

ADVENTURES IN ALDEA

THE WOLFENMOOT WEB

A BLUE ROSE ADVENTURE

FOR 4-6 HEROES OF LEVEL 5



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The *Wolfenmoot Web* is an adventure for *Blue Rose Romantic Fantasy Roleplaying*. In it, the heroes travel into the twilight depths of the majestic forest of the Pavin Weald to take part in the Wolfenmoot, a cultural holiday of the Forest Folk and their rhy-wolf companions. The magic of the Wolfenmoot is endangered, however, by the machinations of a spider darkfiend intent on capturing the power of the great Wolf Spirit in its web and wielding that power against the peoples of Aldis. The heroes must learn of the danger, overcome the darkfiend, and aid the rhy-wolves in saving the festival and maintaining their ties of friendship with the Forest Folk.

The Wolfenmoot Web is designed for a group of 4 to 6 *Blue Rose* heroes of around 5th level. Use the guidelines given in **Chapter 12** of *Blue Rose* to adjust it to suit groups of higher or lower level characters, primarily by modifying the abilities of the darkfiend adversary. In the case of lower-level characters, decrease the darkfiend's Health by 5 per lower level.

THE WOLFENMOOT

THE FULL MOON OF THE MONTH OF GOION

As autumn fully settles into the Pavin Weald, and the moon begins to wax toward full, Forest Folk prepare for the festival of the Wolfenmoot.

Those who live in the woodland settlements of the northern Pavin Weald live closely with the large packs

of wolves in the forest. These wolf packs are usually led by rhy-wolves who Awaken from their number, and who consider the packs their families and charges.

THE FIRST NIGHT

As the moon rises on the first night of the Wolfenmoot, the rhy-wolves gather in the Mootglade, a hidden clearing in the depths of the forest, with a stone outcropping rising at its center. This great edifice of silvery-white moonstone is said by the rhy-wolves to be a fallen piece of the moon itself. The gathered wolves spend the early evening on the hunt, before returning to the Mootglade, to lounge on and around the outcropping.

For the rest of that night, they exchange stories of their time among the Forest Folk: stories of those who have gone out of their way to aid the packs, and those who are kind to dogs and other animals. They also discuss those who have brought harm to them, who are greedy, wicked, or unkind to the packs or the other animals. They share treasures with one another, as well: some bring things they have found, baubles taken from poachers and thieves, or things made by the Gifts of those rhy-wolves with an inclination to create works of art, in honor of the month of the god Goia and her artistry.

THE SECOND NIGHT

On the second night of Wolfenmoot, the Forest Folk gather to celebrate their wolven neighbors, telling stories

WOLFENMOOT

The fictional Aldin holiday of Wolfenmoot is inspired by *Wolfenoot* (wolf-eh-noot) a holiday honoring friendship, kindness, and canines, invented by a seven-year-old boy from New Zealand, which became something of an internet sensation. Find out more, including how to celebrate and support the nonprofit promoting Wolfenoot, by visiting wolfenoot.com.

and singing songs celebrating rhy-wolf heroes and their legends. They return to their homes, to share a feast of roasted meat and slices of moon cake. Once all the songs are sung, and bellies are full, the household goes to bed, leaving out shares of the roast for the Spirit of the Wolf.

In the Mootglade, the rhy-wolves raise their voices in song, howling to the moon, and the eldest of their adepts call to the Spirit of the Wolf. A great wolf, the size of a horse, ghostly and glowing silvery pale in the moonlight, emerges from the moonstone outcropping. It adds its voice to the howl, and then it disappears into a pearly mist, breathed in by the wolves. Their eyes glowing the silver color of the Spirit, they all dash off into the forest, each with a treasure in their mouth. The wolves travel with uncanny speed, covering many miles overnight.

They arrive at the homes of the very best wolf friends, and the Spirit allows them to step through walls as though through mist. Quietly they creep through the home, leaving gifts in unexpected places. They then share the meat set out by the family and disappear back into the forest.

THE THIRD DAY

In the morning, there is quiet celebration in the finding of gifts and folk gathering at the homes of friends and family. Often the wolf friends of the forest folk come to join them, particularly the rhy-wolves, and the day is spent in the contentment of each other's company.

ENTER THE HEROES

The heroes are visiting Tall Pines, a Forest Folk village in the depths of the Pavin Weald, in order to attend the annual Wolfenmoot. The assumption is that they are a diplomatic envoy from the Sovereignty of Aldis, sent to maintain friendly ties with the Forest Folk and their wolf friends. The envoys may be expected to help settle minor disputes or negotiate with the people of Tall Pines, but their primary purpose is to be good guests and to join in this time of fellowship and good cheer. Naturally, this assignment suits characters who are envoys of the Sovereign's Finest, traveling nobles, and the like.

Alternately, characters could be visiting friends or family in Tall Pines, particularly if they are from the Forest Folk of the Pavin Weald. They might also have friends or family who have become a part of the village of Tall Pines through marriage or adoption. This includes rhy-wolves who might have belonged to one of the packs in the village or the surrounding forest.

Lastly, characters might be associated with merchants or traders who do business with the Forest Folk, trading for their meat, furs, herbs, woodcrafts, leather, and other goods. The Wolfenmoot is an opportunity to strengthen ties of friendship and goodwill, even if conducting business during the festival is seen as a bit crass. Still, the Forest Folk will not turn away guests at this sacred time.

The assumption of the adventure is that the heroes are already traveling and working together as a group. If this is not the case, they could arrive in Tall Pines with different purposes and find themselves working together to deal with the threat to the Forest Folk and their wolf friends during the festival.

