

The Adventuring Party is DEAD?

Now what do we do?

HIRELINGS & HENCHMEN

VS

THE WULFWOODS

By **Johnnie Zolman**

THE STORY:

The Adventuring Party of Wizards, Paladins, Fighters etc. is dead! Now a bunch of hirelings and henchmen must take the dangerous journey thru the Wulfwoods in order to warn their home town of Lasthome that a goblin horde is on its way. Unless they can make it thru alive, the town militia won't be aroused and Lasthome will be destroyed.

History and Danger of the Wulfwoods:

Many years ago, a druid of enormous power loved wolves but hated people. She took this valley pass and stocked it with magically enlarged edible game such as deer the size of horses, fruit-laden trees and placed within it in many beautiful ...and deadly...wolves. Moreover, she put a blessing (men call it a curse) on the valley that the alpha male in each wolf pack shall be gifted with intelligence on par with that of men. Whenever an old alpha would die, another wolf would receive the gift under the next full moon. Unfortunately, while the alpha was smarter than other wolves the "gift" came with the same hatred for humanoids the Druid possessed. The pass being the only route to the unknown lands it has received many travelers thru the age, but few who ever left. Over time Dire wolves and even a werewolf or two have come to live in the Wulfwood with their "brethren" Only the most bold or most desperate try pass thru the Wulfwood. It was so dangerous the Wizard had teleported everyone past it on the way out. But the men of Lasthome are desperate to get home and have no high level wizard and so they must face the Wulfwood.

Notes on map: There is no actual scale to the map: this can take as long as the GM feels it needs to be. The sides of the map are unclimbable canyon walls. The roads are ancient stone but the open hexes are flat plains with tall grass but almost as easy to walk as the road.

Creating characters:

Remember, these are the other guys—the ones who cook meals, take care of horses, blacksmithing, and do the occasional sentry duty. So follow the following guidelines depending on your game system of choice.

Everyone has a spear, two daggers, a light crossbow, and a chain shirt, and are proficient with them thanks to their militia training.

They can also retrieve a few magic items off the deceased adventuring party.

They have only enough food for 1 meal, no fresh water and will need to hunt.

Races are Human, Dwarf, or Elf only.

Making Characters By System:

Pathfinder / 3.5 OGL / 3rd Ed D&D:

2nd level but only NPC classes. Can only be Expert or Adept and no more than one adept. One of the skills should be Use magic Item. Every gets the maximum number of hit points for both levels.

GURPS:

Make as 75 pt characters with up to 50pts of disadvantages.

Savage Worlds:

Make a novice but either no Arcane Backgrounds or one with severe drawbacks.

Old School / Osiris / Basic Fantasy / aka retro clones:

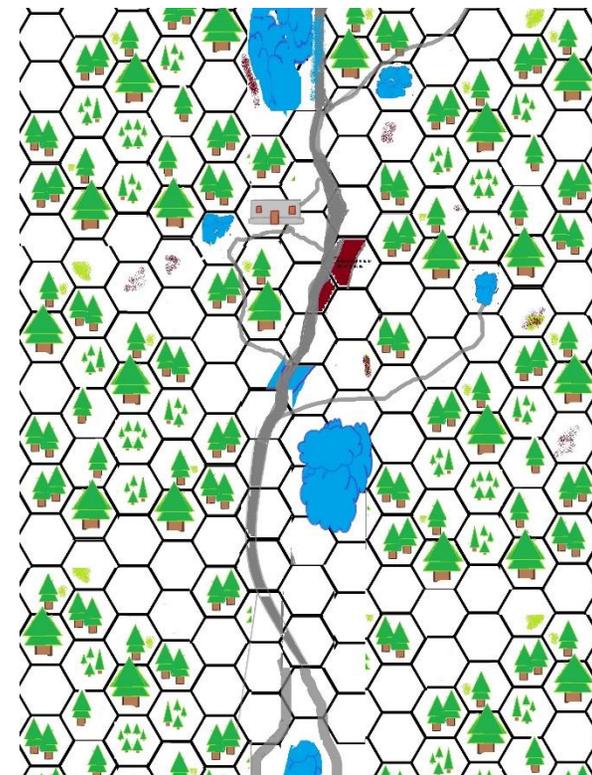
Build as 3rd level thieves but replace lockpicking and pickpocketing style skills with blacksmithing, cooking, etc. as befitting a hireling or henchman. They have the skills at the same percentile. You can have a single 2nd level magic user but no clerics. Maximum hit points for each level.

Creating the Threats:

Use standard wolves for your system but have the pack leader as smart as a human: Packs will run with 6 to 12 wolves total. There is no set place to put them, they roam the breadth of the Wulfwood and only worry about territory in terms of their dens. If an Alpha male is killed, then the pack disperses for 3 days till a new male is enchanted into a new Alpha.

For added danger: If you give the characters some potent magic items (especially a lot of healing potions) then you may want to up the danger:

- Add a solitary Dire Wolf or two.
- There's an "abandoned stone cabin" on the map meant to be a resting spot; instead have them find werewolf living in the abandoned cabin pretending to be a normal human hiding from the wolves but actually waiting for victims.



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