

Ravenloft

G A Z E T T E E R

VERBREK



BY JASON MISCIA



VERBREK

INTRODUCTION

What is Verbrek?

Verbrek is a demiplane nested in the dark mists of Ravenloft. Like the other domains of Ravenloft, the demiplane is self-contained, and difficult to escape from. This has led many to speculate that the domains of Ravenloft hold some kind of purpose, though this has never been revealed. The first and most important feature of a domain is its Darklord. This malevolent being is a creature of darkness that committed a crime so terrible that the mists snatched them away. Many domains spring forth from the evil of the ensnared Darklord, and thus the entire demiplane is permeated by their particular brand of evil.

In Verbrek's case, the Darklord is a werewolf zealot named Alfred Timothy. He believes that werewolves are superior to all forms of life, including humans and other lycanthropes. Anything that isn't a werewolf is prey. Humans in particular are nothing more than livestock for the werewolves to slaughter as they see fit. Non-werewolf lycanthropes are rivals to be dominated and destroyed. Alfred hunts and slaughters in the name of the Wolf God, a distant force for murder that haunts Verbrek like a possessing spirit. Alas, Alfred is cursed – should he give in to his bestial nature, he returns to his weak human form, a secret that torments the Darklord as he watches his pack indulge in frenzies denied to him forever.

The presence of its Darklord has caused Verbrek to develop some brooding and insidious traits.

What to Expect

Verbrek is located in the Southern Core of the Demiplane of Dread. It is a rugged domain composed of wild forests, hills, and swamps. This is a realm with few settlements, for humans do not rule here. This is the domain of the wolf. Specifically, the werewolf. Natural lycanthropes dominate Verbrek and it is only by their allowance that the human Verbrekers still survive.

CREDITS

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YOU'LL FIND SOME OF MY NOTES
THROUGHOUT. THEY'LL LOOK A LITTLE LIKE
THIS, THOUGH I DO TEND TO WRITE ON
WHATEVER COMES TO HAND.

PAY ATTENTION. I MIGHT JUST SAVE YOUR
LIFE.

S



Darklord: Alfred Timothy

In his human form, Alfred looks like a frail young man. He appears non-threatening at first glance, but close study erases this impression. His eyes contain a predatory gleam and his smile is reminiscent of a wolf baring its fangs. Alfred's wolf and hybrid forms are both quite terrifying. Regardless of what form he takes, Alfred Timothy casts no shadow. Anyone who notices this trait may mistake him for a vampire.

The Runt

Alfred was born as part of a litter of six. His father was a natural werewolf, the lord of a long forgotten domain. Whether his mother was a lycanthrope or not remains uncertain, even to Alfred. Alfred's father considered his son a weakling due to Alfred's frail human form. Though his other forms were considerably stronger, Alfred was never able to match his father's power and remained an afterthought. This fostered Alfred's fanatical hatred of humans and of his own human form. He became disgusted by his father's decision to leave the humans in peace (mostly) when in Alfred's mind they were nothing more than prey. Upon reaching adulthood, Alfred struck out on his own.

The Lone Wolf

While he wandered his father's domain, Alfred witnessed some of the farmers offering sacrifices to a being called the Wolf God. It amused him to see these humans begging mercy of a wolf. Alfred also discovered clerics and was intrigued by the idea of channeling the power of a god. Could it be possible for him to become a cleric of the Wolf God? He began capturing and questioning priests, demanding they reveal the secrets of their connection to their deities. When they could not provide Alfred with a satisfactory answer, they were killed. This trail of murder soon caught the attention of the Dark Powers. Alfred Timothy was surrounded by strange mists. When they faded, he was in an unfamiliar land. The Dark Powers had placed him in Verbrek.

The Darklord

Alfred soon discovered he had been given his wish. He now possessed a cleric's divine power and immediately began recruiting other werewolves as followers. He was pleased to discover that in Verbrek, the lycanthropes far outnumbered the humans and they were willing participants of the new Cult of the Wolf God. But Alfred's new power also came with a curse. As much as he wants to embrace his beast side he cannot forget that he is human. Whenever Alfred gives into his bestial side he immediately reverts to his hated human form.



Despite his attempts nothing prevents this, so he hides his curse from his pack. Those that discover it are swiftly killed. Alfred believes this curse is a test from his god. He thinks it can eventually be broken by encouraging and committing deeper acts of depravity in the name of the Wolf God. He is unaware that it is the Dark Powers that have done this and nothing he does will free him. Alfred is blinded by his hatred of humanity and longs to be rid of his human side. He cannot see the fact that he is already more of a monster than any in Verbrek. If Alfred's eyes, as long as he has a human form he will never become the ultimate beast he desires to be.

Motivations of Alfred Timothy

As the Darklord of Verbrek, Alfred is driven by the following desires:

Dominate the Pack

Alfred is both the spiritual leader and dominant male of a large group of werewolves that, mostly, follow his orders. But werewolves are competitive creatures and some have challenged that leadership. Alfred has been successful due largely to his divine magic and cunning mind. He knows, however, that his condition has forced him to step back from hunts and revelling in the kill with his pack. These are all flaws among the werewolves and Alfred lives dreading the next challenge. He will maintain his control no matter the cost.

Glory to the Wolf God

In his devotion to his god, Alfred has made it practice to terrorize the smaller human population. He has not completely eliminated them as they are the favored prey of his pack. This does nothing to keep the Verbrekers from living in fear and doubt that their neighbor might be a beast in disguise. They also dread the night of the full moon because one of them will be taken away as a sacrifice for the Hunt.

Hunt the Rivals

Werewolves, no matter the variant of lycanthropy, are under Alfred's protection as long as they obey his rulership. However, there are some afflicted werewolves that resist the curse. They are heathens in the eyes of the darklord and if captured are dealt with harshly. Other lycanthropes (werebears, wererats, and the like) are considered enemies. They can still be found in Verbrek though they aren't as organized as the werewolves. There are also pockets of resistance among the human population, who are a constant thorn in the paw of Alfred. These werewolf hunters take inspiration from the tale of a man called Weathermay and his decimation of a prominent werewolf family.

Alterations to Magic

The influence of the Wolf God can be felt throughout Verbrek, polluting and twisting the leylines of magic to evil ends. No spell, not even a Wish spell, allows one to escape. Astral Projection, Teleport and all similar spells cast with the intent of leaving Verbrek simply fail, as do all effects that Banish a creature to another plane of existence. These restrictions apply to magic items and artefacts. Magic that allows transit to the Border Ethereal is the exception to this rule. A creature that enters the Border Ethereal from Verbrek is pulled back into Verbrek upon leaving that plane. For the purposes of spells whose effects change across planar boundaries, Verbrek is considered its own plane. Magic that summons creatures or objects from other planes functions normally in Verbrek, as does magic that involves an extradimensional space. Any spells cast within such a space are subject to the same restrictions as in the rest of Verbrek. Whilst in Verbrek, characters who receive spells from deities or otherworldly patrons continue to do so. Spells that allow contact with beings from other planes often receive false answers.

In addition, the following spells work differently in Verbrek:

Remove Curse. This spell is unable to remove Lycanthropy in Verbrek.

Animal Friendship/Dominate Beast. These spells (and other, similar magic) are unable to affect the wolves of Verbrek.

Conjure Animals. This spell will only conjure wolves, which are hostile to the summoner.

LOCATIONS AND SETTLEMENTS

Verbrek is not a heavily populated domain. It is a backwater landscape, with civilization barely hanging on by a single worn thread. Most of the human population live in small independent homesteads, with only two small settlements in the traditional sense. The bulk of the domain is comprised of untamed forests, the largest of these being an area known as the Vulpwood. The most notable locations of Verbrek are as follows:

Alyssum

This is one of the two main settlements in Verbrek. While it appears to be a human community it is in fact entirely composed of natural lycanthropes. Any human who tries to make a home there doesn't last long.

