

Later That Night...

=100%

1) after rolling a Con check to see who awakens first, the party finds themselves in a blacksmith shop. The forge is cold, the tools are thrown across the floor and the windows are blown in. The last thing they remembered was coming to have armor repaired before they blacked out.

2) on leaving the shop, they see the Baron's tower, barracks and armory destroyed and ablaze. When the munitions ignited, the concussion from the blast knocked them out and shattered the smith shop. The courtyard is filled with broken weapons, dead guards, and a few scraps of gnoll witherlings.

3) when the attack happened, there wasn't enough time to close the portcullis on the inner gate, as they exit the party can see the town is dark except for burning buildings. The streets are filled with signs of witherling attacks and dead bodies. They can hear the howl of packs still hunting the town.

4) if the party investigates, they will find the witherling tracks originate from the cathedral. When they arrive, the heroes find the priest torn apart in a pool of blood. the gnolls infiltrated the city by way of the underground river feeding the cistern under the cathedral.

5) in the chaos of the initial attack, a cooking fire was knocked over. The blaze spread to the eastern residential area. The smell of burning bodies permeates the air as most of the residents were consumed by the inferno. Burning witherlings stalk the streets searching for victims to feast upon.

6) The market grounds are littered with bodies. The sight is filled with signs of the battle a few dead witherlings are amongst many more dead guards and villagers who were caught by the surprise attack.

7) The city's gate and portcullis are locked, stacked high with the bodies of citizens unable to escape the massacre. A pack of the witherlings and their alpha are gorging themselves on the bodies. They will fight to the death if the party tries to escape or raise the gates.

8) Before the gatekeeper was killed, he cut off the pack by destroying the bridge over the city's river gorge bar below.

Raven's Spore  
Population 482

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Inspection of the dead can reveal while major deaths were caused by witherling attacks, many also died from a very virulent form of "Cackle Fever" the gnolls were carriers of. To add an extra threat to the game, have the players roll a Con check every 30 minutes of play time. After 3 failed checks (Cumulative) the player contracts the disease and a level of exhaustion that is not curable until the alpha is killed. After each failed Dave after contraction, the player gains another level of exhaustion until they die after getting five.