

# DREAD

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## LAIRONOMICON



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DREAD

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LAIRONOMICON



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*"A fantasy roleplaying game is an exercise in imagination and personal creativity."*

Gary Gygax

## FOREWORD

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Behold and despair oh reader, for you now gaze upon the *Dread Laironomicon*. No book has been so dread since the *Dread Thingonomicon*. Compared to its larger brethren, this is a small book of barely 210 pages. However, the material within its sinister, ebon covers will power countless hours of fun and immersive gameplay for you and your friends. Our hobby is one of the imagination, and this book provides you with easy-to-use tools designed to help you quickly add flavour and detail to the monstrous lairs in your campaign.

The material herein is system neutral and thus will work with virtually any fantasy roleplaying game, but it is particularly suited to the world's most popular game involving dungeons and/or dragons (and its brethren). You may have to make some adjustments to the various lists based on your edition or system of choice, but these are easily accomplished.

### PATREON

Raging Swan Press is on Patreon. Our Patreon campaign enables us to pay better rates to our freelance game designers while giving our supporters the tools they need to save time and have more fun with their friends. As I'm sure you know, the economics of 3PP are notoriously tight, but Patreon gives Raging Swan Press a way to increase our freelancer rates.

If you sign up, you get our supplements earlier and cheaper than usual. You also get a free and exclusive supplement every month. Even better, you can pledge what you want and cancel when you want. If you are interested in supporting us, check out [patreon.com/ragingswanpress](https://patreon.com/ragingswanpress).

### THANK YOU!

I hope you enjoy the *Dread Laironomicon*. More importantly, I hope you find it useful and that the descriptions herein enhance your campaign (and make your "job" easier). Above all, I hope this book helps you have more fun with your friends. Finally, I hope your players appreciate the extra time and effort you put in to make the game more awesome and immersive.

If you have any comments or questions about Raging Swan Press, I'd love to hear from you. You can contact me at [creighton@ragingswan.com](mailto:creighton@ragingswan.com).

Good luck with your games!



Torquay, January 2024







## USING MONSTROUS LAIRS

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Are you a busy GM? Does session prep take too long? Do you never have time to work on the cool little details that bring your adventures, dungeons and campaign to life?

Fear not.

This dread 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.

You can use these lists before or during your game to help breathe life into a monster's lair. Adding depth and verisimilitude to your game helps the players' (hopefully willing) suspension of disbelief and leads to a better game.

These lists are compatible both with published modules and adventures of your own design. The lists appear in the order you'll likely need them. Roll on the relevant list and use the result to spark your creativity. Re-roll, modify or ignore any inappropriate results.

- **Outside the Lair:** Determine notable features outside the lair using this list.
- **What's Going On?** The lair's denizens aren't (probably) sitting around waiting for intruders. Use this list to determine what's happening when the characters arrive. Remember, the party's actions may render some entries moot—particularly if they draw attention to themselves.
- **Major Features:** Use this list to determine the lair's major feature(s). Such features are so obvious that the characters automatically notice them. Only reveal any details in brackets if a character discovers it.
- **Minor Features:** Use this list to determine the lair's minor feature(s). The feature might be so obvious that the characters automatically spot it; alternatively, they may have to search to notice the feature. Only reveal any details in brackets if a character discovers it.
- **Monster's Appearance:** Use this list to generate the monster's appearance and other characteristics.
- **Treasures & Trash:** Use these lists to add interesting incidental items to the lair's hoard. Assign a value to each treasure appropriate to your campaign.

The tables herein make two assumptions:

1. You have a map of the lair, or will design one "on the fly".
2. You know what lurks in the area, have all the relevant stat blocks, and have designed a suitable hoard.

## CONTENTS

---

Credits .....	2
Foreword .....	4
Using Monstrous Lairs .....	6
Contents .....	7
Lairs by Creature Type .....	8
Monstrous Lair by Terrain Type .....	9
<b>MONSTROUS LAIRS</b> .....	<b>11</b>
Aboleth's Sunken Lair .....	12
Ankhegs' Burrow .....	14
Assassin's Hideout.....	16
Bandit Camp .....	18
Banshee's Haunt.....	20
Basilisk's Den .....	22
Black Dragon's Lair .....	24
Blue Dragon's Lair.....	26
Brain Devourer's Domain .....	28
Bugbears' Lair.....	30
Bulette's Tunnels.....	32
Castaway's Camp .....	34
Centaur's Glen.....	36
Chimera's Den .....	38
Cloud Giant's Castle .....	40
Cockatrice's Lair .....	42
Cultists' Hidden Fane.....	44
Dark Creeper Village .....	46
Dark Priest's Fane .....	48
Derro Outpost .....	50
Dragon Turtle's Cave.....	52
Drow Outpost.....	54
Druid's Grove.....	56
Dryad's Glade .....	58
Duergar Outpost.....	60
Ettin's Lair .....	62
Eye Despot's Domain .....	64
Fane of Elemental Air .....	66
Fane of Elemental Earth .....	68
Fane of Elemental Fire.....	70
Fane of Elemental Water.....	72
Fire Giants' Hall.....	74
Frost Giants' Glacial Rift.....	76
Gargoyles' Ruin .....	78
Gelatinous Cube's Dungeon .....	80
Ghost-Haunted House.....	82
Ghoul's Nest.....	84
Giant Spider's Web .....	86
Gnolls' Camp .....	88
Goblin Caves .....	90
Goblin Raiding Camp.....	92
Gorgon's Cavern .....	94
Green Dragon Lair .....	96
Green Hag's Swamp .....	98
Griffons' Nest.....	100
Harpy's Nest.....	102

Hill Giant's Steading .....	104
Hippogriffs' Nest .....	106
Hobgoblin War Camp .....	108
Hydra's Den .....	110
Kobold Warren .....	112
Lamia's Lair.....	114
Lich's Labyrinth.....	116
Lizardfolk Village.....	118
Mad Hermit's Hideaway .....	120
Manticore's Lair .....	122
Medusa's Lair .....	124
Mercenary Camp .....	126
Minotaur's Den .....	128
Mummy's Crypt .....	130
Myconids' Grove .....	132
Necromancer's Sanctum .....	134
Ogre Cave.....	136
Ogre Mage's Lair.....	138
Orc Caves.....	140
Orc War Camp.....	142
Orc Village .....	144
Otyugh's Sewer .....	146
Owlbear Nest .....	148
Pirates' Cove .....	150
Pirate Ship .....	152
Pixies' Glade .....	154
Purple Worm's Lair.....	156
Rakshasa's Home.....	158
Red Dragon Lair.....	160
Remorhaz Lair.....	162
Roper's Cave.....	164
Sahuagin Sunken Caves.....	166
Scrag's Sunken Cave .....	168
Sea Hag's Grotto .....	170
Shadows' Haunt .....	172
Shambling Mound's Den .....	174
Smugglers' Hidden Den .....	176
Sphinx's Cave .....	178
Stirges' Domain.....	180
Stone Giant's Hall.....	182
Thieves' Den .....	184
Treant's Grove.....	186
Troglodytes' Warren .....	188
Troll Cave .....	190
Vampire's Crypt.....	192
Werewolf's Wood.....	194
Wererats' Sewer .....	196
White Dragon Lair.....	198
Wight's Barrow .....	200
Will-o'-Wisp's Haunt.....	202
Witch's Hovel .....	204
Wolves' Den.....	206
Wraith's Haunt .....	208
Wyvern's Nest.....	210

**OGL V1.0A**

**212**

## LAIRS BY CREATURE TYPE

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This section presents all the Monstrous Lair instalments broken down by title and instalment number. For example:

- **13:** Aboleth's Sunken Cavern refers to *Monstrous Lair #13: Aboleth's Sunken Cavern*

This book is System Neutral; some of the monster types listed below may not exist in your chosen game or edition, or a monster listed below as "undead" may, in fact, be a fey (for example).

### AQUATIC CREATURES

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**13:** Aboleth's Sunken Cavern, **22:** Sahuagin Sunken Caves, **25:** Scrag's Sunken Cave, **32:** Sea Hag's Grotto, **83:** Dragon Turtle's Cave

### ANIMALS & VERMIN

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**07:** Giant Spider's Web, **43:** Wolves' Den

### DRAGONS

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**51:** White Dragon Lair, **53:** Black Dragon Lair, **54:** Green Dragon Lair, **55:** Blue Dragon Lair, **56:** Red Dragon Lair

### FEY

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**33:** Dryad's Glade, **64:** Pixies' Glade

### GIANTS

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**02:** Troll Cave, **03:** Ogre's Cave, **06:** Minotaur's Den, **36:** Fire Giants' Hall, **37:** Hill Giants' Steading, **38:** Frost Giants' Glacial Rift, **57:** Cloud Giant Castle, **58:** Stone Giant Cave, **59:** Ettin's Lair, **60:** Ogre Magi's Lair



## HUMANOIDS, HUMANS

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**15:** Bandit Camp, **16:** Thieves' Hideout, **17:** Witch's Hovel, **21:** Pirates' Cove, **27:** Cultists' Hidden Fane, **28:** Smugglers' Hidden Den, **30:** Assassins' Hideout, **35:** Ghost-Haunted House, **74:** Druid's Grove, **75:** Pirate Ship, **76:** Dark Priest's Fane, **77:** Necromancer's Sanctum, **78:** Mad Hermit's Hideaway, **79:** Fane of Elemental Air, **80:** Fane of Elemental Air, **81:** Fane of Elemental Fire, **82:** Fane of Elemental Water, **84:** Castaway's Camp, **92:** Mercenary Camp

With a bit of work, these Monstrous Lairs could easily be converted for use with other urban-dwelling races.

### HUMANOIDS, OTHER

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**04:** Goblin Raiding Camp, **11:** Dark Creeper Village, **14:** Lizardfolk Village, **18:** Bugbears' Lair, **19:** Gnolls' Camp, **20:** Kobold Warrens, **23:** Troglodytes' Warren, **40:** Drow Outpost, **41:** Duergar Outpost, **42:** Derro Outpost, **47:** Orc War Camp, **48:** Hobgoblin War Camp, **49:** Goblin Caves, **50:** Orc Caves, **85:** Orc Village

### MONSTERS

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**01:** Owlbear Nest, **05:** Harpy's Nest, **12:** Medusa Lair, **24:** Roper's Cave, **26:** Sphinx's Cave, **31:** Wyvern's Nest, **34:** Green Hag's Swamp, **39:** Otyugh's Sewer, **44:** Chimera's Den, **45:** Hydra's Den, **46:** Basilisk's Den, **52:** Remoraz Lair, **62:** Lamia's Lair, **69:** Purple Worm's Lair, **70:** Will-o'-Wisp's Haunt, **71:** Stirges' Domain, **71:** Stirges' Domain, **86:** Cockatrice's Den, **87:** Centaurs' Glen, **88:** Ankheg Burrow, **89:** Gargoyles' Ruin, **92:** Griffins' Nest, **95:** Hippogriff's Nest, **96:** Gelatinous Cube's Dungeon, **97:** Rakshasa's Home, **99:** Eye Despot's Domain, **100:** Brain Devourer's Domain

### LYCANTHROPES

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**66:** Wererats' Sewer, **73:** Werewolf's Wood

### PLANTS

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**63:** Treant's Grove, **65:** Shambling Mound's Den, **94:** Myconid Grove

### UNDEAD

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**08:** Ghoul Nest, **09:** Wights' Barrow, **10:** Mummy's Crypt, **29:** Vampire's Crypt, **35:** Ghost-Haunted House, **67:** Wraith's Haunt, **68:** Lich's Labyrinth, **90:** Shadows' Haunt, **97:** Banshee's Haunt

## MONSTROUS LAIR BY TERRAIN TYPE

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This section presents all the Monstrous Lairs broken down by terrain and instalment number. For example:

- **13:** Aboleth's Sunken Cavern refers to *Monstrous Lair #13: Aboleth's Sunken Cavern*

This book is system neutral; some of the monsters listed below may dwell in a different terrain type in your chosen game or edition to that noted.

### ANY TERRAIN

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**04:** Goblin Raiding Camp, **07:** Giant Spider's Web, **08:** Ghoul Nest, **09:** Wights' Barrow, **10:** Mummy's Crypt, **17:** Witch's Hovel, **29:** Vampire's Crypt, **31:** Wyvern's Nest, **46:** Basilisk's Den, **47:** Orc War Camp, **48:** Hobgoblin War Camp, **67:** Wraith's Haunt, **68:** Lich's Labyrinth, **76:** Dark Priest's Fane, **77:** Necromancer's Sanctum, **78:** Mad Hermit's Hideaway, **79:** Fane of Elemental Air, **80:** Fane of Elemental Air, **81:** Fane of Elemental Fire, **82:** Fane of Elemental Water, **89:** Gargoyles' Ruin, **90:** Shadows' Haunt, **92:** Mercenary Camp

**Note:** Some of these instalments may require some work to truly fit with any kind of terrain.

### AQUATIC & COASTAL

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**13:** Aboleth's Sunken Cavern, **21:** Pirates' Cove, **22:** Sahuagin Sunken Caves, **25:** Scrag's Sunken Cave, **28:** Smugglers' Hidden Den, **32:** Sea Hag's Grotto, **75:** Pirate Ship, **83:** Dragon Turtle's Cave, **84:** Castaway's Camp

### CAVES

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**01:** Owlbear Nest, **02:** Troll Cave, **03:** Ogre's Cave, **06:** Minotaur's Den, **12:** Medusa Lair, **18:** Bugbears' Lair, **20:** Kobold Warrens, **23:** Troglodytes' Warren, **49:** Goblin Caves, **50:** Orc Caves, **91:** Gorgon's Cave, **94:** Myconid Grove, **96:** Gelatinous Cube's Dungeon

Caves can appear in virtually any terrain. For example, a kobold warren could lie in the hills or deep in a forest.

### CAVES & CAVERNS, DEEP

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**11:** Dark Creeper Village, **24:** Roper's Cave, **40:** Drow Outpost, **41:** Duergar Outpost, **42:** Derro Outpost, **69:** Purple Worm's Lair, **94:** Myconid Grove, **99:** Eye Despot's Domain, **100:** Brain Devourer's Domain

### DESERT

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**15:** Bandit Camp, **19:** Gnolls' Camp, **26:** Sphinx's Cave, **55:** Blue Dragon Lair, **62:** Lamia's Lair

## EVIL TEMPLES

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**76:** Dark Priest's Fane, **79:** Fane of Elemental Air, **80:** Fane of Elemental Air, **81:** Fane of Elemental Fire, **82:** Fane of Elemental Water

## EVIL WIZARD'S LAIR

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**68:** Lich's Labyrinth, **77:** Necromancer's Sanctum

## FORESTS & WOODLANDS

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**15:** Bandit Camp, **33:** Dryad's Glade, **43:** Wolves' Den, **54:** Green Dragon Lair, **63:** Treant's Grove, **64:** Pixies' Glade, **65:** Shambling Mound's Den, **73:** Werewolf's Wood, **87:** Centaurs' Glen, **97:** Banshee's Haunt

## FRIGID LANDS

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**51:** White Dragon Lair, **52:** Remoraz Lair, **59:** Ettin's Lair, **60:** Ogre Magi's Lair

## HILLS & MOUNTAINS

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**15:** Bandit Camp, **36:** Fire Giants' Hall, **37:** Hill Giants' Steading, **38:** Frost Giants' Glacial Rift, **44:** Chimera's Den, **56:** Red Dragon Lair, **57:** Cloud Giant Castle, **58:** Stone Giant Cave, **59:** Ettin's Lair, **60:** Ogre Magi's Lair, **61:** Manticore's Lair, **72:** Bulette's Tunnels, **74:** Druid's Grove, **85:** Orc Village, **91:** Gorgon's Cave, **92:** Griffins' Nest, **95:** Hippogriff's Nest

## PLAINS

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**15:** Bandit Camp, **86:** Cockatrice's Den, **87:** Centaurs' Glen, **88:** Ankheg Burrow, **91:** Gorgon's Cave

## SWAMPS & MARSHES

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**05:** Harpy's Nest, **15:** Bandit Camp, **14:** Lizardfolk Village, **15:** Bandit Camp, **34:** Green Hag's Swamp, **45:** Hydra's Den, **53:** Black Dragon Lair, **61:** Manticore's Lair, **65:** Shambling Mound's Den, **70:** Will-o'-Wisp's Haunt, **71:** Stirges' Domain, **97:** Banshee's Haunt

## URBAN

---

**08:** Ghoul Nest, **16:** Thieves' Hideout, **17:** Witch's Hovel, **21:** Pirates' Cove, **27:** Cultists' Hidden Fane, **28:** Smugglers' Hidden Den, **29:** Vampire's Crypt, **35:** Ghost-Haunted House, **30:** Assassins' Hideout, **39:** Otyugh's Sewer, **66:** Wererats' Sewer, **76:** Dark Priest's Fane, **77:** Necromancer's Sanctum, **97:** Rakshasa's Home



# MONSTROUS LAIRS

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## ABOLETH'S SUNKEN LAIR

---

As ancient as the gods, the aboleths roam the darkest reaches of the sea and earth, capturing slaves and devouring knowledge. Seeking ancient memories, thoughts from their slaves and mysterious power, they slowly plot their way to once again become the masters of the world.

### 1: OUTSIDE THE LAIR

---

1. Thick acidic-smelling slime covers the rocks.
2. A partially dissolved skeleton lies in a pile of mucus.
3. A rotting body lies in the water, its wrists cut wide open and its skin sodden and translucent.
4. Ancient cave paintings depict darkness rising from below the earth.
5. Clawing blood trails and broken fingernails lead to the edge of the water.
6. Carved tentacles and fish-scale patterns decorate stalagmites rising from the water.
7. Murals of tentacles erupting from pools decorate the smooth stone walls.
8. A mutilated corpse floats in the water, three eyes scarred onto its forehead.
9. A crushed arm lies on the floor, its skin desiccated.
10. Murals and carvings decorate the tunnel ahead like a grand gateway.

### 2: WHAT'S GOING ON?

---

1. Its eyes closed as if deep in slumber, the aboleth lies motionless in a shallow pool.
2. The aboleth cradles a woman's corpse, its tentacles gently stroking her broken skull.
3. As its tentacles twitch in time to the sound of dripping water, the aboleth lies silently on the floor.
4. The aboleth lies tangled in a heap of its tentacles.
5. The aboleth carefully positions stones atop one another on the cavern floor. (The stones' positions form a crude map noting nearby caverns and water sources).
6. The aboleth cavorts madly in a deep pool before throwing a mutilated reptilian body across the chamber.
7. The aboleth gazes intently at the walls with its three bloodshot eyes. (Scratches and cracks are all that remains of an ancient map).
8. A low humming noise comes from the aboleth as its tentacles madly vibrate. The creature—deep in concentration—stares intently at a pillar.
9. Carefully inspecting a barnacle-covered rusted sword, the aboleth is distracted and does not immediately notice intruders.
10. Seeming more interested in the resultant blood patterns than the damage dealt, the aboleth repeatedly pummels a dead reptilian man with its tentacles.

## 3: MAJOR LAIR FEATURES

---

1. A large chunk of rubbery membrane floats on the surface of the water. Small insects along with several albino crabs feast on the membrane.
2. A discarded head has had its skull cracked open and the brain removed. Similarly cracked skulls lie throughout the lair—wedged into cracks in the walls, piled in pyramidal displays and so on.
3. The corpse of a reptilian-looking human child lies crushed and broken in a corner. Closer inspection reveals horribly mutated arms and malformed legs.
4. Several broken tridents, all coated in thick greenish slime, impale a decomposing elf to the wall.
5. A series of marks are painted on the wall in thick black ink. (These are actually music notes for an ancient song).
6. A stone throne covered in carvings of eyes and tentacles. Reptilian scales are scattered around its base and on the seat.
7. Deep score mark on the stone floor show where something huge and heavy was dragged into (or perhaps out of) the water.
8. An empty weapon rack stands in an alcove. Torn leather bindings hang from the frame.
9. Rocks and rubble bear faint patterns and tool work that may be signs of an ancient civilisation.
10. A stone slab bears a large carving of three eyes. This design is repeated throughout the lair.

## 4: MINOR LAIR FEATURES

---

1. A dozen blind cavefish, covered with whitish/green slime, lie washed up at the water's edge.
2. A patch of slime, surrounded by a dusty white residue, forms a puddle on the cavern floor.
3. Indentations on the sandy floor show where many figures have knelt in prayer or supplication.
4. A small carving of a three-eyed skull surrounded by writing tentacles has its mouth open like a keyhole.
5. A large, tentacled shadow in the water darts away from the pool's edge.
6. "Beware the beast's eyes" is scrawled in blood and ash on the wall.
7. A discarded iron dagger lies in a pool of congealed blood. The weapon is of dwarf craft.
8. A severed arm with webbed fingers and fins on the elbow rots on the surface of the water.
9. A cracked stone slab depicts a partial map of the surrounding caverns; half of the slab has been crushed to dust and gravel.
10. A skeleton lies on the floor, its bones and equipment brittle like chalk powder.

## 5: ABOLETH'S APPEARANCE

---

1. The aboleth rises out of the water, its mauve underside flushed with black veins.
2. A multitude of scars covers the aboleth's purple hide. A glassy white film covers one of its eyes—it is likely blind in that eye.
3. A huge scar covers the aboleth's head. Two gaping holes--eye sockets--stare emptily out at the world.
4. On its writhing tentacles, the aboleth wears golden bracelets, graven with strange and unknown runes.
5. Blackened scales cover the aboleth's back as if it was recently burned by intense flames.
6. The aboleth waves its three remaining tentacles in the air; its fourth tentacle ends in a severed, scarred stump. Thick globs of lime splatter from the stump.
7. The aboleth has long, ragged mottled white fins and sinuous tentacles whose colouration merges subtly with its green body.
8. Black and white stripes—a harsh contrast to its deep green hide—cover the aboleth's tentacles. Globbs of clear, viscous slime drip from their tips.
9. Bones and chains attached by metal rings cover the aboleth's body; several humanoid skulls dangle from its fins and face.
10. The aboleth has arresting orange and purple tentacles, which starkly contrast to its dull-hued green body. A thick clear slime glistens over its entire body.



## 6: TREASURE

---

1. This cloak of rubbery skin has long arm-like appendages with sleeve attachments for hands.
2. Obsidian prongs top this barnacle-encrusted trident. Carved shoals of fish, sharks and squid swim along the weapon's haft towards its prongs.
3. A ring of gold bears a symbol of a three-eyed fish-like creature upon its outer surface. A single fell, unknown, rune is engraved on its inner surface.
4. Intricate carvings of a sunken city, replete with hundreds of tentacled fish swarming around and within it, decorate this stone bowl.
5. A pitch-black pearl decorates the rusted hilt of a poor-quality iron dagger.
6. A giant metal lobster claw is smashed into the wall. Its metal is unidentifiable.
7. This segmented eel forged of silver has clever hinges allowing it to move like it's swimming when it is manipulated.
8. Coral and polished green pebbles fill a small bowl. Each stone bears the symbol of a lidless eye.
9. This bronze medallion depicts a door bring closed by tentacles. It has somehow resisted the effects of the water and looks brand new despite the barnacles covering the surrounds.
10. This long spear blade of obsidian sits atop a super-hard rock crystal shaft. The crystal fades from a dull grey to white from tip to base.

## 7: TRINKETS & TRASH

---

1. Several large scales are threaded onto a woven seaweed cord like a crude necklace.
2. A polished clam shell bears the word "Yarash" carved into its lid.
3. A long and slender razor-sharp spear tip juts from a shard of its haft; the rest of the haft is missing.
4. Four sharp talons about the size of a man's finger fill a shallow hollow in the floor.
5. A shredded sack made of rubbery skin holds shells and pebbles along with a handful of fine golden sand.
6. A torn net made of woven sinews hangs from a wall.
7. A broken stub of a torch snapped off in a crack in the rocks; the other half lies on the floor.
8. This badly scratched triangular bronze medallion misses the three stones once embedded in its corners.
9. An embossed picture frame hangs on the wall; whatever picture it held is missing. The initials E.C. are carved into the frame's rotten wood.
10. A single glove of black material has silken webbing between the fingers. The inside is somehow rough and causes a rash to break out on the wearer's hand if it is worn for longer than a few minutes.

## ANKHEGS' BURROW

---

Ankhegs—ever-angry, insectoid ambush predators—dig extensive burrows in their subterranean hunt for food.

### 1: OUTSIDE THE LAIR

---

1. Patches of recently turned earth—entrances to the ankheg burrow—dot the surrounds.
2. An ankheg tunnel runs close to the surface. A heavy humanoid or large creature walking over it causes the tunnel to collapse.
3. A large amount of drying blood is intermingled with a patch of recently turned earth.
4. The area above the ankhegs' burrow is curiously free of large animal life.
5. A sign warning of "the Thing Below" sticks from the centre of a pile of freshly turned earth.
6. A large tree stands lopsided at the edge of a deep hole leading into the ankhegs' burrow.
7. The land around and above the ankhegs' burrow is curiously quiet; fields stand empty, and farmhouses seem abandoned.
8. A peasant hides in a tree; they just survived an ankheg attack, but their beloved pet dog was not so lucky.
9. An isolated farmhouse has collapsed into what—at first glance—appears to be a sinkhole. It isn't.
10. A dog—tail between its legs—dashes toward the party.

### 2: WHAT'S GOING ON?

---

1. A perceptive character detects a faint tremor underfoot—an ankheg is digging a new tunnel below their feet.
2. An ankheg is wandering through the burrow and approaches the characters from behind.
3. An ankheg sleeps at the intersection of several tunnels. It has recently eaten and is dopy.
4. The sound of a large scuttling beast—an ankheg—reaches the characters' ears from some unknown but nearby location in the burrow.
5. A human—a survivor of a recent ankheg attack—crawls along the tunnel, leaving a trail of blood in their wake. They are badly wounded and desperate for help.
6. This part of the burrow is quiet and feels empty; the ankheg is elsewhere digging a new tunnel.
7. Two ankhegs hiss angrily at one other; one stands over the corpse of a cow (or other large animal), but both of the distracted insectoids are hungry.
8. The characters come up behind an ankheg busily burrowing a new tunnel; it does not notice them.
9. An ankheg has detected the characters and lies in wait.
10. This part of the burrow is empty; the ankhegs are elsewhere, busily extending their domain.

## 3: MAJOR LAIR FEATURES

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1. Loose earth covers the ground in the ankhegs' burrow, and soil sifts down from the unstable tunnel roof.
2. The burrow is a multi-level affair; some of the deeper tunnels pass under the upper level. In some such places, the upper level is unstable and may collapse.
3. Several tunnels have collapsed, making further progress without digging (or magic) impossible.
4. The ankhegs' burrow is extensive and intersects with a deeper level of caves.
5. The ankhegs' burrow intersects with an ancient sunken burial ground. The bones of the ancient dead and their grave goods litter the burrow.
6. Low-lying parts of the burrow are flooded—the ankhegs' incessant digging broke through into a subterranean stream's course.
7. The ground in large parts of the burrow is freshly turned earth, which halves the characters' movement rate.
8. This extensive burrow is labyrinthine in its extent and complexity; mapping is virtually impossible unless painstaking care and attention are taken.
9. The bedrock lies quite close to the surface here, and the ankhegs' tunnels twist and turn around the higher parts. In places, the burrow intersects with small self-contained cave networks.
10. The burrow surrounds the black waters of a subterranean lake. At the centre of the lake, an ancient ruin squats upon a low rocky island.

## 4: MINOR LAIR FEATURES

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1. The air smells of wet earth and something else—the noxious ankhegs' scent.
2. Roots hang through the burrow's ceiling; the large ones grab at the characters' cloaks and hats as they pass by.
3. Water drips through the burrow's ceiling.
4. The crushed bones and decomposing corpses of the ankhegs' many victims litter the burrow.
5. The part-eaten corpse of a cow or other large animal part-blocks a tunnel; maggots writhe over the corpse, and the smell of rotting flesh fills the air.
6. A faint acidic smell lingers in the air.
7. Several tunnels converge, creating a large underground space; here, the ceiling is particularly unstable.
8. The soft, freshly turned earth covering the floor here halves the party's movement rate.
9. Some of the tunnels—particularly near the burrow's entrances—are exceptionally steep. Incautious adventurers could slide and tumble quite some distance. Luckily, the soft earth underfoot cushions much of the fall's damage.
10. The heady stench of acid rises from the part-melted corpse lying on the floor.

## 5: ANKHEG'S APPEARANCE

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1. This large insectoid creature has a brownish chitinous shell on its back, but its underbelly is pink in hue. Its black eyes glitter with hunger.
2. One of this large insect's black eyes is swollen shut. Deep scratches on its brown chitinous shell suggest it has recently fought a hard battle.
3. This monstrously large insect has powerful mandibles and twitching antennae. Its legs end in sharp hooks, and the faint smell of acid fills the surrounding air.
4. Limping on a bloody, mangled leg, this large insect-like creature has glittering black eyes and a brown chitinous shell on its back.
5. The long scar on this large insectoid's left flank speaks to a recent battle. The creature's body is powerfully muscled, and its antennae quiver spasmodically as they sense the surroundings.
6. This insect-like creature has six legs. Greenish acidic ichor oozes from its powerful mandibles.
7. The size of a horse, this insect has six legs and powerful jaws. The cloying stench of acid surrounds the creature.
8. This immense insect is missing one of its legs, and old scars crisscross its chitinous body.
9. This insectoid creature is the size of a horse. It has a brownish chitinous shell on its back, but its underbelly is pink in hue. Its black eyes glitter with hunger, and globs of acid drip from its powerful mandibles.
10. With a mottled brown and red body, this large insect-like creature blends in with the surrounding earth of its den. The creature has powerful mandibles that spasmodically chew at the air.



## 6: TREASURE

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1. A bloody pouch hanging from part of a leather belt lies on the ground. The pouch contains 12 gp and 34 sp.
2. A fine longsword, blood covering its blade, lies abandoned on the ground. The blood on the blade is yet fresh; it has not lain here long.
3. The pocket in the shredded and bloody remains of a traveller's cloak yet holds a detailed map of the local area kept safe in a stoppered ivory scroll tube.
4. A part-buried torch wreathed in magical, heatless fire fills the area with flickering light.
5. This large net is made not from string but from a mesh of fine chain; it is big enough to enfold a large creature but twice as heavy as a normal net.
6. Filled with typical adventurer's gear, this backpack seems at first glance to hold nothing interesting. A search reveals, however, 10 pp hidden in its depths.
7. This lightweight collapsing wood ladder lies on its side near an entrance to the burrow. Extended, it is 20 feet long; collapsed, it is but five feet long.
8. This large wineskin holds a milk-like liquid formulated specially to counteract the ankheg's acid.
9. Part-covered by loose earth, this upturned steel shield bears several deep scratches. It bears the sigil of a rampant lion clutching a battleaxe.
10. This long spear has a viciously serrated and barbed tip and a stout shaft.

## 7: TRINKETS & TRASH

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1. A torn, bloodstained traveller's cloak lies on the ground.
2. The acid-eaten remains of a horse's bit and bridle dangle from a root questing through the tunnel's ceiling.
3. A two-foot length of spear haft sticks from the burrow floor; the rest of the spear is elsewhere.
4. The part-eaten corpse of an ankheg hunter yet wears a part-melted suit of chain armour and a pot helmet which is now welded to the unfortunate's skull.
5. A ripped and bloody leather saddle is half buried in the freshly turned earthen floor.
6. A trail of discarded equipment leads along the tunnel floor to the nearest exit from the burrow.
7. A part-eaten donkey sprawls on the floor; saddlebags lie nearby, but they—and their contents—have been mostly destroyed by ankheg acid.
8. A warhorse's corpse chokes a passage; the horse's chain barding could—perhaps—be repaired by a master smith.
9. A farmer's scythe, its blade heavy with dried blood and ichor, lies on the floor. Splatters of acid have burnt a pattern into its handle.
10. A full barrel of oil lies on its side in a tunnel; a long, part-burnt wick is wedged into a hole in its bottom. The barrel is heavy to lift but easier to roll.

## ASSASSIN'S HIDEOUT

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Feared masters of death, assassins slay their victims using a combination of cunning, stealth and brute force.

### 1: OUTSIDE THE LAIR

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1. A second storey window leads to an abandoned attic, where a ladder descends five levels to a sealed door.
2. The streets and alleys surrounding the hideout are devoid of beggars.
3. Small bloodied daggers painted on the walls point towards the assassins' hideout.
4. A secret door in an unused storeroom leads to the lair. The shelves fixed to the walls hide the secret door from casual observation.
5. A noble's ball serves as a distraction to the guild's meeting in a secret room on his estate.
6. The bell tower of an abandoned church serves as a meeting place for the guild.
7. Defaced wanted posters cover the walls near the lair.
8. Washing lines obscure a tiny alley leading into the dark. Only one door opens into the alley; all the others have been bricked or boarded up—from the outside.
9. An old man starts to work a dagger on a whetstone when people pass him, alerting other nearby guards.
10. A sign on a plain, nondescript door boldly states "Assassins Guild". (Poison coats the door's handle and the interior contains many traps). This is a decoy lair.

### 2: WHAT'S GOING ON?

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1. A deaf old lady cooks (poisonous) stew in a cauldron. She hurls a pan of it at intruders before hobbling away.
2. Sitting confidently in a chair, a nondescript man sharpens a hook-bladed knife.
3. Two men loudly compete at dagger throwing. They are distracted and react slowly to intruders.
4. A small woman repeatedly stabs the same vital spot on a pig's carcass.
5. The assassins bow before a silent master who vanishes at the slightest sign of trouble.
6. An assassin burns his victim's heart in a ritual bowl while muttering a prayer to the death god.
7. Sitting at a table, holding a hidden crossbow, this guard is ready to activate a trap on the door.
8. Etching rivulets into an arrowhead, the assassin is distracted by his task.
9. The assassin milks venom from a snake's fangs. In the first round of combat, the assassin throws the snake at the nearest foe.
10. The assassin blends powdered glass and poison into spices to add to a victim's last meal.

## 3: MAJOR LAIR FEATURES

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1. Several layers of black curtains cover the door. (Minute hooks coated in poison hang from the last curtain).
2. A human scalp dries on a chandelier made from horns, antlers and human bones.
3. Large glass jars contain venomous snakes and spiders. The glasses line tables and workbenches. If they are knocked over, the angry creatures within slither and scuttle forth to bite anyone in reach.
4. A half-made hairbrush lies on a bench. (Hidden in the bristles are hundreds of poisonous spider hairs).
5. Various poisonous plants grow in big pots and cut down barrels in front of an open window or below a skylight.
6. A large water-filled jar contains a bright yellow and blue sea snake hiding in the coral and sand base. The snake is exceptionally venomous.
7. Two poison dart traps fire hooked darts attached to strong spider silk thread to hold the target in place. The traps are placed opposite one another.
8. A thin wooden box on top of a high shelf collapses when touched, spilling poisonous fungus and its spores onto the area (and person) below.
9. At random, chairs and tables are nailed to the floor, forming immovable obstacles to be exploited in combat.
10. Shelves and other large pieces of furniture throughout the lair are rigged to collapse or tip over when a nearby lever is pulled.

## 4: MINOR LAIR FEATURES

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1. Daggers, clubs, and blades lie hidden around every room within easy reach of the defenders.
2. Floorboards deliberately creak when stepped on. The assassins know which ones do not creak.
3. A pattern of seemingly magical glyphs covers the floor. (This is a false trap designed to slow down intruders).
4. A patch of poisonous fungus grows in a dark cupboard; bright light causes the fungus to explode.
5. The stink of a small pigpen taints the air. (The assassins feed their victims' bodies to the pigs to dispose of the evidence). The sound of the pigs is also evident before the pigs themselves are encountered.
6. Bloody clothes soak in salted water. Another pile of festering garments lies nearby.
7. A rotting pile of flea-infested clothing hides black leather armour and hooded cloaks.
8. A thick, crimson patterned rug conceals a poisoned bear trap in a shallow pit.
9. Thousands of tiny beetles swarm over a body in a stinking coffin, busy removing all its flesh.
10. Small trophies—a hairbrush, a monocle, a copper ring and a cheap amulet—fill a small wooden box.

## 5: ASSASSIN'S APPEARANCE

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1. A smiling nobleman with a sword in one hand and his victim's head in the other taps his brow in salute.
2. The assassin is a leering female gnome backed up by a monstrous skeletal ogre in black spiked armour.
3. Wearing a black-feathered cloak, this assassin carries a poison-taloned hawk on his left arm.
4. Wearing snakeskin armour, the assassin slides forwards; the armour's fang-tipped gloves drip with venom.
5. Leaning heavily on a cane, this old lady assassinates her unsuspecting victims with guile and poison.
6. The assassin twitches and giggles like a madman as he sharpens his many knives.
7. Tall, curvy and buxom this barmaid plies her secret trade of assassination through poison and seduction.
8. Little more than thugs, these half-orc twins butcher their targets with hooked axes for money and fun.
9. Quiet and unassuming this balding old man slays his victims with necromancy and heart-stopping terror.
10. This young lad carries a graceful elven bow casually in his hands and has a faraway look in his eyes.



## 6: TREASURE

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1. A book bound in human skin titled *Poisons, Venoms and Antidotes: A Consumer's Guide* lies open on a table. Copious handwritten notes fill its margins.
2. This powerful folding bow has double the range of a standard bow. It is stored in a beautiful lacquered case along with three slender arrows.
3. A comprehensive disguise kit complete with prosthetics and dyes fills a chest.
4. This leather belt pouch contains venoms and antidotes in neatly labelled metal flasks.
5. An arrow that turns into a venomous snake on impact rests alone on velvet in a small locked coffer.
6. This bleached bone whistle summons three intelligent hawks to observe or attack victims.
7. This ceramic blade is designed to snap off in its victim. The blade miraculously repairs itself every day.
8. This bright crimson cloak can change colour to disguise the user.
9. This dagger of non-corporeal darkness bypasses armour and other physical obstructions and destroys flesh granting life to the wielder.
10. This viper-shaped ring adds the snake's poison to the wielder's touch.

## 7: TRINKETS & TRASH

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1. A silk bag holds a collection of forefingers. Some are rotten; others appear fresh.
2. Spiny cactus plants with long spines grow in pots close to south-facing windows. (The assassins use these to make slender, lightweight darts).
3. Poor charcoal sketches, rendered on stretched skin, of dead victims decorate the wall.
4. A dead viper with its venom glands removed lies stretched out on a table.
5. Several unbalanced throwing stars hide in the spines of cheap books. The books have a variety of innocuous titles—some are religious works of good-aligned faiths designed to throw off suspicion.
6. A weighty copper snake-shaped bracelet with tally marks for each victim scratched onto it hangs on a hook. Any assassin in the city instantly recognises the bracelet.
7. Smashed alchemical equipment litters the top of a heavy oak table. The table still has traces of poison on it. Splatters of blood dot the nearby floor.
8. A colourful dead vine fills a clay pot. (This is a failed attempt at growing a sentient poisonous flower).
9. This long string can serve as a garrote. It has a coin tied at its mid-point.
10. Rusted and bent caltrops fill a small sack.

## BANDIT CAMP

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Fallen on bad times or living the bandit life by choice, the dregs of society are always lurking on the fringe of civilisation, ready to take what is not theirs by force. Such folk often dwell in hidden, out-of-the-way places.

### 1: OUTSIDE THE LAIR

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1. Sharpened stakes lie next to a half-dug pit.
2. A goblin's head balances precariously on top of a bloody bear trap filled with the rest of the goblin's mangled corpse.
3. Thorns and briars have been deliberately tangled to close off this approach to the camp.
4. Spikes adorn a bent back branch making part of a lethal trap. Luckily the trap is still under construction and is currently inoperable.
5. A small wooden palisade blocks the path.
6. A low wall of loose stones and mud set on a base of logs forms the semblance of fortification.
7. A small cross of sticks lies on the floor marking this area for an unknown purpose.
8. A knotted rope leads up into the branches of a tree. An unoccupied platform rests among the branches.
9. The bark of several trees is shattered and broken from the impacts of many arrows. It looks like a skirmish was fought in this area.
10. Blood mixes with mud under a fallen log trap. The trap hasn't been reset.

### 2: WHAT'S GOING ON?

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1. The bandits practice their archery by firing arrows into an old rough-plank wagon wheel. The sounds of the impacts fill the camp.
2. Two bandits lift a deer's carcass down from a hook.
3. The bandits are skinning and preparing a boar's corpse for the cooking pot.
4. The bandits repair a log shelter containing firewood and kindling and are arguing over the best way to support the failing roof.
5. The bandits carry logs and kindling; one trips on a root and spills his load to the floor.
6. The bandits listen intently to one of their fellows demonstrating how to repair a spear.
7. The bandits are at work repairing and maintaining their weapons. A burly bandit sharpens his blade on a whetstone set atop a wooden frame.
8. The bandits chat among themselves before three heavily armed bandits nod and set off on patrol.
9. The bandits separate seeds ready to be stored.
10. The bandits are fighting among themselves; a fistfight rages throughout the camp.

## 3: MAJOR LAIR FEATURES

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1. Stacked piles of logs and stones form barricades around the camp's perimeter.
2. A low, ruined wall forms half a shoddily made shelter. A rotting canvas sheet comprises the roof.
3. A rack of long, stout staffs awaits their spear tips.
4. A broken skeleton wearing shredded armour sits on a rough log throne. A sign above the throne identifies the skeleton as "The King".
5. A triangular frame holds gutted fish and rabbits over a smoking fire.
6. Clay pots and woven baskets are piled high around a rough wooden table.
7. A large pile of sharpened logs rests beside one of the paths into camp. A nearby muddy, water-filled trench hints at the (aborted) start of a palisade.
8. A set of steps descends into a low pit. Heavy logs are embedded in the earth to form the walls and the floor. This could be a prison, the start of a permanent structure or some kind of storage area.
9. A shredded and torn flag hangs forlornly from a pole. The flag could signify the bandits' allegiance to a forgotten or doomed cause.
10. A wide hanging canvas—the remains of a nobleman's hunting pavilion—shelters a pile of discarded clothing, boxes and sacks.

## 4: MINOR LAIR FEATURES

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1. A wooden frame holds several blankets and items of wet clothing drying in the breeze. Washing them hasn't removed the stains.
2. A bucket contains stinking fish heads and bones ready to be set as bait for the bandits' various traps.
3. Several snares and supplies to make more lie in a pile topped with a rusted bear-trap.
4. Blunt swords, axes and spears rest on a low table, awaiting repairs.
5. Boxes of feathers and string rest next to a pile of half-finished arrows.
6. A pot tied to a tree by leather cord catches the resin oozing from a deep cut in the bark.
7. Offal is hooked onto spikes, ready to bait the bandits' traps and snares.
8. A bucket containing urine waits to be emptied (perhaps near someone's bedroll).
9. A large barrel contains a pulped mix of berries and grasses used to dye the bandits' cloaks. A swarm of vinegar flies covers the barrel.
10. Several small frames hold skinned animals ready to be made into clothing.

## 5: BANDIT'S APPEARANCE

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1. Covered in dried blood and muck, the bandit stinks of stale beer.
2. The bandit wears the ruined uniform of some forgotten mercenary unit.
3. The deep hood of a long green cloak hides this bandit's long, pale face.
4. Shaky and ill, this bandit's haggard face hints at borderline starvation. His clothes—now several sizes too big—hang from his frame.
5. The bandit scowls at a rival as if he is about to start an argument or a fight.
6. The bandit wears a red rag tied around the waist of his shoddy armour. He has a faraway look in his eyes.
7. The bandit looks remarkably clean and well-presented despite the state of the camp.
8. The bandit wears a poorly concealed dirty bandage under his loose clothing. Although dishevelled and filthy, the bandit has an air of confidence.
9. In contrast to his muddy and dirty clothes, the bandit's weapons and armour look well maintained.
10. The bandit wears a gorgeous brown bear-skin cloak over their armour. Amazingly, the cloak remains mud- and grime-free.



## 6: TREASURE

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1. Beautifully carved animals and birds decorate this longbow of yew.
2. This hooded grey leather armour is lined with fur and threaded with a fine black leather cord.
3. A flowing pattern of embroidered silvered threads depicting birds in graceful flight decorates this long, tattered cloak.
4. This warm bedroll made from animal skins, furs and hides remains, somehow, immaculately clean.
5. Mystic runes embellish this ornate iron brazier, containing a small cooking fire. Food and other substances are burnt into its surface.
6. This tooled leather pouch contains several bowstrings and arrowheads stored in small compartments, along with other fletching tools.
7. This beautifully detailed battle banner bears a long-forgotten lord's personal device. The carefully folded banner—gold and silver threads depicting a setting sun—fills a small box.
8. A small box contains an assortment of rings, some stained with blood.
9. A nearly complete silver cutlery set embellished with the heraldry of a local lord fills an ornate wood display box. (Two forks are missing from the set).
10. Gems and pearls stud an ornate silver holy symbol. (This distinctively ornate item was last seen hanging from the belt of a local priest).

