Werewolf Village

Werewolf Village is a Fifth Edition plug-in adventure for **four characters with an average party level (APL) of 1, 3, 5, or 8**. This document offers details for each level and makes adjustments accordingly. Stuck in a town during an intense blizzard, the characters soon realize that the town's inhabitants aren't who they seem.

Plug-in Adventure

As a plug-in adventure, the adventure content serves as drop-in material for game masters who wish to add a dungeon to a preexisting campaign or need a side quest. If you need a hook for this adventure or already have a similar hook, the Werewolf Village Hooks table below offers details for introducing this adventure to your players.

Gold Rewards. To further incentivize the party to travel to the werewolf village and stay in the area, the party's patron might offer them a gold reward. If you aren't sure how much to reward the party for completing the adventure, pay them a total of 250 gp per level of the adventure so long as their patron is wealthy enough to afford such a price.

Omeria Placement

The werewolf village is in an out-of-the-way wooded area beset with winter conditions. It works particularly well in the northmost part of The Summer Land, the Kingdoms of Man, or the Rasgax Highlands.

Werewolf Village Hooks

d8	Side Quest Type	Details
1	Fetch Quest	The characters are supposed to meet a caravan carrying important supplies in the village. The caravan driver is a friend of Giovanni's. Giovanni offers to put the characters up for the night until the driver arrives.
2	Recover Stolen Item	While traveling through the village, the characters are stopped by Mats who wants them to figure out who stole his silver knife. It turns out Stanly stole it. During the investigation, the characters are trapped by the snowstorm.
3	Receive Information	The characters are asked by an archpriest to meet with the priest, Devante, in the village. Devante has important information the archpriest needs. After meeting with Devante, the characters are trapped in town by the snowstorm.
4	Rescue Mission	Fontaine's real parents ask the characters to travel to the village to find their long-lost son.
5	Find a Missing NPC	A friend of the characters' traveled through the village but hasn't been seen since. Turns out that they were killed by werewolves in the forest. The villager-werewolf in the adventure (see page 7) was with the characters' friend during the attack.
6	Monster Hunt	Werewolves lurk in the forest around the village. The characters must speak with the villagers to learn what they can about the werewolves.
7	Supernatural Investigation	While traveling on the road, a character with the ability to sense evil—possibly a paladin—detects the presence of the werewolves.
8	Secure Aid	Prospectors need laborers who know the forest to help with a major project. The prospectors hire the characters to find the laborers in the village.

Running the Adventure

To run the adventure, you need the three Fifth Edition core rulebooks. If you don't have a copy, you can access a free basic rule set from the official source.

> Text that appears in a box like this is meant to be read aloud or paraphrased for the players when their characters first arrive at a location or under specific circumstances, as described in the text.

When a creature's name appears in **bold** type, that's a visual cue pointing you to its stat block as a way of saying, "Hey, game master, make sure you get this creature's stat block ready—there's going to be an encounter!" If the stat block appears in the Appendix of this adventure, the text tells you so; otherwise, you can find the stat block in the core rulebook.

Spells and nonmagical equipment mentioned in the adventure are described in the core manual for players. *Magic items* are described in the core manual for game masters unless the adventure's text directs you to an item's description in the Appendix.

Level Selection

Before play, be sure to know the level for which you wish to run the adventure. Overall, the locations and their descriptions in the adventure remain unchanged throughout the levels. However, most of the encounters, hazards, traps, and treasure scale with each level of the adventure. The keyed locations will present the differences between each level.

Also, the adventure works for more than just the listed levels. If you wish to run this adventure for levels other than 1st, 3rd, 5th, or 8th, the chart below shows you which version of the adventure you should select for each level. A given version of the adventure might be easier or harder for a given party. It's not recommended that you run this adventure for characters with an average party level greater than 10th, as the challenges might be too simple for a party of that level. Parties with truesight or similar effects that allow characters to see shapechangers' true forms will have an easier time than those without, albeit with much less suspense.

