



1d10 Adventure Hooks: **WEREWOLVES**



**10 werewolf-themed adventure hooks to
help you unlock adventure and tell
unforgettable stories**

ADVENTURE HOOKS: WEREWOLVES

The following 1d10 list of werewolf-themed adventure hooks can be used to set up an exciting one shot, lead into a multi-session adventure, or inspire an entire campaign. Whatever the reason is you find yourself rolling on this table, we hope that the ideas listed below help you unlock adventure and tell unforgettable stories!

d10 ADVENTURE HOOK

1. A small town near the northernmost tip of the realm experiences a full-moon 364 out of the 365 days of the year. Unsurprisingly, this town is also terrorized by a rabid werewolf who raises the villagers like cattle.
2. A starving werewolf mother has been stealing sheep and chickens from a local hamlet to feed her four young pups. The locals want her killed and her family's heads mounted over the fireplace in the local tavern.
3. Deep within a mist-filled forest lurks an enormous werewolf whose mangy fur hangs in clumps from its skeletal form. Those who've seen it are haunted every night by the memory of its glowing yellow eyes.
4. A magical longsword forged entirely from silver was lost when it's previous owner, a valiant but reckless knight, failed to slay a mighty werewolf. To this day, the sword remains lodged in the back of the beast.
5. A shadow werewolf, which came over from the Shadowfell, has taken up residence in an abandoned castle which clings precariously to the side of a mountain pass. Locals fear leaving their homes until it is killed.
6. A renown hunter is hosting a competition to see who can hunt the largest wolf in the nearby forest. However, the hunter is secretly a werewolf who plans to hunt and kill those who participate for her own amusement.
7. One of the characters receives a letter from their parents informing them that their younger sibling has gone missing. Tragically, this sibling has become a werewolf and fled into the woods to avoid harming anyone.
8. A bugbear has gone mad with rabies and now runs through the forest eating anything it can catch. Locals have mistaken it for a werewolf, and exaggerated tales of this "terrifying man killer" are quickly spreading.
9. An elderly chieftain infected with werewolf lycanthropy approaches the party and asks them to help escort him to his ancestor's burial site. There he hopes that the characters will kill him so that he may finally rest.
10. The supposed cure for werewolf lycanthropy has been revealed to actually rapidly progress the curse's symptoms within a week of being administered. This cure has already been widely distributed to the public.

UNLOCK ADVENTURE

We're constantly releasing new 1d10 tables for you to use in your upcoming sessions, so don't miss out! Click [here](#) to access even more random tables themed around different and specific monsters.