

CALL OF THE WILD



Frost wolves and ancient dwarven secrets awaits you.
You can sharpen your blade. You can prepare your spells.
But can you survive the wild?

HUNTER'S FULL MOON ~ ADVENTURE ONE



INTO THE WILD



The people in Buckbridge urgently need your help.

A young hunter has gone missing, gnolls descend the mountains in surprising numbers, and locals whisper about strange lights at nearby monolithic standing stones.

Explore the wilderness around the remote village in Buckwild. Frost wolves, ancient dwarven secrets, and exciting adventures await you in the wild.

*You can sharpen your blade. You can prepare your spells.
But can you survive the wilds?*



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OVERVIEW

ABOUT THIS ADVENTURE

Call of the Wild is a Dungeons & Dragons 5th edition adventure designed for a group of three to five 1st-level characters.

The adventure can be played as a one-shot episode or as part of the *Hunter's Full Moon* trilogy. This adventure can be used in any campaign that features a region with wilderness.

SYNOPSIS

The characters arrive in Buckbridge, a remote northern village surrounded by rugged wilderness.

The people in the village are in dire need of help. At the village's inn, The Grey Hare, the characters can choose from three different quests to solve.

- Clearing an isolated farmstead of a band of vicious gnolls who have driven the owners away.
- Investigating rumoured ghosts, seen near age-old monoliths in the middle of a vast, dangerous moor.
- Searching for a young hunter who has disappeared in deep woods infested with dangerous beasts.

After choosing a quest and leaving Buckbridge, the characters are ambushed by a prowling **frost wolf**, a new monster (the offspring of Winter wolves and normal wolves).

Once the characters have completed their quest, they return to the village, where the Hunter's Moon Festival has begun. They receive the people's gratitude during a small ceremony, and each character is given a *Frost Wolf Cloak* (a new magical item).

When the characters show the visiting scholar Bjorn Amberclan an old map they have found, this will lead them to the next adventure in the series, *Deeper into the Woods*.

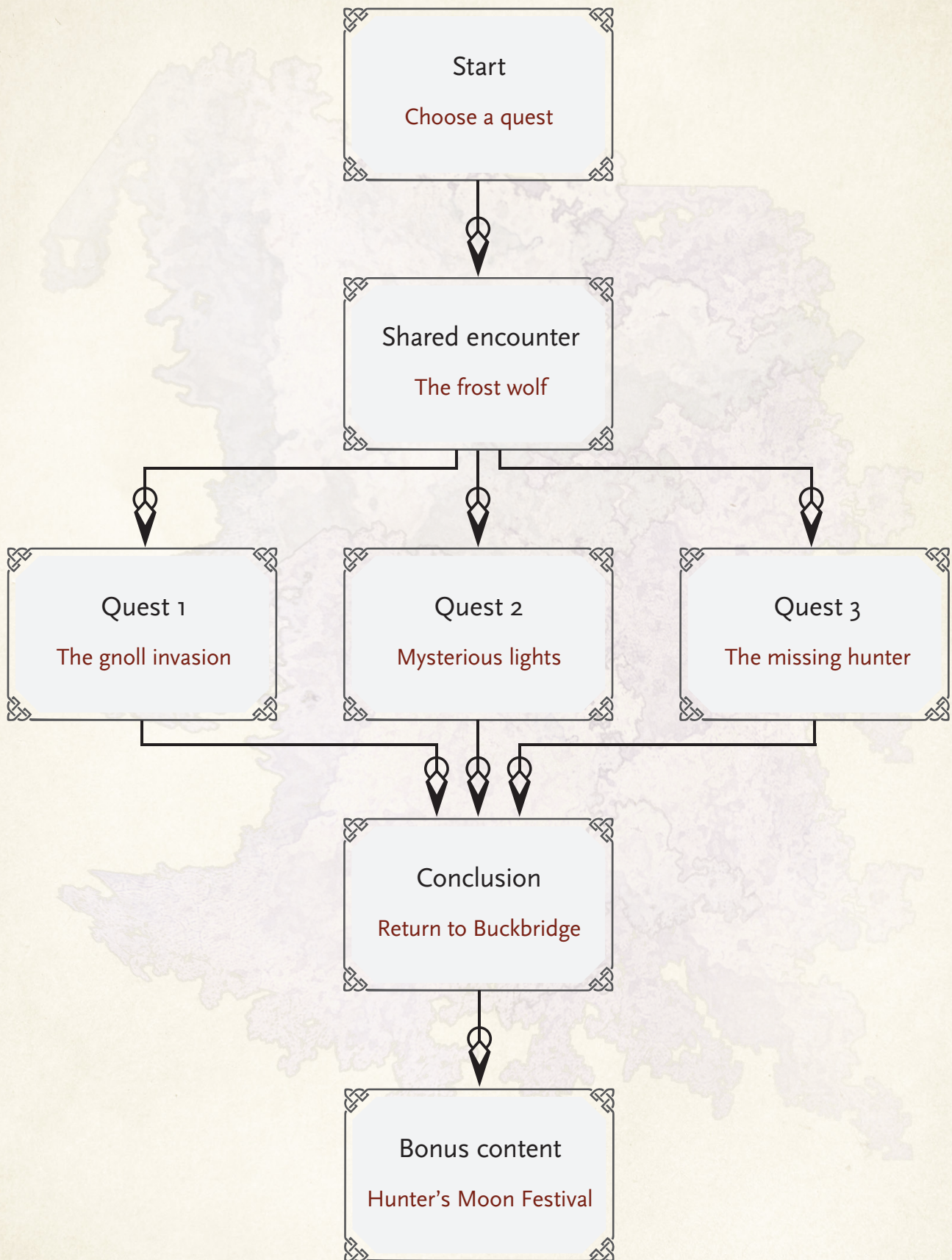
Bonus content: The characters can participate in various fun competitions during the Hunter's Moon Festival, each with its own challenge and rewards.

FEATURED CONTENT

- Open adventure with three different quest paths.
- Unique legacy item that increases in power with level: *Hunter's Medallion*.
- New monster: **Frost wolf**.
- Lore & Legend: The Hunter's Moon Festival.
- Detailed NPCs with background descriptions.
- Original maps and illustrations of high quality.



ADVENTURE FLOWCHART



BEFORE THE ADVENTURE BEGINS

HOOKS

This adventure starts when the characters arrive at the inn The Grey Hare in Buckbridge. The following hooks can be used to explain why one or more of the characters are travelling to the village.

BARBARIANS, FIGHTERS

When searching through the belongings of a defeated enemy for valuable items, you discovered a hastily scribbled note suggesting that Buckbridge offers a reward for dealing with troublesome gnolls.

BARDS, ROGUES

A whispered rumour was passed around the inn where you spent a few nights recently. If the hearsay is to be believed, the village of Buckbridge needs urgent help, and there is coin to be made.

CLERICS, PALADINS, MONKS

A courier arrived late one night with an important message to you from the leader of your order. The message urges you to travel to a village called Buckbridge, and see if you can assist them.

DRUIDS, RANGERS

During your recent travels, you have noticed troubling signs in nature: Strange tracks, damaged forests and odd sounds at night. The disturbances seem centred on the remote village of Buckbridge.

SORCERERS, WARLOCKS, WIZARDS

When browsing an dusty tome in a travelling bookseller's wagon, you found mentions of legends, mysteries, and potential treasure near the isolated village of Buckbridge.

ADVENTURING IN THE WILD

The majority of this adventure takes place outdoors in rugged lands filled with harmless and not-so-harmless wildlife. For specific rules about adventuring in these conditions, see the *Dungeon Master's Guide* p.106.

WEATHER

This adventure takes place during autumn, but the climate in Buckwild is fickle and traitorous: Sunshine and warmth can quickly change to chilly, heavy rain.

Roll 1d6 and consult this table daily to determine what the weather is like. See p.110 in the *Dungeon Master's Guide* for information on how wind and rain affect the game.

1. Sunny, warm, mild breeze.
2. Sunny, moderate temperature, strong wind.
3. Overcast, cold, strong wind.
4. Fog, cold, no wind.
5. Drizzle, moderate temperature, mild breeze.
6. Heavy precipitation, cold, strong wind.



CHAPTER 1: ARRIVAL IN BUCKBRIDGE



As the characters arrive in the village of Buckbridge, the following description can be read out loud to set the scene:

At sunset, you clear the crest of a craggy hill. Just ahead is a village of around fifty houses, mostly simple log cabins, flanked by dense forest painted amber by the fading daylight.

In most windows there is a soft glow of candles, and burning lanterns shine from three wooden guard towers on the outskirts of the village. Beyond the forest, mountains rise above the treetops. Carried on the wind are the scents of fires, mead, and roasted meat. A wolf howls somewhere deep in the woods.

