

MURDER AT THE OLD WOLF INN



A dead body has been found in one of the rooms at The Old Wolf Inn.
You can sharpen your wits. You can search the inn.
But can you solve the murder?

A ONE-SHOT MURDER MYSTERY ADVENTURE



MURDER AT THE OLD WOLF INN



A dead body has been found in one of the rooms at the Old Wolf Inn. But the guest doesn't appear to have died of natural causes. In fact, all evidence indicates foul play and that someone at the inn is a murderer.

Welcome to an evening at the Old Wolf Inn, where mystery, hidden clues, and deception await you.

*You can sharpen your wits. You can search the inn.
But can you solve the murder?*



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CONTENTS

Overview	3	Chapter 6: Development & Resolution	25
About this adventure	3	Developments	25
Synopsis	3	The following morning	25
Featured content	3	Chapter 7: Rewards & Travel	27
How to run this adventure	3	The journey continues	27
Adventure flowchart	4	Chapter 8: New magical items	28
Chapter 1: There has been a Murder!	5	Zacki Buttercup's Magnificent Bathtub	28
The Old Wolf Inn	5	Appendix: Players' maps	30
The Quest	7	Acknowledgements	34
Chapter 2: What truly happened?	8	Thank you!	34
Maps (downstairs)	9	Art and photo credits	34
Maps (upstairs)	10		
Maps (basement)	11		
Chapter 3: Common areas at the inn	12		
Chapter 4: Crime scene & Guest rooms	14		
Kara Tanner's room	15		
Jon Callion's room	16		
Hugo von Silverton's room	17		
Cael Thraelive's room	17		
Inga Broadhammer's room	18		
Chapter 5: Interviewing the guests	19		
Artemis Nahanna (†)	19		
Inga Broadhammer	19		
Enoch the Birdwhisperer	19		
Vittra Northdaughter	20		
Kara Tanner	21		
Jon Callion	22		
William Fastfinger	23		
Cael Thraelive	23		
Hugo von Silverton	24		



OVERVIEW

ABOUT THIS ADVENTURE

Murder at the Old Wolf Inn is a Dungeons & Dragons 5th edition adventure designed for a group of three to five 4th-level characters.

This adventure can be used in any campaign. Some of the towns and events that are used mean the adventure works particularly well as a bridge between the two adventure trilogies *Hunter's Full Moon* and *Secrets of the Underdark*, but these names can easily be adapted to other settings.

SYNOPSIS

The characters have been hired as guards by a dwarven archaeologist as he travels to his hometown. Halfway there, the weather turns bad, and the party seeks shelter at an isolated inn. But the innkeeper is worried and the guests are nervous: A murder has just been discovered!

The characters are asked to investigate the crime and solve it before the weather changes and the guests can leave the inn...or before the murderer strikes again.

OPTIONAL: A NON-VIOLENT FINALE

If the DM chooses, this adventure can be played as murder mystery without need for physical conflict at the end. In this scenario, the main villain will surrender when his crime is exposed and he will be taken to Winterhold where he will face justice.

FEATURED CONTENT

- A classic murder mystery!
- Nine NPCs (including the unfortunate victim) with background descriptions, agendas, and secrets.
- Thirteen different rooms to search for clues.
- High-resolution colour illustrations.
- Detailed maps of the Old Wolf Inn.
- New wondrous item: Zacki Buttercup's Extraordinary Bathtub.

HOW TO RUN THIS ADVENTURE

This is an open-structure adventure filled with clues and dubious guests. The clues to discovering who the murderer is are hidden around the inn. The characters are free to investigate the area as they please – however not all of the guests will appreciate having their rooms searched and may not collaborate. The players can also interview or glean information from the guests, all of whom have their own secrets and something to hide. (All NPCs are described in depth in chapter five.)

There are several false leads that may send the players down rabbit holes or into dead ends. Should that happen and the game slows down, the DM is encouraged to nudge the players back on track to keep the story moving along. This can be done, for example, by using the NPCs to reveal significant details and that way “accidentally” point the characters towards missed hints.

The most important part of the adventure is to create a fun, but tense atmosphere with a touch of claustrophobia. After all, the characters are momentarily trapped at the inn – and there is a callous murderer among the guests!

ADVENTURE FLOWCHART



CHAPTER 1: THERE HAS BEEN A MURDER!

The characters have been hired to escort Bjorn Amberclan, a dwarven archaeologist, on his way from the small village Buckbridge to the northern town Winterhold.

When the party is halfway on their journey and dusk is approaching, the characters are surprised by a sudden change in the weather that brings heavy rain and lightning. The DM might change this to a blizzard (winter), storm (spring/autumn), heavy rain and lightning (summer) depending on their campaign setting.

The party is in urgent need of shelter, and the character with the highest passive perception notices a light farther ahead along the way just as lightning hits a tree nearby.

You've travelled roughly halfway to Winterhold when the clear, crisp autumn weather suddenly changes for the worse.

Dark clouds cover the skies and heavy rain begins to fall. It turns torrential within minutes and forms sudden streams along the road. Lightning stabs down from murky clouds above, the rain soaks through your clothes, and hard winds tear at your clothes. Not far away, a nearby chestnut tree falls to the ground, struck by lightning.

However, farther ahead, a single light shines through the downpour. It is the welcoming glow of a warm fire inside a roadside inn.

The DM should highlight that the weather is so bad that it would be dangerous for the characters to remain outdoors. In contrast, the inn looks warm, safe and inviting.

THE OLD WOLF INN

Three centuries old and built to withstand rough weather, the Old Wolf Inn is a two-storey building in dark oak and stone, much of which is covered by white weather-worn cladding. The rainfall gushes down from a thick thatched roof that

THE OLD WOLF INN'S MENU

Mains

Hot Rabbit stew 2 sp
(served with carrots, potatoes, and parsnip cooked together with juniper berries)

Thick slices of smoked boar 3 sp
(served together with garlic roasted potatoes and beets)

Creamy mushroom soup made with leek 2 sp

All food is served with a basket of farm bread at the side and butter

Desserts

Cheese board 1 sp
(served with three types of cheese and thin dwarven crispbread)

Blueberry pie with whipped cream 1 sp

Drinks

Black currant lemonade 2 cp

Mead 1 sp

Undermountain Pale Ale 3 sp

Southlake red wine 3 sp

Apple brandy (secret dwarven recipe) 6 sp

A large pot of tea (various types) 3 cp

Breakfast

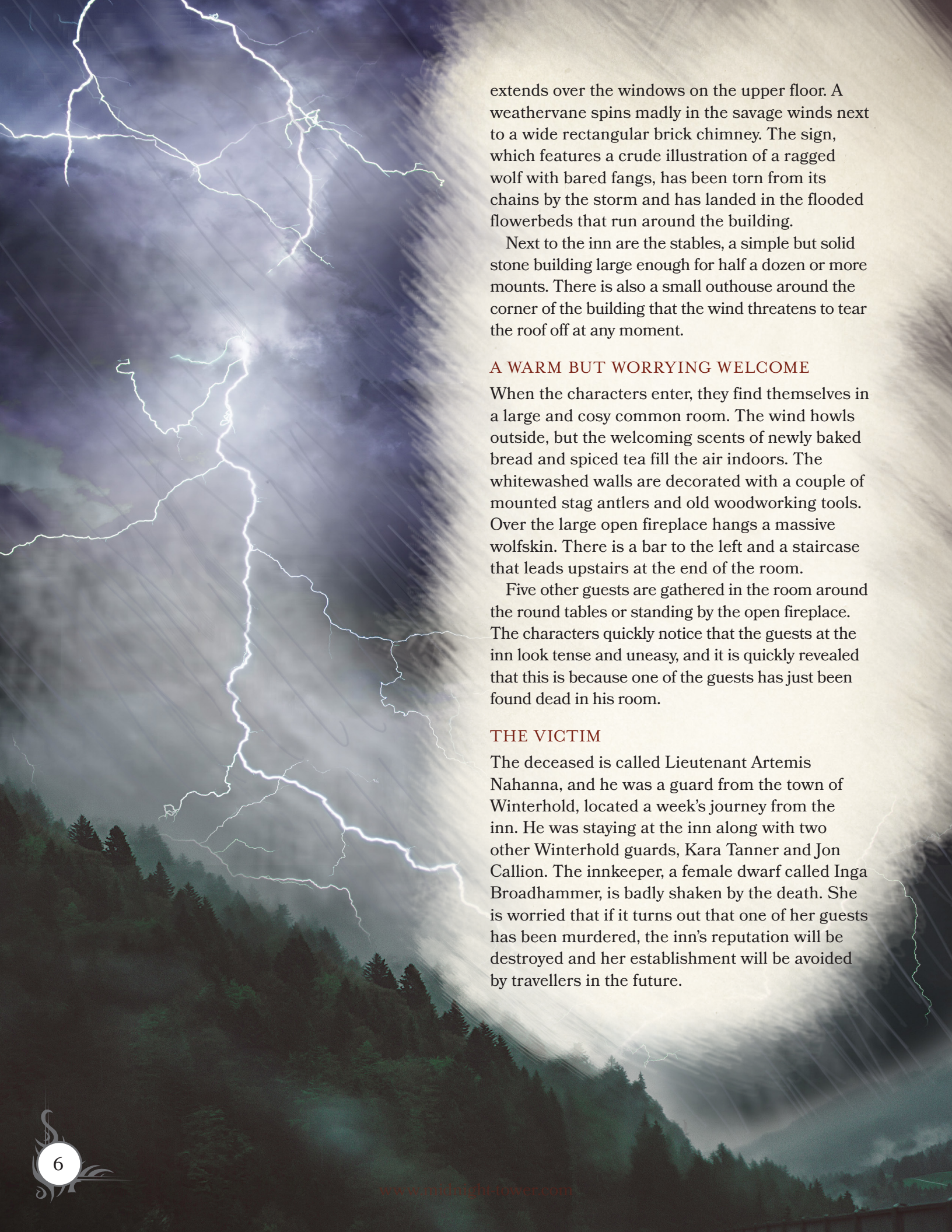
Porridge, milk, honey, dried black currants and nuts. 1 sp

