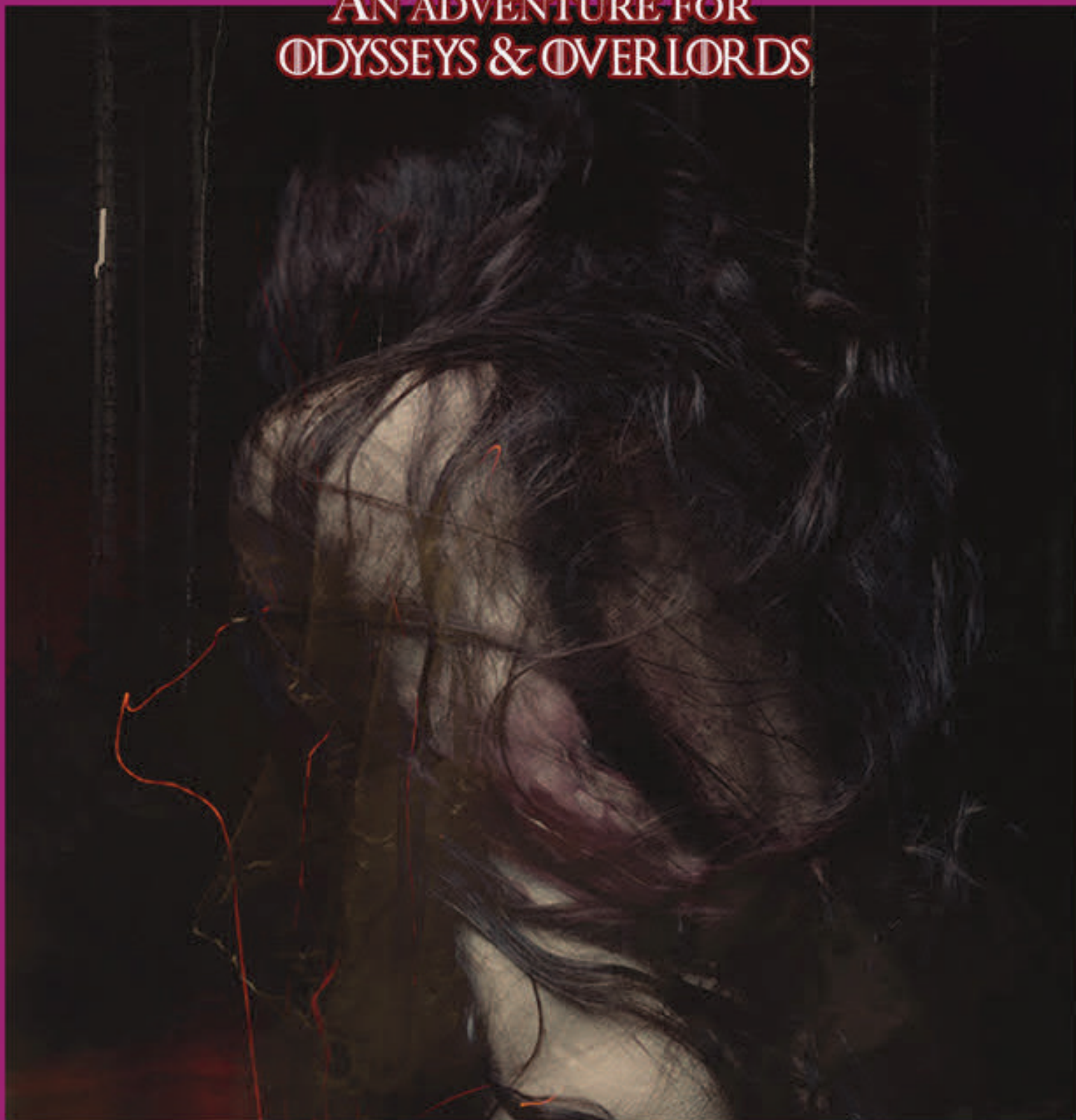


Designed for use
with the **Basic Fantasy**
Role-Playing Game

SHRINE OF THE WOLF MAIDENS



AN ADVENTURE FOR
ODYSSEYS & OVERLORDS



SUITABLE FOR 4-6 CHARACTERS OF 2ND - 3RD LEVEL

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FOR ODYSSEYS & OVERLORDS

SUITABLE FOR 4-6 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 Wroth. 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!**

BACKGROUND

An adventurer named Jorasco Vinn was commissioned by Madeina Ilrekar, a prosperous merchant from the town of Dela's Tor, to explore a certain area of the Untamed Gauntlet for signs of precious metals worth mining. All he found was an old shrine to a minor local deity whose name

is long forgotten. Now Madeina's daughter Silvega has gone missing and there is no sign of Jorasco. Madeina has put two and two together and made five: she believes he has kidnapped Silvega and stolen her away to this ancient shrine... where human sacrifice was routinely practiced.