## 7: TRINKETS & TRASH

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1. A rattling box contains a score of smooth river pebbles and some leather slings.
2. Small metal studs fill a small wooden case.
3. This throwing axe has a large chip in its wooden handle. The weapon is totally unbalanced and useless.
4. A leather bucket contains rusted spear tips and a blunt dagger along with a wire brush to clean them.
5. Long lengths of wood deemed unsuitable for arrows are piled here as kindling.
6. A footstool, once padded with fine, now threadbare and torn, velvet. Similarly, the stool's intricately carvings are battered and chipped.
7. A shield made from thick oak planks and decorated with a griffon is split in two; it now serves as the tops of two rough stools.
8. This single left boot of moleskin and black leather has a hole in its heel.
9. This felt hat of forest green has a single crow's feather jutting from its band.
10. Once finely decorated, this scabbard is falling apart because of water damage.

## BANSHEE'S HAUNT

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Dwelling in desolate areas of the countryside—dismal swamps, wind-blasted moors and diseased woods—banshees exist to harm and kill the living.

### 1: OUTSIDE THE LAIR

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1. The sounds of wildlife—and the wildlife itself—are curiously absent from the surroundings.
2. A faint, cold mist drifts from the banshee's haunt to spread its malign influence through the area.
3. A cold wind plucks at the characters' cloaks.
4. Wan sunlight does little to dispel the gloom and almost supernatural chill suffusing the area.
5. Thin beams of spectral light occasionally penetrate the brooding clouds above, casting small pools of eerie light across the surrounding area.
6. As the characters advance, the ground becomes increasingly wet underfoot until they find themselves in a dank, fettered marshland.
7. A dense copse of withered trees stands out from the surroundings; within, the sunlight holds little sway.
8. Carved roughly into the bark of a nearby tree is the phrase, "Beware the dead woman."
9. The ground descends sharply into a small hollow, the bottom hidden in a sea of mist; all that's visible from the rim is a slippery path leading downwards...
10. The local vegetation gradually withers as the characters approach the banshee's haunt.

### 2: WHAT'S GOING ON?

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1. A faint, high-pitched screaming comes from some distant part of the area; the banshee is far away.
2. A cold wind plucks at the characters' cloaks, cutting right through them to chill the characters' bones.
3. Pregnant storm clouds rumble ominously overhead, seemingly ready to burst at any moment.
4. A dismal rain blankets the area; the droplets are unnaturally cold.
5. A cloaked half-elf, a panicked expression on his face, emerges from the mist, fleeing swiftly in the direction of the nearest town.
6. A thin sheen of hoarfrost coats the vegetation; the characters' every step produces a subdued crunch.
7. The strength of a rotting branch fails as the characters pass underneath it, crashing to the ground at their feet.
8. Some distance away, six wild stallions, whinnying furiously, flee at full gallop.
9. A large grey fog bank creeps slowly towards the characters, smothering the land it passes over.
10. A local woodsman out gathering firewood spots the party and bellows a warning to go no further.

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## 3: MAJOR LAIR FEATURES

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1. No animal life whatsoever is present in the banshee's haunt, and even the vegetation looks sickly.
2. Bones and rusting or rotting equipment dot the banshee's lair. In places, the rubbish and ruin of previous groups is almost ankle-deep.
3. Thick, cloying fog hangs throughout the area, reducing visibility to mere feet. Flecks of grey dust float through the fog.
4. A humanoid figure lies motionless on the ground, its pale face frozen in an expression of abject horror.
5. The blackened and crumbling remains of an old and abandoned farmhouse were obviously gutted by fire many moons ago.
6. A huge blighted tree stands in the centre of the banshee's haunt, its blackened limbs twisted into strange and unnatural shapes.
7. Among the diseased trees sits a small pond, its water completely still, yet upon which lies a thin layer of swirling effervescent mist.
8. A featureless plateau, hidden by a dense fog, stretches out in every direction; getting lost is a very real possibility, especially in the chaos of battle.
9. Above the waters of a large lake, a faintly glowing humanoid wanders hither and thither with restless haste.
10. The banshee's haunt is an area of fetid marshland, deep enough to drown smaller folk who lose their footing.

## 4: MINOR LAIR FEATURES

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1. The leaves on the trees and bushes are colourless and thin—faint light cast through them throws odd shadows on the ground.
2. Puddles dot the area; the water within is stagnant, oily and in no way safe to drink.
3. Wisps of mist cling to the low-lying areas of the haunt—resisting the efforts of wind and sun to dissipate them.
4. A small gully hides a stream, frozen solid; its tiny waterfalls festooned with shimmering icicles.
5. A shrill wind screeches across the land; the characters can just make out a mournful wailing carried upon it.
6. Carrion found in the banshee's haunt is curiously absent of scavengers; even rats dare not feast upon the dead.
7. Stunted grass, yellow and sickly, covers the area.
8. A small mound of heaped earth, blackened soil without a trace of plant growth, rises from the otherwise monotonous terrain. (This is the banshee's grave).
9. Sparkling frost carpets the ground, undisturbed by any footprint or tracks.
10. The local fauna seems to be uniformly growing away from a spot near the centre of the banshee's haunt, reaching away as regular plants reach towards sunlight.

## 5: BANSHEE'S APPEARANCE

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1. The translucent figure of a skeletally thin black-haired elven woman hovers inches above the ground. An expression of hate mars her angular face.
2. Cloaked in a flowing white dress, ripped and torn in places, this otherworldly woman's keen, elvish eyes are filled with malice.
3. Floating just above the ground is a spectre both fair and foul, her incredible beauty transformed by a hateful expression into a monstrous perversion of grace.
4. Long-dried tears of rage and resentment streak this ghostly woman's twisted face; her cavernous mouth hangs wide open.
5. Face shrouded in a silvery veil and body clad in an elegant wedding dress, this melancholic woman floats aimlessly through the air, a mournful wail upon her lips.
6. A spectral figure of twisted beauty hovers stationary in the air, her hair writhing about her head as if caught in a phantom wind only she can feel.
7. Burning red eyes pierce the gloom, the only solid hue in an otherwise translucent figure that glowers at her surroundings with evil intent.
8. Strands of unkempt silvery hair reach down to this ghostly woman's slender hips, shrouding her deathly pale visage in tangled clumps.
9. Spectral hands outstretched, this unnatural woman embodies the deathly chill of the grave; a look of murderous vengeance mars her face.
10. Hideous burns cover the face of this once beautiful phantom, the remains of her lips twisted in an evil snarl.



## 6: TREASURE

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1. Among a pile of rusted and rotted equipment lies a silver holy symbol untouched by any decay.
2. The bony finger of a rotting human skeleton bears an ornate golden ring studded with a violet gemstone.
3. An exquisite silver mirror lies discarded in a small puddle. The glass has been violently smashed, but the well-crafted frame still holds value.
4. Folded into the pocket of a lifeless human is a small, hand-drawn map of the area; detailed drawings show the path to a location the characters are trying to reach.
5. A gnarled wizard's staff tipped with a white crystal stands embedded into the ground, its unfortunate former owner nowhere to be found.
6. A tattered satchel contains several vials of holy water.
7. Lying amid a patch of weeds, a simple leather thong necklace bears a dozen small, iridescent pearls.
8. A dead adventurer lies on the ground, his open mouth—forever locked in a scream—reveals several shining golden teeth.
9. Half-submerged in a small puddle, the flame of this metal lantern burns brightly despite the moisture. (The lantern is enchanted to everburn).
10. Silver coins lie scattered across a small area, a split leather pouch lies on the ground beside them.

## 7: TRINKETS & TRASH

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1. A rusting suit of chain armour encases the slender skeleton of an elf (or, perhaps, a thin human).
2. Fragments of a shattered glass vial lie scattered on the ground; any remnants of the liquid held within have long since vanished.
3. A leather pack hangs from the low branch of a tree. It holds nothing but rotting clothes and the like.
4. A mouldy haversack hides a tattered, leather-bound tome, its pages waterlogged and writing unintelligible, save for a few lingering characters in the elven script.
5. A burnt-out torch lies hidden among the damp, overgrown grass, which is slightly scorched in the area surrounding the torch's blackened tip.
6. A longsword lies rusting under a diseased bush. White mould covers the weapon's leather-wrapped haft.
7. Attached to the belt of a lifeless commoner is a set of brass keys. Labels such as "front door" reveal their mundane nature.
8. Stuck in a pool of mud is an abandoned leather boot, mouldering as the dampness consumes it.
9. Several arrows tipped with jagged flint heads are lodged in nearby tree trunks.
10. Half sunk into the mire, a mouldering waterskin filled with diseased, marshy water promises an unpleasant experience to those foolish enough to drink from it.

## BASILISK'S DEN

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The squat, reptilian basilisk has the terrifying ability to transform its prey into stone before shattering the statues into edible chunks to feast upon.

### 1: OUTSIDE THE LAIR

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1. Tall trees have wrapped themselves around a massive statue of a towering barbarian. The thick moss and vines growing over it cannot conceal the look of surprise and confusion on the man's face.
2. Small puddles bubbling with poisonous yellow froth fill natural folds in the boggy ground.
3. A profusion of heavy-set lizard tracks marks the ground. The tracks lead all over the place.
4. A large tree has been shattered by the rampaging basilisk's tail; splintered wood litters the ground.
5. A stone owl sits on a tree branch above the track. The branch on which it sits sags dangerously low.
6. Small piles of gravel are stacked intermittently around the area. (These are the basilisk's grainy faeces and contain shards of "surprisingly detailed" stone statues.)
7. Statues of men impaled on rocks or branches are the remains of flying explorers falling in mid-transformation.
8. A head-aching sulphurous stench fills the area. It is particularly horrible in low-lying areas.
9. Petrified fish washed up downstream from the lair litter the banks of a slow-moving river.
10. Trampled trees and smashed rocks indicate a massive creature fled and charged through this area.

### 2: WHAT'S GOING ON?

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1. Basking in the sun, the basilisk grips onto a large boulder with its many clawed feet.
2. With a rattle that sounds like a small rock fall, the basilisk defecates gravel-like faeces that stink like rotten eggs.
3. Sickened by the contents of its last meal's backpack, the basilisk uncontrollably retches and vomits.
4. The basilisk claws lazily at the floor, making a furrow for its soon-to-be-laid eggs.
5. With glands around its eyes and mouth flushed crimson with blood, the basilisk roars loudly to attract a mate.
6. The basilisk buries itself deep in the sun-warmed gravel to doze the day away. The creature has recently eaten and is content.
7. The beast noisily rummages around for inedible gems from its previous victim's treasure.
8. The basilisk noisily chews on a stone elk's head.
9. The basilisk claws frantically at something in the ground.
10. The basilisk slumbers on a pile of broken stone bodies. (Or it could be shaming sleep to lure in prey.)

## 3: MAJOR LAIR FEATURES

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1. A statue of a crawling elf is half submerged in a pool; a look of absolute terror covers her face. Moss grows over her back.
2. A swarm of stone rats—dangerous trip hazards—are scattered about the lair. Some have been crushed under the basilisk's feet.
3. Deep claw marks twist and turn up a wall to a dark crack in the rock above.
4. A pile of rotting backpacks, armour and weapons lies in a corner; a dusting of yellow crystalline powder covers them all. Nothing obviously useable remains in the pile.
5. A stone knight in full armour, his shield held before his face, is wedged deep in a crack in the cavern wall. He has a look of doomed acceptance on his face.
6. The body of a stone spider climbing the wall falls off when touched and shatters into hundreds of pieces.
7. A 40-ft. deep chasm in the floor divides the area in two; shattered stone statues carpet the chasm's floor.
8. A tangle of people petrified while fleeing fills a narrow corridor, making progress difficult.
9. A collection of scales, bits of fur and small bits of broken statues fills a shallow ditch.
10. A terrified-looking (petrified) dwarf woman hides behind another statue of a tall human woman.

### 4: MINOR LAIR FEATURES

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1. A longsword gripped in a stone hand lies on the floor. The longsword is in good condition.
2. A stone head rests on the floor, directing an accusing look towards a ledge high above.
3. Petrified in front of a small statue of a halfling holding a mirror is a baby basilisk caught by its own gaze.
4. Piled haphazardly in a corner is a collection of stone body parts. Mostly, the pile comprises arms and legs, but several heads have been balanced atop it.
5. Barrels, boxes and bones fill a corner of the chamber.
6. Scattered around the floor are pages from a ruined book discussing how best to hunt basilisks.
7. A bed of dusty and mangy furs covers a stone woman, petrified as she awoke.
8. Several foot-long eggs are partially buried in a sandy pit. As the characters watch, one of them shudders and cracks as if something was about to be born.
9. Broken basilisk teeth surround a stone dwarf's head.
10. A stone child wrapped in blankets is tucked into a narrow crack beyond the basilisk's claws but not its gaze. The child clutches a tiny dagger.

## 5: BASILISK'S APPEARANCE

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1. Thick scales of green and black cover the back of this monstrously large basilisk. Its large, unblinking eyes seem to hold unfathomable depths.
2. Russet brown scales cover the basilisk enabling it to blend in with the sandy ground.
3. Blotches of grey and white cover the skin of this old basilisk. One of its horns is missing; only a jagged stump remains in place.
4. Spines tipped with red pulsing blood form a ridge down this black and crimson basilisk's back. The stump of an arrow juts from its left rear haunch.
5. Pitch black scales and armoured plates cover this basilisk, which helps it to blend into the shadows. The creature is capable of great stealth.
6. Bright yellow with stripes of blue and green, this basilisk is noticeably fatter than normal for its ilk. The basilisk has either recently eaten very well or is ready to lay a clutch of eggs.
7. Scales of pure white cover this basilisk's hide, topped with icy blue armoured plates. The white hide and blue plates shimmer iridescently in bright light.
8. Long and sinuous, this basilisk raises its head like a coiled cobra as it searches for prey. This basilisk moves with sinuous grace.
9. Black armoured scales cover this oddly elongated, ten-legged basilisk's orange and red hide. The creature's eyes burn with infernal light. It is an exceptional climber—in the same manner as a spider.
10. Black and white stripes—like a tiger's—cover this basilisk's entire body. One of the creature's eyes is blue, while the other burns red. An old scar runs down the creature's face between its eyes.



## 6: TREASURE

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1. The thick hide of the basilisk, once cured and prepared, makes perfect scale armour.
2. Vials of the basilisk's blood sell well to enterprising wizards looking to make potions.
3. The bones of the basilisk, when powdered and added to mortar, enhance the strength of any wall.
4. A reflective shield of polished silver, unfortunately, covered in dried blood and gore, lies on the floor. In its current state, it cannot be used as a mirror.
5. An ostentatious helm with a reflective visor that blocks the power of the basilisk's gaze yet still allows its wearer to see lies upside down on the floor.
6. This spiked metal mace flanged with basilisk claws slows those it hits. It leans against the wall.
7. This cloak of hide and scales enables its wearer to transform into a rock or melt into stone and back again.
8. This tiny alabaster figure of a multi-legged lizard transforms into a full-sized basilisk mount when commanded. The mount lacks a basilisk's normal petrification power.
9. Sacred to an ancient cult, this stone chalice can, on command, fill with basilisk's blood.
10. These four arrows tipped with basilisk teeth encase their targets in stone for a short amount of time. Hitting their target destroys the arrow.

## 7: TRINKETS & TRASH

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1. An ornately detailed two-handed sword with a dragon's head hilt lies in jagged pieces. Characters incautiously searching the basilisk's hoard could cut themselves.
2. A broken basilisk tooth is wedged into a rock fissure. The tooth is yellowed and cracked.
3. These iridescent shells from basilisk eggs collapse into useless powder when touched.
4. A stone mouse peeks from a crack in a wall.
5. These small, yellow, perfectly spherical stones are the basilisk's faeces.
6. A small stone hand holds an empty potion bottle.
7. This crusty section of basilisk skin is now too old and brittle to be of use in magic item creation.
8. A heavy stone shield, with its wielder's arm still attached to the inside, lies against the wall. Dust covers the shield's heraldic device—a rising sun.
9. Dried blood fills this cracked bucket.
10. Several stone arrows litter the floor. They are heavy and cumbersome. They can still be shot, but they have only a quarter of their normal range.

## BLACK DRAGON'S LAIR

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Deep within the tangled mangroves and bottomless pools of noisome swamps black dragons lair in sunken ruins of miasmic evil.

### 1: OUTSIDE THE LAIR

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1. Acid dribbled from the dragon's mouth forms acrid-smelling scum floating atop fetid pools.
2. Twisting briars are scarred brown from contact with the passing dragon.
3. Strange crab-like creatures feast on crystalline deposits growing from the ground.
4. An enormous crater surrounded by acid-burned trees contains the dissolving body of a catoblepas.
5. Writhing leeches swarm across a fetid pool in search of fresh food.
6. Giant frogs with acid-scarred white flesh watch from nearby mud pools.
7. Broken and dissolved wood and stone litter the muddy ground, in the lair's immediate vicinity. The destruction is more pronounced nearer the lair's entrance.
8. Tangled arches of briars have grown over the pathways leading to the dragon's lair.
9. Black- and red-banded snakes hang from low branches, tasting the air with their tongues.
10. Panicked swampland critters, used to being ignored by the dragon, noisily flee at the party's approach.

### 2: WHAT'S GOING ON?

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1. Bubbles erupt from a section of bog, filling the area with stinking sulphurous fumes.
2. A rotted tree collapses into the marsh, leaving behind a jagged stump filled with swarms of scuttling insects.
3. Startled lizards leap up from their slumber and splash noisily away through the swamp.
4. A wounded alligator flees the party's approach, leaving behind a wake of blood and churning water.
5. Strange howls and chitters accompany the party as they move closer to the lair.
6. Clinging mud seems to fight the characters' approach, stealing boots and soaking through clothes.
7. Bright glowing insects suddenly surround a character, buzzing about for a second before flying away.
8. Angry wasps feasting on tree sap attack characters interrupting their meal.
9. A rotting, sagging tree thunderously collapses into the swamp with a loud splash.
10. A loud bellowing issuing forth from the lair's mouth shatters the silence. Any nearby birds take flight while other animals flee.

## 3: MAJOR LAIR FEATURES

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1. A large pool of yellow acid bubbles in the centre of a chamber; eye-watering vapours and a slight yellowish haze fill the air. Detritus from the rampant fungus growing everywhere covers the floor.
2. Rough murals—deranged scrawls by the dragon's servants and worshippers—scar the walls.
3. A tangle of roots holds a crack-riven pillar of rock together. The pillar collapses, if disturbed.
4. Faceless statues line the walls; the dragon has intentionally defaced all of them with its acid.
5. A vast mural depicting a battle has been acid etched into the wall by the strangely artistic dragon.
6. Broken slabs—stepping stones—rise above the surface of a wide pool of acidic mud and slime.
7. A huge section of the ground suddenly sinks into the mire, leaving nothing behind but a muddy, bubbling pool of fetid sludge.
8. Swathes of milky white bacteria drift through the pools of water, giving them a swirling effect.
9. A fallen rotting tree forms a bridge over leech-filled water. The tree may collapse and drop unfortunate adventurers into the pool.
10. Hidden tunnels deep in the mud link the various pools and chambers of the dragon's lair.

### 4: MINOR LAIR FEATURES

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1. Hundreds of tiny lobster-like creatures feast on the unidentifiable remains of a marsh creature.
2. Steaming puddles of water tainted with acid fill the air with a sickening stench.
3. Over the years, the dragon's presence has tainted the water and land. Murky crimson water fills the nearby pools and puddles, and lesions cover nearby sickly-looking plants and animals.
4. Heaps of brittle, yellowed fish bones litter the ground about the lair's pools.
5. Dripping acid has left circular potholes bored into the floor, throughout the lair.
6. Brittle bones and skulls covering the floor pop and crunch noisily when stepped on.
7. Stinking puffballs cover the rocky floors and walls; they emit foul spores if disturbed.
8. Thick vines and clinging briars hold together crumbling walls and doorways.
9. Ancient stone braziers once filled with oil to light the halls now hold clear watery acid.
10. Stone planting troughs and trelliswork hint at the ruin's previous purpose or, perhaps, ornamentation.

## 5: BLACK DRAGON'S APPEARANCE

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1. Claws have ripped apart this female dragon's face leaving her blind in one eye.
2. Weeds and mosses cling to this dragon's scales, giving it a strange earthy look.
3. A many-pointed crown of bone-white horns erupts haphazardly from the top of this dragon's head.
4. Missing several fangs and covered with putrid sores, this dragon looks like it was lucky to survive its last battle.
5. Ochre scales speckled with red and white cover the abdomen of this midnight black dragon.
6. Old leather straps and golden tack hang from the neck and back of this lithe dragon.
7. This female dragon's stomach scales are flushed red. This is a sign she is preparing to mate.
8. Concealing its size beneath the murky water, this dragon is terrified of fire. It prefers to fight from a semi-submerged position.
9. This ancient dragon chants prayers from a time forgotten as it moves to attack. Ceremonial bracelets of gold and silver adorn its body and horn and clash loudly as the beast moves about.
10. This dragon's scales are tinted red and grey. Handprints and symbols from local lizardfolk tribes cover its body.



## 6: TREASURE

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1. Pouches of reptile hide containing pearls and iridescent shells from swamp oysters are stacked in a neat pile in the corner of a chamber.
2. A forgotten drum set, used in an ancient tribal ceremony, lies discarded in the mulch. Silver studs hold the drum's pristine stretched chimera hide in place.
3. A longsword has somehow resisted the intrusion of acid and rust; the weapon remains bright, clean and sharp.
4. The lower half of a set of exquisite plate mail sports several acid splashes. (The top half was melted by the dragon's breath long ago).
5. Two elven boats lie partially submerged in the mud. The boats' oars lie amid the dragon's hoard.
6. A pickaxe of shining metal with its back spike melted lies on the floor.
7. These ivory horns from the dragon's mate's skeletal remains are worth a fortune to the right person.
8. A golden bowl containing gems is filled with clear acid.
9. Ancient dragon scales hang like tapestries in the lair's chambers. Decorated with golden threads, they reek of great age and value.
10. This black dragon scale shield has bone and horn reinforcements; it is missing its leather strap, however.

## 7: TRINKETS & TRASH

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1. A large pile of skulls glints with the promise of treasure but holds nothing but twisted and pitted gold teeth.
2. A backpack part-buried in the ground contains a good but soggy cloak and a change of clothes sized for a small female human.
3. This splintered, useless remains of a broken oar lie across the floor.
4. Untouched by time, a table holds six goblets and a wine jar. The wine has rotted into a poisonous sludge.
5. A leather sack in a pool of water catches bubbles and slowly rises to the surface before sinking again.
6. A rusted dagger is embedded deeply into a rotting tree branch. As a weapon, it is useless.
7. A leather-bound book in a waxed bag contains maps of the local area and drawings of various creatures. Unfortunately, the style and depictions don't match the writer's enthusiasm, and it looks cheap and messy.
8. A small stone figure of a primaeval earth goddess lies amid the trash.
9. A small pouch contains polished green river stones the same hue as the dragon's eyes.
10. An ebony effigy of a black dragon hangs from a soggy leather cord. Although worthless, the trinket served as a reminder to someone of their devotion to the dragon.

## BLUE DRAGON'S LAIR

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Arrogant to the core blue dragons lair in ancient temples and dedicate them to the worship of themselves.

### 1: OUTSIDE THE LAIR

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1. Sand shifts and collapses into an underground vault dragging unlucky intruders down with it.
2. Winds swirl across the sand, sending dust-devils skipping across the dunes.
3. The wind reveals ruins in the distance, but they have been re-buried by the time the characters reach them.
4. The dragon circles its lair surveying its domain before flying off into the distance.
5. Huge black crystals protrude from the sand; bolts of lightning arc between them.
6. Shifting sands reveal an ancient road bearing sigils of long-forgotten god-kings.
7. Bandits have picked clean a caravan just as the vultures have picked apart the dead guards.
8. Husks of dragon skin and old scales litter a rocky valley. The dragon uses this area to slough off dead skin. Harsh sunlight reflects off the discarded blue scales.
9. The dragon blasts crystal pylons near its lair with lightning leaving them flickering for days.
10. A lone pillar of rock, well known to the dragon, provides the only vantage point for miles around.

### 2: WHAT'S GOING ON?

---

1. Slaves trapped in tight cages cry out for water. The imprisoned folk could be real or clever illusions designed to lure heroes to their doom.
2. Sacrifices are chained to sandstone pillars. The dragon, in its arrogance, lets them starve—he can always get more, after all.
3. War-horns echo from a nearby canyon; are they a warning to the dragon or a call for aid?
4. The dragon picks at the carcass of a massive auroch spilling guts from its teeth as it eats.
5. The dragon swims playfully through the dunes like they are a wave-crested ocean.
6. The dragon blasts the light clouds with its lightning breath, forming a powerful storm that lasts several hours.
7. The dragon dislodges part of the roof by accident, causing sand to cascade into the lair.
8. Lightning blasts the sand and instantly creates a spiked wall of razor-sharp fulgurite.
9. A section of the lair collapses into a pile of rock and dust.
10. Quicksand forms in a previously explored chamber.

## 3: MAJOR LAIR FEATURES

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1. A colossal curtain of glass beads hangs across the entrance to the lair and sways gently in the wind.
2. Symbols of ancient gods and murals of worship have been defaced by massive claws.
3. Sand forms deep drifts in the corners of rooms and passageways, concealing the bodies of the dragon's many victims.
4. Hundreds of dusty oil jars line the walls of a room. The oil inside has spoiled with sand and burns only sluggishly at best.
5. A long-keeled boat has been dropped partially into a room through a massive hole in the roof. The boat is bone dry and can be used as firewood.
6. A passageway too small for the dragon contains a perfectly preserved mosaic.
7. The dragon has toppled a massive statue that it now uses to lounge on when greeting servants or intruders.
8. Long dead slaves began to unearth tunnels under the stone-slabbed floor but never finished their task. Holes in the floor gape wide throughout the lair.
9. Tinder-dry tapestries depict ancient cities thriving and benevolent gods overseeing their people.
10. This entire chamber has collapsed into a similar one below, leaving the floor strewn with rubble.

## 4: MINOR LAIR FEATURES

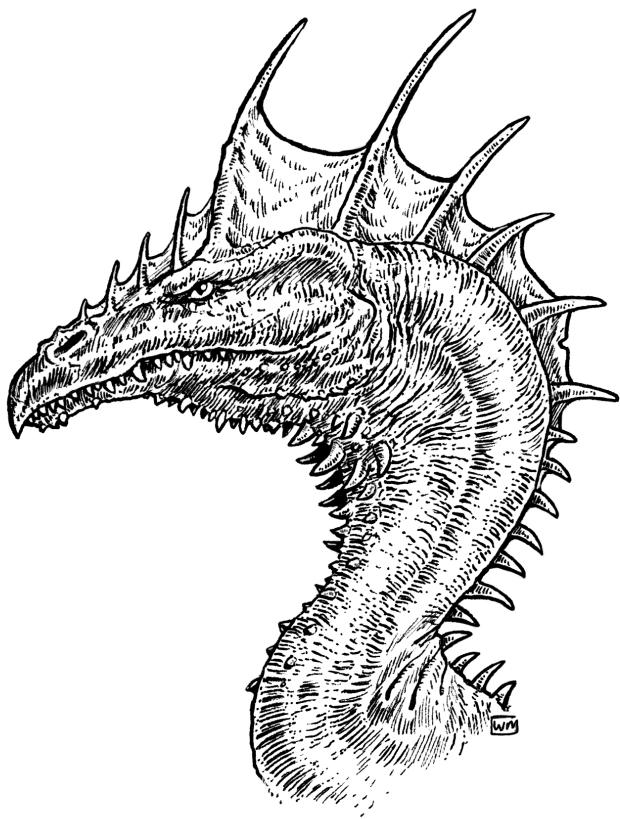
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1. Rude poems about dragons are scrawled on the walls with charcoal or wax. They are an old taunt from a previous victim who, at the end, regretted his creativity.
2. A thin layer of dust floats on the surface of a small pool in the corner of a large room.
3. Cracks in the roof let in light that reflects off mirror-like walls of gold leaf.
4. Shards of broken glass litter the floor of a charred and scorched corridor.
5. A map detailing part of the lair is scratched onto the walls. The map may give hints to secret treasure rooms or hidden traps.
6. The sand in the room circles slowly through the floor like an hourglass, constantly filled through holes from above.
7. A hidden cache of water flasks lies under the sand in an otherwise empty room; some may even still hold water.
8. Hundreds of rough domes of glass are piled in an alcove. Formed when lightning strikes the rain-soaked sand, they would have been made into a decorative wall or ceiling adornment.
9. An engraved glass dome set into the roof projects the heavens onto the walls of this chamber.
10. The dragon has badly damaged this entranceway. The arch could collapse at any moment.

## 5: BLUE DRAGON'S APPEARANCE

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1. This serpentine dragon furls its wings over its back and slithers like a monstrous snake across the floor.
2. This female dragon's scales are cobalt blue, and she has pure white horns and spines. She developed this colouration at birth, much to the amusement of her brood sisters, and it is something that still bothers her.
3. This male dragon arrogantly rears up whilst talking, filling the area with choking dust.
4. This female dragon limps while walking and tries to conceal her damaged hind leg from enemies.
5. This male dragon is exceptionally lonely and seeks conversation and companionship, even from his enemies and prisoners.
6. This male dragon has deep blue scales, the same hue as a night sky. His many scars are filled with molten gold from his hoard.
7. This pale blue dragon speaks with a strong accent from a fallen civilisation, making conversation awkward.
8. This blue dragon is actually one twin of a pair. They delight in tormenting their foes before revealing themselves in battle.
9. This dragon is slovenly and unhygienic. Dried bloodstains and filth covers its scaly hide.
10. The underside of this dragon is dark brown and slate-like similar to the desert rocks.



## 6: TREASURE

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1. Hundreds of gems and semi-precious stones have been laid out in intricate patterns on the stone floor.
2. Huge geodes of amethyst stand on an ancient altar where they reflect light around the room. Extremely heavy, they are nonetheless worth a fair amount.
3. Rods and staves are stacked haphazardly against a wall. Some still bear gold and silver embellishments.
4. Sparkling gemstones and crystals are placed carefully in upside down shields filled with water.
5. This jambiya, a short curved dagger of the desert folk, is forged from unbreakable steel and polished platinum.
6. Large chunks of black obsidian-like rock are scattered about the hoard. They can be used to conduct lightning if appropriately positioned.
7. This suit of dwarven plate is embedded with bright blue topazes and coiled silver.
8. Papyrus tablets are buried under sand and rubble. If carefully removed, they could be worth a fortune to a historian or collector.
9. This heavy golden spear has a glass lightning bolt tip. Despite its weight, it is perfectly balanced for combat.
10. A simple crown features a dragon's head with its wings wrapping around the wearer's head. It has perfect sapphire eyes and ivory chips for teeth.

## 7: TRINKETS & TRASH

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1. Hundreds of polished mirrors reflect light around the ruins lighting up corridors and rooms with sunlight.
2. Troughs once filled with oil contain soiled pots and discarded tools.
3. Hundreds of fulgurite stems are carefully wrapped in cloth, ready to be traded by the dragon's slaves.
4. This hooked shepherd's crook is bound in snakeskin.
5. Broken, jackal-headed canopic jars contain the now scattered remains of mummies. The dragon had no need of such things and smashed them.
6. A bizarre pillar comprising dragon scales and fulgurite balances precariously on a ledge. It collapses (loudly) if disturbed or investigated without due care.
7. Blood mars the tip of this hook-bladed knife.
8. A set of shelves contains many desiccated scrolls and maps. Most turn to dust when disturbed, but a few contain interesting facts about the ruin.
9. This brightly patterned woollen saddle blanket is designed for a camel.
10. This collection of leather sacks seems in good condition, but their seams slowly split if they are used.

## BRAIN DEVOURER'S DOMAIN

---

Tyrants and slavers, these monstrous aberrations subsist on fresh brains, devouring them to fuel their psychic powers. Victims not immediately killed are enslaved for the rest of their brief lives. Often dwelling in hive-mind communities in the Ebon Realm, brain devourers are dangerous foes.

### 1: OUTSIDE THE LAIR

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1. The characters feel unsettled, like someone—or something—is gently probing their minds.
2. The cold air of the Ebon Realm gets noticeably warmer and more humid.
3. Occasional smears of slimy mucus dot the walls and gather in shallow puddles on the floor.
4. The passageways near the devourer's domain are devoid of any sentient life.
5. The natural caverns suddenly give way to worked stone, like crossing from one realm to another.
6. A burnt-out torch lies on the floor, streaks of charcoal radiating from where it was obviously dropped.
7. Several of the passageways leading to the devourer's lair have been deliberately collapsed.
8. The rubble littering the floor has been neatly swept aside, forming a snaking path through the caverns.
9. The clanging sound of metal on stone rings out from some distant passageway.
10. Monotonous, heavy footsteps sound in the distance.

### 2: WHAT'S GOING ON?

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1. Thralls guard every entrance, the changing of shifts carefully executed to allow no lapse in vigilance.
2. The characters hear a deep and insidious voice in their head, with no clue as to its source.
3. The devourer is feeding on one of its thralls. So heavily is it under the devourer's control it doesn't seem to notice, or care, that its brain is being sucked from its skull.
4. A group of dwarven thralls labour to shore up a section of cracked, unstable ceiling.
5. The devourer is hunched over a map, drawing its insidious plans with an ink-blotted quill.
6. Several of the devourer's thralls patrol the lair for intruders, marching with brainless, robotic movements.
7. The devourer hides in the shadows, waiting to dominate the strongest-looking intruder.
8. A party of drow, their nearby settlement under threat, have ventured forth to slay the devourer.
9. A thrall stands rigidly upright, endlessly muttering an indistinguishable phrase, although its shattered brain no longer seems capable of understanding the words.
10. The weakest-minded character hears an ominous voice in their head, repeating their deepest fears to them.

## 3: MAJOR LAIR FEATURES

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1. The thralls in this lair are not particularly well-controlled and are on the brink of rebellion; they simply await a good opportunity.
2. The architecture is considerably alien: spiral staircases, curved tunnels and undulating floors abound, defying the rigid straight lines of other humanoid structures.
3. Powerful but weak-minded ogres make excellent thralls, and this brain devourer makes good use of these brutes; at least two guards each entrance.
4. Plunging to inestimable depths is a deep pit that even the devourer dares not approach.
5. Pinned in by iron bars, groups of captured humanoids wait to be devoured like cattle awaiting slaughter.
6. Several briny pools are scattered throughout the lair; eggs and small tadpoles fill each pool.
7. A large pit is piled high with corpses. Investigation reveals all the bodies are missing their brains.
8. A captured drow, chained to the wall, is currently being mentally broken by the devourer.
9. Floating in a briny pool at the nucleus of the lair is an enormous brain, its slimy surface pulsating in an impossible, unsettling manner.
10. Several small tunnels, covered with iron grates, pierce the walls. Each contains a disembodied brain unnaturally mounted on four semi-canine legs.

## 4: MINOR LAIR FEATURES

---

1. Strange markings dot the walls in places, although their meaning is indecipherable without magical assistance.
2. The air is very humid; the walls are slick with moisture.
3. Laid out on a table slick with slimy mucus is a humanoid brain, obviously the focus of an esoteric experiment.
4. Broken weapons and patches of dried blood tell of recent fighting in the lair. Based on the scale of the debris, it was a large confrontation.
5. A wall carving depicts a giant brain, its ganglia reaching out to all the corners of the multiverse.
6. Glass jars filled with a strange, viscous substance can be found throughout the lair. Some contain well-preserved, almost living organs suspended in the fluid.
7. A heaped pile of mundane possessions fills a tucked-away chamber. This is where thralls dispose of any connection with their past life.
8. Several sections of crumbling stonework have been well-reinforced. Investigation reveals the style of work is obviously dwarven.
9. The chambers are illuminated with a faint viridescent glow emanating from strange fungi infesting the walls.
10. Just being within the lair feels vaguely unsettling, like some unseen force is fumbling at the latch of their mind.

## 5: BRAIN DEVOURER'S APPEARANCE

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1. Four writhing tentacles sprout from the bulbous head of this monstrous humanoid, reaching toward the nearest sentient life with an insidious hunger.
2. A thin layer of slimy mucus coats the skin of this octopus-headed humanoid, dripping off its tentacles as water drips off a stalactite.
3. The dead white eyes of this hideous creature, devoid of any pupils or discernible emotion, seem to burrow into other's minds with their cold, unsettling stare.
4. Clutched in the three-fingered hands of this alien monstrosity is an iron sceptre tipped with a hollow metal skull, pointed at the party as if declaring a target.
5. Standing tall and clad in a flowing black robe, its slimy head framed by tall neck frills, this villainous aberration struts around with an air of undeniable superiority.
6. One of this devourer's tentacles has been cut off. The short stump, not yet fully healed, still writhes around as if nothing was amiss.
7. Dispassionate and emotionless, this aged devourer seems almost robotic in its movement and ruthlessly pragmatic in its actions.
8. The dry skin and ravenous eyes of this tentacle-faced humanoid show it to be in a poor state of health; it is obviously undernourished and desperate for a meal.
9. Unusually long, flabby tentacles, even for a brain devourer, sprout from this creature's chin, reaching down past its waist. Almost in compensation, its arms are shorter than might be expected.
10. Shrouded in a tightly wrapped dark cloak, the only sign of this humanoid's monstrous nature is the slimy tentacles drooping down from underneath the brim of its low-drawn, wide-brimmed hat.



## 6: TREASURE

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1. A crumpled and torn piece of parchment calls for the investigation of several missing persons from a nearby settlement and offers a substantial reward.
2. A seemingly favoured thrall wears an elaborate brooch, perhaps denoting its higher status, depicting four slaving tentacles radiating out from its central point.
3. A map of nearby caverns details several locations the characters have yet to discover.
4. Latent with psionic power, anyone donning this headband of silvery metal can feel the power of their mind grow stronger as if focused by a magnifying lens.
5. The devourer carries a sturdy iron sceptre tipped by a hollow metal skull. It is crafted with incredible quality.
6. A full-face metal mask, clearly a form of protective armour, has been modified to accommodate a devourer's tentacles by removing its lower portion.
7. A dusty, leather-bound spellbook, old and worm-eaten but still legible, contains many secrets of arcane power. It is inscribed as the property of one Inushan Gleem.
8. This well-balanced silvery greatsword is extremely sharp and cuts through the air with graceful fluidity.
9. The brain of a devourer, if harvested with a certain degree of care, would surely sell for a high price.
10. A battered scroll case contains an unused spell designed to protect the mind from unwanted intrusions.

## 7: TRINKETS & TRASH

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1. A frayed, bloodstained whip lies in two pieces, split in twain from constant use.
2. Glass jars filled with a clear, briny liquid lie all around the lair. Although harmless, the liquid tastes awful.
3. A broken silver compass, its housing shattered, bears the inscription, "So you can find your way home to me".
4. Several racks of well-worn mining equipment, the majority too chipped and cracked to be of much use, line the walls of a small storeroom.
5. This fine silken robe would be valuable if not for the difficult-to-remove layer of slimy mucus.
6. A set of burst iron manacles implies that something very strong—or determined—sundered its bonds.
7. A metal flask bearing the sigil of a famed subterranean explorer still holds a few drops of fine brandy.
8. Woven baskets filled with mouldering and rotting food sit near the thrall quarters. Although revolting, they provide the basic nutrition needed for survival.
9. The journal of the adventurer Karl Vesivalo tells of his delving into the Ebon Realm until the entries abruptly cease after tales of strange thoughts and dreams.
10. An engraved message, now illegible, once adorned the band of this simple silver ring, worn smooth by the hypnotic stroking of absent-minded hands.

## BUGBEARS' LAIR

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Much more than larger, more sinister goblins, bugbears bring a sinister and morbid level of terror with them wherever they go. They delight in causing fear in their victims and basking in their tortured screams.

### 1: OUTSIDE THE LAIR

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1. A human skull is embedded on a sharpened stake, terror still locked on its decaying face.
2. Humanoid and animal skulls impaled on rough-cut log stakes litter the area.
3. Palisades of deadly stakes and crudely sharpened branches line the pathway.
4. Bones tied together with sinew form grisly fetishes.
5. Stinking mounds of offal and discarded scrap fill alcoves on the path ahead.
6. A bear skull, the axe that killed it deeply embedded between its eyes, sits atop a stone and log altar.
7. A tripwire crosses the path, ready to catapult a pan of stinking offal and sharp bones across the area.
8. A curtain of human skin, its previous owner's screaming faces still visible, covers a door.
9. A half-dug pit contains a bear trap, its teeth covered with faeces and blood.
10. An iron spike pins a severed human hand to the wall. A bloodied knife lies on the floor nearby.

### 2: WHAT'S GOING ON?

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1. Teasing a goblin with a red-hot branding iron, the bugbear flies into a rage and crushes the goblin's skull.
2. Throwing meat and plants into a cauldron, the bugbear then pours murky water into it from a rusty bucket.
3. The bugbear picks at the meat on a skull with a sharp dirk. Several other skulls nearby are strung together with filthy rope.
4. The bugbear rips the skin off a dead dog stretched out on a wooden frame.
5. Distracted, the bugbear slowly butchers a whimpering, overweight man who is manacled to the wall.
6. Two bugbears argue whilst pointing at two female bugbears bound to a spike.
7. The bugbear rages as it repeatedly punches a goblin it has pinned to the wall.
8. The bugbear sits staring into a small fire as several females tend to its food and drink.
9. The bugbear struggles to pull a wedged thrown axe out of a log target.
10. The bugbear drags a dead opponent away and mounts him on a hook rammed into a nearby wall.

## 3: MAJOR LAIR FEATURES

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1. A large area splattered with spilt blood appears to serve as a makeshift fighting arena.
2. A small forest of butchered legs hangs from hooks above a blood-covered table.
3. A stinking barrel contains the chopped remains of rotting meat; several fingers and toes float on the surface of the foul gloopy mixture.
4. A bugbear's naked body hangs from an iron spike driven deeply into a wall. Hundreds of whip marks and cuts cover his body.
5. A chained bucket lies next to a pool of water. A bugbear floats in the pool, a rusty and pitted short-sword embedded in its back.
6. Spears and axes are deeply embedded in pitted and battered wooden targets scattered throughout the lair. Bugbears fighting intruders grab the weapons to fling at their enemies.
7. A curtain of stringed finger-bones is half made and discarded. Spare bones lie in a bowl nearby.
8. A skeleton pinned to the wall has become a weapon rack with spears and daggers slipped between its ribs and maces hung on its hips.
9. A ribcage with razor-sharp daggers protruding from within it hangs above a circle drawn in the bloodstained mud. Smear and indistinct tracks mar the mud.
10. The burnt corpse of a massive boar hangs over a fire pit. The boar's head and tusks sit on a table nearby.

## 4: MINOR LAIR FEATURES

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1. A light metal cooking tray contains burnt fingers and toes dusted with pungent herbs and pepper.
2. A workbench holds small tools along with boxes of nails and sharpened rivets.
3. Jagged combs and brushes filled with lank, lice-infested hair fill a dirty wicker basket.
4. Several skulls decorate this area's entrance. They lie in small wall niches and grin at those approaching.
5. Four dog skeletons, food bowls just out of reach, are chained to the wall.
6. A collection of jars contains random body parts from organs to entire feet floating in vinegar. One hidden at the back contains an elven child's head.
7. Bloodied hand-prints form a snaking pattern around this door frame.
8. An iron maiden missing its door lies abandoned and dusty in the corner.
9. A spiked club hangs from the ceiling, part of an unset trap (or maybe an elaborate one using it as a distraction).
10. A snare covered with blades crosses the door.

## 5: BUGBEAR'S APPEARANCE

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1. The bugbear hides within the folds of a dark brown, hooded cloak; only its red, glinting eyes are visible from the deep shadows within.
2. Wearing a mismatched set of heavy splint mail armour under thick, dirty furs, this bugbear also sports a spiked boar's-skull helm.
3. The bugbear wears a stinking red cloak over its rough armour. The cloak is dyed with its many victims' blood.
4. With her hair up in a rough, unkempt bun, this female bugbear wears a padded, oversized dress covered in blood and gore.
5. Burnt fur covers this bugbear's face, giving it an even more terrifying appearance.
6. Wielding a cruelly serrated sword in each hand, this hulking bugbear moves with grace and silence.
7. The bugbear has wrapped human skin tightly around its large wooden shield. It laughs maniacally every time its shield is struck.
8. The bugbear chews distractedly on a necklace of ears as it glowers about with hate-filled eyes.
9. The bugbear has a large quiver of javelins slung over its back; each has a heavy serrated blade and grisly trophies such as scraps of flayed skin, wisps of bloody hair and so on.
10. Leaning on a heavy spiked staff for support, this bugbear slowly limps about. (This could be a trick designed to lure an opponent into overconfidence.)



## 6: TREASURE

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1. This barbed spike-covered morningstar screams each time it hits an opponent.
2. Hooks cover this suit of shoddy leather armour. Foul souvenirs—scraps of skins and so on—hang from many of its hooks.
3. This necklace of ears and finger-bones is itself festooned with trashy jewellery.
4. A large steel shield of dwarven artifice has a large patch of wolf fur nailed over its front.
5. This gem-studded skull looks more human than wolf but is definitely canine. (It is a werewolf's skull.)
6. This large sack of hessian magically muffles the screams of anyone placed inside it. Strangely, it can carry one man-sized individual without getting heavier.
7. An inscription on this leather dog collar reads, "To my Foxy, may the hounds never find your scent".
8. Impressively sharp, this butcher's cleaver can easily sever fingers and ears.
9. A collection of spikes, blades and flensing tools fills a leather foldaway case. A label reads "First Inquisitor Markhoff, may a lie never be true."
10. This bandoleer of sharp, well balanced throwing knives comes with a matched belt and pouches for poison vials. The pouches are empty.

