



# ADVENTURERS LEAGUE™



# WINTER'S SHARP BITE

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**Adventure Code:** CCC-BMG-HULB-02-03



*No hunter is more dangerous than a bored one. They have set their sights on you. Are you going down with a whimper or will you face the challenge head on, giving the hunter a taste of their own medicine? A D&D Adventurers League adventure set in Hulburg and its nearby environs.*

*A four-hour adventure for 5<sup>th</sup> - 10<sup>th</sup> level characters*

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# INTRODUCTION

Welcome to Winter's Sharp Bite, a Convention Created Content Adventurers League adventure, that is part of the official D&D Adventurers League™ organized play system.

*This adventure is designed for **three to seven 5th - 10th level characters**, and is optimized for **five 8th-level characters**. Characters outside this level range cannot participate in this adventure.*

*The adventure is set in the Moonsea region of the Forgotten Realms in the town of Hulburg and its nearby environs.*

## Adjusting This Adventure

This adventure provides suggestions in making adjustments for smaller or larger groups, characters of higher or lower levels, and characters that are otherwise a bit more powerful than the adventure is optimized for. You're not bound to these adjustments; they're here for your convenience.

To figure out whether you should consider adjusting the adventure, add up the total levels of all the characters and divide the total by the number of characters (rounding .5 or greater up; .4 or less down). This is the group's APL. To approximate the **party strength** for the adventure, consult the following table.

### Determining Party Strength

| Party Composition                | Party Strength |
|----------------------------------|----------------|
| 3-4 characters, APL less than    | Very weak      |
| 3-4 characters, APL equivalent   | Weak           |
| 3-4 characters, APL greater than | Average        |
| 5 characters, APL less than      | Weak           |
| 5 characters, APL equivalent     | Average        |
| 5 characters, APL greater than   | Strong         |
| 6-7 characters, APL less than    | Average        |
| 6-7 characters, APL equivalent   | Strong         |
| 6-7 characters, APL greater than | Very strong    |

Some encounters may include a sidebar that offers suggestions for certain party strengths. If a particular recommendation is not offered or appropriate for your group, you don't have to make adjustments.

## Before Play at the Table

Before you start play, consider the following:

- Read through the adventure, taking notes of anything you'd like to highlight or remind yourself of while running the adventure, such as a way you'd

like to portray an NPC or a tactic you'd like to use in a combat. Become familiar with the adventure's appendices and handouts.

- Gather any resources you'd like to use to aid you in running this adventure--such as notecards, a DM screen, miniatures, and battlemaps.
- Ask the players to provide you with relevant character information, such as name, race, class, and level; passive Wisdom (Perception), and anything specified as notable by the adventure (such as backgrounds, traits, flaws, etc.)

## Playing the Dungeon Master

You have the most important role—facilitating the enjoyment of the game for the players. You provide the narrative and bring the words on these pages to life. To facilitate this, keep in mind the following:

**You're Empowered.** Make decisions about how the group interacts with the adventure; adjusting or improvising is encouraged, so long as you maintain the adventure's spirit. This doesn't allow you to implement house rules or change those of the Adventurers League, however; they should be consistent in this regard.

**Challenge Your Players.** Gauge the experience level of your players (not the characters), try to feel out (or ask) what they like in a game, and attempt to deliver the experience they're after. Everyone should have the opportunity to shine.

**Keep the Adventure Moving.** When the game starts to get bogged down, feel free to provide hints and clues to your players so they can attempt to solve puzzles, engage in combat, and roleplay interactions without getting too frustrated over a lack of information. This gives players "little victories" for figuring out good choices from clues. Watch for stalling—play loses momentum when this happens. At the same time, make sure that players don't finish too early; provide them with a full play experience.

## Hulburg Today

Over the centuries Hulburg was plundered and razed many times, but each time industrious folk returned to rebuild atop its ruins. Remnants of its previous incarnations still exist beneath the surface of the current remains as a disjointed collection of old sewers, passageways, and even the buried foundations and basements of destroyed buildings.

Still small in comparison to its former size, modern-day Hulburg is no exception to this cycle of re-birth. Today, the town still consists mainly of three distinct areas: Tent City, the Harbor District, and Hulmaster Manor—but the Harbor District and Tent City have grown since the threat of Asperus was dealt with last year. Now that winter is here, everyone who could leave for warmer locations has done so. That doesn't mean there aren't those still here who have nowhere else to go.

A map can be found in Appendix II.

### Tent City

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The bulk of the town rests atop a tall plateau on the northern banks of the Moonsea with the heights of Thar rising to the north. A steep and rocky hill blocks expansion to the east, and the stony cliffs along the Moonsea lie to the south.

Known by Hulburg's residents as Tent City, the plateau is home to a haphazard collection of large canvas tents and makeshift wooden buildings. The residential district lies near the center of the plateau, and it stands upon the ruins of a former fortress. It contains a large natural well and several older defenses constructed at the height of Hulburg's former glory. Several miles of unoccupied ruins surround the area.

Many residents of Tent City work in Lord Eorl Hulmaster's gem mine, which is located in the hills to the northeast of the town. The remaining residents survive by plying common trades to support the miners or working as dockhands in the Harbor District. Life in Tent City is rough, with

most people living in poverty. These conditions breed crime and violence, but Lord Hulmaster's small force of guards and Hulburg's larger gangs manage to keep the town from falling into complete lawlessness.

### Harbor District

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The lifeline of Hulburg is its harbor, which lies to the south of Tent City along the northern shore of the Moonsea. A large, rocky bluff separates it from Tent City, and travel between the two districts is limited to a steep man-made trail that traverses the stony face of the slope. Laborers, called hoppers, carry loads of ore and other supplies up and down the trail, which can be treacherous in poor weather, and it's almost always treacherous now that winter is here.

Warehouses and rows of docks make up the bulk of the Harbor District, but the area is also home to a tariff office, guard post, and many other smaller businesses built to service ships and their crews. The district has seen recent investments by Lord Hulmaster, making it opulent in comparison to Tent City. Consequently, few tents and temporary structures lie within its palisades. A handful of successful merchants, traders, and ship captains live here, but even these individuals live a modest lifestyle in comparison to other towns and cities in the Moonsea region.

### Hulmaster Manor

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Lord Hulmaster's empty manor lies a short thirty-minute walk to the northwest of Tent City on the outskirts of the ruins of old Hulburg. The current lord and his trusted retainers live in a small wooden fortress that backs up to a tall bluff. Residents of Hulburg jokingly (and never in the presence of the lord or his retainers) refer to the structure as the Hedge Lord's Manor.

## Adventure Background

Winters in the northern Moonsea region can be harsh. Travel is hard, trade difficult, and mine production reduced. Tents offer little protection against the cold winds, making living in Hulburg uncomfortable. The citizens of Hulburg, including Lord Eorl Hulmaster, have left the city for warmer grounds. Not all can leave: some remain behind because of their job, others because they have no choice.

The first few weeks of winter are uneventful, but the unsuspecting citizens of Hulburg are about to become the center of a conflict not of their making. A hidden shrine of Auril in the mountains has been robbed and the thief fled south towards Hulburg. Furious, her priests secure help from the brutal followers of Malar. The two deities might not like each other, but followers of the Beastlord never turn down a good hunt. Few are better at taking down prey in the wilderness of northern Moonsea than the beasts of Malar.

Malar's bloodthirsty hunters quickly followed the thief's trail down the mountain into Thar and finally Hulburg. It was at Hulburg that the hunters finally caught up with the thief. Neither thief nor hunter care much about the town's citizens. Without the adventurers' aid, its people are to become nothing more than prey to the forces of the wild.

Malar's hunters are not strong enough to face a whole town, instead choosing to kidnap a group of citizens, demanding the stolen relic for their safe return. The characters should have recovered the stolen relic in *HULB 2-2* (and potentially the thief). Now they have to return the stolen object.

Auril might be appeased with the return of the relic, but the followers of Malar feel differently. They want a hunt, and the characters are worthy prey. The werewolves refuse to let the hostages go, challenging the characters to become the next marks of their hunt. Whether taking part in the next hunt, or setting out to liberate the hostages in a direct confrontation, the fate of the captured civilians is in the hands of the characters.

### Malarites and the High Hunt

By command of their god, worshippers of Malar must celebrate one major hunting event within each of the four seasons of the year. With the beginning breaths of the Winter season, the hunters of Malar have been given the opportunity to honor their faith's traditions with the thief as their chosen prey.

It is important for the DM to be aware of the primary motivation for Malar's hunters, even though they may not be entirely revealed to the party unless they bother to talk with the Malarites about the subject.

## Series

*HULB 2-3 Winter's Sharp Bite* is the third part of a trilogy set near and in the town of Hulburg during the first few days of winter. *HULB 2-1 Winter's Frosty Kiss* and *HULB 2-2 Winter's Frigid Wrath* are the first and second part of the trilogy. Playing the three adventures in order makes the most sense, but it is not strictly necessary.

It is possible players play *HULB 2-3* before *HULB 2-2*, deciding to immediately free the hostages instead of looking for the relic (as is the goal of *HULB 2-2*). The adventure takes that possibility into account. In the side bars for adjusting the encounters and in the text, look for sections where it says **No HULB 2-2** for those adjustments.

If the characters played *HULB 2-1* and *HULB 2-2*, check the results. Characters who allied with the orcs in *HULB 2-1* can call upon their aid in the adventure. If the majority of the players at the table did not manage to retrieve the relic in *HULB 2-2*, assume there is no relic to return—in which case the characters need to free the hostages by assaulting the werewolves' lair.

# Overview

## Part 1. Introduction

**Briefing.** The characters are briefed by Captain Strongbow. Malarites have kidnapped a group of citizens and demand a relic for their return. The item has been retrieved, but somebody has to deliver it and make sure the Malarites keep their end of the bargain. The characters are expected to get the citizens out and deal with the Malarites—how it's done is entirely up to the PCs.

Some characters might balk at returning the relic of an evil goddess, but the relic itself is not evil or particularly powerful. Captain Strongbow (and with her the Order of the Gauntlet) does not find it dangerous enough to risk antagonizing the goddess of winter. She'll also point out it's not illegal to worship an evil deity and there's no reason to deny them their rights.

This adventure structure provides two approaches. If the PCs decide to try something that doesn't fit within these two approaches, use them as a basis to adapt to their decisions.

**Test of Strength.** The leader of the Malarites, Konig Erl, expects the characters at a location nearby in the wilderness. On the way to the meeting place, followers of Malar test the strength of the characters.

**Negotiations.** The leader of the Malarites, Konig Erl, sends a representative of the pack as well as an agent of Auril, Frolen Kuss, to negotiate with the characters to receive the stolen relic. The

Malarites express their wish for a game in which the characters are dropped in the wilderness and have to get back to Hulburg alive. If they accept, the hostages will be released. The characters are free to refuse, since that just means they are going to try and free the hostages directly.

The Hunt is detailed in Part 2A. An assault on the werewolves lair is discussed in Part 2B.

## Part 2A. The Hunt

The characters are dropped in the wilderness about 12 hours travel from Hulburg. The Malarites make sure the PCs don't get much of a rest. Once dropped, the characters get a 1 hour head start. The characters need to find their way back to Hulburg while fending off the hunters of Malar.

## Part 2B. The Stalkers

This section details finding the Den of the Malarites, freeing the hostages before they're killed, and returning the hostages to the safety of Hulburg.

## Part 3. The Cure

Assuming the characters did not fail miserably, they should be able to liberate the hostages either through direct action or by succeeding in the hunt game. The hostages who survive the adventure have all been infected with lycanthropy though (and possibly some of the characters). Removing the taint is easier said than done, since the followers of Malar used an especially dark ritual to spread their god's blessing.

## Adventure Hooks

This adventure assumes you've played *HULB 2-1* and possibly *HULB 2-2*, which could make the hook as simple as Captain Strongbow asking the PCs to do something for the city or finishing what they started. If your group hasn't played either of those adventures, here are some hooks you can use to get your PCs into the game.

***Inclement Weather.*** The PCs are traveling to some other location in the Moonsea, but the weather has turned poor and their ship is stuck in Hulburg. While in town, Captain Strongbow hears of the PCs and asks for a meeting to deal with a problem.

