

THE CURSE OF WARDENWOOD



5TH
EDITION

THE CURSE OF WARDENWOOD

The Curse of Wardenwood is an adventure for four or five players of 7th-level characters using the fifth edition of the world's greatest roleplaying game.

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BACKGROUND

- The forest village of Wardenwood suffers a cursed existence. A **werewolf** prowls its woods, and unbeknownst to the villagers, a **weald hag** named Drusilla has taken up residence nearby to prey upon Wardenwood's ill fortune.
- Drusilla allied with the werewolf to target the village's most precious resource: its **children**. For months, the werewolf has spread lycanthropy to the village's youth.
- In turn, sly Drusilla has taken on a false persona and pitched herself as the village's savior. Once a month, the beleaguered residents of Wardenwood take their afflicted children to Drusilla's **hut** so she can "keep them safe" during their transformations.
- What Drusilla actually does is feed upon the children's misery and suffering, a potent force that strengthens her sinister magic.
- The villagers have done as much as they can to protect their children from the **wolf curse**, but Drusilla has spread superstition and misinformation to cloud their judgement. They live in constant fear.

SYNOPSIS

- The adventure begins when the characters are traveling through a deep forest. **Root beasts** rise up to attack as the group unwittingly draws close to Drusilla's hut.
- The PCs learn about children imprisoned in Drusilla's **basement**. The children beg the PCs to return them to their parents in the nearby village of Wardenwood.
- With night approaching, the group must stay together during the trip to **Wardenwood**. Some terrified children might run off.
- Upon arrival at Wardenwood, the villagers' horrified reaction reveals the awful **truth**. The children begin transforming into werewolves as the moon rises over the trees.
- The group must contend with the pack of werewolves, as well as their progenitor, a fierce woman named **Victoria** who has come to claim her cubs.

A WORD TO THE GM

This adventure is meant to be run at a glance with **minimal preparation** and a **natural delivery**. This required re-thinking the normal adventure presentation a bit. Here's what you'll find included:

- Each encounter contained on one page.
- Bulleted lists. **Bolded** keywords.
- Hyperlinks to monsters and rules online for quick reference.
- Printable cards for each monster and PC so you can run encounters using a card stack. A short video walkthrough of this method can be found **here**.
- Printable cards for special treasure handouts.
- Short room and area descriptions. No paragraphs of droning flavor text — set the scene naturally and embellish as desired.
- Briefly explained non-encounter rooms. Again, embellish as desired!
- GM maps and player-safe digital maps for use with virtual tabletops.
- A short video walkthrough of the adventure that can be found **here**.

PACING/TRANSITIONS

A dramatic question is presented with most scenes. Once that question has been answered, the tension of the scene is resolved. That's your cue to work toward the **transition** provided at the end the scene — even if that means summarizing the end of a clearly decided combat, or in the case of clever players, skipping combat altogether. Keep the game moving toward the next challenge!

Room descriptions that are usually long blocks of literary read-aloud text have been left short and informational in this adventure. Many Game Masters prefer to paraphrase read-aloud text and set the scene based on what tone and level of detail the group finds engaging. Anything listed before a **Development** section is safe to share however you prefer to do so.

ROOT BEASTS RISE

The group begins several days into their travel through a foggy, sparsely inhabited forest. It's a few hours before sundown.

Establish why the characters are traveling through the remote forest before moving onto the following encounter:

AREA 1: FOREST CLEARING

- The **trees** crowd close and thick in this ancient forest. The air smells of sap and rain.
- Suddenly, a small **cabin** comes into view through a break in the trees. The glow from its windows paints the mist a soft orange.

DEVELOPMENT

- One round after the PCs notice Drusilla's hut, three **root beasts** surge up from the ground within 15 feet of their position. Characters whose passive Wisdom (Perception) is 15 or higher are not surprised.
- The root beasts guard Drusilla's hut from interlopers. They obey her commands.
- The **trees** don't block line of sight, but they provide **half cover** and are difficult terrain.
- The **ridges** are 15 feet high, scalable with a successful DC 12 Strength (Athletics) check.

DRAMATIC QUESTION

Will the PCs agree to enter Drusilla's hut?

COMBAT

- Two rounds into the combat (or when the PCs are about to defeat the last **root beast**), **Drusilla** runs from her hut with a burning handful of dried sage. She shrieks for the beasts to begone and waves the sage in their faces to "scare them off," but her true motive is to prevent them from being destroyed.

Drusilla, CE weald hag

"It's all a woman can do to get by on her own out here... terrible things stalk the woods."

