

THE WAR OF THE WOLF

A MOUSE GUARD ADVENTURE

designed & written by Timm Woods

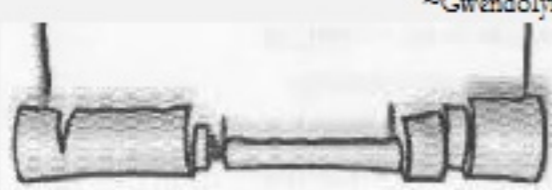
Follow the chain of events. When a test succeeds, follow the **SOLID** line, when a test fails, instead follow the **DOTTED** line.

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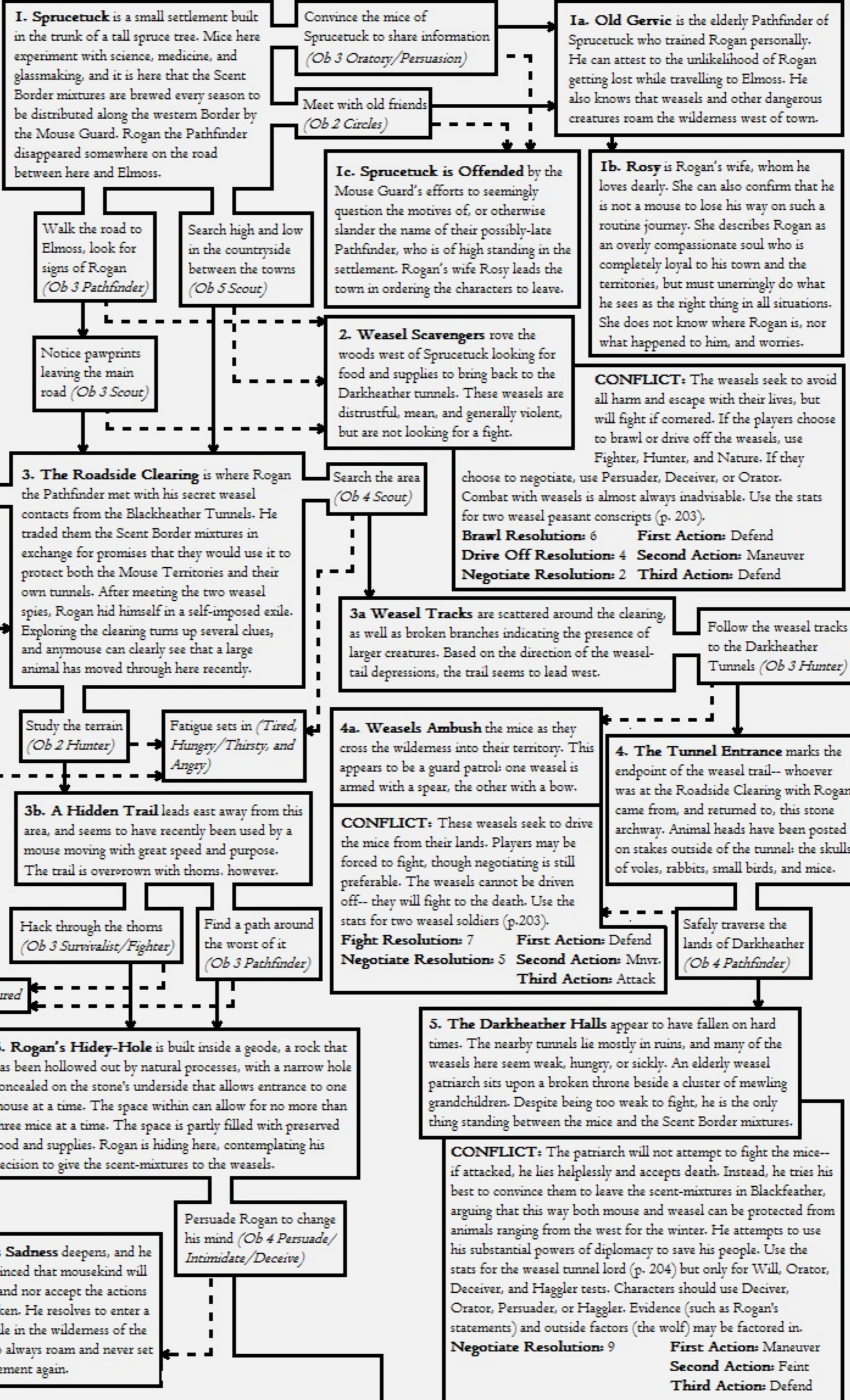