After days of journeying along winding roads and through cold, rough winds, you have reached your destination. The village of Buckbridge lies before you.

HISTORY OF BUCKWILD

Long ago, this area was part of a dwarven kingdom ruled by the Ironshield Clan. The clan was led by Freja Swiftsteel, daughter of Ulf and Torun Swiftsteel, a young queen of legendary military skill.

Her reign ended when she entered a precarious arrangement with the drow, who turned on the queen and destroyed the clan. The stronghold collapsed, and the Ironshield Clan and kingdom faded into obscurity. Today only a few signs of the clan's presence in the area remain, such as the ancient granite foundation of the village's inn, weathered clapper bridges, and scattered stone signs on the moor and nearby area.

BUCKBRIDGE

Situated deep in the wilds, Buckbridge is an isolated community of just over 250 people. A few buildings, including The Grey Hare, are built upon foundations of long-gone dwarven constructions. An old clapper bridge provides crossing of the aptly named Swiftriver, which runs through the village. Trade is done primarily with the dwarven stronghold Winterhold to the north-west, travelling merchants, and a few elven settlements.

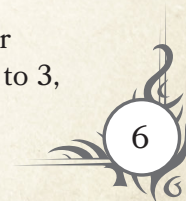
The majority of the inhabitants are hunters. Most who don't hunt for a living are tanners, furriers, artisans, or work in other practical trades. A few families are farmers. Typical clothes are simple, durable garments in leather, fur, or wool in brown, green, and grey. Most people are human or half-elven, but there are also a fair number of elves and dwarves. There are also some gnomes and halflings, and a couple of tieflings and half-orcs. There are no dragonborn in Buckbridge, and they are seldom seen in the area.

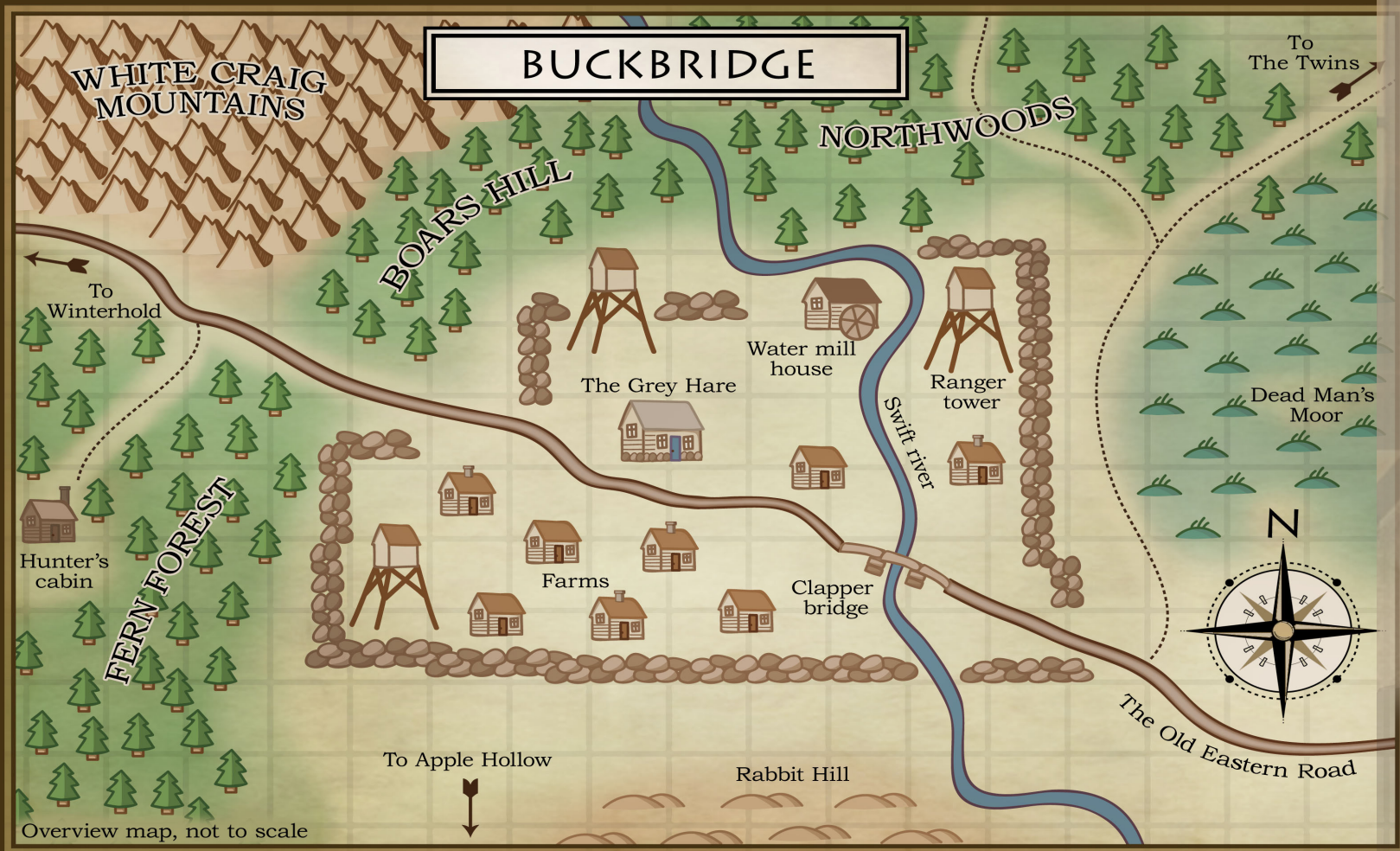
WATERMILL

The watermill powers the bellows of the village's smithy. It is managed by Gorm Amberclan, blacksmith and vendor of weapons.

If a customer asks for a specific simple or martial weapon, roll 1d10. On a result of 1 to 3,

The old clapper bridge in Buckbridge





An overview of Buckbridge and adjacent areas (not to scale)

Gorm has it in stock. He also sells imported elven arrows fitted with light hollow metal tips, which increase the range of bows by 30 feet and cost 2 sp each. Everything he sells is of the highest quality.

CHAPEL

Buckbridge's chapel is a small building in stone, with narrow leaded windows in blue and red. The local priest, Father Lomas, is a lean, weathered human who is happy to help anyone in need of aid. He sells healer's kits and healing potions at the prices listed on p.150 in the *Player's Handbook*, and may offer to heal injured adventurers.

Except for the stable hand at the inn, no one in the village suspects that Father Lomas secretly worships Malar, an evil deity who promotes remorseless hunting. He has a secret shrine dedicated to Malar, carefully hidden in the Fern Forest. Lomas maintains a benevolent front, but his true scheme is to convert suitable candidates to followers of Malar.

If a character or an NPC dies, Lomas may offer a way to bring them back to life. Close to his secret shrine in Fern Forest is an ancient

stone table with peculiar and sinister powers. If a deceased humanoid, who has been dead no longer than 3 days, is placed on this table, roll 1d6. On a result of 1 to 3, the individual returns to life with 1 HP and must succeed on a DC 12 Wisdom check or change alignment to evil.

Lomas is unaware that the table's powers come from being a prehistorical executioner's block, so ancient it predates even the long-vanished kingdom of the Ironshield Clan, and so permeated with blood it has become magical, sentient, and profoundly malicious.

SURROUNDING AREAS

North of the village are two large forests: Boars Hill and Northwoods. To the west are the huge woodlands of Fern Forest. Located far north-west, beyond the woods, are the White Craig Mountains, home to gnolls, giants and other deadly beings. Farther away is Winterhold, a larger trading town. To the north-east is a wetland known as Dead Man's Moor. Located in the middle of the moor are The Twins, a pair of ancient stone monoliths surrounded by old cairns.



THE GREY HARE

This spacious two-storey blockhouse is located at the heart of Buckbridge. Huge slabs of weathered granite make up most of the foundation, while the walls are made of thick pine logs. Its small windows are tinted smoky by age, and its stables house a dozen horses. A battered wooden sign, featuring the inn's name, a running hare, and two crossed arrows, creaks in the wind where it hangs above the entrance.

A large chamber with a private veranda costs 9 sp per night. There are five small single rooms, each of which costs 6 sp per night. Visitors short on coin or ill at ease among too many people are welcome to sleep in the stables at no charge.

In the common room, hunters meet after long trips into the woods to share news and rumours over large servings of hot food. Farmers, tradespeople and visitors exchange stories by the large fireplace or at the bar. At times, travelling bards provide entertainment.

