

RAGING SWAN PRESS  
GM'S MISCELLANY  
MONSTROUS LAIRS I



SYSTEM  
NEUTRAL



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# GM'S MISCELLANY: MONSTROUS LAIRS I

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*GM's Miscellany: Monstrous Lairs provides you—the busy, time crunched GM—with the details to effortlessly bring to life the monstrous lairs 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.*

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## CREDITS

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## SYSTEM NEUTRAL EDITION

Welcome to this Raging Swan Press System Neutral Edition Village Backdrop. Herein you'll find evocative, inspiring text designed to help you—the busy GM—run better, quicker and easier games.

This book is compatible with most fantasy roleplaying games. It's impossible to create a truly system neutral book, though, and some generic game terms—wizard, fighter, human, elf and so on—lurk within. These generic terms are easily modified to the GM's system of choice.

One special note about the NPCs in this supplement. While some are wizards, fighters, clerics and so on, others are simply normal folk. Because different game systems handle normal folk differently we've made no attempt to note their "class" leaving them simply as "female human" and so on.

If you enjoyed this book, please consider leaving a review.

If you didn't enjoy this book, did you know Raging Swan Press offers a money back guarantee?



Welcome to *GM's Miscellany: Monstrous Lairs I*. If you know me at all, you'll know I like—perhaps love—dungeon dressing and the coolness it brings to the game. Anything we as GMs can do to make the game more immersive and, dare I say it, believable is a good thing, in my opinion.

Raging Swan's biggest book to date is *GM's Miscellany: Dungeon Dressing*—a weighty tome—

which deals with more “standard” dungeons. I'm tremendously proud of that book but in some instances a GM needs something a little bit more specific for his dungeon. For example, a white dragon's lair almost certainly has a completely different feel and theme to a skeleton-infested crypt.

The Monstrous Lair line is Raging Swan's attempt to bring tightly focused, thematic flavour to a variety of monster's lairs. In this first compilation, we've focused on many classic monsters—goblins, kobolds, ghouls and the like—as they feature in many GM's campaigns. In future instalments we'll be moving further afield—drow, duergar and a variety of giants are all on the horizon!

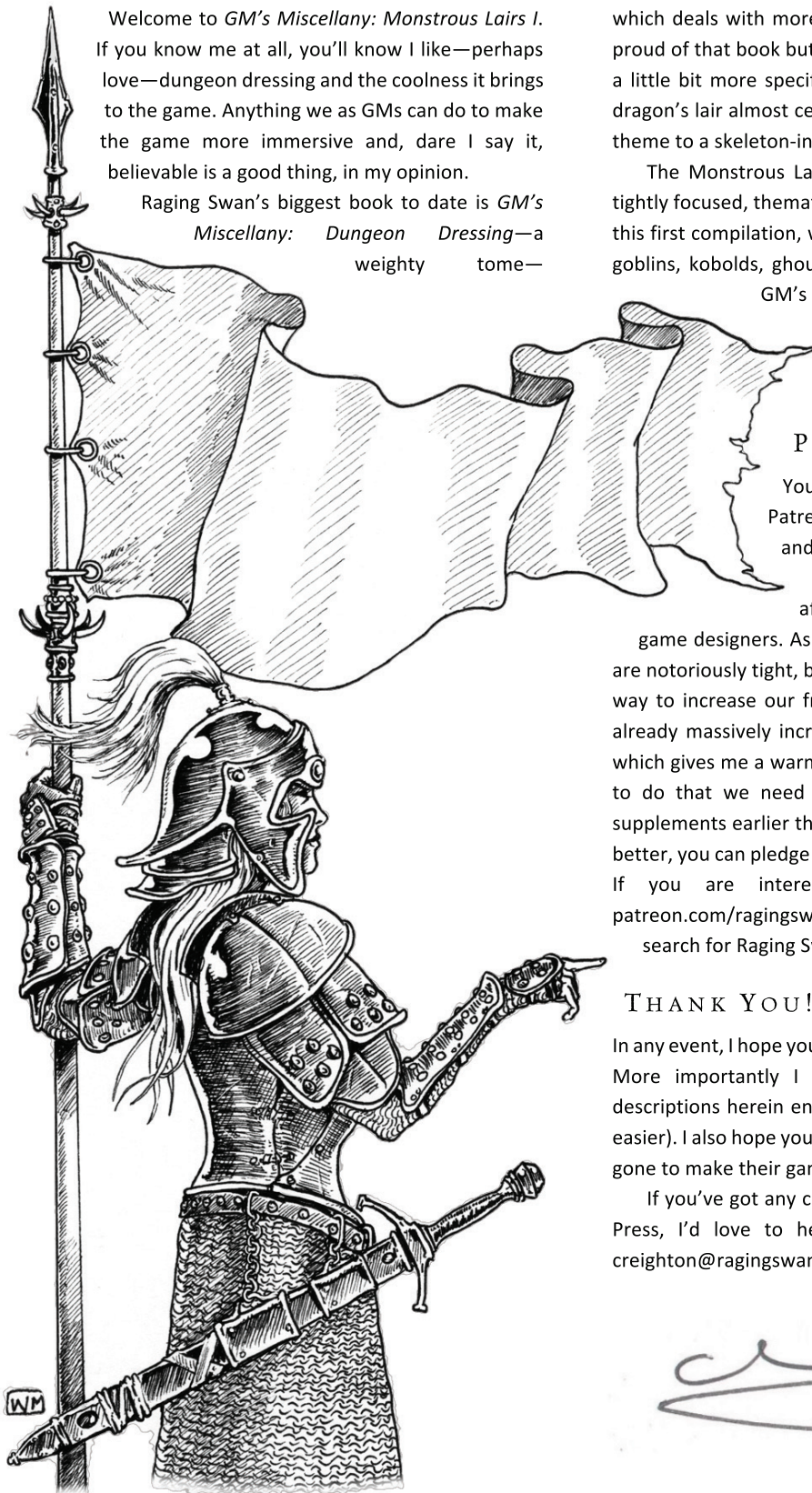
### PATREON

You might be aware Raging Swan Press is on Patreon. We signed up at the start of April 2015, and it's going rather marvellously. The thrust of our Patreon campaign is to be able to afford better rates of pay for our freelance game designers. As I'm sure you know, the economics of 3PP are notoriously tight, but Patreon gives us at Raging Swan Press a way to increase our freelancer rates. At time of writing, we've already massively increased our word rate to 11 cents a word, which gives me a warm, fuzzy feeling. We want to pay more, but to do that we need your help! If you sign up, you get our supplements earlier than normal and cheaper than normal. Even better, you can pledge what you want and cancel when you want. If you are interested in supporting us, check out [patreon.com/ragingswanpress](http://patreon.com/ragingswanpress) or head over to [patreon.com](http://patreon.com) and search for Raging Swan!

### THANK YOU!

In any event, I hope you enjoy this compilation of Monstrous Lairs. More importantly I hope you find it useful and that the descriptions herein enhance your campaign (and make your job easier). I also hope your players appreciate the extra effort you've gone to make their game more awesome.

If you've got any comments or questions about Raging Swan Press, I'd love to hear from you. You can contact me at [creighton@ragingswan.com](mailto:creighton@ragingswan.com).



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## USING THIS PRODUCT

Designed specifically for you, the busy GM, these tables can be used both before or during gameplay. They exist to help you breathe life into a monster’s lair and are compatible with published modules or your own adventures. Adding depth and verisimilitude to your games helps to bring the world alive in the players’ minds which helps with their (hopefully willing) suspension of disbelief.

Roll on the relevant table and use the result to spark your creativity. Reroll or modify any inappropriate results.

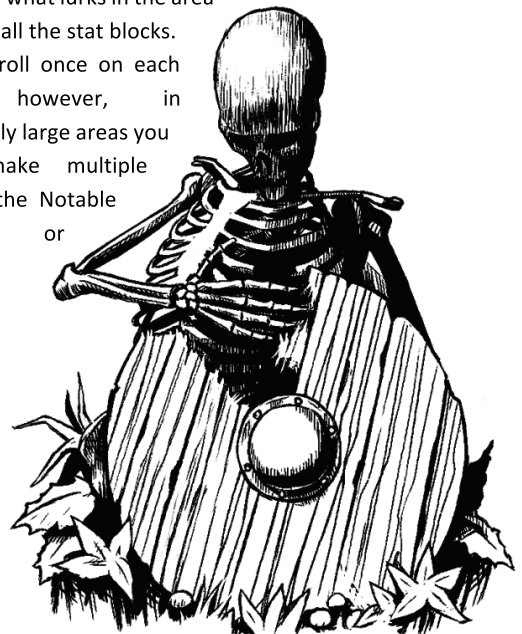
The tables appear in the order you’ll likely need them.

- **The Approaches:** Determine features outside the area, using this table.
- **What’s Going On?** The monsters are probably not 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 monsters are aware of intruders.
- **Notable Features:** Use this table, to determine the area’s notable 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 area’s minor feature(s). The feature might be so obvious the PCs automatically spot it; alternatively, the PCs may have to search the area to notice the feature. Only reveal information in brackets if a PC discovers it in some way.
- **Monster Appearance:** Use this table, to generate the monster’s unique appearance and other characteristics.

- **Treasures:** Use this table, to determine what interesting treasures lie in the lair. Assign a value to the treasure appropriate to your campaign.
- **Trinkets:** Use this table, to determine what interesting trinkets lie in the lair. Such items are probably worthless (but interesting nonetheless).

The tables in this book make several assumptions:

1. You already have a map of the area or will be designing one “on the fly”.
2. You know what lurks in the area and have all the stat blocks.
3. You will roll once on each table; however, in particularly large areas you could make multiple rolls on the Notable Features or Minor Features.



## ABOLETH'S SUNKEN CAVERN

As ancient as the gods, the aboleths roam the darkest reaches of the sea and earth capturing slaves and devouring knowledge. Seeking ancient memories, thoughts from their slaves and mysterious power they slowly plot their way to once again become the masters of the world.

### THE APPROACHES

D10	OUTSIDE THE SUNKEN CAVERN...
1	Thick acidic-smelling slime covers the rocks.
2	A partially dissolved skeleton lies in a pile of mucus.
3	A rotting body lies in the water its wrists cut wide open and its skin sodden and translucent.
4	Ancient cave paintings depict a darkness rising from below the earth.
5	Clawing blood trails and broken fingernails lead to the edge of the water.
6	Carved tentacles and fish-scale patterns decorate stalagmites rising from the water.
7	Murals of tentacles erupting from pools decorate the walls.
8	A mutilated corpse floats in the water, three eyes scarred onto its forehead.
9	A crushed arm lies on the floor, its skin desiccated.
10	Murals and carvings decorate the tunnel ahead like a grand gateway.

### WHAT'S GOING ON?

D10	THE ABOLETH...
1	Lies motionless in a shallow pool, its eyes closed as if deep in slumber.
2	Cradles a woman's corpse to itself with its tentacles gently stroking her broken skull.
3	Rests silently on the floor its tentacles twitching in time to the sound of dripping water.
4	Lies tangled in a mass of its tentacles.
5	Carefully positions stones atop one another on the cavern floor. (The stones' positions form a crude map and mark nearby caverns and water sources).
6	Cavorts madly in a deep pool before throwing a mutilated reptilian body across the chamber.
7	Gazes intently at the walls with its three bloodshot eyes. (Scratches and cracks are all that remains of an ancient map).
8	Emits a low humming noise and vibrates its tentacles madly, its attention fixed on a pillar.
9	Carefully inspects a barnacle-covered rusted sword.
10	Repeatedly pummels a dead reptilian man with its tentacles. It seems more interested in the resultant blood patterns than the damage it is doing.

### NOTABLE FEATURES

D10	NOTABLE FEATURE
1	A large chunk of rubbery membrane floats on the surface of the water.
2	A discarded head has had its skull cracked open and the brain removed.
3	The corpse of a reptilian-looking human child lies crushed and broken in a corner. Closer inspection reveals horribly mutated arms and malformed legs.
4	Several broken tridents, all coated in thick greenish slime, impale a decomposing elf to the wall.
5	A series of marks are painted on the wall in thick black ink. (These are actually music notes for an ancient song).
6	A stone throne covered in carvings of eyes and tentacles. Reptilian scales are scattered around its base and on the seat.
7	Large score mark on the stone floor show where something huge and heavy was dragged into (or perhaps out of) the water.
8	An empty weapon rack stands in an alcove. Torn leather bindings hang from the rack.
9	Rocks and rubble bear faint patterns and tool work that maybe signs of an ancient civilisation.
10	A stone slab bears a large carving of three eyes.

### MINOR FEATURES

D10	MINOR FEATURE
1	Blind cave fish, covered with whitish/green slime lie washed up at the water's edge.
2	A patch of slime surrounded by a dusty white residue, forms a puddle on the cavern floor.
3	Indentations on the sandy floor show where many figures have knelt in prayer or supplication.
4	A small carving of a three-eyed skull surrounded by writing tentacles. Its mouth is open like a keyhole.
5	A large shadow in the water darts away from the pool's edge.
6	"Beware the beast's eyes" is scrawled on the wall in blood and ash.
7	A discarded dagger lies in a pool of congealed blood.
8	A severed arm with webbed fingers and fins on the elbow rots on the surface of the water.
9	A cracked stone slab depicts a map of the surrounding caverns although half of it is crushed to dust and gravel.
10	A skeleton lies on the floor, its bones and equipment brittle like chalk powder.

## ABOLETH'S APPEARANCE

D10	THE ABOLETH...
1	Rises out of the water, its mauve underside flushed with black veins.
2	Has a multitude of scars covering its purple hide. One of its eyes is covered in a glassy white film—it is likely blind in that eye.
3	Peers around intently through its single remaining eye; a huge scar covers its head and the two gaping holes show which once held its other eyes.
4	Wears golden bracelets, graven with strange and unknown runes, on its writhing tentacles.
5	Is covered in blackened scales on its back as if it was recently burned by intense flames.
6	Waves its three remaining tentacles in the air; its fourth tentacle ends in a severed, scarred stump. Thick globs of lime splatter from the stump.
7	Has long, ragged mottled white fins and sinuous tentacles whose colouration merges subtly with its green body.
8	Has black and white stripes—a harsh contrast to its deep green hide—all over its tentacles. Globs of clear, viscous slime drip from their tips.
9	Is covered with bones and chains attached to its body by metal rings; several humanoid skulls dangle from its fins and face.
10	Has arresting orange and purple tentacles, which stand in stark contrast to its dull green body. A thick clear slime glistens over its entire body.



## TREASURES

D10	TREASURE
1	A cloak of rubbery skin bearing long arm-like appendages with sleeve attachments for hands.
2	A barnacle encrusted trident with obsidian prongs. Carved shoals of fish, sharks and squid swim along its length towards its prongs.
3	A ring of gold bears a symbol of a three-eyed fish-like creature upon its outer surface. A single fell and unknown rune is engraved on its inner surface.
4	A stone bowl is intricately carved with pictures of a sunken city with hundreds of tentacled fish swarming around it.
5	A pitch-black pearl decorates the rusted hilt of a poor-quality iron dagger.
6	A large metal lobster claw is smashed into the wall. Its metal is unidentifiable.
7	A segmented eel made of silver; clever hinges allow it to move like its swimming when it is manipulated.
8	A small bowl contains coral and polished green pebbles; each bears a symbol of a lidless eye.
9	A bronze medallion depicts a door closed by tentacles. It has somehow resisted the effects of the water and looks brand new despite the barnacles covering the surrounds.
10	A long spear blade of obsidian on a crystal shaft. The crystal fades from a dull grey to white from tip to base.

## TRINKETS

D10	TRINKETS
1	Several large scales are threaded onto a cord of sinew like a crude necklace.
2	A polished clam shell bears a single work carved on it: "Yarash".
3	A long and slender razor-sharp spear tip juts from a shard of its haft; the rest of the haft is missing.
4	Four sharp talons about the size of a man's finger fill a small hollow in the floor.
5	A shredded sack made of rubbery skin contains a few shells and pebbles amongst golden sand.
6	A torn net made of woven sinews.
7	A broken stub of a torch snapped off in a crack in the rocks, the other half is on the floor.
8	A triangular medallion missing the three stones once embedded in the corners; scratches mar its bronze surface.
9	An embossed picture frame hangs on the wall, whatever picture it held is missing. The initials E.C. are carved into its now rotten wood.
10	A single glove of black material has silken webbing between the fingers. The inside is somehow rough and causes a rash to break out on the wearer's hand if it is worn for longer than a few minutes.

## BANDIT CAMP

Fallen on bad times or living the life by choice, the dregs of society are always lurking on the fringe of civilisation ready to take what is not theirs by force. Such folk often dwell in hidden, out-of-the-way places.

### THE APPROACHES

D10	OUTSIDE THE CAMP
1	Sharpened stakes lie next to a half-dug pit.
2	A goblins' head balances precariously on top of a bloody bear trap filled with the rest of the goblin's mangled corpse.
3	Thorns and briars have been deliberately tangled to close off this approach.
4	Spikes adorn a bent back branch making a lethal trap (that is fortunately not yet complete).
5	A small wooden palisade blocks the path.
6	A low wall of loose stones and mud is supported by logs in a semblance of fortification.
7	A small cross of sticks lies on the floor marking this area for an unknown purpose.
8	A knotted rope leads up into the branches of a tree. An unoccupied platform rests on the branches.
9	The bark of several trees is shattered and broken from the impacts of many arrows. It looks like a skirmish was fought in this area.
10	Blood mixes with mud under a large fallen log trap. The trap hasn't been reset.

### WHAT'S GOING ON?

D10	THE BANDITS...
1	Practice their archery by firing arrows into an old rough-plank wagon-wheel. The sounds of the impacts fill the camp.
2	Struggle to lift a deer's carcass down from a hook.
3	Are skinning and preparing a boar's corpse for the cooking pot.
4	Repair a log shelter containing firewood and kindling and are arguing over the best way to support the failing roof.
5	Carry logs and kindling; one trips on a root and spills his load to the floor.
6	Listen intently to one of their number who is demonstrating how to repair a spear.
7	Are at work repairing and maintaining their weapons. A burly looking bandit sharpens his blade on a whetstone set atop a wooden frame.
8	Chat among themselves before three heavily armed bandits nod and setting off on a patrol.
9	Separate seeds ready to be stored.
10	Are fighting among themselves; a fist fight rages throughout the camp.

### NOTABLE FEATURES

D10	NOTABLE FEATURE
1	Stacked piles of logs and stones form barricades around the camp's perimeter.
2	A low, ruined wall forms half a shoddily made shelter. A rotting canvas sheet comprises the roof.
3	Long, stout staffs await their spear tips in a rough weapon rack.
4	A broken skeleton sits on a rough log throne in shredded armour. A sign above his head identifies him as "The King".
5	A large triangular frame holds gutted fish and rabbits over a smoking fire.
6	Pots and baskets are piled high around a rough wooden table.
7	A large pile of sharpened logs rests beside one of the paths into camp.
8	A set of steps descends into a low pit. Heavy logs are embedded in the earth to form the walls. (This is the beginning of a meat store).
9	A shredded and torn flag, maybe a sign of allegiance to a forgotten cause, hangs from a pole.
10	A hanging canvas covers a pile of discarded clothing, boxes and sacks.

### MINOR FEATURES

D10	MINOR FEATURE
1	A frame holds several blankets and items of wet clothing drying in the breeze. Washing them hasn't removed the stains.
2	A bucket contains stinking fish heads and bones ready to be set as bait for the bandits' various traps.
3	Several snares, and supplies to make more, lie in a pile topped with a rusted bear-trap.
4	Blunt swords, axes and spears rest on a low table, awaiting repairs.
5	Boxes of feathers and string rest next to a pile of half-finished arrows.
6	A pot is tied to a tree by leather cord under a cut in the bark which oozes resin.
7	Offal is hooked onto spikes ready to be added to traps and snares.
8	A bucket containing urine waits to be emptied (perhaps near to someone's bedroll).
9	A large barrel contains a pulped mix of berries and grasses used to dye the bandits' cloaks. A swarm of vinegar flies covers the barrel.
10	Several small frames containing skinned animals ready to be made into clothing.



