

# DREAD

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# COMPANION



SYSTEM  
NEUTRAL

# RAGING SWAN PRESS

## OUR QUEST

**WE BELIEVE** games set in a richly detailed, immersive world are better than games that are not. **WE PUBLISH** richly detailed, easy-to-use material designed to help you, the busy GM, prepare quicker and prepare better. **WE HELP** you have more fun with your friends.

## VOCAB FOR YOUR GAME

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- |  |  |
|--|--|
| <b>01 Apotropaic:</b> an agent intended to ward off evil             | <b>11 Sybarite:</b> a person devoted to luxury and pleasure        |
| <b>02 Bucculent:</b> having a wide or large mouth                    | <b>12 Quar:</b> to clutter a hallway or block a passage            |
| <b>03 Entheate:</b> divinely inspired or possessed by a god          | <b>13 Hieroscopy:</b> divination using entrails                    |
| <b>04 Katabatic:</b> relating to a cold, downward wind               | <b>14 Feazing:</b> the frayed and unravelled end of a rope         |
| <b>05 Silentium:</b> a place where silence is enforced               | <b>15 Drawcansir:</b> a person who kills both friend and foe       |
| <b>06 Fudgeon:</b> a fussy person                                    | <b>16 Brontide:</b> the low rumble of distant thunder              |
| <b>07 Guttersnipe:</b> street person or member of the lowest class   | <b>17 Barathrum:</b> a pit into which the condemned are put to die |
| <b>08 Zob:</b> a worthless person                                    | <b>18 Altitonant:</b> thundering from above or on high             |
| <b>09 Ruderal:</b> growing in a rubbish dump                         | <b>19 Yemeless:</b> to be negligent or careless                    |
| <b>10 Alytarch:</b> a referee or someone who enforces a game's rules | <b>20 Allotheism:</b> the worship of strange gods                  |
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## BAYS, COVES & BEACHES FOR YOUR GAME

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- |                            |                            |
|----------------------------|----------------------------|
| <b>01</b> Brandy Cove      | <b>11</b> Vilimzair's Cove |
| <b>02</b> Dead Man's Beach | <b>12</b> Whithy Sound     |
| <b>03</b> Greywater Bay    | <b>13</b> Driftwood Cove   |
| <b>04</b> Stillwater       | <b>14</b> Green Bay        |
| <b>05</b> Redcliff         | <b>15</b> Shark Island     |
| <b>06</b> Seal Cove        | <b>16</b> Bay of Snakes    |
| <b>07</b> Broadsands       | <b>17</b> Cove of Tears    |
| <b>08</b> Goodwater        | <b>18</b> Nanizal Bay      |
| <b>09</b> Bone Beach       | <b>19</b> Murwal Beach     |
| <b>10</b> Bay of Wrecks    | <b>20</b> Slackwater Bay   |
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## TELL US ABOUT YOUR GAME

**WE LOVE** hearing about your games and how you use our books to have more fun with your friends. **WE WANT** to hear from you at [whatho@ragingswan.com](mailto:whatho@ragingswan.com).

**RAGING SWAN PRESS**

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# DREAD

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# COMPANION

*The Dread Companion presents compiled quick-reference tables to help you bring to life the Dungeon Backdrops in your campaign. Using the Dread Thingonomicon and Dread Laironomicon (or standalone entries in the 20 Things and Monstrous Lairs lines), you can quickly add even more flavoursome details to the dungeons in your campaign.*



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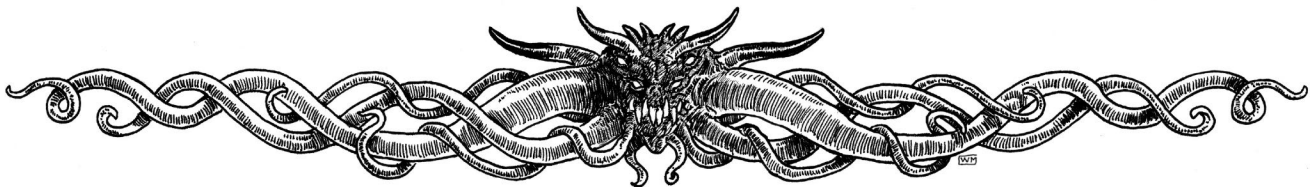
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## USING THIS BOOK

This book is designed for use with the *Dread Thingonomicon*, *Dread Laironomicon* and *Dread Dungeononomicon*.

The *Dread Companion* presents, by Dungeon Backdrop, recommended Monstrous Lair and 20 Things instalments you can use to quickly add detail and flavour to your designs. These lists are only a starting point. Your design of any given Dungeon Backdrop may call for radically different resources, so ignore any suggestions that do not work for your design. In this instance, refer to the Appendices for a complete list of all available Monstrous Lair and 20 Things instalments.





# THE DUNGEON BACKDROPS

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## ANINAS FAMILY CRYPT

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### URBAN, ASHLAR (LANGUARD), SACRED BLOOD

The greatest warrior of the Knights of the Black Swan, Talis Ritari, lies in glory and peace in the notoriously haunted and all but abandoned Redfern Cemetery. Hero of Languard's Haunted Years—a time when the city's dead rose to haunt the living—his final resting place has long been lost. Now, though, portentous events are in motion, and parties both fair and foul seek to recover relics linked to the heroic knight—for who knows what fell purpose....

#### 20 THINGS

- 20 Things #10: Creepy Graveyard
- 20 Things #49: Abnormal Low-Level Undead
- 20 Things #63: Crypts & Catacombs

#### MONSTROUS LAIR

- Monstrous Lair #08 Ghoul Nest:
- Monstrous Lair #29: Vampire's Crypt
- Monstrous Lair #67: Wraith's Haunt
- Monstrous Lair #70: Will-o'-Wisp's Haunt
- Monstrous Lair #90: Shadows' Haunt

## BLASTED DONJON OF THE ERDUKR DWARVES

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### HILLS & MOUNTAINS

For decades, the Erdukr dwarves have been a dwindling folk. But now, all contact with their ancient hold has ceased. What doom has befallen the dwarves? Did they dig too deep, did their ancient enemies, the Orcs of the Flayed Skull, finally triumph, or did some other doom befall them? Whatever the cause of their fall, the answer lies in the Blasted Donjon!

#### 20 THINGS

- 20 Things #23: Fallen Dwarven Hold
- 20 Things #64: On the Road

#### MONSTROUS LAIR

- Monstrous Lair #41: Duergar Outpost
- Monstrous Lair #50: Orc Caves
- Monstrous Lair #56: Red Dragon Lair



## CANNIBAL DRUID OF THE SCORNED FOREST

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### FORESTS & WOODLANDS, ASHLAR, LONELY COAST, PICARON PENINSULA

In his remote woodland lair, the cannibal druid and his pets grew ever-hungry and creep forth to prey upon the hapless travellers and peasants using an isolated woodland track. The increasing number of disappearances on the road has been noticed, however, and the story of a hunter who saw an old, hideously ugly man chewing on what looked like a human arm has begun to circulate through the nearby settlements—something must be done!