SCENE I

TALL PINES

ROLEPLAYING ENCOUNTER

The adventure begins when the characters arrive in the village of Tall Pines in the depths of the Pavin Weald for the start of the Wolfenmoot festival.

True to its name, the village of Tall Pines is settled in and around some of the tallest evergreens in this part of the Pavin Weald. In the depths of autumn, much of the woodland is ablaze with color as the leaves of the deciduous trees have turned shades of red, orange, yellow, and brown, many of them already fallen to carpet the forest floor. The tall evergreens stand out against this riot of color like sentinels, and small wooden cabins and long-houses are constructed in their shadows, along with smaller platforms and treehouses built up in the boughs. Although dappled sunlight filters through the thinning foliage, the air is crisp and cool, scented with cook fires and wood smoke. Already clearings near the village are being set up with the trappings of the coming festival of Wolfenmoot.

The characters' arrival is expected, and the Forest-Folk greet them as honored guests. Village children may run alongside the strangers as they arrive, gawking and curious. Also point out to the players there are many wolves in Tall Pines, some of them rhy-wolves, living alongside the Forest-Folk.

The assumption is the party arrives on the morning of the first day of the festival, having camped in the forest the previous night and traveling since daybreak; adjust this to reflect the plans of your own group. They might arrive a day or two prior to the festival, possibly later in the day

or the evening, in which case this scene takes place on the morning of the first festival day.

A MIXED RECEPTION

Two representatives of Tall Pines greet the characters when they arrive in the village: Janil Unther, the village elder, and her husband, Dahvro Unther, the village's best hunter and unofficially recognized as Tall Pines' protector. See *Allies & Adversaries* at the end of the adventure for details. Janil is diplomatic, warm, and welcoming, whereas Dahvro is cool and standoffish, making it clear he doesn't care much for strangers. He questions the characters' motives in coming to Tall Pines and seizes upon any small slight as a sign of disrespect to him, his people, and his culture.

Dahvro is not openly hostile, but if circumstances offer him the opportunity to get into a (non-lethal) fight with one of the characters, he gladly takes it. A formidable athlete and hunter, Dahvro may be key competition for the characters in **Scene 2**.

THE FOREST FOLK

If you need some random Forest Folk for the characters to interact with while they are in Tall Pines, pick from any of the following. If you have the *Aldis* sourcebook, feel free to use the system in Appendix III to quickly create random Narrator characters, adjusting to reflect the circumstances in the village. You can also add any Narrator characters of your own creation to this list to round it out.

Unless specified otherwise, most of the villagers have ability scores of 0, a couple of appropriate ability focuses, and a Health of 10.

- **Amber** is a golden-eyed rhy-wolf who particularly enjoys the company of two-legged folk. She's looking forward to the Wolfenmoot celebration.
- **Ol' Bess** is an elderly, full-bodied woman who long since passed caring what most folk think. She knows a lot of local history and lore, including all about Wolfenmoot, and is glad of someone to talk with, especially over a mug of something.
- **Goss Ammost** is a middle-aged hunter (**Warrior**) who "would be a far better stalker, if he didn't love to talk so much," as Dahvro observes. Although a good-hearted fellow, Goss's abundant opinions and inability to allow anyone to get a word in edgewise often make him unwelcome company.
- **Irona Kess** is the finest tanner and leatherworker in the village. She's happy to trade and talk shop with visitors, and maintains a tannery on the outskirts of Tall Pines. Irona's wife **Allia** cares for their five-year-old son **Tommen** and their newborn daughter **Elowyn**.

- **Jax Unther**, the ten-year-old son of Janil and Dahvro, plays a larger role in the adventure, as detailed starting in **Scene 3**.
- **Luntra Tharr**, the village priest, is blind, but gets around quite well with just a walking stick. Luntra is an **Adept** with the **Animist** focus. She is often accompanied by her rhy-wolf companion **Spar**.
- **Myn Ammost** is the village healer, a serious-minded man in his early 30s, who recently inherited the role of healer from his predecessor and teacher, Dandryl, who passed away two years ago. Myn is an **Adept** with the **Healer** focus. He has brown hair and has grown out a beard to look more mature and scholarly.
- **Pad** is a young male rhy-wolf who Awakened only a year ago and is enamored with the notions of how large his "pack" has become. He's a friendly and enthusiastic participant in village life and very curious about outsiders.
- **Taltro Bellyn** is the finest singer in Tall Pines, a fair-haired young man with a beautiful voice and a dreamy, romantic nature. He is likely the competitor to beat in the bardic circles in **Scene 2**.
- **Valla Taleen** is a young woman, not quite twenty years old, who longs to travel and leave Tall Pines to see the world. She's a capable hunter (use the **Rogue** archetype) and might try to forge connections with the characters as her ticket out of the Weald.

SCENE 2

FESTIVAL GAMES

EXPLORATION ENCOUNTER

The afternoon of the first day of the Wolfenmoot festival is taken up by a variety of games and contests among the villagers. As guests, the characters are welcome to participate in the games, if they wish, but are under no obligation to do so. However, their participation does cultivate goodwill from the people of Tall Pines, especially if the characters show good humor and a sense of fairness, whether they win or lose.

The following are typical contests and games for Wolfenmoot, in the order that they happen during the day, but feel free to improvise others that may suit the player characters' abilities and your presentation of the adventure.

