

WORG CAVE

GUIDE TO CURSE OF STRAHD



PYRAM KING

Worg Cave & Battle
Battle between Werewolf and Worg

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VIDEO GUIDE: [WORG CAVE](#)

It is suggested to watch the detailed Video Guide, which will provide more context, thoughts, suggestions, and ideas. This guide was constructed from the content of the Video Guide.

DND Beyond

For those using online D&D content via DND Beyond, links are included to DND Beyond content. Some links may require purchase content to access.

Maps

Maps are available from DM Andy's Patreon Here: [Worg Cave](#)

WORG HISTORY

The Worg were in the valley long before man was here. When man first arrived in the valley in ancient times, the Worg and man were at odds. The Fey intervened and the Worg made a pact with the Fey, to leave the humans alone. Worg territory would be north of what is now called Lake Zarovich and the humans would never venture north and in exchange, the Worg would not venture south of the lake.

The pact with the Fey became Worg's mantra, "Live and Let Live!"

If men crossed into Worg country, they would suffer the consequences. The Worg understood the same and vowed never to venture south of the lake.

WORG AND WEREWOLF

Centuries ago, when the Dark Powers came to the valley, the first werewolf emerged in the human villages. They were driven out and hunted by the humans. The Worg found the werewolf wandering lost and helpless in the woods north of the lake and took them in.

The Worg showed the werewolf how to hunt, live, and survive in the mountains and woods. The Worg even showed them how to tame the beast within, a ritual that allowed the werewolf to control how and when they changed from human to wolf form.

For centuries, the Worg were the guardians and protectors of the werewolf. Often looking upon them and kinfolk and even children for whom they felt responsible.

The stories of Worg and werewolves became the stuff of myth and legends for centuries. For centuries, no man had seen a Worg or Werewolf.

GREAT WAR

Everything changed during the Great War. Strahd had learned about the Werewolf and came to them, hoping to win them to his cause. He convinced the werewolf, manipulated them. He told them, they are humans, simply different and the real enemy are the humans who ostracized and exiled the werewolf. The werewolves are humans who through no fault of their own were simply different. Strahd managed to convince the werewolf to join his cause and they fought furiously and violently against the humans during the Great War, raiding villages and travelers.

The Worg pleaded with the werewolf not to involve themselves in human affairs. For the Worg had made a pact with the Fey and taught the werewolves the code they lived by, to Live and Let Live.

The Worg retreated further into the mountains north of Lake Zarovich and watched as the humans slaughtered one another.

SAINT MARKOVIA

It was the blessed sister, Saint Markovia, who taught the wolf hunters the power of silvered weapons. During the Great War, the wolf hunters of Krezk drove off the werewolves, sending them back into the mountains north.

The werewolves, now vanquished, retreated to the mountains, and licked their wounds. No longer allies with the Worg, the werewolves needed to seek their path. Strahd was too busy with his Great War to give the werewolves or Worg any mind.

RECENT TIMES

The Worg have never dared head south of Lake Zarovich, yet they are keen to keep track of both the werewolves and the humans for their self-interest and protection. The Worg are cautious, not to be seen by humans, but have ventured to the northern shores of Lake Zarovich, observing from afar. Their code, Live and Let Live beats in their heart as does their pact with the Fey.

Centuries passed and the werewolves had slowly returned to their old ways. Skennis the leader of the werewolves had made strides to repair their historical relationship with the Worg, who remained cautious. Unfortunately, Kiril has taken control of the Werewolf Pack and has ventured into the dark ways, attacking and kidnapping villagers.

The Worg are concerned the Werewolves' aggressive nature towards humans will bring unwanted attention to the Worg, as the humans who hunt Werewolves will hunt Worg, who may all seem the same. The Worg fear they will also be blamed for the Werewolf attacks.

STRAHD

Kiril, the werewolf, was exiled from the Werewolf clan and sought Strahd for aid. Strahd had given the werewolf no mind and could care less to the machinations of their clan. However, Strahd had always been a concern with the Worg and had learned of their pact with the Fey. True, the Fey have gone for centuries, except the Water Fey (Swamp Fey), the Fey gems remain missing. Regardless of how remote the possibility, if the Fey gems were to be found and the Fey to return, they could become a serious threat and would certainly call upon the Worg to aid them. The Worg are loyal to the Fey and have been for over 1,000 years. If the Fey called upon the Worg, the woods and mountains would certainly fall to the Worg and leave Strahd forces weak. Perhaps Kiril and his ambition to lead the werewolf clan could be the key.