Fylfot

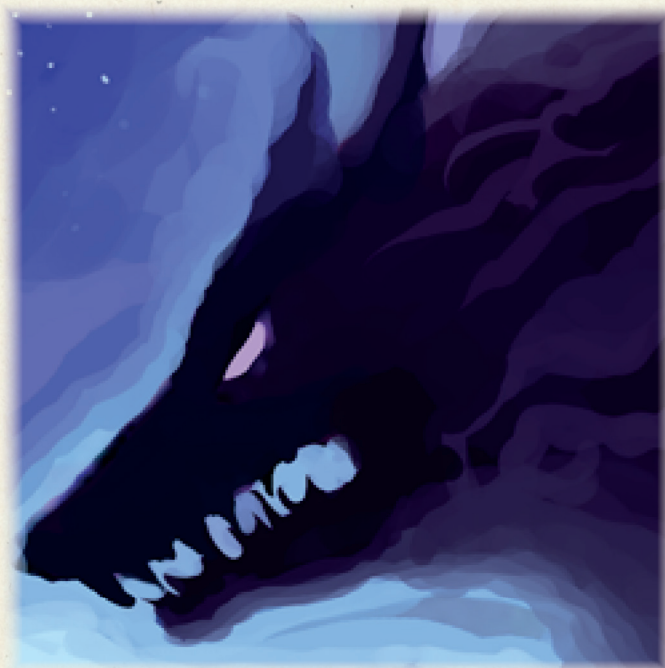
The second main settlement in Verbrek and the only human dominated community. The inhabitants are wary of outsiders. In truth, they even have some difficulty trusting each other.

Duskpeace Lodge

Tucked away in a remote part of the forests, the Duskpeace Lodge is a halfway house for those lycanthropes who wish a non-violent existence.

The Musarde River

The largest of Verbrek's rivers, the Musarde is the main river and primary source of transportation from one border to the next in Verbrek. The main fixture is a riverboat called the Virago and its owner, Captain Nathaniel.



The Winterfang Crests and the Circle

This region of peaks is perhaps the most dangerous location in Verbrek. It is the site of the Circle, where the Cult of the Wolf God holds their sacred ceremonies. The Circle is Alfred Timothy's main seat of power.

The Cairns of Hala

Located within the Vulpwood, it is rumored to conceal some forgotten treasure placed by a power outside of Timothy's control.

Verbreker Lore

Typical residents of Verbrek (be they werewolves or not) know certain facts, or have certain beliefs about the land. Characters will need to be persuasive or earn a Verbreker's trust through their actions. The common lore of the domain is summarized here:

- Beware of the wolves. They will hunt you down and sacrifice you to their savage god. (Mostly true. The werewolves are very likely to do this but Verbrek still has regular wolves that will....just be wolves, really.)
- Alfred Timothy is insane. He was once a normal boy and was turned into a monster consumed by hate and zealotry. (False. Alfred was pretty much always a monster and a zealot. None of this is due to insanity.)
- There is a boat called the *Virago* that sails the Musarde. The captain never steps foot off his boat. He's probably afraid of Alfred. (True, but Captain Nathaniel has no fear of Alfred Timothy. The truth is far more interesting.)
- There is talk of a group of werewolf hunters striking back at Alfred's pack. No one is sure how to find them though. (True. The Woodcutter's Axe is a secret society of hunters and rarely stays in one place for long.)
- The only lycanthropes in Verbrek are werewolves. All others were slain. (False. Other types of lycanthropes still live in Verbrek, but they are few and largely unorganized. The same goes for vampires and other supernatural hunters. There just aren't enough of them to wrest control from Alfred.)
- The Duskpeace Lodge is highly exclusive, and refuses almost all new applicants for membership. (True, but it has nothing to do with exclusivity. Those that live there are afflicted werewolves and are trying to isolate themselves to protect others.)
- A man called Weathermay tried to kill Alfred Timothy and all the werewolves. He failed to catch Alfred and had to settle for another target. They say he

lost a powerful holy weapon and that it was destroyed by the Wolf God. (False. Alfred was never Weathermay's primary target. A weapon was indeed lost, but not destroyed. If Alfred knew this, he would try to find it and make sure it was destroyed.)

Verbrek: Random Encounters

The Vulpwood of Verbrek dominates the domain, broken up by the few settlements and rivers. Traveling is difficult for those with no knowledge of survival skills or the magical means to compensate for the lack. Even without the constant threat of lycanthropes, Verbrek is home to additional dangers that can be encountered by travelers. Beasts, undead, and other threats can strike at the unwary and prepared adventurer alike. Of course, the chance of running into those creatures under the sway of Alfred Timothy is ever-present.

Verbrek Random Encounter Table

D10	ENCOUNTER
1	Skeletons
2	Wererat
3	Dire Wolves
4	Specters
5	Vampiric Mist
6	Ghouls
7	Needle Blights
8	Werewolves
9	Cursed Druid
10	Afflicted Verbrekan



VERBREKIAN SKELETONS SMELL
A BIT LIKE WET DOG. THEIR
FEMURS MAKE GOOD SOUVENIRS.

SKELETONS

"A clattering sound approaches from the woods. The noise increases as the slender figures become visible. As they close the distance, it is plain to see they have no flesh and an unholy light fills their eye sockets."

These 2d4+2 **skeletons** are the remains of woodcutters who did not survive their trip into the Vulpwood. They seem pretty angry about it too. All the skeletons are armed with hand axes. They attack until they are destroyed.

WERERAT

"A man is hunched over on the side of the path, his back turned. The sounds of chewing stop as he turns to look at you. His mouth is smeared with blood from the rabbit he is tearing into. 'You can't have it!' he screams, as he begins to shift into a rodent-like form."

This **wererat** is a natural lycanthrope and has managed, despite the odds, to survive the aggressive werewolves. This has, however, made him extremely aggressive and he assumes his hybrid form quickly when surprised. Any creature bitten by the wererat must make the necessary Constitution save or be cursed with lycanthropy as noted in the Monster Manual under "Lycanthropes".

DIRE WOLVES

"A howl cuts the air. The feeling of being watched intensifies...a snarling sound and the appearance of large, hungry wolves proves that it was more than a mere feeling."

These three **dire wolves** have been stalking the players. While not directly under the command of Verbrek's darklord, they are still dangerous predators.

SPECTERS

"The remains of an old campsite lay in ruins. A few bones litter the ground. Whoever was responsible for the construction clearly met a violent end. While inspecting the area, an unearthly sound begins to intensify as something begins to materialize."

These 1d4+1 **specters** met a violent end at the claws of Timothy's pack. Their remains are the few bones left at the campsite. There is no humanity left to them. Only anger and hatred of the living.

VAMPIRIC MIST

"A creeping fog begins to spill out from the forest. A stench of death overpowers the senses. As the billowing mist grows, it seems that thin strands of red run within it."

This **vampiric mist** is all that remains of a vampire who challenged Alfred Timothy. There is nothing left of this scheming undead except its hunger for blood.

GHOULS

"The trail is covered in a scene of carnage. The remains of three humanoids are being torn into by bloodstained creatures. The sounds are stomach-turning."

The 2d4 **ghouls** have slain some unwary people and are in the midst of a charnel feast. They are more than willing to add more corpses to the pile.

NEEDLE BLIGHTS

"The forest seems to creep forward from within itself. The plants move with unearthly menace. The closer they come, the more their shapes look like small humanoids spawned from a tree."

These 2d4+1 needle blights are the work of a sadistic werewolf druid that has made themselves right at home in Verbrek. They attack any living thing so they can drench themselves in its blood.

WEREWOLVES

Strangers burst through the woods into your path, laughing cruelly. "Time for a new hunt," one growls, as his voice takes on a predatory tone. The others begin to howl as their forms warp and shift, bulging into lupine faces, jagged teeth and wicked claws.



These 1d4+3 **werewolves** are loyal pack members of Alfred Timothy. They are devoted to the Wolf God and revel in the kill. There is no reasoning with them.

CURSED DRUID

Mad giggles echo from the trees. A dishevelled individual skips forth, stained with blood and something that you hope is mud. They are juggling what seems to be the heads of small mammals.

This is the druid (**CE werewolf**) that is responsible for the presence of blights. Unless attacked by the party, they ignore the presence of others and focus on their juggling. They will respond to any aggression by changing into their hybrid form and fighting to the death.

AFFLICTED VERBREKER

An old but well-muscled man approaches from the path ahead. He is covered in scratches. "Please help," he says.

This Verbreker (**CN werewolf**) is a trapper who was attacked by one of Timothy's pack members. He managed to escape but not without contracting lycanthropy. He will ask to travel with the party back to Fylfot. If they allow this, the curse strikes him at the first rest they take. He will transform and attack the party.

