

2ND LEVEL



THE DM TOOL CHEST

DEN OF THE WINTER WOLF

FIFTH EDITION ADVENTURE

A cunning wolf stalks the nearby forest and leaves only red snow in its wake

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ABOUT THIS ADVENTURE

This is a one-shot or side-trek adventure set in the Northreach area of the Freelands campaign setting. It can be adapted to any campaign setting that includes a winter forest or mountain cave with a nearby town. It is designed to be as plug and play as possible so feel free to use it as is or adapt it to your setting of choice!



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CREDITS

This adventure module was created with the help of all of these talented people:

- Production & Design:** The DM Tool Chest
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- Interior Illustrations:** Dreamstime

Thank You! To all of the awesome patrons who supported this work!

RUNNING THIS ADVENTURE

In order to run this adventure, you will need the Fifth Edition core rulebooks.

Boxed text like this present descriptions meant to be read aloud or paraphrased for the players. These are just prompts and may be used or not at the DM's discretion.

In this adventure you will come across references that point to information that is presented outside of this module.

Magic Items, Spells, and Equipment will be italicized and will be found described in either the core DM guidebook or the core player's rulebook.

Monster names will be in bold and the appropriate stat block will be found in the core fifth edition monster guidebook if not already presented in an attached Appendix.

ABBREVIATIONS

Common abbreviations used in this adventure:

pp - Platinum Piece(s)	LG Lawful good
gp - Gold Piece(s)	CG Chaotic good
ep - Electrum Piece(s)	NG Neutral good
sp - Silver Piece(s)	LN Lawful neutral
cp - Copper Piece(s)	N Neutral
NPC - Nonplayer Character	CN Chaotic neutral
DC - Difficulty Class	LE Lawful evil
AC - Armor Class	NE Neutral evil
xp - Experience Points	CE - Chaotic evil
hp - Hit Points	





ADVENTURE PRIMER

Den of the Winter Wolf is a Fifth Edition adventure intended for **three to five characters of 2nd to 3rd level** and is **optimized for a party of four characters with an average party level (APL) of 2**. Characters who complete this adventure should earn enough experience to reach level 3. A Winter Wolf and

its pack are on the prowl and must be taken out for the safety of the nearby village. This adventure is set in the Freelands campaign setting but can be adapted to fit any campaign that has a snowy forest and mountain cave. The adventurers should be prepared for a tough battle with the Winter Wolf.

BACKGROUND

There are many dangers that lie in wait for the unwary in Myrkvid Forest but none so fearsome as Rukdolf, the Winter Wolf. There are few who have seen him and lived to tell the tale and those who did have refused to enter the woods ever again. There have been attempts to hunt him and his pack down but no one has been able to come close.

The town of Beruvik sits on the edge of Myrkvid Forest and the townsfolk have lived under the shadow of fear of Rukdolf for many years. They've taken to leaving sacrifices of their hunts in order to appease the wolf and permit them safe passage. But this winter has been particularly harsh this year and the sacrifices are becoming fewer and the wolves are getting hungrier.

ABOUT BERUVIK AND MYRKVID FOREST

Beruvik is a fishing town on the northern coast of Northreach and a part of the Kingdom of Svellvegr. Jarl Brand Einarsson is the leader of the town and head of the Hawk clan which controls this territory. Remoteness keeps Beruvik safe from raids but not from Myrkvid's dangers.

Myrkvid Forest is teeming with wild beasts and ferocious monsters. They have been slowly decimating the local deer and rabbit population. Winters are already harsh in this area but they are now getting tougher to survive because of the lack of resources. Rukdolf has gathered the most fearsome of the Myrkvid Forest wolves into his pack and they use a small cave complex as a lair.

ADVENTURE HOOKS

Here are a few ways to get your adventurers hooked into this story:

LEGEND OF THE WHITE WOLF

For years the legend of Rukdolf has been told around the campfires and in the tavern halls. The giant White Wolf has stalked the land and eaten men whole in just a single bite. The warriors who would kill such a beast would surely become legends in their own right.

SAVE THE HUNTER

The adventures are traveling through snowy Myrkvid Forest when they hear a shout for help. A young man in furs and clutching a bow with a snapped string rushes through the underbrush towards them. His name is Bjorn and he tells them that he and his father Magni were just attacked by giant wolves. Bjorn begs for them to hurry and save his father.