Fresh bread, three different types of preserves (strawberry, plum, and wild raspberries), cheese, egg (if available), smoked ham. 2 sp

Tea 2 cp

Bath (including towel and soap) 5 sp

Travelling rations can be arranged.
(Let me know the day beforehand.)



extends over the windows on the upper floor. A weathervane spins madly in the savage winds next to a wide rectangular brick chimney. The sign, which features a crude illustration of a ragged wolf with bared fangs, has been torn from its chains by the storm and has landed in the flooded flowerbeds that run around the building.

Next to the inn are the stables, a simple but solid stone building large enough for half a dozen or more mounts. There is also a small outhouse around the corner of the building that the wind threatens to tear the roof off at any moment.

A WARM BUT WORRYING WELCOME

When the characters enter, they find themselves in a large and cosy common room. The wind howls outside, but the welcoming scents of newly baked bread and spiced tea fill the air indoors. The whitewashed walls are decorated with a couple of mounted stag antlers and old woodworking tools. Over the large open fireplace hangs a massive wolfskin. There is a bar to the left and a staircase that leads upstairs at the end of the room.

Five other guests are gathered in the room around the round tables or standing by the open fireplace. The characters quickly notice that the guests at the inn look tense and uneasy, and it is quickly revealed that this is because one of the guests has just been found dead in his room.

THE VICTIM

The deceased is called Lieutenant Artemis Nahanna, and he was a guard from the town of Winterhold, located a week's journey from the inn. He was staying at the inn along with two other Winterhold guards, Kara Tanner and Jon Callion. The innkeeper, a female dwarf called Inga Broadhammer, is badly shaken by the death. She is worried that if it turns out that one of her guests has been murdered, the inn's reputation will be destroyed and her establishment will be avoided by travellers in the future.

THE QUEST

When the door has closed behind the characters, Inga greets them and takes a hesitant step forward. Kara, a female human wearing a guard's uniform and breastplate armour, sizes up the characters and joins Inga in greeting the new guests.

"Welcome to the Old Wolf Inn," Inga says and dry-washes her hands anxiously. "I am glad you found my inn despite this dreadful weather. Although I am afraid you've arrived on a most unfortunate evening. It appears that there has been a terrible accident here at the inn."

"There has been a death," Kara says in a blunt tone and looks between the characters. "My superior, Lieutenant Artemis Nahanna, has just been found dead. I am afraid that there might be foul play involved. In other words, a murder has been committed."

After a short thoughtful moment, Kara asks if the characters are willing to help them investigate the death at the inn. She offers a reward of 50 gp if they can prove that her superior was murdered, and provide evidence of who committed the foul crime. If the characters agree, Kara announces after a brief discussion with Jon that the characters have been appointed "Temporary Independent Inspectors of Winterhold's Guard," and she asks them to find out what happened to Lieutenant Artemis Nahanna. She emphasizes that as the characters were elsewhere when Artemis died, they couldn't have had anything to do with the incident.

A BRIEF INTRODUCTION OF THE GUESTS

The following NPCs are gathered in the common room. (For complete descriptions of all NPCs, see chapter five.)

Inga Broadhammer, the dwarven innkeeper, who walks with a slight limp around the tables as she serves free drinks to everyone.

Enoch the Birdwhisperer, an elderly man with wild white hair and matching unruly eyebrows, stands in a corner and looks distant and absent-minded. He is wearing a tatty dark green robe and worn, sturdy leather boots. At present, he is engrossed in a mumbling conversation with his tame raven, Crow, who sits on his shoulder and apparently listens patiently to Enoch.

Kara Tanner and **Jon Callion**, both humans, stand next to the open fireplace and discuss what has happened. Both are dressed in military guard uniforms and carry weapons. Kara has short, bushy black hair and a small scar across her eyebrows, while Jon is a handsome man with brown side-swept hair in his late thirties who looks concerned and serious. Kara was second-in-command after Lieutenant Artemis and is now in charge.

Cael Thraelive is a male half-elf who sits by one of the round tables with an aloof expression on his face while sipping tea from a large mug. He has long auburn hair tied back, and he wears a fine sky-blue robe with silver moon crescents and an elegant pointed hat in grey velvet.

Hugo von Silverton is an ever-smiling and fidgeting merchant. He is a short and chubby man with golden rings on all his fingers. He has thinning black hair and a rosy face. He sits in a private booth near the fireplace and looks nervous as he constantly dabs his forehead with a monogrammed handkerchief.



CHAPTER 2: WHAT TRULY HAPPENED

The previous day, Artemis arrived together with Kara and Jon to the Old Wolf Inn. One of the horses had thrown a shoe, so they decided to stay at the inn during the night. The company were served dinner by Inga in the common room. As he had done during previous visits at the inn, Artemis misused his position as a lieutenant of Winterhold's guard and leaned on Inga to offer them food and lodgings for free.

But Inga was fed up at being forced to give Artemis and his fellow guards free meals, and sprinkled ground frogleaves into his dinner. Her plan was to make him feel sick and assume he had eaten spoiled food, and in the future avoid staying at the inn.

After the meal, Artemis withdrew to his room (the finest the inn could offer), saying that he was going to bed early. Some of the guests noticed he looked a little bit pale. Kara, who had been doing double nightshifts on their journey, went to bed early, while Jon lingered in the common room for a while.

THE REAL VILLAIN

When everyone else had left, Jon approached Hugo von Silverton and asked if he could purchase a Potion of Healing. He also bought a vial of poison, even though the usage of poison is illegal in these areas. Jon said he wanted to buy the poison as a precaution and that he didn't plan to use it. He paid Hugo well to keep the purchase secret.

Artemis sat up late to write a report regarding the drow that he and Jon had come across during a scouting mission. He asked Inga for a cup of ginger tea (which is known to soothe an upset stomach) and some more candles.

However, after switching the labels of the potions that he had bought, Jon stopped by Artemis's room and offered him a Potion of Healing. Artemis accepted the potion and thanked Jon.

After drinking the potion (which in fact was poison), Artemis felt overwhelmingly drowsy. He opened the chest of drawers to reach for his nightgown, dropped the empty vial into the drawer, and staggered towards his bed, where he collapsed on his stomach. A few minutes later, he was dead.

LATER THE SAME NIGHT

Jon left his room, went down to the common room, and picked up the keys to the rooms behind the bar where he had seen Inga place them earlier. He went back to Artemis's room and took all of the papers of the report that he could find in the darkness. Before he left the room, he checked that Artemis was in fact dead. He then locked the door to the room and replaced the keys downstairs before returning to his own room. A couple of the guests heard his door open and close but thought nothing of it.

