

CASTS WITH WOLVES



Accessible Adventure of the Week

MAKE LIVES BETTER THROUGH D&D

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A NOTE ON ACCESSIBILITY

These adventures are designed to explore disability concepts, so some may be surprised that this adventure uses a ladder instead of a ramp. This choice was made to highlight Wynford's capability as an archer with the effect of the giant spider dropping. The Dungeon Master is welcome to modify that narrative for characters or player sensibilities that prefer a ramp spiraling through the Watchman. We have included ramp-based alternative maps in our [battle map collection](#).

CONTENT TRIGGER WARNINGS

This adventure includes death and violence, loss of family, loss of a baby, a baby's failure to thrive, abandonment by a parent, adoption, and betrayal.

KEEP THE WOLVES AT BAY

Sheep have been dying from wolf attacks. Now, the wolves have you surrounded, but have you been thrown to the wolves, or is someone crying wolf? This one-shot sidequest adventure is designed for 4-5 characters, level 2-3.

BACKGROUND & SYNOPSIS

The party encounters a woman who shape-shifts between human and wolf form, but she's not a werewolf. That doesn't mean a werewolf isn't lurking nearby.

Tikaani was abandoned by her mother and raised by wolves and now leads her pack. While resting for the night, the party is surrounded by the pack. Tikaani steps in and suspects that the PCs are hunters. She doesn't trust humans, as they've been hunting the pack. Her birth mother is a shepherd who has been hiring hunters to hunt wolves, suspecting that they've been attacking her sheep, when in reality, it's a werewolf, which has also killed two of the hunters she hired. The party must find out the truth, and if they discover that the two women were related, they must decide what to do with that information.

DRAMATIS PERSONAE

TIKAANI (DRUID)

Medium humanoid (human), neutral

Armor Class 14 (hide armor)

Hit Points 24

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	15 (+2)	11 (+0)	16 (+3)	13 (+1)

Skills Animal Handling +5, Arcana +2, History +2, Nature +2

Senses passive Perception 13

Languages Common, Druidic, Sylvan

Challenge 1 (200 XP)

Spellcasting. Tikaani is a 3rd-level spellcaster. Her spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). She has the following druid spells prepared:

Cantrips (at will): *magic stone, primal savagery*
1st level (4 slots): *beast bond, entangle, healing word, thunderwave*
2nd level (4 slots): *beast sense, locate animals or plants*

Intrusive Thoughts. *Chronic, Severity Degree 1*
Thoughts that you don't like enter your head, thoughts of committing atrocities, doubts about your identity or relationships or value, and you can't get rid of them. While everyone has such thoughts, you can't easily get past them, and they happen a lot. You fear that you might act on those thoughts, or that, even though they're not based on evidence, that they indicate something about you or your life. You have a -1 per Severity Degree penalty on saving throws against being frightened.

Vertigo. *Periodic, Severity Degree 1*

You feel dizzy and lightheaded. You have a -1 per Severity Degree penalty to all Dexterity checks and saving throws, including initiative, until you take a short rest. If this is a triggered symptom, quick movement and stress are common causes.

It will recur in 1d20 days, taking 1d100 hours to reach full effect. On a roll of 95-100, roll again and add the rolls together, repeating for each roll of 95-100. At the end of the symptoms, they gradually disappear over 1d100 hours.

Actions

Combat Wild Shape. As a bonus action, Tikaani can magically assume the shape of a beast of CR 1 or lower that Tikaani has seen before twice per short rest.

Tikaani can stay in beast shape for 1 hour before reverting back to her normal form (or as a bonus action earlier or if she falls unconscious, drop to 0 hit points, or die).

Tikaani's favorite Wild Shape is Dire Wolf.

Magic Stone. *Ranged Weapon Attack:* +4 to hit, range 30/120 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage.

Primal Savagery. *Melee Spell Attack:* +5 to hit, reach ??? ft., one target. *Hit:* 8 (1d10 + 3) acid damage.

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

WOLF

Medium beast, unaligned

Armor Class 13 (natural armor)

Hit Points 11 (2d8 + 2)

Speed 40 ft.

