

Designed for use
with the **Basic Fantasy**
Role-Playing Game

TERROUR AT WOLFGRASP HILL



AN ADVENTURE FOR
ODYSSEYS & OVERLORDS



SUITABLE FOR 4-6 CHARACTERS OF 3RD OR 4TH LEVEL

TERROꝞ AT WOLFGRASPHILL

AN ADVENTURE
FOR ODYSSEYS & OVERLORDS

SUITABLE FOR 3-5 CHARACTERS OF 2ND – 3RD LEVEL

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ODYSSEYS & OVERLORDS

In the ancient times, the Gods watched over humankind. This was a golden age of learning and peace. Humans revered the Gods, living in harmony with the divine and the companion beasts. Magic flowed freely allowing the learned and the faithful to alter their forms, prevent aging, and preserve health. The wild folk were born of this time as humans and companion beasts united in love. While most of the Gods rejoiced at this development, Ragnar, the God of Conquest was jealous and appalled by the humans choosing the animal companions as mates instead of the Gods. This caused a divine war during which the Gods who agreed with Ragnar tried to kill the other Gods. The first casualty of this war was Ember, the Goddess of knowledge. When Ember died, her scholar-priests, the Keepers of the Arcane were caught in a magical backlash creating the spellscorched. This war of Gods, called the Schism, raged for 1000 years, during which time the followers of Ragnar courted the worship and love of as many humans as they could. From these unions, the Abyss-kissed were born. After a long and bloody conflict, Ragnar and his followers were defeated. The Gods who fought them dragged Ragnar's followers into the Abyss where they are believed to still be fighting to this day. Only Ragnar and Chandra, the Goddess of the moon and nature remained among mortals. Declaring a cease fire, Ragnar retreated with a small retinue of cultists to the Tower of Wretched Wrath. Chandra and her highest clerics went to the Crystal Library on the surface of the northern Moon. Mortals were left to determine their own fates. The magic that had bound the souls of humans and the companion beasts shattered, though wild folk were already numerous enough to persevere. The spellscorched taught the ways of arcane magic sparingly, protecting the art nearly to extinction. Clerics of Chandra and Ragnar spoke of worship, but most mortal kingdoms rejected all gods and magic, relying on steel and blood to determine righteousness and rulership. Now, the mortal lands are divided. A dozen kingdoms lie scattered across the world, separated by dangerous wilds filled with bandits and monsters. The bravest mortals act as adventurers, guiding travelers between the kingdoms, killing monsters to thin their numbers, and plundering ruins in search of the lost treasures of the golden age. This is the world of **Odysseys & Overlords!**



WOLFGRASP CAVERN

DESCRIPTION

A solitary tree, alone on a hilltop that when viewed from the right angle appears to be the head of a beast. Inside, the treasures of a long dead witch wait to be discovered and a woman, cursed by the sins of her family hides from the pain that she might unleash on the world.

THE WRIT OF SALVAGE

A writ of salvage has been issued for an area on the edge of the Untamed Gauntlet known as Hangman's Folly. The Folly is known to have once been the site of a prosperous village that was beset by a witch and eventually burned to the ground. It is suspected that there might be valuable artifacts attributed to the witch within the ruins of the village. Additionally, a local landlord, named Baron DeCours ventured into the same area with a party of soldiers some 10 days prior, with the intention of investigating a string of attacks in the area and has not been seen since. A reward of 100 gold pieces is offered for information relating to the location of the Baron.

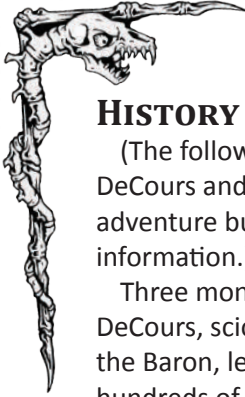
HISTORY - THE TOWN OF WOLFSTONE AND ATMA THE WITCH

(The following information about the town can be derived from research before the adventurers set out.)

