

TUTORIAL ADVENTURE: THE PYREWOLF

If this is your first time playing Tegwyn Saga, you can try this short tutorial adventure to help you get a feel for how the game works. It is written so you can play through it on your own or as a group. **If you decide to play through it as a group, then only the GM should read it!** Otherwise, you'll know some things ahead of time that are supposed to be hidden and miss out on figuring things out during play. If you are the GM, you can read through the whole thing ahead of time, but you don't have to.

We do recommend that at least one player (probably the GM) read through the [General](#) and [Combat](#) chapters before playing this adventure, but you don't need to read the entire book. (You can also skip any advanced or optional rules in those chapters.) It does include instructions and reminders, especially for material covered elsewhere. For example, it explains how to make a skill roll, how to make an attack, and how to cast a spell, but it doesn't go into detail on things like range, shields, or cover, and doesn't explain all of the details of spellcasting.

The tutorial is designed for level 1 characters. If you haven't created characters yet, feel free to use one of the Pre-Made Characters. After you finish the tutorial, you can keep playing with the same character, pick a different one, or make a new character from scratch.

There are a few things to know about how to read this adventure:

Descriptions are for the GM to read aloud to the players. Feel free to rephrase them in your own style if you like. If you are playing through on your own, you can read these when they appear, but don't skip ahead!

Solo instructions tell you what to do if you're playing on your own. For example, they tell you what to have enemies do on their turns.

This adventure is designed to be completed in one game session, but exactly how long it takes will depend on the size and style of the group. Have fun!

WHAT SEEMS TO BE THE PROBLEM?

For the last week, you have been traveling through Halfling lands. It is a pleasant region of hills and valleys threaded by slow, winding rivers that carry your raft through villages of mostly pleasant folk. Tonight, you disembark in a village nestled between rocky, forested hillsides.

You begin the usual task of looking for a place to sleep. Halflings are a small, humanoid race known not only for their stature but also for their quiet lifestyles and generous hospitality, so finding lodging and a good meal is seldom difficult. But this time, you barely have time to ask who the town elders are before you are approached by an anxious-looking Halfling who appears to be on the younger end of middle age, if that.

"Greetings, good travelers. I am Dowin Dorfinchel. Welcome to Kowchet!" He speaks in a trade language you know. It is a bit stilted, with a noticeable accent, but then, most of you aren't much better. "Might you be looking for a place to rest tonight?" You respond that you are, and he immediately invites you for dinner.



Dowin Dorfinchel

At this point, the players (“the party”) are having dinner with Dowin and his family in his modest, but cozy house.

The party can ask questions if they like. Some personality traits for Dowin are given below, along with some example questions and responses. As the GM, you can use these as guidelines to decide how to respond when the players don’t pick something that’s quite the same as these options. Look through them before the conversation starts, as some might need to be reworded, depending on the order players ask the questions. (The players don’t have to ask every question.)

Conversations are a little different if you’re playing this adventure solo. You can treat the personality traits as things you notice during the course of conversation, and you can treat the example questions as a list of conversation options, as if you were playing a video game.

Before beginning the conversation, ask the players to make wits rolls. Wits is a skill, so each player looks at their wits skill on their character sheet, rolls that many d6, and adds them up. In this case, they don’t get any bonuses for good vision or any other special senses they might have. If one of them is playing the thief class, their +1 die modifier to notice things applies.

When you see *italicized statements* that are describing an “if”, don’t read the rest unless you meet the condition. For example, if you rolled below 10 here, skip the rest of the italicized paragraph.

This is a medium-difficulty roll. If any player rolls 10 or more, point out that the entire family seems preoccupied about something, that Dowin keeps glancing at your weapons—not unusual, but he looks more interested than afraid—and that Dowin has introduced you to his mother (Chello), two sisters (Serra and Elles), wife (Robyfarthy), and infant son (Chewyn), but his father is nowhere to be seen. His mother doesn’t look particularly old, and Dowin hung up his coat next to another, older-looking coat in the same style, different from the ones you’ve seen Halfling women wear.

DOWIN DORFINCHEL

Anxious, excitable, gentle

- *How long have you lived in this village?* “All my life.”
- *What do you do for a living?* “I am a farmer, like my—like my family has been for generations.” (He seems both proud of this and troubled by something.)