#### 20 THINGS

- 20 Things #08: Cultist's Lair
- 20 Things #37: Fane of Evil
- 20 Things #64: On the Road

#### MONSTROUS LAIR

- Monstrous Lair #43: Wolves' Den
- Monstrous Lair #74: Druid's Grove
- Monstrous Lair #78: Mad Hermit's Hideaway

## CRAGHOLLOW MINE

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### FORESTS & WOODLANDS, LONELY COAST, SECRET NAME

The old lead mine of Craghollow lies somewhere deep in the Tangled Woods. Long has humanity toiled here to bring its iridescent black ore to the surface, and long has it suffered for the privilege. The last owners, the Red Rubric society, were cultists of Braal who fell foul of marauding goblins. Now, several parties seek Craghollow Mine and the foul secrets the cultists may have hidden in its cursed depths.

#### 20 THINGS

- 20 Things #05 Subterranean Mine:
- 20 Things #08: Cultists' Lair
- 20 Things #37: Fane of Evil

#### MONSTROUS LAIR

- Monstrous Lair #27: Cultists' Hidden Fane
- Monstrous Lair #76: Dark Priest's Fane
- Monstrous Lair #77: Necromancer's Sanctum

## THE CRUMBLED TOWER

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### FORESTS & WOODLAND, ASHLAR

Hidden deep in the forest stands the Crumbled Tower. Pressed close by hoary, gnarled trees and wreathed in moss and lichens, the tower is a forlorn remnant of an earlier time. Once, a wizard lived here, but now the tower is nothing more than a brooding ruin standing amid the forest's gloom. Sometimes, bandits lair within or adventurers wandering the surrounds use the ruin as a base. However, unknown to all, a hidden crypt yet lurks under the tower undisturbed these long ages past.

## 20 THINGS

- 20 Things #03: Wizard's Tower
- 20 Things #27: Ruined Castle
- 20 Things #41: Ruined Wizard's Tower
- 20 Things #42: Archives & Libraries
- 20 Things #44: Alchemist's Laboratory

## MONSTROUS LAIR

- Monstrous Lair #65: Shambling Mound's Den
- Monstrous Lair #67: Wraith's Haunt
- Monstrous Lair #90: Shadows' Haunt

## CURSED REFUGE OF THE VALLEY OF TEARS

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### HILLS & MOUNTAINS, ASHLAR

Once the last friendly place in the so-called Valley of Tears the Hall of Nuraduum is now known by a name of far more sinister demeanour—the Cursed Refuge. Some travellers who pass through its stone door do not emerge again, while others tell terrifying stories of the nameless horrors they encounter in the enduring dark of the old dwarven fastness. Persistent rumours tell of old treasures hidden in the place, and a few old dwarves dream of reclaiming the refuge—so that at least a fragment of long-fallen Vongyth may again be held by dwarves.

## 20 THINGS

- 20 Things #23: Fallen Dwarven Hold
- 20 Things #49: Abnormal Low-Level Undead
- 20 Things #59: Shadowed Borderland
- 20 Things #61: Ghostly Hauntings

## MONSTROUS LAIR

- Monstrous Lair #02: Troll Cave
- Monstrous Lair #03: Ogre's Cave
- Monstrous Lair #50: Orc Caves

## CURSED TOWER OF THE ASTROMANCER

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### URBAN, ASHLAR (DUNSTONE)

Strange things have started to happen at the Tower of the Astromancer. Its mistress, the half-elven wizard Tuulitar Vihas, has not been seen for weeks, and the locals whisper that the tower is cursed. Odd lights and sounds emanate from the place, and calls that something must be done grow louder and more insistent.

## 20 THINGS

- 20 Things #03: Wizard's Tower
- 20 Things #44: Alchemist's Laboratory

## MONSTROUS LAIR

- Monstrous Lair #35: Ghost-Haunted House
- Monstrous Lair #98: Rakshasa's Home

## THE DEATH KING'S FORLORN ISLE

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### COASTAL, ASHLAR (BITTER SEA)

Every year, when the Blood Moon casts its baleful glow upon the world, the Death King's Forlorn Isle rises from the Bitter Sea's stormy waters like an elder monstrosity shaking off its slumber. Many brave souls have sought the isle, drawn like moths to a flame by legends of lost ancient treasure. At dawn, the bleak island sinks into the deep, drowning all who linger amid the fetid, flooded ruins of an ancient king.

## 20 THINGS

- 20 Things #22: Ocean Voyage
- 20 Things #37: Fane of Evil
- 20 Things #49: Abnormal Low-Level Undead
- 20 Things #58: Wrecked Ship
- 20 Things #62: Sunken Ship

## MONSTROUS LAIR

- Monstrous Lair #13: Aboleth's Sunken Cavern
- Monstrous Lair #25: Scrag's Sunken Cave
- Monstrous Lair #67: Wraith's Haunt
- Monstrous Lair #70: Will-o'-Wisp's Haunt
- Monstrous Lair #90: Shadows' Haunt

## DECAYING CITADEL OF THE FATED WARLOCK

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### SWAMPS & MARSHES, ASHLAR (SALT MIRE)

Lost to time and battered by the foulness of its surrounds, the decrepit and mouldering Decaying Citadel of the Fated Warlock slowly sinks into the Salt Mire. Wreathed in lurid tales of legendary and foul doings, the lonely citadel is now little more than a crumbling shell, yet peasants tell of its mistress's great power and great wealth. Atavistic lizardfolk haunt the surrounding fens and bogs and keep casual explorers away, but the legend of the Fated Warlock refuses to die. What yet lurks in her ruined castle? Are unfound treasures lurking therein waiting for those brave and clever enough to find them? And what befell the Fated Warlock herself?

## 20 THINGS

- 20 Things #03: Wizard's Tower
- 20 Things #16: Necromancer's Lair
- 20 Things #27: Ruined Castle
- 20 Things #41: Ruined Wizard's Tower
- 20 Things #54: Noisome Marsh

## MONSTROUS LAIR

- Monstrous Lair #14: Lizardfolk Village
- Monstrous Lair #77: Necromancer's Fane
- Monstrous Lair #89: Gargoyles' Ruin

## DEEPER DELVINGS OF THE NAMELESS MAGE

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### URBAN, ASHLAR (DULWICH), NAMELESS MAGE

Far below the sunlit surface lie places and things undreamt of by decent commonfolk. Some such things have never seen the light of day, while others have escaped into the Underlands to escape the hated sun. Centuries ago, another settlement stood where Dulwich now stands, and its crumbling remnants yet linger in the endless dark below the town. A wealthy merchant, carrying out repairs in the deepest part of his cellar, has made a curious discovery—a rubble-choked set of stairs leading to who knows what subterranean depth—and needs a band of brave adventurers to explore whatever lies below...