OTHER ACTIVITY

Cael, unaware of what had transpired at the inn, rose at midnight to light incenses and mutter his prayers to his evil god before returning to bed.

At dawn, William Fastfinger arrived at the inn after getting lost in the bad weather. He is a travelling musician who sometimes sinks to pickpocketing and small-scale burglary to earn some extra coin on the side. William climbed up to peek through the windows to see if any rich people were staying at the inn. After seeing one of the guards' uniforms, he decided that it was too dangerous to try to steal from the guests. At present, he hides in the hayloft in the stable while waiting for the bad weather or guards to leave, whichever happens first.

Unbeknownst to William, he was spotted by Vittra Northdaughter, a nomad hunter who lives in the area and who delivers fresh game and mushrooms to the inn.





The Old Wolf Inn, Ground floor. 1: The common room; 2: Kitchen; 3: Scullery; 6: Stables; 7: Outhouse



The Old Wolf Inn, Basement. 4: Storage basement; 5: Bath



THE OLD WOLF INN

MAP LEGEND

- DOOR
- WINDOW

One square = 5 feet

UPSTAIRS

The Old Wolf Inn, Upstairs. 8: Artemis's room; 9: Kara's room; 10: Jon's room; 11: Hugo's room; 12: Cael's room; 13: Inga's room

CHAPTER 3: COMMON AREAS AT THE INN

There are several rooms for the characters to investigate. All rooms can be searched thoroughly, but many of the guests will not appreciate having their belongings or quarters examined, so to avoid conflict, the characters are wise to search the rooms discreetly.

Many rooms feature details that are not immediately obvious or easily found. These details are marked “→ On a closer look,” followed by the ability check and difficulty required to discover them.

1. THE COMMON ROOM

The common room is a large rectangular room with a bar at one side and a large open fireplace at the other end of the room. Several round tables and chairs are spread out haphazardly around the space. There is a comfortable private booth with velvet curtains and leather seats near the open fireplace.

The keys to the rooms hang in a wooden locker behind the bar. The locker is closed but not locked. Inga keeps a heavy crossbow under the bar, but during all her years as an innkeeper, she has never used it.

2. KITCHEN

The kitchen is well organised with all ingredients stored in fine porcelain containers with wooden lids. Each container is labelled with the name of the contents in Dwarvish. Three shelves are filled with herbs and various types of teas. A large iron-wrought oven takes up the better part of the kitchen. Several pots filled with stew are slowly simmering on the stovetop. The room smells strongly of food, herbs, and freshly made bread.

→ On a closer look, DC15 Int (Nature): Some of the herbs and dried mushrooms are in fact poisonous, especially in larger quantities.

3. SCULLERY

This small room is used for the storage of food and firewood.

→ On a closer look, DC14 Wis (Perception) or DC 14 Int (Investigation): Under the round mat is a trapdoor that leads down to a basement.

SHADY OPERATIONS

The Old Wolf Inn is located near Oxgate, an old arched gate in weathered stone many centuries old. This gate is manned by guards who collect tax on the goods of travelling merchants before these continue north.

Oxgate is located along the road in a narrow pass in the mountains that often is covered in mist, easy to get lost in, and filled with dangerous beasts. It is said that somewhere in the mountains there is a portal to Shadowfell. The portal's magic is weakening and, according to hearsay, monsters from Shadowfell sometimes slip through to the material plane. (If this is true or not is unclear and remains to be seen.)

However, more than one fearless merchant with dubious morals has decided to take the risk and circumnavigate Oxgate to avoid paying tax. These merchants regularly make use of smugglers, such as the band led by Emirys Shadowdusk that operates in the area around Oxgate and the Old Wolf Inn. Several of the guests at the inn are involved or aware of the operation. This includes Inga Broadhammer, who sometimes stores contraband in a hidden room under the scullery.

4. STORAGE BASEMENT

A narrow ladder allows access to a basement with a simple floor of packed dirt. Apple brandy and various ales are kept here together with crates filled with winter apples and wicker baskets with vegetables that need to be stored in cool temperatures.

→ On a closer look, DC16 Wis (Perception): There is a hidden door at the far end of the basement. The room behind the hidden door is empty, at least for now.



5. BATH

A door under the staircase from the common room leads to a basement bathroom. The room is divided into two sections: one side is used for laundry, while the other side is occupied by a magnificent copper bathtub that rests on feet shaped like a griffon's claws. The bathtub cost 5 sp for guests to use (including fresh towels).

The bath was built and magically enchanted by one of Inga's old adventuring companions, a tinker gnome called Zacki Buttercup. In addition to producing both hot and cold water, the bath can also run a luxurious bubble bath that after one hour of bathing provides creatures with a + 1 bonus on skill checks. This effect lasts for 24 hours.

6. STABLES

The stables have six boxes, five of which are occupied by a large black warhorse (which belonged to Artemis), two sturdy brown military horses (Kara's and Jon's mounts), a very elegant grey horse with a silver mane (which belongs to Cael), and a sturdy piebald pony (belonging to Hugo von Silverton).

There is also a storage room for horse grain and hay, as well as a tack room for saddles, harnesses, blankets, and other types of equestrian equipment. In the tack room is a fine set of empty leather bags.

Usually, a stable boy called Robin takes care of the horses every day. He lives with his grandparents at a run-down farm a one-hour walk from the Old Wolf Inn. However, due to the storm, Robin has not come to the inn to look after the horses, so Inga tends to her guests' mounts for the time being.

→ On a closer look, DC 10 Int (Investigation): The large warhorse and military horses are marked on their hindquarters with Winterhold's symbol: Two crossed pickaxes over a snowflake. In the courtyard is a pony trap that has not been there for long.

The character with the highest passive perception will hear a noise from the hayloft, where William Fastfinger is hiding.

7. OUTHOUSE

This simple outhouse is situated next to a rubbish heap that also functions as compost at the back of the inn. A large pile of firewood is neatly stacked against one of the sides of the outhouse.

CHAPTER 4: CRIME SCENE & GUEST ROOMS

The following guests are staying at the inn: Kara Tanner, Jon Callion, Hugo von Silverton, and Cael Thraelive. Inga Broadhammer is also a permanent resident and has her private room upstairs.

Inga is mindful of the well-being of her guests and keeps all rooms in good order. Each room features a rustic bed with clean mattresses, a small bedside table, and a writing desk with an almost matching chair. There is also a small fireplace in all rooms to ward off the chill. In addition, some rooms feature additional furnishings and items as described below.

ENTERING THE ROOMS

All rooms are presently locked. The keys to all the rooms except Inga's quarters are kept in a wooden locker behind the bar. The locks on all the doors are rather simple and can be opened with a successful DC 12 Dex (Thieves' tools) check. However, a result of a natural one means that the lockpick or tool breaks and jams the lock, which is likely to make the owner of the room realise that someone has tried to pick it.

ABSENT GUESTS

Three of the guests are not staying overnight. Enoch the Birdwhisperer lives in a makeshift hut nearby the inn. Vittra Northdaughter is a nomad with no permanent living accommodations. William Fastfinger is a travelling musician, who currently is hiding in the stables.

8. ARTEMIS'S ROOM (CRIME SCENE)

This room is the finest and largest of the rooms at the inn. It is painted in sage green with a golden picture rail. The fireplace is larger than those in the other guest rooms. Two empty candlestick holders in brushed iron are fitted along one wall, and a large chest of drawers stands near the desk. The air is chilly and damp.

The still shape of a man lies face down on the bed. There is no immediate sign of struggle or violence.

→ On a closer look, DC 12 Wis (Perception): One of the windows is slightly ajar.

The character with the highest passive perception will notice someone approaching the inn through the window; it is Vittra Northdaughter.

THE BODY

Artemis is clearly dead. His skin is discoloured and his face is a ghastly mix of black and blue. He is wearing a Winterhold guard uniform but no armour. His pockets contain a leather bag that holds 17 gp, 3 sp, and 1 cp.

→ On a closer look, DC 15 Int (Investigation) or DC 10 Int (Medicine): The victim died an unnatural death, and he was either strangled or poisoned. He also has a cut across the ribcage, which has been bandaged. The wound is fresh and has just started to heal. It looks like it could have come from a grazing arrow or cross bolt.

BED AND BEDSIDE TABLE

On the small wooden table is an empty tea mug. The drawer contains a small velvet box in deep purple, which in turn holds a golden locket with a miniature portrait of a young woman.

