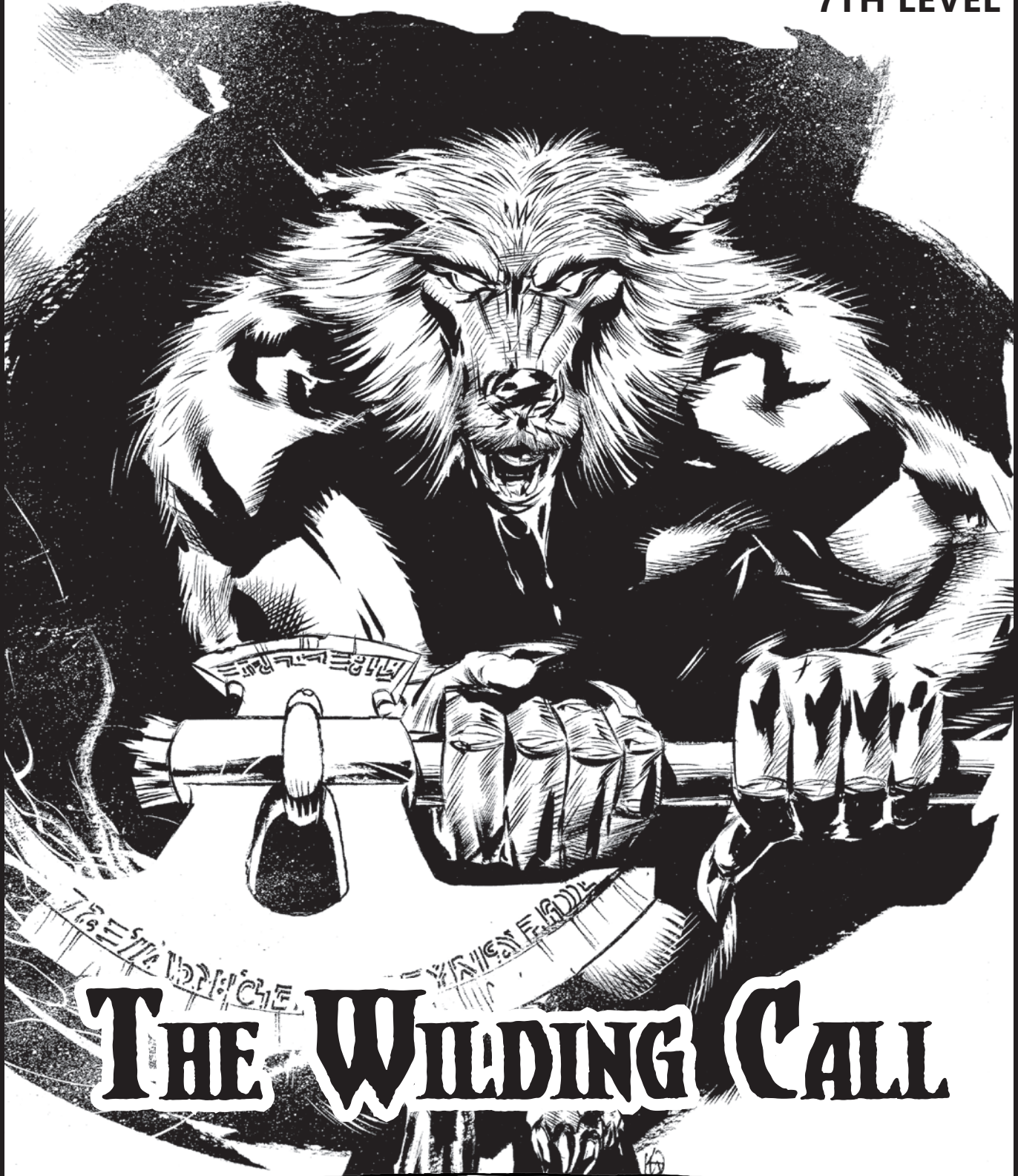


FOR 4 PCS OF
7TH LEVEL

A black and white illustration of a werewolf in a suit, roaring and holding a scroll. The werewolf is depicted with a large, shaggy head, sharp teeth, and a determined expression. It is wearing a dark suit jacket, a white shirt, and a dark tie. Its right hand is raised, holding a scroll that is partially unrolled. The scroll has some text on it, including "THE WILDLING CALL" and "A 5E WARLOCK ADVENTURE". The background is dark and textured, suggesting a forest or a cave. The overall style is reminiscent of classic comic book art.

