



Where the Wolf Bane Blooms.

Getting Started

The characters awake in the middle of the night by muffled cries in a nearby hut. Rushing (hopefully) to the rescue they arrive just in time to see a creature take off into the mist under the full moon. A successful Tracking allows wolf tracks to be discovered but after a short while they disappear on a well travelled path.

Back at the hut they meet Meghan, the mother of the house claiming a wolf took off with their daughter Dearbháil and what more is Fearghal, her husband and a well respected warrior of the village, is also missing.

It seems nothing more can be done that night except post more guards around the village. Spook the characters with the occasional rustle of leaves in nearby bushes and distant wolf howls.

The day after

The only clue found the morning after is a small piece of tartan stuck in the door frame of the hut. It seems to have been torn during the abduction.

About an hour after sunrise Fearghal is discovered stumbling towards town apparently wounded and scratched. He claims to have no memory of the night before. Only to have had nightmares of blood and torn flesh.

Later during the day Dearbháil is found in a nearby field, severely injured but alive. A successful Notice check reveals she has been bitten by some animal, a raise shows it's a huge wolf.

During investigation the tartan found can be matched to Fearghal's kilt but he claims to have no memory of when it was torn usually being very concerned with his appearance. If accused of being the creature he will strongly deny it, using violence to restore his Enech if needed.

The tribe is divided between those who believe Fearghal is the Shoggey beast and those who don't. Adding to the dilemma is that a creature of that power could probably wipe out any adventuring party by itself.

Enter the druid

If (and they should) the players consult a druid for advice, he will require they provide a goat to sacrifice to study its entrails. He claims that Fearghal has been cursed with becoming the beast at full moons but that there is a cure, a potion made on a flower that blooms during the full moon on the peak of a nearby mountain.

The players need to climb the mountain to harvest the flower during bloom. Unfortunately this is the same time that Fearghal changes.

Like a man is a mountainside

Climbing the mountain is relatively easy requiring one climbing roll per stage. Failing gives 1d6 damage from a fall and botching the roll gives 2d6.

There are a total of three encounters, one per stage.

1. One third of the way up the mountain is a nest of Huge Birds, three in number (Savage World of Slaine p 42). They will attack as soon as the characters reach their plateau. Determine the climbing order beforehand as only one character can enter the plateau per round so the first round someone is on their own. The birds have no treasure.
2. Half the way up the hill is a small cave where a Sabre Tooth (Savage World of Slaine p 37) is located. She will attack in the same fashion as the birds, so keep climbing order updated. The male is out hunting but if the mother is killed a baby Sabre Tooth can be found in a nest inside the cavern.
3. At the top of the mountain is the grave mound of long dead Prince Charlie. He and the slaves buried with him have returned as undead to haunt the world. He is a ghoul and there are 4 zombies as well. If the mound is searched a +1 iron sword can be found. This is used by Charlie in the fight. The rest is rusted and useless. Atop the mound the flower grows.

Back in the village again

Back in the village all (!) they have to do is grapple the Shoggey Beast and force the potion down his throat for everybody to live happily ever after.