→ On a closer look, DC 14 Wis (Perception), DC 12 Wis (Survival), or DC 12 Int (Nature): Judging from the faint smell, the mug had contained ginger tea mixed with honey.

DESK

Several candles have been placed on the desk, all of which are burnt down to stumps. There is also an elegant letter knife in silver, a pair of quills, one small jar of ink, and a tiny pile of shavings from the sharpening of quills.

In the desk's drawer is a paper from a report. The handwriting is initially neat but degrades towards the end of the text. It is impossible to tell if this is because the writer was tired or poisoned. The report, which is written in Common, is unfinished and concerns a recent scouting mission.

→ On a closer look, DC 15 Int (Investigation): Several papers seem to be missing from the report.

CHEST OF DRAWERS

This chest contains a range of neat and tidy organised clothes. There is also a small pile of dirty laundry and a few other mundane items such as a shaving kit, a steel mirror, and a smooth whetstone.

→ On a closer look, DC 15 Int (Investigation): There is a bloodstained shirt among the laundry. What is more, between the laundry and the clean clothes is a small glass vial labelled *Potion of Healing*.

9. KARA TANNER'S ROOM

This room is rather messy for someone who is a trained military guard. Several dirty socks have been tossed into a corner, there is an unwashed and greasy glass on the desk, the fireplace is filthy, and the bedsheets are rumpled. A leather backpack rests against the desk together with an oiled low tent and a bedroll.

DESK

A pair of inexpensive pens lie next to the beginning of a report that has been rewritten with several false starts: *Today I found my superior...*

My dutiful superior was... Tragically, I have to report that the fine Lieutenant Artemis Nahanna has been found... and so on. The handwriting is spidery and slightly childish.



In one of the drawers is a simple, carved wooden box. It contains a set of home-made prison dice (weighted), a deck of cards with dog-eared corners (some of which are marred by traces of blood), and a rounded stone with a Dwarvish rune. Characters who can read Dwarvish see that the rune represents the letter L.

→ On a closer look, DC 15 Int (History): Dwarvish stones are often exchanged between lovers as a secret engagement, for example if their parents disagree with the match. Dwarven characters pass this check automatically.

OPEN FIREPLACE

Beneath a pile of charred logs is a small mound of embers left behind from the fire, which is close to burning out.

→ On a closer look, DC 12 Int (Investigation): A half-burned paper is stuck under one of the logs. It is unreadable but similar to the half-finished report found on the desk.

BED AND BEDSIDE TABLE

The bedsheets are wrinkled and the bed has not been made. There is an empty glass on the bedside table that smells slightly of brandy.

CHEST

This chest is empty save for a layer of dust and a small harmless spider in one of the corners.



THE BACKPACK

This plain and weathered but durable backpack holds clothes in various needs of washing. They are in an unsorted order and unfolded.

→ On a closer look, DC 16 Int (Investigation): At the bottom of the backpack is a hidden garotte, made of a steel string and two wooden handles.

10. JON CALLION'S ROOM

All items in this room are organised and tidy, and the surfaces are clean and uncluttered.

DESK

The documents and ink jars on this desk are neatly arranged. The pens are sorted in size order and perfectly sharpened.

OPEN FIREPLACE

The fire here is burning low, but it still gives off a pleasant warmth.

→ On a closer look, DC 15 Int (Investigation): There is a small piece of a partially burned paper among the ashes that surround the fire. It is impossible to say who wrote it or what it contains. If the characters touch it, the paper crumbles to ash.

BED AND BEDSIDE TABLE

The bed is neatly made and its blanket is folded to perfection. An empty leather backpack is placed on the floor at the end of the bed.

CHEST

The large wooden chest contains a stack of nicely folded clothes organized by colour and type. Even the socks are placed in impeccable rows. There is also a well-thumbed copy of *One Hundred Masterful Military Strategies And How To Counter Them: Volume Three*, written by Commander C. K. Rosewood. Next to the book is a foldable triptych woodcarving that features the symbol of the deity Torm (a metal gauntlet), as well as a scene from a famous tale of when Torm rode to battle on his golden dragon to fight Bane, also known as the Lord of Darkness.

→ On a closer look, DC 16 Int (Investigation) or DC 16 Wis (Insight): The triptych woodcarving can be flipped around to reveal the symbol of Cyric, an evil deity who is also known as the Prince of Lies. The inside also features a carving of a gory scene that portrays Cyric enslaving the world and punishing his adversaries. The carving is exquisitely detailed and disturbingly descriptive.

11. HUGO VON SILVERTON'S ROOM

The merchant's room features a plush rug on the floor, and a simple but well-made landscape painting hanging on one wall. A small stand with scented oil on the mantelpiece spreads a sweet, fresh aroma of lavender in the air. Next to the chest provided by the inn stands an additional, larger chest in polished mahogany secured by a studded leather band. The chest is locked.

→ On a closer look, DC 14 Int (Investigation): The windows have been jammed to make sure they cannot be opened from outside. This was done by Hugo himself, who constantly worries that old enemies – or unhappy customers! – may one day catch up with him.

DESK

The desktop and the drawers are empty except for a small box of good pipeweed Hugo stores here to keep it safe from flames and humidity.

FIREPLACE

The fire here burns bright and strong, most likely because someone has been generous with adding logs and kindling.

BED AND BEDSIDE TABLE

The sheets are wrinkled and buried under three extra woollen blankets. On the bedside table is a corked bottle of nice red wine.

→ On a closer look, DC 10 Int (Investigation): Under the pillow is a stuffed teddy bear. It looks like it has been mended more than once.

CHEST

The chest that belongs to the inn is unlocked and empty. The larger chest with the studded leather band is locked. A successful DC 14 Dex (Thieves' tools) check allows a character to pick the lock.

The large chest contains 360 gp, 120 sp, and 34 cp, as well as various types of gems worth 500 gp in total. Two embroidered cloth bags are filled with rings in gold and silver worth a total of 25 gp.

It also contains a range of worn but nicely tailored coats, jackets, trousers and cloaks, as well as a few mundane objects: a fine comb, a toothbrush and a bottle of tooth powder, and a bottle of perfume.

There is also a leather bag with slots for ten potions, which currently contains five potions labelled as follows: 2 Potions of Healing, 1 Potion of Greater Healing, 1 Oil of Slipperiness, and 1 Antitoxin.

The chest also contains a magical dagger with an elaborate golden sheath. The dagger is engraved with the words Duty on one side and Revenge on the other in Common. It provides a +1 bonus on attack and damage rolls.

→ On a closer look, DC 18 Intelligence: Some of the rings are false, and the value of all the rings is more accurately 10 gp. What is more, one of the golden rings features a small secret spine that could be used for poisoning, and one of the jackets has concealed sewn-in pockets along the hem that can be used to discreetly carry valuable gems or other items one may want to hide.

12. CAEL THRAELIVE'S ROOM

This room is cold, as the fire in the hearth has burnt out. There is a faint smell of incense in the air, and a pair of unwashed tea mugs are on the desk.

DESK

The desk and its drawers are empty.



FIREPLACE

There are only ashes and lumps of charred wood in this fireplace.

→ On a closer look, DC 14 Int (Investigation): Among the burned logs is a small burned piece of a bone that looks like a chicken bone.

What is more, characters who know that Cael claims to be a scholar and a mage, and who succeed on a DC 14 Wis (Insight) check, realize that there is a distinct lack of books or tomes in the room.

BED AND BEDSIDE TABLE

The bed is hastily made, and the bedside table is blemished by rings from used tea mugs.

CHEST

The chest contains a travelling backpack that looks new. Inside the backpack is a set of spare clothes and a few other mundane items, such as a comb, a bar of soap, some cooking utensils, and a small cauldron. The backpack also contains a small flat steel chest the size of a palm.

→ On a closer look, DC 18 Int (Investigation): The steel chest is trapped with an enchantment that strikes potential thieves with a deadly – and loud! – lightning bolt. A creature who attempts to open it without saying the correct password (*Death*, spoken aloud in abyssal) must succeed on a DC 15 Dexterity saving throw or take 2d10 lightning damage (half on a successful save). The chest contains a large ruby worth 300 gp.

13. INGA BROADHAMMER'S ROOM

This room is small, cosy, and slightly overfurnished. In addition to the fixtures found in all the rooms, there is also a small sofa, a three-legged table, a large wardrobe, and a low bookshelf. Along the mantelpiece are several carved oval frames with pictures of other dwarves, many of whom carry a strong resemblance to Inga.

