

RAGING SWAN PRESS
MONSTROUS LAIR #23:
TROGLODYTES' WARREN



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MONSTROUS LAIR #23: TROGLODYTES' WARREN

Monstrous Lair #23: Troglodytes' Warren provides you—the busy, time crunched GM—with the details to effortlessly bring to life the troglodyte warrens in your campaign.

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

CREDITS

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USING THIS PRODUCT

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

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

- **Outside the Lair:** Determine features outside the lair, using this table.
- **What's Going On?** The troglodytes 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 troglodytes are aware of intruders.
- **Major Features:** Use this table, to determine the area's major feature(s). This feature is so obvious, the PCs automatically notice it. Only reveal information in brackets if a PC discovers it in some way.
- **Minor Features:** Use this table, to determine the area's minor feature(s). The feature might be so obvious the PCs automatically spot it; alternatively, the PCs may have to make an easy skill check to notice the feature. Only reveal information in brackets if a PC discovers it in some way.
- **Troglodyte's Appearance:** Use this table, to generate notable troglodyte's appearance and other characteristics.
- **Treasures & Trash:** Use these tables, to add interesting items to the troglodytes' hoard. Assign a value to each treasure appropriate to your campaign. The tables assume you will place magic items, coins and other notable items and do not contain such entries.

The tables herein make two assumptions:

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



TROGLODYTES' WARREN

Feral cave dwellers, troglodytes are the fallen scions of a once mighty empire. Now they are little more than savage scavengers.

1: OUTSIDE THE LAIR

D10

- 1 Rocks and rubble cover the floor, slowing movement.
 - 2 Slick with water, stalactites hang above a shallow puddle of cold, fresh water. Water drips from their tips.
 - 3 The bones of a large insect-like creature lie scattered amid the dust. Greenish mould grows over the remains.
 - 4 A pile of rubble is heaped up, like a breastworks.
 - 5 Bloody, clawed footprints mar the floor.
 - 6 Crude swirling circular symbols daubed in a red paste decorate the walls. (This is the tribe's sigil and the markings serve as boundary markers).
 - 7 Moulds and lichens cover the walls, where water oozes down from above.
 - 8 Tumbled stones completely block a passageway.
 - 9 Tracks in the dirt and dust show where something human-sized was dragged toward the warrens.
 - 10 A dirty blanket stained grey with grit and dust conceals one entrance to the warrens.
-

2: WHAT'S GOING ON?

D10

- 1 Two troglodytes wrestle good-naturedly, while their fellows look on. All the troglodytes are distracted.
 - 2 A troglodyte mindlessly throws pebbles against the wall. The soft clack of stone on stone heralds each throw.
 - 3 The troglodytes recently ate and loll about sated.
 - 4 Alerted by some kind of sixth sense, the troglodytes are lurking in the shadows ready to spring an ambush.
 - 5 The troglodytes are arguing over the meagre possessions of a fellow warrior who recently died.
 - 6 The troglodytes are playing a gambling game which involves catching handfuls of small, rounded stones.
 - 7 A troglodyte is using a sharp piece of stone to carve itself a new club from a tree branch.
 - 8 The troglodytes are eating a cold meal—tearing strips off lumps of raw flesh.
 - 9 Two troglodytes spar while their friends watch.
 - 10 The troglodyte(s) sleep in a small hollow in a wall.
-

3: MAJOR LAIR FEATURES

D10

- 1 Several rocky outcrops have been crudely craved into approximations of chairs.
 - 2 A jagged chasm partially cuts the warren in twain; in several places, thin stone bridges cross the gap.
 - 3 The ceiling alternates between being only a few feet above the floor and a lofty 20-foot high or more.
 - 4 A stream filled with tiny albino fish flows through the warren. In places, the troglodytes have dammed the stream to create small nursery ponds for the fish.
 - 5 The heady, vomit-inducing, stench of troglodytes is ever-present in the warren.
 - 6 Ancient drystone walls partition off larger spaces within the warrens in a series of private dwellings.
 - 7 An ancient stone stela stands upon a low, worn plinth decorated with faded, unreadable carvings.
 - 8 A veritable forest of mushrooms fills the warren's wet passages and chambers.
 - 9 A crumbling 10-foot high escarpment divides the area and a bubbling pool of water lies at the warren's centre.
 - 10 Cracks in the ceiling emit dim rays of light.
-

