

THE DM TOOL CHEST

# HUNT OF THE WINTER WEREWOLF

A YOUNG NOBLEWOMAN HAS BEEN CURSED BY  
A WITCH SEEKING REVENGE AGAINST HER FAMILY



# HUNT OF THE WINTER WEREWOLF

TOWN OF BARROWMERE

**H**unt of the Winter Werewolf is a Fifth Edition adventure for **three to five characters of 7th to 9th level** and optimized for **four characters with an average party level (APL) of 8**. A disgraced noble's daughter

seeks to restore her lost legacy by destroying the nobles that took her family's place. A cursed werewolf in the throes of a blood rage terrorizes the town to destroy the nobles' reputation.

This adventure takes place in the Freelands campaign setting and fits into an existing campaign with only a few modifications and name changes.

## RUNNING THIS ADVENTURE

The 5th Edition core rulebooks are recommended to run this adventure. A free copy of the 5th Edition System Reference Document (SRD) and basic rule set can be found online and can be used in place of the core books.

*A boxed description should be read aloud or paraphrased for the players. These suggested prompts may be used or disregarded at the GM's discretion.*

In this adventure are references that point to information presented outside the module. Magic items, spells, and equipment are *italicized*, and their descriptions are located in either the core rulebooks or the 5th Edition SRD.

NPC and creature names are **bolded** to indicate the stat block referenced for combat purposes. These statistics are located in the core 5th edition monster guidebook, the 5th Edition SRD, or presented in an attached Appendix.

## BACKGROUND

The town of Barrowmere was once ruled by Lord Victor Cumberland, a practitioner of dark magic who secretly used townsfolk as sacrifices in his necromantic rituals. Lord Cumberland was eventually exposed after a nightmare creature broke free from his laboratory and rampaged through the town. He was imprisoned and eventually executed by the crown for his crimes. The crown gifted the Barrowmere lands and titles to Lord Reginald and Lady Rowena Ravenwood. Over the following years, they won the people's hearts with their kindness and fair rule. Under their leadership, Barrowmere prospered and flourished like never before.

While the town prospered and slowly moved past its dark history, Lord Cumberland's daughter was plotting her revenge. Rosalind was raised secretly by her mother, a witch who taught Lord Cumberland everything he knew about the dark arts. She lost her claim to the Cumberland wealth after the death of her disgraced father, and the Ravenwood family took over Barrowmere.

Rosalind became a powerful witch under her mother's tutelage and spent years planning her revenge against Lord and Lady Ravenwood for taking her legacy. After years of careful planning and when the town was slowly forgetting the Cumberland name, Rosalind moved into an old cottage near Barrowmere. She used her remaining wealth to hire a group of mercenaries called the Onyx Outriders and put her plans for revenge into motion.

Lady Rowena regularly hunted with a small entourage in the Udenfall Woods and gave the spoils to feed the townsfolk. During one of these hunts, the Onyx Outriders set up an ambush, capturing Lady Rowena and killing her companions. They cursed her with their lycanthrope, and Rosalind used an enchanted collar to trap her in her uncontrolled bestial form. The witch then unleashed Lady Rowena in her form as a monstrous albino werewolf upon the town of Barrowmere.

As the white werewolf rampaged, the townsfolk began to cry out to Lord Ravenwood for help against the creature for the murders that plagued the town. The once-peaceful community was now torn apart by fear and mistrust, with rumors spreading like wildfire and no one daring to venture outside after dark.

Lord Reginald, unaware of the true condition of his wife, was at a loss as to how to proceed as he mourned her death. The Onyx Outriders stoke fear in the town and point to Lord Reginald's inaction as the cause of the current troubles. Rosalind bides her time for the right moment to "save" the town and take her rightful place as the true Lady of Barrowmere.

## ADVENTURE SUMMARY

The characters learn the town of Barrowmere is under assault by a creature the locals are calling the "white wolf." The creature killed Lady Rowena, one of the noble rulers. Upon arriving in town, they find it strangely quiet as the townsfolk cower in their homes. They encounter a trio of troublemakers willing to get their hands dirty and meet the mourning Lord Reginald in his manor home. After searching the woods for signs of the creature, they stumble upon an odd hunter's lodge with a strange occupant that seems out of place. After tracking their way through the woods and to the werewolf's lair, they must decide how to handle the rampaging white werewolf.

## ADVENTURE HOOKS

Here are a few ways to get your characters hooked into this adventure:

### BLOOD ON THE SNOW

As the party traverses the snow-covered Uldenfall Woods, they stumble upon a gruesome sight. A riderless horse lays across the path, its bloody remains torn apart by a beast. Searching the saddlebag uncovers letters marked for the residents of Barrowmere, a small town just a mile away from where the characters now stand. A notice penned by Earlic, owner of the Blessed Mare in Barrowmere, to the unknown rider carries a warning to be careful of the "White Wolf" stalking the woods.