ARCHERY

Archers fire at straw- and leaf-stuffed targets in a series of eliminations down to the best two, who then compete against each other to determine the winner.

System: Roll a series three of **Accuracy (Bows)** tests, pitting the characters against a test result of 3d6+3. If a



RHY-WOLVES AND THE MOOT

If one or more of the player characters are rhy-wolves, there is a particular add-on to this scene. After the first day's celebration, the rhy-wolves quietly withdraw to the secret Mootglade to begin their own rituals. Visiting rhy-wolves are invited along, but not required to attend, so leave the choice up to the players.

Assume any rhy-wolves who leave with the others are caught up in the events leading to **Scene 5**. That means those characters are out of commission until later in the adventure. You might want to give the wolves' players the roles of different Narrator characters from **The Forest Folk** to play in the following two scenes. If any player character rhy-wolves remain behind in Tall Pines, they receive a measure of adoration and attention from the villagers, particularly on the second evening of the celebration detailed in **The Celebration and Feast** in **Scene 4**.

character wins all three tests, they are pitted in a final **Accuracy (Bows)** test against a result of 3d6+5. The winner of the final test wins the contest. If two or more player characters win all three tests, then the highest two test results on the third test compete against each other to win the contest.

FOOT RACE

A running course is laid out through the trails of the forest, and participants race out from the village and then loop back around to return to the finish line.

System: You can roll a simple test of **Constitution (Running)** against a result of 3d6+3, with the highest result winning the race. If you want to draw out the contest, make it a **TN 11** advanced test, with the first participant to reach a success threshold of 18 winning the race.

HURLING

Each participant hefts a head-sized stone and throws it, one-handed, as far as they can, with the furthest distance winning the contest.

System: Characters roll **Strength (Might)** against a result of 3d6+3, with the highest result winning the contest. You can make this the best two-out-of-three if you want to extend the contest a bit.

STALKING

This event takes place near twilight: Participants are split into two teams: hunters and quarry. The goal of the quarry is to reach a safe zone some distance away in the forest, while the hunters look to stalk the quarry and get close enough to touch and "tag" them out. The two winners are the first quarry to reach the safe zone and the hunter who scores the most touches.

System: This is a **TN 12** advanced test. Hunters roll **Perception (Tracking)** while quarry rolls **Dexterity (Stealth)**. When the first quarry reaches a success threshold of 18, the contest is over. That quarry is a winner, along with the hunter with the highest success total at that point. Roll 3d6+3 for the NPCs involved in the contest each turn.

BARDIC CIRCLE

As the sun fades into evening, the village gathers to hear storytellers, singers, and musicians, with accolades awarded to the best performances.

System: You can roll a simple test of **Communication (Performance)** with the highest test result giving the best performance, or draw it out as a **TN 11** advanced test, with the highest success total after three or four turns as the winner. Substitute appropriate alternate abilities like **Dexterity (Acrobatics)** or **Dexterity (Legerdemain)** for other types of performances.

SCENE 3

BAD DREAMS

ROLEPLAYING ENCOUNTER

This scene can take place that night after Scene 2 as the first day of the festival is winding down, or might begin earlier in the day, particularly if some of the characters are not involved in the various games or contests and need something to do.

If the group includes a healer or a psychic adept, then either Janil Unther or Myn Ammost, the village healer, or possibly both, approach that character, asking to speak with them privately. Janil may feel the need to apologize for her husband's behavior during the day, depending on how things went with the festival games, but she notes that a part of Dahvro's foul mood is what she must relate.

If the group does not include any characters with expertise in healing, dreams, or psychic or visionary arcana, then it is actually Jax Unther who approaches the characters, possibly after witnessing their performance in the festival games. The boy is impressed by the visitors to the village (their courage and spirit, if nothing else) and senses he may be able to confide in them. After Jax has related his problems, one or both of his parents may come looking for him. Dahvro is protective of his son and quickly ushers him away from the characters, admonishing Jax for talking to strangers. Janil, on the other hand, sees an opportunity and sends Jax home while she stays behind to ask if the characters might be able to help in some way.

If any of the player characters have the Visions arcanum, they may also have a version of the dream described under **Investigating the Nightmares** (following), awakening at the same time Jax does. If they compare notes, the visionary characters discover they all shared an identical vision.

If circumstances don't allow for any of the previous options, the characters can simply be woken in the middle of the night in their guest accommodations near the Unthers' home by the sound of a loud, high-pitched scream.

JAX'S NIGHTMARES

The problem is that, for the past few weeks, Jax has been suffering from terrible nightmares that often wake him screaming in the middle of the night. The bad dreams always involve spiders and spider-like imagery: wandering through a dark part of the forest filled with spiderwebs, waking to find his bed full of crawling spiders under the covers, being stalked by a giant spider "larger than a bear" that springs out of the shadows or drops from the high tree branches, being trapped or bound up in the spider's web, and so forth.

Jax's parents have done all they can to soothe him and talk through his fears, healer Master Ammost has given the boy herbal sleeping draughts to calm him, and Luntra Tharr has prayed and performed rituals to the gods, but none of it has stopped the nightmares. All the Unther family is exhausted, Dahvro particularly, because he has taken to caring for Jax to try and allow Janil to rest and attend to her duties as elder.

The source of the nightmares is Jax's own latent visionary talent, which is emerging unusually early due to the proximity of the darkfiend Aranalcycos. The spider-themed nightmares are portents and warnings, but muddled by Jax's limited understanding and mastery of his gifts, along with the occultation of Shadow.