THE WILDLING CALL

A 5E WARLOCK ADVENTURE
BY MIKE WELHAM

THE WILDING CALL

Adventure Background

The Pack of the Howling Sun has gained notoriety lately as a cult bent on the fiery death of all that cross their path. Their raids beyond the borders of the Kingdom of the Wolf have left charred bodies and burning villages in their wake. Uffi Toothless believes the pack is tied to the Children of Surtur, an unusual death cult whose members believe self-immolation is the way to convince the demonic lord of fire to destroy the world. The immediate threat posed by the death cult's new offshoot troubles him, especially as it shows outward aggression formerly absent from the cult. He seeks stalwart folk who can gain intelligence on the Pack of the Howling Sun such as the group's size, reach, and extent of their ties to the Children of Surtur. Since the Kingdom of the Wolf's inhabitants hunt, capture, or outright kill non-lupine humanoids, close intelligence gathering is almost impossible for Uffi's scouts and warriors. Anything short of powerful illusions to conceal an investigative team's identity would prove disastrous for the team and reveal Uffi's involvement to the pack leaders, potentially painting a target on the old jarl and his people.

A solution to this problem arrived recently in the form of Albrus Svendig, an alchemist specializing in transmutational serums. He developed a concoction to temporarily transform the drinker into a werewolf. Uffi hopes a team could use this serum to infiltrate the Pack of the Howling Sun and gain the information he seeks.

Unfortunately, the real Albrus Svendig fell prey to Greta the Sly, the **nightgarm** (*Tome of Beasts*, p. 304 or see below) leading the Pack of the Howling Sun. She spawned a **falseman** to take his place and use his skills to produce more "children" for her. Knowing the serum is only temporary, Greta commands her werewolves to "bless" those worthy to join her pack with permanent lycanthropy and feeds the unworthy to her pack.

RECENT EVENTS

A few days ago, a rescue party sent to Hoydeholm after it burned to the ground discovered the pack had kidnapped survivors. They found no bodies, but they did see several sets of werewolf tracks leading out of the village.

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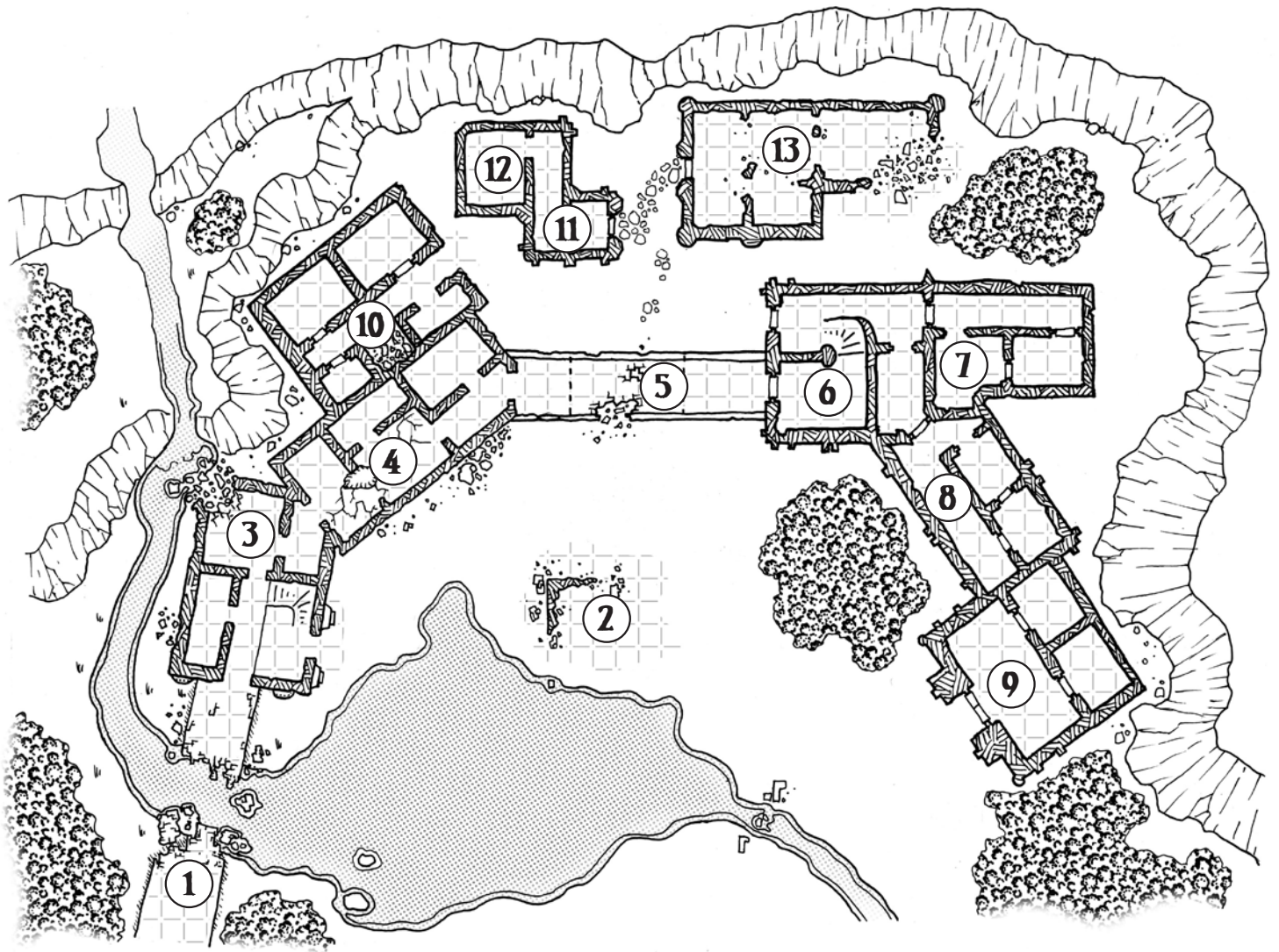
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MAP: [CLICK HERE TO DOWNLOAD THIS MAP FOR YOUR VIRTUAL TABLE TOP.](#)