### A TOWN IN NEED

The characters enjoy a quiet evening in their favorite tavern, nice and toasty, while light snow falls outside. A trio of out-of-town hunters is sitting nearby, discussing the "White Wolf of Barrowmere" and how it's affecting their hunts. When asked for more information, the hunters only know that Barrowmere townsfolk are paying extra for hunters willing to brave the Uldenfall Woods and the creature that hunts the hunters.

### HEROES FOR HIRE

A request for help from Lord Reginald of Barrowmere hangs on the notice boards of every town. It offers a sum of gold to those adventurers willing to face a creature known as the "White Wolf" currently stalking the Uldenfall Woods. Those interested in the bounty must first speak with the lord at his manor on the hill to discuss conditions.

## STARTING THE ADVENTURE

The party arrives in Barrowmere to find tightly sealed shutters, barred doors, and hastily drawn curtains as they pass. The townsfolk are terrified, and few walk the streets; most shops are closed, and their windows are dark. The Blessed Mare, the town's largest inn and tavern, seems unaffected and is filled to the brim with locals wishing to drown their fears in cheap ale and complaints raised by mercenaries disguised as hunters. All the while, Lord Reginald paces his study in Barrowmere Manor, mourning the loss of his wife while the townsfolk blame his inaction for their troubles. Once the characters arrive in town, read aloud the following:

*The air is crisp as snow drifts lazily down onto the empty fields and rooftops of the sleepy town of Barrowmere. Smoke rises from chimneys, and light flickers through tightly shuttered windows. The town is quiet except for the muffled sounds from a nearby inn. A swinging sign declares it is called the Blessed Mare. The main thoroughfare leads past the inn and straight to a large manor home overlooking the town atop a small hill.*

# BARROWMERE

Barrowmere is a small frontier town in the Verdant Hills of the Freelands. Founded just a few decades ago, most of its roughly fifty citizens are humans and elves. Its residents are hardy folk used to the difficult life being in the wild presents, not only from the creatures of the nearby Uldenfall Woods but the monster that was their former lord. Ever since the Ravenwoods replaced Lord Cumberland, the town has prospered, and trade between Barrowmere and Port Ryker significantly increased the quality of life. With the recent attacks by the white wolf, however, the townsfolk have regressed to spending their days cowering behind locked doors.

## EXPLORING THE TOWN

The party can visit all of the locations in the town within a few moments. Most townsfolk are hesitant to speak with outsiders but can be convinced or intimidated with a successful DC 13 Charisma (Persuasion or Intimidation) check. On a success, roll once on the Barrowmere Rumors table to determine what the party learns. Word of bullying by the party will eventually reach Lord Reginald's ears, however, and it may affect how the town perceives the characters in the future.