4: MINOR LAIR FEATURES

D10

- 1 Tiny albino insects dwell amid the lichens and fungus growing throughout the warren.
 - 2 Piles of stones, ready to be thrown at intruders, are placed at strategic locations throughout the warren.
 - 3 Dozens of small niches pierce the walls. Each holds a troglodyte skull—the tribe's ancestors.
 - 4 A polished collection of shells decorate many small ledges in several parts of the warren.
 - 5 Mud covers the floor; many footprints are evident.
 - 6 The ruin of a broken stalagmite lies on the floor.
 - 7 The floor is uneven; muddy pools fill the hollows therein.
 - 8 Bats dwell in the warrens, high up on the ceilings. The troglodytes hunt them for food.
 - 9 Small clumps of faintly luminescent moss dot the area.
 - 10 Thin, hollow stalactites dot the ceiling; water drips forth from them into several small pools.
-

5: TROGLODYTE'S APPEARANCE

D10

- 1 The troglodyte wears a finely polished leather belt as a bandolier.
 - 2 With mottled dark and light grey hide, this troglodyte is hard to spot when lurking in a cave or cavern.
 - 3 This troglodyte is missing several fins from the crest running down its head and back.
 - 4 Wearing a tattered loincloth, this troglodyte also possesses a worn and dirty haversack.
 - 5 The troglodyte has only one eye—its left eye socket is nothing but a gaping, black hole.
 - 6 Old, faded scars cover the troglodyte's back and head. It was clearly once savagely beaten.
 - 7 The troglodyte has sharpened, blackened teeth which it reveals in a hideous grin or leer.
 - 8 The troglodyte carries a large wooden club with an iron spike hammered through its head.
 - 9 Sharp, oversized teeth fill this troglodyte's maw.
 - 10 Covered in scars, boils and other unwholesome growths, this troglodyte gives off a particularly unpleasant stench.
-



6: TREASURES

D10

- 1 This slender deadly-looking spear has a finely tapered point and an iron shaft.
 - 2 Four irregularly shaped flecks of glimmering black stones (all shards of onyx) lurk in a small pouch.
 - 3 Although unfinished this carving of a skull cut from a chunk of rock is simplistic but possesses a certain raw, and unsettling, attraction.
 - 4 Hanging from a loop of sinew, the four skull fetishes comprising this necklace are a macabre decoration.
 - 5 The tip of this ancient dwarf-wrought dagger is missing, but the rest of the blade is still sharp.
 - 6 Elaborate etchings of swirling patterns reminiscent of tentacles decorate this highly polished troglodyte skull.
 - 7 Of polished stone, these four six-sided dice have rounded edges; each die's face has a different sigil.
 - 8 Beautiful carvings reminiscent of caves and cavern walls decorates this tall staff of ancient, brittle wood.
 - 9 Both ends of this femur have been whittled away. A simple rune decorates one end of this bone wand.
 - 10 This warhammer of ancient artifice has a heavy stone head affixed to an iron haft.
-

7: TRASH

D10

- 1 Torn pieces of dirty, faded fabric fill an old sack shoved into a recess in the wall.
 - 2 Fragile, crumbling shards of spear shafts and so on lie stacked haphazardly near a smouldering fire pit.
 - 3 Crudely carved, this stone statuette looks a little bit like a squat ziggurat.
 - 4 An upturned skull—its orifices filled with hardened mud—serves as a container of sorts.
 - 5 Ripped and soiled clothes sized for a dwarf are draped over one wall.
 - 6 A wood bucket lies on its side—dirty water dribbles forth.
 - 7 Filled with a mass of fish bones and scales this sodden sack stinks.
 - 8 A pyramid of polished pebbles decorates a small niche.
 - 9 A hollow in the ground holds a half-dozen sharp stones used as cutting and smoothing tools.
 - 10 A partially shredded wicker basket filled with sodden mud conceals a hidden treasure.
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