The Grey Hare is the starting point for the quests in *Call of the Wild*. See the descriptions below for the three quest givers: Innkeeper

THE GREY HARE'S MENU

Mains	Price
Game pie	2 sp
Boar steak	2 sp
Venison stew (served with potatoes, carrots, and swedes)	3 sp
Desserts	
Cloudberry pie	1 sp
Apple cake with cream	1 sp
Drinks	
Pear cider	2 sp
Cloudberry cider	2 sp
Winterhold mountain ale	3 sp
Apple lemonade juice	5 cp
Ashbrew bitter	2 sp
Ashbrew stout	2 sp
Travel rations	
Dried and smoked meat, goat cheese, dried berries, oats, and honey (wrapped in waxed paper)	5 sp

Rosie (The gnoll invasion), the ranger Finel (The missing hunter), and the archaeologist Bjorn (Mysterious lights).

ROSIE TANNER (THE INNKEEPER)

When you enter the inn, you are welcomed by the wonderful scents of roasted meat and good mead. Around fifteen people sit around sturdy, round tables or in front of the fireplace.

The walls are filled with stuffed heads of bears, elks, and wolves mounted on wooden plaques. A long bar runs along the opposite wall. Some of the patrons look up at you curiously when you enter, then turn back to their conversations.

A woman carrying a large tray, full of wooden bowls with steaming boar stew, pauses by the doorway to greet you.

“Welcome, travellers,” the innkeeper says with a smile. “I’m Rosie. Unless I’m mistaken, you have travelled far and might be hungry? The menu’s over there on the wall. Our rooms are comfortable if you are looking to stay. Better get them quick before the Hunter’s Moon Festival starts.”

Rosie Tanner has managed The Grey Hare for almost twenty years together with her husband. Prior to running the inn, Rosie was a wandering adventurer and travelled widely. She is easy-going and talkative and can size up her guests at a glance. Some of Rosie’s five children often help out at the inn.

ROSIE TANNER

Rosie Tanner is a middle-aged female human **ranger** (level 4, CG), with a stocky build and braided ginger hair. Rosie manages the inn The Grey Hare in Buckbridge with her husband, Dave. Her animal companion is an old fox with grey whiskers called Luna, who likes to sleep in front of the fireplace.

Trait: A guest should always feel welcome and treated like family. Everything always feels better with hot food, an open fire, and good ale.

Ideal: I hope my children and grandchildren will live in Buckbridge and see it grow and prosper.

Bond: The inn is my home, and I am prepared to die defending it.

Flaw: Determined. I can work harder than most and sometimes don’t notice when the staff (mainly my adult children) are flagging. I can also be bossy at times.

CHAPTER 2: THE QUESTS

QUEST 1: THE GNOLL INVASION

“You look like a group who might be willing to take on a challenge in exchange for a handsome reward,” Rosie says. “I have an offer for you. Let me get you something to drink on the house, and I will tell you more about it.”

Rosie brings the characters jugs of homebrewed mead and explains that there are gnolls near Buckbridge. Outlying farms have lost supplies and livestock, and dwarven traders from Winterhold have been assaulted.

Many hunters are searching for the gnolls, including Rosie’s husband, Dave, but the gnolls

have not yet been caught. Most people think the gnolls will soon attack the farms or the village.

A remote farmstead called Apple Hollow has been particularly troubled. The farmers have seen gnoll tracks around their barn, and shadows move among their apple trees at night. Rosie asks the characters to travel to the farm, find the troublesome gnolls, and deal with them. The reward for doing so is 10 gp each.

Rosie also suggests the characters talk to **Bjorn Amberclan**, who knows more about gnolls. She gestures at a dwarf partially hidden behind a mound of maps and leather-bound notebooks at a corner table.

QUEST 2: MYSTERIOUS LIGHTS

Bjorn Amberclan is an archaeologist who has been sent here from Winterhold to search for a journal important to his hometown. His specialty is linguistics and ancient Dwarvish runes, which can be found carved into stones in the area. The scholars in Winterhold know this region was once ruled by the Ironshield Clan, and suspect that the clan’s last queen might have been buried with a journal of great importance.

Bjorn spends much time at The Grey Hare talking to locals and visitors, as well as studying lore and reading books.

The dwarf looks up in momentary confusion when you appear by his table. When Rosie introduces you to him, he nods eagerly.

“I can tell you everything I know about gnolls,” Bjorn says as you sit down. “They are terrible creatures, but you look tough and capable. I’m sure you can deal with them.”

Bjorn has heard that three to five gnolls have been spotted near Apple Hollow. He also mentions that if the characters find any interesting items related to dwarves, he would be interested in seeing these. (This request is of importance if you will play the sequel to this adventure, *Deeper into the Woods*.)



“If you should be interested,” Bjorn adds, “there’s another task I need help with. There would be coin for the trouble, too. But you will need to use both wit and stealth.”

Bjorn explains that hunters have seen mysterious lights near The Twins, a pair of age-old monoliths in the middle of the nearby moor. The lights are always seen close to the stone cairns near the monoliths. Some villagers believe the lights are ghosts, while others suggest that they might be burning torches wielded by gnolls.

Bjorn would happily go to The Twins and investigate the matter, but he claims that his adventuring days are over, and he is too comfortable at the inn. He offers 8 gp each to those willing to have a closer look.

QUEST 3: THE MISSING HUNTER

When Bjorn has finished explaining about the lights at The Twins, a wood elf suddenly enters the inn.

The door to the inn opens and admits a tall elven man dressed in rugged leather armour. He is armed with a carved longbow in pale ash and several short, broad-bladed hunting knives.

The elf shrugs off his leather backpack and looks around the inn. The warm atmosphere and smell of food don’t seem to lighten his troubled expression.

“Any sign of her?” Rosie asks with a concerned expression and hands him a stack of trail food rations.

“Nothing yet,” the elf replies. “I have searched all of Rabbit Hill, but she hasn’t left any tracks.”

“I’m sure Jillian is fine,” Rosie says. “Don’t worry, she will be back in time for the festival. Maybe you need someone to help you search?” She nods in your direction.

BJORN AMBERCLAN

Bjorn Amberclan is a middle-aged male mountain dwarf **commoner** (LG). He is short for a dwarf and has copper-coloured hair around a bald patch. Specialized in archaeology, he is currently in Buckbridge to research the long-gone Ironshield Clan, especially their ancient language.

Trait: Fieldwork is all good and well, but the best kind of research is the type that can be done surrounded by books in a comfy inn.

Ideal: I am deeply passionate about archaeology and my special research area is ancient runes.

Bond: I search for information about the Ironshield Clan that can help protect my hometown of Winterhold.

Flaw: Relaxed. I’m comfortable to a fault and try hard to avoid both dangers and unnecessary adventures (I loathe outdoor camping).

Bjorn suggests that the characters go and talk to the elf who just arrived, as he is an experienced hunter and knows more about the area around The Twins.

The elf introduces himself as **Finel Autumnleaf** and explains that he lives in Buckbridge with his adoptive daughter, Jillian, a young half-elf.

Finel and Jillian had an argument three days ago. Jillian wanted to help hunt gnolls, which Finel strictly forbade since he thought it was too dangerous. This led Jillian to accuse Finel of thinking that she was a child and an inexperienced hunter. She then stormed off after saying sarcastically that she would go to Rabbit Hill to find suitable game for her level of skill.

Finel is worried about Jillian. She frequently leaves Buckbridge for days on hunting trips, but Finel thinks something could have happened to her, as frost wolves and gnolls have been seen in the area. The other hunters are worried too, but unfortunately they are too busy dealing with the gnoll invasion to help Finel.

Finel isn't wealthy, but offers to give anyone who finds his daughter 7 gp each. If the characters decide to help him, he suggests that they speak to River, the inn's stable hand, a close friend of Jillian.

If Finel is asked about the reports of lights near The Twins, he doesn't think gnolls are behind the lights, as they can see in the dark without aid and wouldn't need torches. He has never seen a ghost there, either.

FINEL AUTUMNLEAF

Finel Autumnleaf is a male wood elf **ranger** (level 4, LG). He is tall, soft-spoken, keeps his long flaxen hair in multiple thin braids, and wears a green tunic with a leather belt. Finel lives in Buckbridge with his adopted daughter, Jillian Autumnleaf. His wife died from scarlet fever over twenty years ago, and he has never remarried.

Trait: In the wilderness anything could happen. I must carefully plan my every move.

Ideal: I always try to help others in Buckbridge and gladly share the game I have caught.

Bond: Although my beloved wife has passed away, I still have my memories of her, and will do anything to protect our daughter Jillian.

Flaw: Inflexible. I tend to follow instructions even when I feel they are problematic.

ADDITIONAL QUEST INFORMATION

The stable hand River looks after the mounts of guests at The Grey Hare. Usually found near the inn's stables, River is hard-working and loves all animals that don't bite too hard (and even the ones that do).

