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MONSTROUS LAIR #24:  
ROPER'S CAVE



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# MONSTROUS LAIR #24: ROPER'S CAVE

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*Monstrous Lair #24: Roper's Cave provides you—the busy, time crunched GM—with the details to effortlessly bring to life the roper's caves 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

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Designed specifically for you, the busy GM, these tables can be used before or during the game to help breathe life into a roper's caves 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 roper is probably not just sitting around waiting for intruders. Use this table, to determine what it is doing when the PCs arrive. Remember, the PCs' actions may render some of the entries moot—particularly if the ropers 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.
- **Roper's Appearance:** Use this table, to generate notable roper's appearance and other characteristics.
- **Treasures & Trash:** Use these tables, to add interesting items to the roper's 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.



## ROPER'S CAVE

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Cunning ambush predators, ropers lie in wait pretending to be stalagmites so their prey blunder too close to escape.

### 1: OUTSIDE THE LAIR

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#### D10

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- 1 Bones, rubbish and discarded, broken equipment litter the approaches to the roper's lair.
  - 2 Strange, wide marks—the roper's tracks—mar the ground.
  - 3 Craggy rock walls hide many shadow-filled niches.
  - 4 A burst of dried blood and gore mars the floor, walls and ceiling; it looks like something literally exploded here.
  - 5 Tracks leading toward the roper's lair mar the ground; the tracks do not return.
  - 6 The passageway is surprisingly straight and unimpeded by loose boulders and the like.
  - 7 A four-foot-long piece of rotting roper strand lies on the ground.
  - 8 A fallen slab of rock partially blocks the lair's entrance; explorers must squeeze passed.
  - 9 Scrawled hurriedly on a wall in chalk is the single word, "Danger" in Dwarven.
  - 10 A veritable horde of tiny, blind insects dwell in the area and feast on the roper's leavings.
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### 2: WHAT'S GOING ON?

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#### D10

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- 1 The roper is sleeping and is unaware of the intruders.
  - 2 Fresh blood and gore cover the surrounds; the roper is pulling apart its next meal.
  - 3 Shamming sleep, the cunning roper is hoping its prey comes too far into its lair to escape.
  - 4 The roper stands motionless—appearing to be nothing more than a normal stalagmite.
  - 5 Grasping a dagger in one tendril, the roper is scraping a strange, elder sigil into the wall.
  - 6 The roper is chewing on a chunk of unidentifiable meat.
  - 7 The roper is crooning to itself in a harsh, alien language.
  - 8 The roper is rubbing itself up against the cave wall.
  - 9 Standing amid the ruin of its former prey, the roper is searching for something in the rubbish and bones.
  - 10 The roper lurks against one wall in the shape of a small, squat boulder.
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### 3: MAJOR LAIR FEATURES

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#### D10

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- 1 A 15-foot wide, 20-foot deep chasm filled with rubbish and detritus cuts across the lair.
  - 2 A crumbling 30–high escarpment comprises half the lair.  
The ceiling is almost 60-foot above the floor. High up on one wall a ledge runs around part of the room; a skeleton surrounded by adventuring gear lies thereon.
  - 3 The floor is broken and uneven; a set of broad and shallow natural steps rise upward into the lair.
  - 4 The ceiling above the entrance is riven with cracks; it is unsafe and is likely to collapse; the roper knows this.
  - 5 The ceiling is only about seven-foot high throughout the lair; the roper is pretending to be a rock column.
  - 6 The floor undulates as if the sea had frozen.  
Several thick stalactites are unstable—the roper has been working on them. It might try to drop them on unsuspecting foes (for sport).
  - 7 A narrow, swiftly flowing river flows through the cave; a sandy beach provides a handy place for explorers to berth their crafts.
  - 8 Thick, cloying mud coats the floor; many bones and much equipment lies within.
- 