In fact, Silvega did run away with Jorasco – but she paid him to take her back to the shrine. His descriptions reminded her of an old folk tale her nurse used to tell her, of the Wolf Maiden who protected young women from those who would take advantage of them. Running away and seeking sanctuary there seemed like a far better prospect than her mother's attempts to marry her off to some useful business connection.

INVOLVING THE CHARACTERS

The characters can learn of this quest in a number of ways:

- Madeina is well-connected amongst local merchants, who may direct characters in need of work towards her
- Madeina advertises the commission in local inns and taverns
- If the characters have completed another adventure, Madeina may send a servant to contact them personally

However the characters are engaged, they know that Madeina Ilrekar has arranged for a Writ of Passage for a party willing to go into the Untamed Gauntlet and look for her daughter.

PART I: JOURNEY & DESTINATION

ENCOUNTER ONE: MADEINA

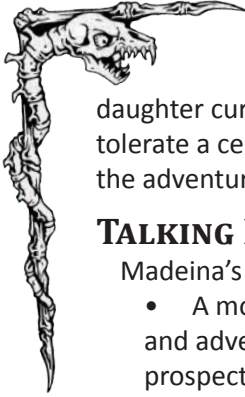
Depending on your players' preferences, you can either start the adventure with the party already hired and en route to the shrine (**Encounter Two: Centaurs**) or roleplay the meeting with Madeina and allow them to ask questions, etc. If you choose the latter, read or paraphrase:

You meet Madeina Ilrekar in her home, in a room set out for meetings: a large, oaken table for you all to gather around, wine and beer and hot herbal tea, and two documents set out on the table. One is the Writ of Passage, the other a hand-made, roughly sketched map showing Dela's Tor, a broad swathe of the Untamed Gauntlet, and an 'x' marking a spot within it.

Madeina herself is a stately woman in her fifties. She wears her years well, and there's a quiet statement of wealth about her simple, well-made clothes and tasteful jewels. Madeina greeted you warmly when the servants brought you into the meeting room.

ROLEPLAYING MADEINA

Madeina is polite but stern. She is a relatively powerful woman in the small town of Dela's Tor, and she expects to be treated with respect. However, her fears for her



daughter currently outweigh other concerns, so she will tolerate a certain amount of rudeness or disrespect from the adventurers.

TALKING POINTS

Madeina's version of events is as follows:

- A month ago she hired an Abyss-kissed explorer and adventurer by the name of Jorasco Vinn to go prospecting for possible sites for a new mine in the Untamed Gauntlet.
- He returned with nothing but word of a strange shrine to some ancient, forgotten god; he told wild and terrifying stories of the traces of blood sacrifices he found there.
- A week ago, Jorasco left town... and Madeina's daughter, Silvega, has disappeared too.
- Jorasco flirted with Silvega – which Madeina shut down, because Silvega's betrothal to a local merchant (Madeina hasn't decided which one) is imminent... and also because Jorasco is an Abyss-kissed ruffian.
- Either he has kidnapped her, or seduced her – either way, Silvega is fifteen, and Madeina wants her home.
- Jorasco was seen leaving the town and heading into the Gauntlet. There was no sign of Silvega, but he did have a wagon with him.

FURTHER INVESTIGATION

Questioning the servants, or the townsfolk, confirms the information Madeina has given. Silvega was a dreamy, scholarly girl who had more books than friends; the only person who might have been able to give more insight into the 'kidnapped or seduced?' question is her old nurse, Berda, who passed away (old age) over a year ago.

ENCOUNTER TWO: CENTAURS

This encounter occurs when characters cross the border between Chandra's Haven and the Untamed Gauntlet.

There is no official notice that you are now in the Gauntlet. The road has gradually petered out until it's nothing more than a dirt track, and the thin, well-tended stands of trees are threatening to turn into a wild tangle of growth. The first real sign is the pair of muscular, armed, centaurs who trot around the curve of the path to block your progress.

