

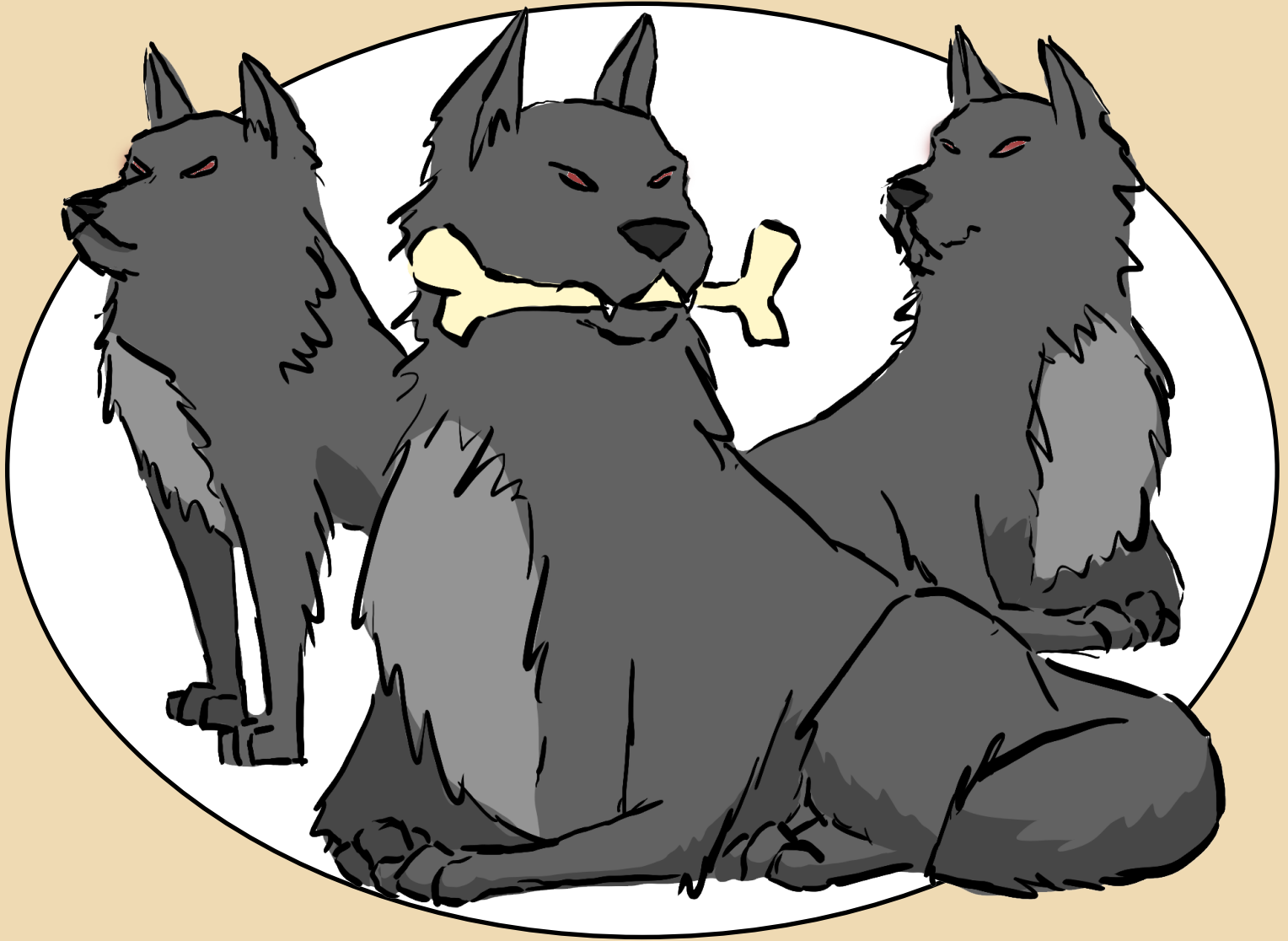


Dapper Rabbit Games.