- *You mentioned a place to rest?* “Ah, yes, we have a lovely guest room upstairs. It is very nice, but it may be small for you. I welcome you to stay there tonight, if that is good for you.”
- *Who are the elders of this village?* “Oh, uh...” he glances at his mother, who gives him a small nod. “There are two. Worjel Uttgarvy—she manages almost everything right now because, well, the other elder is my father, Skorbin. He is... missing.”
- *We are grateful for your hospitality. Is there anything we can do for you while we are here?* “Ah, actually... there is. I- I don’t wish to impose on you, but I saw that you carry weapons. I wondered if you might help me find my father. He has been missing since the day before yesterday, and we are all so very much terribly worried.”
- *I noticed you keep looking at our weapons...* “Oh! I am sorry, that was rude. But I do think you might be able to help me. I wondered if you might help me find my father. He has been missing since the day before yesterday, and we are all so very much terribly worried.”
- *Is your father around?* “Actually...” he glances at his mother, who gives him a small nod. “He is missing.”

If the players don’t get there on their own, have Dowin eventually bring up his missing father. Once his father has been mentioned, transition to this:

Dowin looks at you, slightly fearful, and speaks in a hushed, urgent tone. “Two days ago, my father went into the woods at dusk to gather firewood. He never came back. He never- he never knocked on the door or- or shouted for us to let him in because it was cold out or even put the firewood on the pile. We just heard a long howl, and... nothing else. We looked for him, of course! We looked for him right away! But we could not find any sign of him but some footprints going into the forest. And we saw a beast...”

It takes Dowin a moment to gauge your reactions before continuing. “It was a terrible creature! Eyes like embers, fur white as smoke, howl that chilled us to our bones! It breathed fire! It was enormous—as tall as any of you and jaws as big as your whole body!” he says, pointing directly at the largest party member’s chest. “I need to find—we need to know... what happened to him,” he says, growing quiet.

Dowin isn’t able to give any more details about the monster that he saw on the night his father disap-

peared. He answers any other questions about it inconsistently, clearly influenced by terror and not remembering accurately. However, his family all tells the party that they saw it, too, and they insist that the core of the description was accurate.

If the party asks if there are any hunters who can go after it, he says that the village has no warriors, and anyone who believes them about the monster is too afraid to go after it. But, you might be able to convince Finsyl Yellotsel to at least help you track it to its lair—she’s braver than most. Dowin is also willing to come, though tracking and fighting are not part of his skillset.

If the party asks if there’s anyone who could give them more information about the creature, Dowin says he always thought such things were old stories meant to convince children to be home before dark. But, if anyone can help you sort out old stories, it would be the remaining elder, Worjel Uttgarvy.

*If the party asks for a reward, Dowin offers one of his farm beetles. (His wife looks startled at the suggestion. If the party inquires, they learn that he only has two, and he uses them for plowing and other farm work.) It is trained for farm work, but perhaps it could be retrained to something more useful for adventurers. (See the [Wave Beetle](#) mount in the *Creatures* chapter for details.)*

PREPARING

You awaken in the guest room upstairs. The morning is chilly, and you find you’ve wrapped your blankets around you more tightly than you’d remembered despite how crowded the Halfling-sized room is. It’s better than sleeping outdoors, but you still don’t like the idea of stepping out into the cold. Through a window, you can see the early autumn fog over the family’s field and in the hills around the village.

You make your way downstairs, where Dowin is stoking the fire in hopes of warming things up. He asks how you rested and informs you that he’ll be making breakfast shortly. He seems excited but tense. It’s time to get ready.

Tegwyn Saga is the sort of game where you go on adventures, so hopefully the party wants to help Dowin find out what happened to his father. Ask them if they’d like to do anything to prepare and if they want Dowin to

come with them. Since this is a tutorial, go ahead and spell out their options:

- Ask around town for help. (Skip this option if they already heard about both Finsyl the hunter and Worjel the elder from Dowin.)
- Talk to Finsyl Yellotsel, the hunter. (Skip if they haven’t heard about her yet.)
- Talk to Worjel Uttgarvy, the elder. (Skip if they haven’t heard about her yet.)
- Trade for supplies.