#### 20 THINGS

- 20 Things #03: Wizard's Tower
- 20 Things #16: Necromancer's Lair
- 20 Things #41: Ruined Wizard's Tower
- 20 Things #42: Archives & Libraries
- 20 Things #44: Alchemist's Laboratory

#### MONSTROUS LAIR

- Monstrous Lair #24: Roper's Cave
- Monstrous Lair #77: Necromancer's Sanctum
- Monstrous Lair #94: Myconid's Grove

## DELTHUR'S FOLLY

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### HILLS & MOUNTAINS, ASHLAR (MOTTLED SPIRE)

Hidden in the wild uplands beyond the Selka River, the sinkhole-mine of Delthur's Folly is a byword among locals for a fool's errand doomed to fail. The only survivor of the fated expedition—mad and raving of "the water's sibilant whispers"—died shortly after staggering into Dunstone a year or more after Delthur and his miners disappeared into the wilderness. And yet, every year, adventurers search for the mine—gold and silver are said to lie within. Some return empty-handed, and some do not return at all—local legend has it that something terrible dwells in the mine.

#### 20 THINGS

- 20 Things #05: Subterranean Mine
- 20 Things #23: Fallen Dwarven Hold
- 20 Things #59: Shadowed Borderland

#### MONSTROUS LAIR

- Monstrous Lair #50: Orc Caves
- Monstrous Lair #90: Shadows' Haunt

## DESZRAUL'S HOLD

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### HILLS & MOUNTAINS, ASHLAR (OCHELS)

Hidden deep in the Ochels Hills, Deszraul's Hold has a sinister reputation. The medusa Deszraul claims the caves and evidence of her fell powers—a bewildering array of uncannily

lifelike stone statues—stand about her gloomy subterranean domain. All that remains of adventurers daring to face the cave's snake-headed mistress, the statues are a salutary warning on the dangers of facing a medusa in her lair. But does Deszraul still lair within? Has a band of merciless bandits fallen under her sway? Or does something else dwell in the deep dark of her former home?

#### 20 THINGS

- 20 Things #23: Fallen Dwarven Hold
- 20 Things #35: Bandits & Brigands

#### MONSTROUS LAIR

- Monstrous Lair #12: Medusa Lair
- Monstrous Lair #15: Bandit Camp

## DROWNED FANE OF THE ELDER GOD

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### SWAMPS & MARSHES, ASHLAR (SALT MIRE)

The aeons-old Drowned Fane of the Elder God has been sacred to many dark-hearted races and peoples over its long existence. Long has it squatted on the dismal fringes of the Salt Mire, and long have dark rumours of the most terrible sort hung over the place. The elves called the place the Dead God's Water-Temple, and within its rune-scarred halls dwells an ancient primaeval horror—a timeless guardian that now stirs and begins to prepare for its master's return...

#### 20 THINGS

- 20 Things #08: Cultists' Lair
- 20 Things #37: Fane of Evil
- 20 Things #54: Noisome Marsh

#### MONSTROUS LAIR

- Monstrous Lair #13: Aboleth's Sunken Cavern
- Monstrous Lair #27: Cultists' Hidden Fane
- Monstrous Lair #76 Dark Priest's Fane:

## FORBIDDEN HALLS OF THE NAMELESS MAGE

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### URBAN, ASHLAR (DULWICH), NAMELESS MAGE

The past rarely stays buried forever, and forgotten and forbidden things have a way of finding their way back into the light. Centuries ago, another settlement stood where Dulwich now stands, and its crumbling remnants yet linger in the endless dark below the town. A wealthy merchant, carrying out repairs in the deepest part of his cellar, has made a curious discovery—a rubble-choked set of stairs leading to who knows what subterranean depth—and needs a band of brave adventurers to explore whatever lies below...

#### 20 THINGS

- 20 Things #03: Wizard's Tower
- 20 Things #16: Necromancer's Lair
- 20 Things #41: Ruined Wizard's Tower

- 20 Things #42: Archives & Libraries
- 20 Things #44: Alchemist's Laboratory

#### MONSTROUS LAIR

- Monstrous Lair #77: Necromancer's Fane
- Monstrous Lair #96: Gelatinous Cube's Dungeon

#### HIDDEN REDOUBT OF GILAK URSER

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##### COASTAL

Hidden for long years and wreathed in legendry, the Hidden Redoubt of Gilak Urser ever looms large in treasure-seeker's dreams. Various described as a pirate or adventurer in myths and folklore, Gilak Urser is universally thought to have been fabulously wealthy. His hidden lair—and his treasure hoard—has never been found...until now...

##### 20 THINGS

- 20 Things #04: Smuggler's Lair
- 20 Things #18: Troublesome Treasures

#### MONSTROUS LAIR

- Monstrous Lair #13: Aboleth's Sunken Cavern
- Monstrous Lair #25: Scrag's Sunken Cave
- Monstrous Lair #28: Smugglers' Hidden Den
- Monstrous Lair #75: Pirate Ship

#### HIDDEN SANCTUM OF THE NAMELESS MAGE

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##### URBAN, ASHLAR (DULWICH), NAMELESS MAGE

Everyone—even the powerful—has enemies, and the Nameless Mage was no exception. In a hedge against future calamity, the Nameless Mage created the Hidden Sanctum—a bolthole of last resort—buried deep below present-day Dulwich. Never used, at least for its intended purpose, the Hidden Sanctum has mouldered and decayed, forgotten and abandoned, through long centuries of darkness and neglect. Now, a wealthy merchant, carrying out repairs in the deepest part of his cellar, has made a curious discovery—a rubble-choked set of stairs and a seemingly endless array of dungeons and caverns—and needs a band of brave adventurers to explore whatever lies within...

##### 20 THINGS

- 20 Things #03: Wizard's Tower
- 20 Things #16: Necromancer's Lair
- 20 Things #41: Ruined Wizard's Tower
- 20 Things #42: Archives & Libraries
- 20 Things #44: Alchemist's Laboratory

#### MONSTROUS LAIR

- Monstrous Lair #77: Necromancer's Fane
- Monstrous Lair #96: Gelatinous Cube's Dungeon

#### HOUSE OF YSPHER

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##### HILLS & MOUNTAINS, ASHLAR (CARMINE HILLS)

The lonely house on the hill is no place to spend the night. Many a weary traveller on the road to Dunstone has sought shelter there, only to find dark terrors lurking inside the crumbling house. Those who find death beyond the shadowed threshold are considered fortunate, for the few who escape the house's harrowing halls are cursed to endure a life of madness; their bodies and souls scarred beyond mortal comprehension. Few know the truth. The dreaded manor once belonged to Yspher, a reclusive wizard with an evil reputation who mysteriously vanished many years ago. Whispers of sinister experiments involving black magic and forbidden lore surrounded Yspher's disappearance, which would prove only the first of many tragedies linked to the house...

