen. Like the other members of the village their home is a modest one made of wood and with a grass roof and dirt floor. Anyone passing their home can smell fish. The Alcars clean and dry their fish outside and then sell them or preserve them for later use.

Jamys Alcar likes to take long walks at night. This has been noticed by some of the neighbors who have become suspicious of this activity in light of recent events. Jamys is innocent though despite their suspicions. If questioned about it he will say that he likes to visit the gypsy camp to get his fortune read and hear their stories.

Jamys Alcar: F0; AC 10; HP 4; AL N. He has a wooden staff he uses for walking and for defending himself.

Sorcha Alcar: F0; AC 10; HP 2; AL N. She has no weapon.

The alcars have no children at the moment.

Hidden inside of the mattress in their home is a small sack with 1 gold pieces, 14 silver pieces and 5 copper pieces.

7. Home of Sandulf Lake (Druid)

This plain wooden home seems slightly better cared for than that of the other villagers. The wood seems vibrant and the

grass roof seems to be still growing. The floor is made of dirt but seems to have a grass floor that is green and growing. The bed is but a hammock strung between the walls.

This is the residence of Sandulf Lake the druid of the village. He is responsible for the religious rituals of the seasons. He performs these rituals at the stone circle henge nearby.

Sandulf Lake: D7; AC 5; HP 24; **Scimitar +2/ +3 versus lycanthropes; Leather Armor +2;** Wooden Shield; AL N; Spells Known: **entangle, predict weather, pass without trace, invisibility to animals, warp wood, create water, barkskin, heat metal, call lightning, neutralize poison, summon insects, call woodland beings.**

He keeps to himself mostly and has little interest in the gypsies or the villagers fears about them. He is concerned, however, with the werewolf. Something evil, he believes, has corrupted the wolves in the vicinity and he fears that the werewolf is behind this. As of yet he has not seen the werewolf near his home nor any signs of it. If anyone demonstrates an interest in stopping the werewolf he will offer them aid by giving them his **potion of speed** and casting any spells that he has known that might aid the adventurers. He will not, however, accompany them or fight with them.

He keeps a small chest buried in the dirt floor os his home. The chest is locked but not trapped and inside is: 24 gold pieces, 15 silver pieces and a **potion of speed**.

8. Stone Circle

This area seems to be a stone circle

henge for worshiping nature. When one stands between the stones one can feel the power of nature coursing through their veins.



9. Gypsy Camp

This area appears to be a loose collection of tents and wagons. It does not appear to be a permanent camp but one where the owners might pick up and leave at any time. The inhabitants of the camp include:

Ugu Zaim, leader of the band: F4; AC 10; HP 25; AL N; Long Sword. He knows nothing about the recent events when he hears about the werewolf he will become nervous. He is not nervous because of guilt but because he knows instinctively who will be blamed for this evil and that he and the band will soon be asked to move on.

Er Sakir, strong man of the band: F3; AC 10; HP 23; AL N; STR 18/01; Battle Axe. This man is a powerful and muscular gypsy who bends steel with his hands for

entertainment. He is not smart, however, and knows very little about anything beyond what is happening in their camp.



Madame Ruya Orbay, fortune teller: I3; AC 10; HP 9; AL N; Dagger, wooden staff. Spells known: **phantasmal force, wall of fog, hypnotic pattern.** She has a **crystal ball** which she uses for viewing. It is magical but has no extra powers. She tells fortunes for the cost of one gold piece. She reads palms. If asked about werewolves she will say "The werewolf howls at the full moon. Seek him then but beware for he is cursed and those who seek him may also pay for his sins." Should she be asked about cures for lycanthropy she will offer to sell the players a potion she refers to as "**wolfsbane**" for 50 gold pieces. Anyone who drinks this potion will be cured of the disease. She has only one of these potions for sale.



Kemal Akbay, blind man: F0; AC 10; HP 3; AL N. He has no weapon. He will read palms for the cost of one silver piece. If questioned about werewolves he will say that he has seen none. Of course this is a joke. He is blind. He does not see anything at all. If questioned further he will say mysteriously “seek ye a man of wealth.” That is all he will say but clearly he knows more than he is willing to share.

Gunay Sarp, bard (female): B3 (F5/T5); AC 3; HP 26; **Short Sword +1/+2 versus creatures that live in darkness; Chain Mail +2;** AL N; SA Charm percentage 22%; SA Legend Lore percentage 7%. She plays a lute which is not magical in nature and sings tales about Zanzian history. She sings tales

about the battle of at Blood River. If questioned about werewolves she will break into this song:

“When the moon is full,
and the nights are long,
beware the wolf man,
and his band.
For it is said that they,
shall rule the night.
And those who live free
shall learn to fear this blight.”

Ertek Kunter, juggler, thief: T3; AC 8; HP 12; AL N. Dagger. Wears leather armor with no shield. He juggles and dances and sings. He also will pick an occasional pocket if the opportunity presents itself with a 40% chance of success.

Anyone visiting the camp will be welcomed as long as they are willing to spend a few coins on fortunes and palm readings. They will not show open hostility towards anyone but may begin to ignore anyone who does not seem like a prospect to be farmed for coin. They have heard a few rumors about werewolves and the village but know nothing directly about it that they will admit. What they will say will be in cryptic messages that will not directly point to anyone’s guilt. They will protest their own innocence, however, if confronted.

10. Bridge over the Blood River

The bridge is made of stone and appears to be crumbling from age and lack of repairs. At any time one walks across the bridge there is a 50% chance of hearing a stone fall from the wall of the bridge into the water.