ALYSSUM

Alyssum is located near the Noisette River, a smaller river that mainly serves as a water supply for the town. It has a fairly sizeable community and seems to hold its place very well in the harsh land. This strange tenacity can be attributed to the fact that the inhabitants of Alyssum are the very thing other Verbrekers fear.

The town is comprised entirely of werewolves. The folk of Alyssum are natural lycanthropes who take advantage of the deception their human forms provide. They rarely assume their monstrous forms within the town proper unless necessary. Outsiders who are not lycanthropes sometimes arrive and attempt to join the community due to its prosperous nature, and they are always welcomed. Anyone naive enough to stay long in Alyssum rarely survives more than a few weeks.

IT'S ALL VERY WELL TO SAY
"DON'T WALK ALONE IN THE
WOODS AT NIGHT" BUT THERE
ARE ALL KINDS OF EXHUMATIONS
AND INCANTATIONS ONE CAN
ONLY PERFORM ALONE AFTER
DARK. A GIRL SHOULD BE ABLE
TO PERFORM A LITTLE NIGHT
BLOOD MAGIC WITHOUT FEAR OF
BEING WAYLAID.



Approaching the Town

When the player characters arrive at Alyssum, read the following:

"The trees begin to thin out as you approach land that, given the path worn free of grass, has seen consistent travel. You see a town that is made up of simple, yet well maintained wooden structures. No walls or security of any kind surround the settlement. While the town is not bustling with activity, you do see a fair number of people going about their daily business. One or two individuals look up and, after briefly staring, smile at you before continuing on."

House Occupants

If the characters explore a residence, roll a d20 and consult the following table.

D ₂₀	OCCUPANT
1-3	None
4-5	Skeletal Remains
6-18	Alyssumian Townsfolk
19-20	Ghost

SKELETAL REMAINS

This house seems to have been trashed by an animal. Some patches of dried blood are noticed around skeletal remains. The following ability checks reveal more information at your discretion.

- A successful Wisdom (Medicine) check (DC 12) confirms the bones are human remains.
- A successful Wisdom (Survival) check (DC 10) reveals both wolf and human prints in the dust
- A successful Intelligence (Investigation) check (DC 15) allows a character to deduce that someone was attacked by more than one vicious animal, but the lack of forced entry means that the person let the animal in willingly

ALYSSUMIAN TOWNSFOLK

The house contains 1d4 adults (CE **werewolves**) and 1d4 children (CN **noncombatants**). They are cordial to the adventurers, but will do everything possible to conceal their true nature. If threatened by the party they will attack. If characters approach in weaker numbers, with weapons concealed, or alone, the family might decide to have them for dinner.

GHOST

One of the victims of the werewolves, this spirit was once a commoner who tried to establish residency in Alyssum. They became prey instead and have been unable to pass on. The **ghost** will try to warn the adventurers of the danger. If they ignore or are hostile to the ghost, it will attack the party using its Horrifying Visage as a last resort to drive them away.

People on the Street

D ₈	PEOPLE ON THE STREET (ALYSSUM)
1	Two children playing a game. One seems to be pretending they are a sheep.
2	A large man (NE werewolf) inquiring if anyone is looking for a guide.
3	A woman carrying a large sack from the butcher's shop. The bag is bloody.
4	A zealot (CE cultist) is condemning the "heretic" Mother Fury as a false prophet.
5	Someone is watching from the shadows. They slink away, snarling.
6	Two men (CE werewolves) are overheard discussing an upcoming ceremony. It seems to involve going to the woods at night.
7	A young lady (NE werewolf) is singing. The song is called "The Wolf's Lament".
8	A raven is perched on a rooftop. It appears to be watching the entrance of an inn.

Rumors

D ₈	RUMOURS (ALYSSUM)
1	"They say one of the Vhorishkova family members is still alive."
2	"Where do you suppose that boat on the Musarde goes? Just seems to vanish."
3	"Lord Timothy seems to tolerate those Vistani. Must have made a deal."
4	"The Woodcutter's Axe? Nonsense! No one hunts wolves in Verbrek."
5	"What's this about a mummified wolf?"
6	"What's that? The Brood of the Purple Moon? You drunk again?"

1A The Alchemist Shop

"The small shop has a simple, yet fairly clean front. The owner clearly takes some pride in the presentation of their store. A painted sign above the door says 'Potions crafted. Bones cast'. The shop doesn't seem to have a name. Entering the shop, a tall man with graying hair is weighing out doses of liquid into small bottles."

Catamanus (**LE werewolf**) is the owner of the store and the only alchemist in Alyssum. He also offers his services as a bonecaster, a more primitive form of fortune telling. Any potions he makes are for sale, though for any strangers it's at twice the price. Despite his feelings of disdain for humans, he can be trusted when it comes to his wares. He holds his alchemy and his word at a high standard. Should anyone want a fortune told, he is reluctant and will require a Persuasion check of 15 or higher. If he gets out the bones he uses in his ritual, a Medicine check of 12 or higher identifies them as humanoid bones.

Catamanus offers the following items for sale at a price of 25gp each: potion of healing, antivenom, alchemist's fire. He will also cast one of the following spells as rituals using his bone magic for a fee of 50gp: *augury, animal messenger, speak with animals, locate animals or plants.*

NEVER TRUST ANYONE WHO THINKS
THEY CAN TELL YOU YOUR FUTURE.
APART FROM THE VISTANI, OF
COURSE. I'VE STILL GOT THAT SCAR.



1B Tooth and Claw

"The sign bearing the inn's name features the image of a wolf pack on the hunt. Once inside, the smell of strong alcohol assaults everyone with a nose. Two patrons are at the bar talking with the innkeeper."

The innkeeper (**NE werewolf**) goes by the name Bernard. He keeps his bar stocked with a hoppy beer and a particularly potent hooch, both brewed by himself. It's 10 cp for the beer and 1 gp for the strong stuff. Any non-werewolf who drinks the hooch must make a DC 10 Constitution save or be poisoned for an hour. The two patrons, who are locals, seem to have no problem with the drinks.

Bernard has a few rooms for rent and will charge 10 gp per night. If the players stay more than two nights, the innkeeper will no longer be able to help himself and attempt to make a meal of them on the third night.

1C Meogon's House

"A burly man sits on a bench against the facade of this fairly large house. He gives a crooked smile to the newcomers as they approach and raises a bushy eyebrow. 'Plan to stay long, friends?' he asks."

Meogon (**CE werewolf**) is the town leader and the dominant wolf of Alyssum. He will be pleasant enough when speaking to the player characters, all the while eyeing them like they are the main course of a feast. If given the opportunity, Meogon will gather 1d4 **werewolves** and try to ambush the party. Should the players be captured, they will be brought inside Meogon's house. The home also acts as a town shrine to the Wolf God. Meogon will try to sacrifice the party to his savage deity, as he is attempting to gain the favor of the Wolf Gods ahead of a challenge to Alfred Timothy for leadership of his pack. Whatever is left of the sacrifice can feed the town, or be left for the crows.

If the party escapes from an attack by Meogon, they will be hunted as long as they are within a mile of the town.

1D The Butcher Shop

"The shop appears to see a hefty amount of foot traffic. A few people exit just as someone approaches the door. All the patrons are leaving with freshly butchered meat, the coppery scent of blood floating from the packages."

This may very well be the most dangerous building in Alyssum for travelers. The hairy, bearded man behind the counter (**CE werewolf**) is the local butcher, Gerald, and he

is very busy. Assorted meat lines the counter. An Investigation check (DC 18) will reveal that one type of meat has an oddly disturbing, and frighteningly familiar, tone to the flesh. If they appear to become suspicious, the butcher has no qualms about adding them to his stock.

1E The Weaver

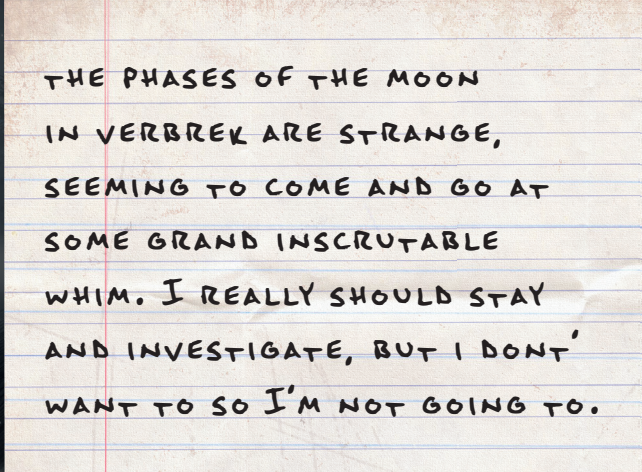
“A petite woman with mousy brown hair is at a covered stall. She is folding blankets as she looks for customers. None of the weavings are particularly colorful, but they appear to be well-crafted. She beckons any passerby she sees, proclaiming the warmth of her wares. She seems to be restocking with the blankets she is folding.”

