

A ONE-SHOT FOR LEVELS 1, 3 OR 5

The Gnawed Bone Inn



*A roadside welcome, a glorious feast,
and something hungry in the cellar*

A FREE ONE-SHOT FROM

JAY'S RP CORNER

COMPATIBLE WITH FIFTH EDITION

Jay Graham

The Gnawed Bone Inn

The beer is free, the stew is hearty, and nobody asks where the meat comes from.

The *Gnawed Bone Inn* is a one-shot adventure for four to six characters of 1st, 3rd or 5th level, designed to be played in a single session of about three hours. It is set on the road through the Dragonspine Mountains to the city of Phlan on the Moonsea, in the Forgotten Realms, but it works on any lonely mountain road near a city. Everything the Game Master needs, including every stat block, is in this booklet.

Running this adventure

Choose a tier. Before play, choose the party's level: 1st, 3rd or 5th. Each encounter has a table giving the right opponents for that tier, and the inn's owners and their master change with it.

Short on time? The adventure is built in three self-contained parts. All or some of the investigation in Part 1 and the search of the kitchen in Part 2 can be cut to keep the adventure to three hours or less.

Built for heroes. The encounters are tuned for four to six good to powerful characters of the chosen level, with tougher monsters than usual. For a weaker or smaller party, use average or lower Hit Points and fewer of the lesser creatures.

Stat blocks. Every creature used is in the Bestiary at the back of this booklet, in the 2024 fifth edition format.

Adventure Background

This section is for the Game Master only.

The latest attempt to civilise the Moonsea, and the city of Phlan in particular, was almost thwarted when Prince Arine was kidnapped by scoundrels and carried off into the Dragonspine Mountains. The characters went after him and, not without scars, brought him out alive. They are now escorting him and his scribe back to Phlan.

A day or two short of the Moonsea, the road passes the Gnawed Bone Inn. Its owners, **Cilfor** and his wife **Derah**, are big, friendly, generous hosts, and lycanthropes in the service of a monstrous master who lairs in the tunnels beneath the inn. Together they worship Malar, the Beastlord. Travellers who stop at the Gnawed Bone are fed a feast, put to bed, and then butchered for the next guests' stew. Their canine pets prowl the inn by night to take care of anyone who wakes.

The stable hand knew what they were, and he was terrified of them. On the night the characters arrive, Cilfor and Derah have a special prize in their sights: a blue-blooded prince for their master's table.

Adventure Summary

- **Part 1: Heroes!** The characters arrive at the inn with the prince, are welcomed with a feast, and may notice that something isn't right.
- **Part 2: Scream If You Like It.** A scream in the night. The prince is gone, the scribe is in danger, and the inn's pets attack. The kitchen holds grisly clues.
- **Part 3: The Basement.** The characters break into the cellar to face Cilfor and Derah, then their master, who has the prince by the throat.
- **Epilogue: Fire and Ruin.** As the master dies the cellar collapses and the inn burns, and the characters must get themselves, and the prince, out alive.

Part 1: Heroes!

Read or paraphrase:

Heroes! That's what you are, and that's how you'll be remembered. The latest attempt to civilise the Moonsea, and the city of Phlan in particular, was almost thwarted when Prince Arine was kidnapped by scoundrels. Heroically, with the prince's scribe in tow, you raced into the Dragonspine Mountains to rescue him. You waded through danger and deadly foes, human and monstrous, and though not without scars, you saved him.

Now you guard him on the road home, the prince on his horse while you and the scribe travel on foot. After eight days of marching and resting on hard ground among unpleasant flora and fauna, you know you are nearing the Moonsea when you finally see an inn by the side of the road. Even the hardest, most dwarven-blooded of you longs for some respite, some warm food and cold beer.

The sight of the inn so excites Prince Arine that he spurs his horse ahead, waving his shining silver longsword above his head, and by the time you catch up he has stabled his horse and is giving instructions to both his scribe and the patiently smiling innkeeper. He turns to you with a broad smile. "I have made an agreement with this good fellow for room and board for us all, and a glorious feast tonight! We shall celebrate, my friends, and in return the city of Phlan will open trade with..."

Without his smile ever cracking or his face ever twitching, the innkeeper replies, "The Gnawed Bone Inn, my lord."

