



# The Wolfling of Hurst

A Legendary Lives Adventure

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## Introduction

While travelling north on Hurst Road, the party is detained by a large group of well-armed foresters. The soldiers politely inform the characters that they are entering the war-torn province of Hurst, and must be issued passes before travelling any further. They escort the party to a small, fortified castle not far away, where they will be met by Lord Gyrox III. After questioning them closely, he makes a startling confession and an interesting proposition.

*Author's Note: This adventure was written for the first edition rules. Some conversions will be required.*

## Lord Gyrox

After ushering the party into a private chamber, Lord Gyrox begins, 'I am in desperate need of your services. You seem to be brave and honest souls, and I must trust someone in these dark times. Do you swear to secrecy?' He goes on to confess that he is not the natural son of Lord Gyrox II. He was a foundling child, abandoned in the mountains of Hurst. Lord Gyrox II, a childless nobleman of forester decent, discovered him while on a hunting trip, and took him as his own. When Lord Gyrox II died, his adopted son inherited his title and estates. Only Lord Gyrox III's closest friends know that he is not his father's natural son, and no one knows that he is in truth a wolfling (a wolfling party member will recognize Gyrox's race on a ALE(Pas) roll).

Gyrox's heritage has always been a well kept secret. Foresters have a deep distrust for wolflings, believing them to be kin to werewolves. Currently, his people are warring with the neighboring province of Birklund and if word got out about his true race, it would be a shattering blow to their morale.

Hurst's ambassadors have been working on a plan to stop the hostilities with Birklund through

an alliance with the barony of Greenwood. In fact, Lord Gyrox is scheduled to marry Eveney, the Baroness of Greenwood, in just seven days. If anyone should discover his wolfling heritage before then, the wedding would be called off and the Greenwood nobles might even ally themselves with Birklund. Hurst would not stand a chance against their combined forces. Worst of all, Gyrox would lose Eveney, the only woman he's ever loved.

Gyrox has only one chance at happiness, and that is to find the fabled Nex flower. Legend has it that if a wolfling eats its petals he will immediately become completely human or completely wolf. Gyrox is willing to take this chance. He will offer the party a reward of 15 silver pieces apiece if they find the flower and return it to him before the wedding. Gyrox believes that the flower may be found in the cold, mountainous regions of Birklund, near the Hurst border. Gyrox will provide the party with horses, passes, a map and a weeks worth of provisions. He warns them that if they are captured by Birklund soldiers they may be mistaken for spies.

## The Story of the Nex flower

A wolfling will also know about the Nex flower; others must roll LEGENDS(Gud) to recall the following information.

Wolflings tell this folk tale to explain their unique ability to transform: Long ago, a forester boy named Talbot found a wounded wolf cub. He named it Chaney, and after the cub healed, the two became inseparable friends. Talbot grew into a handsome man and soon attracted the attention of an elven sorceress named Terriselle. She loved him, but he would have nothing to do with her. In a fit of anger, she vowed to punish him for his disregard. First, she convinced Talbot that Chaney had only one wish - to become human. She then gave him the enchanted Nex flower and told him to feed it to his friend. The wolf gulped down the

petals and promptly died of poison. Horrified, Talbot realized he'd been tricked into murdering his companion. In despair, he too ate some petals and expired as well.

Afterwards, Terriselle felt only sorrow. Appealing to the most gifted healers in the land, she obtained a potion which she sprinkled over their bodies. Slowly the two merged together, until only Talbot remained. When he awoke, he had no memory of his past life or furry friend. He was left only with the strange ability to turn into a wolf at will.

A character who makes a PLANTS(Gud) roll knows that the Nex flower is a white flower with six waxy petals and arrow-shaped leaves, but there are no drawings or eyewitness accounts available. Most people view its existence as a myth.

### Maggie's Magpies

While on the road, the party hears a series of distinctive whistles, yet no birds can be seen. A member of the Magpies will recognize it immediately as a signal, but all others will be perplexed unless a MEMORY(Grt) roll enables them to recall a previous encounter with these rascals.

The Magpies are a band of rogues who are always headed by a woman called 'Maggie'. Members dye their hair and beards black, and some wear medallions, buckles or embroidered birds upon their shirts. Anyone encountering a member should roll a MEMORY(Gud) to recognize these symbols.

Before they know it, the party is surrounded by a band of 20 Magpies carrying swords (Combat=Pas, Damage=Gud, BP=4). Maggie will challenge the party to choose a champion to wrestle or duel with her champion. Maggie's champion is a burly Hob with a Great Strength (Combat=Gud, Damage=Grt, BP=5). If the character loses, the party will be seized, tarred and feathered, and robbed. If the character wins, the Magpies will make him an honorary Magpie by giving him a ring with a bird etched on it. While wearing it, the character adds +1 to his Contacts skill. The party may then journey on without incident.