Scaling the Adventure

Average Party Level	Recommended Adventure Version	Relative Difficulty
1	1st-level	Hard
2	1st-level	Medium
3	3rd-level	Hard
4	3rd-level	Medium
5	5th-level	Hard
6	5th-level	Medium
7	5th-level	Easy
8	8th-level	Hard
9	8th-level	Medium
10	8th-level	Easy

Event-Based Adventure

Werewolf Village is played in three parts that take place over the course of a single 24-hour period. Below is a brief description of each part of the adventure. Further details are provided later in this document.

Part 1 - Welcome to the Village

For whatever reasons you decide (see Adventure Hooks above), the characters travel to the village and meet with one or more of the villagers, as determined by the adventure's hook. The characters catch a brief glimpse into the inner workings of the village and villagers' interpersonal relationships.

Part 2 - Bad Moon Rising

A mighty storm sweeps the village the night of a full moon. At some point in the early evening, there's a murder. The characters quickly learn that it was perpetrated by a werewolf.

Part 3 - The Pack Attacks

A pack of evil werewolves, the ones responsible for turning the villager into a werewolf, attacks the village. The characters must keep the villagers safe.

Find this and more maps at Moonlight Maps.

Part 1 – Welcome to the Village

The werewolf village is a five-home community built alongside a major road used for timber transport. Almost everyone in this village works in the forest, or supports those who do.

Running This Part

This part of the adventure introduces the characters to the village and its unique characters. They should get to know a handful of the villagers right away. This is especially important since this will help them form early suspicions.

Once you feel comfortable that the players and their characters have a good sense of the village and its goings-on, proceed to Part 2.

General Features

Unless stated otherwise, the werewolf village has the following features.

Architecture

These small, cramped houses are made from mortar and timber. The ceilings inside rise 8 feet above the hardwood floors.

Doors

All of the houses are equipped with simple wooden doors set on iron hinges. The doors are all equipped with basic barrel locks. When locked, a door requires a DC 13 Dexterity check using proficiency in thieves' tools to pick, or a DC 14 Strength (Athletics) check to break open. These doors have AC 15, 15 hp, and immunity to poison and psychic damage.

Windows

When the homes' leaded windows are opened outward, they're latched shut with a simple iron clasp. A locked window requires a successful DC Dexterity check using proficiency in thieves' tools to unlock, or a successful DC 12 Strength (Athletics) check to break open. The windows have AC 13, 5 hp, vulnerability to bludgeoning damage, and immunity to poison and psychic damage.

Illumination

It's assumed that most of this adventure takes place at night. The homes all have burning hearths or fireplace to provide warmth and illumination. Most of the bedrooms have lit candles.

Belongings

All of the villagers are relatively poor, even Devante and Ayla who live in the village's nicest home (area 4). Inside each of the homes, characters will find simple belongings, enough food and water supplies to survive for one month, and 7 (2d6) sp usually hidden somewhere out of sight—a DC 12 Intelligence (Investigation) check is required to find the money.

Winter Conditions

A blizzard clutches the small village, cursing it with extreme cold, high precipitation, and powerful winds. Whenever a creature is exposed to the cold, it must succeed on a DC 10 Constitution saving throw at the end of each hour or gain one level of exhaustion. Creatures with resistance or immunity to cold damage automatically succeed on the saving throw, as do creatures wearing cold weather gear and creatures naturally adapted to cold climates.

The strong winds and precipitation lightly obscure the area. The weather imposes disadvantage on ranged weapon attack rolls and Wisdom (Perception) checks that rely on sight or hearing. The weather disperses fog, extinguishes open flames, and makes flying by nonmagical means nearly impossible.

Thick snowfall covers the ground, making it difficult terrain.

The Villagers

Basic descriptions for each of the villagers is provided below in alphabetical order. Each description includes one or two details about the villager, the location in which they live (keyed to the map of the werewolf village on page 3), a secret that they have, and how to roleplay them if they are the werewolf (see Part 2).

