

RAGING SWAN PRESS  
MONSTROUS LAIR #33:  
DRYAD'S GLADE



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# MONSTROUS LAIR #33: DRYAD'S GLADE

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*Monstrous Lair #33: Dryad's Glade provides you—the busy, time crunched GM—with the details to effortlessly bring to life the dryad's glades 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 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 dryad 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 dryad 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.
- **Dryad's Appearance:** Use this table, to generate the dryad's appearance and other characteristics.
- **Treasures & Trash:** Use these tables, to add interesting items to the dryad'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.



## DRYAD'S GLADE

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The epitome of natural beauty dryads lounge in their forest glades using their charms and natural trickery to protect the surrounding forest. Protected by charmed guardians and the forest itself the glade of a dryad can be a wonderful place to visit or a place of terror, enchantment and death.

### 1: OUTSIDE THE LAIR

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#### D10

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- 1 A small tree trunk somehow spouts fresh water into a small lily-filled pool at its base.
  - 2 Thick banks of blue and yellow flowers fight for space at the edges of the path.
  - 3 A group of squirrels pelt the party with acorns.
  - 4 A large buzzard swoops down towards a rabbit before landing next to it and preening its feathers.
  - 5 White flowers erupting out of a pile of rocks turn to face the party as they pass.
  - 6 Orange fish surface in a bubbling pond and call out random names before darting back under the surface.
  - 7 Thick briars writhe and undulate before tangling themselves across the path.
  - 8 Silver trees tangled like dancers rustle in the wind.
  - 9 Using her power over plants the dryad leads intruders back down the same path and away from her home.
  - 10 Curtains of flowering vines dangle across the path.
- 

### 2: WHAT'S GOING ON?

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#### D10

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- 1 A burly (charmed) orc steps out of the bushes and politely asks the party to leave.
  - 2 Hundreds of birds perch on the branches of the trees surrounding the glade carefully watching intruders.
  - 3 The dryad sits on a grassy mound surrounded by small animals and birds, awaiting her guests.
  - 4 The dryad quietly sings to a chunk of wood coaxing it into the shape of a rearing stag.
  - 5 The dryad languishes naked in a pool of bubbling water.
  - 6 The dryad listens to a small sycamore intently.
  - 7 The dryad steps into a tree, reappearing further away.
  - 8 The dryad carefully sculpts an intricate wooden bowl.
  - 9 Humming happily the dryad tends her flowering garden.
  - 10 The dryad unerringly shoots arrows into a tree stump.
- 

### 3: MAJOR LAIR FEATURES

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#### D10

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- 1 Bright flowers emit pollen that enhances the longevity of the dryad's sleep enchantments.
  - 2 Wolves and badgers prowl the undergrowth ready to protect the dryad.
  - 3 Several goblins slumber under a tangle of vines.
  - 4 The boughs of large trees tangle high above to form a roof-like canopy.
  - 5 Half-seen fey creatures dart from shadow to bough, avoiding inquisitive eyes.
  - 6 Hundreds of nests fill the branches of a tall birch tree. The songs of hundreds of small birds fills the air.
  - 7 Soft chimes combine with the songs of birds and the hum of insects to create a feeling of serenity.
  - 8 Hidden in a tree, a massive bee hive hums quietly.
  - 9 Thick branches tangle together to form a cage for the more violent guests to the glade.
  - 10 Soft moss and plants lie ready as beds for the dryad's guests; some beds are large enough to sleep centaurs.
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### 4: MINOR LAIR FEATURES