INVESTIGATING THE NIGHTMARES

The characters have two primary avenues of investigation: using arcane senses to study Jax and his surroundings, and psychically delving directly into his memories or dreams. If the group isn't capable of either, then there may not be much they can do other than considering the dreams a warning (foreshadowing what is to come in Scene 5) although you can have a psychic Narrator character provide assistance, if you wish.

SECOND SIGHT

A character with the Second Sight arcanum may be able to sense when Jax has a vision during the night: If the Second Sight character is awake, their player can roll a **TN 11 Perception (Psychic or Visionary)** test, with a +1 TN modifier for every 10 feet they are away from the

sleeping boy. This means there's a good chance of a character sensing the Visions arcanum if they are in the Unther home or at Jax's bedside, but significantly less if they are across the village. A successful test means they know Jax is employing the Visionary talent while he's sleeping. An Outcome of 2 or better over the TN means they know it is the Visions arcanum. This suggests both that Jax is an adept awakening to his talents and that his nightmares are more than just bad dreams.

PSYCHIC CONTACT

If a character makes Psychic Contact with Jax's sleeping mind, perhaps as a result of picking up something via Second Sight, they can actually experience one of his visionary nightmares. If multiple characters are in Psychic Contact, they can all do so. Read or paraphrase the following to the observing characters.

You're making your way through a dark forest. The moon is high and full overhead, but the shadows among the trees are deep and dark, and the foliage overhead blocks out much of the silvery light. It's cold and you can see your breath misting in the air. You're lost and alone.

Suddenly, you hear wolves howling—a chorus of them, sounding very close. For some reason, the howls strike terror into your heart and you run, as fast as you dare among the tree trunks and along the uneven ground, until you dodge around a tree and hit ... something.

It's as if the air were condensed and sticky like spun sugar or ... the web vibrates, the shudder running through your whole body as you lift your head to look up and see the eight glowing red eyes of the massive shape scuttling down toward you.

Jax awakens with a scream at that point, which jars the characters out of the psychic vision. Anyone who has seen his nightmare of the giant spider-like creature (or has it described to them) can roll a **TN 11 Intelligence (Natural Lore)** test to know there is no such natural creature, although it might well be shadowspawn, or even a darkfiend, which can take on many terrible forms.

If the characters become concerned enough about Jax's visions to press the villagers of Tall Pines about it, they find everyone sympathetic, but at a loss for what to do. Given the dreams are caused by the boy's own arcane talents, there isn't much anyone can do to prevent them. Characters able to use the Ward arcanum can apply it to disrupt Jax's Visions, but doing so may actually make matters worse without his warnings and guidance (see **Scene 5**).

If characters note the absence of the rhy-wolves from Tall Pines, remind them that the wolves gather at a secret meeting place on the first night of Wolfenmoot, and do not return until early on the third day.

SCENE 4

THE SECOND DAY

ROLEPLAYING ENCOUNTER

The second day in Tall Pines is largely an opportunity for the characters to rest, possibly recovering from exertions of the previous day, and to spend their time in the village. Notable things during this day, prior to the continuation of Wolfenmoot festivities in the evening, include the following ones.

CONTINUED CONTESTS

If you didn't have a chance to run some of the festival games from Scene 2, you can offer them on this day, noting that the rhy-wolves are no longer present in the village. There may also be some informal games or contests among the villagers, perhaps in preparation for the night's celebration and feast. For example, you can have the honored guests invited to judge a bake-off or other food-tasting contest, or to judge and award prizes for decorations or costuming for the upcoming celebrations.

TROUBLE WITH DAHVRO

Dahvro Unther is tired, frustrated, and deeply concerned for his son. Depending on how the characters have interacted with him thus far, he might choose to make them the focus of his ire, especially after he's had a bit too much to drink over the course of the day's celebrations. This can range from a drunken Dahvro getting into a shouting match with one or more of the characters to him throwing a punch and looking to start a fight. Dahvro doesn't draw a weapon on any of the characters (he's angry, not murderous) and the folk of Tall Pines will likewise expect some restraint on the visitors' parts, although they are well within their rights to defend themselves.

THE CELEBRATION AND FEAST

The late afternoon and evening of the second day is taken up by the Wolfenmoot celebration and ceremonial feast. The entire village gathers, much like the Bardic Circle in Scene 2, to tell stories and sing songs of great rhy-wolf heroes and legends, and to praise their wolf friends from the village. Luntra Tharr particularly talks about the companionship and care of Spar, her rhy-wolf companion, and her opportunities to experience the world psychically through his senses from time to time.

After the story circle honoring their wolf friends, the folk of Tall Pines gather for a meal of roast boar, roasted root vegetables, and other late Autumn foods gathered and prepared through the harvest season. They conclude

with sharing slices of "moon cake" dusted with sugar, leaving out cuts of meat on their hearths before retiring for the night.

JAX'S VISION

On the second night, Jax Unther experiences another vision, with a slight difference this time. It is initially the same as described under **Jax's Nightmares**, but then continues as follows for any character who experiences it psychically or is told about it later:

With a fear-fueled surge of strength, you push through the web and rush past it, toward the softly glowing light you can see through the branches and leaves ahead.

You burst out into a broad glade in the midst of the forest, surrounding a high pinnacle of rock that is the source of the silvery light, coming from within its milky depths. All around and on the rock in the clearing are rhy-wolves, lying, asleep it seems, saves for the thin veils of webbing cast over them.