Mirna (**LE werewolf**) is a skilled weaver. She charges 2 gp for her blankets but is willing to barter. The blankets are sturdy and warm. They are also made of a particularly unusual textile. The yarn is a combination of wool and human hair. The victims that provided the grim material left some of their fear within each strand, tainting the items. Any non-werewolf who uses one of Mirna's blankets must make a DC 15 Wisdom save each time they attempt a long rest. If a character fails they do not regain any hit points from the long rest.

FYLFOT

Most of the non-werewolf population of Verbrek live in very small communities scattered about the domain. Fylfot is the exception. This town has a large population of humans, including a few elves and half-elves, and is a relatively safe place for those who would resist the rule of Alfred Timothy. Fylfot stands near the small Ulvflod River, otherwise called the Wolf River, and is surrounded by thick walls crafted from felled trees. The entrance to the town is always heavily guarded.

The townsfolk of Fylfot are wary of any outsider who approaches their walls. This is not without cause, for every mistake means lives lost to tooth and claw. In the past, the gates were opened or weary travelers begging for food, only to later find that same traveler tearing out the throats of the innocent with their lupine claws. Worse than this, unwillingly afflicted or natural born lycanthropes in the community have been known to keep their curse hidden until they killed or were forced to flee. Neighbors now watch each other for signs that their friends may have changed. Those that must go outside the walls for their livelihood tend to carry wolfsbane with them.



THE PHASES OF THE MOON
IN VERBREK ARE STRANGE,
SEEMING TO COME AND GO AT
SOME GRAND INSCRUTABLE
WHIM. I REALLY SHOULD STAY
AND INVESTIGATE, BUT I DONT'
WANT TO SO I'M NOT GOING TO.

Approaching the Town

When the players approach Fylfot, read the following:

"The forest opens to a walled town, the barrier composed of the same trees that surround it. Parts of the walls show the claw marks of beasts. The gate is shut and framed by simple watch posts. Above the walls, the entrance is guarded by two men armed with longbows. They look upon you suspiciously."

The guards will attempt to verify that the party does not have werewolves among them. A bundle of wolfsbane will be lowered and the guards will insist each individual grasp it, silver-tipped arrows trained on the group. Of course, this is not a problem unless a party member has been infected by a werewolf. Afflicted werewolves will visibly suffer 1d4 poison damage as their skin becomes purple and mottled along the area of contact.

Upon proving their humanity, the party will be allowed to enter. Once inside Fylfot the gate will immediately be closed.

HOUSE OCCUPANTS

If the characters explore a residence, roll a d20 and consult the following table.

D ₂₀	OCCUPANT
1-3	None
4-5	Fylfotian Townsfolk
6-18	Abandoned House
19-20	Woodcutter's Axe

FYLFOTIAN TOWNSFOLK

This house contains 1d4 adults (**LG commoners**) and 1d4 children (**LG noncombatants**) who will be cordial enough to the adventurers. They are willing to provide any of the information in Verbreker Lore to any who succeed on a DC 12 Charisma (Persuasion) check. The stress of living in Alfred Timothy's shadow is plain to see in the darkness under their eyes, and in the haunted expressions.

ABANDONED HOUSE

This home belonged to a townsperson who was taken by Timothy's pack. The individual has (in all likelihood) not been seen in a long time and is now presumed to be dead. The house is occupied by 1d4 **swarm of rats**, or other scavengers that seem appropriate.

WOODCUTTER'S AXE ARCHER

This Verbreker (**CG archer**) is a hunter for the town, keeping secret their membership to the werewolf hunting society known as

the Woodcutter's Axe. In conversation, a successful DC 10 Wisdom (Insight) check will confirm from their furtive behaviour that they are hiding something. A DC 15 Charisma (Persuasion) check or proof that the party has fought werewolves before is needed to convince them to reveal their secret.

People on the Street

D ₈	PEOPLE ON THE STREET (FYLFOT)
1	Two men are harvesting from a small garden. It appears to be turnips.
2	A young half-elf woman is praying. The name "Ezra" is spoken many times.
3	A baker is placing pies on their shop window. The smell is lovely.
4	An old man is petting his large, grey dog. At least, you hope it's a dog.
5	Children are fighting with wooden swords. Their faces are too serious for play.
6	A smith is hard at work on a spearhead. They are plating it with another metal.
7	A goat is being milked by its owner. They both seem annoyed.
8	A young man is examining a wound on his arm. Is it a bite mark?

Rumors

D ₈	RUMOURS (FYLFOT)
1	"I don't understand the symbol on the hospice door. Why the thirteen snakes?"
2	"You ever talk to that riverboat captain on the Musarde? He's an odd one."
3	"When Gerta fled that wolf, she said a bigger one helped. Do you believe that?"
4	"You know that moonflower? They grow a bunch of it at that Duskpeace Lodge."
5	"His name was Patrick Connor. Didn't catch the elf's name though."
6	"Did you hear that last night? Sounded like music. Who'd be so foolish?"

2A Ivona's Herbs and Oils

"This storefront is decorated with bundles of dried flowers and herbs. A well-worn chair has been left by the door, and the tabby cat perched upon it seems to judge you as you approach. It seems you are approved, or at least found to be uninteresting, as it proceeds to curl up for a nap. The smell of sage and roses is particularly strong when you open the door. A woman in her later years with red streaks in her white hair is grinding poppy seeds in a pestle."

Ivona Miller (**NG commoner**) is the local herbalist and midwife in Fylfot. She is an expert in the use of herbs to cure poison and disease. Ivona has also come to specialize in the cultivation of lycanthropic banes. She has extensive knowledge of the plants and herbs that are harmful to werewolves and other werebeasts. As such, she is often visited by members of the Woodcutter's Axe.

Ivona is discreet in her dealings by necessity. Characters who present Ivona with a pressing reason to confide in them may attempt a DC13 Charisma ability check (applying any relevant proficiency) to convince her to share what she knows of the werewolf hunters. She also is old enough to remember when Weathermay came to Verbrek, pursuant to which she might also mention that Noella Marshford, the de facto spiritual leader of the Axe, has been narrowing down the possible locations of Weathermay's lost weapon.

Characters who succeed on a DC 15 Wisdom (Perception) check will notice a copy of *Van Richten's Guide to Werebeasts* in on Ivona's bookshelf. This is the primary source for Ivona's knowledge concerning other species of lycanthropes. A character making reference to *Van Richten's Guide to Werebeasts* gains advantage on any Intelligence ability check made to gather or recall lore concerning lycanthropes.



I'VE NEVER CARED FOR VAN RICHTEN'S GUIDES. OH, THE CRABBY, SANCTIMONIOUS OLD WHITE MAN HAS AN OPINION, DOES HE? GROUNDBREAKING.

2B Fylfot Hospice

This hospice cares for the sick, elderly, and homeless that seek them out in Fylfot. It is run by members of the Church of Hala, an old nature goddess. This is a mystical faith shrouded in secrecy and its members do not actively recruit. However, one of the main tenets of the faith is that the sick and injured must be tended to while also lifting the spirits of the weak. The clerics of Hala actually consider themselves witches, which can lead to misunderstandings. In Verbrek, it is rare to encounter a cleric of Hala outside of a hospice.

RELIGION IN RAVENLOFT

There are many religions found inside the domains of dread, which beg aid from a mysterious (and sometimes benevolent) higher power. Many of these names appear in more than one domain, carried through the mists by those lucky or skilled enough to cross the borders between lands. Gods such as Hala, Ezra and the Morninglord count amongst these. However, the worship of these gods changes across borders, so that an agenda of mercy and forbearance in one domain might be twisted to evil purpose in another.

The party is welcome in the hospice and can receive healing for a modest donation of a 5 cp. If the characters lack food, the hospice will provide them with a meal that is simple but filling. If the lodging is needed and the party has no coin for the Hunter's Rest, a room and a few simple cots are provided.