If the party asks about the Nex flower, one of the Magpies will remember a strange occurrence. Some years ago, he and a friend were on a simple

looting job, searching an old ruin for bits of amber and other salvageable items. The friend had pointed out some flowers and warned him to be careful, as they were very poisonous. The rogue is sure he called them Nex flowers.

If questioned further, the rogue will get cagey, and ask for BARGAIN(col) x \$5 in exchange for more information. The rogue then tells how the two of them were chased off by an old woman and a pack of wolves. To get to the ruins, he says, the players to go east into the mountains until they come to a grassy valley that is cut by a stream. They must travel upstream to a lake, and the ruins are somewhere nearby. He will not lead the party to the flowers, however, for his friend was killed by the wolves, and he barely escaped with his life.

### The Ferrishyn

As the adventurers travel deeper into the woods, they notice that two unusual dogs are keeping pace with them. Both have beautiful coats of white fur and small red ears. On a NATURE(Pas) an elf-type character will recognize them as a rare form of cu sidhe; all others most make a NATURE(Grt) roll to recognize the animals. The dogs do not attack, and swiftly run ahead if approached. About a mile down the road, as the party rounds a bend, they are confronted by a half dozen cu sidhe and 15 ferrishyn mounted on their tiny horses. A KNO(Grt) roll is need to identify the ferrishyn.

The leader says, 'We have heard your terrible plans! How dare you seek to defile the Amber tomb! You may not pass!' If the characters try to force their way through, the little ferrishyn will attack with darts and swords.

Characters will need to make a SINCERITY(Gud) to convince the ferrishyn that they know nothing about any Amber tomb. If the party can convince them that they are friendly, the ferrishyn will admit that they have mistaken the party for a group of scholars from Birklund. With their fantastic sense of hearing, the ferrishyn have overheard most of the scholar's nefarious mission. These scholars have been hired by the duke of Birklund to find the tomb of Sandelos and obtain his magical Arrow of Ice. If fired in battle, this arrow always strikes the leader of the opposing party. The Birklundites wish to lure Lord Gyrox into battle, then kill him with this magic arrow.

Characters must make a LEGENDS(Gud) roll to recognize the name of Sandelos. He was a local hero known for his strength and prowess. When he died some 25 years ago, his family buried him in a secret place so grave robbers would not be tempted to steal his treasures. While the ferrishyn do not know its exact location, they do know that it is hidden somewhere in the mountains. The ferrishyn won't go anywhere near the place, for a crazy old woman threatens them when they hunt too near her home.

The ferrishyn have also heard of the Nex flower, which they call 'Wolf Weed' because it seems to attract wolves. They don't know where any can be found.

### The Valley

The road narrows as it enters the mountains, and most of the time the party must travel single file. The trees thin out until only bare rock and scrub can be seen. As the party comes to the top of a crag, they look down into a wide, grassy valley with a small river running through it. Twenty soldiers wearing Birklund insignia are stationed in the valley, their tents dotting both banks of the river. Each soldier has a mount and carries either a sword, net or crossbow (Combat=Pas, Damage=Gud, BP=4).

From the crag, the characters can see the scholars entering the encampment from the other side of the valley. The group is briefly stopped by guards, but after showing their papers, they are allowed to pass on. They follow the river upstream and disappear into the mountains. Neither the soldiers nor the scholars are within missile range.

Characters may swim across the river unobserved by making both SWIM(Pas) and STEALTH(Pas) rolls, but they must leave their horses behind. They can also try sneaking around the camp, but they must make a STEALTH(Gud) roll to avoid the guards (-1 column if they stay mounted). If they try to fight or bluff their way past the guards, they may be captured as spies and executed as political prisoners.

### Party of Scholars

This party consists of two guards who carry long swords and wear chainmail. They are highly

sophisticated animated statues, and will attack until destroyed or given the command word 'Ôcease'. The other members are Rico, Flavius and Veeta, all ruthless opportunists who will stop at nothing to get what they want. Rico and Flavius are old friends, who have explored many unknown realms together, searching for knowledge and treasure.

Rico seems to be just another scrawny ratling, though he is unusually quick and combative. Under his scholar robes, he wears leather armor and carries a short sword. This sword contains three doses of a paralysis-inducing drug, which effects the victim for STA(-Grt) minutes. He is also adept at knife-throwing, and carries two blades in his boots. He has the following stats: Combat=Pas, Damage=Gud, BP=3.

