

RAGING SWAN PRESS
MONSTROUS LAIR #42
DERRO OUTPOST



SYSTEM
NEUTRAL



YOUR TIME IS PRECIOUS

MAKE YOUR CAMPAIGN PREP. EASIER

JOIN RAGING SWAN PRESS'S PATREON CAMPAIGN

[PATREON.COM/RAGINGSWANPRESS](https://patreon.com/ragingswanpress)

MONSTROUS LAIR #42: DERRO OUTPOST

Monstrous Lair #42: Derro Outpost provides you—the busy, time crunched GM—with the details to effortlessly bring to life the derro 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

Design: Steve Hood

Development: Creighton Broadhurst

Art: Luigi Castellani and William McAusland. Some artwork copyright William McAusland, used with permission.

All rights reserved. No part of this publication may be reproduced, stored in a retrieval system or transmitted, in any form or by any means, without the prior permission in writing of Raging Swan Press or as expressly permitted by law.

©Raging Swan Press 2019.

CONTENTS

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

To contact us, email gatekeeper@ragingswan.com

To learn more about Raging Swan Press, visit ragingswan.com

To learn more about Raging Swan Press on Patreon, visit patreon.com/ragingswanpress

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 derro 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 derro 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.
- **Derro's Appearance:** Use this table, to generate the derro's appearance and other characteristics.
- **Treasures & Trash:** Use these tables, to add interesting items to the derros' 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.



DERRO OUTPOST

The cruel and depraved derro scour the Ebon Realms for slaves to experiment on or victims to participate in their insane plans. Many travellers realise too late these small, weak-looking creatures are not to be underestimated.

1: OUTSIDE THE LAIR

D10

- 1 Rough cave paintings depict dancing figures bursting into flames under the bright sun.
 - 2 Maddening giggles and tearful wails echo down tunnels.
 - 3 A small grey stone in the centre of the passage is surrounded by a spiral of hundreds of dried toes.
 - 4 A line of polished pebbles stretches from wall to wall.
 - 5 Hollows dug into the tops of stalagmites hold odd gifts.
 - 6 Small footprints follow the silvery trail of a large slug.
 - 7 A patch of soft, sandy ground is splattered with tracks of small dancing feet clad in rags.
 - 8 Piles of rib-bones are neatly stacked at the tunnel's mouth while other bones are randomly scattered about.
 - 9 Stripes of grey, black and white sandy paint decorate an archway in a natural tunnel.
 - 10 Green candles illuminate area that serve no purpose.
-

2: WHAT'S GOING ON?

D10

- 1 A small group of derro move flat stones to one side of a chamber whilst stack rounded stones in a tall pile.
 - 2 Hopping from one foot to the other a group of derro listen to the babbling of their sorcerous master.
 - 3 The derro guards dip their spear-tips into a small pot before moving off on patrol.
 - 4 Two derro hurl spears at a wall before running away.
 - 5 Two bloody derro fighting each other suddenly start wildly singing and dancing.
 - 6 A derro savant draws non-sensical plans on a wall in thick red paint before lying down and falling asleep.
 - 7 A wandering patrol suddenly sit down and remove their armour and weapons before starting to repair them.
 - 8 Three derro play catch with an agitated spider.
 - 9 A warrior points and gestures towards a tunnel before slapping his own face and heading the other way.
 - 10 A solitary derro lies in the corridor humming happily.
-

3: MAJOR LAIR FEATURES

D10

- 1 Large amounts of pebbles are sorted into piles of grey, black and white. Other coloured stones are discarded.
 - 2 A mound of tough fungal sticks lies ready to be adorned with sharp hooks and spikes.
 - 3 Bowls bubbling over a dung fire contains venom, rotting meat and fungus beer.
 - 4 Tall blue mushrooms crawling with tiny black insects grow from cracks in the ground.
 - 5 A huge stone bowl, its sides polished to a mirror finish, contains hundreds of struggling insects.
 - 6 Hanging chimes of metal shards, hooks and bits of shell decorate the walls and ceilings.
 - 7 A low, fragile barricade of painted stones and fungal stalks divides the room in two.
 - 8 A deep water-filled shaft looks like any of the other shallow pools in the room. Investigation reveals it is choked with decomposing corpses.
 - 9 Sharpened stakes and bones fill a large crack in the walls and ceiling.
 - 10 A cracked giant's skull tops this three-sided pyramid.
-