Wolves Den

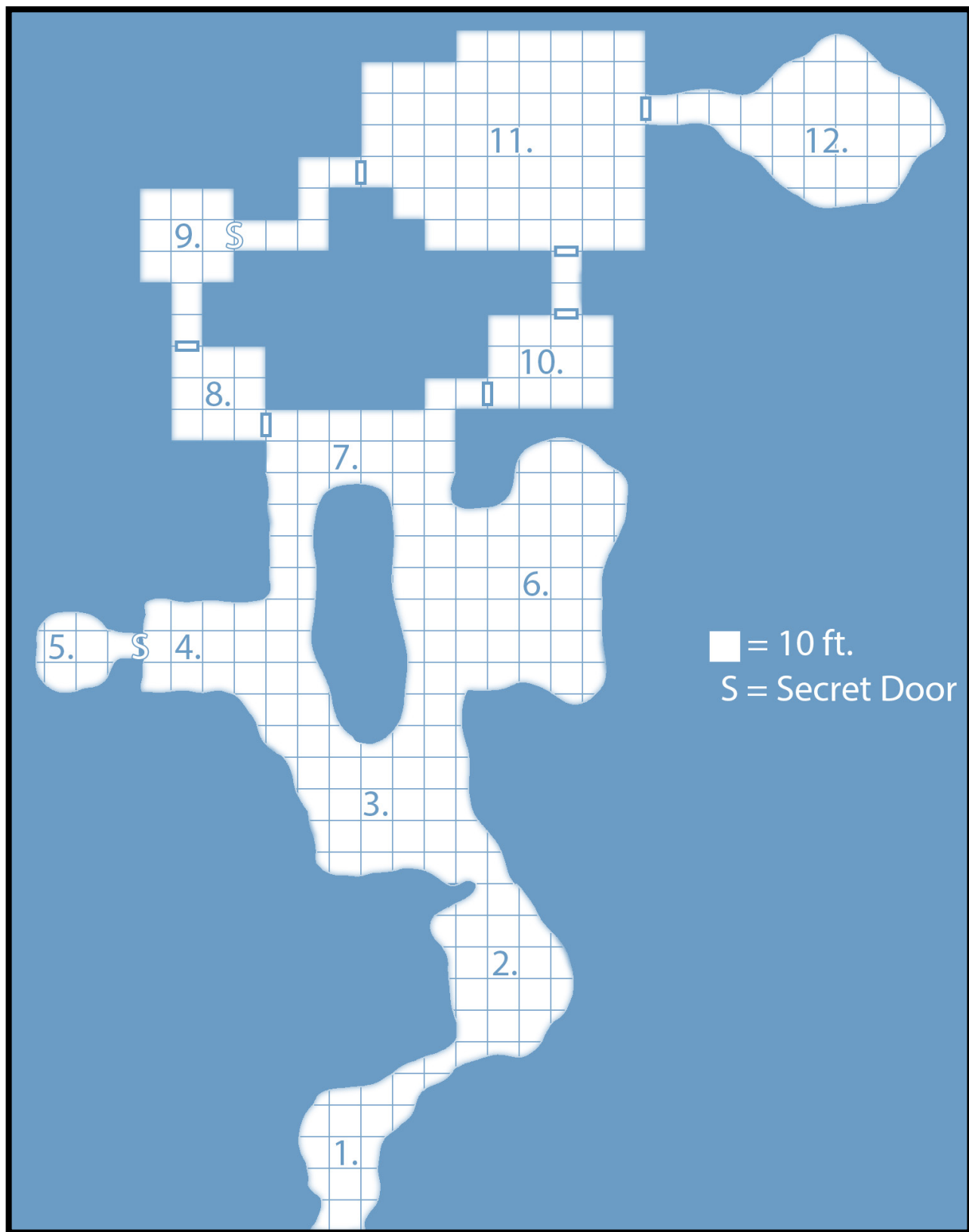
An experimental dungeon for levels 1-3

Written by James Andrews, Cover by Kent Willmeth, Published by Stormforge Productions



This short dungeon is designed for a fantasy roleplaying game and for a group of four to five players of first through third level. It can be placed virtually anywhere in the Game Masters world, as this is simply a dungeon with no associated story or setting.

Wolves Den was made to give this “style” of dungeon a public view. A test of sorts to further polish the methods of describing rooms and creatures in the dungeon. This dungeon tells the tale of a mad scientist obsessed with becoming a werewolf through alchemy, and his den full of pet wolves.



