

Cairn of Gore

The text "Cairn of Gore" is written in a black, cursive-style font. It is surrounded by a cluster of red splatters and dots of various sizes, creating a graphic effect that suggests blood or gore. The splatters are most concentrated around the word "Gore" and extend outwards in several directions.

Cairn of Gore

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About this Adventure

In essence the Cairn of Gore is a dungeon crawl. I have tried to build it in a way that challenges the players to think more about how and where they fight. But in essence is still an adventure about killing monsters.

Cairn of Gore is written in a system agnostic way. It can be used in any game that deals with fantastic elements like curses and werewolves. Because of this it will not refer to any required skill check in text. Advices for possible checks are given in *cursive* so that GMs may decide by themselves wether they will require some kind of a test to be made or not.

That being said, at the end of this document you will find a Front for Dungeon World.

Devil's Boulder

Devil's Boulder is an immense boulder standing roughly 40 feet high. It has cracked into smaller pieces on several locations, thus forming a network of tunnels underneath it.

Moving on and around the Boulder is difficult.

Under the Boulder

The cracks that form the tunnels under the Boulder are tall and narrow. Movement in most cases is quite easy, at least in larger areas.

In some places it is impossible to move through without squeezing between the stone walls and rocks. This might mean the adventurers have to leave some of their gear behind. Use of most weapons is impractical in all but the biggest caves.

Enemies

The following list gives you a guideline of the creatures that could dwell under the Boulder. Use your knowledge about your players and characters to decide a suitable encounter level to them.

The names of the monsters are taken from the Pathfinder.

3-10 Tainted (local villagers, that the Cairn is Calling, *minor enemies*)

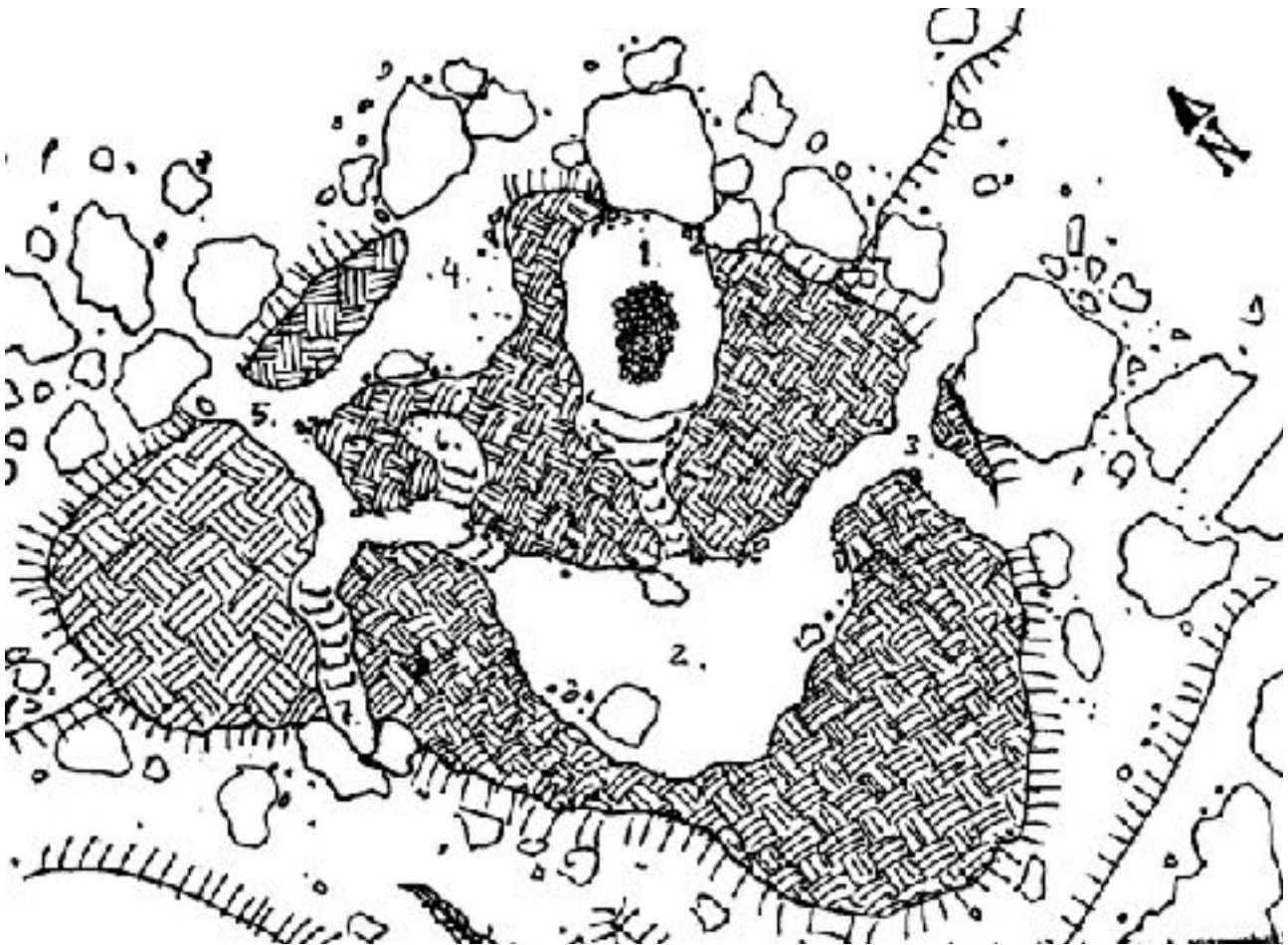
1-2 Turnskins (locals who have sacrificed to the Cairn and can now turn into werewolves, *major enemies*)