Flavius is a firbolg scholar who carries a bullwhip as well as a crossbow. He wears a chain hood, but no other armor. His stats are: Combat=Gud, Damage=Gud, BP=4.

The last member is Veeta. Though she is not a scholar, she will try to pass herself off as one, in order to protect her true identity. Veeta is a sidhe with powerful enchanter abilities. She has the following spells: Bell the Cat, Cloaking, Cluster, Command, Friendship, Repair, Flaming weapon, Magic Armor and Reverse Intentions. Veeta wears only padded armor and carries two long daggers. Her stats are: Combat=Poor, Damage=Pas, BP=3. For 30 silver, and a BARGAIN(Gud) roll, Veeta may be persuaded to change her alliance.

If they are searched, a map of the area can be found, similar to the one the party received from Gyrox. Veeta will have a signed contract stating that she was hired as a spell user to protect the scholars. They also carry a number of empty sacks, plus 27 pieces of silver, foodstuffs, bedrolls, and wine.

### The Lake

Traveling upstream, the party comes to a large lake that is fed by a waterfall. Around the lake are a number of huge standing stones. Characters who make a KNO(Gud) roll will recognize this as the dwelling place of korrigans.

Three korrigan sisters live in a cave behind the waterfall. If it is night, they will appear as blonde, blue-eyed young women. If it is daylight, they will appear as wizened old hags. They wear

gowns of green and blue and may shape-shift into a spider, eel or snake. These sisters carry weapons magically made from water, but with the consistency of steel. They shatter on impact, doing Superior damage. They can also cause jets of highly pressurized water to spurt from their hands. If struck by a water jet, characters must roll AGI(Grt) to stay on their feet.

The sisters are Elsa, Tisa and Patreen. If treated kindly, they will heal any wounded characters by immersing them in the lake. Characters so treated will heal STA(Por) levels of damage. If asked to read the future, they will tell the players to gaze into the waters of the lake. Ask each player to make a Fate roll. The one with the highest result will see a vision of a woman walking through the forest with a baby in her arms. She stops to pick some strawberries, and after eating a few, both she and the child fall asleep. Suddenly, a huntsman appears, wearing the Gyrox crest. He looks down on the sleeping pair, then snatches up the baby and rides away. Now the water becomes hazy, and then the character sees a Nex flower, a sparkling arrow and Lord Gyrox with blood on his face. The vision ends. If the korrigans are asked for an interpretation, they will have none.

If asked about Sandelos or the Arrow of Ice, the korrigan will reveal that Sandelos was a great hero to them. He defeated an afanc that had invaded their lake, and as a reward, they gave him the Arrow of Ice. If fired in battle, this arrow always strikes the leader of the opposing party. They put one stipulation upon their gift, that the arrow must never leave his possession. To insure that he would heed their words, they cursed it as well. If the arrow was ever removed, the korrigans intoned, it would surely fall into the hands of his enemies, and his heirs would die by it.

Although the korrigans know nothing of the Nex flower, they do know the entrance to the Amber Tomb is at the end of the ravine to the east. The korrigans will warn the party to beware of the wolves that guard the ravine. They also mention that less than an hour ago, a party of five entered the ravine, but none have returned.

### The Ravine

The waterfall falls from a cliff to the east. The cliff face is pierced by a narrow ravine that is 10 feet wide, 30 feet deep, and a half mile long. As the

party travels along the ravine, they come upon the bodies of a dozen wolves. They have clearly been killed only recently. At the point, the two animated statues from the scholar's party will attack from above (the scholars having gone ahead). The statues hurl huge stones upon the characters. Each turn, their targets must roll DODGE(Pas) or else take Great damage. If approached, the animated statues will attack with large stone axes. They have the following stats: Combat=Grt, Damage=Grt, BP=5.

Once the statues are destroyed or circumvented, the party may continue forward to the ruins of a magnificent tomb.

### The Amber Tomb

Some young wolves can be seen here, but they will not attack. The tomb is mostly rubble. The amber which once lined the stones has been stripped by rogues.

The scholars, Rico and Flavius, are searching the rubble while Veeta stands guard. As the players approach, Rico exclaims that he has discovered a doorway leading underground. As he rushes towards it, a woman's voice comes from the darkness. 'Stop! Go away you robbers, and let the dead sleep in peace!' As Rico charges forward, an arrow whistles over his head and lands in the rubble. Rico ducks, and seemingly disappears. At this point, Veeta spots the player characters and sounds the alarm.

Flavius will demand that the players leave the way they came. If they don't obey, Flavius and Veeta will attack with both weapons and magic.

