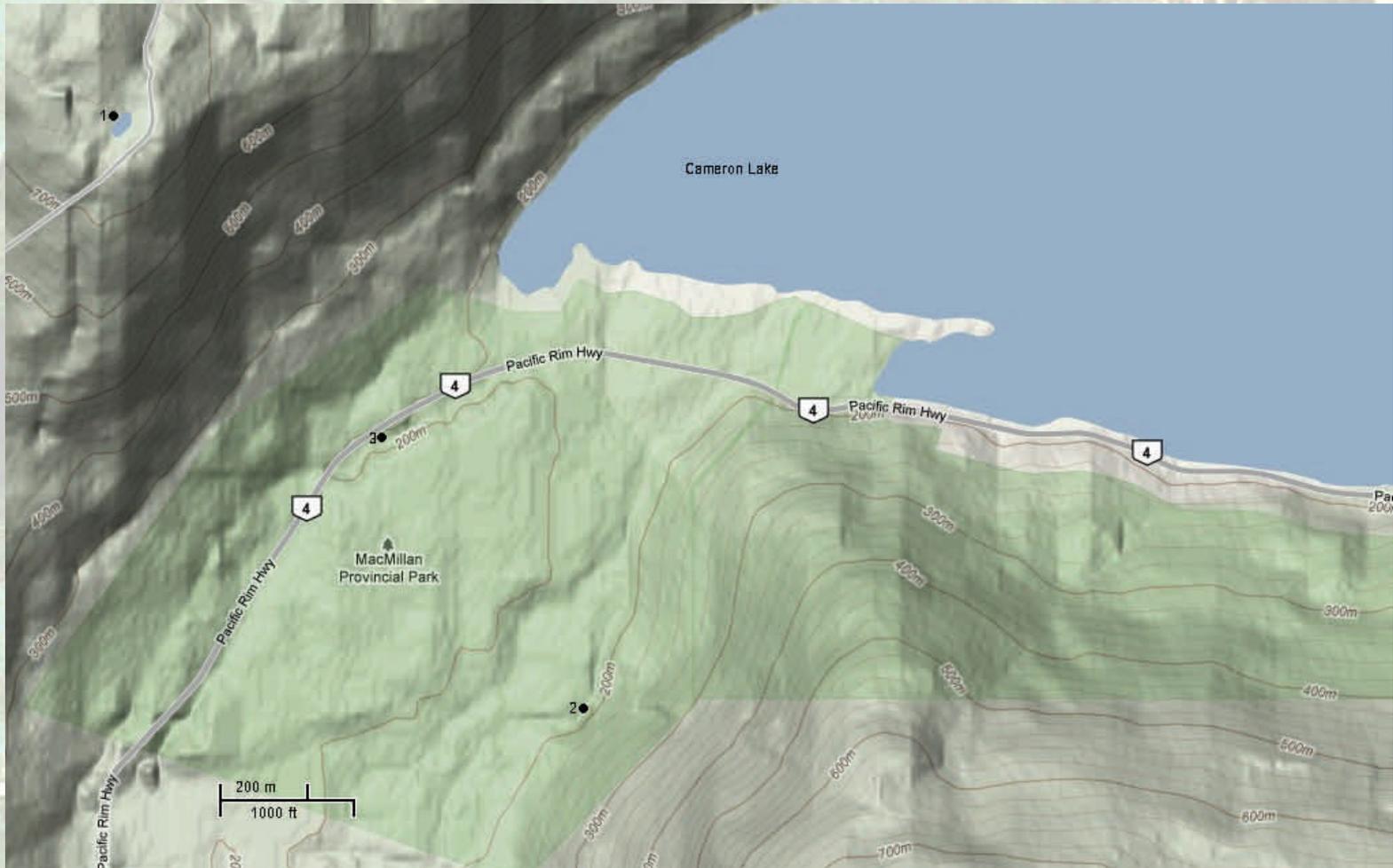


The Battle for Cathedral Grove

At the base of Mount Arrowsmith underneath the canopy of the otherworldly forests in Cathedral Grove a battle for territory between mythical beasts is taking shape and it must be stopped before it spills over into the unaware modern world...

The werewolf population on Northern Vancouver Island has seen a recent rapid growth and a renegade pack has started encroaching into the lands of a clan of centaurs that live in MacMillan Provincial Park and protect the ancient stand of Douglas-fir in Cathedral Grove.

The 'Coastal Rangers' are one of the many teams employed by a premier Monster Hunting organization and the leading Canadian detachment. The 'Coastal Rangers' official cover story is that they are a privately owned and operated Incident Response/Search and Rescue (SAR) Team. The PCs are the 'Rangers' newest recruits and they have been tasked with taking care of the renegade pack. This is their first mission - make sure they don't forget the silver bullets...



- 1) The renegade werewolf pack is made up of 2 werewolves, 5 fledgling werewolves, and 3 wolfweres. They are waiting for the next full moon to take advantage of the fledgling werewolves transformation before they make their main attack. The pack is camping out on a hill overlooking the highway near a small lake and the wolfweres are being sent out as scouts every night prior to the full moon.
- 2) The centaur clan is made up of mostly peaceful noncombatants but they do have a troop of warriors (5 to 10, dependent on the number of PC's playing) that will be armed with medieval weapons (swords, bows and axes) and 1 or 2 other centaurs with arcane and/or divine abilities that will assist the Team. The clans main settlement is located a short distance from Highway but is normally hidden during the day by magical means.
- 3) This is the main parking area for MacMillan Provincial Park with lots on both sides of the Pacific Rim Highway and will be the Teams easiest access point to Cathedral Grove. During the day the Highway is well traveled and the park trails are busy with tourists. The park trails do not go near the centaurs settlement.

Some notes:

- The centaur clan sent out the call for help via 'official' channels
- Werewolves can change shape voluntarily and retain their human intelligence.
- Fledgling werewolves transform involuntarily on nights when the moon is full becoming pure beasts and retain no human intelligence.
- Wolfweres are born from the union of a Werewolf and a wolf. They have a slightly higher level of intelligence and the ability to shapeshift from wolf to a hybrid form.

The Battle for Cathedral Grove | A one Page Dungeon | by Donald Peterson | donald.wayne.peterson@gmail.com

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