2-3 Wargs (huge former wolves that have slaughtered their pack to the Cairn, *major enemies*)

1 True Lycanthrope (*boss monster*)

Entrance to the Cave of the Wolf





Adventure Locations

1. The Cairn of Gore

In a tall split in the boulder's side, protected from the sun by a large slab of stone, the old Cairn waits in hunger. In the far distant past a conqueror came from the north - only to meet a grisly doom and being buried under a pile of rubble. The vengeful spirit of the marauder still inhabits the Cairn, thirsting for blood and gore that it cannot spill anymore.

The werewolves come here to place their offering on the Cairn. The cave is littered with torn skin, decaying body parts and is painted with blood all over. *The stench is almost unbearable.*

The whispers of the spirit of the Cairn can be heard here. Entering the cave while covered in blood, will awaken the spirit to make promises of great glory and fortune.

Cairn's Calling

A throbbing sensation in the back of their skull lures those who have heard the call to go on a rampage of blood and gore. Those who hear the Call become tainted by bloodlust. They seek to hide their turned nature as long as they can - and that is not for long. Once they have killed they are drawn to the Cairn.

Making a Sacrifice

Anyone placing a recently flayed skin, heart or head of their own species on the Cairn becomes a turnskin.

Anyone who makes a similar sacrifice on the Cairn is blessed by its power.

2. *The Great Cavern*

A great cavern has been formed in the heart of the boulder. Movement here is the easiest in the whole cave system even with huge pieces of rock will cover the line of sight here. The cave stand about twelve feet high at the center but much lower around the entrances.

The werewolf pack rests here when the sun is up. The cavern smells of blood, urine and beasts.

3. *Main Entrance*

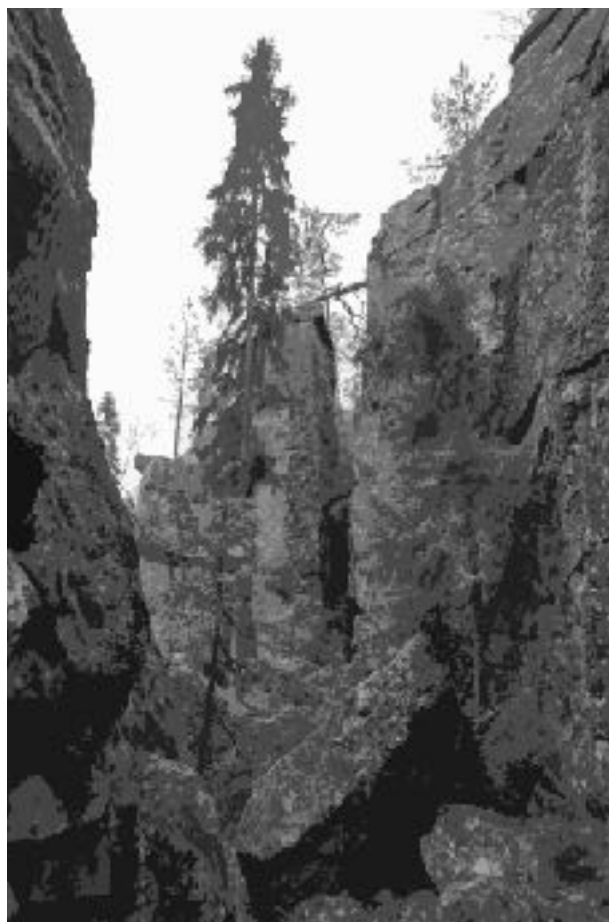
The passage to the caves is a narrow slit (humans must squat to enter). The ground is slippery stone that slopes into the Great Cavern. These entrances were blocked by the barbarians who built the Cairn. Some of them have been cleaned by the werewolves to grant an easier access the their nest

4. *The Cave of the Wolf*

Ages ago this cave was the main access point to the caves of the Devil's Boulder. Ages ago savage tribes lived and hunted and at some point took shelter in the cave. Their legacy can be seen on the south wall of the cave where a idol of a wolf has been painted with red ocher. It might even still have some lingering traces of ancient magic.