## BANDIT APPEARANCE

D10	THE BANDITS...
1	Are covered in dried blood and muck. They stink of stale beer.
2	Wear the ruined uniform of some forgotten mercenary unit.
3	All wear long cloaks of green and brown; hoods cover their faces.
4	Seem shaky and ill, their faces drawn as if on the border of starvation.
5	Scowl and snap at each other as if about to break into an argument.
6	Each wear a red rag tied around the waist of their shoddy armour.
7	Look remarkably clean and well-presented despite the state of their home.
8	Try to hide the evidence of bandaged wounds and obvious injuries under their loose clothing.
9	Look dishevelled and filthy, yet still seem to be confident. Despite the bandits' appearance their weapons and armour look well maintained.
10	Wear well maintained furs and skins under their armour and cloaks.



## TREASURES

D10	TREASURES
1	A longbow of yew beautifully decorated with carved animals and birds.
2	Hooded grey leather armour lined with fur and threaded with fine black leather cord
3	A long, tattered cloak embroidered with a flowing pattern of silvered threads depicting birds in flight.
4	The warm bedroll made from skins, furs and hides is somehow immaculately clean.
5	A brazier containing a small cooking fire is embellished with runes. Food and other substances are burnt into its surface.
6	A tooled leather pouch contains several bow strings and arrowheads in small compartments, along with other fletching tools.
7	Folded neatly in a box, lies a beautifully detailed banner to a long-forgotten lord. Gold and silver threads depict a setting sun.
8	A small box contains an assortment of rings, some of them stained with blood.
9	A nearly complete silver cutlery set embellished with the heraldry of a local lord. (Two forks are missing).
10	A holy symbol studded with gems and pearls (this was last seen on the belt of a local priest).

## TRINKETS

D10	TRINKETS
1	A rattling box contains a score of smooth river pebbles and some leather slings.
2	Small metal studs, used to add to spears and staffs, in a small wooden case.
3	A throwing axe with a large chip in its wooden handle. It's totally unbalanced and useless.
4	A leather bucket containing rusted spear tips and a blunt dagger along with a wire-brush to clean them.
5	Long lengths of wood deemed unsuitable for arrows are piled here as kindling.
6	A footstool, once padded with fine velvet—which is now threadbare—and intricately carved, stands chipped and torn.
7	A shield made from thick oak planks and decorated with a griffon is split in two and now serves as the tops of two rough stools.
8	A single left boot made of moleskin and black leather. It has a hole in its heel.
9	A felt hat of forest green decorated with a single crow's feather.
10	The water-soaked halves of a fine-looking scabbard; Its threads are perished due to water damage.

## BUGBEARS' LAIR

Much more than larger, more sinister goblins, bugbears carry a sinister and morbid level of terror with them wherever they go. They delight in causing fear in their victims and basking in their tortured screams.

### THE APPROACHES

D10	OUTSIDE THE LAIR...
1	A human skull is embedded on a sharpened stake, terror still locked on its decaying face.
2	Skulls, from humanoids and animals, stuck on rough-cut log stakes litter the area.
3	Palisades of deadly stakes and crudely sharpened branches line the pathway.
4	Bones tied together with sinew form grisly fetishes.
5	Stinking mounds of offal and discarded scrap line alcoves on the path ahead.
6	A bear skull, the axe that killed it deeply embedded between its eyes, sits atop a stone and log altar.
7	A tripwire crosses the path ready to catapult a pan of stinking offal and sharp bones across the area.
8	A curtain of human skin covers a door, its previous owners' screaming faces still visible.
9	A half-dug pit contains a bear trap, its teeth covered with faeces and blood.
10	A severed human hand is pinned to the wall with an iron spike. A bloodied knife lies on the floor nearby.

### WHAT'S GOING ON?

D10	THE BUGBEAR...
1	Teases a goblin with a red-hot branding iron before flying into a rage and crushing its skull.
2	Throws meat and plants into a cauldron before emptying murky water into it from a rusty bucket.
3	Picks at the meat on a skull with a sharp dirk. Several other skulls nearby are strung together with rope.
4	Rips the skin off a dead dog stretched out on a wooden frame.
5	Slowly butchers a whimpering, overweight man who is manacled to the wall.
6	Argues with another bugbear whilst pointing at two female bugbears bound to a spike.
7	Rages as it repeatedly punches a goblin it has pinned to the wall.
8	Sits staring into a small fire as several females tend to its food and drink.
9	Struggles to pull a thrown axe out of a log target.
10	Drags a dead opponent away and mounts him on a hook rammed into a nearby wall.

### NOTABLE FEATURES

D10	NOTABLE FEATURE
1	A large area of ground splattered with spilled blood appears to serve as a makeshift fighting arena.
2	A butchered human leg hangs from a hook above a blood-covered table.
3	A stinking barrel contains the chopped remains of rotted meat; several fingers and toes float on the surface of the foul gloopy mixture.
4	The naked body of a bugbear is nailed to the wall with a long iron spike. Hundreds of whip marks and cuts cover his body.
5	A chained bucket lies next to a pool of water. A bugbear floats in the pool, a rusty and pitted short-sword embedded in its back.
6	Spears and axes are deeply embedded in a wooden weapon rack.
7	A curtain of stringed finger-bones is half made and discarded. Spare bones lie in a bowl nearby.
8	A skeleton pinned to the wall has become a weapon rack with spears and daggers embedded between its ribs and maces hung on its hips.
9	A ribcage with razor sharp daggers protruding from within it hangs above a circle drawn in the mud.
10	The burnt corpse of a massive boar hangs over a fire-pit, its head and tusks sit on a table nearby.

### MINOR FEATURES

D10	MINOR FEATURE
1	A light metal cooking tray contains burnt fingers and toes dusted with pungent herbs and pepper.
2	A workbench holds small tools along with boxes of nails and sharpened rivets.
3	Jagged combs and brushes filled with lank, lice-infested hair are stored in a basket
4	Several skulls decorate this area's entrance.
5	Four dog skeletons are chained to the wall, their food bowls just out of reach.
6	A collection of jars contains random body parts from organs to entire feet floating in vinegar. One hidden at the back contains an elven child's head.
7	Bloodied hand-prints form a snaking pattern around the door frame.
8	An iron maiden missing its door lies forgotten and dusty in the corner.
9	A spiked club hangs from the ceiling, part of an unset trap (or maybe an elaborate one using it as a distraction).
10	A snare covered with blades crosses the door.

## BUGBEAR APPEARANCE

D10	THE BUGBEAR...
1	Is hidden within the folds of a dark brown, hooded cloak; only its red, glinting eyes are visible from the deep shadows within.
2	Wears a mismatched set of heavy splint mail armour under thick, dirty furs and a boar's-skull helm covered in spikes.
3	Wears a stinking red cloak over its rough armour. The cloak is dyed with its victim's blood.
4	Wears a padded oversized dress covered with blood and gore. She wears her hair tied up in a rough, unkempt bun.
5	Has patches of burnt fur all over its face giving it an even more terrifying appearance.
6	Wields a cruelly serrated sword in each hand as it silently moves around with a grace that his hulking, foreboding size.
7	Has an entire human skin wrapped tightly around the front of its large shield. It laughs maniacally every time its shield is struck.
8	Chews distractedly on a necklace of ears as it glowers about with hate-filled eyes.
9	Has a large quiver of javelins attached to its back, each one displaying a heavy serrated blade and grisly trophies such as scraps of flayed skin, wisps of bloody hair and so on.
10	Limps around cautiously leaning on a heavy spiked staff for support. (This could be a trick designed to lure an opponent into overconfidence).



## TREASURES

D10	TREASURE
1	A morningstar covered with barbed spikes that screams each time it hits an opponent.
2	A suit of shoddy leather armour covered with hooks for trophies to be hung on.
3	A necklace of ears and finger-bones, some still carry their previous owner's jewellery.
4	A large steel shield of obvious dwarven make, its front covered with a large patch of wolf fur to hide its origin.
5	A gem-studded skull of a beast more human looking than wolf yet definitely canine. (It is a worg's skull.)
6	A sack of hessian that muffles the screams of anyone placed inside it. Strangely, it can carry one man-sized individual without getting heavier.
7	A leather dog collar with a golden tag. An inscription reads, "To my Foxy, may the hounds never find your scent".
8	A butcher's cleaver that easily severs fingers and ears. (Sometimes, even its wielder's.)
9	A collection of spikes, blades and flensing tools in a leather foldaway case. A label reads "First Inquisitor Markhoff, may a lie never be true."
10	A bandoleer of sharp, well balanced throwing knives with a matched belt and pouches for poison vials. The pouches are empty.

## TRINKETS

D10	TRINKETS
1	A set of heavy boots with dog skulls on the front are partially made; whoever was crafting them got bored or distracted before they finished.
2	Several broken swords attached to a rope.
3	A snapped short sword.
4	A human skull coloured in with wax crayons and wrapped up in red-dyed wool.
5	A large empty barrel with a small goblet of blood placed carefully inside at the bottom.
6	Several dominoes made from horses' teeth.
7	A bag of finger-bones half threaded onto sinew. Several bones are very small and may be from children or goblins.
8	Rusted and broken blacksmithing tools used (unsuccessfully) to sharpen weapons.
9	A large sack tightly tied at the top. It contains three dog skulls, a goblin skull and a poisonous spider.
10	A rusted dagger embedded into the thigh of a cooked human. Its blade bears a pattern of rambling vines.

## DARK CREEPER VILLAGE

Clad in filthy, voluminous rags, dark creepers dwell in the dark, hidden places of the underworld. Enemies of the light, dark creepers sneak forth to steal and create chaos among those living nearby. Masters of scavenging and stealth they strike from the shadows using poison and dark magic to take slaves and gifts for their sinister god-like masters—the dark stalkers.

### THE APPROACHES

D10	OUTSIDE THE VILLAGE...
1	A stinking patch of foul white toadstools covers the ground. Several toadstools are missing their heads.
2	The stench of rotting fungus is overpowering.
3	A half-dug pit with several stakes next to it, lies across the path.
4	Stinking black paste is smeared on the sharp edges of the walls.
5	A noose made from plaited rags and strips of fungus hangs from the ceiling over a patch of dried blood.
6	A wooden door lies on the floor; its metal hinges and studs have been removed.
7	A thin line of rope stretches across the area at dwarf head height; strips of toadstool skin hang from it.
8	Crude skulls are daubed on the walls with a thick greasy paste.
9	Small white toadstools grow out of a stinking black paste smeared on the walls.
10	Thick stakes embedded in the walls are coated in pungent smelling grease.

### WHAT'S GOING ON?

D10	THE CREEPER...
1	Carefully slices sections of toadstool skin with a knife.
2	Peers around for danger as it mashes up white toadstools and thick grey grease in a small bowl.
3	Applies strips of dried fungus to its clothing in an attempt to repair them.
4	Sits on a stone, silently plaiting strips of rag together to form makeshift manacles.
5	Dips sharpened stones and bits of glass into a pot of black grease before adding it to a half-made spring trap, ready to hurl the shrapnel across the room.
6	Sifts through a rough collection of odds and ends from a small burlap sack.
7	Sharpens the edges of a wicked-looking knife on a stone block.
8	Scrapes the fat off what appears to be a humanoid's thigh into a small stone pot.
9	Mutters to itself as it slices its left palm with a razor-sharp knife.
10	Sharpens an iron door hinge against a whetstone (to slowly turn it into a makeshift dagger).

### NOTABLE FEATURES

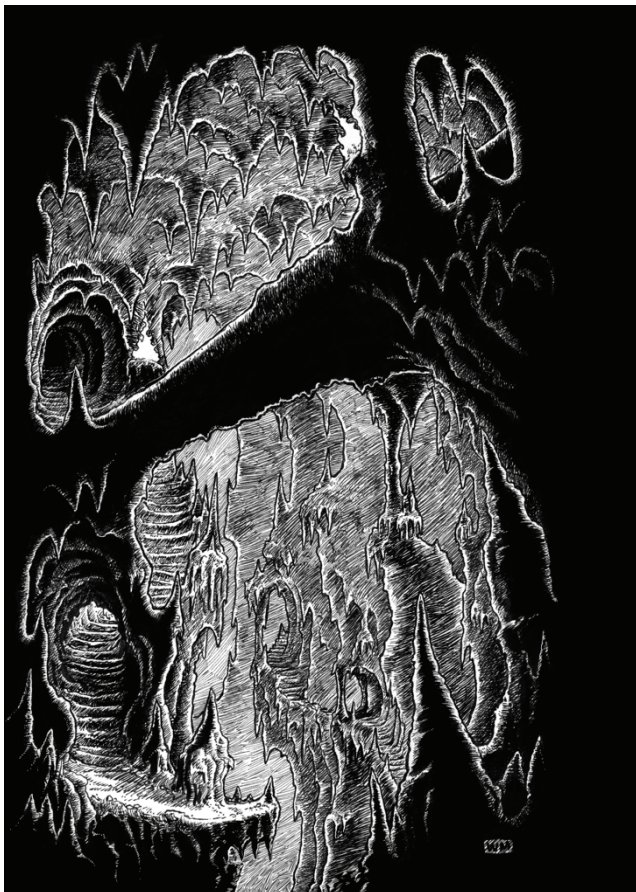
D10	NOTABLE FEATURE
1	A large pile of smashed lanterns, candles and broken torches lies discarded here.
2	Ragged patchwork curtains of dried fungus adorn the walls. Closer inspection reveals the curtain comprises at least a dozen cloaks.
3	A razor-sharp hooked blade is embedded in the side of a large toadstool. It appears that whatever was stripping the outer layers was disturbed before completing its work.
4	A flensed flap of skin, a star-shaped tattoo still visible, lies on the floor.
5	Rope tethers lie next to a depression in a pile of rags and dust. It looks like a body was tied up here.
6	A tightly bound body lies crumpled on the floor, its blackened veins standing out on its ashen skin.
7	A trip wire made from hair stretches across the corridor, broken by whatever passed this way before the PCs.
8	Thick grey dust seeps from a pile of bloody rags scattered on the floor.
9	Dried blood and thick black grease covers manacles attached to the walls.
10	Large patches of toadstools look to have been carefully tended in furrows of soil and faeces.

### MINOR FEATURES

D10	MINOR FEATURE
1	Shredded rags lie discarded in a corner. Closer inspection reveals a thick cloying dust all over them.
2	A sharpened iron door stud is embedded in the wall. It looks like it was thrown with a lot of force.
3	A pale emaciated hand, its palm scarred by jagged lines, lies in the corner.
4	A dagger tip is embedded in a humanoid's skull, which is also missing its jaw.
5	Worn rope is tied around a pillar. The bonds attached to it stink of blood and faeces.
6	A rock on the wall shows signs of wear from an object rubbing against it repeatedly.
7	Several sharpened stone caltrops, their tips tainted with black grease, litter the floor.
8	Several bundles of sharpened wooden sticks are hidden in a small alcove.
9	A shoddily constructed barrier of scrap wood lies broken against the wall.
10	A snapped and discarded snare wire is still attached to the wall at one end by a crudely beaten iron pin.

## DARK CREEPER APPEARANCE

D10	THE CREEPER...
1	Wears a kilt of human skin over its ragged clothing.
2	The stench of rotten meat and sour milk fills the air around this small cloaked humanoid.
3	Pale, black clawed hands gripping filthy daggers are the only visible body parts of this rag-clad creature.
4	Crouches silently amongst rubbish scattered around the room, its rags camouflaging it almost perfectly with the refuse.
5	Gazes intently from under its hood, its dark eyes glittering with avarice and hate. Unlike its companions it jibber and cackles in battle.
6	Seems to be wearing the remains of a guardsman's tunic amongst its rags.
7	Easily carries several heavy-looking sacks as it moves in near perfect silence.
8	A long pale grey nose protrudes from a mass of stinking rags festooned with glinting knives.
9	Deftly tosses a wicked looking dagger from hand to hand. Its voluminous, ragged cloak doesn't interfere with its display.
10	A blur of ragged cloth and slicing blades moves quickly and silently forward.



## TREASURES

D10	TREASURE
1	Black grease covers a razor-sharp saw-backed knife.
2	An intricate hood of fine leather is carefully wrapped in rags and twine and placed in a sack.
3	Several rings and bracelets thick with dirt and blood adorn a pudgy hand severed just above the wrist. The hand looks several days old.
4	An intricate cloak of finely treated black hide crafted to fit a roughly human-sized creature. (This can later be identified as being made from drow skin).
5	Sturdily made manacles of iron have dried blood and scraps of mouldering skin on the clasps.
6	Thick soled boots of lizard hide still contain the now skeletal feet of the previous owner.
7	Long plaits of blonde hair adorned with golden beads, glass and drilled teeth.
8	Well-made throwing knives formed from long metal door studs; their tips are razor-sharp.
9	A lantern lovingly wrapped in rags fills a sturdy wooden box. The lantern has an ornate clasp shaped liked to grasping hands.
10	A beautifully crafted set of leather armour made from lizard hide studded with iron.

## TRINKETS

D10	TRINKETS
1	This small, empty patterned ceramic jar smells faintly musty and has a suspicious brown stain inside.
2	A simple whetstone attached to a thong of tattooed human skin. The smooth whetstone shows signs of heavy use.
3	Rough sandals made from leather and rags. A small tattoo of a fish can be seen on the sole of the shoe after closer inspection.
4	Several scraps of parchment covered in illegible scrawl and pictograms. Drawings of three skulls decorate the bottom right corner.
5	A small wooden ladder missing several rungs is propped against the wall. Loops of rope on the top rung fix it in place.
6	A small map depicting an unknown section of sewers and entrances to the streets somewhere above in a nameless city.
7	A ripped child's straw hat is discarded in the muck, blood stains its broken red ribbon.
8	Rags and straw fill this small wooden box. An egg-shaped indentation in the rags and straw indicate the box once held something heavy.
9	A metal door hinge looks like it was being sharpened into an improvised dagger.
10	Several belt pouches filled with stinking food and sharp stones. (Unwary adventurers may cut themselves on the stones if they are not careful).

## GHOU NEST

The ghoul is a creature of nightmare for any adventuring group. From the packs of mindless, carrion-eating undead to the ancient civilisations deep underground, screaming adulation to their sheep-headed god Orcus, all ghouls have one thing in common. An eternal, gnawing hunger that no amount of flesh can ever sate.

### THE APPROACHES

D10	OUTSIDE THE NEST...
1	Bones cracked for marrow litter the floor making the approach difficult.
2	Several sets of skulls are piled in rows like some form of shrine or altar.
3	The stench of rotting meat is almost overpowering.
4	Grave mould and dirt are scattered around the area.
5	A decomposing body looks like it has been gnawed upon and trails of blood lead into the lair.
6	Sheep skulls have been placed almost reverently on rocks.
7	Dried blood and bones litter the rocks next to a rotting coffin.
8	The stench of the grave gets stronger as explorers get closer to the lair.
9	Footprints covered in grave mould and dirt lead towards the lair.
10	Shallow pits scattered with bones and shredded clothing, dot the area.

### WHAT'S GOING ON?

D10	THE GHOUL...
1	Holds a skull up to its face and peers intently into its hollow eyes.
2	Taps idly on the rocks with a long bone while crooning gently to itself.
3	Picks its teeth with a shard of rib.
4	Claws at the ground attempting to bury a skull whilst muttering quietly to itself.
5	Holds its stomach and rocks gently back and forth as if consumed by hunger despite the many half-chewed bones lying scattered about.
6	Cracks open a rib cage to get to the meat within before giggling wildly and feasting on its meal.
7	Cavorts around wildly throwing bones and skulls into the air.
8	Arranges bones on the floor in a rough pattern; bones sorted into separate piles surround it.
9	Stares off into the distance with a drool-covered femur hanging from its mouth, its dead eyes seemingly focused on some point far away.
10	Howls and capers repeatedly striking a decomposing body on the floor without any rhythm or pattern.

### NOTABLE FEATURES

D10	NOTABLE FEATURE
1	Several skulls are mounted on sharp sticks and tied on with guts and sinew.
2	Canopic jars are shattered against the walls, the ashes forming disturbing patterns on the ground.
3	Rocks and skulls form a makeshift altar. Atop the pile a skull-topped rod has been placed in a position of prominence.
4	Skulls have been thrown at the wall here and lie shattered on the floor.
5	Bone piles litter the area making progress difficult. (Careless explorers may find sharp bones puncturing their boots like caltrops).
6	Burial shrouds and bones lie tangled in the corner. Various mouldering, half-eaten body parts lie scattered about.
7	A child's skull, placed on a rock, shows signs of gnawing.
8	Discarded weapons and armour are thrown around the room.
9	The gnawed corpse of a ghoul lies in the chamber filling the area with a rotting stench.
10	A trail of dried blood and mould leads to a body thrown in the corner of the room. Bite marks cover its legs and feet.