Close inspection of the bridge will reveal that there are many muddy footprints

on the bridge. Many of these footprints appear to be wolf prints crossing in both directions.

11. Madar Mansion

The mansion is a two story house made from fine wood. Two stone gargoyle statues stand guard at the stairs. Each of the statues appears lifelike yet does not move. Each appears to be made of finely carved stone. Stairs lead from the ground to the large double doors that are the entry way into the house.



While the house is a wealthy house by local standards it is not a very wealthy mansion by the standards of the nobility of Zanzia in general. Wealth is relative and since this community is fairly poor so are the nobles here.

These two statues, of course, are not really statues but are real gargoyles. They will stay dormant and silent until or unless their master needs to call upon them for his defense. If the adventurers arrive here and confront Sir Madar at his home then the

statues will animate and attack while he escapes into his basement to hide. Even if the confrontation takes place away from the entrance to the mansion these gargoyle can fly and will be quickly at the scene to defend their master.

Gargoyles (2): MV 9"/15"; AC 5; HD 4+4; HP 25 each; # At 4; Dmg 1-3/1-3/1-6/1-4; SD +1 weapons to hit; AL CE.

KEY TO MADAR MANSION

GROUND LEVEL

The house is made of fine oak. It is finely appointed inside and Sir Madar has several servants that will defend him with their lives if the house is invaded by anyone attempting to destroy him. All rooms on this level are either well lit from the windows during the daytime or by candle or torches in the walls during the evening hours.



1. Stairs/Gargoyles

A short set of stairs between two stone gargoyle statues (see above) leads to the double doors and a metal knocker shaped like a demon face.

2. Entrance/Foyer

This short hallway is the entrance and foyer for the mansion. There is a fine red carpet here to welcome those visiting the mansion. Anyone knocking on the door here will be met by the butler Sanguinoso. Sanguinoso is a werewolf as well but not a greater one. He will initially appear in human form unless threatened.



Sanguinoso, Werewolf: MV 15"; AC 5; HD 4+3; HP 22; SA surprise on 1-3; SD +1 or better weapons to hit; AL CE. He wears the fine black robes of a butler and

servant to Sir Madar but should he be confronted about his master or if he feels that the master is threatened in any way then he will transform into a werewolf and attack. He will first utter the command words for the **rug of welcome**. He wears a gold medallion with a "M" stamped on it worth 50 gold pieces.

Rug of Welcome - The fine red rug is a rug of welcome. If the butler feels threatened he will utter the command words and this rug will attack and try to smother one of the invaders.



If Sir Madar is confronted here at his home he will meet the players in the foyer so that his gargoyles will be close enough to allow him to escape. His butler will also be present as well as the rug which will give him lots of opportunities to escape.

Sir Madar is as follows:

Greater Werewolf (1): MV 24"; AC 3; HD 8+6; HP 41; # At 1; Dmg 4-16; SA lycanthropy; SA ability to summon 1-6 Dire Wolves by howling; SA camouflage; SA

surprise on 1-3; SD hit only by weapons of +1 or better or silver weapons; AL CE.



As a **human Sir Madar** is: F5/M5; AC 10; HP 30; **Bastard Sword +2/+3 Versus Reptiles**; AL CE/N. Although as a werewolf Sir Madar is evil he was not born evil. He was once just a disinterested noble and was solidly neutral in alignment. Should he be cured he would return to this alignment. If he were given the **potion of wolfsbane** he would be cured of the disease of lycanthropy. Of course, in human form, he does not believe that he is a werewolf. He wears the key to the jewelry box in area 4 around his neck. Spells known: **magic missile, sleep, message, levitate, forget, darkness 15' radius, hold person.**

3. Kitchen

In this room the sounds of a meal being prepared can be heard. Two servants in white coats are dicing meat and vegetables and making some kind of stew. A pot boils on the hot furnace in the north west corner of the room.

The two servants seem to be oblivious of anyone who enters the kitchen unless they disturb their food preparations in any way. Then they will grab their meat cleavers and attack violently. Each of the servants is a werewolf of course and will transform into one should the need arise.

Werewolf (2): MV 15"; AC 5; HD 4+3; HP 20; SA surprise on 1-3; SD +1 or better weapons to hit; AL CE. Each wears a golden medallion with a "M" stamped on it worth 50 gold pieces.

The kitchen is filled with the usual pots, pans and kitchen utensils. The cabinets are filled with spices and dried goods. There are a couple of casks here of fine wine and some casks with salted meats. None of the wines or meats is worth much.

4. Master Bedroom

This would appear to be the master bedroom of the mansion. There is a large circular white rug in the center of the floor as well as a bed and a wardrobe and chest of drawers. The room has a fine portrait of the King and Queen of Zanzia on the north wall which would appear to be somewhat valuable. It might fetch as much as 500 gold pieces to a collector of fine artwork. Hidden behind the painting is a scroll of magic user spells: **flame arrow, phantasmal force, hallucinatory terrain, plant growth, dig.**



Chest of Drawers

The chest of drawers has a small jewelry box on top of it. The jewelry box is etched with gold and silver and looks to be fairly valuable by itself. It is worth 250 gold pieces. It is also locked. The key to this box is on Sir Madar himself. Anyone attempting to pick the lock to this jewelry box will need to remove it's trap or be pricked by a poison needle with type B insinuative poison (save or take 25 hp damage in 1-3 rounds). Inside the jewelry box is a **ring of shooting stars**, a **neckless of strangulation** and an emerald ring with the symbol of "M" etched upon it worth 1250 gold pieces.