***To See a Friend.*** The PCs are in Hulburg to see someone they know, possibly from a previous adventure. If you use this hook, ask one of the PCs who they're here to see and what makes them a friend. The Malarites have taken a loved one of this person hostage, so the friend asks the PC for their help in getting their loved one back. They send the PCs to Captain Strongbow who knows more about the situation.

***Gang Leader Request.*** If any of the PCs have the **Gratitude of the Hulburg Gangs: Ships Guild** Story Award, then Mara Betry has requested their presence as a problem has once again docked in Hulburg that she could use their help with.

Mara has a couple of Ships Guild members who were taken by the Malarites. She wants them back and is willing to pay. She sends the PCs to Captain Strongbow, who knows more.

If you start the game with one of these scenes, then you can reveal the following information:

- The people were taken by a werewolf.
- The followers of Auril have been seen in town.
- Captain Strongbow knows more and is offering a reward for dealing with the Malarites.



# PART 1. PICKING UP THE SCENT

The **In-Media Res** beginning is the preferred start of the adventure, getting the characters quickly into the action. If the players dislike flashbacks, you can opt to start with the **Exposition** beginning.

You can also ask your players this question and go with their answer:

Do you like to start with action or exposition?

## In Media Res Ambush

**Expected duration:** 30 to 40 minutes

**Location:** The Foothills of the Galena Mountains outside of Hulburg.

**Goal(s):** To get to the action. To introduce the main threat in the adventure.

Some of the Malarites, led by Mag Virbol, have been waiting for the group coming from Hulburg. They plan on killing the group and taking the relic.

Mag Virbol wants to wrest leadership away from Konig Erl. She believes that by taking the relic and keeping the hostages, which they can either eat or convert to the worship of Malar, she can gain the rest of the pack's loyalty and turn them against Konig.

Use the **Large Werewolf** for Mag Virbol, and she has 4 **Werewolves** with her.

You have been walking in the cold and rocky foothills of the Galena Mountains for a couple of hours, on your way to a meeting with the Malarites that Captain Strongbow asked you to trade an Auril relic to for the release of eight hostages.

The real reason you're here is because the Malarites aren't known for their honesty and Captain Strongbow wants to make sure they hold up their end of the bargain.

Fat snowflakes fall around you as you follow the map. The snow deadens the sounds of the landscape, making it hard to hear more than the wind and crunching underfoot or see more than a few dozen feet in front of you.

Once you finish reading or paraphrasing the text, Mag and her werewolves attack. Have the PCs all roll a DC 13 Wisdom (Perception) check with disadvantage. Anyone who succeeds is not surprised. Anyone who rolls an 18 or higher was so perceptive they succeed and can warn a PC who failed, and turn their failure into a success.

## General Features

**Terrain.** The path through this area is a gulch. It rises to 50 feet on either side.

**Snow (Difficult Terrain).** The snow outside of the main white path is deep and acts as difficult terrain.

**Snow (Visibility).** It's snowing hard. PCs can only see things within 20 feet. Other ways to sense creatures and objects are not affected.

**Cold.** It is cold, and fighting in the cold is exhausting—especially when one is taken down to 0 hp. If someone is taken down to 0 hp they gain a level of exhaustion they can't remove until they take a long rest.

## Tactics

The werewolves start by throwing spears at the PCs in the surprise round and the first round. The werewolves' keen senses allow them to target the PCs even if they can't see them due to the snow. This means some of the werewolves might have disadvantage for not seeing the PCs but they also have advantage against the PC since the PCs can't see where the attacks are coming from. After the first attacks the advantage goes away and any werewolf has disadvantage if they're more than 20 feet away from a PC.

After the surprise round, Mag barrels into the PCs, trying to kill anyone who doesn't look heavily armored.

Think of the werewolves as a pack—they work together to take down a foe by knocking someone down to 0 hp, with another werewolf dragging them off into the storm to separate them from their allies.

They fight until Mag or three of the werewolves are taken out, then they retreat into the storm.

### Treasure

If Mag Virbol is defeated, the characters can find a platinum ring on her left hand. It's a dwarven wedding band worth 425 gp.

### Concluding the Encounter

Once the fight is over you can flash back to the **Exposition at the Sleeveless Charlatan** encounter. After that you can come back to letting the PCs deal with any of the werewolves, alive or dead. The following can be learned, potentially in return for sparing their lives:

- Mag wanted to kill the PCs and take the relic to prove she was stronger than Konig Erl.
- Konig Erl keeps his word to a point, but needs to appease the pack. The representative of the pack will ask the PCs to engage in a hunt by being the hunted in exchange for freeing the hostages.
- All of the hostages have been infected with the blessing of the wolf. Whether or not they survive the transformation is another matter.

### Adjusting the Encounter

Here are recommendations for adjusting this combat encounter. These are not cumulative.

- **Very weak party:** Remove two **werewolves** and add two **quick werewolves**
- **Weak party:** Remove one **werewolf** and add a **quick werewolf**.
- **Strong party:** Remove one **werewolf** and add one **large werewolf**.
- **Very strong party:** Remove two **werewolves** and add two **large werewolves** and a **quick werewolf**

## Exposition at the Sleeveless Charlatan

**Expected Duration:** 10 minutes

**Location:** The Sleeveless Charlatan

**Goal:** To give information

This scene is about getting the PCs information. Lead in from whatever hook you used to get them to Captain Strongbow. Get the characters the information and hook the players with an offered reward.

Read or paraphrase the following, which assumes they have played HULB 2-1 and/or HULB 2-2:

You're inside the Sleeveless Charlatan, a large gambling tent which has a fire roaring in the middle of it, the smoke escaping from an air hole in the top of it. It keeps the inside somewhat warmer than the freezing outdoors.

Across the table from you sits Captain Strongbow.

"I have people taken by the Malarites." She touches the stub of her left arm, "and I need you to bring them back and deal with the beasts. They want a relic that a damn thief stole from a temple of Auril somewhere in the mountains. I know you're competent and I'm short staffed here. I need to keep enough guards around in case this is some kind of feint to leave the people of Hulburg undefended. If you bring my people back, you'll be compensated. Questions?"

### No HULB 2-2 (or relic)

If this is a standalone adventure, you can have Captain Strongbow give them the relic and send them on their way as part of this encounter.

If the PCs have played *HULB 2-1* and choose to rescue the hostages instead of going after the relic, or they failed to recover it in *HULB 2-2*, the characters don't have it. In that case, there is only one way to free the hostages.

Captain Strongbow has the following information:

- König Erl is the leader of the Malarites. He is a werewolf and a cunning leader, less brutal and more intelligent than most Malarites.
- König has asked for a meeting to trade the hostages for the relic, along with some term to be named at the meeting.
- The relic is a small ivory statuette of a sparsely clad woman dancing in the snow, decorated with silver jewelry. It does not appear to be magical.
- Captain Strongbow has the location of the meeting and gives it to the PCs if they accept the job.
- If the PCs don't have the relic, Captain Strongbow still wants them to save her people and deal with the Malarites. If they need more direction, the Captain suggests going to the meeting, killing the Malarites there, tracking them back to their den, killing every last Malarite in the den, and saving her people.
- The Malarites took 8 people.
- Captain Strongbow has the authority to pay the PCs 1,000 gp from the Lord's treasury. That's what she's allowed to pay and doesn't have any more to give. She pays if her people are brought back safe.

### Roleplaying Captain Tanya Strongbow

Captain Strongbow is a short, stocky woman with short brown graying hair, a weather-worn round face and a missing left arm. She wears a pristine if somewhat worn guard uniform, and she has the air of a stern veteran officer. Her face shows little emotion. She has served in the military her whole life, mostly as a guard in Mulmaster, but when she had to choose between retirement and joining Lord Hulmaster's retinue, she picked the latter. She was well aware it would be a hard life, but it is all she knew.

She is a strict, disciplined woman who prefers to keep things professional and polite. Lord Hulmaster and most of his officers have left the area for the winter and she is

determined to hand over the town in one piece on the Lord's return in spring. She is not much of a diplomat, but since she needs the adventurers she is willing to ignore much. Still, she has a bit of a temper and a tendency to snap at people who treat her with over-familiarity or contempt, and she has little sense of humor.

### Concluding the Encounter

Once the PCs have asked all their questions, either cut back to the aftermath of the In-Media Res Ambush or start that encounter if you went with exposition first.

### Negotiations

**Expected Duration:** 10 to 20 minutes

**Location:** The Foothills of the Galena Mountains.

**Goal:** To make the PCs choose between fighting now or finding another way.

This encounter is about the PCs making a choice and ensuring they know they have one. If they fight, they run a higher risk of losing the hostages. If they choose to partake in the hunt, they save all the hostages.

This encounter has the PCs meeting with Baccus Lier, a **quick werewolf** in König's pack, and Frolen Kuss, a **priest of Auril** (replace the *polymorph* spell with *ice storm*) who wants the relic returned.

Read or paraphrase the following:

The snow has let up a little, allowing you to see farther than a few dozen feet ahead—but the wind is still whipping the snow around, creating white-outs here and there. When you reach the meeting place, a smaller werewolf stands next to a pale, blue-skinned elf dressed in blue robes that do not look warm enough for this cold.

As you reach the edge of a frozen pond, you recognize the symbols of Auril on the fringes of the robe. That's when the elf speaks.

"Welcome. May the coming storm embrace you in its icy grip."

## Frolen Kuss

Frolen wants the relic, and if the PCs don't have it she is not pleased and attacks the characters. After throwing a spell in the first round, she intends to retreat and make her way back to Konig's Den to have him kill the hostages.

If the PCs do have the relic Frolen is pleased, accepts the relic if given, and leaves—letting Baccus deal with the characters.

## Baccus Lier

Baccus wants the PCs to give Frolen the relic, but is also here to give the second part of the terms—the pack wants a hunt. Whoever brought the relic is to be given the choice to participate in a hunt, otherwise they keep or kill the hostages. If the characters agree to the hunt, Konig's pack takes a vow to leave Hulburg alone after the hunt is over. Baccus also tells the PCs if he does not return within the hour, Konig starts killing hostages.

## The PCs Situation

- If the PCs have the relic, they can give it to Frolen and opt to participate in the hunt. This means Konig has the hostages returned to Hulburg and the next scene is Part 2A The Hunt.
- If the PCs do not have the relic, they only have an hour to save the hostages before they start getting killed by Konig.
- If the PCs trade the relic to Frolen and do not choose to partake in the hunt, they only have an hour to save the hostages. Konig's Den won't have any followers of Auril there since they take the relic and leave.

## Development

If a fight breaks out, it is over quickly. Frolen attacks during the first round, and then retreats. Baccus has no desire to fight and just runs. It only requires them to make an unhindered move and a dash or disengage action away from the PCs to escape the encounter.

If the PCs agree to the hunt, you can move on to The Hunt in part 2A.

### Adjusting the Encounter

Here are recommendations for adjusting this encounter. These are not cumulative.

- **Very weak party:** Baccus Lier and Frolen Kuss both fight for two rounds before running away.
- **Weak party:** Baccus Lier also fights for one round before running away.

## Treasure

If Frolen Kuss is defeated, the characters can find a *potion of greater healing* on her, along with an amulet of Auril worth 350 gp which serves as her holy symbol.

## Concluding the Encounter

This depends entirely on how the PCs handled the situation and if they had the relic or not. If their choices lead to fighting with Konig Erl's pack, move on to **Part 2B – The Stalkers**. If the characters agree to being hunted, move onto **Part 2A - The Hunt**.



## PART 2A. THE HUNT

**Expected Duration:** 1.5 to 2 hours

**Location:** The woods and foothills of the Galena Mountains

**Goal:** To survive

This section has the PCs trying to survive while making their way back to Hulburg. They have to deal with werewolves, the cold, and hunting traps as they make their way back.

Read or paraphrase the following:

You stand in a clearing with four dozen men and women staring at you the way you stare at a roast pheasant when you haven't eaten for a day. One of the men—taller and older, with grey at his temples, a longbow in his hand, and a quiver of arrows on his back—steps forward.

"You're brave, and bravery like yours should be rewarded. The people we took have been returned to Hulburg."

Every person around you thumps their chest with their forearms, saluting your bravery. He continues, "Now for the hunt. It's simple. You get back to Hulburg and you live. We kill you and you lose. You have until this candle goes out, which is about one hour. If you move before I light it we kill you now."