##### 20 THINGS

- 20 Things #07: Abandoned House
- 20 Things #16: Necromancer's Lair
- 20 Things #37: Fane of Evil
- 20 Things #41: Ruined Wizard's Tower
- 20 Things #44: Alchemist's Laboratory

#### MONSTROUS LAIR

- Monstrous Lair #35: Ghost-Haunted House
- Monstrous Lair #77: Necromancer's Fane
- Monstrous Lair #97: Banshee's Haunt
- Monstrous Lair #98: Rakshasa's Home

#### LOST CELLAR OF THE NAMELESS MAGE

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##### URBAN, ASHLAR (DULWICH), NAMELESS MAGE

Centuries ago, another settlement stood where Dulwich now stands, but much of the area's ancient history has been forgotten—lost to time's remorseless advance and the fading memories of even the longest-lived folk. However, buried or lost fragments of the past yet remain and wait patiently to be found again. A wealthy merchant, carrying out long-needed repairs in the deepest part of his cellar, makes a curious discovery—an ancient stone trapdoor hidden in a sealed-up room—and needs a band of brave adventurers to explore whatever lies below.

##### 20 THINGS

- 20 Things #03: Wizard's Tower
- 20 Things #16: Necromancer's Lair
- 20 Things #41: Ruined Wizard's Tower
- 20 Things #42: Archives & Libraries
- 20 Things #44: Alchemist's Laboratory

#### MONSTROUS LAIR

- Monstrous Lair #77: Necromancer's Fane

## LOST EYRIE OF THE DEMON KING

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### HILLS & MOUNTAINS

*Harpies once dwelt in the Lost Eyrie of the Demon King. Here they worshipped their demonic lord and engaged in certain terrible rituals before they were driven away. Now, an otherworldly evil festers in the bowels of their abandoned lair. And now that evil has attracted a powerful servant—a servant wreaking death and destruction on the surrounding countryside and villages. The local villagers need adventurers to eradicate this terrible threat, but just getting to its lair is dangerous! And once they have reached their goal will the heroes realise that something even worse lurks in the eternal dark of the Lost Eyrie of the Demon King?*

### 20 THINGS

- 20 Things #37: Fane of Evil
- 20 Things #50: Ruined Monastery
- 20 Things #59: Shadowed Borderland

### MONSTROUS LAIR

- Monstrous Lair #31: Wyvern's Nest
- Monstrous Lair #61: Manticore's Lair
- Monstrous Lair #95: Hippogriff's Nest

## MARTRYN MANOR

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### URBAN, ASHLAR (LANGUARD), SACRED BLOOD

*Martryn Manor lies in Languard's Shambles district. Home to the eccentric recluse Rahvu Rantanen, on the outside the rambling manor appears dilapidated and rundown. Inside, however, it is an opulent place—as befits one of Languard's most dangerous and successful criminals. Now, the manor stands at the nexus of portentous events that might shake Ashlar to its core or at the least finally spell Rahvu's doom.*

### 20 THINGS

- 20 Things #38: Torture Chambers
- 20 Things #65: Noble's Manor House

### MONSTROUS LAIR

- Monstrous Lair #16: Thieves' Hideout
- Monstrous Lair #30: Assassin's Hideout

## NIGHTMARE LODGE OF THE INSANE ARMIGER

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### HILLS & MOUNTAINS, ASHLAR (OCHELS)

*Mired in madness and delusion, the Insane Armiger watches over his tiny domain and demands tribute from all who pass through. The broken corpses of those failing to offer the proper respect and tax warning all those who would use his road: pay or die.*

### 20 THINGS

- 20 Things #35: Bandits & Brigands

- 20 Things #65: Noble's Manor House
- 20 Things 64: On the Road
- 20 Things #68: Merchant Caravan

### MONSTROUS LAIR

- Monstrous Lair #15: Bandit Camp
- Monstrous Lair #78: Mad Hermit's Hideaway

## ONYX PRISON OF THE DEMON KING

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### FORESTS & WOODLANDS, ASHLAR (FOREST OF GRAY SPIRES)

*Legends tell of Blackshard Hold—a dwarven redoubt nested far to the south, in the all but impenetrable Forest of Gray Spires. The dwarves of clan Kildare built the hold around a vast monolith of glimmering black onyx. For years, they dwelled there, mining the precious stone and accruing wealth from trading with Dulwich, Wellswood, and even the city of Languard, far to the north. Then, Kildare and his kin suddenly abandoned Blackshard Hold, claiming some eldritch horror lay imprisoned therein. Tales of captive demons imprisoned in the hold are thought of as nothing but tales told to dissuade the faint of heart from exploring the place. Many believe there's still precious onyx to be found in the dwarves' old mine!*

### 20 THINGS

- 20 Things #05: Subterranean Mine
- 20 Things #23: Fallen Dwarven Hold
- 20 Things #37: Fane of Evil

### MONSTROUS LAIR

- Monstrous Lair #68: Lich's Labyrinth
- Monstrous Lair #76: Dark Priest's Fane

## PIT OF UNQUIET SOULS

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### HILLS & MOUNTAINS, ASHLAR (MOTTLED SPIRE), VILE STAR

*Saare's Pit has another, more lurid, name—and for good reason. The Pit of Unquiet Souls squats at the centre of a nest of macabre tales of madness, horror and death. It is said, those who spend too much time in the abandoned mine often go mad or disappear entirely, and old miners' tales tell of the pit's very rocks whispering horrible secrets to those toiling in its bowels. Still, there are those who think treasure yet lurks in the mine and will brave its terrors to retrieve them.*

### 20 THINGS

- 20 Things #05: Subterranean Mine

### MONSTROUS LAIR

- Monstrous Lair #41: Druegar Outpost
- Monstrous Lair #42: Derro Outpost
- Monstrous Lair #49: Goblin Caves

## RUIN OF BLEAK HILL

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### HILLS & MOUNTAINS, ASHLAR (MOTTLED SPIRE), VILE STAR

The Mottled Spire's wild, rugged uplands lie beyond the Selka River. Crumbling ruins and abandoned mines—the leavings of civilisation's ebbing tide—dot the hills. One such place is the isolated wind-blasted ruin of Bleak Hill Manor. Here once dwelled the wizard-sage Ilmatar Tiera before her untimely death at unknown hands. The centuried ruin—decayed and crumbled—has alternately lain abandoned or served as the lair of marauders, bandits and worse. Now, however, events conspire to focus certain interested parties upon the ruin, and all such folk are in need of adventurers brave enough to dare the terrors of the Mottled Spire.

