INTRODUCTION/SET-UP

The scenario begins with the characters running across a small village or settlement that is isolated from civilization. No one travels through it, and the citizens have little use for the rest of the world. They are content where they are. The village may be shunned by the other towns in the area, or protected from outsiders by magic or illusions. They do see outsiders, but they are few and far-between.

The characters will hear of the village's legend of a black wolf that comes on the nights that the full moon is seen (clear nights), as a warning to leave. They will arrive close to nightfall. The sky is clear, and a full moon will rise shortly after sunset. They may hear the story of Jean Rosser, and how the wolf (whom they call Madadh-allaidh Dubh) was released from the tower (or cave, if a tower would be improbable). The inhabitants are friendly and polite, but they do not offer information to outsiders unless they consider it important. With the conditions right for the wolf to appear, they consider it important. Some might see the characters as the heroes who will end the town's curse, and free them from Madadh-allaidh Dubh.

The town elders will advise against further travel that night, since there is the danger of the wolf attacking. They will argue that the characters are safer in the town, rather than out in the wilderness. The town itself is laid out in blocks, each with four bungalow-style houses. They are two storeys high; most have the living quarters downstairs, with bedrooms upstairs. A few, at the center, have small stores downstairs.

The characters will be given lodging, though guards will be posted (without the characters' knowledge) to keep an eye on them. Around midnight, the wolf will be heard. It will begin as a distant howl, and become louder as the creature approaches. The first part of the attack will occur at the edge of town; the wolf will attack the livery, and begin devouring a horse. It will flee if confronted by more than 4 people; it will attack if it is 3 or fewer.

After he is confronted, Jean Rosser will transform into the hybrid form, and run into the village. He will attack anything on sight. If he takes more than 2 Injury damage, he will flee into the forest for the safety of the tower (or cave). He will be careless about his flight, and the trail should be easy to follow. When the characters reach the tower, the moon is no longer visible; it is either set, or it is behind clouds.

THE TOWER

The tower (or cave) is open. There is no door or anything to block the entrance. The ground floor is 30 feet in diameter, and empty except for a stone staircase that runs up to the second floor along the side opposite the door. The ceiling is 20 feet above the floor. There are three small windows; two beside the staircase (one behind, and one at the base), and one to the left of the door. There are two iron torch rings beside each window. Anyone who enters will hear the whimpers and scratches of the Madadh-allaidh Dubh below. There is no visible way to reach the cellar. (The door may only be opened with the key, which is on the second floor.) The werewolf's trail leads up, to the second floor.

Any creature that enters the tower will become cursed on exiting the tower. The effects will not be felt until the character leaves the tower; as long as the character remains inside, there will be no effect

but the curse will be compounded; the longer the individual remains in the tower, the worse it will become. This effect led to Jean Rosser's affliction with lycanthropy and descent into evil. He is now cursed to live as a werewolf, trapped inside the tower except for the nights when moonlight shines on the medallion on the second floor.

THE SEC⊕ND FL⊕⊕R

The stairs continue up, into the ceiling. There is no visible passage into the next floor. There are four windows in this area, set in the eastern, southeastern, southwestern, and western walls. (When the moon is out, it may be seen from these windows.) In the center of the room, there is a statue, which depicts a large wolf with ram's horns (the Madadh-allaidh Dubh). Around the neck of the statue is a medallion on a chain. The base of the statue has been engraved with, "Whoever opens the doors with this key shall release great good and great evil upon the world."

The medallion is the key that will release both Jean Rosser and the Madadh-allaidh Dubh from the tower. However, it will not break the curse that is on Jean. He has become far too corrupted by the power of evil. If the medallion is removed from the statue and taken to the first floor, a symbol will appear in the center of the floor. The symbol is similar to the intricate design on the back of the medallion. When the medallion is placed on the symbol on the floor, a bright light will engulf it, and the floor will open in a five-foot radius around the center. The Madadh-allaidh Dubh will be released (but unable to communicate or use its powers). It will react to the characters.

On the second floor, when the Madadh-allaidh Dubh is freed, Jean Rosser will also be released. He will escape through one of the second floor windows, and return to the town. After 5 turns, the Madadh-allaidh Dubh will feel the absence of the werewolf, and will attempt to flee the tower. If he is blocked from leaving, he will attack any who stand in his way, with the intent of escape. As soon as the Madadh-allaidh Dubh is away from the tower, his powers will begin to return. He will run to the village, and attempt to stop Jean Rosser. When both have fled the tower, it will crumble (or the cave will fill in), leaving a hole in the earth in its place.