Bed

The bed seems to be a very comfortable and finely made bed. It has a sable comforter and large fluffy pillows. The comforter is worth 2250 gold pieces due to it

being made from such fine sables. Hidden inside of the mattress are three large pearls worth 500 gold pieces each.

Circular Rug

The rug is made of fine owlbear fur and would be worth 250 gold pieces if sold. However, hidden under this rug is a trap door which is clearly visible once the rug is lifted. This trap door leads to the basement level of the mansion and a spiral stair case leading downward.

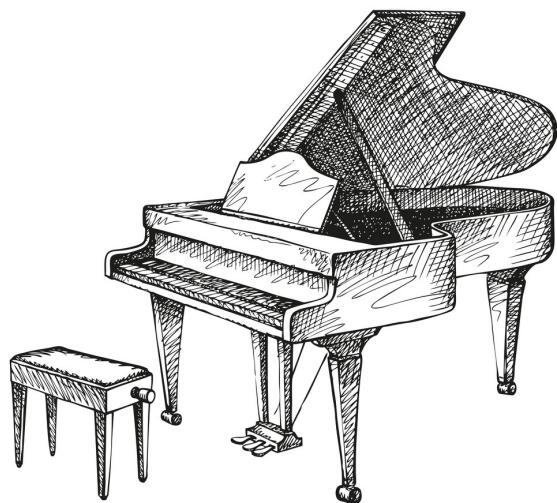
Wardrobe

The wardrobe is made of fine oak and seems to magically open as one approaches it from the front. Within the wardrobe are several fine robes in various colors. Five of them are normal and a sixth radiates magic. The first five are worth 50 gold pieces each due to their fine workmanship and materials used. The sixth robe is a **robe of blending**.

5. Music Room

This room has a large grand piano in it and a small bench before it. There are two large divans along the walls set so that one can sit and enjoy the music in comfort. There are two large paintings framed upon the wall. And there is a large potted plant in the south east corner of the room by the window.

As the adventurers begin to enter the room the piano begins to play music all on it's own. The music is loud and cheerful.



Piano

This fine piano is a masterpiece itself. It is quite expensive as well as being quite heavy and difficult to move. It would be worth as much as 1000 gold pieces except for the fact that it is haunted which makes it worthless to anyone who would normally be interested in buying it. The piano weights nearly 1000 lbs and would be quite difficult to move or sell.

It is haunted by a poltergeist. The poltergeist is quite content to keep playing music and will not bother anyone other than with the noise of the music. It could be turned, however, which might make the piano valuable again. The poltergeist is the spirit of a man who once worked as a musician for Sir Madar but was murdered here in this room by the master as a werewolf.

Poltergeist (1): MV 6"; AC 10; HD 1-4 hp; HP 3; SD invisibility; SD silver or magic weapons to hit; AL CE.

Piano Bench

Although the poltergeist haunts the piano he will move the bench each time anyone attempts to sit on it causing them to fall.

Divans

Two finely made divans with large red cushions provide comfort to those listening to music here. Close inspection of these divans will reveal that something shiny and metal has slipped in between the pillows of one of these divans. It is a **ring of weakness**.



the ground. Both arms rest on the hilt of the sword.

Painting #1

This painting is a fine portrait of Sir Madar in a suit of plate armor riding on a horse. It is worth 250 gold pieces to a collector of fine art.

Painting #2

This painting shows Sir Madar's father and mother and is worth 100 gold pieces to a collector of fine art.

Potted Plant

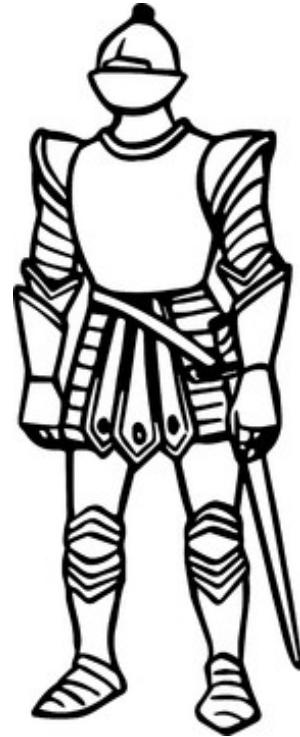
This is a normal potted plant which seems to be suffering from lack of water. Should anyone choose to water this plant they will be rewarded when the plant reveals that a large gem has been hidden within the potting soil used to plant it. The plant will contract when watered and the gem will rise to the surface. It is a black opal and is worth 1500 gold pieces.

6. Stairs/Armor

This large room has a spiral stair case leading upward. There is a standing suit of plate mail armor up against the north wall. There is a large glass chandelier overhead. There are portraits of four members of the Madar family tree along the walls.

Armor

This is a suit of animated armor. It will attack only if the master is threatened. Otherwise it will sit quietly and do nothing. It holds a large two handed sword pointed at



Animated Armor (1): MV 3" AC 2; HD 5; HP 25; # At 1; Dmg 1-10; AL N. If the armor is defeated it will shatter into pieces and reveal a diamond at its center which is now cracked and flawed but still is worth 1000 gold pieces.

Stairs

The stairs are lavishly carpeted in red and lead upward. They are not trapped.

Paintings

Each of these paintings represents a previous Sir Madar going back four more

generations before this one. Each of the paintings is small but worth 100 gold pieces each.

Chandelier

These chandeliers shine brightly as the adventurers arrive. But if the master is forced to flee the chandeliers will suddenly begin shifting colors and patterns. This will act as a color spray spell as if cast by a 7th level illusionist. This effect will only take place upon the command word given by the master.