The town of Wolfstone was a small, sparsely populated trading town built on the edge of the Untamed Gauntlet. It was named for a large stone carved with the image of a howling wolf that stood at the center of the town. There have been conflicting stories about how long Atma the witch lived in the town, prior to its destruction. The accounts of certain folk who survived Wolfstone said that Atma was a permanent fixture of the town, having been there long before they were born. Others swear that they remember the day Atma came into the town and staked out a place for their home next to the wolf stone. Others still insist that Atma simply appeared one day, with their house built and the black tree fully grown, as if by magic.

Even stranger are the accounts of Atma herself, which vary as widely as the memories of the witch's arrival in Wolfstone. By all accounts, the age, appearance and even gender of Atma are not certain. Descriptions of them vary from an alluringly beautiful young woman, to kindly old hag, withered old man and handsome young hunter.

What is known is that following a series of disappearances in the village, the folk of Wolfstone set upon Atma's house one night and burned it to the ground with the witch inside. What they saw, dancing in the flames that night, was terrifying enough that the folk of Wolfstone abandoned their homes, though not a one of them could recall what they had seen.



HISTORY - MILLIANNA DeCOURS

(The following information is known only to Millianna DeCours and can be learned through the context of the adventure but is available for the GM as background information.)

Three months ago, twenty-two year old Millianna DeCours, scion of the DeCours family and daughter of the Baron, learned the secret that her family had kept for hundreds of years. Her father had the blood of the wolf coursing through his veins, as had his father had before him and his father before him. It was time, her father said, that she set aside the trivialities of her youth and accept the wolf.

Millianna refused. She fought back; it was not enough. A single bite; a few drops of blood spilled, was all it took.

The next morning, without word to her father or her secret lover Geidan, Millianna was gone.

Over the next months, a string of murders terrified the folk of the barony. It began with cattle, then sheep, then local dogs and finally the first people were found dead, all torn apart by a rabid animal. The Baron organized a search party and set off into the countryside in search of the creature that terrorized the region, only to follow the trail into the Untamed Gauntlet itself. It has been 10 days since he was last seen.

TRAVELING TO WOLFGRASP HILL

THE SHRINE

While traveling to Wolfgrasp Hill, the adventurers find traces of old roads grown through with grasses and plants, but still barely visible, as well as a small shrine dedicated to Chandra, goddess of the moon and nature. The shrine is constructed of a knee high elliptical stone, carved with a weathered image of the goddess. Moss and grasses that had overgrown the small shrine have recently been cleared away and fragments of what once might have been a stone offering bowl stacked up in a small tower before the shrine. A pair of pearl and gold earrings have been placed on the ruined offering bowl. The earrings are worth 30 gold pieces.

There is further evidence of a single set of bare footprints leading in the direction of the ruins of Wolfstone. The trail leads away from the old roadway and into the high grasses and stony fields, where it disappears.

GM's Note: When Millianna passed through this area she discovered the shrine and made a desperate plea to the goddess of the shrine, hoping that the goddess might help remove her curse. The earrings were left as an offering to the goddess.

RUINS

As the sun drops lower in the evening sky and the adventurers are nearing Wolfgrasp Hill, the ruins of an overgrown stone watchtower come into view, read or paraphrase the following:

Fire scarred stones stick up from a field of overgrown grass like the points of a crown, stacked ten or more feet high and covered in emerald green moss. The remains of what might have once been a stone stairway leads to a small shard of a platform covered in dusty wreckage. In the distance, the silhouette of a leafless tree atop a lone hill casts a dark shadow in your direction.

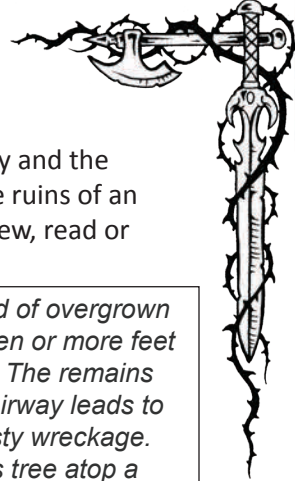
If the adventurers investigate the tower:

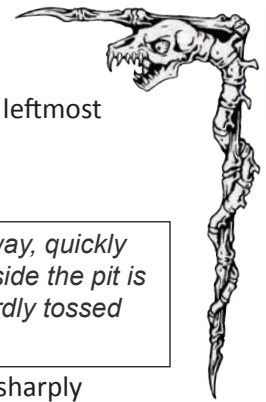
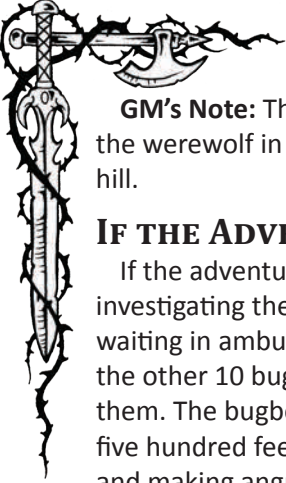
A clan of bugbears has been using the tower as a place to lay ambushes for adventurers coming to investigate the ruins of Wolfstone. When the adventurers enter the ruins of the tower, **4 bugbears** ambush the party from their posts within the ruins. An additional **10 bugbears** appear in the south, forcing the adventurers to run North, towards Wolfgrasp Hill.

14 Bugbears: AC 15 (13), HD 3+1, # At 1, Dam 1d8 + 1 or by weapon +1, Mv 30' Unarmored 40', Sv. F3, MI 9, XP 145

HP 20:	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
HP 14:	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
HP 8:	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
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HP 12:	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
HP 17:	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
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HP 12:	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
HP 15:	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
HP 11:	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
HP 19:	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
HP 15:	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
HP 16:	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Once the adventurers come within 500 feet of Wolfgrasp Hill, the bugbears stop, sniffing the air and making angry guttural sounds, but coming no closer to Wolfgrasp Hill.





GM's Note: The bugbears can see smell the presence of the werewolf in Wolfgrasp Hill and will go no closer to the hill.

IF THE ADVENTURERS BYPASS THE TOWER

If the adventurers continue on to Wolfgrasp Hill without investigating the ruined tower, the 4 bugbears who were waiting in ambush stealthily follow the adventurers north, the other 10 bugbears following a hundred feet behind them. The bugbears stop short of reaching the adventurers five hundred feet away from Wolfgrasp Hill, sniffing the air and making angry guttural sounds, but coming no closer. It is at this point that the adventurers notice the bugbears if they did not notice that they were being followed.

THE DUNGEON

As the adventurers approach the cave, read or paraphrase the following:

The last rays of sunshine peak over the ridge of the hill, filtering through the bare branches of a lone tree, hanging with drooping limbs. A single, overgrown cave entrance is burrowed into the side of the hilltop, seeming like the eye of some great beast staring outward. Many sets of tracks, recently trampled, lead into the cave mouth.

0. OUTSIDE THE CAVE

The tree standing atop Wolfgrasp Hill is a **hangman tree**, but it does not attack those who come close to it or interact with it in any way.

Anyone investigating the tree sees evidence that someone has recently been sitting beneath the tree. Further investigation reveals an empty wine bottle, bearing the seal of the baron's winery, tucked into a nook at the bottom of the tree. It is empty and looks as if it has been there for some months. Alongside it is a note, on clean, unsoiled white paper, which looks significantly newer than the bottle. The note reads:

I know that you've been here. I know you've read my other letters. Please, just come talk to me. I don't know what's wrong, but whatever it is, we can work through it together.

-G

1. THE ENTRANCE

A narrow stairway of gnarled roots and well-trodden dirt leads down into the darkness of the cavern. Roots weave their way through across the surface of the walls, forming a domed ceiling ten feet high and a well packed dirt floor. The sounds of running water echo through the cavern, punctuated by the creak of the tree swaying on the hilltop above. The smell of rot fills the cave.

The entrance to the cavern is covered in a number of tracks. The tracks include the tracks of wolves, bears and many sets of booted footprints belonging to humans.

The source of the smell is coming from the leftmost hallway, leading to area 2.

2. THE DUMPING PIT

A corridor leads north from the entranceway, quickly narrowing to a thin ledge over a deep pit. Inside the pit is a heap of tangled, rotting remains, haphazardly tossed inside.

The pit is 15 feet deep. The bottom slopes sharply towards an opening into lower chambers that only a rat could fit through. The remains at the bottom of the pit are a mixture of various farm animals, giant rats and two bugbears. Each corpse has been torn to pieces and shows evidence of wounds made by teeth and claws.