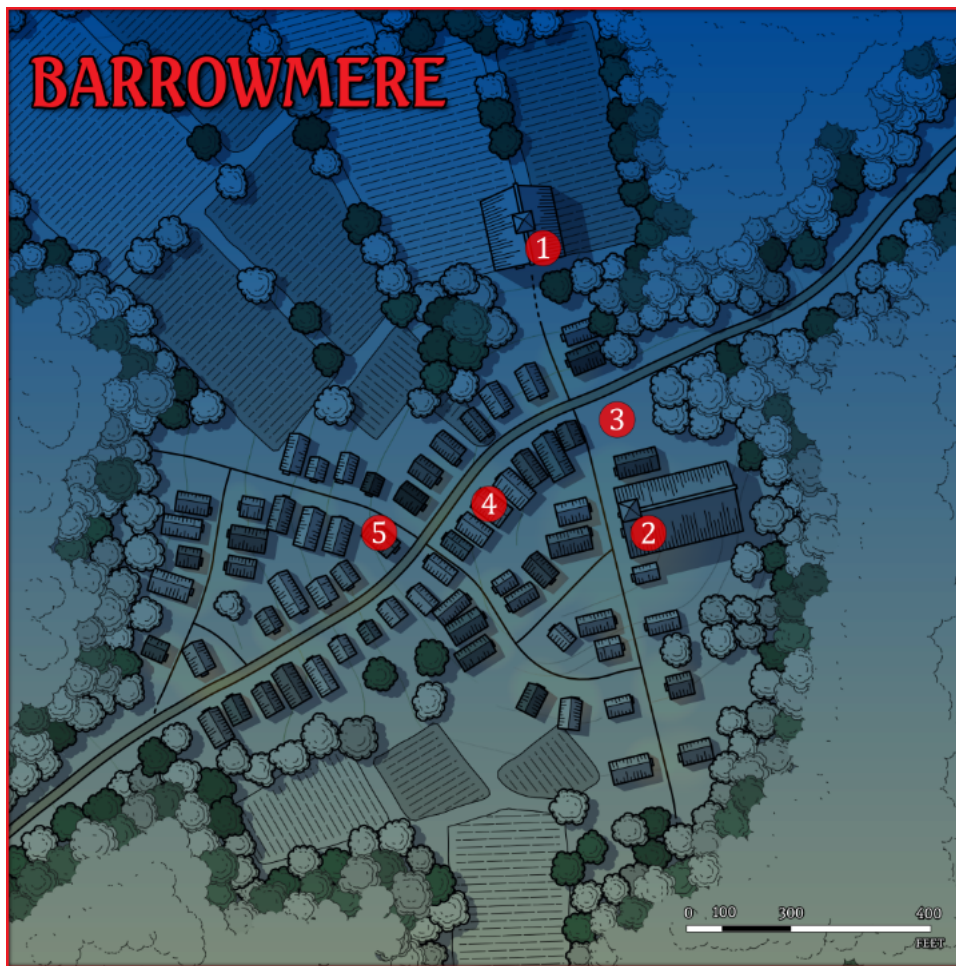
### BARROWMERE RUMORS

#### d6 Rumor

- |   |  |
|---|--|
| 1 | "I'm not sure it'd help, but I'm going to see Drevon about getting some silvered weapons."   |
| 2 | "I hear the white wolf is a cursed hunter who angered the gods by leaving his kills to rot."   |
| 3 | "Those outriders over at the Blessed Mare are stirring up trouble. They seem to have it in for Lord Reggie."                                     |
| 4 | "I saw it with my own two eyes! I was gathering firewood and saw the white wolf change into a human man and walk on two legs, naked as the day!" |
| 5 | "If it's healing magic you're after, I would go see Sister Gertrude at the temple. She'll fix you up with just a touch!"                         |
| 6 | "I wouldn't mess with old Earlic at the Mare. There's a reason his blade is called Peacemaker."  |

LORD REGINALD RAVENWOOD





## LOCATIONS IN BARROWMERE

The following descriptions correspond to the marked locations on the provided map of Barrowmere.

### I. BARROWMERE MANOR

*A brick and tile mansion sits quietly overlooking the town between a pair of apple orchards. The grounds are well-maintained, and canvas covers protect the trees from the winter snow. The front gate squeaks loud enough to alert a dog in the home, but the barking stops just as abruptly as it started.*

Originally built by the necromancer Lord Cumberland, this manor was once a place the locals would not venture to for fear of never leaving. Lord Reginald and Lady Rowena Ravenwood transformed the sinister manor into a warm and welcoming place where all were welcome. The home has sat quietly since Lady Rowena's disappearance, and the staff quietly cares for Lord Reginald as he mourns.

Mrs. Harlow (lawful neutral, human **spy**) is the middle-aged, no-nonsense head of the household who takes care of the Ravenwood family. Her graying hair sits wound in a neat bun, and her impeccable uniform is always freshly pressed. None know her true role as a spy for the royal family sent to keep an eye on the Raven-

woods. While younger staff scatter from her disapproving glances, the widower's stern demeanor always softened around Lady Rowena. The lady's loss has devastated the entire household staff.

Lord Reginald (lawful good, half-elf **noble**) is a young noble in his early thirties who has been mourning his wife's loss for the last two weeks and rarely leaves his rooms. The typically cheerful and energetic noble has turned listless and barely aware of his surroundings. His curly brown hair is matted, and a week's worth of stubble covers his cheeks. Only the thought of finding the beast who killed his wife motivates him to speak with visitors.

### VISITING THE MANOR

Mrs. Harlow answers the door intending to keep visitors away from Lord Reginald. She reluctantly lets the characters in if they answer the lord's call for hunters or wish to help with the white wolf. After she brings the characters into the lord's office to wait, they can look around the room before the lord arrives. The character with the highest passive Wisdom (Perception) score notices several portraits on the wall, including one of Lord Cumberland. The portrait hangs above the fireplace and depicts an older human man with raven black hair and glaring with bright green eyes while sitting in the same chair in the office. If asked, Lord Reginald is contemplative and explains he keeps the portrait there to re-

mind him of the dangers of hubris and never act the same way the former lord of the manor would.

There is no doubt that Lord Reginald hasn't slept well while wearing the same rumpled clothes he is wearing when he arrives. His eyes shine fervently with the hope that the party can track and kill the beast to avenge his wife. The young lord knows little about the white wolf except that it has been attacking travelers and townsfolk—including his wife and staff—while hunting. He marks their map and gives directions to where they were attacked (see Ambush Site, page 8). Lord Reginald spares no expense in his offer of a 5,000 gp reward for the head of the beast. He recommends they find lodging at the Blessed Mare in town if they have not already.

### OUTRIDER TROUBLEMAKERS

If the party visited the Blessed Mare Inn (area 2) before coming to the manor, Lord Reginald is surprised to hear of the Outriders' presence in town. He knows nothing about the mercenaries but promises to have someone look into the situation. Mrs. Harlow knows about the mercenary crew and that their leader, Sethryn Bloodbane, is a werewolf. She willingly shares this information with the characters before they leave, mentioning that the general store owner Drevon can silver weapons if needed.