7. Banquet Room

Right now this room does not appear to be in use. There is a large banquet table here with several fine and comfortable chairs. Sitting upon the table are four large golden candlesticks worth 100 gold pieces each. Also sitting on the table are twelve silver plates, worth 25 gold pieces each, a silver serving set worth 50 gold pieces and fine silverware at each place setting worth a total of 100 gold pieces.

The room is a bit dusty and there does not appear to have been much banqueting going on here in recent years.

UPPER LEVEL

1. Stairs/Entry

The upper level opens up into one large room.

2. Servants Room

This room would appear to be the room used by the butler. There is a bed here and a wardrobe. There is also a finely carved wooden chest with a lock on it.

Bed

This bed seems normal enough but hidden between the mattress and the springs is a jeweled dagger made of silver and with emeralds in the hilt worth 750 gold pieces. There is also a small sack with 25 gold pieces and two tourmaline gems worth 100 gold pieces each.

Wardrobe

The wardrobe is magically locked. It can be opened by a knock spell or by other magical means such as a dispel magic spell. Inside the wardrobe the adventurers will find several butler robes and a **cloak of protection +1**.



Chest

The chest is not really a chest at all but is a killer mimic that the master keeps around for the purpose of discouraging thieves or anyone who might be poking into his business.

Killer Mimic (1): MV 3"; AC 7; HD 9; HP 35; # At 1; Dmg 3-12; SA camouflage; SA glue; AL N.



3. Servant's Quarters

The master's chefs live in this room. There is large bed here and a dresser.

Bed

The sheets of the bed in this room are not what they appear to be. They are a **cloaker** in disguise waiting to pounce on anyone who gets close to it.

Cloaker (1): MV 1"/15"; AC 3(1); HD 6; HP 25; # At 2 + special; Dmg 1-6/1-6 + special; SD cannot be surprised or backstabbed; SA strikes with tail for 1-6 twice or it envelops its victim and then bites for 1-4 per round plus the unadjusted armor class of the victim; SA the tail can strike others while it wraps and bites a victim; SA tail is AC 1 and takes 16 hp damage to destroy; SD any attacks on the cloaker will do half damage to the victim as well as half damage to the cloaker; SD area of effect attacks will do full damage to both the cloaker and the victim inside; AL CN.

Dresser

The dresser is filled with servant's clothes. These consist of white cloaks like the ones seen in the kitchen. Close inspection of the dresser will reveal a secret panel inside of the top drawer that leads to a secret compartment. Hidden in this compartment is a small sack with 25 gold pieces, a Star Rose Quartz gem worth 50 gold pieces, A bloodstone worth 50 gold pieces and a **candle of invocation** (Neutral).

4. Guest Room

This room would appear to be a guest room. It is quite dusty and does not appear to have been used for some time. There is a bed here as well as a chest of drawers and a wardrobe. The chest of drawers and wardrobe are currently empty. The bed is normal and has fine silk sheets and a manticore fur comforter worth 250 gold pieces.

There is a hidden compartment in one of the drawers of the chest of drawers. Inside of this secret compartment is a bone scroll tube with cleric spells: **remove curse**,

locate object, exorcise, detect lie, lower water.

5. Guest Room

This room would appear to be a guest room. It has a bed, a dresser with a fine mirror with a golden frame, and a wardrobe. This room seems to be freshly cleaned. There is not a spot of dust to be found here.

Bed

The bed has black satin sheets which are worth 25 gold pieces. There is a fine unicorn skin comforter which is worth 100 gold pieces. Unicorn skins are rare but the demand for them is low as well.

Mirror

This mirror radiates magic. But anyone who looks into it before detecting for magic will see a tortured soul in the mirror. This soul is trapped within the mirror but the mirror is not a mirror of life trapping as one might normally find. This particular mirror has a soul permanently trapped within it but cannot trap anyone else's soul in it. The soul is that of Sir Madar's wife Hilada who angered him after he turned into a werewolf. He had her look into this mirror and then had it moved into this guest room so that he could come torture her even further by talking to her trapped soul in the mirror.

If the mirror is broken it will release the soul. The sound of wailing will echo through the halls of the mansion but then quietly go silent as her soul begins to rest. She will thank the players for releasing her and each player will receive a temporary bless spell effect for one turn after this deed is done.



Wardrobe

The wardrobe is empty. There is a secret panel inside of the wardrobe which hides a **wand of secret door and trap detection** with 7 charges.

BASEMENT LEVEL

The rooms on this level are not lit unless otherwise specified. All walls are stone. All doors are wooden except for secret doors which will be made of stone so that they blend with the walls easily.

Random Encounters

On the basement level only there may be random encounters on a roll of 1 out of 8.

1. **Servant of Madar, Werewolf (1):**
MV 15"; AC 5; HD 4+3; HP 20; SA

surprise on 1-3; SD +1 or better weapons to hit; AL CE. Each wears a golden medallion with a "M" stamped on it worth 50 gold pieces

2. **Trolls (2):** MV 12"; AC 4; HD 6+6; HP 25 each; SD regeneration of 3 hit points per round; SD must be burnt to finally destroy them; AL CE.
3. **Gelatinous Cube (1):** MV 6" AC 8; HD 4; HP 16; SA surprise on 1-3; SA paralyze on touch; AL N. The creature has 2 gold pieces and a moonstone worth 75 gold pieces imbedded inside of it.
4. **Servant of Madar, Werewolf (1):** MV 15"; AC 5; HD 4+3; HP 20; SA surprise on 1-3; SD +1 or better weapons to hit; AL CE. Each wears a golden medallion with a "M" stamped on it worth 50 gold pieces

KEY TO BASEMENT LEVEL

Unless otherwise specified all rooms on this level are unlit. All floors are cobblestone floors. All walls are made of gray stone. All doors are made of wood except for secret doors which are made of stone so that they blend easily with the walls and are hard to detect.

