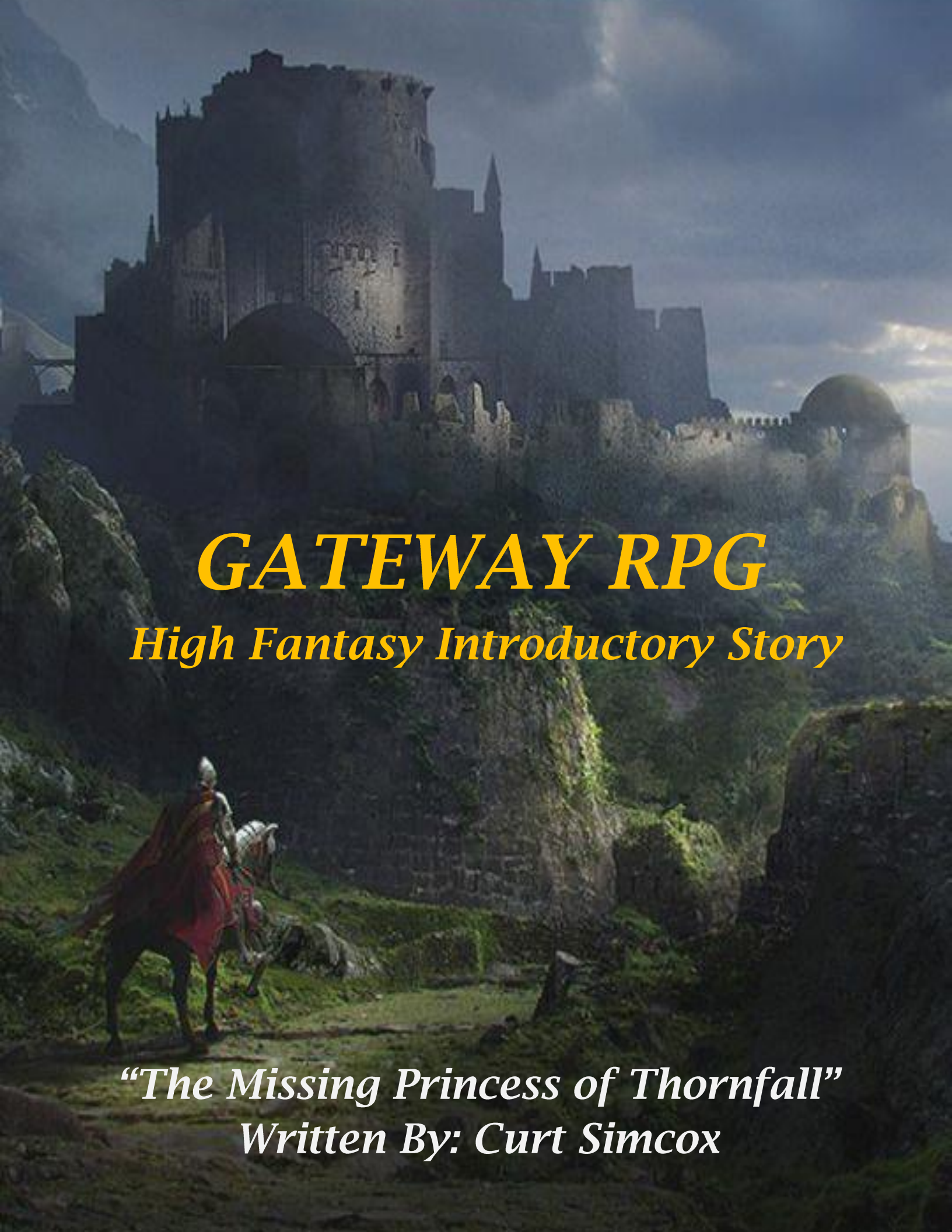




GATEWAY RPG

High Fantasy Introductory Story

“The Missing Princess of Thornfall”
Written By: Curt Simcox

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Module Information: This supplement is a very basic introductory story that can be used with [“GATEWAY: The Free Tabletop RPG”](#). Alternatively, the main story plot points can be used for any High Fantasy Roleplaying Game as well. It can be played as a low-level adventure for **3-5 Players**.

Characters- Pregens Available
Written by: Curt Simcox

Premise: (GM's ONLY: Spoilers for Players)

Adventuring party searches for a missing teen. She turns out to be secretly meeting with the rival older son who she has been denied marrying but is in love with. Romeo/Juliet trope. She was bit by a wolf a few days prior and turns into a werewolf and chases him into the forest. He lives and there is also a search party from the rival town looking for him. If the party goes into the woods they find the boy but are attacked by the other search party. If the party suspects the other town and travel toward it looking for the girl, they find this Search Party and can join them on their quest to find her. After they find the boy and after potential conflict, he informs them of her being a werewolf. They will need to find her and choose what to do with her. Werewolves in full control of shapeshifting attack. After this battle, the group can end her life or return her to seek treatment.