## 2. BLESSED MARE INN

The Blessed Mare is lively despite the gloom gripping Barrowmere. The packed tavern is full of music, laughter, and the smell of freshly roasted boar. The owner, Earlic Boulderbrow (neutral good, halfling **scout**), has opened his coffers to uplift the townsfolk from the fear that's driven many to lock themselves indoors. The middle-aged and heavily scarred halfling lost his family to raiders while fighting in the Great War. He settled here to start his tavern and find some purpose once more. Peacekeeper, Earlic's +1 *silver shortsword*, hangs above the bar within easy reach at all times to dissuade arguments. The characters can persuade Earlic to temporarily part with the weapon for their hunt with a successful DC 20 Charisma (Persuasion) check.

**Missing Mail.** If the party is following the Blood on the Snow adventure hook (page 2), Earlic is sad to hear the fate of Jasper, the town's postal carrier. He takes the bundle of letters and promises to distribute them himself. The party earns a free round of drinks for their honesty.

**Prices.** Rooms run at a premium of 4 gp per night. Space is tight, requiring two people to bunk per room. Earlic's personally brewed local ale is cheap at 1 cp, and a bowl of fresh boar stew costs 3 cp.

**Rumors.** For every hour spent in the tavern room, the characters can learn one rumor from the Barrowmere Rumors table (page 3). A character who asks Earlic directly about the white wolf and succeeds on a DC 15 Charisma (Persuasion) check convinces the innkeeper

### ONYX OUTRIDERS

Three Onyx Outriders (human **veterans**) named Jabro, Kelly, and Garnet sit in the tavern room chatting with locals. They're dressed in common hunting leathers and pretend to be out-of-town hunters who "don't feel safe" leaving. They were tasked with sowing seeds of doubt about Lord Reginald's lack of care for the townsfolk's safety and suggesting that the old lord wasn't so bad.

Garnet, a fair-skinned and red-headed warrior with a scar above her left eye, leads the others toward the party to get more information about why they're in town. A character who succeeds on a DC 15 Wisdom (Insight) check feels the warriors are not telling the truth, and a character with a martial background can tell the three hold themselves more as soldiers than hunters.

Any confrontation by the characters is quickly discouraged by Earlic and Peacekeeper, and the Outriders are quick to back off. They leave in a rush, planning to ambush the party in the Market Green later (see Outrider Assault, area 3).



GARNET

### 3. MARKET GREEN

This 50-foot-wide open space is typically where the town holds its open-air market each day. The wooden carts and stalls sit empty under snow-covered tarps.

**Encounter: Outrider Assault.** This encounter can occur any time after the party meets the Outriders in the Blessed Mare Inn (area 3). The three Outrider **veterans** from the inn hide among the stalls, waiting to ambush the party the next time they head in this direction. The third Outrider runs away once the other two are defeated and heads towards the cabin in the woods (see Rosalind's Lodge, page 8). They can be easily tracked with a successful DC 13 Wisdom (Survival) check through the snowy forest.

### 4. GENERAL GOODS

The general store in Barrowmere is a small, cramped building with peeling paint and a creaky wooden sign reading "Barrowmere General Store." Despite its humble appearance, it is normally a hub of activity, serving as the town's main source of supplies and goods. The shelves are mostly bare as the recent attacks have made the townspeople too scared to venture out to restock elsewhere. The store has standard nonmagical equipment and goods for sale typically found in town general stores.

Behind the counter stands the shop owner, a gnarled old dwarf named Drevon (neutral good, dwarf **commoner**). He has a thick grey beard, twinkling eyes, and a nose broken one too many times. Despite his gruff exterior, Drevon has a warm smile and a soft spot for anyone in need. He leans heavily on a cane and greets visitors with a gruff "What can I do ya for?" Though he tries to hide it, Drevon is frightened by the recent attacks and what it means for the town's future.

**Rumors.** Drevon knows one rumor from the Barrowmere Rumors table (page 3) that he shares if asked. Roll once on the table or pick a rumor the characters have yet to hear.

**Silvered Weapons.** Drevon has a workshop in the back and can silver a single weapon or ten pieces of ammunition for 100 gp. The process takes one hour per silvering task.

### 5. TEMPLE OF LIGHT

The small chapel in Barrowmere is a peaceful haven amid the town's turmoil. It is a simple, one-room stone building with stained-glass windows and a 30-foot-tall spire. In the face of the recent attacks, frightened townsfolk fill the pews, seeking solace and guidance.

The temple is tended by Sister Gertrude (lawful good, elf **priest**), a tall, stately woman with piercing blue eyes, a strong jawline, and a serene expression. Her long, sil-



ver hair is pulled back in tight braids, and she wears a simple, flowing blue robe. Despite her obvious strength and calm demeanor, she is deeply troubled by the recent events and the fear that has taken hold of the town. She offers spiritual guidance and comfort to those who seek it. Sister Gertrude's faith is unwavering, and she remains steadfast in her belief that the town will persevere no matter what may come.

**Healing Services.** Sister Gertrude can provide healing and restoration services for a donation of 50 gp for each casting of *cure wounds* and *lesser restoration*.

**Curing the Curse.** Lady Rowena can be cured of her affliction if she is captured (see *Capturing Lady Rowena*, page 12) and brought to Sister Gertrude. The priest can use a *remove curse* spell to remove the cursed collar and cure the noblewoman's lycanthrope. She remembers everything and can bring the party to Rosalind's cabin if they haven't already visited the location.