DESK

The desk is filled with clutter and a large pile of letters. There is also a carved pipe and worn leather pouch of tobacco. The letters seem to contain correspondence with various family members over the years.

→ On a closer look, DC 10 Int (Investigation): There are several letters written to what appear to be Inga's father, in which she defends her decision to leave the dwarven community and go out to seek adventures. The letters appear never to have been sent, and some of them have been crumpled together.

FIREPLACE

The fire has burned out and left behind only ashes.

→ On a closer look, DC 14 Int (Investigation): There are a couple of burned pieces of paper in the fireplace. It is impossible to see what was written on the paper.

BED AND BEDSIDE TABLE

There is a book on the bedside table with an old leather bookmark slipped in between the pages. The book is written in Dwarvish and features a collection of folktales. There is also a half-empty glass of water on the table.

On a closer look, DC 10 Int (Investigation): The book is inscribed with the words *To my oldest daughter. May you always follow your heart and dreams wherever they may take you. From your father Runalf Broadhammer.*

WARDROBE

The wardrobe is filled with various everyday clothes such as shirts, dresses, skirts, and waistcoats. At the back of the wardrobe are a mended travelling cloak, studded leather armour, and a heavy war hammer.

→ On a closer look, DC 12 Int (Investigation): The hammer is covered by a thin layer of spiderwebs, and the leather armour is old and dried. Neither of the items have been used for several years.

THE LOW BOOKSHELF

This bookshelf contains various books, mainly in Dwarvish, about classic adventure stories and folklore tales. There are also a few works on cooking and herbs.

→ On a closer look, DC 19 Int (Investigation): One of the books is hollowed out and contains a leather purse marked *For emergencies only* in Dwarvish. It contains 100 gp. It also contains a recipe for how to make apple brandy.

CHAPTER 5: INTERVIEWING THE GUESTS



Almost everyone at the Old Wolf Inn has something to hide, for one reason or another. The descriptions below provide thorough information about everyone present at the inn, but the DM should feel completely free to improvise or modify and elaborate on all non-player characters as they wish.

STATISTICS

Stats blocks for all NPCs are listed on p.342-350 in the Monster Manual, but the DM can swap or change these statistics to increase or decrease the challenge rating of the adventure.

ARTEMIS NAHANNA (†)

Artemis Nahanna was a good-looking elven **noble** (LN). He had silver-blond hair, blue eyes, and high cheekbones. At the time of his death, he wore a Winterhold's guard uniform with a corn-blue armband that is worn only by high-ranking officers in the guard. Artemis came from a noble family in Winterhold. As the youngest sibling, he joined Winterhold's guard according to tradition.

Armour and weapon: In life, Artemis carried a long sword and wore breastplate armour.

Trait: I find common people intolerant and tend to treat them in a scornful manner.

Ideal: Aspiration. I hope to one day become captain and the highest-ranking officer in Winterhold's guard.

Bond: I would do anything to protect my sister.

Flaw: Deep down, I know I am better than anyone else.

INGA BROADHAMMER

Inga Broadhammer is a female dwarven **veteran** (CG). She is short, but strong for a dwarf, and wears her flaxen hair in a braided crown.

Inga is the innkeeper and owner of the Old Wolf Inn. When she was young, she left her tight-knit community in the mountains to seek her fortunes against her parents' wishes. After a series of wild adventures, she got attacked by a basilisk and was gravely injured. The wound never healed properly, and she walks with a limp ever since. Realising that

her adventuring days were over, Inga retired and bought the inn by using her share of a treasure. Sometimes Inga dreams of going back to her dwarven community, but she is too stubborn to admit that her parents might have been right about the dangers of adventuring.

At present, Inga is constantly nervous and tries to offer her guests food or drink to reassure them about the inn. If asked, she says that she is worried that people will stop coming to the inn, but in truth she is afraid that she may accidentally have killed Artemis.

Armour and weapon: Inga doesn't wear armour, but she keeps a heavy crossbow under the bar and an old war hammer in the wardrobe in her room.

Trait: I always enjoy telling stories of my old adventuring days, but a good story deserves a little bit of embellishment.

Ideal: Adventurous. Fortune favours the bold.

Bond: I look up to my parents, but I can't face the risk that they would be disappointed with me.

Flaw: Stubborn beyond the grave.

INFORMATION

Inga heard a noise late at night; it could have been a door closing or opening. There was also some animal outside, probably a fox or an owl. She went to bed after the last two guests had left the common room, Jon and Hugo von Silverton.

WHAT SHE HIDES

Inga does not want anyone to know how much she disliked Artemis.

WHAT SHE LIES ABOUT

Inga will lie about trying to food poison Artemis. She is afraid that she may have poisoned him with the crushed leaves that she added to his food.

ENOCH THE BIRDWHISPERER

Enoch is an elderly male human **druid** (NG). He has wild white hair and matching unkempt eyebrows. Most days, he wears a tatty green robe and carries a gnarly walking stick.

He is a squinting, slightly deranged old man who tends to speak at length with anyone who wants



to listen about all the “ill omens and dire signs” that he has seen lately in the forests where he wanders. He is often engaged in a mumbling conversation with his tame raven, Crow, who according to Enoch understands his every word, but who often tends to disagree with him.

Armour and weapon: Enoch the Birdwhisperer doesn't wear armour, but he carries a gnarled quarterstaff, a sickle, and wears a pair of rugged magic boots. (The boots have the same benefits as a Ring of Warmth, but also grant the wearer the ability to move through difficult terrain without penalty).

Trait: I have a habit of talking to my clever raven, Crow, but sometimes I pretend to be more confused than I am, especially if I want to avoid questions that I don't like.

Ideal: Nature's wisdom. People should learn to collaborate from wild animals, who often help each other in a flock.

Bond: I am bonded to no one, except possibly to my forest and my best friend Crow.

Flaw: Superstitious. There are signs everywhere of ill omens and dire news!

INFORMATION

Enoch has seen Vittra in the forest, but he is a little bit afraid of her. He met Hugo on the way to the inn and dislikes him since Hugo mistook him for a beggar.

WHAT HE HIDES

Enoch doesn't want to be involved in anything and will blame everything on his poor memory if he does not want to answer a question. In truth, his memory is quite good, but he is somewhat unhinged and sometimes struggles to make sense of events around him.

Although Enoch does not know exactly what happened at the inn, he will try to protect Inga. He will also keep quiet about her asking him to collect frogleaves for her, as these herbs can be used for dubious purposes.

WHAT HE LIES ABOUT

Enoch knows about the local smugglers in the forest, but he will lie about it if the characters ask if he has seen anything suspicious in the forest, since he has been threatened by them once.

VITTRA NORTHDAUGHTER

Vittra Northdaughter is a female half-orc **tribal warrior** (True Neutral). She is a nomad who was cast out by her tribe. Vittra was born with a strangely shaped purple birthmark, and the tribe's shaman foretold that she would one day divide and break the tribe. Whether this is correct or not remains to be seen. Meanwhile, Vittra wanders the wilderness alone.

Vittra is large, strong, and very quiet, and she tends to think before she speaks. She is also prone to interpret comments and questions quite literally, which may lead to complications. E.g., if the characters ask what she has seen, she will only answer that question and not tell any other information about things that she has heard.

Armour and weapon: Vittra Northdaughter is carrying a long bow and a quiver, an axe, and two daggers. She wears hide armour.

Trait: I am always calm. Regardless of the situation, I never lose my temper.

Ideal: Independence. It is everyone's responsibility to be able to take care of themselves.

Bond: My bond is to my tribe, even though they cast me out. One day I wish to return and for them to accept me.

Flaw: I mistrust wizards and warlocks with all my heart, and I resent the shaman who cast me out.

INFORMATION

Vittra has seen William Fastfinger climb around the inn, but she has not told anyone about it, as she does not think it is her business. If asked whether she has seen anyone in the forest, Vittra will tell that she has seen Enoch collecting herbs. Vittra distrusts magic, and if asked, she will quietly point out that she believes Cael is involved.

WHAT SHE HIDES

Vittra knows that the smugglers have threatened Enoch once, and although Enoch does not know about it, she watches over him. She has also seen Cael carrying out a peculiar and repellent ritual during the full moon, but decided not to reveal this information, as she believes everyone has the right to their own religions and beliefs.