River can offer the following information:

- River has heard gnolls described as ferocious fighters, but also as cowards that delight in ambushing. This information gives the characters advantage on Initiative checks when they encounter the first (lone) gnoll.
- River doesn't know much about the mysterious lights, but has heard that magic can behave in erratic ways near The Twins.
- Before Jillian left the village, she complained to River that Finel thinks that she is too inexperienced to help hunt the gnolls, and said she would prove him wrong. After Jillian's argument with Finel, River saw Jillian leave in the direction of Fern Forest, where there is a hunter's cabin, and not in the direction of Rabbit Hill. River hasn't mentioned this to Finel because they don't want to tell on a friend to Jillian's father.
- River adds that Finel is protective of Jillian since she is his only child, and that Jillian has always felt like an outsider due to being adopted and a half-drow.





RIVER AMRUN

River is a young half-elf **commoner** (NG) of indeterminate gender with silver-coloured hair. River manages the horses of guests at the inn in Buckbridge, and they are best friends with Jillian Autumnleaf.

Trait: Even in chaotic moments, I stay calm. Nothing makes me raise my voice or lose my temper.

Ideal: There's good in everyone, even if it can be hard to see.

Bond: I always take care of animals; regardless of how small and furry something is, it has a place in this world.

Flaw: **Wary.** I know that the priest in Buckbridge worships an evil deity, but I can't share this secret with anyone else.

TIME TO TRAVEL

The characters now need to choose one of the three available quests: The gnoll invasion (chapter 3), Mysterious lights (chapter 4), or The missing hunter (chapter 5).

After completing a quest and returning to Buckbridge, they learn that the other two quests have been dealt with by the villagers. Alternatively, at the DM's discretion, the remaining quests remain available to the characters.

THE FIRST ENCOUNTER

Regardless of which quest the characters choose, they are attacked roughly halfway between the village and their destination.

Suddenly, there is movement in the shadows close to where you walk. A moment later, a sleek snow-white wolf emerges and prowls closer.

The wolf's eyes shimmer bright blue as it gazes at your group. Its breath falls to the ground in bursts of glittering frost. It gives up a low, menacing growl, then leaps forward and attacks.

The creature is a **frost wolf**. See chapter 9 for details on these creatures.

CHAPTER 3: THE GNOLL INVASION

APPLE HOLLOW

Apple Hollow farm is located 40 miles south of Buckbridge. The farmhouse has white cladding and exposed oaken beams along its facade. Next to the farmhouse is a low barn, three small sheds, an outhouse, two chicken coops, and a goat pen. The perimeters are marked by a low roundpole fence that is easily climbed. All of the buildings are old and weathered, but well maintained.

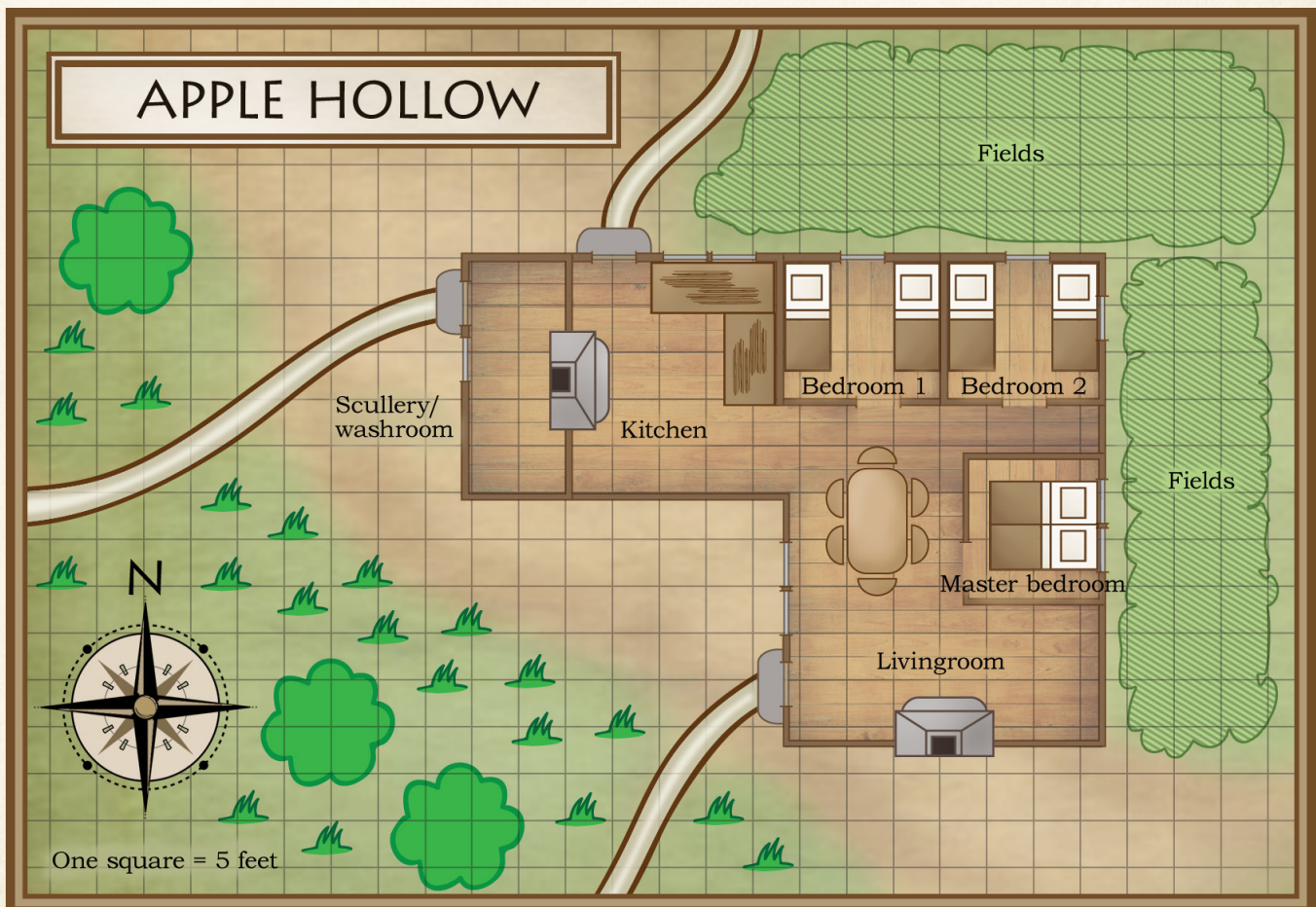
Adjacent to the farm are two stony fields with wheat ready for harvest and a smaller field for growing vegetables, such as potatoes, carrots, and beets. Apple trees grow everywhere around the farm and between the buildings. A narrow road leads up to the farm's wooden gate.

The farm is currently in the hands of gnolls. Yesterday, the farmers and their four children woke

up to the sound of a gnoll breaking furniture and smashing up the kitchen. Through the windows, the farmers saw more gnolls coming from the north. Unable to handle such a threat, they fled and are currently staying at another farm owned by relatives.

ARRIVING AT THE FARM

The craggy terrain gives way to small fields filled with wheat and sparse vegetables. Here and there are old apple trees in autumn colours. A broken plough and a smashed wooden bucket lie in a shallow ditch. Next to a moss-covered boulder, a wheelbarrow rests on its side. All is silent apart from the wind. There is no sign of any life or people.



The old, isolated farm known as Apple Hollow

When the characters are getting closer to the farm, characters with a Passive Perception of 10 or higher hear muted growling and slobbering from a copse of apple trees about 100 feet from the farm.

If the characters investigate, they find a **gnoll** feasting on a rabbit. The gnoll wears hide armour and is armed with a spear and a longbow. It was supposed to look out for enemies but was distracted by the tasty-looking creature.

The characters can approach the gnoll unnoticed by succeeding a DC 6 Dex (Stealth) check, as the gnoll's frenzied feeding is reducing its Passive Perception. The gnoll leaves after 3d4 rounds and heads for the farm. A successful DC 12 Dex (Stealth) check allows the characters to follow the gnoll unnoticed.

At the farm, two other, irritated gnolls emerge from the kitchen back door and bark at the lone gnoll. One of the gnolls drags a half-eaten sheep behind it. The gnolls disappear back inside after two rounds of squabbling.

CLEARING THE FARM

Residing in the farmhouse are one **gnoll pack lord** and two **gnolls** (or three, if the lone gnoll described above has joined them). Several windows are broken, and destroyed furniture lies on the ground outside the house. When the characters arrive, the gnolls are in the kitchen, where they are trying to wrench open a wooden barrel of dried pork. The gnoll pack lord is intoxicated from overconsumption of apple brandy and fast asleep in the master bedroom. In case of a fight or shouts of alarm, the gnoll pack lord wakes up in 1d3 rounds and is poisoned from excessive drinking.

