

Festival of Wolves

Adventure Summary

The characters have recently arrived in Highever, under the employ of a traveling merchant named Mendonich Holze. Holze, along with many other merchants from around the region, has come to Highever to hawk his wares during the Festival of Wolves and the characters are to act as guards, couriers and porters during their stay in Highever. The night before the festival, their employer has recently arranged for the sale of some goods that is to be kept discreet and the characters are asked to deliver the goods and pick up the payment. Upon arriving at their destination, the characters find the buyer has been savagely killed and shortly after the discovery of the body, the guards arrive. The characters are immediately implicated and must carefully manage the situation or find themselves under arrest for selling illegal goods or, even worse, murder. Whether they are arrested or manage to avoid any legal repercussions of their actions, the characters are set upon by beasts long thought driven from these lands as they make their way through the city. After their encounter with the werewolves, it appears that something is amiss in Highever.

The day of celebration arrives despite the events of the previous evening and the city is teeming with festive citizens from all over the Coastlands. The characters spend the day busily assisting Holze, whose business is booming. As evening falls upon the city and the full moon rises, the festival kicks into high gear and the real revelries begin. The celebrations are violently interrupted as dozens of wolves accompanied by the same wolf-creatures the characters encountered the previous evening, begin savagely attacking anyone in sight. Chaos breaks out and the characters, along with their employer and hundreds of innocent citizens, are caught in the middle. Dozens are killed as the guards rush to contain the violence, eventually turning the tide against the mysterious attackers. Depending on the outcome of their encounter with the city militia the previous evening, the characters may be conscripted into helping pursue the fleeing monsters. Should they pursue their attackers the characters eventually corner a small group of the creatures as they attempt to escape into the sewers of the city. As the evening draws to a close, the characters have more clues as to the events taking place in Highever and their employer is quite curious what valuable secrets they may be able to uncover with further investigation.

As a new day dawns, the characters are asked – either by the city guard or their employer – to search the sewers and tunnels beneath the city for more information regarding the events of the previous evening. Their search takes them deep beneath the city, navigating the maze of tunnels, swarms of giant rats and a number of devious traps put in place by those hiding in the shadows. In the dark depths of the tunnels, the characters discover a number of secret chambers and vaults, used by the perpetrators of these events and containing lore long thought lost. The characters discover those responsible for these heinous crimes – a cabal of apostate mages and members of a secret society long thought destroyed.

Getting the Characters Involved

Festival of Wolves is intended for a group of four to six *Dragon Age* characters with a decent mix of abilities to handle the various scenes – combat, exploration and

roleplaying – in this adventure. It can work for larger or smaller groups, or different balances of abilities, with some modification.

A number of alternatives exist to making the characters work for the merchant, which is the easiest way to get the characters involved. The city of Highever is a large one and holds within it many important groups and individuals for which the characters could work, all of which would have clear motives for rooting out the Custodians. The characters could just as easily be caught up in these events without being employed by the merchant or other party, instead choosing to undermine the Custodians for any number of reasons ranging from potential reward or moral justification. If the characters are from Highever, it is quite possible that one of their friends or family members has joined the Custodians of the Wolf, thus giving the characters a personal stake in the adventure.

Background

The city of Highever is preparing for a local holiday known as the Festival of Wolves. From all over the central Coastlands, traveling merchants, performers and freemen are coming to Highever to celebrate Haelia Cousland's defeat over the hordes of werewolves that once plagued the region during the Black Age. The festivities will culminate on the first full moon of the month of Drakonis, where the entire city will take part in a celebration honoring both those that fought against the monsters as well as the werewolves themselves.

This year however, a dark shadow falls across the festival as a secret society that once fought alongside the werewolves rises from obscurity to once more threaten the people of Highever. Known as the Custodians of the Wolves, these men and women are descended from those that sought to protect their loved ones even after they had become afflicted with the werewolves' curse and have plagued the people of the central Coastlands countless times over the past five ages. The Custodians have returned, now being led by a small but powerful cabal of apostate mages who seek vengeance for the slaughter of their people so long ago.

Made up of commoners and nobles from all over Highever, the Custodians have recently uncovered ancient texts thought lost in the tunnels beneath the city. These texts have led them to create a powerful potion known as the Wolf's Blood Elixir that grants those taking it the strength, speed and fury of the werewolves. With this new weapon at their disposal, the Custodians now put into motion a plan to gain the revenge that they seek and once more instill the fear of the werewolves on the people of Highever.

