

RAGING SWAN PRESS
MONSTROUS LAIR #43
WOLVES' DEN



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MONSTROUS LAIR #43: WOLVES' DEN

Monstrous Lair #43: Wolves' Den provides you—the busy, time crunched GM—with the details to effortlessly bring to life the wolf and worg dens in your campaign.

Are you a busy GM? Does session prep take too long? Do you never have time to work on the cool little details that can bring your adventures, dungeons and campaign to life? This short, focused compilation gives you, the time-crunched GM, the tools to effortlessly add verisimilitude and detail to your dungeons. Use the material herein either before or during play and bask in your players' adulation.

CREDITS

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USING THIS PRODUCT

Designed specifically for you, the busy GM, these tables can be used before or during the game to help breathe life into a monster's lair and are compatible with published modules or your own adventures. Adding depth and verisimilitude to your game helps the players' (hopefully willing) suspension of disbelief.

The tables appear in the order you'll likely need them. Roll on the relevant table and use the result to spark your creativity. Re-roll or modify any inappropriate results.

- **Outside the Lair:** Determine features outside the lair, using this table.
- **What's Going On?** The wolves probably aren't just sitting around waiting for intruders. Use this table, to determine what they are doing when the PCs arrive. Remember, the PCs' actions may render some of the entries moot—particularly if the wolves are aware of intruders.
- **Major Features:** Use this table, to determine the lair's major feature(s). This feature is so obvious, the PCs automatically notice it. Only reveal information in brackets if a PC discovers it in some way.
- **Minor Features:** Use this table, to determine the lair's minor feature(s). The feature might be so obvious the PCs automatically spot it; alternatively, the PCs may have to make an easy skill check to notice the feature. Only reveal information in brackets if a PC discovers it in some way.
- **Wolf's Appearance:** Use this table, to generate a wolf's appearance and other characteristics.
- **Treasures & Trash:** Use these tables, to add interesting items to the wolfs' hoard. Assign a value to each treasure appropriate to your campaign. The tables assume you will place magic items, coins and other notable items and do not contain such entries.

The tables herein make two assumptions:

1. You have a map of the area, or will design one "on the fly".
2. You know what lurks in the area and have all their stat blocks.



WOLVES' DEN

The wolf is the monster lurking on the borderland in children's stories and legends. Sometimes led by their fearsome worg masters wolf packs lair in the ruins and caves of the wilderlands and sometimes emerge to sow fear and terror among the folk dwelling on the borderland.

1: OUTSIDE THE LAIR

D10

- 1 The stink of ammonia and musk gets noticeably stronger near several large trees.
 - 2 Massive paw prints litter the area, beside a small pond.
 - 3 A dead coyote lies mangled in a bloody puddle.
 - 4 A flat area of rock on a high ridge has been cleared of scree by the wolves who use it as a lookout.
 - 5 A sharp wedge of rock rises up from the ground like a pulpit. Carven symbols of wolves decorate its base.
 - 6 A dozen huge wolves sleep in a clearing. Closer inspection reveals the wolves are highly detailed statues.
 - 7 The mangled corpse of a woodcutter lies tangled up in the guts of an elk; both display bite marks.
 - 8 A low cave under a tree stinks of wolf scent and rotting flesh. (It was previously used to raise cubs.)
 - 9 Heavy bear prints mix with those of the wolf pack in what looks like a running battle.
 - 10 A long, thin line of wolf tracks befuddles trackers and obscures how many wolves are in the pack.
-

2: WHAT'S GOING ON?

D10

- 1 A solitary wolf digs at a burrow before picking up a scent and hurrying off.
 - 2 Several large wolves drag the rotting corpse of a bear across a narrow path.
 - 3 Howls from afar haunt the party's nightly camps.
 - 4 Several wolves battle each other in a muddy clearing.
 - 5 Two older wolves, surrounded by howling pups, lounge beneath a huge statue of a rearing wolf.
 - 6 A monstrous black wolf sits atop a worn stone throne.
 - 7 A group of pups fight at the base of a carved pillar.
 - 8 Two wolves battle each other.
 - 9 A pack listens to its alpha howling.
 - 10 Two pups fight over a human arm.
-