Description: (GM's: Read to your Players)

The Dark Ravens Adventurers guild never turns down a desperate lord and lady in need of finding their missing daughter. Your group finds themselves following up such a contract in the town of Thornfall. She apparently was last seen playing near the village wall. Did she stray over the wall and get lost, was she kidnapped by a rival lord for ransom, or did something darker come out of the woods to claim an innocent life? Your party must find out.

The Dark Ravens



- **Rogue- Swashbuckler- Half-Elf - Pro: Dex and Cha - Def: Wis**
 - Male-Vicben Hawk
 - Female- Zel "The Widowmaker"

- **Fighter- Knight- Human - Pro: Str and Dex - Def: WIS**
 - Male- Sir Raolin the Lion
 - Female- Lady Ascilia Dawnbringer

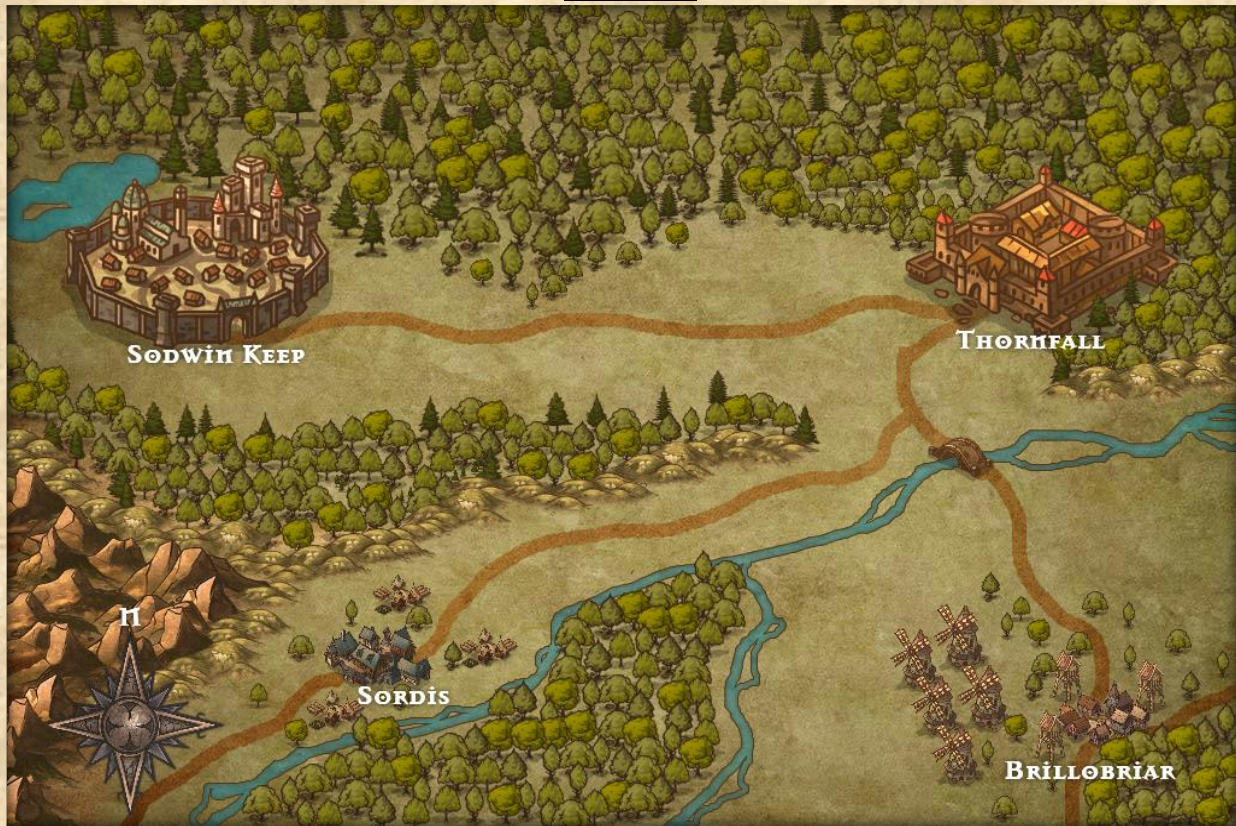
- **Pyromancer- Tiefling - Pro: Wis and Int - Def: Str**
 - Male- Horus
 - Female- Ambrosia

- **Ranger- Archer- Elf - Pro: Dex and Wis - Def: STR**
 - Male- Elren Jal
 - Female- Triswenys "Tris" Lilorrah

- **Barbarian- Battle Axe- Dwarf - Pro- Str and Con - Def: INT**
 - Male- Gulrik Bonebreaker
 - Female- Misl Skullcrusher

- **Cleric- Human - Pro- Wis and Cha - Def: DEX**
 - Male- Father Richard Blackward
 - Female- Priestess Clara Freeshade

Area Map



Introduction:

You and the rest of the party have spent the last day traveling to the small hamlet town of Thornfall. Many know Thornfall to be a very peaceful and sleepy little town for the last few decades. A long time ago though, it was a different place. A bloody feudal war between the next town over (**Sodwin Keep**) over control of the expansive farmland caused the town built a big stone wall around the town. This also seemed to keep any wild animals out of the forest that lies next to the town. The town itself is made up of small keep where the lord and lady live, a small market district with a blacksmith, general store, and an Inn/Tavern, and some small crop farms that are just outside of the walls.