Wolves Den

This short dungeon is purely an experiment in the room format. The goal is for game masters to quickly and easily run the rooms at a glance, and do not need to read ahead. We would appreciate any and all feedback on this by emailing us at drg@dapperrabbitgames.com.

1d6	Rumors
1	The wolves are as intelligent as humans. (F)
2	A ghost has been seen around the den. (F)
3	The wolves are actually werewolves. (F)
4	There is a mad man that lives with the wolves. (T)
5	An elven artifact was lost in the den. (T)
6	Food is sometimes delivered to the den at night. (T)

Guide to Room format

Quick description of tone and important aspects.

Object In Room - This is further description for if the players ask [Contents of object, if any] - This provides any description that must be searched for specifically or with a thorough search.

If there is a trap, this is that trap (How it is triggered) trap effect/description

[If an object is hidden, it will be in brackets] (This describes where the hidden object is) - As above [Contents of object, if any] - As above

Creatures: Number of Creatures of one type - What they are doing.

1. Creature Name, Defining Feature [Equipment(contents if bag), weapons, or unusual abilities]

Exits

Direction of exit so it can be found on the map easier (Which room it leads to) - Description of exit, state of the door locked/barred/stuck/etc, *Sound that can be heard is in italics*

Trap (Trigger) trap effect/description

[Secret door location, how to open it] (Which room) - As above

A. Example Room

Dark, dusty, and chills the soul. East wall is cracked, and it looks lived in. There is a monster in this room.

Table and chair - Filthy (Cup, plate, fork, food scraps) - "A3" is carved on the underside.

Fireplace - Still warm (A ring of fire resistance in the ash) - a stone is a button that opens a secret door.

Old Sack - Sturdy and well made (Apples, bread, cheese, and a copper bracelet worth 10 gp) - "B2" is written inside the sack.

Rug - Rotten in one corner, worth 2 gp if taken - Underneath the rug, "C6" is carved into the ground.

[Wall Safe] (Behind the cracked plaster on the east wall) - Locked, requires the code "326" to open [1000 GP, +2 silver dagger, and a deed to a far off castle]

Fireball Trap (inputing the wrong code or forcing it open) Casts fireball in the room, destroying the sack and rug.

Creatures: One bugbear - Finishing lunch

1. Tellog, Missing right ear [Hip pouch (12gp, 15sp, a small sack of kitchen pepper), blackened mace, a well knitted sweater, and can cast magic missile once per day.]

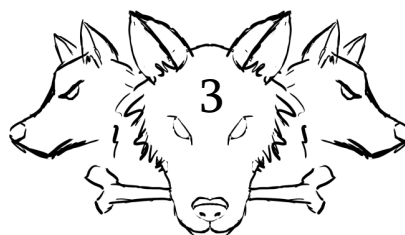
Exits

North (Room B) - Sturdy Wooden Door, Unlocked, *Monstrous laughter and jokes in the goblin tongue.*

Alarm (A bell on the other side rings if opened) Monsters in room B are alerted.

South (Hall between A and C) - Sturdy Wooden Door, Locked, *Nothing.*

[West, push the button on the fireplace] (Room C) - Sliding wooden panel, hidden, *Dripping of water.*



1. Cave Entrance

Dark, wet, and foreboding. There is a stream moving into the cave mouth.

Stream - Small and slow (A chewed human finger bone)

Tracks - Wolf tracks - Human foot prints.

Pile of Fur - Loose wolf hair kicked to the side.

Exits

South (Exits dungeon) - Cave mouth, Open, *Nature*.

North East (Room 2) - Passageway, Open, *Panting and slight growling*.

2. Wolf Nest

Filthy and moist. There is a stream moving through this room. There are monsters in this room.

Stream - Small and slow, heading north to room 6

Nest - Pile of dirt, straw, and cloth (Animal bones, 15g, 2s, 12c, a chewed cane with a copper handle worth 10g, and a worthless holy symbol.)

Creatures: Four Wolves - Resting

1. Fang, Missing fang
2. Snow, White fur
3. Swift, Scared face
4. Jim, Lazy eye

Creatures: Two Wolf pups - Playing

5. Nip, Large Ears
6. Spit, Blind in one eye

Exits

Southwest (Room 1) - Passageway, Open, *Nothing*.