RIGHT OF WAY

The centaurs (one male, one female) really only wish to see the party's Writ of Passage. Once it is provided, they will let the characters be. If characters choose to talk, they can gain some new information here:

- An Abyss-kissed man and a human girl came this way about a week ago, on foot (the centaurs don't know what became of the wagon but speculate that it was abandoned as it would be impractical in the forest)

- She seemed uncomfortable in his presence, but not scared or captive
- The shrine (if the characters mention it) is a place of dark energy: there are legends of sacrifices, and wild hunts of human prey

MIND YOUR MANNERS

The **centaurs** (see page 24 of the *Game Master's Guide*) are short tempered and proud. If the characters insult them, or do not show what they consider to be proper deference, they are likely to end up in combat despite the Writ of Passage.

2 Centaurs: AC 15 (13), HD 4, # At 2 hooves/1 weapon, Dam 1d6/1d6/1d6 or by weapon, Mv 50' Unarmored 60' (10'), Sv. F4, MI 8, XP 240

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PART 2: SHRINE OF THE WOLF MAIDEN

THE SHRINE: EXTERIOR

As the characters approach the shrine, read or paraphrase:

The forest peters out into a small clearing – clear of trees in any case. The space is taken up by a low, square building overgrown with thick ivy and flowering vines. The grass around it is long, scattered with wildflowers and steps lead downwards to a sunken courtyard, similarly overgrown. A deer carcass flattens the grass before you, the foliage stained crimson around it.

The deer carcass is fresh and has been mostly eaten. A bloody trail leads from it to the small stone door on the right of the building.

Another door, on the left, only opens for a Wolf Maiden: the characters cannot enter this way.

NOTES ON THE SHRINE

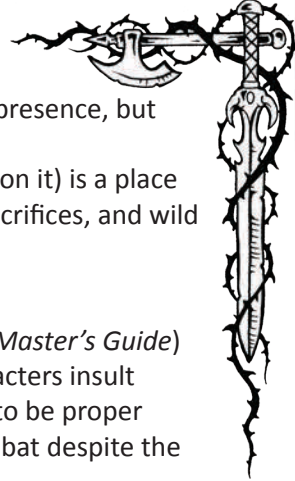
The shrine is ancient: thousands of years old. Every angle of every piece of stone is weathered, rounded and cracked. There is no light inside the shrine unless otherwise indicated, and ceilings are low: seven feet throughout. Doors are heavy slabs of stone that grind open, and cannot be moved quietly.

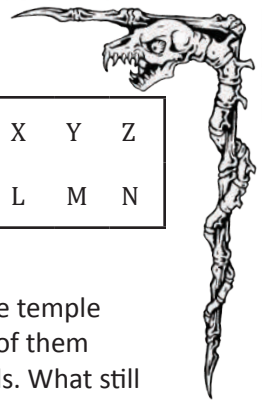
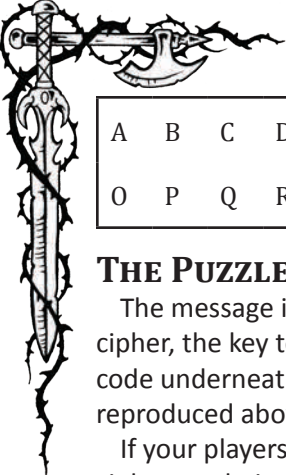
AREA 1: PRICE OF ADMISSION

The stone door is narrow and small (3 feet by 5 feet), and highly decorated. At eye level, a crescent moon is carved into the stone, with the letters **A C C B** underneath.

Below that, smeared with a bloody handprint – much too large to be human – are more letters:

KWHV PZCCRM VOBGR CF PM ACCBZWVH





A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R	S	T	U	V	W	X	Y	Z
O	P	Q	R	S	T	U	V	W	X	Y	Z	A	B	C	D	E	F	G	H	I	J	K	L	M	N

THE PUZZLE

The message is written in a simple transposition cipher, the key to which is the word “moon”, written in code underneath the image of the moon. The cipher is reproduced above.

If your players enjoy puzzles, let them figure out the cipher on their own. If they don’t, or become frustrated, or simply aren’t getting anywhere, offer Intelligence checks for clues, with a TN of 10 for a basic clue (“what might the letters under ‘moon’ be?”), 13 for an obvious clue (“the word under the moon is ‘moon’”) and 16 to just give them the cipher.

