

RAGING SWAN PRESS
MONSTROUS LAIR #44
CHIMERA'S DEN



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MONSTROUS LAIR #44: CHIMERA'S DEN

Monstrous Lair #44: Chimera's Den provides you—the busy, time crunched GM—with the details to effortlessly bring to life the chimera dens 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 chimera 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 chimera 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.
- **Chimera's Appearance:** Use this table, to generate the chimera's appearance and other characteristics.
- **Treasures & Trash:** Use these tables, to add interesting items to the chimera'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.



CHIMERA'S DEN

A horrible amalgamation of dragon, goat and lion, the bizarre chimera hunts to feed the urges of three monstrous beasts rolled into one.

1: OUTSIDE THE LAIR

D10

- 1 An odd mix of claw prints and hoof marks mar the path.
 - 2 Splintered bones stud huge piles of rotting manure.
 - 3 The shed skin of a massive snake is tangled around the rocks and trees outside the chimera's lair.
 - 4 A huge impact has destroyed an ancient oak tree; its limbs are scattered about and its trunk is shattered.
 - 5 Fire-blasted trees and rocks litter the area, filling the air with acrid, eye-watering smoke.
 - 6 The top of the cave entrance is broken and crumbling from the repeated passage of a massive creature.
 - 7 A bear corpse is splattered across a boulder; its bones have been crushed by a massive impact.
 - 8 Huge claws have destroyed the bark and trunk of a massive fir tree, leaving deep rents in the wood.
 - 9 Nearby branches and plants have been burnt to ash.
 - 10 Smoke from small fires littering the area combines with the stink of manure and rotting flesh.
-

2: WHAT'S GOING ON?

D10

- 1 The chimera claws desperately at its goat's mouth trying to free a trapped bone stuck in its chunky flat teeth.
 - 2 Scratching its head against the rock walls the chimera begins to shed the snakelike skin on its body.
 - 3 The chimera's goat head chews lazily at a branch while its other two heads stare into the distance.
 - 4 The chimera lounges in the sun's heat, yawning lazily.
 - 5 Roaring loudly with all three heads the chimera creates a cacophony of noise.
 - 6 The chimera's dragon and lion heads fight over a corpse.
 - 7 Scratching at a nearby tree the chimera sheds its claws.
 - 8 Using its goat head the chimera repeatedly charges and rams a nearby boulder to breaks chunks off it.
 - 9 All three heads crunch noisily on a horse's corpse.
 - 10 The chimera's goat head feeds messily on the partially digested grasses in a cow's stomach.
-

3: MAJOR LAIR FEATURES

D10

- 1 Strangely, sets of three skulls have been placed next to broken and skeletal remains scattered about the lair.
 - 2 The rough ceiling is scored with bloody marks where the chimera stretched its wings.
 - 3 A pile of manure and rotting bodies burns furiously in the chamber, filling the air with noxious smoke.
 - 4 Scorch marks mottle the walls and ceilings.
 - 5 In a parody of a dragon's hoard, coins and shiny stones stud a large pile of roots and grasses.
 - 6 Three equal-sized piles of stones and skulls stand at the chamber's centre.
 - 7 A headless and fire-blasted corpse lies against the wall. The head is impaled on a snag of rock high above it.
 - 8 A pile of stones and boulders has been turned into a molten slag pile from intense heat.
 - 9 On a large, flat altar-like stone the skulls of a lion, a crocodile and a deer have been reverently placed.
 - 10 What first look like cave paintings are in fact the fire-blasted impressions of three child-sized figures.
-

4: MINOR LAIR FEATURES

D10

- 1 A crushed bull's skull lies on the floor.
 - 2 A rotting horse's head lies at the end of a trail of decaying entrails and broken bones.
 - 3 The broken trunk of a tree rests on the floor where it has been gnawed upon repeatedly.
 - 4 Huge, pure white feathers, at least two feet long, lie spattered with blood and gore on the floor.
 - 5 Carrion birds scatter from corpses at the sound of the chimera's or intruders' approach.
 - 6 Now solid, a massive chunk of molten lead is moulded to the floor and walls.
 - 7 Spaces between smashed weapons and broken bones make a deadly pathway across the chamber.
 - 8 A singularly huge goat horn is embedded in the wall.
 - 9 A shield of polished oak is snapped cleanly in half.
 - 10 Several rocks and boulders are pulverised as if dropped from the sky, and create an area of difficult terrain.
-

5: CHIMERA'S APPEARANCE

D10

- 1 Pitch black, the fur and scales of this massive chimera, blend perfectly together as one.
 - 2 Russet brown scales cover this tiger-striped chimera's hide and bat-like wings.
 - 3 Claw and bite marks cover the skin of this rampaging blood-crazed chimera.
 - 4 Countless scars cover the face and mane of the lion's part of this chimera.
 - 5 Tall spiralling horns erupt from both the dragon's and goat's head of this monstrous chimera.
 - 6 Lumps of molten metal are embedded in the skin and face of this chimera's dragon head.
 - 7 Golden scales and horns, that scintillate in the light, adorn this chimera's heads. Smoke curls from its dragon mouth and foam flecks its lion's mouth.
 - 8 A shaggy mane of matted black hair covers the head of this blood-covered tan chimera. All six of its eyes burn with avaricious intensity.
 - 9 Long and sinuous the scales of this chimera cover its back and continue down to its coiling serpentine tail.
 - 10 Green scales combine with grey hide to give this chimera a permanent dirty swampy look. A noisome stench surrounds the creature.
-



6: TREASURES

D10

- 1 With the heads of a dragon, lion and ram this triple-headed flail is a fearsome weapon.
 - 2 This powerful silver, gold and lead ring blasts fire, rams its enemies with concussive force or summons a spectral lion on command.
 - 3 This torc of bronze enables its wearer to turn into a chimera but slowly turns them mad until they no longer want to change back to their human form.
 - 4 With wicked barbs along its blade this sword has a hilt forged into the shape of a dragon head.
 - 5 Of red scaly dragon skin this long cloak clings tightly to its wearer.
 - 6 This silver- and gold-studded bridle helps its owner tame wild horses and the like.
 - 7 A charioteer's quiver containing several long javelins with heavy concussive lead tips leans against the wall.
 - 8 This bone flute can calm the emotions of creatures hearing it, if played by a skilled flutist.
 - 9 These three daggers have carved ivory pommels, each in the shape of one of the chimera's heads.
 - 10 This shining gemstone dramatically changes colours when looked at under different lights.
-

7: TRASH

D10

- 1 This spear has a melted tip and scorched shaft.
 - 2 Several thin scales from the chimera's hide that crumble to dust after a week goes by.
 - 3 This book describes a hero from long ago, but most of the interesting pages have been destroyed by fire.
 - 4 This crushed saddle has snapped straps and bindings.
 - 5 This strange charm is made of feathers and sticks.
 - 6 The wine in this urn has been boiled by the chimera's fiery breath and is now foul tasting and nauseating.
 - 7 This wooden carving of a bear is crushed and worthless.
 - 8 A delicate statuette of a winged horse made of pewter with bent wings and a missing right foreleg lies amid the den's detritus.
 - 9 This set of notes entitled, "The Chimera" details the adventures of a cowardly pirate whose ever-changing personality confounded his foes and crew alike.
 - 10 These three mismatched boots each contain a skull.
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