#### 20 THINGS

- 20 Things #27: Ruined Castle
- 20 Things #03: Wizard's Tower
- 20 Things #41: Ruined Wizard's Tower
- 20 Things #42: Archives & Libraries
- 20 Things #44: Alchemist's Laboratory

#### MONSTROUS LAIR

- Monstrous Lair #29: Vampire's Crypt
- Monstrous Lair #89: Gargoyle's Ruin
- Monstrous Lair #97: Banshee's Haunt

## SCARLOCK HILL

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### FORESTS & WOODLANDS, LONELY COAST (TANGLED WOOD), SECRET NAME

Half-remembered legends speaking of powerful lightning storms and of ancient battles cluster thickly around Scarlock Hill and the Standing Stones set at its zenith. Long has the place loomed in the locals' consciousness, and long have they avoided the place. Now, though, the interest of a local noble and the long-dead leavings of an evil cult conspire to bring Scarlock Hill back to prominence on the Lonely Coast.

#### 20 THINGS

- 20 Things #08: Cultists' Lair
- 20 Things #63: Crypts & Catacombs

#### MONSTROUS LAIR

- Monstrous Lair #27: Cultists' Hidden Fane
- Monstrous Lair #76: Dark Priest's Fane
- Monstrous Lair #77: Necromancer's Sanctum

## SECRET HOLD OF THE SLAVER LORDS

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### COASTAL, ASHLAR

Foul rumours of smuggling and piracy have ever-hung over the dismal village of Coldwater and its folk. But recently, lone travellers have been going missing in the village's environs, and some whisper that the Slaver Lords' scarlet-sailed ships have been seen in the region. Who but the characters can

uncover the truth of the matter, discover the slavers' secret hold and rescue their doomed, helpless victims?

#### 20 THINGS

- 20 Things #04: Smuggler's Lair
- 20 Things #22: Ocean Voyage
- 20 Things #35: Bandits & Brigands
- 20 Things #46: Smugglers' Village

#### MONSTROUS LAIR

- Monstrous Lair #16: Thieves' Hideout
- Monstrous Lair #21: Pirates' Cove
- Monstrous Lair #28: Smugglers' Hidden Den

## THE SHADOW FANE

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### URBAN, ASHLAR (LANGUARD)

Evil is everywhere and humanity must be ever vigilant against its slow encroachment into all that is great and good. Small cults—dedicated to ancient, blasphemous powers—lurk throughout the world ready to carry out their dark patron's bidding. One such small cult dedicated to Braal, god of hate, malice and revenge, dwells in the Shadow Fane below Languard's High City. The cultists kidnap and murder in their dark god's name, but recently they made a mistake that threatens their very existence. Instead of kidnapping a beggar the cultists accidentally kidnapped the daughter of a wealthy merchant, and he is offering a handsome reward for his daughter's safe return.

#### 20 THINGS

- 20 Things #08: Cultists' Lair
- 20 Things #16: Necromancer's Lair
- 20 Things #37: Fane of Evil

#### MONSTROUS LAIR

- Monstrous Lair #08: Ghouls' Nest
- Monstrous Lair #27: Cultist's Hidden Fane
- Monstrous Lair #76: Dark Priest's Fane
- Monstrous Lair #77: Necromancer's Sanctum



## THE SHARD ISLES

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### COASTAL, LONELY COAST, SECRET NAME

*Skygrave Tower, the highest point on a barren archipelago—the Shard Isles—claimed by bandits, wreckers and other ne'er-do-wells, looms over the grey, wind-lashed waves of Drowned Bay. Beneath its waters once lay the town of Brochanmore, but a catastrophic flood destroyed the town centuries ago. A tidal wave struck the isles a century ago, drowning the remnants of an evil cult intent on their unspeakable scheme, and now, through fate or happenstance, the Shards Isles once again find themselves at the centre of portentous events.*

#### 20 THINGS

- 20 Things #04: Smuggler's Lair
- 20 Things #22: Ocean Voyage
- 20 Things #27: Ruined Castle
- 20 Things #35: Bandits & Brigands
- 20 Things #50: Ruined Monastery

#### MONSTROUS LAIR

- Monstrous Lair #21: Pirates' Cove
- Monstrous Lair #28: Smugglers' Hidden Den
- Monstrous Lair #84: Castaway's Camp

## SHATTERED HALLS OF THE UNDYING ORACLES

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### HILLS & MOUNTAINS

*For centuries, the adherents of a strange cult have harvested the skulls of learned folk and interred them in the so-called Halls of the Undying Oracles. Thus, their knowledge is safeguarded for future generations. Now an earthquake has severely damaged the Halls. Was it a natural event, divine punishment for the cult's blasphemous works, or is something more sinister going on?*

#### 20 THINGS

- 20 Things #03: Wizard's Tower
- 20 Things #49: Abnormal Low-Level Undead
- 20 Things #50: Ruined Monastery
- 20 Things #63: Crypts & Catacombs

#### MONSTROUS LAIR

- Monstrous Lair #10: Mummy's Crypt
- Monstrous Lair #68: Lich's Labyrinth

## THE SPLINTERED CRYPT

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### HILLS & MOUNTAINS, ASHLAR (CARMINE HILLS)

*Famed for his unwavering devotion to his celestial lord and his magical sword, Demon Bane, Kal Voren was a paladin-hero of old. For five decades he stood between Ashlar's commonfolk and the darkness ever-pressing in on the small, isolated domain. Death is an implacable foe, however, and eventually old age caught up with the redoubtable paladin. Laid to rest not in the sacred sepulchre below Tor Abbey but among the hills of his youth, Kal Voren's legend—and stories of his legendary blade—live on long after his death.*

#### 20 THINGS

- 20 Things #66: Fane of Good
- 20 Things #63: Crypts & Catacombs

## STARFALL CHANTRY

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### HILLS & MOUNTAINS, ASHLAR (CARMINE HILLS), VILE STAR

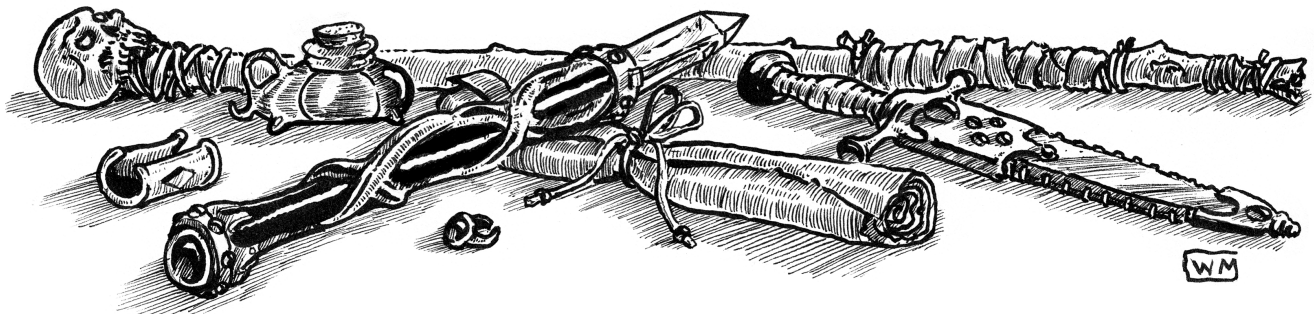
*Lurking twixt the crag-jagged hills south of Dunstone sit the ruined remains of an old dwarven fortress-temple. Rusted helms and broken blades jut from the surrounding soil like cast-off husks of iron grain, betraying the area's violent history. Over the centuries, thousands have fought and died to possess this land, staining the earth with the blood of the slain. Three centuries ago, it took the very sky to fall to put an end to this ceaseless bloodshed. Today, however, the scars of that cataclysm may be enough to rekindle the old flames of war.*