He goes to light the candle with a match and then stops just before the flame touches the wick.

"I suppose we should show you what you're actually running from."

He smiles a wolfish grin which contorts as he begins to change. You hear the bones cracking, flesh rippling, and bodies distending all around you as four dozen people turn into werewolves. The silver haired werewolf who was the old man in front of you snaps his claws which spark and light the candle.

"Your lives are burning away. Time to run." He finishes with a howl that every other werewolf takes up.

### They Want to Fight 48 Werewolves?

48 werewolves should be enough of a deterrent. If it is not, then ask them if they're sure this is the game they want to play. If they say yes, then drop a dozen Large werewolves, two dozen werewolves, four malarite shamans, two leader werewolves (one being Konig) and six small werewolves on the table. Next, roll for initiative. Death is expected, but if the characters somehow win, so be it. The adventure is over quickly, but that is the players' choice.

## Rules for the Hunt

- Each encounter is determined by rolling 2d6.
- The hunt is six rolls, which is a possible four encounters and two breaks.
- If the PCs get the second break they can take a short rest.
- Whatever encounter is rolled, the PCs have to deal with it. Once the encounter is dealt with, cross out that encounter as well as the number it says to cross out.
- Roll the dice for the next encounter. If a crossed-out encounter is rolled, move to the next closest encounter that is farther from 7. *E.g. If 8 is crossed out and you roll an 8 move to 9. If 5 and 4 are crossed out and you roll a 5 move to 3.*
- If you roll and there are no encounters left going outwards, start at 7 and move to the closest remaining encounter, your choice.
- Once every encounter has been crossed off the list, the PCs reach Hulburg.

### Roll 2d6

- 2 – A run in with Konig, cross out 12.
- 3 – Bear Encounter, cross out 11.
- 4 – A Break, nothing happens, cross out 10.
- 5 – A bear trap, cross out 9.
- 6 – A hunting snare, cross out 8.
- 7 – A Break, nothing happens.
- 8 – Chance encounter with a werewolf going to the bathroom, cross out 6.
- 9 – Chased across thin ice by the werewolf pack, cross out 5.
- 10 – A Break, nothing happens, cross out 4.
- 11 – Cornered by the werewolf pack, cross out 3.
- 12 – A run in with Konig, cross out 2.

### Advice Before Starting

Think of it as a montage of scenes as the PCs are running through the woods trying to escape the huge pack of werewolves that are chasing them. The PCs' goal is to survive. Your goal is to make each of these encounters feel like moments in a survival escape movie.

The pack is huge and relentless. Mention there is howling in the woods back and forth like the werewolves are communicating, circling and corralling the PCs.

You want them to be a little afraid. The PCs have their powers, tricks, and their weapons, but they cannot fight a whole pack of werewolves. If they try, they are overwhelmed and die.

If you do not want to roll on the chart, just pick the encounters you want to run and cross out the ones you do not. A good order is 8, 5, 7, 9, 10, 3, 12.

It is randomized so there is some variety if the scenario is replayed, and to have different groups have different experiences.

### Orc Allies

If the characters earned the alliance of the Crushing Boar orc tribe in *HULB 2-1*, they can call upon the orcs for aid during the adventure. During one of the scenes of the hunt, a small band of orcs elects to aid the characters. During the encounter, at the start of the round, the players can pick one opponent to have disadvantage on their attack roll or grant one PC advantage on one attack roll or skill check. Orc arrows are a great distraction. After the fight, the characters can briefly interact with the orcs, a small hunting party, but the orcs do not stick around. They are grateful towards the characters, but only to an extent.

## 2 or 12 - A Run In With Konig

You are making your way through the forest when you come to a clearing in the trees, and the giant grey werewolf from earlier is waiting for you with a number of the pack.

Have Konig react to the PCs depending on how long the hunt has been going. Early in the hunt and he is not impressed. Late in the hunt and he congratulates them on being worthy prey.

Konig is a **Leader werewolf** and he has 5 **werewolves** and a **werewolf shaman** with him. Konig wears *studded leather +1* and has an AC of 16 as a result (he cannot change into full animal form, although hybrid shape is fine). This is a fight as Konig and his pack are here to kill the PCs, but this encounter is modified based on the following (these are cumulative):

- Remove a werewolf/large werewolf if number 9 is crossed out.
- Remove a werewolf/large werewolf if number 11 is crossed out.

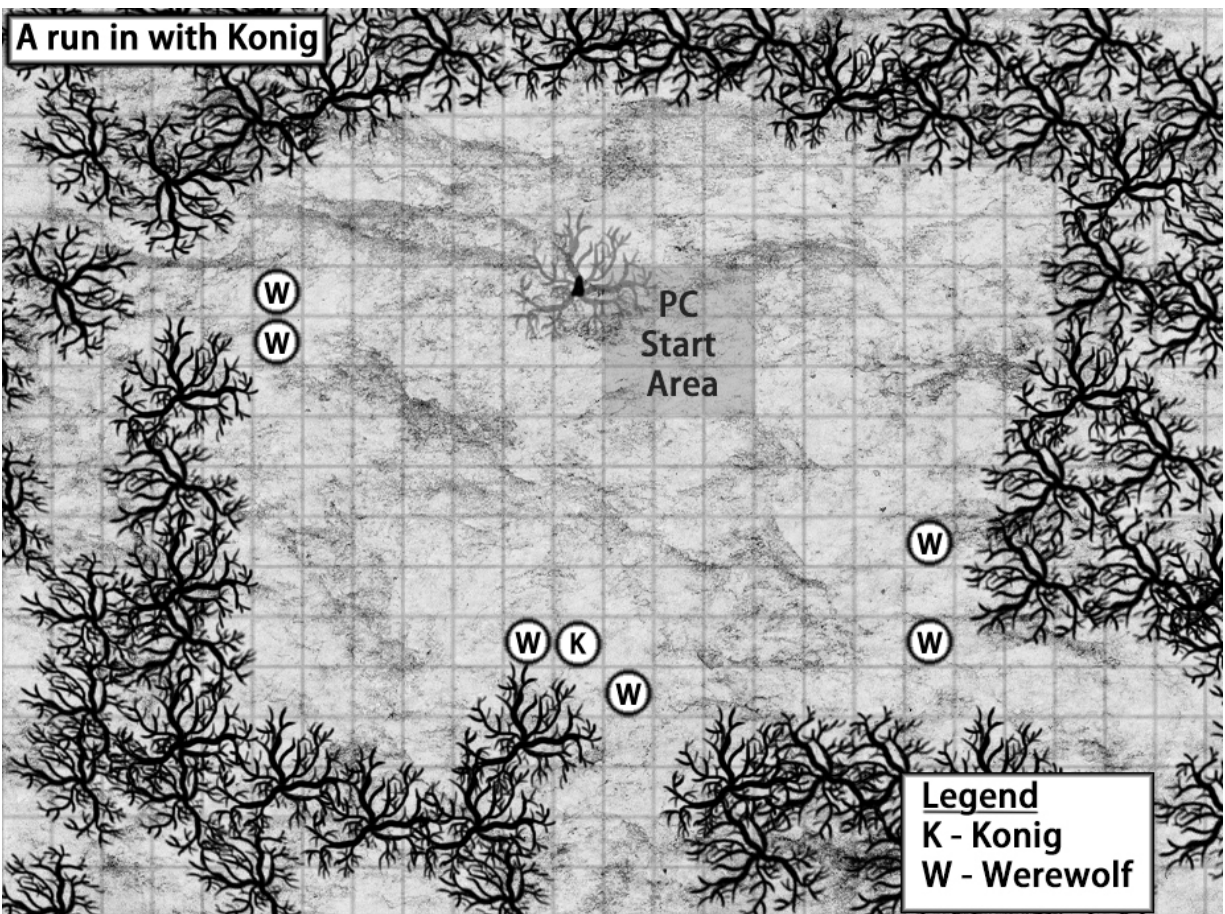
### Adjusting the Encounter

Here are recommendations for adjusting this combat encounter. These are not cumulative.

- **Very weak party:** Exchange all the **werewolves** with **quick werewolves**
- **Weak party:** Remove two **werewolves** and add two **quick werewolves**
- **Strong party:** Remove two **werewolves** and add two **large werewolves**
- **Very strong party:** Exchange all the **werewolves** for large **werewolves**

### Treasure

Konig Erl has a black hunting horn which is inlaid with silver, depicting the wild hunt running free through the woods chasing a stag. The horn is worth 210 gp. He also wears *studded leather +1*. The fur covered armor counts as a cold weather outfit.



### 3 - Bear Encounter

You have managed to find a cave to catch your breath in for a moment. It also gets you out of the freezing rain that has created a sheet of ice on your clothing. That is when you hear the sounds of growling behind you. You turn to see a couple of very young bear cubs, and looming behind them must be one of their parents—a very large bear who does not seem to be happy to see you.

There is a larger bear in this cave and it is upset the PCs have entered her cave. The bear also thinks they are threatening the cubs.

The **Brown Bear** can be calmed down with a DC 15 Charisma (Animal Handling) check.

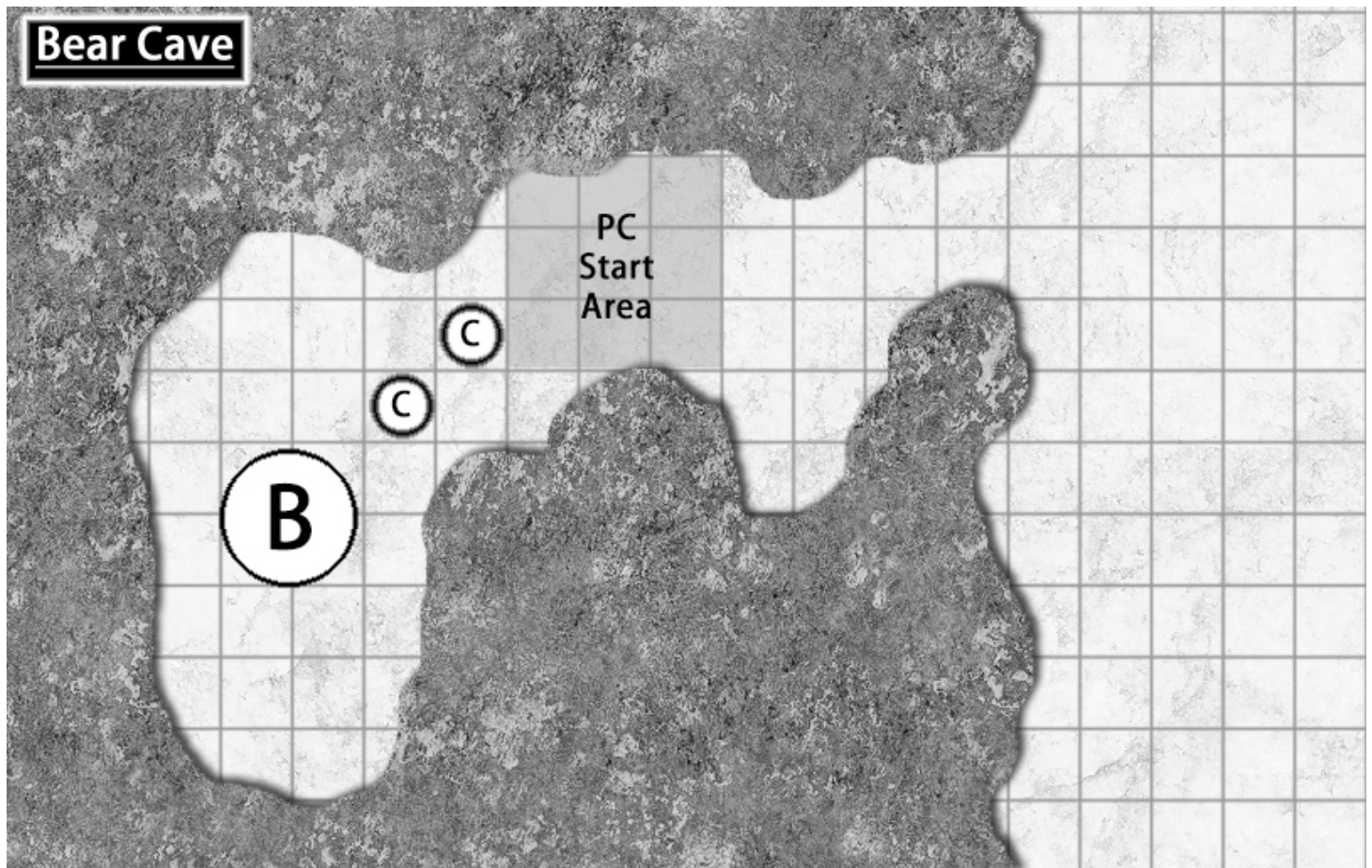
Success means the bear stays wary of the PCs, but does not make noise and sits between the PCs and the cubs.