THE SOLUTION

The phrase on the door translates to “with bloody hands or by moonlight.” The solution is as simple as it sounds: a bloody hand pressed to the door causes it to swing open with a grinding, jarring sound. Alternatively, if characters wait until nightfall, it will open on its own.

ALTERNATIVE APPROACHES:

Forcing the door is always an option. The door is stone, so extremely heavy: it opens on a 1 (add Strength modifier to the range) on a d10. If characters try and fail to force the door, and cannot or do not want to figure out the cipher allow a failed Strength check to open it, at the cost of some strains and bruises (1d6 bludgeoning damage).

AREA 2. DEN OF WOLVES

Read or paraphrase:

The room behind the door is badly decayed: holes in the roof through which sunlight pours down, and crumbling stonework. There’s a strong stink in here, like a kennel. There are two small doors to the left, both open. From behind one of them, there’s a soft but rising snarling.

There are two **wolves** (use statistics for **hyenas** on page 37 of the *Game Master’s Guide*) and a litter of cubs, in the further room; three **wolves** in the nearer. They are aggressive, but only to drive the characters out of this area, either out of the temple or further into it.

5 wolves: AC 13, HD 2+1, # At 1 bite, Dam 1d6, Mv 60’, Sv. F2, MI 8, XP 75

HP	9:	<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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DECORATION

The narrow corridor leading deeper into the temple is decorated with crumbling friezes, sections of them ruined by vines that have penetrated the walls. What still remains, shows great, bipedal beasts with savage teeth and claws, dancing under the moonlight and hunting animals and humans. One well preserved section shows a monster raising a human heart over its head and howling in triumph.

TREASURE

The moon occurs numerous times in the friezes; each time, it is represented by either a moonstone or a pearl. There are 6 moonstones with 25 gp each, and 4 pearls each worth 50 gp.

AREA 3. SHED YOUR SKIN

The corridor twists here, and to the right is a triangular pool of still, viscous liquid. The liquid is clearly not water: there is a silvery sheen to it, a faint metallic smell, and it is painfully cold to the touch. There is also no sign of the greenery that infests the rest of the shrine. Words are carved clearly into the stone above the liquid:

POHVS OBR GVS R MCIF GYWB

The cipher is the same as the one on the door. The message reads “bathe and shed your skin.”

While it will most likely not be apparent to the characters at this point, this water is magical, liquid, silver. It was used by the Wolf Maidens to temporarily revert to their human form when necessary.

BATHING

Dipping weapons into the liquid means that they function as silver weapons for 1 hour. Dipping bare skin requires a successful save vs. Spells to avoid taking 1d6 cold damage – but a fist so dipped also counts as silvered for an hour.

EXIT

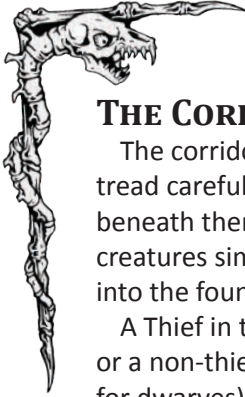
Just past the pool is a heavily overgrown, partially open, door that leads to a set of stairs down to the sunken courtyard.

AREA 4. SHE SHED HER SKIN

Read or paraphrase:

Passing more of the murals, which show similar scenes of hunting and feasting, you reach another door that cuts off the corridor.

On the other side there’s a mere 5-6 feet of space before a choice between another door and a sharp turn to the left.



THE CORRIDOR

The corridor is structurally unsound. Unless characters tread carefully, the first ten feet of the floor will collapse beneath them once it carries the weight of two Medium creatures simultaneously, dropping them down ten feet into the foundations of the shrine.

A Thief in the party can detect this with a Find Traps roll, or a non-thief checking for traps on a roll of 1 on a d6 (1-2 for dwarves). Characters who trigger the trap must save vs. Death Ray (adding their Dexterity bonus) or fall, taking 1d6 bludgeoning damage.

THE VESTRY

Inside this square room, there are three unlit braziers and two stone plinths. There is also a tangle of blankets, and a neatly folded stack of clothing and possessions.

TREASURE

These are Silvega's clothes and possessions, including:

- A set of fine clothing, worth 20 gp.
- Rings and necklaces, worth 120 gp.
- A potion of healing.
- A dagger +1, with the Ilrekar house crest of a half thriving, half dead, oak tree – which the characters have seen in Madeina's home – on the hilt.

