

# Wolfblood Island

A D&D 5E Module by Aidan Niles

This module is designed to be played by anywhere from 3-5 players. The expected playtime of this module can be anywhere from 4-8 hours and can be accomplished in one or two sessions. It can work as a stand-alone adventure, as a sub-adventure in a wider campaign, or as the start of a new campaign.

If this is a sub-adventure in a wider campaign or as the start of a new campaign, choose something from each player character's backstory that could advance or be relevant to the story. Perhaps it could involve a love interest, rival, or overarching foe. Or maybe one of the adventurers could have one of their major goals progressed through accomplishing this mission. If one of your players has no natural hook here, consider introducing a rival or ask them about their goals.

## What You Will Need

To run this module, you will need the following resources:

- Player Handbook
- Dungeon Master's Guide
- Monster Manual
- Van Richten's Guide to Ravenloft
- 3-5 players. Players can start anywhere from levels 8-10 in this adventure.

**This module has links to D&D Beyond Content. If you do not own the content, the links will offer you an option to purchase them.**

# Adventure Background

*In ancient times, the wolf known as Fenrir stalked the land. A gargantuan lupine beast of terrifying fury, it was said his jaws could reach into the vaults of the heavens even as his claws would delve into the earth itself. Possessed of a frighteningly voracious appetite, it was said the great beast was almost unstoppable even at its young age.*

*To stop its terror, the gods fashioned a series of magical chains to bind the terrifying beast. The final chain used in his binding was forged from mythical ingredients. Tricking the beast in a contest of strength, the gods bound the creature. While the beast remained bound, one of the gods lost a hand to the creature's jaws. And so a price was paid in blood on the island, and the wolf remained chained there for millennia.*

*And yet, it seems all is not well. The neighboring islands speak of howls in the air, of rumbling in the sky. The earth quakes as if a monstrous beast thrashes it. Fenrir might be slipping his bonds. Should the wolf be freed, it would spell the end of humanity. The wolf would roam the world, swallowing the seas and devouring the stars.*

*And so your mission begins. Your job has been to investigate the happenings on the island and to secure the wolf back into its bindings before it spirals beyond your control.*

# The Adventure

## The Voyage

*The sound of crashing waves and seabirds fills the air as you all rest on the deck of the small ship you have been assigned on your voyage. A sleek craft of elven-make, the pale white sails seem to catch the wind as the craft cuts through the water like a hot knife through butter. The sun beats down on the deck with its harsh rays, the searing heat starkly contrasting with the cool sea breeze.*

*As the ship gets ever closer to the island, the sky grows foggy. A low bass growl vibrates the very planks of the ship, even as the air grows colder. The waves became rougher, their swells rising as the ship's magic allowed it to barely weave between monstrous swells. The rapid turns and jolts nearly threaten to slam you all against the walls of the craft, but you manage to hold on.*

*With a final series of quick jolts, you land on the shore. Covered in a thick carpet of heather flowers, a woody and mossy scent hits your nose. Yet at the same time, the scent is underlaid with a more pungent, older scent. The smell of the wolf.*

*As you step off the boat and onto the shore, a loud boom echoes across the island. A gargantuan wave slams into the shore. The boat is slammed into the shore, planks splintering everywhere as it seemingly shatters.*



## DM Notes:

This is a great chance for the various characters in the party to get to know one another. It also provides you, the Dungeon Master, an opportunity to provide any information as to why specifically the party has taken this mission. Whether it's a hook in a player's backstory or a plot-based hook you want to introduce, feel free to add any details you wish.

Moreover, this is also a chance for your players to develop a game plan for survival. The only supplies they have with them are the things they brought, and with their boat in ruins, help is likely not going to be coming to the island anytime soon.