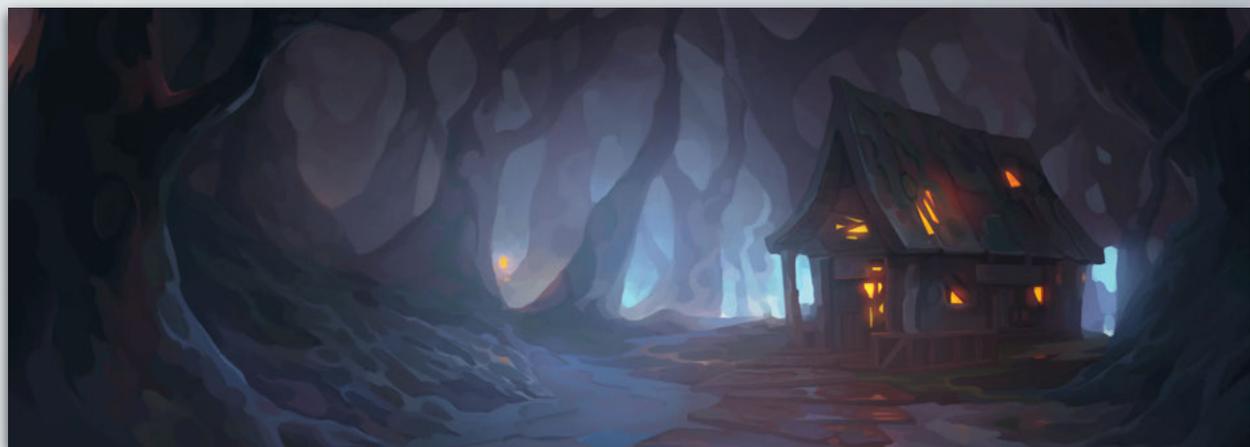
- *Appearance.* Beautiful half-elf with silvery hair and freckles. Shy smile.
- *Does.* Gently prunes branches or plants damaged by the combat.
- *Secret.* Plans to poison the characters and imprison them in her basement.

AFTER THE BATTLE

- Drusilla clucks about the horrible beasts roaming the forest and **invites** the group into her hut so she can "tend to their wounds."
- If they need convincing, the PC with the highest passive Perception catches the faint sound of a **child's scream** inside the hut.

TRANSITION

If the PCs enter the hut, go to *The Hut And The Hag*. If they attack Drusilla or try to leave, use her combat tactics from *The Hut And The Hag*.



THE HUT AND THE HAG

DRAMATIC QUESTION

AREA 2: DRUSILLA'S HUT

- This cottage has a roaring **hearth**. A pot of savory-smelling stew simmers over the fire.
- Dried herbs and flowers hang in bundles from the ceiling beside hand-woven totems.
- There's a small **trapdoor** in the floor at the back of the cottage.
- Drusilla plucks out a few herbs and begins mixing a **poultice** with a mortar and pestle.

DEVELOPMENT

- Drusilla says the poultice is for **soothing wounds**. PCs who pass a Wisdom (Insight) check contested by her Charisma (Deception) check (+7 bonus) can tell she's lying. PCs can also pass a DC 20 Wisdom (Medicine) check to notice she's making a poison.
- If any PCs accuse Drusilla of trying to poison them, she attacks; go to **combat**.
- Characters who allow Drusilla to apply the **poultice** to their skin must succeed at a DC 15 Constitution saving throw or fall unconscious for one hour. Unconscious PCs wake up if they take any damage or if another creature uses an action to shake them awake.
- The trapdoor leads to the **root cellar**. It's locked (Drusilla has the key), but PCs can open the door with a successful DC 20 Strength check or DC 18 Dexterity check.



Can the characters defeat Drusilla?

COMBAT

- If inside her hut, **Drusilla** *misty steps* through a window and moves 30 feet, trying to reach an elevated location. She calls any remaining **root beasts**; they arrive in 1d4 rounds.
- Her first Lair action is **Grasping Roots** to entangle creatures on the ground. She then uses a Legendary action to cast **eyebite** on a strong-looking melee fighter (“panicked” option) who escaped the roots.
- In the next round, Drusilla tries to disable melee fighters with her **Intoxicating Magic** Lair action and her **bestow curse** (“lose an action” option) or **eyebite** (“panicked” option) Legendary action. She uses her regular action to cast **blight** on spellcasters or rogues.
- Drusilla uses **blight**, Claw, and her Power From Suffering Lair action on fragile PCs.
- If Drusilla's **hit points** are below half their total, she uses her Power From Pain Legendary action instead of Claw.
- The **trees** don't block line of sight, but they provide **half cover** and are difficult terrain.
- The **ridges** are 15 feet high, scalable with a successful DC 12 Strength (Athletics) check.

DEFEATING DRUSILLA

- When Drusilla dies, her **hut** instantly ages 100 years. It becomes overgrown with vines, and the roof and walls partially collapse.
- Through the hut's rotten floorboards, the PCs see several **children** chained to the walls in the root cellar. The children cry out for help.

Treasure

Inside the hut are a **wand of paralysis**, four sets of manacles, and a bag of 20 silvered nails.

TRANSITION

If the characters descend into the root cellar, go to *To The Rescue*. If they continue on their journey, go to *Terror In The Trees*.

TO THE RESCUE

THE ROOT CELLAR

- **Twelve children** sit on the ground, their faces smudged with dirt and tears. Manacles and chains anchor their wrists and ankles to the damp walls.