If the party suggests something else, and you can imagine how that would go, feel free to make up what happens. This is something you’ll do often during regular adventures—it’s common for the players to try things that you didn’t anticipate. However, if you want to focus on just the material provided here so you can finish the tutorial, or if you’re not comfortable trying to improvise in a way that still fits this adventure, or if the players are clearly on the wrong track, you can tell them that the tutorial adventure just provides a few options to help them learn the game.

ASKING AROUND TOWN

If the party asks around town for help, have them make charm rolls. Like wits, charm is a skill, so each player looks at their charm skill on their character sheet, rolls that many d6, and adds them up. This is an easy roll, so if any player rolls 5 or more, give them whatever information below they don’t already have:

- The villagers searched for him the morning after he disappeared, but they lost his trail shortly after it entered the forest, and they weren’t able to find him anywhere near the village.
- Most of the villagers either don’t believe Dowin’s story about the beast and have given up searching, or they are afraid to go after it. You do learn that a hunter named Finsyl Yellotsel is known for being rather headstrong and foolish. You could try asking her.
- The villagers who believe Dowin’s story about the beast are worried for you when they hear you’re going after it, but not as worried as they would be for themselves. They tell you that Worjel Uttgarvy, the town’s remaining elder, knows a thing or two about old monster stories.

TALKING TO FINSYL

If the party seeks out Finsyl Yellotsel using directions from Dowin or the other villagers...

You find Finsyl behind her cottage, working on some arrows. There are various traps and pelts hanging about in various stages of construction or processing. She is tall for a Halfling, almost four feet, with dark red hair, a pair of tiny horns on her head, a pointed tail, and skin with a little bit of green in it. She looks up at you and greets you when you approach. “Hello!”

Finsyl is brave, but it still takes a bit of persuasion to get her to help you track Dowin’s father, Skorbin Shewych. (If the players ask, Skorbin’s family name is different because it’s passed down by the mother. Dowin became a Dorfinchel when he married.) Ask the party what they want to say to her (summarizing is ok), and then have them make another charm roll. Any of them who are trying to talk to her can roll. Set a difficulty from 10–15 (lower numbers are easier) based on whether what they say seems reasonable or convincing or not. In your own adventures, you’ll be deciding difficulties for skill rolls all the time based on the circumstances and how hard the task is.

Finsyl speaks a trade language the party knows, but not very well. If any of them speak Halfling, they are able to converse normally. (Rephrase her words in the description text accordingly.) Otherwise, she has a bit of trouble understanding them and speaks in isolated words and short phrases. If you like, you can play her side of the conversation based on what the party is saying and (once you have them roll) how well they do on their charm rolls. Or, you can just summarize and skip to the description text.

If anyone succeeds at the charm roll:

“Yes! Yes! We find Skorbin!” Finsyl exclaims. “Find! I find,” she says, pointing back and forth between her eyes and the ground. “You kill beast for Skorbin. Yes?” She has agreed to help you track the beast.

If no one succeeds:

“No, no. Beast not real, or it eat me,” she says with a frown, shaking her head vigorously. She offers you some arrows if you need them, but she refuses to come along herself. She points toward a place on the edge of the forest, near Dowin’s farm. “Feet go there. Have fun.”

TALKING TO WORJEL

If the party seeks out Worjel Uttgarvy using directions from Dowin or the other villagers...

You make your way to an old-looking cottage near the center of the village. Through the front window, you can see a rack of bottles hanging inside. Some of them are glowing. On the front porch, you see an old Halfling woman in an aged, but finely carved rocking chair. When you speak to her, she answers. “Yes, I am Worjel. Are you here to pay your respects before you go?”

Ask the party what they want to say to her (summarizing is ok), then have them make another charm roll. Any of them who are trying to talk to her can roll. She is generally receptive to requests for advice and knowledge, but just how much help she gives will depend on how charming the party is. You can adjust the difficulties below based on how reasonable, relevant, or convincing you think the party is in what they say. In your own adventures, you’ll be deciding difficulties for skill rolls all the time based on the circumstances and how hard the task is, and you can set different difficulties for different levels of success.

If you like, you can play her side of the conversation based on what the party is saying and (once you have them roll) how well they do on their charm rolls. Or, you can just summarize and skip to the description text.

If anyone gets at least a 5, read or summarize this story...

