

RAGING SWAN PRESS

MONSTROUS LAIR #28:  
SMUGGLERS' HIDDEN DEN



SYSTEM  
NEUTRAL



YOUR TIME IS PRECIOUS

MAKE YOUR CAMPAIGN PREP. EASIER

JOIN RAGING SWAN PRESS'S PATREON CAMPAIGN

[PATREON.COM/RAGINGSWANPRESS](https://patreon.com/ragingswanpress)

# MONSTROUS LAIR #28: SMUGGLERS' HIDDEN DEN

---

*Monstrous Lair #28: Smugglers' Hidden Den provides you—the busy, time-crunched GM—with the details to effortlessly bring to life the smugglers' dens in your campaign.*

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

## CREDITS

---

**Design:** Steve Hood

**Development:** Creighton Broadhurst

**Art:** William McAusland and Matt Morrow. Some artwork copyright William McAusland, used with permission.

All rights reserved. No part of this publication may be reproduced, stored in a retrieval system or transmitted, in any form or by any means, without the prior permission in writing of Raging Swan Press or as expressly permitted by law.

©Raging Swan Press 2019.

Thank you for purchasing *Monstrous Lair #28: Smugglers' Hidden Den*; we hope you enjoy it.

If you did, please consider leaving a review.

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

## CONTENTS

---

Credits .....	1
Contents .....	1
Using This Product .....	1
Smugglers' Hidden Den .....	2
1: Outside the Lair .....	2
2: What's Going On? .....	2
3: Major Lair Features .....	2
4: Minor Lair Features .....	2
5: Smuggler's Appearance .....	3
6: Treasures .....	3
7: Trash .....	3
OGL V1.0A .....	4

To contact us, email [gatekeeper@ragingswan.com](mailto:gatekeeper@ragingswan.com)

To learn more about Raging Swan Press, visit [ragingswan.com](http://ragingswan.com)

To learn more about Raging Swan Press on Patreon, visit [patreon.com/ragingswanpress](http://patreon.com/ragingswanpress)

## 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 smugglers' den and are compatible with published modules or your own adventures. Adding depth and verisimilitude to your game helps the players' (hopefully willing) suspension of disbelief.

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

- **Outside the Lair:** Determine features outside the lair, using this table.
- **What's Going On?** The smugglers 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 smugglers 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.
- **Smuggler's Appearance:** Use this table, to generate notable smuggler's appearance and other characteristics.
- **Treasures & Trash:** Use these tables, to add interesting items to the smugglers' 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.



# SMUGGLERS' HIDDEN DEN

---

Masters of supply and demand smugglers carry anything the populace wants, regardless of the law. More cunning than most, smugglers protect their holdings with misdirection and traps.

## 1: OUTSIDE THE LAIR

---

### D10

---

- 1 Shutters and boarded doors front this ramshackle-looking building.
  - 2 Brush piled high and empty crates stand ready to collapse along the walls of the building.
  - 3 A sturdy iron grate bars the way ahead. (Careful observation noticed it swings on well oiled hinges).
  - 4 Careful observers spot a path leading through the front of a decrepit building towards dark, back rooms.
  - 5 A rotting wooden jetty stands at the edge of brackish water that flows down a tunnel.
  - 6 Strong boards cover a manhole under a loaded wagon.
  - 7 Large boxes and crates are piled together to obscure a low, narrow door.
  - 8 Long curtains of ivy and thorns covers a tunnel leading into darkness.
  - 9 Attached to the ceiling, a series of ropes enable the smugglers to drag their skiffs down a waterlogged tunnel.
  - 10 Tangled bushes cover the small cave entrance leading into the dark.
- 

## 2: WHAT'S GOING ON?

---

### D10

---

- 1 The crew form a chain and pass crates to each other.
  - 2 The smugglers stack nets and ropes after loading cargo.
  - 3 The crew hide behind tapestries waiting for intruders.
  - 4 The smugglers wait nervously for their contact.
  - 5 Swapping boxes of expensive goods with cheap imitations, the smugglers discuss their next journey.
  - 6 Crew members separate goods into casks for shipping.
  - 7 Sailors paint forged shipping signs onto containers.
  - 8 The smugglers face off against a group of buyers in a deal gone wrong.
  - 9 The crew argue loudly over missing shipments.
  - 10 The smugglers pore over shipping maps and charts, planning the route to their next clandestine meeting.
- 

## 3: MAJOR LAIR FEATURES

---

### D10

---

- 1 Discarded nets, crates and barrels form a rough barricade across the room.
  - 2 A thick rug hides a hidden chamber under the floor.
  - 3 Empty barrels conceal a hole in the wall.
  - 4 Barrels are suspended high overhead in a cargo net. (ready to be dropped on intruders).
  - 5 Coils of thick rope cover much of the floor (to slow intruders; several hidden snares lurk within).
  - 6 A thick rug held in place by heavy casks conceals a hidden pit. (Victims may find themselves buried under the barrels which also fall into the pit).
  - 7 Backless cargo crates hide smugglers ready to leap out and ambush intruders.
  - 8 A heavy gate is tied to the ceiling ready to crash down (either as a trap or to block an exit).
  - 9 A small boat lies upside down on trestles ready to be repaired or have hidden compartments added.
  - 10 Tattered sails hang on the walls like tapestries, maybe concealing doors or alcoves.
- 