North (Room 3) - Passageway, Open, *Nothing*.

3. Crossroads

Dark, wet, and foreboding. There is a stream moving into room 6.

Stream - Small and slow

Rock Piles - Neatly stacked - Appear to be worked stone.

Exits

Southeast (Room 2) - Passageway, Open, *Panting and slight growling*.

North (Room 6) - Passageway, Open, *Panting and deep growling*.

Northwest (Room 4) - Passageway, Open, *Nothing*

4. Old Dungeon

Abandoned and dusty. The stone is slightly worked.

Chains on wall - Rusty

Rock Piles - Neatly stacked - Appear to be worked stone.

Bones - Human

Exits

North (Room 7) - Passageway, Open, *Nothing*.

Southwest (Room 3) - Passageway, Open, *Nothing*

[West, dig away stones] (Room 5) - Collapsed tunnel, Blocked by stone, *Nothing*

5. Sealed Well

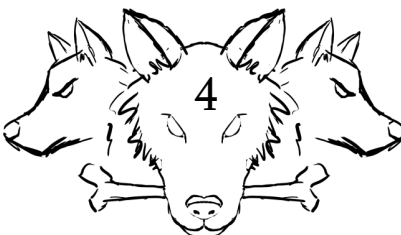
The bottom of a well sealed long ago. Moist, pest ridden, but secluded.

Bucket - Rotted (Empty)

Skeleton - Child's skeleton (Tarnished silver necklace worth 25 gold) - broken leg.

Exits

[East, dig away stones] (Room 4) - Collapsed tunnel, Blocked by stone, *Nothing*



6. Wolf Commune

Filthy and moist. There is a stream moving through this room. There are monsters in this room.

Pool - Stream feeds pool (+1 sling)

Bone Pile - Smelling and chewed (15 gold, 17 silver) -

Creatures: Three Wolves - Eating a fawn.

1. Shadow, Black fur
2. Lucky, Limping back leg
3. Ace, Wears a bandanna

Creature: Dire wolf - Guarding

Ork, Scarred nose

Exits

South (Room 3) - Passageway, Open, *Nothing*.

North-Left (Room 7) - Passageway, Open, *Nothing*.

7. Lab Entrance

Clean and neat. The north wall is worked stone.

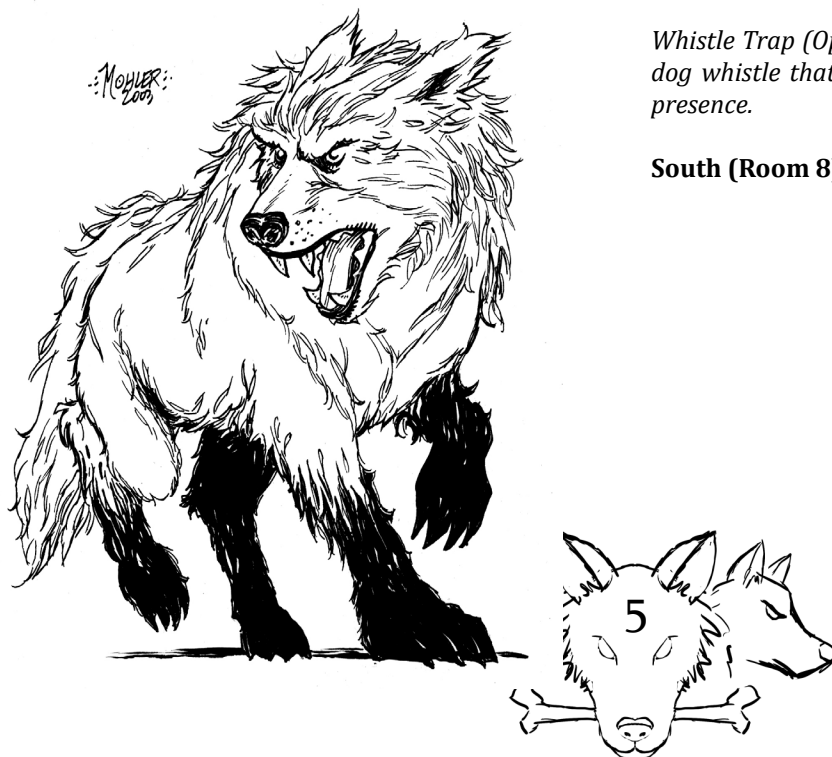
[Nook in north wall] (A small button on the wall) - A small hidden container (Silver dog whistle worth 15 gold)

Lamp - Set into the wall, has oil but is unlit.