As you stop and stare around the glade, the wolves awaken, raising their heads, and their glowing red eyes all turn toward you at once. Something rises from within the cloudy, white depths of the rock, and something scuttles out of the darkness behind you, rushing closer.

When he wakes at this point from this vision, Jax immediately seeks out the characters, going to their quarters, if they are not close at hand, and waking them, if need be.

"The wolves!" he tells them. "They're in trouble! We have to help them, and the Great Wolf Spirit! We *have* to!"

Jax quickly relates the events of his dream, or willingly shares them with a character capable of Psychic Contact. He says that he knows where the Mootglade, the place in his dream, is, even though it is supposed to be a secret known only to the rhy-wolves. He also knows, with a childlike certainty, how to get there and that the rhy-wolves gathered for Wolfenmoot need help *now*. If the characters seem at all reluctant to accompany him, Jax visibly screws up his courage and announces that he'll go by himself, then, before stalking off.

If there is another seer with the Visionary arcana in the group, they experience the same dream as Jax, and have the same imperative sense of the rhy-wolves' need of their aid and how to get to the Mootglade. If the group uses this as an opportunity to leave Jax behind, he simply follows them at the first opportunity, revealing himself when they are close to the glade and it is too late to send him back.

THE VILLAGE SLEEPS

Once the characters have heard Jax awaken, or have been awakened by him, and have heard his story, they make a disturbing discovery: Everyone else in Tall Pines is fast

asleep—and cannot be awakened. Psychic Contact can reach their dreaming minds, but even then, characters can only momentarily insert themselves into someone’s dream, and cannot convince the dreamer that anything is wrong or even that they are asleep and need to wake up.

SCENE 5

INTO THE NIGHT

COMBAT ENCOUNTER

In this scene, the party travels to the secret Mootglade to discover the rhy-wolves imperiled by a terrible threat. Alternately, they might have to safeguard Tall Pines against that selfsame threat.

REACHING THE MOOTGLADE

A very determined Jax Unther leads the heroes from Tall Pines into the depths of the Pavin Weald, following barely visible tracks and trails as if it were a path he has known all his young life. Jax has a seer’s intuitive sense of which way to go, and the characters should get a sense they can trust his instincts. Plus, even if they are being led into a trap, they can hardly allow a boy to go wandering off into the woods on his own.

The whole trip has a somewhat dreamlike quality to it, walking swiftly through the thick heart of the woods during a moonlit night, with an autumnal mist rising off the ground at their feet. Tell the players their characters feel slightly disoriented after being out of sight of the village for a few minutes, as if they’re not certain they could find their way back. They feel that they should stay close to Jax and not lose sight of him.

Leave the players—and their characters—wondering just how far they have traveled, and just what paths they have followed. Some time later, an hour or two, perhaps, although it is difficult to tell, they see a silvery-white light ahead of them as well as above them, and arrive at the Mootglade.

THE WOLFENMOOT WEB

The heroes find the Mootglade just as described in Jax’s previous dream: a broad clearing in the sylvan depths of the forest, dominated by a rocky outcropping of white moonstone that glows with an inner light under the light of the full moon. Dozens of rhy-wolves lie in the glade and on or around the outcropping, lightly covered with gossamer webbing, seemingly asleep. Like the people of Tall Pines, they cannot be awakened. The sole exception to this is any rhy-wolf player character, who feels the close presence of their friends and stirs from their sleep, coming fully awake when the darkfiend attacks.

Clinging to the far side of the rock outcropping is the darkfiend **Aranalycos**. It lies in wait until the characters approach within its reach, before suddenly becoming visible and attacking, most likely surprising the characters (see **Surprise** on p. 309 of *Blue Rose*). See the **Allies & Adversaries** section for details on the darkfiend’s abilities and tactics. It intends to dispatch the interlopers as quickly as possible in order to continue its rite to capture and control the power of the Wolf Spirit summoned on this night.

The darkfiend, like many of its kind, loves to gloat, and takes any opportunity to corrupt. Aranalycos psychically speaks with any character who does not specifically shut out its “voice” by succeeding at a **Willpower (Self-Discipline)** or **Psychic Shield** test against the darkfiend’s Psychic Contact test result. It tells them how it plans to seize the Wolf Spirit’s power, and may lie to them, implying that the deaths of the rhy-wolves—or of the boy Jax—will stop it. It offers one or more characters their heart’s desires if only they will turn on the others. If desperate, Aranalycos might try to grab Jax and use him as a hostage, or threaten the sleeping rhy-wolves.

If the battle goes against the darkfiend too quickly, you can have Aranalycos awaken a number of **rhy-wolves** under its control, commanding them to attack, up to as many wolves as there are characters. The heroes then have to fight both the darkfiend and the enthralled wolves, and should do their best not to hurt the wolves needlessly.

SPECIAL STUNT: FREE THE WOLF SPIRIT

Characters have the option to contribute toward a special stunt in this scene. The first time a character rolls Stunt Points during the combat, they sense the spiritual power flickering within the depths of the moonstone outcropping, and feel it calling to them, seeking to aid them, but restrained by the power of the darkfiend.

If they wish, players can “contribute” their Stunt Points toward willing the Wolf Spirit, the power within the moonstone, to freedom. It takes a total of 18 Stunt Points to do so. The darkfiend Aranalycos can likewise spend its Stunt Points to try and restrain the Wolf Spirit, reducing the heroes’ total by the amount it spends. The darkfiend only does this as a last resort, however, focusing on defeating the characters as quickly as it can.