Failure enrages the bear, who makes enough noise to bring a **large werewolf** and 2 **werewolves** to investigate the cave. The bear attacks the PCs until they leave the cave.

#### Adjusting the Encounter

Here are recommendations for adjusting this combat encounter. These are not cumulative.

- **Very weak party:** Exchange all the **werewolves** with **quick werewolves** and the **large werewolf** with a **werewolf**
- **Weak party:** Remove two **werewolves** and add two **quick werewolves**
- **Strong party:** Remove two **werewolves** and add two **large werewolves**
- **Very strong party:** Remove two **werewolves** and add three **large werewolves**



## 5 - A Bear Trap

Have the PCs roll a Perception check. If anyone gets a 20 or higher they spot the bear trap and no one gets caught in it. Otherwise the character with the lowest check steps on the trap.

**Bear Trap.** DC 18 Dexterity saving throw.

**Success.** The target avoids the trap.

**Failure.** The target takes 21 (6d6) piercing damage and is restrained. DC 20 Strength (Athletics) check to escape, every failure causes 7 (2d6) piercing damage.

## 6 - A Hunting Snare

Have the PCs roll a Perception check. If anyone gets a 20 or higher they spot the Hunting Snare and no one gets caught in it. Otherwise, the character with the lowest check steps on the snare.

**Hunting Snare.** DC 16 Dexterity saving throw.

**Success.** The target avoids the snare.

**Failure.** The target takes 1d6 damage and is restrained and lifted in the air 10 feet. DC17 Dexterity check to escape, or someone can cut the snare rope.

Also, if they fail and someone gets caught in the snare, you can choose the next encounter instead of rolling 2d6.

## 8 - Urinating Werewolf

You round some evergreen shrubbery and find a werewolf urinating on a tree. He appears rather surprised.

The PCs have one surprise round to deal with the werewolf before it calls for reinforcements. If the werewolf calls for reinforcements, 4 **Werewolves** show up at the end of round 2.

If you need a map, just sketch one out quickly for this with some trees and snowy bushes in the area.

### Adjusting the Encounter

Here are recommendations for adjusting this combat encounter. These are not cumulative. These changes are for the added werewolves.

- **Very weak party:** Exchange all the **werewolves** with **quick werewolves**
- **Weak party:** Remove two **werewolves** and add two **quick werewolves**
- **Strong party:** Remove two **werewolves** and add two **large werewolves**
- **Very strong party:** Exchange all the **werewolves** for **large werewolves**

## 9 - Thin Ice

You have attracted the attention of a large portion of the pack and are being chased by a couple dozen of them. Exiting the forest, you start making your way across a frozen lake. As you slide across, the werewolves give chase and the ice starts to crack.

The goal is for the characters to get to the other side of the lake. Each PC must declare what they are doing before anything is resolved. They have the following choices, but be open to other ideas:

- Run as fast as possible.
- Be a little careful but move quickly.
- Break the ice.

If anyone decides to think about fighting on the ice, let them realize the ice is cracking and fighting a werewolf results in the ice breaking under them, with all combatants going into the water.

**Running as fast as possible.** Make a DC 18 Strength (Athletics) or DC 18 Dexterity (Acrobatics) check. If the PC fails, they sprawl on the ice and are attacked by 2 werewolves who have advantage on their attacks. After the attacks, the PC manages to regain their footing and get the rest of the way across the ice.

**Being careful but moving quickly.** 2 werewolves get to make an attack against the PC. The werewolves are just faster on the ice, but after they attack they either go through the ice or slip on it, unable to keep their balance.

**Break the ice.** This PC reduces any attacks against their allies to 1 instead of two as they make life for the werewolves very difficult. The character needs to make a DC 20 Strength (Athletics) or DC 20 Dexterity (Acrobatics) check, or go into the water.

A character falling into the water takes 33 (6d10) cold damage. The PC is now subject to the extreme cold rules and has disadvantage on their DC 10 Constitution saving throw until they're dried off, however they do manage to pull themselves out of the water and escape the werewolves with the rest of the PCs.

Instead of checking each hour for the extreme cold Constitution check, have the PC roll every time the dice are rolled for a new encounter from this point on.

### Adjusting the Encounter

Here are recommendations for adjusting this encounter. These are not cumulative.

- **Very weak party:** For running as fast as possible the DCs are 15. For breaking the ice the DCs are 17 and the damage for going into the water is 22 (4d10).
- **Weak party:** For running as fast as possible the DCs are 16. For breaking the ice the DCs are 18 and the damage for going into the water is 27 (5d10).
- **Strong party:** For running as fast as possible the DCs are 19. For breaking the ice the DCs are 21 and the damage for going into the water is 39 (7d10).
- **Very strong party:** For running as fast as possible the DCs are 21. For breaking the ice the DCs are 23 and the damage for going into the water is 44 (8d10).

## 11 - Cornered by the Pack

The werewolves are right on your tail as you are following a ridge that cuts hard. You start to turn but find yourself surrounded.

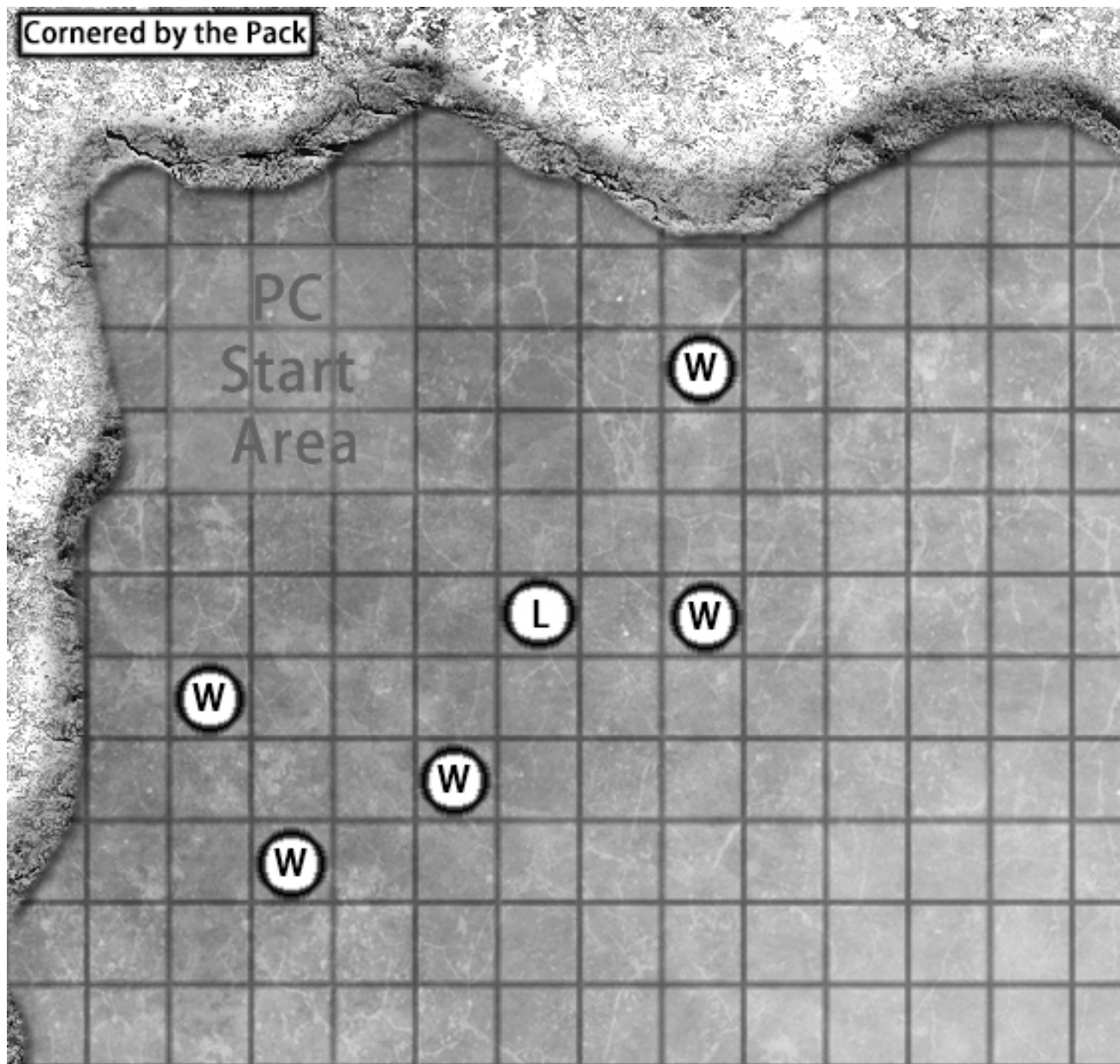
You can make this a fight or you can have this be a situation where they just have to break through the lines of the werewolves and make it to the edge of the battle map. Once everyone is off the map—or if you are playing theater of the mind, once everyone has narratively positioned themselves to be past the werewolves and can run again—you can say the encounter is over.

The encounter has one **large werewolf** and **five werewolves**.

### Adjusting the Encounter

Here are recommendations for adjusting this combat encounter. These are not cumulative.

- **Very weak party:** Exchange all the **werewolves** with **quick werewolves**
- **Weak party:** Remove two **werewolves** and add two **quick werewolves**
- **Strong party:** remove two **werewolves** and add two **large werewolves**
- **Very strong party:** Exchange all the **werewolves** for **large werewolves**



## Hunt's End

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Once the last encounter has been crossed off the chart, read the following:

You have made it to Tent City in Hulburg, and just in time as the werewolves of the pack can be heard behind you. As you enter the town you see Captain Strongbow approaching you.

“Good work getting them back, but now we have another problem. Every single one of them was bitten by a Malarite and I'm pretty sure they're all infected with the curse of the wolf. I need your help to deal with it.”

If any of the PCs have been infected, Captain Strongbow tells them they don't look so good either. If the PCs ask how she knows, Captain Strongbow tells them “you can sometimes see it in the eyes, there are yellow flecks in the white of the newly cursed.”

There is a thing called the Malarites Curse (see Part 3), which is making it difficult for the local priest to remove the curse. Move on to **Part 3 – The Cure**, to help the people of Hulburg to be cured of their curse.



## PART 2B.

# THE STALKERS

This section has the PCs trying to save the hostages before they are killed by the Malarites.

**First.** The PCs need to find the den of the Malarites. If they take too long, some of the hostages are killed.

**Second.** The PCs need to extract the hostages from the den by either killing the Malarites who are there guarding the hostages, or sneaking in and escaping with the hostages—before other Malarites return.

**Third.** They need to get back to Hulburg with the hostages before the remaining Malarites catch them.

### Orc Allies

If the characters earned the alliance with the Crushing Boar orc tribe in *HULB 2-1*, they run across a small band of orc hunters from said tribe early on in the encounter. The orcs recognize their friends and they want to know what is going on. While they are unwilling to risk their lives, they do offer their aid.

The characters can choose to automatically succeed at the check to find the lair (see **Finding the Den**), learn of the back entrance to the lair (see **Entrances**), have the orcs help with some kind of distraction, or automatically succeed in one check while transporting the hostages.

The exact effects of the distraction are up to you, but removing a few werewolves for a few rounds is your best option. Do not remove so many that the fight becomes too easy though.

### Finding the Den

**Expected Duration:** 10 minutes

**Location:** The woods and foothills of the Galena Mountains

**Goal:** To find the Malarite Den quickly

The PCs need to find the den of the Malarites before any hostages are murdered. Every character can contribute to finding the lair. A DC 20 Wisdom (Survival) check finds the Malarite den in less than an hour.

There are also any number of magical options and other abilities that could find the Malarite den. If the PCs come up with something that logically works, then it does. They could also capture Baccus Lier or Frolen Kuss and make them lead them back to the den. Doing so should be about as difficult as using Survival.

