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MONSTROUS LAIR #32:
SEA HAG'S GROTTTO



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MONSTROUS LAIR #32: SEA HAG'S GROTTO

Monstrous Lair #32: Sea Hag's Grotto provides you—the busy, time crunched GM—with the details to effortlessly bring to life the sea hag grottos 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 lair, using this table.
- **What's Going On?** The sea hag 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 hag is aware of intruders.
- **Major Features:** Use this table, to determine the lair'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 lair'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.
- **Sea Hag's Appearance:** Use this table, to generate notable hag's appearance and other characteristics.
- **Treasures & Trash:** Use these tables, to add interesting items to the sea hag'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.

SEA HAG'S GROTTO

Dwelling in submerged caverns interspersed with air pockets, the lair of a solitary sea hag is a sunken nightmare to behold.

1: OUTSIDE THE LAIR

D10

- 1 Strong undercurrents make swimming dangerous.
 - 2 Bright blue anemone tendrils drift in the current and pump poison into unwary inturders.
 - 3 Long trailing seaweed snags and traps swimmers.
 - 4 The shell of a monstrous crab is home to clouds of small, vicious fish that attack when disturbed.
 - 5 Waterlogged wood from many shipwrecks forms archways through sharp coral and beds of anemones.
 - 6 The cavern floor collapses into a hidden chasm when walked on trapping prey in a tight crevasse.
 - 7 Brightly glowing orange sigils decorate the walls, defying attempts to translate them.
 - 8 A rusted iron cauldron contains the skulls and bones of many children.
 - 9 A heavy anchor is embedded into the cavern wall with a thick length of chain.
 - 10 Bones and skulls, that snag on the PCs' clothes and equipment, fill a long, low flooded tunnel.
-

2: WHAT'S GOING ON?

D10

- 1 Nearby creatures arrive to pay tribute as the hag looks on disinterested.
 - 2 The sea hag slouches on a throne of bone and rotten wood while blind servants wait on her.
 - 3 Over a boiling cauldron the sea hag dangles a struggling crab before dropping it into the soup.
 - 4 The hag rummages through all the tribute given by evil creatures dwelling nearby.
 - 5 The hag jerkily dances to a melody of bones and skulls hitting rocks in the current.
 - 6 Sharpens the tines of a trident against a rough stone.
 - 7 The hag chants profane rites over a bloated corpse.
 - 8 Delights in the effect her presence has on prisoners.
 - 9 The hag croons gently to a small skeleton.
 - 10 Laughing maniacally the hag stabs at a body.
-

3: MAJOR LAIR FEATURES

D10

- 1 Hot air bubbles from fissures bouncing corpses floating on the surface like a thick roiling soup.
 - 2 Terrified prisoners cling to the walls, in air pockets.
 - 3 Chained to the floor rotten bodies fill the way ahead.
 - 4 A bloated corpse ruptures, spilling putrid black slime everywhere. Nearby PCs may be sick and end up swimming in clouds of their own vomit.
 - 5 Boiling hot air bubbles upwards forming a barrier, which obscures vision and scalds those passing through it.
 - 6 The current carries a drowned cat along.
 - 7 Powdery silt, disturbed by swimmers or intentionally by the hag, chokes water-breathing creatures.
 - 8 An altar of spiked coral and sharp hooks serves as the focus for the hag's foul rituals.
 - 9 Muffled screams in an air pocket reveals a sailor impaled on coral spikes and held in place by a heavy rock.
 - 10 Three thrones carved from ship's figureheads surround a caged pool filled with bones and detritus.
-

4: MINOR LAIR FEATURES

D10

- 1 Pebbles fall from the ceiling, heralding a cave-in.
 - 2 Hundreds of carved demonic faces adorn the walls.
 - 3 Air bubbling from a fissure fills the chamber with poisonous fumes, fouling the air.
 - 4 Skinned faces adorn rocks, in an airy chamber.
 - 5 A narrow low tunnel has rotten beams or rock piles supporting the roof; some may collapse, if touched.
 - 6 Hundreds of decomposing, rotting arms and hands are nailed to the walls.
 - 7 Several venomous fish are swim in a secluded pool.
 - 8 Ruined stone arches and walls fill a normal cave hinting at a previous civilisation.
 - 9 Ancient murals from a time when the caverns were not submerged detail a decadent society.
 - 10 An ancient sea-chest looted long ago lies on its side. Now it contains a huge eel, poisonous plants or a swarm of snapping crabs.
-

5: SEA HAG APPEARANCE

D10

- 1 Rotten and emaciated the hag floats motionless amongst bloated corpses ready to strike at her prey.
 - 2 The hag wears a long cloak of squid and octopus skins that float and grasp as she moves.
 - 3 Bone white skin with ruptured veins and blemishes mar the hag's complexion, adding to her awful appearance.
 - 4 Sickly yellow and grey bruises blend together over the hag's naked body.
 - 5 Thick black and white swaths of skin cover the hag's body like the markings of a killer whale.
 - 6 Wearing a ragged white wedding dress and blood-soaked gloves the hag dances in the fetid water.
 - 7 Thin rags of canvas cover the bloated hag's foul body.
 - 8 Shredded skin from past victims are sewn together on the hag's terribly thin body.
 - 9 The hag's black hair floats behind her like the tentacles of a massive aquatic nightmare.
 - 10 The hag's bloated belly and sagging skin float around her as she moves about.
-



6: TREASURES

D10

- 1 The shawl of a sirine floats gently in the water. The sirine rewards anyone returning it to her with a favour.
 - 2 This long green-bladed dagger has a hilt shaped like leaping dolphins being chased by sharks; the weapon increases its wielder's speed in water.
 - 3 A large black gem that twinkles with hidden power, but is uncomfortable to touch. (This could be a hag-stone).
 - 4 A rusting metal cauldron that mumbles profane chants as it boils.
 - 5 A bronze trident has a long razor-sharp blade as its central tine. Its powers grant the wielder great fluidity during underwater combat.
 - 6 Thick armour made from kraken skin and embedded with pearls and hundreds of cheap gold earrings.
 - 7 A silver ring depicting whales and porpoises devouring fish in a long continuous pattern. The ring nullifies the wearer's need for food and water while at sea.
 - 8 A cursed profane unholy symbol of gold and ruby depicting three evil eyes, one set above the other.
 - 9 This ceramic flask emits air constantly when opened, which can push the user to the surface on command.
 - 10 A large clam shell contain several black pearls surrounding a singular huge misshaped pearl. (It could be trapped to slam shut on inquisitive hands).
-

7: TRASH

D10

- 1 A waterlogged book "Hags and how to kill..." the rest of the title and the contents are smudged and useless.
 - 2 A great-coat that floats in the water like a manta ray when worn, yet is tattered and useless.
 - 3 A copper holy symbol missing the pearls that were embedded in its surface.
 - 4 A leather bag of apples untouched by the seawater but unfortunately tainted with worms.
 - 5 A broken mask of strong glass that covers the eyes.
 - 6 A collection of spiky sea urchins.
 - 7 Tangled ropes and canvas, actually a intact small sail.
 - 8 A ship's wheel missing several spokes.
 - 9 An ivory comb missing several of its fish bone teeth.
 - 10 A long staff with hundreds of different-sized bird skulls tied along its entirety.
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