WHAT SHE LIES ABOUT

Vittra doesn't lie (she does not understand the concept), but she will not share information freely. If asked, she points out that Cael seems very unconcerned about what has happened.

KARA TANNER

Kara Tanner is a female human **knight** (CN), but wears breastplate rather than plate armour. She has short, bushy black hair that reaches down to her jaw, and a small scar runs across her eyebrow. She wears Winterhold's guard uniform with a corn-blue cloak and breastplate armour with the Winterhold coat of arms (two axes crossed over a large snowflake).

Presently, Kara is in charge of her group after her lieutenant passed away, and she now acts as chief-in-command. She is determined, but unused to leadership.

Armour and weapon: Kara Tanner carries a long sword and wears breastplate armour.

Trait: I always check the easiest way to escape from a room and always sit with my back against the wall. Old habits die hard.

Ideal: Change. Everyone deserves a second chance, but no one should be given a third one.

Bond: One day I wish to get my revenge and see my old enemies thrown in prison.

Flaw: I can't resist a game of dice or cards, although I have lost all my money more than once.

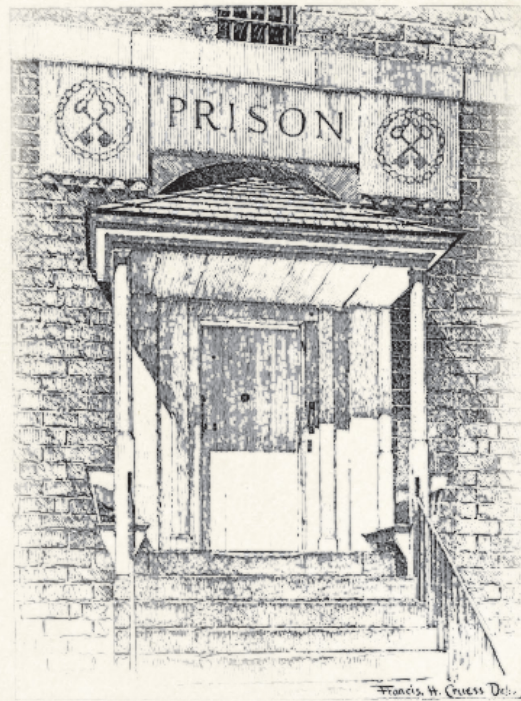
INFORMATION

Kara will tell anyone that Artemis and Jon went out on a mission together and that when they returned, Artemis decided that they should leave the camp together, as he had important news to deliver to the captain of the guard in Winterhold. He did not reveal what type of information this was. Kara says that she believes Artemis was wounded during the mission, but that he probably hid it, as he didn't like to admit signs of weakness.

Kara heard nothing during the night; she was fast asleep.

WHAT SHE HIDES

Kara will hide how she felt about Artemis. In fact, she heartedly disliked Artemis's pompous airs and the way he treated everyone he thought was beneath him. However, if asked, Kara will claim that she looked up to his leadership. If pressed, she will only admit that perhaps he could sometimes be a little bit unfair.



WHAT SHE LIES ABOUT

Kara will lie about information regarding her background. She is a former thug with a gambling problem who has spent time in prison. After a robbery that went wrong, she decided to leave her criminal past behind and join Winterhold's guard by presenting forged documents that revealed nothing about her past.

JON CALLION

Jon is a male human **knight** (LE), but wears breastplate rather than plate armour. A handsome man in his later thirties, he has brown side-swept hair, neatly short-trimmed sideburns, and a perfectly straight nose. Like Kara, Jon wears Winterhold's guard uniform with a corn-blue cloak and shining breastplate armour.

Jon is a newly recruited member of Winterhold's guard, who has risen in rank quickly. While Kara technically was second in command after Artemis, Jon gradually became Artemis's favourite, which was why they went on a scouting mission together.

THE MAKING OF A MURDERER

Jon is secretly collaborating with drow who are raiding villages in the area. He had planned to advance in rank by double-crossing the dark elves and revealing their operation later on. However, Artemis and Jon happened to stumble upon the drow during a scouting mission and found a cave where the drow kept stolen supplies from their nightly raids. Artemis realised the importance of the cave, which could be a perfect spot for the Winterhold guards to ambush the drow, and immediately decided to inform his superior, the captain of the guards.



Jon knew that Artemis would increase in rank by sharing this information with the captain, and that it would also destroy the chance for Jon to reveal his knowledge about the drow's operations later on. Consequently, Jon callously decided to kill Artemis to prevent him from sharing the news about the drow's hideaway.

Armour and weapon: Jon carries a long sword and wears breastplate armour. He also carries a concealed dagger coated with Drow Poison (see p.258 in the *Dungeon Master's Guide*). Targets hit by the dagger must succeed on a DC 13 Constitution saving throw or be Poisoned for 1 hour. If the saving throw fails by 5 or more, the creature is also Unconscious while Poisoned in this way. The creature wakes up if it takes damage or if another creature takes an action to shake it awake.

Trait: I'm neat and I thoroughly loathe the disorder of any kind.

Ideal: Power. One day I will rule the kingdom and be the puppet master behind the throne.

Bond: I owe my old mentor a debt, but I have no real intention of ever repaying it.

Flaw: I have a nemesis who wants to see me dead.

INFORMATION

Jon will tell anyone that he and Artemis were on a scouting mission, and that they found something that the captain of Winterhold would find highly interesting. If pressed, he will admit that he did not always like Artemis's unfair treatment of common folk, but since Artemis was in charge, there was nothing he could do about it.

Jon claims that he didn't hear anything during the night, except that someone was snoring. He will point out that he saw Inga deliver tea to Artemis during the evening.

WHAT HE HIDES

Jon will say that he respects Kara, but that he believes himself to be a better leader. He will also pretend to hide that he knows about Kara's shady past, while in fact he is more than willing to share this information.

WHAT HE LIES ABOUT

Jon will lie about what he and Artemis found on his scouting mission.

WILLIAM FASTFINGER

William is a male gnome **commoner** (CG), who is proficient with many musical instruments but never studied to become a true bard. He wears studded leather armour and a red-and-black chequered cloak. One of his ears is decorated with several silver piercings, and he has a blue tattoo in the shape of a soaring dragon on his shoulder.

William is jovial and tends to always see things from the bright side, even his own mistakes. His reputation as a so-called bard is dubious, as valuable items often tend to disappear when he is around.

Armour and weapon: William Fastfinger carries six daggers, four hidden up in his sleeves and two daggers hidden in his boots. He also has a set of nine darts (one has gone missing) in a leather set and carries a small bottle of Essence of Ether poison on his person. He wears studded leather armour.

Trait: I can never tell the truth, but I am a horrible liar.

Ideal: I only steal expensive items from people who can afford to be without them.

Bond: I would rather be infamous than forgotten by history.

Flaw: I can't help stealing from people, even if it is small mundane items of no value.

INFORMATION

William Fastfinger is willing to tell anyone who will listen about how crooked Winterhold's guards are these days, and he likes to point out that because of unfair taxes, even completely honest people have to succumb to illegal activities to survive.

WHAT HE HIDES

William has been involved with the local smugglers but regrets it. While he does not mind stealing, smuggling and highway robbery are too risky. William also likes to present himself as a bard, but sometimes he lets his true name slip off his tongue: "My name is William Fastfinger – I mean William the Bard!"

WHAT HE LIES ABOUT

William Fastfinger cannot lie to save his life, but that does not stop him from trying.

CAEL THRAELIVE

Cael is a male half-elf **cult fanatic** (NE). He has long hair tied together with a leather cord at the nape of his neck, and wears a fine sky-blue robe with silver moon crescents together with a matching pointy hat. Cael is slightly aloof and speaks very articulately.

Cael has always heard voices in his head, but a year ago, they started to convince him to form a religious cult. Since then he has gathered more followers, and through his dark rituals their number and powers have grown.

Armour and weapon: Cael Thraelive wears thin leather armour under his robe and a hidden ceremonial dagger. He also carries a fine wooden staff carved with elegant runes and an intricate pattern.

Trait: Nothing can change my religious belief.

Ideal: Fanatic. I always follow the voices in my head, no matter the price.

Bond: I would die for my God.

Flaw: I am completely inflexible and rigid in my thinking.

INFORMATION

While Cael is a cult fanatic and a necromancer, he poses as a novice wizard. He is slightly amused by the murder but he cannot resist staying up to speed with how the investigation progresses by staying close to the action. If he suspects that his true nature risks being revealed, he tries to sneak off on his mount, disregarding the dire weather.