## 7: TRINKETS & TRASH

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1. This pair of heavy boots with dog skulls on the front are only partially made; whoever was crafting them got bored or distracted before they finished.
2. Several broken swords have been bundled together and tied up with rope.
3. This snapped short sword only has a jagged, sharp six-inch blade.
4. Dried wax covers this human skull wrapped up in red-dyed wool.
5. A small goblet of blood has been placed carefully inside this otherwise empty wooden barrel.
6. A small leather bag holds a set of dominoes made from horses' teeth.
7. This bag of finger-bones half threaded onto sinew rattles when disturbed. Several bones are tiny and may be from children or goblins.
8. Rusted and broken blacksmithing tools used (unsuccessfully) to sharpen the bugbears' weapons lie in a confused pile.
9. This large sack, tightly tied at the top, contains three dog skulls, a goblin skull and a poisonous spider.
10. Embedded in the thigh of a cooked human this dagger's blade bears a pattern of rambling vines.

## BULETTE'S TUNNELS

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Immensely strong burrowing predators, bulettes—or land sharks as they are sometimes called—live only to feed. They fear nothing and treat everything moving as food. Bulettes range over a wide area and are always on the move.

### 1: OUTSIDE THE LAIR

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1. A pile of disturbed earth five-foot high—akin to a massive molehill—juts from the ground.
2. The roof of a meandering tunnel has collapsed, creating a long, thin depression in the ground.
3. A confused mass of jumbled footprints cut across the area. A skilled tracker can tell the people who left the tracks were running—probably for their lives.
4. As #3, but several sets of tracks end at huge molehill-like piles of earth.
5. An uprooted tree—complete with its roots—lies on its side. The tree's leaves are healthy, suggesting it fell recently. A tunnel leads away from the tree.
6. The skeletal torso of a human warrior juts from a loose pile of earth. Investigation reveals the man's legs and pelvis are missing.
7. The remains of a part-destroyed wooden shack teeter precariously at the edge of a deep pit.
8. Ground-dwelling animal life is conspicuously absent from the surrounding territory.
9. Wide, collapsed tunnels crisscross the area.
10. As # 1, but a field of widely dispersed "molehills" dots the surrounding area.

### 2: WHAT'S GOING ON?

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1. The ground trembles as a bulette intent on larger, nearby prey passes under the group.
2. A flock of birds roosting on a distant tree suddenly—as one—take flight. Perceptive characters notice the tree judders moments later.
3. The surrounding area is wholly devoid of any animal sounds. The only thing the characters hear is a faint breeze sighing through the trees.
4. A badly injured warhorse wearing fine plate barding on the brink of death from excessive blood loss staggers toward the party. Three rounds after it reaches the group, so does the bulette hunting it.
5. A bulette's dorsal fin appears ahead of the group and heads rapidly straight toward them.
6. Screaming comes from beyond a nearby rise.
7. A man halfway up a tree shouts a warning to the party.
8. A bulette bursts forth from the ground, forty feet away.
9. The bulette is elsewhere; it finds the characters as they make camp.
10. A bulette bursts forth under the rearmost character.

## 3: MAJOR LAIR FEATURES

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1. The seven-foot-high tunnel ceiling is unstable. If it is disturbed, the ceiling collapses (potentially burying anyone inside).
2. This tunnel runs over a deeper tunnel. Heavy characters walking over the part of the floor that passes over the lower tunnel cause the floor to collapse.
3. The bulette's tunnels are a hopelessly complex and dizzying labyrinth of earthen passages.
4. The tunnel intersects with a water-filled sinkhole. The tunnel continues onwards at water level on the other side of the shaft.
5. Low-lying parts of the tunnel complex are partially or completely flooded. The bulette avoids the completely flooded sections.
6. The bulette undermined a tree, which has sunk into the tunnel below to block the passage.
7. The tunnels undulate wildly up and down as they follow the contours of the land above.
8. Some of the tunnels are twice as wide as others—in such places, the bulette has backtracked. Such areas are also more unstable than the narrower tunnels.
9. Several sections of tunnel have collapsed; piles of loose earth block the characters' progress.
10. A tunnel intersects with an ancient burial mound. The bulette has ignored the barrow; treasure—and perhaps danger—could lurk within.

## 4: MINOR LAIR FEATURES

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1. Splintered scraps of bone carpet the ground in a macabre imitation of caltrops. Unwary characters could pierce their feet on the bone shards.
2. Loose soil sifts down from the ceiling as the characters explore the tunnels.
3. Tree roots hang through the ceiling creating natural curtains which obscure sight of what lies beyond.
4. Piles of bulette scat—comprising splintered bones, bits of metal and so on—dot the tunnels.
5. Water drips through the tunnel ceiling to form puddles on the ground.
6. A tunnel intersects with a sinkhole, providing a view of the sky. The sinkhole's sides comprise crumbling earth and are, therefore, difficult to climb.
7. Jagged roots protrude from the tunnel's walls to slash and grab at unwary explorers. A dank, mouldy smell hangs in the air.
8. This tunnel ends abruptly at a slab of rock. A side tunnel leads off around the obstruction.
9. This tunnel wildly twists and turns as the bulette navigated around several huge part-buried boulders.
10. Half the skeleton of a once majestic stag sprawls on the tunnel floor; its bones are splintered and scattered.

## 5: BULETTE'S APPEARANCE

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1. Old, faded scars crisscross the head and neck of this armour-plated monstrosity.
2. The stump of a sundered sword is wedged between two teeth in this huge creature's gaping maw. It violently shakes its head as it tries to dislodge the weapon.
3. This huge armoured monstrosity has a blue-brown head and grey-blue scales. Its tiny, anger-filled eyeballs are a fell yellow colour.
4. This large creature's eyes are a curious mix of black and yellow; huge teeth fill its toothy maw, and its grey scales dully glint in the light.
5. A jagged, plated fin juts from the back of this huge, armoured creature. Its four legs end in gigantic claws. Its jaws open and close spasmodically.
6. A weeping sore "decorates" this large creature's rear, left hind leg. Chips in the greyish plates covering the beast's back show where someone or something repeatedly struck it.
7. This monstrous beast is blind in one eye—a dagger hilt juts from a mass of scar tissue where the eye should be.
8. A jagged stump is all that remains of this bulette's dorsal fin; close examination reveals huge bite marks on the creature's heavily armoured back.
9. This heavily armoured predator has a long tail—akin to that of a great cat—that swishes backwards and forward. Greyish-brown plates cover the creature's back.
10. This huge bulette is twice the size of a normal specimen. Its red eyes blaze with a breathtakingly intense look of hunger and aggression.



## 6: TREASURE

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1. The hilt of a jewelled two-handed sword juts from the disturbed soil. A character pulling the weapon forth discovers it is superbly balanced and incredibly sharp.
2. A huge, curved ivory tooth lies partly buried in the loose soil. This is a bulette's tooth and could be of interest to a wizard or naturalist.
3. A pair of finely crafted manacles yet hold the bony arms of their last prisoner. A key fills the manacle's lock.
4. What appears to be a small coffer is actually a portable altar dedicated to the god of travel and roads.
5. A pristine set of finely crafted bagpipes lies on their side. They are a bit blood- and mud-stained but are otherwise in excellent condition.
6. A skeletal horse's leg yet wears a horseshoe that gives off barely perceptible blue and white sparks. This is a *horseshoe of a zephyr*; the others may—or may not—lie elsewhere in the bulette's tunnels.
7. A straw-filled box lies on its side. It held four bottles of fine brandy; two survived the fall into the tunnel.
8. This leather scroll tube contains the deeds to "Kildrak's Keep". Sadly, the deeds do not say where the keep lies.
9. Three gold bars—lie on the ground; all three bear teeth marks, end in jagged stumps and are half the size of a standard bar.
10. A tightly-sealed dirty canvas holds three bolts of blue silk. The silk is undamaged and blemish-free.

## 7: TRINKETS & TRASH

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1. Crushed and torn shards of plate armour lie half-buried in the loose soil. Shattered shards of white bone gleam from within the armour.
2. This leather quiver holds 16 longbow arrows. The quiver's strap has snapped, and four of the arrows are missing some or all of their fletching.
3. A sundered grey-blue plate—from a bulette's back—is wedged in a wall. The plate is heavy and cumbersome.
4. The hilt and a two-foot-long shard of blade are all that remains of this two-handed sword.
5. The rotting remains of an overturned cart part-block a tunnel. Treasures may lie beneath the wreck.
6. A sodden and shredded backpack hangs from a tree root jutting from the ceiling.
7. A length of thick, sundered chain lies stretched out on the floor.
8. Scraps of a canvas tent hang from the ceiling, caught on a thick root. The scraps flutter in a slight breeze.
9. The cracked and dented head of a warhammer is part-buried in the soft earth floor.
10. A small belt pouch holds a festering mass of herbs and the like gathered from the lands above.

## CASTAWAY'S CAMP

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Abandoned by their shipmates or the survivors of a shipwreck, a castaway's life is a lonely, desperate affair. With few resources—and less company—many fall into madness and despair.

### 1: OUTSIDE THE LAIR

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1. Smoke coils upwards into the sky from a signal fire set upon a bare outcrop of rock.
2. Tracks—left by a barefoot humanoid—crisscross the area.
3. Wooden posts dot the island. Each post bears a graven arrow pointing toward the castaway's camp.
4. Large signal fires ready to be quickly lit dot the island; all are set on high bluffs or other exposed places.
5. A grave stands on a slight rise. A ring of stones surrounds the grave, which is also adorned with a plain wooden marker.
6. All the small trees around the camp have been chopped down and processed for building materials or fuel.
7. An axe—its haft broken—juts from a tree trunk. The thick trunk is half cut through, and the tree will fall during the next storm.
8. Small, crudely built traps dot the area around the camp. Most are empty, but a few hold small animals.
9. Wooden wind charms held together with vine and string hang from the trees surrounding the camp. They clatter in the wind.
10. The ruin of an old camp fills a small hollow. A tree has fallen into the camp, crushing the castaway's hut. Nothing of value remains among the wreckage.

### 2: WHAT'S GOING ON?

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1. The castaway is sitting by the fire cooking dinner—fish caught that day from the shallows.
2. The castaway is asleep and unaware of the characters.
3. The castaway is cleaning and tidying their camp.
4. With bloody hands and a bloody knife, the castaway is busy gutting a fish.
5. A single voice raised in song wafts through the air as the characters approach the castaway's camp.
6. The castaway is having an animated conversation with a small bush. The castaway is doing all the talking.
7. A rabbit or other small creature hops or runs through the camp—the castaway, clutching a knife—is in hot pursuit.
8. The castaway is near death and lies wrapped in a cloak on a crude sleeping pallet. They could be starving to death or suffering from a wasting disease. Without help, they will die.
9. The castaway is elsewhere on the island.
10. Cackling and mad gibbering fill the air—the castaway has descended into madness (but perhaps only temporarily).

## 3: MAJOR LAIR FEATURES

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1. The camp features a crude perimeter wall of piled branches. The wall is about five feet high but can be dismantled relatively easily.
2. A treehouse—crafted from flotsam and jetsam—perches high in the branches of a huge tree. A knotted rope hangs down the tree's trunk.
3. Four graves stand by the camp. A crude wooden post marks each grave. Wildflowers grow over the graves.
4. A stream flows through the camp, and the castaway has created a pool midway along its length.
5. A long stack of firewood bounds one side of the camp. The four-foot-high pile acts as a windbreak.
6. The camp is well stocked; boxes and barrels—all liberated from a recent shipwreck—stand about the place. A pile of lumber organised by size, also salvaged from the wreck, lies nearby.
7. The castaway lives in a large, dry cave halfway up a steep, grass-covered hill.
8. The castaway has been here for years. To fight off the boredom, they have expanded their "hut"; it is now U-shaped and surrounds a central "courtyard".
9. The castaway's hut stands next to a natural spring which bubbles forth from between two huge boulders.
10. The castaway lives in the hollow trunk of an immensely old and vast tree.

## 4: MINOR LAIR FEATURES

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1. The castaway's possessions are meticulously organised; they know exactly what they own and where everything is. If anything is stolen, they notice.
2. The smell of smoke hangs thickly in the air.
3. The camp is in disarray—possessions and rubbish are piled about without order.
4. The stench of a latrine pit dug too close to camp wafts through the air.
5. A drying rack straddles the camp's fire, and a half-dozen gutted fish hang thereon.
6. The piled remains of several humanoids lie under a brush. Disturbingly, closer investigation reveals something or someone has cracked the bones open to get at the marrow within.
7. A small, neat vegetable garden lies near the camp. A crude fence of cut branches clearly fails to keep out the indigenous wildlife.
8. A worn track leads from the beach to the castaway's camp; the track follows the contours of the land.
9. The camp is well hidden from sight.
10. A sailcloth awning covers the camp in shade. Sadly, the sailcloth has several holes, so light and rain still get in.

## 5: CASTAWAY'S APPEARANCE

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1. **Teemu Miela** (N male human) wears ragged clothes and has a filthy bandage on his left foot. He limps badly. Teemu's hair is wild and unkempt, and he looks to be on the edge of starvation.
2. **Pirkko Vaino** (NG female human) hops from foot to foot in excitement at the sight of other people. She has been alone for a long time and is desperate for conversation, company and rescue.
3. **Sipro Tuomikki** (CN middle-aged male human) fears the sea and what he believes lurks therein waiting for him. (He believes a kraken lurks offshore and patiently waits for him to enter the water.)
4. **Tiera Vasara** (CE male human fighter 3) pretends to be a helpless marooned sailor but is actually a treacherous pirate. He knows where treasure is buried on the island but can't work out how to get it away without sharing it. The bones of his once-companions lie scattered about the island.
5. **Taavetti Kylli** (N middle-aged human male) likes living alone on the island and has no interest in being rescued, and he forcefully resists any such attempts. He is happy, however, to have as much of the party's rations and equipment as they can spare.
6. **Untamo Kainu** (CE male human) lingers close to death in his camp; malnourishment and exposure have finally got the better of him; only powerful restorative magics can now save him. If the characters do not save Untamo, he dies and shortly thereafter rises as a ghoul intent on sating his unending hunger.
7. **Teppana Asikka** (LG male human paladin 4) endures his self-imposed exile on this island after impure thoughts brought him perilously close to losing his paladinhood. His only companion is his warhorse, Fury. He has recently purged himself of his temptations and is ready to return, armoured with righteousness, to the fight against evil.
8. **Urpanus Ikävalko** (N young male human) holds the dubious honour of being the only survivor of a shipwreck. The last adult died a month ago, and he has been scavenging ever since. He sees the characters as his salvation. Initially timid, he watches the group for some time before revealing himself.
9. **Tuulitar Laulaja** (NE female half-elf wizard 9) lives here by choice—mostly—in a magical iron tower. She is engaged in "certain researches" best carried out away from superstitious peasant folk and meddling adventurers. She is not pleased with the party's appearance and tries to mask her true nature.
10. **Mnoti Helwan** (CE female human vampire) hides during the day in her coffin, which lies in a dingy burrow she dug from the ground with her bare hands. Mnoti was marooned here months ago by sailors who could not kill her. She is hungry, very hungry. The characters will shortly discover a vicious predator lives on the island...

## 6: TREASURE

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1. This cutlass glimmers in the light. Forged from a silvery, lightweight metal, it is a thing of beauty. The weapon's sheath, however, is missing.
2. A stout sea chest filled with gold and silver coins glimmers enticingly in the light. On this island, such wealth is worthless.
3. These silver earrings are forged in the shapes of leaping dolphins. Tiny blue translucent gemstones serve as the dolphin's eyes.
4. This ship's figurehead depicts a grinning harpy and juts from the ground as if protecting the castaway's camp. The figurehead is magical and can, once per day, produce a magical sonic attack on command.
5. A fine captain's coat of red and black velvet hangs from a tree branch. The coat is in excellent repair and is sized for a burly man.
6. This treasure map obviously depicts the island and shows where the castaway has buried their treasure.
7. Securely stored in its protective padded leather case, this spyglass enables times three magnification.
8. This heavy crossbow lies by a quiver of 17 bolts; three of the bolts are tipped with a small grapple hook and have an attachment for a thin rope just above their fletching.
9. Four small pearls fill a sodden leather pouch.
10. This billowing black cape has a high collar and grants the wearer the ability to fly for 30 minutes every day.

## 7: TRINKETS & TRASH

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1. Ripped sailcloth weighed down by lengths of splintered spar and planks forms a confused jumble of a pile that serves no discernible purpose.
2. Sailcloth lines a lidless sea chest filled with seawater. A few small fish swim listlessly about within.
3. Coils of salvaged frayed rope of varying lengths and sizes lie about the camp.
4. The jagged bottom half of a barrel holds a half-dozen or so crabs which cannot climb out.
5. Shattered pieces of furniture in various stages of attempted repair stand around the camp.
6. This small lidless chest holds an array of carpenter's tools and a large store of nails salvaged from the wreck. Some of the tools are rusting.
7. A rowboat with a jagged hole in its hull lies upside down. Pieces of wood nearby suggest the castaway is attempting a repair.
8. This tree branch has been part-carved into a paddle.
9. A midden of fish bones presents a threat to the terminally unaware.
10. A ship's wheel, festooned with fronds of drying seaweed, leans against a tree.

## CENTAURS' GLEN

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Dwelling far from civilisation, centaurs are generally not friendly to humans and their ilk. They dwell in isolated glens and pastures and hunt the surrounding lands.

### 1: OUTSIDE THE LAIR

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1. The hoof marks of many centaurs mark the soft earth of the land surrounding their home.
2. The land slopes gently downwards into a sheltered valley. Here, a copse surrounds a gurgling spring.
3. A wooden shield hangs from the branches of a large tree. The shield bears the centaur tribe's device and marks their territory.
4. Wide paths, replete with hoof marks, lead toward the centaurs' glen. Even the most inattentive characters notice the tracks.
5. A wandering centaur spots the party and watches them from a distance. If approached, the centaur is wary but not immediately hostile.
6. Tribal standards mark a miles-wide perimeter around the centaurs' glen. The centaurs claim all the land within.
7. Wisps of light clouds rush across the sky; a strong wind blows, plucking at the characters' cloaks and adding a perceptible chill to the air.
8. The sound of distant hoofbeats reaches the party's ears.
9. An arrow of fine artifice juts from the grass.
10. The smouldering embers of last night's campfire fill a wide, shallow hollow. Centaur tracks abound.

### 2: WHAT'S GOING ON?

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1. The drumming of hooves in the distance heralds the return of one or more centaurs.
2. Loud laughter, singing and the drum of hooves fill the air; the centaurs are feasting.
3. A male centaur is teaching a youngling how to shoot a longbow. Arrows pepper a nearby tree trunk (and the nearby ground).
4. A vigilant centaur stands guard at the mouth of the glen and likely spots the characters approaching.
5. Some of the younger centaurs are racing; when they spot the party, they rush off to alert the rest of the tribe.
6. Most of the adult centaurs are out hunting or patrolling the tribe's territory; only the young and the old remain.
7. The tribe is meeting to discuss a matter of import; they do not take kindly to interruptions.
8. The centaurs are worshipping their gods and do not take kindly to the characters' interruption.
9. The centaurs are peacefully going about their daily lives when the characters arrive.
10. The centaurs have just abandoned the glen, moving to a better home some 20 miles or so distant.

## 3: MAJOR LAIR FEATURES

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1. Thick stands of trees bound this long, narrow valley. A river tumbles into the valley over a waterfall before rushing downstream.
2. Moss-wreathed boulders and fallen trees dot the ground of this secluded and sheltered tree-fringed valley.
3. Deep and dry caves pockmark the cliffs of this narrow valley; the centaurs dwell within.
4. Large, ancient trees fill the glen, and their boughs create wide areas of shelter and shade.
5. A narrow, swiftly flowing river runs through the centaurs' home; open-sided huts stand on the stream's banks.
6. The glen's flanks are steep and thronged with ancient trees; here, sounds are strangely muffled, and the air has a magical quality. Deeply worn paths wend their way down to the valley floor.
7. An elder civilisation once dwelled in the glen, and the stone ruin of their homes yet survive. The centaurs use these ruins for their own purposes.
8. A druid once dwelled in the valley; the vegetation here is fecund, and the trees are particularly massive. One such specimen is a slumbering treant content to share its home with the tribe.
9. A huge cave pierces the cliffs at the head of the valley; the centaurs dwell in the cave's outer reaches, but some narrower passages ramble for miles underground.
10. Stone pillars, slabs of rock and huge boulders dot the glen, forming a labyrinthine network of twisted open-air passageways.

## 4: MINOR LAIR FEATURES

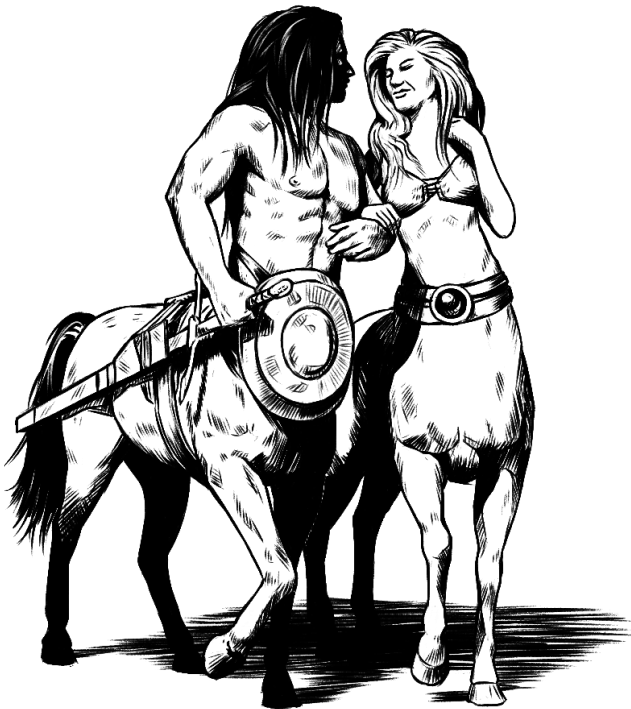
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1. Soft, short-cropped grass carpets the glen.
2. A line of stepping stones crosses a small stream coursing through the glen.
3. Campfires spanned by drying racks laden with the bounty of the centaurs' hunting dot the glen.
4. The exposed rock of the valley floor has been worn smooth by the tread of countless centaurs' feet.
5. Shallow caves dot the valley's walls, but none are deeper than ten-foot or so; the centaurs have little use for them.
6. The centaurs have dug several root cellars. Scattered throughout the glen, they are accessed by sloping earthen ramps.
7. Lower-lying parts of the glen are boggy, and the centaurs—except the young—avoid such areas.
8. Wind chimes hang from the trees in the glen, softly tinkling in the breeze.
9. A small shrine to the centaurs' tribal gods lies at the head of the glen. Carven wood posts depicting scenes of hunting form a processional leading to the shrine.
10. A pool fed by many springs fills much of the glen; the centaurs bathe and frolic in its waters.

## 5: CENTAUR'S APPEARANCE

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1. This muscular centaur has white fur on its lower body. It wields a long spear and has daubed black markings over its flank and face.
2. A haughty, arrogant look fills this female centaur's face. Brown fur covers her lower body, and she wears a belt replete with pouches. She holds a ceremonial staff.
3. This hulking, dark-skinned centaur has tattoos over its shoulders and neck. It wears its long black hair free—when it gallops, its hair streams out behind it.
4. Wearing nothing but a helm crafted from a gigantic many-pointed stag's skull, this haughty centaur warrior carries bow, lance and battleaxe.
5. This centaur carries a tall longbow and wears two quivers filled with arrows. Its lower body is of striped black and white fur, while its upper body is that of a powerfully-muscled woman.
6. Wearing a fine green tunic of elven cut and a flowing headdress of feathers and brightly polished river stones, this female centaur obviously holds a position of power and respect in the tribe.
7. With a fierce mien and the swaggering trot of a skilled warrior, this muscular centaur exudes confidence.
8. Blessed with a head of long black hair and a muscular figure, this male centaur carries a sword and a shield.
9. This slender centaur female has white fur and hair of an identical hue. She wears an ornate belt at her waist laden with pouches.
10. Wearing a shimmering coat of silvery mail and barding, this centaur is dressed for war. It is armed with lance, sword and axe.



## 6: TREASURE

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1. This six-foot-tall longbow of beautifully stained wood has eagle feathers attached to its string. Only the strongest of folk can easily use this bow.
2. Carved from the heartwood of an ancient oak, this tall staff is a sacred tribal item. Intricate carvings along the staff tell of the tribe's origin in a faraway land.
3. This fine-meshed suit of chain barding glimmers in the sunlight and is the property of a centaur champion. It does not inhibit the centaur's movement or speed.
4. This quiver holds 20 arrows of the finest crafting. Tipped with black and white feathers, these arrows are perfectly balanced. The quiver has a cap to keep the arrows in place during fast movement.
5. This easily packable pavilion fills four large sacks and, when erected, is big enough to house three centaurs or six human-sized individuals.
6. Beautifully delicate gold and silver coins of elvish origin fill this delicate white pouch.
7. These bulging leather pouches hold packets of dried herbs and other plants used by the tribe's apothecary to treat injuries and ailments.
8. Ornately carved from reddish-brown wood, this tribal totem depicts a fierce centaur's face and upper body.
9. This slender, incredibly tough multi-hued rope is woven from the hair of dozens of centaurs.
10. This slender spear of ash is enchanted to fly twice the distance of a normal spear. It returns to its wielder's hand on the next round.

## 7: TRINKETS & TRASH

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1. Three splintered lances lean against a tree; they await repurposing into javelins.
2. Spent arrows either missing their points or with fletching missing, fill this large basket.
3. Trail rations—prepared for the centaurs' next hunting trip, fill saddlebags. The food is wholesome but bland.
4. This pouch holds a collection of perfectly smoothed river stones of various colours and sizes.
5. Dozens of cut and smoothed wood shafts await a fletcher's attention. They fill several sacks; supplies for making arrows fill other nearby bags.
6. This simple necklace comprises a dozen river-smoothed pebbles threaded onto a thin piece of leather.
7. Scraps of paper—once a book and now kindling—fill a large dirty pouch.
8. This cowed, elongated brown cloak is sized for a centaur and is useless to a humanoid.
9. Etched onto the back of a piece of flexible, old leather, this map shows the surrounding's general features.
10. With a blunt blade, this heavy axe needs sharpening before it will be useful again.

## CHIMERA'S DEN

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

### 1: OUTSIDE THE LAIR

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1. An odd mix of claw prints and hoof marks mar the path.
2. Splintered bones stud huge piles of rotting manure scattered about the surrounds.
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; the tree's limbs are scattered about, and its trunk is nothing but a fire-blackened shard of splintered wood.
5. Fire-blasted trees and rocks litter the area; acrid, eye-watering smoke fills the air.
6. The natural arch of the cave entrance is broken and crumbling from the repeated violent attentions of a massive, powerful creature.
7. A bear corpse is splattered across a boulder; a massive impact has pulverised its skull.
8. Huge claws have destroyed the bark and trunk of a massive fir tree, leaving deep rents in the wood.
9. The smouldering remains of branches and plants dot the surrounding area.
10. Smoke from small fires littering the area combines with the stink of manure and rotting flesh.

### 2: WHAT'S GOING ON?

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1. The chimera claws desperately at its goat's mouth, trying to free a trapped bone stuck between its chunky flat teeth. The goat's head bleats pitifully.
2. Scratching its head against a rock, 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—alert for intruders or prey—stare into the distance.
4. The chimera lounges in the sun's heat, yawning lazily. It has recently eaten, and its appetite is (temporarily) sated.
5. Roaring with all three heads, the chimera creates a nightmarish 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 break chunks off it.
9. All three of the chimera's 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

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1. Strangely, sets of three skulls have been placed next to broken and skeletal remains scattered about the lair. This arrangement appears throughout the lair; it cannot be a random occurrence.
2. The rough ceiling is scored with bloody marks where the chimera stretches its wings. Some stalactites thereon have been weakened and could fall from the ceiling if disturbed again.
3. A pile of manure and rotting bodies burns furiously in the chamber, filling the air with noxious, strangely-coloured 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 human corpse lies against the wall. The head is impaled on a snag of rock high above it. Glimmering golden earrings yet hang from the head's decomposing ears.
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 looks like cave paintings are actually the fire-blasted impressions of three child-sized figures.

## 4: MINOR LAIR FEATURES

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1. A crushed bull's skull lies on the floor.
2. A rotting horse's head lies at the end of a trail of rotting 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 splattered 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 giant goat horn is embedded in the wall. Cracks run through the horn. If pulled loose, it splinters into several shards.
9. A shield of polished oak is snapped cleanly in half. The two halves lie at opposite ends of the area.
10. Several rocks and boulders are pulverised as if dropped from a great height; their shattered remains create an area of difficult terrain.

## 5: CHIMERA'S APPEARANCE

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1. Pitch black, the fur and scales of this massive chimera, blend perfectly together. All six of its eyes are of a deep crimson hue. Foam drips from its lion's head, and smoke drifts from its dragon mouth.
2. Russet brown scales cover this tiger-striped chimera's hide and bat-like wings. The creature moves with sinuous grace—like a stalking tiger.
3. Claw and bite marks cover the skin of this rampaging, blood-crazed chimera.
4. Countless scars cover the face and mane of this chimera's lion head. Oddly, its other two heads are wholly free of such injuries.
5. Tall spiralling horns erupt from both the dragon's and goat's head of this monstrously large 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. This chimera is gaunt and skinny.
10. Green scales combine with grey hide to give this chimera a permanent dirty, swampy look. A noisome stench surrounds the creature.



## 6: TREASURE

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1. With the heads of a dragon, lion and ram this triple-headed iron flail is a fearsome weapon. Dried gore covers all three heads.
2. This powerful silver, gold and lead ring blasts fire, rams its enemies with concussive force or summons a spectral lion on command. The ring is a heavy, bulky thing and impossible to wear surreptitiously.
3. This torc of bronze enables its wearer to take on a chimera's form but also sends them slowly 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. This weapon cannot be sheathed.
5. Of red scaly dragon skin, this long cloak clings tightly to its wearer. It glimmers evilly in the light.
6. This silver- and gold-studded bridle helps its owner tame wild horses and the like. The bridle's leather is supple and of high quality.
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 flautist. If played by an unskilled flautist, it drives animals wild.
9. These three daggers have carved ivory pommels, each in the shape of one of the chimera's heads. They are a matching set.
10. This shining gemstone dramatically changes colours when looked at under different lights.

## 7: TRINKETS & TRASH

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1. This spear has a melted tip and scorched shaft. As a weapon, it is unusable.
2. Several thin scales from the chimera's hide that crumble to dust after a week lie scattered about the lair.
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 has bent wings and a missing right foreleg. It 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 humanoid's cracked and fire-blackened skull.

## CLOUD GIANT'S CASTLE

---

Aristocratic lords of the sky cloud giants rule their domains with intelligence and clever manipulation. Purchasing the loyalty of other giants and monstrous beasts to protect their wondrous sky castles, they look down on the lesser races with amusement.

### 1: OUTSIDE THE LAIR

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1. Thick vines crawl across the rocks, anchoring themselves to the base of the castle's towering walls.
2. A beam of sunlight is unmoving above the castle, permanently bathing the courtyard with its warmth.
3. A narrow ravine leads towards the castle. The giants can cause it to flood with rain to slay or eject intruders.
4. Junk and rotting foodstuffs are scattered below the castle in a long swathe which shows the castle's direction of travel.
5. Strange creatures soar high above the castle, too far away to be identified by normal sight.
6. Two-foot-high steps are carved into the rock face so perfectly they are invisible from below.
7. A large flock of bat-like creatures swarm high above the party before returning to the castle.
8. The castle's shadow falls across the party, plunging them into shadow.
9. Distant shouting can be heard from the castle before a sudden strong wind drowns out the sound.
10. A heavily armoured giant marches a group of mercenary guards around the castle's walls.

### 2: WHAT'S GOING ON?

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1. Thick fog banks begin to conceal the castle and billow slowly downwards, blanketing the surrounding lands.
2. A storm blasts the land around the castle for days, discouraging trespassers.
3. An enchanted pathway of clouds seems to lead up to the castle but instead diverts intruders in a completely different direction.
4. A cloud drifts against the wind towards the castle. A member of the clan is returning home.
5. A beautiful song echoes through the air as a giant bard performs for the rest of the clan.
6. Several winged creatures land on the castle's walls.
7. A lightning charged portcullis fades to fog on a shouted command from an unseen giant.
8. Brutish, mercenary guards are changed each sunrise.
9. A patrol of cloud giant leading monstrous hounds leaves the castle to go on a hunt.
10. A group of mercenary guards leave the castle using a staircase made of white clouds.

## 3: MAJOR LAIR FEATURES

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1. The outer edges of a colossal room turn into cloud, leaving intruders unable to fly trapped until a giant releases them.
2. A sixty-foot wide painting of the world being destroyed takes up a wall in a vast hall.
3. Tall wooden mannequins display elaborate and ostentatious clothes.
4. A twenty-foot long sword is displayed over a door frame. The sword's fixings are old and loose; it may fall on anyone violently forcing the door open.
5. A thickly woven hanging covers a door. It is so heavy smaller creatures struggle to pass it.
6. A massive bucket has been spilt across a floor, leaving a twenty-foot wide puddle of soapy water.
7. A window box contains huge pungent flowers that stand as tall as a person.
8. Gigantic gardens of vines and fruits fill several open-air courtyards; massive apples the size of a human head litter the floor.
9. A man-sized songbird dutifully welcomes the new dawn filling the castle and nearby area with its sweet trilling.
10. A sack of chest-sized potatoes collapses, spilling everywhere and knocking down smaller creatures. For human-sized and smaller creatures, the tumbled potatoes could be a significant obstacle.

## 4: MINOR LAIR FEATURES

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1. Barrels of paints and powders fill a high shelf. The shelf may collapse if walked on, creating an ungodly mess.
2. A pile of boots and shoes provides a great hiding place at the base of a giant's bed.
3. A twelve-foot high window shutter bangs loudly and unendingly in the wind.
4. A twenty-foot tall easel with an equally large canvas displaying a semi-clad giant lounging on a couch stands against a wall. Paints and brushes cover a nearby table.
5. A corridor filled with suits of armour conceals a giant sentry hiding in one of the suits.
6. A chunk of rough stone protrudes through the floor. A giant has started to sculpt it into a statue.
7. Abnormally massive hounds lope around the corridors looking for food. They are exceptionally friendly and follow intruders around, begging for scraps.
8. A fifteen-foot high workstation has jeweller's tools and moulds for casting bracelets and rings.
9. A large fireplace contains a burning inferno to heat the otherwise chilly and windy room.
10. An ancient (gigantic) cave bear from a time long forgotten has been turned into a thirty-foot rug.

## 5: CLOUD GIANT'S APPEARANCE

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1. This giant wears a golden circlet on his brow and robes of thick white furs.
2. This younger female giant looks like a typical woodswoman, complete with bow and leather clothing.
3. Cloaked in embroidered cloak and robe, this ancient giant silently observes people as if reading their minds.
4. Dressed in immaculate armour, this giant stands tall and dignified with an air of quiet dignity.
5. This old short-haired giant is spattered with paint smudges and pigments.
6. Small tufts of beard bristle on the chin of this giant teenager. He is eager to prove himself and constantly vies for the attention of his elders.
7. This monstrous giant towers over his peers. He is constantly surrounded by a cloak of mist and fog.
8. Shorter and more brutish than the other giants, this pretty female giant flies into an uncontrollable rage over the slightest annoyance.
9. This giant is one of the handlers for the beasts guarding the castle. He wears thick gauntlets and an apron of treated boar's skin.
10. This heavily scarred giant stumbles over his words through his ripped and deformed mouth. He is, however, kind and always ready to seek peace over war.



## 6: TREASURE

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1. A long silver-bladed sword hangs from a giant's belt. They use it as an eating knife.
2. A copper helm studded with agates and tourmaline is displayed high on the mantle above a fireplace.
3. Magical fruit seeds from the giants' wondrous garden fill a locked cupboard.
4. A long golden chain necklace is worn as a bracelet by one of the giants.
5. This silver bracer decorated with star-shaped topaz and polished moonstones depicts the moon's phases.
6. This giant-crafted gold ring could serve as a heavy bracelet for a smaller individual. It lies on a table.
7. Small ingots of gold and silver ready to be melted are piled on a workstation.
8. Five heavily embellished rings of gold, some five feet across, are placed on a polished stone table. Closer inspection reveals the rings to be simple crowns.
9. A harp made of solid gold with dragon sinew strings stands in a corner. It is rumoured to be able to play itself.
10. Sacks of gold and platinum coins are discarded in a corner. Deemed worthless by the giants, they wait to be melted down.

## 7: TRINKETS & TRASH

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1. Large coconut-shaped seeds are gathered in a pile on a table next to an unfinished meal.
2. A blunted scimitar has been flattened into a butterknife. Used for hundreds of years, it is too fragile to be used as a weapon. It shatters if it strikes something solid.
3. A massive wooden eating fork large enough to be used as a weapon has fallen beneath a table.
4. A man-sized lantern rests on the floor next to huge barrels of oil.
5. Fur discarded from a set of giant-sized clothing lies on the floor under an overstuffed chair.
6. A metal plate wedged between two dressers is large enough to serve as a raft for a normal-sized person.
7. Sacks of mundane equipment too small to be manipulated by a giant's fingers are stacked together. The characters may find much useful, but boring, adventuring gear within.
8. A seven-foot-long poker lies forgotten in the dust near a fireplace. It could serve as a weapon if needed.
9. A collection of crude sketches has been bound into a book. Being nearly six-foot across, it is a bulky item.
10. An orc skeleton is trapped under a massive glass. Signs of decay and rot underneath the body show that it was trapped and left to starve to death.

## COCKATRICE'S LAIR

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Dwelling in squalid, fetid dens filled with the petrified remains of their many victims, cockatrices are monsters of horror and legend avoided by most other creatures due to their petrification ability.

### 1: OUTSIDE THE LAIR

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1. The area is surprisingly devoid of small animal life. Even perching birds are absent from the nearby trees.
2. The petrified remains of a fox caught in mid-leap lie at the bottom of a swiftly flowing stream.
3. A black-furred weasel darts across the path in front of the party.
4. A trail of chicken-like tracks crosses a muddy hollow. A skilled tracker can determine the number of creatures that made the tracks.
5. Perceptive characters find the gnawed, stony remains of many small petrified creatures scattered about the surrounding area.
6. A tree has fallen across the den's entrance, forcing the cockatrices to squeeze through its dying canopy.
7. The ruin of a small hut stands near the den; it has been abandoned for years and is in danger of collapsing.
8. An axe lies on the ground, rusting. Judging by the state of its blade, it has lain there for months, if not years.
9. A foul stench hangs in the air.
10. A weasel darts across the trail in front of the characters.

### 2: WHAT'S GOING ON?

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1. The only sound in the den's immediate vicinity is the wind sighing through the trees.
2. A cockatrice sleeps near the den's entrance. It has recently fed and is slow to wake.
3. A cockatrice is leaving the den as the characters arrive.
4. The characters hear a strange kind of squawking from deeper inside the den.
5. A cockatrice gnaws on a petrified fox. Perceptive characters may hear a faint grinding sound before spotting the distracted creature.
6. Two cockatrices are fighting over a petrified badger. The two are making a racket and are completely unaware of the characters.
7. The den's occupants are out hunting when the characters arrive; they return when the characters reach the depths of the den.
8. A foul stench issues from the mouth of the den. Strange sounds also emanate from within.
9. A weasel darts out of the cockatrice's den. Furious sounds of pursuit follow as a cockatrice bursts forth.
10. The den has been abandoned; the cockatrices have moved to a new home.

## 3: MAJOR LAIR FEATURES

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1. The den's tunnels are low—barely three feet high; most explorers will have to crawl while exploring the place.
2. An undefinable stench fills the den's filthy tunnels and rubbish-strewn chambers.
3. Tree roots dangle from the den's ceiling creating natural curtains that obscure sight of what lurks beyond.
4. An underground spring flows through the den and out through its main entrance. The water is fouled with the cockatrices' leavings.
5. The den connects with a large cave which in turn leads to a rambling cave system. The cockatrices prey on the things wandering up from below as well as those roaming the surrounding countryside.
6. A sinkhole—eroded by a stream—pierces the floor. The sound of running water fills the air.
7. A large pool fills the centre of the den; sometimes, the cockatrice bathes in its filthy waters. Crumbling rubble—the remains of the cockatrice's many victims—cover the bottom of the pool.
8. This small passage is wholly blocked by the petrified body of a crawling human. Investigation reveals something has gnawed the man's head off.
9. The cockatrice dwells in one portion of an abandoned and unstable mine.
10. The den's ceiling is unstable; human-sized and larger creatures exploring the place without due caution could cause a local collapse.

## 4: MINOR LAIR FEATURES

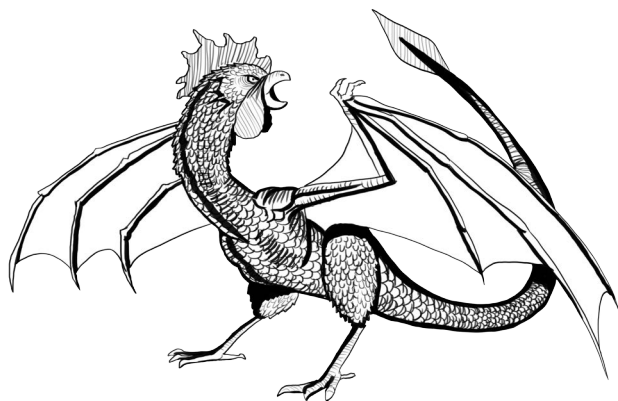
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1. The remains of tiny petrified creatures litter the den. Many of the statues are gnawed on and missing various body parts.
2. In places, water oozes through the ceiling and walls to form puddles on the muddy floor.
3. The shards of a large mottled grey and white egg litter the floor.
4. Scratches on the floor show where a cockatrice has scraped its claws.
5. Pebbles and grit cover the ground throughout the den; this is the leavings of the cockatrices' many victims.
6. Small holes pockmark the floor throughout the den.
7. A patch of mushrooms grows in a fetid part of the den.
8. Confused muddy tracks crisscross the floor throughout the den, making tracking virtually impossible.
9. Nests of twigs, branches, leaves and bits of cloth fill alcoves throughout the den. The number of such niches hints at the number of cockatrices lairing within.
10. Parts of the den are prone to flooding after heavy rain. The cockatrices live in the den's upper reaches; the whole fetid place smells of dampness and mould.

## 5: COCKATRICE'S APPEARANCE

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1. This small chicken-like creature has a yellow beak and feet and grey wings. It has a long red tongue.
2. Small holes in this small chicken-like creature's grey wings make a whistling sound when it flies. Its red tongue about, and dried blood covers its viciously-curved beak.
3. This creature looks like a demonic chicken; its scarlet bloodshot eyes blaze with aggression, and its red tongue darts in and out of its viciously curved beak.
4. An arrow juts from the cockatrice's left shoulder. The wound is an old one, and it hurts, making this cockatrice even angrier than normal. This chicken-like creature has a long red tongue, a yellow beak and a mean streak a mile wide.
5. Larger than its brethren, this cockatrice's body is streaked with dirt, mud and filth. Its eyes are red and bloodshot, and the creature blinks rapidly. It has a long and sinuous tail that flicks backward and forwards.
6. Seemingly a cross between a lizard and a chicken, this cockatrice has small spines running down its head and long, thin neck.
7. A horrible stench precedes this grey and brown cockatrice. The beast has a red tongue and yellow eyes that gleam with wild aggression.
8. This small chicken-like creature has a mottled red and yellow beak and grey wings. It has a long red tongue which flickers like a snake's as it tastes the air. It is filthy—its lower portions are caked with dried mud and other unidentifiable things.
9. This cockatrice has a long, sinuous tail that whips around in the same way as a cat's when it is angry. The creature has a grey body and blackish spines running down its neck and back. It emits a strange half-hissing, half-clucking sound.
10. With a red beak, black eyes and long, sharp reddish black spines running down its back, this cockatrice has the aura of the Abyss about it.



## 6: TREASURE

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1. An unhatched grey and white mottled egg fills a small hollow lined with grass, twigs and the like.
2. Dirty gold and silver coins spill from a torn pouch. Some of the coins lie hidden under rubbish and are easily missed by an impatient adventurer.
3. A filthy cloak of mottled brown and green lies amid the cockatrice's noisome nest. The cloak is of elven artifice and, although not magical, provides excellent camouflage in woods and forests.
4. This traveller's pack holds—among a variety of mundane equipment—a map of the local area. A hitherto unknown burial cairn is clearly marked on the map.
5. A muddy pouch holds a selection of carefully stored herbs of great interest to an apothecary, druid or healer.
6. This small black figurine of a horse is carved from a chunk of jet. It glimmers dully in the light.
7. Silver and gold wire is wound around this thick black leather belt.
8. A 20-foot coil of thin rope hangs from the end of this short throwing spear. Jagged barbs jut from the sides of the spear's blade.
9. This thin leather-bound book is a treatise on cockatrices—their origins, habits and uses in various magical rituals.
10. These thick, elbow-length leather gloves are supple and waterproof. They also provide protection from the cockatrice's petrifying peck.