Part One

The merchant and caravan master Mendonich Holze has recently arrived in the city of Highever, with the characters under his employ as guards, advisors and porters. The Festival of Wolves has drawn merchants and commoners from all over the central Coastlands to Highever and Mendonich Holze hopes to peddle his wares among the gathered throng. After spending some time in Highever, Holze has arranged for the sale of precious lyrium dust to a seemingly innocuous innkeeper named Breyton Farr. The characters are asked to deliver the goods and collect payment after nightfall.

When they find Farr however, the characters discover that he has been murdered; torn apart by an unknown beast. With only a few moments to survey the scene, the

characters are then set upon the guards of Highever who suspect their involvement in the gruesome murder. It takes quick thinking and a silver tongue to avoid arrest by the guards who may allow the characters to depart without incident, as long as their illegal delivery is not discovered.

Returning to their employer (or possibly prison), the characters are set upon by a group of creatures long thought driven from the central Coastlands. A pack of werewolves attacks the characters and it quickly becomes clear they hope to capture the lyrium dust meant for Farr. After the werewolves are driven off – with or without the lyrium dust – the characters return to their patron with far too many questions.

Prologue

Mendonich Holze and his caravan have reached the city of Highever, hoping to take advantage of the Festival of Wolves and sell his wares to the people of the central Coastlands. Upon arriving in Highever the characters, under Holze's employ, are busy making arrangements for the stabling of horses, setting up a booth in the city square and organizing their housing for their stay in Highever. After a busy day or two of setting up, the characters get to work keeping an eye on Holze and his goods while he goes about the daily business of a merchant. The characters have some time to get to know the city, the people and take part in the festivities.

Holze has a small booth set up in the city center of Highever. From here he sells wares collected on his travels through northern Ferelden. In addition to Holze and the characters are three wagon-drivers, three porters, two dogs and his right-hand man, Barrett the Mute. The characters and the rest of the crew are to make their own arrangements for stay while in Highever and, due to the number of visitors to the city, the characters have been stuck with a relatively cheap inn located in the lower portions of the city. Holze's pack animals and any mounts the party possesses are stabled near their inn. Holze and Barrett have found sleeping quarters closer to the city center.

The characters will be expected to secure Holze's goods when the booth is not being tended. Barrett and the rest of the caravan crew can watch over the booth, calling the guards if there is any trouble. In general, the characters should be free to take part in the events taking place in this adventure without the need to worry about protecting the booth and/or Holze (with the exception of Act Two), however their primary employment involves these duties and should not be forgotten.

Special Delivery – Exploration Encounter (Easy)

During his travels, Mendonich Holze came across a dwarf who offered him a tantalizing opportunity for profit; Holze purchased a large quantity of prized lyrium dust. Strictly controlled by the Chantry, sale of lyrium dust in Ferelden is considered a crime by those not in the service of the Chantry and Holze has been careful about finding a buyer for this valuable commodity. While in Highever, he was approached by a shady character looking for such a commodity and Holze arranged for the sale to take place after dark. The characters are asked by Holze to deliver the goods, of which they remain oblivious as to its nature.

The buyer is a man named Breyton Farr, a local innkeeper who owns and operates the Drunken Wolf Inn and Tavern. While the characters may have been present when Holze made the arrangements for the sale, Farr is an unassuming human man who was

discreet upon approaching Holze and they have little recollection of the innkeeper. Holze tells the characters only that they must deliver an item to Farr at the Drunken Wolf after dark on the evening before the Festival of Wolves. He does not tell them what the item is and insists that they not ask questions, simply deliver the item and collect the money from the buyer. He gives the characters a small wooden chest with metal bands and a heavy lock, as well as providing a key for the chest to one of the characters. The characters are to collect two gold sovereigns from Farr and then return to Holze.

The characters can, of course, look in the chest after leaving Holze's presence. Within the chest they will find a large sack containing a significant quantity of lyrium dust. Direct contact with lyrium dust causes anyone to immediately become sick with nausea, blistering skin, dementia and other such symptoms to appear shortly after contact. Mages that come into contact with lyrium dust will almost certainly die. It is up to the Gamemaster to determine what effects, if any, result from exposure to lyrium dust however a Constitution (Stamina) test can be used to resist some of the effects.