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

Skills Perception +3, Stealth +4

Senses passive Perception 13

Languages —

Challenge 1/4 (50 XP)

Proficiency Bonus +2

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

Pack Tactics. The wolf has advantage on an attack roll against a creature if at least one of the wolf's allies is within 5 feet of the creature and the ally isn't incapacitated.

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.

DIRE WOLF

Large beast, unaligned

Armor Class 14 (natural armor)

Hit Points 37 (5d10 + 10)

Speed 50 ft.

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

Skills Perception +3, Stealth +4

Senses passive Perception 13

Languages —

Challenge 1 (200 XP)

Proficiency Bonus +2

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

Pack Tactics. The wolf has advantage on an attack roll against a creature if at least one of the wolf's allies is within 5 feet of the creature and the ally isn't incapacitated.

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.



ROKSANA BURAK

Medium humanoid (human), neutral good

Armor Class 10
Hit Points 3 (1d8 - 1)
Speed 30 ft.

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

Senses passive Perception 10
Languages Common
Challenge 0 (10 XP)

Actions

Quarterstaff. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) bludgeoning damage, or 5 (1d8 + 1) bludgeoning damage if used with two hands.

Sling. *Ranged Weapon Attack:* +2 to hit, range 30/120 ft., one target. *Hit:* 2 (1d4) bludgeoning damage.



FARM HAND

Medium humanoid (human), any alignment

Armor Class 10
Hit Points 4 (1d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)

Senses passive Perception 10
Languages Common
Challenge 0 (10 XP)

Actions

Quarterstaff. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) bludgeoning damage, or 4 (1d8) bludgeoning damage if used with two hands.

Sling. *Ranged Weapon Attack:* +2 to hit, range 30/120 ft., one target. *Hit:* 2 (1d4) bludgeoning damage.



WEREWOLF

Medium humanoid (human, shapechanger), chaotic evil

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

Hit Points 58 (9d8 + 18)

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

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

Skills Perception +4

Damage Immunities bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

Senses passive Perception 14

Languages Common (can't speak in wolf form)

Challenge 3 (700 XP)

Proficiency Bonus +2

Shapechanger. The werewolf can use its action to polymorph into a wolf-humanoid hybrid or into a wolf, or back into its true form, which is humanoid. Its statistics, other than its AC, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

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

Actions

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

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

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

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



ADVENTURE HOOKS

Use this adventure when the party is traveling through the wilderness as a side-quest or to introduce a werewolf that could become a recurring villain. They will immediately become embroiled in it when they wake up to the pack surrounding them.

WHERE ARE WE?

This adventure could happen nearly anywhere, but especially forest, plains, or mountains, anywhere with a large enough wilderness area for a pack of wolves to thrive and a rural shepherding community with a means to transport wool to urban areas. The artwork and maps use winter imagery, but winter is not important to the story.

WHO'S AFRAID OF THE MAGIC WOLF?

As the party is taking a long rest at night, a pack of eight **wolves** and a **dire wolf** surround the party. If someone is keeping watch, they may attempt a contested Wisdom (Perception) check against the wolves (+4) to notice the pack closing in on them. The dire wolf is **Tikaani** in wild shape. If the party waits for the wolves to attack, she will shift back into human form and question the party. If the party attacks right away, she will still shift into human form and attack with spells, shouting at them that she will not tolerate hunters on pack lands, that they've killed enough of the pack, or other references to the hunters that have already come through.

Once the party realizes the mistaken identity and indicates such to her, she will call on the pack to cease the attack until the party can be assessed. They will need to convince her that they have nothing to do with any previous hunters.



BETWEEN DOG AND WOLF

Once the party convinces Tikaani that they intend no harm to the pack, she asks for their aid in stopping the hunting. She tells them that she believes that the hunters are coming from a nearby farm. If they need motivation, she will offer them the belongings of the two hunters the pack previously killed (in self-defense). If they consent, she offers them the protection of the pack for the rest of the night so they can rest.



KEEPING THE WOLF FROM THE DOOR

The farm is on the edge of the pack's domain, such as the rural boundary of the forest, which includes crops and thirty acres of pasture for eighty-five sheep. The farm is owned by **Roksana Burak**, and she has five **farm hands** working for her.

