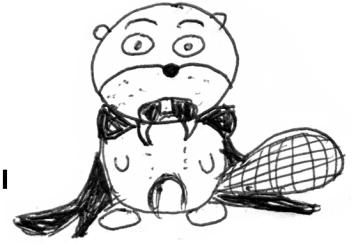


The Dam(ned) Lodge of the Beaver Draculas

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At the mouth of the river lies the dam - a leaning, tottering mound defying physics in its continued structural integrity. Rumor has it that the dam shelters a violent colony of bloodthirsty creatures, though no one who's investigated their lodge has made it back with confirmation. At the bottom, there is said to be wood imbued with powerful magical energy - years of cursed air and blood from untimely death must amount to something.

1) Entry Chamber: Ankle deep turgid water, smell of copper. Red, bloated wood chunks litter the floor. 1d4 blood-famished beavers roam here. They don't expect visitors and are easily surprised, but will screech upon sighting intruders and attempt to feed on their blood.

2) Exsanguination Den: Two desiccated corpses lay on rickety beds of twigs. One of them has a bag of valuables in their pocket. The other has a wooden stake clutched in hand, tufted with beaver fur. On the ground nearby in the muck is his silver dagger. Scraps of cloth float in the stagnant pools of blood and water. Roll 1d4: 1) one beaver feeding on each corpse 2) one person still lives! 3) small school of carnivorous fish smell new meat, swarm 4) the water level begins to slowly rise.



5) Den of Blood: 2d6 Beaver Draculas in varying states of rest/relaxation. Some gnaw on blood-soaked wood, others mend a damaged wall. All are displeased with the intrusion and are thirsty for fresh blood! If day time, roll 1d6. On a 4-6, half the beavers in this room are asleep in make-shift twig coffins. Otherwise coffins are empty.

6) Mosquito Den: When they find no prey and hunger still, the Beaver Draculas will eat mosquitoes as a last resort. Behind a rickety door, is a room full of them and they too are hungry. They ravenously attack any living creature that enters, draining their energy in swarms.

7) Throne of The Beaver Dracula: A large lumber throne looms behind a twig dias. Upon the dias, a beaver, quaking with fear. Above the beaver, a beaver dracula, twice the size of the rest, wears a cape, eyes closed mid-ritual. It is attempting to add to the colony by appending a "dracula" to the beaver before it. There are only moments to spare as the fearful beaver looks pleadingly for a way out. The astute will notice a magical aura emanating from some of the twigs that construct the throne. The throne's wood is brimming with powerful blood energy, allowing for many means of magical mischief in the right hands or a risk of inflicting a creature with vampirism in the wrong.

3) Treasure Room: Behind a cunning false wall lies a shiny stash of treasures. The walls have many crudely drawn portraits of beaver draculas. Several valuable jewels are among the heap, as well as a magic ring that allows the user to identify a creature by smelling/tasting its blood.

4) Blood Pool: A smaller wooden structure keeps the water here separated from the rest of the den. But that's not water - it's blood! It's a mixture of human, mundane beaver, and a few other woodland creatures'.