A DC 10 Dex (Stealth) check lets the characters advance on the farm undetected by the gnolls. When the characters are within 20 feet of the farm, they hear growls, yaps and scraping from the farmhouse. If they succeed on a DC 14 Wis (Perception) check, they hear snoring from somewhere in the farmhouse.

If the characters reduce a gnoll to fewer than half its HP, the gnoll will lose heart and move away from the characters while taking the Disengage action until it has escaped or is slain. This concerns all the gnolls except the gnoll pack lord, which fights to its death.



AFTERMATH

The gnolls carry a total of 4 gp, 121 sp, and 109 cp in a couple of filthy sacks. There is no sign of the farmers, but sharp-minded or observant characters might notice the absence of carts and horses. A successful DC 10 Wis (Survival) or Int (Nature) lets the characters spot cart tracks and hoofprints leading away from the farm. Searching the farm yields nothing of value (wary of the gnolls, the farmers kept all valuables on their persons and brought them with them when they fled).

TRILOGY REWARD

Special: If you are planning to play the next adventure in the series, the characters also find a small carved chest that looks dwarven in design. The chest is made of solid oak and is reinforced with metal bands engraved with tiny runes.

The chest contains three gems worth a total of 30 gp and could be an item Bjorn would be interested in. If the DM has decided to let the characters solve more than one quest, this chest is found only once during the first quest. See the end of chapter 6 for information on what happens when the characters show the chest to Bjorn.

When the characters return to Buckbridge and inform Rosie that the gnolls are gone, they are rewarded as promised.

CHAPTER 4: MYSTERIOUS LIGHTS

THROUGH DEAD MAN'S MOOR

To reach The Twins, the characters need to journey approximately 30 miles through Dead Man's Moor, a vast, bleak landscape often draped in thick fog.

The low, rolling hills are covered with tall yellow grass, low thorny bushes, and patches of heather. The land seems to soak up light and wrap the area in a faint gloom even during the day.

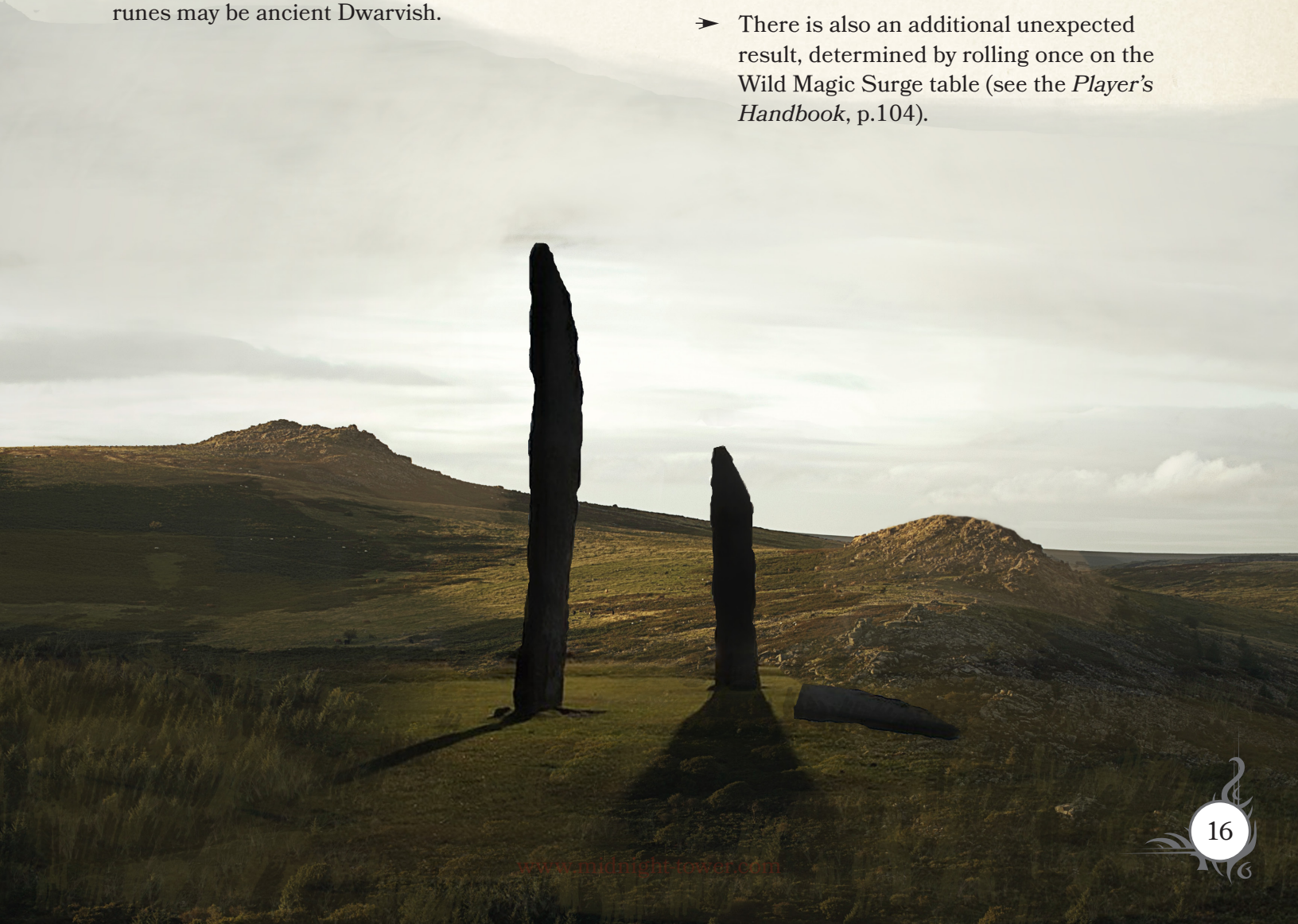
Next to the roadside are two ivy-covered signposts in crumbling stone. One signpost points back to Buckbridge, and the other points towards The Twins. The local name for these stones that are scattered around Buckwild is "Akhoral". The signposts are engraved with faded runes that vaguely resemble Dwarvish, yet characters able to read Dwarvish can't make sense of the writing. A successful DC 15 Int (History) check suggests the runes may be ancient Dwarvish.

THE TWINS

The Twins are two tall monoliths in weathered granite. Their original height was nearly twelve feet tall, but one of the monoliths is broken, and its top half lies on the ground nearby. The monoliths are situated in the middle of a large clearing and surrounded by dozens of ancient stone cairns. The reason why the monoliths were erected is lost to time, but according to legends, two storm giant twin brothers are buried here.

An arcane field that distorts magic is centred on the ground around the standing stones and extends 50 feet in radius. If a character casts a spell of any kind inside the field, the spell has its normal effect as well as the following modifications:

- If the spell deals damage, roll 1d6. On a roll of 1 to 3, the damage is doubled.
- There is also an additional unexpected result, determined by rolling once on the Wild Magic Surge table (see the *Player's Handbook*, p.104).



SINISTER VANDALS

Three of the cairns have been excavated, and two spades are shoved into the dirt around a shallow hole dug in a fourth cairn. A ladder lies on the ground next to the hole. All is quiet, but after a few seconds, the silence is broken by a violent sneeze.

The sneeze comes from one of the three grave robbers Bork, Neal, and Jody (two male and one female human **thugs**, equipped with daggers instead of maces and light instead of heavy crossbows), who sit 20 feet behind the monoliths. They are irritable, as they have found nothing of value here. All three are wet, sore, and covered with insect bites. Their camp is centred around a dirty, sagging tent. Parked nearby is a wagon to which a mule is tethered.

If the characters move up to the monoliths unnoticed, they can spy on the group, which gives the characters advantage on their Initiative checks if they attack. The monoliths offer three-quarters cover if using ranged weapons. The grave robbers' wagon provides half cover.

The grave robbers have no interest in negotiations or friendly conversations. If they notice the characters, they attack immediately.

If the grave robbers are attacked, the characters receive unexpected aid from the **mule**, which, seeing an opportunity for revenge on its harsh owners after years of thankless labour, snaps its tethers and charges the robbers. The mule attacks on its own Initiative and is controlled by the DM.

MORE THREATS IN THE DARK

Once the characters have defeated the grave robbers, they can choose to investigate the area. The ladder next to one of the excavations provides easy access into the cairns. However, if a character enters the excavation situated next to where the ladder is found, a **specter** appears and attacks the characters.

The air suddenly grows unnaturally cold. An instant later, the translucent shape of a withered creature that vaguely resembles a dwarf with torn flesh materializes close to where you stand, and charges towards you.