Brave Mice of the Guard,

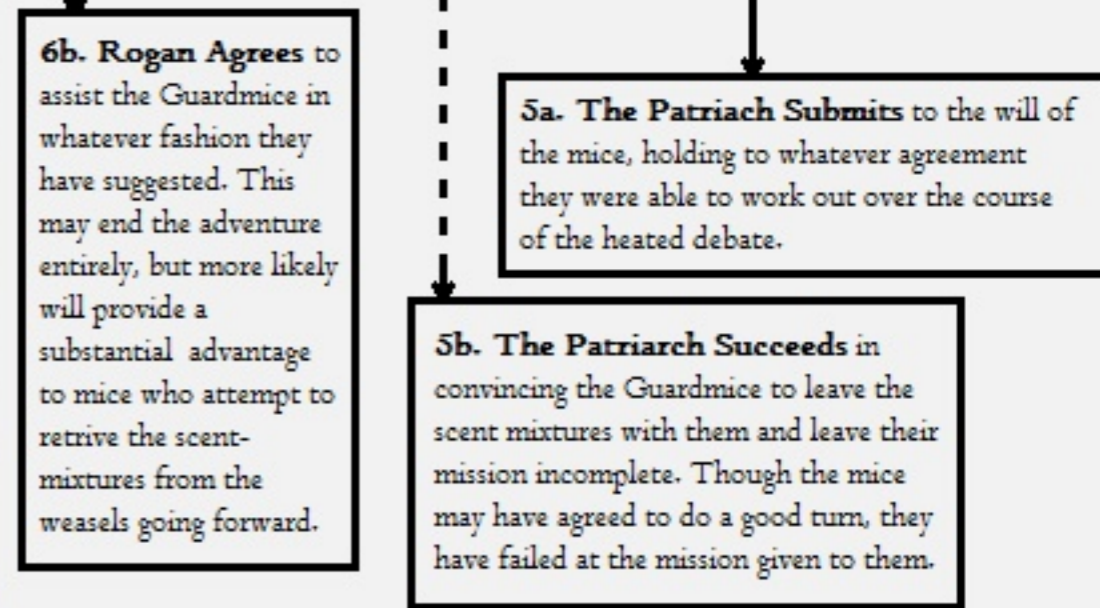
I write to you with regret, and the greatest urgency. To task you with such a grave burden is not something I do lightly, but nonetheless, the fate of the coming season may be up to you. Two days ago, a pathfinder disappeared on the road to Elmoss with three samples of the Scent Border mixtures intended for Guard storehouses as far north as Barkstone. Without the samples, the Scent Border will weaken and leave the western settlements exposed to large predators and other enemies we cannot fight. The line must hold. The three mixtures must be found, and the Border secured.



~Gwendolyn



Anytime the line crosses this bar, the party must make an Ob 5 Weather Watcher test. Success allows the character to choose which of the following six new weather options immediately takes effect. Failure indicates the new weather is randomly selected (d6). 1: AUTUMN STORM; 2: HEAVY RAIN; 3: REMARKABLY COLD (no effect); 4: REMARKABLY WARM (no effect); 5: UNSEASONABLY COLD (SNOW); 6: UNSEASONABLY WARM (HUMID)



CONCLUSION: Questions to Consider
 -- Are players Beliefs being challenged and fulfilled?
 -- Are their choices consistent with the Goals of their characters?

The adventure may end in any number of ways, with either mice, weasels, wolf, or any combination of the above as the apparent "victor", but only the mice can decide what that means for them, for their friends and family, and for their future adventures!