Ayla

Dog lover who is out for revenge

Ayla lives with her husband Devante in the largest house in town. She's a large lady who tends to use big words in sentences so the other villagers think she's more intelligent than she is. Ayla is always accompanied by her pet **wolf**, Randolf. If Ayla isn't the werewolf, she is a neutral human **commoner**.

House. Ayla lives with husband Devante in area 4.

Secret. Ayla's husband, Devante, is having an affair with Chianna and Ayla knows about it. She wants nothing more than to see something bad happen to Chianna.

Ayla the Werewolf. If Ayla is the werewolf, the first person she kills is Chianna. She then goes after Devante.

Breanna

Wild-natured mother of three

A woman in her late fifties, Breanna is rather wiley, prone to bursts of singing and dancing in the street. Like many of the folks in the village, she is a lumberjack by trade. Unless Breanna is a werewolf, she is a neutral good human **commoner**.

House. Breanna lives with her three children Chianna, Fontaine, and Prescott in area 2.

Secret. Breanna's oldest son, Fontaine, is actually adopted. She discovered him alone in the forest when he was a baby. Not even Fontaine knows this.

Breanna the Werewolf. If Breanna is the werewolf, she won't attack her children, but will sate her deadly hunger with the villagers she sees as rude, particularly the lumberjacks who live in area 5.

Chianna

Daydreamer who is envious of her brother

Chianna is the adult child of Breanna and sister to Fontaine and Prescott. Chianna is envious of her mother's close relationship with her brother Fontaine. Chianna suspects that Fontaine isn't her true brother, but doesn't have proof. Chianna suffers from night terrors. She claims she sees the faces of wolves in her dreams. Unless Chianna is a werewolf, she is a neutral human **commoner**.

House. Chianna lives with her mother, Breanna, and two brothers, Fontain and Prescott, in area 2.

Secret. Chianna is having an affair with the village's preacher, Devante. Many of the villagers know about the relationship, including Devante's wife, Ayla.

Chianna the Werewolf. If Chianna is a werewolf, she kills Ayla, then Fontaine.

Darcel

Hermit who lost his family

A year ago, Darcel lost his wife and daughter to an animal attack in the forest. Since that tragic incident, he has taken to drinking. Recently, he lost his job as a lumberjack. Unless he is the werewolf, Darcel is a chaotic neutral **commoner.** Because he is perpetually drunk, treat him as if he suffers from the poisoned condition.

House. Darcel lives alone in area 6.

Secret. Darcel is an alcoholic and spends most of his days drunk. He rarely leaves him home.

Darcel the Werewolf. If Darcel is the werewolf, the first person he kills is Giovanni.

Devante

Village preacher and adulterer

Devante is the village's preacher and Ayla's husband. When it isn't snowing, he holds service at the center of the village with the faithful. He spends most of his nights reading by one of the two fireplaces in his lavish home. Unless Devante is the werewolf, he is a lawful neutral human **priest.**

House. Devante lives with his wife, Ayla, in area 4.

Secret. Devante is having an affair with Chianna. Ayla knows about the affair.

Devante the Werewolf. If Devante is the werewolf, he does everything in his power to hide his true nature. The night of the full moon, Ayla follows Devante into the forest and sees him change. He then kills her.

Fontaine

Young boy with a mysterious past

Fontaine is Breanna's oldest son. Fontaine doesn't say much, content to help his mother and siblings with chores. He's even friendly towards strangers. A lot of the folks around the village call him sniffles since his nose is usually runny. Unless he is a werewolf, Fontaine is a lawful good **commoner.**

House. Fontaine lives with his siblings, Chianna and Prescott, and his mother, Breanna, in area 2.

Secret. Fontaine was left alone in the forest by his true parents. Breanna adopted him.

Fontaine the Werewolf. If Fontaine is the werewolf, the first person he kills is Stanly. Stanly was rude to Fontaine's mother the day before.