## 4: MINOR LAIR FEATURES

---

### D10

---

- 1 A pile of broken crates lies in one corner.
  - 2 A tapestry, split down the middle, acts as a door.
  - 3 Hooks and broken blades are embedded into a doorframe to make passage through dangerous.
  - 4 Imitation pottery and artworks lie discarded on the floor.
  - 5 A statue of a pirate with a parrot on his shoulder points at the entranceway. The pirate is incredibly handsome. A moustache is scrawled on his face.
  - 6 A broken boat hook lies on the floor.
  - 7 A rowboat stands against the wall; it may be trapped to fall on passersby.
  - 8 Rat-hunting cats scurry for cover when approached.
  - 9 Rough maps and charts of the area fill a locked box. (Coded names of ship captains and landing areas are hidden in a nearby diary).
  - 10 Cartwheels embedded with spikes ready to roll at intruders entering the lair. (Pressure plates set them off or smugglers roll them down loading ramps).
-

## 5: SMUGGLER'S APPEARANCE

---

### D10

---

- 1 The lead smuggler wears out-of-fashion finery complete with gaudy jewellery and a wig.
  - 2 Wearing hooded cloaks the smugglers labour to get their work done as fast as possible.
  - 3 Despite their shoddy clothing each smuggler wears a gang symbol openly.
  - 4 The smugglers carry lethal-looking, yet plain, clubs.
  - 5 The smugglers kick off high leather boots covered in muck from traversing the sewers.
  - 6 The smugglers wield belaying pins and boat hooks as weapons.
  - 7 The crew cover their watchman's uniforms with baggy jackets and cloaks.
  - 8 The smuggler in charge wears a fine long coat and tricorne hat as he yells commands to his crew.
  - 9 An important-looking smuggler leans on a bone handled cane overseeing the unloading of goods.
  - 10 One smuggler removes greasy make-up from his disguise as the crew unload their contraband.
- 



## 6: TREASURES

---

### D10

---

- 1 An ornate golden hook to replace a hand. (Hidden screws drill painfully into the wearer's arm bone when first used).
  - 2 A thick leather coat with dozens of hidden pockets.
  - 3 A tiny pirate captain sails a ship in a bottle; the bottle is rumoured to trap the souls of its owner's enemies.
  - 4 An embellished skull that glows sickly green in darkness. (The skull could be an ex-smuggler's which inflicts a curse on its bearer).
  - 5 A cutlass with detailed hand guard depicting savages in a thick jungle hunting great cats.
  - 6 A thick leather belt with hidden pockets for coins and a three-masted ship silver buckle.
  - 7 A heavy wooden club studded with silver that transforms into a long boat hook or trident on command.
  - 8 Calf-skin gloves that fit the wearer's hands perfectly.
  - 9 A long section of sail cloth made into a cloak that makes the wearer steadfast against roiling waves and sickness.
  - 10 A carved wooden parrot that turns into a rowboat. (After 10 minutes of use it begins repeating every word it hears in a squawking voice).
- 

## 7: TRASH

---

### D10

---

- 1 Cheap imitation goods discarded on the floor and shelves; although they look valuable they are worthless.
  - 2 Tattered cloak and leather hat.
  - 3 Stacked crates and boxes containing a single bottle of vinegary wine.
  - 4 A hook hand prosthetic with a broken hook.
  - 5 A small baboon's skull with painted golden teeth. (This could be a familiar's skull).
  - 6 A wire cage contains a rotten chicken corpse. (The poor creature has its head wedged out the top of the cage).
  - 7 Three coiled snakes, now dead from hunger. (The venom on their fangs is still potent).
  - 8 A set of fake silver cutlery, now slightly green.
  - 9 A small section of half repaired ripped net. (Underneath it hundreds of small jumping insects hide from the light).
  - 10 A heavy box of rusted swords; the weapons break if used in combat.
-

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

**1. Definitions:** (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

**2. The License:** This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

**3. Offer and Acceptance:** By Using the Open Game Content You indicate Your acceptance of the terms of this License.

**4. Grant and Consideration:** In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

**5. Representation of Authority to Contribute:** If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

**6. Notice of License Copyright:** You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

**7. Use of Product Identity:** You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

**8. Identification:** If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

**9. Updating the License:** Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

**10 Copy of this License:** You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

**11. Use of Contributor Credits:** You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

**12 Inability to Comply:** If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

**13 Termination:** This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

**14 Reformation:** If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

**15 COPYRIGHT NOTICE:** Open Game License v 1.0 ©2000, Wizards of the Coast, Inc.

**Open Game License v1.0a.** Copyright 2000, Wizards of the Coast Inc.

**System Reference Document:** ©2000, Wizards of the Coast, Inc. Authors: Jonathan Tweet, Monte Cook, Skip Williams, based on material by E. Gary Gygax and Dave Arneson.

**Monstrous Lair #28: Smugglers' Hidden Den.** ©Raging Swan Press 2019; Author: Steve Hood.

To learn more about the Open Game License, visit [wizards.com/d20](http://wizards.com/d20).

**Product Identity:** All trademarks, registered trademarks, proper names (characters, deities, artefacts, places and so on), dialogue, plots, storylines, language, incidents, locations, characters, artwork and trade dress are product identity as defined in the Open Game License version 1.0a, Section 1(e) and are not Open Content.

**Open Content:** Except material designated as Product Identity, the contents of *Monstrous Lair #28: Smugglers' Hidden Den* are Open Game Content as defined in the Open Gaming License version 1.0a Section 1(d). No portion of this work other than the material designated as Open Game Content may be reproduced in any form without written permission. The moral right of Steve Hood to be identified as the author of this work has been asserted in accordance with the Copyright Designs and Patents Act 1988.



# EVERYTHING

is Better with

Tentacles