## URDENFALL WOODS

The Urdenfall Woods is a dense, foreboding forest that surrounds the small town of Barrowmere. During the winter months, the woods are especially harsh and unforgiving. The snow drifts are high, the winds howl through the trees, and the wolves that call the woods home are more aggressive than usual.

At the heart of the woods, hidden away from prying eyes, is an old hunter's lodge that the Cumberland family once owned, and is now home to Rosiland Cumberland. She has taken up residence in the lodge, watching as her dark magic forces Lady Rowena Ravenwood, the new noble of Barrowmere, to turn into a white werewolf and terrorize the town.

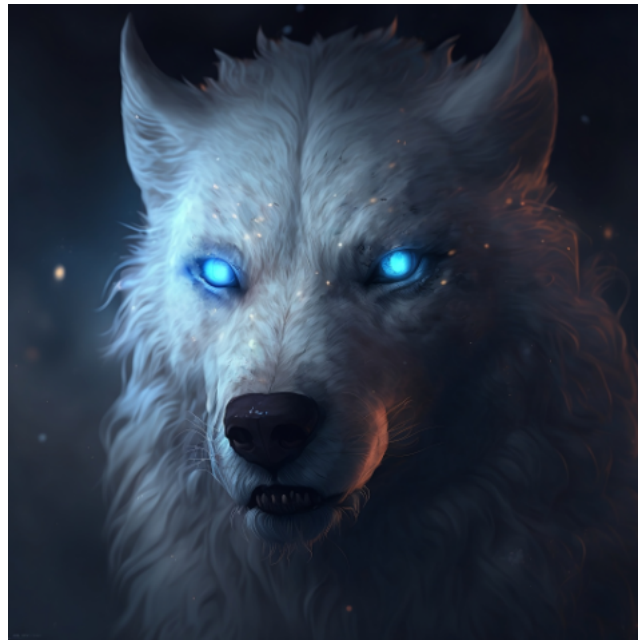
Adding to the danger of the woods are the Onyx Outriders, a mercenary band hired by Rosiland to carry out her plan of revenge against the Ravenwood family. The Outriders alternate between staying at the hunter's lodge and lurking in the town, causing chaos and destroying the reputation of the Ravenwoods. The Urdenfall Woods is dangerous, filled with dark magic, feral wolves, and mercenaries. They hold the key to uncovering the truth behind the werewolf attacks and putting an end to the terror gripping Barrowmere.

### FUR AND FANG

A pack of wolves attempts to ambush the party while journeying through the woods. Read aloud or paraphrase the following:

*As you traverse the snowy path through the Urdenfall Woods, you hear the unmistakable sound of low growls from the surrounding trees. Suddenly, large wolves burst from the snowbanks, their fur a mix of gray and white. One of them stands out with its all-white coat and piercing, frosty blue eyes.*

**Encounter: Winter Wolf Pack.** A **winter wolf** and three **dire wolves** have been hunting in this area. They are part of Lady Rowena's newly formed pack (see *Werewolf Lair*, page 9). The pack circles and attacks whichever character they believe is the weakest. The dire wolves flee towards the lair if the winter wolf dies. Their tracks are easily followed with a successful DC 13 Wisdom (Survival) check.



### AMBUSH SITE

The site where the Onyx Outriders ambushed Lady Rowena is about a 2-hour trek through the woods from Barrowmere. Once the characters reach the site, read aloud or paraphrase the following:

*You come across a clearing in the Urdenfall Woods that shows signs of a struggle. The snow is trampled and disturbed, with footprints and drag marks leading away from the area. The silence is broken only by the wind and distant wolf howls.*

The snow has covered any physical evidence of the battle, but the disturbed ground suggests a violent struggle occurred here. The party can discover the following clues at the ambush site depending on how they choose to investigate.:

DC 10 Wisdom (Perception):

- Disturbed snow and old footprints lead from the clearing towards hiding places among the brush, clearly hinting at a planned ambush.
- Large, clear paw prints indicate a pack of wolves has recently passed through.

DC 15 Intelligence (Investigation):





- Large, distinctive claw marks are on the nearby trees, indicating that a werewolf was involved in the attack.
- Hanging from a tree branch is a torn piece of cloth from the clothing of the same type worn by the Onyx Outriders in the Blessed Mare in Barrowmere.

DC 15 Wisdom (Survival):

- Drag marks leading away from the ambush site lead directly to Rosalind's Lodge.
- A faint set of wolf tracks lead directly to the Werewolf Lair.

## ROSALIND'S LODGE

Rosalind Cumberland's hunter's lodge is nestled deep in the heart of the Urdenfall Woods, surrounded by towering trees and tangled underbrush. The lodge is a large, wooden structure built from sturdy pine logs, with a sloping roof and smoke curling from the chimney. The main room is spacious, with a roaring fireplace at one end and hunting supplies at the other. Several furs and pelts are scattered about the floor, providing a touch of warmth and comfort in the otherwise rough-hewn environment. Despite its rustic appearance, the lodge is well-stocked with supplies and weapons.