BACK IN THE CORRIDOR

There are more friezes in this stretch of corridor (leading to Area 5). This time they show different scenes: young women being welcomed by and embracing lupine monsters, dancing with them, and in various states of transformation into wolf-like forms.

TREASURE

Again, the moon is represented by moonstones (3 x 25 gp) and pearls (1 x 50 gp).

AREA 5: THE WOLF MAIDEN

One more closed door stands between Silvega and the party. Unless they specify that they are stealthy in their approach from Area 4, she has heard their approach and is waiting to surprise them when they open the door (the party will be surprised on a roll of 1-2 on a d6, unless specific character abilities adjust or negate this).

The power of the shrine has transformed Silvega into a **werewolf** (see page 39 of the *Game Master's Guide*), but as she is newly transformed she is not (yet) immune to non-magical damage. Instead, she takes half damage from weapons that are neither silver nor magical.

Characters find her in wolf form: a dire wolf four feet high at her shoulder, with light brown fur, black paws, and disturbingly bright blue eyes.

TACTICS

Silvega would rather escape than kill. She hurts the characters as much as she needs to get out of Area 5, after which she runs for the stairs in Area 3 and out through the courtyard. In theory she could leave through the door in

Area 5 (as a Wolf Maiden it would open for her) – but she does not know that.

ALTERNATIVES

Assuming the characters have figured out that Silvega is now one of the Wolf Maidens they may, with exceptional roleplaying, be able to talk her down from attacking and escaping. They can also fight to subdue, choosing to do non-lethal damage with weapons.

1 Lycanthrope, Werewolf*: AC 15+, HD 4*, # At 1 bite
Dam 2d4, **Mv** 60' Human Form 40', **Sv.** F4, **MI** 8, **XP** 280
HP 24:

AFTERWARDS

Whether through death, unconsciousness, or persuading her to calm down, the characters will see her transform into a young woman (wearing a linen shift). If she is still alive, she tells them:

- Jorasco's description of the shrine reminded her of a folk tale her nurse used to tell her, about a cult of wild folk and humans, famous for the story of Aelin, who escaped from her cruel stepmother and found freedom as a Wolf Maiden.
- Fiercely opposed to her mother's plan of marrying her off, Silvega bribed Jorasco to bring her back here, then sent him on his way.
- She is happy here: running under the light of the moon, hunting deer and other animals. All she really misses is her collection of books.
- She has no desire to go home, and offers the characters whatever treasure they can find in the shrine to just... never go back to Dela's Tor.
- If they promise to intercede with her mother, they may be able to convince her to come home with them.