If the PCs fail the Wisdom (Survival) check to track the Malarites back to the den, or do not come up with some other solution, it takes them a long time to find the den. Once they arrive, half the hostages have been killed and their remains thrown outside in the snow.

## Extracting the Hostages

**Expected Duration:** 1.5 hours

**Location:** The Malarite Den

**Goal:** To save the hostages

The den is not a huge space, but Konig has a quarter of his pack here while the rest are out hunting. The 8 hostages are being held in Area 4.

### General Features

**The Caves.** The small cave system is made of a yellow brown limestone, and the entrance has snow billowing in for several feet. It is a moist, chilly place and the Malarites only implemented the bare minimum to make it livable. It is clear they intend to stay here only for a short time.

**Smells.** It smells like wet dog and possibly blood and gore from murdered hostages.

**Ceilings.** 25 feet tall unless otherwise noted.

**Light.** The den has several torches on the walls here and there lighting the place up.

**Uneven ground.** Any square with lines is difficult terrain and causes disadvantage on all Dexterity checks having to do with movement.

### Entrances

There are two entrances to the den. The first is the main entrance, which is Area 1. It is guarded by two werewolves. The second entrance is an air shaft cave above Area 4. It requires a DC 18 Wisdom (Survival) or Intelligence (Investigation) check to discover.

If the air shaft is discovered, it requires a Dexterity (Stealth) check against the large werewolves passive Perception of 12 to climb down and slip into the area unnoticed.

### Area 1

Two **werewolves** guard the entrance.

### Area 2

This far more open space is very uneven. A **werewolf** cleans itself in the southeast corner of the room, while a **quick werewolf** and a **malarite shaman** in human form sit in a nook in the north playing chess.

### Area 3

A **werewolf**, a **quick werewolf** and a **malarite shaman** sleep in this area in hybrid form. If there are any combat sounds or a shout of alarm, these werewolves wake up.

### Area 4

If the **hostages** are all alive, there are 8 here. They are guarded by a **large werewolf** which is dozing on the ground in its hybrid form.

There is a hidden entrance, defined in the **Entrances** section, that drops down into the room from the ceiling. See the map for the location of the ceiling entrance.

**Moving Hostages.** The hostages all have 4 hp, AC 10, speed 30, and they get a +1 to any check. When the hostages act, they all act as one group. They are not up for a fight, but can aid if the opportunity presents itself.

### Area 5

Konig Erl (**leader werewolf**) is in this room with Urgas (**large werewolf**) and Trista (**Malarite Shaman**), planning their next move as they wait to see how the hostage situation and the deal with the followers of Auril go.

If there is any kind of suspicious noise made in the caves, Konig sends Urgas to see what is going on. If the sounds of a fight are heard, they all go.

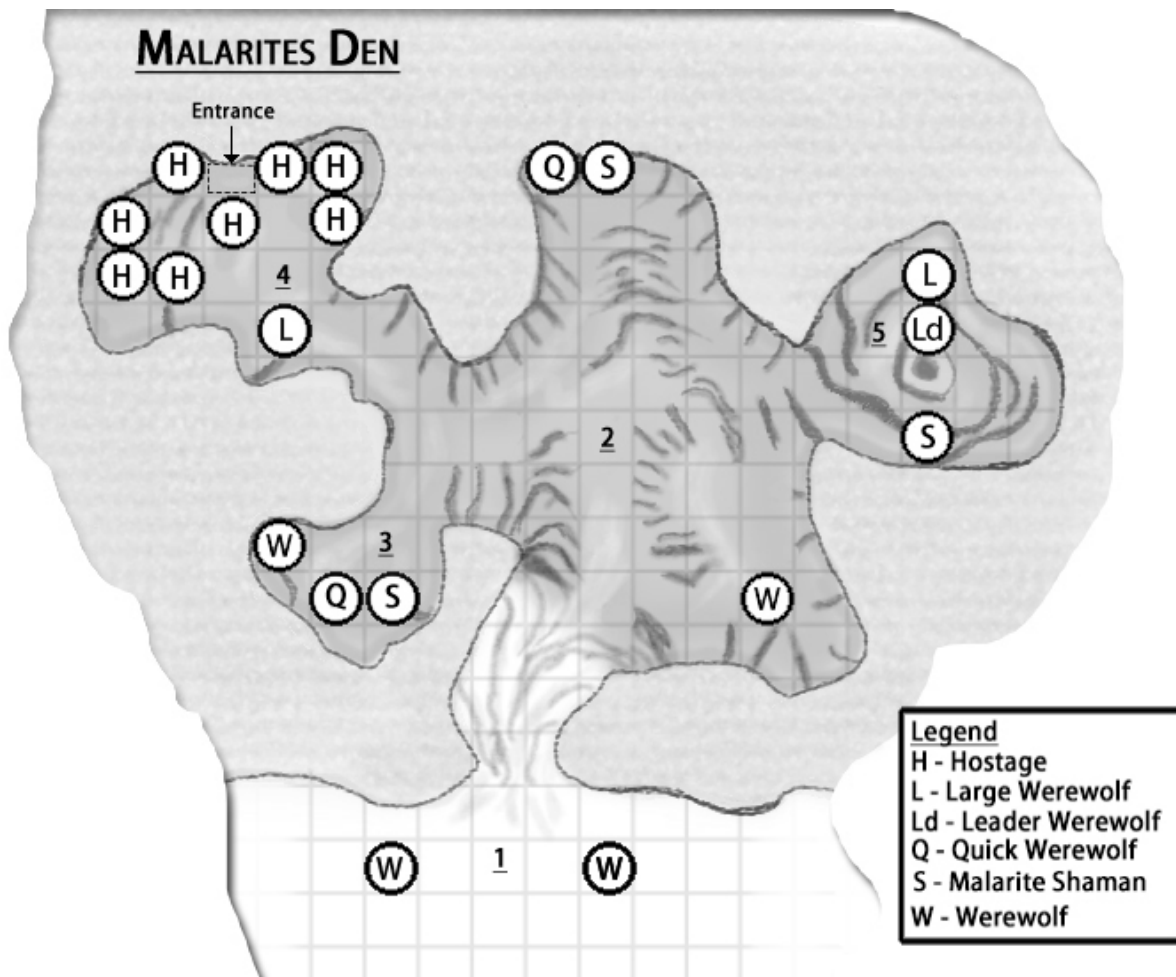
Konig is a tall, older man, with grey at his temples, a longbow in his hand, and a quiver of arrows on his back. He is wearing *studded leather* +1 and he has an AC of 16 as a result. He cannot take full animal form, but he is fine in his hybrid shape.

### Treasure

Konig Erl has a black hunting horn which is inlaid with silver, depicting the wild hunt running free through the woods chasing a stag. The horn is worth 210 gp. He also wears *studded leather* +1. The fur covered armor counts as a cold weather outfit.

#### Hostage Names

|                 |                 |
|-----------------|-----------------|
| Baern Torunn    | Frath Tallstag  |
| Esvele Buckman  | Mara Lackman    |
| Malark Tallstag | Rowan Lackman   |
| Zora Chernin    | Gorstag Kulenov |



### If the Relic Was Not Returned

If Frolen was killed or escaped, then two Warriors of Auril are in the Den of the Malarites, as is a Priest of Auril. Place them where you believe they inconvenience the PCs the most. If Frolen escaped then she is here and everyone is awake, alert, and on the lookout for the PCs. Adjust the encounter as needed.

### Advice

What is presented here is a lair. The werewolves are here with the hostages and the PCs need to get the hostages out. There are any number of ways the PCs could handle this, and any number of ways for the PCs to get information on the location.

Some advice:

- The PCs are on a clock. If they waste too much time planning or doing recon, have a hostage killed and their body brought out and thrown in the snow. Make sure you impress upon the characters time has passed and more could die.

- If the PCs do not find a way to break up the possible fights they might have to deal with, this encounter can turn very deadly very quickly. Even for seven level 10 characters this encounter is a challenge if they have to fight every enemy at the same time, especially if the Aurilites are there.
- An option on the clock: you could have other werewolves of the pack come back to make the PCs situation worse. Make sure you impress upon them that time has passed and more could show up.
- Konig Erl is a cunning hunter and leader. He rallies his people and makes competent decisions. While he is in command, the werewolves are more organized and make better tactical decisions. Once he is dead the werewolves become more bestial and individually focused on killing targets closest to them.

- The followers of Malar and Auril do not like one another. They do not attack one another, but they also do not work well as a team. They might even kill somebody of the opposite group if that person is already on death's door and it helps placing an area spell.
- Reward the players for being clever, but make it cost them something in resources, time, or say it only works with a DC 15 roll in whichever skill is most applicable. You make the call based on the situation and whatever feels most comfortable.

### Adjusting the Area

Here are recommendations for adjusting this area. First, count the number of PCs. Remove or add a number of werewolves equal to the number of PCs less than or greater than 5 respectively.

The rest of these adjustments are not cumulative.

- **Very weak party:** Remove three **werewolves** and add three **quick werewolves**
- **Weak party:** Remove two **werewolves** and add two **quick werewolves**
- **Strong party:** Remove two **werewolves** and add two **large werewolves**
- **Very strong party:** Remove three **werewolves** and add three **large werewolves**

### Concluding the Encounter

Once the hostages have been moved to safety, regardless of the status of the werewolves, the encounter is over and you can move on to Returning to Hulburg.

## Returning to Hulburg

**Expected Duration:** 10 minutes

**Location:** The woods and foothills of the Galena Mountains

**Goal:** To keep the hostages alive

This encounter has the PCs ushering the hostages back to Hulburg before the Malarites catch them.

Ask the following questions:

- Who is taking the lead in finding a way back to Hulburg?
- Who is making sure everyone who is marching stays upright and moving as quickly as possible without dying from exhaustion or exposure?
- Who is doing what they can to slow down the Malarites pursuit by setting traps and obscuring their trail?

Once they've decided, have them narrate how they do that and then make the following checks:

- The PC finding the best way back to Hulburg makes a DC 15 Wisdom (Survival) check.
- The PC keeping everyone going makes a DC 15 Wisdom (Medicine), Strength (Athletics) or Charisma (Persuasion) check.
- The PC keeping the Malarites off their trail makes a DC 15 Wisdom (Perception) or Intelligence (Investigation) check.

If the PCs fail any check, a hostage dies on the way back due to a reason associated with the failed check.

If the PCs killed Konig Erl in the Malarite Den they have advantage on all of these checks.

If any PC has a different way to accomplish the task that seems reasonable, let them make the check using the skill that seems appropriate.

Only one PC can make each check, but a PC who is not making a check can provide aid.

### Adjusting the Encounter

Here are recommendations for adjusting this encounter.

- **Very weak party:** All the DCs are 14
- **Very strong party:** All the DCs are 16

## Problem with Curses

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Once the checks are done and the dead have been tallied, if any, read or paraphrase the following and adjust as needed:

You have made it to Tent City in Hulburg, and have had an hour to rest when Captain Strongbow approaches you.

“Good work getting them back, but now we have another problem. Every single one of them was bitten by a Malarite and I’m pretty sure they’re all infected with the curse of the wolf. I need your help to deal with it.”

If any of the PCs have been infected, Captain Strongbow tells them they don’t look so good either. If the PCs ask how she knows, Captain Strongbow tells them “you can sometimes see it in the eyes, there are yellow flecks in the white of the newly cursed.”

There is a thing called the Malarites Curse (see Part 3), which is making it difficult for the local priest to remove the curse. Move on to **Part 3 – The Cure**, to help the people of Hulburg to be cured of their curse.



## PART 3. THE CURE

**Expected Duration:** 20 to 30 minutes

**Location:** Natalie Voole's Tents

**Goal:** To cure the cursed

Removing lycanthropy should be as simple as casting a *remove curse* spell, but there is something keeping Father Jarus Grainger's divine gift from ridding the curse from the citizens. It is a particularly strong curse, courtesy of the Aurilites as part of the deal for helping them retrieve the relic that was stolen. Any character infected suffers the normal effects.

Konig Erl wanted to increase his pack. If someone is cursed with the powerful version that the Malarites and Aurilites unleashed, the curse takes hold more quickly and changes the infected into a state that is the same as being a naturally born lycanthrope—meaning it is irreversible if someone has been cursed for two sunsets.