Read aloud the following when the characters arrive at the lodge for the first time:

*As you approach the old hunter's lodge, the strong scent of pipe smoke fills the air. The lodge is made of aged wooden planks and looks in dire need of repair, with shingles missing from the roof and a leaning chimney.*

The characters meet different NPCs based on whether or not they have already visited the werewolf lair when they visit Rosalind's lodge, as detailed below.

## BEFORE THE WEREWOLF LAIR

*A young woman is on the porch in a rocking chair, smoking a long, slender pipe. Her raven-black hair is styled in an elaborate braid, and she wears a long, dark coat made of fur, its hem brushing the wooden boards beneath her boots. She seems deep in thought, her bright green eyes fixed on the horizon as she puffs slowly on her pipe. The only sounds are the rocking chair's creak and the occasional exhalation of smoke. A massive wolf lies curled at her feet, staring at you intently.*

The Onyx Outriders are causing mischief in Barrowmere while Rosalind (see sidebar) keeps to the lodge alone with her **dire wolf** companion, Jack. She hides her true identity and pretends to be a simple hunter who lives alone in the woods. She lies and says the drag marks from the ambush site were made when she took the carcass of Lady Rowena's slain horse for slaughter. If confronted with hostility, Rosalind casts *greater invisibility* and flees to the Werewolf Lair (page 9). Her tracks are easily followed through the snow. Otherwise, Rosalind points the party directly towards the werewolf lair as "a possible den for the foul beast." She believes the characters don't stand a chance against the guardians stationed there, and sending them there will get them out of the way.

Searching Rosalind's sleeping quarters uncovers her journal tucked into a footlocker detailing her history and plans as outlined in the Background section.

## AFTER THE WEREWOLF LAIR

*As you approach the cabin, you see a burly orc sitting on the porch with a scowl across his face. His oddly hairy appearance is matched only by his imposing stature. Next to him stands a human female fingering the hilt of her sword with a stern expression while two heavily armed men stand behind them.*

**Encounter: Outriders Assemble.** Three Onyx Outriders human **veterans** are here with Sethryn Bloodbane (neutral evil, orc **werewolf**) planning their next move after Rosalind disappeared. They want to be paid and see the characters' gear as worth replacing their lost income. Sethryn sees no reason not to tell the characters the truth behind Rosalind's plan and identity while demanding the characters hand over their belongings.

### ROSALIND CUMBERLAND

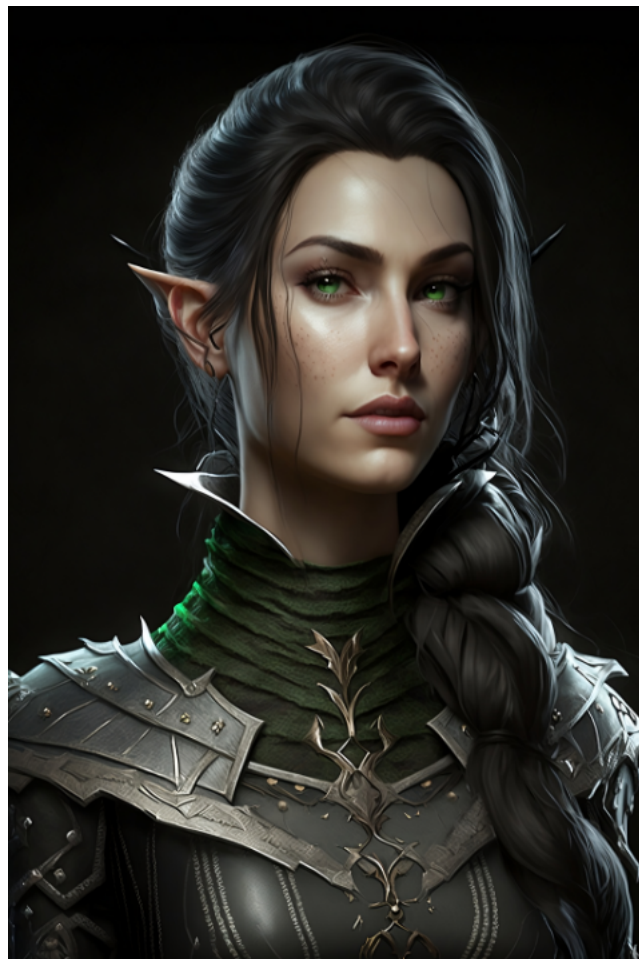
Rosalind Cumberland (chaotic evil, elf mage) is a young, slender woman with the same raven-black hair and green eyes as her father. She is cunning and calculating, using her wit and magical abilities to further her goal of reclaiming Barrowmere as her heritage. Now, she resides in an old family hunting lodge in the Urdenfall Woods, plotting her revenge against the Ravenwood family. Rosalind is willing to go to great lengths to achieve her desires and will stop at nothing to see her plans come to fruition.

**Personality Trait.** "I always weigh my options before making a decision."

**Bond.** "My family has always been my top priority, even if I'm the only one left. I'll do whatever it takes to take what is rightfully mine."