### MINOR FEATURES

D10	MINOR FEATURE
1	A disgusting scum of coagulated blood and rotten meat floats on the surface of a stagnant, putrid pool hiding what may lie within.
2	A shattered skull without any teeth rests next to a pool of blood and viscera.
3	A human hand missing three fingers is wedged into a crack in the wall.
4	A cracked femur with a sharp tooth embedded in it lies next to a pile of rocks.
5	A coffin lid lies discarded and forgotten. (Claw marks cover the inside like something was trapped).
6	Small burial urns lining the walls look out of place next to the discarded bones and skulls.
7	Shredded and bloodied clothes lie amidst bones and teeth of a previous victim.
8	A diseased dog's corpse lies here adding to the already awful stench of the lair.
9	An emaciated corpse, still wearing its torn shroud, lies on the floor.
10	Rough finger painting in blood adorns the walls forming disturbing patterns and figures.

## GHOUL'S APPEARANCE

D10	THE GHOUL...
1	Stumbles around on a crippled leg leaning heavily on a cracked branch.
2	Wears a belt adorned with several skulls and bones.
3	Grasps a skull topped branch in its hand which it wields like a club.
4	Its rotting and scarred skin is covered with faded tattoos from its previous life.
5	Oozes black blood from an open chest wound.
6	Stinks of rot and decay, its bloated stomach distending down to its thighs.
7	Crawls around on all fours like a dog, its claws clicking on the ground.
8	Still wears tattered finery and stalks forwards almost regally.
9	Still has filthy clumps of long hair attached to its filthy rotten head.
10	Still wears the shredded uniform of a guard.



## TREASURES

D10	TREASURE
1	Ceremonial raiment still bears its jewels and other finery amongst embroidered skulls and bones.
2	A sheep's skull embedded with crushed yellow and red gems forms the head of this crude mace.
3	A wickedly serrated dagger with a blood red gem in its pommel.
4	Finger bones and teeth fill a pouch. (A careful search reveals several gold teeth).
5	A finely crafted dagger is impaled deeply in the creature's back just out of its reach.
6	Several golden chains and necklaces adorn the creature's body like a bizarre parody of finery.
7	A well bound leather tome reads " <i>Ghul's, Ghouls and other Carrion Dead</i> " still holds a fine ivory pin. Its contents describe the foul creatures and their usual habits whilst hinting at a more sinister society deep below the earth.
8	In a pile of shattered bottles and jars, their labels unreadable, faded with time, hide a few intact vials of thick greasy liquid.
9	A shining silver holy symbol is partially buried in the dust and bones, still grasped in a severed hand. Several rocks have been thrown at it in an attempt to hide it.
10	The creature still wears its armour of thick hides, now covered in gore and rotting flesh.

## TRINKETS

D10	TRINKETS
1	A bent pewter cup holds several teeth and a tiny wooden spoon.
2	A thick rope made from intestines and sinew is coiled in the corner. (It looks and feels disgusting but is functional).
3	Bowls painted with thick blue glaze are stacked in a small alcove away from the blood and bones.
4	The ghoulish creature wears finely embroidered yet ragged riding boots.
5	A thick chair leg acts as a makeshift club. Blood and hair are matted on its jagged end.
6	A broken cup filled with dried blood stands to one side like an offering.
7	A sack contains several rotting hands and a single leg bone. (It collapses when moved, noisily scattering its contents on the floor).
8	A broken copper ring adorns the finger of a rotted and gnawed hand.
9	A broken shield acts as an altar covered with carefully arranged bones and skulls.
10	A heavy bladed handaxe is embedded in the wall, its handle broken.

## GIANT SPIDER'S WEB

Found throughout the wild and abandoned places of the world, giant spiders dwell both above and below ground. They attack any creature disturbing their nests and are aggressive predators. Although essentially unintelligent, they are adept at using their webs and poison to immobilise and kill prey.

Some giant spiders can grow to truly monstrous proportions and even the smallest giant spider can spell a neophyte adventurer's doom.

### THE APPROACHES

D10	OUTSIDE THE GIANT SPIDER'S WEB...
1	Rats—squeaking loudly—scatter at the party's approach if they are not quiet. This might alert the spider lurking within.
2	A huge spider drags a webbed victim slowly towards its lair. The victim weakly kicks and struggles.
3	Shadows stubbornly cling to the nest's entrance; a horrible stench issues forth from the opening.
4	Strands of webs seem to float on the air like fishing lines set to lure the spider's prey to their doom.
5	A thick spider web blocks entry to the nest.
6	The webbed carcass of a large, unidentifiable creature slowly leaks black fluid onto the floor.
7	Under the armoured bulk of a giant spider lies its victim who luckily impaled it on a spear.
8	Webs festoon the entrance, leaving only a narrow, dark opening.
9	Long strands of thick web disappear into the darkness.
10	Desiccated bodies webbed to the walls fill the air with a pungent stench of decay.

### WHAT'S GOING ON?

D10	THE GIANT SPIDER...
1	Is hunting rats which share the nest; they dwell in cracks in the walls and feast on the spider's leavings.
2	Is struggling to subdue something tangled in a mass of webs.
3	Is suspended on the ceiling as it slowly consumes its prey. Blood and gore splatter the floor.
4	Is gently tends to its egg by binding it to the wall.
5	Is scuttling about its web.
6	Is not here but returns moments after the PCs start to investigate its home.
7	The floor slowly shifts to reveals a massive spider under a trapdoor-like structure of webs.
8	Is covered in fist-sized young.
9	Is repairing its web and is unaware of intruders.
10	Is squaring off against a rival; a tightly webbed victim violently struggles between the two.

### NOTABLE FEATURES

D10	NOTABLE FEATURE
1	A large spider's egg, crawling with hundreds of white fist-sized spiders, hangs from the ceiling.
2	A partially cocooned rat struggles sending ripples through the surrounding webs.
3	The husk of a horse-sized spider lies in the chamber; there is no sign of the spider that shed it.
4	The stench of death and decay pervade the nest; the smell is so intense weak-stomached adventurers may be overcome with nausea.
5	Bound to the walls, husks of several of the spider's victims await the beast's attention.
6	Dangling from webs hundreds of skulls and bones hang from the nest's ceiling.
7	Billowing white and grey web fill the entire area.
8	Several large objects are hidden from view under a blanket of dusty spider web.
9	Several melon sized balls of webbing are tended by equally large red and black spiders.
10	A mass of thick webs all attach to a single monstrous thread that fades into the shadows of a deep alcove piercing the ceiling.

### MINOR FEATURES

D10	MINOR FEATURE
1	Tangled webs hold the decaying husks of large rats and other vermin.
2	Deep, web-choked cracks—big enough for the spider's offspring to lurk within—pierce one of the nest's walls.
3	Tiny spiders scuttle in and around the shattered ribcage of some unfortunate caught long ago.
4	The husk of a decaying meal suddenly collapses sending a skull rolling across the floor.
5	A broad swath of dried blood covers a section of web near one wall.
6	The ribcage of a victim provides a safe home for a large egg sac.
7	Amid the tangled mess a perfect, undamaged web stretches across the room.
8	Husks of the spider's victims eerily stand guard against the walls.
9	Hundreds of tiny white spiders crawl over the desiccated body of something that may have been once a person.
10	Webs, at a multitude of heights, criss-cross the room like hundreds of tiny tripwires.



## SPIDER'S APPEARANCE

D10	THE SPIDER...
1	Has red and black chitin armour; one of its broken legs hangs at a strange angle.
2	Has thick plates of brown chitin.
3	Looks like it is made of glass.
4	Is perfectly camouflaged against its webs. The web appears to shimmer and move as it scuttles about.
5	Has three eyes that glint menacingly in the darkness.
6	Has venom dripping from foot-long fangs.
7	Is huge and has a pattern of black eyes all over its red body.
8	Has a riot of green, brown and red swirls all over its thick carapace.
9	Has a heavy carapace covered with thick black hair; matted clumps of hair look like long spines.
10	Has chitin that appears almost wood-like; in places it erupts in sharp thorn-like growths.



## TREASURES

D10	TREASURE
1	Intricate leather armour with red piping that mimics a spider's web.
2	Several silver arrows in perfect condition pin a huge spider to the wall.
3	Coins spill from a decomposing husk.
4	The hand guard of this dagger form the grasping legs of a spider; the dagger's blade is wickedly sharp and lightly stained with some kind of black liquid.
5	A thick cloak of blackened spider silk yet in good condition still adorns a body (which is considerably worse condition).
6	Silver mandibles and ebony legs adorn this intricate face mask.
7	A small bottle wrapped carefully in spider silk and cloth bears the simple note, "Climbing".
8	Translucent red gems (tiny rubies) catch the light, reflecting motes all around the room from a web covered helm
9	A small blood red ruby adorns this otherwise plain silver ring.
10	Decorated with a design of hundreds of scuttling spider carvings along much of its length, this wand has a plain uncarved section at one end.

## TRINKETS

D10	TRINKETS
1	Several copper coins lie partially hidden under a carpet of dusty webbing in the centre of the room.
2	Near the ceiling, a ruined backpack is tangled in a mess of webs.
3	The husk of a fallen adventurer still wears its finely made—now shredded—chain armour.
4	Envenomed blood has somehow crystallised leaving small red gemlike bloodspots on a length of particularly thick web.
5	A frayed spider silk rope lies next to an unfortunate web farmer.
6	A shattered bottle lies just beyond the grasping hands of a fallen victim. It is labelled, "anti-venom".
7	Pretty gemlike nodules twinkle on the carapace of the spider.
8	Several black feathered arrows pierce an egg pinned to one wall.
9	A spider-shaped good luck charm that obviously failed its previous armour.
10	A single red silk glove hangs from a strand of blood-soaked web. A PC examining the glove discovers it yet holds a decomposing hand.

## GNOLLS' CAMP

Slavers and cannibals gnolls are a horror to fight, and even more terrible to be captured by. Vicious and lazy they wander the hills with their hyena pets looking for treasures to steal, carrion to feed upon and slaves to take back to their primitive camps.

### THE APPROACHES

D10	OUTSIDE THE CAMP...
1	A large buffalo corpse, its bones picked clean and gnawed on by powerful fangs, is scattered around.
2	Decorated with feathers from carrion birds, skulls and bones hang from posts beside the trail.
3	Nearby bushes stink of ammonia and urine from the gnolls marking their territory.
4	The chewed corpse of a gnoll, its lower half devoured whilst the rest rots, hangs from a tree.
5	Spoor and tracks near a waterhole show a large pack of canines recently passed by.
6	Low drystone walls embedded with stakes form the camp's perimeter.
7	A large dog-headed totem pole stands in the centre of the camp. Its paint is scarred by lash marks.
8	Frightful yipping fills the air from several creatures caged up in the camp.
9	A scuffle breaks out in the camp; hyena and gnoll howls fills the air.
10	Shuffling feet and the manacles of slaves have left a very noticeable trail towards the camp.

### WHAT'S GOING ON?

D10	THE GNOLL...
1	Whips a human slave while snarling and yipping.
2	Chase hyenas away from its campfire where it is cooking a sparse meal.
3	Squares off against another and snarls before a fight breaks out over a morsel of food.
4	Carefully strips a sinew from a horse's leg.
5	Hammers its spear head with a rock as it tries to straighten out a kink in it.
6	Is rubbing crushed red berries and clay onto its hair in bizarre patterns.
7	Roughly stitches an open chest wound closed on a young warrior.
8	Boils a heavy hide in a mix of blood and fat.
9	Carefully cleans the head of its barbed battleaxe with a sharp knife, contentedly chewing on any morsels of flesh it finds.
10	Howls of victory while shaking a small body above him before throwing the corpse, that of an old gnome, to the waiting hyenas.

### NOTABLE FEATURES

D10	NOTABLE FEATURE
1	An old dwarf is impaled to a tree by several spears. A pool of drying blood covers the sand below the corpse. Flies swarm about the corpse and blood pool.
2	A thick iron chain, with several pairs of manacles attached, is wrapped tightly around the base of a dusty tree.
3	A ramshackle wooden cage is partially submerged in stinking mud and urine.
4	A huge effigy of a two-headed gnoll towers over the fire; spiked and bladed chains hang from the effigy's branch-like arms.
5	Sacks, baskets and boxes are piled precariously next to a large cage holding slaves.
6	A broad tree stump displays many heavy wounds from axes. (The gnoll warriors compete here in shows of strength.)
7	A collapsed tent hides a cowering slave. Confused and terrified he crawled in here and passed out from exhaustion (and has yet to be missed).
8	A pack of hyenas rip and tear at a screaming slave while his companions look on in horror.
9	A gate of mismatched logs and branches is covered with spikes and ready to be dropped into place.
10	Small, low tents of hides are scattered around the camp; each displays its owner's trophies.

### MINOR FEATURES

D10	MINOR FEATURE
1	Bowls of soaked oats lie on the floor just out of reach of nearby caged slaves.
2	An orc skull with a hole bored in the top. A knotted rope lies next to it ready to be threaded through.
3	Spilled millet and grain litter the sand ground next to a stone fire-pit.
4	A small antelope's hide is stretched over a flat rock. A sharp oval stone lies nearby.
5	A skeleton is chained to a heavy water barrel. Oddly its bones have not been gnawed on.
6	A wagon with a broken wheel is propped up against a pile of rocks. Long drapes hang over the wagon's sides, obscuring whatever lies underneath.
7	A rough map is drawn in the sands detailing the local area and features nearby villages to raid.
8	Jagged bones and cracked skulls litter the area.
9	Numerous heavily spiked logs lie on the floor waiting some unknown use.
10	A low wall of thorny branches fills a gap in the stone walls surrounding the camp.

## GNOLL APPEARANCE

D10	THE GNOLL...
1	Wears rough armour of leather and hides decorated with bone and dyed with blood.
2	Wears a heavy green cloak that reaches down to its long fur-covered legs.
3	Chews casually on a human forearm as it looks around lost in thought.
4	Wears a rusted breastplate, adorned with a rearing griffon, over shoddy leathers and hides.
5	Wields a large polearm with a cow-skull tied to the base of its haft.
6	Tests the string on a huge longbow as tall as itself.
7	Has dyed the fur across its face and back into black and white stripes.
8	Wears a necklace of a female elven head, the hair plaited and tied around its neck.
9	Wears the skin of a massive hyaenodon over its rusted plate armour.
10	Has two curved bison horns attached to the shoulders of its armour.



## TREASURES

D10	TREASURE
1	A small head-sized black soapstone effigy of three fighting hyenas. Sigils on each hound's collar hints at the statuette's powers (if any).
2	A sharp spear tipped with a long straight antelope horn and decorated with vulture feathers.
3	A long, frayed leather whip with hooks on its tip. Several of the hooks are silver.
4	A rough coat of hide and leather embellished with a lion's mane hood. Lion teeth are used as buttons.
5	A heavy two-handed sword with serrated jags cut into the back edge. Several bits of rotting flesh are still attached to it.
6	A ring of gold with a tiny piece of polished buffalo horn set into it. The ring is rumoured to grant great endurance to its wearer.
7	Two sharp deer horns held together with bronze guards make a crude but effective punching dagger.
8	A rotting, gnawed-on gnomish skull still wears thick glasses with a golden rim.
9	A heavy wooden shield is adorned with horse tails and fangs; its fittings are pure gold.
10	Long robes of striped antelope and zebra hide with an undercarriage of rib bones. It has a matching headdress of flowing horse tails.

## TRINKETS

D10	TRINKETS
1	The top half of a spear with several dozen fingers attached to it with string.
2	A collection of bones threaded together to make a horse-like toy.
3	A leather pouch containing a grey, fatty glue-like substance mixed with herbs and seeds.
4	A broken-tipped knife has the word "Ears" scratched onto it and a dozen tally marks.
5	A heavy cat-o-nine tails tipped with lion and hyena fangs. The over-long handle makes it unwieldy.
6	A small ceramic pot of dried seeds contains a gnomish finger with a tattoo of a flower on it.
7	A pestle and mortar filled with crushed bones and beetles. Despite its contents it smells of lemons.
8	A small bag of thumbs each bearing a different symbol or letter.
9	A large hippopotamus tusk with a crack running down its length attached to a wooden disc. It can be worn as a necklace.
10	A ghoul's hand tied onto the end of a short baton and painted with strange symbols. When waved the clawed fingers seem to grasp the air.

## GOBLIN RAIDING CAMP

Goblins are dirty, violent and disorganized creatures that live like parasites off of more “civilized” races. They come in small raiding bands, burning and pillaging what they can before fleeing from anyone more frightening than a farmer. Goblin camps are reflective of the goblins themselves, a hodgepodge of poorly erected tents and piles of refuse.

### THE APPROACHES

D10	OUTSIDE THE GOBLIN RAIDING CAMP...
1	(A beast lurks in the shadows, perhaps waiting for a stray goblin to wander by.)
2	A rudimentary tripwire is set up to rattle bones should an intruder approach.
3	A dead goblin lies in a pool of his own blood.
4	A large pile of ash smoulders and smokes. Human bones are visible amid the cinders.
5	A pool of murky water stinks of goblin refuse.
6	A young, intelligent goblin plays with a pilfered flute.
7	Fireworks from within the camp illuminate the area.
8	The sounds of goblin revelry carry on the air, nearly drowning out squeals of pain.
9	The stones are marked with crude goblin drawings.
10	Two goblins scuffle over some unclaimed but totally worthless prize: a strangely shaped rock.

### WHAT'S GOING ON?

D10	ACTIVITY
1	A fight seems about to break out between two factions of goblins. The frenzied shouting is almost too frenetic for even a skilled linguist to understand.
2	A group of goblins bet shiny coins over a game of “toss-the-stick-and-rock-and-see-where-it-lands.”
3	A handful of goblins gamble at a makeshift arena, where dire grubs and maggots fight for dominance.
4	Could this be goblin theatre? A goblin in an oversized knight's helmet play fights with a goblin child as spectators laugh and cheer.
5	The goblins add fuel to an ever-growing bonfire which threatens to collapse as it grows higher.
6	The goblins have captured and chained a large beast, and take turns poking it with a burning stick.
7	The goblins have discovered a store of old ale and lie about stone-cold drunk.
8	The goblins struggle comically to erect their leader's war tent, failing at even the most basic of tasks.
9	The leader of the raiding camp is mid-way into a long, nonsensical speech about anything that crosses his mind. Half of the goblins are asleep.
10	The PCs arrive at the tail end of some strange goblin festival. A bound and painted goblin is paraded around in some sort of pariah ritual.

### NOTABLE FEATURES

D10	NOTABLE FEATURE
1	A blood-stained fighting pit ringed with stakes.
2	A crudely erected watchtower painted black with tree sap.
3	A dirty tarp propped up by wooden stakes which apparently serves as the chief's quarters.
4	A huge bonfire built with little skill but much gusto.
5	A large pile of junk, including wagon wheels, sheets of worked iron, animal bones and at least one metal sculpture of some value.
6	A poorly erected tent covers the goblins' spoils. While most are worthless, a few shiny weapons appear of value.
7	A strange stone altar dedicated to the goblin god of chaos.
8	A ten-foot wooden pole staked into the ground and decorated with shiny rocks and feathers.
9	A wooden cage with a mangy and quite defeated bear inside.
10	Half a dozen chained humanoids, dirty, wounded and totally silent.

### MINOR FEATURES

D10	MINOR FEATURE
1	A burnt goblin corpse wrapped in a tarp. (The corpse is female and missing both eyes.)
2	A fat but unhappy raccoon on a leash. (The raccoon's name is Fatty.)
3	A goblin-high pile of shiny stones spanning a rainbow of colours.
4	A large and remarkably organized pile of humanoid skulls, all painted in dull colours.
5	A makeshift wooden shrine stained red with blood.
6	A pile of wooden spears which have seen some use in battle.
7	A scarecrow adorned in a purple robe and holding a gnarled staff (which was once magic).
8	A small, poorly erected tent, probably stolen from an adventurer.
9	Discarded and unwashed bowls in a heap, stained with some sort of stew.
10	Several dirty blankets laid out in rudimentary sleeping arrangements.