“Ah, that reminds me of the tale of the Pyrewolf,” she says, leaning back in her chair and looking up toward the sky. “In the days of our ancestors, when we first settled in Kowchet, Grojesto Uttgarvy heard a howling each night.” (If anyone in the party laughs at the name “Grojesto”, Worjel gives them a Look.) “Grojesto heard the howling each night, and he looked out from his house, and he saw a pair of red eyes in the darkness, and he saw fire strike his farm beetle, and he heard it cry out, and it was dragged away.

“Grojesto searched for his beetle. He followed the trail, where it had been dragged through the mud, where it had been pulled into the forest. He followed it to a cave in the hill, and he crept into the cave, quietly as he could, and he looked.

“Look! A great wolf, ashen fur, eyes like embers, fire in its throat. And there was his farm beetle, in the back of the cave, in the deep of the cave, behind the wolf. The beetle changed its color

when it saw Grojesto; it changed its colors and clacked its teeth. But the wolf also, she looked up and saw Grojesto, and he fled.

“The wolf gave chase. She pursued Grojesto, hunted him down, until he was swimming in the river. The wolf snarled and howled at him and made to come into the river after him.

“Now there was a water spirit there, so Grojesto asked the water spirit, ‘Kill the beast for me!’

“But the water spirit, he refused. He said, ‘I do not like the Pyrewolf, for she is fire, and I am water, but she has done nothing to me, and I cannot touch her.’

“So Grojesto said to the water spirit, ‘Then give me magic, and I will kill her myself, or else I will be lunch!’ And the water spirit smiled at the Pyrewolf, who was swimming toward them, and blessed Grojesto.

“Then Grojesto shot the Pyrewolf with magic. He struck her with bolts of water! He struck her with water, and she disappeared in a cloud of steam. Then Grojesto thanked the water spirit and swam back to shore.

“Finally, Grojesto went to the cave to retrieve his farm beetle. He said, ‘Come out now, the Pyrewolf is dead!’ But the farm beetle said, ‘Actually, I quite like it here.’”

Whether or not the party does, Worjel thinks the ending is very funny.

If anyone gets at least a 10, Worjel invites the party inside and takes a jug from the rack of bottles they saw through the window. She takes a vial for each party member and fills it with red, bubbly liquid from the jug. Each party member gets a vial of medium healing potion, which can be drunk as an action and causes the user to heal 15 HP per round for 10 rounds. (A vial has a single dose.)

*If anyone gets at least a 15, Worjel also takes a glass bottle filled with glowing, blue fluid and hands it to whichever party member rolled the best. “Here,” she says, “This was given to me by a water spirit. If you find the Pyrewolf, throw it at the ground beneath her feet.” If any party member wants to identify it, have them roll either alchemy (easier if they have it) or learning (harder). These are skill rolls like the charm and wits rolls. A result of 10 (alchemy) or 15 (learning) reveals it is an **intense water blast potion**, which will explode, hurting everything near it and dealing extra damage to fire-aligned creatures.*

TRADE FOR SUPPLIES

The party probably does not have much money, but the townspeople are willing to trade. They have food, lamps and other lighting options, rope, a few alchemy ingredients, and various other supplies. They do not have any weapons, armor, or potions (but they do mention Worjel, the elder, might have some). They will sell for the values given in the Equipment lists or trade for items of equal value unless the party is offering something too expensive (the villagers are of modest means) or useless to their lifestyle.

FINDING THE LAIR

The party can set out whenever they wish, but Downin will only come along if they leave well before nightfall. If Finsyl is with them, she also wants to leave early in the day and can only be persuaded to go on a nighttime hunt if the party has a solid argument and succeeds at another charm roll of 15 or more. Either of them will push to get it over with today rather than waiting until tomorrow or later.

The descriptive text assumes you set out during the day:

The party heads to the edge of the forest, to the spot where the search party lost the trail of Downin’s father, Skorbin. The fog has lifted by now, and the forest seems peaceful. There are birds singing and a few rodents scampering across the tree branches or between the bushes. The terrain is rough and steep, as the village of Kowchet is surrounded by hills.

If the party has Finsyl with them, she is able to find the trail this time and follows it. Otherwise, ask if anyone in the party has the wilderness lore skill. If not, the party gets lost. If anyone has wilderness lore, ask them to roll it. As a skill roll, it works the same as any wits, charm, or other rolls you’ve done: find wilderness lore on the character sheet, roll that many d6, and add them up.