WINTER IS COMING

The winters in Northreach are always harsh and never forgiving but this year it is particularly worse in the town of Beruvik. The clan's winter stores are looking to be less adequate as the days go by and the hunters are starting to be attacked more often by the White Wolf. Jarl Brand Einarsson has put out a reward of 200 gp for anyone brave enough to kill the White Wolf.

1 SQUARE = 5 FEET



DEN OF THE WINTER WOLF

GENERAL FEATURES

These are some of the features that are common to this location:

Recommended Ambience: The Ambience Channel - [Winter Forest](#)

Ceilings. The den has a ceiling height of 20 feet and is filled with stalactites and large icicles.

Floors and Walls. The cave walls are comprised of icy stone and the floor is hard-packed earth. There are patches of slippery ice in places as noted and any creature who steps onto a patch for the first time will require a successful DC 10 Dexterity (Acrobatics) check or they fall prone.

Climate. The winter has been harsh and temperatures have dropped to -10 degrees Fahrenheit. A creature exposed to this extreme cold must make a DC 10 Constitution saving throw at the end of each hour or gain one level of exhaustion. Creatures wearing cold weather gear or natural resistance to cold automatically succeed on the saving throw.

Illumination. There are no sources of natural light in the den.



KEYED LOCATIONS

The following descriptions relate to the keyed locations on the provided map:

1 - ENTRANCE

The adventurers can find the entrance to the den after finding the site where Magni Gunnerson and his son Bjorn were attacked in Myrkvid Forest. There are obvious signs of an animal attack and a clear blood trail and tracks that head deeper into the woods. A successful DC 12 Wisdom (Survival) check will discern the tracks to belong to Worgs.

Thick icicles hang from the upper ridge of the mouth and vaguely resembles the toothy maw of the beasts that it is home to. The cave floor just inside the entrance is slippery ice (see General Features) and unless the party is both moving stealthily and succeeds in their saving throws, the wolves who are nesting in area 2 will be alerted to their presence.

2 - WOLF NEST

The stench of unwashed canine and animal refuse fills the air. Bones picked clean of their flesh litter the floor among snow and debris from the remains of the wolves' victims.

Encounter: Three Little Wolves. There are three **wolves** nesting here asleep. If the adventurers are making too much noise in Area 1, they will wake up and attack them.

Treasure: Coin Purse. A small leather pouch can be found buried in the snow with a successful DC 15 Intelligence (Investigation) check. It contains 6 gp, 12 sp, and 22 cp.

3 - WITCH'S CAVE

The air is musty with the scent of old herbs and incenses. The walls and floor bear scorch marks from fires now long dead with only the greasy soot remaining.

A successful DC 12 Wisdom (Perception) check will result in the adventurers noticing the soot outlining mystical patterns on the floor.

Old wooden crates are pushed against one wall and dried husks of herb bundles are hanging from a board set in the wall above them. A rickety empty table is lying against the opposite wall with a chair that looks ready to collapse at any second.

A collapsed wooden bed sits in one corner with a bloody sheet pulled over something lying on the filthy mattress. Standing in the shadows are bodies dressed in matted furs and hunting garb. Their skin lies dried and stretched across their skulls and frost is caked all over the dead bodies.

Encounter: The Remains. There are three **zombies*** here sitting in the dark at the far corner of the room. They do not move or react until either someone steps onto the sigils in the center of the room. The sigils start to glow with a green light once stepped on and the zombies' eyes spark with that same light.

Trap: The Last Breath. The desiccated corpse of a long-dead witch is under the blanket in the corner of the room. Clutched in her hands and held tight to her chest is a small iron lockbox. A glass vial holding a green cloudy substance can also be found clutched in her hand with a successful DC 11 Intelligence (Perception) check. The lockbox can be safely removed from her grasp with a successful DC 15 Dexterity check with a failure resulting in the poison gas being released causing 6 (1d10) poison damage and the victim must succeed on a DC 15 Constitution saving throw or be Poisoned for 1 hour.

Treasure: Lockbox. The iron lockbox can be unlocked by someone proficient with thieves' tools with a successful DC 15 Dexterity check. Inside is a small pouch containing 50 sp, a small leatherbound journal, and a *messenger medallion* (see sidebar).