#### 20 THINGS

- 20 Things #23: Fallen Dwarven Hold
- 20 Things #50: Ruined Monastery
- 20 Things #66: Fane of Good

#### MONSTROUS LAIR

- Monstrous Lair #47: Orc War Camp
- Monstrous Lair #50: Orc Caves
- Monstrous Lair #79: Fane of Elemental Air
- Monstrous Lair #85: Orc Village



## UNDERCITY CHAPEL

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### URBAN, ASHLAR (LANGUARD), SACRED BLOOD

*The Knights of the Black Swan were founded centuries ago to end a plague of the undead assailed Languard, capital city of Ashlar. In this they were successful, discovering and sealing the source of the infestation—a shadow gate buried deep below the city. When the Knights of the Black Swan were disbanded, the location of the gate and the chapel they built around it was forgotten. For nearly 200 years, the Undercity Chapel has remained hidden and untouched. Until now...*

#### 20 THINGS

- 20 Things #13: Noisome Sewer
- 20 Things #66: Fane of Good
- 20 Things #63: Crypts & Catacombs

#### MONSTROUS LAIR

- Monstrous Lair #39: Otyugh's Sewer
- Monstrous Lair #66: Wererat's Sewer
- Monstrous Lair #67: Wraiths' Haunt
- Monstrous Lair #90: Shadows' Haunt

## WRECK OF THE SEA SPRITE

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### COASTAL, ASHLAR (HARD BAY)

*Thought lost after a year at sea the merchant ship Sea Sprite lies wrecked not five miles from home. Driven onto jagged rocks, the ship will not survive the next storm. Her mistress, the wealthy merchant Vilutar Pakkanen, needs stout heroes to board the wreck and recover the ship's charts and logbook. The only problem, beyond the ship's condition and the surrounding unpredictable waters, is the wreck lies but a scant bowshot from Gloamhold's benighted, doom-drenched halls.*

#### 20 THINGS

- 20 Things #22: Ocean Voyage
- 20 Things #58: Wrecked Ship
- 20 Things #62: Sunken Ship

#### MONSTROUS LAIR

- Monstrous Lair #22: Sahuagins' Sunken Caves
- Monstrous Lair #25: Scrag's Sunken Cave
- Monstrous Lair #32: Sea Hag's Grotto
- Monstrous Lair #75: Pirate Ship
- Monstrous Lair #83: Dragon Turtle's Cave





# APPENDICES

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## I: MONSTROUS LAIRS BY INSTALMENT

This section lists the various Monstrous Lair instalments in numerical order. Each entry also notes which compilation book(s) the various instalments appear in.

**Note:** All the Monstrous Lair instalments appear in *The Dread Laironomicon*.

#	TITLE	COMPILATION
01	Owlbear Nest	I, DL
02	Troll Cave	I, DL
03	Ogre's Cave	I, DL
04	Goblin Raiding Camp	I, DL
05	Harpy's Nest	I, DL
06	Minotaur's Den	I, DL
07	Giant Spider's Web	I, DL
08	Ghoul Nest	I, DL
09	Wights' Barrow	I, DL
10	Mummy's Crypt	I, DL
11	Dark Creeper Village	I, DL
12	Medusa Lair	I, DL
13	Aboleth's Sunken Cavern	I, DL
14	Lizardfolk Village	I, DL
15	Bandit Camp	I, DL
16	Thieves' Hideout	I, DL
17	Witch's Hovel	I, DL
18	Bugbears' Lair	I, DL
19	Gnolls' Camp	I, DL
20	Kobold Warrens	I, DL
21	Pirates' Cove	I, DL
22	Sahuagin's Sunken Caves	I, DL
23	Troglodytes' Warren	II, DL
24	Roper's Cave	II, DL
25	Scrags' Sunken Cave	II, DL
26	Sphinx's Cave	II, DL
27	Cultists' Hidden Fane	II, DL
28	Smugglers' Hidden Den	II, DL
29	Vampire's Crypt	II, DL
30	Assassins' Hideout	II, DL
31	Wyvern's Nest	II, DL
32	Sea Hag's Grotto	II, DL
33	Dryad's Glade	II, DL
34	Green Hag's Swamp	II, DL
35	Ghost-Haunted House	II, DL
36	Fire Giants' Hall	II, DL
37	Hill Giants' Steading	II, DL
38	Frost Giants' Glacial Rift	II, DL
39	Otyugh's Sewer	II, DL