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#### D10

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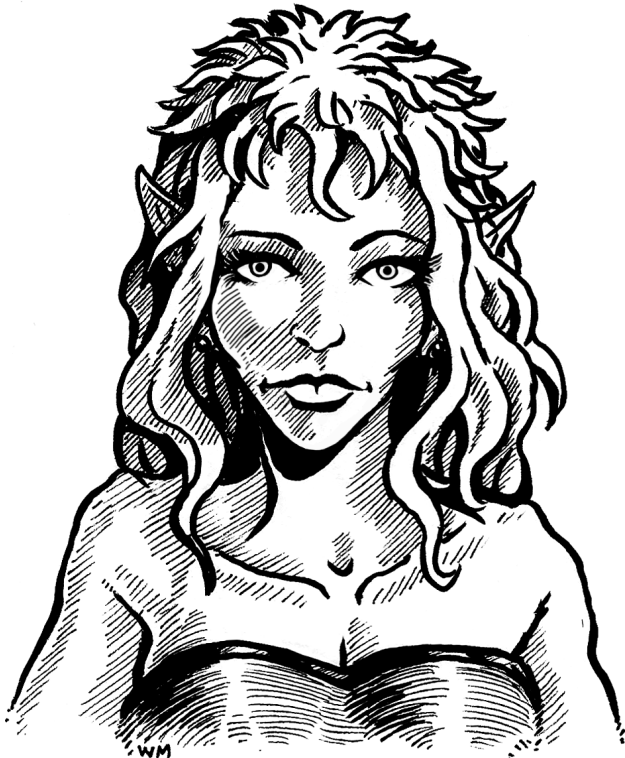
- 1 Roots tangle around the feet of aggressive intruders.
  - 2 Bright coloured fungus emits puffs of sleep-inducing spores at enemies passing nearby.
  - 3 Supple branches await prey before whipping forwards.
  - 4 Thorny growths emit strength sapping venom. (The dryad coats her weapons with the sap).
  - 5 Flocks of birds harry intruders allowing the dryad to escape to safety.
  - 6 Carnivorous plants lurk in certain secluded areas ready to consume the dryad's enemies.
  - 7 Ivy holding together stone pillars retracts on command sending the pillars crashing down onto prey.
  - 8 A heavy branch breaks from an elm tree, falls to the ground and crushes anyone below it.
  - 9 A carved wooden horn hangs from a tree ready to summon other forest denizens to the dryad's aid.
  - 10 Thorns and briars form living gates, walls and doors.
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## 5: DRYAD'S APPEARANCE

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### D10

- 1 Thick-limbed and sturdy, yet stunningly beautiful, the dryad reflects the strength of her bonded oak.
  - 2 Tall and thin with long grey and black hair and white skin the dryad is hard to see in the silver birch she protects.
  - 3 Similar to a chestnut seed the dryad's spiky hair and nut brown skin blend with the woods perfectly.
  - 4 Like the hawthorn tree the dryad has long thorns as claws and knobbly woody skin.
  - 5 With golden skin and thick, spiky layers of green hair this dryad looks like a tall pine tree.
  - 6 Thick knotted bark wrinkled with age covers the body of this elm-dwelling dryad.
  - 7 Long flowing hair of green and white trails along the floor behind the willow dryad as she moves.
  - 8 Slim and supple this dryad's movements are like a hazel tree in the wind.
  - 9 With shining skin of green and red rosy cheeks the dryad almost looks like an apple.
  - 10 From dark green to fiery red, the skin of the maple dryad changes with the seasons.
- 



## 6: TREASURES

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### D10

- 1 A beautifully detailed holy symbol from the wood of her glade, lovingly shaped by the dryad herself.
  - 2 Blessed feathers collected from the birds of the grove.  
A beautifully crafted spear of iron-hard wood blessed with the ability to magically regrow in its wielder's hand when thrown.
  - 3 A bowl of nuts, berries and fruit that removes diseases and curses from those who are gifted a meal.
  - 4 A shield of blackened dark wood with a beautiful woman's face carved from a single piece of lumber.
  - 5 A wooden flask that constantly refills with refreshing spring water from the dryad's glade or gushes forth a stream when commanded.
  - 6 A small pouch contains dark green acorns that explode when thrown yet don't burn the forest.
  - 7 A playing card encased in glass—it is part of a wizard's mysterious spell embedded in the trees.
  - 8 A set of shining gold and steel platemail taken from an intruder hangs from a tall tree, like a wind chime.
  - 9 Several disks of flat tree fungus that shatter into sharp flakes and emit poisonous spores when thrown.
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## 7: TRASH

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### D10

- 1 Goblin skull plant pots contain various herbs.
  - 2 A collection of blunt axes with snapped handles dumped into a higgledy-piggledy pile.
  - 3 Wispy dresses of spider silk hang from a branch; the dresses crumble to dust, when touched.
  - 4 Horse chestnuts are strung together on a leather thong.
  - 5 A pouch of raisins that rot when taken from the glade.
  - 6 Daisies and other flowers strung together in a long fragile chain.
  - 7 Wind chimes of fulgurite that break in windy weather.
  - 8 A book of songs now rotten and mouldering, wrapped in a crumpled skeleton's arms.
  - 9 A small iron brazier that can—bizarrely—be worn as a hat; it currently only holds leaves and small twigs.
  - 10 A collection of rusted and rotten weapons and armour lie at the base of a hollowed tree.
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