## GOBLIN APPEARANCE

D10	GOBLIN APPEARANCE
1	At least 30 crude bronze bands weigh down the ears of this strutting goblin.
2	Despite missing his entire lower jaw, this goblin wanders around happily, and even converses in makeshift sign languages with his friends.
3	It's unclear why anybody would tie bells to their nose, but this goblin has done just that. At least his furry earplugs muffle the noise a bit.
4	The goblin is dressed in a bloodstained silk shirt far too large for his short frame.
5	This goblin's pointed teeth are massive even by his peers' standard. They poke through his lips when he closes his mouth.
6	This goblin, armed with a shortbow, glances about the camp with at least a modicum of intelligence.
7	This lopsided green goblin is missing an ear, an eye and a handful of teeth.
8	This pale goblin is overburdened by his man-sized leather armour. He stands there grinning like a maniac, brandishing an iron cleaver.
9	This pink, fleshy goblin is covered head to toe in burn scars. The other goblins treat him with an unusual level of deference.
10	This young, dull looking goblin carries around an oversized firefly in a wicker cage.



## TREASURES

D10	TREASURE
1	(A poorly hidden personal stash with a few finely crafted daggers.)
2	(Buried a few feet beneath a patch of turned earth lies, a lump of unrefined gold.)
3	A magically sealed treasure chest which the goblins have thus far been unable to crack.
4	A small shard of shimmering elven crafted mail; dried blood cakes one side.
5	A polished brass necklace with a shiny red stone set at its centre.
6	A small cache of fireworks, closely guarded by what passes for an elite warrior.
7	An obsidian dagger marked with eldritch runes designed to harm those from other planes.
8	Several exquisite rings piercing a goblin's ear. The mark indicates the work of a famous jeweller, but they are so battered and scratched their value has (sadly) plummeted.
9	The corpse of a knight who has not been fully looted. (The corpse wears a golden signet ring bearing the sigil of a minor, relatively local noble family.)
10	The dirty but valuable brown and white fur of an owlbear, branded with some sort of arcane mark.

## TRINKETS

D10	TRINKETS
1	A charcoal on stone drawing of a (very large) goblin family.
2	A dead bat in a wicker birdcage. The bat's webbing is cut to tatters.
3	A desiccating goblin hand, still clutching a rudimentary bone club.
4	A discarded headdress made from the colourful feathers of local birds.
5	A handful of scattered goblin teeth in pristine condition (except for the attached chunks of decomposing flesh).
6	A partially eaten leather boot. The gourmet apparently needed half a dozen bites before determining it was no good.
7	A tattooing kit with a variety of dyes far too cleverly made to be of goblin artifice.
8	The charred remains of an ancient book on weaving; only crumbling fragments remain.
9	The crude image of a horse scrawled with charcoal on a crumpled sheet of fine parchment is stuffed into a dented, iron scroll case.
10	The front and back cover of a religious tome—the inside pages are nowhere to be found.

## HARPY'S NEST

Half-woman, half-monster harpies are vicious, corrupt hunters driven by their insatiable desire to eat. They prefer intelligent prey and enjoy speaking and parleying with their meals.

Dwelling in the world's wild and desolate places harpies are savage and utterly without remorse. They love shiny baubles and decorate their lairs with such. The stench of death and decay hang heavily over a harpy and her nest.

### THE APPROACHES

D10	OUTSIDE THE NEST...
1	Stunted, broken bushes make going difficult.
2	A disarticulated skeleton lies scattered among a high tree's branches.
3	Bones are scattered across the ground.
4	Skulls hang from a tree's leafless branches.
5	A strange, pungent smell hangs in the air.
6	Dried blood splatters decorate a large boulder.
7	A torn and bloody brown cloak hangs from a thorny bush. It flutters forlornly in the breeze.
8	Wind-blown rubbish and trash litter the ground.
9	A faint track leads toward the harpy's lair. Discarded equipment lies here and there in the mud.
10	Dark shadows cluster thickly under a dense holly bush's low-hanging branches.

### WHAT'S GOING ON?

D10	THE HARPY...
1	Is gnawing a partially decomposed leg when the PCs arrive. She uses it as a (missile) weapon at the earliest opportunity.
2	Is snoring loudly. She is oblivious to the party unless they make a lot of noise.
3	Is singing softly to herself. She sings a song of violence, torture and death in a soft, lilting—almost smoothing—voice.
4	Is searching through her treasure for a beloved trinket. She is in a foul mood.
5	Is suffering from feelings of loneliness and depression. She craves company and may not immediately beguile and kill intruders.
6	Is hungry. She hasn't eaten for days and has taken to licking the bones of her previous victims.
7	Is trying to make a bone necklace from finger and toe bones. It's not going well, and she is frustrated.
8	Is "tenderising" a corpse with a heavy oaken club. Blood and gore cover her face and torso.
9	Is lying in wait for intruders—a sixth sense alerted her to the presence of approaching victims.
10	Is elsewhere hunting for victims. She arrives home a few minutes after the party.

### NOTABLE FEATURES

D10	NOTABLE FEATURE
1	A thick layer of slime and congealed bodily fluids covers the floor. The smell is revolting.
2	Piles of dry offal and excrement cover the ground.
3	Dried splats of unidentifiable substances stick shards of a broken mirror to the nest's walls.
4	Piles of rubble are heaped about the lair. Some are unstable, and the harpy tries to lure its enemies atop these piles.
5	Two mostly eaten humanoid bodies lie against one wall. The harpy's foul-smelling excrement covers what little remains.
6	A pool of foul, dirty water comprises the most accessible part of the lair. The harpy dwells on a broad stone ledge beyond.
7	A teetering pile of boulders looms over the nest. A strong character—or perhaps the harpy—could push it over to crush enemies caught beneath.
8	Wall decorations of splintered bones and smashed skulls decorate the lair. (A few hide secret niches where the harpy keeps her choicest treasures).
9	Several bushes of ill aspect struggle up from the muck in one corner of the nest. Their branches are heavy with tiny red, foul-tasting berries.
10	Densely woven walls of branches, twigs and so on comprise the nest's walls. The walls are dry and catch fire easily.

### MINOR FEATURES

D10	MINOR FEATURE
1	The heavy stench of death and decay hangs in the air.
2	The skulls of two of the harpy's victims—incongruously clean and polished—fill a small niche.
3	A pile of viscous sludge and slime fills several small indentations in the floor.
4	A cracked and broken mirror leans drunkenly against a wall.
5	Scratch and claw marks mar the walls and ceiling.
6	Piles of mouldering equipment—pushed up against the walls—add to the feel of decay and death permeating the nest.
7	Water oozes up from cracks in the floor turning the harpy's excrement into a cloying, noxious mud.
8	Many sharpened twigs and branches stick out of the nest's walls. Those getting too close could suffer nasty scratches (and perhaps catch a disease as the harpy has coated them with her excrement).
9	A neat pile of bones fills one corner of the nest. A small niche within holds a single, mottled yellow egg.
10	A depression in the centre of the floor holds four eggs. Three are yet intact; the fourth is cracked and broken. A tiny harpy's decaying remains lie within.

## HARPY APPEARANCE

D10	THE HARPY...
1	Has beautiful red and blue plumage. She stands out from typical examples of its brethren.
2	Wears a thick leather belt weighted down with all manner of pouches. She has a strange air of civilisation about her.
3	Has a wickedly curved beak.
4	Has only one eye—an empty socket is all that remains of the other.
5	Benefits from jet black plumage that gives her a sinister air and helps her hide in shadows.
6	Sings in a piercing, high-pitched falsetto.
7	Has a multitude of livid red scars across her face and shoulders. One wing is also particularly ragged as if something has torn a handful of feathers away.
8	Has brightly-hued plumage akin to that of a parrot. Her baleful red-rimmed eyes blaze with a particularly intense, unwholesome hunger.
9	Has the torso a particularly beautiful and shapely woman. Only the harpy's look of cruel atavistic longing mars her beautiful face.
10	Is blessed with a shock of luscious jet black hair she wears long over her face and shoulders. Small chunks of bone woven into her hair clack as she moves.



## TREASURES

D10	TREASURE
1	Stained with soot and smeared on grim, this brass incense burner wobbles when stood upright.
2	Covered in dried mud and other unidentifiable things, this dirty wooden statuette of a pegasus is exquisitely detailed. Sadly, the unicorn's horn has snapped off.
3	This small iron figurine of a stalking wolf once had tiny red garnets for eyes, but they are long gone.
4	This beautifully stained lute is in surprisingly good condition but needs tuning.
5	This large pair of brass tailor's scissors needs sharpening but is otherwise in useable condition.
6	A small iron key dangles from the remains of a slender silver chain.
7	Several long scratches mar this small wooden shield decorated with a rearing wyvern sigil.
8	A small locket—with a broken clasp—contains a lewd picture of a partially clothed elven maid.
9	Four silver arrows fill a brown leather quiver which misses its strap. The arrows are exceptionally sharp and well-weighted.
10	A thick sheaf of songs fills a rigid leather folio. Although the folio is tied shut, some of the pages have suffered water damage.

## TRINKETS

D10	TRINKETS
1	One bent and rusty iron spike missing its tip.
2	This thick bundle of firewood tied together with several lengths of red twine. The wood is exceptionally dry and burns quickly.
3	Dried blood coats the inside of this badly dented iron pot helmet.
4	This cracked iron hip flask is missing its stopper. Sadly, it's empty as well!
5	The shards of a broken sword blade lie among the rest of the harpy's treasures and trash. Incautious PCs might cut themselves as they hunt for treasure.
6	This torn voluminous red-hued woollen hood is the kind worn by peasants to ward off the cold.
7	Empty of wealth, this bloody leather wallet is almost rent in twain.
8	This eye-catching iron belt buckle has a grinning skull design. A torn shred of leather hangs from one side.
9	This well-made oaken coffer is missing its lid. The coffer's wood is now horribly stained and smells suspiciously of urine.
10	A rotting sack holding mouldy lentils lies forgotten under a pile of loose logs. The lentils are inedible.

## KOBOLD WARRENS

Thought of as nothing but pests and scavengers by common-folk and adventurers alike kobolds are masters of ambush, stealth and cunning. Intricate traps fill the warrens to welcome foolish intruders daring to invade the kobolds' warren.

### THE APPROACHES

D10	OUTSIDE THE WARRENS...
1	Wind-chimes of sticks and bones rattle eerily in the gentle breeze.
2	Shallow spike-filled pits litter the sides of the path.
3	Swarms of flies and wasps cover a barrel beside the track. Inside the barrel, hundreds of bitter apples rot ready to be spilled out onto intruders.
4	Fist sized stinking brown puffballs grow in the ground ready to be thrown.
5	A large blanket suspended over the pathway contains heavy pebbles and sharp glass. An obvious trap or a decoy?
6	A large dog skull has been embellished with shells and sharp sticks to make it look like a dragon's head.
7	A curtain of tangled thorns and briars hangs over the warren's entrance obscuring view of what lies within.
8	Precariously balanced piles of flat pebbles, topped with broken bottles and shells, dot the way ahead.
9	Rusting chains suspend a heavily spiked log above the entrance.
10	A heavy curtain of rags, hides and skins covers the warren's entrance; tiny poisoned hooks lurk amongst its folds.

### WHAT'S GOING ON?

D10	THE KOBOLD...
1	Dips small darts into a black putrid oil.
2	Meticulously ties a dagger to a long length of wood.
3	Carefully milks venom from a yellow and black scorpion into a clay jar.
4	Dribbles disgusting-looking paste onto a long stick embedded with hundreds of thorns.
5	Yips excitedly as it tosses a small wooden ball to a friend. The ball contains a poisonous spider that bites whoever holds it too long.
6	Emerges from a tiny crawlspace in the tunnel before turning around and darting away.
7	Growls at another menacingly as its rip apart a dead rabbit.
8	Pulls sharp teeth from its cat skull headdress and adds them to tiny darts.
9	Paints eyes onto small, smooth pebbles with thick berry juice.
10	Piles rocks against the wall covering a tiny crawlspace leading into the darkness.

### NOTABLE FEATURES

D10	NOTABLE FEATURE
1	Amongst a tangle of ropes a many-horned deer skull is suspended from the ceiling. (It is filled with stones to make it heavier when it falls).
2	Tiny tunnels and crawlspaces form a maze connecting larger passages.
3	A large throne of stacked bulette scales adorned with teeth and claws.
4	Two long blood red banners, covered with symbols of watching eyes and scrawled writing, hang on the walls.
5	A massive wooden effigy of a rearing dragon has its long stick and rag wings spread wide.
6	Warm rocks from a nearby fire are stacked in front of a low crawlspace. (The pile is an egg incubator).
7	Skulls of hundreds of victims, their eyes replaced with painted stones, line the tunnel's walls.
8	Stacked beams of wood and heavy spikes ready to help support the tunnelled ceiling.
9	Hundreds of eyes painted in berry juice and charcoal adorn the walls.
10	A tangled nest of grass and feathers filled with the broken shells of head-sized eggs.

### MINOR FEATURES

D10	MINOR FEATURE
1	A stone bowl containing crushed and powdered eggshells and putrid milk.
2	Two pebbles apparently decorated with painted eyes appear to be inspecting a skull. The pebbles are actually tiny venomous spiders.
3	Small flat fungus grows on the walls. The kobolds harvest and dry out the fungus because they can be thrown at enemies. When the fungus hits something, it explodes covering the target in itchy spores.
4	A small pit containing sharp sticks and ashes; the real pit trap is cunningly concealed just beyond it.
5	Discarded crude mining picks and shovels.
6	Gossamer lines with tiny poisoned hooks hang from the ceiling above kobold height.
7	Several pots on a shelf contain scorpions ready to be thrown at pesky intruders.
8	A pile of long, thin sticks with lengths of thin chord attached. (Dangle sticks used to drop insects or poisoned hooks on intruders from above).
9	A wheeled cart with a broken handle partially buried under stones and dirt.
10	Several cracked and discarded gnome skulls.



## KOBOLD APPEARANCE

D10	THE KOBOLD...
1	Is covered in pearly white scales and furs. Consequently, the kobold wears particularly voluminous clothing when sneaking about.
2	Grips an unwieldy staff topped with a large jar of eyeballs in its tiny, clawed hands.
3	Covers its tiny emaciated body in rags and furs. It coughs and looks around with rheumy eyes.
4	Holds sharp darts from a crude bandoleer in both hands. Poison drips from the darts' tips.
5	Wears a headdress of feathers and bones and ragged robes of dwarf skin.
6	Is wrapped tightly in filthy rags and bandages and crawls around the floor muttering to itself.
7	Has scales of black and red that match its polished piece-meal armour.
8	Wears armour of hide and leather with a crude breastplate of tough bark.
9	Rides a large, emaciated black and white mongrel dog into battle.
10	Has crude feathery wings attached to its helm, which mark it out as a hero (in the kobold's mind).



## TREASURES

D10	TREASURE
1	A golden ring with a cat's-eye gem in the centre. The gem seems to glow with a dim orange light in the dark.
2	A carved bone spear with a wickedly serrated point. Intricate carvings of dragons cover its entire length.
3	A mummified gnomes hand holds tight a carved river pebble, a single eye etched on its side.
4	An armoured shirt made of hundreds of tiny, iron-hard bright red scales. It is amazingly flexible and light but stinks of cinders.
5	A grinning boar-skull with massive tusks still attached embellishes a sturdy wooden shield.
6	A silver ceremonial lamplighter with a long thin chord attached to the top now acts as a dangle stick.
7	A thin wand of bone with a carved roaring dragon's head as its tip. Feathers and bones tied to it cover up a scroll of paper tightly wound about the wand.
8	A long silk robe of black and gold covered with patches depicting eyes and snarling fanged mouths. The pockets hold several eyeballs.
9	A small pickaxe of iron and silver with a carved and polished bulette's claw as the head.
10	A painted and gem-studded gnome skull with the jaws wired shut with silver. The obsidian eyes seem to glitter with intelligence.

## TRINKETS

D10	TRINKETS
1	A small clay pot with the remains of a stinking black paste inside it.
2	A leather purse containing fishing hooks.
3	A bowl filled with stones and wood, some painted with eyes.
4	Several broken egg shells crudely painted with dragons and demons.
5	A pouch containing a long tripwire and several sharp nails ready to be used in a trap.
6	A sealed glass jar containing a dead spider hidden amongst its webs.
7	A desiccated frog tied to a dangle stick. (Once venomous, its poison is no longer dangerous.)
8	A false map of the warren designed to lead its reader into dangerous traps.
9	A sack with a hidden blade inside it; luckily the poison has worn off.
10	A broken sword set under a rock, its handle coated with poisoned shards of glass.

## LIZARDFOLK VILLAGE

The strangely reclusive lizardfolk of the swamps and marshes carry on with their quiet lives away from humanity. Lizardfolk are averse to intruders and untrusting of strangers; many wanderers has found themselves served up as the tribe's main meal.

### THE APPROACHES

D10	OUTSIDE THE VILLAGE...
1	Pools of rancid water are scattered around hummocks of reeds and moss.
2	Willow trees hang over the water, their tips brushing its surface.
3	Speared heads surround a small pond of black, stagnant water. Flies swarm about the remains.
4	A thick mire blocks progress. Tangled trees and fallen logs form a makeshift path.
5	Reeds tower either side of the track. Many are snapped and broken where something has forced its way through.
6	Rushes across the path are flattened by something heavy passing recently.
7	Pools of water dot the mire. Sharpened sticks with attached bones point the way through the muck.
8	Reeds have been cut down and piled beside the path. Whoever did it seems to have forgotten them.
9	Skull totems and sharpened logs adorn a log bridge over a reed-filled mire.
10	Rushes have been cut and bundled into large stacks.

### WHAT'S GOING ON?

D10	THE LIZARDFOLK...
1	Confers with its fellows as it inspects tracks in the filthy mud before pointing off to the left.
2	Sits on a rock tying feathers to its spear.
3	Is covered in blood from the boar it is gutting.
4	Looks around warily as it hastily stuffs fungus into a sack before getting up to leave.
5	Levels a long throwing spear at something hidden from view in the mire.
6	Removes a large frog from its spear and places it in a small pouch on its belt.
7	Hangs several animal skulls on a branch with a long, tangled chord.
8	Is using a long rope to pull a deer corpse up into a tree. The lizardfolk slips on the mud sending the corpse crashing to the ground.
9	Inspects several rope snares attached to trees.
10	Measures a heavy footprint in the mud against its hand before conferring with its fellows.

### NOTABLE FEATURES

D10	NOTABLE FEATURE
1	Set high in the stunted trees hollow bone tubes emit weirds moans in the wind.
2	A large tangle of trees and reeds form an arch. Skulls dangle over the path from rope-like vines.
3	Sharpened stakes, their tips smeared with black filth, form a makeshift barricade.
4	Small huts of rushes and logs are set in the trees above the mire.
5	Large stacks of logs and rushes are set beside a cleared space. It looks like a new hut will be built here soon.
6	Boar skulls adorn the doorways of the larger huts whilst skulls of deer and donkey rats decorate the doorways of smaller huts.
7	An alligator skin is stretched over a wooden frame in front of a hut. The creature's skull is displayed above the door like a trophy.
8	The back of this long hut looks rotted and ready to collapse under the weight of its thickly-packed reed roof.
9	A collection of snakeskins, their skeletons already wrapped around torches on stakes, hang from a drying rack.
10	Crude bowls are placed on rocks around the village. Closer inspection reveals thick oil within.

### MINOR FEATURES

D10	MINOR FEATURE
1	A wooden stand sits over a small fire pit. Long fish dry in the smoky air.
2	A gaggle of ducks, followed by several ducklings, waddles from a small shelter into a pond.
3	Peat dries on a large rock next to several baskets of logs and tinder.
4	Lines of white animal skulls mark the paths through the village.
5	Several donkey rats grab swamp apples from a basket before running off into the reeds; lizardfolk children give chase.
6	Sharp animal teeth ready to be hammered into nearby wooden clubs fill a basket.
7	Several pots of coloured clays and thin reed brushes are arranged neatly by a hut.
8	Painted rocks brushed clear of grime and moss surround a pool of water.
9	Racks of spears and clubs stand in the centre of the village within easy reach if danger should appear.
10	Half woven reed baskets lie forgotten in the grass.