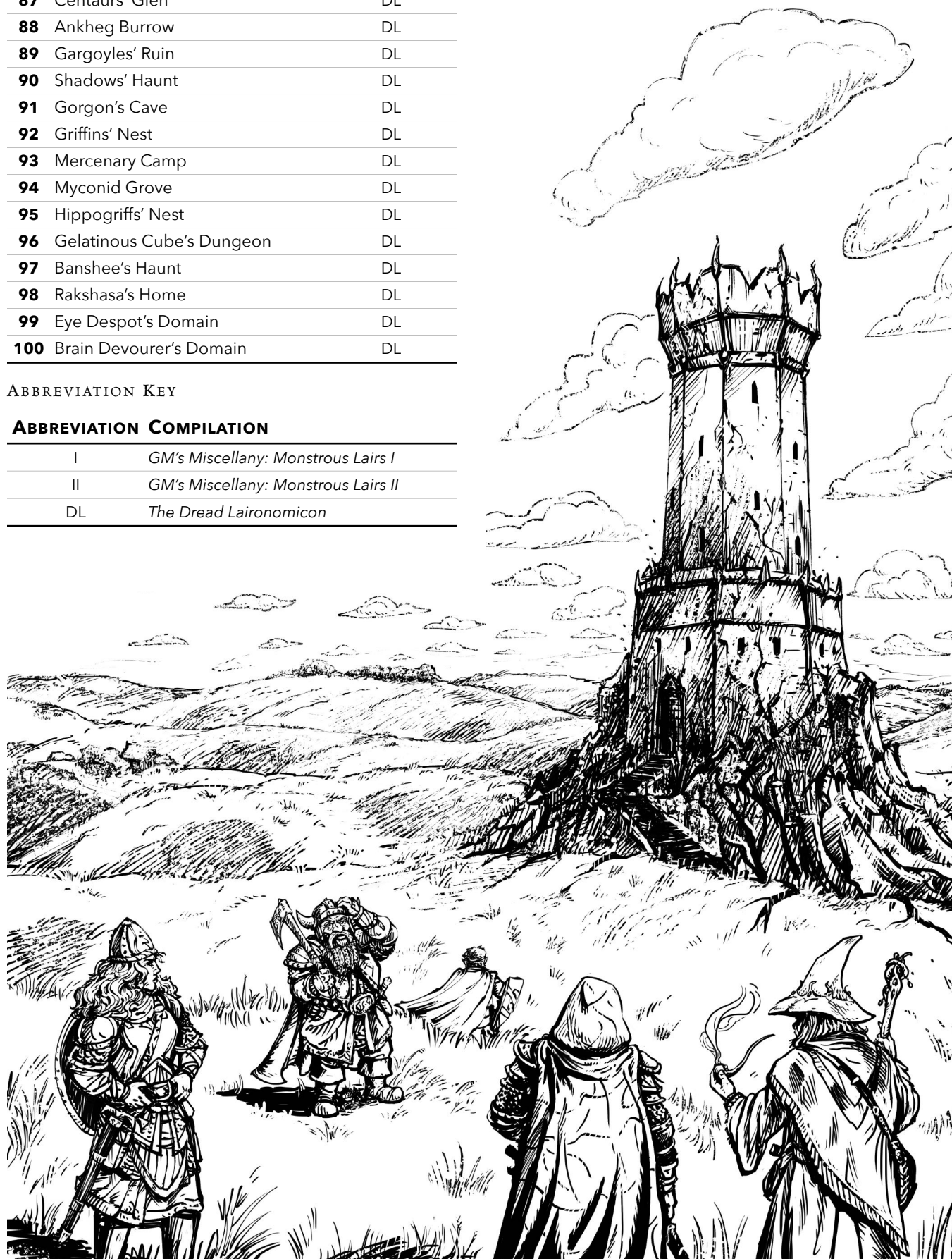
40	Drow Outpost	II, DL
41	Duergar Outpost	II, DL
42	Derro Outpost	II, DL
43	Wolves' Den	II, DL
44	Chimera's Den	II, DL
45	Hydra's Den	II, DL
46	Basilisk's Den	II, DL
47	Orc War Camp	DL
48	Hobgoblin War Camp	DL
49	Goblin Caves	DL
50	Orc Caves	DL
51	White Dragon Lair	DL
52	Remoraz Lair	DL
53	Black Dragon Lair	DL
54	Green Dragon Lair	DL
55	Blue Dragon Lair	DL
56	Red Dragon Lair	DL
57	Cloud Giant Castle	DL
58	Stone Giant Cave	DL
59	Ettin's Lair	DL
60	Ogre Mage's Lair	DL
61	Manticore's Lair	DL
62	Lamia's Lair	DL
63	Treant's Grove	DL
64	Pixies' Glade	DL
65	Shambling Mound's Den	DL
66	Wererats' Sewer	DL
67	Wraith's Haunt	DL
68	Lich's Labyrinth	DL
69	Purple Worm's Lair	DL
70	Will-o'-Wisp's Haunt	DL
71	Stirges' Domain	DL
72	Bulette's Tunnels	DL
73	Werewolf's Wood	DL
74	Druid's Grove	DL
75	Pirate Ship	DL
76	Dark Priest's Fane	DL
77	Necromancer's Sanctum	DL
78	Mad Hermit's Hideaway	DL
79	Fane of Elemental Air	DL
80	Fane of Elemental Earth	DL
81	Fane of Elemental Fire	DL
82	Fane of Elemental Water	DL
83	Dragon Turtle's Cave	DL
84	Castaway's Camp	DL
85	Orc Village	DL
86	Cockatrice's Den	DL

87	Centaur's Glen	DL
88	Ankheg Burrow	DL
89	Gargoyles' Ruin	DL
90	Shadows' Haunt	DL
91	Gorgon's Cave	DL
92	Griffins' Nest	DL
93	Mercenary Camp	DL
94	Myconid Grove	DL
95	Hippogriffs' Nest	DL
96	Gelatinous Cube's Dungeon	DL
97	Banshee's Haunt	DL
98	Rakshasa's Home	DL
99	Eye Despot's Domain	DL
100	Brain Devourer's Domain	DL

ABBREVIATION KEY

**ABBREVIATION COMPILATION**

I	<i>GM's Miscellany: Monstrous Lair's I</i>
II	<i>GM's Miscellany: Monstrous Lair's II</i>
DL	<i>The Dread Laironomicon</i>



## 2: 20 THINGS BY INSTALMENT

This section lists the various 20 Things instalments in numerical order. Each entry also notes which compilation book(s) the various instalments appear in.

**Note:** All the 20 Things instalments appear in *The Dread Thingonomicon*.

#	TITLE	COMPILATIONS
01	Seedy Tavern	TT, DT
02	Looting the Body	TT, DT
03	Wizard's Tower	TT, DT
04	Smuggler's Lair	TT, DT
05	Subterranean Mine	TT, DT
06	Ancient Necropolis	TT, DT
07	Abandoned House	TT, DT
08	Cultist's Lair	TT, DT
09	Bustling Marketplace	TT, DT
10	Creepy Graveyard	TT, Vol III, DT
11	Dark Caverns	TT, Vol III, DT
12	Slaver's Compound	TT, Vol III, DT
13	Noisome Sewer	TT, Vol III, DT
14	Hill Giant Steading	TT, Vol III, DT
15	War-Ravaged Land	TT, Vol III, DT
16	Necromancer's Lair	TT, Vol III, DT
17	Goblin Lair	TT, Vol III, DT
18	Troublesome Treasures	TT, Vol III, DT
19	Kobold Warren	TT, Vol III, DT
20	Fort on the Borderlands	TT, Vol III, DT
21	Wilderness Camping	TT, Vol III, DT
22	Ocean Voyage	TT, Vol III, DT
23	Fallen Dwarven Hold	TT, Vol III, DT
24	Sun-Scorched Desert	TT, Vol III, DT
25	Curio Shop & Pawnbrokers	TT, DT
26	Townfolk & Villagers	TT, DT
27	Ruined Castle	Vol IV, TT II, DT
28	Travellers' Inn	Vol IV, TT II, DT
29	Lich's Lair	Vol IV, TT II, DT
30	Orc Village	Vol IV, TT II, DT
31	Blue Dragon's Lair	Vol IV, TT II, DT
32	White Dragon's Lair	Vol IV, TT II, DT
33	Red Dragon's Lair	Vol IV, TT II, DT
34	Farming Village	Vol IV, TT II, DT
35	Bandits & Brigands	Vol IV, TT II, DT
36	Fairs & Festivals	Vol IV, TT II, DT
37	Fane of Evil	Vol IV, TT II, DT
38	Torture Chambers	Vol IV, TT II, DT
39	Black Dragon's Lair	Vol IV, TT II, DT