The prince claps his hands and rubs them together. "WONDERFUL!" he cries, and marches inside, while a nervous-looking stable hand leads his horse away, glancing warily at the innkeeper as he goes.

Arriving at the Inn

The sign. Anyone who looks around notices that someone has nailed a rat to the tavern sign with a dagger.

The stable hand. A character who questions the stable hand and succeeds on a DC 15 Wisdom (Insight) check can tell that he is hiding something, and that he is scared of the innkeeper. Very scared. He takes the horse into the stable and locks and bars the door. The characters aren't welcome in there and are sent back to the inn.

The Feast

The innkeeper, **Cilfor**, is a stout and burly human with a kind face, and he seems delighted to have customers. When the characters enter the main room he calls his wife **Derah** out of the kitchen: she is similarly large, burly and muscular, with a broad, friendly face and a bright red nose. A large cloth is wrapped around her that seems to hold a baby, judging by the way she keeps patting it and cooing at it. She asks everyone to keep the noise down, as she has just got the baby to sleep.

Without asking whether anyone wants anything else, Derah pours everyone thick, rich, dark Bitter Black imported from Arabel, the house special. While everyone settles, Cilfor brings out hunks of bread and cheese, fruit, roast pork and a massive pot of pork and ham stew, declaring that it's all on the house, thanks to the generous deal Prince Arine has made with him for future trade.

The characters can eat and drink as much as they like, though the Bitter Black is the only beer, and the food in front of them, enough to feed them for a week, is all that's on offer.

Looking Around

A suspicious character who explores finds the following:

- **The stable** is locked and barred from the inside. Cilfor explains that monsters sometimes wander down out of the mountains, so they must lock up to keep things safe.

- **The rooms** are a handful of guest rooms, all empty, sparse but clean, and a large front room with a shared table and a giant fire.
- **The kitchen** is large enough and serviceable. Derah shoos away anyone who goes in.
- **A trapdoor** in the floor appears to be locked and barred from below, as anyone who gets to it and tries the handle discovers.

Once the characters have had their fill, they are offered the large common room to stay together, or double rooms. The prince takes a room to himself, and the scribe falls asleep reading by the fire in the main room.

Part 2: Scream If You Like It

In the dead of night, a terrifying, blood-curdling scream rings through the inn. A sleeping character must succeed on a DC 10 Wisdom (Perception) check to be woken by it. Immediately afterwards, the inn falls creepily silent. Find out what each character is doing, and where they are.

The Prince's Room

The prince is gone. There are signs of a struggle in his room, though his door hasn't been opened. His silver longsword is buried blade first in the bed.

- A DC 13 Intelligence (Investigation) check finds that something has been burned by the silver blade.
- A DC 17 Intelligence (Investigation) check finds a secret passage leading to the kitchen.

The Scribe

The scribe is still asleep by the fire in the main room. If no characters are there, another scream follows shortly as the scribe is torn apart by attackers. If any characters spent the night in the main room with the scribe, they can prevent his death by stepping in. Characters heading to the main room from elsewhere arrive in the second round of combat.

Use the table below for the inn's pets.

Tier	The Attackers
1st level	2 Jackalweres
3rd level	4 Dire Wolves
5th level	3 Poison Wolves

Speaking with the pets. A character who can speak with animals can't calm the wolves, which are completely obedient to their masters. With roleplay and a successful DC 16 Wisdom (Insight) check, though, they learn that the wolves' owners are lycanthropes, and that the wolves are supposed to howl after the fight to signal that the characters are dead.

The Kitchen

With the wolves dead, the characters can examine the kitchen more closely. None of the butchering is done here, but there are clues to be had.

Check	What It Reveals
DC 15 Wisdom (Medicine) or Wisdom (Animal Handling)	Some of the meat is horse. With an 18 or higher, some of it is elf, and some is human.
DC 15 Intelligence (Investigation)	The butchering is done in the basement beneath the trapdoor, which is locked and barred from below.
Searching the bloody rags	A buckle from the prince's horse's strap, the bloody rags of the stable hand's clothes, a holy symbol of Helm and two blood-soaked silver daggers. Both the horse and the stable hand have been murdered.