## LIZARDFOLK APPEARANCE

D10	THE LIZARDFOLK...
1	Holds a wicked-looking spear and a large turtle shell for a shield. Tribal markings decorate the shield.
2	Wears thick armour of hide and skins over its vibrant green skin.
3	Has a bright red crest on its head and back which fans open as it looks around.
4	Wears rags adorned with shells and polished bones all over its body. It wears the remains of a hemp sack as a hood.
5	Wears a huge crocodile skull decorated with feathers and thin strips of red and blue paint as a helm.
6	Is covered with painted white stripes across its dark green body. Across its belly, the stripes converge in a smeared swirl.
7	Carries a large basket of rushes piled high with things scavenged from the marsh on its back and a long spear in its hands.
8	Carries a dirty, long-handled carved wooden shovel over one shoulder.
9	Has blistered grey skin and bleary bloodshot eyes. As it moves about it stumbles and wheezes.
10	Wears armour of hide and turtle shells topped with a boar skull as a helm. The skull still has its fangs attached, giving the momentary illusion of the lizardfolk having two mouths.



## TREASURES

D10	TREASURE
1	A highly polished shield of turtle shell painted with strange glyphs in blue. It is strangely light and durable despite its seemingly shoddy construction.
2	A bone tipped spear decorated with shells hung from leather thongs. Rings of blue paint decorate its shaft.
3	A bowl carved from a solid piece of oak and decorated with polished shells.
4	A well-oiled dagger of iron lies on a rock altar like a venerated relic.
5	A thick crocodile skin set of hide armour is reinforced with bone and wood. Charms of bone are attached to its shoulders.
6	Sharp teeth stud this heavy war club of dark wood. Crude runes and sigils decorate the scorched surface.
7	A longbow made from strong flexible rushes bound together and strung with sinew. A matching quiver holding six arrows accompanies the bow.
8	A smooth piece of curved glass lies next to a fire-pit. Likely it was used to focus the sunlight.
9	A cloak of tailored silk hangs over a door as a makeshift curtain. A pattern of ivy and runes decorates its trim.
10	A rune-covered cast iron cauldron is suspended over a large fire-pit. Its foul, stinking contents are still warm. A large wooden ladle rests across the cauldron.

## TRINKETS

D10	TRINKETS
1	Several pretty spotted eggshells lie broken in a bowl.
2	A sturdy pole as long as a lizardfolk is tall awaits a spear tip.
3	A small pot with a leather top secured with twine holds blue clay paints.
4	A broken basket contains a score or so sharp shards of flint ready to be made into spear tips.
5	The buzzing of flies and the stink of vinegar surround a wicker basket of fermented swamp apples lying beside a collapsed hut.
6	Several torches of reeds drenched in animal fat lie in a haphazard pile.
7	A log table holds numerous clay pots of dried herbs and mushrooms.
8	A fan made of long heron feathers embellished with beads of polished stone.
9	A pile of dried skins is stacked in a large basket ready to be used.
10	Bird skulls adorn small stick and reed dolls. Affixed to the ceiling (or tree branches depending on where they are found) they clack together in the wind.

## MEDUSA LAIR

Whether lurking unseen in the urban jungle or stalking the wilderness or ancient ruins, medusa are a terror to any that befall their stony gaze. Worshipped with adoration by some their cunning makes them truly terrifying enemies.

### THE APPROACHES

D10	OUTSIDE THE LAIR...
1	Shattered statues and rubble flank a disjointed path. Stone eyes stare blankly from the scattered heads.
2	Silks dangle from the ceilings, covering highly detailed statues and mosaics.
3	A strange collection of creatures from goblins to elves form an intricately tangled fountain ahead. Water spouts from a decanter held high.
4	The booted feet of several statues are placed outside the entrance next to a rush mat.
5	Stone statues hold up mirrors away from the lair. Each bears a look of terror.
6	Hands of stone placed at random around the room all point further into the lair.
7	Stone heads, all carved in expressions of terror, fill small niches in the walls.
8	Hundreds of intertwining stone bodies form a staircase, each one bears a look of adoration.
9	Like a large temple, the walls are covered with statues and murals of dancing worshippers.
10	Hundreds of snake scales and shed skins litter the floor.

### WHAT'S GOING ON?

D10	THE MEDUSA (WOMAN)...
1	Dances sinuously around a tall marble figure.
2	Is obscured by silken drapes as she coils her long hair around her head.
3	Expertly strings a small war-bow before notching an arrow and testing its pull.
4	Reclines casually on a throne carved in the likeness of hundreds of snakes.
5	Rocks gently back and forth whilst crooning to a rag-wrapped bundle in its lap.
6	Spits into a dirty wooden cup before dipping its arrow heads into it.
7	Pulls her hooded cloak tighter around her body and shivers as if cold.
8	Holds up a red dress and compares it to several others draped on headless stone mannequins.
9	Carefully taps hammer and chisel to an intricately detailed stone doorway.
10	Screams abuse and hurls food at a large statue before slumping to the floor in a mood.

### NOTABLE FEATURES

D10	NOTABLE FEATURE
1	A goblin crouches on the floor. It has its hands over its eyes, but clearly it could not resist seeing its doom approach.
2	A stone warrior holds his shield up in front of his eyes and his sword down low ready to murderously rip the weapon up into his opponent's belly.
3	This small rat was petrified in the act of looking around the stony legs of another statue.
4	This large, muscular human warrior has been petrified in the act of charging. His axe is held high over his head and his face is twisted into a terrible snarl. As the warrior was petrified while running forward, the statue is finely balanced.
5	This statue of an orc wielding a huge falchion is missing its head. Its legs are set wide and the falchions pulled back ready to strike.
6	Smashed rubble surrounds this statue which is missing from the waist up. The figure seems to have been a human or elf based on his legs and waist and was wearing fine flowing robes.
7	Seemingly partially melded with a wall—but actually practically filling a small niche at floor level—lies the statue of a halfling, a dagger between its teeth.
8	A snarling wolf stands in the centre of the area, hackles raised, and teeth barred. Slightly behind the wolf, and to one side, stands a female half-elf dressed in leather armour.
9	Bones surround this statue of an adventurer caught as he looked back over his shoulder. From the stance of the statue—and the skull and spinal cord still draped about it—it looks like the adventurer was carrying a dead or unconscious companion when he was petrified.
10	This heavily overburdened human woman wears an oversized backpack and holds a lantern outstretched in front of her. A look of horror mars her otherwise attractive features.

### MINOR FEATURES

D10	MINOR FEATURE
1	A pile of stone heads, hands and feet.
2	A blasted and melted mirror on the wall.
3	A small pile of letters now too faded to read.
4	A stone hand still grasping a door handle.
5	Several broken arrows embedded in a statue.
6	A severed snake's skull crushed on the floor.
7	A stone arm entwined with a snake skeleton
8	A stone arm holding a torch wedged in the wall.
9	A shed snake's skin scraped against the wall.
10	A snake fang embedded in a door frame.

## MEDUSA APPEARANCE

D10	THE MEDUSA (OR WOMAN)...
1	Is hooded and blindfolded. Now an old woman she leans heavily on a walking stick as she moves.
2	Wears high leather boots and a long black silken cloak, her intricately braided hair hangs low over her shoulders.
3	Hides her shining golden eyes deep within the hood of an elegant red dress.
4	Is completely enveloped in ragged clothing. Idly playing with sticks on the floor and covered in mud she seems deep in thought
5	Is covered with intricate tattoos of snakes which coil and writhe across her back before joining her long serpentine hair.
6	Has crimson serpents writhing around her head coiling and snapping at the air. Despite this she is an insanely beautiful woman.
7	Wears tight leather armour under a heavy green cloak. Twin swords grace her hips.
8	Is dressed completely in black. A long, hooded cloak hides her features.
9	Hides her face behind a wide brimmed hat; her clothing is open and revealing.
10	Is basically still a young girl wearing a flowing pink dress and sandals. She grasps a snake headed doll and some dried flowers in her small hands.



## TREASURES

D10	TREASURE
1	Stone hands still wear a ruby studded gold ring. The broken tip of a dagger is wedged beneath it.
2	A hood made of polished serpent skin embroidered with gold and silver.
3	This bracelet is a coiled serpent of bronze with small emerald eyes. It looks very old and is marred with greenish patina.
4	A staff of polished oak topped with a carved dragon is still grasped tightly in its owner's stone hands.
5	A thick pair of golden bands inscribed with the story of an ancient hero.
6	A reflective kite shield of steel and silver has been deliberately defaced. It is leant against the wall hiding the shiny surface.
7	Somehow the iron clad boots of this statue didn't turn to stone.
8	A polished fist-sized sphere of ivory lies amid shattered stone chips and broken egg shells.
9	A mouldy severed snake's head grasps a small egg of gold, studded with garnets, tightly in its jaws. The jaws must be snapped off to free the egg.
10	A long dress of blue silk embroidered with pearls and ivory. Its hem is frayed and dirty.

## TRINKETS

D10	TRINKETS
1	Stone chips and sand fill a pair of rotten boots. Some of the rocks look suspiciously like toes and fingers.
2	A discarded pack filled with rotting fruit and shattered bowls.
3	Several snake scales threaded onto string. It looks like someone was trying to make a necklace.
4	A collection of polished, but cracked, wooden buttons all obviously taken from similar articles of clothing.
5	A small, broken mirror in a leather frame. Most of the glass is missing, although one sharp shard yet clings to the frame.
6	A snapped dagger blade—its tip is wedged in a nearby statue.
7	Seven stone fingers, six human and one goblin, are threaded onto a leather chord.
8	A broken frying pan with a highly polished surface. The handle is snapped off and the surface scarred with scratches.
9	A torn pouch contains worn and broken flint and steel wrapped in tinder cloth.
10	A single glove decorated with iron studs which serve as knuckle dusters. Inside the glove is one stone finger.

## MINOTAUR'S DEN

Savage, bestial creatures of rage and violence—minotaurs are terrifying enemies. Often solitary beasts haunting labyrinthine dungeons, or similar locales, they delight in hunting and terrorising their prey.

Minotaurs are innately cunning—surprising given their bloodthirsty, atavistic tendencies—but employ straightforward, simple tactics in battle. Legends tell of their origins—of how the gods created them; most minotaurs, however, believe their roots to be more demonic.

### THE APPROACHES

D10	OUTSIDE THE NEST...
1	Spots of dried blood lead towards the lair.
2	Deep grooves and scratches mar the walls.
3	The stub of a burnt-out torch lies on the ground.
4	Wisps of torn cobweb flutter on the slight breeze.
5	Brownish green mould covers one wall where water oozes down from above.
6	A faded chalk cross decorates one wall at roughly a man's shoulder height. The cross has obviously been here for quite some time.
7	Shards of a broken wooden shield lie on the ground.
8	The thick, sundered remains of a spear, complete with a wickedly barbed point, stands propped against one wall. (The weapon is sized for a larger-than-man-sized individual).
9	The faint smell of blood and decay hangs in the air.
10	Thick, dry mud covers the floor. Hoofed tracks are visible in the mud.

### WHAT'S GOING ON?

D10	THE MINOTAUR...
1	Is sleeping—and snoring loudly! (Or perhaps it has heard the PCs' approach and is sham sleeping).
2	Is elsewhere but returns as the PCs search its lair.
3	Is gorging itself on the remains of its last victim. Blood and gore coat its face, neck and chest.
4	Is working out its homicidal rage on the corpse of a recent victim. Gore and body parts lie scattered about its lair.
5	Is paranoid and lying in wait for intruders. This minotaur is much harder to take unawares.
6	Has recently eaten and is tired and sluggish—at least until combat begins!
7	Is sifting through its treasure and is distracted when the PCs arrive—if they enter quietly.
8	Is sharpening its weapon (a long, wickedly pointed spear or heavily axe).
9	Is raging to itself—screaming and shouting about some imagined slight or injustice.
10	Is scratching a design into the floor with its weapon.

### NOTABLE FEATURES

D10	NOTABLE FEATURE
1	A small field of red spotted mushrooms and fungus fills a yawning side-cavern. The minotaur fertilises his "garden" with his victims' broken remains.
2	An iron-shafted spear driven deeply into the rock pins the mouldering corpse of a once-powerfully built human male upright against the wall.
3	A tapestry—depicting a fiendishly complex maze—decorates one wall.
4	A sinkhole pierces the lair's floor. Two hundred feet deep, the sinkhole intersects with an otherwise inaccessible rubble- and trash-strewn cave.
5	The walls, floor and ceiling of the lair's entrance are scorched and soot-stained (as if some particularly strong magical fire once burnt here).
6	The ceiling in the middle of the lair is lower than the rest, being barely four-foot high. Most explorers, except halflings and gnomes, must stoop or crawl under it making them vulnerable to attack.
7	A broad, but shallow, ornamental pool, fed by a natural spring, lies along one wall.
8	An enormous, tremendously heavy iron-bound chest stands upright in one corner.
9	Four sets of manacles hang from a wall. Strange, somewhat disturbing, stains mar the floor.
10	An iron cage hangs from the ceiling on a stout iron chain. Bones litter the cage floor.

### MINOR FEATURES

D10	MINOR FEATURE
1	Deep gouges in the wall show where the minotaur has hewn at the wall.
2	Bones and mouldering equipment cover the floor.
3	A loose stone or brick in the floor hides a small, hard-to-spot storage niche.
4	Jammed into small niches in the walls, skulls leer down into the chamber. Several skulls are cracked or smashed—testimony to the minotaur's strength.
5	A puddle, fed by water oozing down from above, fills a shallow depression running along one wall.
6	A threadbare rug decorated with a geometric pattern covers a small section of floor.
7	A fresh breeze issues from several jagged cracks in one wall, making the lair colder than its surrounds.
8	Cobwebs cluster thickly on the ceiling. Dozens of small—harmless—spiders lair within.
9	Crude, lurid pictures, rendered in dried blood, of dismembered humanoids "decorate" one wall.
10	A stalagmite grows near the entrance, a shield balanced atop its rounded tip; incautious adventurers may knock the shield to the ground.

## MINOTAUR APPEARANCE

D10	THE MINOTAUR...
1	Has a thick mane of red hair growing half-way down its back.
2	Has but one horn; only a patch of terribly scarred hide remains where the other once grew.
3	Is missing the tip of one horn; only a jagged stump remains.
4	Has partially healed burn marks on its legs and hips.
5	Is tall and bulky even considering the race's usual stature.
6	Has red-rimmed glowing black eyes, giving it an infernal air.
7	Has a large spiral pattern burnt into its chest hair. The pattern—probably done long ago—encompasses most of the creature's chest and could not have been self-inflicted.
8	Has scars crisscrossing its chest and right arm.
9	Has a ragged mane of black fur; it misses several clumps (as if something powerful had ripped them out).
10	Has curved horns more akin to a ram's than a bull. Dried blood coats both.



## TREASURES

D10	TREASURE
1	These knee-high black leather boots are in good repair.
2	Securely wrapped in oilskin, and written in a beautiful flowing script, this book contains dozens of local recipes.
3	This pouch of spell components contains strange, exotic items suitable for low-level wizard spells. It hangs from a fragment of torn and bloody belt.
4	Missing the inlaid gems that once decorated its rim, this drinking goblet of tarnished silver was once much more valuable.
5	Still in a bloodstained parchment envelope, this is a love letter from Branolf to Karril. It speaks of his hope to find enough treasure to keep her in the style to which she is accustomed.
6	Hanging from a slender silver chain, the clasp of this matching silver locket is stiff. It holds a painting of two smiling children dressed as young nobles. Incautious opening breaks the locket's fastener.
7	This broad, shallow pewter bowl is battered and dented from use.
8	Beautifully varnished, this long, slender flute resides in a custom-made black velvet pouch.
9	This small cast iron cauldron contains the dried-on smear of the last meal cooked within. The cauldron's looped handle is bent and twisted.
10	This beautiful, delicately painted wooden statuette depicts an incredibly detailed oak tree. It is a work of art.

## TRINKETS

D10	TRINKETS
1	Dried blood covers the back of this torn, shredded leather backpack.
2	Missing one leg this brass incense burner is also slightly squashed—probably from one mighty blow.
3	The fragments of a ripped and torn letter lie intermingled with the minotaur's other treasures.
4	The settings in this squashed iron brooch yet hold the cracked pieces of translucent red stones.
5	This bloodstained spellbook cover is scorched and burnt. The lettering on the cover is indistinct.
6	A pouch of supple black leather holds a half-dozen bone shards (suitable for the <i>animate dead</i> spell).
7	A rusty, food-stained spoon.
8	This ripped and torn wine flask lies forlornly amid the minotaur's other treasures.
9	Dented and missing its stopper, this cracked hip flask will never again hold liquid.
10	Crudely cut from birch, this heavy walking stick sized for a man of average height has worn ends—as if from much use.

## MUMMY'S CRYPT

Mummies, from loyal guardians entombed with their masters to power hungry priest kings vying for the return of their earthly powers, strike fear into their enemies' hearts. Many ancient societies inter their dead in this respectful way in the hope that someday they'll rise again.

### THE APPROACHES

D10	OUTSIDE THE CRYPT...
1	Murals depict worship of ancient kings along the walls here.
2	The cloying stench of decay mixed with pungent spices fills the air.
3	The crushed exoskeletons of thousands of beetles lie underfoot.
4	Cracked urns spill golden sand onto the floor.
5	Strange ancient writing adorns the walls. (Warnings of dire punishment for tomb robbers)
6	Disturbing carvings depicting a funeral procession of dog-headed people line the walls.
7	Gold leaf and exotic blue enamels cover murals of worship to shining figures.
8	A look of terror is permanently etched on the face of a tomb robber. The rest of her body is crushed below a heavy stone block.
9	Several corpses lie mummified in shallow graves, still clutching tools in their desiccated hands.
10	A large stone block has fallen from the ceiling cracking the paving stones below. A skeletal hand reaches out from under it.

### WHAT'S GOING ON?

D10	THE MUMMY...
1	Stands vigil in a small alcove awaiting intruders.
2	Lies wrapped in a shroud and surrounded by mass of iridescent beetles scuttling about the floor.
3	Patrols its tomb; pounding footsteps echo through the air.
4	Is carefully placing clay plaques covered in scripture into an ornate chest.
5	Fills the air with archaic chants as it prays over the huddled form of a mummified woman.
6	Tends to the wrappings of a desiccated corpse in a sarcophagus.
7	Sits motionless cradling several animal-headed urns to its chest.
8	Stands motionless amidst the crushed and broken bodies of previous robbers.
9	Sits before a large stone table gazing intently at ancient texts and symbols.
10	Gesticulates wildly as if commanding servants.

### NOTABLE FEATURES

D10	NOTABLE FEATURE
1	Several bodies wrapped in bull-rushes and paper lie on low plinths. Perhaps the ritual to inter them properly was not completed.
2	Thick clay plaques inscribed with intricate figure are placed carefully on shelves.
3	Large urns are filled with long scraps of parchment and strong-smelling spices.
4	Herbs and spices spill from broken jars and stain the floor of this room filling it with a disgusting, musky and cloying aroma.
5	Rusted spikes and viciously hooked flensing knives lie rusting on a table; it seems a bizarre ritual involving mummification was carried out here.
6	Smashed sarcophagi stand against the walls, their lids seemingly smashed open from the inside.
7	Shelves stacked with jars of herbs and spices have collapsed to the floor, their fittings decayed from age.
8	Crumbling statues of sphinxes lie tumbled and smashed on the floor.
9	A ceremonial font filled with dried up and filthy dust and decay stands against one wall.
10	Mummified cats stand silent vigil on pedestals besides the door.

### MINOR FEATURES

D10	MINOR FEATURE
1	Intricate murals once depicting worship have been destroyed by heavy tools.
2	A piece of filthy bandage is snagged on a sharp rock; it stinks of pungent spices and decay.
3	A footprint on the ground is filled with corpse dust and spices.
4	A huge fist has crushed an iron helm into the floor. Whoever wore it narrowly escaped an awful death.
5	The clawed feet are all that remains of a marble statue, the rest of it lies scattered nearby.
6	Faded paintings of sun worship cover the walls.
7	An intricately painted map of an unknown decorates the ceiling.
8	Stone pillars flanking the door are carved in the likeness of dog-headed guardians holding up the sun.
9	A timeworn carving of slaves bringing tribute to a large temple decorates the wall.
10	Small indentations in the ceiling depict star charts and constellations, but the gems representing the stars were stolen long ago.