Cael heard a noise during the night; it could have been a door opening or closing.

If asked, Cael will say that he noticed that Artemis looked pale and drawn when he left the dinner table. He will also add that he thinks that Inga is very nervous about what has happened.

WHAT HE HIDES

Cael hides his true nature but doesn't try to hide his disdain for common, low-born people. He says it is perfectly in order that Artemis and his fellow guards should receive free food and lodging on their way.

WHAT HE LIES ABOUT

Cael will lie about his true self, and claim to be a scholar and wizard.

HUGO VON SILVERTON

Hugo is a middle-aged human **commoner** (NG), with a large contact network and many years of experience as a slippery merchant. He is chubby and fidgety and wears golden rings on all of his fingers. He keeps his black hair brushed over his thinning scalp. While he is talkative, he is also nervous and jumps at shadows and sudden noises.

Armour and weapon: Hugo von Silverton carries a short sword. He wears no armour, but one of his golden rings is a Ring of protection +1.

Trait: I am a drama queen who always exaggerates the hardship life has dealt me and how the world has treated me poorly.



No. 362.—THE NIGHTSHADE.

Ideal: Miserly. I am loath to part with money and will grumble about a bad affair forever.

Bond: I am part of a guild and look up to the rich guild master with awe.

Flaw: I cannot resist flattery.

INFORMATION

Hugo will try to divert all attention to other NPCs or player characters. He will question if it was poison that killed Artemis, and point out that Artemis probably was strangled by someone strong, in other words one of the guards. He will also highlight that Artemis looked pale when he left the common room, so perhaps there was something wrong with the food.

Hugo says that he has heard how Inga and Enoch know a lot about herbs, so perhaps they had something to do with the unfortunate death. Or maybe the meat in itself was poisoned by Vittra, who delivers game to the inn. His speculations never end.

Hugo is a light sleeper and woke up several times during the night. He heard a door open and close, some sort of animal outside, and what sounded like low singing (chanting) around midnight.

Hugo will also add that he thought that Kara seemed tired and Artemis looked pale when they went to bed, but quickly points out that he doesn't think that they were poisoned in any kind of way!

WHAT HE HIDES

Hugo von Silverton is not as noble as he presents himself to be. On the contrary, he has made his money through dubious affairs, and he is constantly nervous that his old enemies or unhappy customers will find him.

WHAT HE LIES ABOUT

Hugo sold the Potion of Poison to Jon for a large sum of money, but he is nervous about it and afraid that if he admits the deal, he might become a suspect – or worse.

CHAPTER 6: DEVELOPMENTS & RESOLUTION

DEVELOPMENTS

- When the characters are investigating Artemis's room, they will see Vittra walking through the heavy rain just as she arrives at the inn.
- If the characters investigate the stables, one random character will hear William Fastfinger moving in the hayloft.
- Cael will try to leave soon after midnight. If he is caught, he will tell the truth and simply say that he doesn't like to be involved in a murder that he had nothing to do with.
- Jon has poisoned Hugo von Silverton's wine, which Hugo will drink later during the evening to soothe his frazzled nerves. The poison starts working during the night. If any of the characters are awake, they will hear someone cough. Should they investigate, they hear heavy breathing from Hugo's room as he tries to crawl towards his chest where he keeps a vial of antitoxin. The characters will also hear snoring from Kara's room and the wind tugging at the broken chains of the inn's sign.
- Hugo will die during the night unless he is found in time and given an antidote. The poison can also be neutralized by magical means, such as the spell *Lesser restoration*.

THE FOLLOWING MORNING

Everyone will gather in the common room, and the characters are asked by Kara to present who they believe is the killer, and all the evidence the characters have managed to collect.

During this scene, Inga will break down and tell everyone who is present that she is guilty of the crime.

“Wait,” Inga says, her voice near breaking point. “I...I have something to confess.” She draws a long, ragged breath. “I am the one who killed him. I poisoned the lieutenant. It's all my fault. But I never meant to take his life – please, you must believe me!”

The other guests look at Inga in stunned silence after the innkeeper's tearful confession. (See Inga's character description for details on why she thinks she is guilty.) If the characters cannot provide other evidence or make the real murderer confess, Kara and Jon will arrest Inga and take her to Winterhold, and the adventure ends.



THE REAL MURDERER

Jon, the actual killer, will do his best to fake astonishment if he is accused of the murder. If he is pressed with questions or realizes that the characters have compelling evidence, he will snap and admit that he poisoned Artemis.

“Fine,” Jon growls between gritted teeth, and his handsome face turns to an ugly sneer.

“Have it your way. Yes, I killed Artemis! He was a pretentious, useless creature not fit to lead a pack of street dogs, let alone me.”

“But why?” Kara exclaims, clearly taken aback. “No one liked the man, but why would you kill him?”

“Artemis saw the drow during our scouting mission, and he would have told the captain in Winterhold,” Jon scoffs. “I had to prevent him from doing that. Killing him was the alternative—and if these idiots hadn’t showed up, no one would have known!”

With that, Jon draws his weapons and attacks the characters. His main interest is escaping, so he will target the character he believes is most likely to stop him. If given a chance, he might take a hostage to get to his horse in the stables.

NOT SO FAST!

Hoping to bring Jon to justice in Winterhold, Kara will try to prevent fighting and attempt to grapple or subdue those who engage in fighting with Jon. She will shout that everyone should stop fighting and surrender. Meanwhile, Inga will reach for her heavy crossbow behind the bar, but she will not actively engage in the fight.

THE END OF AN EVILDOER

If Jon is slain, these are his last words before he dies:

“This cannot be true,” Jon wheezes while his life seeps away. “I am destined for great things.” His eyes lose focus and he whispers, “I am meant to rule...” A final ragged breath later, and he is gone.

OPTIONAL: A NON-VIOLENT FINALE

If the DM chooses, this adventure can be played without need for physical conflict.

In this case, Jon Callion surrenders grudgingly to Kara Tanner when his crime is exposed, and Kara says that she will take Jon to Winterhold where he will face justice.

Jon mutters, “I cannot believe this is happening! Thwarted by a gang of lowlife idiots!”

“Silence, Callion,” Kara replies as she ties his hands. “Or I’ll have you gagged.”

Jon closes his mouth, but his eyes shoot wordless daggers at the characters.



CHAPTER 7: REWARDS & TRAVELS

If the character succeeds in revealing the murderer, either by provoking Jon into fighting or by presenting compelling evidence to Kara, who then will try to arrest him (which also ends up with Jon attacking), Kara rewards the characters with 50 gp, and Inga gives them an additional 50 gp and a wooden barrel of her finest apple brandy.

The characters are always welcome to the Old Wolf Inn again, and William Fastfinger composes a surprisingly good and catchy song about the incident called “Who killed the guard in the night, can you figure it out?” In addition, Hugo (if he is still alive) offers a 20% discount on all his wares and future affairs if they should meet again.

Finally, Enoch gives them a silver spoon that his raven brought to him for “bringing peace to the forest and my favourite inn”. (The spoon is in fact antique and comes from a treasure hidden by a troll deep in the forest. It is worth 10 gp.) His raven isn’t pleased about Enoch’s actions, and Crow will try to steal the spoon back.

THE JOURNEY CONTINUES

When the characters leave, Inga waits for them by the door to say goodbye.

“Remember that you are always welcome here,” she says and offers the characters freshly baked buns to keep them warm. “And hopefully, the next leg of your journey shall be less eventful. Your destination is not that far away.”

“I am sure we will be fine,” Bjorn says and glances towards the sky. The dark clouds have passed and the wind has calmed. “Look, the weather has cleared up, too. Soon, we shall arrive at Winterhold, where we will be safe and sound inside the city wall. I mean, what could possibly happen there?”

THE END

CHAPTER 8: NEW MAGICAL ITEMS

ZACKI BUTTERCUP'S MAGNIFICENT BATHTUB

Wondrous item, very rare

This bathtub was made by Zacki Buttercup, who together with her twin brother are famous for inventions that combine fickle magic with innovative tinkering. Crafted from polished copper, the tub is unblemished despite years of frequent use. It is connected to a pipe with cold water that heats itself to a perfect temperature.

SOME TUBS GO WANDERING

The bathtub is partly sentient and sometimes moves from one place to another. It is currently located at the Old Wolf Inn, where some guests have sworn that the bathtub sometimes scratches itself with its griffon-like clawed paws. Others claim that the bathtub is known to leave houses when in danger, e.g. during a fire. Some even say that the bathtub can be much more mobile and even follow their owners around.