If anyone rolled 10 or more...

After a good bit of looking around on the rocky ground, you manage to find Skorbin’s trail. Sure enough, it leads deeper into the forest. After a little while, the ground softens a bit, and the trail becomes easier to follow. Then, you see it: his trail crosses paths with some large paw prints... and ends. Only the paw prints go on. They have huge claws.

After another hour or so of tracking, you trace the creature to a cave in the hillside, draped in spiderwebs.

Ask if anyone in the party has the creature lore skill. If they do, roll it. *On a roll of 10+*: they are following a four-legged creature that probably resembles a wolf. It is most likely about the size of a Human but heavier. It may have some fire-based abilities, as there are flecks of ash here and there near the edges of some of the prints.

If no one rolled 10 or more wilderness lore, the party gets lost...

Try as you might, you can't find the trail. Several times you think you've found something, but each time, the trail leads you deeper into the woods and disappears. After many hours of wandering and searching, you grow tired. The sun begins to set. Suddenly, through an opening in the trees, you see a cave in the hillside, draped in spiderwebs. In the dying light, you can make out large paw prints going into it.

In this case, the party suffers a level of fatigue. Fatigue accumulates, and it turns low rolls into 0s. With 1 level of fatigue, any time a die shows a 1, it becomes a 0. Having 1 level of fatigue isn't too bad, but when it starts crawling upward, it can be a real problem.

SPIDERS

The party may wish to stop and examine the cave entrance before going in. If it is nighttime, this is more difficult, but either way, they are able to see that there are definitely large paw prints going inside, and there do not appear to be any other entrances. If they are looking around, offer to let them make creature lore rolls. (If it's night because they set out late or got lost, they lose 1 die from their roll unless they have night vision. This is normally an issue on wits rolls, but here the creature lore also depends on vision.) *If any player rolls 10+, they notice some unusual prints and web structure that indicate the spiders here are of rather unusual size.*

Once the party is ready to actually go in:

When you approach the cave, you are attacked by dog-sized spiders that pour out and charge you! Prepare to fight.

Here are the stats for the giant spiders, along with a description you can read if you like. If you haven't read the [Combat](#) or [Creatures](#) chapters, this might feel a little overwhelming. We'll give a few instructions, but you

might have to look some things up as you play or just make up a reasonable answer and check what the actual rule is later.

Minion: Spider of Unusual Size

Ordinarily, spiders have the decency to be small enough to eliminate with a shoe should they become a problem. These ones do not. Fortunately, they don't appear to be deluxe variants: the webs in this cave don't seem particularly sticky, and you're really hoping that with teeth this size, these spiders don't need venom.

HP 50, Accuracy d6+d4, Evade d6+d4, Defense 5, AUR 5/d4, Speed 17, Size: Small.

Weapon: 70 power, d4 swing, *pierce* critical. Fangs.

Charm 2, learning 1, wits 3.

If it is nighttime, and no one in the party has night vision (or another special sense that helps in the dark), the spiders are able to ambush the party. This means that they get to take their turns first, and the players don't get to pick stances until the first round is over. Otherwise, neither side is caught by surprise.

The number of spiders that attack is 2 per player, not counting Dowin or Finsyl. If Dowin is present, he is carrying a pitchfork and a lamp, but he will always try to avoid enemies and only fight if he is cornered. Fighting is what he brought you along for, after all! (He can defeat a spider if cornered and suffer only minor injuries, but he won't do any good against something bigger.)

If Finsyl is present, she engages additional spiders in the background with her bow. This has no impact on the players' portion of the battle.

SETTING UP

If you have the materials for it, you can draw out the battlefield on a grid. Make a large cave, at least 10 spaces deep and 5 spaces wide inside, with an entrance 2 spaces wide. Dot the outside of the cave with trees, which the party (and enemies) can't walk or shoot through. Place something to represent each member of the party near the cave entrance. You can ask things like, "Who's in front?" to decide exactly who goes where, but don't let someone insist, "I'm way back here, far out of danger," unless they actually made that clear before the party moved to enter the cave. Most of the

party should be around 3 or 4 spaces from the cave entrance.

Also place something to represent each spider. The spiders begin inside the cave, no more than a few spaces from the entrance.

