

Into the Lycans Den

An adventure by Tad Davis

Lycans have always roamed the highlands of Thild. Each full moon brought the slaughter of a few lambs, and the occasional herder. However the past six months have seen a steady increase in the mortality rate. Whole flocks have been ripped apart, villages have been raided and burned, and the valleys run red with the carnage of men and women. The bloodlust of the Lycans has reached fever pitch.

Into the Lycans Den is a short site-based adventure suitable for a mid-level party. Kelden Therell is to blame for the recent rise in savagery. Therell is a werewolf and devotee of Navark, the beast-god. Over the past several months Therell has gathered and united the Lycans into a pack. Under his leadership they too have become followers of Navark. He has made them powerful and taught them to revel in brutality.

The Dungeon Key

1. The Dead Oak

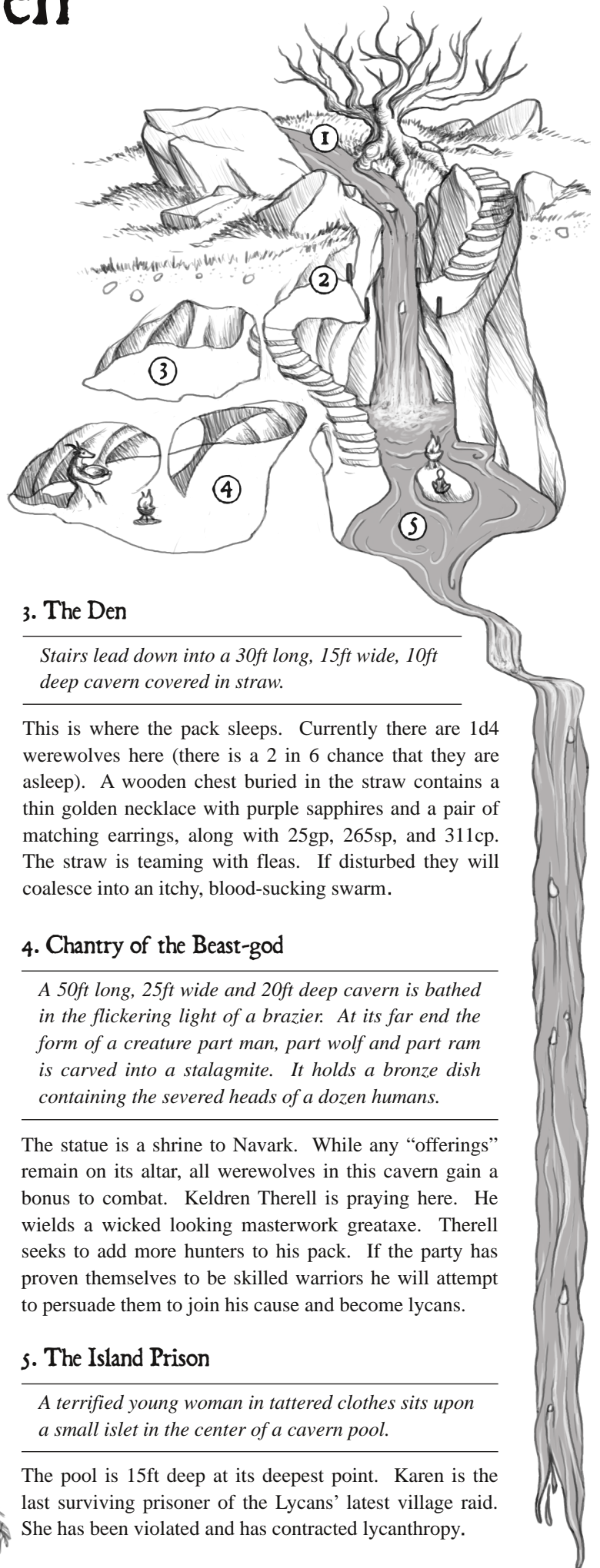
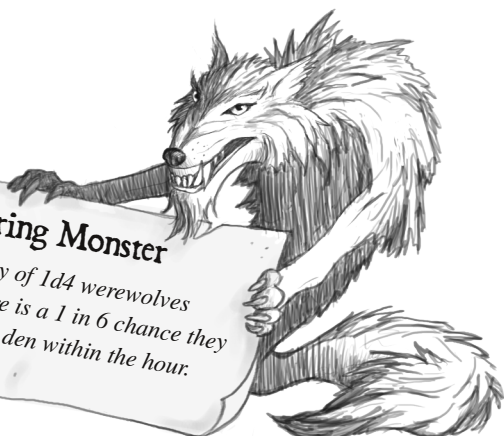
A large grey oak looms lifelessly above a river. Its trunk is a mass of ugly knots and holes. An old naked hag sits on one of the roots of the Oak, stroking a raven.

The hag is an undead dryad. The lycans feed the roots of her tree with the blood of their victims. In return she guards over their den. If any creature comes within 25ft of the oak the dryad will leap into the tree and attempt to put them to sleep, and then constrict their bodies in the roots of the oak.

2. The Waterfall

The river flows into a deep hollow. Stairs of hewn stone descend downward to a 10ft ledge overlooking a chasm.

The chasm is 10ft wide, and drops down 50ft into a shallow pool. A pair of beams lies on the ledges on either side of the chasm. On the far side a wererat sits in wait for the return of the hunters, a rolled up rope bridge lies next to him. There is a 1 in 6 chance that the wererat is asleep. If awoken he will blow a horn, alerting the werewolves in area 3.



3. The Den

Stairs lead down into a 30ft long, 15ft wide, 10ft deep cavern covered in straw.

This is where the pack sleeps. Currently there are 1d4 werewolves here (there is a 2 in 6 chance that they are asleep). A wooden chest buried in the straw contains a thin golden necklace with purple sapphires and a pair of matching earrings, along with 25gp, 265sp, and 311cp. The straw is teeming with fleas. If disturbed they will coalesce into an itchy, blood-sucking swarm.

4. Chantry of the Beast-god

A 50ft long, 25ft wide and 20ft deep cavern is bathed in the flickering light of a brazier. At its far end the form of a creature part man, part wolf and part ram is carved into a stalagmite. It holds a bronze dish containing the severed heads of a dozen humans.

The statue is a shrine to Navark. While any "offerings" remain on its altar, all werewolves in this cavern gain a bonus to combat. Keldren Therell is praying here. He wields a wicked looking masterwork greataxe. Therell seeks to add more hunters to his pack. If the party has proven themselves to be skilled warriors he will attempt to persuade them to join his cause and become lycans.

5. The Island Prison

A terrified young woman in tattered clothes sits upon a small islet in the center of a cavern pool.

The pool is 15ft deep at its deepest point. Karen is the last surviving prisoner of the Lycans' latest village raid. She has been violated and has contracted lycanthropy.