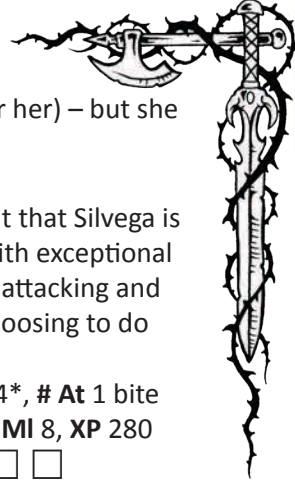
CONCLUSION

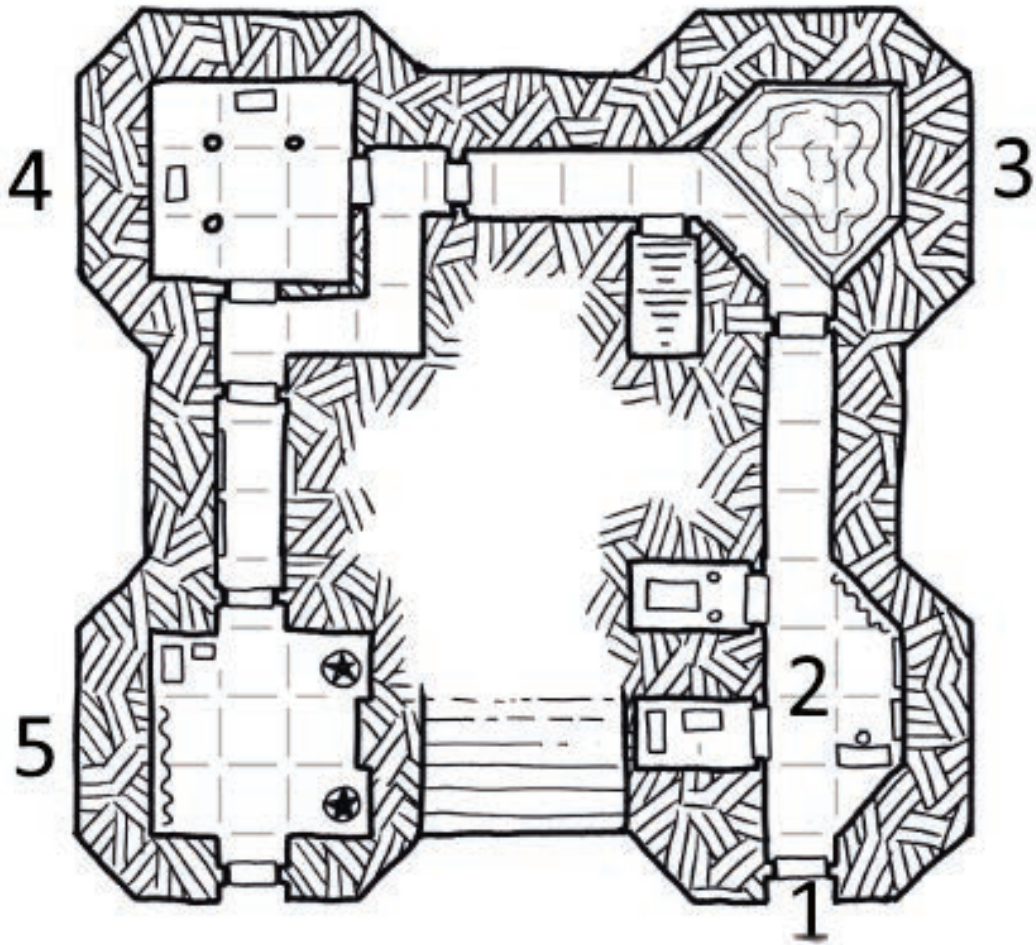
The adventure may end at the shrine, or the party may wish to return to Madeina with Silvega, Silvega's body, or an explanation. Madeina is delighted to have her daughter back alive; grief-stricken otherwise. If Silvega returns and the characters explain her reason for leaving, Madeina will agree to at least postpone making arrangements for Silvega's engagement.

Award experience as follows:

Centaur	240 xp each (480 xp)
Solving cipher	50 xp per character
Wolves	75 xp each (375 xp)
Figuring out Silvega's story	50 xp per character
Silvega	280 xp

