

Murder at Mouler's Peak - 504SuMuMoPe

©2025 BrazenWolfe Tabletop, All Rights Reserved, Permission Granted to copy for personal use.

The roads to Mouler's Peak were never the problem, nor was it the animals or the other inhabitants of the woods. It was always those who travelled the roads towards the peak that were the most dangerous. A prison for the most dangerous criminals disguised and hidden from all as a fortified keep for keeping order in the lands. The only people who go there are criminals or those who seek information from those who are locked behind the walls and steel gates. But will the party find this revelation before they arrive at Mouler's Peak or will they unwillingly allow evil in, or out of the hidden prison.

DM: (The man who hired them was the gang leader in Kestel, Arti Matal and Feli happens to be his best spy and assassin. Posing as a concerned father escorting his daughter to his brother, her uncle, he hopes the party will take the fall for him and his organisation. He hopes that Feli will break out an extremely powerful and ruthless street fighter known as Drendle Bloodknuckle.)



The man sits before them and looks nervously at the party before smiling at the girl next to him, his daughter, before talking more. 'Thanks for seeing us, I know that adventurers of your reputation would be quite busy as it is and I promised my late wife that I would do the best for her daughter.' he said, smiling at the girl. 'Feli is all I have left of

her late mother and I need to get her away from the city so she can avoid the bad arranged marriage to a fiendish man.' he said at the party. 'I just need her escorted to Moulder's Peak, a little fort in the mountains, a day's travel. Feli can show you the way as her uncle will be waiting for her there to take her where she can't be found.' he hesitated as he debated whether he should say something, 'She may be followed though. The man in question is known to send thugs after people who stood against them. I am happy to pay for danger money to ensure she gets there safely in the rare case that she is followed.' he says tentatively but it's obvious he is hiding something.

DM: (The man, Arthur (Arti Matal), is deliberately lying about the possibility of being followed. If pushed he will reveal that he knows they will be followed and has received threats already - hence trying to get his daughter out quicker. The encounter below is there three thugs try to intimidate the party but Feli distracts them and gets the party out of danger Refer to **504MoMoPe**)

The party left the main road from Kestel, heading east towards the fort at Mouler's Peak. Their mission was to escort Feli, their employer's daughter, to her uncle at the fort, escaping an unwanted marriage. Feli, a quiet but intelligent companion, proved valuable as they navigated through the city and onto the open road. Along the way, they caught glimpses of men following them, prompting the party to choose a less-travelled back road through fearsome woods, where only the city guard dared venture. During their journey, Feli hunted small game to sustain them, and around a concealed campfire, she revealed her troubling past. Betrothed to a ruthless gang leader to settle her mother's debts, Feli's voice was cold and she shivered as she spoke of the danger she fled. After thanking the party and retiring for the night, the group remained on high alert, sensing the eyes of a predator upon them. The next morning, they discovered deep tracks of a large beast near their camp, realizing the importance of heightened vigilance as they continued their perilous journey towards Mouler's Peak.

As the sun sets after another day of travel, the party sets up camp in the shadows of the trees. An uneasy silence falls over the camp as the fire dies down to glowing embers. The party remains vigilant, aware of the risk of pursuers from Kestel. Suddenly, the silence is shattered by savage growls and yipping calls as gnolls accompanied by ferocious hyenas charge into the camp. **DM:** (A **Moderate encounter** with 2 hyenas for



every gnoll present. Feli's ability to disappear from danger is remarkable as the party even lose track of her when she moves. (refer to **504TuPaLi**)

The party springs into action, weapons drawn, but the gnolls' eyes gleam with bloodlust, and their wicked laughter echoes through the forest. The hyenas brutally bring down the party's horses, despite the party's best efforts to save them.

Chaos ensues, and the party is initially outnumbered and overwhelmed. In the midst of the battle, Feli vanishes into the darkness, unnoticed amidst the chaos. The gnolls, bloodied and broken, eventually collapse near the lifeless bodies of the horses and the wounded party members. As the dust settles and adrenaline

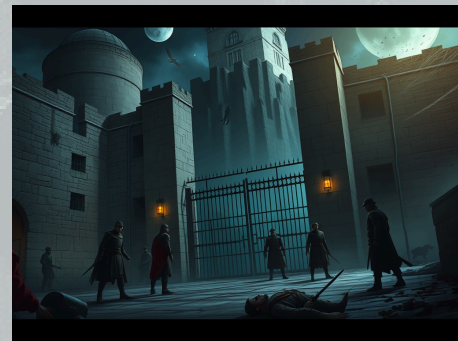
fades, the party realizes Feli is missing, only for her to reappear unharmed, explaining she had hidden nearby. The following morning, they encounter guards patrolling the road. Feli slips away again before the guards see her, leaving the party to face the guards' scrutiny alone. The guards, wary and suspicious, insist on escorting them to Mouler's Peak. As they travel, the party senses they are being watched, likely by Feli, keeping pace with the guarded escort.

As the party approaches the imposing gates of Mouler's Peak, the sight of towering walls and heavily armed guards gives them pause. Realizing this fortress is not just a keep but a fortified prison, they are greeted by the guard captain, who declares they have received an anonymous tip about an attempted jailbreak by a group matching their description. The captain eyes them warily, assessing them as threats despite his non-hostile demeanor. Just as the guard begins questioning them, the party notices Feli climbing the wall and disappearing into the prison. Their outburst alerts the guards, who draw their weapons and detain the party, warning them they will be held until the truth is discerned.

As the party pleads their innocence and explains their mission, the guards remain unconvinced, their expressions hardened by years of service at Mouler's Peak. Suddenly, a commotion erupts beyond the walls, and shouts and alarm bells fill the air as news of a fallen guard spreads. Amid the chaos, the party seizes the moment to plead further, and the guard captain hesitates, sensing their sincerity. However, the party is disarmed

and escorted into the prison as alarms blare, and the sight of the fallen guard being hurried to the infirmary serves as a grim reminder of the dangers within and outside the walls of Mouler's Peak.

DM: (The encounter is a mixture of social and combat, convincing the guards that they are no threat before fighting with the escapees, refer to



504WeBeMoPe, the combat encounter should be hard in difficulty - refer to the next page and **504ThPrBrMoPe** for the map. The Thugs, Feli and Drendle can be referred to here **504FrFeFe**)

As the escapees rushed across the worn stone courtyard, they grabbed whatever weapons they could find, raided from the guard house or thrown to them. Some bore heavy crossbows and maces, typical of the guards at Mouler's Peak. Feli reappeared, handing a dagger to an escaped prisoner before vanishing amidst the chaos. It became clear that Feli had orchestrated the prison break to frame the party, though her motives remained unknown. The guards and party stood firm against the felons' onslaught, fighting back against the stabs, shots, and slashes. A sudden hush fell over the courtyard as Feli emerged, walking beside a towering man who appeared to have giant or orcish blood.

This man, busy donning a guard's blood-stained armor, received scimitars and a bandoleer of daggers from Feli. The escaped prisoners muttered "Drendle Bloodknuckle" as they made way for the hulking figure, who rolled his shoulders, ready for battle. It became evident that this man was the weapon the wannabe warlord of Kestel needed, and the party realized they had been played completely.

Murder at Mouler's Peak - 504SuMuMoPe

©2025 BrazenWolfe Tabletop, All Rights Reserved, Permission Granted to copy for personal use.

