

RAGING SWAN PRESS
MONSTROUS LAIR #30:
ASSASSINS' HIDEOUT



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MONSTROUS LAIR #30: ASSASSINS' HIDEOUT

Monstrous Lair #30: Assassins' Hideout provides you—the busy, time crunched GM—with the details to effortlessly bring to life the assassins' hideouts 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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CONTENTS

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

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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 hideout, using this table.
- **What's Going On?** The assassins probably aren't 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 assassins is aware of intruders.
- **Major Features:** Use this table, to determine the hideout'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 hideout'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.
- **Assassin's Appearance:** Use this table, to generate notable assassin's appearance and other characteristics.
- **Treasures & Trash:** Use these tables, to add interesting items to the assassins' 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.



ASSASSINS' HIDEOUT

Feared masters of death, assassins slay their victims using a combination of cunning, stealth and brute force.

1: OUTSIDE THE LAIR

D10

- 1 A second storey window leads to an abandoned attic, where a ladder descends five levels to a sealed door.
 - 2 The streets and alleys seem to be devoid of beggars.
 - 3 A small bloodied dagger painted on the wall points towards the assassins' hideout.
 - 4 A door in an unused storeroom leads to the lair.
 - 5 A noble's ball serves as a distraction to the guild's meeting in a secret room on his estate.
 - 6 The bell-tower of an abandoned church serves as a meeting place for the guild.
 - 7 Defaced wanted posters cover the walls of the area.
 - 8 Washing lines obscure a tiny alley leading into the dark.
 - 9 On old man starts to work a dagger on a whetstone when people pass him, alerting nearby guards.
 - 10 A sign on a plain, non-descript door boldly states "Assassins Guild". (Poison coats the door's handle and the interior contains many traps).
-

2: WHAT'S GOING ON?

D10

- 1 A deaf old lady cooks (poisonous) stew in a cauldron. She hurls a pan of it at intruders before hobbling away.
 - 2 Sitting confidently in a chair a nondescript man sharpens a hook-bladed knife.
 - 3 Two men loudly compete at dagger throwing.
 - 4 A small woman repeatedly stabs the same vital spot on a pig's carcass.
 - 5 The assassins bow before a silent master who vanishes at the slightest sign of trouble.
 - 6 An assassin burns the heart of his victim in a ritual bowl.
 - 7 Sitting at a table, holding a hidden crossbow, this guard is ready to activate a trap on the door.
 - 8 Etching rivulets into an arrowhead, the assassin is distracted by his task.
 - 9 The assassin milks venom from a snake's fangs.
 - 10 The assassin blends powdered glass and poison into spices for adding into a victim's food.
-

3: MAJOR LAIR FEATURES

D10

- 1 Several layers of black curtains cover the door. (Minute hooks coated in poison hang from the last curtain).
 - 2 A human scalp dries on a chandelier made from horns, antlers and human bones.
 - 3 Large glass jars contain venomous snakes and spiders.
 - 4 Half made on a bench lies a hairbrush. (Hidden in the bristles are hundreds of poisonous spider hairs).
 - 5 Various poisonous plants grow in front of an open window.
 - 6 A large water-filled jar contains a bright yellow and blue sea-snake hiding in the coral and sand base.
 - 7 A poison dart trap fires hooked darts attached to strong spider silk thread to hold the target in place.
 - 8 A thin wooden box on top of a high shelf collapses when touched spilling poisonous fungus onto the area below.
 - 9 At random chairs and tables are nailed to the floor forming immovable obstacles to be exploited in combat.
 - 10 Bookshelves throughout the lair are rigged to collapse when a nearby lever is pulled.
-

4: MINOR LAIR FEATURES

D10

- 1 Hidden around every room daggers, clubs and blades are within easy reach.
 - 2 Floorboards deliberately creak when stepped on.
 - 3 A pattern of glyphs covers the floor. (This is a false trap).
 - 4 A patch of poisonous fungus grows in a dark cupboard; light causes the fungus to explode.
 - 5 The stink of a small pigpen taints the air. (The assassins feed victims to the pigs to dispose of the body).
 - 6 Blood soaked clothes soak in salted bath-water.
 - 7 A rotting pile of flea-infested clothing hides black leather armour and hooded cloaks.
 - 8 A thick, crimson patterned rug conceals a poisoned bear-trap in a shallow pit.
 - 9 Thousands of tiny beetles swarm over a body in a bath, busy removing all its flesh.
 - 10 Small trophies—a hairbrush, a monocle, a copper ring and a cheap amulet—fill a small wooden box.
-

5: ASSASSIN'S APPEARANCE

D10

- 1 A smiling nobleman with a sword in one hand and his victim's head in the other taps his brow in salute.
 - 2 The assassin is a leering female gnome backed up by a monstrous skeletal ogre in black spiked armour.
 - 3 Wearing a black-feathered cloak the assassin carries a poison-taloned hawk on his left arm.
 - 4 Wearing snakeskin armour the assassin slides forwards; the armour's fang-tipped gloves drip with venom.
 - 5 Leaning heavily on a cane this old lady assassinates her victims with guile and poison.
 - 6 The assassin twitches and giggles like a madman as he sharpens his many knives.
 - 7 Tall, curvy and buxom this barmaid plies her secret trade of assassination through poison and seduction.
 - 8 Little more than thugs these half-orc twins butcher their targets with hooked axes for money and fun.
 - 9 Quiet and unassuming this balding old man slays his victims with necromancy and heart-stopping terror.
 - 10 This young lad carries a massive elven bow casually in his hands and has a faraway look in his eyes.
-



6: TREASURES

D10

- 1 A book bound in human skin titled *Poisons, Venoms and Antidotes: A Consumer's Guide*.
 - 2 This powerful folding bow has double the range of a standard bow.
 - 3 A comprehensive disguise kit complete with prosthetics and dyes.
 - 4 A leather belt pouch contains venoms and antidotes in labelled metal flasks.
 - 5 Arrows that turn into venomous snakes on impact.
 - 6 This bleached bone whistle summons three fiendish hawks to observe or attack victims.
 - 7 A ceramic blade designed to snap off in its victim that miraculously repairs itself every day.
 - 8 This bright crimson cloak can change colour 1 to disguise the user.
 - 9 A dagger of non-corporeal darkness that ignores armour and destroys flesh granting life to the wielder.
 - 10 This viper-shaped ring adds the snake's poison to the wielder's touch.
-

7: TRASH

D10

- 1 A silk bag holds a collection of forefingers.
 - 2 Spiny cactus plants with long spines. (The assassins use these to make darts).
 - 3 Poor charcoal sketches, rendered on stretched skin, of dead victims.
 - 4 A dead viper with its venom glands removed.
 - 5 Several unbalanced shurikens made to look like cards.
 - 6 A weighty copper snake-shaped bracelet with tally marks for each victim scratched onto it.
 - 7 Smashed alchemical equipment litters the top of a heavy oak table. The table still has traces of poison on it.
 - 8 A colourful dead vine in a clay pot. (This is a failed attempt at growing an assassin vine).
 - 9 With a coin tied at its mid-point, this long string can serve as a garrotte.
 - 10 Rusted and bent caltrops fill a small sack.
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