## 7: TRINKETS & TRASH

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1. This part-eaten statuette of a rabbit lies on its side. A look of terror is etched on the rabbit's face.
2. The shaft of a hunter's arrow lies half buried by gravel on the floor.
3. Soiled and filthy rags fill a hollow in the ground.
4. The rotting, pecked-over remains of a weasel's corpse sprawl on the floor. Strangely, the weasel is not petrified like the cockatrice's other victims.
5. The broken shard of an iron dagger lies on the ground. The tip is wedged in a nearby crack in a wall.
6. A copper charm—bent and twisted—dangles from a root sticking through the roof. The charm once depicted a four-leaf clover.
7. The shredded remains of a leather pack hold nothing but scraps of mouldy food and a punctured wineskin.
8. Scraps of rope drape across the ground and are attached to a small iron cage lying on its side. The cage's door is bent back on itself and will not close properly.
9. Shards of cockatrice egg lie about the floor; the gnawed remains of a tiny chicken-like skeleton lie amid the ruin.
10. A stony tail that once belonged to a hunting dog lies on the floor.

## CULTISTS' HIDDEN FANE

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Hidden in plain sight amongst the houses and shops of local neighbourhoods, cultists worship ancient beings and profane gods. Hidden cellars and secret rooms are the locales for their foul dens of worship and sacrifice.

### 1: OUTSIDE THE LAIR

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1. Rain-soaked steps lead into the darkness of the cellar beneath a decrepit old building.
2. Heavy and reinforced with iron bars, a wooden door blocks access to a building.
3. In a boudoir, a secret panel in a wardrobe opens to a crawl space that leads to a hidden room of curious and strange dimensions.
4. A well-used ladder, bearing the cult's symbol, leads to a gloomy, vaulted cellar.
5. Showing a shopkeeper a token, cultists are led upstairs to a windowless attic room.
6. Dark stairs spiral deep underground and end in a long tunnel lit by flickering crimson light.
7. Thick hoods and cloaks are hung at the top of a sloping passage leading downwards towards a secret room hidden in the sewers.
8. A cultist butcher sells mince of chopped victims to her unsuspecting customers.
9. Thick, heady narcotic incense fills the air with sickly smoke clouds that blur vision and deadens sound.
10. Beneath a staircase, hidden steps lead to concealed chambers prepared for foul sacrifice and worship.

### 2: WHAT'S GOING ON?

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1. The cultist scrapes a razor-sharp hooked blade down a screaming victim's shin bones, peeling away the flesh.
2. Cultists flail in a frenzy at a bound victim who writhes in pain and fear.
3. A cultist chants profane verses from a bloodied scroll.
4. A cultist inspects a mass of entrails in a bloody bowl.
5. Cultists chant under their breath as they cast finger-bones into a wooden bowl.
6. The cultists devour a meal of their last victim's flesh.
7. Several cultists butcher the bodies of the sacrifices gone screaming to meet the cult's dark patron.
8. A cultist sharpens a wide saw in preparation for dismembering a nearby corpse.
9. The cultist paints demonic and bestial masks for the group's next blasphemous ceremony.
10. The leader reads intently from a grimoire covered in human skin as the congregation follows along.

## 3: MAJOR LAIR FEATURES

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1. Heavy crimson curtains hanging from the walls and over doorways block sight and muffle sounds.
2. Suspicious dark stains of brown and red cover the surface of a heavy wooden table and the stone plinth on which it stands.
3. Racks of robes with heavy leather hoods line the walls. Each robe has its wearer's initials sewn into the hood. Many robes have splatters of dried blood on their chests and hems.
4. Countless marks of kneeling worshippers are visible on the bloody and stained sawdust-covered floor.
5. Twin braziers burn blocks of incense atop their glowing coals. (The smoke may be narcotic and disorientating).
6. Trapdoors and pits line the corridors, ready to separate and confine intruders.
7. Cages fill alcoves along the walls; most are empty but for blood and filth. A few contain cowering prisoners doomed to assist the cultists in their worship.
8. Hundreds of bones are arranged around the walls in bizarre patterns like a sinister ossuary.
9. Murals on the walls depict obscene acts and sacrifices carried out before leering demonic figures.
10. Streams of blood mar the floor before trickling away down carefully placed drains.

### 4: MINOR LAIR FEATURES

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1. The stink of rotten meat and blood fills the air.
2. A blood-covered apron lies next to a butcher's cleaver.
3. Bones are stacked into bestial skull-topped columns along the walls. The stacks collapse (loudly) if interacted with roughly.
4. Blood red candles litter the area, casting flickering lights but leaving the ceiling in sinister shadow. Some fill niches in walls while others stand atop bone candlesticks and other grotesque things.
5. Unreadable drivel is scrawled in blood on a wall.
6. Viciously jagged and serrated weapons hang on a wall; some of their handles contain spikes and hooks to torment the wielder as they go about their horrible work.
7. Filthy sheets and robes covered in blood and unidentified chunks of meat fill a corner. (Disease carrying vermin may lurk within the pile).
8. A large coffin covered in grave mould stands in the centre of the room; inside lies nothing but dust. The coffin is sized for a giant.
9. Small caged animals stare through terrified eyes at anyone coming close to their cages. All are traumatised, and some may lash out at their rescuers.
10. Strange depictions of horned creatures melded with men are smeared with blood and faeces on the wall.

## 5: CULTIST'S APPEARANCE

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1. The cultist wears heavy robes to obscure their face and body from view.
2. A bronze demonic mask covers the cultist's head. The face is set into a horrible leer.
3. Wearing open robes and very little else, this cultist seems fanatical and wild, and wholly devoid of any sense of modesty or decency.
4. Wearing gaudy black robes covered in badly-made bone patches, the cultist looks faintly ridiculous.
5. The cultist writhes and dances bare-chested but wears an oddly feathered mask.
6. Carrying a torch, the cultist brandishes it in some obscure and bizarre pattern while yelling an unintelligible chant.
7. The cultist wears bone-covered armour and rags.
8. Makeshift sheets and blankets form the bulk of this cultist's garb.
9. A hemp sack hood is this cultist's only odd piece of clothing. Otherwise, they appear to be a respectable member of the watch.
10. Wearing a bronze fishlike mask and polished scale armour, this cultist has a sinister, otherworldly air.



## 6: TREASURE

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1. This lyre comprises a human skull with sinew strings and golden teeth. (A wailing woman's voice accompanies it when played).
2. Fanged gloves of black leather are adorned with bestial symbols held together by sewn sinew.
3. This golden hook-nosed mask portrays an ugly goblin-like face. The mask grants its wearer the ability to see in the dark like a goblin.
4. This wickedly serrated dagger with a sharp gut hook is used to quarter sacrifices as part of the cult's ceremonies. It lies on a bloody beaten copper plate.
5. This nondescript black hood magically disguises its wearer and hides them from magical scrying for one hour a day.
6. This magical stone transforms into a large bonfire ready for sacrifice. It blazes to life when hurled to the floor and can be used once a day for up to three hours.
7. This blackmail ledger contains names and indiscretions of local nobles and merchants.
8. Magically trapped and protected, this map shows the cult's lairs, safe houses and meeting places. (The trap may cause madness or detonate if triggered).
9. Granting the power to understand words spoken in any language, this ornate mask also whispers lies to seed paranoia in its wearer's mind.
10. This large book contains hints of power and fragments of profane ceremonies designed to engender madness in the participants. A ghost haunts the book's owner and begs to be laid to rest.

## 7: TRINKETS & TRASH

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1. Cheap masks of paper and wood fill a shelf.
2. A cultist's robe, infested with fleas, scabies or even disease-carrying insects, hangs invitingly from a prominent hook.
3. A discarded dagger, chipped from cutting bone, lies on the floor.
4. These tattered and burnt paper once held details of the cult's members; unfortunately, they are now unreadable.
5. Scraps of paper hold old messages between cultists; unfortunately, they are written in code.
6. A pile of torn and holed boots fills a corner of a room.
7. Documents implicating merchants in various crimes fill a shelf; these forgeries are poorly prepared and useless.
8. A chipped ceremonial crystal cup lies on its side.
9. This woodcut for printing posters to cause unrest in the populace is poorly made and has spelling mistakes.
10. Dangerously old, this massive statue of a beast-headed man covered in gold leaf collapses in on itself if moved.

## DARK CREEPER VILLAGE

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Clad in filthy, voluminous rags, dark creepers dwell in the dark, hidden places of the underworld. Enemies of the light, dark creepers sneak forth to steal and create chaos when darkness reigns. Masters of scavenging and stealth they strike from the shadows using poison and dark magic to take slaves and gifts for their sinister masters—the dark stalkers.

### 1: OUTSIDE THE LAIR

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1. A stinking patch of foul white toadstools covers the ground. Several toadstools miss their heads.
2. The overpowering stench of rotting fungus fills the air.
3. A half-dug pit with several stakes lying next to it, blocks easy progress.
4. Stinking black paste is smeared on the sharp edges of the walls.
5. A noose made from plaited rags and strips of fungus hangs from the ceiling, over a patch of dried blood.
6. A wooden door lies on the floor; its metal hinges and studs have been removed.
7. A thin line of rope stretches across the area at dwarf head height; strips of toadstool skin hang from it.
8. Crude skull motifs, daubed in thick greasy paste, decorate the walls.
9. Small white toadstools grow out of a stinking black paste smeared on the walls.
10. Pungent grease covers thick stakes loosely embedded in the walls.

### 2: WHAT'S GOING ON?

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1. Carefully, the dark creeper slices sections of toadstool skin with a knife.
2. Looking around for danger the dark creeper mashes up white toadstools and thick grey grease in a small bowl.
3. Applying strips of dried fungus to its clothing the dark creeper attempts to repair them.
4. Sitting on a stone, the dark creeper silently plaits strips of rag together to form makeshift manacles.
5. The dark creeper dips sharpened stones and bits of glass into a pot of black grease before adding it to a half-made spring trap.
6. The dark creeper sifts through a rough collection of odds and ends in a small burlap sack.
7. The dark creeper sharpens a wicked-looking knife, on a stone block.
8. The dark creeper scrapes the fat off what appears to be a humanoid's thigh into a small stone pot.
9. Muttering to itself the dark creeper slices its left palm with a razor-sharp knife.
10. Slowly, the dark creeper sharpens an iron door hinge against a whetstone (to turn it into a makeshift dagger).

### 3: MAJOR LAIR FEATURE

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1. Piles of smashed lanterns, candles and broken torches lies discarded about the village. Lamp oil has pooled beneath some of the piles, making them a (perhaps deliberate) fire hazard.
2. Ragged patchwork curtains of dried fungus adorn the walls. Closer inspection reveals the curtains comprise dozens of ragged cloaks.
3. A razor-sharp hooked blade is embedded in a huge toadstool the size of mature oak tree. It appears whoever was stripping the cap's layers was disturbed before completing their work.
4. A flensed flap of skin, a star-shaped tattoo still visible, lies on the floor. Disturbing it triggers a lethal swinging blade trap.
5. Rope tethers lie next to a depression in a pile of rags and dust. It looks like a body was tied up here.
6. A tightly bound body lies crumpled on the floor, its blackened veins standing out against its ashen skin. Other similarly bound bodies lie throughout the village.
7. A tripwire made from hair stretches across the corridor. It has been broken—by whatever passed this way before the characters.
8. Thick grey dust seeps from a pile of bloody rags scattered on the floor.
9. Dried blood and thick black grease covers manacles attached to the walls.
10. Large patches of toadstools look to have been carefully tended in furrows of soil and faeces.

### 4: MINOR LAIR FEATURE

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1. Shredded rags lie discarded in a corner. Closer inspection reveals thick cloying dust all over them.
2. A sharpened iron door stud is embedded in the wall. It looks like it was thrown with tremendous force.
3. A pale and emaciated hand, its palm scarred by jagged lines, lies in the corner.
4. A dagger tip is embedded in a humanoid's skull, which is missing its jaw. The skull serves as decoration to the room it is discovered in.
5. Worn rope is tied around a pillar. The bonds attached to the rope stink of blood and faeces.
6. A rock on the wall shows signs of wear from an object rubbing against it repeatedly.
7. Several sharpened stone caltrops, their tips tainted with black grease, litter the floor.
8. Several bundles of sharpened wooden sticks are hidden in a small alcove.
9. A shoddily constructed barrier of scrap wood lies broken across a doorway.
10. A snapped and discarded snare wire is still attached to the wall at one end by a crudely beaten iron pin.

## 5: DARK CREEPER'S APPEARANCE

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1. The dark creeper wears a kilt of human skin over its ragged clothing. The flesh has been cured so it does not rot, but it is filthy and stained with other (horrible) things.
2. The stench of rotten meat and sour milk fills the air around this dark creeper. The creeper leaves a faint set of bloody footprints, in its wake.
3. Pale, black-clawed hands gripping filthy daggers are the only visible body parts of this rag-clad black creeper. A strangely bulging hood suggests the creeper is wearing some kind of large and impressive headgear.
4. Crouching silently amongst the rubbish scattered around the room, the dark creeper's rags camouflage it almost perfectly with the refuse.
5. Staring intently from under its hood, this dark creeper's dark eyes glitter with avarice and hate. Unlike its companions, it jibbers and cackles in battle.
6. Over its rags, the dark creeper wears the ludicrously over-sized remains of a soldier's tunic. The tunic bears the sigil of a long-dead mercenary company.
7. The dark creeper easily carries a heavy-looking sack, as it moves in near perfect silence. The sack bulges enticingly, but holds nothing more exciting than rags.
8. The dark creeper has a long pale grey nose which protrudes from a mass of stinking rags festooned with dark-hued knives.
9. Deftly tossing a wicked-looking dagger from hand to hand this dark creeper's voluminous, ragged cloak doesn't interfere with its display of dexterity.
10. Naught but a blur of ragged cloth and slicing blades, this dark creeper moves quickly and silently. Its hood and voluminous, many-layered rags hide it completely.



## 6: TREASURE

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1. Highly flammable black grease covers this razor-sharp saw-backed knife.
2. An intricate hood of fine leather is carefully wrapped in rags and twine and fills a small sack.
3. Several rings and bracelets thick with dirt and blood adorn a pudgy hand severed just above the wrist. The injury looks several days old.
4. This intricate cloak of finely treated black hide is sized to fit a roughly human-sized creature. (This can later be identified as being made from drow skin).
5. These sturdy manacles of iron have dried blood and scraps of mouldering skin on their clasps.
6. Thick soled boots of lizard hide still contain the now skeletal feet of the previous owner.
7. Long plaits of blonde hair adorned with golden beads, glass and drilled teeth fill a bulging pouch.
8. These well-made throwing knives come from long metal door studs; their tips are razor-sharp.
9. A lantern lovingly wrapped in rags fills a sturdy wooden box. The lantern has an ornate clasp shaped like two grasping hands.
10. This beautifully crafted set of leather armour made from lizard hide has dull iron studs. It is sized for a dwarf.

## 7: TRINKETS & TRASH

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1. This small, empty patterned ceramic jar smells faintly musty and has a suspicious brown stain inside.
2. This simple whetstone hangs from a thong of tattooed human skin. The whetstone shows signs of heavy use.
3. Rough sandals made from leather and rags have a small etching of a fish on the sole of the right shoe. Only a close inspection reveals the mark.
4. Illegible scrawls and pictograms cover several scraps of parchment. Drawings of three skulls decorate the bottom right corner of each sheet.
5. A small wooden ladder missing several rungs leans against the wall. Loops of rope hold it in place.
6. This small map depicts a section of sewers and access points to the streets somewhere in a nameless city.
7. This ripped child's straw hat lies discarded in the muck; blood stains its broken red ribbon.
8. Rags and straw fill this small wooden box. An egg-shaped indentation indicates the box once held something heavy.
9. This metal door hinge looks like it was being sharpened into an improvised dagger.
10. Several belt pouches hold stinking food and sharp stones. (Unwary adventurers may cut themselves on the stones, if they are not careful).

## DARK PRIEST'S FANE

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Worshipping their foul patrons in their blasphemous fanes, dark priests engage in unspeakable, nameless rites designed to give them power over their brethren. There is no room for mercy or compassion in a dark priest's heart.

### 1: OUTSIDE THE LAIR

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1. Monstrous gargoyles of terrifying aspect guard the fane's outer walls. Most are nothing more than decorations, but a few could be magical guardians or sentient creatures.
2. The vegetation growing near the fane is stunted and discoloured—warped by the fane's foul energies.
3. An iron cage hangs over the fane's main entrance. The cage—barely big enough to hold a standing human—contains a jumble of bleached bones.
4. Strange, indistinct and unsettling sounds emanate from inside the fane.
5. The natural light seems somehow diminished in the fane's vicinity.
6. Indistinct shapes move in the fane's dark shadow, and a luminescent mist coils about the ground.
7. A faint breeze blows into the party's faces. The breeze comes from the fane's direction and smells faintly of death and decay.
8. Birds and other wildlife shy away from the fane; they are conspicuous by their absence.
9. The sky above the fane has a strange yellowish hue.
10. The wind murmurs about the party, seeming to carry the mutterings of many damned souls.

### 2: WHAT'S GOING ON?

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1. The faint sound of chanting and the heady aroma of some kind of indescribable incense hang in the air.
2. Screaming shatters the air. The screams continue for a few minutes and then trail away into a series of gurgles.
3. A gong sounds to summon the fane's congregation to perform a foul ritual.
4. A hooded figure stands with its back to the party. The individual seems unaware of their presence.
5. Two priests stand close to one another, arguing some obscure point of their blasphemous theology.
6. The fane is quiet and deserted; its clergy are elsewhere.
7. The sounds of cruel laughing and chuckling intermingled with sobbing reach the characters' ears. Three priests are tormenting the fane's next sacrifice.
8. The sound of a whip striking flesh cracks through the air; frenzied screaming follows each blow.
9. Reddish mist billows forth from some unknown place.
10. Faint sobbing reaches the party's ears.

## 3: MAJOR LAIR FEATURES

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1. Deep shadows twist and coil within and about the fane's nooks and crannies. The shadows are chill and move of their own volition.
2. The fane's altar is hewn from a single chunk of black rock. Smoothed through long use and shot through with streaks of scarlet stone, it is an ill-favoured thing. When blood is spilt upon it, it perceptibly vibrates.
3. Heavy curtains and tapestries decorate the walls. Some hide concealed doors and alcoves.
4. Hideous bas-relief carvings decorate the fane's walls and doors. Some depict skulls, while others show cavorting devils and demons in unsettling detail. Most are decorations, but some could be sentient guardians or camouflage for traps or secret doors.
5. Metal grills set into the floor ward deep oubliettes used to hold the priest's sacrifices. These oubliettes are wretched, hopeless places.
6. Horrible prayers and veneration are carved into the walls throughout the fane.
7. Foul-smelling smoke belches from wrought iron braziers placed strategically around the fane. The smoke coils low to the floor.
8. A wide chasm cuts the fane in two; a single arched stone bridge links the two sections.
9. The fane is in bad repair; doors are ill-fitting, ceilings sag, mortar is crumbling and so on.
10. Tiny holes cut in the fane's roof make a whining sound when it is windy.

## 4: MINOR LAIR FEATURES

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1. Graffiti carved into the walls venerates the shrine's dark patron; some of the carvings have dates going back decades or even centuries.
2. Dried splatters of blood dot the ground.
3. Black iron torch sconces shaped like grasping skeletal arms jut from the walls.
4. The central part of the floor has been worn smooth by the tread of countless feet over the long centuries.
5. Cobwebs fill the corners of the ceiling. Small, dark shapes scuttle about within.
6. The fane's iron door handles are shaped like clenched skeletal fists. Many are worn with much use.
7. A damp patch covers one wall; water is oozing down from somewhere above.
8. Strange, indistinct sounds echo through the fane's halls.
9. The fane's furniture is crafted from the bones of the fane's many victims; cushions are stuffed with their hair.
10. Carvings chiselled into the floor depict various good-aligned powers and powerful creatures. The fane's clergy delight in stamping and spitting on them.

## 5: DARK PRIEST'S APPEARANCE

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1. Clad in voluminous black robes edged with red fur, this priest blends into the shadows. The robes rustle in a sinister, furtive fashion as the priest moves about.
2. Wearing a tight-fitting jerkin of flayed and tattooed skin, at first glance, this priest appears ill or diseased. The priest is skinny, pale of skin and bald.
3. Wild-eyed, dishevelled and heavily bearded this man breathes heavily as if excited beyond all measure. He grimaces when he encounters unbelievers.
4. Wearing only a filthy loincloth and a pouch-festooned belt, this man bears a wicked-looking barbed whip.
5. This priest's burnished plate armour is festooned with all manner of hateful sigils and symbols.
6. Bearded and affable, this kindly old man's visage gives no clue to the demons lurking within his heart.
7. Tall, willowy and beautiful, this foul priestess looks more like a queen than a black-hearted murderer.
8. With only a few teeth remaining, this skinny and bald middle-aged priest would look like a beggar if they weren't wearing such fine robes.
9. This priest's face is a mass of old scar tissue, and one of her eyes has been stitched shut.
10. Tall, slender and with a severe look on their face, this priestess wears blood-red robes cut tight to accentuate her figure.



## 6: TREASURE

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1. This medallion of white gold proudly displays the dark priest's sigil—a gaping skull. It hangs from a long, thick silver chain.
2. This long, curved sacrificial dagger has been fashioned from the horn of some fantastical, and no doubt demonic, creature. The blade is hollow, so it can be used to collect a sacrifice's lifeblood.
3. Dipped in molten silver and used to top a ceremonial staff, this grinning skull is missing its jawbone.
4. This thick black leather belt holds three secret compartments big enough to hold several coins or other small items.
5. A gold medallion depicts the glowering face of an old man in bas-relief. This medallion is a "key" to the fane's hidden treasure vault.
6. This soft pouch holds a half-dozen silver and gold holy symbols of good-aligned faiths. All have been scratched and damaged.
7. Of black steel, this heavy-headed mace is well suited to caving in skulls. Its haft is wrapped in some kind of unidentifiable soft, supple leather.
8. Strange etchings of cavorting otherworldly creatures decorate this old gold tiara of unknown artifice.
9. Tiny red gemstones—rubies—decorate this supple black leather choker sized for a slender neck.
10. This heavy and ornate hourglass measures six hours. Bands of different coloured sand—magically kept separate—delineate each hour.

## 7: TRINKETS & TRASH

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1. This pouch holds a bloody rag, a clump of hair from at least six individuals and a small set of copper scissors.
2. Jagged and badly weighted this dagger is barely useable as a weapon.
3. A pile of clothes—the discarded possessions of the fane's latest sacrifices—fills a corner. The clergy have looted everything of value from the pile.
4. Scraps of burnt paper and the remains of a book's cover fill a brazier. A close examination reveals this to have been the holy book of a good-aligned faith.
5. Filthy and festooned with burnt flesh, this branding iron is wrought in the shape of the dark fane's sigil.
6. Broken glass—the remains of several potion or poison vials—fills this small coffer.
7. The lock on these heavy iron fetters is broken.
8. Once white—now irredeemably filthy and bloodstained—these holy vestments once clothed a holy priest.
9. A rat skull covered in lead atop a brass handle serves as a candle snuffer.
10. This pile of cut wood has been steeped in a foul-smelling oil. Rancid smoke billows forth when it is burnt.

## DERRO OUTPOST

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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 should not be underestimated.

### 1: OUTSIDE THE LAIR

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1. Rough cave paintings depict dancing figures bursting into flames under the bright sun.
2. Maddening giggles and tearful wails echo eerily down tunnels. The sounds ebb and flow seemingly without rhyme or reason.
3. A small grey stone in the centre of the chamber is surrounded by a macabre spiral of hundreds of perfectly arranged dried toes.
4. A line of polished pebbles stretches from wall to wall of this passage.
5. Hollows carved into the tops of stalagmites hold odd items—offerings to the derro gods.
6. Small footprints follow the silvery trail of a monstrosly large slug.
7. A patch of soft, sandy ground is splattered with the tracks of small dancing feet.
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 paint decorate the worked archway leading into a natural tunnel.
10. Green candles shoved into nooks and crannies in the walls illuminate this cave. Dried wax coats the walls—evidence that many candles have been burnt here.

### 2: WHAT'S GOING ON?

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1. Giggling derro move flat stones to one side of a chamber whilst stacking 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 leader.
3. The derro guards dip their spear tips in a small earthen 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 stop and start wildly singing and dancing instead.
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 sits down and removes their armour and weapons before starting to repair them, eat food and generally take their ease.
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 to itself.

## 3: MAJOR LAIR FEATURES

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1. Hundreds 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 contain venom, rotting meat and fungus beer.
4. Tall blue mushrooms crawling with tiny black insects grow from cracks in the ground. The cracks cross-cross the chamber, forming a strange sort of maze. Some of the mushrooms have poisonous caps.
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. Duergar passing through the area, whack them with their weapons to create a discordant clammer.
7. A low, fragile barricade of painted stones and fungal stalks divides the room in half. The barricade follows the course of a shallow water-filled crevice and is a more formidable barrier than is initially apparent.
8. A deep water-filled shaft looks like any of the other shallow pools in the room at first glance. Investigation reveals decomposing corpses almost fill the shaft.
9. Sharpened stakes and bones fill a large crack running across two walls and part of the ceiling.
10. A cracked giant's skull tops this stepped three-sided pyramid that almost reaches the ceiling.

## 4: MINOR LAIR FEATURES

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1. A large barrel leaks watery red clay over the floor. The swath of slick floor leads away from the barrel that is now almost empty.
2. A half-made necklace leather cord threaded with shiny insect shells—lies discarded beside a broken stone jar.
3. Long threads of fungus are stretched out on bone racks 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. Seven skulls are stacked on top of each other and stuck together with 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 frog god.
10. Footprints are painted climbing a tunnel wall. They lead nowhere and are just an insane derro's idea of art.

## 5: DERRO'S APPEARANCE

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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 to lie flat against its scalp.
4. Many of the 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 with wild and joyous abandon.
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 and a cloak of blue velvet, this derro throws poison darts at his enemies. He cheers every time he hits his target.
9. This elderly derro peers intently through a polished glass lens at a point behind the characters before running away screaming.
10. With his hair streaked with black and grey, this derro attacks with gauntlets made from insects' claws.



## 6: TREASURE

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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 spray.
3. Forged from a strange black metal, this thin narrow-bladed knife is designed 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. The cream fills a clay pot.
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 the teeth of creatures from the Ebon Realm hangs from a hook embedded in a wall.
9. This wand of polished elf bone shoots *magic 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: TRINKETS & TRASH

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1. This pot of rock salt is dusted with flakes of quartz. The salt is proof against slugs both monstrous and mundane.
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 blue-veined cheese is made from grubs' milk. It tastes and smells foul but remains just about edible for weeks.
5. A broken feather quill is stuck into a leather strap.
6. Pictures of imaginary creatures cover these scraps of pages ripped 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, a strange snail out of its shell or the result of a derro's mad experimentation.
8. A stained and part-burned alchemist's shop sign—depicting a set of scales set over a smouldering fire—complete with hooks lies on the floor.
9. This spoon is carved from a thigh bone.
10. Holes and rips pierce this pair of ragged hose.

## DRAGON TURTLE'S CAVE

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Ferocious and territorial, dragon turtles claim vast tracts of the ocean as their own. Woe to the mariner who sails through a dragon turtle's territory without making the proper tributes.

### 1: OUTSIDE THE LAIR

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1. The shattered remains of many oceangoing ships lie scattered about the ocean floor in the environs of the dragon turtle's cave.
2. A field of flotsam—the remains of the dragon turtle's last meal—bobs on the ocean swell.
3. A perceptive character notices the total lack of any large aquatic animals in the lair's environs.
4. The back half of a galleon stands upright on the ocean floor, surrounded by a debris field.
5. An abandoned ship—its deck awash—barely remains afloat; the next heavy swell will sink it.
6. An upturned chest lies half-buried in the silt of the ocean floor. A scattering of gold coins lies about the chest.
7. The waters surrounding the dragon turtle's lair are curiously devoid of all aquatic life.
8. A steep-sided sunken valley leads downwards to the entrance to the dragon turtle's lair.
9. A line of sunken wrecks leads toward the turtle's lair.
10. A thick kelp forest obscures casual view of the entrance to the dragon turtle's lair.

### 2: WHAT'S GOING ON?

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1. Something huge moves just under the surface, creating a bow wave in its wake.
2. Seabirds swoop and dive overhead. The birds loudly call to one another as if discussing the party.
3. A rowboat bobs on the swell. The corpses of three sailors lie sprawled within; these unfortunates died of thirst and exposure.
4. A large school of fish swim about the mouth of the dragon turtle's cave. They suddenly scatter as if scared by something.
5. The dragon turtle sprawls in blissful slumber. It seems completely unaware of the party's presence.
6. Blood fills the water. The dragon turtle is dining on the corpse of a gigantic shark.
7. The dragon turtle is busily burying an immense egg.
8. The dragon turtle slumbers at the centre of its lair.
9. The lair is empty—the dragon turtle is elsewhere.
10. Something large moves in the deep shadows of the cave. The thing is so large that the characters can feel its movement through the water.

## 3: MAJOR LAIR FEATURES

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1. Piles of wreckage—the ruin of innumerable ships—lie throughout the dragon turtle's lair. The lesser parts are disturbed by the dragon turtle's passing and create swirling clouds of vision-limiting debris.
2. The caves are huge, giving the dragon turtle ample room for manoeuvre.
3. The cave network is cavernous, and many of the largest caves feature air pockets against their ceiling.
4. The cargoes of innumerable ships lie scattered throughout the lair. The choicest—most shiny—objects are gathered together in the cave's innermost depths.
5. At the centre of the cave, an unknowably deep sinkhole plunges ever deeper into the depths. Therein, the water is cold and utterly black.
6. The turtle's lair is immense. The central cavern holds the sunken, eroded remains of an ancient temple.
7. Wreckage chokes the bottom portion of the entrance to the dragon turtle's lair.
8. A strong current flows through the lair—which has two entrances. Only strong swimmers or huge creatures can negotiate the swiftly flowing waters easily.
9. A sinkhole pierces the ceiling of the cave's central chamber. For the hours immediately on either side of midday, bright sunlight illuminates the cavern.
10. Part of one wall and the nearby ceiling are dangerously unstable. They collapse if struck by a powerful destructive spell, large body or other significant force.

## 4: MINOR LAIR FEATURES

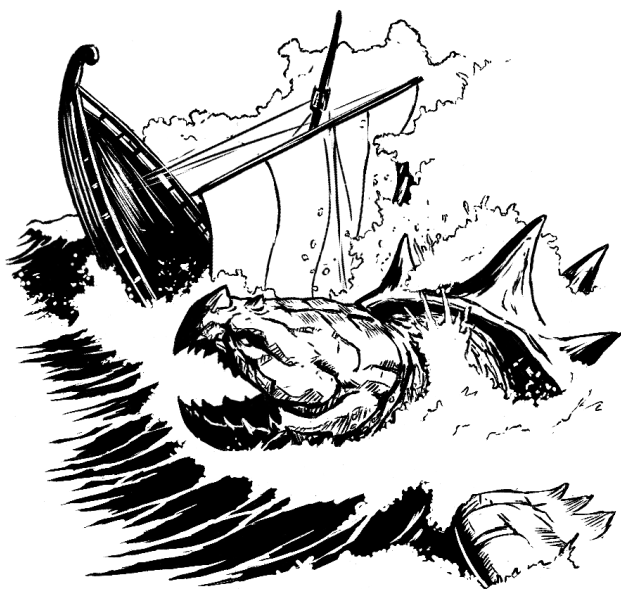
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1. Soft sand covers the floor. Large tracks and piles of heaped sand litter the lair.
2. Claw marks on the walls and floor show where the dragon turtle sharpens its claws.
3. Bones are scattered about the lair. Many of the bones are relatively small, but here and there lie the remains of whales, sharks and other unidentifiable things.
4. Here and there, piles of rubble show where sections of the walls and ceiling have collapsed.
5. Small air pockets exist throughout the lair. Most are in the cave's upper reaches.
6. The dragon turtle has gathered together the figureheads of all the ships it has sunk.
7. Deep grooves in the walls show where the turtle has rubbed its shell.
8. Cracks and fissures honeycomb the rock of the cave's walls and ceiling. Some are big enough for a human to squeeze into.
9. A huge jagged tooth is embedded in the cave wall.
10. The skeletal remains of the many mariners who went down with their ships litter the lair. Most of the remains show signs of crush injuries.

## 5: DRAGON TURTLE'S APPEARANCE

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1. This huge dragon turtle has a much-scarred rust-red shell. Scarring around its eyes shows where a large enemy almost managed to blind the creature.
2. With a thick, ridged shell of dull brown, this elder dragon turtle bears the scars of the long life of a predator. Its eyes remain sharp, and its jaws sharp. The creature has a long, powerful tail.
3. A white film—the legacy of an old injury—covers the dragon turtle's left eye. The monstrous predator is also missing several teeth.
4. A myriad of sharp ridges juts from the dragon turtle's thick blue-green shell. The tip of the creature's long tail is missing—torn off in some long ago battle.
5. The dragon turtle's left flipper features a large, recent bite mark. Its long tail coils and twitches spasmodically.
6. With bloodshot eyes and a streaked black and red shell, this immense turtle has an infernal look. The ridges festooning its shell are long and tapered.
7. Black barnacles and other growths cover this dragon turtle's thick green shell.
8. Sharp horns sweep back from the rear of this dragon turtle's head to almost touch its red shell. The creature's white fangs gleam evilly in the light.
9. A cutlass juts from an old wound at the base of the dragon turtle's tail. Translucent green and blue gemstones stud the old weapon's pommel. (The wound has long since healed, and the weapon must be cut out.)
10. Long zig-zagging white stripes run down this dragon turtle's blue shell. The ridges jutting from the shell are bright red. The creature's yellow eyes glimmer with hunger and avarice.



## 6: TREASURE

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1. A great mass of silver and gold coins from far-flung nations fills this lidless iron-banded treasure chest.
2. A mass of iron bars lies scattered across the floor. Each is stamped with the forge-mark of a dwarven hold. The iron has—somehow—resisted the water's pernicious influence and remains rust-free. Each bar weighs 40 lbs.
3. Gold leaf covers this ship's figurehead wrought in the shape of a winged warrior woman holding a sword aloft.
4. This slender, perfectly balanced scimitar has a haft wrapped with supple leather. Small precious stones are recessed into the leather.
5. Two steel vials hold a thick, viscous black liquid; this is kraken's blood and was "harvested" to form the base of a magical ink.
6. This voluminous grey hooded waterproof cloak is made from sealskin.
7. Fine clothes—gowns, capes and the like—fill this watertight sea chest. Beautiful carvings of dolphins, merfolk and birds decorate the chest. The chest is locked, but the key is in the lock.
8. This beautiful slender multi-hued trident magically forged from coral is of sea elf artifice. It is both a weapon and a work of art.
9. Forged of gold and wrapped with silver wire, this glimmering anklet is sized for a slender wearer.
10. This golden statuette of a regal parrot stands atop a heavy golden base. The base has a watertight secret compartment which holds a treasure map.

## 7: TRINKETS & TRASH

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1. The splintered remnant of a ship's figurehead stands upside down in the sand.
2. A great mass of sodden sailcloth snagged on an empty chest undulates gently in the current.
3. A crow's nest lies upside on the floor. Investigation reveals it yet holds a sailor's skeletal remains.
4. An eel nests in the shattered remains of a captain's once-expensive spyglass. Shards of glass are half-buried in the nearby sand.
5. A ripped flag emblazoned with three gold coins over a longsword lies half-buried in the sand.
6. Nothing but a jagged stump remains from this cutlass.
7. The illegible remains of several ships' logbooks festoon the dragon turtle's hoard. Some ruined pages float free in the water.
8. Half a black tricorne hat is perched on the jagged end of a piece of ship's timber.
9. The sodden mass of a hopelessly water-destroyed treasure map fills a cracked scroll case.
10. This intact ship's wheel lies on its side. Two skeletal hands yet clutch the wheel.

## DROW OUTPOST

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Drow, terrors of the Ebon Realm, normally stay away from the sunlit surface lands yet sometimes they wander too close. Setting up outposts near the surface they sneak forth to capture slaves to carry back to their subterranean home.

### 1: OUTSIDE THE LAIR

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1. Small, sharp crystals grow from the tunnel floor and shatter noisily if stepped on.
2. Fronds of strange yellow and violet fungus reach out to touch those passing by.
3. Strange rock formations protrude from the wall slowing movement and forcing travellers into a single file.
4. Stumbling tracks, escorted by smaller, booted and obviously more nimble feet, wend their way through the mud and scree. The tracks lead deeper—ever deeper—into the lightless underworld.
5. Tracks lead to a deep shaft dropping far into the endless dark of the Ebon Realm.
6. Shafts high in the ceiling arc over the tunnels and reappear 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 a living creature ventures within ten-foot of them.
9. A section of the wall has collapsed into the corridor. Investigation reveals the collapse was deliberate.
10. Hidden drow symbols on the walls provide hints at what lies ahead—if travellers can read them.

### 2: WHAT'S GOING ON?

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1. The drow furiously whip their stumbling slaves, mercilessly pushing them ever onwards to their doom.
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 others lurk nearby in cunningly concealed 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. A group of drow watch the slaves' pitiful struggle.
6. A drow female taunts her prisoners by butchering a slave in front of them.
7. Two drow leaders argue over the group's next course of action. The argument could turn violent. If it does, it quickly spreads to the two leaders' followers.
8. Two bloody drow warriors stand over a dead cave predator. A third drow bleeds out nearby; the doomed drow's companions ignore his pain-filled moans.
9. Two female drow standing over a dead elven woman chant a foul litany to their goddess.
10. A priestess beats a guard unconscious.

## 3: MAJOR LAIR FEATURES

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1. A spiked fence of strange dull metal, its gate wrought into the shape of a huge fanged spider, blocks the way ahead. The gate's lock contains a cleverly conceived poison needle trap.
2. Thick sentient webs cling to the walls and ceiling and grab at nearby creatures. The webs suck the intellect from those they catch turning them into drooling idiots (and easy prey for other nearby predators).
3. A large pile of boxes and barrels holding preserved food and drinking water fill a corner.
4. Thick patches of edible fast-growing moss dangle off the walls; the drow use it to feed their slaves.
5. A huge animated stone spider clings to the ceiling ready to drop on and attack intruders.
6. A rough pool, filled 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 and casts sinister shadows throughout the chamber.
8. Swirling patterns of mercury form arcane symbols on the walls of a temple-like room. The mercury is animate and slowly moves into new patterns.
9. Coiling tentacles of black stone grip the walls; they 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.

## 4: MINOR LAIR FEATURES

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1. Small shards of bone are embedded into the floor, forming a strangely beautiful mosaic of a vast woman-faced spider.
2. Thin yet strong cord manacles hangs from the wall. Many bear dried bloodstains.
3. A small unlit forge and anvil stand 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 drying pools of spilt blood scattered about this charnel room.
6. A field of thick stalactites hangs from the ceiling, joining with strange metal bars set into the floor to form a bizarrely shaped metal and stone cage.
7. Desiccated bodies of bats, victims of the many large spiders in the outpost, cover the floor. Cobwebs cover the ceiling; faint scuttling sounds come from within.
8. Scuff marks mar the floor where panicked slaves have been dragged away to some unspeakable doom.
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. He is dead.

## 5: DROW'S APPEARANCE

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1. This drow priestess is wrapped in shimmering patterns of spiderwebs and delicate black silks. She moves with poise and grace.
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 black fur trim on her boots and gloves.
4. Carrying a long oaken spear and his face daubed with blue clay stripes this drow looks slightly primal.
5. This drow mage wears a cloak of magically preserved aboleth hide complete with waving tentacles. The faint smell of the sea hangs in the air around the wizard.
6. This group of drow warriors 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. They both wield dual short swords.
9. This nubile drow woman wears revealing armour and carries twin maces topped with jagged spiders. She is beautiful and uses her wiles to distract her foes.
10. Thick white and violet tattoos that glow in the dark cover the face and arms of this drow wizard.



## 6: TREASURE

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1. This bright red shield decorated with a stylised 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. It can follow basic instructions spoken in Drow.
3. This long-bladed scimitar with a double edge 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 polymorph into a gargoyle. This power only works in darkness and is useable once per day.
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-dwelling insectoid predator this enchanted platemail enables its wearer to climb walls with the speed of a spider.
9. This small wooden box contains a dozen dried worms. The worms animate into long grasping black tentacles when thrown.
10. Carefully folded soft leather armour laced with spider-silk and fangs fills a small coffer.

## 7: TRINKETS & TRASH

---

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. It rattles if shaken.
3. Thorns, hooks and blades hang from a long piece of leather cord tied around a slave's thigh as punishment. Blood covers the cord.
4. This pair of boots has small studs in the insoles to make walking agonisingly painful and slow.
5. A small recipe book written in the language of the drow is entitled, *How to Serve Bards or Make Them Serve You!*
6. Six small paper pouches contain silvery grey dust. The dust seems to have no obvious use or purpose.
7. Patches of dried blood cover the interesting parts of this ripped sketch of a naked drow priestess.
8. This tiny flask holds stale, and now poisonous, wine.
9. A small spider effigy of twisted wire and sharp hooks looks like it was made by a child.
10. Wisps of derro hair top this fan made from a duergar child's arm.

## DRUID'S GROVE

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Guardians and caretakers of nature, druids dwell far from civilisation in harmony with their surroundings. Friends to those who treat nature with respect, they are the implacable enemies of those who despoil the natural environment.

### 1: OUTSIDE THE LAIR

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1. The woodland gets progressively wilder and more primal the closer the characters get to the druid's grove.
2. Many animals dwell in the locality of the druid's grove, and the forest is alive with the sounds of their doings.
3. The brightly shining sun casts shiv lights through the canopy to illuminate small sections of the forest floor.
4. A multitude of game trails wend their way through the forest; many eventually lead to the druid's grove.
5. Squirrels abound in the woodlands and scamper about. The trees are alive with their doings.
6. Thick mist drifts through the trees to disorient those who seek to do the druid and their charges harm.
7. A vine-wreathed obelisk stands drunkenly amid a riot of brambles. Faint cravings decorate the stone.
8. For a gatherer, the surrounding woods are pregnant with edible berries, nuts, wild herbs and mushrooms.
9. Tracks on the forest floor show the vast profusion of animals dwelling in the surrounding woodland.
10. A thin mist drifts through the forest, giving the place an ethereal feel. The mist is not thick enough to obscure the characters' vision.

### 2: WHAT'S GOING ON?

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1. The druid sits next to a huge wolf. The wolf is lying on its back, feet in the air, and the druid is tickling its tummy.
2. Smoke drifts from a cooking fire as the druid cooks a simple meal. The druid may seem oblivious to the characters, but the animals dwelling nearby have alerted their friend to the presence of intruders.
3. A large brown bear snores loudly as it slumbers amid the undergrowth at the edge of the grove.
4. Except for a few squirrels and a slumbering owl, the grove is empty when the characters arrive. The druid is elsewhere and returns about one hour later.
5. The druid is tending to an injured deer and is removing a hunter's arrow from its haunch.
6. The druid is relaxing in a pool of fresh water and seems oblivious to the characters' presence.
7. The druid is deep in conversation with three small birds.
8. Two deer graze in the grove. They ignore the characters.
9. The druid seems to be deep in an argument with a holly bush. It's not clear who is winning.
10. The druid is in rabbit form and observes the characters to ascertain their intentions.

## 3: MAJOR LAIR FEATURES

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1. Huge trees—obviously hundreds of years old—surround the grove. Their boughs form an almost impenetrable ceiling of lush vegetation.
2. Many creatures dwell in the grove in harmony with one another; wolves slumber next to deer while rabbits, foxes and squirrels play among the trees.
3. A pool of glimmering, crystal-clear water stands at the centre of the grove. Lush grass fringes the pool.
4. A hoary, thousand-year-old yew tree stands in the centre of the grove. The tree is mostly hollow, and the druid dwells inside.
5. The druid dwells in a cunning-crafted treehouse high up in the branches of an oak tree. Some of the materials used to build the house have obviously been warped and shaped with druidic magic.
6. Cunningly trained and cultivated dense yew hedges bound the grove. Only two gaps breach the hedge.
7. Powerful protective wards about the grove keep the worst of inclement weather away.
8. The druid dwells in an earth and timber cottage part dug into the side of a hill.
9. A treant slumbers in the grove; it aids the druid if visitors become hostile.
10. Stone ruins of obvious antiquity surround a carven monolith of gleaming white stone.