Into the Basement

The trapdoor is hard to open: smashing it in takes a successful DC 17 Strength (Athletics) check. If the characters break in this way, Cilfor is ready for them, hiding in the shadows to attack with surprise. There are other ways in, for those who search:

- **The chimney** runs right down into the basement, and a Small or lithe creature can slip down it. Finding it takes a DC 13 Intelligence (Investigation) check.
- **The waste chute** leads into a back corner of the basement. Finding it takes a DC 15 Intelligence (Investigation) check, and a character sliding down it must succeed on a DC 14 Dexterity (Acrobatics) check or land with the Prone condition.

Part 3: The Basement

Cilfor and Derah have retreated down here, hoping their pets will take care of the adventurers, and saving the blue-blooded prince for their master. Their plan is to turn the adventurers' corpses into more stew and roasts, once the fighting upstairs has stopped and they hear the agreed howl from their pets.

- **If the howl was copied** (a successful DC 16 Charisma (Performance) check), the pair are off their guard, sitting playing cards and gnawing on bones.
- **Otherwise** they are tense, hidden and ready for the fight.
- **If the characters break in by force**, the pair have set a trap: a pressure plate yanks a rope across the room. Each character entering must succeed on a DC 13 Dexterity saving throw or have the Prone condition.

Derah's baby. In the first round of combat, Derah throws her "baby" at the characters. It is a diseased Giant Rat, and its bite carries wererat lycanthropy.

Tier	Cilfor	Derah
1st level	Cilfor (Infected)	Derah (Jackalwere)
3rd level	Cilfor (Infected)	Derah (Wererat)
5th level	Cilfor (Wererat)	Derah (Werewolf)

The Master

With the innkeeper and his wife dead, read or paraphrase, using the master from the table below:

An incessant howling rises from below, together with the screams and pleas for mercy of Prince Arine. Heavy footsteps follow, and the sound of something being dragged, and a giant beast emerges from the tunnel, dragging the limp body of the prince behind it. It licks its teeth and starts to squeeze, its jagged claws digging into the prince's fleshy throat.

Tier	The Final Battle
1st level	Huge Wererat and 4 Giant Rats
3rd level	Huge Werewolf and 2 Wolves
5th level	Huge Werebear and 2 Wolves

The prince. On its first turn the master uses its first attack to kill the prince, unless the characters prevent it, for example by forcibly wrestling the prince from its grip. It uses its second attack against the nearest character.

Epilogue: Fire and Ruin

As soon as the master dies, a strange, supernatural earthquake rumbles through the ground, and the cave everyone is standing in starts to collapse. Roll Initiative. Every creature must immediately succeed on a DC 13 Dexterity saving throw or have the Prone condition.

Out of the Basement

The ladder out of the basement is 20 feet from the fight. Reaching and climbing it takes a successful DC 14 Dexterity (Acrobatics) or Strength (Athletics) check. A character who fails the check must succeed on a DC 10 Dexterity saving throw, or they smash the ladder trying to hold on to it, and it is destroyed.

The chute and the chimney can also be used, but climbing either takes a DC 17 check, and a character who fails lands with the Prone condition and takes 1d2 Bludgeoning damage.

The Burning Inn

Upstairs, the whole inn is on fire and starting to collapse. It is 40 feet from the trapdoor to the door.

- **The fire.** Each round, every character inside must succeed on a DC 13 Dexterity (Acrobatics) or Strength (Athletics) check or take 1d4 Fire damage.
- **The collapse.** On the third round, the building starts to collapse. Each character still inside must succeed on a DC 14 Strength saving throw or take 1d6 Bludgeoning damage plus 1d4 Fire damage. A character who fails must then succeed on a DC 13 Dexterity saving throw or be pinned by a falling beam, with the Restrained condition. A pinned character, or someone helping them, can take an action to make a DC 14 Strength (Athletics) check, freeing them on a success.

This is a good opportunity for resourceful players to try unique things to help those in trouble: flasks of water, rope, or any manner of out-of-the-box thinking.

Conclusion

Once the characters are outside, unless they find some way to stop the fire, the entire inn is a smoking heap in under a minute. A character who searches the ashes and succeeds on a DC 14 Intelligence (Investigation) check finds a shrine to Malar, the Beastlord, in the ruins of the stable.

The survivors can begin the long journey back to Phlan, with or without their prince.