3: MAJOR LAIR FEATURES

D10

- 1 Ancient tribes have carved the front of a cave into the form of a massive howling wolf.
 - 2 Effigies of six different demonic-looking wolves top huge stone pillars.
 - 3 Sharp stalactites and stalagmites look like huge fangs erupting from the cave's roof and floor.
 - 4 Growling and yipping echoes around the den, confusing the location of the prowling wolves.
 - 5 Blood spatters cover the churned up mud where the pack harried a terrified prey before finally moving in for the kill.
 - 6 A wolf statue has become a marking post for the male wolves. The stink of ammonia fills the surrounds.
 - 7 Rough paintings on the wall depict monstrous wolves hunting down screaming, panicked humans.
 - 8 A stone altar carved like a snarling wolf collecting. A carven bowl in its mouth collects sacrifices' blood.
 - 9 The ribs of a deer partially buried in the muck snap tight like a bear trap when stepped on.
 - 10 The corpse of a boar collapses into itself filling the air with noxious fumes.
-

4: MINOR LAIR FEATURES

D10

- 1 The tattered remains of bone wind chimes rattle gently.
 - 2 Faded cave paintings hint at a pack of thousands of wolves flowing down a mountain and destroying a city.
 - 3 Fallen pillars form an archway into the cave.
 - 4 The stone head of a wolf statue has fallen off and lies in a muddle puddle at the statue's base.
 - 5 A maze of low tunnels link the larger chambers together.
 - 6 Bones of animals lie scattered about and crack under unwary intruders' feet.
 - 7 Broken teeth, from cracking thick bones for marrow, lie around the shattered bones of the wolves' prey.
 - 8 Leaves and grasses fill a low ditch, used as a bed.
 - 9 Fetid pools stinking of urine and musk are scattered throughout the lair.
 - 10 Thorny bushes hide low tunnels in the undergrowth.
-

5: WOLF'S APPEARANCE

D10

- 1 Thick black fur with grey stripes cover the scarred skin of this huge worg.
 - 2 Pure white fur and pink eyes set this wolf apart from the rest of the pack.
 - 3 With soft grey and brown fur and large brown eyes this female worg looks decidedly peaceful. In this case, looks are deceiving.
 - 4 Blood from a recent kill covers this wolf's fur silvery black fur. The wolf's eyes are bloodshot and have a hint of madness about them.
 - 5 Its hide scarred from multiple fights this huge black furred male wolf leads the pack on the hunt.
 - 6 Its leg twisted and badly healed after being caught in a trap this old male limps along after the pack.
 - 7 Three pure white females nip and bite at any males showing them attention.
 - 8 A too-small leather collar is wrapped around the neck of this wolf. The wolf's tail has been cropped.
 - 9 Red and grey fur, along with luminous red eyes, hint at this worg's mixed, otherworldly heritage. Foam drips from the beast's powerful jaws.
 - 10 Lean yet powerful this tall, rangy wolf darts ahead of its prey. Its jaws slaver in anticipation of the kill.
-



6: TREASURES

D10

- 1 A silver chain spiked with wolf fangs that can rip deep into the flesh of its wearer is coiled around a pillar.
 - 2 A wolf head-shaped helmet made of pig iron and studded with fangs lies on the floor.
 - 3 This heavy axe shaped like a wolf's head impales its victims with long fangs and holds tight on command.
 - 4 Thick wolf hides cover this suit of leather armour studded with silver spikes. Fitted with many belts and straps the armour transforms the wearer into a massive wolf on command.
 - 5 Set with an amber carved into the shape of a running wolf this small silver ring bestows the speed and endurance of the wolf on its wearer.
 - 6 A set of pewter cutlery with wolves carved into the ivory handles are packed neatly in a dented mahogany box.
 - 7 Heavy plate steel armour and a winged helm did little to protect its wearer from the wolf pack. They now lies rusting in a ditch, with rotting bits of its owner within.
 - 8 A wooden horn emits a mournful howl when blown, summoning wolves to its owner to command.
 - 9 Beautiful worg fur socks fill chewed leather boots. (Unfortunately the scent of the worg brought the vengeful pack down on their well dressed wearer.)
 - 10 This small wooden statuette depicts a female wolf licking a bite wound. It heals its bearer, when held close.
-

7: TRASH

D10

- 1 Several arcane scrolls in a broken wooden tube, destroyed by the over-eager pups' sharp teeth.
 - 2 A broken pair of spectacles with one thick lens.
 - 3 This smashed wolf trap is bent beyond use.
 - 4 Shredded for the food inside, this backpack is in tatters.
 - 5 A tattered cloak hangs on a branch. (There is no sign of a body, but much dried blood covers the floor).
 - 6 The stump of an arrow protrudes from a root.
 - 7 A sketched map of Wolf's Lair castle standing high up on a lonely hill. The map has no directions to the castle.
 - 8 A small red hooded cloak for a child or small person.
 - 9 Fang wounds puncture this leather helm.
 - 10 A long-handled wood axe; the wood is chewed with hundreds of teeth marks and the blade is rusted.
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