Giovanni

Village leader and family man

A huge, perpetually happy man, Giovanni is one of the most beloved figures in the village. He serves as the nearby lumber mill's foreman. Unless Giovanni is a werewolf, he is a lawful good human **veteran**.

House. Giovanni lives with wife Lauryn and teenage son Stanly in area 1.

Secret. Giovanni is terrified of dogs and wolves, particularly Ayla's pet wolf, Randolf, who always barks at Giovanni.

Giovanni the Werewolf. If Giovanni is the werewolf, he kills Ayla's pet wolf, Randolf.

Jaylene

Jaylin's twin sister

Unlike her silly sister, Jaylene says very little. When spoken to, she turns bright red and runs away. Unless she is the werewolf, Jaylene is a non-combatant child.

House. Jaylene and her twin sister, Jaylin, live with their father, Mats, in area 3.

Secret. Jaylene has a beautiful singing voice but she's afraid to perform in front of others.

Jaylene the Werewolf. If Jaylene is the werewolf, she accidentally kills her sister when she changes.

Jaylin

Jaylene's twin sister

Jaylin is something of a silly goose who enjoys making jokes and singing. Unless she is the werewolf, Jaylin is a non-combatant child.

House. Jaylin and her twin sister, Jaylene, live with their father, Mats, in area 3.

Secret. Jaylin has a doll named Mr Growly she's overprotective of. Mr. Growly has the body of a normal doll but the fuzzy head of a wolf.

Jaylin the Werewolf. If Jaylin is the werewolf, she accidentally kills her father Mats when she changes.

Kimby

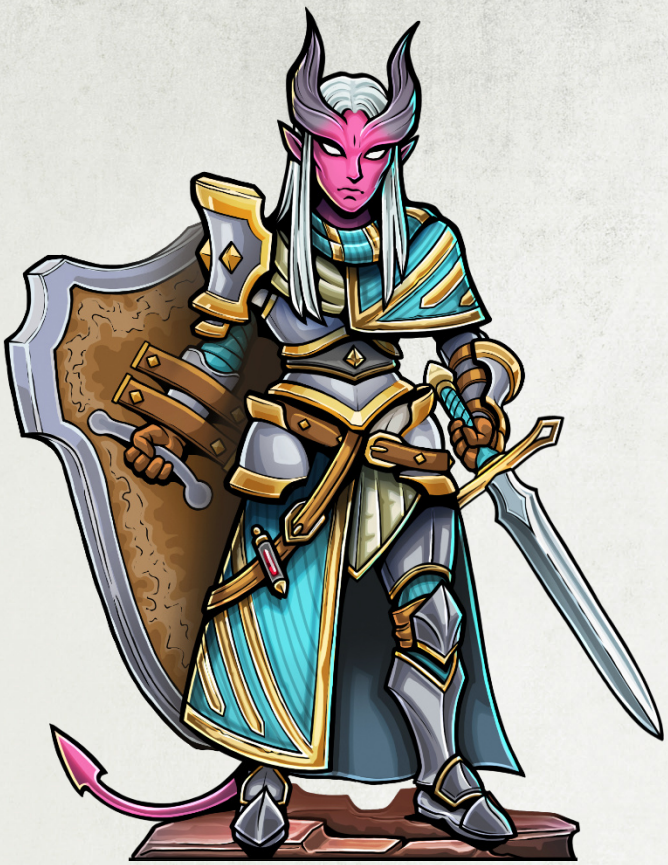
Rude lumberjack and bug lover

Kimby is one of four young adults that live in the southeasternmost home of the village. Although she works in the forest with the other lumberjacks, she spends a lot of her time capturing bugs and researching them in the entomological books she keeps in her cabin. Unless she is the werewolf, Kimby is a neutral human **commoner.**

House. Kimby lives with Terrence, Normand, and Yvonne in area 5.

Secret. Kimby is terrified of the preacher, Devante. She believes he harbors a dark secret.