### 4: MINOR LAIR FEATURES

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#### D10

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- 1 Rubble and tiny shards of rock cover the floor; a large scorch mark mars one wall.
  - 2 Several small stalagmites grow from the floor.
  - 3 Crushed and broken bones along with bent, torn and broken equipment lie scattered about the lair.
  - 4 Upright shards of stalagmite stand amid a sea of rubble.
  - 5 Water oozes down the cavern walls filling a hollow running almost all the way around the chamber.
  - 6 The air is chill; a cool breeze blows out of the lair.
  - 7 Swarms of blind cave bats lair on the ceiling.
  - 8 Small boulders litter the ground. Some are piled into an approximation of a barrow; within lies a rotting roper.
  - 9 A miasma of decay and rotting flesh fills the lair.
  - 10 Faintly glowing red phosphorescent lichen grows on one wall, giving the cavern a hellish glow.
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## 5: ROPER'S APPEARANCE

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### D10

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- 1 The roper's tendrils have a mottled red and grey pattern on their undersides.
  - 2 Splintered fangs fill the roper's gaping maw.
  - 3 One of the roper's tendrils is half the length of the others; it ends in an angry-looking mass of scar tissue.
  - 4 Mottled yellow/grey hide covers the roper's body; its tendrils are of a similar hue. The smell of rotting flesh surrounds the creature.
  - 5 The roper's single eye is horribly bloodshot, giving the beast a faintly devilish air.
  - 6 Smaller than its normally proportioned brethren, this roper is almost twice as wide.
  - 7 Red sores and pustules festoon the roper's long, sinuous tendrils. Its body is similarly mis-coloured.
  - 8 Conical in shape, this roper has several strange branch-like protuberance growing at odd angles from its body.
  - 9 Water dripping from the ceiling gives the roper a slick, glistening appearance.
  - 10 Dried blood and mud cakes most of the roper's body; its large single yellow eye blazes forth from the mess with fiendish intensity.
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## 6: TREASURES

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### D10

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- 1 Several deformed lumps of platinum the size of squashed coins are scattered about the lair.
  - 2 A skeletal hand yet grasps the hilt of an ornately wrought bastard sword.
  - 3 Several books fill a narrow ledge in one wall; they are diaries written by adventurers unfortunate enough to fall into the roper's clutches; several record days or weeks of incarceration. All the diaries end abruptly.
  - 4 A beautiful wrought silver hand mirror fills a small niche.
  - 5 A rusting lantern lies buried under a pile of bones and other rubbish; the permanent magical light cast into the lantern decades ago yet endures.
  - 6 A lightweight grey cloak decorated with a web design of thin black lines hangs from a stalagmite.
  - 7 A pile of coins and several glimmering gemstones lie near the entrance, to attract prey.
  - 8 A wide-headed pick stands upright amid the mess.
  - 9 Thin, strong black elven rope fills an oversized pouch.
  - 10 A slender rapier of blackened steel fills a seemingly delicate, but surprisingly tough, scabbard. The scabbard hangs from a scrap of belt.
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## 7: TRASH

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### D10

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- 1 A horribly bent steel shield under half its normal diameter serves as a tray; four skulls rest atop it.
  - 2 Splintered shards of painted wood that once comprised a tower shield lie in a haphazard pile.
  - 3 A hollow in the floor hides a confused, tangled mass of bones and rubbish.
  - 4 A mule's skeleton lies under that of its owner's.
  - 5 Shards of glass—from a half-dozen potion vials—fill a rotting pouch with a hidden danger.
  - 6 The hilt of a broken longsword protrudes from a deep crack in the floor.
  - 7 The remains of a ruined suit of scalemail, crushed almost flat, lies draped on the floor.
  - 8 An upturned leather boot hangs from a tall stalagmite.
  - 9 The decomposing torso of a man is propped up against the walls; the man's limbs and head are all missing.
  - 10 Mouldering clothes and other ruined adventuring gear fills a rotting backpack.
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