

Wolfberg's Gift - 522SuWoGi

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When the King of Wolfberg organised his gift to his two children born in the same calendar week it always had to be the best and unique. The party had been requested by the head of a guild to escort the magically sealed wagon from the City of Wolfgard to the capital Wolfhall where the king would present its contents to his children as a gift.

The wagon had costly divination spells cast upon it as well as several enchantments to make sure that it would arrive in one piece – the only part he couldn't ensure was that the driver or their guards – and that's where the party came into it. However, the gift itself isn't what it seems, the spells while of the same school are very different to what would be expected and the road ahead? Catastrophically hazardous.

DM: (The wagon is ensorcelled so that the king and his children can watch and hear what happens around the wagon. The gift itself is watching the party and the unfavoured guards have to fight to defend an empty wagon.)



The party considered the job a final time as they knocked the code on the warehouse door. After a moment the door opened and they were ushered inside a large warehouse. In the dimly lit warehouse, a group of guards and hired escorts gathered around the transport guild's captain, preparing for their mission.

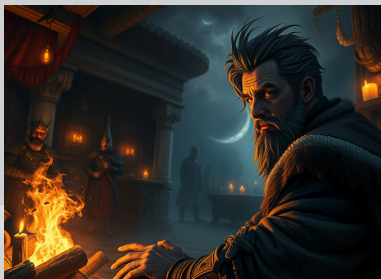
Their task seemed simple - deliver the king's enchanted wagon safely from Wolfgard to Wolfhall. The wagon, a magnificent creation of dwarven engineering and gnomish modifications, pulsed with strange magical energy. Though the contents remained a mystery, the reward for the job was generous, with part of the payment locked behind an inspection by the king's wizard. Many saw this mission as a chance for redemption or advancement, though unease settled among them when the captain revealed a concerning piece of information—there was a counter bounty, promising a hefty sum to anyone who could seize the wagon's cargo. Trouble came sooner than expected. Before leaving the warehouse, a disguised thief attempted to break into the enchanted wagon, but the group quickly caught and subdued them. Under questioning, the intruder revealed a startling truth—the bounty for stealing the wagon's contents was twice the amount the escorts were being paid. Nervous glances were exchanged; the danger ahead was greater than anticipated. What had seemed like a routine escort mission now carried an air of impending conflict, and the road to Wolfhall was unlikely to be peaceful.

DM: (There is a trivial encounter where the party notices someone suspicious. It's a man trying to get access to the wagon and the party are able to foil their plans easily. Refer to 522MoBiRe)

After the man had been handed over to authorities the true test began as they headed out of the warehouse and towards Wolfhall.

Ymerman, a palace guard from Wolfhall, saw this mission as his last chance to reclaim his dream job as a stable guard after failing to protect a prized foal. Many of the palace guards shared similar redemption stories, adding to the tension. Attacks on the wagon escalated—one guard was badly injured, and a mercenary lost a limb in a market ambush. Even local guards joined the fight, showing just how desperate the attackers were. The danger didn't ease outside the city - it grew worse. Traps blocked the road, passing wagons launched surprise attacks, and an unsettling sense of being watched loomed over them. Captain Edward Argent and his second-in-command, Anna, led with precision, keeping the group moving. Argent arranged fresh horses at the next town, hoping they could reach Wolfhall ahead of schedule and avoid further bloodshed.

DM: (Several growing in intensity trivial encounters should happen. These can be played out or summarised with a few good roles for role play sense. For the most part the guards handle the situation. At the Market there is a



moderate encounter with several street gang members attacking. Refer to 522TuGuRe)



The party arrived into Hollowglenn, a small farming village to pick up replacement horses. However as they pull in and spot the horses they come under attack as bolts of fire and necromantic energy smash against several of the guards around them. Zombies lurch from the buildings to attack those

that guard the wagon.

DM:(A low level necromancer and several zombies attack the party. In the process the new horses are discovered to be zombified already. The group quickly leave Hollowglenn after defeating the undead and leave several wounded and dead to be picked up by support forces that were coming to collect the horses. Refer to 522WeDeGi)

Night passed without attack, a rare relief since leaving Wolfgard. Taking a hidden route had kept them safe, but as the fire flickered, the party discovered guard Buhfed trying to sneak away. He revealed the truth—the king had placed the bounty himself, turning their mission into a brutal spectacle for his entertainment. The magical protections weren't just defenses; they let the royals watch the chaos unfold.

Lowering his voice, Buhfed warned that things would only get worse. The king planned to leak their location, ensuring the final stretch was the most dangerous. If they wanted their payout and their reputations intact, they had to reach Wolfhall fast. Their previous attackers had been desperate amateurs, but skilled hunters wouldn't be so easily stopped. They had little time to warn Captain Argent and Anna before the real threat arrived. Captain of the wagon, Edward Argent and Lieutenant Anna quickly confirmed an alternative route - one that would take a bit longer and would require no full long rests but would take them off the main path. They mentioned another benefit but after Buhfed had warned them of the true purpose of the spells on the wagon they were reluctant to say out loud. Without announcing the change in path they rested for a night before moving on.

The path was quiet, much quieter now and since passing the first of the large carved stones the party had the final reason for this path revealed. The stone interfered with magic and would shield them from the divination spells that had been placed on the wagon. If the king was really using the spells to track them and send more thugs, hitmen and mercenaries after them then this should slow them down. Or so they thought. The first howls of the hounds brought their relaxed pace to a halt as they had to now prepare for battle, again.

DM:(This final battle is **very challenging to deadly** in challenge rating. Refer to the map on the next page and 522ThWoCr, There is a giant Mastiff and Garbell - the Huntmaster at a minimum with a few mastiffs to bring the challenge rating up to what the party can handle. Refer to 522FrHuPa and 522SaGaHu for stat blocks. The rest of the journey is incident free)