## 4: MINOR LAIR FEATURES

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1. Wildflowers grow rampantly through the grove, creating a riot of glorious colour. Bees buzz about.
2. Thick verdant grass grows throughout the grove. It is thick and incredibly comfortable to walk or lie on.
3. Faint animal trails track their way through the grove and the surrounding woodland.
4. Rabbits, badgers and foxes all make their homes about the grove. Unwary characters may trip and fall if they catch their foot in a tunnel entrance.
5. A ladder of woven vines hangs down the trunk of a particularly tall tree. The ladder leads to a concealed viewing platform.
6. Vines and creepers hang from the surrounding trees to create natural curtains in various parts of the grove.
7. A narrow stream enters the grove before flowing over a set of three mini-waterfalls into a small pool.
8. A soft breeze caresses the grove, blowing clouds of pollen through the air.
9. Dappled sunlight fills the grove. The temperature is pleasant, and the feeling is serene.
10. A line of three small stone cairns along one edge of the grove shows where the grove's previous caretakers are buried. A tree grows at the head of each cairn.

## 5: DRUID'S APPEARANCE

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1. Tall, rangy and handsome, this half-elf wears leather armour and carries a thick quarterstaff.
2. Long brown unkempt hair frames the druid's oval, careworn and weatherworn face. Their hands are calloused, and their clothes are dirty.
3. The druid wears a burnished silver medallion of great age; the medallion depicts a half moon.
4. Fit, muscled and obviously at ease in the woodlands, this druid moves with the grace of a stalking wolf. They wear tight-fitting leathers and carry a slender scimitar.
5. Wearing stained white robes and open-toed sandals, this wildly unkempt druid looks like a hermit.
6. Clad in white, pristine robes, this druid also wears a brown belt from which hangs a sickle and two pouches.
7. A scowl (or pain) creases the face of this limping man.
8. A long ponytail, ornately plaited, hangs down this druid's back. They dress in plain, functional clothes.
9. This druid wears an outlandish "hat" fashioned from an eight-pointed deer skull. It is cumbersome—and potentially dangerous to those nearby.
10. Unconcerned about modesty, this druid wears nothing but a wolf-fur cloak. The cloak gapes wide when the druid moves about.



## 6: TREASURE

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1. This supple leather pouch holds six ripe berries; eating a berry restores one hit point and sates the eater as if they had enjoyed a full meal.
2. Beautiful engravings of the moon, sun and stars decorate the hilt and blade of this preternaturally sharp silver sickle.
3. Of smoothed hornbeam, this heavy quarterstaff is far tougher than a normal staff. Expert staining has brought out the wood's natural pattern and beauty.
4. This beautifully carved wood statuette depicts a dryad riding a wolf. Natural pigments have been used to paint the exquisite figures.
5. This rolled-up leather map depicts in great detail the surrounding territory. It may show locations the characters have not yet discovered.
6. A huge book almost six inches thick holds the observations and thoughts of a succession of druids going back a century or more.
7. Set with tiny flecks of silver and gold, this two-sided amulet depicts both the sun and moon.
8. This long shard of oak is the heartwood of a long-dead treant. It is supernaturally tough and could be used to craft a potent magical staff.
9. Two golden candlesticks hold candles treated with a permanent *faerie fire* effect.
10. This lute is beautifully stained and decorated. Scenes of the woodland decorate its neck and back.

## 7: TRINKETS & TRASH

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1. This large, heavy leather water flask (unfortunately) holds nothing but fresh drinking water.
2. This woven basket holds a small number of nuts harvested from the surrounding woodland.
3. This plain brown blanket is thick and warm but heavy and cumbersome.
4. An old cast iron cauldron hangs over a smouldering fire; delicious vegetable stew simmers within.
5. This stoppered clay bottle holds a potent nettle wine of the druid's own creation.
6. A wooden drying rack holds mushrooms and herbs picked from the surrounding forest.
7. Faerie runes decorate this tiny polished wooden stick. Translating the runes reveal they are an invitation to a revel which happened a few days ago.
8. This thick book contains pressed flowers, herbs and leaves harvested from the surrounding forest.
9. This leather bracelet is fiendishly complicated to untie and retie around one's wrist.
10. This small woven basket holds several scores of rounded stones the druid is preparing as sling bullets.

## DRYAD'S GLADE

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The epitome of natural beauty dryads lounge in their forest glades, using their charms and natural trickery to protect the surrounding forest. Protected by charmed guardians and the forest itself, the glade of a dryad can be a wonderful place to visit or a place of terror, enchantment and death.

### 1: OUTSIDE THE LAIR

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1. A small tree trunk spouts fresh water into a small lily-filled pool at its base. The beguiling tinkle of falling water fills the air.
2. Thick banks of fecund blue and yellow flowers fight for space on the path's fringes. The beautiful smell of blossom fills the air.
3. A group of mischievous squirrels pelt the party with acorns. They flee if attacked.
4. A buzzard swoops down towards a rabbit before landing next to it. Instead of attacking, the bird of prey preens its feathers before flying away.
5. White flowers erupting from a pile of rocks turn to face the party as they pass.
6. Orange fish surface in a bubbling pond and call out random words before darting back under the surface.
7. Thick briars writhe and undulate before tangling themselves across the path, blocking it.
8. Silver trees tangled like dancers rustle in the wind.
9. Using her power over plants, the dryad leads intruders back down the same path and away from her home.
10. Curtains of flowering vines dangle across the path obscuring any sight of the dryad's glade.

### 2: WHAT'S GOING ON?

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1. A burly (charmed) orc warrior steps out of the bushes and politely asks the party—in broken Common—to leave.
2. Hundreds of birds perch on the branches of the trees surrounding the glade, intently watching intruders.
3. The dryad sits on a grassy mound surrounded by small animals and birds, awaiting her guests.
4. The dryad quietly sings to a chunk of wood using her magic to coax it into the shape of a rearing stag.
5. The dryad, eyes closed, lounges naked in a pool of bubbling water.
6. The dryad listens to a small sycamore intently.
7. The dryad steps into a tree, reappearing next to another one further away.
8. The dryad carefully sculpts an intricate wooden bowl using only the power of her magic.
9. Humming happily the dryad tends her flowering garden.
10. The dryad unerringly shoots arrows into a tree stump. She does not seem to be aware of the intruders.

## 3: MAJOR LAIR FEATURES

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1. Bright flowers emit pollen that enhances the longevity of the dryad's *sleep* enchantments. The pollen hangs in the air throughout the glade.
2. Wolves and badgers prowl the undergrowth ready to protect the dryad. They are friendly to intruders who are friendly toward the dryad and vice versa.
3. Several goblins slumber under a tangle of vines. All are unharmed and all look strangely serene—for goblins.
4. The boughs of large trees tangle high above to form a roof-like canopy.
5. Half-seen fey creatures dart from shadow to bough, avoiding inquisitive eyes. The only hint of their presence is rustling in the branches and the occasional high-pitched titter.
6. Hundreds of nests fill the branches of a tall birch tree. The songs of hundreds of small birds fill the air.
7. Soft chimes combine with the songs of birds and the hum of insects to create a feeling of serenity.
8. Hidden in a tree, the bees of a massive hive hum quietly. They take pollen from the vast array of colourful flowers growing throughout the surrounding forest.
9. Thick branches tangle together to form a cage for the glade's more violent guests.
10. Soft moss and plants lie ready as beds for the dryad's guests; some beds are large enough to sleep centaurs. All the beds are deep and comfortable.

## 4: MINOR LAIR FEATURES

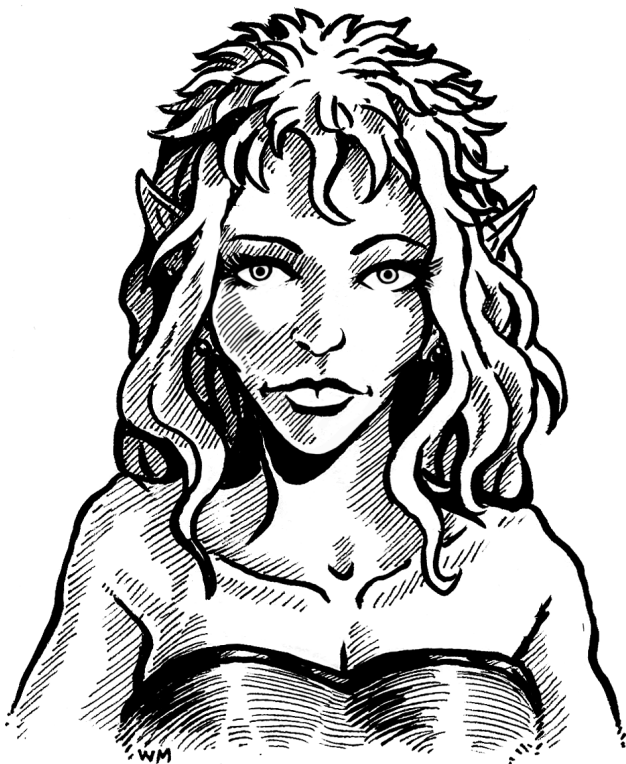
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1. Roots tangle around the feet of aggressive intruders as if they have a life of their own.
2. Bright coloured fungus emits puffs of sleep-inducing spores at nearby enemies.
3. Supple branches await prey before whipping forwards to entangle and ensnare them.
4. Thorny bushes scattered around the glade's perimeter ooze strength-sapping venom. (The dryad coats her weapons with the sap).
5. Flocks of birds harry aggressive intruders allowing the dryad to escape to safety.
6. Carnivorous plants lurk in certain secluded areas ready to consume the dryad's enemies.
7. Ivy holding together stone pillars retracts on command sending the pillars crashing down onto anyone below.
8. A heavy branch breaks from an elm tree and falls to the ground. It crushes anyone below it.
9. A carved wooden horn hangs from a tree ready to summon other forest denizens to the dryad's aid.
10. Thorns and briars form artfully positioned living gates, walls and doors.

## 5: DRYAD'S APPEARANCE

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1. Thick-limbed and sturdy, and stunningly beautiful, the dryad reflects the strength of her bonded oak. She has a confident stance and a deep, throaty laugh.
2. Tall and thin with long grey and black hair and white skin the dryad is hard to see against the bark of the silver birch tree she protects.
3. Similar to a chestnut seed the dryad's spiky hair and nut-brown skin blend with the woods perfectly.
4. Like a hawthorn tree, the dryad has long thorns as claws and knobbly woody skin. Her brown hair is short and spiky. She wears a rough, homespun shift.
5. With golden skin and thick, spiky layers of green hair this dryad looks like a pine tree. Her large eyes are a verdant green hue.
6. Thick, knotted bark wrinkled with age covers the body of this elm-dwelling dryad. A close examination of her face reveals crowfeet around her eyes; for a dryad, she is old.
7. Long flowing hair of green and white trails along the floor behind this willow-thin dryad as she moves.
8. Slim and supple this dryad's movements are like a hazel tree in the wind.
9. With shining skin of green and red rosy cheeks, the dryad's complexion almost looks like an apple. She is slender, lithe and moves with stunning grace.
10. From dark green to fiery red, the skin of this maple dryad changes with the seasons. Similarly, she has long fiery red hair that tumbles over her shoulders.



## 6: TREASURE

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1. A beautifully detailed holy symbol crafted from the wood of her glade hangs around the dryad's neck. The dryad lovingly shaped the symbol herself.
2. This collection of feathers gathered from the birds dwelling in the grove hangs from the dryad's tree as a homage to, and celebration of, her feathered friends.
3. Beautifully crafted of iron-hard wood this spear is blessed with the ability to magically regrow in its wielder's hand after being thrown. It leans against the dryad's tree.
4. A bowl contains nuts, berries and fruit. Eating from the bowl removes all diseases and curses from those gifted a meal.
5. This shield of blackened dark wood wrought from a single piece of lumber is decorated with a beautiful woman's carven face.
6. This wooden flask either refills with refreshing spring water from the dryad's glade or gushes forth a stream when commanded. Even though it is the normal size for a flask it can hold five gallons.
7. A small pouch contains dark green acorns that explode when thrown. These explosions do not burn vegetation.
8. A playing card encased in glass hangs from a piece of string tied to a tree branch. The card is part of a wizard's mysterious spell.
9. A set of shining gold and steel plate mail taken from an intruder hangs from a tall tree, like a wind chime.
10. These disks of flat tree fungus shatter into sharp flakes and emit poisonous spores when thrown; they fill a small, supple pouch.

## 7: TRINKETS & TRASH

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1. These goblin skull plant pots contain various herbs.
2. A collection of blunt axes with snapped handles is dumped into a disorganised pile.
3. Wispy dresses of spider silk hang from a branch; the dresses crumble to dust when touched.
4. Horse chestnuts are strung together on a leather thong.
5. This pouch of raisins rots when taken from the glade.
6. Daisies and other flowers are strung together in a long fragile chain between low-hanging branches.
7. Wind chimes of fulgurite that break in windy weather hang from the tree's branches.
8. A book of songs now rotten and mouldering is wrapped in a crumpled skeleton's arms.
9. This small iron brazier can—bizarrely—be worn as a hat; it currently only holds leaves and small twigs
10. A collection of rusted and rotten weapons and armour lie at the base of a hollowed tree.

## DUERGAR OUTPOST

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Foul deep-dwelling cousins to the 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

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1. Low stone walls block alternating sides of the corridor set at distances suited to the duergars' slow movement.
2. Poisonous green mould grows on the walls and floor.
3. Hidden deadfalls lead to spike-filled pits filled with clumps of poisonous mushrooms.
4. Harsh runes, carved 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 crevices in 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, commands the far end of a cavern.
9. A narrow stone bridge arches over a pit of stinking tar.
10. Sulphurous pools fill the area with clouds of acrid smoke and stinking gas.

### 2: WHAT'S GOING ON?

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1. A pack of duergar chase a wounded dwarf across a pitted cavern, taunting him as they close in for the kill. They are so absorbed in their hunt they do not immediately notice other intruders.
2. A screaming dwarf is nailed to the wall with thick iron spikes as bait.
3. Three 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 for some foul ritual.
5. A massive duergar warrior struggles to remove his pick from the shattered skull of a recently killed predator.
6. A duergar patrol starts 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 breastwork.
8. A duergar brands his slaves with a burning steel rod.
9. The duergar force two skinny, near-naked slaves to fight to the death.
10. A duergar consults an elf-skin map which shows a large swath of the surrounding cave network.

## 3: MAJOR LAIR FEATURES

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1. A heavy stone block falls from the ceiling, shattering the floor before falling into a deep tapering pit.
2. Large iron braziers fuelled with coal, and other unidentifiable things, fill the area with flickering light and foul smoke.
3. Heavy steel shields are slotted into low barricades, ready for when the duergars' 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 deliberately weakened to collapse on foes when struck by a crossbow bolt or spell festoon the ceiling throughout strategic parts of the lair and its immediate surroundings.
6. Dozens of alcoves and pits pierce the chambers' walls providing ample hiding places for the cunning duergar fighters. Many such locales have escape passages hidden behind secret doors.
7. Natural stone columns and stalactites are festooned with sharp spikes. Duergar warriors push and then pin intruders onto the spikes.
8. A gaggle of miserable slaves fill a small, overcrowded 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 displaying icons, weapons, and chalices filled with sacrificial blood.

## 4: MINOR LAIR FEATURES

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1. A hacked and mutilated dwarf's body, its hands and feet missing, lies in a corner.
2. Small hollow pebbles cover the floor and loudly crack when stepped on. The sound alerts nearby guards.
3. A smooth, ten-foot-tall stalagmite is set to fall forwards when pushed.
4. A bizarre pipe trap fires razor-sharp stones into an area when triggered by a hidden pressure plate.
5. Miserable slaves are manacled to long chains stretching across the room. The duergar happily use them as cover against missiles and spells.
6. A tightly wound windlass is ready to catapult a stone urn filled with green slime at intruders.
7. A pillar with a loop at the top holds chained prisoners in place for sacrifice.
8. Pressure plates in the floor lurk ready to hurl intruders up to the spiked ceiling.
9. A dead drow hangs from a wall hook. Blood and gore puddles on the floor below the mutilated corpse.
10. A large cauldron over a lightless fire of dung and coals bubbles with stinking rotten meat.

## 5: DUERGAR'S APPEARANCE

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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 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 black poisonous paste.
6. Wearing armour crafted from thick chitin, this duergar attacks with a short serrated spear and dagger.
7. Barking orders to his fellows, 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: TREASURE

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1. This amulet of black stone absorbs light continuously, quickly filling the surrounding air with darkness.
2. These crossbow bolts are of dried fungus as hard as oak. The bolts emit lethal toxins when they injure 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 aberrations fill these stone jars.
8. This mask is made from the face of a doppelgänger and can change its wearer's appearance. If the mask is worn for too long, the owner begins to lose their personality to the mask's insidious evil influence and slowly drifts into madness.
9. These gnome-hide bags are full 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: TRINKETS & TRASH

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1. This empty vial once held spider venom. Now, all that remains is a faint odour.
2. Inactive green slime spores fill this jar. If exposed to the air, they take weeks to start growing.
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 allowed to dry out.
5. This small leather-bound guidebook to the Ebon Realms contains incorrect information and fictional ideas passed off as knowledge and fact. The book's contents got the last owner killed.
6. Now corroded, this blunt drow dagger has been near the surface and is extremely fragile.
7. Riddled with mould, this backpack has fragile straps. The straps rip if the pack contains more than 10 lb. of weight.
8. With a broken lock, these steel manacles are worthless.
9. A collection of preserved thumbs from right hands fills a small stone coffer.
10. Black, grey and green spores stain this large collection of copper rings.

## ETTIN'S LAIR

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Viewed as barbaric idiots by others, an ettin's two heads can have wildly different personalities that may even cause problems between themselves. Such problems can quickly escalate into exceptionally strange—and comical—brawls.

### 1: OUTSIDE THE LAIR

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1. A bleating herd of sheep kept in a ramshackle pen can be heard from afar.
2. A broken statue has had its head replaced with two large skulls. Closer inspection reveals them to be orc skulls.
3. The path through the trees looks like it has been squared off. The overhanging trees do not arch over the path. It is wider to incorporate both the ettin's heads.
4. Strings of hollowed skulls dangle in pairs from trees bounding the path.
5. Two ettins reach the lair's entrance simultaneously and immediately fall into a loud argument.
6. An ettin tries to build a drystone wall while one head teases the other.
7. The rotting body of a large cow lies just off the path. It wears a rough rope collar dug deeply into its neck.
8. A female ettin scrawls chalk figures on the rocky walls.
9. A huge ettin returns to the lair carrying a deer carcass effortlessly across its shoulders.
10. A burly ettin chases another around the entrance whilst one of its heads laughs and eggs it on.

### 2: WHAT'S GOING ON?

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1. The heads of two ettin's break out in an argument that is completely ignored by the ettins' other heads.
2. An ettin leaves the camp to hunt whilst its other head moans about the weather.
3. Sulking dramatically, one head of a huge female ettin looks bored whilst the other bats her eyelids and offers welcoming smiles to her companions.
4. A scruffy male ettin has a loud argument with itself while competing against itself in a throwing contest.
5. A deep voice sings an old drinking song, getting most of the words wrong. A chorus of voices tells him to shut up.
6. An ettin tries to herd some goats into a small pen whilst its other head intentionally annoys him by scaring them.
7. Raucous arguing can be heard between a group of people. It is just two ettin's bickering.
8. A female ettin tries to convince another to go foraging but is shouted at by the other three heads.
9. A young ettin is forcibly ejected from the lair amongst a cacophony of shouting and hooting.
10. An ettin drags a trussed up, but still struggling, cave bear cub back to the lair.

## 3: MAJOR LAIR FEATURES

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1. Eyes painted in sets of four have been daubed onto the walls with whitewash. The pattern repeats itself throughout the lair; none of the pairs is drawn well.
2. Huge curtains of roughly stitched horsehide block the entrances to most rooms.
3. Each of the ettin's heads has its own stack of grisly trophies piled on either side of a room.
4. A crushed goblin skeleton lies partially hidden under a huge log used as a seat. Scraps of bones litter the ground around it.
5. A massive rock has been wedged into a tunnel, denying entry to the ettins' treasures. It is painted with crudely daubed warning signs.
6. A tree trunk has been chopped and carved into a partially made drum. It is filled with broken plates and cups and hundreds of discarded bones.
7. A shoddy log bridge balances over a spike-lined pit. The bridge is so unsteady the ettins have started to jump over the trap instead.
8. The stench of a rotting cave bear's body fills the area. (Its skull was crushed by an ettin when it bit him.)
9. Badly painted murals of giants in white caulking decorate the walls and corridors.
10. A natural dip in the cavern's roof has been attacked with stone clubs to try and widen it. It is now unstable and may collapse at any moment.

## 4: MINOR LAIR FEATURES

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1. Most of the beds in the lair are placed in the middle of a walls, so neither head is facing a corner.
2. A low archway has twin dents and patches of dried blood in it where the ettins constantly bang their heads.
3. A large and smelly stuffed sack acts as a pillow for one of the ettins who has an old but severe head wound.
4. A longsword wedged between some iron bars forms a rough spit over a large open fire.
5. A huge pile of broken wood, logs and animal dung is stacked against a wall. Hundreds of fleas and parasites lurk in the repugnant mess.
6. Odd pairings of weapons, like an axe with a pike, are propped against walls throughout the lair.
7. A badly damaged corpse pinned to a stripped pine trunk by a spear has become a practice target.
8. A sturdy skinning frame lies crushed in a heap. The wooden frame is intermingled with the corpse of a part-processed wolf.
9. A stinking white clay water pool fills a shallow hollow in a corner. Giant-sized tools and buckets lie nearby.
10. Three large barrels contain rainwater. One of the barrels has a rotting goblin head wedged at the bottom.

## 5: ETTIN'S APPEARANCE

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1. This ettin's twin heads are bald except for huge psoriasis patches and lank tufts of hair.
2. This female ettin carries a rough axe in one hand and a basket filled with apples in the other.
3. This ettin has half its body covered with bear furs and the other with wolf hide.
4. One half of this ettin's body is armoured with broken and twisted plates of metal bound with rope.
5. The left head of this ettin babbles incoherently whilst the other is silent and judging.
6. The right-side head of this female ettin is strangely attractive whilst the left is leering and scowling.
7. The left side of this ettin is splattered with whitewash and grime, making it look clownish.
8. This ettin constantly argues with itself over which head owns a stinking beaver fur cap.
9. Wrapped up tight in furs and animal hides, this old ettin sits back and watches the others, lost in thought.
10. One head of this ettin finds everything hilarious. This angers the other head.



## 6: TREASURE

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1. Twin greatswords, once used by a noble order of knights, are now used by the filthy giants. The blades are blunted and chipped from misuse.
2. A dwarven helm has been used as a drinking cup for years. It needs much cleaning before being suitable for its original purpose.
3. A heavy orc axe has been used to chop down trees and cut logs. It is blunt but could easily be sharpened.
4. A pile of gold and silver lies in a shallow pit covered with furs. The furs are home to a swarm of fleas looking to move on.
5. A bleached bear's skull sits on a rocky ledge. Polished agates are wedged into the eyes and glued in place with pine resin.
6. An upside-down shield is used as a bowl for bloody and rotting meat.
7. Two long mammoth tusks covered in grime lie buried in a pile of broken bones and skulls. If cleaned up, they could be worth a fortune.
8. An ettin has hidden a stash of coins at the bottom of a barrel filled with rainwater and silt.
9. A neatly folded chimera hide is stored in an old wooden box used as a pillow.
10. Boots have been nailed to the walls as makeshift storage for herbs and fruit. Amongst the many pairs is a set crafted from high-quality rhino hide.

## 7: TRINKETS & TRASH

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1. A small red pouch holds a cat skull and a broken collar wrapped carefully in a piece of almost clean linen.
2. A glint of metal can be seen in a pile of rotting fruit. Investigation reveals it to be a small broken tin spoon.
3. This small wooden skittle has the number four engraved on it.
4. A potion bottle is wedged into a warped leather cup. The potion is empty, but the bottle can still be used for something if necessary.
5. A sack of sugar has got damp and turned into a huge lump of crystal mixed with fetid water.
6. An earthenware plate discarded near a table bears the sigil of a wyvern on its bottom.
7. Several yellowing and pitted human and orc teeth hang on a thin leather thong.
8. The cut leather straps from a plate armour pauldron lie on the floor. It looks like they were hastily cut. The pauldron lies elsewhere.
9. This long thin brass key has only two of its four tines.
10. A small book contains the pressed skeletons of leaves. Brief descriptions of each leaf and its potential healing properties are listed next to each skeleton.

## EYE DESPOT'S DOMAIN

---

Aggressive, greedy and tyrannical eye despots are the embodiment of pride and hubris, believing themselves superior to all others in all ways. They view their lairs similarly to the way gods view their domain, ruling over them with a metaphorical iron, and often incredibly paranoid, fist.

### 1: OUTSIDE THE LAIR

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1. The characters occasionally feel they are being watched but cannot pinpoint the source of their apprehension.
2. Strange markings appear here and there on the hewn stone walls. Perceptive characters notice the position of these markings changes from day to day.
3. The despot lives in isolation, far from civilised lands.
4. Carvings, written in Undercommon, warn adventurers of their entry into the despot's domain.
5. Faint spectral eyes, only half seen out of the corner of the eye, appear in the stonework, disappearing when characters turn to look at them.
6. Characters occasionally feel a brief gust of wind buffet their faces as if an unseen flying object had passed by.
7. Strange feelings, ranging from slight unease to panicked terror, invade the dreams of sleeping creatures.
8. The air is filled with an eerie silence; the local wildlife dares not approach such a monstrous aberration.
9. Strange multicoloured lights float aimlessly through the air, their feeble glow only just piercing the darkness.
10. The pattern on some of the rougher patches of stonework seems to resemble scales.

### 2: WHAT'S GOING ON?

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1. The despot is asleep, floating several feet above the ground. Its main eye is closed, but its smaller eyes remain alert, scanning for threats.
2. A group of sinister humans gather together; the despot is giving orders to the lieutenants of its empire.
3. The despot is interrogating a prisoner; their fearful screams echo around the lair.
4. The despot floats from chamber to chamber, proudly inspecting its various trophies won in mighty battles.
5. The despot's minions stand guard at the lair's entrance, as well as other strategic locations throughout the lair.
6. The party's magic abruptly fails; the despot is watching them silently from the shadows.
7. The despot tries to convert the party to its side, not wanting to pass up such potentially useful minions.
8. The despot's minions patrol the complex, utilising random patterns to confuse attempts at evasion.
9. Characters feel a sudden, intense sense of dread.
10. The despot's roars of anger fill the lair; it's busy executing one of its minions for a suspected betrayal.

## 3: MAJOR LAIR FEATURES

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1. The majority of passageways in the despot's domain are vertical rather than horizontal, linking chambers stacked atop one another.
2. The petrified stone figures of previous intruders fill the lair, their faces frozen in expressions of utter horror.
3. Every chamber in the despot's domain features an abnormally high domed ceiling, their upper reaches shrouded in darkness.
4. The despot, in a state of constant levitation, employs a multitude of floor-based traps to defend its domain. It particularly utilises those activated by pressure plates.
5. Several escape tunnels provide an emergency form of egress for the paranoid despot dwelling here.
6. The despot's lair is organised like a maze, with vertical and horizontal passageways sprawling in all directions.
7. Several chambers and passageways have small holes in their walls, similar to arrow slits but sized to accommodate the despot's many smaller eyes.
8. The despot's domain is formed from an expansive network of repurposed caverns; in some places, they have been left unchanged while, in others, they have been deliberately worked.
9. The petrified stone figures of many adventurers are clustered together, arranged as if they were on display.
10. A small waterfall of run-off surface water cascades into the lair, providing its inhabitants with drinking water.

## 4: MINOR LAIR FEATURES

---

1. A layer of fine stone dust, remnants of when the despot disintegrated the living rock to form its domain, is undisturbed by any footprint.
2. Patches of thin, translucent slime lie scattered about in small puddles, making some areas very slippery.
3. Suspended in midair is a life-size statue of the despot, its many eyes replaced with sparkling gemstones.
4. Here and there, small piles of fine grey dust mark the spot where a foolhardy intruder was disintegrated.
5. The despot's trophy room features rows of high shelves well out of reach to those on the ground; the most valuable treasures are kept atop these shelves.
6. There is a chill in the air, all of the warmth sucked out by the cold, emotionless stonework.
7. There are no doors in the despot's lair, only large, vaulted archways. This ensures the despot can keep an unending watch on all those in its domain.
8. Carved murals on the walls depict the despot's many mighty battles and glorious victories.
9. Some walls have crude sets of manacles and chains set into them; some are still spattered with dried blood.
10. A prominent carving in the stonework reads, "Beauty is in the eye of the beholder."

## 5: EYE DESPOT'S APPEARANCE

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1. Set into the bulk of this floating creature is a bulging, cyclopean eye, below which opens a cavernous, toothy maw. Several slender tendrils, each topped with another smaller eye, protrude from its spheroid body.
2. Overlapping chitinous plates cover the body of this monstrous aberration like armour, from which a large, menacing eye glowers with hateful intent.
3. Ten small eyes, each glowing with a different colour, atop writhing tentacles sprout from this creature's body.
4. A vibrant blue eye, radiant with magical energy, pierces the darkness. Around it, an indeterminate mass of deep purple fades into the gloom.
5. Several deep scars adorn the hide of this monstrous entity, including a hideous patch of pitted, scorched skin, obviously the product of severe burns.
6. A shiny hide of dark green scales encases this hovering creature, its enormous snake-like central eye darting around in a cold, calculating manner.
7. With its ravenous mouth open in a malicious snarl and its numerous dagger-like teeth on full display, this body-less head is terrifying to behold.
8. An abnormally large eye, even for an eye despot, fills the majority of this giant floating head, its blood-red pupil burning with hate and malice. Around it, smaller spots of crimson light dance around atop writhing tentacles.
9. This creature's spherical body is covered in a smooth, leathery hide, glistening with an unknown secretion. Strands of saliva ooze from its toothy maw,
10. This despot is missing one of its smaller eyes; the eyestalk is sliced clean through.



## 6: TREASURE

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1. Wrapped around one of the despot's slender eyestalks is a magical ring made of solid platinum. Mystical dwarven runes adorn the polished band.
2. In a chamber containing a wealth of coins and gemstones, a large shimmering ruby stands out as particularly valuable.
3. Standing tall on a wooden stand is a huge suit of plate armour, once belonging to a fire giant. Traces of dust, all that's left of its former owner, still lie within.
4. The feet of an important minion are shod in a pair of fine emerald boots. White, feathery wings sprout from the heels, granting the wearer the power of flight.
5. An ornate, jewel-encrusted statue of a dragon stands tall, stolen from a nearby settlement in a daring heist.
6. Fitted with straps so it resembles a shield is the eye of a rival despot, carved out and reanimated through sinister necromancy. It still retains its anti-magical properties.
7. The despot wears a bejewelled crown forged from the purest gold. It appears positively regal in its finery.
8. One of the despot's minions wields a magical longsword, a blade so sharp it seems it could cut someone merely looking at it.
9. Previous unlucky adventurers, now little more than stone statues, would undoubtedly make useful allies if freed.
10. An oversized monocle, kept in the despot's sanctum, allows the wearer to effortlessly decipher magical texts.

## 7: TRINKETS & TRASH

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1. This battleaxe is extremely well-made; unfortunately, it has been turned to stone and is now useless.
2. Cast upon the ground is a tattered cloak embroidered with the ancestral sigil of a powerful noble family.
3. A glass jar full of fine grey dust is all that remains of one of the despot's defeated enemies.
4. Standing on a tall pedestal in the centre of a large trophy room is the preserved corpse of another eye despot, vanquished in a duel with its bitter rival.
5. A storeroom is filled with rotting and mouldering food, all well past its prime.
6. Resting upon a high stone plinth is a crimson dragon scale, one of the despot's most prized trophies.
7. A crudely woven tapestry depicting the despot in scenes of unrestrained glory hangs against a rough stone wall.
8. Laying on a high shelf is a huge greatclub, a simple length of rope wrapped around the handle. It once belonged to a stone giant.
9. A pile of mundane equipment: backpacks, clothes, lanterns and such like awaits disintegration.
10. Mounted on the wall is the tattered, bloodstained wing of an angelic creature, still attached to a lump of pale flesh where it was ripped free.

## FANE OF ELEMENTAL AIR

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Adherents of the air element make sacrifices to the primal element to further their earthly power. For them, nothing can stand before the ultimate power of the Eternal Wind.

### 1: OUTSIDE THE LAIR

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1. Strong winds issue from the fane. Any vegetation in the area is stunted and shaped by the wind to lean away from the fane.
2. Wisps of mist blanket the ground. The mist seems attracted to, and coils about, intruders' ankles.
3. The air is cold and chill in the fane's vicinity.
4. The fane's roof is highly polished and reflects the sky and clouds above.
5. The mystic symbol for the air element is engraved on pillars, rocks and so on around the fane.
6. The winds are unpredictable in the fane's vicinity; they frequently shift direction and intensity as if at the whim of some mad druid.
7. The air is warm and moist in the fane's vicinity.
8. Clouds sporadically form and dissipate; rain sporadically falls on the surroundings.
9. The rumble of thunder fills the air; moments later, lightning forks downward from the dark clouds hovering over the fane.
10. A dense fog—that resists the wind—fills the air about the fane. The fog resists all but the most powerful winds.

### 2: WHAT'S GOING ON?

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1. The faint sound of chanting fills the air. As the chanting rises and falls, the strength of the breeze blowing into the party's faces likewise changes.
2. A loud thunderclap shatters the quiet. It reverberates throughout the complex before slowly dying away.
3. Grey-robed, cowed figures process toward the fane's altar. They are oblivious to the presence of intruders.
4. A priest walks along the corridor, intently studying a scroll; they notice the characters moments after the characters notice them.
5. Robed priests drag a bound but struggling sacrifice toward their doom. The sacrifice begs for mercy; the priests ignore them.
6. Somewhere out of sight, someone starts striking a gong—perhaps they are calling the faithful to worship.
7. A be-robed priest berates a cowering underling.
8. Chanting, followed by screaming, fills the air. Moments later, a great gust of wind blows through the fane. It is redolent with a foul and unplaceable otherworldly scent.
9. The fane seems empty and abandoned; all is quiet.
10. A guard air elemental spots the characters.

## 3: MAJOR LAIR FEATURES

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1. The arched ceiling towers far above the floor. The ceiling is painted sky blue and decorated with small pictures of clouds, various winged beasts and the like.
2. Wisps of damp, cold fog seep from a ceremonial font. (The font is a tiny gate to the Elemental Plane of Air.)
3. Many tiny holes cut into the fane's walls and ceiling emit small streams of air. As the wind's direction and strength change, the sound this creates rises, falls and changes.
4. The fane's altar comprises a shard of magically imprisoned cloud. The cloud shifts and changes as if subject to winds of varying strengths and directions.
5. The painted carving of an impossibly huge bird with its vast wings outstretched decorates the ceiling.
6. Gargoyles carved into frighteningly shaped clouds leer down at the floor. Wisps of mist emerge from some of their mouths, and some could be guardian beasts.
7. The blue-grey tiled floor is tessellated. In places, swaths of white tiles depict clouds. Powerful magic causes the floor tiles to rearrange themselves, allowing the "clouds" to "drift" through the fane.
8. The fane features a number of arching staircases that seem to go nowhere but up toward the sky.
9. Soft light—akin to strong sunlight breaking through clouds—emanates from the ceiling throughout the fane.
10. The fane's floor comprises slightly springy clouds of varying colours and intermingled shapes. The cloud-floor is five feet deep.

## 4: MINOR LAIR FEATURES

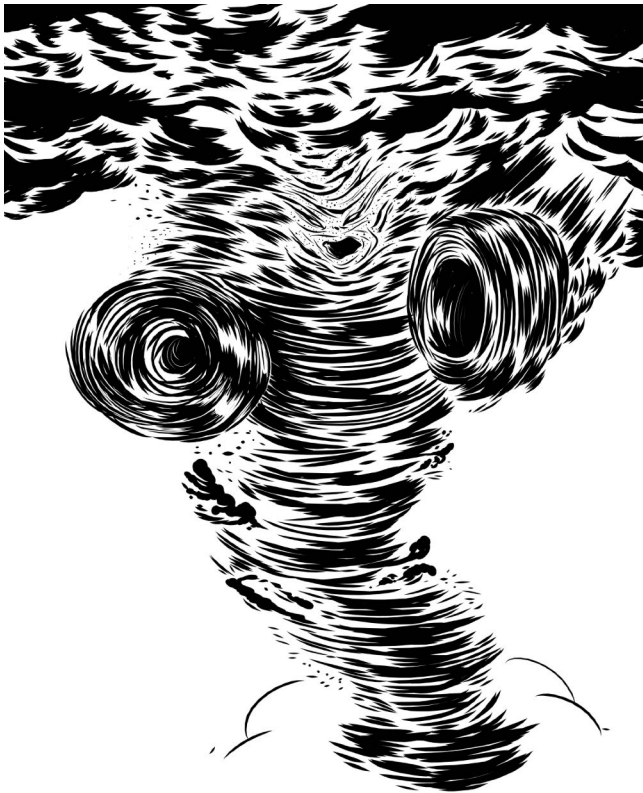
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1. Carvings of clouds and representations of fantastical beasts decorate the fane's walls.
2. The fane's floor is tessellated. The floor's octagonal floor tiles are painted in various shades of blue and grey.
3. A carpet of cold, damp mist hugging the floor drifts through the fane.
4. Carvings of powerful winds blowing down trees and destroying buildings decorate the walls.
5. The air is never still in the fane; faint breezes and sporadic gusts of wind bring odd sounds and smells to the characters' attention.
6. The graven mystical symbols for the four elements appear through the fane; the air symbol is always in the dominant position.
7. The smell of ozone and the tingle of static electricity fills the air in certain locales within the fane.
8. All the fane's tapestries and so on predominantly feature blues and greys of a variety of hues.
9. The locks to all the fane's doors are strangely-shaped; the priests' unholy symbols fit the locks.
10. As #6, but the graven symbols are colourful mosaics.

## 5: ELEMENTAL'S APPEARANCE

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1. A whirling cloud of dust and detritus fills the air. As it moves, a faint susurration fills the air.
2. A pair of faintly glowing red eyes seem to hover amid a cloud of mist-like vapour hanging in the air.
3. An insubstantial cloud of grey fog forms and reforms seemingly at random. As the cloud gets closer, its hue becomes deeper and more menacing—like a cloud pregnant with heavy rain.
4. A roaring sound fills the air as a powerful invisible wind hurtles toward intruders.
5. With the vague outline of some kind of monstrous, insubstantial bird, this air elemental opens its “wings” wide to engulf its prey.
6. Two red eyes hover in the centre of this mini-whirlwind. The creature emits a high-pitched keening sound as it wildly swirls about.
7. This funnelling cloud of whirling air has the vague suggestion of a face buried within. The creature picks up tiny pieces of debris from the floor as it moves about.
8. This cloud-like creature constantly shifts its form as if a cloud was caught in a powerful wind.
9. This disembodied cloud-like creature resembles the indistinct ghostly form of a human without any legs.
10. This cloud-creature would be invisible if it were not for the dust it kicks up and its dark blue, glowing eyes.



## 6: TREASURE

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1. This large ornate copper weather vane comprises the mystical symbol for air.
2. A magically hardened glass locket holds dimly glowing mist harvested from the Elemental Plane of Air. (This could also be a trapped air elemental; smashing the locket releases the angry creature.)
3. Magically treated to resist damage, this scroll shows the relationship between the four elements; the air element is shown as dominant.
4. This magically hardened glass bottle holds a breath of sweet, pure air from the Elemental Plane of Air. The breath is enough to sustain a human-sized character for ten minutes. It replenishes every day at dawn.
5. Heavy triangular silver and gold coins fill an iron coffer. Inscriptions in Aklo decorate the coin.
6. This magical spear is enchanted to have twice the range of a normal thrown spear. It returns to its owner the round after it is thrown.
7. A pair of ornate silver and pearl earrings rest in a padded case lined with red velvet.
8. This beautiful multi-hued quill was plucked from the plumage of a couatl. The feather shimmers in the light.
9. Distilled from the blood of a fire elemental, this shimmering reddish-black ink burns itself into a page.
10. This map depicts the local area and shows the location(s) of the nearest portal(s) to the elemental planes.

## 7: TRINKETS & TRASH

---

1. A jumbled mass of twisted and bent brass machinery is the remains of a once intricate orrery. It is now hopelessly broken and is beyond even magical fixing.
2. At least six stab wounds pierce the chest and back of this cowed brown cloak.
3. This shard of broken magic mirror contains the close-up reflection of an eye. If a character gazes into the eye for more than a few seconds, it blinks.
4. Flecks of powdered silver are scattered about the floor. An unseen breeze blows them about.
5. A heavy crossbow bolt has punched all the way through this large steel shield. Dried blood covers the bolt's tip.
6. The chain connecting this pair of heavy manacles is dangerously weak; almost anyone could snap it.
7. This part-burnt piece of parchment ironically bears the phrase, “All hail the all-consuming flame”.
8. This heavy chest holds a great store of scrap iron; broken weapons and fragments of armour lie within.
9. This scrawled parchment bears the words, “Vilom owes me 200 gold”.
10. This wide-brimmed hat is cursed; the wearer attracts bad weather; it is often raining, cold or both near the wearer.

## FANE OF ELEMENTAL EARTH

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Adherents of elemental earth conjure forth the power of the world's foundations to destroy their enemies.

### 1: OUTSIDE THE LAIR

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1. The air is redolent with the smell of wet earth.
2. Loud rumbles and grumbles fill the air as the ground vibrates beneath the characters' feet.
3. Faint tremors shake the earth beneath the characters' feet as they approach the fane.
4. The area around the fane is crammed with fecund growths of every conceivable sort; clearly, this area is incredibly fertile.
5. Pillars of rock twisted into fantastical—and in some cases, unnatural—shapes thrust upwards from the surrounding land. The pillars form a processional leading to the fane.
6. Deep rifts and fissures pierce the ground; all originate at the fane and spread outwards, deepening as they go.
7. Triangular pillars stand irregularly throughout the surrounding area; magic traps may ward some of them.
8. The condition of the ground underfoot varies wildly. In some places, the ground is hard-packed, while in others, it is boggy or odd, rocky protuberances are visible.
9. A network of partly collapsed tunnels crisscrosses the area. They could be the work of a burrowing creature such as bulette or earth elemental or could be a wholly natural phenomenon.
10. The ground around the fane shifts and moves as if it were partially animate. This does not affect movement rates but does efface all tracks.

### 2: WHAT'S GOING ON?

---

1. The sound of chanting emanates from the fane. The sound rises and falls and continues for many minutes.
2. A half-dozen cloaked and cowed figures process through the fane; they are unaware of the characters.
3. The ground shakes beneath the characters' feet as a minor tremor besets the fane.
4. A patrolling guard elemental detects the characters' presence and moves to intercept them.
5. An escaped prisoner—terrified and desperate—runs around a corner and collides with a character.
6. One of the fane's priesthood skulks about avoiding their duties. They spot the party and follow at a distance.
7. From some distant point, someone starts to beat a drum.
8. Screaming splits the air. A chant drowns out the screams.
9. Two priests drag a struggling, sobbing prisoner toward the fane's altar—and their doom.
10. The fane's high priest berates an underling for some infraction—real or imagined. Neither notices the approaching characters.

## 3: MAJOR LAIR FEATURES

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1. The floor is of freshly dug and raked earth. (Tracks may be evident if the characters search). The earth is three-feet deep and could conceal traps, guardian elementals or sinkholes set to catch the unwary.
2. Fresco depicting scenes from the Elemental Plane of Earth decorates the fane's walls.
3. Phosphorescent lichen grows throughout the fane on its walls, ceilings and support arches.
4. A pyramidal pillar—each side set with a pair of iron manacles—is the venue for the fane's living sacrifices.
5. Occasionally, the walls, floor or ceiling groans and shifts as if it is unstable. In truth, it is not unstable; the sounds herald the movements of minor earth elementals.
6. Huge bronze double valves bar entry to the inner fane. Silvery runes for earth, protection and death are graven into the door's outer face.
7. The floors in important parts of the fane are of highly polished black stone.
8. Pathways of polished brown marble lead through the complex to the altar. Each path starts at a prominent point, such as the main entrance, the high priest's sanctum, the dungeons and so on.
9. The floors of the fane are of unworked natural stone. The floor is wildly uneven, but some parts of the floor—showing high-traffic areas—are more worn than others.
10. Bands of different kinds of stone cut through the walls, floor and ceiling. Such a mix of rock should not occur naturally. (Alternatively, the builders utilised many different types of stone blocks during construction).