The characters reach the Drunken Wolf after dark and find the inn/tavern to be a middle-class, three story establishment located in central Highever. The tavern is busy when the characters arrive, but their presence goes unnoticed among the many visitors to the city. The characters can quickly find a server or bartender and, if asking for Farr, be directed to the cellar 'where they are expected'.

The cellar holds the numerous kegs of ale and food used by the tavern above and is a collection of dark, dank rooms. When the characters are led to the cellar, the door is closed behind them and they initially find no sign of Farr. A quick look around will reveal a dismembered body in one of the back rooms, well out of sight from the stairs. Presumably, the corpse is that of Farr and it matches the description Holze gave the characters of the innkeeper.

The characters have a chance to search the body and the room for clues or items of value. Characters in the room can make a Perception (Search) test with a TN of 11 to find anything of interest. Consult the following chart, using the Dragon Die to determine what characters find with a successful test.

Innkeeper Search	
Dragon Die	Search Results
1	Tufts of fur.
2	A book on the history of Highever; specifically the time of Haelia Cousland and her victory over the werewolves.
3	A silver dagger that has fallen under a box.
4	A coin-purse with only a few copper pieces; not enough to purchase the lyrium dust.
5	A receipt for the purchase of 'goods' the characters are delivering.
6	A map of the sewers and tunnels beneath the city.

Characters looking over the body can attempt to discover details of his death. Characters can make a Cunning (Healing) test with a TN of 13 to learn that the body is terribly mauled, with wounds consistent to those from an animal. Characters successfully making the check can determine that a large animal, with sharp claws and teeth, most likely inflicted the wounds on the victim.

Dead on Arrival – Roleplaying Encounter (Routine)

Unbeknownst to the characters, the local guards arrive at the tavern shortly after they were led to the cellar. The Custodians of the Wolves, after having Farr killed for disloyalty, tipped off the local guards about Farr's death in the hopes of flushing out the merchant who sold him the lyrium dust. Should the characters be arrested for the crime and the lyrium confiscated, the Custodians can arrange for its disappearance; if the characters avoid arrest, the Custodians plan to follow them and take the lyrium for themselves.

As the characters search Farr's body and figure out what to do the guards burst into the cellar. The number of guards is equal to half the characters as well as Sergeant Geltman Donlan. Statistics for the guards are not given here – if the characters end up fighting the guards, they have really big problems. Sergeant Donlan announces himself and demands to know what the characters are doing and who's responsible for Farr's death. Donlan initially believes that the characters had something to do with the murder, but will give the characters a chance to explain themselves before taking any action.

The characters must make a Communication (Deception, Persuasion or Bargain) test to convince the guards that they are not responsible for the innkeeper's death. Using Deception requires the characters lie about their presence in the room and has a TN of 13. The use of Persuasion has the characters explaining themselves to the guards, pointing out the nature of the wounds and their presence as deliverymen; this test has a TN of 11. Characters can attempt to bribe the guards to simply let them leave, insisting they had nothing to do with the murder; doing so requires a test with a TN of 13 and costs at least 50 silver pieces (lower the TN by 2 for each additional 50sp offered).

If the guards do not simply allow the characters to leave, they will search the party, including the 'package' they were delivering to Farr. If the package is searched, the guards will discover the lyrium dust, the sale of which is a crime in Ferelden. The characters will have a single opportunity to explain the presence of the dust, requiring a Communication test using Deception, Persuasion or Bargain, as above. The TN for all these tests is 15 (though it can be lowered using Bargain and additional money, as described above). Failure to talk their way out of the inn results in their arrest. If the characters resist arrest, the guards attack and try to subdue the characters; more guards being called if the characters get the better of those at the inn.

The Dead of Night – Combat Encounter (Average)

Hopefully, the characters avoided arrest by the city guards and were able to leave the Drunken Wolf with their package still in hand. Closely watching the characters, the Custodians of the Wolves have flushed out the valuable lyrium dust and now plan to take it by force. Should the characters have been arrested, the Custodians will attack the guards and the characters together, killing the guards and taking the dust; increase the number of wolves by half the number of guards. The characters may be blamed for the death of the guards should this occur.