VOLVA'S JOURNAL

The journal tells the story of a volva (witch) named Isgerd Steindottir who was cast out from Beruvik over ten years ago. The Hawk clan exiled her after it was discovered she used her Seidr (magic) to kill a rival over a man she wanted for herself. She took to these caves and survived her exacting her vengeance by killing hunters in the woods and making them her zombie pets. The White Wolf eventually found this cave and his pack moved in, trapping Isgerd inside. They left her alone but she could not leave and her food and water only lasted so long.

MESSENGER MEDALLION

Wonderous item, uncommon (requires attunement)

The bearer may cast the *Message* spell once per day.

4 - ICE CAVE

A gaping pit drops into complete blackness and creates a twenty-foot wide chasm at the far end of this cavern. There is an occasional sharp crack heard as icicles fall from the high ceiling to hit the floor and shatter. Loud noises in this area echo easily and they build upon each other.

Trap: The Quiet Place. The entire ceiling of this cave is filled with fragile icicles that will fall when enough noise is made. Anyone not being quiet in this area must succeed a DC 12 Dexterity check or take 1d4 bludgeoning damage from falling ice.

4A - SECRET SLIDE

Secret: Ice Slide. A small hole leading to an ice slide that leads directly to Area 6 can be found with a DC 15 Intelligence (Perception) check. It can be found hidden from passive view by a cluster of rocks against the wall. There is a smear of fresh blood leading down the chute.

The chute is ten feet long and will drop anyone who uses it five feet down into Area 6. Anyone using the slide must make a DC 12 Dexterity check or land prone at the bottom.

4B - HIDDEN TUNNEL

Hazard: Chasm. The chasm is thirty feet deep and twenty feet across at its thinnest. The walls of the cave are covered in ice and anyone attempting to climb them without climbing gear must make a successful DC 16 Dexterity check or fall into the chasm taking 10 (3d6) bludgeoning damage. Using climbing gear will lower the DC to 10.

There is a tunnel entrance that leads to Area 8 at the bottom of the chasm that is hidden from being seen from above. Dropping a light source into the chasm will reveal the tunnel entrance,

5 - LEDGE

This area has a thin layer of ice that crunches underfoot with every step. The noise results in disadvantage to any stealth rolls in this area.

Trap: Ice Pit. There is a thin layer of ice covering a five-foot by eight-foot pit (see map) in the tunnel leading to Area 6. It can be discovered with a DC 15 Intelligence (Investigation) check and anyone falling into it takes 4 (1d6) bludgeoning damage from the ten-foot drop.

6 - WORG NEST

The sound of yips and growls are the first things that can be heard when entering this area. The air is filled with the stench of animal refuse mixed with fresh coppery blood. There is a fresh body being mangled and eaten by a pack of Worgs in the center of the room.

Encounter: Worg Pack. There are three **worgs** here that are devouring the corpse of Magni Gunnerson. The worgs will taunt and tease the adventurers as "foolish meat" in goblin. A successful DC 15 Intelligence (History) check will reveal they are speaking goblin for those that don't speak it.

Magni Gunnerson. The worgs have torn apart much of Magni's body and there isn't much left. A silver torc (10 gp) etched with two hawks in flight is still around what remains of his neck.



7 - ZOMBIE POND

The tunnel from Area 6 descends slowly to a depression in which a small frozen reservoir sits. There is a five-foot-high ledge all the way around and down to the cracked ice below. A zombie can be seen frozen from the waist down in the center of the ice.

Hazard: Frozen pond. The entire pond is slippery ice (see General Features).

Encounter: Ice, Ice, Zombie. There are two **ice mephits** and a **zombie** in this area. The zombie is immobile and trapped in the center of the frozen reservoir. The ice mephits will disguise themselves as Icicles on the ceiling and ambush after casting *fog cloud*.

8 - RUKDOLF'S DEN

Read the following aloud:

"The wind can be heard howling from cracks in the cave ceiling. Snow drifts down in thin shafts of sunlight and adds to the deep drifts that already fill the area. From out of the darkness comes a deep growling voice, "So you've come to test your mettle, eh Drengs? Come then... I hunger... and you will fill my belly nicely!"

The air grows still and even the wind quiets as the voice fades back into the darkness

Hazard: Snow Drifts. Hidden stalagmites and rocks in the snowdrifts make this area difficult terrain.