## 4: MINOR LAIR FEATURES

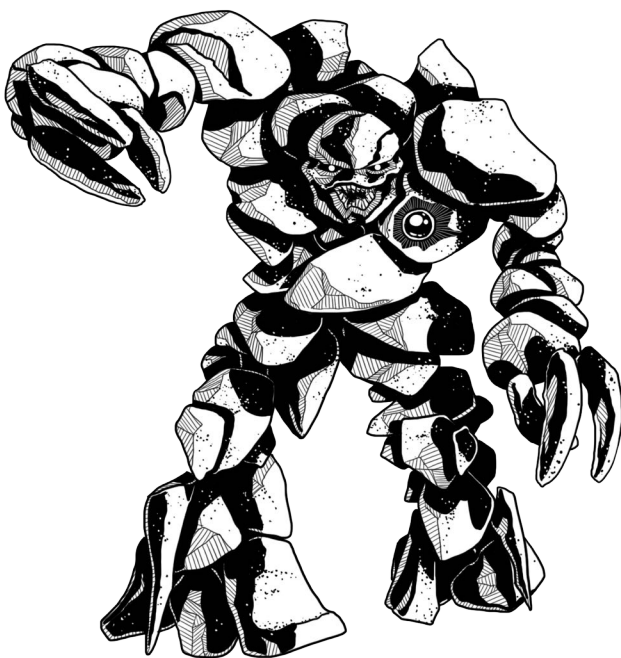
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1. The smell of wet earth hangs heavily in the air.
2. The walls are painted in an eclectic mix of red and brown bands and splotches.
3. Four brown cloaks, each with a deep cowl, hang from hooks in a side niche. Each cloak has the mystical symbol for earth emblazoned on its chest.
4. An intricate mosaic depicts a mountain coming alive; the mountain is an immense primal elemental!
5. Large bronze cressets filled with coal jut from the walls in all major areas. Bronze torch sconces provide illumination in minor areas and in corridors.
6. Many minor offerings to elemental earth have been buried throughout the fane.
7. Some of the stone used in the fane's construct seems to be diseased; it flakes away at the slightest touch.
8. Triangular pieces of yellow marble form a definite path leading to the fane's altar.
9. The murals decorating the fane's walls have been painted with luminescent pigments.
10. The fane's arched ceilings are low and claustrophobic.

## 5: ELEMENTAL'S APPEARANCE

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1. This pile of animate earth stomps forward on two stubby legs. It has two similarly short but powerful-looking arms. Two black stones set in its "head" serve as eyes.
2. The rumble of a landslide accompanies the jerky movements of this animate pile of boulders.
3. Comprising interlinked blocks of highly smoothed grey-green stone, this vaguely man-shaped creature moves with surprising fluidity.
4. The black stone of this element's body seems to drink in and devour any nearby light.
5. This vaguely humanoid-shaped rock-creature writhes about on what looks like a multitude of stony tentacles.
6. This creature of rock and stone has a definite humanoid appearance. As it moves, the sound of stone grating on stone fills the air. Twin black stones serve as its eyes.
7. This elemental's body comprises ever-shifting glowing yellow and orange viscous magma.
8. Comprised of yellowing sandstone, this creature sheds gravel and grit with every step but does not seem to diminish in size.
9. This stone creature's form continuously shifts and changes. As new parts grow, old parts shrink in an unending cycle of change and renewal.
10. This animate stone creature's body is seemingly comprised of a myriad of precious gems—transparent diamonds, red transparent rubies, translucent green sapphires and more. (When the creature is slain, the gems crumble away into nothingness over the course of a few hours).



## 6: TREASURE

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1. This matched set of a fork, trowel and spade is cast in bronze. They are obviously old and much used.
2. This chunk of glimmering silver ore is the size of a human's head. Close examination, however, reveals the ore is not silver—but mithril!
3. Carved from tremendously dense, hard stone harvested from the Elemental Plane of Earth, this intricately detailed statuette depicts an earth elemental with both fists raised.
4. Forged of gold and studded with four black gemstones, this thick amulet is a heavy, valuable thing.
5. This small, black velvet pouch contains four transparent, colourless stones. A close investigation reveals the stones—diamonds—are flawed.
6. Magically treated to resist damage, this scroll shows the relationship between the four elements; the earth element is shown as dominant.
7. This chest filled with rich, fertile soil exudes a deep wholesome smell. The soil has been magically treated to be exceptionally fertile.
8. Shards of marble—suitable for carving into tiles—fill a wall niche. The pile contains several different types and colours of marble.
9. A clear crystal—filled with a glimmering light—hangs from a silver necklace. The light in the crystal can be magically commanded to leap forth and strike the wearer's foes.
10. This map depicts the local area and shows the location(s) of the nearest portal(s) to the elemental planes.

## 7: TRINKETS & TRASH

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1. This bloodstained brown cloak has a huge gash through its back. The cloak is rolled up and shoved into a similarly bloody sack.
2. Mould grows thickly across this heavy grey cassock emblazoned with the eldritch symbol of elemental air.
3. Crushed stone fills this battered oak barrel. The barrel is incredibly heavy.
4. This heavy flail is rusty—its chain is in terrible condition; if it strikes a target, the chain snaps.
5. The shard of this silver dagger—sized for a halfling or human child—remains sharp.
6. Verdigris cloaks this bent bronze holy symbol depicting a leaping flame.
7. Shards of broken glass—potion vials—fill a small coffer.
8. Indecipherable scribbles cover this parchment.
9. This treasure map depicts a small area with such notable features as a "big tree" and "pond".
10. This large glass bottle holds a liquid that sloshes about of its own accord. This liquid is actually a tiny trapped water elemental. If released, it flows quickly away through the nearest hole.

## FANE OF ELEMENTAL FIRE

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The burning flames of Elemental Fire attract those obsessed with power and with scourging the land clear of their enemies and rivals.

### 1: OUTSIDE THE LAIR

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1. The air in the fane's immediate surroundings is far hotter than it should be.
2. The smell of burning hangs in the air. The intensity of the smell grows and fades depending on the wind.
3. The ground about the fane is dry and parched; any vegetation looks sickly and parched.
4. The vegetation in the fane's immediate vicinity is scorched, burnt and dead.
5. Smoke billows from holes in the fane's roof.
6. The air is warm and dry in the fane's vicinity.
7. Smoke billows from the fane, and the wind creates strangely-shaped grey and black clouds of the stuff.
8. The sunlight is particularly strong, and it bathes the fane in a warm golden glow irrespective of the weather conditions in the wider locality.
9. What first appears to be a dense bank of fog surrounding the fane turns out to be thick, pallid smoke.
10. Braziers filled with burning coals form a processional leading to the fane's main entrance.

### 2: WHAT'S GOING ON?

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1. The sound of many voices raised in a chant fills the air. Characters listening to the chant realise it is in an inhuman language redolent with power.
2. A figure dressed in a red cowed robe edged with yellow trim comes into sight. The individual has their head down and does not spot the characters.
3. Frenzied screaming shatters the quiet and comes from somewhere deeper in the fane.
4. Three red-cloaked priests drag a terrified, struggling prisoner to their fiery doom.
5. A horribly burnt human crawls down the corridor, leaving a wake of smeared burnt and charred flesh in their wake. Driven mad with pain, the person does not even see the characters.
6. The ringing echo of a gong repeatedly struck resounds through the air.
7. Two priests—caught in a passionate embrace—lurk in a narrow alcove. The pair are oblivious to their surroundings and do not notice the characters.
8. The flickering lights of the fane's many fires cast strange, wavering shadows on the walls and floor.
9. The fane seems empty and abandoned; all is quiet.
10. A fire elemental patrols the fane; it unexpectedly comes upon the party and hurls itself at the intruders.

## 3: MAJOR LAIR FEATURES

---

1. The air is hot, and the stone of the fane's walls, floor and ceiling are warm to the touch. Metal objects in the fane are also hot to the touch.
2. Heat shimmers dance in the distance, and heat rises from the floor in waves.
3. Large iron braziers filled with coal and wood stand in all major locations to provide light and warmth.
4. Magical balls of flame hang from the ceilings and provide blazing, flickering light throughout the fane.
5. Strangely beautiful but lurid paintings on the walls show fire consuming various things—buildings, forests, people and more. One image shows the world itself on fire.
6. Lurid shadows dance and twist on the walls and floor, even when they have no obvious source.
7. Every corridor has a trench cut into the floor by the left-hand wall. Smouldering coal, wood and other flammable things fill the trenches.
8. Burnt and pitted bones fill wall niches in a macabre display comprising the remains of the fane's innumerable sacrifices. Some of these niches could hide traps or guardian creatures amid the remains.
9. Statues wrought from solid brass decorate the fane. The statues depict evil high priests, creatures dwelling on the Elemental Plane of Fire and other unidentifiable things.
10. The fane's altar comprises a perpetually burning bowl of elemental fire. Into this inferno are cast the fane's screaming sacrifices.

## 4: MINOR LAIR FEATURES

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1. In isolated spots, the wall, floor or ceiling seems to have been melted by intense heat.
2. Smudges of smoke cling to the ceiling; the smell of burning hangs in the air.
3. In places, a light dusting of soot covers the floor. Such spots make tracking easy.
4. Various flagstones have the magical sigil for elemental fire burnt into them. This could be nothing more than decoration, or they could be triggers for magical traps.
5. Scorch marks mar sporadic spots on the walls and floor throughout the fane.
6. All the fane's inner doors are faced with thin sheets of beaten brass.
7. Tapestries depicting fiery beasts hang from the walls.
8. Motes of some unidentifiable rust-coloured substance float through the air. They are hot to the touch.
9. A huge copper cauldron suspended over a roaring fire gives forth a foul smell. The cauldron contains a great mass of bones in the process of having all their fleshy tissues boiled away.
10. Foul-smelling blocks of smouldering incense set in brass holders fill the air with their noxious stench.

## 5: ELEMENTAL'S APPEARANCE

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1. Waves of heat roll off this creature, seemingly comprised of roiling red and yellow flames. A faint halo of smoke hangs over the creature.
2. This rolling ball of flame whines and moans as it approaches. Tendrils of flame writhe about its surface.
3. Vaguely man-shaped but as large as an ogre, this creature of living flame moves with grace and dexterity.
4. A creature of living flame and shadow, this tall, slender fire creature blazes into life at the sight of intruders.
5. This creature of living flame is so hot that its fiery body coruscates with motes of white fire.
6. Two red eyes hover in the midst of this yellow-red creature of living flame.
7. This swirling cloud of smoke and flame approximates the shape of a whirlwind.
8. The roaring, crackling sound of an intense fire surrounds this slender, oscillating figure of leaping flame. A heat shimmer surrounds the creature.
9. The rumble of a landslide accompanies the jerky movements of this animate pile of molten boulders.
10. This elemental's red-hot body comprises glowing yellow and orange viscous magma.



## 6: TREASURE

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1. Magically treated to resist damage, this scroll shows the relationship between the four elements; the fire element is shown as dominant.
2. Magical flames writhe about the three tines of this well-balanced iron trident. The flames never die and provide illumination equivalent to a blazing torch.
3. This unholy golden symbol shaped like a leaping flame glimmers in the light. It feels warm to the touch and protects the wearer from all but the most extreme cold.
4. At first glance, this stout walking stick is nothing more than a shillelagh. Investigation reveals a cleverly concealed rapier hides within the stick.
5. This one-foot-tall golden ornament depicts a many-stepped ziggurat with an altar at its zenith. Pressing down on the altar opens a secret compartment in the ornament's base.
6. This five-foot-wide, ten-foot-tall block of gleaming marble is heavy and difficult to move. It is the perfect raw material for a master sculptor.
7. Jagged and blackened, this one-foot diameter chunk of black stone fell from the sky centuries ago.
8. Distilled from the blood of a fire elemental, this shimmering reddish-black ink burns itself into the page.
9. This huge iron cauldron, decorated with carvings of fire elementals, magically heats anything placed inside.
10. This map depicts the local area and shows the location(s) of the nearest portal(s) to the elemental planes.

## 7: TRINKETS & TRASH

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1. This battered and soot-choked brazier has lost one of its legs. Consequently, it leans lopsided against a wall.
2. This blackened iron bucket holds a mix of powdered and burnt bones.
3. The frayed and scorched remains of a silk handkerchief bear the initials A.H.
4. Shaped like a dragon head, this rusty iron belt buckle is dented and scratched.
5. Dried blood and ground fragments of bone fill this pestle. Blood likewise covers this matching mortar.
6. Horribly dried and shrivelled herbs fill three matching pouches hanging from a frayed belt.
7. A dozen or so broken, bent or dulled swords fill this oaken barrel. The barrel is in poor condition; if filled with liquid, it quickly empties.
8. This scroll is the deeds to Greyfang Keep; maddeningly, the end of the scroll where the official seal should be set is missing, which renders the deed worthless.
9. Dried blood covers this small ceramic blue and white cracked thimble.
10. A mass of badly stacked firewood fills a storage niche. The wood is not seasoned and does not burn easily.

## FANE OF ELEMENTAL WATER

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The eternal, irresistible power of Elemental Water attracts those foul individuals obsessed with tapping into a source of invincible power able to quench the strongest fire and wear down any barrier.

### 1: OUTSIDE THE LAIR

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1. The heady smell of the sea hangs in the air about the fane. Here the winds gust and change more frequently than they should.
2. The ground around the fane is boggy; the area is little more than a marsh.
3. Raised ridges of dry earth and stone wend their way through the surrounding wetlands to the fane.
4. A reed-fringed moat of fetid water encircles the fane; strange and terrible monsters may lurk within.
5. The fane's grey and blue stony bulk glimmers with a sinister malignity in the wan sunlight.
6. A faint, damp ethereal mist surrounds the fane. The sunlight cuts through the fog in patches giving the whole a speckled appearance.
7. Pools of standing water dot the area surrounding the fane; bones jut from some of the shallower pools.
8. A great swath of glimmering, noisome mud surrounds the fane. Perceptive characters spot a winding path leading through the bleak landscape.
9. The surrounds are completely silent.
10. Thick, clinging fog replete with moisture surrounds the fane; the fog resists all but the heaviest winds.

### 2: WHAT'S GOING ON?

---

1. The sound of chanting fills the air. The chant's volume rise and falls before reaching a crescendo.
2. Water drips from the ceiling onto the characters' heads.
3. A priest wearing a cowled light blue robe carries a ceremonial trident toward the fane's altar.
4. Frenzied screaming comes from deeper in the fane.
5. A priest wearing a shimmering robe of green velvet wanders the halls deep in thought.
6. A loud gurgling, sloshing sound reaches the characters' ears. Then, the heady stench of rotting seaweed assails their nostrils.
7. Three blue-cloaked priests drag a terrified, struggling prisoner to their watery doom. The sacrifice begs for mercy; the priests ignore them.
8. One of the fane's treacherous priests skulks about. They spot the party and follow at a distance; perhaps some advantage is to be gained from the intruders.
9. The fane seems empty and abandoned; all is quiet.
10. A water elemental patrols the fane; it unexpectedly comes upon the party.

## 3: MAJOR LAIR FEATURES

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1. The sound of waves crashing on a beach fills the air throughout the fane. The intensity of the sound varies, but it never ceases.
2. Each major area in the fane has a ceremonial pool filled with pure, fresh water. The pools are deep enough to bathe (or drown) in.
3. Beautiful frescos painted directly onto the walls show great waves overwhelming various features. Some of the frescoes incorporate cunningly wrought water features.
4. A stream, deliberately cut into the floor, flows through the fane. It links the fane's important areas. Its soft tinkle is audible in adjacent areas.
5. The entire fane is part-sunken; ankle-deep water fills the corridors, but all the rooms are slightly higher and dry.
6. Green, grey and blue tapestries decorate the fane's walls. Some show shocking scenes of underwater cruelty and barbarism.
7. Crushed seashells cover the floor throughout the fane. They help with drainage but also make moving silently virtually impossible.
8. A gurgling fountain, fed by some hidden cistern, stands at the centre of all junctions. Each is decorated with hideous carvings of underwater creatures.
9. Soft greenish clouds of obvious magical origin float through the fane, providing dim, lurid illumination.
10. The ceilings are arched, and the many groins and buttresses holding them aloft are carved into the shape of long, sinuous tentacles.

## 4: MINOR LAIR FEATURES

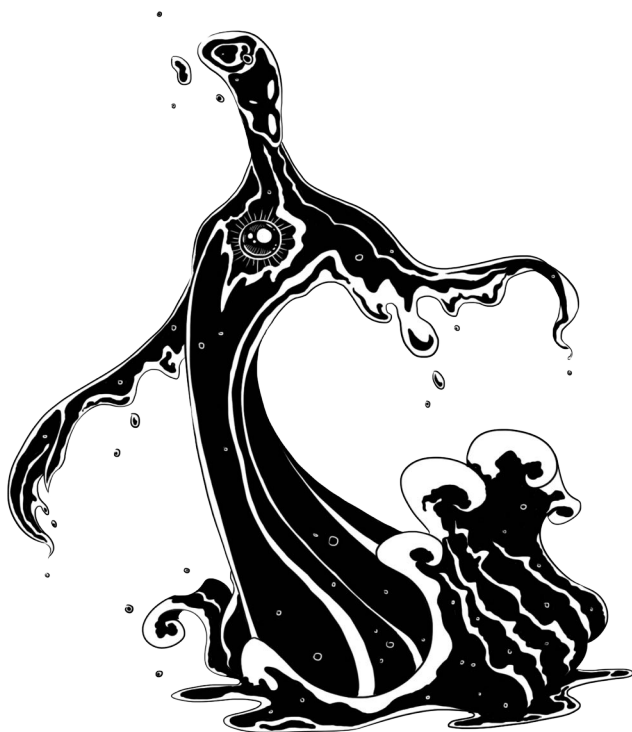
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1. The walls, floor and ceiling are painted in bands of grey, green and blue. Crush seashells are mixed in with the paint, and they glimmer in the characters' lights.
2. Painted ceramic tiles cover the floors. Each is painted grey, green or blue; every fourth tile bears the symbol for elemental water.
3. Water oozes through the ceiling to drip onto the floor.
4. A sheen of water covers the floor.
5. A wave motif features throughout the fane; clearly, the designer was obsessed with waves and water.
6. A thin covering of slippery green algae covers the wet floor. Water oozes up through cracks in the masonry between paving stones.
7. Carvings of entwined octopoid-like tentacles surmount the lintel of all the fane's doors.
8. Perpetually moist seaweed has been draped over a wall as a kind of living tapestry.
9. The elemental sigil for water is carved into randomly placed paving stones scattered throughout the fane.
10. The damp air smells noticeably of salt and the sea.

## 5: ELEMENTAL'S APPEARANCE

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1. This swirling ball of greyish-green water rolls along, leaving a wet trail in its wake.
2. The smell and tang of saltwater hang in the air around this vaguely human-shaped creature of living water.
3. A loud sloshing sound accompanies this amorphous blob of roiling water as it moves about.
4. White foam tops this water creature's head, giving it the appearance of having hair.
5. This wave-shaped beast leaves a wet trail in its wake but does not diminish in size as a normal wave should.
6. Formed into the rough shape of a grasping, puckered tentacle, this seaweed-draped creature writhes and twists as it moves about.
7. This swirling ball of water holds the skeletal remains of something in its turbulent water-body.
8. This creature comprises an amorphous blob of roiling black, oily water. The thing's shape ever-shifts as if a storm rages over its surface.
9. This watery, humanoid-shaped creature leaves a glistening trail of water behind it. Shards of glimmering matter of some unidentifiable substance swirl throughout its body.
10. This watery monstrosity has a star-shaped "head" and four large tentacle-like appendages. A rushing, whooshing sound accompanies its movement.



## 6: TREASURE

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1. Magically treated to resist damage, this scroll shows the relationship between the four elements; the water element is shown as dominant.
2. This preternaturally sharp piece of coral hails from the Elemental Plane of Water. It is destined to be carved into a ceremonial dagger.
3. Filled with glimmering golden sand harvested from the Elemental Plane of Water, this coffer smells faintly of salt.
4. Carved from a chunk of sandstone, this two-foot-high statuette of two merfolk lovers is intricately—some might say indecently—detailed.
5. Hanging from a beautiful silver chain, this chunk of iron acts like a compass, except that it points toward the nearest planar gate.
6. Flecked with shards of ruby and sapphire, these dozen gold coins are worth far more than ordinary coins.
7. This vial of ink is distilled from the blood of a silver dragon; it glimmers even when dry on the page.
8. Fist-sized and possessed of an unnatural lustre, this gleaming white pearl holds a captive water elemental. Smashing the pearl releases the enraged elemental.
9. This magically hardened glass vial holds a pint of water drawn from the Elemental Plane of Water. The water is pure and refreshing; the flask refills itself every dawn.
10. This map depicts the local area and shows the location(s) of the nearest portal(s) to the elemental planes.

## 7: TRINKETS & TRASH

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1. This broken glass bottle once had a silver base, but that fell off long ago, leaving only a few flecks of precious metal to hint at its presence.
2. This trident has long, thin and tapered tarnished bronze tines, but the middle one is missing.
3. Shards of green and grey glass fill this wooden bucket, which dribbles water from its base.
4. This crushed iron vial once held a potion.
5. A wadded-up ball of parchment and paper part fills a sodden brown sack that oozes water from its bottom.
6. Studded with nails, this long, heavy club has a crack running along its shaft. If used in combat, it snaps when it hits something.
7. Rust thickly coats this steel buckler. The shield's strap has rotted away.
8. The glass on this oversized magnifying glass is hopelessly riddled with cracks.
9. Ornately decorated with beautiful images on one side, the remains of this long scroll present part of a prophecy foretelling the world's drowning by a mighty flood caused by "the Wanderer".
10. This brass lantern has a hole in its oil reservoir; when it is filled, the oil slowly leaks out.

## FIRE GIANTS' HALL

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Fire giants love the heat and dwell in sturdy halls near volcanoes and the like. They are a ferocious, warlike folk.

### 1: OUTSIDE THE LAIR

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1. Smoke and steam fill the air, reducing visibility by half.
2. Soft black ash rains down on the surrounds, coating everything in fine ebon dust. This dust makes it easy to track creatures who have recently passed by but obscures tracks made more than a few hours ago.
3. Presaged by a loud cracking sound a landslide of glowing, superheated rock tumbles down a nearby mountain's flank.
4. Heat shimmers in the air give the hall a hazy, indistinct appearance as if the building was a mirage.
5. Cracked, black basalt rock devoid of all vegetation extends as far as the eye can see around the hall.
6. Gouts of flame suddenly burst forth from several nearby fissures in the rock.
7. Several huge stone pillars rear from the floor. Thick-set iron manacles hang from each of the vast stones.
8. A crude boundary wall of heaped and heat-cracked stones, about eight-foot high, encircles the hall.
9. Fantastical rock pillars—of stone piled upon stone—dot the hall's surroundings.
10. Tattered and scorched flags flutter from the hall's lofty iron flagpoles.

### 2: WHAT'S GOING ON?

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1. Two fire giants sit outside the hall ostensibly keeping watch, but actually arguing about who is the mightiest of the two.
2. Lava oozes down the side of a volcano, in the distance.
3. An indistinct, red-winged creature circles high above in the blue, cloudless sky. Its flight path is similar to that of a hunting eagle's.
4. A fire giant, his back to the party, jogs back to the hall.
5. A small war band of fire giants emerges from the hall and sets off in the opposite direction to the party.
6. Several fire giants are—good-naturedly—throwing boulders at each other.
7. Giants' voices—raised in anger—reach the party's ears; moments later sounds of brawling join the shouting.
8. Two fire giants—a warrior and her husband—walk hand in hand away from the hall.
9. The sound of deep laughter and deep voices raised in bawdy song echoes from the hall.
10. Three giants are having a rock-throwing competition; they are throwing rocks at a series of targets over 100 feet away.

## 3: MAJOR LAIR FEATURES

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1. Smoke and ash fill the air, reducing visibility and making it hard to breathe for characters without fire resistance.
2. Deep shadows fill the hall's cavernously high ceilings and sounds echo strangely in the air.
3. Cracks crisscross the floor; heat and a fell orange glow radiate from within.
4. Geysers penetrate the floor in several chambers; the fire giants use these rooms for warming "fire showers".
5. Trenches filled with hot coals and superheated rocks run down the middle of all corridors and around the hall's important chambers.
6. The hall's doors are of wrought iron and hot to the touch. Each door bears the clan's sigil carved into both sides. Some of these sigils could hold magical traps set by the clan's priests.
7. The hall's walls are of cunningly cut stone blocks set in place without mortar; they are supernally strong.
8. Pit traps drop the unwary into lava-filled chambers below the hall.
9. Stone statues of the giants' heroes and chieftains placed in deep niches loom out over the corridors. All bear fearsome looks on their faces and heft large weapons.
10. As #9 but some of the statues are animate guardians.

## 4: MINOR LAIR FEATURES

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1. The floor is of smooth, black rock; running characters may slip and fall if they are not careful. In places the floor is so smooth it is almost mirror-like.
2. The walls, floor and ceiling are hot to the touch—but not hot enough to injure a character.
3. A light covering of black ash covers the floor; the ash is deep enough to reveal footprints and other tracks.
4. Much of the furniture is of expertly sculpted basalt; heaped furs cover chairs and the like. Weapon racks are carved into the walls of many chambers.
5. Displays of weapons, captured battle flags and the like decorate the walls.
6. A huge red dragon's skull hangs from the main hall's ceiling. The flicker of fire comes from within the skull.
7. A lump of dried lava has formed a high natural seat or step. The lump juts from a wall and easily provides cover for a human-sized creature.
8. Tall wrought iron candelabra filled with foul-smelling candles of dubious origin light the hall's interior.
9. Sections of the walls and floors comprise a strange reddish-black stone.
10. Graffiti covers the walls throughout the hall and records the giants' many glorious victories. Some of the graffiti has clearly been defaced by other giants.

## 5: FIRE GIANT'S APPEARANCE

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1. The giant wears a heavy pot helmet and carries a gigantic two-handed sword over one shoulder.
2. Smoke and sparks rise from this fire giant's flame-coloured hair and thick beard.
3. With an immense pot belly and a thick, black beard this fire giant looks like a massively oversized dwarf.
4. Clad in black mail, the giant carries a massive two-handed mace as if it was as light as a twig.
5. This fire giant's mottled crimson and scarlet skin seems to scintillate in the light.
6. Bald, but for wisps of grey hair about its temples, this fat fire giant lumbers along with a rolling gait.
7. This fire giantess wears a torc of beaten gold about her brow and has particularly arresting flint-black eyes. She is muscular and has a confident stance.
8. Waves of unnatural heat radiate from this fire giantess.
9. This fire giant's left arm ends at the elbow; she wields a battleaxe one-handed.
10. Short and wiry for a fire giant this woman has jet black hair and smouldering orange eyes.



## 6: TREASURE

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1. A heavy dwarven waraxe leans in a corner of the room. Deeply incised dwarven runes relating to strength and courage decorate its head.
2. A beautiful set of jet black full plate armour, sized for a dwarf, hangs from hooks in the walls. The back is badly dented but could be repaired by a master armourer.
3. This 30-foot square tapestry depicts a dark, shadowed land lit by streams of lava issuing from a black mountain. It is a strangely beautiful scene.
4. This large crown of beaten gold is sized for a giant; it is a plain, simple thing—the kind of crown worn by a warrior-king in battle.
5. A wide highly polished white dragon scale—a prized battle trophy—hangs from the ceiling and glimmers luridly in the firelight.
6. This bust of a legendary giant king is exquisitely detailed and carved from a chunk of basalt.
7. Set in a gold surround inlaid with amber, this strange purple stone scintillates in the light.
8. Iron sconces set into the walls are forged into the shape of grasping talons. Each holds a burning torch.
9. This large iron shield could serve as a tower shield for a human or similar-sized warrior.
10. Crafted of copper this ornate coffer has beautiful carvings of coiled smoke all over its lid and sides.

## 7: TRINKETS & TRASH

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1. The smashed remnants of several dwarven waraxes lie in a heap waiting to be melted down.
2. A ragged and scorched fur cape hangs from a hook on the wall. The cape could serve as a full-length cloak for a human-sized wearer.
3. Articulated skeletons hang from cleverly positioned hooks. The skeletons carry rusty, notched weapons and are posed to look like they are fighting.
4. This large chain shirt has a huge rent through its chest and is covered in dried blood. It is useless until repaired.
5. Two broken spears sized for a giant lie discarded on the floor. A human could use them as improvised weapons.
6. A dwarf skull—missing all its teeth—leers at explorers from a small iron cage.
7. A leather bag holds a variety of giant-sized soot-stained clothes. A close examination of the clothes may uncover a few lost or forgotten trinkets.
8. This pile of clean bones is the leavings from the giants' last feast.
9. A ragged, partly burnt flag bearing a rearing griffon device lies on the floor.
10. The head of a broken javelin is stuck in the gap between two stones in the wall opposite the door.

## FROST GIANTS' GLACIAL RIFT

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Dwelling in the seemingly eternal glaciers of the far north and south and in snowy mountain ranges, frost giants work the ice itself into magnificent castles and fortifications to better suit their frozen hearts.

### 1: OUTSIDE THE LAIR

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1. Intricate ice arches shot through with wide cracks rear from the glacier at regular intervals.
2. Embedded just under the surface of the ice lie the bodies of the frost giants' slain foes. Bright crimson pools of frozen blood surround each corpse.
3. A small stream of melt-water rushes down the centre of the path. The sound of the running water is audible from quite some distance.
4. Large dog-like footprints scar the ice's surface.
5. Drifts of snow hide the bodies of the giants' victims. As the wind whips across the ice, the bodies are slowly revealed before being hidden again.
6. A large area of broken snow and ice breaks the path; it may contain the victims of a giant ambush.
7. A bridge of ice arcs over the path, ready to be collapsed onto travellers passing underneath.
8. Carved into the ice walls on either side of the path huge bearded faces, depicting the giants' heroes and jarls, leer down at intruders.
9. Entwined mammoth skeletons form a frozen bridge over a rushing stream. Here the going is exceptionally slippery, and travellers must take care.
10. A huge rock is embedded in a deep crater in the ice. Wisps of snow cover the boulder suggesting it landed here recently.

### 2: WHAT'S GOING ON?

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1. An old giant tends to a herd of heavily furred cattle. Their hot breath mists the air, and their steaming dung dots the ground.
2. A young giant viciously kicks a white wolf.
3. Several freezing slaves cook food on a fire, watched over by a haggard and elderly giantess.
4. Two younger giants chip away at an ice wall to form spikes and sharp blades of ice.
5. A giant heads out on patrol with his pack of wolves.
6. An armoured giant throws scraps of meat at an unseen howling creature lurking in a deep ice pit.
7. Three giants hurl hammers at the chamber's ceiling to remove the sharp icicles growing thereon.
8. A broad-chested giant whips a chain repeatedly at a massive bear, trying to subdue it.
9. Two drunk guards snore heavily.
10. The jarl heads out to inspect the fortress's defences.

## 3: MAJOR LAIR FEATURES

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1. Steam pipes melt the frozen hinges of a set of monstrous ice doors, allowing them to open and close easily. The ground in front of the double doors is slick with water and ice.
2. In this bizarre museum, yetis, wolves and other beasts are frozen into the chamber's walls. All the remains exhibit savage wounds.
3. Thin ice and snow cover pits in the ice. The thin ice is fragile and easily cracks and breaks.
4. Thick mammoth tusks and logs form a sturdy fence around a cattle pen filled with long-horned cows. The cattle's lowing is audible for quite some distance. This area is warmer than others.
5. Thin sheets of ice hold spears upright against the walls. The giants can easily rip the weapons from the walls in times of need.
6. A bubbling spring of hot water cracks the ice and sends steam venting into the air.
7. Blood from previous battles stains the walls and floor permanently red.
8. The skeleton of a massive fish is visible deep within the ice floor.
9. Strange brightly coloured murals painted under the surface of the ice decorate the walls. They uniformly depict scenes of battle and glory.
10. Huge blocks of ice make chairs and tables covered with thick furs; human and dwarf skulls form the chairs' macabre hand rests.

### 4: MINOR LAIR FEATURES

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1. The frozen heads of the giants' vanquished foes, their features frozen in terror, are sunk into the ice around the room as decorations.
2. Hundreds of frozen corpses—animal and human alike—dangle on chains from this vast chamber's ceiling.
3. A near-frozen slave lies shivering atop a tall, flat-topped ice pillar surrounded by hundreds of sharp icy spikes.
4. The carving of a huge serpent coiled around the entire room decorates this chamber's icy walls.
5. Sunlight filtering through from above has melted the floor of this room to a polished finish. It is exceptionally slippery in this area.
6. Huge bones form arches along the icy corridor.
7. A glass-like ice bridge crossing a chasm gives a terrifying view of the fall below it.
8. Small carved ice gargoyles stud the walls and ceiling.
9. A steep-sided hole acts as a rubbish pit; maybe a large white pudding lairs within.
10. Patches of dark green ice stain the walls; are they frozen algae or something stranger?

## 5: FROST GIANT'S APPEARANCE

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1. Dressed in heavy furs and plates of armour, this huge giant swaggers around as if he were a king—or a god.
2. Leaning on a tall spear, this cunning female giant exudes readiness for exceptional violence.
3. Hobbling around with a pronounced limp, this giantess still commands her kins' respect. She has an imperious look in her eyes.
4. Dressed in fur and white-dyed hides, this giant carries a huge bow and a quiver of two-metre long arrows. The giant wears light armour and carries only minimal gear; she looks like a hunter or scout.
5. Carrying a massive axe in each hand, this giant is scarred beyond belief; half its face is missing.
6. Long black horns adorn this old giant's pauldrons. Its armour is battered and dented but was obviously of good quality...once.
7. Three long braids of pure white hair dangle over the shoulders of this giantess. She wears a striking blue dress and red cape.
8. Leaning casually on his massive sword, this giant appears to be a veteran amongst the clan's warriors. He has thick bushy white eyebrows, and his hair is tied back in a long ponytail or intricate design.
9. Barechested and brutish this giant wields a dwarven great-hammer easily in one hand.
10. This giant crone wears black furs adorned with hundred of ebon crow feathers.



## 6: TREASURE

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1. Bubbling and hissing, a flaming longsword is embedded deep into a rock in an ice-fringed pool. Removing the weapon causes the pool to freeze over in seconds.
2. This black-shafted long spear is tipped with polished narwhal horn and embedded with ivory. Wolf and tiger fangs are tied along the weapon's haft.
3. Carved from a walrus's tusk, this horn is polished to a high sheen and detailed with small red gems.
4. Apart from blood spatters, this massive polar bear's hide, including the head and claws, is in pristine condition. It makes a plush rug or—with skilled work—could be crafted into a unique cloak.
5. Intricately detailed carvings of giants battling their foes decorate two huge mammoth tusks. The tusks are embedded in the ice and must be removed carefully to remain undamaged.
6. This pile of reindeer hides is rolled neatly together. A beautiful painting of a landscape or portrait of various clan members decorates each hide. The images are vivid and breathtaking.
7. A silver crown topped with long fluted spikes is frozen onto a pillar of ice. An iron plaque inscribed in ancient script at the pillar's base bears the name "Arthus".
8. Its hilt wrapped in wolf fur and leather, a massive obsidian two-handed sword leans against a wall. The blade is so heavy it takes great strength to wield it.
9. Atop a black basalt pillar stands a crystal containing the frozen heart of the glacier. Is it part of an ancient artefact, or does it melt when removed?
10. A silk bag holds frozen chips of black ice carved into arrowheads. The black ice is as tough as steel.

## 7: TRINKETS & TRASH

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1. The giant's pets have shredded this fur cloak, so the giant has discarded it. Now it serves as the pets' flea-ridden bed.
2. A squashed helm, trodden on by a giant, lies partly frozen into the floor.
3. A giant use this long, thin dirk as a toothpick.
4. This wide leather belt serves as a wolf's collar.
5. A small bag holds rotting wolf teeth, each with a hole drilled in the thin end (probably to make a necklace).
6. This leather bag holds six marbles; a small hole in the bag gives a clue to the other marbles' fate.
7. A fox's tail tied to a stick is used as a paintbrush.
8. Small clay pots of dried paint are frozen into a wall.
9. A giant-sized wooden spoon encrusted with dried food lies discarded and forgotten on the floor.
10. A collection of leather boots and shoes, all for left feet, fills a lidless chest.

## GARGOYLES' RUIN

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Gargoyles—foul predators of living stone—claim ruined, desolate buildings as their demesne. Here, they lurk, waiting for prey to blunder into their home.

### 1: OUTSIDE THE LAIR

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1. Noisome vegetation grows rampantly through the surrounds, choking pathways and the like.
2. The sunlight illuminating the ruins seems wan and subdued; shadows cluster thickly in the environs.
3. The pathway leading to the ruins is pitted and worn. Potholes dot the trail, which nature is busy reclaiming.
4. A horse's skull grins up at the party from a dank stand of twisted weeds. Oddly, of the rest of the skeleton, there is no sign.
5. A loud clatter—stone falling on stone—loudly emanates from the ruin.
6. A field of rubble litters the ground around the ruin. Some of the stones are blackened by fire, while others are strangely pitted.
7. A faint mist coils and drifts through the area about the ruin. Its tendrils cling to bushes, trees and the ruin itself in a most disturbing fashion.
8. No birds nest in the vicinity; the sky is also curiously clear of avian wanderers.
9. The ground around the ruin is squelchy and boggy.
10. An abandoned campsite—tents collapsed and equipment mouldering—stands a few hundred yards from the ruin.

### 2: WHAT'S GOING ON?

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1. The gargoyle crouches motionless, waiting for prey to blunder into its view.
2. The ruin seems abandoned; only the incessant whine of the wind reaches the characters' ears.
3. The gargoyle is noisily feasting on the last interloper to dare its lair, and it is distracted.
4. The gargoyle is elsewhere, patrolling the surrounding area; it returns after the characters have entered the ruin.
5. The gargoyle is distracted hunting rats or some other form of vermin that have been annoying it with their incessant scurrying and grubbing.
6. The gargoyle is away—chasing the last people to blunder into its lair. It returns after ten minutes, carrying a corpse.
7. A wordless, tuneless hum fills the air.
8. The characters spot a rat scurrying through the ruin.
9. The gargoyle has heard the characters approaching and has moved to an advantageous position.
10. The gargoyle is distracted—it is dreaming of its glory days, and it does not immediately notice the characters.

## 3: MAJOR LAIR FEATURES

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1. Some of the ruin's walls are dangerously unstable; anyone climbing them could cause them to collapse.
2. Much of the interior of the ruin has collapsed, leaving little more than a shell behind.
3. Vast swarms of rats infest the ruins; they eat whatever is left after the gargoyle has feasted.
4. A cellar runs beneath the ruin, and the ground floor is unstable. A character wearing heavy armour or carrying a heavy load causes the floor to collapse, dumping them into the cellar.
5. The ground floor has collapsed into the ruin's part-flooded cellar creating an area exceptionally difficult to traverse quietly and safely.
6. Several trees have taken root in the building's roof-less interior; the trees' canopies now form the building's roof.
7. The pockmarked remains of a beautiful mosaic decorate the floor. It once depicted the gods at play.
8. The ruins feature a huge fireplace almost 15 feet across. The fireplace holds not one but two secret doors leading to stairs spirally down into hidden cellars.
9. A windowless tower rises above the ruin; the gargoyle perches atop its battlements. The tower's masonry is wholly different to that of the surrounding ruin.
10. Vegetation grows rampantly through the ruin; small trees stand in sunny areas while great stands of noisome brambles and so on choke doors- and passageways.

## 4: MINOR LAIR FEATURES

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1. Rubble, fallen beams and the remains of the building's contents litter the ground.
2. The signs of rodents abound throughout the ruin.
3. A single shutter remains, and it bangs noisily in the wind.
4. Many holes in the roof have let in rain; inside, the ruin reeks of mould and dampness.
5. Bats roost in the remaining parts of the ruin's attic. At night they swarm forth; sometimes, when bored, the gargoyle hunts them.
6. Parts of the building's wooden staircase are dangerously unstable. A heavy weight upon it could cause the entire thing to collapse.
7. Thick and luxurious moss and lichen grow rampantly over the ruin.
8. A secret niche pierces a wall in what was once an important chamber of the ruin—perhaps the great hall or bedroom of an important person.
9. Wan sunlight filters through the ruin's windows to create small pockets of light within the gloomy interior.
10. The gargoyle has collected small piles of rubble at strategic places atop the ruin's outer walls; it can push them over on targets below.

## 5: GARGOYLE'S APPEARANCE

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1. Appearing as a living statue of the most grotesque design, this creature looks like a devil rendered in stone.
2. The sound of stone grating on stone fills the air as this living statue moves. Its black eyes blaze with hunger and aggression, and it spasmodically clenches its long, talon-tipped hands.
3. Moss and lichen cling to the back, chest and wings of this hideously horned stony creature.
4. Tall, muscled and seemingly hewn from a block of limestone, this vaguely man-sized creature looks like a bestial, winged demon.
5. One of this creature's stony horns has broken off, and its wings are scarred as if they have been struck repeatedly. Its red-rimmed eyes blaze with unholy hunger.
6. Cracks riddle this ancient-looking living statue of a foul beast pulled straight from a nightmare.
7. This winged creature of living stone has a rumbling laugh. Its wings end in jagged spikes as long as the claws on its hands and feet.
8. Dried blood and dirt—streaked by the rain—decorates the front of this motionless demonic statue. Black stones comprise the creature's soulless eyes. One of its claws is noticeably longer than the others.
9. Lichen and moss grow thickly over this stony beast's lower half, giving it the appearance of wearing a pair of living trousers.
10. Carved to depict a perfect human male—muscled and tall—this statue has a hideously demonic horned head and six-foot-tall wings.



## 6: TREASURE

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1. A shield bearing the coat of arms of the family who once dwelled herein hangs from a wall. The shield is impressively lightweight and has resisted time's onslaught magnificently.
2. This chunky and worn gold signet ring bears the sigil of a rearing bear. It encircles a skeletal finger.
3. A wand tipped with a translucent crystal radiates a faint humming sound; an indescribable faint odour surrounds the wand.
4. A great mass of coins—silver, gold and a few platinum—fill this bulging sack—the gargoyle is a hoarder.
5. An incredibly tough dagger—tough enough to damage stone—fills a nondescript brown sheath.
6. This fragment of a statue's head yet holds a single glimmering red eye—a small ruby.
7. A multi-hued silver brooch crafted in the shape of a butterfly—crafted from tiny fragments of gemstones—clings to a scrap of a scarlet cloak.
8. This wide-brimmed hat has a secret compartment; it contains a tiny map showing the entrance to a secret cellar below the ruin.
9. A snarling lion's head surmounts this ornate wooden staff. Gold leaf covers the staff and the lion's head.
10. These incredibly comfortable soft leather boots deaden the sound of the wearers' footsteps.

## 7: TRINKETS & TRASH

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1. An old, ragged cloak hangs from a rough protrusion in a wall. The cloak is sopping wet and smells of mould.
2. A broken spade and a crowbar lie amid the rubble. Nearby, a shallow hole pierces the ground.
3. An old pitched tent leans drunkenly against a wall. A mouldy bedroll and some rubbish fill the interior.
4. A chunk of masonry, fallen from a wall, bears the crest of the family—a star surmounting a bear's head—who once dwelled in the ruin.
5. Once fine red velvet curtains now ragged and riddled with mildew yet hang over a set of windows.
6. Several painted tiles bearing sigils or crests remain attached to the floor. Many more—judging by the holes—are missing or broken.
7. A mildew-riddled sack filled with a soggy rug of unknowable colour lies amid a pool of slime and lichen.
8. An old secret storage niche holds a few tarnished, forgotten silver coins covered by the grit and grime of long abandonment.
9. A mass of abandoned clothes and rotting equipment fill a narrow well shaft. These are the unwanted possessions of the gargoyle's many victims.
10. A pile of wind-blown leaves fills a corner. Flies and maggots infest the pile—and the rotting corpse within.

## GELATINOUS CUBE'S DUNGEON

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Silent, alien and mindless, near-invisible gelatinous cubes cruise their subterranean lairs, endlessly questing for food. Creatures of paralysing, silent death, many adventurers have died within a gelatinous cube's corrosive confines.

### 1: OUTSIDE THE LAIR

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1. The dungeon entrance is low—barely five feet high; the gelatinous cube cannot squeeze under it and thus languishes trapped within.
2. The remains of a backpack hang from a rocky protuberance. Investigation reveals it has been mostly dissolved by acid.
3. The faint smell of acid hangs in the air.
4. A steep, ten-foot-high drop wards the approach to the dungeon; the cube cannot climb the cliff and is thus trapped within.
5. Drops of dried blood lead out of the dungeon entrance; oddly, the trail does not appear inside the dungeon.
6. A 15-foot-wide chasm cuts across the dungeon entrance, trapping the gelatinous cube on the other side.
7. Faint (old) chalk graffiti shows a stick figure suspended inside a rough square.
8. Burnt-down torch stubs litter the ground.
9. Carven into the wall near the dungeon's entrance are the Elven words, "Beware the silent death".
10. Half of a curiously melted suit of studded leather armour lies on the ground.

### 2: WHAT'S GOING ON?

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1. The gelatinous cube lurks motionless in a corridor, waiting for something to blunder into its path.
2. The gelatinous cube is in the farthest part of the dungeon and is oblivious to the characters' presence.
3. Having just cornered and enveloped a pair of large rats, the gelatinous cube is more visible than normal.
4. Silently, the gelatinous cube approaches the party from the rear.
5. The gelatinous cube sits motionless as it digests a minor dungeon denizen. The cube's food seems frozen in midair at first glance.
6. The gelatinous cube lurks in a side passage; it emerges into the middle of the party as they pass by.
7. Screaming from some distant part of the dungeon is abruptly cut off.
8. Silently, the gelatinous cube approaches the party from the front.
9. The drum of running feet and the clanking of armour ends as quickly as it began.
10. The faint whiff of something acidic hangs in the air.