The characters are attacked by a group of Custodians who are under the effects of the elixir. There are a number of attackers equal to the number of characters in the party. The attackers' primary goal is the recovery of the lyrium dust and the bulk of them will hold off the characters while one or two steal the box containing the dust. They will not

fight to the death, instead making a Willpower (Morale) test with a TN of 11 to flee after suffering a few casualties.

Transformed Custodian of the Wolves			
Abilities (Focuses)			
-2	Communication (Animal Handling)		
3	Constitution (Stamina)		
-2	Cunning		
4	Dexterity		
0	Magic		
1	Perception (Seeing, Smelling)		
4	Strength (Claws)		
0	Willpower (Courage)		
Combat Ratings			
Speed	Health	Defense	Armor Rating
14	18	14	0
Attacks			
Weapon	Attack Roll	Damage	
Bite	+4	1d6+4	
Claws	+6	1d6+6	
Powers			
Bloodthirsty: <i>Once combat begins and while under the effects of the Wolf's Blood Elixir, the subject must perform a Willpower (Self-Discipline) test with a TN of 11 perform any action other than charge, melee attack or move with the target being the closest enemy. If no enemies are present, the subject must attack the nearest combatant, friend or foe.</i>			
Crazed: <i>While transformed, subjects of the Wolf's Blood Elixir have little regard for their own safety. If a transformed custodian fails a Willpower (Morale) test, the dice can be re-rolled. The result of the second roll is final.</i>			
Favored Stunts: <i>Mighty Blow, Quick Bite</i>			
Quick Bite Stunt: <i>A transformed custodian can follow up a successful attack with its claws with a Quick Bite special stunt costing 2 SP. This bite attack must be taken against the same target as the original attack. Rolling doubles on the bite attack roll does not generate stunt points.</i>			

Resolution of Part One

Following the attack by the werewolves, the characters will have many unanswered questions. It seems that beasts long ago driven from these lands have returned. Why Breyton Farr was killed and who tipped off the guards to the characters' presence remains to be seen. Why the werewolves wanted the lyrium dust is also unknown at this time.

The characters can return to Mendonich Holze, with or without the lyrium dust. If the werewolves escaped with the lyrium dust, Holze will be furious. The crime cannot be reported to the local guards as the sale of lyrium dust is illegal. Should the characters report the incident to the local guards, they may be implicated in the death of any 'werewolves' that were killed who revert to their human form upon death. Even so, the presence of werewolves in Highever is almost laughable and few will take the claims of

the characters very seriously. Holze will believe the characters, should they tell him, and be quite curious about the events taking place in the city.

Part Two

The plans of the Custodians of the Wolves now come to fruition as the Festival of Wolves begins. The evening following the characters' encounter with the werewolves, the city of Highever erupts in celebration, culminating with the rise of the full moon. It is at this time that the Custodians rush from the darkness, inflicting vast carnage on the revelers. Dozens of Custodians, under the influence of the Wolf's Blood Elixir begin tearing their way through the crowds, killing as many as they can. In addition, wolves under the influence of the Custodians rush into the throng aiding in the carnage. The characters must quickly fight off a group of beasts that threaten to add them to the casualties.

After the initial attack by the Custodians has subsided, the city guards rush to stop the killers and defend the innocent. Many of the werewolves have fled, their bloodlust satiated for the moment, but a few remain behind to slow any pursuit. The characters, standing amidst dead wolves and cultists, are approached by the city guards and asked for assistance. The characters can attempt to avoid conscription and instead act at the behest of their employer or do as the guards ask and help.

Regardless of who's calling the shots, the characters are sent into the city to pursue the fleeing werewolves, intending to track them to their lair. The characters must navigate the dark city streets in search of their prey, relying on the locals or their own skills to track down the attackers.

Festival of Wolves – Combat Encounter (Average)

The night of celebration has come and all of Highever is in attendance. As the day turns into evening, the festivities kick into high gear with large dances, street performances and rousing speeches and the recitation of tales from the Black Age. Teyrn Cousland of Highever addresses the crowd as the full moon rises, recognizing the accomplishments of the people of the central Coastlands long ago and his ancestor's victory over the werewolves. The crowd is filled with people from all over the Coastlands, dressed in their finest clothes, many wearing wolf masks and all participating in the revelry.