1. **Stairs/Entry to Basement/Circular Room**

The stairs lead downward about thirty feet into a large circular room with gray a cobblestone floor. A wooden door stands closed in the north wall. The place seems cold and dreary and a bit damp. There is no light here.

Strange murals are painted on the walls and domed ceiling of this chamber. The scenes depict violent murder and savage blood lust by wolves and wolf men. The scenes painted in the murals seem fairly recent.

2. **Pit Trap**

This pit trap has a trap door which will snap shut after a single person falls into it. Any weight more than 25 lbs or greater will cause the trap door to fall and drop the offending person into the pit. The door will then snap back shut and lock. It cannot be picked but can easily be forced open again by anyone of 16 strength or higher from above or below the door.

Inside the pit are spikes. Lots of them. A fall into the pit will result in 1D6 damage from the ten foot fall and 2D6 damage from the spikes below.

The first player in the hallway must roll a saving throw of 4D6 versus dexterity to avoid falling into the pit unless it is detected by thief spotting for traps. The second row of players may make a similar saving throw of 3D6 to avoid falling in as well. A roll of equal to or less than the dexterity score means that the players have avoided the trap.

At the bottom of this particular pit is one of Madar's servants who wandered into the basement and disappeared never to be seen again. Madar figured that the servant was just a thief and had stolen something and run off with it. It turns out that he was a thief but was killed down here trying to get away with some valuables of the Baron.

The skeletal remains of the thief has a rotting bag near by which contains 2

golden candlesticks worth 100 gold pieces each and a **rope of climbing**.

3. Blood Trails

Blood trails lead down this hallway heading north. The blood seems fairly fresh.

4. Secret Door/Escape Tunnel

Sir Madar frequently uses this secret door and tunnel to sneak out of the mansion unseen by anyone. The tunnel comes out in the woods just east of the mansion. The entry point there is well hidden and has yet to be discovered by anyone. Fresh blood trails can be found in the tunnel leading both directions.

5. Spiked Ball Trap

The door to this room is unlocked. Anyone listening at the door to this room will hear nothing from inside.

This room appears to be empty. It is also quite dusty and does not appear to have been cleaned in over a century. The dust here is thick.

Awaiting the adventurers in this room is a particularly nasty and violent trap. A trigger stone hidden deep within the layers of dust here will release a huge spiked metal ball into the room from a vent in the ceiling. This spiked ball is quite heavy (400 lbs) and will do serious damage to anyone struck by it initially or upon the bounce when it hits the stone floor.

Initial fall - will do 4D6 damage to the person who stepped on the trigger stone unless they make a saving throw of 4D6 versus dexterity to avoid being struck. A roll

of equal to or less than dexterity means avoidance.

Bounce - All others in the room will need to make saving throws at 3D6 versus dexterity to avoid being hit by the spiked ball as it bounces off of the floor and the walls after the initial fall. The damage from this is 3D6 unless that saving throw is made.

6. Trolls

The door to this room is unlocked. Anyone listening at the door to this room may hear the sounds of crunching bones.

This dismal room is filled with the bones of many victims of the werewolf that were dragged here and left for his minions to dine upon. Several of those minions are here enjoying a meal from these bones. They are humanoid in shape but that is all that resembles humanoids. They have greenish skin and matted black hair and long pointed noses. They are trolls.



Trolls (5): MV 12"; AC 4; HD 6+6; HP 25 each; SD regeneration of 3 hit points per round; SD must be burnt to finally destroy them; AL CE.

On a single bony finger on the ground is a shiny ring. The ring radiates magical energy if detected for. It is a **ring of protection +1**.

Close inspection of the various piles of bones will reveal that one of the bones is actually a hollowed out scroll tube with a scroll inside of it with druid spells written on it: **wall of fire, control winds, repel insects, plant door, cure serious wounds.**

7. Idol of Simaru

This square shaped room has no doors to it on either side. Blood trails lead to and from this room. In the center of this room is a shrine to the demi-god Simaru. Simaru is a well known Zanzian demi-god of Chaos and Evil that has frequently been worshiped by cults across the land. It is said that even some Zanzian kings once worshiped this fiend. He is frequently depicted in the form of a demonic statue with reddish skin and a wide evil grin filled with ivory teeth. His idols frequently have large gem eyes and ivory horns.



This particular idol, however, is only man sized and has small gem eyes in it which appear greenish. His ivory teeth and horns are much smaller than the large Simaru idols which are typically found by adventurers in this land.

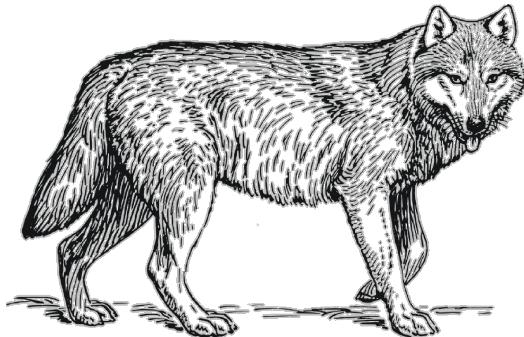
Strange bloody offerings are at the feet of this idol. It would appear that a human heart has been ripped out and lies on the floor before the demi-god. The statue radiates both magic and evil.

Anyone who touches the statue without invoking Simaru's name shall be cursed as per the reverse bless spell for one turn thereafter (-1 to hits and morale) unless they make a saving throw versus magic.