## 3: MAJOR LAIR FEATURES

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1. The dungeon's ceilings and the upper parts of its walls are grimy and festooned with cobwebs. The lower parts are noticeably cleaner.
2. The dungeon has no wooden doors.
3. The floor is wholly clear of any rubbish, although rubble does still feature here and there.
4. Narrow passages—those five feet wider and smaller—in the dungeon are dirty and filthy—starkly contrasting to wider areas that have been scoured clean.
5. The dungeon has few stairs or steps; rather, curved ramps connect the various levels and areas through which the gelatinous cube cruises.
6. Narrow spiral staircases—up which the cube cannot move—provide access to an upper sub-level. Murder holes in the ceiling allow folk above to observe the main dungeon level.
7. The dungeon has no doors; instead, iron portcullises protect rooms, chambers and other areas of note.
8. A network of two-foot wide passages enables the other dungeon denizens to move about safely and to seek sanctuary from an approaching gelatinous cube.
9. Metal bells are set near the ceiling in many areas at the end of long chains; they jangle when the cube passes.
10. Iron torch sconces hang at regular intervals from the walls; all are empty.

## 4: MINOR LAIR FEATURES

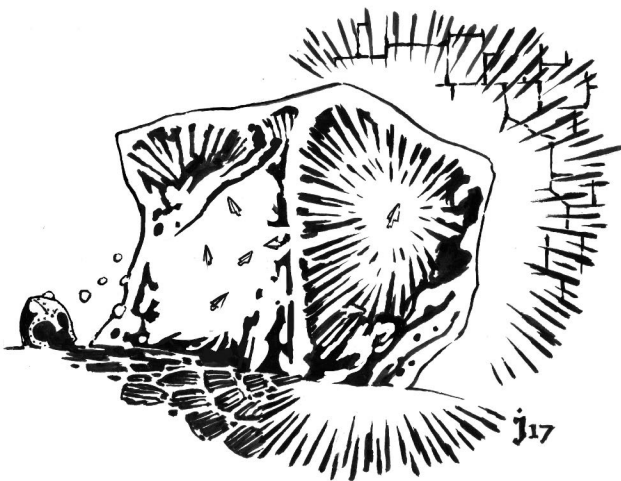
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1. The dungeon walls have distinct "tide marks", which are about ten feet above the floor. Above this line, the walls are dirty and filthy.
2. A square ten-foot wide trail of clean floor leads through wider areas.
3. There are no wall hangings or non-carved graffiti in any part of the dungeon into which the cube can fit.
4. The grey and dusty cobwebs hanging from the ceiling are all of a uniform length—it is like they have all been carefully trimmed.
5. The dungeon floors are so clean that they don't even have any stains on them.
6. The air smells strange—oddly sharp in some way—as if someone has poured acid somewhere nearby.
7. A thin trail of bits of stone, arrowheads, shards of metal and so on lead through the dungeon.
8. In places where the cube has not travelled, the floor is dirty and grimy—in stark contrast to where the gelatinous cube has travelled.
9. The faint smell of acid hangs in the air; it grows heavier as the characters approach the cube.
10. A ten-foot-long iron pole leans in a corner. The pole is heavy but an effective gelatinous cube detector.

## 5: GELATINOUS CUBE'S APPEARANCE

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1. This gelatinous cube has a slight blue tinge to its body, and it emits a faint smell of acid. Sadly, this smell is only detectable in a five-foot radius of the creature.
2. Oddly marred by thin black lines radiating outwards from its core, this gelatinous cube is easier to spot than normal. At first glance, it looks like a large and malevolent flying black spider's web.
3. This cube contains the bones of its last victim; the poor unfortunate's skeletal hands are still wrapped around a greatsword's hilt.
4. The decomposing head of a tall elf juts from the top of the gelatinous cube's body; below the head, the body is nothing but bone.
5. Something has bored a one-foot diameter hole straight through this cube's body. Thus, as it moves, the cube emits a low but audible whistling sound.
6. The cube holds a mass of rubble in its body; at first look, it appears that a cloud of stone is slowly flying down the corridor toward the characters.
7. A faint clattering sound precedes this cube; it is in the process of expelling the remains of a suit of plate armour it consumed several weeks ago. A final clang heralds the emergence of the suit's helmet.
8. Towering above a normal example of its kind, this gelatinous cube is monstrously large; almost 20 feet square, this creature has learnt to compress and elongate its body so that it can fit into much smaller spaces. It has also consumed so many intelligent creatures that it is starting to exhibit a faint glimmer of actual sentience.
9. This gelatinous cube is completely empty and is thus difficult to detect. It is also twice as long as it is tall.
10. An arrowhead in this cube's body glows with the radiance of a torch. Thus, the cube has not fed for some time, and it has a shrunken, starved look about it.



## 6: TREASURE

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1. A coin trail of copper and silver leads along the corridor. Each coin is incredibly clean and shiny—probably more so than at any other time since it was minted.
2. A handful of silver and gold coins hang suspended throughout the cube's gelatinous body—the coins glimmer in the party's light.
3. This silvery longsword emits light equal to a blazing torch. The weapon stops glowing if sheathed.
4. The remains of a clay medallion surround a tiny golden figurine hidden within the clay. The figurine depicts a hideous, squatting, three-eyed toad thing.
5. A small golden statuette of a lion hangs in the very centre of the cube's body.
6. This heavy steel shield lies on its side in the cube; its leather strap has been eaten away, but the shield itself is blindingly clean—it could be used as a mirror.
7. Three lustrous black stones riddled with tiny black flecks (bloodstones) hang in the gelatinous cube.
8. This plain iron dagger has a translucent red stone—a ruby—set in its pommel; the stone glimmers with a faint, hellish radiance.
9. A suit of plain but expertly crafted plate mail sized for a doughty dwarf warrior fills a goodly part of the gelatinous cube. The suit—missing its various straps—hangs horizontally as if its wearer had dived head-first into the cube.
10. Like stars, a small glimmering constellation of smooth white stones hangs in the cube's body.

## 7: TRINKETS & TRASH

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1. Pitted bones and scraps of cloth suggest that the gelatinous cube "ate" only recently.
2. Only scattered fragments of a spear's shaft remain—suspended below the incredibly clean weapon's point.
3. Two thick leather boots—now succumbing to the cube's acid—have seen much, much better days.
4. Two skeletons of pitted and worn but gleaming bones hang in the cube. It looks like the skeletons are locked in a final embrace.
5. A javelin head—in pristine condition—floats in the cube's body next to the heads of two crossbow bolts.
6. Six arrowheads float inside the gelatinous cube.
7. A double-headed battleaxe blade hangs in the cube; the axe's handle has been consumed by the cube. The axe head is gleaming—cleaned by the cube's acid.
8. This iron potion vial is sadly missing its stopper; it is empty of potion but full of gelatinous cube.
9. A stone head hangs in the middle of the cube; the head fell off a statue somewhere else in the dungeon.
10. A cluster of bits of rubble and stone fill the bottom of the gelatinous cube's body.

## GHOST-HAUNTED HOUSE

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The haunted manor house is a classic adventure locale. Every town and city—and many villages—has such a locale: an old, ill-favoured house lurking amid the myths, rumours and legends of the locality.

### 1: OUTSIDE THE LAIR

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1. A riot of weeds, thick bushes and several sickly trees grow closely about the haunted house.
2. A scattering of rotten, smashed furniture—perhaps thrown from the house—lies on the ground.
3. No vegetation grows within 15-foot of the house. The twisted trunks of several fallen trees lie stark upon the bare ground.
4. Deep shadows gather closely about the haunted house on all but the sunniest days.
5. A chilling sense of gloom hangs in the air around the haunted house.
6. Thick stands of brambles and thorn bushes, which pluck at the characters' cloaks, fill the house's grounds.
7. Sounds are strangely muted near the house, and the nearby vegetation is grey and lifeless.
8. Several roof tiles slip and fall from the roof to shatter on the ground.
9. A man-sized shade hovers in the house's long shadow, silently watching the characters.
10. A hastily scrawled sign near the house's front door reads, "Go no further. Evil spirits dwell within!"

### 2: WHAT'S GOING ON?

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1. A single crow perches on the house's roof; at the sight of the characters, it flies away, cawing loudly.
2. The loud sound of something heavy being dragged across the floor comes from an upstairs room.
3. The wind moans through the house's eaves, giving the impression the building is sighing.
4. Somewhere, a shutter bangs gently in the breeze.
5. As the party approaches, thick clouds obscure the sun (or moon if the characters arrive at night).
6. A flutter of movement in one of the upper windows catches a random character's eye.
7. All is still and quiet in the house's vicinity; there isn't even a whisper of wind.
8. A loud thumping sound comes from inside the house. The sound is akin to a large piece of furniture falling down a set of stairs.
9. At the characters' approach, the nearest door flies open and then slams shut.
10. Suddenly, wild and high-pitched screaming breaks the quiet. The screaming stops as quickly as it started.

## 3: MAJOR LAIR FEATURES

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1. Some of the house's once stout floorboards are rotten and prone to collapse. Characters standing on such a floorboard may lacerate an ankle.
2. The supports of the main stair's bannister are weak and collapse if leant on.
3. One part of the house caught fire long ago; here, the bricks and timbers are blackened and scorched. Such areas are likely unsafe and prone to collapse.
4. Minor poltergeist activity—small moving objects and so on—beset the characters wherever they go in the house.
5. Several of the house's internal doors are swollen shut due to moisture. The surrounding walls are wet and covered in brown and black mould.
6. The temperature varies wildly from one extreme to the other in different rooms.
7. Unwholesomely thick darkness gathers in various nooks and crannies and is strangely resistant to mundane light.
8. Faint, half-seen spectral figures move about the house, seemingly unaware of the characters.
9. Thick cobwebs choke the staircase; they are so thick that burning them might set the whole house on fire.
10. Strongly good-aligned characters suffer from terrible headaches while in the house.

### 4: MINOR LAIR FEATURES

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1. Cobwebs, covered in dust and pregnant with many tiny spiders, festoon the ceilings.
2. The floorboards creak throughout the house, making sneaking about harder than usual.
3. Dust—blown by the wind—sifts down from the attic in an occasional grey rain. Paranoid characters may think the house is breathing.
4. White sheets cover some of the house's larger pieces of furniture, creating easy hiding places. When a breeze sighs through the house, they flutter and move throwing dust into the air.
5. Occasionally, odd and unplaceable sounds emanate from distant reaches of the house.
6. Even if it isn't raining, damp patches appear on the floor and walls. Foul-looking mould and other stains grow on the damp patches. The pungent smell of rot fills the air.
7. Several doors inside the house are nailed shut with crude iron spikes.
8. A powerful stench fills certain rooms in the house, but the source of the smell is undefinable.
9. Now and then, a character feels like someone is breathing down their neck.
10. A faint mist obscures the floor and curls about the characters' ankles. The mist is cold and clammy. Paranoid characters may think it gathers around them.

## 5: GHOST'S APPEARANCE

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1. This faint spectral outline of swirling dust is vaguely man-shaped. As it moves, it picks up wind-blown leaves, scraps of paper and the like.
2. The sound of incessant sobbing presages the arrival of this child-sized ghost who drags its severed head along the ground behind it.
3. Clad in clothes of old cut, this translucent man has a huge bloody hole in his chest and is missing both eyes.
4. Drawn, haggard and wearing the clothes of a servant, tears streak this spectral woman's cheeks.
5. A small black dog—its outline fuzzy and indistinct—energetically wags its tail as it approaches the party.
6. A feeling of intense heat and preternatural sorrow surrounds this ghostly woman who wears faintly smouldering clothes.
7. With his hands bound behind his back, this scowling ghost has an intense anger-filled stare.
8. With a high-pitched voice, and an irritating tittering laugh, this ghost capers about like a madman.
9. Although he walks an inch or so above the ground, this ghost's passage stirs up clouds of choking dust.
10. Spectral flames wreath this ghost as it screams silently and writhes about as if in excruciating pain.



## 6: TREASURE

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1. A gold locket, still attached to a fine chain, hangs from a nail driven into the back of a door.
2. A small leather-bound book, "*Vilimzair Aralivar: How to Be More Like Him*" lies forgotten on the floor. Examinations reveal many notes in the margins.
3. A crack in one wall reveals a secret compartment filled with old gold and silver coins minted in a far-off land.
4. A dusty white silk scarf flutters gently in a faint breeze.
5. Decorated with beautiful gold embroidery of a fire-breathing dragon a pair of lady's silken gloves hang from a hook embedded in the back of a door.
6. A silver dagger, a strange dry black ichor covering its blade, is embedded in the floor.
7. Caught on a torch sconce, this beautiful white and dusty lace shawl flutters in the gloom and—at first glance—seems to be alive.
8. Cracked on its base, this fine white and blue porcelain vase lies on its side by a wall. It holds the rotten, wilted ruin of a bunch of roses.
9. The rotting remains of a sewing kit hide an ornate silver thimble bearing a coat of arms.
10. Although water damage has destroyed this book's contents, three small translucent green-blue stones (bloodstones) remain embedded in the cover.

## 7: TRINKETS & TRASH

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1. A bent and tarnished silver spoon lies amid the dust. A faintly engraved coat of arms decorates the handle.
2. With a big slash across the canvas and extensive water damage, this once fine, but now ruined, portrait hangs at a crazy angle on the wall.
3. Amid a pool of dried blood, a splintered wooden stake and a small mallet lie on the floor.
4. A slashed and torn blood-stained pillow lies amid a swath of dirty feathers.
5. Flecks of silver shavings—the leavings of a hurled vial of holy water—decorate the floor.
6. The sodden, slashed and hacked remains of a book lie scattered about the room. Its contents are illegible—as is the book's title.
7. The broken stub of a letter opener is wedged into the crack between two floorboards.
8. The remains of a clay pipe are scattered about the floor. A moulding pouch nearby holds what might have once been tobacco.
9. Wind-blown leaves and scraps of paper fill the corner of the room near an open window.
10. Half a pair of scissors is embedded in the rotting remains of a dead cat. From the stains on the floor, it looks like the cat dragged itself several feet before dying.

## GHOU'L'S NEST

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The ghoul is a creature of nightmare for any adventuring group. From the packs of mindless, carrion-eating undead to the ancient civilisations deep underground, screaming adulation to their sheep-headed god Orcus, all ghouls have one thing in common: an eternal, gnawing hunger that no amount of flesh can sate.

### 1: OUTSIDE THE LAIR

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1. Bones cracked for marrow litter the floor, making approaching the ghoul's nest difficult.
2. Several sets of skulls are piled in rows like some form of shrine or altar.
3. The stench of rotting meat is almost overpowering.
4. Grave mould and dirt are scattered around the area.
5. A decomposing body looks like it has been extensively gnawed upon. Trails of blood lead to the lair.
6. Sheep skulls have been placed almost reverently on rocks flanking the entrance to the nest.
7. Dried blood and bones litter the rocks next to a rotting, splintered coffin.
8. The stench of the grave gets stronger as explorers get closer to the lair.
9. Footprints covered in grave mould and dirt lead towards the lair.
10. Scattered shallow pits, filled with bones and shredded clothing, dot the area.

### 2: WHAT'S GOING ON?

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1. The ghoul holds a skull up to its face and peers intently into its hollow eyes.
2. Crooning to itself, the ghoul taps idly on the rock wall with a long bone.
3. The ghoul picks its teeth with a shard of rib.
4. Clawing at the ground the ghoul attempts to bury a skull whilst muttering to itself.
5. The ghoul holds its stomach and rocks gently back and forth as if consumed by hunger, despite the many half chewed bones lying scattered about.
6. Giggling wildly the ghoul cracks open a rib cage to get at the meat within.
7. Cavorting around wildly throwing bones and skulls into the air, the ghoul appears out of its (rotting) mind.
8. The ghoul arranges bones on the floor in a rough pattern; piles of bones around the pattern are sorted into matching groups.
9. The ghoul stares off into the distance with a drool-covered femur hanging from its mouth; its dead eyes seem focused on some point far away.
10. As it howls and capers, the ghoul repeatedly punches and slashes a decomposing body. The attack seems to be a frenzy—it has no rhythm or pattern.

## 3: MAJOR LAIR FEATURE

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1. Several skulls are mounted on sharp sticks and tied on with guts and sinew. They silently grin at intruders.
2. Canopic jars are shattered and smashed against the walls; ashes spilled onto the surrounding floor form disturbing patterns.
3. Rocks and skulls form a makeshift altar. Atop the pile, a skull-topped rod sits in a prominent position.
4. A profusion of skulls have been thrown at the wall here, and lie shattered on the floor.
5. Bone piles litter the area making progress difficult and dangerous. (Careless explorers discover the sharp bones puncture their boots like caltrops).
6. Viscera-smattered burial shrouds and bones lie tangled across the floor. Various mouldering, half-eaten body parts lie scattered about.
7. A child's skull, placed on a rock, shows signs of gnawing.
8. Discarded weapons and armour are thrown around the room. Many are broken or blunted.
9. The gnawed corpse of a ghoul lies in the chamber, filling the area with a rotting stench.
10. A trail of dried blood and mould leads to a body thrown into the corner of the room. Deep bite marks cover its legs and feet.

### 4: MINOR LAIR FEATURE

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1. A disgusting scum of coagulated blood and rotten meat floats on the surface of a stagnant, putrid pool. The pool's depth is impossible to gauge, merely by sight.
2. A shattered skull missing its teeth rests next to a congealed pool of blood and viscera.
3. A rotting human hand missing three fingers is wedged into a crack in the wall.
4. A cracked femur with a sharp tooth embedded in it lies next to a pile of rocks.
5. A battered coffin lid lies discarded and forgotten, on the floor. (Claw marks cover the inside like something was trapped within).
6. Small burial urns of a type long since fallen out of use lining the walls look out of place, next to piles of bones and skulls.
7. Shredded and bloodied clothes lie amidst the bones and teeth of a long-dead victim.
8. A diseased dog's corpse lies amid the macabre horror, adding to the already awful stench of the lair.
9. An emaciated human corpse, still wearing its torn shroud, lies on the floor.
10. Rough finger painting in blood adorns the walls. The painting seems to convey a message through its disturbing patterns and figures; only an insane person can fathom its meaning.

## 5: GHOUL'S APPEARANCE

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1. Leaning heavily on a cracked branch this emaciated ghoul stumbles around on a crippled leg.
2. The ghoul wears a belt adorned with several skulls and bones. Dried blood and viscera stain its legs, like a pair of ragged red treads.
3. The ghoul grasps a skull-topped branch in its hand. It wields the club like a weapon and delights in bashing in its enemies' skulls.
4. Faded tattoos of once intricate and beautiful design, inked long ago while the individual yet lived, cover the ghoul's rotting and scarred skin.
5. Black blood and yellow pus ooze from an open wound, in the ghoul's chest.
6. The ghoul stinks of rot and decay. The creature's bloated stomach distends down to its thighs and wobbles and roils horribly as the creature moves about.
7. The ghoul crawls around on all fours like a dog, its claws clicking on the ground. It sniffs the air like a hunting hound stalking its prey.
8. Clad in tattered finery the ghoul stalks forward in an almost regal fashion.
9. Filthy clumps of long hair yet grow from the ghoul's rotting, bony head.
10. The ghoul wears the shredded uniform of a guard.



## 6: TREASURE

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1. Ceremonial raiment still bears its jewels and other finery lies amongst cracked skulls and bones.
2. A sheep's skull embedded with crushed yellow and red gems forms the head of a crude mace.
3. This wickedly serrated dagger has a blood red gem set in its pommel.
4. Two-dozen finger bones and teeth fill a pouch. (A careful search reveals several gold teeth).
5. A finely crafted dagger is impaled deeply in the ghoul's back, just out of its reach. The wound has healed around the weapon, fixing it in place.
6. Several golden chains and necklaces adorn the ghoul's body, in a bizarre parody of finery.
7. A well-bound leather tome entitled "*Ghul's, Ghouls and other Carrion Dead*" still holds a fine ivory place-marker. Its contents describe the foul creatures and their usual habits whilst hinting at a more sinister society lurking deep below the earth.
8. In a pile of shattered bottles and jars, their labels unreadable, hide a few vials of thick greasy liquid. Their labels are also illegible.
9. A shining silver holy symbol, partially buried in the dust and bones of the nest, is still grasped by a severed hand. Several rocks have been thrown at it in an attempt to hide it.
10. The creature wears thick hide armour; gore and rotting flesh cover the armour.

## 7: TRINKETS & TRASH

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1. A bent pewter cup holds several teeth and a tiny wooden spoon.
2. A thick rope made from intestines and sinew is coiled in the corner. (It looks and feels disgusting but is functional and strong—at least until it dries out).
3. Bowls painted with thick blue glaze are stacked in a small alcove away from the blood and bones.
4. The ghoul wears finely embroidered, yet ragged and now hopeless worn, riding boots.
5. A thick chair leg acts as a makeshift club. Blood and hair are matted on its jagged end.
6. A broken cup filled with dried blood stands to one side like an offering.
7. A sack contains several rotting hands and a single leg. (It collapses when moved, noisily scattering its contents on the floor).
8. A broken copper ring adorns the finger of a rotted and gnawed hand.
9. A broken shield acts as an altar covered with carefully arranged bones and skulls.
10. A heavy-bladed handaxe, its handle broken, is embedded in the wall.

## GIANT SPIDER'S WEB

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Found throughout the wild and abandoned places of the world, giant spiders dwell both above and below ground. They attack any creature disturbing their nests and are aggressive predators. Although essentially unintelligent, they are adept at using their webs and poison to immobilise and kill prey.

Some giant spiders can grow to truly monstrous proportions and even the smallest giant spider can spell a neophyte adventurer's doom.

### 1: OUTSIDE THE LAIR

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1. Rats—squeaking loudly—scatter at the party's approach, if they are not quiet. The fleeing rats might alert the spider lurking within.
2. A huge spider drags a webbed victim slowly towards its lair. The victim weakly kicks and struggles.
3. Shadows stubbornly cling to the nest's entrance; a horrible stench issues from the opening.
4. Strands of webs seem to float on the air like fishing lines set to lure the spider's prey to their doom.
5. A thick web blocks entry to the nest.
6. The webbed carcass of a large, unidentifiable creature slowly leaks black fluid onto the floor.
7. Under the armoured bulk of a giant spider lies its victim who impaled it on a spear before being crushed to death by its bulk.
8. Webs festoon the narrow, dark entrance.
9. Long strands of thick web disappear into the darkness.
10. Desiccated bodies webbed to the walls fill the air with a pungent stench of decay.

### 2: WHAT'S GOING ON?

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1. The giant spider is hunting rats; they live in cracks in the lair's walls, and feast on the spider's leavings.
2. The giant spider is struggling to subdue something tangled in a mass of webs.
3. Suspended on the ceiling, the spider slowly consume its prey. Blood and gore splatter the floor.
4. The giant spider is gently tends to an egg, by binding it to the wall.
5. The giant spider is scuttling about its web.
6. The giant spider is not here but returns moments after the characters start to investigate its home.
7. The floor slowly shifts to reveals a massive spider under a trapdoor-like structure of webs.
8. Fist-sized young scurry all over the giant spider.
9. Unaware of intruders, the giant spider is repairing its web, when the characters arrive.
10. Two giant spider fight over a tightly webbed victim. As the characters arrive, one spider kills the other.

## 3: MAJOR LAIR FEATURE

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1. A large spider's egg, crawling with hundreds of white fist-sized spiders, hangs from the ceiling.
2. A partially cocooned bear struggles weakly, sending ripples through the surrounding webs. The bear has been poisoned and is badly injured.
3. The husk of a horse-sized spider lies in the chamber; there is no sign of the spider that shed it.
4. The stench of death and decay pervade the nest; the smell is so intense weak-stomached adventurers may be overcome with nausea.
5. Bound to the walls, husks of several of the spider's victims await the beast's attention.
6. Dangling from webs hundreds of skulls and bones hang from the nest's ceiling.
7. Billowing white and grey webs fill the entire area. The webs are thick and obscure vision.
8. Several large objects are hidden from view under a blanket of dirty spider web. (The objects are chests—hidden here long ago before the spider claimed the place as its own).
9. Several melon-sized balls of webbing are tended by equally large red and black spiders. An egg lies at the heart of each ball.
10. A mass of thick webs all attach to a single monstrous thread that fades into the shadows of a deep alcove in the ceiling.

## 4: MINOR LAIR FEATURE

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1. Tangled webs hold the decaying husks of large rats and other vermin.
2. Deep, web-choked cracks—big enough for the spider's offspring to lurk within—pierce the nest's walls.
3. Tiny spiders scuttle in and around the shattered ribcage of some unfortunate explorer caught long ago.
4. The husk of a decaying meal suddenly collapses sending a skull rolling across the floor.
5. A broad swath of dried blood covers a section of web anchored to one wall.
6. The splayed ribcage of a victim provides a safe home for a large egg sac.
7. Amid the tangled mess a perfect, undamaged web stretches across the room.
8. Husks of the spider's victims eerily stand guard against the walls.
9. Hundreds of tiny white spiders crawl over the desiccated body of something that may have been once a person.
10. Webs, at a multitude of heights, criss-cross the room like hundreds of tiny tripwires.

## 5: GIANT SPIDER'S APPEARANCE

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1. Red and black chitin armour covers the spider's body; one of its legs is broken and hangs at a strange angle.
2. The giant spider has thick plates of brown chitin.
3. The giant spider looks like it is made of glass. The surrounds are eerily reflected in its chitinous armour.
4. The webs in the lair appears to shimmer and move as this perfectly camouflaged spider scuttles about.
5. The giant spider has three eyes; they glint menacingly, in the darkness.
6. Venom drips from the giant spider's foot-long fangs.
7. A complex pattern of black eyes covers this huge spider's red body.
8. A riot of green, brown and red swirls covers this giant spider's thick carapace.
9. The giant spider has a heavy carapace covered with thick black hair; matted clumps of hair look like long spines.
10. The giant spider has chitin that appears almost wood-like; in places it erupts in sharp thorn-like growths.



## 6: TREASURE

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1. Intricate leather armour with red piping that mimics a spider's web hangs from the web.
2. Several silver arrows in perfect condition pin a huge spider to the wall.
3. Coins spill from a decomposing husk.
4. The hand guard of this dagger forms the grasping legs of a spider; the dagger's blade is wickedly sharp and lightly stained with some kind of black liquid.
5. A thick cloak of blackened spider silk yet in good condition still adorns a body (which is in considerably worse condition).
6. Silver mandibles and ebony legs adorn this intricate face mask sized for an elf.
7. A small bottle wrapped carefully in spider silk and cloth bears the simple note, "Climbing".
8. Translucent red gems (tiny rubies) catch the light, reflecting motes all around the room, from a web-covered helm.
9. A small blood red ruby adorns this otherwise plain silver ring which decorates a bony hand emerging from a dense, dusty web.
10. Decorated with a design of hundreds of scuttling spider carvings along much of its length, this wand has a plain uncarved section at one end.

## 7: TRINKETS & TRASH

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1. Several copper coins lie partially hidden under a carpet of dusty webbing, in the centre of the room.
2. Near the ceiling, a ruined backpack is tangled in a mess of webs.
3. The husk of a fallen adventurer still wears its finely made—now much punctured—chain armour.
4. Envenomed blood has somehow crystallised leaving small red gemlike bloodspots on a length of particularly thick web.
5. A frayed spider silk rope lies next to an unfortunate web farmer now encased in the webs he sought to gather.
6. A shattered bottle lies just beyond the grasping hands of a fallen victim. It is labelled, "anti-venom".
7. Pretty gemlike (and worthless) nodules twinkle on the carapace of the spider.
8. Several black-feathered arrows pierce an egg pinned to one wall. The egg's ichor has warped the arrows—they cannot be shot again.
9. A spider-shaped good luck charm that obviously failed its previous owner hangs from a rocky protrusion.
10. A single red silk glove hangs from a strand of blood-soaked web. A character examining the glove discovers it holds a decomposing hand.

## GNOLLS' CAMP

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Slavers and cannibals gnolls are a horror to fight and even more terrible to be captured by. Vicious and lazy, they wander the hills with their hyena pets looking for treasures to steal, carrion to eat, and slaves to take back to their primitive camps.

### 1: OUTSIDE THE LAIR

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1. A large buffalo's corpse, its bones picked clean and gnawed on by powerful fangs, is scattered around.
2. Decorated with feathers from carrion birds, skulls and bones hang from posts beside the trail.
3. Nearby bushes stink of ammonia and urine from the gnolls marking their territory.
4. The chewed corpse of a gnoll, its legs devoured whilst the rest rots, hangs from a leafless tree.
5. Spoor and tracks near a waterhole show a large pack of canines recently passed by.
6. Low drystone walls embedded with stakes form the camp's perimeter.
7. A large dog-headed totem pole stands in the centre of the camp. Its paint is scarred by lash marks.
8. Frightful yipping fills the air from several creatures caged up in the camp.
9. A scuffle breaks out in the camp; hyena and gnoll howls fill the air.
10. Shuffling feet and the manacles of slaves have left an obvious trail leading towards the camp.

### 2: WHAT'S GOING ON?

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1. A snarling, yipping gnoll whips a human slave.
2. Chasing hyenas away from its campfire, the gnoll protects a small, bubbling pot in which it cooks a meagre meal.
3. Two snarling gnolls square off against one another before a fight breaks out over a morsel of food.
4. The gnoll carefully strips a sinew from a horse's leg.
5. The gnoll hammers its spearhead with a rock as it tries to straighten out a kink in it.
6. The gnoll is rubbing crushed red berries and clay onto its hair in bizarre patterns.
7. The gnoll roughly stitches an open chest wound closed on a young warrior.
8. The gnoll boils a heavy hide in a mix of blood and fat.
9. Carefully cleaning the head of its barbed battleaxe with a sharp knife, the gnoll contentedly chewing on any morsels of flesh it finds.
10. Howling of victory while shaking a small body above his head, the gnoll throws the corpse, that of an old gnome, to the waiting hyenas.

## 3: MAJOR LAIR FEATURES

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1. An old dwarf is impaled to a tree by several spears. A pool of drying blood covers the sand below the corpse. Flies swarm about the corpse and blood pool.
2. A thick iron chain, with several sets of heavy, rusting manacles attached, is wrapped tightly around the base of a dusty tree.
3. A ramshackle wooden cage is partially submerged in a patch of stinking mud and urine.
4. A giant effigy of a two-headed gnoll towers over the fire; spiked and bladed chains hang from the effigy's branch-like arms.
5. Sacks, baskets and boxes are piled precariously next to a large cage holding dejected and defeated slaves.
6. A broad tree stump displays many heavy wounds from axes. (The gnoll warriors compete here in shows of strength.) An axe is embedded in the top of the stump.
7. A collapsed tent hides a cowering slave. Confused and terrified, he crawled in here and passed out from exhaustion (and has yet to be missed). He has no idea what to do.
8. A pack of hyenas rip and tear at a screaming slave while his manacled companions look on in horror. The hyenas are starving and ignore intruders unless attacked.
9. Spikes cover the camp's gate of mismatched logs and branches. The gate can be quickly dropped into place.
10. Small, low hide tents are scattered around the camp; each displays its owner's trophies.

## 4: MINOR LAIR FEATURES

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1. Bowls of soaked oats lie on the floor just out of reach of nearby caged slaves.
2. This orc skull has a hole bored in the top. A knotted rope lies next to it, ready to be threaded through.
3. Spilt millet and grain litter the ground next to a smouldering fire pit ringed with stones.
4. A small antelope's hide is stretched over a flat rock. A sharp oval stone lies nearby.
5. A skeleton is chained to a heavy water barrel. Oddly its bones have not been gnawed on.
6. A wagon with a broken wheel is propped up against a pile of rocks. Long drapes hang over the wagon's sides, obscuring whatever lies underneath.
7. A rough map is drawn in the sand detailing the local area and notes nearby villages to raid.
8. Jagged bones and cracked skulls litter the area. Unobservant intruders could trip and fall, if they get tangled in the remains.
9. Numerous heavily spiked logs lie on the ground, waiting for some unknown use.
10. A low wall of thorny branches fills a gap in the camp's stone walls.

## 5: GNOLL'S APPEARANCE

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1. The gnoll wears rough leather and hide armour decorated with bone and dyed with blood.
2. Clad in a heavy green cloak that reaches the floor, this gnoll's appearance is a complete mystery.
3. Lost in thought, the gnoll chews casually on a human forearm.
4. The gnoll wears a rusted breastplate, adorned with a rearing griffon, over shoddy leathers and hides.
5. A cow-skull decorates the haft of this gnoll's halberd.
6. The gnoll tests the string on a powerful longbow as tall as itself.
7. Black and white stripes cover the fur across this gnoll's face and back.
8. The gnoll wears a female elf's head, the hair plaited and tied around its neck, like a necklace.
9. The gnoll wears the skin of a massive hyaenodon over its rusted plate armour.
10. Two curved bison horns jut from the shoulders of this gnoll's armour.



## 6: TREASURE

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1. Small sigils adorn this small head-sized black soapstone effigy of three fighting hyenas. The sigils on each hound's collar may hint at the statuette's powers.
2. Vulture feathers decorate this sharp spear tipped with a long straight antelope horn.
3. This long, frayed leather whip has hooks on its tip. Several of the hooks are of glimmering silver.
4. This rough coat of hide and leather has a lion's mane hood. Lion teeth are used as buttons.
5. Bits of rotting flesh hang from this heavy two-handed sword with serrated jags cut into the back edge.
6. This ring of gold with a tiny piece of polished buffalo horn set into it is rumoured to grant great endurance to its wearer.
7. These two sharp deer horns held together with bronze guards make a crude but effective punching dagger.
8. This rotting, gnawed-on gnomish skull still wears thick glasses with a golden rim.
9. Horses' tails and fangs adorn this heavy wooden shield. The shield's fittings are of pure gold.
10. This long robe of striped antelope and zebra hide has an undercarriage of rib bones and a matching headdress of flowing horses' tails.

## 7: TRINKETS & TRASH

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1. A bloody length of fraying string holds several dozen fingers to the top half of this grisly spear.
2. This collection of bones is threaded together to make a horse-like toy.
3. A leather pouch contains a grey, fatty glue-like substance mixed with herbs and seeds.
4. This broken-tipped knife has the word "Ears" scratched onto it and a dozen tally marks on its haft.
5. The over-long reach of this heavy cat-o-nine tails tipped with lion and hyena fangs makes it unwieldy.
6. A small ceramic pot of dried seeds hides a gnomish finger decorated with a distinctive flower tattoo.
7. This pestle and mortar filled with crushed bones and beetles smell of lemons.
8. This small bag of thumbs each has a different symbol or letter cut into it.
9. Intended as a necklace, this large hippopotamus tusk, attached to a wooden disc, has a crack running down its length. It can be used—once—as an impromptu weapon. It also breaks if roughly handled.
10. Painted with strange symbols, this ghoulish hand is tied onto the end of a short baton. When waved about, the clawed fingers seem to grasp the air.

## GOBLIN CAVES

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Quickly taking over caves and abandoned mines goblins spread their filth everywhere.

### 1: OUTSIDE THE LAIR

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1. The acrid stench of rotting meat and urine increases the closer to the lair intruders get.
2. Chewed plants and twigs litter the surrounds.
3. Vegetation near the lair has been slashed and burned. It is unlikely these acts were deliberate.
4. Raucous scavenger birds caw loudly as they feed nearby.
5. A pathetic defence of sharp stones and broken sticks adorns the entrance area.
6. Skeletal remains of torture victims serve as accidental wind chimes set on the lair's approaches.
7. Bloodstains and deep tracks of something large—evidence something powerful dragged a wounded goblin into the wilds—mar the path.
8. Broken arrows and scuffed ground show where the goblins fought off attackers.
9. Yellow and brown stains on a rock pillar near the path show where goblins stop to urinate.
10. A stinking pile of rubbish, faeces and bones outside the cave entrance is home to many vicious insects.

### 2: WHAT'S GOING ON?

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1. A burly goblin warrior kicks and whips a patrol of unruly goblins, before driving them away from the cave.
2. Six goblins are throwing a rock at each other in some sort of game; two others lie on the floor bleeding.
3. A burly goblin bullies a group of goblins together to go out hunting but falls asleep before they leave.
4. A low rumble ends with the sounds of crashing rocks and a sharply cut off scream.
5. A goblin carrying a heavy bucket of rocks takes advantage of the work going on around him to crush the head of a distracted rival.
6. An emaciated dog is slung above a pit by a leather and chain contraption. Goblins enter the pit, trying to avoid the dog's snapping fangs and pull hairs from its tail.
7. Two goblin guards spit at each other. The "friendly" contest quickly escalates into a bloody scrap.
8. Three goblins pounce on a large insect and snap off its fangs/mandibles before stuffing it in a sack.
9. A huge goblin, sporting an overhanging belly and flabby skin, chases a smaller goblin around the tunnels.
10. A scrawny goblin is dragged into a low tunnel by an unseen enemy, much to the onlookers' amusement.

## 3: MAJOR LAIR FEATURE

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1. Sticks and bones fence off a shallow pit to create a pen for feral goblin children.
2. A throne comprising scraps and bones tied together with sinew and good intentions sits on a large rock in the cave network's biggest chamber.
3. A rickety bridge, probably not strong enough to carry a human, crosses a narrow, deep crevasse.
4. Overhangs conceal hidden crawl-ways and low passages linking the lair together like the strands of a web.
5. Goblins on ledges swing heavy rocks hung from the ceiling at enemies.
6. Old mining supports and rail tracks line some passages.
7. A large effigy of a rearing bear, made of sticks and logs, stands ready to be pushed over onto enemies.
8. Missing many of its legs, a huge centipede is chained to the wall next to a low tunnel.
9. An old cart filled with rocks and sharp sticks rests at the top of a slope, ready to be pushed down. A painted grinning goblin face decorates the front of the cart.
10. Phosphorescent bright green fungus clinging to the ceiling lights some tunnels. The fungus spits deadly spores at passersby.

### 4: MINOR LAIR FEATURE

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1. A rotting sheep corpse covers the decaying body of a forgotten goblin child that escaped the pens.
2. A long shallow puddle fills a tunnel; wily goblins have hidden sharp stones under the water.
3. Puddles of urine sprout strange soporific mushrooms. The mushrooms attract insects which the goblins hunt for food (and fun).
4. Clay pots containing stale beer and rotting grains fill a narrow alcove.
5. A rickety door made from bundled sticks blocks entrance to a small chamber.
6. Shallow pits dug into the clay floor and heaps of clay form a defensive breastwork.
7. A collection of barrels sits on a high ledge. Goblins like to leap into barrels and tumble down the slopes, either to run over intruders or for fun.
8. Narrow columns and stalactites block the way into a small chamber. The chamber is visible, but inaccessible, except to goblin children and the like.
9. Rotting meat and dried fungus fill a plate lying on the floor. (Here a particularly vicious tribe member attempts to entice greedy goblins into his lair).
10. An old oak door blocks a passageway. The door is wedged in tightly, and the goblins have broken one corner off to crawl through.

## 5: GOBLIN'S APPEARANCE

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1. Wrapped tightly in a whalebone corset with a silk skirt as a cloak this goblin parades proudly around the lair.
2. This drooling goblin has no teeth and mashes its food with a hammer before eating it.
3. Lanky and bent this goblin would be reasonably tall if he could stand up straight.
4. Covered in dirt and scratches this goblin uses a shoddy pick as a weapon when not digging into the lair's walls.
5. Swaying from side to side this insane, chanting female goblin patrols the tunnels looking for victims.
6. Sporting a porcupine-spike headdress this goblin is covered with weeping sores gained making its new hat.
7. This bow-carrying goblin has bright crimson lines tattooed across its face.
8. This goblin carries a bandolier of pots filled with biting insects which it takes delight in throwing into battle.
9. This pale, yellow-skinned goblin looks terrible, even diseased. It wanders the caves looking for food scraps.
10. This strange goblin chants in dwarven, as it fights. The warrior wears scraps of metal that form totally useless plate armour.



## 6: TREASURE

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1. Made from hundreds of claws and fingernails resin holds this wand together.
2. Six silver arrowheads are glued to a piece of wood, to form a rough amulet hanging from a long length of sodden hemp rope.
3. Bronze has been poured over a goblin skull, making a macabre head to a twisted hawthorn staff.
4. Rough green gemstones glint in cracks on the ceiling of a large cavern, way beyond the reach of the goblins.
5. Sand and gravel fill these glass salt and pepper mills decorated with silver workings.
6. Fainted scratched onto a broken sword blade are the directions, "Left, left, right, left and then right." Whatever the directions refer too is probably long forgotten.
7. Several goblin's wear the scattered parts of an exquisite suit of plate mail.
8. A heavy sack of coins and gems, part of a long forgotten and maybe inactive trap, hangs from a rope.
9. Hidden amongst the glass and quartz embedded in the chief's throne is a small diamond concealed amid the filth; only a careful search finds the gem.
10. Three sagging carts hold several hundred pounds of iron ore worth a fortune to a smith.

## 7: TRINKETS & TRASH

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1. Liquorice twigs fill a small pouch.
2. Three brass buttons cling to a piece of fur coat, used as a chew toy by its anxious goblin owner.
3. A small tin decorated with painted animals contains lots of acorns and snail shells along with a broken fork with a single tine.
4. Two human-sized left boots are worn by a goblin; a rival wears the other half of both pairs.
5. A hidden box contains dozens of bone scroll tubes decorated with sigils and symbols. Goblin scrawl and scribbled pictures cover the scrolls—which were once magic spell scrolls.
6. A broken backpack has been altered to carry a couple of goblin kids when the tribe travels. The inside of the backpack is filthy.
7. This steel and hickory pickaxe of dwarven make has a cracked handle which shatters the first time the wielder strikes a successful blow.
8. A bowl of over-boiled cave mould and snails provides disgusting yet wholesome food.
9. Mouldy dried and roasted beans fill waxed paper bags.
10. A brass key to a large lock has the number '7' engraved onto its barrel.

## GOBLIN RAIDING CAMP

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Goblins are dirty, violent and disorganised creatures that live like parasites off of more “civilised” races. They come in small raiding bands, burning and pillaging what they can before fleeing from anyone more frightening than a farmer. Goblin camps are reflective of the goblins themselves, a hodgepodge of poorly erected tents and piles of refuse.

### 1: OUTSIDE THE LAIR

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1. (A beast lurks in the shadows, perhaps waiting for a stray goblin to leave camp.)
2. A rudimentary tripwire is set up to rattle bones should an intruder approach.
3. A dead goblin lies in a pool of his own blood.
4. A large pile of ash smoulders and smokes. Human bones are visible amid the cinders.
5. A pool of murky water stinks of goblin refuse.
6. A young, intelligent goblin plays with a pilfered flute.
7. Fireworks from within the camp illuminate the area.
8. The sounds of goblin revelry carry on the air, nearly drowning out the accompanying squeals of pain.
9. Standing stones are marked with crude goblin drawings.
10. Two goblins scuffle over some unclaimed but totally worthless prize: a strangely shaped rock.

### 2: WHAT'S GOING ON?

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1. A fight is about to break out between two factions of goblins. The frenzied shouting is almost too frenetic for even a skilled linguist to understand.
2. A group of goblins bet shiny coins over a game of “toss-the-stick-and-rock-and-see-where-it-lands.”
3. A handful of goblins gamble at a makeshift arena, where dire grubs and maggots fight for dominance.
4. Could this be goblin theatre? A goblin in an oversized knight's helmet play fights with a goblin child as spectators laugh and cheer.
5. The goblins add fuel to an ever-growing bonfire which threatens to collapse as it grows higher.
6. The goblins have captured and chained a large beast, and take turns poking it with a burning stick.
7. The goblins have discovered a store of old ale and lie about stone-cold drunk.
8. The goblins struggle comically to erect their leader's war tent, failing at even the most basic of tasks.
9. The leader of the raiding camp is mid-way into a long, nonsensical speech about anything that crosses his mind. Half of the goblins are asleep.
10. The characters arrive at the tail end of some strange goblin festival. A bound and painted goblin is paraded around in some sort of pariah ritual.

## 3: MAJOR LAIR FEATURE

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1. A blood-stained fighting pit ringed with stakes stands at the camp's centre.
2. A crudely erected watchtower painted black with tree sap watches over the most obvious approach.
3. A dirty tarp propped up by wooden stakes serves as the chief's quarters. It is the most impressive feature of the camp; most goblins sleep in shallow hollows scraped out of the ground.
4. A huge bonfire surrounds two stakes. It had been built with little skill but much gusto.
5. A large pile of junk, includes wagon wheels, sheets of worked iron, animal bones and at least one metal sculpture of some value.
6. A poorly erected tent covers the goblins' spoils. While most of the “treasures” are worthless, a few shiny weapons—too big for the goblins to use—appear to be in good condition.
7. This small stone altar dedicated to the goblin god of chaos has grooves for two wooden poles so it can be carried around.
8. A ten-foot wooden pole decorated with shiny rocks and feathers juts from the ground.
9. This wooden cage holds a mangy and dejected bear cub. The cage is barely large enough to fit the bear.
10. Half a dozen humanoids, dirty, wounded and totally silent, are chained around a shard of stone jutting from the ground.