If you aren't using a grid, just describe the battlefield based on that information. The party is about 15–20 feet from the entrance, and the spiders are just beginning to pour out of the cave.

If the party was ambushed, the spiders go first. Otherwise, have each of the players roll their wits skill. As the GM, roll wits for half of the spiders. (When one side is larger than the other, it only gets to roll for as many creatures as there are on the smaller side.) Add all the players' rolls together, then add up the spiders' rolls and compare the two. Whichever is higher goes first (spiders win ties).

At the beginning of each round (including the first, unless the party was caught by surprise), ask the players what stances they want to pick. They can pick from aggressive, neutral, and defensive. Aggressive characters will go first, and defensive characters will go last. After the players pick, choose stances for the spiders. (If the spiders go first, have them declare stances before the players instead.)

If you are playing solo, one of the spiders always picks aggressive, and the other always picks neutral.

Once stances are picked, start with all aggressive combatants on side A (the side that goes first), then all the aggressive ones on side B. Once the aggressive ones have all taken their turns, do the same for neutral, then defensive.

FIGHTING

During a creature's turn ("creature" includes both players and enemies), it can move up to its speed in feet and take an action (such as attacking, casting a spell, or drinking a potion). It can do this in either order but can't act in the middle of a move. If you are using a grid, each space is 5 feet, and diagonals are 7.

ATTACK

When a creature (player or enemy) attacks, go through the following steps:

1. Select a weapon set. Usually, this will just be one weapon, but you can pick two if both are one-handed

unless you're holding something in the other hand, like a shield or a light source.

2. Roll accuracy. The pre-made characters have this listed for each weapon, and it consists of the characters' **DEX die** and their **weapon mastery die** for the type of weapon they're attacking with. If the attacker is in aggressive stance, add 1; if they're in defensive stance, subtract 1. If you're making a ranged attack, and it's dark, and your opponent is not in the light, subtract 2 from your accuracy roll. (The exact rule is more nuanced and can be found in the General chapter's [Brightness](#) section.)
3. The target creature rolls evade. The pre-made characters have this listed for each weapon. It consists of the character's **AGI die** and their **weapon mastery die** for the type of weapon they're currently holding (or their *unarmed evade*, if they're using a ranged weapon). If the defender is in defensive stance, add 1; if they're in aggressive stance, subtract 1.
4. If the accuracy roll was higher than the evade roll (or tied), the attack hits! Otherwise, it misses, and you skip the rest of these steps.
5. If the **attacker's weapon mastery die** from the accuracy roll showed **6+**, and the **defender's weapon mastery die** from the evade roll showed **5 or below**, the attack is a **critical hit!** Add the weapon's critical effect. (See the Combat chapter's [Critical Hits](#) section for details.) If you are stuck with d4 weapon mastery, you can't get or prevent critical hits.
6. Roll the weapon's **swing dice**, **multiply** the result by **10**, and **add** it to the weapon's **power**. **Subtract** the target's **defense** to get the final damage. **Deduct** that damage **from the target's HP**. If the target hits 0, they're out of the fight. (Hopefully that doesn't happen to a player! If it does, see the General chapter's [Dying](#) rules.) Because the spiders are just "minions", they may very well die in one hit.
7. If you are using two weapons, repeat steps 2–6 for the second attack. It does not have to be against the same enemy, but the enemy must still be in range.
8. If the attacker and target are both using melee weapons (teeth, swords) or both using ranged weapons (bows, fire breath), and the target has not counterattacked since its last turn, it may hit back.

COUNTERATTACK

When a creature using a melee weapon is attacked by a melee attack, or when it is using a ranged weapon and is attacked by a ranged attack, it may make an attack in

response. It may do this once between each of its turns, and it must target the creature that attacked it. If it has two weapons (as some players might), it can use both. See the Combat chapter's [Counters](#) section for details.

DRINK A POTION

A player might wish to use their action to drink a potion. If they do, they can't also attack. The potion takes effect immediately. If it's a healing potion, the first turn of healing happens right away, and the remaining healing happens at the start of each of the user's following turns.

CAST A SPELL

Some players may have spells. To do this, the player picks a spell, deducts its MP cost from their remaining MP, and does whatever the spell says. Some spells are treated like attacks, and others are *resistible*—the player must roll their MAG die against the target's AUR die to succeed. The player must be within their spell range in feet of the target to cast a spell on it. The full rules are in the [Magic](#) chapter.