It is as the celebrations reach their crescendo, when the full moon rests clearly over the city of Highever that the Custodians of the Wolves descend upon the crowd, centuries of revenge in their hearts. Dozens of freemen, nobles and commoners alike, imbibe the Wolf's Blood Elixir and begin their terrible transformation. The panic begins as frightened screams that cannot be heard above the celebration; it then quickly turns into yelling and pushing as the transformed Custodians begin their campaign of carnage through the crowd. Terrified citizens begin to rush from the attackers, crushing one another in the hopes of getting away. Quickly it becomes clear that the main streets leading into the city center have been blocked by dozens of wolves and even more of the transformed Custodians. The Festival of the Wolves descends into chaos and blood.

When the attack begins, some of the attackers move to fight the characters. A number of transformed Custodians (see above) equal to half the characters plus one, accompanied by a number of wolves equal to half the characters attack the party. The

group fights with little coordination or tactics, trying to inflict as much carnage as possible. Should they lose half their number, the attackers must make a Willpower (Morale) test with a TN of 11 or flee.

Wolf			
Abilities (Focuses)			
-2	Communication		
1	Constitution (Running)		
-3	Cunning		
2	Dexterity (Bite)		
-1	Magic		
2	Perception (Smelling, Tracking)		
1	Strength (Jumping)		
0	Willpower		
Combat Ratings			
Speed	Health	Defense	Armor Rating
16	15	12	0
Attacks			
Weapon	Attack Roll	Damage	
Bite	+4	1d6+1	
Powers			
Favored Stunts: <i>Knock Prone, Skirmish</i>			

Conscripted – Roleplaying Encounter (Routine)

Following the initial attack by the Custodians, the square is in chaos. A number of transformed Custodians and wolves still remain in the square, but the city guards have now begun flooding into the area to protect the innocent. Once the characters have dealt with their attackers, they will be approached by a group of guards that ask for their assistance. Sergeant Abriam Chandliss will attempt to conscript the characters, asking them to pursue some of the fleeing werewolves.

The characters can simply agree, upon which time Sergeant Chandliss tells them to quickly travel down Spring Street after a group of fleeing werewolves. He orders the characters to follow the group and destroy them, if possible. If the characters lose the creatures in the streets, they are to report back to him where the beasts were last seen.

If the characters refuse, they can make a Communication (Persuasion) test with a TN of 13 to avoid conscription, stating that they wish to remain behind to protect their employer and his goods. The characters can also attempt to negotiate a fee with the Sergeant, requiring a Communication (Bargain) test with a TN of 13; success results in the Sergeant offering the characters a reward of ten silver pieces per character for each dead werewolf.

Regardless of the outcome of their conversation with the guards, the characters are asked by Mendonich to start snooping around in order to learn more about the night's events. He believes that, should the characters discover the reason behind the werewolf's attacks this information will be quite valuable. He tasks the characters with discovering where these werewolves are coming from and reporting back to him with this information. The characters can, of course, refuse though this could impact their employment with Mendonich.

Pursuit – Exploration Encounter (Routine)

The werewolves have a head-start on the pursuing characters, as well as increased speed. As such, it will be difficult for the characters to follow the creatures and instead must rely on tracking or asking the locals for information. In order to track the fleeing Custodians, the characters must make either a Perception (Tracking) test with a TN of 13 or a Communication (Investigation) test with a TN of 11. Success on either of these tests will reveal the direction the Custodians fled in. Should the characters fail the test, they will quickly lose the creatures in the streets and spend a few hours searching in vain.

Successfully tracking the Custodians will lead the characters to an alley and an entrance into the local sewers. The dead-end of the alley has an opening covered by a large metal grate that has been pried open from the outside. The trail of the werewolves leads to this spot and small tufts of fur can be seen on the metal of the grate, indicating the creatures fled into the sewers.

Resolution of Part Two

The characters will have been tasked with following the fleeing werewolves in the hopes of killing them or tracking them to their lair. If the characters were successful in following the werewolves, they are led to an entrance into the sewers and tunnels beneath the city and it becomes clear this is where the beasts are hiding. The characters can take this information to Mendonich Holze or Sergeant Chandliss or opt to descend into the sewers themselves and continue the search. If they return to Holze or Chandliss, they will be asked to continue their pursuit into the sewers in search of the attackers. They can choose to rest for the evening and resume their search after an evening's rest, but time is of the essence, lest the perpetrators escape.