Adventure Hooks

If the PCs rescued the people of Fjellgard in *The Empty Village* (Warlock Lair #27) or performed other services for the jarl's people in Trollheim, Uffi Toothless may send someone to ask them to undertake this intelligence-gathering mission. Instead, the PCs may know someone in Hoydeholm taken by the Pack of the Howling Sun. Finally, the PCs might have heard about Albrus Svendig's serum independently.

A REQUEST TO GO BEHIND ENEMY LINES

Regardless of the reason for the PCs' involvement in the adventure, they meet Sondre Rasmussen, a high-ranking official who serves Uffi and who is responsible for the safety of the jarl and his people. Sondre introduces Albrus Svendig and explains the situation detailed in the Adventure Background (except for Albrus's secrets, of which he has no knowledge). He expresses his hopes that the PCs can use the alchemist's serum to discreetly investigate the Pack of the Howling Sun and rescue any surviving villagers of Hoydeholm. He offers them a reward of 1,000 gp on behalf of Uffi Toothless for the dangerous undertaking. Assuming the PCs accept the offer, he turns things over to Albrus to explain the serum's effects.

Albrus is a thin, middle-aged human who wears simple, woolen clothing with a wool cap pulled down to just above his eyebrows. The heavy clothing and cap are ostensibly to ward off the cold, but, in actuality, the clothing covers unnatural features that give away the alchemist as a falseman, most notably the tuft of white fur sprouting from his forehead. Albrus explains the serum's effects and answers what questions he can about it (see The Wilding Serum sidebar). He only has a few doses of the serum left and cautions the PCs to not lose or spill the serum as it takes months to create a single dose.

Once the PCs are satisfied with the information they have, Sondre directs them to a clearing where they believe werewolf initiates travel to gain admittance into the pack. The clearing is two days of travel away with the last half a day in wolf territory. He cautions the PCs to take the serum after they have left Trollheim and well before they reach the clearing. Aside from the obvious desire to avoid causing a general panic in the streets, he warns them that prematurely taking the serum and slaying lycanthropes will jeopardize the mission.

MEETING WITH THE PACK

When the PCs arrive to the clearing Sondre mentioned, they see signs of a recent bonfire with partially gnawed and charred bones of animals and humanoids in the ashes.