Exits

East (Room 10) - Wooden door, locked (Mad scientist has key), *Nothing*

West (Room 8) - Wooden door, unlocked, *Chewing*



8. Guardians Chamber

Worked stone, walls. Smells of wet dog. This room has creatures in it.

Creatures: Dire wolf - Chewing bones

1. Cat, Large paws
2. Dog, Wags tail

Coat Hanger - Holds a white coat (broken syringe)

Exits

East (Room 7) - Wooden door, unlocked, *Nothing*

North (Room 9) - Wooden door, unlocked, *Nothing*

9. Scientists Bedroom

Comfortable and warm.

Bed - Made and comfortable - Slept in recently.

Wardrobe - Hand crafted with dwarven design (Clothes, a small painting of a woman, and 60 gold pieces in a small locked box)

Bookshelf - Thin but sturdy (Books: Raising Wolves, a Hermits Guide to Cooking, Secrets of the Humors, Alchemy and You, Be Your Own Alpha[contains a list of the wolves names, which can be used to calm them], and a fictional series of books titled Wild Callings of the Den.) Collectively worth 200 gold - Is on wheels and can easily be moved.

Night stand - Simple but sturdy (unlit candle.)

Exits

[Behind bookshelf, move the bookshelf] (Room 11) - Wooden door, locked (Mad scientist has key), *Faint singing*

Whistle Trap (Opening the door without the key) Plays a silent dog whistle that alerts every creature in the dungeon to their presence.

South (Room 8) - Wooden door, unlocked, *Chewing*

10. Kitchen

Clean and sweet smelling. This room has creatures in it.

Table - Scratched and stained (4 fresh muffins, a jar of dog treats)

Cabinets - Heavy and old (Pots and pans, dry foods)

Baskets - Hanging from the ceiling (fruits and vegetables)

Wash Basin - Well used (soapy water and dirty dishes)

Creature: Wolf - Eating a muffin

1. Whiskey, Brown fur

Exits

East (Room 7) - Wooden door, locked (Mad scientist has key),
Nothing

North (Room 11) - Wooden doors and a hall, both unlocked,
Faint singing

Acid Trap (Trip wire in the hallway) A glass cup of strong acid swings from the ceiling and sprays at all in the hallway. Save vs. breath or take 2d6 damage.



11. Laboratory

Huge and echoing. Natural cavern ceiling, but carved walls. This room has creatures in it.

10 Cages - Thing metal (Three have wolves in them), simple locks

Alchemy equipment - Spread throughout the room, high quality. Worth 1,000 gold if all taken. (Contains 3 potions of healing, a potion of invisibility, and a potion of polymorph self.)

Creatures: 3 Wolves - In cages

1. Ted, Drools a lot
2. Butch, very fat
3. Meat, Very strong, +1 damage.

Creature: Mad Scientist (Stat as werewolf) - Singing to self while inspecting the caged wolves. He will release the wolves and transform on the first sight of danger. All wolves are loyal the mad scientist, and he Does not have the mundane damage immunity, wolfsbane, and infection traits as his lycanthrope is alchemical.

Exits

East (Room 10) - Wooden door, unlocked, *Chewing*

South (Room 10) - Wooden doors and a hall, both unlocked,
Nothing

Acid Trap (Trip wire in the hallway) A glass cup of strong acid swings from the ceiling and sprays at all in the hallway. Save vs. breath or take 2d6 damage.

West (Room 9) - Wooden door, locked (Mad scientist has key),
Nothing

Whistle Trap (Opening the door without the key) Plays a silent dog whistle that alerts every creature in the dungeon to their presence.

12. Treasure Hoard

A natural cavern with a small pile of treasure in the middle.

Treasure - Piled in the center of the room (2,294 Copper, 6,514 silver, 4,547 gold. 1 Diamond worth 500 gold, 2 lapis lazuli worth 50 gold each, a silver chain belt worth 1,000 gold, and an elven cloak and boots.)

Exits

West (Room 11) - Wooden door, unlocked, *Faint singing*