## MUMMY'S APPEARANCE

D10	THE MUMMY...
1	Wears a tattered shroud. Its desiccated skin is like hard mahogany.
2	Wears crumbling and ancient golden armour.
3	Has a crumbling chest cavity filled with grave dust and spices which fall to the floor as it moves about.
4	Wears a breastplate of polished brass and cracked blue enamel.
5	Stands regally, its ornate headdress and raiment somehow untouched by time.
6	Growls through a heavily embellished mask of a snarling jackal.
7	Has heavy armour of crocodile skin topped with the skull which it wears as a helm.
8	Wears the skin of a huge lion across its shoulders.
9	Gently strokes the skeleton of a huge snake entwined around its neck.
10	Strides forwards seductively in a dress the colour of the night sky and a gem studded golden mask.



## TREASURES

D10	TREASURE
1	The creature's golden headdress glows with an unearthly light.
2	This ancient sickle-bladed sword is still sharp and deadly after years uncounted.
3	Sapphire studded golden bracers cover the monstrosity's arms.
4	A jackal-headed mace, its fangs stained with dried blood, hangs from the mummy's belt.
5	Beautifully crafted scale mail shines like fish scales.
6	Razor sharp hooked blades are amongst the cruel implements displayed among the other treasures.
7	A silver hand grasps the sun on a long, spiralling golden chain.
8	A dog head snarls on a heavy silver ring, its ruby eyes glint with malice.
9	A solid gold war-horn lies crumpled on the floor. While no longer functional is worth a small fortune to the right person.
10	A crude doll of roots and straw has crumpled to dust revealing a blood red gem entwined in a silver chain for its heart.

## TRINKETS

D10	TRINKETS
1	Intricate scale armour, its chest smashed by a heavy blow, lies discarded, now decayed and useless.
2	The blue enamel on these cracked ceremonial jars still shines brightly.
3	Razor sharp gutting knives lie blunt and useless on the floor.
4	Collections of broken and useless items lie on top of decaying rush mats covering the floor.
5	A crude wooden statue of a cat is missing its gemstone eyes.
6	Wooden prayer beads lie scattered near a rotten leather thong. Each bead bears an ancient symbol.
7	Gifts of food and wine lie rotten and decayed on and about stone plinths.
8	Inscribed on the lid of a wooden scarab-shaped box lid is a faded name. The box contains a few polished shells and pebbles.
9	Perfectly symmetrical shells of purest white are laid out on the shelves. Faded paintings on the walls show slaves diving into a deep river to fetch them for their masters.
10	Thick lamp oil remains at the bottom of two large earthenware jars.

## OGRE'S CAVE

Ogres are generally stupid and brutish creatures, but they desire the safety and protection of a home.

When encountered in their lairs, ogres react strongly to the intrusion. An ogre won't invite PCs in for tea and most likely won't stop to ask why they are in its home. An ogre's only interaction with PCs may be to demand payment for the intrusion. Canny characters might pull the wool over the ogre's eyes and escape if they wish to avoid a fight.

### THE APPROACHES

D10	OUTSIDE THE OGRE LAIR...
1	Are several disjointed sections of wood fencing, surrounding a plot of turnips.
2	Red paint warns about the ogre (which doesn't care about the unreadable words or is colour blind).
3	Increasingly valuable coins form a trail leading to the entrance.
4	Are several obvious snare traps, some of which are poorly set and will never work.
5	Lies a battered, empty suit of plate mail marked with a blood streaked "X".
6	A crudely dug 10-foot-wide, 20-foot-deep trench thwarts easy access to the lair.
7	A crude sign is staked near the lair's entrance. It reads, "Stop. Pay Tole. Or Else."
8	Is a pile of bloody corpses. It appears the ogre didn't like the stench of their rotting bodies.
9	Several ponies strain at ropes crudely tied to a post. A scream from inside gives proof to their fate.
10	Is a pile of broken signs showing increasing monetary rewards for the ogre's capture or destruction.

### WHAT'S GOING ON?

D10	THE OGRE...
1	Stands on one foot with eyes closed as if meditating.
2	Is whittling a tree branch into a masterfully carved club and proudly appraising her progress.
3	Is cleaning his teeth with a sharpened bone; he jabs himself in the gum at the PCs' interruption.
4	Is slashing at a leafy tree branch with a sword; every strike is punctuated with an exultant yell.
5	Is using a rusty sword to shave his face, leaving large patches of hair behind as he does.
6	Is drinking from a barrel she treats as a tankard. She produces a loud belch just as company arrives.
7	Eats a haunch of overcooked, unidentifiable meat.
8	Stands over a stew pot, pouring carefully cut vegetables into it. The stew smells delicious.
9	Scratches his belly and examines a bloody and oozing sore by sticking his finger in it.
10	Slips on a slick spot in the lair and falls.

### NOTABLE FEATURES

D10	NOTABLE FEATURE
1	An intact dragon skeleton fills the rear section of the cave. It's likely the ogre didn't kill the dragon.
2	The back of the lair feeds into a set of confusing and twisting passages. The ogre avoids the area.
3	Fissures honeycomb the walls; a noticeable breeze emanates from the cracks, suggesting they link to a deeper cave system.
4	Intricately carved columns, dating back to an ancient civilisation, support the ceiling.
5	Two boulders at opposite ends of the cavern block tunnels leading further into the dungeon.
6	A semi-stagnant pool cuts the ogre's cave in half. Based on the film of grease on the water, the ogre bathes in it irregularly.
7	A heavy stone cap in the ceiling opens to the outside, if pushed away.
8	The centre of the ogre's lair features a 20-foot-wide pit that descends for at least 200 feet. Going by the smell, the ogre uses the pit as a rubbish dump.
9	Fissures honeycomb the ceiling. After rain, water drips through into the cave creating a small pool of fresh water.
10	Several pairs of strangely spiralled stalactites and stalagmites grow together, nearly meeting.

### MINOR FEATURES

D10	MINOR FEATURE
1	This uprooted eight-foot-tall tree serves as a barrier used by the ogre to shake down visitors to the cave system, and as an impromptu weapon.
2	A fraying rope hammock is tied between two freestanding stone columns.
3	Ropes dangle from crevices in the ceiling. Several ropes sit in a pile, torn down by the ogre.
4	A stone trapdoor is only partially covered by a moth-eaten rug. It takes considerable strength to open the door. The ogre hides valuables in the shallow hole beneath the door.
5	A pair of rocks spaced apart balance a wooden plank, forming a wobbly bench.
6	A collar rests on each of a pair of mounds. Crude signs reading "Barks" and "Rex" mark the mounds.
7	Crusted rocks cover the floor making footing treacherous for everyone except the ogre.
8	Fleas leap about in the pile of bear pelts serving as the ogre's bed.
9	A pile of branches leans against a block of stone crudely carved into the likeness of a throne.
10	Tree branches and wood from broken carts are piled into what looks like it would be a dangerous bonfire.

## OGRE APPEARANCE

D10	THE OGRE...
1	Is dressed in a hooded, black cloak long enough to reach the floor.
2	Has a scar shaped like a forked lightning bolt cutting down her right arm.
3	Wears several pieces of costume jewellery, including a matching set of 5 rings on his left hand.
4	Is covered in dried mud and wears live sprigs from trees (perhaps as forest camouflage) in its clothes. The disguise is ineffective in the ogre's lair.
5	Has burns on the left side of his body. He winces for a moment when struck there, but this only serves to enrage him further.
6	Wears a contraption shaped like bat wings and stitched together from actual bat wings. It provides no flying capability, however.
7	Wears a noble's outfit tailored for a larger person. All the same, the outfit strains to hold the ogre's bulk.
8	Has a left arm shorter than his right arm, and a right leg shorter than his left leg.
9	Wears a suit of leather armour comprised of myriad pieces of other leather armours.
10	Has swollen hands, as if she suffered a reaction to bee stings, making her unable to wield a weapon.



## TREASURES

D10	TREASURE
1	This collection of jade combs will be worth more once they're cleaned and the stringy hair removed.
2	This iron-bound chest resisted the ogre's attempts to open it. It holds 100 sp and a decades-old deed to a nearby plot of land.
3	What appear to be 312 gold coins are actually copper pieces painted (unconvincingly) to look like gold.
4	Hidden under lice-ridden bedding is a tarnished gold amulet inset with a tiny ruby.
5	A variety of paintings are carefully hung along one wall. Most hang in the correct orientation, but some are upside-down or sideways.
6	A silver-inlaid chess set complete with marble and obsidian pieces is intact except for the knights, the heads of which the ogre bit off.
7	Underneath a layer of filth is a single silver bracer etched with symbols belonging to a dead religion.
8	The ogre uses this expended <i>wand of magic missiles</i> as a back-scratcher. If used as the basis for a new <i>wand of magic missiles</i> , it reduces the cost of enchantment by half.
9	This sword sings an encouraging tune when pulled from its scabbard. Judging by the blade's dents and nicks, the ogre did not appreciate the noise.
10	This velvet-lined box contains silver holy symbols belonging to disparate deities.

## TRINKETS

D10	TRINKETS
1	The ogre has a crude map of the neighbouring caverns, but the map is only about half accurate.
2	Crude charcoal drawings on hide display the ogre's victims and means by which the ogre slew them. The ogre used actual blood to accentuate the pictures.
3	A tin box contains fresh pickled frogs' legs.
4	Painted letters decorate these crudely carved blocks. Either on purpose, or by sheer accident, the ogre has arranged them to spell words like "cat" and "run."
5	The ogre has left this blue lace parasol intact, and it is clean, in contrast to the lair's other items.
6	A dark blue banner belonging to a neighbouring barony is attached to a pole snapped in half.
7	This necklace comprises teeth from the ogre's fallen foes. The collection includes a draconic fang.
8	A clay jug contains palatable yet potent alcohol.
9	Several full sets of antlers, some with fur still attached, hang from the walls.
10	The ogre seemed fascinated enough by these intricately painted nesting dolls to leave them intact. They have sentimental value to the family from which the ogre stole the dolls.

## OWLBEAR NEST

Owlbears are a staple of low-level adventures. There is nothing more frightening for neophyte adventurers than facing down this mad mixture of bear and owl.

When owlbears aren't hunting, they retreat to their nests, making it one of the most likely place for adventurers to encounter them. While owlbears have animal intelligence, they are cunning and aggressive, especially when it comes to protecting their nest (or young).

### THE APPROACHES

D10	OUTSIDE THE NEST...
1	A deep furrow in the ground leads from the nest, as if the owlbear only uses this path.
2	An abandoned cabin stands by the nest's entrance.
3	A path of feathers leads to the nest, with only a scant few straying from the path.
4	Twigs line the entrance to the nest. (Hidden twigs are positioned to alert the owlbears within.)
5	A tightly packed thicket of trees only allows one easy entrance to the owlbear nest.
6	A pool of brackish water sits next to the owlbear nest; the owlbear sometimes bathes within.
7	A tall oak tree (or obsidian column, if underground) marks the entrance to the nest. The owlbear uses it as a kind of scratching post.
8	A pair of signs reading, "Avoid yon foul beast," and pointing to the nest warns of something foul lurking inside.
9	A pile of rotting carcasses sits outside the nest, as though the owlbear were unusually fastidious.
10	A 10-foot-wide, 20-foot-deep pit rings the entrance, seemingly meant to keep the beast from escaping.

### WHAT'S GOING ON?

D10	THE OWLBEAR...
1	Has a wounded live deer trapped in the nest.
2	Is watching over six eggs; the largest is in the process of hatching.
3	Stands over the corpse of its mate. Its mournful cries are a mixture of growls and shrieks.
4	Drinks from a water-filled depression.
5	Coughs loudly and spits out a bone.
6	Is digging a hole, which is already two-foot deep.
7	Is busy chasing a rat through its nest, while the rat frantically tries to escape.
8	Scrutinizes a skull it holds in its paw.
9	Is scratching its back vigorously against the wall.
10	Is sleeping soundly.

### NOTABLE FEATURES

D10	NOTABLE FEATURE
1	The nest surrounds a granite column reaching from floor to ceiling.
2	Several partially eaten corpses of wolves, deer and so on are strewn around the nest.
3	A rope bridge connects two ledges above the nest.
4	Fissures crisscross this location. A disused nest rests precariously at the edge of a steep drop.
5	Due to repeated blows from the owlbear, shattered stalactites litter the floor around its nest.
6	A ledge, ten feet from the ground, runs around the cavern walls.
7	Vents in the ground eject steam every few minutes. The owlbear seems nonplussed by this.
8	The nest is built atop an ancient open grave. Bones taken from the pile of skeletons add to the feathers and twigs comprising the nest.
9	A waterfall tumbles down the cavern's rear wall. Unlike the rest of the cavern, which is filthy, the waterfall and the area around it are pristine.
10	A tunnel opens at the back of this cavern. Based on the tracks, no owlbear has ventured into it.

### MINOR FEATURES

D10	MINOR FEATURE
1	A discoloured door shape mars the rightmost wall, making it easy to discover the not-so-secret door granting access deeper into the cave system.
2	The half-shredded remains of a table and four matching chairs lie in this chamber's corner.
3	Egg fragments line this filthy nest. (The eggs hatched four weeks ago.)
4	Bones from different creatures are arranged on the floor in a rough approximation of an owlbear.
5	Three half-eaten toadstools, brown with white speckles, lie discarded near the nest. (If eaten, the toadstools induce hallucinations.)
6	A skull with elongated molars suggests the owlbear killed a werewolf or vampire.
7	The meat has been stripped from the bones of this seven-foot long fish.
8	Among the half-eaten carcasses are incongruously prime cuts of meat.
9	Fresh, colourful flowers ring the nest's exterior.
10	All the bones lining this nest come from cats and larger felines.

## OWLBEAR APPEARANCE

D10	THE OWLBEAR...
1	Has a scar running down the left side of its face and crossing its left eye, rendering it blind in that eye (this does not affect the owlbear in combat).
2	Has a pale, heart-shaped owl's head and is missing the ear tufts common to owlbears. Its fur is jet black.
3	Is missing all its feathers, giving it bald patches on its head and upper body.
4	Has grey and white fur which suggests it has reached a surprising advanced age. It is also missing one of its talons from its right claw.
5	Has a patch of golden fur on its chest resembling a rising sun.
6	Wears a spiked collar and a pair of spiked gauntlets. These devices may inflict additional damage at the GM's discretion.
7	Has a head with mostly white feathers, mixed with a handful of black feathers. The feather pattern continues along its shoulders, before giving way to a brown bear's fur.
8	Has owl-like talons rather than bear feet. It hops about in order to move, but this does not make it any slower than normal. It is, however, noisier than a normal owlbear when walking on stone floors.
9	Has a pair of feathery flaps between its upper arms and chest, but they don't provide it with any ability to fly.
10	Has pustules and open sores all over its back. The pustules burst (possibly spreading disease) when the owlbear is struck with a weapon.



## TREASURES

D10	TREASURE
1	Tucked in a corner is a neatly stacked pile of smooth, shiny rocks. One of the rocks is a small translucent green gemstone (a bloodstone worth in the region of 50 gp).
2	A severed, rotting left hand buried in the nest bears a golden ring on its index finger.
3	Three brown eggs surround a white egg. (The white egg contains a cockatrice.)
4	A blue speckled egg sits among the brown and white owlbear eggs. On closer inspection, the speckles reveal themselves to be tiny sapphires.
5	A battered, but intact and locked, box contains an ornately carved dagger.
6	A silver dinner setting is almost unrecognizable thanks to the filth encrusting it.
7	The owlbear wears a golden necklace with five small, imperfect pearls dangling from it.
8	Among the rusted swords surrounding the nest as a makeshift fence is a greatsword in perfect repair.
9	A bent staff is hidden among the gnarled branches comprising the nest.
10	A carved, jade figurine depicting a bear sits next to an intricate ivory carving of an owl.

## TRINKETS

D10	TRINKETS
1	A bloody scarf with a distinctive red and yellow angular pattern is part of the nest.
2	A few broken beehives litter the nest's floor. One still contains a small amount of honey.
3	The nest contains a wide selection of neckties, which are surprisingly unmarred.
4	A bear trap holds tufts of the owlbear's fur in its teeth. It seems the creature pried it open to escape.
5	A feather boa sized for a giant encircles the nest. The boa's feathers match the owlbear's.
6	Three hooves—remnants of a recent meal—still have horseshoes attached which are in excellent condition.
7	The owlbear has left a neatly stacked pile of books on a variety of subjects unmolested.
8	A leather girdle, stretched nearly to its breaking point, is among the nest's detritus.
9	A pair of broken oars, evidently used as defence against the owlbear, lie discarded near the nest.
10	Several spheres of varying composition (glass, metal and wood) and sizes are scattered throughout the lair. The owlbear has apparently gnawed on the spheres made of softer materials.

## PIRATES' COVE

Pirates, smugglers and buccaneers all have a role to play in civilised society. Sometimes hidden in plain sight, these lawless scum, murderers and thieves fit into any world, ready to steal from, and sometimes enslave, the unwary.

### THE APPROACHES

D10	OUTSIDE THE PIRATE COVE...
1	Painted in pitch on a board made from scavenged driftwood a simple sign reads, "Keep OWT!!!"
2	A large scattering of bottles, many broken, gently lap against the sandy shore in the gentle swell.
3	Built high in the trees a wooden platform much like a crow's-nest provides a lookout's view.
4	Rickety bridges of ropes and planks form pathways across the cove.
5	A heavy ship's wheel is set up to be catapulted forwards as a deadly spinning trap.
6	Buried in the sand, the sharp jaws of a shark have been made into an improvised man-trap.
7	Broken bottles and barrels clutter the pathways running through the cove.
8	An old section of rigging has been set up to fall on the unwary approaching the cove.
9	The skeletal remains of a large trading ship, long ago picked clean of anything useful, lie smashed on the rocks.
10	A red skull flag, declaring no mercy for intruders, hangs from a tall tree.

### WHAT'S GOING ON?

D10	THE PIRATE...
1	Tends to cages of pigs and chickens, destined to be taken aboard ship as provisions.
2	Sits on a barrel chatting to a few fellows as he makes new ropes for the rigging.
3	Hurls a heavy harpoon at a wooden target before dragging it back using the attached rope.
4	Sits near the water's edge with several fishing rods deeply lost in thought.
5	Shouts at others in the room as he stirs a large pot filled with terrible-smelling bubbling fish stew.
6	Prepares to whip a slave tied to a wooden post for some minor indiscretion.
7	Leans drunkenly against the wall as he struggles to relieve himself.
8	Sits at a table made from two barrels playing a game involving daggers and cards with two friends.
9	Argues loudly with several more pirates over a gambling game. (Violence breaks out soon after).
10	Sits partially hidden in the folds of a sail as he repairs it with long needles and thick thread.

### NOTABLE FEATURES

D10	NOTABLE FEATURE
1	Wooden crates and boxes are secured tightly in heavy cargo nets resting on wooden pallets.
2	A large captain's table rests on its side to provide cover to any hiding behind it. Its thick oak surface holds a secret drawer the pirates haven't yet found.
3	A hammock of sailcloth contains a quilt made from the captured flags of previously raided vessels.
4	Discarded fishing nets and lines lie tangled in a corner covering a hidey hole.
5	A cracked barrel contains spare spears, javelins and boarding pikes.
6	A small hovel built into the side of the chamber has a rowboat as its roof.
7	Rigging hangs around the chamber providing access to higher areas for the ship-savvy inhabitants.
8	Scavenged sailcloth and driftwood form small sleeping areas around the chamber.
9	A large ballista stands aimed at the entrance to the room; luckily its rope is threaded and unusable.
10	Sodden bales of cloth and waterlogged boxes form makeshift barricades.

### MINOR FEATURES

D10	MINOR FEATURE
1	A parrot, disturbed from its rest, flies off noisily. It leaves a trail of feathers in its wake before landing high up in a tree and cawing at the intruders.
2	A table scattered with cards and wooden dice.
3	A drunk and exhausted pirate sleeps under a table, to out of it to take part in any fighting.
4	Small cages devoid of their livestock occupants stand empty under shelves.
5	The captured flag of a well-known pirate hunter is now the curtain to a privy. Someone in authority may be interested in recovering the flag.
6	Decking of rough and broken planks covers the floor. (Some of it is rotten and weak from water exposure).
7	Several feral ship's cats hide in the shadows and yowl at intruders. They can easily be silenced with fish or other food.
8	A large barrel of fish sits at the edge of the room. Its contents going rotten in the dank air.
9	A mischievous pirate has set up a cunning trap to dump a basket of rotting fish onto the heads of his shipmates, but intruders may trigger it first.
10	The thick lid of an empty barrel serves as a target for dagger throwing.