3. THE STRANGLING CHAMBER

The dim light filtering in through the Entranceway is no longer visible, leaving this room shrouded in darkness.

When the adventurers light up the room enough to see by read or paraphrase the following:

The narrow cavern corridor widens into a large chamber filled with curtains of thin roots that stretch from the ceiling to the floor.

Adventurers moving through this chamber do so at half speed.

Once the adventurers have moved into the roots, the **hangman tree** uses the hanging roots to try to ensnare the adventurers as they pass through this area. The adventurers cannot deal damage to the tree itself but can clear a 5 ft area of roots by dealing 10 damage to the roots in that area.

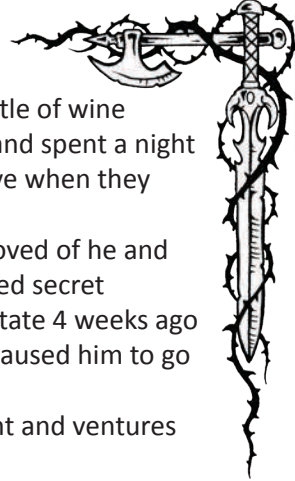
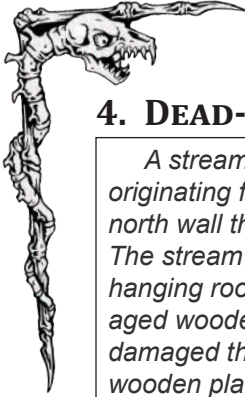
1 Hangman Tree: AC 16, HD 5, # At 4 limbs plus strangle, Dam 1d6 per limb or strangle, Mv 0', Sv. F4, MI 12, XP 360
HP 22:

While the adventurers are engaged with the hangman tree, they hear splashing in the nearby water and snuffling of an unknown creature sniffing the air.

As the adventurers either clear the roots or dash through the area, they run into a group of seven dead figures caught in the tree's hanging roots. Six of the figures are dressed in leather armor bearing the insignia of the Baron's retinue. The seventh figure is larger than the others and wears half plate armor that has been torn apart at the seams. The snarling face of a werewolf is protruding from the human sized helmet.

Searching the bodies yields the following:

- 6 sets of leather armor
- 1 set of damaged half plate armor
- 4 short swords
- +1 longsword with a pommel carved to look like a grinning wolf
- 32 copper pieces
- 29 silver pieces
- 18 gold pieces



4. DEAD-END HALLWAY

A stream runs across the width of this corridor, originating from a narrow opening in the face of the north wall that arches upwards towards the surface. The stream flows south into a wide pool, shrouded in a hanging roots. The end of the corridor is blocked by an aged wooden door, banded in rusted iron and heavily damaged though still in place thanks to a number of wooden planks nailed to the outside of the door frame. Piles of spare wooden planks and heavy chains litter the floor in front of the door.

The door. The door has sustained significant damage. Parts of the door have been torn away, showing evidence of recent claw and teeth marks. Adventurers can break through the open door by first removing the wooden planks by rolling a 1 on 1d6 and adding the character's Strength bonus to the range. If this is successful, they can then break down the locked door by rolling a 1 on 1d10 and adding the character's Strength bonus to the range.

Wreckage. Searching the wreckage reveals a tarnished iron key resting in the dirt beside the wrecked boards and lengths of chains. It looks like a key belonging to a large padlock, but there is no lock within view.

Footprints. A single set of footprints belonging to a barefoot human woman.

5. THE DROWNING POOL

A wide pool of water, 3 feet deep and shrouded in hanging roots fills this chamber. The pool is fed by a stream flowing into the cavern through a passage to the north. At the bottom of the pool, nearly hidden by the murky water, is the figure of a young human man, secured to the bottom of the pool by a series of thin roots. On the easternmost side of the pool, a hole has been torn through a wooden wall of rough timbers, giving a glimpse of what appears to be a ransacked cottage beyond.

Water flows into the pool from Area 4 in the North and flows out through a narrow tunnel on the south side of the room that empties into uncharted chambers underground. The sounds of water hitting stone can be heard by those who explore the small opening on the south side of the chamber.