4: MINOR LAIR FEATURES

D10

- 1 A broken pot leaks watery red clay over the floor.
 - 2 A half-made thread of shiny insect shells lies discarded beside a broken stone jar.
 - 3 Long threads of fungus are stretched on a rack to dry.
 - 4 A long, flat rock has a strangely shaped hollow on top of it where it has been used to sharpen spears.
 - 5 A stinking mash of fungus, insects and urine fills a low dip in the floor.
 - 6 A long copper hook from an aklys is embedded deeply in a crack in the wall.
 - 7 Several skulls are stacked on top of each other and stuck together with a foul smelling orange paste.
 - 8 A thick, hooded coat of weaved fungus strips and lizard hide is hooked on a wall.
 - 9 A stack of rocks forms a shrine to a three-eyed god.
 - 10 Footprints are painted climbing a tunnel wall.
-

5: DERRO APPEARANCE

D10

- 1 With a huge bushy moustache and a shock of spiked white hair this derro looks comically terrifying.
- 2 Wearing a weaved coat of leather and fungus over leather armour and holding a spiked club in each hand this babbling derro directs his minions.
- 3 The hair of this derro is slicked back with slimy red clay.
- 4 Many derro in the group have meaningless symbols and writing tattooed onto their faces and arms.
- 5 Wearing a scavenged silk shirt covered in blood and bright feathers this savant hurls spells at enemies.
- 6 This derro has green, spiked hair and roars like a beast when he attacks with his sharp spear.
- 7 This babbling one-eyed derro breaks away from combat and attacks his companions for no apparent reason.
- 8 Clad in several large sacks topped with a cloak of blue velvet this derro throws poison darts at his enemies.
- 9 This derro peers intently through a polished glass lens before running away screaming.
- 10 With his hair streaked with black and grey this derro attacks with gauntlets made from insects claws.



6: TREASURES

D10

- 1 Made of three spiralling stones of white, grey and black entwined around each other this holy symbol forms an elongated cone.
- 2 This intricate bone and steel repeating crossbow comes with a magazine filled with poisoned bolts. Upon command the crossbow releases all remaining ammunition in an inaccurate yet deadly spray.
- 3 Forged from a strange black metal this thin narrow-bladed filleting knife is for removing flesh from bone.
- 4 This spiked aklys has a surprisingly long cord of treated spider's silk which is as strong as steel.
- 5 This collection of fossilised insects grants minor powers when eaten.
- 6 This thick cream protects the wearer from the burning effects of sunlight but dyes the skin bright blue.
- 7 Fungal strips weaved into hide and leather comprise this grey armour. It stinks so much it dissuades most creatures from biting or eating the wearer.
- 8 A cloak of polished drow skin embroidered with silver threads and teeth of creatures from the Ebon Realm.
- 9 This wand of polished elf bone shoots magical missiles, but detonates when its final charge is expended.
- 10 These shrunken skulls fill the air with madness-inducing fumes, when hurled at enemies.

7: TRASH

D10

- 1 This pot of rock salt is dusted with flakes of quartz. Possibly lethal if ingested (but great against slugs).
- 2 Four small bags contain different coloured sand.
- 3 A flat box contains polished and painted spheres of rock and glass. A note inside says, "Do Not Lose".
- 4 This small chunk of cheese is made from grubs' milk.
- 5 A broken bird's feather quill is stuck into a leather strap.
- 6 Pictures of imaginary creatures cover these scraps of pages from a book. Some of the creatures have been drawn on the nearby walls with a charcoal stick.
- 7 This dead, unrecognisable invertebrate has tentacles. It might be the offspring of a foul creature from the Ebon Realm or it could just be a strange snail out of its shell.
- 8 An alchemist's shop sign complete with hooks.
- 9 This spoon is carved from a thigh bone.
- 10 Holes and rips pierce this pair of ragged hose.

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10 Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12 Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13 Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14 Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15 COPYRIGHT NOTICE: Open Game License v 1.0 ©2000, Wizards of the Coast, Inc.

Open Game License v1.0a. Copyright 2000, Wizards of the Coast Inc.

System Reference Document: ©2000, Wizards of the Coast, Inc. Authors: Jonathan Tweet, Monte Cook, Skip Williams, based on material by E. Gary Gygax and Dave Arneson.

Monstrous Lair #42: Derro Outpost. ©Raging Swan Press 2019; Author: Steve Hood.

To learn more about the Open Game License, visit wizards.com/d20.

Product Identity: All trademarks, registered trademarks, proper names (characters, deities, artefacts, places and so on), dialogue, plots, storylines, language, incidents, locations, characters, artwork and trade dress are product identity as defined in the Open Game License version 1.0a, Section 1(e) and are not Open Content.

Open Content: Except material designated as Product Identity, the contents of *Monstrous Lair #42: Derro Outpost* are Open Game Content as defined in the Open Gaming License version 1.0a Section 1(d). No portion of this work other than the material designated as Open Game Content may be reproduced in any form without written permission. The moral right of Steve Hood to be identified as the author of this work has been asserted in accordance with the Copyright Designs and Patents Act 1988.





The
Raging Swan Press
Store