Shortly after the PCs arrive, a successful DC 15 Wisdom (Perception) check notices the stealthy arrival of five werewolves. They circle the PCs, taunting the group with

THE WILDING SERUM

Albrus Svendig's Wilding Serum transforms the drinker into a werewolf in hybrid form for 1 week. The drinker retains its alignment, hit points, Hit Dice, ability to speak, proficiencies, and Intelligence, Wisdom, and Charisma scores. The drinker's statistics and capabilities are otherwise replaced by those of a **werewolf**, except the drinker can use its action to polymorph into a wolf-humanoid hybrid or a wolf, and not back into its true form. Any equipment the drinker is wearing or carrying isn't transformed, and the drinker reverts to its true form if it dies.

The werewolf hybrid form's hands are dexterous enough to wield a weapon and use the Attack action with that weapon; however, a drinker of this serum that uses a weapon can't take the Multiattack action. A spellcaster who drinks this serum can cast spells in its hybrid form but not in its wolf form.

While transformed by the Wilding Serum, the drinker can't be cursed with lycanthropy. The change brought about by the serum is unnatural and taxing on the body if it is used more than once. Each time a creature drinks the serum after the first time, it must make a DC 20 Constitution saving throw. On a failure, the creature is unaffected by the serum as its body is unable to accept the transformation. On a success, the creature is transformed by the serum as normal, but it has disadvantage on the saving throw if it drinks the serum again.

the nickname "wolflings" and laughing heartily if a PC shows signs of aggression at the circling pack. After a minute of this appraisal and mocking, the group's leader, Vanya Tongueripper, introduces herself and the rest of the group, which consists of Georg Halflingeater, Hilda Spleenkeeper, Metti Fleabitten, and One-Eyed Marcus.

Vanya confirms the PCs are there to become part of the Pack of the Howling Sun. She expresses her pleasure at growing the pack, and then puts on a show of resignation as she explains how all "wolflings" must prove themselves before they are welcomed into the pack. Much as they would like to swell their numbers, they can't let in "just any mangy cur." Vanya tells the PCs they have to perform two simple tasks, and then Vanya can introduce them to "Mother" for their final induction into the pack.

TO KILL A BEAR

The first job Vanya gives the PCs is to track down and kill a bearfolk who has killed several of their members. Vanya expects the PCs to bring her a trophy as proof of their kill. While she would settle for the bearfolk's head or a paw, she prizes the silvered axe the bearfolk wields. Vanya directs the PCs to where the bearfolk was last spotted and tells them to return to the clearing once they've completed their task or don't return at all. A successful DC 15 Wisdom (Survival) check finds a bearfolk's trail at the location, and the trail leads to a small cottage deep in the forest.

Esben Frosttuft is a **bearfolk chieftain** (*Creature Codex*, p. 51), except her battleaxe is silvered and magical. She doesn't take kindly to werewolves snooping around her home and is prepared to kill the PCs on sight. If a PC attempts to speak with her, she pauses as this is unexpected behavior when compared to the beasts she fought previously. If the PCs show no sign of aggression, she agrees to listen to their tale. If the PCs explain about their mission for Uffi Toothless, she admits she prefers to directly attack all lycanthropes she encounters, but she sees the value in gaining intelligence on an organized foe.

If the conversation turns to the presentation of a trophy to Vanya, Esben becomes less agreeable. She doesn't part with a paw, but she agrees to give up her axe with a successful DC 16 Charisma (Deception or Persuasion) check, provided the PCs promise to return her axe to her after they have gathered the information they need. She requires the PCs to state their actual names and declare an oath to return her axe, a family heirloom, to her upon the completion of their mission. There is no magic to bind them to the oath, but Esben ruins their reputation in the Northlands if they survive and fail to return her axe.

If the PCs fail to persuade her to give up her axe, she offers one of her silvered handaxes and suggests fooling Vanya about its power. Esben correctly assumes the werewolf won't wield the axe to test its power. A successful DC 10 Charisma (Deception) check convinces Vanya of its authenticity.

Killing Esben carries the risk of removing a potential ally in Uffi's fight against the Children of Surtur and the Pack of the Howling Sun, but the PCs are free to provide Vanya with a trophy they deem appropriate.

A LITTLE ARSON BETWEEN FRIENDS

Assuming the PCs bring one of the requested trophies or convince Vanya that Esben's handaxe is the silvered axe Vanya saw the bearfolk wielding, the werewolf is pleased. She informs the PCs they have one more task to fulfill before she can accept them into the Pack of the Howling Sun. Since her group's focus is using fire to kill their prey, she tasks the "wolfings" with setting fire to a home while barring those within the burning building from leaving. She directs them to human and trollkin farmsteads they can target along the edge of the Kingdom of the Wolf. As with the task involving the bearfolk, Vanya expects proof of the deed and leaves it up to the PCs to decide what proof they bring her.