Strahd promised to aid Kiril's rise to power and return to the Werewolf Clan, by promising him command of some Dire Wolves. In return, Strahd has one request - find, kill, and destroy the Worg and their Leader, Gimrock!

TODAY

A couple of werewolf attacks against a lone Worg has caused concern for the Worg and their leader, Gimrock. The Worg have never been aggressive towards the werewolf, and they have left each other alone. These recent attacks have escalated, but who is behind them? The Worg must find out before it is too late.

A war between the Werewolf and Worg is at hand.

WORG CAVE

The Worg Cave is well guarded by Worg. Players are unable to approach without being spotted by the Worg.

If the players venture towards the Worg Cave, they will quickly be surrounded and outnumbered, to be escorted to meet with their leader, Gimrock.

Gimrock wishes to know why the party has ventured north of Lake Zarovich and suspects the party to be in league with Strahd.

This should be a heavy role-playing moment.

Make sure the party feels they are severely outnumbered, and a fight would most certainly lead to a TPK. Gimrock and the Worg are extremely cautious.

This is a fantastic opportunity to role-play and learn about the Fey, Strahd, the Werewolf, and any lore you feel Gimrock will share.

Play Gimrock's Sound File: Gimrock

- Gimrock is highly suspicious.
- He suspects Strahd is behind anything he cannot understand.
- He does not trust or like Kiril, the current leader of the werewolf clan.
- He does like Skennis but feels Skennis has lost his power over the clan.
- He knows and trusts the Wereravens, especially Muriel Vinshaw, who visits with him once every new moon to discuss the current state of Barovia.
- He lives by the strict code of Live and Let Live!
- He will not violate the Worg pact with the Fey and promises not to harm humans unless they encroach on Worg territory.
- If Gimrock is convinced, he will let the party go freely

WERERAVEN

Muriel Vinshaw is outside the cave in Wereraven form, watching the party and worg. If the conversation goes south, have Muriel arrive and change in human form and plead with Gimrock the party is here to help.

SKENNIS

If the party arrives with Skennis, Gimrock and the worg are more agreeable. They like Skennis, but he is old and is no longer in charge of the werewolf. Skennis will plead with Gimrock, find his son - Emil - and help defeat Kiril, and Skennis will try convincing Gimrock the werewolf will again become the Worg's ally, like the times long ago.

WARNING!

As the meeting (role-play) with Gimrock ends, a Worg enters sounding the alarm!

Werewolves and Dire wolves have attacked some Worg scouts and are making their advances. This leads to the Worg vs. Werewolf battle



WORG VS. WEREWOLF

This is a two-stage battle.

STAGE 1. BATTLE

Gimrock will tell the party to remain in the cave and call forth his Worg to do battle and defend against the pressing Werewolf and Dire wolf attack.

Assign each player one Worg to play. The Worg have been designated as Player 1, 2, 3, etc. Give each player permission of one Worg.

In this battle, the players take on a Worg to play, leave their player characters in the cave.

BATTLE NOTES:

WORG SIDE

- Player Worgs have pack tactics, stick together to gain an advantage on their attack rolls.
- Gimrock remains in the area and can see over the battlefield, at the beginning of each round (as the Gimrock), yell out in Worg where the enemy are advancing. Example: The Werewolves are pressing their advance from the east!
- Wolves - add regular wolves and as the DM join in the battle playing the wolves. (Note: Add wolves depending on party size).

WEREWOLVES SIDE

- Lars leads the werewolves and dire wolves. He was sent by Kiril (an order by Strahd) to kill the Worg and Gimrock.
- Lars has pack tactics, but the other werewolves do not.
- Scale battle to meet the party size and experience.
 - Suggestion: Add 1 werewolf for each player worg.
 - Suggestion: Add 1 dire wolf for each 2-3 wolves or players

OUTCOME

1. **Lars dies and/or all werewolves die:** werewolves and dire wolf retreat. Party wins the battle and returns to the cave. Gimrock is now agreeable, realizing the werewolves and dire wolves pose a threat. (See Rewards)
2. **50% of the worg (players) die and/or if Gimrock is attacked:** Gimrock sounds the retreat and the party and Gimrock retreat to the cave, see Stage 2 below.