Scene 1

After a good night's rest at the Bronze Horn Inn, you meet with **Lord and Lady Dorran (Half-Elf and Human)**. You know that you have been summoned here to investigate the disappearance of their eldest daughter **Isabelle Dorran (16 years old)**. Their **sheriff (Brussik Orehorn-Dwarf)** has already spent the last few days interrogating most of the town and has found out the last whereabouts of her activities in the town.

He informs the party that she was last seen walking near the East wall at dusk which is right by the Market. Lord Dorran suspects that she has been kidnapped by his **old rival Romulus Drach**, lord at Sodwin Keep. Denied his request for a marriage proposal of the Drach's older son **Victor Drach (18 years old)** to wed his daughter.

The Inner Wall

- **Perception or Survival Check- DC 10**
Can see a small area in the wall where a small person could fit through. Torn piece of cloth that appears to be a woman's dress.

At the Outer Wall

- **Perception Check on the Wall itself- DC 12**
Claw marks found on the wall climbing up.
- **Investigation Check or Survival of the area around the Wall- DC 12**
Footprints of two people that lead toward the woods. Tracks appear to walk at first, then at a run.

At the edge of the Woods-

- **Survival Tracking Check- DC 14**
Droplets of dried blood and Tracks of a large Quadruped Creature right behind the other footprints.

NOTE: If the party decides to go toward Sordwin Keep they come across a search party for Victor and be asked to help in their search of Victor Drach who was last seen heading to Thornfall. When this happens, there won't be combat in scene 2 and the group will come upon Victor.

Scene 2:

In the woods, the party will come upon Victor Drach, looking disheveled and delirious. He tells the party about him and Isabelle meeting at the wall but then being chased by a large wolf like creature into the woods. It had bitten Isabelle and they lost track of each other in the woods. Before he can show the party where to go, a group of Sordwin Keep soldiers attack the group trying to save Victor. **Roll Initiative (Turn Order) to begin Combat.** The group can fully fight or if they attempt to stop the fight to try and convince them that they are there to save Victor they must make a Persuasion Check as an action. Victor seems to be too shocked to try and stop the chaos.



Persuasion Check- DC 15 (GM Note: If someone tries and fails this check, this is the only attempt the party gets to stop the soldiers. The soldiers will automatically not listen to anyone else)

Combat- Sordwin Keep Soldiers (5 Total)

AC- 14 HP- 1 Combat Damage- 1HP

- 2 NPCs are Ranged with Longbows (Range 120 feet)
 - Proficiency in Ranged Attacks
- 3 NPCs are Melee with Longswords
 - Proficiency in Melee Attacks

Scene 3

With or without the help of Sodwin Keep soldiers (**depending on if the group kills them or convinces them to stop fighting**). Victor leads you to the last whereabouts of Isabelle. Perception or Survival Check DC 10 will show the group that the large creature now walks on two legs and blood droplets lead to a large cave. In the large 20ft by 20ft cave, Isabelle is unconscious and there appear to be two large werewolf creatures guarding her.

(GM NOTE: In this story, these werewolves are not affected by the moon, they can transform at will.)



Combat - Werewolves (2 Total)

AC- 12

HP- 5

Combat Damage- 1HP

Special Ability: Multi Attack = 2 Attacks Per Turn

Attacks: Proficiency in Claws or Bite Melee Attacks

Scene 4

After defeating the Werewolves, Isabelle can be checked for wounds and patched up with a **Medicine Check DC 12**.

Any **Knowledge Check (History, Arcana) DC 16** will know that regardless of the Werewolves dying, she is still going to be cursed. The party will need to decide what to do with her.

If they try to kill her, she too will turn into a **Werewolf** herself using the same stats as above and attempt to defend herself or flee. **(GM's choice)**

If they decide to take her back to town, this could be a good plot point to spin into the group trying to figure out how to cure this curse. You as the GM can take this plot point as far as you like. Run with it.

- **Maybe they need to go to a faraway Temple to heal her?**
- **Maybe they need to hunt down the original Werewolf in total?**
- **Maybe she turns into a Werewolf and escapes and they need to track her down before she does harm to anyone else?**
- **Maybe this reignites the feudal war between Sodwin Keep and Thornfall?**