At 18 SP total, the ghostly, silver-white Wolf Spirit leaps from the moonstone cliff with a howl and attacks the darkfiend. Aranalycos tries to flee, but is quickly seized and torn apart, dissolving into shadowy mist that quickly dissipates and vanishes, along with the webbing veiling the rhy-wolves.

If the characters are reluctant to contribute Stunt Points to freeing the Wolf Spirit, Jax may encourage them to do so, but they can also simply try to overcome the darkfiend on their own. If they need extra SP to push their efforts over the top, characters may be able to draw upon their Relationships for them.

THE DEFENSE OF TALL PINES

This is an optional substitute for this scene. It is possible the characters absolutely refuse Jax's requests to help the rhy-wolves, staying put in Tall Pines, and possibly restraining the boy to ensure he does as well (such as by locking him in his home). They might also disrupt or block Jax's Visions through arcane means, preventing him from warning them or leading them to the Mootglade. No matter how well-meaning, these efforts ensure the group faces an even worse threat.

In the middle of the night, rhy-wolves in the thrall of Aranalycos and filled with the stolen power of the Wolf Spirit arrive in Tall Pines. These **rhy-wolves** (including Amber, Pad, and Spar from **The Forest Folk** in **Scene 1**) have their normal abilities, along with the darkfiend's shadow-shift ability (see **Aranalycos** in **Allies & Adversaries**). They can also "infect" other living creatures with the darkfiend's influence through their bite: Anyone bitten by an ensorcelled rhy-wolf must succeed on a **TN 15 Willpower (Self-Discipline)** test or fall under Aranalycos' control.

The rhy-wolves use shadow-shift to enter the dwellings of Tall Pines to bite the inhabitants and bring the whole village under the darkfiend's thrall. From there, Aranalycos' web will continue to grow and expand throughout the Pavin Weald and beyond, if it is not stopped.

A **TN 15 arcana test** using Mind Delving, Mind Shaping, or Ward can free a rhy-wolf of the darkfiend's web, but there are a dozen of them, and they fight any attempt to free or stop them. If the characters manage to free or incapacitate at least half of the rhy-wolves, Aranalycos appears in Tall Pines to personally deal with the interlopers. The heroes will have a harder time of it and won't necessarily be able to rely on the assistance of the Wolf Spirit to defeat the darkfiend.

SCENE 6

Moved by Spirit

EXPLORATION ENCOUNTER

The danger of the darkfiend now passed, the characters have the opportunity to aid the great Spirit of the Wolf and save the celebration of Wolfenmoot.

If the Wolf Spirit was not already freed and summoned to the glade by the heroes during their fight with Aranalycos, it appears afterwards. The spirit is a ghostly wolf made of silvery-white moonlight, the size of a horse. It regards the characters with kindly eyes and speaks to them through psychic contact, offering its gratitude for their aid. It also restores any lost Health to the heroes, healing them of any harm they have suffered in overcoming the darkfiend.

The rhy-wolves in the glade begin slowly recovering once the darkfiend is banished, momentarily disoriented before they psychically learn and share all that has happened. The rhy-wolves are also most appreciative of the heroes' aid, and the rhydan from Tall Pines express their concern and thanks to Jax, wondering what the boy is doing in their supposedly secret glade and away from his "pack" (family).

The Wolf Spirit asks the gathered characters for one more service before Wolfenmoot night is complete:

"It is our tradition, on this night," the Wolf Spirit says in your minds, "To visit the homes of our friends and to bring gifts of gratitude and blessing to them. Some of those gathered here are still regaining their strength, there is much to do, and the night is fading fast. Would you lend us your aid one more time?"

If the characters agree, then the gathered wolves howl to the moon, inviting their newfound friends to join them. The Wolf Spirit fills them all with its power, and they are able to travel swiftly and surely to Tall Pines and the nearby settlements in the Pavin Weald, carrying small, crafted tokens and gifts made and gathered by the wolves over the course of the year.

In moments, far faster than it took them to travel out, the characters are back in Tall Pines. A delighted Jax travels with them. He insists on visiting his home last in order to draw things out as long as possible. Then he reluctantly settles back into bed and quickly falls into a deep and restful sleep.

There are no game mechanics for this scene, and no tests required, but encourage the players to describe how they assist the rhy-wolves in going about their Wolfenmoot errands: delivering small gifts, feasting on offerings of roast meats left out for them, and so forth. The characters might use their own abilities to offer additional gifts, and give the players some leeway when it comes to this, given the magical power bestowed upon them by the Wolf Spirit and even the blessings of Goia the Builder, the god of artisans.

After a whirlwind of activity, the rhy-wolves escort the party to their own accommodations in Tall Pines, offer their thanks once again, and depart, allowing them to retire and sleep.

CONCLUSION

The following morning dawns clear and bright and everyone in the village awakens refreshed, including the members of the Unther family. There's excitement as children and folk throughout the village discover their gifts, and some go from house to house sharing small gifts and kindnesses of their own.

Word of the characters' deeds spreads quickly—Jax is eager to tell the tale, and even if he doesn't, the village wolves do. The last day of Wolfenmoot quickly becomes a celebration in the heroes' honor, with many thanks from the grateful Forest Folk.

REWARDS

The characters all earn the Defender of the Weald honorific (*Blue Rose*, p. 317) and are psychically “anointed” by the Wolf Spirit such that they have a +2 bonus on all Communication tests to establish friendship and understanding with rhy-wolves, and even ordinary wolves. This can be treated as a unique Communication (Wolves) ability focus that stacks with other focuses and bonuses.