Considering the PCs' appearance, negotiating with the family owning the farmstead is difficult. A successful DC 15 Charisma (Deception or Persuasion) check convinces the family to listen to the PCs. Of course, the family is aghast at the idea of losing their home. If the PCs offer the family at least 50 gp in reparations, the family agrees to go along with the PCs' plan. Otherwise, the PCs must succeed on a DC 15 Charisma (Deception or Persuasion) check to convince the

family to work with them. If the PCs offer the family at least 25 gp in reparations, the PCs have advantage on the check.

If the PCs attack the family, the family is made up of two **commoners** and four humanoids too young and small to fight.

DEVELOPMENT

Under normal circumstances, Vanya exerts the same level of scrutiny over completing this task as she did for the PCs' encounter with Esben (to the extent that she watches for the burning building). However, if the PCs brought her the handaxe and failed the Charisma (Deception) check to fool her about it, she indulges her suspicions about the PCs and sends one of her cohort with the PCs to verify the deed is done to her satisfaction. The PCs can deal with this situation as they wish, but, if they kill the **werewolf**, they must succeed on a DC 15 Charisma (Deception) check to craft a story about the werewolf's death that will convince Vanya the PCs didn't kill the werewolf.

ONE OF US

If the PCs return successfully from Vanya's last mission, the werewolf is ecstatic and welcomes them to the pack. She gives them directions to the lair of the Pack of the Howling Sun and races ahead to inform Mother of their success..

THE HOWLING SUN'S LAIR

This complex was once a temple devoted to Freyr and Freyja, but the priests and other inhabitants could not withstand the attacks by marauding werewolves and abandoned the temple. Greta the Sly, the pack's leader and a **nightgarm** called "Mother" by the pack, kept the werewolves from gutting the temple so she could use it as a sort of headquarters for the Pack of the Howling Sun.

1. THE PATH OF FIRE

A 10-foot path of hot coals and a small stretch of icy water stand between the PCs and the complex. If a PC refuses to walk across the coals or through the water, Vanya, from atop the bridge in Area 3, frowns and informs the PC that refusing is an insult to Mother who might be less-inclined to induct the PC into the pack. A character that walks across the hot coals must make a DC 12 Dexterity saving throw, taking 5 (2d4) fire damage on a failed save, or half as much damage on a successful one. A character that walks through the shallow, icy water must succeed on a DC 12 Constitution saving throw or have its speed halved until it finishes a short rest by a fire (or other source of prolonged warmth).

WOLFISH MONSTERS

Many of the monsters in the following encounters are from the *Tome of Beasts* or *Creature Codex*. If you don't have access to both or either of these books, you can replace creatures from those books with the following:

Fang of the Great Wolf. Replace with a **winter wolf**.

Moon Drake. Replace with a **silver dragon wyrmling**. By some unknown quirk of its ancestry, the wyrmling has the ability to cure lycanthropy with its bite attack. When it bites a lycanthrope, the lycanthrope must succeed on a DC 13 Constitution saving throw or be cured of lycanthropy (the lycanthrope can willingly fail this save). The wyrmling's bite can't cure a natural-born lycanthrope of the curse of lycanthropy.

Roggenwolf. Replace with a **winter wolf**.

Wolf Spirit Swarm. Replace with a **wraith** and three **shadows** that all have the shape and appearance of werewolves. These spirits are members of Mother's pack that died and continue to serve her after death.

DEVELOPMENT

Mother bade the falseman Albrus Svendig to return from Trollheim after he gave the serum to the PCs. He provided enough identifying information about the PCs for her to realize they were the same as Vanya's latest initiates. The morning prior to the PCs' arrival at the compound, Albrus broke Mother's control over him, and he now awaits an opportunity to escape. Unfortunately for him, the nightgarm is aware of his state of mind.