Whether or not these stories are true, it is a fact that the bathtub never needs to be cleaned—if left alone for more than 20 minutes, it will be shiny and clean again.

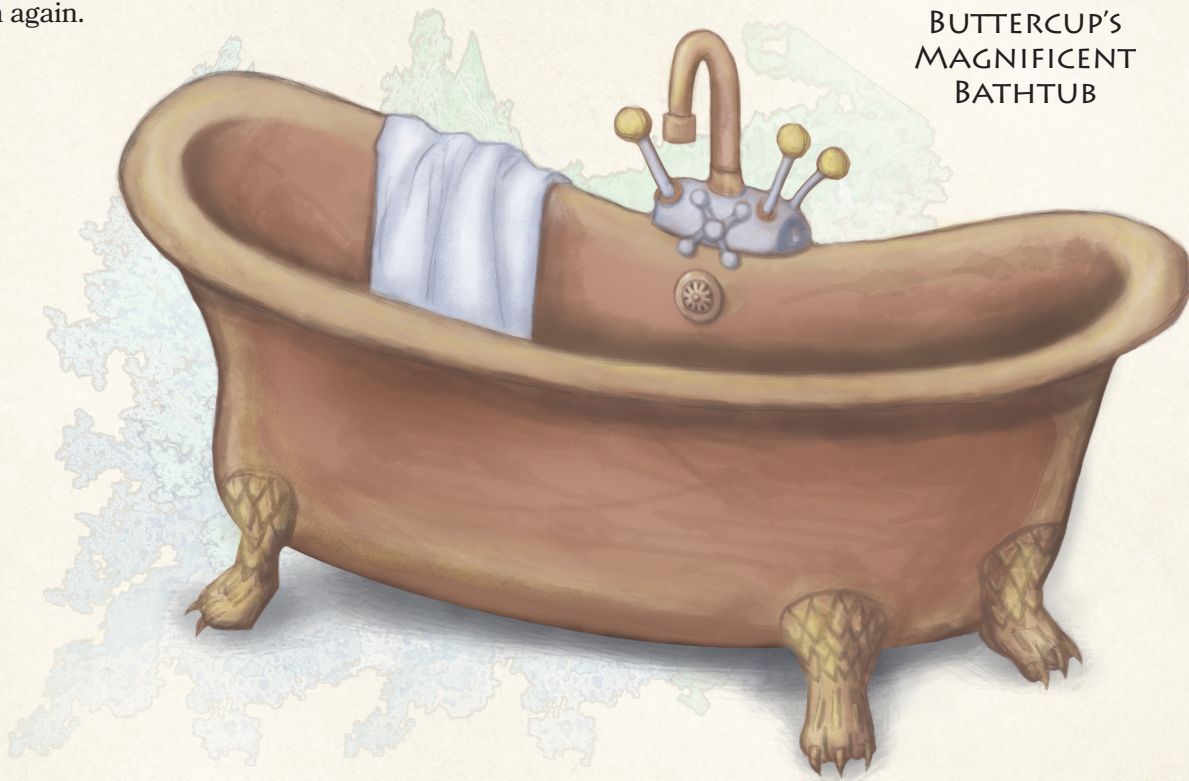
PROPERTIES

The bathtub comes with three levers that can be pulled into different positions. All combinations (almost always) result in pouring a pleasant bath with positive effects. The bathtub has one primary effect and one secondary effect on creatures who bathe in it for one hour or longer.

A creature can be affected by only one bath at any one time. Unless stated otherwise, all effects, including spells learned and feats gained, are temporary and last for $1d4 + 1$ days, after which the effects of a new bath can be enjoyed. If an effect grants a creature proficiency in a skill in which the creature already is skilled, the creature can double its proficiency bonus.

Due to the intricacies of the arcane mechanics that power the bathtub, as well as its whimsical inventor, the effects are unpredictable. When a lever is pulled, roll $1d6$ on the primary effects table and $1d20$ on the secondary effects table to see what effects the bath will provide.

ZACKI
BUTTERCUP'S
MAGNIFICENT
BATHTUB



PRIMARY EFFECTS

1. The bathtub is filled with deep green bubbles and bathwater that smell of pine. You gain a +1 bonus to Strength.
2. The bathtub fills with light purple bubbles and bathwater that smell of lavender. You gain a +1 bonus to Dexterity.
3. The bathtub fills with soothing yellow bubbles and bathwater that smell of lemon. You gain a +1 bonus to Constitution.
4. The bathtub fills with orange bubbles and bathwater that smell of sandalwood. You gain a +1 bonus to Wisdom.
5. The bathtub fills with bright pink bubbles and bathwater that smell of roses. You gain a +1 bonus to Intelligence.
6. The bathtub fills with milky white bubbles and bathwater that smell of vanilla. You gain a +1 bonus to Charisma.

MALFUNCTIONS

1. There is a loud clank from within the machinery, and no water comes from the tap. The bathtub is inoperable for the next 1d8 hours.
2. You are sprayed with scalding rose-scented hot water and take 1d4 fire damage. The bathtub is inoperable for the next 1d4 hours.
3. Black smoke that smells strongly of fruit billows from the machinery and fills the room. The bathtub is inoperable until next dawn.
4. The bathtubs overfills, leaving 3 inches of water on the floor in rooms smaller than 20 feet by 20 feet before the flow stops. After this, the bathtub is inoperable for the next 1d12 hours.

SECONDARY EFFECTS

1. The bathtub malfunctions! Roll 1d4 and check the malfunctions table to see what happens.
2. You learn the cantrip *Dancing lights*.
3. You gain resistance against cold.
4. You learn the cantrip *Vicious mockery*.
5. You gain the feat Lucky.
6. Your walking speed increases by 10 feet.
7. You can add your proficiency bonus to Acrobatics checks.
8. You learn the cantrip *Mending*.
9. You can add your proficiency bonus to Animal handling checks.
10. You gain resistance against lightning.
11. You learn the cantrip *Minor illusion*.
12. You can add your proficiency bonus to Performance checks.
13. You gain immunity to charm.
14. You gain Darkvision (60 feet) that allows you to see even in magical darkness.
15. You gain resistance against fire.
16. You learn the cantrip *Light*.
17. You gain resistance against poison.
18. You learn the cantrip *Mage hand*.
19. You gain immunity to fear.
20. Roll twice on the list (ignoring any rolls of a 20).

APPENDIX: PLAYERS' MAPS



THE OLD WOLF INN



MAP LEGEND

- DOOR
- WINDOW

One square = 5 feet



THE OLD WOLF INN



MAP LEGEND

- DOOR
- ▬ WINDOW

One square = 5 feet



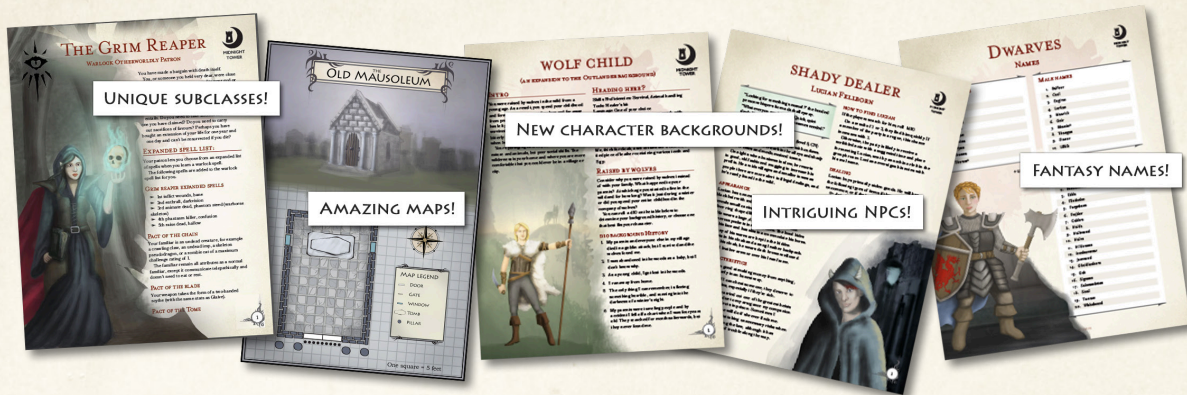
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ACKNOWLEDGEMENTS

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