Rewards

Outcome	Reward
The adventure is complete	The characters gain a level
Prince Arine survives	The prince's gratitude, and the city of Phlan's, at the GM's discretion
The silver daggers	Two silvered daggers from the kitchen, useful against whatever the Beastlord sends next

Further Adventures

d4	What Happens Next
1	The Bite. Someone was bitten in the cellar. Over the coming weeks, they find out whether the curse took hold.
2	The Beastlord's Faithful. The shrine to Malar wasn't built by two innkeepers alone. Who else on the road worships there?
3	The Kidnappers. The scoundrels who took the prince in the first place knew where he would be. Did someone in Phlan want him to never come home?
4	The Holy Symbol. The holy symbol of Helm in the kitchen belonged to someone. Their order wants to know what became of them.

Designer's Note

I wrote this adventure to be run as a one-shot at my local gaming store, potentially for new players or club regulars, which is why it scales to several levels. It is compartmentalised so that sections can be removed if time is running short; all or some of them can be dropped to keep the adventure to three hours or less. It is tuned for four to six good to powerful characters of each level, which is why the monsters' Hit Points and attacks run higher than usual.

Bestiary

The creatures of this adventure appear below in alphabetical order. Initiative shows the modifier, followed in parentheses by the score to use if the GM doesn't roll.

CILFOR (INFECTED)

Medium Humanoid (Human), Neutral Evil

The innkeeper of the Gnawed Bone, stout, burly and kind-faced, with the curse in his blood but not yet the beast. At 3rd level, he has 27 (6d8) Hit Points and AC 12.

AC 14 (Studded Leather) **Initiative** +2 (12)

HP 16 (3d8 + 3)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	12 (+1)	10 (+0)	11 (+0)	12 (+1)

Skills Deception +3, Stealth +4

Senses Passive Perception 10

Languages Common

CR 1/2 (XP 100; PB +2)

Traits

Ambusher. If Cilfor is hidden when combat starts, he has Advantage on attack rolls in the first round.

Actions

Multiattack. Cilfor makes two Shortsword attacks.

Shortsword. Melee Attack Roll: +4, reach 5 ft. Hit: 5 (1d6 + 2) Piercing damage.

DIRE WOLF

Large Beast, Unaligned

One of the inn's pets, a huge wolf trained to kill on command.

AC 14 (Natural Armor) **Initiative** +2 (12)

HP 37 (5d10 + 10)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	15 (+2)	3 (-4)	12 (+1)	7 (-2)

Skills Perception +5, Stealth +4

Senses Darkvision 60 ft.; Passive Perception 15

Languages None

CR 1 (XP 200; PB +2)

Traits

Pack Tactics. The wolf has Advantage on an attack roll against a creature if at least one of its allies is within 5 feet of the creature and the ally doesn't have the Incapacitated condition.

Actions

Bite. Melee Attack Roll: +5, reach 5 ft. Hit: 9 (2d6 + 2) Piercing damage. If the target is a Large or smaller creature, it must succeed on a DC 13 Strength saving throw or have the Prone condition.

GIANT RAT

Small Beast, Unaligned

Derah carries one in her cloth like a baby; at 1st level, four more scurry after the master.

AC 12 **Initiative** +2 (12)

HP 7 (2d6)

Speed 30 ft., Climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	15 (+2)	11 (+0)	2 (-4)	10 (+0)	4 (-3)

Skills Perception +2, Stealth +4

Senses Darkvision 60 ft.; Passive Perception 12

Languages None

CR 1/8 (XP 25; PB +2)

Traits

Pack Tactics. The rat has Advantage on an attack roll against a creature if at least one of its allies is within 5 feet of the creature and the ally doesn't have the Incapacitated condition.

Derah's Baby. The rat Derah carries is diseased. When it hits with its Bite, if the target is a Humanoid, it must succeed on a DC 11 Constitution saving throw or be cursed with wererat lycanthropy.

Actions

Bite. Melee Attack Roll: +4, reach 5 ft. Hit: 4 (1d4 + 2) Piercing damage.

HUGE WEREBEAR

Huge Monstrosity, Neutral Evil

The inn's master at 5th level: a mountain of fur and fury, sworn to the Beastlord.