If the party asks about the domain, the hospice members will mention a series of cairns that have been blessed by Hala. None have been there in some time, but it is located in the forests of Verbrek and is safe from werewolves. Alfred Timothy's pack are unable to find it due to the particular magic of the cairns, their senses leading them in other directions. The faithful of Hala fear, however, that Alfred can enter the area alone should he choose.

2C The Hunter's Rest

"Sounds of conversation can be heard as you approach the building. A painting of a longbow resting against a stool adorns a sign above the door. The door is heavily framed in dried herbs."

The Hunter's Rest is the only tavern located in the town. There are a few rooms for lodging, but the place primarily serves as a local hub for food, ale, and conversation with their neighbors. The proprietor is a man named

Waylon (**LN commoner**) who is a bit gruff, but not rude. He will interact with the party, particularly if they buy something, but he's not big on small talk. He used to be a member of the town watch, until a close encounter with one of Timothy's pack members. Waylon was fortunate enough not to contract lycanthropy but is missing an eye as a mark of the event. He keeps a silvered dagger at his side as a precaution.

2D The Chapel of the Mists

"A shrine stands outside a large cottage. The symbol adorning it shows a silver longsword and a sprig of belladonna upon an alabaster kite shield. The same symbol is also painted on the door. Upon opening the door, a woman looks up from the child she is speaking to and stares."

The woman introduces herself as Noella Marshford (**CG priest**) and she sends the child away before speaking with any newcomers. Noella is a devotee of Ezra, a lawful neutral goddess also called Our Guardian in the Mists. Unbeknownst to a good portion of Fylfot, she is also the spiritual leader of the Woodcutter's Axe.

Noella is more than willing to discuss her faith and the town itself, but not the Woodcutter's Axe Society or those involved with it. This is strictly to protect members from being targeted by Alfred Timothy. If the characters can earn her trust, through proving their willingness to fight evil, she may reveal more. The Woodcutter's Axe is ready to accept allies in their resistance, but they are wary of spies.

THE CHURCH OF EZRA

The faith of Ezra is more active than the Church of Hala in Verbrek, but nevertheless Fylfot houses the only active Ezran house of worship in Verbrek. The parables of the faith state that Ezra was a mortal who willingly entered the Mists to protect the innocent from an evil she believed lay within, thence ascending to Godhood. There are supposedly different sects of the faith elsewhere, but the Verbreker faithful know only what is mentioned in church dogma. Clerics of Ezra are also known as anchorites.

2E The Watch House

"The building has much activity as multiple people are starting or ending their shifts. They do not have a uniform, but all are wearing some variety of light armor. Simple weapons are visible, a few of which have been silvered."

There is no formalized watch in Fylfot. It is entirely voluntary but the reality of life in the domain means that the watch never lacks for volunteers. Lycanthropes *will* attack eventually. Defenders and escape plans are a necessity.

The watch captain is a man named Tremeur Hallowmore (**LG veteran**). He is determined to protect Fylfot and has willingly sacrificed having anything else in his life. His family is the watch, though he is a frequent customer of Ivona Miller (See area 2A). He is friends with Noella Marshford (Area 2D) and knows she is involved with the Woodcutter's Axe, but he is not a member himself.



THE DUSKPEACE LODGE

Not all lycanthropes relish the beast within. There are many afflicted lycanthropes who try to control and contain the curse. Those who reside in Verbrek sometimes find their way to a place called Duskpeace Lodge. A halfway house and sanctuary, the Lodge serves as a place for afflicted lycanthropes to reside peacefully away from humanity. Those who live there call themselves the Duskpeace Outcasts.

Approaching the Lodge

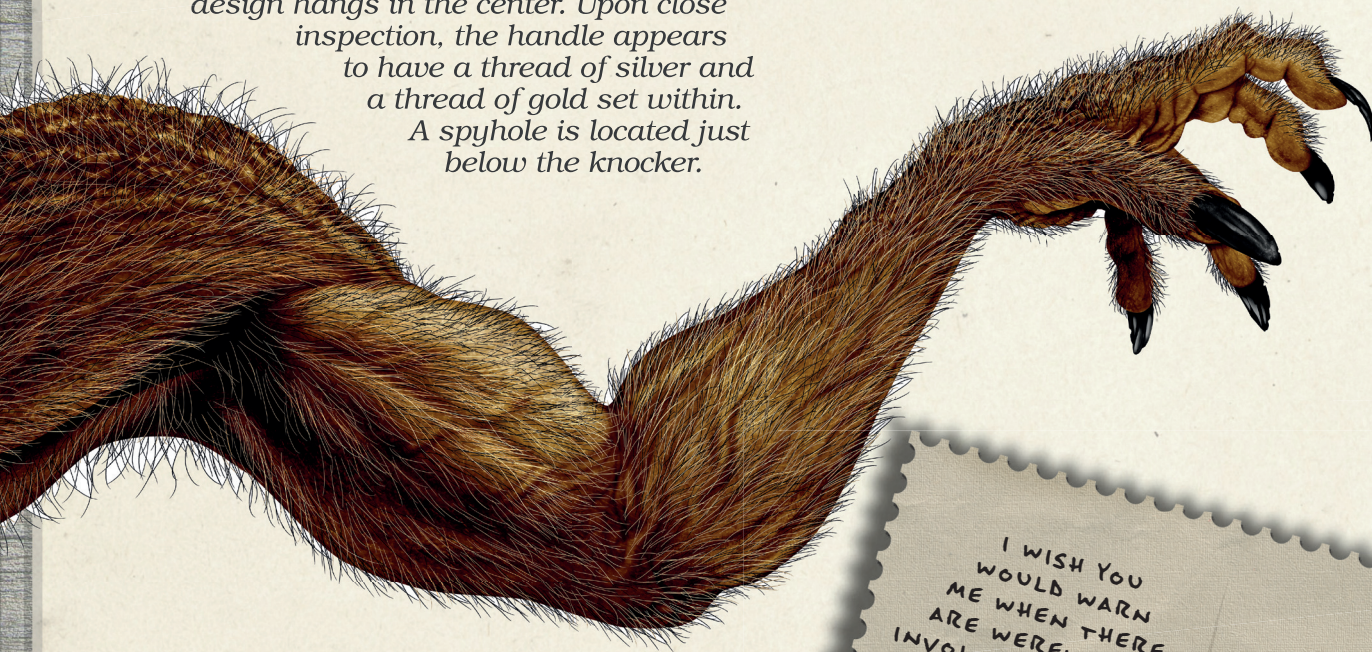
The Duskpeace Lodge is located deep within the Vulpwood, as far away from human settlements as possible. As the players approach, read the following:

"This large house is an unexpected sight so far removed from a town. It is not particularly tall, but it is longer than any homes you have seen. Light from the few small windows shows that there are inhabitants here. In addition, a well tended garden of an unusual looking white flower runs along one side of the house. Approaching the door, a knocker of simple design hangs in the center. Upon close inspection, the handle appears to have a thread of silver and a thread of gold set within. A spyhole is located just below the knocker.

is resolute but tired, as if his shoulders carry a large weight he can't put down. If the party knocks on the door, it is likely to be one of these two who opens it. The DM should make this choice based on how the party tries to gain entry. If they have been behaving respectfully and peacefully, Celia will answer the door. If the players are acting in a particularly aggressive manner or attempt to break in, it will be Argent as he is the more physically imposing of the two.

Both Celia and Argent are afflicted lycanthropes who spent years attempting to find the beast that had cursed them, a creature they know only as the Black Wolf. Failing to do so, they focused on trying to control their lycanthropy instead. This led to the pair's discovery of the moonflower, a plant that was able to curb the violent nature of their bestial sides. They founded the Duskpeace Lodge after encountering others who, like them, were trying to live as peacefully as possible given their disease.

The Duskpeace Outcasts will treat regular mortals with courtesy and are willing to offer some aid. They will not allow anyone who is not a lycanthrope to stay within the Lodge. This is both for the safety of the visitor and their own.



THE DUSKPEACE OUTCASTS, CELIA WHITMOOR, AND ARGENT

The Lodge is the work of a pair of former adventurers. Celia Whitmoor (**LG werewolf**) is a young woman. She is polite and willing to speak openly with the characters. Argent (**LG werewolf**) is more reserved. His manner

I WISH YOU
WOULD WARN
ME WHEN THERE
ARE WEREWOLVES
INVOLVED. YOU KNOW
I HATE ANIMALS.
ALL THAT BARKING
AND HOWLING AND
GENERAL ANTISOCIAL
BEHAVIOUR.