Roksana is a rugged, no-nonsense 35-year-old businesswoman. Twenty years ago, she became pregnant by her boyfriend, but when he found out, her boyfriend dumped her, wanting nothing to do with her. Her family cast her out, and she gave birth to a baby girl. The baby couldn't keep food down and was dehydrating, so she left her to die on pack lands, assuming she'd been eaten by the wolves that seemed to dog her steps as she fled.

She hired herself out to this farm and eventually became the ranch manager. A few months ago, the owners were killed by a wild animal, which Roksana Burak assumes to be the pack of wolves, and she took over the farm. Sheep started getting attacked by wolves, and she's lost thirteen sheep so far, so she decided to put an end to the wolves once and for all, hiring hunters to kill the wolves, but all three of the hunters disappeared, presumed dead.

She notices that the party are adventurers and offers to hire them to kill the wolves.

If the party tells her about Tikaani, she will hesitantly agree to a meeting with Tikaani if the rest of the pack stays away. She will meet by the gate of the sheep pen so she can keep an eye on the sheep herself. Her farm hands will be there to protect her. They will meet at sundown.

WOLF IN SHEEP'S CLOTHING

When it's time for the meeting, four of the farm hands, Kamila, Balbina, Jakub, and Teofil are present, but one, Wojśław, is missing. Nobody has seen him in the past few hours, but they weren't looking for him, either.

A howl is heard, and Roksana immediately accuses Tikaani's pack of killing Wojśław. "They tasted human blood twenty years ago, and now they hunger for it!" Tikaani protests and insists that the only humans they've ever killed were the two hunters, which leads to an argument about the other missing hunter, neither believing each other. Roksana asks the party to go find the wolves, pointing in the direction of the howl. Tikaani insists that the party is in the other direction and agrees, but they need to bring back any wolf they find alive.

If the party goes to find the source of the howl, they will be ambushed on the edge of the farm by a **werewolf**, which is Wojśław, who is responsible not only for the dead sheep, but the previous owners and the other hunter. He will first attack whomever is wearing the least armor or looks the most like a wizard, ignoring party members who don't appear to have magic or silvered weapons or spells. He planned to keep killing hunters, farm hands, and sheep, blaming the pack.

KEEP THE WOLVES AT BAY

If reduced to less than half of his hit points, Wojśław will attempt to flee unless the party stops him. If returned alive to the farm and questioned, he will arrogantly take credit for his killings. "The pack?! Those pups are harmless! I'm surprised they even managed to kill the other two hunters instead of adopting them like they did Roksana's baby all those years ago! She would've made a nice snack, but they wouldn't let me near her!"

When Tikaani realizes Roksana is her birth mother, her vertigo strikes her, and she gets down on all fours and begins vomiting. Roksana begins apologizing and trying to explain, and Tikaani stops her and says, "We will talk again another day, but the pack is my family. I trust you will no longer send your hunters after us, and you have my word that we will not attack your flock, nor have we ever."

Wojśław finds this exchange amusing and mocks Tikaani for her vertigo. Given the chance, either Roksana or Tikaani will kill him.

Both Roksana and Tikaani offer to let the party stay the night with them. If the party chooses the comforts of Roksana's home, Tikaani will say, "Yeah, I wasn't going to even ask. Of course you'd prefer an actual roof." She's not being passive aggressive — her intrusive thoughts are undermining her sense of self-worth.

CONCLUSION

Regardless where the party stays, they will be paid 30 gp by their hostess, either thanks for their help from Roksana or the leftover belongings of the two hunters from Tikaani. Tikaani also offers them the hunters' other belongings that weren't destroyed, including a longbow, 27 arrows, and two longswords.



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Dale Critchley is the owner, lead writer, and chief tea drinker at [Wyrmmworks Publishing](#). He's been playing tabletop role-playing games since 1982 and launched Wyrmmworks Publishing as a hobby in 2001 to share his homebrew resources with the world. In 2021, after seeing the power that a TTRPG group can have to change the lives of the participants for the better, he rededicated Wyrmmworks Publishing to focus on using TTRPGs to intentionally improve the lives of others and turned a hobby into a full time pursuit.

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