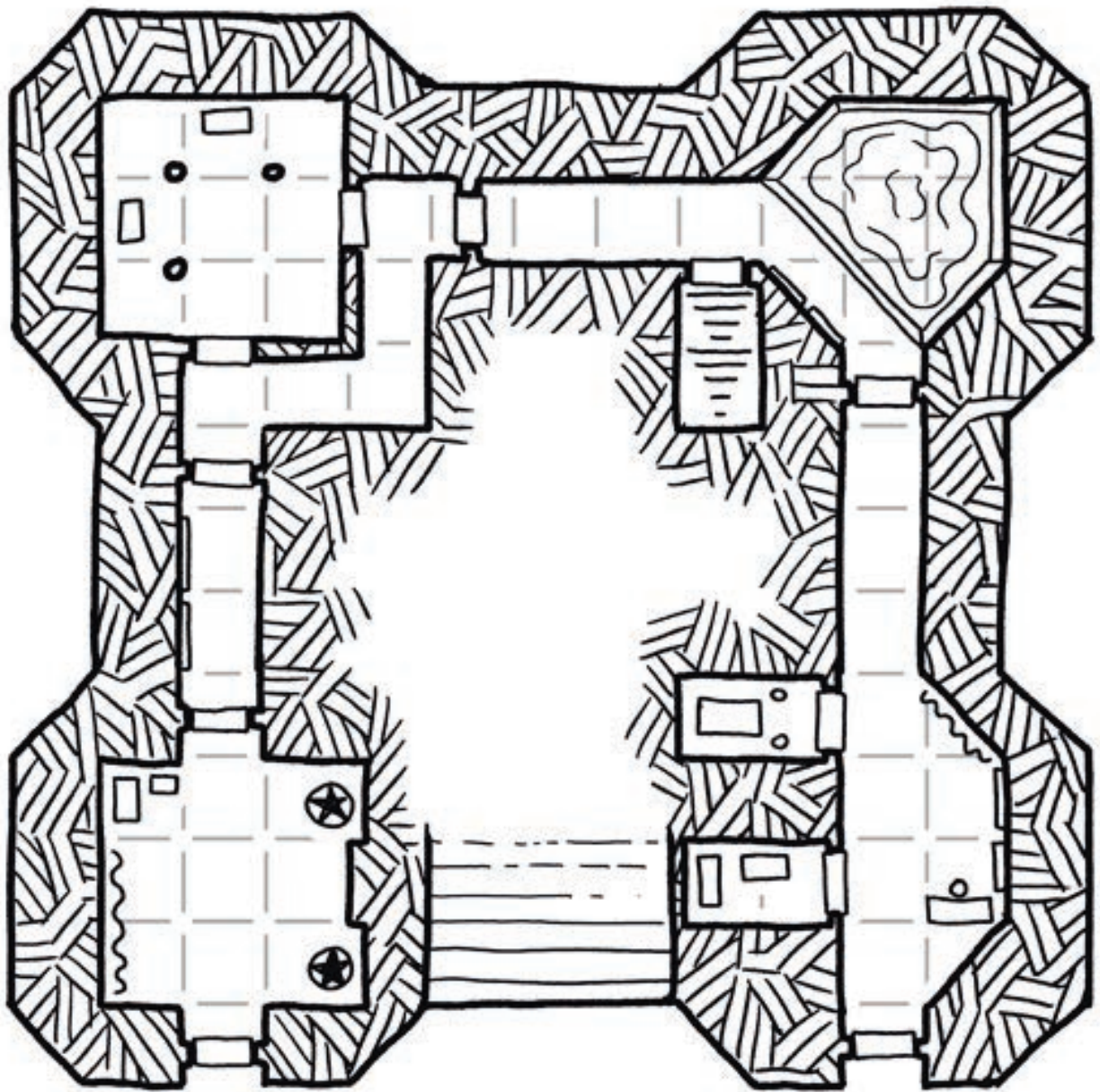
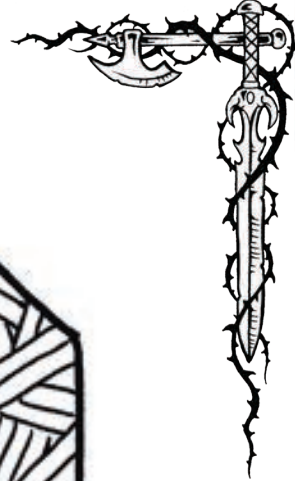
Award xp for creatures whether they were defeated or negotiated with.

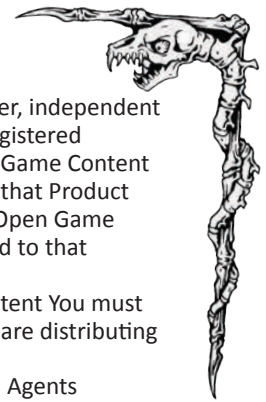
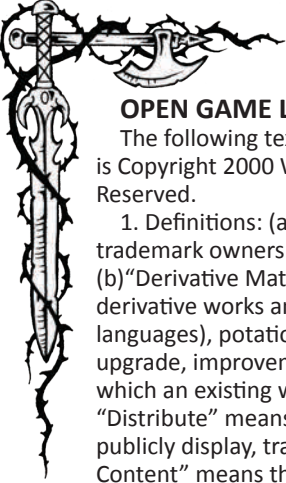






MAP-PLAYER VERSION





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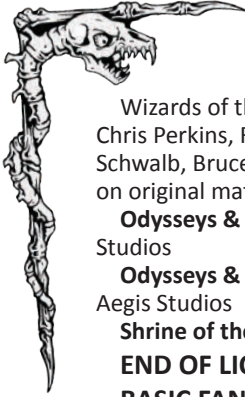
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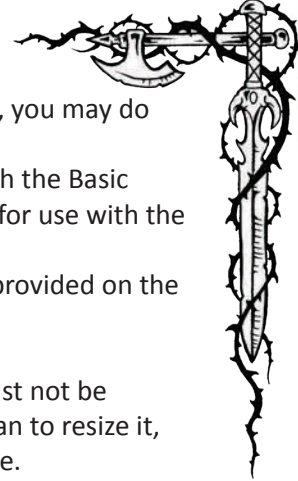
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