RUN

If a creature can't reach its target, it can move twice its speed instead of doing a normal move and action. In other words, it can trade in its action to double its movement speed.

ENEMY TURNS

The spiders are simple-minded and aggressive. They won't retreat. They try to reach and then attack whatever players are closest to them.

The spiders always try to move next to you and attack if they can. They will counterattack you when able, but remember that you can also counterattack them (once per round).

SLAY THE PYREWOLF!

After the battle is over, the players may want to use any healing magic or potions they have if anyone has been seriously injured. Give them the opportunity to do that and to have any discussions about the battle that they want to have.

Eventually, to complete the adventure, they must enter the cave. If Dowin is present, he will go with them. This quest is personal to him, but he's also not a warrior, so he stays toward the middle of the group rather than the front or the back. He has an oil lamp, which lights up everything within 20 feet enough to avoid any darkness penalties.

If Finsyl is present, she will enter the cave with the party, but she stays toward the back, with her bow.

You enter the cave of the Pyrewolf. The inside is dark and smells of smoke, and the walls are coated in webs. The floor is scorched and flecked with ash. A path through the webs marks the wolf's passage. The place quickly widens out into an oblong space about 25 feet wide. The far end is beyond your light. Near the entrance, you see a huge beetle. It is still.

The players can examine the beetle by making skill rolls, if they're willing to get close enough.

- *A wits roll of 5+ reveals that the thing is dead. There is a big hole in its underside, and it appears to be hollow. There are cobwebs here and there on its shell.*
- *A creature lore roll of 5+ (or a learning roll of 10+) reveals that it has been dead for at least two weeks, and that a carnivore has been feeding on it over that time. It would probably take even a large creature awhile to finish it. But now, it is an empty husk.*

At this point, the cave gets darker. If they are exploring during the day, it is night brightness inside. If they are exploring at night, it is pitch-black darkness. Night brightness gives penalties to vision-related rolls and to ranged attacks for characters without night vision or some other special sense to compensate. Pitch-black darkness makes characters effectively *blind* without a light source, even if they have night vision, although some special senses may still help. Infra vision allows them to make out the positions of warm-blooded creatures, for example.

You make your way further into the cavern. You can see the end now, making the whole cave about 50 feet deep. You see movement on the walls as you look around, along with a webbed blob about 4 feet tall hanging from the ceiling. Near the back of the cave, two points of red light appear in the darkness...

The party now confronts the Pyrewolf. Here are its stats, along with a description you can read:

Elite: Pyrewolf

The spiders approach you, led by a wolf-like creature whose eyes burn like embers and whose ashen fur crackles and sparks as it raises its hackles. You see its paws have long, wicked claws, and as it bares its teeth, a red glow emanates from its throat.

HP 170, Accuracy d8+d6, Evade d8+d4, Defense 70, AUR 17/d6, Speed 20, Size: Medium.

Weapons A1 & A2: 70 power, d6 swing, +35 extra damage or *dismount opponent* critical. Claws.

Weapon B: 70 power (fire), d8 swing, range class 20, *burn* 20 or *dismount opponent* critical. The pyrewolf spits a ball of fire toward its target.

Charm 2, learning 3, wits 4.

Special Abilities

Fire-Aligned: The creature is *fire-aligned*, granting it *infra* vision and several other bonuses and penalties. In addition, its breath is elemental, dealing fire damage. See the [Elemental Alignment](#) and [Types of Damage](#) rules in the Combat chapter for details.

Infra Vision (Fire-Aligned)

Dismount Opponent (Active): On an attack against a mounted target, the creature may knock the target off of its mount on a critical instead of applying the normal critical effect. As usual when given multiple critical options, you must announce your intention to dismount the target before rolling the creature's swing dice.

And here are the spider stats again:

Minion: Spider of Unusual Size

HP 50, Accuracy d6+d4, Evade d6+d4, Defense 5, AUR 5/d4, Speed 17, Size: Small.

Weapon: 70 power, d4 swing, *pierce* critical. Fangs.

Charm 2, learning 1, wits 3.

