

**Background**

The players are staying at a village inn, or perhaps are arriving at a village. It is night and rainy, a full moon glowing palely behind storm clouds. The villagers are in a panic, and several of them report seeing a werewolf in the village. They beseech the players to hunt it down. If the players track the beast, they find the trail leads them away from the village and into the woods. At some distance in the woods they find the body of a man, slain and disrobed. From there the tracks of the werewolf change into those of shod feet - clearly the werewolf has turned back into a person and is wearing the dead man's clothes. The shoeprints lead to a road, where they end at fresh ruts in the road from a cart. Following the cart tracks leads to a remote tavern, The Grey Gander.

The Grey Gander is a public house that serves the farming community of Pandwick. It is run by a middle-aged married couple, Mavis and Eoin Houser. They were asleep in bed until a half-hour ago, when they welcomed the cart full of travelers from Chapdown. These people all arrived together and are sitting at various tables in the common area of the pub. The driver of the cart, a man named Legaul, has been sitting at the bar chatting with the owners.

The players will discover that none of the travelers knows each other. They all traveled in hooded cloaks to keep off the rain, so no one can recall seeing anyone else's face or clothing on the trip. At one point a man (based on his voice) in the group asked the cart to stop so that he could run into the wood for an urgent break. What the travelers assumed was him returned and said nothing for the rest of the trip. The players should realize that the man was the person they found slain in the forest. Now the werewolf is one of those amongst the travelers, and the players must figure out who.

What follows is information about each of the characters. The letters indicate where they are in the pub. The GM can use these details to flesh out the murder mystery as the players try to locate the werewolf in their midst. Note that many of the travelers have secrets of their own and may lie, making the solution more difficult. Most also wear clothes that could suit either sex, and thus cannot be ruled out for wearing clothes than the dead man would not have worn.

**Dramatis Personae**

**A** - Aramis, "The Baronet Dufoy," a stylish young man who claims to be minor nobility. He is in fact an actor who is hoping to find a rich widow to wed in one of the larger cities. He will maintain his regal pretense as long as he can, though if confronted by the players and convinced they have found him out, he will confess his ruse to them in private. He will beg that they not expose him. His deceptiveness makes him a likely suspect. ST 10, DX 11, IQ 11.

**B** - Barnet, an older man carrying a locked case. He says he is a clerk for the Duke and is being sent out to assay the Pandwick farmsteads for the upcoming taxation. Unlike the other travelers, he has booked a room here and will not be moving on with them in the morning. In his case are ledgers for the assay and a coinpurse with \$280 in traveling money. He is reluctant to open the case, as he fears being robbed if others learn about the money. ST 9, DX 10, IQ 12.

**D** - Durg, a large and charmless man. He has a brutish appearance and behaves furtively. He is a notorious poacher being sought by the Duke's men, which is why he wished to travel incognito. He isn't bright enough to lie effectively, so instead will try to say as little as possible in response to the players' interrogation. He makes a strong suspect for the werewolf. ST 15, DX 10, IQ 8.

**E** - Eoin Houser, proprietor and cook. Tall and wiry, he is outgoing and friendly, if also a bit credulous and superstitious. He was an idler and drunkard in his youth, but has turned himself around thanks in no small part to his love for Mavis. ST 11, DX 11, IQ 10.

**F** - Fleurily, a busybody halfling woman. Her diminutive size should enable the players to rule her out almost immediately, since even in a hooded cloak she stood out from her fellow travelers. She will be intensely curious about the players, and when she finds out what they are up to, will be eager to help. She considers herself an expert

at seeing behind people's façades, but much of her "help" will be fanciful speculation. ST 6, DX 12, IQ 10.

**G** - Gislane, a confident young woman with alert eyes. She claims to be an artisan. She has a pouch of tools on her belt, and if the players examine them they may be able to tell they are the tools of a silversmith. Curious then that she has no silver jewelry on her. That's because she is the werewolf, and the man she killed and took the garments from was a silversmith. The GM may add other clues that point suspicion towards her, such as her clothes not being a perfect fit, or tiny flecks of blood on her, or a leaf from the forest stuck to her boots. Be clever and add clues that work with your players' talents, but nothing that enables them to solve it right away. ST 12, DX 13, IQ 12 (human), ST 24, DX 10, IQ 6 (werewolf).

**H** - Hedda, a middle-aged woman. She says that she is a fowler from an impoverished village and looking to move to an area with more plentiful game birds. When the players first approach her she is reading a letter and hurriedly puts it away. She will refuse to show it to them if they ask. If they somehow manage to lift it off her, they will discover it is a marriage invitation from a man in another town, her true reason for moving. ST 11, DX 11, IQ 10.

**K** - Karven, a cold and cruel-looking man. He says very little about himself or his reason for traveling, only that he has a job in a town along the cart's route. He is in truth an assassin who is on the way to his next assignment. The players should be able to almost feel the menace surrounding this man. Ironically, he is the only one likely to fight alongside the players should the werewolf be exposed and go wild in the pub. His reticence and aura of deadliness makes him an obvious werewolf suspect. ST 13, DX 12, IQ 12.

**L** - Legaul, the cart driver. He is a regular along this route and is normally a quiet man to whom most folks pay little notice. However, once he is in his cups he becomes voluble and prone to laughing at everything. ST 10, DX 11, IQ 9.

**M** - Mavis Houser, proprietor and barkeep. Short and heavyset, she is a dependable person, neither too friendly nor too gruff. She comes from a family of brewers and keeps a stock of very fine ales. She also likes that bartending allows her to talk with guests and learn the latest news. ST 12, DX 10, IQ 10.

**R** - Rhea, a handsome and cautious woman. She will converse with the players, but her tone and body language betray that she is very much on guard and careful about what she says. She admits to being an herbalist and a healer. What she is hiding is that she is also a midwife and is fleeing accusations of witchery from her village. The son of the village chief tried to assault her one night, and the following day he was found dead from nightshade poisoning. She hopes to escape into a large city where she can begin a new life with a new identity. ST 10, DX 12, IQ 14.

There are many ways the GM can add to mystery. Some of the suspects, like Durg, Rhea, or Karven, may think the players are actually there for them. Someone may try to leave or to sneak away, creating confusion and possibly causing the party to split up. Gislane may not be an evil person, but a sympathetic figure who cannot control herself when in her werewolf state. The GM may even chose to make a different traveler the werewolf. More than combat or treasure, this encounter should be about role-playing.

**Map**

Entering The Grey Gander from the main door at the bottom, you come into the great room set with many tables (black megahexes), a large hearth (1), and candlestands. Six chairs can comfortably fit around each table. The grey hexes are wooden slat partitions that can be seen through. Behind the bar are cabinets, shelves and casks (2). In the corner are stacked boxes and sacks of supplies (3). In the kitchen are the prep table (4), cauldron (5), cabinet (6), and oven (7), as well as a door that leads out back to the outhouse. The couple's private chambers (8) have a small hearth, chairs, bed, and table. The guest room (9) has a bed, chair, end table, and candlestand. It has been rented for the night by Barnet.