Kimby the Werewolf. If Kimby is the werewolf, the night she changes, she kills her roommates Terrance and Yvonne. She then claims that Normand killed them. Normand actually ran away after seeing Kimby kill the others.



Lauryn

Strange woman the other villagers fear

Lauryn is Giovanni's kind wife. Their son is Stanly. Lauryn is a tiefling, although her devilish features are subtle. She wears hoods to hide her small horns and orange eyes. She never smiles, fearful of showing her fangs. She also wears mittens to mask the six fingers she has on each hand. Unless she is the werewolf, Lauryn is a lawful good tiefling **commoner.**

House. Lauryn lives with her husband, Giovanni, and their son, Stanly, in area 1.

Secret. Lauryn's mother was a paladin devoted to a god of vengeance who mated with an incubus. Lauryn's mother died during childbirth.

Lauryn the Werewolf. If Lauryn is the werewolf, the first person she kills is Giovanni, by accident.

Mats

Retired questing bard

Mats is a retired bard who lives with his twin daughters Jaylene and Jaylin. The girls' mother, a half-elf named Lucy, died giving birth to the pair. Mats mostly keeps to himself, but encourages his daughters to interact with the other villagers. Unless he is the werewolf, Mats is a neutral good **veteran.**

House. Mats lives with his twin daughters, Jaylin and Jaylene, in area 3.

Secret. Mats hides a silver dagger in his home. He is afraid that lycanthropes rule the forests around the village.

Mats the Werewolf. If Mats is the werewolf, he accidentally kills the girl Kimby when he changes.

Normand

Perpetually sick lumberjack

Normand suffers from gout, which makes him unable to stand. The other three he lives with are helping him save enough money to pay for a *greater restoration* spell. Unless Normand is the werewolf, he is a neutral **commoner**. His gout makes his movement speed 15 and gives him disadvantage on Strength, Dexterity, and Constitution saving throws and ability checks, as well as attack rolls.

House. Normand lives with Kimby, Terrence, and Yvonne in area 5.

Secret. Normand is secretly in love with Giovanni's wife Lauryn.

Normand the Werewolf. After becoming infected with lycanthropy, Normand's legs healed. He kept the change a secret, hiding his condition. In a fit of jealousy, he kills Giovanni when he changes.

Prescott

Five-year-old with a medical condition

Prescott is Breanna's five-year-old, making him Fontaine and Chianna's youngest sibling. Like Chianna, Prescott suffers from tremors. However, his are much more severe; at times leaving him bed-ridden. Fontaine spends a lot of his time caring for Prescott. Unless he is the werewolf, Prescott is a non-combatant human child.

House. Prescott lives with his siblings and mother in area 2.

Secret. Prescott has no secrets.

Prescott the Werewolf. If Prescott is the werewolf, his family is able to secure him in his room before he can harm anyone. They are terrified that someone will learn about his condition.

Stanly

Arrogant teenager

Stanly is Giovanni and Lauryn's teenage son. Rebellious to the extreme, he usually says whatever is on his mind, even if it's rude. Unless he is the werewolf, Stanley is a chaotic good human **commoner.**

House. Stanly lives with his mother and father in area 1.

Secret. Stanly saw Mats' silver dagger. He hopes to break into Mats' home and steal it.

Stanly the Werewolf. If Stanly is the werewolf, he changes in the middle of town and kills three random villagers (roll on the table) before Mats or the characters put him down.

Terrence

Stone-faced lumberjack

Terrence is a lumberjack who says little and rarely shows emotions. Many of the villages dislike him. Unless he is the werewolf, Terrance is a neutral evil human **spy.**

House. Terrence lives with Kimby, Normand, and Yvonne in area 5.

Secret. Terrence loves Kimby. A year ago, Kimby was engaged to an abusive woodsman who lived in their home. Terrence killed the man and hid his body. Kimby believes her ex simply ran away.

Terrence the Werewolf. If Terrence is the werewolf, he kills Normand. Yvonne and Kimby flee their house after this happens.