AF+ERⅢA+H

In the village, the townsfolk will see Madadh-allaidh Dubh as part of the threat. They will attack him first. Jean will hide until it appears that he must fight, or that Madadh-allaidh Dubh will be defeated. Madadh-allaidh Dubh will not fight back against the villagers, and will try to get to Jean. If Madadh-allaidh Dubh is defeated, Jean will turn his rage on the village, and attempt to destroy it. (At some point, the characters should join in. If they do not do anything to stop Jean, the village will be destroyed.)

After the battle, if the characters aided Madadh-allaidh Dubh, he will communicate his appreciation. He will heal the wounded (at the very least, stabilize them), and he will lead the characters to a stash of gold and magic items. There should be one item that each character can use, and these should be suited to the campaign. Alternately, the characters will find a lot of gold. Madadh-allaidh Dubh will disappear into the night when his duty is done.

JEAN ROSSER

Jean Rosser's legend is over a century old, and is told in the village. Jean Rosser was once a good man who worked hard to care for his family. He began his training as a ranger when he was a child, after his village was attacked. One of his uncles had been a scout in the king's militia, and organized the search for the raiders. Jean was impressed by the image of the hero setting out in search of an enemy against overwhelming odds, and the fact that his uncle returned—injured, but victorious. When Jean came of age, his uncle taught him what he could. The village was again attacked months later, this time by undead minions of an evil priest. During the struggle, Jean's uncle was killed. He followed in his mentor's footsteps, and tracked the creatures back to the wizard's tower in the center of a deep forest.

The legend tells that Jean stopped the evil forces, but at the cost of his own life. He was able to stop the wizard, but in the battle a feral beast was released. It appears every few months, usually on clear nights when the moon is full, to feed. It has killed cattle and livestock, but there have been human victims in the past. The villagers have tried to set traps for the beast, but without luck. It seems to merge with the shadows. The few who have caught a glimpse say that it is a massive black wolf.

(Jean will attempt to use this story to turn characters against Madadh-allaidh Dubh, if he has the chance.)

JEAN ROSSER: HUMAN FORM

Fitness	Awareness	Creativity	Reasoning	Influence
5	7	3	2	3

Skills: Athletics 5, brawling 6, dueling 4, stealth 3, observation 4, survival 5, leadership 3, subterfuge 6

Gimmicks: Dark Aura, Good Reputation, Hideous Appearance, Sure-footed, On the Run

JEAN ROSSER: GARROU FORM

Fitness	Awareness	Creativity	Reasoning	Influence
7	6	5	2	3

Skills: Athletics 6, brawling 7, stealth 6, observation 5, survival 5

Gimmicks: Oversized, Musclebound, Resistant (all physical attacks), Sure-Footed, Toughness (2), Dark Aura, On the Run, Vulnerability (Silver, Wolfsbane)

Natural Weapons: Claws (2 Inj), Bite (1 Inj)

JEAN ROSSER: WOLF FORM

Fitness	Awareness	Creativity	Reasoning	Influence
6	7	4	0	2

Skills: Athletics 6, brawling 7, stealth 7, observation 6, survival 5

Gimmicks: Oversized, Musclebound, Resistant (all physical attacks), Sure-Footed, Toughness (2), Dark Aura, On the Run, Vulnerability (Silver, Wolfsbane)

Natural Weapons: Claws (1 Inj), Bite (2 Inj)

Madadh-allaidh Dubh

Madadh-allaidh Dubh was the guardian of a burial ground. He appears as a black wolf (the size of a large pony) with large ram's horns growing from his head. A wizard trapped him in a tower in the center of a deep forest over a century ago, and cursed the tower. With the guardian out of the way, the wizard was able to summon a small army of undead. He attempted to attack a nearby village to use as a base of operations, and to grow his evil army. However, the villagers pulled together a militia, and stopped the wizard and his army. The village lost many people in the struggle.

One of the villagers (Jean Rosser) tracked the undead back to the forest, and he found the tower where Madadh-allaidh Dubh was imprisoned. Assuming that it was the wizard's tower, he entered to try and discover the wizard's secrets, and destroy them with the tower. Instead of seeing a wizard's home, he found the tower empty. From below, he could hear the cries of the black wolf, Madadh-allaidh Dubh. He sought the way down, but he could not find it. Instead, he climbed the stairs into the upper floors of the tower. While inside the tower, he underwent a terrible transformation. He became afflicted with lycanthropy.

Madadh-allaidh Dubh remains trapped in the tower. While inside the tower, none of his special attacks or abilities will function. He has seen many good and pure souls enter, and has tried to warn them away, but each has left with some vile curse. Madadh-allaidh Dubh has been blamed for the raids on the village, since the wolf tracks lead back to the tower, but he is unable to leave until the curse is broken.