**Flaw.** "I have a tendency to become obsessed with what I want, sometimes losing sight of what is right."

**Quote.** "If you want something done right, you have to do it yourself."



ROSALIND CUMBERLAND

## WEREWOLF LAIR

The werewolf lair is a snowy winter cave transformed by Lady Rowena, in her werewolf form, into a den for her pack of dire and winter wolves. The lair features cold, snowy floors, icy walls, and a low ceiling. The entrance is marked by a blood trail leading into the tunnel, and the open main cave has an exit to the largest cavern that serves as the central gathering area. The lair is dimly lit and frigid, with Lady Rowena using it to train and lead her pack of wolves. An Onyx Outrider werewolf and a pair of frost trolls have mixed in with the pack to help further the attacks on the town.

**Finding the Lair.** The lair can be found by following the wolves from the winter wolf pack encounter (page 7), the wolf tracks from the ambush site (page 7), or by talking to or by following Rosalind from her lodge if she was attacked (page 9).

When the characters arrive, read aloud the following:

*A thick trail of blood leads through the snow and into a dark cave mouth covered in a blanket of snow and dripping icicles.*



## GENERAL FEATURES

These general features are prominent throughout the werewolf lair unless otherwise noted in the area descriptions.

**Ceilings, Floors, and Walls.** The ceilings in the werewolf lair are high and rough, reaching up to 20 feet in the caves and 10 feet tall in the tunnels. Ice covers the jagged rock walls, with the occasional formation jutting out. The floors are slick and covered in snow and ice, making them difficult terrain.

**Lights.** The lair is dimly lit during the day from the occasional crack in the ceiling that lets in a beam of light.

**Climate.** The temperature in the werewolf lair is freezing. Those without proper protection against the elements suffer the effects of extreme cold weather.

## KEYED LOCATIONS

The following descriptions correspond to the keyed locations on the provided map of the werewolf lair.

## 1. CAVE ENTRANCE

*Inside the cave entrance is a wide cave with a stone floor covered in ice. In the center of the cave, a pair of massive wolves with shaggy fur feast on the remains of a stag. Standing guard over them is a giant werewolf with brown fur matted with blood.*

**Encounter: Dinner Time.** Two **dire wolves** and an Onyx Outrider human **werewolf** guard the front entrance to the den. The werewolf has no interest in speaking to the characters, seeing them only as a threat to his work with Lady Rowena. The werewolf transforms back into his human form when killed.

## 2. TUNNEL

*The blood trail continues up a steep and tight tunnel leading further into the cave. The air grows colder with each step.*

**Hazard: Icy Floor.** The ice and snow that covers the ground make it extremely slippery. Characters attempting to traverse up the tunnel must succeed on a DC 13 Dexterity saving throw or slip down the incline to area 1, taking 3 (1d6) bludgeoning damage and landing prone.

### 3. OPEN CAVE

If the characters have alerted the trolls to their presence, they are awake and waiting to ambush the party, trapping them in the tunnel. Otherwise, read aloud the following:

*The tunnel opens into a spacious cavern with the walls glistening with frost. The sound of thick snoring echoes throughout the chamber. Two large piles of fur blankets in the corner of the cave rise and fall with the sound.*

Stealthy characters can sneak past the sleeping trolls with a successful DC 13 Dexterity (Stealth) check. The cave is used primarily as a sleeping chamber for the trolls, and there is little here beyond their piles of filthy furs and some raw meat set aside for dinner.

**Encounter: Trolling.** The two frost trolls in this cave use **troll** statistics and are immune to cold damage. The trolls are fringe members of the Onyx Outriders named Grum and Krak. Either of them willingly sells out Rosalind in exchange for their freedom if captured.

### 4. LARGEST CAVE

*The sound of crunching and tearing echoes off the ice-covered walls. In the center of the cavern, a monstrous figure towers over the corpse of a horse, its fangs and claws sinking deep into the flesh of its prey. Its fur glistens in the dim light like freshly fallen snow, while its eyes gleam a frosty blue above a blood-spattered canine muzzle. The scent of warm blood and raw meat fills the air as the creature rips a leg off the stag easily, savoring each bite as it devours its meal.*

The character with the highest Wisdom (Perception) score notices the werewolf is wearing an iron collar with runic etchings that shimmer.

**Encounter: The White Wolf.** Lady Rowena (**alpha werewolf**, see Appendix) is wearing a collar that forces her to remain in hybrid form and an animalistic mental fugue. She is a cunning fighter and, on initiative count 20 of round 1 of combat, howls for reinforcements. On initiative count 20 of round 2 and every round after that, a **dire wolf** appears from area 3. If the trolls in area 3 still sleep, this howl awakens them.

Lady Rowena fights to the death and reverts to her human form if slain. The cursed collar crumbles to dust upon her death. Otherwise, it can only be removed by a *remove curse* spell or similar effect.