Since then a lightning has struck the Devil's Boulder more than once. At some point has split a colossal lump of stone that has fallen from the top and now almost covers the entry. The cave can be accessed via a roughly two feet high hole that is a few inches above the ground. *It is a difficult passage for any two legged creature* but four legged beasts can use it quite easily.

The beasts of the wild have made their nests here and now horrific wargs of the werewolves sleep here. The stench is horrible.



5. *Crawling Tunnels*

These parts of the tunnels are too small for the wargs. An adult human man of moderate size can crawl through them though *it might require some effort*. The tunnels descend quite steeply towards the Great Cavern and are moist and slimy.

The leader of the pack sleeps in these tunnels. It sometimes uses the dead ends to store food (7) and spoil (6). It might try to separate the characters and lure them into these impasses. There it can easily crawl up behind them and slaughter them in the total darkness.

THE ADVENTURE

Overview

The party is asked to help a villagers get rid of a curse turning their people into blood crazed maniacs. The adventurers track down the curse into a natural cave under a cyclopean boulder, where a pack of werewolves have awakened the spirit of a long dead marauder.

Act 1: Howls in the Night

The characters are alerted by a bestial howl. Upon investigation they will find a weeping villager covered in blood, crouching by a butchered local. Once the villager notices the characters he will attack them in a bloodthirsty frenzy.

According to legends this is not the first time the curse has affected their village. If those cursed are not killed on sight they, may manage to escape into the woods.



Act 2: The Curse of Lycanthropy

Should the adventurers decide to help the locals they now need to find the source of this curse.

This can be done in various ways. Maybe the characters manage to capture one of the villagers who has heard the Call and can use them to reach the lair. Or the characters can ask about local folklore. Or maybe the characters follow a bloody trail to their destination.

Sheer luck should not be allowed here as this act is all about investigation and using their brains.

Act 3: Under the Devil's Boulder

After reaching the Devil's Boulder the character must use their wits. They may lure the pack out of their lair or to gain attack them in a non-direct way. Sunlight might also help them by making the beasts weaker.

They cannot help those infected with the curse of lycanthropy but might find a way to vanquish the vengeful spirit dwelling in a gore covered cavern deep under the boulder.

Possible Complications:

Can the characters protect themselves from the curse? Or are they too infected with it? Or can they even hear the Cairn calling for them?

It might be that the dark forces protect the werewolves and they cannot be harmed in mundane ways. Maybe they need blessed or silver weapons?

As it is the spirit of the Cairn cannot act on its own. But when the bloodshed reaches the Boulder it gets stronger and raises up as a wraith.

Maybe the villagers are fully aware what is going on and just send the adventurers to their doom, hoping that it would state the hunger of the woods.

The Beast of the Devil's Boulder

Dangers

The Villagers (Misguided Good)

Impulse: to do what is "right" no matter the cost

Grim Portents

- A traveller goes missing
- Tainted villager is revealed
- The characters are directed to the Cairn
- The tainted seize control of the village

Impending Doom: Tyranny

Cairn of Gore (Abandoned Tower)

Impulse: to draw in the weak-willed

Grim Portents

- Tracks of huge wolves are spotted
- Someone hears the Cairn's call
- Someone goes on an uncontrolled killing spree
- Everyone hear the Cairn's call

Impending Doom: Rampant Chaos

Description and Cast

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- Arae, the village elder
- Carunnon, the true lycanthrope
- Elias, the unlucky minstrel

Custom Moves

When you hear the Cairn's call and you do not want to follow it, you **defy danger**.

When you **stand in the presence of the Cairn**, roll+CON. *On a 10+ you are resist the Cairn's lure and may act freely, it might even grant you a boon. *On a 7-9 you may vomit, if you do, you can act freely. *On a miss, the Cairn finds you weak and GM makes a hard move.

Stakes

- Will the spirit of the Cairn be freed?
- Can the characters resist the call of the cairn?
- What happens to those infected?

Monsters

Wargs

Solitary, Intelligent

Fangs 1d8 (*hand*) 8 HP 0 armor

Dire wolves infected with lycanthropy.

Instinct: To kill the weakest.

- Bite of their arm

The Tainted Villagers

Intelligent

Fists and teeth 1d6 (*hand*) 3 HP 0 armor

The bloodthirsty victims of the Cairn's call.

Instinct: To heed to call of the Cairn

- Burst into uncontrolled violence

True Lycanthrope

Solitary, Organised, Intelligent

Claws 1d8+1 (*close, forceful*)

10 HP 1 armor

The leader of the pack of werewolves.

Instinct: To serve the will of the Cairn

- Rip them apart
- Challenge them