A

S

MOONFLOWERS

These small plants have pearl white petals with a faint metallic hint to them. When ingested by an afflicted lycanthrope before their change it lessens the hold the beast has on the individual. The creature maintains some of their rationality whilst transformed and, they do not succumb to the urge to kill. Whilst in this pacified state, they can often be convinced to wait out their change until they revert to their humanoid form. The moonflower petals can be used either when freshly plucked or in a dried form. 1 moonflower can subdue 1 lycanthrope for 12 hours.

If the lycanthrope is attacked and engaged in combat, there is a twenty percent chance the moonflower's effect fades at the start of each of the lycanthrope's turns. If this happens, the creature will behave as a typical afflicted lycanthrope and become dominated by their beast for the remainder of the evening. Further doses of Moonflower have no effect until sunrise. Lycanthropes who have embraced their bestial side completely are unaffected by Moonflowers.

3A The Main Room

"This large space is furnished to serve multiple purposes. There is a large, rectangular table surrounded by sturdy benches. A small hearth is visible against one wall, and there are floor mats placed randomly nearby. Two of the mats are occupied by individuals who are engaged in reading. Blankets sit folded on a large chest, framed by a pair of rocking chairs. The backs of the chairs have carvings depicting phases of the moon."

This is the central room of the Lodge. It serves as both a dining area and a general living space. The two readers are an old man missing an ear (**LN werewolf**) and a young woman with her hair in a long braid (**NG werewolf**). A DC 10 Wisdom (Perception) check will reveal that they are both reading books on herbology.

3B Kitchen

"The central piece to this room is a large cutting board, similar to a butcher's counter. A few storage cabinets and cutlery are visible. A hand placed up one of the cabinets reveals it is quite cold. There doesn't seem to be anything to cook food in."

The Outcasts don't have a designated cook, so a few people share the duty. Anything that requires boiling or heating is brought to the hearth in the main room. The cold box is enchanted, a purchase made by Celia and Argent. It is filled with raw meat, mostly venison and boar.

3C Sleeping Quarters

"Equal in size to the main room, the floor of the room is lined with simple cots. A bookshelf takes up a corner on the far right. No one is sleeping at the moment."

This is the communal bedroom of anyone currently staying at the Lodge. It is only used by those not in danger of changing into their lycanthrope forms. The book shelf is well made and contains many volumes. If perused, the books there vary from instructional manuals to poetry. This is where the herbology books currently in use are kept. A DC 14 Intelligence (Investigation) check will reveal a book called *Summoning the Beast: Triggers of Afflicted Lycanthropes*. The author is listed as G. & L. Weathermay-Foxgrove.

LYCANTHROPE TRIGGERS

Outside of the domains of dread, the most common trigger that forces a lycanthropic transformation is the full moon. In Ravenloft, however, afflicted creatures sometimes find this is not the case, and that their animal urges are beholden to other, more obscure triggers. At the DM's discretion, afflicted lycanthropes in Verbrek can have alternate triggers. These can be things such as transforming during the new moon, changing when they lose their temper, or at the command of the werewolf that cursed them.



THE SPECIFICITY OF THE MOONFLOWER'S MEDICINAL EFFECTS HAS BEEN ARGUED BY SOME SCHOLARS TO BE DIRECT EVIDENCE OF AN INTELLIGENT FORCE BEHIND CREATION. TO MY VIEW, IT WOULD SEEM EASIER TO JUST ERADICATE THE WEREWOLVES RATHER THAN FAFF AROUND WITH BARELY PLAUSIBLE BOTANICAL SOLUTIONS, BUT I SUPPOSE IT'S ALL PART OF THE DIVINE PREROGATIVE TO BE INEFFABLE.

3D Private Bedroom

“A neatly kept bedroom sits apart from the communal sleeping area. A large bed, a desk and chair, a wardrobe, and a thick rug decorated with an embroidered sun furnish the room. The rug seems out of place.”

The bedroom belongs to Celia and Argent (see Area 3A). The room serves as a makeshift office as well as sleeping quarters. A DC 12 Intelligence (Investigation) check will reveal a trapdoor beneath the rug. If Celia or Argent has brought the players to this room the check is unnecessary, for they will reveal the trapdoor themselves. The door leads to the Wolf Cellar. It can only be opened from this side.

3E The Wolf Cellar

“This cellar runs the length of the entire first floor. The room is filled with cages. There are a few sturdy chairs against a wall. One of the cages contains a large wolf, who appears to be asleep.”

This room is only accessible from the trapdoor, which is by design. Anyone entering must have the approval of Celia or Argent. The cage occupant is one of the current residents (**CN werewolf**). Their transformation began before any moonflower could be ingested, so they were brought to the cellar. The cages are divinely enchanted to encourage sleep and the werewolf will be kept there until they revert to their original form.

Celia or Argent may reveal that so far, no one has broken free but they haven't always been in time to restrain the triggered lycanthrope. Twice a werewolf has run off after an unchecked transformation. Both times they returned, remembering nothing. A DC 15 Charisma (Persuasion) check is enough for the couple to admit that Argent was one of them.



IT'S SURPRISING JUST HOW MANY AFFLICTIONS AND CURSES REQUIRE YOU TO INVEST IN SOME KIND OF UNDERGROUND DUNGEON TO MAINTAIN YOUR PRIVACY. I HAVE MY OWN CELLAR WITH CHAINS AND SO ON, BUT THAT'S PURELY RECREATIONAL.

THE MUSARDE RIVER

The Musarde is the largest of Verbrek's rivers. Rumors say that the river flows beyond the borders of the domain, though none can verify the truth of it. The few attempts to travel the river by residents ended with capsized boats and drowned Verbrekers. The only fixture of the river is *the Virago* and its captain.

Approaching the Musarde

The sound of the river reaches your ears first, moving steadily but with urgency. Coming along the current is a sturdy riverboat, painted a deep crimson with black trim. The man at the control, by contrast, is dressed in a colorfully flamboyant ensemble and loudly hails the riverbank.

Captain Nathaniel

The master of the Musarde River, Captain Nathaniel is the sole crew member of *the Virago*. The ship is a river keelboat that could hold a larger crew, if Nathaniel allowed it. Given his rather gregarious nature one would think he would enjoy the company. Truthfully, Nathaniel is happy to accept passengers every so often. Sometimes they even reach their destination.

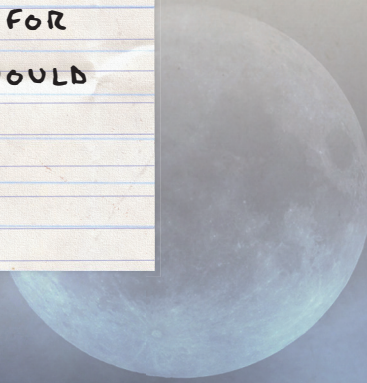
IT'S POSSIBLE THAT NATHANIAL
TIMOTHY IS AT LEAST AS
DANGEROUS AS HIS SON, BUT I
CAN TELL YOU ONE THING FOR
CERTAIN - ONLY A FOOL WOULD
ATTEMPT TO FIND OUT.

Like Father, Like Son

Captain Nathaniel Timothy is the father of Verbrek's darklord. A natural lycanthrope (**CE werewolf**) and a former darklord himself, is a vicious killer who showed little interest in his children or his domain. In Alfred's case Nathaniel seldom treated him with anything but open scorn. Captain Timothy preferred to spend his time on his boat and actively disposed of competing vessels. As a result of his crimes (or perhaps as a cruel and appropriate punishment for Nathaniel's apathy), the Dark Powers took Nathaniel's domain away and merged it with Verbrek. Nathaniel soon realized the extent of his new curse, not only was he now forced to remain with his boat for all time, he was bound to the Musarde River and his son Alfred's domain - an unwilling subject of a son he despised.

The Dark Powers possibly expected the demotion to eat away at the prideful captain's mind. It is also possible that his placement had more to do with further tormenting Alfred. Either way, Nathaniel Timothy continued as he always had, up and down the river, back and forth, to and fro.