When your players are ready, have one of them make a dc 16 investigation or perception check. Should they succeed, they will find a large tablet. If the players cannot pass the check or try to run off immediately, have them stumble upon the tablet by seeming accident. Perhaps one of

them bumps into it as they traverse the shore. However, you do it, on the tablet reads the following:

*You notice a tablet forged from a kind of white stone. Writing seems to be etched into it. The shape of the characters and the style indicate this slab was hand carved, the letters inscribed using chiseling techniques from long ago. On this tablet is inscribed the following:*

*“The chain of Gleipnir. Forged from the roots of the mountain, the sinews of a bear, and the breath of a sea monster, it is the chain that holds the wolf in its prison. Upon this island sits the ingredients to restore the chain and ensure the continuance of the world. Seek them out, and reforge the chain lest the wolf feast again.”*

# The Forest

*Off the shore stands a thick forest of tangled wood. The trees themselves are vast and gnarled.*

*Their bark is a dark rich brown even, and their leaves radiate with the various colors of the rainbow. The soil is a rich deep black color, and its mud-like consistency makes squelching noises as you traverse it. The thick roots digging into the soil create a maze-like pattern on the ground, making the terrain treacherous.*

*The foliage is so thick that even navigating this place is difficult. Like a natural labyrinth, the trees seem to loop back on each other. The sound of birds chirping overhead as you can see all manner and variety of birds sitting in the trees watching you.*



## DM Notes:

The forest requires sharp navigation and a careful eye for those seeking to navigate it. Resting in the forest's heart is the bear whose sinews are required to repair the chain. To navigate the forest, have one player make a survival or nature check. The dc should vary between 16-20 on these checks depending on how the player chooses to act out these checks.

On a successful check, the players should find that the scenery changes. It could be that they encounter a root pattern they haven't seen before, or the colors of the leaves change. Maybe they encounter a new type of bird. In either case, they should receive a sign they have made it deeper into the forest.

If they fail, they will notice that the forest almost remains the same. They will also notice that their sanity begins to fray. This will require each player to make a dc 15 wisdom saving throw or they become afflicted with [short-term madness](#). You can either pick an effect from the table provided or make your own. In either case, this madness will force the players to confront the sanity-stretching nature of this forest. The duration of each short-term madness should be 1d10 minutes though you can adjust how long this madness lasts depending on your preferences.

This cycle will continue until a total of five successful checks have been made. When the players finally make their last successful check, they will reach the bear's lair.

*After a long journey, you have at last found the lair of the bear. Inside the lair, you can see several large creatures swarming over the carcass of an enormous bear. These creatures are rippling with extra limbs, muscles, and sinew. Their dark eyes glimmer with menace as you can see their fleshy and clawed appendages drip with blood.*

Standing about 60 feet from the party are 2-4 [Unspeakable Horrors](#). The clearing itself has a radius of 80 feet. This creature stat block comes with customizability depending on the party. Consider using the body composition, hex blast, and limb tables prior to the encounter for each horror. The randomness will force the party to think on their toes. Alternatively, you could customize your horrors to be more synergistic.

The horrors themselves will look to rapidly close in on the party. They will look to tear into members that appear physically less imposing or less heavily armored. They will also look to cut off escape by getting behind the party.

If the party defeats the horrors, they will notice the following:

*As you stare down at the mangled corpses of the horrors before you, you turn to the bear's corpse. The bear's sinews glisten with blood but also with an innate kind of magic. Despite the horrific wounds the bear has taken, they seem to be perfectly intact. Though they may require some butchery to remove them, they will be needed to repair the chain.*

Players can attempt to make a dc 23 survival or sleight of hand check to cut them out. Depending on how difficult a time they have with this, the tendons could come out as more or less mangled. Moreover, once they get the tendons, they will notice something:

*As your hand grips the bear tendons, you can feel the energy in the forest begins to shift. Where there was once a sense of confusion, there is clarity. You can see a trail that wasn't there before. The trail itself seems to lead back to the shore as you can feel the enchantments slowly lifting.*

From here, players can rest or head to the Undersea Caves.