### Curing the Cursed

Use the following encounter to have the PCs assist Father Grainger in curing the infected.

#### The Rules

The cursed of Hulburg have been infected for a sunset, and unless your PCs dawdled and took a long rest it is approaching the second sunset for these damned souls—which means these poor people could be cursed to be werewolves forever.

For every failure the PCs get after the first one, it is one person that is cursed forever.

#### Step One – Discover What Is Happening

The first thing that needs to be done is to discover what is causing *remove curse* not to work. If none of the PCs volunteer this idea, Father Grainger will.

If someone is trained in Arcana, they can reach out and feel something is wrong with the energy of the curse.

If nobody is trained in Arcana, leave it up to the PCs to figure out a way to discover the extra powerful curse. Whatever check they angle for, it

is a DC 17. If they fail, mark a failure but they still discover the extra power, it just took a lot of time.

If they have no idea how to discover what is going on, mark two failures as Father Grainger finally figures it out.

They also learn the curse is permanent if it is not lifted before two sunsets pass. The second sunset for the cursed of Hulburg is in around an hour.

#### Step Two – Dealing with the Miasma

The PCs need to work around the boosted effects of the curse, and Father Grainger has an idea.

Father Grainger wants to conjure up a modified version of a magic circle which should block out the influence of Auril and Malar so he can heal the people, but he is not strong enough to do it on his own.

- Who is taking the lead in conjuring the magic circle?
- Who is going to donate energy to the magic circle?
- Who is going to draw the circle as per Father Grainger's instructions? He is not very good at creating them and this is precise work.

Once the decisions have been made, have the players narrate their actions and then make the following checks:

- The PC casting the circle makes a DC 15 Intelligence (Arcana) or Wisdom (Religion) check.
- The PC donating energy makes a DC 15 Constitution saving throw.
- The PC drawing the circle makes a DC 15 Dexterity (Sleight of Hand) check.

If the PCs fail any check, mark a failure and narrate how it makes the process take longer.

If any PC has a different way to accomplish the task that seems reasonable, let them make the check using the skill that seems appropriate.

Only one PC can make each check, but a PC who is not making a check can provide aid.

## Concluding the Encounter

Once the ritual is done and the checks have been made, you can tally up the failures and see how many of the cursed of Hulburg were cured—and how many are doomed to be werewolves for the rest of their lives.

Narrate the joy of those who were cured and the despair of those who know their fate. If Father Grainger did not save everyone he is very upset, apologizing to each of the cursed, and then leaves with silent tears starting down his face. When done with the aftermath of the scene, move on to the Epilogue.

### Adjusting the Encounter

Here are recommendations for adjusting this encounter.

- **Very weak party:** All the DCs are 14
- **Very strong party:** All the DCs are 16

## Treasure

Every hostage who was cured offers the PCs what few trinkets and bobbles they have. In total, it is 10 gp per hostage saved.

## Epilogue

When the adventure is at its end, read or paraphrase the following:

The people of Hulburg are safe. The Malarites have been beaten back, but will they threaten the people of Hulburg again? And what of this relic that has the Aurilites buzzing around like a beehive that was knocked down? Most say it has little to no power, but why is it coveted by the Aurilites so much?

It seems these questions are for another day, but today the heroes of Hulburg can rest and see what adventures come across their paths next, and hopefully their next adventures are in a much warmer place.

## Rewards

Make sure players note their rewards on their adventure log sheets. Give your name and DCI number (if applicable) so players can record who ran the session.

## Experience

Total up all **combat experience** earned for defeated foes, and divide by the number of characters present in the combat. For **non-combat experience**, the rewards are listed per character. Give all characters in the party non-combat experience awards unless otherwise noted.

### Combat Awards

| Name of Foe      | XP per Foe |
|------------------|------------|
| Brown Bear       | 200        |
| Large Werewolf   | 1,100      |
| Leader Werewolf  | 1,100      |
| Malarite Shaman  | 450        |
| Priest of Auril  | 1,800      |
| Quick Werewolf   | 450        |
| Werewolf         | 700        |
| Warrior of Auril | 700        |

### Non-Combat Awards

| Task or accomplishment | XP per Char. |
|------------------------|--------------|
| Each Cured Hostage     | 500          |
| Surviving the Hunt     | 1,000        |

The **minimum** total award for each character participating in this adventure is **4,500 experience points**.

The **maximum** total award for each character participating in this adventure is **6,000 experience points**.

## Treasure

The characters receive the following treasure, divided up amongst the party. Characters should attempt to divide treasure evenly whenever possible. Gold piece values listed for sellable gear are calculated at their selling price, not their purchase price.

**Consumable magic items** should be divided up however the group sees fit. If more than one character is interested in a specific consumable

magic item, the DM can determine who gets it randomly should the group be unable to decide.

**Permanent magic items** are divided according to a system. See the sidebar if the adventure awards permanent magic items.

## Treasure Awards

| Item Name                  | GP Value |
|----------------------------|----------|
| Reward for saving Hostages | 1,000    |
| Amulet of Auril            | 350      |
| Dwarven Wedding Band       | 425      |
| Konig Erl's Hunting Horn   | 210      |
| Hostages' appreciation     | 0 to 80  |

## Magic Items

### Studded Leather +1

*Armor, rare*

A description of this item is in the *Dungeon Master's Guide*. The armor counts as a cold weather outfit and it is a bit uncomfortable in hot environments.

### Potion of Greater Healing

*Potion, Uncommon*

You regain 4d4+4 hit points when you drink this potion. The potion's red liquid glimmers when agitated.

### Permanent Magic Item Distribution

D&D Adventurers League has a system in place to determine who is awarded permanent magic items at the end of a session. Each character's log sheet contains a column to record permanent magic items for ease of reference.

- If the players at the table agree on one character taking possession of a permanent magic item, that character gets the item.
- In the event that one or more characters indicate an interest in possessing a permanent magic item, the character that possesses the fewest permanent magic items gets the item. If there is a tie in the total number of permanent magic items owned by contesting characters, the item's owner is determined randomly by the DM.

## **Renown**

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Each character receives **one point of renown**.

## **Downtime**

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Each character receives **10 downtime days** at the conclusion of this adventure.

## **DM Rewards**

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You receive **875 XP, 400 gp, and 10 downtime days** for running this session.

## Appendix:

### NPC / Monster Statistics

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**Note:** These stats have a lot of reskinned lycanthropes into werewolves. You can add

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

to all the werewolf variant stat blocks that don't have it.

You should also re-skin the attacks as if the creatures were werewolves. For example, the tusks attack from the Large Werewolf—just describe it as a giant claws or a vicious bite. Finally, werewolves pass on werewolf lycanthropy, not whatever lycanthropy the stat block says.

#### Brown Bear

*Large beast, unaligned*

**Armor Class** 11 (natural armor)

**Hit Points** 34 (4d10 + 12)

**Speed** 40 ft., climb 30 ft.

| STR     | DEX     | CON     | INT    | WIS     | CHA    |
|---------|---------|---------|--------|---------|--------|
| 19 (+4) | 10 (+0) | 16 (+3) | 2 (-4) | 13 (+1) | 7 (-2) |

**Skills** Perception +3

**Senses** passive Perception 13

**Languages** -

**Challenge** 1 (200 XP)

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

**ACTIONS**

**Multiattack.** The bear makes two attacks: one with its bite and one with its claws.

**Bite.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

**Claws.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

#### Werewolf

*Medium humanoid (human, shapeshifter), chaotic evil*

**Armor Class** 11 in humanoid form, 12 (natural armor) in wolf or hybrid form

**Hit Points** 58 (9d8 + 18)

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

| STR     | DEX     | CON     | INT     | WIS     | CHA     |
|---------|---------|---------|---------|---------|---------|
| 15 (+2) | 13 (+1) | 14 (+2) | 10 (+0) | 11 (+0) | 10 (+0) |

**Skills** Perception +4, Stealth +3

**Damage Immunities** bludgeoning, piercing, and slashing damage from nonmagical weapons that aren't silvered

**Senses** passive Perception 14

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

**Challenge** 3 (700 XP)

**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.

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

#### ACTIONS

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

**Bite** (Wolf or Hybrid Form Only). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage. If the target is a humanoid, it must succeed on a DC 12 Constitution saving throw or be cursed with werewolf lycanthropy.

**Claws** (Hybrid Form Only). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 7 (2d4 + 2) slashing damage.

**Spear** (Humanoid Form Only). *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one creature. *Hit:* 5 (1d6 + 2) piercing damage, or 6 (1d8 + 2) piercing damage if used with two hands to make a melee attack.

## Quick Werewolf (Wererat stat block)

Medium humanoid (human, shapchanger), lawful evil

**Armor Class** 12

**Hit Points** 33 (6d8 + 6)

**Speed** 30ft.

| STR     | DEX     | CON     | INT     | WIS     | CHA    |
|---------|---------|---------|---------|---------|--------|
| 10 (+0) | 15 (+2) | 12 (+1) | 11 (+0) | 10 (+0) | 8 (-1) |

**Skills** Perception +2, Stealth +4

**Damage Immunities** bludgeoning, piercing, and slashing damage from nonmagical weapons that aren't silvered

**Senses** darkvision 60ft. (rat form only), passive Perception 12

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

**Challenge** 2 (450 XP)

**Shapechanger.** The wererat can use its action to polymorph into a rat-humanoid hybrid or into a giant rat, or back into its true form, which is humanoid. Its statistics, other than its size, 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.

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

### ACTIONS

**Multiattack** (Humanoid or Hybrid Form Only). The were rat makes two attacks, only one of which can be a bite.

**Bite** (Rat or Hybrid Form Only). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage. If the target is a humanoid, it must succeed on a DC 11 Constitution saving throw or be cursed with wererat lycanthropy.

**Shortsword** (Humanoid or Hybrid Form Only). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

**Hand Crossbow** (Humanoid or Hybrid Form Only). *Ranged Weapon Attack:* +4 to hit, range 30/120 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

## Large Werewolf (Wereboar stat block)

Medium humanoid (human, shapchanger), neutral evil

**Armor Class** 10 in humanoid form, 11 (natural armor) in boar or hybrid form

**Hit Points** 78 (12d8 + 24)

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

| STR     | DEX     | CON     | INT     | WIS     | CHA    |
|---------|---------|---------|---------|---------|--------|
| 17 (+3) | 10 (+0) | 15 (+2) | 10 (+0) | 11 (+0) | 8 (-1) |

**Skills** Perception +2

**Damage Immunities** bludgeoning, piercing, and slashing damage from nonmagical weapons that aren't silvered

**Senses** passive Perception 12

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

**Challenge** 4 (1,100 XP)

**Shapechanger.** The wereboar can use its action to polymorph into a boar-humanoid hybrid or into a boar, 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.

**Charge** (Boar or Hybrid Form Only). If the wereboar moves at least 15 feet straight toward a target and then hits it with its tusks on the same turn, the target takes an extra 7 (2d6) slashing damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

**Relentless** (Recharges after a Short or Long Rest). If the wereboar takes 14 damage or less that would reduce it to 0 hit points, it is reduced to 1 hit point instead.

### ACTIONS

**Multiattack** (Humanoid or Hybrid Form Only). The wereboar makes two attacks, only one of which can be with its tusks.

**Maul** (Humanoid or Hybrid Form Only). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage.

**Tusks** (Boar or Hybrid Form Only). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage. If the target is a humanoid, it must succeed on a DC 12 Constitution saving throw or be cursed with wereboar lycanthropy.

## Leader Werewolf (Weretiger stat block)

Medium humanoid (human, shapechanger), neutral

**Armor Class** 12

**Hit Points** 120 (16d8 + 48)

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

| STR     | DEX     | CON     | INT     | WIS     | CHA     |
|---------|---------|---------|---------|---------|---------|
| 17 (+3) | 15 (+2) | 16 (+3) | 10 (+0) | 13 (+1) | 11 (+0) |

**Skills** Perception +5, Stealth +4

**Damage Immunities** bludgeoning, piercing, and slashing damage from nonmagical weapons that aren't silvered

**Senses** darkvision 60ft., passive Perception 15

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

**Challenge** 4 (1,100 XP)

**Shapechanger.** The weretiger can use its action to polymorph into a tiger-humanoid hybrid or into a tiger, or back into its true form, which is humanoid. Its statistics, other than its size, 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.