Alfred and Nathaniel are completely aware of each other's presence. Part of Alfred would love to finally prove his dominance over his father, yet something inside of him is still unsure that he would win that fight. As for Nathaniel, he experienced some mild surprise at learning that Verbrek was ruled by his estranged son. That was the extent of his interest and, given the limits of his own curse, Nathaniel sees no reason to seek Alfred out.



Life on the Virago

Nathanial has no interest in the Cult of the Wolf God. And while he shares Alfred's hatred of other lycanthrope species, the captain's feelings on humanoids are different from his son's. Nathanial has no love for mortals but he is willing to tolerate their existence and sometimes find amusement in them, unlike Alfred who views them as less than livestock.

Nathanial is able to leave his boat for an hour a day, allowing him some time to hunt. He is compelled to return to the Virago once time has passed. He can do nothing to resist the call. This has led to his offering passage on his ship to travellers as a means to work around his limitations. Sometimes he takes their payment and brings them to their destination. If the mood strikes him, Nathanial slaughters and devours them. Either scenario is a win for the captain of *the Virago*. He will satisfy the man or satisfy the beast, and sometimes both.

The Virago is a flat-bottomed **keelboat**, sixty by twenty feet in size. It is well built but, due to its river specific design, not seaworthy. It has the option of being powered by oars or by its sail.

4A Deck of the Virago

"Free of clutter and debris, the deck still bears some stains set into the wood. It's almost like the stains on a butcher's counter."

The deck is the most used part of *the Virago*. It is large enough that Captain Nathanial has passenger room, but lacking the benches that a rowing crew would use.



WHATEVER YOU FEEL ABOUT
THE "WOLF GOD", YOU CAN'T
DENY THAT THEY HAVE A FLAIR
FOR THE DRAMATIC.

4B Captain's Cabin

"Though large enough to accommodate three people, Captain Nathanial has modified this cabin to be a lavish private room. It is furnished with a large bed with a footlocker at one end and a table acting as a desk."

The iron footlocker is closed with a heavy padlock. This can be picked with DC 18 Dexterity check. Inside is a pouch with 150 gold pieces, as well as a **+1 rapier** and a **potion of gaseous form**. Perhaps most interesting is a large genealogy scroll detailing the Timothy line, revealing the connection between Captain Nathanial and Alfred Timothy.

Picking the lock without Nathanial being present, however, is unlikely unless he leaves the boat for his allotted hour. This of course is an even less likelier event, for he never leaves passengers alone on *the Virago*. Careful planning is necessary to reach the footlocker without Nathanial noticing.

THE WINTERFANG CRESTS AND THE CIRCLE

In the northern side of Verbrek, there is a region of dangerous peaks called the Winterfang Crests. Residents of the domain avoid this area like no other. In truth, this is probably the most feared location in Verbrek. The area is filled with bestial and fanatical werewolves, those sacred few chosen by the darklord as embodying the ideal of the Wolf God. More importantly, the Crests are the home of the sacred site to the Verbrek werewolves. It contains the Circle, the primary seat of Alfred Timothy's spiritual power. While it is possible to encounter him elsewhere, he can always be found at the Circle.

Approaching the Circle

As characters approach the circle, read or paraphrase the following:

The structure before you is ancient. The large stones that form a huge circle are stacked into primitive chambers that resemble tombs. The very air around you feels dangerous. In the blink of an eye someone slinks forward from the shadows. He appears to be a young man, though the look in his eyes is that of one old and somewhat inhuman. A primitive instinct whispers to you, the voice of prey wanting to

flee. He smiles, though there is no warmth in it. This is the smile of a monster.

"Well," he growls, "it seems we no longer need to find our next Hunt."

The Power of the Wolf God

The Circle is composed of dolmens, megalithic tombs that are said to contain champions slain by Verbreker werewolves. This is where Alfred Timothy holds savage ceremonies to pay tribute to the Wolf God. Mortals are sacrificed, their flesh devoured in a zealous frenzy. Whether it is the evil acts committed in the name of a dark god, or the stirring of the restless corpses within the dolmens, the Circle is imbued with an undeniable dark, primal energy that can place a permanent stain upon an unwary adventurer.

Any adventurer who takes a short or long rest at the Circle risks being corrupted by the Wolf God. There is a 10 percent chance after a rest that the character becomes feral. Their mind becomes that of a wolf, though they don't undertake any physical transformation. Their Intelligence immediately become 3 and their alignment becomes neutral.

This feral state can be removed by a *greater restoration* but only after the character is at least 200 feet away from the Circle. If the DM is using Dark Powers checks, the player may make one as they have succumbed to the Circle's influence.

The Hunt

The main form of worship to the Wolf God is the Hunt. The primary Hunts happen on the nights of the full moon, but Timothy may call a Hunt for any reason he sees fit. The arrival of strangers to his domain is one of those reasons.

The object of the Hunt is usually a Verbreker taken by Alfred Timothy's pack. The person is brought to the Circle and stripped of any weapons and armor. The darklord then informs the victim that they are the quarry for his pack to bring down. They are given a 30 minute head start to flee. If the mortal can reach the border of Verbrek without being caught, then they are free. If they are caught, the victim is dragged back to the Circle. They become a sacrifice to the Wolf God, their body is ripped apart by the pack and their flesh is consumed in a reverential yet bloody display.

To his credit, Alfred Timothy does keep his word in the unlikely event that his prey reaches the border of Verbrek. Depending on his mood, however, he may choose to shorten the head start. Alas for anyone unfortunate enough to wander into the mists, they are rarely seen again.



5A Center of the Circle

"A bloodstained stone disc sits in the center of the dolmens. Manacles are fastened to four separate points. It's clear that nothing pleasant happens in this place."

The place where the sacrifice is offered to the Wolf God. The blood never washes clean of the stone.

5B Altar of the Wolf God

"The block of stone is engraved with strange symbols. It is topped by a skull, seemingly of an unusually large wolf. The teeth of the skull are dripping in fresh blood."

The altar is used by Alfred Timothy both during religious ceremonies and as a seat of judgement should one of his laws be broken. It is magical and can be used as a means for Alfred to heal himself and pack members. The spell it casts is *mass cure wounds* at fifth level without components. This feature can only be used once a day and only by a lycanthrope with the ability to cast spells.

SIDEBAR: LAWS OF THE PACK

- We are the Wolf God's children. All others are prey. Treat them as such.
- The Pack Leader speaks for the Wolf God. We defer to their strength and voice.
- Others that claim to speak for the Wolf God are false. They must challenge the Pack Leader or be banished.
- To work against the Pack is a sin. The one that does so becomes prey.

THE CAIRNS OF HALA

Blessed by members of the Church of Hala, much of the magic has been worn away by the continued influence of the Wolf God. As such, many of the stone structures have fallen to the elements.

Approaching the Cairns

The shadows of the trees hover above ancient stone structures. An essence of loss clings to the air like perfume. The sound of ravens can be heard as you approach. A few paw prints are visible in the soft earth.

6A The Cairn Tree

"A large oak stands surrounded by the stones. The fluttering of birds calls out from within. A large raven suddenly bursts forth and sails overhead."

The cairns serve as a nesting place to a small kindness of **wereravens**. They do not reveal themselves to the Verbrekers, mostly keeping to their raven form, for fear that Alfred Timothy will hunt them down. They do their best to protect the area.

6B The Hidden Cairn

"One stone structure appears to be untouched. No signs of the movement of man or beast mark the area around it. Did they creatures not notice it?"

This cairn still holds a strong enchantment that masks it from beasts and monsters. Even the wereravens ignore it. This is a combination of the original blessing placed by the Church of Hala and the will of the Dark Powers.

Secret of the Hidden Cairn: The Church of Hala is unaware that deep within one of the cairns rests the very weapon the Woodcutter's Axe is seeking. Eclipse, the weapon in question, was hidden there by the Dark Powers themselves. Why they were able to find the cairns when others cannot is unknown. While the hospice can provide the general location of the cairns, a DC 16 Intelligence (Investigation) check is needed to find Eclipse. Otherwise the player characters only see the cairn itself and not what it conceals.

YOU WOULDN'T BELIEVE JUST HOW OFTEN DARKLORD SLAYING WEAPONS CONVENIENTLY TURN UP IN BIZARRE PLACES.