As the PCs are crossing the hot coals and the icy water, Vanya Tongueripper, who was made aware of the situation while the PCs were completing their tasks, stands slightly above them in Area 3 on the remains of a bridge and makes a show of congratulating the PCs on their success. She then indicates she has a surprise for them and produces a bound and gagged Albrus Svendig. A successful DC 12 Charisma (Deception) check conceals a PC's recognition of the man. Regardless of the result, she states there is no need for worry because Albrus works for them. She then tears the wool cap from his head to reveal the tuft of fur jutting from his forehead. Albrus struggles in his bonds as Vanya mimics a troubled expression. She states Albrus appears to have had second thoughts about his loyalties this morning and he must be punished. She removes his gag long enough to tear out his tongue and slit his throat. She then cheers, calls out "More villagers for us!" and ducks into Area 3, leaving a pair of **werewolves** to distract the PCs.

2. THE WELCOMING SPOT

Ordinarily, this is where initiates to the Pack of the Howling Sun are welcomed into the group, preceding a feast of animals and humanoids prepared by the Pack. The villagers entrapped in Area 8 were meant to be the main course for a feast honoring the latest initiates, but events have changed the reception the PCs receive, as described in Area 1.

3. RUINED WEST WING

Two **werewolves** remain here to kill or stall the PCs. The werewolves use their silvered spears in humanoid form to attack the serum-infused PCs. The stairs lead from the ground level up into Area 3.

4. WORG SLEEPING QUARTERS

A **roggenwolf** (*Creature Codex*, p. 320) and three **worgs** stationed here are aware that the PCs aren't members of the pack and attack. The creatures have been blessed by the Children of Surtur, and their bite attacks are magical.

5. CRUMBLING BRIDGE

A 20-foot-high stone bridge crosses between Areas 4 and 6. It has been damaged by previous assaults to the compound and is now dangerous for the unwary to cross.

Crumbling Bridge Trap. When a creature walks across the center of the bridge, it must make a DC 15 Dexterity saving throw. On a failure, the creature falls to the ground 20 feet below as part of the bridge gives way. The creature takes 11 (2d10) bludgeoning damage and is knocked prone and buried under the rubble below the bridge. The buried target is restrained and unable to breathe or stand up. A creature can take an action to make a DC 10 Strength check, ending the buried state on a success.

Prevention. A successful DC 15 Intelligence (Investigation) or Wisdom (Survival) check finds a set of tracks that appear to follow a safe path across the bridge. Creatures on the safe path don't trigger the trap.

6. EAST LANDING

A **werewolf** and two **winter wolves** stand wait here for any intruders. These creatures were among those blessed by the Children of Surtur, making their bite attacks magical.

7. SLEEPING QUARTERS

Several mats fill this section of the former temple. Most of the werewolves sleep here. Vanya keeps her quarters in the locked room to the southeast, and she carries the key to the room on her. A successful DC 15 Dexterity check with thieves' tools unlocks the door.

TREASURE

The werewolves keep trinkets from their various raids. The PCs can gather a total of 100 gp worth of jewels, hand-carved statuettes, and other items precious to the locals from the main room. Vanya has a prized sapphire worth 500 gp she keeps hidden in her room.

8. CAPTURED VILLAGERS

A mated pair of **fangs of the great wolf** (*Creature Codex*, p. 384) stand guard over the captured villagers of Hoydeholm, which are being held in the room in the southeast. Unlike the werewolves, the worgs do not draw the attention of the creature in Area 9 and can tolerate the eerie howls emanating from the area. Blessed by the Children of Surtur, each fang of the great wolf's bite attack is magical and, when a fang of the great wolf hits a target with a bite attack, the attack deals an extra 3 (1d6) fire damage.

If the **werewolf**, Vanya, has survived, she is also here. She taunts the PCs by attacking the villagers, hoping to help the two worgs by splitting the PCs' focus. If the PCs gave her an axe from their encounter with the bearfolk, she uses that weapon in place of the werewolf's spear attack.

The villagers, a dozen **commoners**, crammed into the enclosure are nearly useless in combat. They each have one level of exhaustion due to the lack of nourishment and their exposure to the howling echoing from Area 9.

9. THE HAUNTED HALLS

A **wolf spirit swarm** (*Tome of Beasts*, p. 377), the remains of a wolf pack killed in an over exuberant bout of arson, lurks here. Mother has exerted some control over the pack, such that they remain in this location as a surprise for intruders. However, their unnerving howls penetrate the walls which forced the bulk of the pack to relocate from Area 8 to Area 7. The swarm attacks werewolves that aren't part of Mother's pack in preference to other creatures. The swarm pursues opponents outside, but it stops short of reentering the complex through any entrance other than the one to this area.