The climax of the defense of the Mootglade or Tall Pines, or their aftermath, would be a dramatically suitable time for a rhy-wolf and another character to establish a rhy-bond as well, although that is not necessarily an ensured reward of this adventure.

While the events of *The Wolfenmoot Web* alone should not necessarily advance the characters a level, it should contribute to their reaching the next occasion when they will do so.

FURTHER ADVENTURES

You can use the characters and events of *The Wolfenmoot Web* in future *Blue Rose* adventures, if you wish, possibly spinning additional stories from what is told here.

Although the heroes have defeated the darkfiend Aranalycos, it is likely only banished from the world for a time, rather than truly destroyed. The sinister web-weaver might plot revenge against those responsible for its defeat, or come up with a new scheme for power that spreads its influence in the world.

The characters also do not know what led Aranalycos to the Pavin Weald and the Wolfenmoot. It may have been mere chance—as some darkfiends do linger on Aldea—or someone might have summoned the darkfiend, in which case they are still at large and a potential threat to the Forest Folk and the rest of the world.

Jax’s visionary gifts may provide hints or hooks for future adventures. The conclusion of this story is a good opportunity to drop portents or hints of things to come in your series, if you wish. Make any visions Jax imparts to the characters sufficiently vague that they’re difficult to interpret, and listen carefully to any speculation the players offer: They may come up with an even better interpretation for the omens than what you had in mind!

Speaking of Jax, his visionary abilities will require training, and characters can offer mentorship, or commend him to a suitable teacher. This could lead to Jax Unther studying with a seer elsewhere in the Pavin Weald or even outside of the great forest.

Lastly, the blessing the characters receive from the Wolf Spirit, and their elevated reputation among rhy-wolves, may lead some rhydan to trust them enough to ask for their help in the future, especially in instances where trusted non-rhydan are needed.

ALLIES & ADVERSARIES

The following characters and creatures are important to the story in *The Wolfenmoot Web*, in addition to those archetypes from the **Adversaries** chapter of *Blue Rose*.

JANIL UNTHER

The elder of the village of Tall Pines, Janil Unther is a patient, practical woman with a remarkable talent for listening and holding space for people. Even if she weren’t elder, Janil would likely spend a good deal of time listening to her neighbors and offering them comfort, a sympathetic ear, and touches of welcome advice. Janil is relatively new in her role as elder, having replaced Dandryl, the village’s old healer, when she passed two years ago. Dandryl’s successor Myn wasn’t suited to be both healer and elder (not everyone is a polymath like Dandryl was) so the village overwhelmingly chose Janil.

Everyone agrees she has done an excellent job, and Janil, her husband Dahvro, and their young son Jax are like a little sovereign family in Tall Pines: young, energetic, and full of hope for the future. Like Dahvro, Janil has been struggling with Jax’s recent series of nightmares and sleepless nights, although her husband has taken some of the brunt of it in order to allow Janil to rest and attend to her duties. She feels a bit guilty about it, but sees the arrangement as sensible, or at least she did until witnessing signs that fatigue is starting to fray at Dahvro’s temper.

DAHVRO UNTHER

Normally, Dahvro Unther is a man stunned by his good fortune: The remarkable Janil agreed to his romantic overtures and, eventually, to be his wife, and their son, Jax, has inherited his mother’s good sense and empathy. Of late, however, Dahvro is having a hard time focusing on the good things in life. Jax has been plagued by nightmares, and lack of sleep and frustration at his inability to help his son are making Dahvro irritable. What’s worse, Janil has been busy dealing with Wolfenmoot preparations and now diplomatic visitors are being foisted upon Tall Pines.

Were it solely up to him, Dahvro would go on an extended “hunting trip” and avoid the whole business, but Janil, and especially Jax, need him. So, the fierce hunter shoulders his fatigue and swallows his annoyance as best he can, sometimes trying to soothe (or drown) it in a mug (or several) of hard cider.

Use the **Warrior** from **Chapter 12** of *Blue Rose* to represent Dahvro.

JAX UNTHER

Ten-year-old Jax is a potential adept, his nascent visionary talents awakened by the proximity of the dark-

ARANALYCOS

ABILITIES (FOCUSES)

ACCURACY 2 (BITE, SLASH), COMMUNICATION 1, CONSTITUTION 2 (STAMINA), DEXTERITY 2 (INITIATIVE, STEALTH), FIGHTING 0, INTELLIGENCE 1, PERCEPTION 2 (PSYCHIC, TOUCHING), STRENGTH 2 (CLIMBING), WILLPOWER 2 (COURAGE)

SPEED	HEALTH	DEFENSE	ARMOR RATING
12	50	14	4

WEAPON	ATTACK ROLL	DAMAGE
BITE	+4	2D6+2, PLUS VENOM
LEG SLASH	+4	1D6+2

SPECIAL QUALITIES

FAVORED STUNTS: Knock Prone, Pierce Armor, Dual Strike

MULTIATTACK: Aranalycos can make three attacks on its turn: one bite and two leg slashes, against the same or different targets.

RESISTANCE: Aranalycos' Armor Rating is doubled against cold and fire damage and non-magical weapon damage. It has a +2 bonus on all tests to resist arcana.

SHADOW CLOAK: Aranalycos can re-roll a failed Dexterity (Stealth) check to hide, using the results of the second check.

SHADOW SHIFT: The darkfiend can become invisible and incorporeal or shift back to its solid and visible form at will as a free action on its turn. It uses this ability to effectively disappear and reappear some distance away.