GRUM AND KRAK



## CAPTURING LADY ROWENA

If the characters manage to capture and restrain Lady Rowena, she attempts to escape and fights every step of the way if able. Sister Gertrude at the Temple of Light (page 6) in Barrowmere can remove the collar, freeing Lady Rowena of the mental fugue and giving her control over her mind once more. She remembers everything and can bring the party to Rosalind's cabin if they haven't already visited the location.

## 5. SMALL CAVE

*You squeeze through a narrow opening into a small alcove. Bits and pieces of objects scatter the ground—a torn cloak, a broken bow, and an empty quiver.*

**Treasure.** A search of the area and a successful DC 13 Intelligence (Investigation) check uncovers the Onyx Outrider werewolves (see area 1) gear tucked under a snowbank in the corner of the cave. The gear includes a complete set of leather armor, a short sword, a pouch with 50 gp, and a letter of instructions written in Common telling the bearer to “guard the lair with the trolls and make sure she does as she's told ~ Rosalind”

## CONCLUSION

Below are a few most likely outcomes to this adventure:

**If Lady Rowena is killed,** the party must choose to inform Lord Reginald of the truth or hide it from him. Either way, the town hosts a lavish feast in the party's and Lady Rowena's honor. The townsfolk are grateful to have the threat of the white werewolf no longer hanging over them, and they return to business as usual. Lord Reginald still mourns his wife and is devastated by her death for the rest of his days. If he learns that she was cursed into being the white werewolf, he spends those days learning everything he can to try and hunt Rosalind down and bring her to justice. The town suffers from his lack of attention, and the townsfolk grow bitter during the rest of his rule. If he doesn't learn that the white werewolf is Lady Rowena, he throws himself into doing everything he can to make the town one of the most prosperous in the Freelands in remembrance of his wife's diligence and love for the people.

**If Lady Rowena is saved,** the truth of Rosalind's past comes to light, and the townsfolk band together behind the Ravenwoods to force any remaining Onyx Outriders out of their town. The town grows stronger after their shared experience and vows to never again cower in fear. A militia is formed and named the Raven's Watch in honor of the town's noble rulers. They go on to become a famed order of knights that carried the legacy of the Ravenwood family into the future for centuries to come.



THE WHITE WEREWOLF

## ALPHA WEREWOLF

*Large humanoid (human, shapechanger), chaotic evil*

**Armor Class** 11 in humanoid form, 16 (natural armor) in wolf or hybrid form

**Hit Points** 127 (15d10 + 45)

**Speed** 30 ft. (40 ft. in wolf form)

STR	DEX	CON	INT	WIS	CHA
19 (+4)	18 (+4)	16 (+3)	16 (+3)	14 (+2)	18 (+4)

**Saving Throws** Str +8, Cha +8

**Skills** Perception +12, Survival +8

**Damage Immunities** bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons

**Senses** darkvision 60 ft., passive Perception 22

**Languages** Common (can't speak in wolf form)

**Challenge** 10 (5,900 XP)

**Proficiency Bonus:** +4

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

**Legendary Resistance (3/day).** If the werewolf fails a saving throw, it can choose to succeed instead.

**Magic Resistance.** The werewolf has advantage on saving throws against spells and other magical effects.

**Regeneration.** The werewolf regains 10 hit points at the start of its turn if it has at least 1 hit point.

**Shapechanger.** The werewolf can use its action to polymorph into a wolf-humanoid hybrid or into a wolf, or back into its true form, which is humanoid. Its statistics, other than its AC, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

### ACTIONS

**Multiattack (Humanoid or Hybrid Form Only).** The werewolf makes two attacks: two with its spear (humanoid form) or one with its bite and one with its claws (hybrid form).

**Bite (Wolf or Hybrid Form Only). Melee Weapon Attack:** +8 to hit, reach 5 ft., one target. **Hit:** 17 (3d8 + 4) piercing damage. If the target is a humanoid, it must succeed on a DC 16 Constitution saving throw or be cursed with werewolf lycanthropy.

**Claws (Hybrid Form Only). Melee Weapon Attack:** +8 to hit, reach 5 ft., one creature. **Hit:** 11 (3d4 + 4) slashing damage.

**Spear.** Melee or Ranged Weapon Attack: +8 to hit, reach 5 ft. or range 20/60 ft., one target. **Hit:** 11 (2d6 + 4) piercing damage, or 13 (2d8 + 4) piercing damage if used with two hands to make a melee attack.

**Howl (Recharge 5-6).** The werewolf lets out a bone-chilling howl. Creatures that can hear the howl within 60 feet of it must succeed on a DC 16 Wisdom saving throw or become frightened for 1 minute. On a successful save, the creature is immune to this effect for 24 hours.

### LEGENDARY ACTIONS

The werewolf can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The werewolf regains spent legendary actions at the start of its turn.

**Lunge.** The werewolf lunges up to 15 feet towards a target without provoking opportunity attacks and attacks with its Claws.

**Ravage (Costs 2 Actions).** The werewolf attacks a creature within 5 feet with its Claws. If the attack hits, the creature takes an extra 6 (1d12) slashing damage and must succeed on a DC 16 Strength saving throw or be knocked prone.

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