STAGE 2: CAVE BATTLE

In the cave, the players resume their player characters and fight the pressing werewolves and dire wolves, as Lars and his werewolves and worg enter the cave.

OUTCOME

1. **Lars dies and/or all werewolves die:** werewolves and dire wolves retreat (if any left). Party wins the battle and Gimrock is now agreeable, realizing the werewolves and dire wolves (Strahd) pose a threat). See Rewards
2. **Gimrock dies:** Lars and werewolves will attempt to capture the party and take them as prisoners to the Werewolf Den.

CAPTURING LARS

If the players manage to capture Lars, they can intimidate and/or persuade him to talk.

Lars's knowledge:

- Kiril ordered Lars and some werewolves, along with dire wolves to attack and kill the worg and Gimrock. Kiril said the Worg have become enemies of the werewolves and they were a threat. (Lars does NOT know it was Strahd who gave the order).
- Lars knows that Kiril went to Strahd for aid, when Kiril was exiled, to ask for help and regain the power of the Wolf Den. Strahd granted aid and offered command of the dire wolves, to help Kiril regain the power of the Wolf Den. Kiril made a pact and pledged his loyalty to Strahd.
- Lars knows Kiril has returned to hunting and capturing human children to increase the pack size and for food. Kiril is also raiding supply shipments between Krezk and Vallaki.

REWARDS

If the party wins either on the battlefield (Stage 1) or in the cave (Stage 2), Gimrock and the Worg become allies of the party.

- Wolves of Barovia will no longer attack the players or party, Gimrock will send word to all the wolves (this is only regular wolves, not dire wolves, winter wolves, or any other kind of wolves)
- Gimrock will support and aid any party actions against the Werewolf Den.
- Gimrock will share what he learned about Emil. Emil has been taken to the tower in Tsolenka Pass. Gimrock believes there may be some dark forces, even vampires, guarding Emil.



Gimrock can be an ally that can be called forth to join in future battles, even Ravenloft or Strahd under these conditions:

- If it aids the Fey or the Fey Quest
- If it aids the Worg
- If it defeats Strahd or minions in or around Ravenloft

To call Gimrock one must find a wolf, worg, or Wereraven to call for aid. Gimrock will arrive in 1d4 hours to help the party.

Optional: Depending on conditions, party size, and situation.

1. Gimrock sends (1-3) worg to help the party.
2. Gimrock arrives with 1-3 worg to offer aid.



APPENDIX

BAROVIAN WORG

Large monstrosity, neutral evil

Armor Class 13 (natural armor)

Hit Points 45

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	14 (+2)	7 (-2)	12 (+1)	8 (-1)

Skills Perception +5, Stealth +3

Senses darkvision 60 ft., passive Perception 15

Languages Common, Worg

Challenge 1 (200 XP)

Keen Hearing and Smell. The worg has advantage on Wisdom (Perception) checks that rely on hearing or smell.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (2d6 + 2) piercing damage. If the target is a creature, it must succeed on a DC 12 Strength saving throw or be knocked prone.

Multiattack. The Worg makes two attacks.

GIMROCK

Large monstrosity, neutral

Armor Class 17

Hit Points 120

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	18 (+4)	10 (+0)	14 (+2)	16 (+3)

Skills History +2, Intimidation +5, Perception +6, Stealth +4

Damage Resistances lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks

Senses darkvision 60 ft., passive Perception 16

Languages Common, Worg

Challenge 4 (1,100 XP)

Keen Hearing and Smell. The worg has advantage on Wisdom (Perception) checks that rely on hearing or smell.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d8 + 4) piercing damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be knocked prone.

Multiattack. The Gimrock makes two attacks.

PYRAM KING

As a son of foreign exchange teachers, he had become a world traveler by the age of 10. His travels took him into jungles and remote villages across Southeast Asia, on the Trans-Siberian Railway when China was ruled by Mao and the Soviet Union was a superpower and sailed the Atlantic aboard the QEII. He experienced a coup and unrest in Central America, explored remote islands in the Pacific, climbed Kilimanjaro, and spent a volatile time in the Persian Gulf.

Traveling combined with his literary and adventurer inspirations; Burton, Lawrence, Hemingway, Hesse, became an essential defining part of his life, infusing a more profound interest in the history and culture of the places he visited.

Pyram is the author of the [Destiny's War](#) historical fiction series.

Content Creator for D&D and other RPG's.

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