## PIRATE'S APPEARANCE

D10	THE PIRATE...
1	Is hulking and muscled like an ogre and easily wields an anchor in one hand as a weapon.
2	Wears nothing but ragged trousers and chews on red coloured tobacco. The pirate's chin is stained from his constant dribbling.
3	Is a scruffy fellow who wears a crumpled, dirty silk shirt.
4	Has used white tribal paint and bone needles to make his face look like a leering skull.
5	Is a surly dwarven buccaneer with beads and shells decorating his long, plaited beard.
6	Is a tall, red-haired woman who wears a low-cut shirt to show off her ample charms; something she takes advantage of in combat.
7	Is a rangy-looking elf. Hundreds of ritual scars cover his face and body. (Each one represents a kill made since falling from grace).
8	Has stringy muscles, a red tattoo of a mermaid and a mouth filled with sharpened teeth.
9	Is a tall Amazonian woman. She leans on a boarding pike, her belt adorned with scalps of male enemies.
10	Wears a long leather coat with the arms ripped off. He yells orders at the crew in a high-pitched voice.



## TREASURES

D10	TREASURE
1	Somehow this barrel of grog never empties until everyone has their daily share and is strangely full to the brim the next day.
2	A razor-sharp hook is crafted to represent a rearing seahorse with tiny emeralds for eyes.
3	Scratched into the side of this heavy, blood-stained belying pin is the name "The Leveller".
4	An overly large tri-corn hat is ostentatiously decorated with a multitude of feathers and shells.
5	This heavy-bladed cutlass has engravings of leaping dolphins and mermaids all along its blade.
6	A large pearl of lustrous green decorates the pommel of this long stabbing sword made from the beak of a huge swordfish.
7	A small ebony statue of a jacket- and hat-wearing monkey magically holds a fresh orange in its tiny hands every day.
8	This wide leather sword belt has many tiny pockets hidden within it capable of storing small items, yet it never seems to get any heavier.
9	High boots of narwhal skin are embroidered with the shimmering golden hair of mermaids.
10	A wooden leg made of bonded shark's spine and driftwood is embedded with razor-sharp teeth.

## TRINKETS

D10	TRINKETS
1	A heavy lump of white coral acts as a paperweight.
2	A heavy tankard of leather and wood with a large crack in the base. The leather is detailed with embossed patterns of oceans and mermaids.
3	The savaged top half of a well-made boot, the other half is still in the shark that ate its owner
4	A small wooden box decorated with shells contains hundreds of pieces of smooth green glass.
5	A long hook-shaped charm made from carved bone. Unfortunately, it was cracked in a recent fight and is now worthless.
6	A brittle bracelet made of polished fish scales. (Wearing it causes an irritating rash to develop that may become infected).
7	A badly made long tube of bamboo lined with waxed leather to keep maps dry. Unfortunately, the maps inside are sodden and useless.
8	A wooden dolphin, carved as if leaping from the water, carried as a good luck charm but looks like a crudely made children's toy.
9	A piece of thin rope knotted in an intricate pattern and looped around the hilt of a cutlass.
10	Three left sandals of varying sizes made from knotted palm fronds.

## SAHUAGIN'S SUNKEN CAVES

Sahuagin, the so-called sea-devils, are the bane of ships and coastal towns alike. Striking from their undersea kingdoms they raid the surface for slaves and treasure for their twisted religion or purely for the enjoyment of murder and destruction.

### THE APPROACHES

D10	OUTSIDE THE CAVES
1	Several bodies are bound tightly to sharp rocks with heavy anchor chains; a school of small, colourful fish feed on the corpses.
2	The shattered hull of a small ship intermingled with bones and cargo, lies scattered on the seabed.
3	Stacked skulls and bones are placed on large corals.
4	Morsels of rotting flesh break off a body as fish feed on it; a small shark lurks nearby.
5	Barnacle-covered pillars of stone and marble form a processional across the seafloor.
6	The immense rib-cage of a whale forms a path through the rocks and seaweed.
7	Shredded sails tied to rock formations float on the gentle currents like pennants in the wind.
8	Amongst the shattered ruins of a ship a figurehead has been defaced to look like it is screaming.
9	Long strands of seaweed claw towards the light of the surface forming an undulating dystopian forest.
10	Small caves, cracks in the seabed and arches of coral form a confusing maze.

### WHAT'S GOING ON?

D10	THE SAHUAGIN...
1	Swims in an undulating pattern above the reefs and seaweed.
2	Teases a large eel from a hole in the rocks with a fish while its companions wait above to strike.
3	Oversees wretched looking slaves as they farm orange fan-like seaweed from the rocks.
4	Grabs the feet of a helpless prisoner, drags him down from his bubble cage into the choking depths and releases him.
5	Ties fishing nets and rigging across the coral and rock enclosing a large sandy area.
6	Prods its trident into the jaws of a large clam, attempting to get at whatever is hidden inside.
7	Swims with a net above a shoal of iridescent fish.
8	Chips away at the rock as it carves a tentacled creature on its shell-encrusted surface.
9	Straps packs of netted goods to the back of a captured and enslaved porpoise.
10	Fends off frenzied sharks as its companions strip the meat from a dead whale.

### NOTABLE FEATURES

D10	NOTABLE FEATURE
1	A pirate's flag is tied to bars across the cave's entrance.
2	Barnacles and corals encrust a set of ancient iron gates barring the cave's entrance.
3	Long tentacled anemone's reach out at creatures passing close by, eager for a meal.
4	A cage floats near the surface of the chamber held aloft by a large air bubble trapped in its canopy. (These bubble cages are used to trap and store surface dwelling slaves).
5	Shoals of tiny fish dart away from intruders to reveal hundreds of tiny crabs feasting on a decaying elven body.
6	A heavy, waterlogged sea-chest is home to vicious eels who don't take kindly to being disturbed.
7	The gaping jawbone of a massive shark—set as if it is about to slam shut—frames the entrance.
8	Strange stains reminiscent of tentacle and fang shapes emerging from the shadowy depths stain the walls in disturbing patterns.
9	A massive bronze statue, now stained green and covered with barnacles, stands guard.
10	A twisted cage of metal forms the ceiling of the chamber; the open sea is visible above.

### MINOR FEATURES

D10	MINOR FEATURE
1	A broken bubble cage lies forgotten on the floor, its previous occupants now dead and eaten.
2	Long fronds of spiky seaweed snag on the clothing of passers-by before releasing a cloud of muck.
3	A floating mess of tangled ropes and fishing lines drifts by covered in rusted but sharp hooks.
4	The rusted head of a heavy sledgehammer lies surrounded by crushed skulls and bones.
5	An ancient anchor, its rusted chain covered in barnacles and black shelled mussels, is deeply embedded in the top of a coral archway.
6	Diamond shaped lattices from a ship's windows are placed at random around the walls.
7	Several skeletons are strapped to four ship's wheels hung on the walls as decoration.
8	Stale trapped air forms a glistening silvery bubble against the cave's ceiling.
9	Sharp coral is strategically placed to scrape at the skin of anything passing by.
10	A ship's bell is strung across an archway so that it chimes dully when the current or intruders pass it by.



## SAHUAGIN APPEARANCE

D10	THE SAHUAGIN...
1	Has lurid green and red scales down the length of its body. The scales form an intertwined pattern akin to gently waving seaweed fronds.
2	Has a damaged right leg which causes it to swim in an ungainly fashion. On land, the creature limps about like a cripple.
3	Wears a breastplate of brightly polished bones and sharkskin hide.
4	Has a bulbous, distended belly and sagging unhealthy-looking skin. Deep rings around the creature's eyes mutely tell of many sleepless nights.
5	Wears the horned skull of a bull strapped to its head as a crude helmet. It looks ridiculous.
6	Wear strips of tattered multi-coloured cloth on its arms and legs that stream out behind it as it swims.
7	Has dark green skin dotted with black and yellow blemishes; its back is a mass of spiny and spiky scales.
8	Wear the skin of a manta ray over its body; the tips of the wings are attached to the sahuagin's wrists by a thin web-like membrane.
9	Has long plaits of elven hair attached to its armour. The hair drifts behind the sahuagin as it moves. Most of the hair is black, but a single length of blond hair floats amid the rest.
10	Wears armour crafted from the shell of a massive crab and wields the beast's claws as weapons.



## TREASURES

D10	TREASURE
1	Greenish chainmail made from a strange, light metal that hugs its wearer's body to help with swimming.
2	This bronze trident, covered with green Verdigris, is still razor-sharp and well balanced. A metal ring at the bottom is attached to a chord of strange rope.
3	A piece of whalebone carved into the shape of a shark plagues its owner with dreams of deep oceans and grasping tentacles from below.
4	A black leather helm with thick glass lenses and patterned with fish scales.
5	A long club-like length of coral studded with the teeth and sharp claws of sea creatures; the handle is bound with strips of octopus skin.
6	Polished pins of whale bone (used as tokens of—rare—esteem between the sahuagin).
7	A heavy flask of rusted metal that constantly bubbles air out of it when opened underwater.
8	A heavy net of thick wires covered with hooks and decorated with bones.
9	A pearly white barracuda skull decorated with diamond teeth and ruby eyes. (When removed from the water it begins to yellow losing some of its value if not quickly treated with preservatives).
10	A fossilised four-inch long shark tooth threaded onto a piece of hamstring and embellished with shells. (The tooth is from a megalodon).

## TRINKETS

D10	TRINKETS
1	Jars of rotten food that fill the water with clouds of noxious rot when opened.
2	A broken wooden holy symbol of the god of the sea tightly wrapped around the skull's forehead.
3	Shark tooth necklace that scratches the skin of its wearer releasing blood into the water.
4	The bottom half of a shredded leather boot, discarded by the shark that ate its owner.
5	Small sacks of netting used to carry shells and the like are strung onto a belt.
6	Sodden books and sea-charts, now useless due to water damage.
7	Orange sacs of anemone skin filled with air and buckled with leather arm straps.
8	The central tine of a broken trident.
9	Long chords of leather weighted with stones used to weigh down divers. The chords are knotted and may tangle causing problems when they are removed.
10	A sealed bottle of spirits that has been submerged for years; it is still potent but likely sickly.

## TROLL CAVE

Along with their extreme strength, iron constitution and relatively low intelligence, the primary difference between trolls and other more civilised humanoids is their fearless attitude to combat, furiously attacking any sizeable living creature.

Males are solitary creatures, partnering with a female only for a short time to mate.

Trolls prefer cold mountainous environments. They stake out a substantial territory to satisfy their voracious appetites and viciously defend their hunting range against all comers.

### THE APPROACHES

D10	OUTSIDE THE TROLL'S CAVE...
1	A bush-lined avenue, flanked by skulls atop stakes driven into the ground, leads to the entrance.
2	Two large humanoid skulls, flank the cave's entrance.
3	Troll tracks lead towards the nearest settlement.
4	A small cart, wheels rotten and festooned with tangled weeds, stands to one side.
5	A pile of humanoid bones lie to one side of the entrance.
6	A rock barricade fortifies the entrance, making entry difficult for creatures man-sized or larger.
7	Deep scratches reminiscent of claw marks mar the stone around the cave entrance.
8	A teetering pile of stones three-foot high stands in the entrance way. Trolls can step over the pile, but intruders must be careful not to knock it over as they pass by.
9	The rotting, partially collapsed remains of a small wooden hut stand near the entrance.
10	An unlocked man-sized metal cage lies on its side near the entrance.

### WHAT'S GOING ON?

D10	THE TROLL...
1	Is dismembering the corpse of a human man. Nothing remains but blood and gore.
2	Is asleep.
3	Is patiently waiting for intruders to blunder inside.
4	Is ripping apart a large fish. Blood and scales cover its face and claws.
5	Is sharpening its claws on the stone wall.
6	Is having an argument with another troll (or itself). The troll(s) ignores intruders, unless provoked.
7	Is snoring loudly.
8	Is furious at something and is throwing rubbish and bits of its hoard around the room.
9	Is sifting through its treasure hoard.
10	Is drinking from a mug crafted from a skull.

### NOTABLE FEATURES

D10	NOTABLE FEATURE
1	The floor is damp from water dripping through cracks in the ceiling. Several shallow pools fill depressions in the floor.
2	A central stone column, decorated with several humanoid skulls whose gazes seem to follow the PCs, dominates the cave.
3	Clumps of iridescent fungi on the walls illuminate the cave with pale yellow light.
4	Rubbish litters the floor. A swarm of rats lives in small cracks in the walls and occasionally emerge to scavenge the troll's leavings.
5	Smooth rock curtains, formed from water dripping from the ceiling, crisscross the cave.
6	Moss and slime cover the walls and floors.
7	The cave is rife with fungi, some of which are poisonous if consumed.
8	Shallow water covers much of the floor, except for a small "island" to the rear.
9	The cave has a large pool at the centre. Sometimes the trolls bathe within.
10	Several large birds are roosting high up near the ceiling on several natural ledges (much to the troll's frustration). Bird droppings litter the floor.

### MINOR FEATURES

D10	MINOR FEATURE
1	In one corner, humanoid and animal skulls are neatly arranged on a natural stone shelf.
2	Troll tracks cover the muddy floor.
3	A wide bed of branches, ripped clothes and other rubbish lies against one wall.
4	Water oozing up from below has transformed some of the floor into a sticky morass; the PCs only discover this when they step into the affected area.
5	A ragged brown cloak hangs on one wall; it obscures sight of a small storage niche beyond.
6	Paintings, drawn in blood depicting trolls hunting animals and humanoids, decorate the walls.
7	A narrow natural chimney in the ceiling admits a pale, wan light into one portion of the lair.
8	A broken mirror's shards are scattered about the lair; a large shard is wedged into a niche in one wall.
9	A concealed alcove pierces one wall, containing a wooden treasure chest (see "Treasures" and "Trinkets").
10	A bear rug lies in one corner, covering a pit containing salted meat.

## TROLL APPEARANCE

D10	THE TROLL...
1	Wears only a filthy, ragged loin cloth.
2	Wears a crude leather necklace strung with various primitive bone charms.
3	Has deep red scratches all over its back and arms.
4	Appears wasted as if starved or suffering from some kind of long-term illness.
5	Has a particularly wide, squashed nose, as if it has been broken so many times even a troll's legendary regenerative powers could not repair the damage.
6	Has one club foot; consequently, it lumbers about using a strange hopping action.
7	Is so obese it cannot see its feet (or bend down to pick things off the floor without great difficulty).
8	Has a mane of thick, luxurious red hair running down its muscled back.
9	Is an albino and has red bloodshot eyes and appears even more irritable than a normal troll
10	Has mange; the red patches cause the troll to periodically shed and regrow its skin and mane.



## TREASURES

D10	TREASURE
1	The walls contain many flecks of sparkling grey-green stone. Harvesting the stones takes several hours; the stones have only minimal worth.
2	A tightly wound woollen rug—decorated with geometric patterns—leans against one wall.
3	A shallow alcove hides a small wooden box containing 10 gp worth of copper and silver coins.
4	A small, chipped wooden figurine depicting a beautiful dryad is hidden in the troll's bed.
5	A pile of ten daggers—some broken and some bloody—lie in one corner.
6	A light mace lies under a pile of bones. Its head is forged into the likeness of a clenched fist.
7	An alcove contains ten animal skulls: five contain darts, the other five sling bullets.
8	Two sets of bloody, ripped leather armour sized for dwarves fill a shallow pit.
9	An alcove holds ten humanoid skulls; one has a gold tooth worth 2 gp.
10	A ripped and bloody backpack holds four flasks of oil that availed its previous owner naught.

## TRINKETS

D10	TRINKETS
1	An unset mantrap lies on the floor, its teeth stained with blood.
2	A dirty, red woollen cloak sized for a human is draped on the floor.
3	A small handwritten journal about trolls rests on a shelf between two skulls.
4	The jagged shard of a once-fine longsword lies amid the rubbish. Ironically, elvish runes spelling "Troll Bane" are yet visible on the blade's remains.
5	A ripped and torn map shows the surrounding area. Obviously once a work of art as well as a map, now only scraps of parchment survive.
6	A large rock on the floor is inset with a crude rectangular grid with several troll-like wooden figures on it.
7	A set of open manacles lies on the floor. The key is hidden in an alcove high up on one wall.
8	A wooden drinking jug and several wooden cups stand in one corner.
9	A box containing four large wooden balls, two white and two black, sits in one corner.
10	A set of brown troll-sized leather boots, which obviously haven't been worn in some time, lie in one corner.

## THIEVES' HIDEOUT

From well-dressed dandies to undercity scum you never know who covets your wealth from the shadows. Whether it's through violence, trickery, misdirection or subterfuge they know a hundred ways to liberate gold from their victim's pockets.

### THE APPROACHES

D10	OUTSIDE THE HIDEOUT
1	Strange symbols, gang signs or district markers, are painted roughly on the nearby buildings.
2	Tight alleyways and piles of rubbish slow down the approach to the hideout.
3	Peasants lower their eyes and shuffle off quickly as the party approach.
4	Gangs of thugs loiter in the area, ready to intimidate and harass passers-by.
5	Puddles, broken glass and rubbish litter the area, making it difficult to approach stealthily.
6	Buxom women lean from windows and holler down to passers-by. They secretly pass messages to the hideout's guards using pre-arranged sentences.
7	Locked and barred the main entrance is never used. The rogues use a nearby drain to enter and exit.
8	A beggar sits in a side alley. He shakes his bowl at the PCs before warning them off.
9	A body is slumped in a corner with deep wounds in his back. He has already been looted.
10	A large sign saying "Thieves Only" is affixed to a door leading into a trapped room.

### WHAT'S GOING ON?

D10	THE THIEF...
1	Stands hidden in the alcoves ready to signal to others if the hideout is approached.
2	Sits idly on a nearby rooftop watching the streets below, his bow ready to attack.
3	Waits outside a plain wooden door sharpening a hook-bladed knife.
4	Labourers work to free a broken cart from the mud. They are, in fact, thieves waiting to ambush intruders.
5	A trainee rogue attempts to hide in a side alley. This is a deception as his partners are well concealed all around him.
6	Practice knife fighting techniques in a small room.
7	Sits on a stool trying to repair a practice lock.
8	Sews a concealed pocket into the inside of his shirt.
9	Lies asleep across a table, unfinished food in front of him. He is exhausted from night-time adventures.
10	Looks over a roughly drawn map depicting the location of her next heist.

### NOTABLE FEATURES

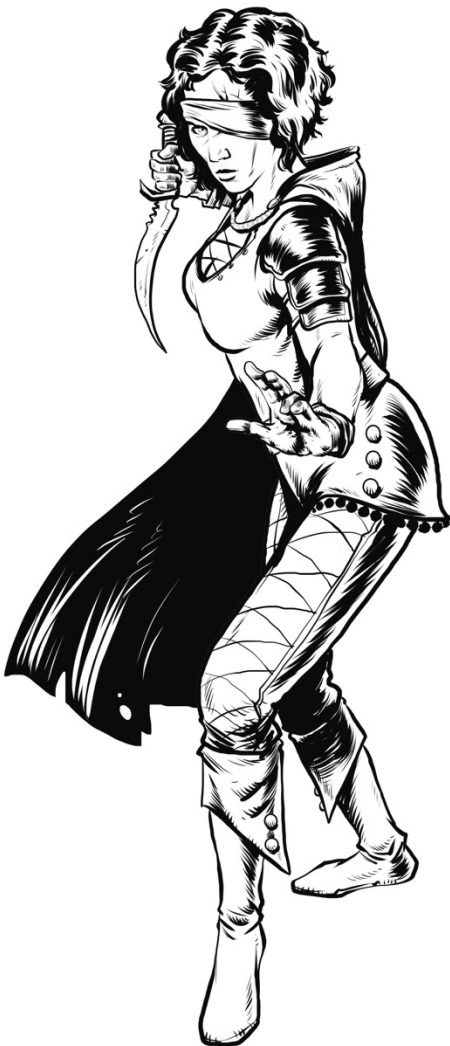
D10	NOTABLE FEATURE
1	Mannequins in fine clothes are lined up against the walls. Their pockets are lined with razor sharp blades to catch the fingers of practicing rogues.
2	Several practise locks are embedded in this door, ready for apprentice thieves to pick.
3	Corridors of polished stone echo the footsteps of people moving through here.
4	Wooden floorboards creak ominously, perhaps deliberately, in this otherwise well decorated room.
5	Wooden targets and dummies are cracked from many dagger and knife hits.
6	Hidden chutes contain handholds to provide secret access to other floors.
7	A bell concealed underneath a wooden floorboard rings when the board is stepped on.
8	A large metal plate is suspended over a door ready to be dropped in place.
9	Wooden blocks are embedded in the walls, so members can practice their climbing skills safely.
10	Fine furniture in shoddy condition is spread around the room. Although seemingly set at random they are placed defensively.