10. WOLF KENNELS

The **werewolf** in charge of caring for the Pack of the Howling Sun's wolves resides in this building with a group of 6 **wolves**. The wolves were recently blessed by the Children of Surtur, but the blessing only took hold in half the group. Three of the wolves have magical bite attacks, revealed by their glowing red fangs. The werewolf, an older farmer who was recently conscripted into the pack to care for the wolves, flees when reduced to 10 or fewer hit points.

11. THE HONOR GUARD

A pair of **werewolves** protects the nightgarm from intruders. Each werewolf is armed with a silvered greatsword, which replaces its spear attack, and is wearing breastplate armor, which increases its Armor Class to 15.

12. MOTHER'S LAIR

Mother, the **nightgarm** leading the Pack of the Howling Sun, resides here. If the PCs defeat her honor guard, she calls for a truce. If the PCs promise to let her go, she shares what she knows about the Children of Surtur's plans (to bring about



the end of the world with a great flood by summoning their demon lord of fire to melt the Northlands). If the PCs agree, she asks to leave the building where she has freedom to move should the PCs renege on their promise. Once outside, she matter-of-factly tells the PCs that the Children of Surtur plan to summon their demon lord by sacrificing hundreds of innocents at once in a great pyre that will light the world.

If the PCs attack her, she resigns herself to combat, but she uses swallowed creatures as hostages to facilitate her escape.

13. THE TETHERED DRAKE

The Pack of the Howling Sun captured a **moon drake** (*Creature Codex*, p. 129) and chained it within the temple’s former stables while Mother decides what to do with the creature. She has the devious notion of using the drake to remove lycanthropy from werewolf rivals then allowing her pack to tear apart the reverted humanoids. However, she has yet to convince the creature to go along with her plans.

The magical shackles holding the drake prevent it from using its Form of Moonlight reaction. Mother (see Area 12) possesses the key to the shackles. Otherwise, a successful DC 20 Strength check breaks them, or a successful DC 15 Dexterity check using thieves’ tools picks the lock.

If the PCs free the moon drake, it spends one round attacking the PCs before attempting to flee. If a PC is subjected to the moon drake’s bite or lunarbeam, it reverts to its normal form for 1d4 rounds before the serum transforms it back into a werewolf. Since the serum is not true lycanthropy, the moon drake’s Moonlight Nip has no effect on the PCs, a fact that surprises the drake and tips it off that the PCs aren’t part of the Pack of the Howling Sun if they haven’t already convinced it they’re friendly.

A successful DC 15 Charisma (Persuasion) check convinces the drake the PCs are friendly. A PC who speaks in Draconic to the drake has advantage on this check. If the PCs convince the drake they are friendly and free it, the drake is unwilling to attack the creatures in the compound as it just wants to return home, but it uses its Moonlight Nip to cure a creature of lycanthropy if the PCs request it. Once the PCs have cleared the compound through slaying, running off, or curing the creatures within it, the drake thanks them then flies away in a blur of moonlight.

Mother the Nightgarm

Large monstrosity, chaotic evil
Armor Class 15 (natural armor)
Hit Points 114 (12d10 + 48)
Speed 20 ft. (bipedal), 40 ft. (quadrupedal)

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	18 (+4)	10 (+0)	15 (+2)	16 (+3)

Skills Perception +5, Stealth +5
Damage Vulnerabilities radiant; silvered weapons
Damage Resistances lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks not made with silver
Senses darkvision 60 ft., passive Perception 15
Languages Common, Giant, Goblin, telepathy 200 ft. (with falsemen only)
Challenge 6 (2,300 XP)

Spawn Falseman. If a nightgarm spends an entire round consuming a humanoid corpse, she immediately becomes pregnant. Nine hours later, she gives birth to a duplicate of the devoured creature. Known as a “falseman,” this duplicate has all the memories and characteristics of the original but serves its mother loyally, somewhat similar to a familiar’s relationship to a wizard. A nightgarm can have up to 14 falsemen under her control at a time. A nightgarm can communicate telepathically with her falsemen at ranges up to 200 feet.

Distending Maw. Like snakes, nightgarms can open their mouths far wider than other creatures of similar size. This ability grants her a formidable bite and allows her to swallow creatures up to Medium size.