Simaru is a deity devoted to chaos and evil. It would only seem natural for a werewolf who is chaotic evil to revere this deity.

The gem eyes of the idol are small emeralds and are worth 1000 gold pieces each. The ivory teeth of the idol are worth

10 gold pieces each. There are 20 such teeth. The two ivory horns are worth 25 gold pieces each.



8. Pack of Wolves

The door to this room is unlocked. Anyone listening at the door here may hear the barking and growling of the wolves in this room.

This room would appear to be a kennel of some sort. There are six Dire Wolves here. Each wears a golden medallion with a "M" stamped upon it. If the players killed all of the wolves in the opening act with none escaping alive then there will only be four of them left here.

Dire Wolves (4 or 6): MV 18"; AC6; HD 4+4; HP 20 each; # At 1; Dmg 2-8; AL NE. Each of these dire wolves wears a collar with a golden medallion worth 50 gold pieces. Close inspection of the medallions will reveal that they have been recently forged and seem to be finely polished gold. Each of the medallions has the letter "M" stamped upon them.

There is a secret door in the south wall which leads to a small tunnel to area 9.

9. The Master's Hidey Hole

The secret passage leads to a wooden door which is locked. Anyone listening at the door here may hear whimpering (50% chance) or growling (50% chance).

This room is the hiding place of Sir Lucious Madar. Sir Madar is not evil by nature. But in his Werewolf form he is quite evil. If the players find him here in his human form (50% chance) then he will be quite willing to talk. He will tell them that he was bitten by a werewolf quite some time ago on a hunting trip. At first he did not know that he had become a werewolf. But now that he has been confronted with the truth he realizes that is so. Could the players please help him get rid of this horrible curse?

The players have a choice here. They can destroy him and satisfy their quest. They can cure him and also satisfy their quest. Should there be lawful good characters in the party, specifically paladins or clerics it is possible that their deities would like more favorably upon them showing mercy and helping a human that is not inherently bad but is merely cursed.

If the party shows any aggression, of course, he will transform immediately into werewolf and the choice shall have been made.



Greater Werewolf (1): MV 24"; AC 3; HD 8+6; HP 41; # At 1; Dmg 4-16; SA lycanthropy; SA ability to summon 1-6 Dire Wolves by howling; SA camouflage; SA surprise on 1-3; SD hit only by weapons of +1 or better or silver weapons; AL CE.

As a **human Sir Madar** is: F5/M5; AC 10; HP 30; **Bastard Sword +2/+3 Versus Reptiles**; AL CE/N. Although as a werewolf Sir Madar is evil he was not born evil. He was once just a disinterested noble and was solidly neutral in alignment. Should he be cured he would return to this alignment. If he were given the **potion of wolfsbane** he would be cured of the disease of lycanthropy. Of course, in human form, he does not believe that he is a werewolf. He wears the key to the jewelry box in area 4 around his neck. Spells known: **magic missile, sleep, message, levitate, forget, darkness 15' radius, hold person.**

This room has what one might expect to find in a hiding place such as this.

There is a bed, a table, a desk and a chest. There is also a painting on the wall of the famous Zanzian villain the Demon Lich Malcon the Firebringer in his volcanic lair.

Bed

Only the finest furs will do on the bed of baron such as Madar. Even here in his hidey hole he has the most comfortable silk sheets he can find. They are worth 50 gold pieces. The bed is covered with a fox fur blanket worth 1100 gold pieces.

Table

On the table are a golden plate and golden tankard. These vessels are empty however and do not appear to be dirty. They are worth 250 gold pieces total.

Desk

The desk has a parchment and a quill sitting nearby in an inkwell. See Player Handout "A". The desk has a drawer which is locked and trapped. Anyone opening the drawer without first disarming the trap will release a spray of acid into the face of the person doing so from a bladder of acid at the front of the drawer. The person opening must roll 4D6 versus dexterity to avoid being sprayed and taking 3D6 damage as a result. Inside of the desk drawer is a ring with the coat of arms of the Madar clan made of platinum and studded with rubies and diamonds worth 2750 gold pieces. There is also a **periapt of proof against poison** in the drawer.

Chest

This large wooden chest looks quite sturdy and has a shiny metal lock on it. The

chest is locked of course. It is also trapped. Anyone opening the chest without first disarming the trap will release a cloud of corrosive gas into the room. Anyone within 5 feet of the person opening the chest will need to make saving throws versus acid for all armor and weapons they are wearing or holding or have them be damaged or destroyed. Magical bonuses improve the saving throws by one per plus. Inside of the chest are: 651 gold pieces, 1423 silver pieces, a bolt of fine silk worth 100 gold pieces, two platinum figurines of wolves worth 250 gold pieces each, a **pair of gauntlets of dexterity**, and a **wand of magic missiles** with 11 charges on it.

[Painting](#)



The painting of Malcon seems to look right through those who are viewing it. It radiates both magic and evil. The painting is quite life like. The skeletal figure points it's bony finger at the viewer as if to challenge them. Anyone who touches the painting without invoking the name of Malcon before doing so will be teleported one mile in a random direction. The painting itself if taken will teleport itself back here shortly afterwards. It would appear to be quite valuable to anyone taking. At least 500 gold pieces in value.

[10. Altar to Simaru](#)

The door to this room is locked. Anyone listening at the door to this room may hear the whispers of chanting and prayers from within.

Upon opening the door to this room the adventurers may be dismayed to find no one visible in the room (assuming they listened at the door and heard voices within). There is a large stone altar against the north west wall of the room. Many valuable offerings seem to be on the altar. The bloody image of Simaru is depicted in a small painting above the altar. The smiling grin of the demonic demi-god stares out over the alter to him.