DEVELOPMENT

- Use the **Child Generator** in *Appendix C* to create unique NPC children as needed. **Terry Ziggs** is the oldest at seven years of age and speaks for the group.
- The children are **too young** to understand why they're here, believing it's "because they've been bad," as Drusilla told them. Their parents brought them here and told them they have to do what Drusilla says. They're scared, hungry, and cold.
- They don't remember their actions while **transformed** and aren't aware of their lycanthropy.

Terry Ziggs, CN human **wolfchild**

"Drusilla says we're naughty, awful children, and she pokes us with nails. I hate her."

- *Appearance.* Big, brown eyes. Pants with holes in the knees.
- *Does.* Tells everyone the same joke about a horse calling a thief a "neigh-ve" (knave). Beams at anyone who laughs.
- *Secret.* Has a pet mouse found in Drusilla's root cellar named Icky.

DRAMATIC QUESTION

Will the characters help the children?

Use one of the following hooks to introduce the characters to the mission:

APPEAL TO REWARD

The children each promise to give the characters their favorite toy if they take them home to their parents in Wardenwood village.

APPEAL TO HEROISM

The children have clearly been through terrible mistreatment. It's up to the PCs to keep them safe and return them to Wardenwood.

APPEAL TO DISCOVERY

The children don't know why they're here besides the fact that "they've been bad." What that means and why the children's parents left them with Drusilla is a mystery waiting to be solved.

TRANSITION

Once the PCs have determined what they'll do with the children, go to *Terror In The Trees*.



TERROR IN THE TREES

The following **events** happen over the course of two hours after the PCs find the children.

Sidebar: Staying Put

- If the PCs decide not to go to Wardenwood, still play out this encounter. Then, move the combat from *The Light of The Moon* to their location. During combat, 1d3 manacled (or all unrestrained) wolfchildren break free per round without Drusilla's strict supervision.
- The PCs automatically pass the Calming The Villagers encounter from *A Cold Welcome* if they kept any children safe and can show evidence of Drusilla's treachery.

EVENT 1: A CHILLING HOWL

- A nearby, chilling **howl** pierces the silence.

DEVELOPMENT

- The PCs must succeed on a DC 15 Wisdom saving throw or freeze in terror, becoming **paralyzed** until the end of their next turn.
- 1d4 unrestrained children scream and bolt in terror, each choosing a random direction. The PCs have 3 rounds to catch them before Victoria spirits them away.

EVENT 2: DRUSILLA'S DEATH RATTLE

- The screaming **spirit** of Drusilla blasts through the air in a sudden, violent gale. She shrieks piteously, her wretched soul fighting as it's pulled into the depths of hell.

DEVELOPMENT

- The PCs must succeed on a DC 15 Intelligence saving throw or fall prey to irrational fears. They have disadvantage on their next **initiative roll** due to their panic.
- 1d4 children become silent and unresponsive for the next hour, requiring they be carried if they need to be moved. If **left alone** for more than a minute, they wander into the forest in a catatonic state and Victoria captures them.

EVENT 3: A PREDATOR LURKS

- A shadowy **dusk** falls over the forest. Strange growls and snarls begin to echo in the twilight, and the birds go ominously quiet.

DEVELOPMENT

- The PCs must succeed on a DC 15 Charisma saving throw or lose their sense of self amid a feeling of creeping horror. They have **disadvantage** on the next Charisma-based ability check they make.
- The children begin weeping and begging to go home, drawing the attention of nearby predators. The PCs have two rounds to **calm** the children, or else Victoria — an unmatched huntress — plucks 1d4 of them away the moment the PCs turn their backs.

DRAMATIC QUESTION

Can the characters and children resist the terrors of the forest?



TRANSITION

If the group traveled to Wardenwood, they arrive. Go to *A Cold Welcome*. If they stayed put, begin the combat from *The Light of the Moon*.

A COLD WELCOME

WARDENWOOD VILLAGE

- A tiny **village** of sagging, wooden shacks clusters around a mossy, stone well. The forest presses in from all sides.
- Hand-woven totems identical to the ones in Drusilla's hut hang above the entrances to each home. Sharp rows of crude, **silver nails** are driven through the doors from the inside.
- Wide-eyed **villagers** peek through their dark windows. A few shuffle outside, silent and wary.

DEVELOPMENT

- If the PCs arrive at Wardenwood with any **children in tow**, the villagers are horrified. They demand the PCs restrain the children immediately — the full moon is moments from rising!
- The villagers are fearful. They explain how the “wolf curse” has stricken their children and how **Drusilla** is (or was) keeping them safe in her hut. Go to Calming the Villagers.
- There are twenty-five villagers (treat as **commoners**); use the **Villager Generator** chart in *Appendix C* to create unique NPCs. **Mathilde Bower** is their leader.

Mathilde Bower, NG human **commoner**
“Our children suffer from a terrible curse, but Drusilla has kept them safe, bless her soul.”

- *Appearance.* White hair tucked into a bun.
- *Does.* Makes superstitious hand gestures to avert the evil eye.
- *Secret.* Suspected Drusilla from the start, but let blind hope mislead her.

CALMING THE VILLAGERS

Go to the Success section if the conflict score reaches **0**. Go to Failure if it reaches **6**.

- The villagers begins with a conflict score of **3**.