AC 13 (Natural Armor) **Initiative** +1 (11)

HP 135 (18d8 + 54)

Speed 40 ft., Climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	12 (+1)	16 (+3)	10 (+0)	12 (+1)	12 (+1)

Skills Perception +7

Immunities Bludgeoning, Piercing, Slashing (from nonmagical attacks not made with silvered weapons)

Senses Darkvision 60 ft.; Passive Perception 17

Languages Common

CR 6 (XP 2,300; PB +3)

Actions

Multiattack. The werewolf makes one Bite attack and one Claw attack.

Bite. Melee Attack Roll: +7, reach 5 ft. Hit: 15 (2d10 + 4) Piercing damage. If the target is a Humanoid, it must succeed on a DC 14 Constitution saving throw or be cursed with werewolf lycanthropy.

Claw. Melee Attack Roll: +7, reach 5 ft. Hit: 13 (2d8 + 4) Slashing damage.

HUGE WERERAT*Huge Monstrosity, Lawful Evil*

The inn's master at 1st level: a bloated, man-sized-and-more rat that walks upright.

AC 14 **Initiative** +2 (12)**HP** 52 (7d12 + 7)**Speed** 30 ft., Climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	12 (+1)	10 (+0)	10 (+0)	8 (–1)

Skills Perception +2, Stealth +4**Immunities** Bludgeoning, Piercing, Slashing (from nonmagical attacks not made with silvered weapons)**Senses** Darkvision 60 ft.; Passive Perception 12**Languages** Common**CR** 2 (XP 450; PB +2)**Actions****Multiattack.** The wererat makes one Bite attack and one Claw attack.**Bite.** *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 5 (1d4 + 3) Piercing damage. If the target is a Humanoid, it must succeed on a DC 11 Constitution saving throw or be cursed with wererat lycanthropy.**Claw.** *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 6 (1d6 + 3) Slashing damage.**HUGE WEREWOLF***Huge Monstrosity, Chaotic Evil*

The inn's master at 3rd level: a towering wolf-thing with a prince in its claws.

AC 14 **Initiative** +3 (13)**HP** 90 (12d12 + 12)**Speed** 40 ft.

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

Skills Perception +4, Stealth +5**Immunities** Bludgeoning, Piercing, Slashing (from nonmagical attacks not made with silvered weapons)**Senses** Darkvision 60 ft.; Passive Perception 14**Languages** Common**CR** 4 (XP 1,100; PB +2)**Actions****Multiattack.** The werewolf makes one Bite attack and one Claw attack.**Bite.** *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 7 (1d8 + 3) Piercing damage. If the target is a Humanoid, it must succeed on a DC 12 Constitution saving throw or be cursed with werewolf lycanthropy.**Claw.** *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 8 (2d4 + 3) Slashing damage.

JACKALWERE

Medium Fey, Chaotic Evil

A jackal that walks as a smiling human. At 1st level, Derah is a jackalwere, and two more serve as the inn's night guards.

AC 12 **Initiative** +2 (12)

HP 18 (4d8)

Speed 40 ft.

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

Skills Deception +4, Perception +2, Stealth +4

Immunities Bludgeoning, Piercing, Slashing (from nonmagical attacks)

Senses Passive Perception 12

Languages Common (can't speak in jackal form)

CR 1/2 (XP 100; PB +2)

Traits

Shape-Shifter. The jackalwere can take an action to shape-shift into a jackal, a jackal-human hybrid or back into its true form, which is a jackal. Its game statistics are the same in each form.

Pack Tactics. The jackalwere has Advantage on an attack roll against a creature if at least one of its allies is within 5 feet of the creature and the ally doesn't have the Incapacitated condition.

Actions

Scimitar. *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 5 (1d6 + 2) Slashing damage.

Bite. *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 4 (1d4 + 2) Piercing damage.

Sleep Gaze. *Wisdom Saving Throw:* DC 10, one creature the jackalwere can see within 30 feet. *Failure:* The target has the Unconscious condition for 10 minutes, or until it takes damage or someone takes an action to shake it awake. Undead and creatures immune to the Charmed condition are unaffected.

POISON WOLF

Large Monstrosity, Unaligned

A massive, mangy wolf with green-tinged jaws, bred in the dark beneath the inn.