If the characters were unable to track the werewolves to the sewers, they can return to Holze or Chandliss and attempt their search again during the light of day. By the next morning, the characters can easily get information that leads them to the sewers and are then asked by Chandliss or Holze to search the sewers for the werewolves.

The characters can, of course, refuse to search the sewers for the werewolves. Holze is paying the characters to do as he asks and refusal can result in the termination of their employment. Holze is sure to offer hesitant characters incentives to investigate further, perhaps promising a share of any valuables (including information) found in the sewers. Chandliss has the authority to conscript the characters and their refusal to help in the search for the attackers can result in their arrest. This should be motivation enough to enter the sewers and continue the search.

Part Three

The characters descend into the sewers and tunnels beneath Highever in search of the instigators of the evening's massacre. The Custodians of the Wolves have escaped capture, for the moment, with many blending in with the other citizens of the city following their transformation. The leaders of the Custodians however, reside deep within the ancient tunnels beneath the city and this is where their lost lore and power stems from.

Once in the tunnels, the characters encounter more of the werewolves who have remained behind to prevent intruders from finding their lair. Once these guardians have been dealt with, the characters must navigate the dark tunnels, encountering giant rats,

traps designed to prevent their progress and a maze of corridors that are difficult to travel through. Their trials will, hopefully, result in the discovery of the hideout of the Custodians.

Upon locating the lair of the Custodians of the Wolves, the characters encounter the leaders of this dark sect, a trio of apostate mages led by Everen Kochin. Kochin, recognizing the abilities of the characters, takes a moment to speak with the intruders. Kochin offers the characters a chance to leave without further violence and the characters have an opportunity to speak with the leader of the Custodians. Should the negotiations fail, combat ensues as Kochin and the Custodians attempt to slay the characters and prevent any further intrusion into their plans.

Guardians of the Tunnels – Combat Encounter (Easy)

As the characters begin searching the sewers for signs of the attackers, they quickly become lost among the darkness. Shortly after entering the sewers, the characters are attacked by a few Custodians that have remained behind to prevent anyone from reaching their hideout in the tunnels. The transformed Custodians have hidden themselves in the darkness, requiring a Perception (Seeing) test with a TN of 13 for the characters to avoid being surprised.

There is one Custodian for every two characters in the party (round up). The transformed Custodians (see above) fight to kill, attacking the characters with little regard for their own lives. The Custodians will fight to the death, but still require a Willpower (Morale) test with a TN of 11 to avoid fleeing after suffering half of their number in casualties. Fleeing Custodians will not run back to their hideout, instead trying to lure the characters back to the surface. Due to the darkness of the sewers, all attack rolls are made at a -2.

Navigating the Sewers – Exploration Encounter (Easy)

The characters must explore the sewers in search of any sign of the werewolves. Doing so requires a Perception (Tracking) advanced test with a TN of 13 and a Threshold of 15. Each test represents a half hour of time. Should the characters possess a map of the sewers and tunnels beneath the city, reduce the Threshold by five. If the characters continue to fail in their search, they become hopelessly lost and eventually must return to the surface to get their bearings. Continued failure can also result in additional combat or trap encounters.

During the search of the sewers, the characters will come across a number of traps laid by the Custodians to prevent intruders from surviving to find their hideout. The Custodians have rigged a number of trip-wires to bricks and rocks in the tunnels, designed to both injure anyone triggering the trap as well as block the tunnels from continued travel. Characters moving encountering the trap must make a Perception (Seeing) test with a TN of 13 for the lead character and 15 for all other characters to notice the trap. Failure indicates that the lead character has triggered the trap and suffers 3d6 points of damage from falling bricks and rocks. In addition, the characters must spend at least ten minutes clearing out the bricks in order to proceed any further. If the characters notice the trip-line before it is sprung, they may make a Dexterity (Traps) test with a TN of 11 to determine the nature of the trap and another Dexterity (Traps) test with a TN of 13 to disarm the trap.