Superstitious. A nightgarm must stay at least 5 feet away from a brandished holy symbol or a burning sprig of wolf’s bane, and she cannot touch or make melee attacks against a creature holding one of these items. After 1 round, the nightgarm can make a DC 15 Charisma saving throw at the start of each of her turns; if the save succeeds, the nightgarm temporarily overcomes her superstition and these restrictions are lifted until the start of the nightgarm’s next turn.

Innate Spellcasting. The nightgarm’s innate spellcasting ability is Charisma (spell save DC 14). She can innately cast the following spells, requiring no material components:

- 3/day each: darkness, dissonant whispers, hold person
- 1/day each: conjure woodland beings (wolves only), dimension door, scrying (targets falsemen only)

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 27 (4d10 + 5) piercing damage, and a Medium or smaller target must succeed on a DC 15 Strength saving throw or be swallowed whole. A swallowed creature is blinded and restrained and has total cover against attacks and other effects outside the nightgarm. It takes 21 (6d6) acid damage at the start of each of the nightgarm's turns. A nightgarm can have only one creature swallowed at a time. If the nightgarm takes 25 damage or more on a single turn from the swallowed creature, the nightgarm must succeed on a DC 14 Constitution saving throw at the end of that turn or regurgitate the creature, which falls prone within 5 feet of the nightgarm. If the nightgarm dies, a swallowed creature is no longer restrained by her and can escape from the corpse by using 10 feet of movement, exiting prone.

FALSEMAN

Falsemen have all the memories and capabilities of the victim they were created from. They have no magical aura, but every falseman has 1d3 physical signs that differ from the original victim and that can be recognized by someone who knew the victim (with a successful DC 20 Wisdom (Insight) check). These might be hairy palms, eyebrows that meet in the middle, general hirsuteness, an extra toe, blood that tastes like seawater, hair that grows back within hours when cut, an inability to drink fresh milk, a tendency to write backward, a split tongue, or any other new, odd trait.

The nightgarm sends its spawn back to infiltrate their previous settlements. They pretend to rejoin friends and family and seek to gain positions that will allow them to betray their community, while also luring others out to be devoured by their mother and join the conspiracy. This alone can be a clue that something's not right: a formerly lazy or drunken farmer who suddenly reforms and runs for mayor is likely to raise suspicions. Once the settlement's defenses are weakened, the nightgarm arrives with a raiding party of wolves and the slaughter begins.

One in every thirteen falsemen has the potential to escape their mother's influence. Roll 1d12 whenever the nightgarm spawns a falseman: On a roll of 1 they give birth to a renegade (the 13th spawn is always a renegade if it hasn't occurred yet this cycle). One day after its creation (and up to once per day thereafter), the renegade falseman can make a DC 14 Charisma saving throw. If successful, the controlling nightgarm's influence is broken; the falseman regains its original alignment and the charm effect ends (although not the empathic link). The renegade retains its other characteristics.

Medium monstrosity, chaotic evil

Damage Vulnerabilities radiant; silvered weapons

Keen Smell. The falseman has advantage on Wisdom (Perception) checks that rely on smell.

Mother's Love. All falsemen have an empathic link with their mother, which works similarly to the connection between a wizard and familiar. They obey their mother as though charmed.

Concluding the Adventure

If the PCs defeat the nightgarm, what remains of the Pack of the Howling Sun becomes considerably less-organized. While individual packs still set fires as they once did, their attacks are random and poorly-coordinated, making them no more dangerous than any other pack of werewolves. Uffi dispatches warriors to scatter cells and remove the overall threat before they can regroup under a new nightgarm. As promised, the PCs receive their 1,000 gp reward.

If Mother escapes, she retreats to another werewolf pack that serves the Children of Surtur and continues where she left off. While she may not have seen the PCs' true forms, she committed their scents to memory. She makes forays into Trollheim to locate the PCs and seeks to gain her revenge through friends and family of the PCs.

The Children of Surtur notice the loss of their allies, but they do not attempt any retributive action. They view their werewolf allies as barely-controlled partners in their plots, and they view the loss of the Pack of the Howling Sun as the culling of a weak link in their chain. All the same, they are aware of some resistance to their plans, so they become alert for more direct attacks against them.

If the PCs return the axe to Esben Frosttuft, she gifts three silvered weapons of the PCs' choice to them. If they don't return the axe to her, she spreads tales about them as oath-breakers, hurting their reputation throughout most of the Northlands.

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