- If the PCs offer to **restrain** the children, reduce the villagers' score by 1 (once only).
- PCs who speak rationally and calmly to the villagers can make a relevant DC 15 **Charisma** check. A success reduces the conflict score by 1. A failure increases it by 1.
- If the group treated the children **well**, they vouch for the characters. Reduce the villagers' score by 1 (once only).
- If the PCs say **Drusilla** was evil, the villagers refuse to believe it. Increase their score by 1.
- If the PCs are **aggressive** or threaten anyone, increase the villagers' score by 1.
- A successful DC 15 Wisdom (Insight) check **reveals** one of the above details or the current conflict score.

DRAMATIC QUESTION

Can the PCs calm the villagers?

SUCCESS

- The villagers are convinced the PCs are here to **help**. They scrape together their resources and offer each PC a simple weapon that is silvered, or 20 pieces of silvered ammunition.
- The villagers work together to **restrain** the children before they transform. These effective restraints slow the children; 1d3 wolfchildren escape their bonds each round during the combat in *The Light of the Moon*.

FAILURE

- The villagers don't believe the PCs are here to help, and they don't offer any assistance. Their attitude is **hostile**.
- They demand the PCs leave. Each family hurries their child away and fumblingly **restrains** them before the full moon rises. During the combat in *The Light of The Moon*, 1d6 wolfchildren escape each round.

TRANSITION

Give the characters five rounds to make preparations before the full moon appears. Then, go to *The Light of The Moon*.

THE LIGHT OF THE MOON

AREA 3: VILLAGE SQUARE

- The full moon rises over the trees. One by one, eerie howls fill the night as the children fall to their knees and **transform** into wolfish, snarling beasts.
- At the edge of the woods, amber eyes burn in the darkness. A silver dire wolf steps out, transforming smoothly into a **woman-wolf hybrid** as she walks.

DEVELOPMENT

- Victoria wastes no time. Go to combat.

Victoria, CE human **progenitor werewolf**
"These are my cubs, promised by Drusilla. I claim them for my pack!"

- *Appearance.* Silver hair, eight feet tall in hybrid form. Burning, yellow eyes.
- *Does.* Lopes around with incredible bursts of speed and savagery.
- *Secret.* Lost her first pack of cubs to a sadistic green dragon. She became wicked and vengeful in her grief.



DRAMATIC QUESTION

Can the characters defeat Victoria and save the children?

Sidebar: Where The Children Are

- Children left behind in Drusilla's **hut** join Victoria in the first round of combat.
- Children who escaped or are **unrestrained** join Victoria in the first round of combat.
- Children restrained in their **homes**: 1d6 escape and join the combat each round.
- Children restrained in Drusilla's **root cellar** or by the villagers' **teamwork**: 1d3 escape and join the combat each round.

COMBAT

- If the PCs were wise (and harsh) enough to **incapacitate** the children before combat and you don't want the fight to be easy, Victoria brings five **wolfchildren** from elsewhere.
- **Victoria** is fast, able to move 40 feet, jump 30 feet as a Bonus action, and use Mighty Charge to Dash and then attack. She moves swiftly and targets PCs who are alone or vulnerable.
- There are **twelve wolfchildren**. They circle around the battlefield to attack singleton PCs.
- PCs can take an action to target a wolfchild they can see and with whom they have formed a **bond**. The PC makes a DC 20 Charisma (Persuasion) check. On a success, the wolfchild is stunned for 1d4 rounds as it briefly comes to its human senses.
- PCs can knock wolfchildren (and other foes) **unconscious** rather than killing them when they reduce them to zero hit points. Let the players know that and ask what they do.
- Once below 21 hit points, Victoria **retreats**.

Treasure

Victoria's left canine tooth can be carved into a hoop that serves as a *ring of protection*.

TRANSITION

Once the combat is decided, go to *Aftermath*.