APPENDIX A: MAGICAL ITEMS

Eclipse

Battleaxe, very rare (requires attunement by a fighter, ranger, barbarian, or paladin)

George Weathermay had been seduced and tricked by the werewolf Natalia Vhorishkova, and one of his beloved nieces was harmed as a result. Arming himself for the hunt, he tracked her to Verbrek. He found Natalia with her family and discovered all of them were natural werewolves. Weathermay murdered every last one of them, from elder to child, though he was deprived of his true target when Natalia escaped.

Two things happened in the course of the slaughter. The first was that Weathermay emerged a more bitter and driven individual, his soul stained by the initial betrayal and the violence that followed. The second was that during the fight, one of the weapons Weathermay carried was lost in the confusion. In truth the Dark Powers placed the weapon, a battleaxe crafted to slay lycanthropes, in a hidden cairn. The reason for this is unknown and Weathermay has never been seen in Verbrek again.

You gain the following benefits while holding this magic weapon:

You gain a +2 bonus to attack and damage rolls made with it.

Hunt the Moon Called: You have advantage on attack rolls against lycanthropes.

Radiant Moonlight: While attuned to *Eclipse*, you gain the ability to cast the *moonbeam* spell at 2nd level without the use of spell components, DC18. Once you have cast the spell in this way, you cannot do so again until you finish a long rest.



APPENDIX B: NPCs & MONSTERS

ALFRED TIMOTHY

Medium humanoid (human, shapechanger), neutral evil

Armor Class 14 in humanoid form, 15 (natural armor) in wolf or hybrid form

Hit Points 80 (12d8 + 24)

Speed 30 ft. (40 ft. in wolf form)

STR 15 (+2) **DEX** 18 (+4) **CON** 14 (+2)

INT 12 (+1) **WIS** 17 (+3) **CHA** 14 (+2)

Saving Throws DEX +8, WIS +7

Skills Perception +7, Stealth +8, Religion +7

Damage Immunities bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons

Senses passive Perception 13

Languages Common (can't speak in wolf form)

Challenge 10 (5,900 XP)

Shapechanger. Alfred can use his action to polymorph into a wolf-humanoid hybrid or into a wolf, or back into his true form, which is humanoid. His statistics, other than AC, are the same in each form. Any equipment he is wearing or carrying isn't transformed. Alfred reverts to his true form if he dies.

Keen Hearing and Smell. Alfred has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Cage the Beast. When using his hybrid or wolf form Multiattack features, if Alfred makes two or more successful melee attacks as part of the same Multiattack he is forced back into human form. The change is instant and nothing can prevent it from happening. This does not apply to attacks of opportunity or spell attacks he makes when human.

Spellcasting. Alfred is an 8th level spellcaster. His spellcasting ability is Wisdom (spell save DC 15, +7 to hit with spell attacks). Alfred has the following cleric spells prepared:

Cantrips (at will) *toll the dead, resistance, light*

1st level (4 slots) *bane, inflict wounds, command, healing word*

2nd level (3 slots) *hold person, silence, zone of truth*

3rd level (3 slots) *bestow curse*, animate dead,*

dispel magic

4th level (2 slots) *death ward, locate creature*

(*Alfred can use this spell to curse someone with lycanthropy.)

Actions

Multiattack (Wolf or Hybrid Form Only).

Alfred makes two attacks: two with his bite (wolf form) or one with his bite and one with his claws (hybrid form).

Bite (Wolf or Hybrid Form Only). *Melee*

Weapon Attack: +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage. If the target is a humanoid, it must succeed on a DC 12 Constitution saving throw or be cursed with werewolf lycanthropy.

Claws (Hybrid Form Only). *Melee Weapon*

Attack: +4 to hit, reach 5 ft., one creature. *Hit:* 7 (2d4 + 2) slashing damage.

Summon the Pack (1/Day). Alfred magically calls 2d4 **dire wolves** or **werewolves**. On a moonless night, Alfred calls 1d4 creatures, and on a full moon Alfred calls 3d4 creatures instead. The called creatures arrive in 1d4 rounds, acting as allies of Alfred and obeying his unspoken will. The beasts remain for 1 hour, until Alfred dies, or until he dismisses them as a bonus action.

Legendary Actions

Alfred can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Alfred regains spent legendary actions at the start of his turn.

Swift Move. Alfred moves up to his speed without provoking opportunity attacks and can ignore difficult terrain.

Frighten Prey. Alfred can select up to 2 targets he can see within 30 feet. Each target must succeed on a DC 15 Wisdom save or be frightened of him until the end of his next turn.

Shadow Walker (Costs 2 Actions). Alfred can step through one shadow and appear in another. He can appear through another shadow up to 120 feet from his point of origin.

NOELLA MARSHFORD:

The spiritual leader of the Woodcutter's Axe and cleric of Ezra. She is an important figure in the resistance that stands against Alfred Timothy's cruelty.

Ideal: My devotion to Ezra will grants me hope in the face of darkness.

Bond: I will end the reign of Verbrek's monstrous tyrant.

Flaw: I am suspicious of strangers and slow to trust them.

Noella Marshford

Medium humanoid (human), chaotic good

Armor Class 14 (chain shirt)

Hit Points 27 (5d8 + 5)

Speed 30 feet

STR 10 (+0) **DEX** 12 (+1) **CON** 12 (+1) **INT** 12 (+1) **WIS** 16 (+3) **CHA** 12 (+1)

Skills Religion +5, History +5

Senses Passive Perception 13

Languages Common, Celestial

Challenge 2 (450 XP)

Spellcasting. Noella is a 5th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). The priest has the following cleric spells prepared:

Cantrips (at will): *light, sacred flame, resistance, thaumaturgy*


1st level (4 slots): *cure wounds, healing word, guiding bolt, bless*

2nd level (3 slots): *lesser restoration, gentle repose, spiritual weapon*

3rd level (2 slots): *spirit guardians, remove curse*

Actions

Mace. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) bludgeoning damage.



NOELLA IS PLEASANT ENOUGH, IF YOU NEVER APPROACH HER, SPEAK TO HER, OR LET HER KNOW YOU EXIST.

CAPTAIN NATHANIAL TIMOTHY:

The captain of *the Virago* and father of Verbrek's darklord. A former darklord himself, he is now the unquestioned master of the Musarde River. He rarely spares a thought for Alfred Timothy.

Ideal: I am a predator and all others are prey.

Bond: I have no need to rule. Pleasure is better than kingdoms.

Flaw: I am too proud to admit my mistakes.

Captain Nathaniel Timothy

Medium humanoid (human, shapechanger), chaotic evil

Armor Class 13 in humanoid form, 14 (natural armor) in wolf or hybrid form

Hit Points 58 (9d8 + 18)

Speed 30 ft. (40 ft. in wolf form)

STR 14 (+2) **DEX** 15 (+2) **CON** 13 (+2) **INT** 10 (+0) **WIS** 10 **CHA** 12 (+1)

Skills Perception +3 Stealth +5 Deception +4

Damage Immunities bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons

Senses passive Perception 13

Languages Common (can't speak in wolf form)

Challenge 6 (2,300 XP)

Lightfooted. Nathaniel can take the Dash or Disengage action as a bonus action on each of his turns.

Shapechanger. Nathaniel can use his action to polymorph into a wolf-humanoid hybrid or into a wolf, or back into his true form, which is humanoid. His statistics, other than AC, are the same in each form. Any equipment he is wearing or carrying isn't transformed. Nathaniel reverts to his true form if he dies.

Keen Hearing and Smell. Nathaniel has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Actions

Multiattack. Nathaniel makes two attacks: two with his rapier (human form), two with his bite (wolf form), or one with his bite and one with his claws (hybrid form).

Bite (Wolf or Hybrid Form Only). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage. If the target is a humanoid, it must succeed on a DC 12 Constitution saving throw or be cursed with werewolf lycanthropy.

Claws (Hybrid Form Only). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 7 (2d4 + 2) slashing damage.

Rapier (Human Form Only). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 3) piercing damage.

DON'T BE TAKEN IN BY THOSE PUPPY-DOG EYES. THE CAPTAIN WILL TEAR YOU APART WITH THE SAME EAGERNESS AS HIS SON IF HE GETS THE CHANCE. STILL, I KNOW A FEW BOYS WHO SAY IF YOU BRING WINE AND A STORY, HE MAKES FOR QUITE THE VIGOROUS COMPANION OF AN EVENING.



VERBREK MAP



1 hex = 1 mile