# The Undersea Caves

*An entrance by a rocky outcropping near the forest path catches your attention. Peering down inside of it, you can see crystalline blue waters fill the cave as it seems to lead down into the sea below. Vibrant green kelp seems to wave and float in the still water even as multi-colored fish swim through the leafy tendrils. The water itself is cool to the touch but neither too warm nor too cold. As you enter deeper, you notice there don't appear to be spots to catch your breath. Wherever this place leads, it will likely be a straight swim and require those who wish to traverse it to hold their breath.*



## DM Notes:

To traverse the tunnels, the players must prepare to swim underwater. If you need a refresher about the rules regarding swimming, please click [here](#). If you need a refresher on the rules about suffocating, please click [here](#).

The tunnels themselves are a total of 900 feet deep and are full of difficult terrain because of the water and kelp. Players will need to swim quickly to move through the tunnels fast enough. Every 100 feet the players travel they should stumble across a hazard. A hazard might be getting tangled in kelp, requiring a dc 16 acrobatics or athletics check to break free. It could also be momentarily losing a sense of direction and requiring a dc 18 survival check to stay on course. Hazards should be meant to slow down the party and make them waste valuable air.

Whatever hazards you decide to throw at the party, the DC should range from 15-20. When the players finally make it through the tunnels, they will arrive at the following location:

*Your long journey through the tunnels of the Undersea Cave has led you to a cavern large enough that you can finally escape the cold water and breathe fresh air. The cool air fills your lungs as you look around. Resetting upon a large rocky platform sits an enormously tall [Dragon Turtle](#). Remaining fast asleep, the turtle's chest rises and falls with deep, flowing breaths. Its shell appears spiked and massive, the ridges and jagged edges covered in barnacles.*

*As you approach the beast, the bearer of the sinews can feel the long strands pulsing and glowing softly. It seems that the magic within them is reacting to the turtle's presence. As it breathes, the sinews seem to pulse again.*

DM Notes:

The Dragon Turtle starts asleep. The platform it sleeps on is a rocky outcropping roughly 200 feet in diameter. There is a moat of water surrounding the platform that is 60 feet long and roughly 40 feet deep that leads back into the vast tunnels. To collect its breath, the players must keep the sinews by the turtle without waking it for a full minute. How the players choose to keep the turtle either asleep or entertained will require creative flexibility. The turtle itself is not inherently hostile, but it may move or tromp around in such a fashion that the players may be hurt by accident.

For example, if the players wish to keep the turtle asleep with music, it may require a performance check. If the players wish to entertain it with food or perhaps art, it might require an animal handling or sleight of hand check. The dc's on this will be slightly more difficult, ranging from 15-23. Failure to placate the turtle may make it grow restless and agitated, possibly lashing out momentarily at the party in response.

When the players reach the halfway point, they may notice the following with a perception check of 18 or a passive perception of 20.

*The sinews contort as the repeated exposure to the dragon turtle's breath causes it to bend and weave. Forming small knots, the sinews almost seem to resemble a fetter. What was once flesh now has the texture of silk.*

When the players fully complete the task, the following happens:

*As the breath bathes the sinews, they morph. They seem to glow and sparkle as you can see even more visible changes glowing throughout it. Now appearing to look like a fetter of pure silk, it glows softly with mystical energy. Highly stretchy yet non-restraining, the fetters bend and weave around your hands perfectly. Moreover, no matter how far they are stretched, they don't seem to budge, tear, or break.*

*Moreover, you notice that the turtle swims off. Budging a huge rock out of the way, it reveals a relatively straight tunnel to the outside. The tunnel is wide enough to allow for some air as you gently swim up to the surface. The sunlight greets you as you emerge near the base of a vast mountain.*

Give the party a possible chance to rest if you want. Upon the mountain, they will meet the final boss and either succeed or the wolf will escape to devour the world.

# The Mountain

*Emerging from the tunnel, you find yourselves at the base of a vast mountain. The stone itself is a pale white color with flecks of dark black and gold speckling it. There are steps carved into the vast surface, but they themselves are overgrown and covered in moss. They curl around the mountain in a vast swirling pattern. There is also a sheer face of stone that rests near the steps. A vertical wall, the jagged face goes straight to the peak where the clouds seem to swirl about it.*



## DM Notes:

The mountain itself has one of two routes the players can take. Both routes have pros and cons that the players must weigh before they begin their journey up to the peak.