Yvonne

Unhygienic lumberjack

Although she's relatively friendly, Yvonne rarely bathes, so her smell is usually the first thing people notice about her. Unless she is the werewolf, Yvonne is a neutral human **commoner.**

House. Yvonne lives with Kimby, Normand, and Terrance in area 5.

Secret. Yvonne used to be in a relationship with Stanly, but Stanly broke her heart. Now she despises him.

Yvonne the Werewolf. If Yvonne is the werewolf, she kills Stanly, then turns on her roommates.

Part 2 - Bad Moon Rising

Shortly after the characters get a sense of the village and its inhabitants, the sun sets, a blizzard moves in, and a full moon takes to the sky. The **werewolf**—who you'll determine using the rules below—kills one or more of the villagers. Who the werewolf kills depends on the true identity of the werewolf.

Running This Part

To run this part, you'll need to first determine the werewolf's true identity below. Cross reference the werewolf with the information on the villagers provided in the previous part. This will help you build clues and leads that the characters can follow when attempting to solve the murder.

After you've determined the werewolf's identity, the characters are alerted to a murder in the village. They will need to stop the werewolf from hurting the other villagers by either capturing it or killing it.

Who is the Werewolf?

Use the Werewolf Identity table below to determine the true identity of the adventure's werewolf. Regardless of the werewolf's identity, they were bitten by one of the werewolves in the forest. The villager might not even be aware that they are a werewolf—in fact, this is the first time they've ever changed.

The Murder

After the werewolf changes, it goes on a murder spree. Immediately, one or more of the villagers discover the mangled and bloody corpse (or potentially corpses) of one of their neighbors. From there, the werewolf continues to stalk the villagers, slinking between buildings and the forested outskirts. It might be immediately obvious who the killer was, or the characters might have to uncover clues.

Some of the potential werewolves have close friends and family who might protect the werewolf, despite their chaotic evil nature.

Silver Weapons

If the characters lack silver weapons, the villager Mats keeps a silver dagger in his home. If his daughters are alive, he hands the knife over to the characters and keeps them inside his home. If his daughters are killed, he joins the characters in their fight against the werewolf.

Werewolf Identity

d100	Villager	Area
01-06	Ayla	4
07-12	Breanna	2
13-18	Chianna	2
19-24	Darcel	6
25-30	Devante	4
31-36	Fontaine	2
37-42	Giovanni	1
43-48	Kimby	5
49-54	Jaylene	3
55-60	Jaylin	3
61-66	Lauryn	1
67-72	Mats	3
73-78	Normand	5
79-84	Prescott	2
85-90	Stanly	1
91-95	Terrance	5
96-00	Yvonne	5

Part 3 - The Pack Attacks

The werewolf of this adventure isn't the only werewolf in the village. In fact, the forest is filled with them. Once the characters have stopped the villager-werewolf from attacking the other villagers, the pack descends on the village and attacks. The number of **werewolves** who attack the village depends on the level of the adventure, as shown on the table below.

Werewolf Attack

Adventure Level	Number of Werewolves
1st	2
3rd	4
5th	8
8th	12

The werewolves are relentless in their attack, especially if the characters killed the villager-werewolf. Some of the villagers might help the characters, but most aren't trained fighters, and prefer to stay inside where they can protect their friends and family members.

Aftermath

The werewolf pack continues their attack throughout the night. If the characters don't defeat them all, they eventually run back to the forest. To ensure that the villagers stay safe, the characters will need to enter the woods and clear the werewolves from their lair.

If the villager who transformed into a werewolf survived the attack, the characters can attempt to cure them of lycanthropy with a *remove curse* spell. If they don't, the villager eventually runs away to be with the rest of the wolf pack. If the wolf pack is destroyed, the villager might run off to start their own pack. Ω

Credits

The following creators made this adventure possible:

Design and Writing. DMDave

Cartography. Moonlight Maps

Art. Paper Forge, Shutterstock

Editing, Proofing, Layout. Laura Jordan

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