40	Green Dragon's Lair	Vol IV, TT II, DT
41	Ruined Wizard's Tower	Vol IV, TT II, DT
42	Archives & Libraries	Vol V, TT II, DT
43	Items Most Wondrous	Vol V, TT II, DT
44	Alchemist's Laboratory	Vol V, TT II, DT
45	Vampire's Castle	Vol V, TT II, DT
46	Smugglers' Village	Vol V, TT II, DT
47	Local Landmarks	Vol V, TT II, DT
48	Ruined City	Vol V, TT II, DT
49	Abnormal Low-Level Undead	Vol V, TT II, DT
50	Ruined Monastery	Vol V, TT II, DT
51	Items Most Wondrous II	Vol VI, TT II, DT
52	Urban Chase	Vol VI, TT II, DT
53	Windswept Moors	Vol VI, TT II, DT
54	Noisome Marsh	Vol VI, TT II, DT
55	Fecund Jungle	Vol VI, TT II, DT
56	Snow & Ice	Vol VI, TT II, DT
57	Besieged Castle	Vol VI, TT II, DT
58	Wrecked Ship	Vol VI, TT II, DT
59	Shadowed Borderland	Vol VI, TT II, DT
60	Minions of Evil	Vol VI, TT II, DT
61	Ghostly Hauntings	Vol VI, TT II, DT
62	Sunken Ship	Vol VI, TT II, DT
63	Crypts & Catacombs	Vol VII, DT
64	On the Road	Vol VII, DT
65	Noble's Manor House	Vol VII, DT
66	Fane of Good	Vol VII, DT
67	Lunatic Asylum	Vol VII, DT
68	Merchant Caravan	Vol VII, DT
69	Henchfolk & Hirelings	Vol VII, DT
70	Urban Landmarks	Vol VII, DT
71	Urban Events	Vol VII, DT
72	Urban Oddities	Vol VII, DT
73	Failed Thievish Doings	Vol VII, DT

### ABBREVIATION KEY

#### ABBREVIATION COMPILATION

TT	<i>The Thingonomicon</i>
TT II	<i>The Thingonomicon II</i>
Vol I	<i>GM's Miscellany: 20 Things Volume I</i>
Vol II	<i>GM's Miscellany: 20 Things Volume II</i>
Vol III	<i>GM's Miscellany: 20 Things Volume III</i>
Vol IV	<i>GM's Miscellany: 20 Things Volume IV</i>
Vol V	<i>GM's Miscellany: 20 Things Volume V</i>
Vol VI	<i>GM's Miscellany: 20 Things Volume VI</i>
Vol VII	<i>GM's Miscellany: 20 Things Volume VII</i>
DT	<i>The Dread Thingonomicon</i>

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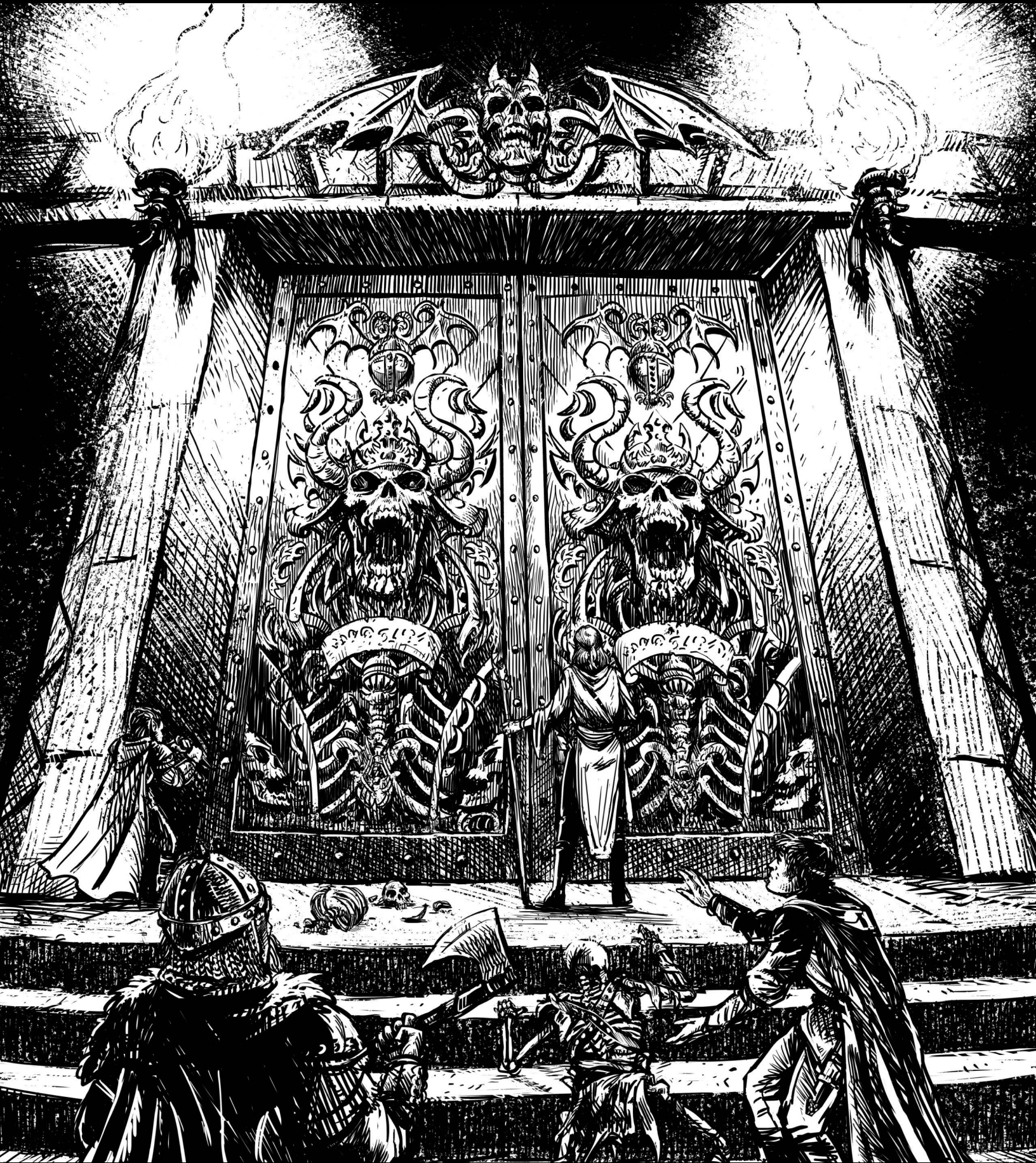
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