As the adventurers move into the room, an eerie green glow begins to form on the bottom of the pool and a ghostly figure of the man drowned at the bottom of the pool emerges. The ghost tells the adventurers that his name is Geidan and that he was in love with Millianna DeCours, daughter of the baron. He came here searching for Millianna who he believed had run away from home and was hiding in the caves, when he was caught up by the hangman tree and drowned at the bottom of the pool.

Geidan can provide the following information:

- Geidan wrote the letter to Millianna found next to the tree

- Geidan and Millianna shared a bottle of wine under the tree some months ago and spent a night in the rooms at the back of the cave when they first began their affair
- The baron would never have approved of he and Millianna's love affair, so it remained secret
- Millianna disappeared from the estate 4 weeks ago without a word to Geidan, which caused him to go looking for her
- Millianna turns into a beast at night and ventures out to hunt
- **The door** in area 4 was sealed by Millianna herself, while she was in human form, to try and keep her animal form trapped inside the cave
- Millianna in her bestial form, tore through the wall separating areas 5 and 6

Geidan pleads with the adventurers to leave Millianna alone to her torment.

If the adventurers did not encounter Millianna, a **werewolf**, already in room 7, she appears in the doorway to area 6. Millianna has been fully transformed into her werewolf form and attacks the adventurers.

1 Lycanthrope, Werewolf*: AC 15 †, HD 4*, # At 1 bite, Dam 2d4, Mv 60' Human Form 40', Sv. F4, MI 8, XP 280

HP 21:

If the adventurers act harmfully towards Millianna, Geidan, a **ghost**, defends Millianna, using his fear attack, touch attack, and by possessing the adventurers and walking them into range of the **hangman tree** in area 3.

1 Ghost*: AC 20 †, HD 10*+9, # At 1 touch/1 gaze, Dam 1d8 + special, Mv 30', Sv. F4, MI 10, XP 1380

HP 38:

If Millianna begins to lose the fight, she retreats to Area 7 to lay an ambush.

GM's Note: For a more challenging encounter, extend the range of the **hangman tree** into area 5, allowing the roots to pull the adventurers underwater.

6. THE COTTAGE BEDROOM

A medium sized room constructed of roughhewn timbers stacked and sealed with mud. The entire room is blackened and stained with soot as though a fire once raged here. Remains of what might once have been a wooden bed frame and a dresser lay scattered in splinters across the ground alongside a mound of shredded bedding.

