

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?*

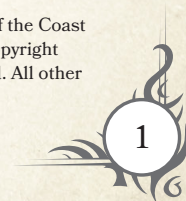


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CONTENTS

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 Bath tub.

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.)