AFTERMATH

The wagon is loaded with five shovels, two spades, a crowbar, two hammers, a battered maul, 100 feet of hemp rope, and three sacks. There are also eight torches, two hooded lanterns, a barrel with 15 gallons of lamp oil, and sacks with torn, muddied laundry that smells bad. A small locked metal chest with 25 HP contains 14 gp, 109 sp, and 210 cp. One of the grave robbers carries the key to the chest in a pocket, along with a clearly labelled *Potion of Healing* in neat writing.

If the characters return to Buckbridge and report to Bjorn or Finel, the characters are rewarded as promised.

TRILOGY REWARD

Special: If the characters will play the next adventure in the series, they also find a small chest that looks dwarven in design. The chest is made of solid oak and is reinforced with metal bands engraved with tiny runes.

The chest contains three gems worth a total of 30 gp and could be an item Bjorn would be interested in. If the DM has decided to let the characters solve more than one quest, this chest is found only once during the first quest. See the end of chapter 6 for information on what happens when the characters show the chest to Bjorn.



CHAPTER 5: THE MISSING HUNTER

Jillian is hurt, tired, and angry. Her plan was to slay a frost wolf to prove to her father, Finel, that she is a skilled hunter and capable of hunting gnolls with the rest of the hunters from the village. Her first stop was the hunter's cabin in Fern Forest, as she has heard there were recent frost wolf tracks in that area.

Just as she reached the cabin, five worgs burst out of the shrubs and attacked her. Badly wounded, Jillian was forced to flee, dropping her backpack and most of her arrows in the process. She climbed a fir tree and fired her remaining arrows at her foes, swiftly killing two of them.

The remaining three worgs now wait patiently below the gnarly tree. They smell blood on their quarry and know she will have to come down sooner or later.

FINDING JILLIAN

The characters easily find the hunter's log cabin, which is located circa 45 miles from Buckbridge. The small cabin consists of a single square room with a tiny porch and two rustic beds with straw mattresses. Found outside the cabin are huge worg tracks and a strip of cloth hanging from a thorny bush (a piece of Jillian's cloak). No check is required to find the tracks and the strip of cloth.

Tracking Jillian from the cabin to the tree in which she is trapped is more difficult:

- A successful DC 10 Int (Nature) check allows the characters to find Jillian in 2d12 minutes with no obstacles barring the way.
- A failed check means the characters spend 1d3 hours searching, and that a random member of the group accidentally steps into a tangle of razorvine (see p.110 in the *Dungeon Master's Guide*) before they finally find Jillian.
- A natural 1 on the check means they still find Jillian, but only after spending 3d3 excruciating hours searching the wrong part of the woods and contracting one level of Exhaustion.

The characters are 40 feet from the tree when they notice Jillian sitting on a branch halfway up a 50 feet tall fir tree. Her hunter cloak is in shreds, and her torn trousers reveal a nasty wound on her bloody thigh. She carries a longbow and an empty quiver, a hand axe, a small hunting knife, and a waterskin. At present Jillian has 4 HP remaining.

The characters also see three **worgs** that pace around the base of the tree. Lying nearby are the two dead worgs that Jillian have killed. If the characters defeat the worgs, they can help Jillian climb down without problems.

TRILOGY REWARD

Special: If the characters will play the next adventure in the series, they also find near the tree a small chest that looks dwarven in design. The chest is made of solid oak and is reinforced with metal bands engraved with tiny runes.

The chest contains three gems worth a total of 30 gp and could be an item Bjorn would be interested in. If the DM has decided to let the characters solve more than one quest, this chest is found only once during the first quest. See the end of chapter 6 for information on what happens when the characters show the chest to Bjorn.

BEWARE THE BEAR

Once the characters have defeated the worgs, they head back to Buckbridge together with a severely limping Jillian, who stoically declines any help. However, on the way back to the village, a **brown bear** suddenly barrels out of the forest and charges the group. Its thunderous advance can be detected by a successful DC 5 Wis (Perception) check, which gives the characters advantage on their Initiative rolls. Jillian, weary from blood loss, will fight only in self-defence if she is attacked directly.

The bear is aggressive because the gnolls have come down from the mountains and forced it from its territory, but it is also skittish and nervous in this new area. When the bear has ten or fewer HP remaining, it flees in panic.



AFTERMATH

When the characters return to Buckbridge with Jillian, Finel rushes out to meet her. River also runs up to Jillian and hugs her.

The villagers gather around to hear what happened, while River watches nervously as Father Lomas tends to Jillian's wound. Jillian apologises to Finel for running away and says he was right in that she is too inexperienced, but Finel admits he was wrong and too protective, especially after hearing that Jillian killed two worgs single-handedly despite being injured.

Finel thanks the characters at length and gives them a pouch containing 10 gp each. He explains that several of the other hunters have contributed to the reward, as they felt foolish for assuming Jillian was unhurt.

He also mentions that the gnolls seemed to be on the move south, away from their natural habitat in the mountains, as if they were being driven away. However, Finel and the other hunters are confident they will be able to keep the gnolls at bay – at least for now.

CHAPTER 6: REWARDS AND MERRIMENT

Regardless of which quest the characters chose, they return to Buckbridge just in time for the Hunter's Moon Festival, which they are invited to join. See the next page for details on what the characters can eat, drink, buy, and do at this event.

It is recommended that this adventure serves as a milestone, and the characters gain one level. As an alternative, the DM can reward the group 1,250 experience points for successfully completing their quest.

A ROUND OF RARE GIFTS

After the characters have returned to Buckbridge, Rosie and Dave hush the crowd on the village green and present the characters with a few gifts as a display of the villagers' gratitude.

Rosie opens a large chest and brings out a stack of hooded cloaks in finely spun grey wool with white fur edges. She hands each character a cloak; the cloaks are surprisingly light.

"These cloaks are made from wool and frost wolf fur," Rosie says. "All fully trained hunters in Buckbridge wear them as a symbol of their status. You deserve to wear them, too. They will keep you warm, and they are good for staying unseen in the wild."

Dave Tanner steps forward and presents the group with a round medallion in steel with an inlaid symbol in green jade.

"This belonged to my father," Dave says. "He found it in Swiftriver when he was young, and always claimed it was of great use to those who spend much time in the wild. May it be as helpful to you as you have been to Buckbridge. Thank you for your help, my friends."

Bjorn gasps when he sees the medallion.

"I know what that is," he exclaims. "There are pictures of medallions just like that in some of my oldest books! They were used by high-ranking and important members of the Ironshield Clan."

The cloak is a *Frost Wolf Cloak*, and the medallion is a *Hunter's Medallion*. See chapter 8 for details on these items.

TO BE CONTINUED...

If the characters are going to continue with *Deeper into the Woods*, the second adventure in the *Hunter's Full Moon* series, Bjorn will discover a hidden compartment in the wooden chest that they have found. Inside is an old and barely readable map written on vellum and filled with ancient dwarven runes.

After spending some time interpreting the map, Bjorn tells the characters excitedly that the map shows the secret location of the final resting place of the legendary Queen Freja Swiftsteel. This provides a starting point for the next adventure, *Deeper into the Woods*.

BONUS CONTENT: COMPETITIONS

A number of competitions are held throughout the second day of the Hunter's Moon Festival. The characters are welcome to participate. Each character can compete once in each challenge.

If the DM wishes, Rosie, Bjorn, Finel and River also participate and compete against the characters. Gorm abstains from joining the lift the anvil competition, as he has no problem carrying his own anvil, and Finel will decline to join the archery competition as he is arranging it.

LIFT THE ANVIL

Gorm has transported his sizable anvil to the green, where those who manage to lift it off the ground are rewarded with 2 gp and a pint of good ale. A DC 15 Str (Athletics) check is required to shift the anvil.



GUESS THE WEIGHT

People are invited to guess the weight of the enormous pig Buttercup. The one whose guess is best wins 2 gp and a leg of ham. A DC 15 Int (Nature) check is needed to correctly estimate the pig's weight, which is just under 550 pounds.

ARCHERY

Everyone is invited to test their skills against one another in this challenge arranged by Finel. Each contestant may shoot up to five arrows at a target with AC 12. Those who land three or more arrows in the target receive 2 gp and six of Gorm's special arrows described on p.7 in chapter 1.

CLIMB THE GREASED POLE

A 30 feet pole has been raised in the centre of the green and covered with several coats of oil and grease. Anyone nimble enough to climb the pole and ring the bell tied to its top receives 2 gp and a free bath at the inn. A DC 15 Dexterity (Acrobatics) check is required to reach the top.

