

# Storm Born - 508SuStBo

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*The Village of Askir is a place in the middle of nowhere and off the path to where people need to go. However, the flickering lights and promise of shelter when lost makes it a place that people find themselves staying for days. As a storm hits the party, find the warm stew, roof and fire a welcome relief from the rain outside.*

*However the village quickly reveals that they are the target for creatures that attack swiftly, take no prisoners and leave no trace. The attempts to trap or kill the creature that is attacking the villagers have all failed to date. So when a survivor turns up with a location the party is quickly called upon to help.*

*But the creature is not what it seems and the party is doing exactly what the true villain wants them to do.*

**DM:** *(The storm is controlled by a wizard in Askir who uses it to lure travellers to the town to be fed to its beast. There has not been many travellers for some time so the beast resorted to feeding on the people of Askir when the party arrived.)*

A fierce storm drove the party into the village of Askir, offering them shelter from the biting cold and rain. The village's tavern, Jotund's Boot, provided warmth, food, and spiced ale.

Despite the welcoming atmosphere, a palpable tension filled the air, as villagers cast anxious glances toward the windows.

The party soon learned that Askir was under siege by a mysterious creature that struck without warning, leaving only lifeless bodies in its wake. Attempts to trap or kill the beast had failed, and hope among the villagers had dwindled. However, a survivor had returned with vital information about the creature's lair.

As morning broke, the storm's fury had temporarily subsided. The village elder, a weary and desperate man, summoned the party, pleading for their help to stop the creature and save the village. The elder revealed that the survivor had mentioned a landslide and a cave to the east in the valley wall, where the creature might be hiding. The adventurers, feeling the weight of the village's hope upon them, agreed to take on the perilous mission.

**DM:** *(The village looks rough, a few windows are boarded up and the lights can be seen from those few windows that don't look like they have been damaged. The creature has broken a few windows in attempts to get people, successful or otherwise, Refer to 508MoViAs)*



As the party rushed back to Jotund's Boot, a young teen intercepted them with urgent news that Welk Tanner had woken up. The party hurried to the leatherworking hut, where they found Welk breathing

shallowly but awake, his face marked by the encounter. He recounted his harrowing experience of being hunted by a creature that moved like a wolf but was much larger and spoke in a human voice, taunting him and calling him by name. Welk described how the creature's attacks left him dizzy,

possibly from poison, and how he ultimately managed to stab it in the eye with a splintered bone before fleeing.

Welk's story left the party with more questions than answers, revealing that the creature was intelligent, malicious, and personally tied to the villagers. The village elder, recognizing the importance of Welk's information, cautioned the party to tread carefully, knowing the creature was not what it seemed. Despite the elder's advice, the party knew they needed to act swiftly, even though they would ideally seek more information. Determined to protect Askir and uncover the truth, they prepared for the dangerous journey ahead, feeling the weight of unease settle over them as they left Welk's hut.

**DM:** *(Welk is not in a good way. The elder and healer are friendly to the party and seem deeply concerned about the fate of Welk. The healer in the sense that she wants him to fully recover and Elder Arthus because he is curious on what he reveals to the party. Refer to 508TuWeTa))*

The morning brought a brief lull in the storm but also another gruesome discovery: Welk Tanner's body, nearly cut in half, was found despite the healer's claim of not hearing anything during the night. The room was in chaos, the window shattered, and gore covered the healer's tunic. With the village in panic, the elder had the healer locked away until the party could find and kill the beast. As the party ventured into the woods, a sense of dread followed them, and they soon arrived at a cave reeking of blood and death, its entrance adorned with ice like fangs.

Inside the cave, the party discovered a scene of horror: bones and broken bodies littered the ground, and an oppressive energy radiated from a twisted altar covered in glowing runes. As they approached, a hulking, twisted wolf-like creature emerged from the shadows, followed by the village elder. The elder revealed his true intentions, explaining how he had orchestrated the events to lure fresh victims to the village. His sinister plan was now clear, and the party realized they had to confront not only the creature but the malevolent elder wielding dark magic.

**DM:** *(Refer to 508WeDeLi. The Village elder and Olethros Wolf are a dangerous duo. Whatever magic the mage casts to bolster his defenses is replicated on the wolf through the magic bond. This is a challenging-very challenging encounter that takes place in the Askir Caves (refer to next page as well as 508ThAsCa, Refer to 508FrOIWo for guidance on the creatures.)*

*As the creature stalked into the magic lit cave its elongated legs drew the attention of the party first. Easily longer than a man is tall this creature was a huge, mostly balding and chaotically monstrous wolf. It twitches its head towards the man, Elder Arthus, before prowling back to shield the man with its bulk and presence.*

*The man watched the party as he spat out a series of foul syllables causing both it and the wolf's form to blur. 'The interesting thing about the Olethros wolf. When it's bound to a master it forms a magical channel where I share its power and it shares mine. A wondrous creature really. A shame that you have been chosen by it to be its next meal.' the man promised the party with near genuine regret.*





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