On the altar are a pouch of platinum coins. There are 50 such coins in the bag. There is also a necklace made of the finest pearls with a black pearl centerpiece worth 1250 gold pieces. There is also a golden ring with a fire opal in it worth 1500 gold pieces. It would appear that someone or something is making offerings to the demi-god of chaos.

[The Painting of Simaru](#)

This painting radiates powerful magic and evil. The demonic demi-god smiles at the viewer with it's evil grin. In the painting it holds before it a large fiery bowl with it's two powerful arms.

Should anyone touch this portion of the painting they will tip over the brass bowl being held by the Simaru in the painting and a ring will tumble out of the bowl and onto the floor of this room. It is a **ring of fire resistance**.

Should anyone desecrate the painting in any way the vision in the painting will no longer be smiling. The adventurers will have earned the enmity of this demi-god and may suffer for their sacrilege at some later time.

The Altar to Simaru

The altar also radiates magic and evil. Should anyone of good alignment touch the altar with a bare hand they will be forcefully thrown against the wall by some invisible hand and suffer 1-10 points of damage.

Holy water thrown upon this altar will cause it to boil upon the altar. Suddenly the stone altar will crack and fall to the ground shattering into thousands of pieces. A character of good alignment who participates in this destruction might gain favor with their deities for doing this deed. They might also gain disfavor with Simaru as a result.

Should anyone desecrate the altar in any way the vision in the painting will no longer be smiling. The adventurers will have earned the enmity of this demi-god and may suffer for their sacrilege at some later time.

11. Pit Trap

This pit trap has a trap door which will snap shut after a single person falls into it. Any weight more than 25 lbs or greater will cause the trap door to fall and drop the offending person into the pit. The door will then snap back shut and lock. It cannot be picked but can easily be forced open again by anyone of 16 strength or higher from above or below the door.

Inside the pit are spikes. Lots of them. A fall into the pit will result in 1D6

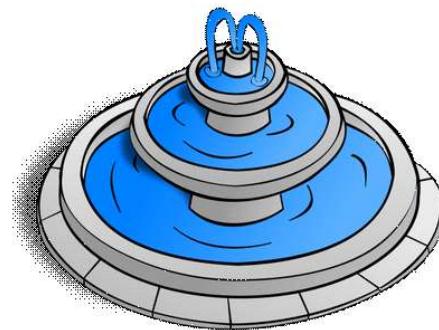
damage from the ten foot fall and 2D6 damage from the spikes below.

The first player in the hallway must roll a saving throw of 4D6 versus dexterity to avoid falling into the pit unless it is detected by thief spotting for traps. The second row of players may make a similar saving throw of 3D6 to avoid falling in as well. A roll of equal to or less than the dexterity score means that the players have avoided the trap.

12. Fountain

The door to this room is locked. Anyone listening at the door may hear the sounds of water from the fountain being thrown up into the air and falling back into the basin.

This room has a large double fountain in the center of it. Water is thrown up into the air and back down into the basin by two statues with their heads pointing upward towards the ceiling. Both of the statues appear to depict wolves. The fountain radiates magical energy if detected for.



Should anyone bathe in the fountain they will temporarily receive a bless spell effect for one turn. Should anyone drink from the fountain they will receive a random effect from the following table:

1. Paralysis for one turn unless save versus magic
2. Sleep for one turn unless save versus magic
3. Healing for 1-8 hit points
4. Shrink to 6 inches tall for one turn
5. Save versus poison or die in 2-5 rounds
6. Invisibility for one turn
7. Curse effect (reverse bless) for one turn
8. Gaseous form for one turn
9. Invulnerability (per the potion) for one turn
10. Aged 10 years
11. Heroism (per the potion) for one turn
12. Hill giant strength for one turn

There is a secret door here leading to area 13.

13. Secret Room

This dusty old room appears to have been abandoned for years. It would appear to once have been a storage room of some sort. Some very dusty old crates are stacked here. There are six crates here. Each of the crates weights at least one hundred pounds.

Crates

- #1 This seems to be a crate of small bottles of glass. Most of the bottles seem to have long ago dried up. A handful (eight) still seem to have some sort of liquid in them. These bottles are perfume for Madar's dead

wife. Each bottle (that is still full) is worth 25 gold pieces.

- #2 This crate is filled with bolts of fine silk worth 500 gold pieces.
- #3 This create is filled with furs which seem to have been damaged by vermin which have gotten into this crate and nested. These furs are now worthless.
- #4 This crate is filled with rare foods from far away lands. The foods have long ago rotted away and are now worthless.
- #5 This crate is filled with pots of fine spices from far away lands. These spices have long ago spoiled from age and from the dampness of the dungeon they are in.
- #6 This crate is filled with ivory figurines of various animals and creatures. They are worth a combined 500 gold pieces but this crate is quite heavy.

14. Dung Heap

The door to this room is locked. Anyone listening at the door to this room may hear the sound of slop falling into this room from the mansion outhouses above. Anyone near this door will certainly smell the awful odor of feces and sewage coming from this room.

This room appears to be the collection point for the outhouses next to the mansion. Fecal matter seems to drip from two holes in the ceiling above. A large collection of this material seems to fill the

center of the room. The odor here is nauseating.

Every moment that the adventurers spend in this room increases the chances that the creature living here will pop out of the mound and greet them. The creature was immediately aware of their presence but has not yet shown himself. If the adventurers begin searching here he will jump out of the muck and attack.

Otyugh (1): MV 6"; AC 3; HD 6; HP 25; # At 3; Dmg 1-8/1-8/2-5; SA disease; SD never surprised; AL N.