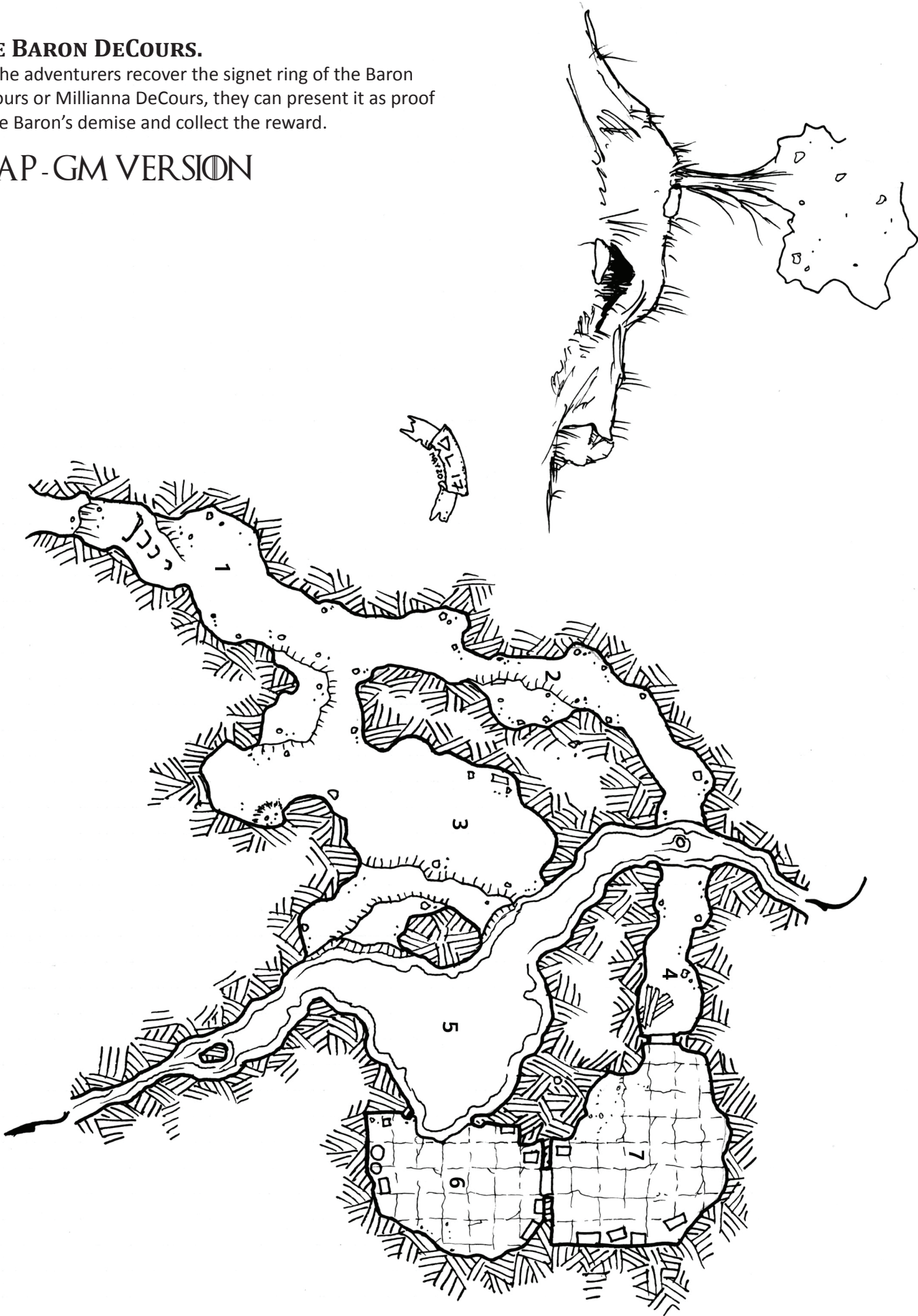
The timbers making up the western wall of this room have been torn to pieces by the werewolf.

The furniture. Strangely, the remains of the furniture do not show the same charring as the walls themselves