MUG-AND-ACORN

Lily Lightfoot, a visiting halfling bard, manages this game. A large acorn is put under one of three tankards, which are placed upside down on a table. Participants must keep track of which tankard hides the acorn while Lily moves the tankards around with frightening speed. A DC 15 Wis (Perception) check is required to succeed. Winners receive 2 gp and a bottle of locally produced sloe gin.

MARKET

The Hunter's Moon Festival provides an opportunity for visiting merchants and local craftspeople to sell their wares. Characters can also sell items at normal prices listed in the *Player's Handbook*. The market takes place on the green outside The Grey Hare.

Examples of available goods include:

- Common and uncommon books and magical scrolls, sold by the travelling merchant Tink Lamrick from her converted sheperd's hut. Exactly which items that are available is at the DM's discretion.
- Honey-marinated grilled boar steaks (8 sp).
- Ashbrew ales, sold by a jovial, grizzled dwarven brewer called Maltimar Ashbeard. Examples of beverages include the smooth, silky Undermountain Pale Ale (1 sp) and the peppery, insanely strong Bashbrew (5 sp), a drink typically favoured by barbarians.
- Wooden trinkets, carved on the spot by a deft artisan (5 sp).
- Stuffed deer heads mounted on plaques, sold by an elderly retired hunter (10 gp).

THE END

The adventures continue in
Deeper into the Woods, part 2 of the
Hunter's Full Moon trilogy.

CHAPTER 7: LEGEND & LORE

THE HUNTER'S MOON FESTIVAL

This festival is held every year at Buckbridge in celebration of bountiful hunting. It is celebrated for three days around the full moon.

The festival has been arranged for several centuries with almost no change and is celebrated as follows:

DAY 1

During the first day, all participants fast to remind themselves of times of scarcity of food. As this day is also dedicated to honouring the dead, many visit the local cemetery to leave crossed arrows on top of the graves of lost loved ones and relatives.

If no grave exists, an arrow is fired into the wilds during complete silence as a display of remembrance.

DAY 2

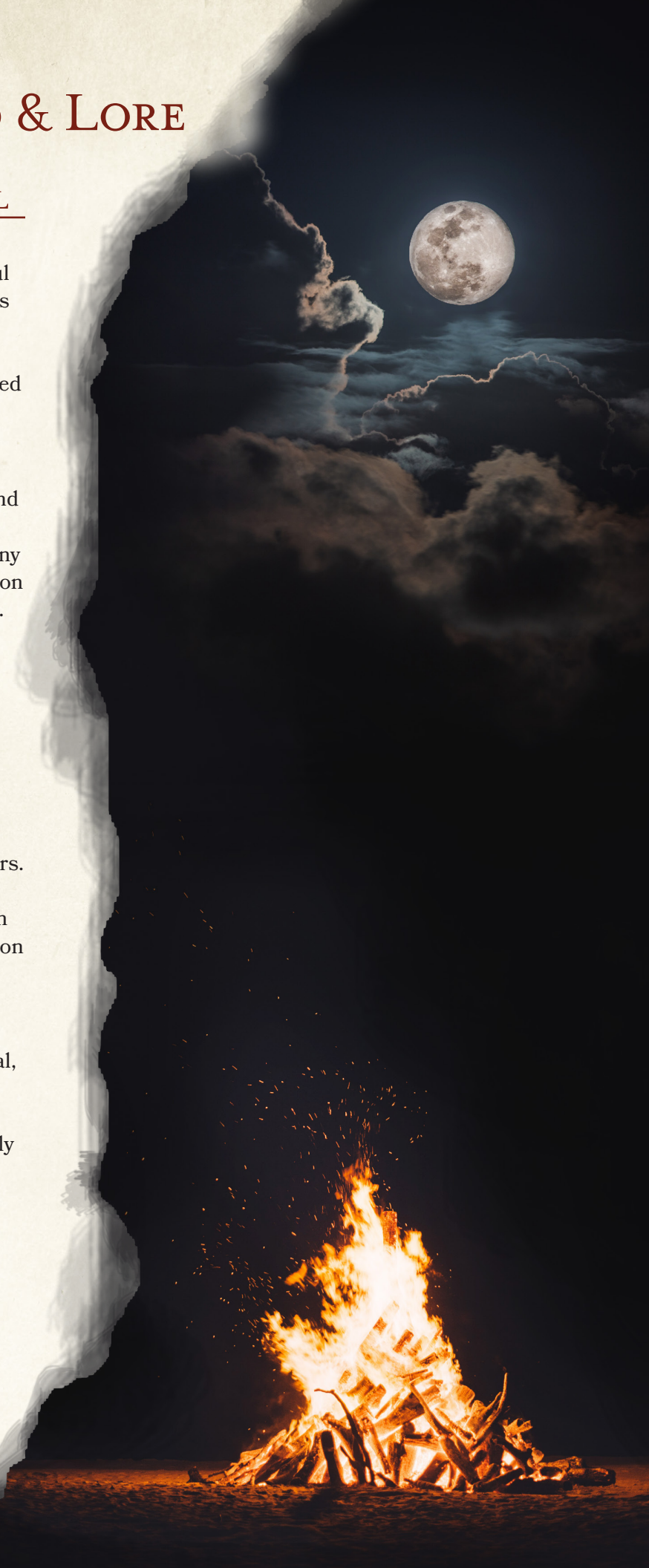
The second day of the festival is a great feast with plenty of food and drink, including mildly intoxicating cookies made according to an old dwarven recipe known by only the oldest villagers.

The feast is followed by dancing around a bonfire into the early morning. It is also tradition to exchange gifts and make marriage proposals on this day.

DAY 3

During the last day of the Hunter's Moon Festival, a ceremony is held at The Twins, where young members of the village, who have trained hard and have gained experience, are accepted as fully trained hunters.

Each hunter is given a *Frost Wolf Cloak* as a symbol of their new status. After the ceremony, the young hunters are usually initiated by being thrown into the icy-cold water of Swiftriver.



CHAPTER 8: NEW MAGICAL ITEMS

HUNTER'S MEDALLION

Wondrous item, very rare (requires attunement)

The *Hunter's Medallion* is made out of burnished steel and inlaid with a pattern in matte jade.

The medallions were used by important members and high-ranking warriors of the Ironshield Clan, who used winter wolves as mounts. This specific medallion was crafted to assist the soldiers during remote and dangerous assignments.

PROPERTIES

The powers exhibited by a *Hunter's Medallion* increase as its wearer becomes more experienced.

When a humanoid puts it on for the first time, the medallion bestows the wearer with its first tier power. If carried continuously by the same individual, the medallion's second tier power is unlocked after two levels are gained by its user. Its third and final tier power is unlocked when two additional levels are gained.

For example:

- If a 1st level character puts on the medallion, the medallion exhibits its first tier power.
- When the character reaches level 3, the medallion's second tier power is unlocked.
- Finally, when the character reaches level 5, the medallion's third tier power is unlocked.

Other examples:

- If a 4th level character puts on the medallion for the first time, the medallion exhibits its first tier power.
- When the character reaches level 6, the medallion's second tier power is unlocked.
- When the character becomes level 8, the medallion's third tier power is revealed.

If a different character puts on the medallion, the medallion's second and third tier powers are locked once again, even if they have been unlocked by a previous owner.

All currently exhibited powers remain active whenever a new power is revealed. The powers

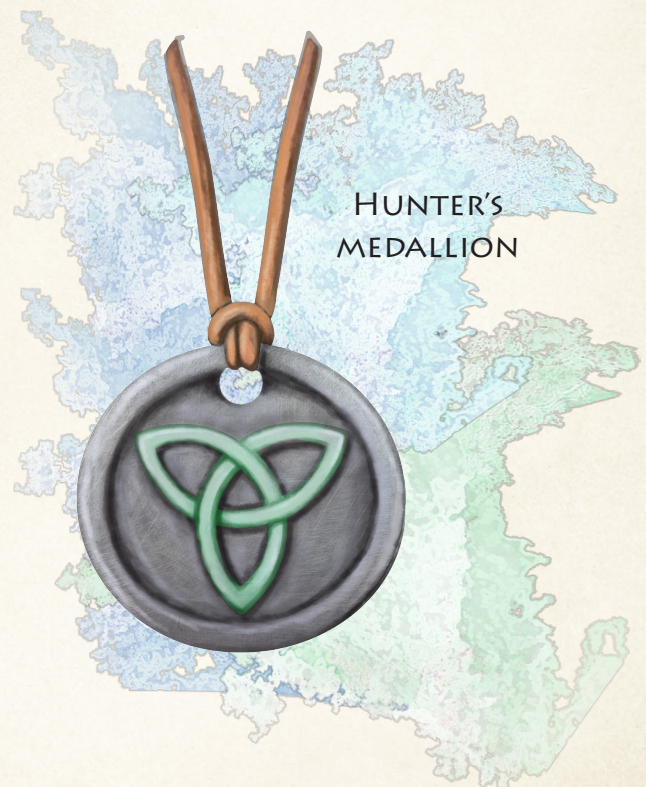
stack with those provided by other sources, such as spells, potions, and other magical items.