There is a secret door in the south wall leading to area 15.

15. Secret Room

This secret room seems to be a storage room. It is quite dusty and old. Two large chests sit here with rusty old padlocks on them. It does not appear that either has been opened in many years. Both have thick layers of dust upon them.

Chest #1 - Trapped - Anyone opening this chest without first disarming the trap will be struck by darts which will fire out of the chest as a 8HD monster and do 1-3 points of damage each (3 darts). Each was coated with poison but this poison has long ago dried up and will do no damage now. Inside the chest are: A golden chalice with rubies and emeralds circling it worth 1250 gold pieces, a ring with a red garnet gem worth 350 gold pieces, a large wooden tube with a rolled up painting inside of the city of Onm prior to it's destruction at the hands of Malcon the Firebringer during the Zanzian civil war worth 500 gold pieces to collectors of

historical art and a **short sword +2/+4 versus magic using or enchanted creatures.**

Chest #2 - Not Trapped - a suit of **scale mail +3**, five jasper gems worth 50 gold pieces each, 25 pieces of fine turquoise worth 10 gold pieces each and three aquamarines worth 500 gold pieces each.



PLAYER HANDOUT A

“I do not know what I have become..... I am a monster... I clearly have done evil things... and I cannot remember any of it. How did this place become tainted with evil? How did that Idol get down here in my basement? Where did that altar come from? What is happening to me? Why am I finding all of my clothes torn and bloody? I must.....”

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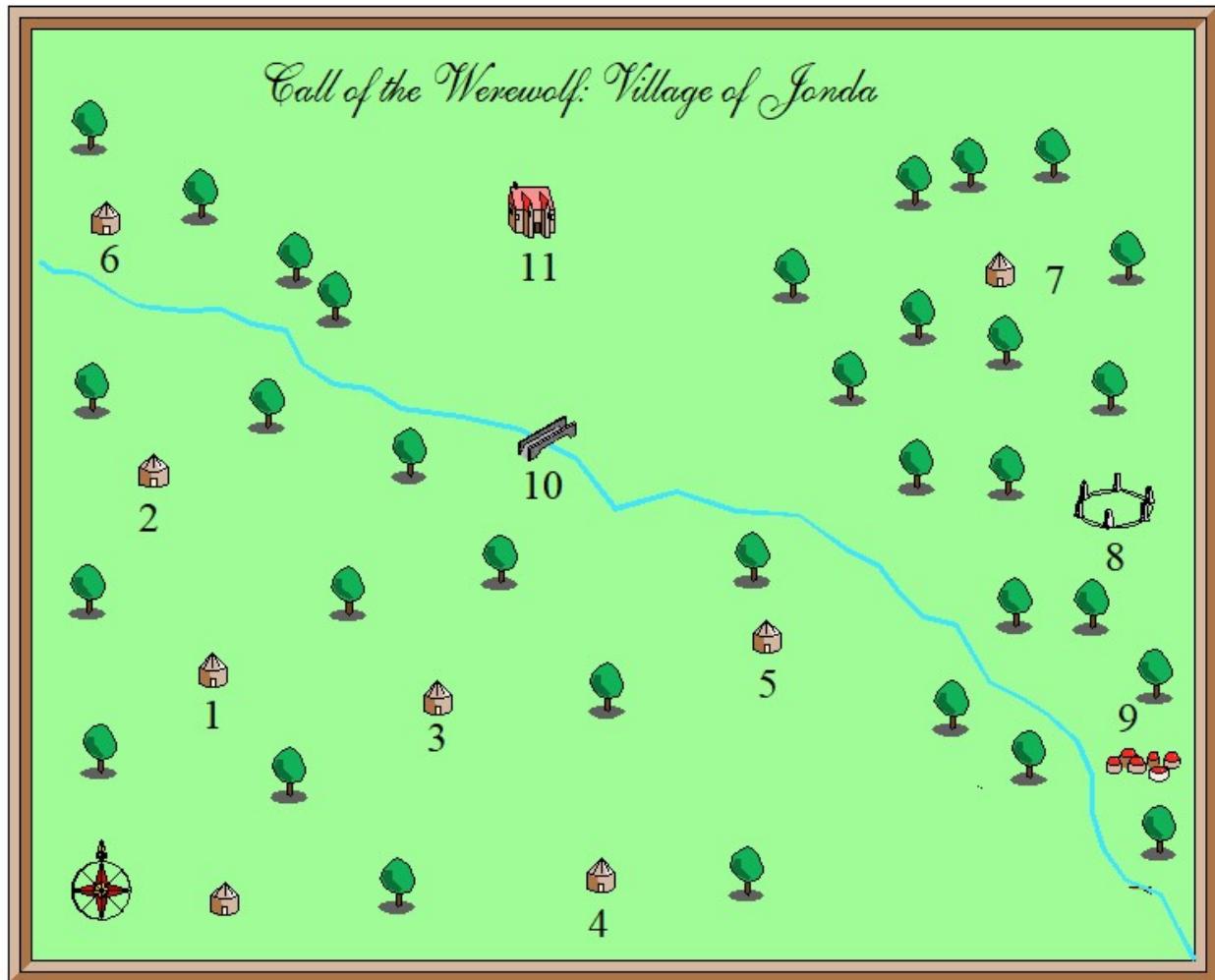
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Call of the Werewolf: Village of Jonda



Call of the Werewolf: Maldar Mansion Level One



Call of the Werewolf: Maldar Mansion Level Two



0 10 20 30 40
Scale in feet



Call of the Warwolf: Madar Mansion Basement Level