AFTERMATH

RESCUED CHILDREN

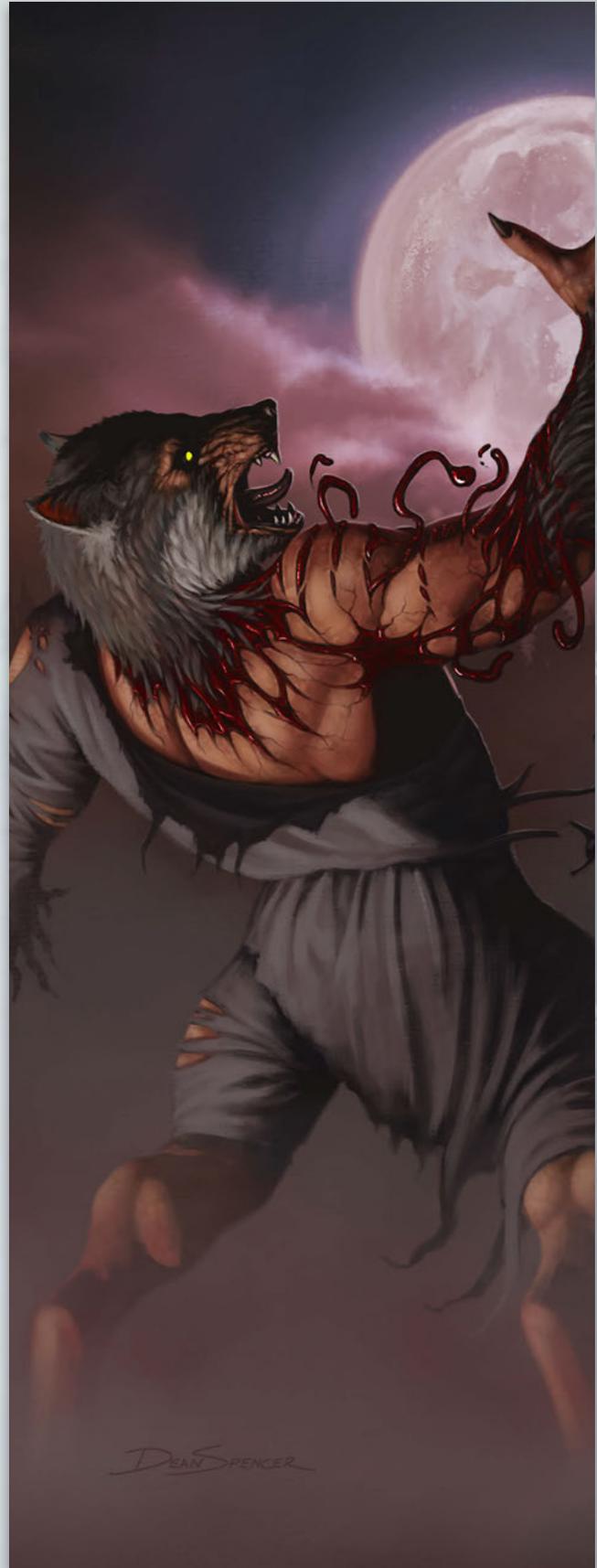
- If the characters managed to save any children, their families are overcome with relief and gratitude. The PCs are regarded as local **heroes** and given the title “Saviors of Wardenwood.”
- One of the rescued children gives the PCs his or her favorite toy — a bag of dried lima beans painted in bright colors. Unbeknownst to anyone, it's actually a *bag of beans*.
- As the word spreads, the characters are treated with hospitality in nearby villages.
- A group of four rangers (*scouts*) arrive at Wardenwood a week after the adventure to form a protective outpost. They name their small patrol after the PCs.

LOST CHILDREN

- The villagers hold a somber ceremony for any children lost in the night's ordeal. They are grateful to the PCs for their help, but some villagers become hostile toward them for “making things worse.”

FUTURE ADVENTURE HOOKS

- The PCs can end the children's lycanthropy with *remove curse* spells. If they don't have access to that spell, they could go on a quest to find a healer or priest who does.
- If Victoria escaped (possibly with some wolfchildren), the characters can pursue her. She is wily and leads them to the den of the **green dragon** who killed her first pack.
- If any of the PCs contracted **lycanthropy**, it could be a new direction for their characters. They could embrace the curse or search for a way to cure it.
- Another progenitor werewolf seeks the PCs out, this time as an ally. The progenitor is hunting degenerate packs of werewolves, some of whom he is ashamed to admit are his **descendants**. He asks for the group's help.



APPENDIX A: MAPS

DRUSILLA'S HUT



VILLAGE SQUARE



APPENDIX B: NEW MONSTERS

Root Beast

Roots and vines snaking through the earth begin to lash and twitch. Arms and legs knit themselves together, and a mossy, muddy beast as tall as a man rises up with a pulpy roar.

Witch Spit. Root beasts come to life when a weald hag spits on the same mass of roots and vines for 30 days in a row. A weald hag can have up to three root beasts at any given time. If one dies, she can make another to replace it.

Fey Loyalty. Root beasts obey their creator and attack all other beings on sight (unless instructed otherwise). They can't move more than 200 feet away from their square of origin.

Fire Fear. Fire is the only thing root beasts fear. They move away from any source of open flame as quickly as possible.

ROOT BEAST

Medium plant, unaligned

Armor Class 13 (natural armor)

Hit Points 42 (5d8 + 20)

Speed 30 ft., climb 15 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	16 (+3)	5 (-3)	10 (+0)	5 (-3)

Damage Vulnerabilities fire

Damage Resistances bludgeoning, piercing

Senses blindsight 120 ft., passive Perception 10

Languages understands Common and Sylvan but can't speak

Challenge 3 (700 XP)

False Appearance. When the root beast remains motionless, it is indistinguishable from roots and vines.

ACTIONS

Multiattack. The root beast makes two Slam attacks.

Slam. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 14 (3d6 + 4) bludgeoning damage.

Horrid Burble. The root beast emits a hideous scream. All creatures within 30 feet of it must succeed on a DC 11 Wisdom saving throw or be paralyzed until the end of their next turn. Root beasts are immune to each other's Horrid Burble.



Weald Hag

Eyes dark as moonless nights, skin made of rotting wood, hair of tangled roots and vines. The hideous hag screeches in delight, and the gloaming forest trembles at the suffering she promises.