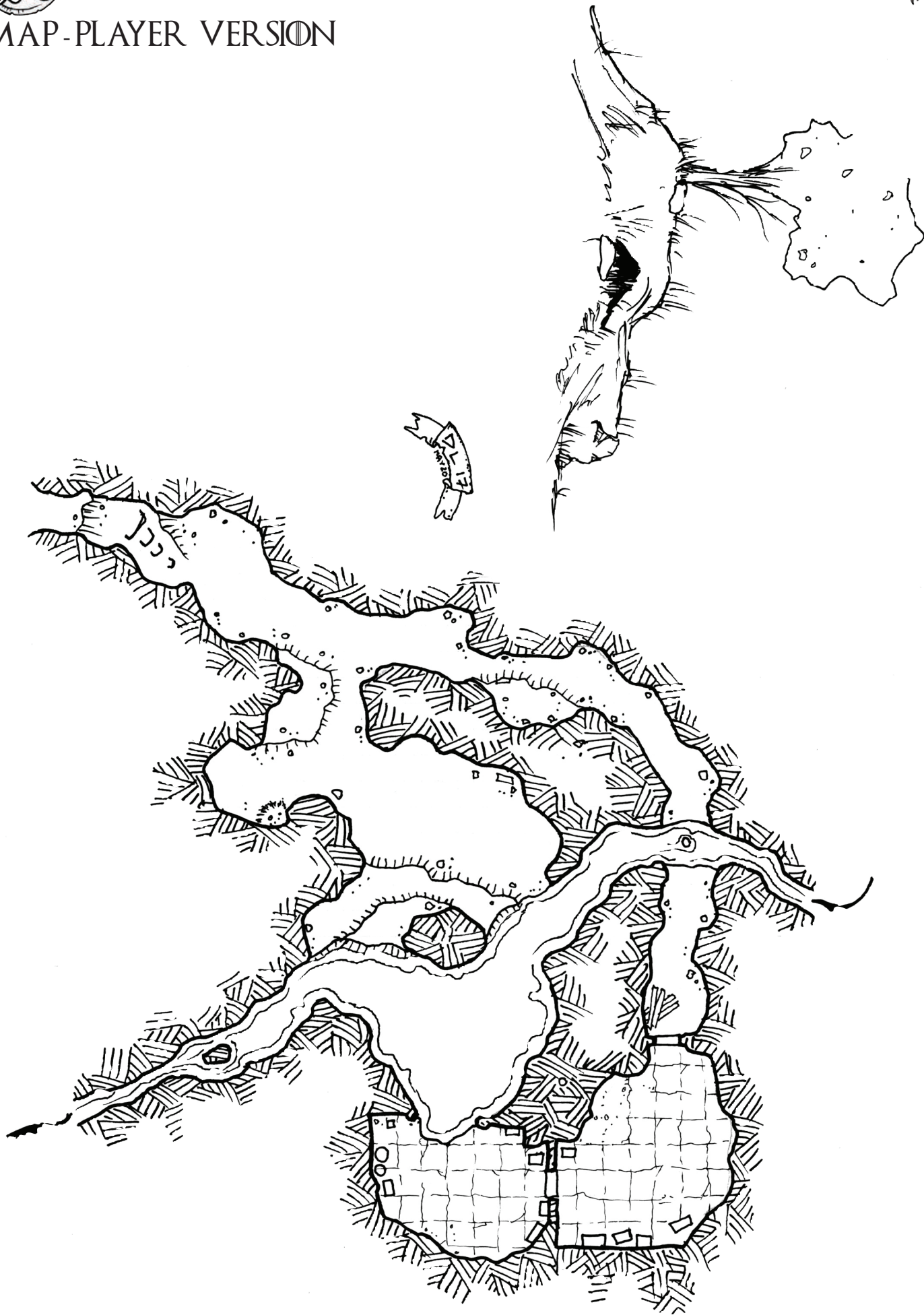
THE BARON DECOURS.

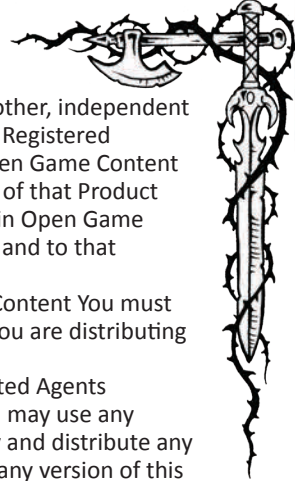
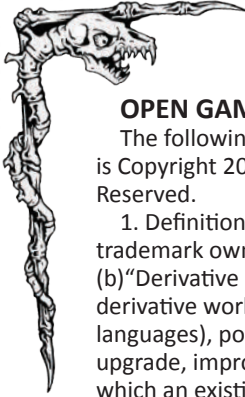
If the adventurers recover the signet ring of the Baron DeCours or Millianna DeCours, they can present it as proof of the Baron's demise and collect the reward.

MAP - GM VERSION



MAP-PLAYER VERSION





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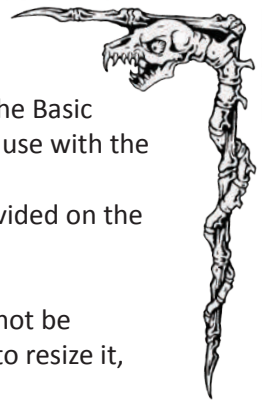
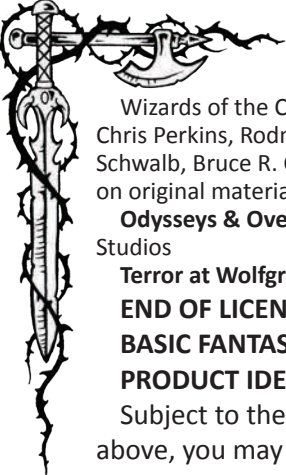
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