Vermin – Combat Encounter (Easy)

In addition to encountering traps laid by the Custodians, the characters will be set upon by a swarm of giant rats that are frightened and hungry. The characters encounter the rats upon reaching a dead-end and there will be two rats for each character. The rats will not fight to the death, instead fleeing if they fail a TN 11 Willpower (Morale) test, which is made after the rats suffer losses equal to half their number or when encountering fire. Should the characters investigate the area the rats were occupying, they will find a human skeleton, picked clean by the rats. In addition to the skeleton, the characters can find valuables worth 3d6 silver pieces.

Rat, Giant			
Abilities (Focuses)			
-3	Communication		
2	Constitution		
-2	Cunning		
2	Dexterity (Bite, Stealth)		
0	Magic		
2	Perception (Smelling)		
1	Strength		
1	Willpower		
Combat Ratings			
Speed	Health	Defense	Armor Rating
14	12	12	0
Attacks			
Weapon		Attack Roll	Damage
Bite		+4	1d6+1
Powers			
Favored Stunts: <i>Knock Prone, Mighty Blow</i>			
Swarm Tactics: <i>A giant rat can perform Swarm Tactics as a special stunt costing 3 SP. This stunt allows any other giant rats adjacent to the target to make an immediate attack. Rolling doubles on these bonus attacks does not generate stunt points. Giant rats that haven't taken their turn yet this round can still take their actions as normal even after benefiting from Swarm Tactics.</i>			

The Custodians of the Wolves – Roleplaying Encounter (Average)

After the characters have successfully navigated the sewers and tunnels beneath the city, their explorations lead them into an ancient area of the tunnels that is now used as the lair of the Custodians of the Wolf. The hideout of the Custodians is made up of a number of old chambers and tunnels that were long ago used by the original Custodians to hide and aid the werewolves of the central Coastlands. The rooms are used for storage, as barracks and as a study for the cabal of apostate mages leading the Custodians.

When the characters enter this area, the remaining Custodians and the apostates are immediately alerted to their presence. The characters are confronted by Everen Kochin, the leader of the Custodians. In addition to Everen, there are two other apostate mages and a number of transformed Custodians equal to half the number of characters. It

is clear to the characters that Everen desires communication rather than combat and the characters have a chance to parlay with the leader of the Custodians.

Above all, Everen wishes the characters to leave the Custodians be. If the characters are outsiders, he tells them that this fight is none of their concern, being something that has continued for hundreds of years between the Custodians and the people of Highever. Everen is willing to negotiate with the characters, who can make a Communication test using the Bargain or Persuasion focuses; the TN for the test is 13, though the GM can adjust this depending on what the characters want from Everen. Use of Persuasion will allow the characters to leave the area without incident, assuming they promise not to report the Custodians to the guards. Everen will tell the characters that they should leave Highever quickly and that they will be watched as long as they remain in the city.

Successful bargaining on the part of the characters can result in Everen offering the characters money or goods for their quick departure from the sewers and their discretion in further dealings with the Custodians. Should the characters ask Everen is willing to admit that he is the original buyer of the lyrium dust the characters were selling to the innkeeper, who was killed by the Custodians because they suspected him of stealing from their order. Everen is willing to pay the characters each one gold sovereign if they leave immediately and do not report the location of the Custodians to the guards. He asks that they leave Highever quickly as well and assures them that they will be watched while they remain in the city. Everen is also willing to purchase the lyrium dust from Mendonich, should the original agreement still be satisfactory.

If the characters fail to successfully negotiate with Everen, he does not believe they can be trusted with the location of the Custodians and orders his men to attack.

Setting of the Moon – Combat Encounter (Hard)

If combat breaks out between the characters and Everen, he and his men try hard to kill the characters and prevent them from potentially bringing the guards to their hideout. As mentioned above, in addition to Everen and the two apostate mages, there are a number of transformed Custodians (see above) equal to half the characters. The group does not fight to the death, attempting to flee should they begin suffering casualties and failing a Willpower (Morale) test with a TN of 11. If Everen is severely wounded, he attempts to bargain his way to freedom, offering the characters money and a wealth of forgotten lore (including the secret of the Wolf's Blood Elixir) if they let him live.

Characters that are victorious find a treasure trove of valuables and ancient lore in the Custodians' hideout. They find valuables equal to 2d6x100 silver pieces as well as a number of tomes of ancient lore, including the history of the Custodians of the Wolf, magical knowledge and the secrets of the Wolf's Blood Elixir.