In Forests Deep. Weald hags roam the deepest forests where the border between the Feywild and the Material Plane grows thin. They're reclusive, spiteful creatures that relish inflicting harm on fey and mortals alike.

A Nose For Pain. The greatest sustenance and joy to weald hags is the suffering of others. They're drawn to locations where the potential for emotional and physical pain is ripe. They do everything within their power to magnify the misfortune of their victims, cultivating misery as though it were a delicate flower.

Descendants Of Yaga. Weald hags are among the oldest of their kind, some claiming to be the first daughters of Baba Yaga herself. Weald hags don't seek to form covens with other hags, viewing them as lesser beings. They prefer to haunt the woods alone, occasionally allying with evil creatures who they manipulate into serving their goals.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the weald hag takes a Lair action to cause one of the following effects; the weald hag can't use the same effect two rounds in a row:

- **Grasping Roots:** Roots and vines within a 60-foot radius of the weald hag burst from the earth to grasp at her enemies. Any creature on the ground within the area of effect must succeed at a DC 15 Strength saving throw or become grappled and restrained for one minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.
- **Intoxicating Magic:** The weald hag draws from the magic of the Feywild. She chooses one creature she can see within 120 feet. That creature must succeed on a DC 15 Wisdom saving throw or fall asleep until the end of its next turn. It wakes up if it takes any damage or if another creature uses an action to shake it awake.
- **Power From Suffering:** The weald hag draws on the suffering of others nearby. Wounded creatures the weald hag can see within a 60-foot radius of her must succeed at a DC 15 Constitution saving throw or take 2d8 necrotic damage (half on a success). The weald hag deals an additional 9 (2d8) necrotic damage on her next claw attack.

WEALD HAG

Medium fey, chaotic evil

Armor Class 14 (natural armor)

Hit Points 142 (19d8 + 57)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	13 (+1)	16 (+3)	12 (+1)	14 (+2)	16 (+3)

Saves Wis +6

Skills Deception +7, Nature +5, Perception +6

Condition Immunities charmed

Senses darkvision 60 ft., passive Perception 16

Languages Common, Sylvan

Challenge 10 (5,900 XP)

Innate Spellcasting. The hag's innate spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks, 11th-level caster). She can innately cast the following spells, requiring no material components:

At will: *dancing lights*, *misty step*, *vicious mockery*

3/day each: *bestow curse*, *blight*, *counterspell*, *eyebite*

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

ACTIONS

Change Shape. As a Bonus action, the hag magically polymorphs into a Small or Medium female humanoid, or back into her true form. Her statistics are the same in each form. Any equipment she is wearing or carrying isn't transformed. She reverts to her true form if she dies.

Claw. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) slashing damage.

LEGENDARY ACTIONS

The weald hag can take 3 Legendary actions, choosing from the options below. Only one Legendary action can be taken at a time and only at the end of another creature's turn. The weald hag regains spent Legendary actions at the start of her turn.

Claw. The weald hag makes a Claw attack.

Power From Pain. The weald hag targets a wounded creature within 120 feet of her that she can see. The target must succeed at a DC 15 Constitution saving throw or take 9 (2d8) necrotic damage (half on a success). The weald hag regains hit points equal to half the damage dealt.

Evil Eye (Costs 2 Actions). The weald hag casts *bestow curse* or *eyebite*.

Wolfchild

The child before you bends to the ground, snarling and writhing. Bristling fur erupts from his skin, and his nails elongate into black claws. He springs from the ground and bites at your throat with vicious fangs.

Cubs At Heart. Wolfchildren become fully-fledged werewolves with darkvision when they reach adulthood. Until then, wolfchildren are less powerful than mature werewolves, but also less swayed by the evil of the lycanthropy curse; a wolfchild's typical alignment is chaotic neutral.

Uncontrolled Transformation. Wolfchildren have not yet learned to control their transformations. They can only achieve a wolf-humanoid hybrid form, and they can't change form willingly. Instead, they transform into hybrids when the full moon rises, and they turn back into children when the sun rises.

While in hybrid form, wolfchildren take on a lupine way of thinking and feel a strong compulsion to fight, hunt, and run wild. They react aggressively to attempts to capture or stop them.



WOLFCHILD

Medium humanoid (human, shapechanger), chaotic neutral

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

Hit Points 27 (5d8 + 5)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	12 (+1)	10 (+0)	10 (+0)	10 (+0)

Skills Perception +4, Stealth +3

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

Senses darkvision 60 ft., passive Perception 14

Languages Common

Challenge 1/2 (100 XP)

Shapechanger. When the full moon rises, the wolfchild involuntarily polymorphs into a wolf-humanoid hybrid. 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 or at the next dawn.

Keen Hearing And Smell. The wolfchild has advantage on Wisdom (Perception) checks that rely on hearing or smell.

ACTIONS

Multiattack (Hybrid Form Only). The wolfchild makes two attacks; one with its Bite and one with its Claws.

Bite (Hybrid Form Only). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 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 target. *Hit:* 6 (1d8 + 2) slashing damage.