VENOM: Aranalycos' bite injects a powerful venom, requiring a TN 13 Constitution (Stamina) test. The target takes 4d6 penetrating damage, half as much on a successful test. Anyone reduced to 0 Health by the darkfiend's venom is not killed, but paralyzed for one hour.

WALL-WALKER: Aranalycos can move on vertical and even upside-down surfaces at its normal Speed without a test.

ARCANA: Psychic Contact

THREAT: MODERATE

fiend abroad in the Weald, which has led to terrible nightmares and a feeling of dread. Jax is looking for someone to help him feel brave and able to face his nightmares, and adventuresome strangers in the village are excellent candidates.

Ordinarily enthusiastic and energetic, Jax is a bit subdued due to a lack of rest and more worries than a ten-year-old should need to face. He's kind and imaginative and believes in helping those in need. In addition to his role in foreshadowing the threat in *The Wolfenmoot Web*, Jax is great at serving as a "conscience" for any characters in need of one, particularly when they come into conflict with his father, or are tempted by the darkfiend.

Jax's game abilities are unremarkable, save that he has the Second Sight and Visions arcana from Chapter 4 of *Blue Rose*.

ARANALYCOS

The darkfiend known as Aranalycos takes the form of a giant wolf-spider, the size of a horse, with a milk white carapace and purple-black joints and markings. Like others of its kind, Aranalycos can communicate psychically and it exists in the world to draw creatures toward Shadow and corruption.

5E CONVERSION

You can also run *The Wolfenmoot Web* using the 5e-compatible *Blue Rose Adventurer's Guide*, if you prefer. This section offers guidelines and adjustments on how to run the adventure using the 5e rules.

SCENE 1

The villagers of Tall Pines are **commoners** unless specified otherwise. Hunters can be treated as **scouts** or **tribal warriors**.

Janil Unther is a **noble**, sans armor and normally carrying only a dagger as a weapon. Dahvro Unther is a **veteran**.

SCENE 2

The various festival games can be resolved as a series of ability checks:

- **Archery.** A series of three attack rolls (short bow or long bow proficiency) against an AC of 12, followed by a final attack roll against an AC of 14. The highest result wins.
- **Foot Race.** A Constitution (Athletics) check, with the highest result winning the race.
- **Hurling.** A Strength (Athletics) check, with the highest result winning the contest.
- **Stalking.** A series of three Wisdom (Perception) vs. Dexterity (Stealth) checks, with the best two out of three winning the contest.
- **Bardic Circle.** A Charisma (Performance) check, with the best result winning the contest. Substitute appropriate other abilities for different kinds of performances.

SCENE 3

Investigating Jax's nightmares will involve different spells, particularly *detect magic*, *detect thoughts*, and the

ARANALYCOS

LARGE FIEND, NEUTRAL EVIL

Armor Class 15 (natural armor)
Hit Points 60 (8d10 + 16)
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	15 (+2)	14 (+2)	11 (+0)	12 (+1)	12 (+1)

Saving Throws Con +5, Wis +4
Skills Perception +4, Stealth +5
Damage Resistances cold and fire; bludgeoning, piercing, and slashing damage from nonmagical weapons
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision, 60 ft., passive Perception 15
Languages telepathy, 120 ft.
Challenge 5 (1,800 XP)

Magic Resistance. The darkfiend has advantage on saving throws against spells and other magical effects.
Shadow Cloak. The darkfiend has advantage on Stealth checks in areas of dim light or darkness.
Web Walker. Aranalycos ignores movement restrictions caused by webbing.

Shadow Step. As a bonus action, Aranalycos can magically shift from the Material Plane to the Ethereal Plane, or vice versa, becoming incorporeal and invisible while it is on the Ethereal Plane.

Spider Climb. The darkfiend can climb difficult surfaces, including upside down on ceilings, without needing an ability check.

ACTIONS

Multiattack. The darkfiend makes three attacks: one bite and two leg slashes.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d10 + 2) piercing damage, and the target must make a DC 14 Constitution saving throw, taking 18 (4d8) poison damage on a failed save, or half as much damage on a successful one. If the poison damage reduces a target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points and is paralyzed while poisoned in this way.

Leg Slash. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 9 (2d6 + 2) slashing damage.

like, but the outcome is largely the same. Since the nightmares originate from Jax's own visionary abilities, there is not a great deal characters can do about them initially.

Characters capable of telepathic communication can enter and witness Jax's nightmare as described in the scene, although they cannot affect it.

SCENE 4

Use the **veteran** stat block for Dahvro, if he starts any trouble with the characters.

SCENE 5

Use the **Aranalycos** stat block, following, for the battle with the darkfiend. For freeing the Wolf Spirit, since the characters do not generate Stunt Points, allow a character to devote their action for a round to doing so, rolling a

DC 12 Wisdom saving throw. Alternately, a character can do this while performing another action, but that action (not the save) is at disadvantage. Five successful saves free the Wolf Spirit. However, the darkfiend can use its bonus action on its turn to roll a DC 12 Wisdom save to remove one of the party's successes.

SCENE 6

No adjustments are needed for this scene.

REWARDS

In addition to the XP earned for overcoming the challenges in the adventure, the honorific the characters receive grants them advantage on all Charisma (Persuasion) checks dealing with Forest Folk and rhy-wolves aware of their deeds and their reputation.





BLUE ROSE

THE WOLFENMOOT WEB

AN ADVENTURE FOR THE *BLUE ROSE AGE*
ROLEPLAYING GAME OF ROMANTIC FANTASY



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