FIGHTING

This battle functions much like the one at the cave entrance. The party is now fighting the Pyrewolf, plus 2 spiders of unusual size per player after the first, not counting Downin or Finsyl. (For example, a four-person party fights the Pyrewolf and 6 spiders.) As before, Downin (if present) will try to avoid fighting but does carry a light source, and Finsyl (if present) engages with other spiders "off-screen" with her bow.

At the start of the fight, roll wits to see who goes first. For the enemies, make a number of rolls equal to the

number of players. (For example, if there are 4 players, roll for the Pyrewolf and 3 spiders.) Add up the party's rolls and compare them with the enemies'. Whichever side goes first declares stances first each round and takes their turns first within each stance.

Spiders prefer aggressive and neutral stances and will charge the nearest target. The Pyrewolf is a bit more clever and can take any stance. If a player (or Downin) looks vulnerable, she will try to get next to them and make a pair of claw attacks. Otherwise, she will try to stay behind the spiders and spit fire at available targets. If any of the players are mounted, she will focus on them to knock them off of their mounts with her special critical effect. She may even try to run away if she is below half her maximum HP and out of spider minions.

If the Pyrewolf dies or flees, any remaining spiders will scurry into their webs and hide.

The Pyrewolf is *fire-aligned*, making her weak to earth, ice, water, and wind and resistant to light attacks and spells. Fire, lightning, and plant heal her. Attacks against a weak opponent deal +50% damage (after defense), and attacks against a resistant opponent do only 50% damage (after defense). See the Combat chapter's [Weakness and Resistance](#) and [Elemental Alignment](#) sections for more. *If the party was given Worjel's water blast potion, make sure the party remembers they have it.*

There are no spiders this time in the solo version. Any in the cave scurry into their webs and hide. You only fight the Pyrewolf.

The Pyrewolf tries to move next to you and make claw attacks. Failing that, she spits fire at you. If neither are possible, she targets one of your companions. If she can't attack anyone, she pursues you.

If you have Downin with you, he serves as a light source. If you have Finsyl with you, she will try to shoot at the Pyrewolf on her turns. Her stats are:

HP 200, Accuracy 2d6, Evade d6+d4, Defense 45, Speed 18, Size: Medium.

Bow: power 80 / range class 20, swing d8, critical effect *mortal wound* 25.

CONCLUSION

If the party dies, that is very unfortunate. If one of the characters or companions dies, but the Pyrewolf is still

defeated, you'll have to improvise a little. Otherwise, read this:

The Pyrewolf has been vanquished! You take a closer look at the dangling sac of spider silk slung from the ceiling and surmise there's someone inside. No doubt this unfortunate soul was destined to be the next meal for the Pyrewolf and her arachnid cohort.

You cut the thing down and set it gently on the ground. With some trepidation, you begin slicing it open under your flickering lights. To your relief, the sac contains a live Halfling! As his bonds loosen, he begins sputtering and looking around, dazed. "Where- where am I?"

If the party has Downin with them, he is overjoyed and immediately embraces his father. It's all very mushy, as it should be.

The man identifies himself as Skorbin, the missing father and village elder the party was looking for.

On your return to the village, there is much rejoicing. Skorbin's wife and children are beside themselves, embracing and sobbing and thanking you and fretting over his well-being. The village holds a feast to celebrate. It is full of delicious food and drink, which you almost don't have time to eat between constantly retelling the story of Skorbin's rescue. A job well done!

NOW WHAT?

This tutorial demonstrated a simple adventure: learn about a problem, talk to people, look for something, fight some monsters, solve the problem. Now, you can design your own! If you haven't yet, read the [Intro](#) chapter, especially the sections on Adventure Creation and Character Creation. Decide what kind of adventure you're looking for as a group and if you want to continue from here or start fresh. Also decide if the same person will GM that adventure, or if someone else will.

If you used pre-made characters, then at least some of the players will probably want to make their own, custom characters now. This is easiest if you treat this tutorial adventure as a separate story, but you can tie it together with your next adventure if you want to.

This adventure did not have a lot of twists and turns. The choices the players were offered affected how difficult it was to achieve their goal but didn't really change the ending. When you design your own adventure, you are more free to improvise or to plan alternate paths.

This tutorial explained how to use character skills, make attacks, and conduct combat. You can get the full rules and options for these, along with magic and more, in the other chapters of this book.

Have fun!