If the players take the stairs, then they will need to do two things. One of them is a constitution save, and the other is a constitution check. If they fail either of these saves, they take two levels of exhaustion as they climb the peak. You would read this when they scale the peak via the stairs.

*After a long and punishing climb up the stairs, you finally reach the summit. Sitting upon the top of the mountain is a tall tree sapling. Its roots seem to burrow deep into the rock even as its leaves, the color of gold, shines in the sunlight. The fetters seem drawn to the roots as they gently float toward the mountain and wrap around the tree. You can feel the mountain shaking as the fetters begin to glow ever more strongly. A golden light suffuses them as it seems to thicken and grow more robust.*

If the players attempt to climb the sheer face, they must make strength checks. The dc is up to you but should be anywhere from the hard range 15 to very hard 25. If they fail, they should make a strength save, or they fall and take falling damage before catching themselves. The peak face itself is roughly 200 feet up. Players could fall anywhere from 10 to 50 feet. And on top of the normal falling damage rules, they will also take an additional 1d8 slashing from the jagged cliff face.

When the players finally make it up the cliff face, they will see the following:

*After the brutal climb up the jagged cliff face to the summit, you finally reach the summit. Sitting upon the top of the mountain is a tall tree sapling. Its roots seem to burrow deep into the rock even as its leaves, the color of gold, shines in the sunlight. The fetters seem drawn to the roots as they gently float toward the mountain and wrap around the tree. You can feel the mountain shaking as the fetters begin to glow ever more strongly. A golden light suffuses them as it seems to thicken and grow more robust.*

After some time, a figure will appear.

*A lone figure lopes its way up the mountain. Its dark eyes stare at each of you, and it snarls lightly. On its neck is the marking of a wolf as it slowly begins to transform. Muscle ripples and bulges. White fur covered in runes sprouts across its body. Its mouth and face elongate, forming a vicious muzzle. Eventually, a fully formed werewolf stands before you. Amber eyes glare at you as he speaks in a low growling voice. "That fetter. I will not let you use it to imprison me again." it points a claw to itself. "I am the lone shard of Fenrir that escaped. For many years, I have sawed away at these bindings, waiting to get out. You will not leave this place alive, and I will roam this world once more. The gods will answer for their crimes, and I will devour them all."*

The final fight will be against a [Loup Garou](#). The tactics of this creature will be to blitz the party and kill off any squishy characters as quickly as possible. He will also look to infect the party

with Lycanthropy. If he ever runs low on hitpoints, he would try to put distance and take some time to regenerate.

When the Lycan reaches 50% health, the wolf will unleash a howl. All creatures within 60 feet will need to succeed on a dc 16 wisdom save or be frightened. They can attempt to resist the fear by repeating the save at the end of their turn.

Should the party fall the wolf, read to the following:

*As the last of you fall, you can see the wolf-man snarl triumphantly. Bathing the fetters in your blood, you hear a loud boom and a triumphant howl as the wolf creature breaks free. A gargantuan wolf stalks from the island, and you can see the stars vanish one by one as you slowly fade from life. But not to worry. The whole world will be joining you soon.*

If the party defeats the wolf, read the following:

*As the wolf falls, you notice the fetters glow softly. As they vanish from sight, you hear an unearthly howl of rage before all falls silent. As the clouds clear, you can see a wolf easily the size of a mountain bound by a gargantuan fetter. The tears in that fetter begin to mend as the wolf is pinned to the ground. As the fetters finish binding it, the wolf shrinks to the size of a small dog as the fetters keep it bound in place. The magic within the fetter suppresses its gargantuan strength and fury until, eventually, the wolf falls into a deep sleep.*

*As the wolf falls silent, the waves are still. The storms are quiet. A lone boat comes across the horizon, ready to take you all home. Though not a captain in sight, the boat glimmers with gold, loot, and precious stones. A reward from the gods for a task well done.*