Rico has entered an underground tomb. If the characters follow him, they will find a large marble sepulcher with its lid removed. In it lies the perfectly preserved body of a large man. This is Sandelos. As the players enter, they see Rico struggling with a old woman for possession of her bow. As he pushes her away, they can see that he has a glistening arrow in one hand. Loading the bow, he turns to fire upon the group.

Unless stopped, Rico will fire the Arrow of Ice at the players. The leader of the group must roll DODGE(Grt) or PARRY(Grt) in order to avoid the arrow. If hit, he will take Awesome damage. Once the arrow is fired, Rico will fight with his knives and sword.

The old woman on the floor is Cordelia, daughter of Sandelos. She is the same woman seen in the vision at the korrigans' lake, although she is now 30 years older. She will bitterly revile the party as thieves and low-lives, and sobs hysterically because the Arrow of Ice has been removed from her father's tomb. Even if it's returned, she will shake her head and say that it makes no difference, the curse is upon her.

The funeral chamber also contains some blankets, foodstuff, and clothing. It is obvious the woman has been living here for years.

## The Curse of the Arrow

Once Cordelia becomes calm, she will readily tell the party what she knows. She is the last member of the Sandelos family. The Arrow of Ice was given to her father by korrigans as a sign of trust and friendship. The korrigans warned Sandelos to let no one else touch it, for in the wrong hands the powerful weapon would cause terrible destruction. To insure that he would heed their words, the korrigans cursed it. If the weapon ever left Sandelos' possession, they decreed, his heirs would die by it. And if anyone tried to destroy it he would be cursed with a horrible fate as well.

When Sandelos died, the family conferred, and decided to bury Sandelos with the arrow. They hid his tomb in this faraway place, and the family managed to guard the arrow from thieves. Over time, the upper part of the tomb was looted and ruined by earthquakes, but the underground crypt has remained safe until this day.

Now that the arrow has been disturbed, Cordelia sobs, she will surely die by it, just as the curse predicted. She is the last of family, unless her long lost son is still alive. She explains that her only child was stolen away as a baby while she lay sleeping in the sun. It should become clear that her son was stolen by Lord Gyrox II, and is now Lord Gyrox the third!

Cordelia will be filled with happiness at this news. She asks the players to save her son from death by destroying the arrow. If they refuse, she will beg them to take the arrow to some far away place where it can never do her or her son harm -- perhaps by casting it into a volcano or a deep lake. She also asks the party to deliver a message of love to Gyrox when they return.

## The Nex Flower

If asked about the Nex Flower, Cordelia will admit that she knows where a few grow, but she assures the party that they are quite poisonous and won't show them where they are unless they tell her why they are seeking them. If told that the flower is for her son, she will be aghast by his wish to become human. 'How can he give up his heritage?' she wonders. 'Tell him he must not eat the Nex flower, for it is an insult to his race to deny his true nature, and only sorrow will come from it. If he wants the flowers, he must come see me personally.' She refuses to guide the party, and instead tries to sneak off to destroy the flowers.

The characters may follow her by rolling STEALTH(Gud). Failure means she notices them and changes her course to a well behind the tomb. Otherwise, Cordelia will lead them to 2 Nex flowers hidden in a patch of moss. If any scholars are left alive at this point (either as captives or lurking in the bushes), they will try to destroy the flowers. Veeta will threaten to ruin the flower with magical means unless she is given a substantial bribe and safe passage out of the area.

Anyone who searches for the Nex flowers on his own must make a PLANT(Sup) to find them.

## Returning to Hurst

The party should be able to return to Hurst with little or no problems. Gyrox will be pleased to hear about Cordelia's existence, but her pleas to maintain his wolfling status will have little effect. He intends to go through with the metamorphosis. This is a painful process, causing Gyrox to suffer from a gushing nosebleed as he falls to the floor. Roll d6 to determine the outcome: on 1-3, Gyrox becomes a human; on a 4-6, he becomes fully wolf.

As a man, Gyrox will gladly give the characters their promised reward. If the characters bring back any captives, they will be awarded two silver per prisoner as well.

As a wolf, Gyrox will retain his full intelligence, and will adopt one of the players as his companion. If a wolfling is in the party, or a feral raised by wolves, Gyrox will go with him. Otherwise you can award the wolf to the best player or the person who makes the highest Charm roll.

Carefully note the whereabouts of the Arrow of Ice, for it is Gyrox's instrument of doom. If left with Cordelia, it should eventually be found and reintroduced in a later game. If a character destroys the arrow, he will be cursed for seven years by the korrigans to be rained on always -- even when indoors!