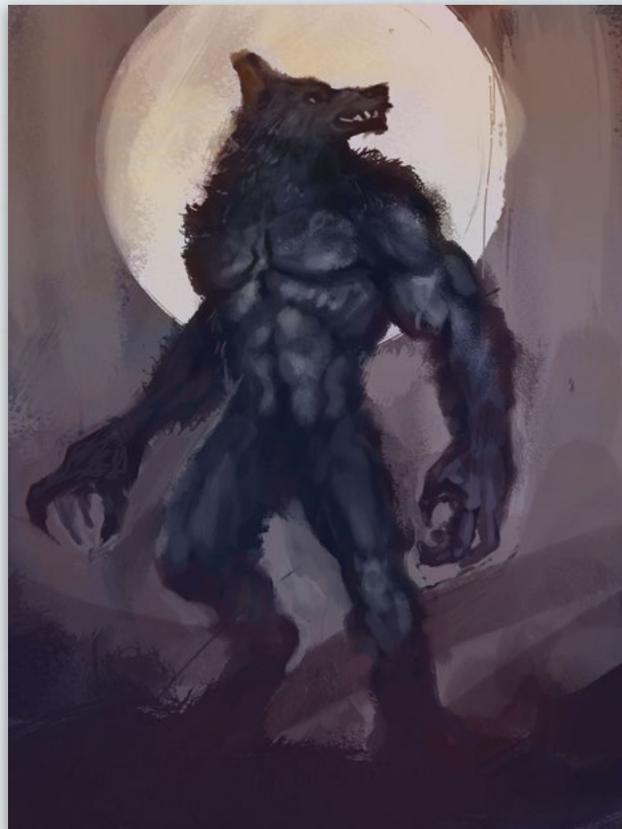
Progenitor Werewolf

A silver-haired dire wolf emerges from the forest. Her shape ripples, and she transforms into a tall human-wolf hybrid with burning, yellow eyes. She unleashes a chilling howl and leaps forward, thundering toward you with reckless abandon.

The First. Progenitor werewolves are the primeval first ones of their species, and they carry a stronger form of the lycanthropy curse than standard werewolves. They are ageless and immortal, surviving as fierce predators who roam the trackless wilds.

Packs. Progenitor werewolves can create werewolves or wolfchildren with a bite, but they are selective about sharing the lycanthropy curse, viewing it as a gift for the worthy. They are more likely to give lycanthropy to children who they can kidnap and raise as adopted cubs, teaching them the true ways of the hunt.

Primal Forces. Progenitor werewolves are not necessarily evil or prone to degeneracy like their lesser brethren. They are more akin to true wolves, respecting the forces of nature and viciously protecting their freedom to hunt and roam. While some progenitor werewolves ally themselves with the forces of good or evil, most are loyal only to the primal call of the wilds.



PROGENITOR WEREWOLF

Medium humanoid (human, shapechanger), chaotic neutral

Armor Class 12 in humanoid form, 15 (natural armor) in hybrid form

Hit Points 97 (15d8 + 30)

Speed 40 ft. (50 ft. in dire wolf form)

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	14 (+2)	12 (+1)	12 (+1)	12 (+1)

Skills Athletics + 7, Perception +7, Stealth +5, Survival +4

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

Senses darkvision 60 ft., passive Perception 17

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

Challenge 7 (2,900 XP)

Shapechanger. As a Bonus action, the progenitor werewolf can polymorph into a wolf-humanoid hybrid or into a dire 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 progenitor werewolf has advantage on Wisdom (Perception) checks that rely on hearing or smell.

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

ACTIONS

Multiattack (Humanoid or Hybrid Form Only). The progenitor werewolf makes three attacks; one with its Bite and two with its Claws.

Bite (Wolf or Hybrid Form Only). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage. If the target is a humanoid, it must succeed on a DC 12 Constitution saving throw or be cursed with werewolf lycanthropy. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be knocked prone.

Claws (Hybrid Form Only). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) slashing damage.

Mighty Charge. The progenitor werewolf takes the Dash action. It may then make one Bite and one Claw attack.

Powerful Leap. As a Bonus action, the progenitor werewolf may make a standing leap of 15 feet vertically or 30 feet horizontally. It does not provoke opportunity attacks as a result of this movement.

APPENDIX C: NPC GENERATORS

VILLAGER GENERATOR

3D10	First	Last	Trait
1	Bertie	Hillson	Black eye
2	Remy	Gulkin	Pet dog
3	Lenora	Maple	Carries a cast iron pan
4	Philson	Ziggs	Straw hat
5	Summer	Bower	Makes superstitious gestures
6	Brendo	Dyre	Thick spectacles
7	Lydia	Bellows	Swats at flies
8	Torson	Weaver	Snorts and spits
9	Sylvia	Thieran	Deep voice
10	Ashby	Larks	Holy symbol

VILLAGER SECRETS

D10	Detail
1	Pretends to speak Elvish but only knows a few words and phrases
2	Hides animal skulls under floorboards
3	Deserter from the king's army
4	Severe fear of mice
5	Found a cave in the woods that leads to the Feywild
6	Believes another villager is a vampire
7	Addicted to bitterroot chew
8	Lost an honor duel and is extremely sensitive about it
9	Has seen The Willowman in the woods
10	Claims to have celestial heritage