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

**Pounce** (Tiger or Hybrid Form Only). If the weretiger moves at least 15 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 14 Strength saving throw or be knocked prone. If the target is prone, the weretiger can make one bite attack against it as a bonus action.

### ACTIONS

**Multiattack** (Humanoid or Hybrid Form Only). In humanoid form, the weretiger makes two scimitar attacks or two longbow attacks. In hybrid form, it can attack like a humanoid or make two claw attacks.

**Bite** (Tiger or Hybrid Form Only). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (1d10 + 3) piercing damage. If the target is a humanoid, it must succeed on a DC 13 Constitution saving throw or be cursed with weretiger lycanthropy.

**Claw** (Tiger or Hybrid Form Only). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage.

**Scimitar** (Humanoid or Hybrid Form Only). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage.

**Longbow** (Humanoid or Hybrid Form Only). *Ranged Weapon Attack:* +4 to hit, range 150/600 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

## Malarite Shaman (Cult Fanatic)

Medium humanoid (any race), any non-good alignment

**Armor Class** 13 (leather armor)

**Hit Points** 33 (6d8 + 6)

**Speed** 30 ft.

| STR     | DEX     | CON     | INT     | WIS     | CHA     |
|---------|---------|---------|---------|---------|---------|
| 11 (+0) | 14 (+2) | 12 (+1) | 10 (+0) | 13 (+1) | 14 (+2) |

**Skills** Deception +4, Persuasion +4, Religion +2

**Senses** passive Perception 10

**Languages** any one language (usually Common)

**Challenge** 2 (450 XP)

**Dark Devotion.** The fanatic has advantage on saving throws against being charmed or frightened.

**Spellcasting.** The fanatic is a 4th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 11, +3 to hit with spell attacks). The fanatic has the following cleric spells prepared:

Cantrips (at will): *light*, *sacred flame*, *thaumaturgy*

1st level (4 slots): *command*, *inflict wounds*, *shield of faith*

2nd level (3 slots): *hold person*, *spiritual weapon*

### ACTIONS

**Multiattack.** The fanatic makes two melee attacks.

**Dagger.** *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one creature. *Hit:* 4 (1d4 + 2) piercing damage.

## Priest of Auril (Transmuter)

Medium humanoid (any race), any alignment

**Armor Class** 12 (15 with mage armor)

**Hit Points** 40 (9d8)

**Speed** 30 ft.

| STR    | DEX     | CON     | INT     | WIS     | CHA     |
|--------|---------|---------|---------|---------|---------|
| 9 (-1) | 14 (+2) | 11 (+0) | 17 (+3) | 12 (+1) | 11 (+0) |

**Saving Throws** Int +6, Wis +4

**Skills** Arcana +6, History +6

**Senses** passive Perception 11

**Languages** any four languages

**Challenge** 5 (1,800 XP)

**Spellcasting.** The transmuter is a 9th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 14, 6 to hit with spell attacks).

The transmuter has the following wizard spells prepared:

Cantrips (at will): *light*, *mending*, *prestidigitation*, *ray of frost*

1st level (4 slots): *chromatic orb*, *expeditious retreat*\*, *mage armor*

2nd level (3 slots): *alter self*\*, *hold person*, *knock*\*

3rd level (3 slots): *blink*\*, *fireball*, *slow*\*

4th level (3 slots): *polymorph*\*, *stoneskin*

5th level (1 slot): *telekinesis*\*

\*Transmutation spell of 1st level or higher

**Transmuter's Stone.** The transmuter carries a magic stone it crafted that grants its bearer one of the following effects:

- Darkvision out to a range of 60 feet
- An extra 10 feet of speed while the bearer is unencumbered
- Proficiency with Constitution saving throws
- Resistance to acid, cold, fire, lightning, or thunder damage (transmuter's choice whenever the transmuter chooses this benefit)

If the transmuter has the stone and casts a transmutation spell of 1st level or higher, it can change the effect of the stone.

## ACTIONS

**Quarterstaff.** *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 2 (1d6-1) bludgeoning damage, or 3 (1d8 - 1) bludgeoning damage if used with two hands.

## Warrior of Auril (Knight)

Medium humanoid (any race), any alignment

**Armor Class** 18 (plate)

**Hit Points** 52 (8d8 + 16)

**Speed** 30 ft.

| STR     | DEX     | CON     | INT     | WIS     | CHA     |
|---------|---------|---------|---------|---------|---------|
| 16 (+3) | 11 (+1) | 14 (+3) | 11 (+0) | 11 (+0) | 15 (+2) |

**Saving Throws** Con +4, Wis +2

**Senses** passive Perception 10

**Languages** any one language (usually Common)

**Challenge** 3 (700 XP)

**Brave.** The knight has advantage on saving throws against being frightened.

## ACTIONS

**Multiattack.** The knight makes two melee attacks.

**Greatsword.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage.

**Heavy Crossbow.** *Ranged Weapon Attack:* +2 to hit, range 100f/400 ft., one target. *Hit:* 5 (1d10) piercing damage.

**Leadership** (Recharges after a Short or Long Rest). For 1 minute, the knight can utter a special command or warning whenever a non-hostile creature that it can see within 30 feet of it makes an attack roll or a saving throw. The creature can add a d4 to its roll provided it can hear and understand the knight.

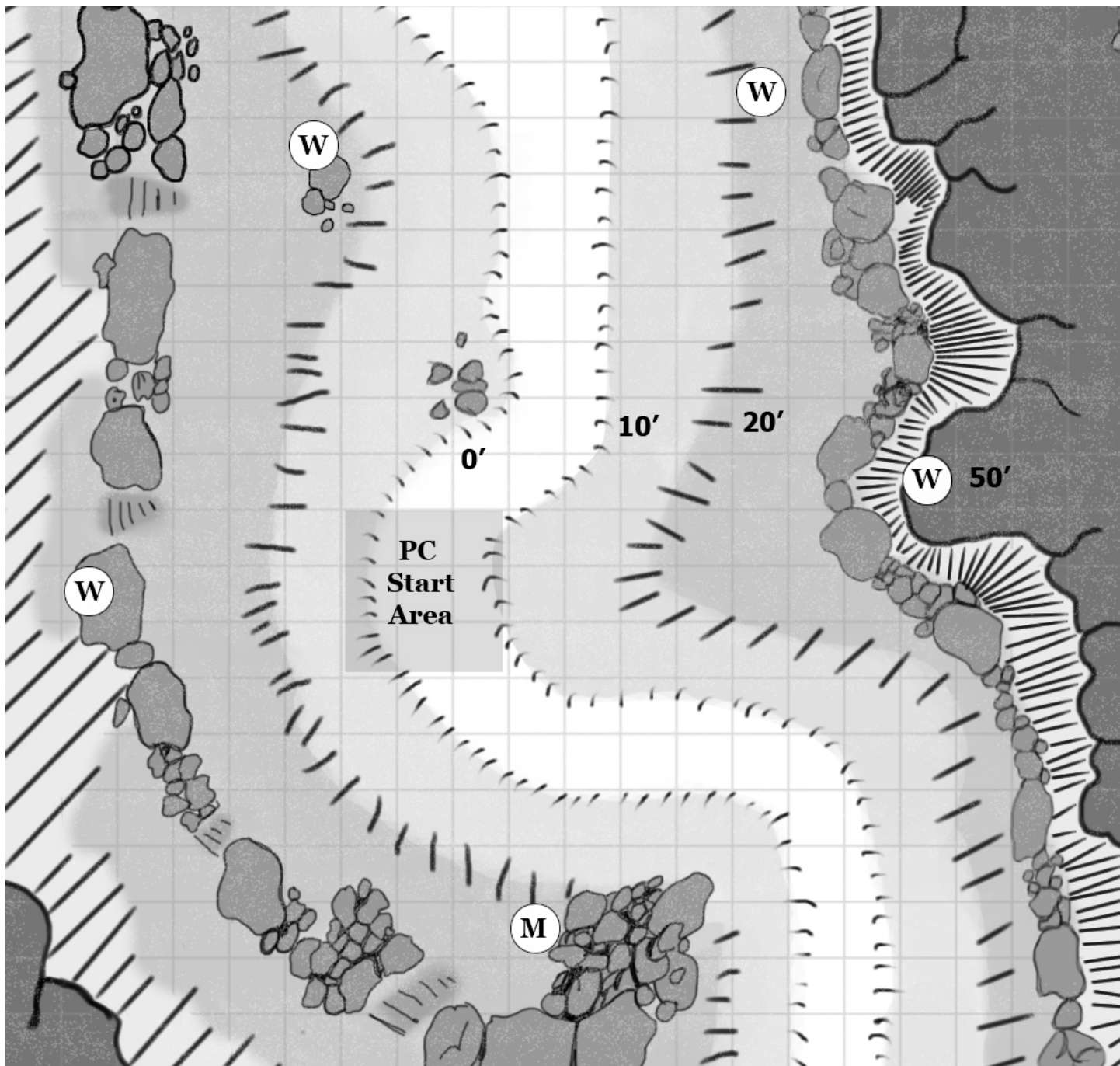
A creature can benefit from only one Leadership die at a time.

