

RAGING SWAN PRESS
MONSTROUS LAIR #29:
VAMPIRE'S CRYPT



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MONSTROUS LAIR #29: VAMPIRE'S CRYPT

Monstrous Lair #29: Vampire's Crypt provides you—the busy, time crunched GM—with the details to effortlessly bring to life the vampire's crypts 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 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 crypt, using this table.
- **What's Going On?** The vampire probably isn't 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 vampire is aware of intruders.
- **Major Features:** Use this table, to determine the crypt'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 crypt'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.
- **Vampire's Appearance:** Use this table, to generate notable vampire's appearance and other characteristics.
- **Treasures & Trash:** Use these tables, to add interesting items to the vampire'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.



VAMPIRE'S CRYPT

Scions of the night, vampires live among the prey they feed on; the presence of a vampire often causes chaos and panic.

A vampire's lair is not for the weak-hearted.

1: OUTSIDE THE LAIR

D10

- 1 Vegetation is twisted, as if is somehow in pain.
 - 2 Hollow-eyed beggars snarl at passersby.
 - 3 Rotting wooden beams and crumbling stonework adds to the aura of decay hanging over this house.
 - 4 Dozens of cats sit silently on rooftops watching passersby as if the people were mice.
 - 5 The wind carries faint whispers of pain and torment.
 - 6 Sinister gargoyles decorate this modest house.
 - 7 A strange, naked woman stares blankly from a high window. (The vampire has broken her mind).
 - 8 Feral children hurl stones and abuse, before fleeing.
 - 9 Cheap wooden holy symbols adorn most doors.
 - 10 A blind, whip-thin beggar panics and attacks intruders with a sharply pointed stake.
-

2: WHAT'S GOING ON?

D10

- 1 The vampire stands in front of a huge portrait, rocking gently from side to side, lost in thought
 - 2 With a lost look on his face, the vampire sits at a table made ready for a feast with its now skeletal guests.
 - 3 Poses in front of a seated skeleton who was once working on the vampire's portrait.
 - 4 Claws wildly at a wall tearing it to pieces to get at a rat hiding within.
 - 5 The vampire dances slowly with a bloodless corpse that flops loosely in its grasp.
 - 6 A shadowy figure at the edge of vision turns out to be several large rats scurrying away into the walls.
 - 7 The dirty and dishevelled vampire throws chunks of previous victims to large dogs seated at its feet.
 - 8 The vampire gives orders to its long-dead servants and seems surprised when they don't follow instructions.
 - 9 Sitting on a bone throne the vampire drinks blood from an iron goblet.
 - 10 The vampire smiles and feeds its blood to a servant.
-

3: MAJOR LAIR FEATURES

D10

- 1 Dozens of small holes pierce the crypt's walls in a random pattern. (The holes enable the vampire to move about in its gaseous form).
 - 2 Many paintings of the vampire line the walls; the various styles span centuries of work.
 - 3 The glass from broken mirrors litters the floor.
 - 4 The eyes of a large portrait seem to follow intruders. (The eyes are hollow and lead through pipes to the area containing the vampire's coffin).
 - 5 A massive skeleton of a hybrid werewolf (made from ogre and wolf bones and wired together) stands guard by a door.
 - 6 The area stinks of wet dog and rotting bones.
 - 7 A shadowy, man-sized smudge of scorch marks decorates a wall.
 - 8 Confident in its prowess, the vampire leaves a coal bucket containing several sharp stakes with a sign saying "Help yourself" above it.
 - 9 Several sealed coffins lie in a deep pool of black mud.
 - 10 A desiccated body lies tangled in a large rug, as if it consumed the unfortunate.
-

4: MINOR LAIR FEATURES

D10

- 1 Skulls of the vampire's victims rest on shelves and tables.
 - 2 Crystal chalices contain small traces of dried blood.
 - 3 A picture painted in dyed blood on human skin depicts a landscape covered in blood and the vampire as king.
 - 4 Ripped and rotten poems dedicated to the vampire's true love cover a table's top.
 - 5 A runic stake impales a skeletal figure to a wall. (Removing the stake enables the vampire to regenerate).
 - 6 A broken chair-leg impales a skeleton to the wall.
 - 7 Red and black chess pieces are scattered across the floor, near an overturned game board.
 - 8 Despite there being no wind crimson curtains hanging against one wall undulate gently.
 - 9 A woman's crying seemingly comes from inside a wall.
 - 10 Rotting black silk covers a rusting suit of plate armour.
-

5: VAMPIRE'S APPEARANCE

D10

- 1 Wearing worker's clothes and muddy boots the vampire mixes with people easily.
 - 2 Wearing a long white wedding dress and a gold tiara the vampire looks down on intruders haughtily.
 - 3 Muttering to herself, the grey-haired old woman hobbles around looking nothing like a powerful vampire.
 - 4 A massive brute in crimson armour, the vampire wears an open-faced helm to terrify his victims.
 - 5 A small and fragile looking child, the vampire sits on the lap of one of its thralls seemingly being comforted.
 - 6 Wearing black leathers and a grey cloak the vampire stands next to its thralls—a goblin, a dwarf and an elf.
 - 7 Immaculately dressed in silks and expensive furs the vampire amicably greets its intruders
 - 8 A monstrous brute of a man, the vampire wears armour made of bone and steel under blood-soaked furs.
 - 9 A kindly young washer-woman, the vampire preys only on those who hurt the fellow citizens in her community.
 - 10 Dressed in the uniform of the guard the vampire works as a night watchman, hunting criminals for food.
-



6: TREASURES

D10

- 1 An extensive collection of coins from many countries date back over a century.
 - 2 This ornate standing sarcophagus contains the mummy of the vampire's ancient enemy.
 - 3 A barb-bladed sword of black metal that screams as it strikes living flesh.
 - 4 Crafted from the pelts of thousands of rats and bats stitched onto human skin this cloak enables its wearer to shift form.
 - 5 Filled with glowing blood this vial is sealed in an intricately carved wooden box. (The vial contains an angel's or saint's blood which is poisonous to vampires).
 - 6 A blessed and rune-covered stake of hawthorn some six-foot long studded with silver.
 - 7 Strung with elven hair this small golden harp plays music from ancient times on command.
 - 8 Earth from the vampire's homeland fills this tiny leather neck pouch.
 - 9 A collection of treasure maps from the vampire's past life of piracy and adventure. (Some could lead to other adventure sites).
 - 10 Named Headsman, this heavy silvered axe once belonged to a famous executioner and vampire hunter.
-

7: TRASH

D10

- 1 Dried blood splatters this tattered, crimson lining from an expensive cloak.
 - 2 This jagged shard of glass is wrapped with rags to create a crude weapon.
 - 3 Dried blood covers this shredded child's lace dress.
 - 4 This bent and twisted hand mirror is missing its glass.
 - 5 Empty vials of holy water lie scattered about.
 - 6 An intricately made map shows how to get across town without crossing any water.
 - 7 Piles of rotting food and flagons of sour wine cover a table's top.
 - 8 A chewed human thigh bone leans against the wall.
 - 9 This wooden doll has cats' claws for teeth.
 - 10 Bolted to the wall, this long chain ends in a broken leather dog's collar.
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