Encounter: The White Wolf. Rukdolf is a **winter wolf** with the following additional changes: He has 100 hp and his bite attack deals 9 (2d4 + 4) piercing damage. Rukdolf is an older winter wolf that has gained more mastery of the Common tongue than others of his breed. He will use his *snow camouflage* to wait in ambush and use his *cold breath* when the party is bunched together.

AFTERMATH

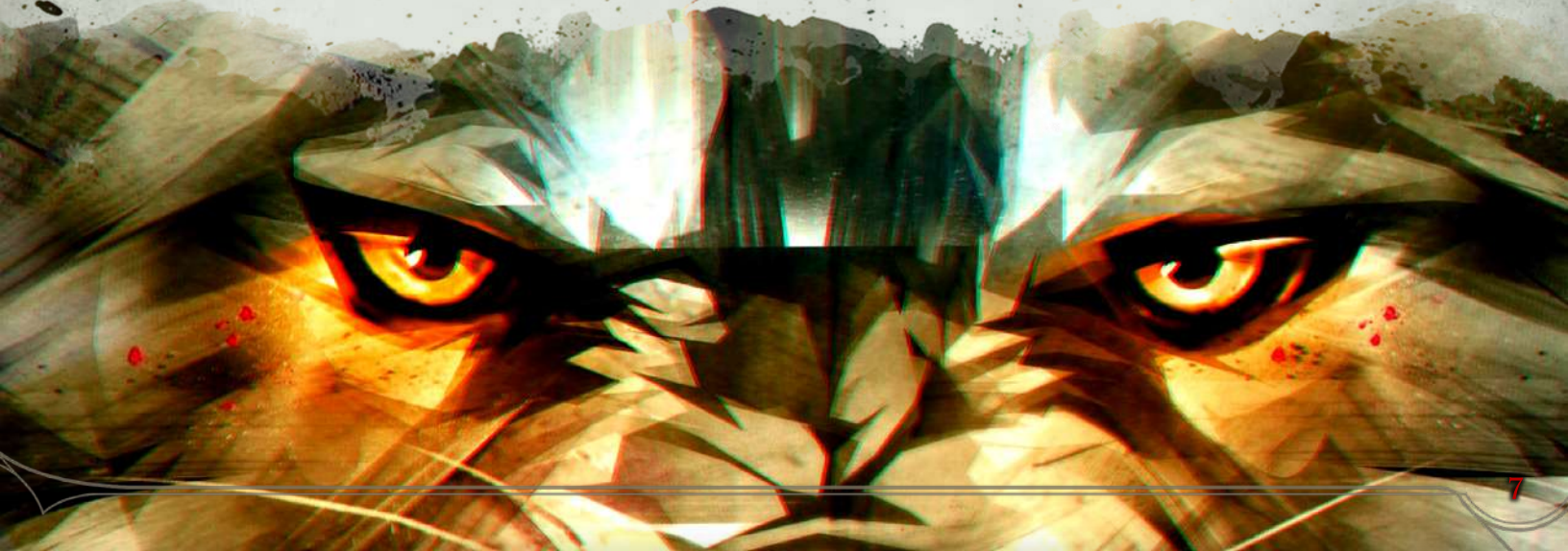
After defeating Rukdolf the Winter Wolf, the adventurers will be hailed as heroes in the town of Beruvik. Their horns will be every flowing with mead and freshly roasted meat will be piled onto their plates at the local tavern. The local leatherworker will offer to make either a capelet and helmet from the pelt and head.

If Rukdolf was not defeated, he and his pack continue to ravage the Myrkvid Forest and slowly kill off Beruvik's hunters. This eventually leads to the Hawk clan being forced to relocate and abandon the town before they starve completely. The legend of the white wolf is told bitterly for generations to come.

ADVENTURE HOOK RESOLUTION

Save the Hunter. If the adventurers bring back the remains of Magni Gunnerson or present his torc to his family, they will sadly but stoically accept the news of his death. Magni's son Bjorn will accept his new role as head of the household and thank the adventurers. He will give them his father's torc and promise they will always have a place by his fire.

Winter is Coming. Jarl Brand Einarsson will gladly pay the promised 200 gp and will hail the adventurers as heroes of Beruvik. He will ask them if they wish to join the Hawk clan and extol their heroism in the local tavern with horns of mead and plates of food. If the adventurers accept his offer to join the clan they will each be given a copper arm ring etched with the Hawk clan's symbol and allowed to sleep in the communal longhouse whenever they are in town.



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