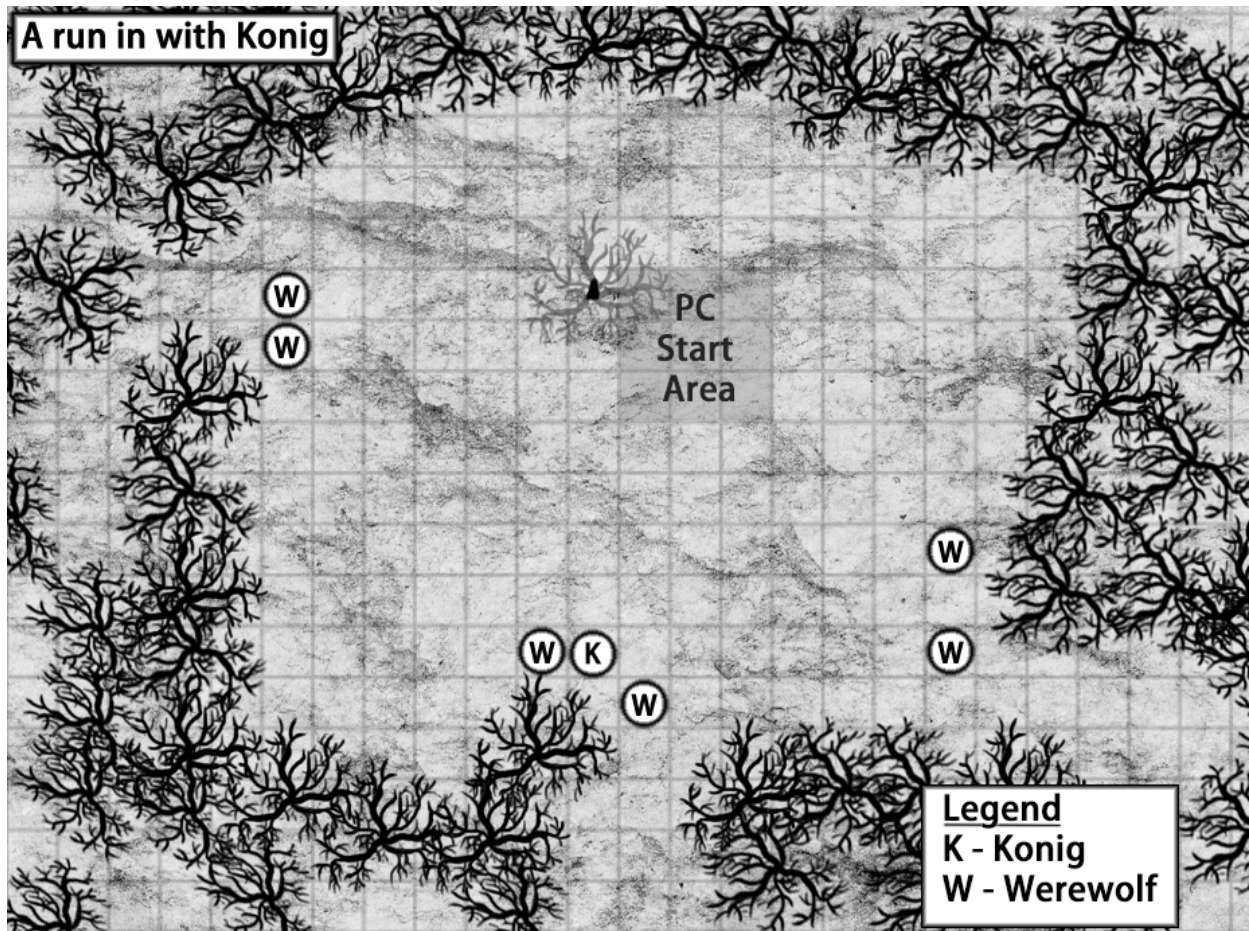
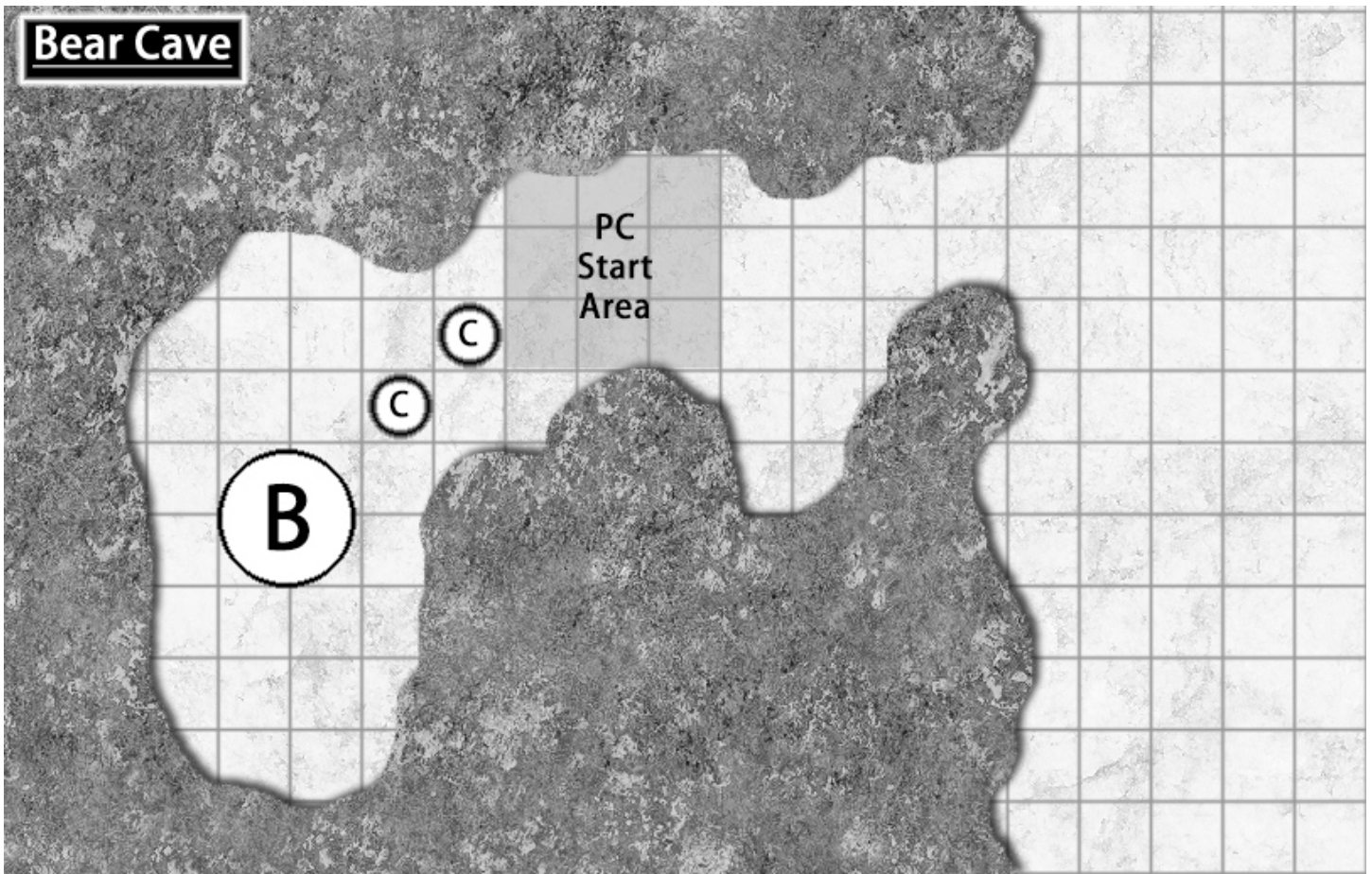
This effect ends if the knight is incapacitated.

## Appendix: Maps

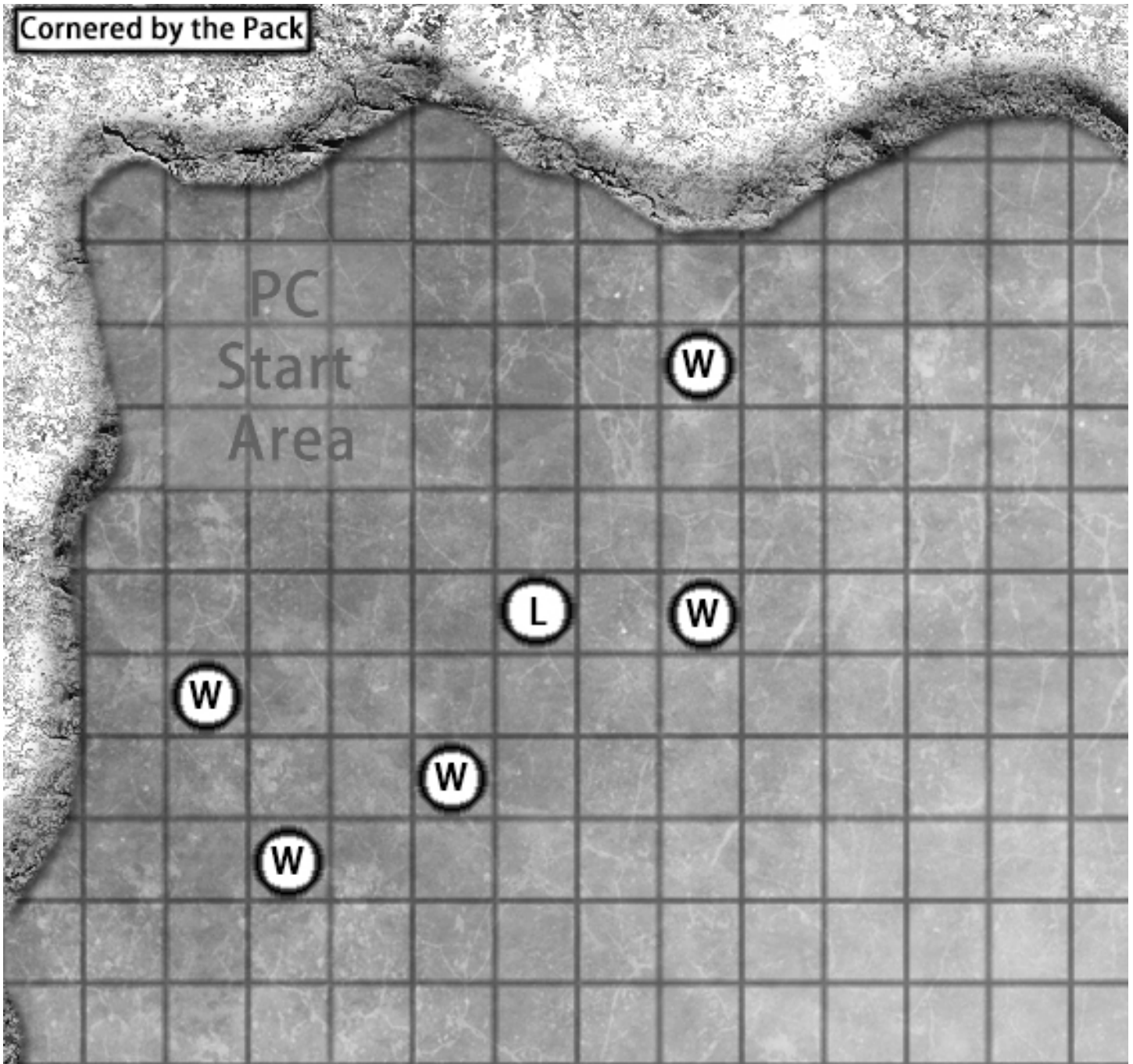


## Malarite Ambush

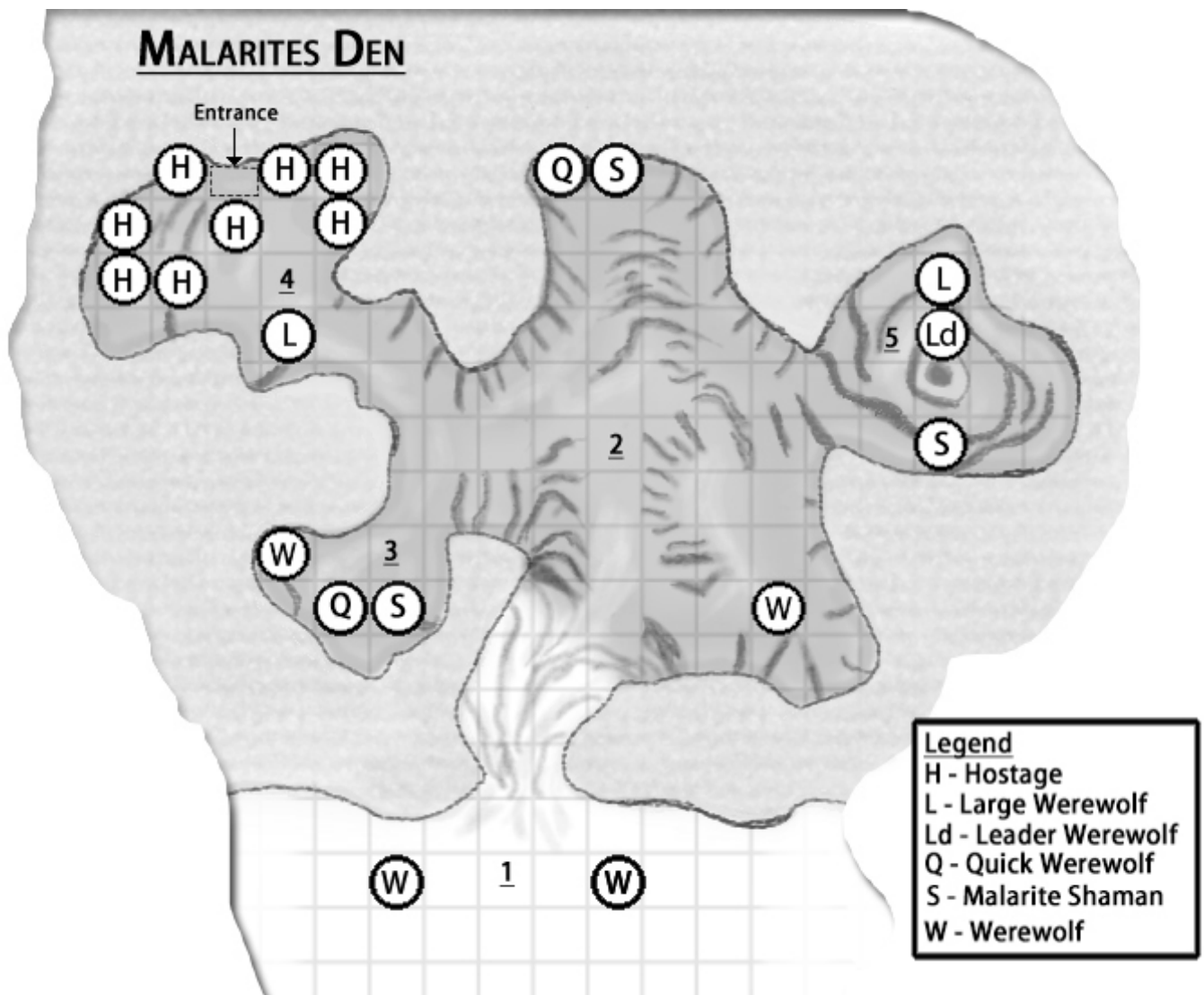




## Cornered by the Pack



## MALARITES DEN



## Blank Maps