Madadh-allaidh Dubh

Fitness	Awareness	Creativity	Reasoning	Influence
7	6	5	5	4

Skills: Athletics 5, Brawling 6, Stealth 4, Observation 7, Survival 4, Fabrica Ge 3, Fabrica Sensus 4, Fabrica Sphaera 4, Composure 6

Gimmicks: Childe of the Gods, Musclebound, Oversized, Toughness (4), Resistant (Fire, All Magic), Infamous, Vulnerability (Cold)

Werewolf

Lycanthropy is an affliction that may be contracted in two ways. The lycanthrope may be born into a pack, but these are increasingly rare, as lycanthropes are hunted and destroyed. Natural lycanthropes are wolves first who can take the shape of humans. The other way is through a curse, either inflicted by an evil priest or mage, or brought about through a personal ritual.

The curse of lycanthropy gives the afflicted individual power, but the cost is sometimes greater than expected. When in wolf or garrou forms, the feral instinct takes over, and the afflicted person loses any memory of what happens, or of their human life. Enough of the memory remains to keep them from attacking friends or loved ones, who they see as members of their "pack." The cursed lycanthrope seeks food, since the transformation leaves them weaker and hungry. The cursed lycanthrope looks for easy prey. The weak and the young are common targets. Any intelligent humanoid, human-sized or smaller, may become afflicted. The races larger than humans are unaffected by the curse, though they might become more aggressive and violent when cursed.

Cursed lycanthropes cannot control their changes. Each month on the nights when the moon is full (or nearly full), the change is triggered when the cursed lycanthrope is exposed to the sight of the moon. The cursed lycanthrope changes into wolf form, and does not revert back until the moon sets, even if the moon can no longer be seen. When the cursed lycanthrope is in a fight-or-flight situation, it will change into the garrou form, and attack anything that it perceives as a threat. It will only revert to human form when killed or no longer threatened. The afflicted individual will sleep for 2-4 hours after reverting from garrou to human form.

Natural lycanthropes have more control over their changes. They are more intelligent and community-oriented than normal wolves, and are generally not as destructive as cursed lycanthropes. They tend to hide, and go to places that are untouched by humans. Natural lycanthropes fear humans, as they are blamed for attacks by cursed lycanthropes. They sometimes seek shelter in the forests of the elves.

Lycanthropy cannot be passed on by the werewolf's bite, as commonly believed. It may only be passed on through breeding, or by the curse.

Cursed Werewolf: Human form

Fitness	Awareness	Creativity	Reasoning	Influence
+1 to ability	+2 to ability	no change	-2 to ability	no change

Added Gimmicks: Hideous Appearance, Sure-footed, On the Run

Cursed Werewolf: Garrou form

Fitness	Awareness	Creativity	Reasoning	Influence
C	E	C	A	B

Skills: Athletics, brawling, stealth, observation, survival

Gimmicks: Oversized, Musclebound, Resistant (all physical attacks), Sure-Footed, Toughness (2), Dark Aura, On the Run, Vulnerability (Silver, Wolfsbane)

Natural Weapons: Claws (2 Inj), Bite (1 Inj)

Cursed Werewolf: Wolf form

Fitness	Awareness	Creativity	Reasoning	Influence
D	E	B	0	B

Skills: Athletics, brawling, stealth, observation, survival

Gimmicks: Oversized, Musclebound, Resistant (all physical attacks), Sure-Footed, Toughness (2), Dark Aura, On the Run, Vulnerability (Silver, Wolfsbane)

Natural Weapons: Claws (1 Inj), Bite (2 Inj)

Natural Werewolf: Human form

Fitness	Awareness	Creativity	Reasoning	Influence
B	D	C	C	B

Skills: Variable, as character

Gimmicks: Hideous Appearance, Sure-footed, On the Run, Resistant (physical attacks), Vulnerability (Silver, Wolfsbane)

Natural Werewolf: Garrou form

Fitness	Awareness	Creativity	Reasoning	Influence
C	E	C	C	B

Skills: Variable, as character

Gimmicks: Oversized, Musclebound, Resistant (all physical attacks), Sure-Footed, Toughness (2), Dark Aura, On the Run, Vulnerability (Silver, Wolfsbane)

Natural Weapons: Claws (2 Inj), Bite (1 Inj)

Natural Werewolf: Wolf form

Fitness	Awareness	Creativity	Reasoning	Influence
D	E	C	C	C

Skills: Variable, as character

Gimmicks: Oversized, Musclebound, Resistant (all physical attacks), Sure-Footed, Toughness (2), Dark Aura, On the Run, Vulnerability (Silver, Wolfsbane)

Natural Weapons: Claws (1 Inj), Bite (2 Inj)