### MINOR FEATURES

D10	MINOR FEATURE
1	A wooden box contains bent and broken tools. Nearby several hammers and a small anvil await a locksmith.
2	Long black cloaks hang on pegs near the exit, maybe concealing a trap.
3	A badly concealed and disarmed trap is near an entrance. This is a ruse as another cunningly hidden trap is set nearby covering the area.
4	A thick heavy carpet covers the floor. Several sections cover creaking floorboards.
5	Candles dimly light the whole area, filling it with flickering shadows.
6	A box contains cheap plaster effigies of a local god ready to be sold on as ivory to unsuspecting buyers.
7	Heavy curtains stifle sound from nearby rooms.
8	A narrow desk set against the wall is set to topple noisily if anyone touches it.
9	A box of broken glass and sharp rocks sits beside a door. This is used to scatter on the floor to make a stealthy approach harder.
10	Leather thongs hang from wooden dummies to represent purse strings ready to be cut.

## THIEF'S APPEARANCE

D10	THE THIEF...
1	Wears a thick hood of a long cloak to hide her features.
2	Wears imitation fine clothing and jewellery.
3	Is festooned with knives, daggers and other blades.
4	Has a wide brimmed hat and long moustache that is finely waxed to make him look nobler.
5	Smells strongly of the sewers. Closer inspection reveals mud and effluent on his boots.
6	Carries several coils of rope and other climbing kit as if he is about to go on a heist.
7	Wears tight fitting studded leather armour over fine silk clothing.
8	Wears a bright red cloak over polished, black leather armour yet somehow easily blends into the shadows.
9	Twitches and shakes uncontrollably as she looks around nervously.
10	Wears a leather domino mask.



## TREASURES

D10	TREASURE
1	A finely balanced dagger with a hooked blade for cutting purses. A clever attachment on its sheath enables it to be mounted on a belt or armour.
2	A coiled spider-silk rope with a strong grapple hook of light metal attached.
3	Several stacks of gold coins wrapped in paper to stop them clinking together.
4	A suit of finely crafted leather armour which seems to absorb the light.
5	A reversible grey cloak with a black silk lining. Shimmering runes, only visible in bright sunlight, cover the hood.
6	A small non-descript silver key that strangely seems to fit many locks.
7	A small brass charm depicting a door-knocker; it brings its bearer luck when picking locks.
8	A vial that very slowly pours out oil for greasing hinges. It never seems to run out.
9	A bow of blackened metal that folds down to fit inside a matching quiver which still has space for a dozen arrows.
10	A plain short sword whose black blade is as strong as a crowbar.

## TRINKETS

D10	TRINKETS
1	A shining gem-studded crown of alloy and glass looks like it is worth a fortune. Closer inspection reveals it is worthless.
2	A shortbow riven with minute cracks; the weapon shatter as soon as it is used. The cracks are so small they may go unnoticed.
3	A torn dark cloak patched with leather rolled into a tight ball tied with bits of string.
4	A broken jar labelled "Poysen" lies on a table amongst other jars, bottles and cups.
5	Ankle-high soft leather boots, their soles shredded by caltrops.
6	Soft leather gloves with the tops of two fingers severed. The tops lie nearby with the owner's fingers still inside.
7	A box of glass jewels and plated copper rings ready to be sold to unsuspecting dupes.
8	A blunt-bladed chest trap with broken hinges and springs lies on a table awaiting repair.
9	A tinderbox with no flint and a small melted candle in a metal holder.
10	A fragile lock-pick that breaks the first time it is used to pick a lock.

## WIGHTS' BARROW

Slumbering in their ancient, weed-blanketed mounds wights are implacable foes of the living who prey on any daring to intrude upon their eternal rest.

Warped and twisted by necrotic energies coursing through their bodies wights are grotesque parodies of what they once were. A wight's merest touch can sap the life force from its foe. Those its slays often arise shortly thereafter as one of the undead.

### THE APPROACHES

D10	OUTSIDE THE BARROW...
1	A line of moss-covered, weed-wreathed crumbling stones leads toward the barrow's entrance.
2	A confused trail of indistinct footprints leads to the barrow's entrance.
3	The ragged remains of a weather-worn, faded flag flutter from a drunkenly leaning pole.
4	A beach tree shades part of the barrow.
5	Part of the barrow has collapsed, or perhaps subsided, giving it a partially "squashed" aspect.
6	A scattering of bleached bones lies among the weeds growing about the mound.
7	A small depression in the ground hides the cold remains of a campfire ringed with scorched stones.
8	A deep hole pierces the mound; it looks like someone tried to dig their way into the barrow but gave up.
9	The ground in front of the mound is muddy and dotted with puddles.
10	The vegetation surrounding the mound appears sickly and strangely shrivelled.

### WHAT'S GOING ON?

D10	THE WIGHT...
1	Is sleeping—or at least pretending to sleep.
2	Is scratching at the walls and floor; a profusion of such marks mars the stones.
3	Has been driven mad by its unlife and is muttering and cackling to itself.
4	Has caught a live rat (or other small vermin) and is slowly skinning it. The PCs hear the rat's pitiful squeals, before they encounter the wight.
5	Is gnawing on a bone.
6	Is rifling through its treasure in search of a beloved item. It is distracted and easy to surprise.
7	Wiles away the unending days by sharpening its claws and teeth.
8	Is singing a half-remembered song in a terrible high-pitched voice. The loathsome sound echoes through the barrow.
9	Is lying in wait for intruders.
10	Was once a warrior; it is practising swordplay against its own shadow.

### NOTABLE FEATURES

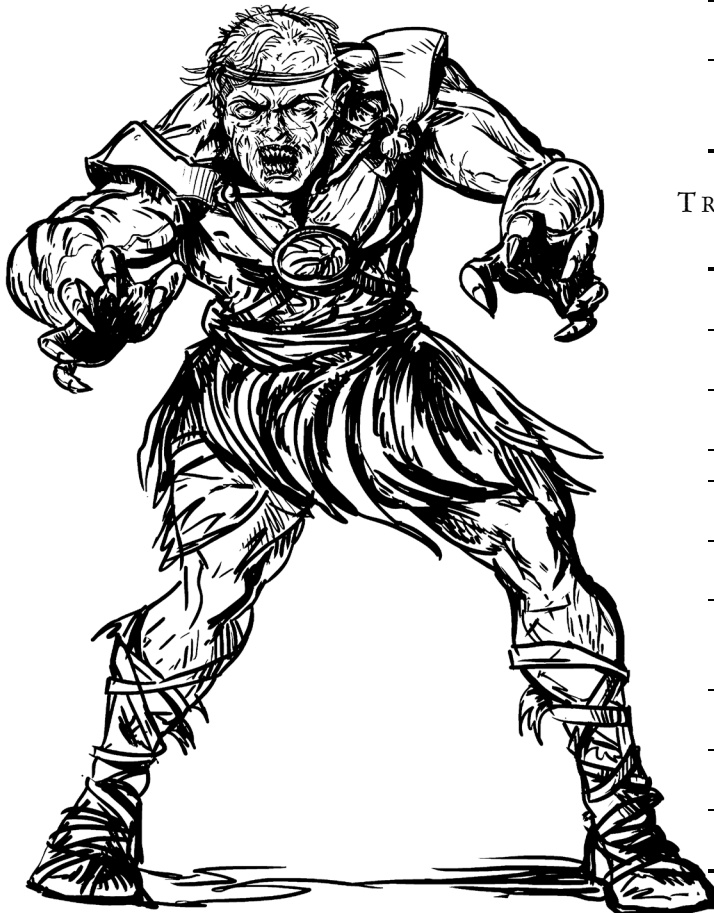
D10	NOTABLE FEATURE
1	Wide cracks in the floor intersect with a small cave.
2	Part of the ceiling is in danger of collapse. Dwarves or those skilled in engineering can identify it as being unstable in the extreme.
3	A pool of stagnant, foul-smelling water dominates the area. It is deep enough for the wight to lie within and be hidden from sight.
4	Foul odours congregate in the barrow, creating a visible miasma of decay in the air. Living, breathing creatures fill their lungs with death's corruption.
5	A haphazardly stacked pile of bones blocks the entrance. If disturbed, they clatter to the ground alerting the wight it is not alone.
6	A deep fire pit filled with ash dominates the area. Anyone standing on the ash sinks into the three-foot-deep hole and creates a billowing cloud of dust that persists for several rounds.
7	Ornate braziers of wrought iron, filled with ash, stand gaunt and empty by each bier.
8	The darkness is almost palpable within the mound. Nonmagical flames only radiate light for half the usual distance.
9	Stones in the mound's walls and ceiling occasionally shift; now and then they groan as they move.
10	The stones throughout the barrow are blackened and scorched as if a firestorm once raged within.

### MINOR FEATURES

D10	MINOR FEATURE
1	Crumbling bones and the dust of long years beyond counting lie thick upon the floor.
2	Marks on the walls and floor show where the wight has been scratching—perhaps in a desperate, doomed attempt to escape.
3	Some stones in the barrow's walls are loose. Some such stones could hide small storage niches.
4	The shattered bones of another individual buried at the same time as the wight lie scattered about.
5	The wight has carefully organised and piled up its treasures and burial goods along one wall.
6	The wight displays its choicest treasures atop its bier.
7	The ceiling is low in one area; the wight(s) have become accustomed to moving in a fast crouch.
8	Jagged cracks run through the ceiling. Occasionally, dust and small bits of gravel sift down from above.
9	Water oozes through cracks in one wall, turning the dust on the floor into a thick, viscous grey paste.
10	Faded murals decorate the walls. The wight has defaced some, while others remain recognisable as scenes from the interred's life.

## WIGHT'S APPEARANCE

D10	THE WIGHT...
1	Has luminous red eyes that glow—and flicker—with the intensity of a candle.
2	Is in an advanced state of decay; putrid flesh hangs from its frame.
3	Is missing its stomach; white ribs and spine are visible through the rotting viscera.
4	Has long, lank jet-black hair hanging down almost to its waist. When it shakes its head, the hair swirls upward like a medusa's snake-hair.
5	Is a hulking brute; in life, the wight was a strong man and even withered by death its bulk is impressive.
6	Wears its burial finery; the once ostentatious clothes are now faded, torn and mouldy.
7	Wears a long burnished necklace of copper hung with several good luck charms; they chime softly as the creature moves.
8	Is cloaked in death's stench. The noxious smell may overcome those with weak stomachs.
9	Is nude; its body is horribly decomposed—bones and shrivelled organs are visible.
10	Is in a remarkable state of preservation. At first glance, it could pass for one of the living.



## TREASURES

D10	TREASURE
1	Three simple gold rings—no more than plain bands—are threaded together on a length of frayed string.
2	A plain leather pouch—tied tightly closed—contains old, but still useable tobacco weed. Elsewhere, the PCs find the wight's old smoking pipe.
3	A neatly folded knee-length coat of fine supple black leather has resisted time's remorseless onslaught. Forgotten by all, five platinum coins are sewn into the coat's hem.
4	A small, battered pocket-sized book contains religious texts of a dark, blasphemous nature. Some pictures depicting sacrifices are particularly lurid.
5	This skull-shaped holy symbol wrought from silver has black stones (onyxes) for eyes. The wight's name is scratched into the back of the symbol.
6	The wight wears a supple whip of black leather beneath its clothes. Only PCs searching its body find the weapon.
7	This dagger of black iron has grooves in its blade to channel blood away from the wielder's hand. The blade is dull with age but well balanced.
8	With a wide brim, this hat of brown leather is dusty but serviceable. A brace of brightly coloured feathers gives the hat a strangely jaunty air.
9	An ivory scroll case decorated with unspeakably graphic engravings of death and torture.
10	A slew of gold coins tumbles from a broken coffer of blackened wood. The coins are old and worn almost smooth through use.

## TRINKETS

D10	TRINKETS
1	Rusty shards of a sword blade lie scattered about the floor. The hilt is among the wight's actual treasures.
2	Broken pots and fragments of pottery lie at the base of a wall.
3	Bits of mouldy cloth lie intermingled with the wight's other treasures.
4	A neat stack of clay jars full of moulding food.
5	Two dented pewter cups complement a tarnished, broken pewter plate.
6	A heaped pile of mouldering clothes worn by the wight in life lies in front of its bier.
7	A faded and torn portrait hangs on one wall in an ornate but broken frame. The picture depicted the wight in life, surrounded by its family.
8	Amid the ruin, a small tightly-sealed clay pot contains crystallised honey. The honey is still edible.
9	The disarticulated bones of a horse fill a stout, but mildewed, wooden chest.
10	Scattered fragments of rotting wood are intermingled with the wight's other grave goods.

## WITCH'S HOVEL

Shunned by most, the witch is the taker of children, bringer of bad harvests and seducer of good men. Living apart from good honest folk the witch plays on superstitions to create a terrifying reputation. Beware the dark woods...

### THE APPROACHES

D10	OUTSIDE THE HOVEL...
1	Beautiful flowers and buzzing insect line the path ahead yet the area seems "off" somehow.
2	Thick twisted thorns and briars claw at the path.
3	Stinking toadstools and other fungus rot in the undergrowth.
4	Straw dolls with mouse-skull faces top the posts of a rickety fence of sticks and bones.
5	A broken cauldron rusts in the bushes by the path. Spiders lair in its cavernous depths.
6	Small red eyed vermin glare from the undergrowth before scuttling away.
7	A large crow observes the party before flying off, cawing raucously.
8	A sickly scent of burnt sugar fills the air. (It seeps from unnatural plants growing over the hovel.)
9	A huge birdlike footprint is deeply embedded in the track ahead.
10	A jar swings from a nearby post. Inside the jar, four eyes float in a thick green liquid.

### WHAT'S GOING ON?

D10	THE WITCH...
1	Mutters to herself as she tends to the plants and fungus in her rough, overgrown garden.
2	Sits asleep outside on a rocking chair, a large toad on her lap.
3	Sings happily from inside the building, her deep and gravelly voice accompanied by the croaking of several crows.
4	Ties an effigy of sticks and rags to a nearby tree whilst muttering incantations to herself.
5	Sprinkles glittering dust over a small pool of brackish water filled with frogs.
6	Talks to a ragged looking bird before it appears to nod and fly away.
7	Drops a bowl of chopped plants and herbs into a large cauldron and stirs it enthusiastically. Is this some foul brew or just a soup or stew?
8	Hangs one of several brushes on hooks by the door before going back inside.
9	Leans out of the window and snips plants from a wooden window box.
10	Has a one-sided conversation with an ugly old statue of a woodcutter covered in ivy and moss.

### NOTABLE FEATURES

D10	NOTABLE FEATURE
1	A tall scarecrow of sticks and rags stands propped up against the wall. Its bladed hands are made from razor sharp knives and are covered in blood and gore.
2	Drying herbs and other plants hang from the ceiling on sharp iron hooks.
3	Pot, jars and bottles of unidentifiable stuff cover the tables and shelves. None are labelled.
4	Crows peer intently through holes in the rafters watching anyone inside the hut.
5	Knives, hooks and pans hang from the rafters swinging gently although there is no wind.
6	A tangle of thorns and ivy seals a large wooden cupboard shut.
7	A human head sits in a large glass jar. Its eyes seem to follow everyone as they move around the room.
8	A dead raven is partially sewn into the stomach of a large warty toad.
9	Three dead rats lie gutted on a wooden chopping board—their entrails are missing.
10	A large iron cauldron bubbles away despite no fire burning beneath it.

### MINOR FEATURES

D10	MINOR FEATURE
1	Several dirty glass jars bear labels like "Clover, Tarragon and Mummy Ash".
2	A knife is embedded into the wall with a label on it reading "Do Not Touch".
3	Wrapped in leather chord and covered with inked sigils, a deer skull is mounted on the wall.
4	A long leathery stick rests on a shelf. This dried bull's penis is to be made into a wand at a later date.
5	Stacks of paper covered in scrawled symbols are held down by jars of pickled body parts.
6	A desiccated human hand acts as a door-handle. Its grasps the hand turning it, when used.
7	A hammock made of human skin, its tattoos and scars plainly visible, hangs from the ceiling.
8	The stench from a bucket filled with unidentifiable scum and snail shells lies under a table fills the room.
9	A necklace of ears is hooked by a window. They seem to twitch when anyone makes noise nearby.
10	The stuffed body of a large lizard is suspended from the ceiling on hooks and coils of ivy. At random, its clawed hands grasp the air.



## WITCH'S APPEARANCE

D10	THE WITCH...
1	Shuffles around with a bent back, her ragged clothing hanging from her bony body.
2	Leans heavily on a thick, twisted staff of hawthorn worn smooth through use.
3	Looks out through her tangled hair, her face hidden behind a wide brimmed hat.
4	Seems to float as she moves around, her bright white dress stained with berry juice and grass.
5	Wears flowers of blue and yellow in her long braided red hair. Otherwise, she dresses like a typical peasant...except for a necklace of bones openly worn around her neck.
6	Leans heavily on a walking stick despite her youth. She holds her lower back when she stands still and grimaces while stretching.
7	Is dressed in ragged strands of leather and a dirty burial shroud. She wears the skull of a large bird over her head, obscuring much of her face.
8	Wears a once fine, now ragged, ball gown of black silk and lace. Its hem is muddy and dirty.
9	Wears rags of clothing that leave very little of her body to the imagination. She seems completely unconcerned with any reactions her appearance may illicit.
10	Has a thin hook-nosed face very similar to the ravens roosting about the area. Her hair is glossy and jet black in colour.



## TREASURES

D10	TREASURE
1	A wand formed from a mummified human forearm that grasps the wielder's hand when its powers are called forth.
2	A long spike of triangular metal with sharp edges used to cause horrific puncture wounds. It is mostly used to bleed sacrifices.
3	A long-handled broom topped with a carving of a leering goblin face. The face seems to grin evilly at people holding it and may yell insults at random.
4	A small cauldron on a folding metal stand somehow heats itself yet doesn't burn when touched.
5	A wide leather belt holding many pouches filled with herbs and spell components, including the odd finger-bone...
6	A wide brimmed hat of black leather. The black ribbon around its brim holds several charms that glimmer and glitter in the light.
7	A small stick effigy that sings happily and recites poetry through its cat skull head, sometimes when it is least wanted.
8	A mummified cat with ruby eyes and a gold collar. The cat comes to life when needed (or perhaps at night while its owner sleeps).
9	A golden ring with an eye-like gem set into it. At random, the gem seems to blink.
10	A heavy book, identifying birds, animals and flowers, bound in human skin. Whilst providing a lot of knowledge the book feels odd to the touch.

## TRINKETS

D10	TRINKETS
1	A box filled with fingernails and hair in separate compartments each bearing the name of a person.
2	A pouch containing several finger-bones etched with runes and sigils.
3	A long sharp stick etched with many scratches, which depict a river valley between some hills. The stick can be covered in ink or blood and rolled onto paper, to reveal the map.
4	A picture of a bearded man covered with scribbles. There is nothing to discern his identity.
5	A clay jar of murky liquid filled with the remains of a pickled frog.
6	A large bowl filled with dried apples. Mixed in with them are a few dried eyeballs.
7	A mid-sized pot labelled "Pepper" contains the ashes of a pet dog bearing the same name.
8	A crow skull on a frayed leather thong.
9	A thick candle made from human fat. It burns quickly and gives off a foul smell.
10	A crate of bottles labelled "Rat Poison" actually contain beer.

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