Dire Beaver Dam

Map Description

Between the trees water fills every hollow, creating stagnant pools. Long grass, reeds and ferns grow in a thick green carpet around them. The perpetual buzzing of biting insects fills the air, along with the pungent scent of sodden leaf mould.

Soon you arrive at a substantial flooded clearing. A river flows out of the forest to the north, across the clearing, but seems to be blocked at the far end by a huge dam of logs, sticks and branches. The lake is full of dead wood, much of it heaped at the centre into a mound that rises above the water. Making your way around the edge of the lake you notice tree stumps cut into sharp jagged spikes.

Notes and Tips

- **30x30** Grid Map
- Shallow water can contain any number of dangers. Monsters for sure, but also mud that locks a character in place, or even worse can suck them under. Have the edges of the lake be difficult terrain, getting through the reeds could take longer or may need a strength check.
- Getting across the river is not an easy task. It's fast-moving and its bottom is thick with mud which is both slippery and easy to get stuck in. The cliffs on the far side should help funnel the players towards the lake, the beaver lodge and the dam.
- The dam and lodge could have been abandoned by the beavers and something else has taken up residence:
  - **Down and Out:** A Troll is down on his luck. He's been evicted from his bridge home by adventurers and this abandoned beaver dam is his only option. He isn't happy to find more adventurers at his door.
  - **The Lake Dragon**: A Bog Drake (find stats for a Drake or Wyrm and add some watery touches), is using this Beaver Lodge as its Lair. The locals want it removed. Draining the lake will do the job, but the Drake isn't going to be evicted without a fight.
  - **Frogs Spawn**: A Murderous family of Bullywugs (Frog people) have taken up residence here. Maybe they use this pool as a spawning ground. They will jump out of the water and attack if the party gets too close. Crossing the Dam will trigger a shove attack, pushing a target off the dam into the sharp branches and sticky mud below.
- **Dire Beavers**: Making a beaver 'dire' shouldn't be all that hard. Pick a large dangerous animal like a bear. Modify its attacks to be Beaver-themed. Add a Tail Slap, this could have a stunning effect (careful stuns can be very powerful and frustrating). Or maybe use an area-of-effect spell like Thunderwave as a template, but have it only work on water.

Variants