AC 13 (Natural Armor) **Initiative** +2 (12)

HP 75 (10d10 + 20)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	15 (+2)	4 (-3)	12 (+1)	7 (-2)

Skills Perception +4, Stealth +5

Immunities Poison; Poisoned

Senses Darkvision 60 ft.; Passive Perception 14

Languages None

CR 3 (XP 700; PB +2)

Traits

Pack Tactics. The wolf has Advantage on an attack roll against a creature if at least one of its allies is within 5 feet of the creature and the ally doesn't have the Incapacitated condition.

Actions

Bite. *Melee Attack Roll:* +6, reach 5 ft. *Hit:* 11 (2d6 + 4) Piercing damage. If the target is a Large or smaller creature, it must succeed on a DC 14 Strength saving throw or have the Prone condition.

Poison Breath (Recharge 5–6). *Dexterity Saving Throw:* DC 12, each creature in a 15-foot Cone. *Failure:* 18 (4d8) Poison damage. *Success:* Half damage.

WERERAT

Medium Monstrosity, Lawful Evil

At 3rd level, Derah is a wererat; at 5th level, Cilfor is.

AC 12 **Initiative** +2 (12)

HP 33 (6d8 + 6)

Speed 30 ft., Climb 30 ft.

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

Skills Perception +2, Stealth +4

Immunities Bludgeoning, Piercing, Slashing (from nonmagical attacks not made with silvered weapons)

Senses Darkvision 60 ft.; Passive Perception 12

Languages Common (can't speak in rat form)

CR 2 (XP 450; PB +2)

Traits

Shape-Shifter. The wererat can take an action to shape-shift into a Large hybrid form or back into its true form, which is Humanoid. Its game statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed.

Actions

Multiattack. The wererat makes one Bite attack and one Shortsword attack.

Bite. *Melee Attack Roll:* +4, reach 5 ft. *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. *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 5 (1d6 + 2) Piercing damage.

WEREWOLF

Medium Monstrosity, Chaotic Evil

At 5th level, Derah is a werewolf.

AC 11 **Initiative** +1 (11)

HP 58 (9d8 + 18)

Speed 30 ft. (40 ft. 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

Immunities Bludgeoning, Piercing, Slashing (from nonmagical attacks not made with silvered weapons)

Senses Darkvision 60 ft.; Passive Perception 14

Languages Common (can't speak in wolf form)

CR 3 (XP 700; PB +2)

Traits

Shape-Shifter. The werewolf can take an action to shape-shift into a Large hybrid form or back into its true form, which is Humanoid. Its game statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed.

Actions

Multiattack. The werewolf makes one Bite attack and one Claw attack.

Bite. *Melee Attack Roll:* +4, reach 5 ft. *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.

Claw. *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 7 (2d4 + 2) Slashing damage.

WOLF

Medium Beast, Unaligned

AC 13 **Initiative** +2 (12)

HP 11 (2d8 + 2)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	12 (+1)	3 (-4)	12 (+1)	6 (-2)

Skills Perception +5, Stealth +4

Senses Darkvision 60 ft.; Passive Perception 15

Languages None

CR 1/4 (XP 50; PB +2)

Traits

Pack Tactics. The wolf has Advantage on an attack roll against a creature if at least one of its allies is within 5 feet of the creature and the ally doesn't have the Incapacitated condition.

Actions

Bite. *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 7 (2d4 + 2) Piercing damage.

Continue the Story

The Echoes of Mar-thatch

A free one-shot for 1st, 3rd, 5th or 10th level, set in the Heartlands of Karn. A market village is haunted by ghosts that aren't ghosts, its people are losing their memories, and something in the graveyard is eating them. Free on DriveThruRPG, itch.io and the Fantasy Grounds Forge.

The TTRPG Companion to Nothing Dies in Darkness

The full campaign setting for the Heartlands of Karn, for the 2024 fifth edition rules: five kingdoms, their history and gods, new species options, backgrounds, subclasses, the Lost and Damned warlock patron, the Godsblood artifacts and new creatures, with a two-page map of the Heartlands by David Phillips.

Nothing Dies in Darkness by Jay Graham

The dark fantasy novel that started it all. Twenty years after the Witch-Queen fell, a High King's death on a frozen mountain sets something stirring in the Pit of the Lost and Damned.

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