

RAGING SWAN PRESS
MONSTROUS LAIR #41
DUERGAR OUTPOST



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MONSTROUS LAIR #41: DUERGAR OUTPOST

Monstrous Lair #41: Duergar Outpost provides you—the busy, time crunched GM—with the details to effortlessly bring to life the duergar 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 duergar 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 duergar 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.
- **Duergar's Appearance:** Use this table, to generate the duergar's appearance and other characteristics.
- **Treasures & Trash:** Use these tables, to add interesting items to the duergars' 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.



DUERGAR OUTPOST

Foul cousins to hill and mountain dwarves, duergar scour the Ebon Realm for slaves and prey to torment. Masters of stone they abhor decoration instead preferring cruelty and functionality.

1: OUTSIDE THE LAIR

D10

- 1 Low stone walls block alternating sides of the corridor set at distances suited to the duergars' slow movement.
 - 2 Poisonous mold grows on the walls and floor.
 - 3 Hidden deadfalls lead to spike-filled pits in which grow clumps of small poisonous mushrooms.
 - 4 Harsh runes, perhaps as a warning or a claim to territory, decorate the passage walls.
 - 5 Crossbow emplacements are set up in long corridors to take advantage of the duergars' superior vision.
 - 6 Water cascades from the ceiling dousing torches and soaking intruders.
 - 7 Tracks of heavy booted feet mingle with those of stumbling bare feet and drag marks on the floor.
 - 8 A guard post, equipped with a large steel gong, stands at the far end of a cavern.
 - 9 A narrow stone bridges arched over a pit of stinking tar.
 - 10 Sulphurous pools fill the area with stinking gas.
-

2: WHAT'S GOING ON?

D10

- 1 A pack of duergar chase a wounded dwarf across a pitted cavern, taunting him as they go.
 - 2 A screaming dwarf is nailed to the corridor wall as bait.
 - 3 Several duergar roll bones to decide who is next to drive nails into a prisoner's thighs.
 - 4 A chanting duergar priest slashes open slaves' palms before capturing their blood in a golden chalice.
 - 5 A massive duergar warrior struggles to remove his pick from a recently killed underground predator.
 - 6 A duergar patrol start to move off, ignoring the plaintive cries of their wounded and crippled companions.
 - 7 The duergar force their slaves to stack heavy rocks, as a temporary breastworks.
 - 8 A duergar brands his slaves with a burning steel rod
 - 9 The duergar force two slaves to fight to the death.
 - 10 A duergar consults an elf-skin map.
-

3: MAJOR LAIR FEATURES

D10

- 1 A hacked and mutilated dwarf's body, its hands and feet missing, lies discarded in a corner.
 - 2 Braziers fill the area with flickering light and foul smoke.
 - 3 Heavy steel shields are slotted into low barricades ready to be grabbed when foes get within melee range.
 - 4 A granite statue of a duergar warrior stands atop a pile of fallen dwarves and drow. The warrior has an evil smile on her face.
 - 5 Stalactites weakened ready to collapse on foes when struck by a crossbow bolt or spell festoon the ceiling.
 - 6 Dozens of alcoves and pits mar the chambers providing ample hiding places for the cunning duergar fighters.
 - 7 Natural stone columns and stalactites are embedded with sharp spikes.
 - 8 Slaves are held in a small caged alcove. The alcove's ceiling is rigged to collapse should they attempt escape.
 - 9 A roaring fire burns in a large metal brazier shaped like tortured and twisted dwarves.
 - 10 A stone column bears an altar gifted with icons, weapons and chalices filled with sacrificial blood.
-

4: MINOR LAIR FEATURES

D10

- 1 A heavy stone block crashes down, shattering the floor and dropping the area down into a deep tapering pit.
 - 2 Small hollow pebbles cover the floor and loudly break if stepped on (which alerts nearby guards).
 - 3 A stalagmite is set to collapse forwards when pushed.
 - 4 A bizarre pipe trap continually fires razor sharp stones into an area when triggered by a pressure plate.
 - 5 Miserable slaves are manacled to long chains stretching across the room.
 - 6 A tightly wound windlass is ready to catapult a stone urn filled with foul oozes at intruders.
 - 7 A pillar with a loop at the top holds chained prisoners.
 - 8 Pressure plates in the floor lurk ready to hurl intruders up to the spiked ceiling.
 - 9 A dead elf hangs from a wall hook.
 - 10 A large cauldron over a lightless fire of dung and coals bubbles with stinking rotten meat.
-

5: DUERGAR APPEARANCE

D10

- 1 Thick bushy white eyebrows poke out from the helm of this grey-skinned duergar warrior.
 - 2 This foul-looking duergar grows to monstrous size before picking up a bronze tower shield with two halfling slaves bound tightly across its front.
 - 3 Wearing thick lizard hide robes decorated with copper studs this ancient duergar priest chants profane spells.
 - 4 This duergar wields a heavy pick axe casually in one hand. Her other hand ends in a sharp spike.
 - 5 Keeping to the shadows this duergar carries short hafted throwing axes covered in thick black poisonous paste.
 - 6 Wearing armour crafted from thick chitin this duergar attacks with short serrated spear and dagger.
 - 7 Barking orders to the rest this overweight duergar wears a scalped dwarf's face and beard over his own.
 - 8 Tentacles from an underground beast have ripped scars into the face and body of this bare-chested duergar.
 - 9 Molten lava drips from the upraised hands of this chanting duergar spellcaster.
 - 10 Wielding fiery chains of forge-hot steel this duergar priest curses his foes with profane spells before immolating them with his weapons.
-



6: TREASURES

D10

- 1 This amulet of black stone absorbs light continuously, quickly filling the surrounds with darkness.
 - 2 These crossbow bolts are of dried fungus as hard as oak. The bolts emit the fungus's toxin when they hit a foe.
 - 3 This exotic suit of spiked plate armour comprises treated hides and chitin of underground predators.
 - 4 Including many rare inks and tinctures found only in the Ebon Realms this platinum and silver tattooing kit is a thing of beauty.
 - 5 This long barbed whip made from a roper's sinuous tentacles inflicts fetid, weeping wounds.
 - 6 These manacles taint the wearer with the hopelessness of the slaves previously bound by them.
 - 7 Fast-growing spores lethal to oozes, slimes and other foul predators till these stone jars.
 - 8 A mask made from the face of a doppelgänger that changes the appearance of its wearer. If worn for too long, the bearer begins to lose their personality to the mask's insidious touch and slowly drifts into madness.
 - 9 Gnome-hide bags of fast-growing roots that envelop their target with poisonous thorny vines.
 - 10 A flail of biting and screaming skulls of dwarven kings sits atop a haft of adamantine and bone. When its name, Venedar, is shouted the flail emits cacophonous screams which fill its wielder's enemies with dread.
-

7: TRASH

D10

- 1 A empty vial previously used to carry spider venom.
 - 2 Inactive green slime spores fill this jar.
 - 3 Small round dried puffballs the duergar eat as snacks, but which are poisonous to others, fill a small bag.
 - 4 This long coil of damp, sinewy rope becomes fragile if not immersed daily in water.
 - 5 This small-leather bound guide book to the Ebon Realms containing incorrect information and fictional ideas passed off as knowledge and fact.
 - 6 Now corroded this blunt drow dagger that has been near the surface.
 - 7 Riddled with mould, this backpack has fragile straps.
 - 8 With a broken lock these steel manacles are worthless.
 - 9 A collection of preserved thumbs from right hands.
 - 10 Spores stain this collection of copper rings.
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