The wearer becomes aware intuitively of a power when it is unlocked. If a character ends the attunement, all effects are lost and reset.

POWERS

- **First tier:** The carrier is bestowed with a +1 bonus to all Dexterity-based attack rolls with ranged weapons and melee weapons that have the Finesse property.
- **Second tier:** The carrier gains a +2 bonus on Wisdom (Perception) checks.
- **Third tier:** The carrier is infused with sudden insight from the medallion and can choose one of the following feats: Athlete, Crossbow Expert, Sharpshooter, or Mobile.

This feat is lost if the character ends the attunement. If the character already has all these feats, they may choose any other feat.



FROST WOLF CLOAK

Wondrous item, rare

Frost Wolf Cloaks are made of finely woven grey wool, covered on one side with carefully prepared fur from a frost wolf, which is considered highly fashionable and expensive in many large cities.

The lining of the hood is also made of frost wolf fur. The cloak is usually thigh-long on a medium character.

Wrapped in Warmth. When worn, a *Frost Wolf Cloak* provides advantage on saving throws against Exhaustion from cold conditions.

One with the Wild. *Frost Wolf Cloaks* provide a +2 bonus on Stealth checks in wilderness thanks to the nondescript, greyish colour of the wool.



FROST
WOLF CLOAK

CHAPTER 9: NEW MONSTERS

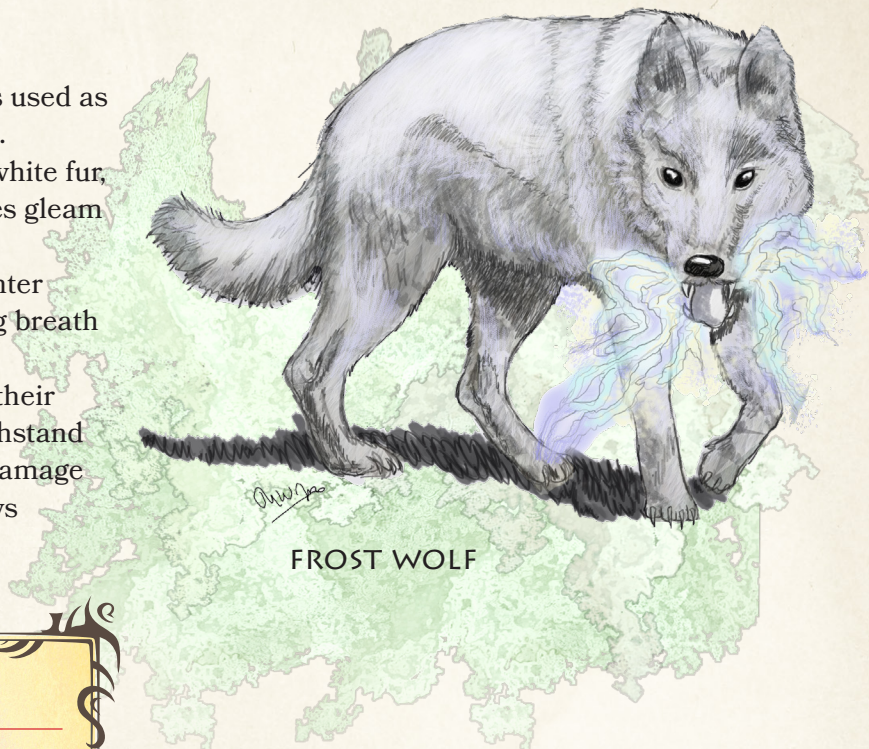
FROST WOLF

Frost wolves are the offspring of normal countryside wolves and the winter wolves used as mounts by the Ironshield Clan in the past.

Tinted by Winter. They have ashen or white fur, often with hints of icy blue. Their pale eyes gleam faintly blue in the dark.

Fierce Foes. While far smaller than winter wolves, their stealth, cunning, and chilling breath make frost wolves dangerous opponents.

Toughened by the Tundra. Because of their winter wolf ancestry, frost wolves can withstand extreme colds. They have Resistance to damage from cold, and advantage on saving throws against cold-based spells.



FROST WOLF

FROST WOLF

Medium Monstrosity, unaligned

Armor Class 14 (natural armor)

Hit Points 32 (3d10 + 10)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	13 (+1)	5 (-3)	12 (+1)	7 (-2)

Skills Perception +3, Stealth +4

Senses passive Perception 13

Languages —

Challenge 1 (200 XP)

Keen Senses. The frost wolf has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Pack Tactics. Frost wolves have advantage on attack rolls against creatures if at least one of the frost wolf's allies is within 5 feet of the attacked creature, and the wolf's ally isn't Incapacitated.

Fade. The frost wolf has advantage on Dex (Stealth) checks made to hide in the wilderness.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: 7 (2d4 + 2) piercing damage. If the target is a creature, it must succeed on a DC 11 Strength saving throw or be knocked prone.

Icy Breath. Frost wolves can exhale a small blast of chilling wind at a target within 5 feet. A creature struck by the blast must make a DC 11 Dexterity saving throw, taking 10 (2d6 + 3) cold damage on a failed save, or half as much damage on a successful one.

CHAPTER 10: APPENDIX

OTHER NPCS

GORM AMBERCLAN

Gorm Amberclan is a middle-aged male mountain dwarf **commoner** (LN). He is bald, heavysset, and has a long copper-coloured beard streaked with grey. Gorm is originally from Winterhold and runs the local smithy in Buckbridge. He is related (second cousin twice removed) to Bjorn Amberclan.

Trait: I am proud of my work as a blacksmith, and I would never sell anything that I'm not satisfied with. People's lives depend on my skill and the quality of my goods.

Ideal: Buckbridge faces many threats that only good, solid steel can stop. I do my best to provide it.

Bond: I hate gnolls with a passion after they attacked my parents when I was a child and lived outside Winterhold.

Flaw: Recluse. Being in crowds (that is, more than three people) makes me long for my forge.

FATHER LOMAS

Father Lomas is an elderly male human **priest** (NE). He is lean, weathered, and wears a grey robe. In charge of the small chapel in Buckbridge, he offers healing to anyone who needs it. In secret, Father Lomas worships the evil deity Malar at a shrine deep in Fern Forest.

Trait: I listen to the problems of others without judging them. This way, I win people's confidence, which makes them easier to convert to my religion if they are in mortal danger.

Ideal: Only my god Malar understands the true cruelty of the world. My mission in life is to make others understand this.

Bond: Long ago, I was injured by a frost wolf and nearly died. At that moment, I learned the supremacy of mercilessness.

Flaw: Disdainful. Deep down, I think I am a little better than everyone else.

JILLIAN AUTUMNLEAF

Jillian Autumnleaf is a young female half-elf (drow) **scout** (CN). She is a skilled hunter and

strong-willed, with dusky skin and blonde hair so pale it borders on white. Jillian lives in Buckbridge together with Finel Autumnleaf, her adoptive father. As an infant, she was left in the woods by her biological mother, but was found by Finel, who raised her as his own daughter.

Trait: Action is always better than caution.

Ideal: Being valued by the local community matters more than anything to me, and I strive to become the best hunter in history.

Bond: My drow legacy hangs over me like an everlasting shadow, but I have decided that none should be chained to their past.

Flaw: Reckless. I can't resist a chance to prove myself, even if the risks are substantial.

LILY LIGHTFOOT

Lily is a female halfling **bard** (level 3, Neutral). She is quick to laugh and tends to fidget. Her hair is jet black and her eyes are bright blue. Lily has travelled all over the country and makes her living as a bard and also by running entertaining games.

Trait: I take great pains to look my best and follow the latest fashions when I'm in larger towns.

Ideal: The world is mine to roam. No one can tell me to stay in one place.

Bond: I am constantly on the move to escape some people who might be chasing me. One day, I must confront them.

Flaw: Vain. My pride will get me in trouble one day.

MALTIMAR ASHBEARD

Maltimar "Malte" Ashbeard is a male mountain dwarf **ranger** (level 4, CG). He is brawny and grizzled, with matted black hair and a short, grey beard. He travels widely to sell his various ales.

Trait: People everywhere feel better with a good beverage in the hand (or belly).

Ideal: Once I have found enough treasure, I will build a brewery in a remote mountain.

Bond: A monster once ran amok in my stronghold. Since then, I hate monstrosities.

Flaw: Foolhardy. If I think I have found the place to which my map points, no danger in the world can keep me away.

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