

RAGING SWAN PRESS
MONSTROUS LAIR #40
DROW OUTPOST



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MONSTROUS LAIR #40: DROW OUTPOST

Monstrous Lair #40: Drow Outpost provides you—the busy, time crunched GM—with the details to effortlessly bring to life the drow outposts 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 monster's lair 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 drow 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 drow are 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.
- **Drow's Appearance:** Use this table, to generate the drow's appearance and other characteristics.
- **Treasures & Trash:** Use these tables, to add interesting items to the drows' 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.



DROW OUTPOST

Drow, terrorising lords of the Ebon Realms normally, stay away from the surface lands yet sometimes they wander too far. Setting up outposts near the surface they sneak forth to capture slaves and carry out other macabre acts.

1: OUTSIDE THE LAIR

D10

- 1 Small, sharp crystals grow from the tunnel floor, and shattering noisily if stepped on.
 - 2 Fronds of strange fungus reach out at those passing by.
 - 3 Strange rock formations protrude from the wall slowing movement and forcing travellers into single file.
 - 4 Stumbling tracks, escorted by smaller, booted feet, lead through the mud and scree.
 - 5 Tracks lead to a deep shaft descending into the dark.
 - 6 Shafts high in the ceiling arc over the tunnels reappearing further along the passage.
 - 7 A dead mole rat is pinned to the wall by a tiny quarrel.
 - 8 Patches of blue fungus begin to glow when approached.
 - 9 A section of wall has collapsed into the corridor. Searching reveals the collapse was deliberate.
 - 10 Hidden arcane symbols on the walls provide hints at what lies ahead.
-

2: WHAT'S GOING ON?

D10

- 1 The drow furiously whip their stumbling slaves, pushing them onwards.
 - 2 Several drow terrorise an escaped prisoner before herding him into a corner and beating him unconscious.
 - 3 A lone drow awaits in full view as the others lurk in ambush positions.
 - 4 Three drow stand guard while a richly dressed female communes with a spider effigy.
 - 5 Two slaves fight each other for their promised freedom.
 - 6 A drow female taunts her prisoners by butchering a slave in front of them.
 - 7 Two leaders argue over a betrayed merchant's body.
 - 8 Two bloody drow warriors stand over a dead predator while a third bleeds out, his moans for help ignored.
 - 9 Two female drow chant over a dead elven woman.
 - 10 A priestess beats a guard unconscious.
-

3: MAJOR LAIR FEATURES

D10

- 1 A spiked fence of strange dull metal, its gate a huge fanged spider, blocks the way ahead.
 - 2 Thick webs cling to the walls and ceiling and grab at creatures approaching or passing by.
 - 3 Piles of boxes and barrels holding preserved food and water fill a corner.
 - 4 Thick patches of fast-growing moss dangle off the wall providing sustenance to travellers.
 - 5 A huge stone spider clings to the ceiling ready to drop on and attack intruders.
 - 6 A rough pool, fill with blood and thin slices of flesh, has been magically scooped out of the rock floor.
 - 7 Bio-luminescent fungus glows with a lurid red light casts sinister shadow all around.
 - 8 Swirling patterns of mercury form arcane symbols on the walls of a temple-like room.
 - 9 Coiling tentacles of black stone grip the walls; the uncoil and strike at enemies, at a priestess's command.
 - 10 A spider-shaped altar of black marble stands raised on eight spindly legs, as if ready to attack on command.
-

4: MINOR LAIR FEATURES

D10

- 1 Small shards of bone are embedded into the floor, forming a mosaic of a woman-faced spider.
 - 2 Thin yet strong cord manacles are attached to the wall.
 - 3 A small unlit forge and anvil stands ready to repair damaged equipment and sharpen bolt heads.
 - 4 Broken manacles lie on the floor, the severed hand of a slave still attached.
 - 5 Scuttling insects feast on pools of spilled blood.
 - 6 Several stalactites hang from the ceiling, joining with strange metal bars to form a bizarre cage.
 - 7 Desiccated bodies of bats, victims of the many large spiders in the outpost, cover the floor.
 - 8 Scuff marks mar the floor where panicked slaves have been dragged around.
 - 9 Sturdy toadstools form makeshift stools near a fire.
 - 10 Bound with thin rope, a naked goblin, pin-cushioned with tiny bolts, hangs from a stalagmite.
-

5: DROW'S APPEARANCE

D10

- 1 This drow priestess is wrapped in shimmering patterns of spiderwebs and delicate black silks.
 - 2 This drow wears boots of polished dwarf skin decorated with silver and gold studs.
 - 3 This drow's armour is embellished with panther skin and she has wolf fur trims on her boots and gloves.
 - 4 Carrying a long oak shafted spear and his face striped with blue clay this drow looks slightly primal.
 - 5 This drow mage wears a cloak of magically preserved aboleth hide complete with waving tentacles.
 - 6 This group of drow guards look identical in matching armour, masks and cloaks.
 - 7 This drow has swapped his traditional weapons for a cruelly spiked flail set atop a haft of dragon's horn.
 - 8 These twin drow brothers have short spiked hair and wear vivid red and black blade-covered armour.
 - 9 This nubile drow woman wears revealing armour and carries twin maces topped with jagged spiders.
 - 10 Thick white tattoos that glow in the dark cover the face and arms of this drow wizard.
-



6: TREASURES

D10

- 1 This bright red shield with a black spider enamelled on the front renders its bearer immune to poison.
 - 2 This crystal spider with black opal eyes transforms into a huge stone guardian when placed onto a wall.
 - 3 A long-bladed scimitar with a double edge that leaves painful parallel cuts on its victims.
 - 4 Crafted from the soft skin of teenage human girls this long cloak is embellished with braided brown hair.
 - 5 This small pouch of halfling skin produces small meat pies upon command.
 - 6 A razor-sharp halberd with long gargoyle horns on its back edge enables its wielder to transform into a gargoyle once per day when in darkness.
 - 7 Fused together by magic and tipped with a leering dwarven skull that screams obscenities this staff comprises a macabre collection of human forearms.
 - 8 Made from the chitinous shell of a cave fisher this enchanted platemail enables its wearer to climb walls like a cave fisher.
 - 9 This small wooden box contains a dozen dried worms. The worms animate into long grasping black tentacles when thrown.
 - 10 Soft hide armour laced with spider-silk and fangs.
-

7: TRASH

D10

- 1 This collection of thumbs has been dried out and threaded onto a leather thong.
 - 2 The fangs of hundreds of spiders fill this small box.
 - 3 Thorns, hooks and blades hang from a long piece of leather cord tied around a slave's thigh as punishment.
 - 4 This pair of boots has small studs in the insoles to make walking agonisingly painful.
 - 5 A small recipe book written in Undercommon is entitled, *How to Serve Bards or Make Them Serve You!*
 - 6 Six small paper pouches contain silvery grey dust.
 - 7 Patches of dried blood cover the interesting parts of this ripped sketch of a naked drow priestess.
 - 8 A tiny flask holding stale, and now poisonous, wine.
 - 9 A small spider effigy of twisted wire and sharp hooks.
 - 10 A fan made from a duergar child's arm is topped with fronds of wispy derro hair.
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