CHILD GENERATOR

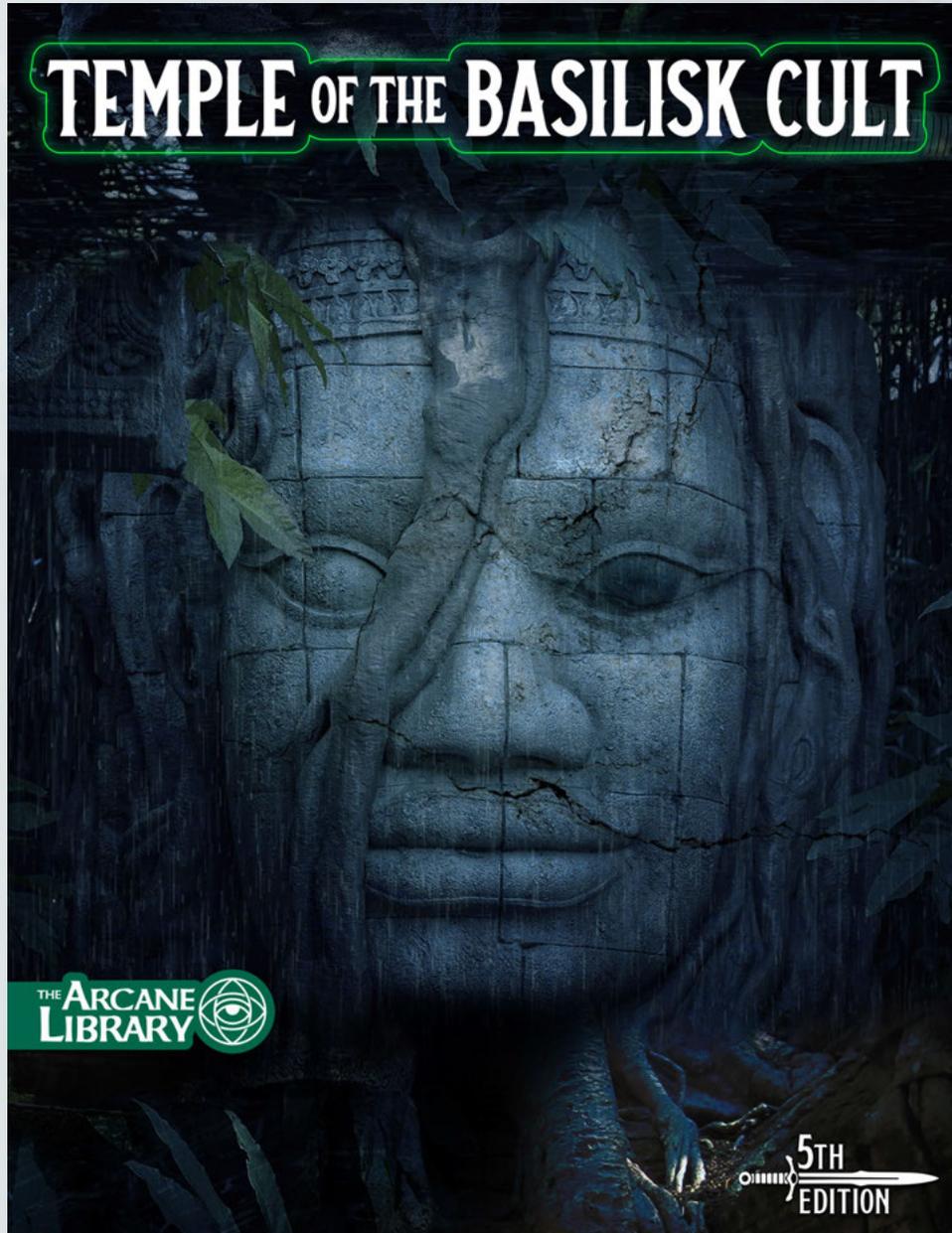
3D12	First	Last	Trait
1	Alton	Hillson	No front teeth
2	Elizabeth	Gulkin	Braided hair
3	Zeke	Maple	Clutches a toy
4	Marjorie	Ziggs	Unusually tall
5	Ulros	Bower	Only one shoe
6	Norana	Dyre	Sucks thumb
7	Sky	Bellows	Invisible friend
8	Hanna	Weaver	Bites nails
9	Gordie	Thieran	Runny nose
10	Yara	Larks	Refuses to talk
11	"Pinkie"	Brindle	Missing finger
12	Joy	Higgins	White forelock

CHILD SECRETS

D12	Detail
1	Can speak to and understand birds
2	Has dreams of being a wolf; doesn't realize they're real memories
3	Afraid of cats
4	Built a secret fort in the woods
5	Ate six pumpkin seeds. Believes a pumpkin is growing inside them
6	Stole a pie and would do it again
7	Prodigy talent at charcoal drawing
8	Believes owl calls are ghosts
9	Hides a butter knife under their pillow
10	Wants to become a wizard some day
11	Found a cache of elven weapons
12	Demonic heritage; has fire resistance

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