Everen Kochin	
Abilities (Focuses)	
2	Communication (Deception)
0	Constitution (Stamina)
2	Cunning (Healing, Historical Lore, Nature Lore)
4	Dexterity (Stealth)
5	Magic (Spirit Magic)
3	Perception

1	Strength		
1	Willpower		
Combat Ratings			
Speed	Health	Defense	Armor Rating
14	31	14	3
Attacks			
Weapon	Attack Roll	Damage	
Staff	+4	1d6+1	
Powers			
Arcane Lance: 1d6+5 damage			
Favored Stunts: Mana Shield, Mighty Spell			
Spell Lance: You can cast a spell after hitting a foe with an arcane lance. This is a stunt that costs 3 SP and the spell cast cannot have a mana point cost greater than 3. A casting roll is required, as usual.			
Spells (17 MP, 15/17 Spellpower): Arcane Bolt, Heal, Mind Blast, Spell Shield, Walking Bomb			
Talents: Lore (Journeyman), Spirit Magic (Novice)			
Weapon Groups: Brawling, Staves			
Equipment			
Light Leather Armor, Staff, 2 Lesser Lyrium Potions, Glowstone, Lesser Healing Potion			

Apostate Mage			
Abilities (Focuses)			
1	Communication		
0	Constitution (Stamina)		
2	Cunning (Healing, Nature Lore)		
2	Dexterity		
3	Magic		
2	Perception		
0	Strength		
1	Willpower		
Combat Ratings			
Speed	Health	Defense	Armor Rating
12	21	12	3
Attacks			
Weapon	Attack Roll	Damage	
Staff	+2	1d6	
Powers			
Arcane Lance: 1d6+3 damage			
Favored Stunts: Mighty Spell, Skillful Casting			
Spells (17 MP, 13 Spellpower): Daze, Heroic Offense, Shock			
Talents: Lore (Novice)			

Weapon Groups: <i>Brawling, Staves</i>
Equipment
Light Leather Armor, Staff, Lesser Lyrium Potion

Resolution of Part Three

When the characters emerge from the sewers, they have either killed Everen and the Custodian leaders or made a bargain with them. In either event, the characters can return to Mendonich who will wish to leave Highever soon following these events.

Epilogue

The outcome of the adventure depends largely on the actions of the characters during their encounter with Everen. If the Custodian leader is killed, the characters have the eternal thanks of the city guard. The characters will have gained a wealth of valuables from the coffers of the cult, as well as potentially recovering the secrets of the Wolf's Blood Elixir. What they do with these secrets is entirely up to them. Even after Everen's death, the Custodians of the Wolves remain a presence in Highever, though they remain disorganized and hidden for years following these events.

In the instance the characters take Everen up on his offer, his people will watch them carefully as long as they remain in the city, striking out at them should they be seen talking to the guards. Mendonich will wish to sell the location of the Custodian's hideout to the city guards and then quickly leave Highever, though the characters can try to talk him out of such actions. If Mendonich and the characters betray the Custodians, they will be plagued by attacks all along their travels through the central Coastlands.

Should the characters not betray Everen and simply leave the city without further contact with the Custodians, the cult continues to harass the people of Highever until Teyrn Cousland declares an all-out war against them and eventually purges the city of their presence some months later. The true number of Custodians and their plans remain unknown for years to come.

Regardless of the characters' actions, Highever remains in a state of chaos for days. Word travels all over Ferelden of the events in the city and the characters hear of similar attacks throughout the central Coastlands on the night of the Festival. Despite this, few learn of the existence of the Custodians. Though many Custodians were killed, a large number remain undetected and continue to lie in wait for another opportunity to strike back at those that wronged them so long ago.

If Gamemaster's wish to incorporate this adventure into the story that takes place during *Dragon Age: Origins*, they can tie Everen and the Custodians of the Wolves to Arl Rendon Howe of Amaranthine through a number of discreet ways. Primarily, the Custodians can be receiving aid and funding from an unknown source that could eventually be tracked to Arl Howe. This information can lead to a number of adventures that involve tracking down the funding the Custodians were receiving, only to learn too late what the Arl's plans for Highever really are.