## 4: MINOR LAIR FEATURE

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1. A burnt goblin corpse wrapped in a tarp lies under a tree. (The corpse is female and missing both eyes.)
2. A fat but unhappy raccoon strains on a leash tied to an exposed tree root. (The raccoon's name is Fatty.)
3. This goblin-high pile of shiny stones spans a rainbow of colours. The pile clatters to the ground, if touched.
4. A large and remarkably organised pile of humanoid skulls, all painted in dull colours, stands in the centre of the camp.
5. Blood stains the goblins' makeshift wooden shrine.
6. This pile of wooden spears have seen some use in battle. None of the weapons is in good condition.
7. A human-sized scarecrow adorned in a ragged purple robe holds a gnarled staff (which was once magic).
8. A small, poorly erected tent, probably stolen from an adventurer, is in imminent danger of collapse.
9. Discarded and unwashed bowls lie in a heap. The smell rising from the bowls suggests the goblins recently cooked some kind of rancid stew.
10. A score of dirty blankets are laid out in rudimentary sleeping arrangements.

## 5: GOBLIN'S APPEARANCE

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1. At least 30 crude bronze bands weigh down the ears of this strutting goblin.
2. Despite missing his entire lower jaw, this goblin wanders around happily, and even converses in makeshift sign languages with his friends.
3. It's unclear why anybody would tie bells to their nose, but this goblin has done just that. At least his furry earplugs probably muffle the noise a bit.
4. The goblin is dressed in a bloodstained silk shirt far too large for his short frame.
5. This goblin's pointed teeth are massive even by his peers' standard. They poke through his lips when he closes his mouth.
6. This goblin, armed with a shortbow, glances about the camp with at least a modicum of intelligence.
7. This lopsided green goblin is missing an ear, an eye and a handful of teeth.
8. This pale goblin is overburdened by his man-sized leather armour. He grins like a maniac while brandishing an iron cleaver.
9. This pink, fleshy goblin is covered head to toe in burn scars. The other goblins treat him with an unusual level of deference.
10. This young, dull-looking goblin carries around an oversized firefly in a wicker cage.



## 6: TREASURE

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1. (A poorly hidden personal stash with a few finely crafted daggers.)
2. (Buried a few feet beneath a patch of turned earth lies a lump of unrefined gold.)
3. This magically sealed treasure chest has thus far defeated the goblins' attempts to open it.
4. Dried blood cakes one side of a small shard of shimmering elven crafted mail.
5. This polished brass necklace has a shiny red stone set at its centre.
6. A small cache of fireworks fills an iron box whose lock has been hopelessly smashed.
7. Eldritch runes designed to harm those from other planes decorates this obsidian dagger.
8. Several exquisite rings pierce a goblin's ear. The mark indicates the work of a famous jeweller, but they are so battered and scratched their value has plummeted.
9. This corpse of a knight has not been fully looted. (The corpse wears a golden signet ring bearing the sigil of a minor, relatively local noble family.)
10. The dirty but valuable brown and white fur of an owlbear, branded with some sort of arcane mark, fills a dirty hemp sack.

## 7: TRINKETS & TRASH

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1. This charcoal on stone drawing depicts a (very large) goblin family.
2. A dead bat lies in a wicker birdcage. The bat's webbing is cut to tatters.
3. This desiccating goblin hand still clutches a rudimentary bone club.
4. Squashed and mud-splattered this discarded headdress comprises the colourful feathers of local birds.
5. A handful of scattered goblin teeth in pristine condition (except for the attached chunks of decomposing flesh) fills a small pouch.
6. Whatever tried to eat this leather boot apparently needed a half dozen bites before deciding it was not tasty food.
7. This tattooing kit holds a variety of dyes and delicate tools far too cleverly made to be of goblin artifice.
8. The charred remains of an ancient book on weaving lies at the centre of a small, cold fire; only crumbling fragments of the text remain.
9. The crude image of a horse scrawled with charcoal decorates a crumpled sheet of fine parchment stuffed into a dented, iron scroll case.
10. The front and back cover of a religious tome yet cling to each other by mere threads—the book's pages are nowhere to be found.

## GORGON'S CAVERN

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Gorgons—monstrous bull-like creatures—like to gnaw on the petrified remains of their foes. A herd of gorgons is a truly terrifying sight.

### 1: OUTSIDE THE LAIR

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1. Gouges in the rock show where a large, strong animal has sharpened its claws.
2. The area around the gorgon's lair is curiously devoid of creatures—even birds are a rare sight.
3. The tracks of a large and heavy quadruped—either trodden into the mud or scratched into bare rock—mar the surrounding area.
4. Small caves pockmark the cliffs in the vicinity of the gorgon's lair. None of the caves are particularly deep.
5. A burial cairn—broken into on one side—clings to the peak of a low hill. An old flag flutters above the cairn.
6. The broken statue of a human lies at the bottom of a slope; the statue depicts a clearly terrified man running.
7. An old camp—its tents trampled and torn—fills a sheltered hollow.
8. Warning signs—wooden posts with the sigil for danger burnt into them—dot the area around the gorgon's lair.
9. A faint breeze caresses the surroundings.
10. Wide, obvious trails have been forged through the surrounding terrain—crushing or pushing aside rocks, vegetation and the like. Whatever made them is obviously big, heavy and strong.

### 2: WHAT'S GOING ON?

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1. A roaring bellow emanates from further inside the lair.
2. The gorgon is slumbered in the depths of its lair and is unaware of the characters' arrival.
3. The gorgon is sharpening its claws on the floor; the characters hear a scratching sound before seeing the beast itself.
4. The gorgon is gnawing on the statue of a dwarf and has almost completely chewed off the statue's head.
5. All is quiet; the gorgon is out hunting for its next victim.
6. The clatter of metal on stone and wild bellowing echoes through the air from deeper in the lair.
7. Screaming, bellowing, and the clatter of metal on metal fills the air. After a few seconds, the sounds cease.
8. The gorgons dwelling within are a mated pair; one slumbers while the other keeps watch.
9. The gorgon returns from a hunt after the characters reach the innermost part of its cave. It lies down to sleep, unaware of the intruders.
10. There is a crash as the gorgon knocks over a statue it is feasting on. The statue's head snaps off and rolls toward the party.

## 3: MAJOR LAIR FEATURES

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1. Gnawed-upon and broken statues of various animals and humanoids are scattered throughout the gorgon's lair. A field of rubble around the statues functions as difficult terrain.
2. Stone columns dented and riven with cracks hold up the ceilings in the cavern's main areas; some are unstable and liable to collapse.
3. A stepped escarpment at the rear of the gorgon's lair drops into a great abyss. Sometimes strange things emerge from the darkness, and the gorgon eats well.
4. The lair has two large entrances, and the gorgon uses both equally. Most of the lair is at a lower level, and both entrances have steeply sloped floors.
5. Jagged holes in the ceiling let in shafts of sunlight that slowly progress across the floor as the sun moves across the sky.
6. A stream flows through the cave and out into a sheltered pool at the base of a cliff.
7. The ceiling rises 60 feet above the cavern floor; several small tunnels set at varying heights up the cave walls lead away from the main area.
8. An escarpment cut the cavern in two; smashed and gnawed-upon statues litter the escarpment's slope.
9. A sinkhole that opens into a much deeper cave pierces the floor near the lair's main entrance.
10. A network of cramped secondary tunnels—barely high enough for a crawling human—link many of the caves in the gorgon's lair.

## 4: MINOR LAIR FEATURES

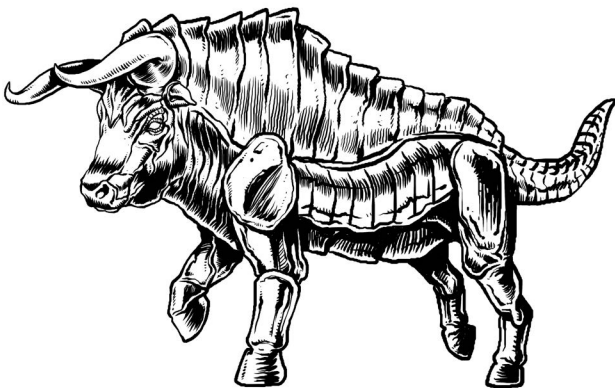
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1. Fragments of chewed-upon statues dot the lair.
2. Deep grooves, scrapes and gouges in the rocky floor and walls show where the gorgon has sharpened its claws and fangs.
3. Pools of dirty water dot the lair.
4. Pieces of discarded equipment, weapons and the like—dropped by the gorgon's many victims—are scattered about the gorgon's lair.
5. A narrow subterranean stream flows through the lair; its gurgling somewhat masks the intruder's sounds.
6. Rubble covers the ground; the gorgon has forged several meandering paths through the mess simply by crushing the small rocks under its bulk.
7. In some caves, the ceiling is exceptionally low, and the gorgon cannot fit into such areas.
8. The pristine statue of a human is wedged at the back of a narrow crack—the gorgon cannot reach the statue, and scratches and gouges in the wall tell of its frustration.
9. Narrow cracks honeycomb the rock walls and ceiling.
10. Several large stalagmites have been snapped in half and now lie on the floor.

## 5: GORGON'S APPEARANCE

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1. This large and obviously powerful bull-like creature seems to be wearing an intricately articulated suit of burnished plate armour.
2. Scratches and dents mar the plate armour of this large, muscled bull-like creature. A transparent cloud of green gas curls about the beast's bullish head. Hate and hunger blaze in its large red eyes.
3. This bull-like creature's body seems to be comprised of interlocking black metal plates. Green vapour trails from its nostrils.
4. This huge bull-like creature's body comprises dull grey metal plates rusting with age. Thin yellowy-green gas dribbles from its nostrils. The creature moves stiffly as if it were old, injured or rusted.
5. This grey-metalled bull has long curved horns and a thin tail that stands erect and quivering. Green smoke billows from its nostrils as it shakes its head aggressively from side to side.
6. This metallic creature audibly clanks as it stomps about. Its greyish-black body seems to suck in the light. A faint nimbus of green gas curls about the beast's bullish head.
7. As this metal bull snorts, bubbles of green gas burst from its nose and mouth. The creature has huge horns, but the left-hand one is missing its tip. Its black eyes regard its prey with absolutely no mercy.
8. Hugely muscled and trembling with violent energy, this metallic bull-like creature stands with its legs apart, sniffing the air.
9. Huge horns jut from the head of this metallic bull-like creature. A clanking sound fills the air as the creature moves about. Green mist billows forth from its wide nostrils. Dried blood covers its hooves.
10. A foul smell suffuses the air around this iron-clad bull-like creature. It snorts and roars as it aggressively paws at the ground. Curled horns jut from the creature's head; as it lowers its head to charge, it scrapes them on the ground.



## 6: TREASURE

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1. A small iron-bound coffer lies on its side. The coffer is missing its lid, and gold and silver coins have spilt out over the floor.
2. A soft velvet pouch holds a small supply of tiny translucent red stones—rubies!
3. These golden bracers are wrought in the shape of multiple overlapping shields etched with protective magical sigils.
4. This large green tent is a magical item. On command, it pitches itself. Another command causes it to pack itself away into a bundle small enough to fit in a backpack.
5. Beautifully engraved with a mountain scene, this thick gold amulet is weighty and impressive. A word carved into the back reads, "Brannar".
6. Greenish dust covers this fine steel longsword; a stone hand yet grasps its hilt.
7. This large bag contains oversized steel caltrops large enough to stop a horse or other large beast in its tracks.
8. This clay flask holds a viscous yellow liquid that can transform stone into flesh.
9. While not magical, this huge hunting horn can create a sound audible for many miles. It hangs from a worn leather sling.
10. This thick tome is entitled "On Gorgons and their Habits". It is gorgeously illustrated.

## 7: TRINKETS & TRASH

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1. Broken and splintered equipment—the leavings of the gorgon's prior victims—lies scattered about the lair.
2. The two parts of a broken spear lie on the floor; the spear's tip is blunted.
3. A ripped, torn backpack hangs from a rocky protrusion jutting from a wall. The bag hangs limply; its folds hold only dust and grit.
4. A ragged green cloak covers the gnawed head of a human warrior. It flutters gently in the breeze.
5. The gnawed-on stone head of a human woman wears the remains of an ornate crown set with several gems. Sadly, the crown has also been petrified.
6. The shards of a broken sword litter the ground; incautious searchers could badly cut their hands on the rusty remains.
7. Half a longbow, yet attached to its mouldering string, lies on the floor. From the looks of the remains, the weapon required a supremely strong wielder.
8. Scraps of part-burnt scroll gently rustle in a faint breeze. The scroll once held a magic fire spell.
9. This metal shield has two puncture marks—likely caused by the gorgon's horns—punched straight through it.
10. A battered, curved iron plate lies on the ground; this was once part of the gorgon.

## GREEN DRAGON LAIR

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Seeking places of primal powers in the mazes of arboreal forests, green dragons lair in ruined cities reclaimed by nature or tangled nests deep within the wild woods.

### 1: OUTSIDE THE LAIR

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1. The dragon's scales have scored the bark off trees.
2. Closer to the dragon's lair, trees and plants take on gigantic proportions dwarfing the rest of the forest.
3. Crumbling walls and pillars buried in the undergrowth hint at what once stood in the surrounds.
4. A pustule-covered herd of deer rots in a clearing. Inspection reveals the deer died in horrible pain, frothing at the mouth and snapping their own spines.
5. The path leads through an overgrown stone arch, covered in warning scrawls and ancient carvings.
6. Yellow scum floats atop the sluggish, filthy streams flowing through the forest. The scum taints the plants growing along the streams' banks.
7. High berms of leaf litter and other detritus have formed where the dragon slides through the forest.
8. Sickly-looking birds feed on rotting berries dusted with a foul yellow powder. The powder is the remnants of the dragon's breath, and it is slowly poisoning the birds.
9. The dragon has impaled its preys' corpses atop dead trees, either as a macabre display or warning.
10. Twisted ravines and caves lead to the dragon's lair. Their depths echo with a nightmarish cacophony of wails, roars and screams.

### 2: WHAT'S GOING ON?

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1. Plagued by nightmares, the dragon roars out in its sleep; nearby animals flee in terror.
2. The dragon sits calmly on a high cliff overseeing its domain, in a moment of quiet retrospection.
3. The dragon inspects its domain. The beast slithers through the trees and undergrowth like a vast serpent.
4. Hearing the challenging cries of male deer and the clash of horns, the dragon leaves its lair to remind all the creatures in the area of its dominance.
5. A pure lilting voice serenading the dragon ends abruptly in a shrill scream followed by a deafening roar.
6. A sudden clatter is followed by profuse swearing as the dragon clumsily knocks over its displayed treasure.
7. The dragon noisily chews on the corpses of several wild goats. Blood and gore cover the ground.
8. The dragon teases and tortures a wolf trapped in a tangle of brambles near its lair.
9. The dragon roars as it bursts from its lair, searching for foes (real or imagined).
10. Trees or walls suddenly groan loudly before collapsing.

96

## 3: MAJOR LAIR FEATURES

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1. A stand of fallen pillars and broken statues are hopelessly entangled within the surrounding trees and briars. Ivy covers everything.
2. Fluted pillars of elven design disappear into the tree canopy, which hides ancient walkways and chambers.
3. Deep furrows in the ground collect the heavy dragon's breath. Clever dragons may use this to surround their foes with poisonous barriers.
4. A merchant's wagon, silk and linens fluttering below it like pennants, perches precariously at the top of a tree where the dragon dropped it.
5. Broken sticks and crushed logs litter the floor of a wide waterlogged area. The puddles and pools may conceal hidden pits.
6. Silken flags from ancient elven houses decorate the main areas of the dragon's lair.
7. Boggy, mud-filled chambers serve as traps for intruders. Here, movement is slow. A heavy crust of oily, cloying mud, like baked clay, covers the ground in places.
8. Thick mosses grow in abundance, making sneaking around easier in some places.
9. Curtains of plants hang over the pathways and old doorways. Some of the plants may be thorny or poisonous. The plants obscure what lies beyond.
10. A pile of massive bones has become a fertile garden for bright red toadstools and tall ferns. It may also be home to aggressive, giant insects.

## 4: MINOR LAIR FEATURES

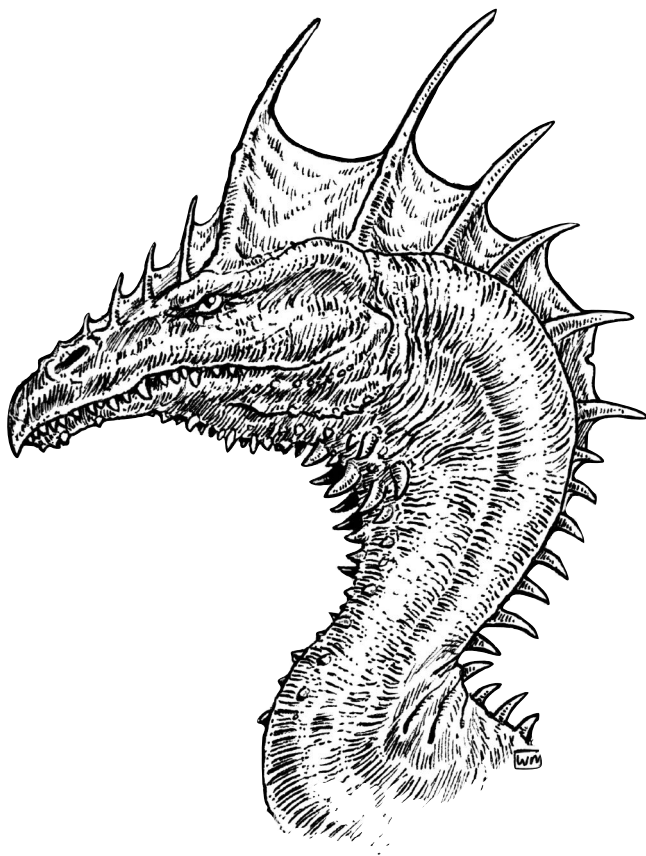
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1. This walled garden is now overgrown with brambles.
2. Thick sulphur-yellow mould clings to the walls of a chamber. The mould releases invisible spores over passersby. The spores could be poisonous, or they could infest the characters' equipment with mould.
3. Black-barbed brambles and weeping briars seem to intentionally grasp at intruders.
4. Four cages hang from the ceiling. All the prisoners in them are long dead; only yellowing bones remain.
5. A pedestal filled with brackish water stands in an alcove.
6. An elven throne, complete with the calcified body of an ancient elf king, stands crookedly on a shelf of rock.
7. Fruit trees spill their bounty onto the floor, filling the area with a sweet, rotting stench.
8. A shallow pool contains white, gold and silver fish. The pool lies behind and under a tangle of undergrowth.
9. The broken half of a stone bridge crosses a shallow rubble-filled pit.
10. A mural tells the tale of the city through several chambers. Key moments may be hidden by moss or destroyed by time.

## 5: GREEN DRAGON'S APPEARANCE

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1. This obese and lazy jade-green dragon has terrible, possibly deadly, flatulence.
2. Dark green, like pine needles, this long, sinuous dragon prefers to strike from the shadows.
3. Scarred membranes cover this dragon's wings. It prefers to burst into combat from concealment and uses the forest as an ally.
4. Mottled sores cover this dragon's body. The dragon likes to play riddle games, before eating intruders.
5. This dragon is top-heavy; it has bulging muscles but scrawny legs.
6. This dragon's tail is missing. Nothing but a scaly stump remains. It flies into a rage if teased about its missing tail.
7. Red veins and purple welts cover this dragon's wings and limbs.
8. Longer and more sinuous than most other green dragons, this beast slides around on its belly like a gigantic viper. Strangely, the dragon stinks of fish.
9. Overly proud and boastful, this bright green dragon likes to rear up and flex its near-transparent wings at any, and every, opportunity.
10. This huge dragon has moss and ferns growing between the scales on its back.



## 6: TREASURE

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1. This large crystal orb gives observers headaches if they look into it for too long. The orb once enabled magical communication over long distances, but its magic has long since faded.
2. A mighty barbarian champion used this barbed spear for hunting bears and wolves. Beautiful decorations cover its oaken shaft.
3. This heavy golden shield of ancient elven design has been rent by a dragon's claw. Now useless as a shield, it still has value to a collector.
4. A heavy hidebound book titled *How to kill Dragons* is missing the green dragon chapter.
5. This collection of six platinum goblets all bears the crest of a forgotten elven family.
6. A small backpack suitable for a child holds high-quality cooking gear along with packets of herbs and spices.
7. This silken banner bears the crest of a long-dead king. Somehow, the bright intricate coat of arms remains untouched by time.
8. A collection of different-hued gems part-fills a pool of water, ready to reflect the sun- and moonlight.
9. This wooden coffer holds dozens of vials of potions and poisons. Some vials are cracked; unwary characters may cut themselves on the vials.
10. A long circular horn that previously topped a city's gates lies curled among the other treasures. The dragon may wear it as a necklace.

## 7: TRINKETS & TRASH

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1. This tiny bird's nest contains four rotten eggs.
2. A snapped wooden holy symbol of a chivalrous and righteous god lies in two pieces.
3. A single crystal glass stands untouched amongst the ruins of a dining set. The glass is a thing of delicate beauty. The glass breaks, if roughly handled.
4. A pair of trousers and a belt fill a hollow under a small rock. The back of the trousers bears a brown stain.
5. A small wheelbarrow lies amid the undergrowth. Carved runes and swirling patterns decorate its handles.
6. A halfling's skeleton has a rusted dwarven helm wedged onto its head. The skeleton's legs are horribly crushed.
7. Torn silk encases this long bronze pole. The pole is the hanger for a tapestry that was destroyed by the dragon.
8. This bright green wine bottle holds a multitude of snails. The snails at the bottom of the bottle are dead; a few survivors atop the pile yet sluggishly try to escape.
9. Several rakes and shovels leaning against a wall have rotten handles.
10. A pair of blunt silver scissors lies next to a cracked wooden hand mirror.

## GREEN HAG'S SWAMP

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Aided by powerful magics, the hags of the rivers and swamps draw in unsuspecting victims with their mimicry and disguise before devouring them in orgiastic feasts of shocking depravity.

### 1: OUTSIDE THE LAIR

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1. Nauseating blood-red water seeps through the earth and fills the air with the scent of decay. Several foul-smelling pools of blood-red water make it appear as if the swamp itself is bleeding.
2. Spiders and insects land without warning on passers-by making the journey uncomfortable, slightly unnerving (and possibly dangerous).
3. Twisted trees studded with knots and boles seem to scowl at those passing below. The trees' leafless branches clack together in the wind.
4. Wind chimes made of children's bones and glass tinkle and twist in the trees, despite there being no breeze.
5. A rusting sword, point downwards, hangs over the path. It sways gently in the breeze.
6. With a loud crack, a nearby tree collapses in on itself and spills thousands of angry biting insects into the area. The insects swarm and attack any living thing in the vicinity.
7. Sudden winds send sharp branches clawing at the characters' faces and the scent of rot and decay sweeps over the party.
8. Blood red streamers of silk flutter in the breeze leaving burning welts where they brush against skin.
9. The wind whispers the names of fallen and lost loves.
10. A creature hisses at the party from a shadowy pool.

### 2: WHAT'S GOING ON?

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1. A frumpy, red-cheeked washer-woman smiles at the group's approach before inviting them for dinner.
2. Disguised as a beautiful young maiden the hag washes her clothes whilst flaunting her naked body.
3. The hag has taken the form of a tall redheaded woman dressed as a ranger and armed with a longbow.
4. Wrapped in ragged cloaks the hag croons to herself as she tends to the poisonous flowers lining the path.
5. The hag chuckles to herself as she removes the entrails from a massive pig hanging from a wooden frame.
6. Sharpening a rusty old fish knife the hag prepares an augury using a helpless rabbit as her sacrifice.
7. The hag tends to fungus growing in the corpses of several decomposing children.
8. Disguised as a child the hag runs and hides when seen.
9. In the form of a gnarled tree, the hag observes intruders.
10. The hag polishes stones and skulls for her home.

## 3: MAJOR LAIR FEATURES

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1. Stupified slaves, their minds broken by the hag's evil, wander aimlessly around the swamp. They are incapable of coherent speech and cower from even a hint of violence. Without magic their insanity is incurable.
2. Colourful bushes and flowers filled with potent contact poison line the paths and waterside of the hag's lair. Sentient guardian plants lurk within.
3. Large patches of poisonous fungus grow across the skulls of the hag's victims. (She throws them at her foes).
4. Small bits of meat and bone are laid in an odd pattern on a normal flat stone beside the path.
5. Clawing hands grab at the pond's surface from a body wedged in the roots below a gnarled willow.
6. Rot and rust cover a skeleton in a submerged cage. As the characters pass the skeleton seems to turn to observe them.
7. Brightly coloured poisonous frogs and snakes move through the stunted bushes growing about the area.
8. A discarded cauldron beside the lair's entrance acts as a kennel for a feral dog.
9. Walkways of rotting logs form meandering paths above the mire. The hag knows which logs are safe to stand on and which are not.
10. A large quagmire of black mud bubbles and hisses before releasing foul gas into the air.

## 4: MINOR LAIR FEATURES

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1. The skeleton of a giant alligator forms a bridge over a stagnant pool of dark water. A heavy weight—that equivalent to a human wearing metal armour—causes the bridge to collapse.
2. A low wall surrounds a deep pool under the shade of a black willow tree. The water is black and stagnant; many frogs dwell herein.
3. Creeping plants deliver tiny poisonous thorns into the skin of characters brushing against them.
4. A swarm of ticks clings to a branch ready to clamber or drop onto a passing beast.
5. Swarms of tiny biting and stinging insects carry virulent diseases from the marsh.
6. Skeletal mannequins hang from branches clothed in the rags of the hag's victims.
7. Sharp, upthrust bones fill shallow pits.
8. Three skulls are bound together with vines and placed on a thorny spike; they scream when approached.
9. A thin half-elf sings a sordid shanty to himself before bursting into tears, his mind lost to the hag's touch.
10. The smell from a vat of human fat fills the air with a terrible stench. The glowing embers of a small fire keep the vat warm and the fat liquid.

## 5: GREEN HAG'S APPEARANCE

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1. A huge bird's skull covers the face of this limping hag. She wears ragged robes and uses a walking cane.
2. Boney plates erupt from the hag's spine as she waddles closer; weeping sores pockmark her thick green skin. She smells terrible.
3. Pitch black skin covers the hag's face which is hidden behind a lank curtain of filthy white hair
4. A snake's skeleton is entwined around the tall hat worn but this robed hag. Symbols of power picked out with pieces of shattered bone cover her coat.
5. Stinking robes of human skin cover the hag's frail body.
6. The nude hag stalks forwards; her long black, blade-like claws are in stark contrast to her milky white skin.
7. Fat leeches cover the hag's grey/green warty skin. She appears wasted and weak.
8. This hag wears shredded priest's robes in a blasphemous and indecent fashion.
9. With skin like a gnarled tree's bark and claws like sharpened stakes the hag blends into the swampy trees,
10. The hag wears the treated skin of a former lover over her own as clothes; his face forms her horrible mask.



## 6: TREASURE

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1. This headdress of fish skulls and deer antlers increases the wearer's powers of persuasion.
2. This small cage of bone and skin has leather straps of unwholesome origin. When the cage is worn as a pack it weighs nothing despite whatever it holds.
3. A blackened five-knuckled finger dangles from a short length of rope; when a knuckle is snapped it causes immense pain to the target.
4. This razor-sharp saw-backed gutting knife causes jagged bleeding wounds when its victim is impaled. Dried blood and gore cover the blade.
5. When thrown, this fungus-filled child's skull detonates and fills the air with poisonous spores.
6. This rough shift composed of several elf skins crudely stitched together conceals the wearer from scrying and magical detection.
7. Used as a short whip, this long plait of white hag's hair can entangle its target on command. The hag wears the plait as a belt.
8. This crocodile skin mask adorned with auroch horns grants its wearer great strength.
9. This thick sheaf of parchment made of human skins details how to animate a hut and how to add monstrously large chicken legs for locomotion.
10. A thick net of tangled sinew hangs from a hook. The net drains the strength of those trapped within.

## 7: TRINKETS & TRASH

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1. Human ears fill this jar. Sometimes the hag talks to the ears... and they quiver in response.
2. Sticky crimson toffee covers this apple (which may be poisoned or rotten).
3. Some of this collection of helmets impaled on spikes still contains smashed skulls.
4. A flea-infested cloak of knotted hair and wool riddled with disease lies on the floor.
5. This bracelet of coarse rocks and shells is threaded onto a long thin plait of grey hair. Those wearing it develop sores that quickly become infected.
6. This leather thong is set with a single, rotted and cracked human tooth.
7. A rotting leather pack is now home to a swarm of rats. If the pack is disturbed the rats attack.
8. A wooden lyre with several broken strings has had them replaced with plaited human hair. The sound it makes when played is horrific.
9. Baby teeth and locks of hair fill this plain, nondescript clay pot.
10. A dried horse penis embellished with polished horn and shells fills a large belt pouch. The hag believes this to be an aid to her fertility.

## GRIFFONS' NEST

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Griffons are powerful aerial predators. Part eagle, part lion, they are fiercely loyal to one another, and they mate for life. Their favourite food is horse flesh.

### 1: OUTSIDE THE LAIR

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1. Splotches of dried blood and lumps of viscera dot the ground about and below the griffons' nest.
2. The shattered bones of a horse are scattered over a 20-foot diameter area; it looks like the horse fell from a great height.
3. A rotting backpack hangs by one strap from a high branch of a tall tree. Intriguingly, the branch is bent under the pack's weight.
4. The area immediately surrounding the nest is curiously free of large animals.
5. The paths and trails in the surrounds are overgrown, as if few creatures or humanoids use them anymore.
6. Splattered pats of dung dot the surrounds. It looks like the dung has fallen from a great height.
7. Occasionally patches of dry and drying blood dot the area; given the sizes of the pools, it is likely something died there.
8. Tracks on the ground crisscross the area; some just stop as if the creature making them simply disappeared.
9. Rocky crags festoon the surroundings.
10. Large mossy boulders dot the area.

### 2: WHAT'S GOING ON?

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1. The griffons are off hunting when the characters reach the nest.
2. A griffon egg nestles at the bottom of the nest; it shivers and cracks as the characters approach.
3. A slumbering griffon sits atop an egg.
4. The griffon is busily engaged tearing a horse's carcass apart; blood and gore cover the creature's head and chest. It is distracted.
5. The griffons are alert and watching for prey; they are exceptionally difficult to surprise.
6. A griffon is grooming one of its young.
7. The griffons are alert and watching the surrounds. They have spotted something else in the distance and might not immediately notice the characters.
8. A griffon is teaching several of its young to fly; the young make clumsy attempts to take off and hover while the adult watches.
9. Drips of blood fall on the characters' heads; a griffon is returning to the nest bearing its next meal.
10. With an ear-splitting screech, a griffon swoops down out of the sun to attack the party.

## 3: MAJOR LAIR FEATURES

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1. The nest perches on a ledge jutting from a high cliff; the nest commands sweeping views over the surroundings.
2. The griffons nest on the roof of a ruined tower; most of the tower has fallen to rubble and ruin; only the outer shell remains.
3. One part of the nest is weak; if a human-sized creature stands on that spot, it could fall through and plummet to the ground far below.
4. The nest has high walls of interwoven wood and so on; it is sheltered within.
5. The nest fills a cave cut into the side of a steep-sided hill. Rubbish and the remains of the griffons' many meals litter the place.
6. The griffons nest in an old hunting lodge buried deep in the woods. Their nest comprises the entire attic space (minus most of the roof) of the old lodge.
7. The nest sits atop a sheer lofty spire of rock. Only an experienced climber—or someone able to fly—can reach the nest.
8. The nest is huge and meanders along several ledges set into a cliff. Some parts of the nest are old and abandoned—and structurally unsound as a result.
9. The nest fills the entrance to a cliff-tomb. Beyond the nest lies the sepulchre of a dead civilisation.
10. An ancient watchtower juts from the side of a cliff. The tower is part of a small dwarven hold long abandoned. Passages from the tower lead deep into the cliff.

## 4: MINOR LAIR FEATURES

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1. Scraps of sharp bones and rusting equipment line the nest. Incautious explorers could injure themselves in a manner similar to standing on a caltrop.
2. The griffon's nest sits in an exposed position; savage winds often batter the nest.
3. A jumble of bones fills the bottom of the nest. They create an area of shifting, difficult terrain.
4. The griffon cares nothing for shiny treasures; such items lie intermingled among the general detritus of the nest.
5. The stench of carrion lingers in the nest.
6. The splintered shells of several griffon eggs are scattered about the nest. Some of the shards are sharp and act like caltrops.
7. The butchered remains of several horses are scattered about the nest. The smell of rotting flesh fills the air.
8. Along with tree branches and so on, many bones are woven into the nest's walls.
9. The wreckage of a carriage comprises one wall of the nest; some treasures may yet lie within.
10. The smell of rotting flesh fills the air.

## 5: GRIFFON'S APPEARANCE

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1. With the body of a lion and the wings and head of an eagle, this warhorse-sized beast is an impressive sight.
2. This large, part eagle, part lion creature has an impressively vast wingspan. Intelligence glimmers in its unblinking eyes.
3. This powerful half-lion, half-eagle has large claws at the end of its legs and a wickedly curved beak. Its long, golden tail swishes from side to side.
4. The sunlight glimmers and shines on the resplendent golden coat of this majestic winged lion that has the head of an eagle.
5. This griffon's wings are ragged, as if it has recently been in a fight for its life. Faint scars crisscross its body.
6. A shock of white hair runs down the back of this majestic winged lion/eagle hybrid. Its wingspan is an impressive 20 feet.
7. One of this creature's eyes is scarred over by an old wound. This half-eagle/half-lion winged creature looks skinny and malnourished.
8. This resplendent noble-looking beast has the head of an eagle and the body of lion. The beast's head moves from side to side as it watches the surrounds.
9. The stub of a crossbow bolt sticks from the left rear haunch of this majestic lion/eagle hybrid. The surrounding flesh has knitted itself together around the bolt, suggesting it is an old injury.
10. This creature has the pure-white head and wings of an eagle but—strangely—the body of a jet-black lion.



## 6: TREASURE

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1. A large mottled white and yellow egg lies at the bottom of the nest. The egg is almost ready to hatch.
2. A baby griffon—barely days old but already the size of a human male—lies sleeping at the bottom of the nest.
3. Nine small jet-black stones—unworked onyxes—lie amid the ruin of a rotting pouch.
4. A bony hand juts from the nest wall; several plain golden rings yet glimmer on its bony fingers.
5. Beautifully carved with scenes of hills and mountains, this stout bronze-tipped walking stick is sized for a dwarf (or tall gnome).
6. A preternaturally sharp steel-tipped heavy lance lies at the bottom of the nest. It is in pristine condition.
7. This hefty heavy crossbow has a case attached holding five wickedly tipped iron-shod bolts.
8. A scroll case holds a tightly rolled map of the surrounding territory. It shows several sites of interest lying deeper into the wilderness.
9. This tall glass vial holds a liquid that seems to float in the middle section of the vial. The liquid gives the imbiber the ability to fly for 30 minutes.
10. Coins are scattered about the nest, lying where they came to rest as the griffon tore apart their owners.

## 7: TRINKETS & TRASH

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1. Scraps of fabric and leather cling to the splintered bones of the griffons' many humanoid victims.
2. A slashed and bloody horse's saddle yet has its saddlebags attached. Most of the contents are ruined, but a treasure may lurk within.
3. The remains of a rent suit of chain barding sized for a horse lie scattered about the floor. The barding is—essentially—unrepairable but could be used for scrap.
4. Sections of the nest's walls comprise the trash and ruin—clothes, packs, armour and so on—of the griffon's many victims; most of the items are broken, rotting or rusting.
5. A broken lance—its tip missing—lies in the nest. Deep scratches festoon its haft.
6. The shredded remains of a brown tent lie at the bottom of the nest, part covered with fragments of eggshell and bones. Four small lumps suggest the tent still holds several objects.
7. A craven wooden statuette of a griffon fills a small pouch. The standard of carving is good, but the statuette is only about half finished.
8. Scraps of torn, bundled fabric fill gaps in the nest walls. Many of the scraps are bloody.
9. A bent longsword, its hilt filthy with blood and gore, juts from the side of the nest.
10. This old saddle is drenched in dried blood. The leather is brittle and cracked, and the saddle is unusable.

## HARPY'S NEST

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Half-woman, half-monster harpies are vicious, corrupt hunters driven by their insatiable desire to eat. They prefer intelligent prey and enjoy speaking with their meals.

Dwelling in the world's wild and desolate places harpies are savage and utterly without remorse. They love shiny baubles and decorate their lairs with such. The stench of death and decay hangs heavily over a harpy and her nest.

### 1: OUTSIDE THE LAIR

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1. Stunted, broken bushes make going difficult, in the nest's environs.
2. A scattered disarticulated skeleton hangs among a high tree's branches.
3. Bones are scattered across the ground.
4. Skulls hang from a tree's leafless branches.
5. A strange, pungent smell lingers in the air.
6. Dried blood splatters decorate a large boulder.
7. A torn and bloody brown cloak hangs from a thorny bush. It flutters forlornly in the breeze.
8. Wind-blown rubbish and trash litter the ground.
9. A faint track leads toward the harpy's lair. Discarded equipment lies here and there in the mud.
10. Dark shadows cluster thickly under a dense holly bush's low-hanging branches.

### 2: WHAT'S GOING ON?

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1. The harpy is gnawing a partially decomposed leg when the characters arrive. She uses it as a (missile) weapon, at the earliest opportunity.
2. Oblivious to the party, unless they make a lot of noise, the harpy is asleep and snoring loudly.
3. The harpy is singing softly to herself. She sings a song of violence, torture and death in a soft, lilting—almost soothing—voice.
4. The harpy is searching through her treasure for a beloved trinket. She is in a foul mood.
5. Suffering from feelings of loneliness and depression the harpy craves company. She may even not immediately beguile and kill intruders.
6. Hunger consumes the harpy. She hasn't eaten for days and has taken to licking the bones of her victims.
7. The harpy is trying to make a necklace from finger and toe bones. It's not going well, and she is frustrated.
8. Blood and gore cover the harpy's face and torso as she "tenderises" a corpse with a heavy oaken club.
9. The harpy is lying in wait for intruders—a sixth sense alerted her to the presence of approaching victims—and she can't wait to meet them.
10. The harpy is out hunting. She arrives home a few minutes after the party reach her nest.

## 3: MAJOR LAIR FEATURE

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1. A thick layer of slime and congealed bodily fluids covers the floor. The smell is revolting.
2. Piles of dry offal and excrement cover the ground.
3. Dried splats of unidentifiable substances glue shards of a broken mirror to the nest's walls.
4. Piles of rubble are heaped about the nest. Some are unstable, and the harpy tries to lure its enemies atop these piles so that they collapse.
5. Two mostly eaten humanoid bodies lie against one wall. The harpy's foul-smelling excrement covers the remains.
6. A pool of foul, dirty water fills the most accessible part of the lair. The harpy dwells on a broad and dry stone ledge beyond.
7. A teetering pile of boulders looms over the nest. A strong character—or perhaps the harpy—could push the stones over to crush enemies caught beneath.
8. Wall decorations of splintered bones and smashed skulls decorate the lair. (A few hide secret niches where the harpy keeps her choicest treasures).
9. Several bushes of ill aspect struggle up from the muck in one corner of the nest. Their branches are heavy with tiny red, foul-tasting berries.
10. Densely woven branches, twigs and so on comprise the nest's walls. The walls are dry and catch fire easily.

### 4: MINOR LAIR FEATURE

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1. The heavy stench of death and decay hangs in the air.
2. The skulls of two of the harpy's victims—incongruously clean and polished—fill a small wall niche.
3. Viscous sludge and slime fills several small indentations in the floor.
4. A cracked mirror leans drunkenly against a wall.
5. A frenzy of scratch and claw marks, hinting at the harpy's unbridged hunger, mar the walls and floor.
6. Piles of mouldering equipment—pushed up against the walls—add to the feel of decay and death permeating the whole nest.
7. Water oozes up from cracks in the floor turning the harpy's excrement into a cloying, noxious mud.
8. Many sharpened twigs and branches stick out of the nest's walls. Those getting too close could suffer nasty scratches (and perhaps catch a disease as the harpy has coated them with her excrement).
9. A neat pile of bones fills one corner of the nest. A small niche within holds a single, mottled yellow egg.
10. A depression in the centre of the floor holds four eggs. Three are yet intact; the fourth is cracked and broken. A tiny harpy's decaying remains lie within.

## 5: HАРY'S APPEARANCE

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1. The harpy has beautiful red and blue plumage. She stands out from typical examples of its brethren.
2. Wearing a thick leather belt weighted down with all manner of pouches the harpy has a strange air of civilisation about her.
3. The harpy has a wickedly curved black and yellow beak, and matching plumage.
4. The harpy has only one eye—an empty socket is all that remains of the other. She seems to be perpetually squinting, and has a reduced field of vision.
5. Jet black plumage gives this harpy a sinister air, and helps her hide in shadows.
6. The harpy sings in a piercing, high-pitched warbling falsetto completely at odds with her savage appearance.
7. A multitude of livid red scars cover the harpy's face and shoulders. One wing is particularly ragged as if something has torn a handful of feathers away.
8. The harpy has brightly-hued plumage akin to that of a parrot. Her baleful red-rimmed eyes blaze with a particularly intense, unwholesome hunger.
9. With the torso of a beautiful and shapely woman only the harpy's look of cruel, atavistic longing mars her beautiful face.
10. Blessed with a shock of luscious jet black hair this harpy wears it long over her face and shoulders. Small chunks of bone woven into her hair clack as she moves.



## 6: TREASURE

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1. Stained with soot and smeared grime, this brass incense burner wobbles when stood upright.
2. Covered in dried mud and other unidentifiable things, this dirty wooden statuette of a unicorn is exquisitely detailed. Sadly, the unicorn's horn has snapped off.
3. This small iron figurine of a stalking wolf once had tiny red garnets for eyes, but they are long gone.
4. This beautifully stained lute needs tuning but is in surprisingly good condition.
5. This large pair of brass tailor's scissors needs sharpening but is otherwise in useable condition.
6. A small iron key dangles from the remains of a slender and supple silver chain.
7. Several long scratches mar this small wooden shield decorated with a rearing wyvern sigil.
8. A small locket—with a broken clasp—contains a lewd picture of a partially clothed elven maid. The picture is exquisite, but needs cleaning.
9. Four silver arrows fill a brown leather quiver missing its strap. The arrows are sharp and well-balanced.
10. A thick sheaf of songs fills a rigid leather folio. Although the folio is tied shut, some of the pages have suffered water damage.

## 7: TRINKETS & TRASH

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1. One bent and rusty iron spike missing its tip has been rammed into the nest's wall.
2. This thick bundle of firewood is tied together with several lengths of red twine. The wood is exceptionally dry and burns quickly.
3. Dried blood coats the inside of this badly dented iron pot helmet.
4. This cracked iron hip flask is missing its stopper. Sadly, it's empty as well!
5. The shards of a broken sword blade lie among the harpy's treasures and trash. Incautious characters might cut themselves as they search for treasure.
6. This torn voluminous red-hued woollen hood is the kind worn by peasants to ward off the cold or hide their face.
7. Empty of wealth, this bloody leather wallet is almost rent in twain. It has the flowery initials J.S. monogrammed on one corner.
8. This eye-catching iron belt buckle has a grinning skull design. A torn shred of leather hangs from one side.
9. This well-made oaken coffer misses its lid. The coffer's wood is now horribly stained and smells suspiciously of dried urine.
10. A rotting sack holding mouldy lentils lies forgotten under a pile of loose logs. The lentils are inedible.

## HILL GIANT'S STEADING

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The monstrous hill giants lurk in the rough uplands clustering closely in on civilisation. These savage and stupid raiders prey upon anyone entering their realm.

### 1: OUTSIDE THE LAIR

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1. Smashed and discarded sheep carcasses line the path. All have suffered massive (fatal) blunt traumas.
2. Snapped branches and boughs, broken off by the giants' clumsy passage, litter the fringes of the path.
3. The skeletal legs of a human-sized humanoid protrude from under a large boulder.
4. The stench of rotting meat, and the cacophony of hundreds of buzzing flies, fill the air.
5. Long-horned cow skulls adorn the steading's solid timber doors.
6. The jagged stumps of shattered trees stand in a line in front of a boulder filling a shallow impact crater.
7. Several gigantic fingers rot on the ground next to a massive bone-spiked club. Birds pick at the remains and fly away if approached.
8. A thrown boulder has collapsed a bank onto the path creating an area of unstable loose earth and stone.
9. A flight of simple muddy steps, each two feet high, have been stomped into the side of a low rise.
10. Boulders, placed by the giants as stepping stones, cross a stagnant bog.

### 2: WHAT'S GOING ON?

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1. A female giant messily butchers a horse carcass while singing a raiding song in a broken voice.
2. Two scrawny wolf-dogs fight noisily over a bloody scrap of horse hide.
3. A rotund giant wearing a cowhide apron ponders how to fix a broken oversized table. A set of large hammers and oversized iron nails lie nearby.
4. Two giants glare at each other as they sort through barrels of muddy vegetables.
5. A lanky giant precariously balances on a wobbly pile of logs as he repairs the turf on the steading's roof.
6. Three giants hurl spear-like lengths of tree trunks at the corpse of a wyvern embedded in an earthy bank.
7. A young giant throws food scraps to a group of boars grunting noisily in a makeshift pen.
8. An old giant industriously hollows out a hunting horn. A large flask of ale or wine stands nearby.
9. Rats swarm over a barrel of rotting bones and meat.
10. An old female giant carries a bucket to the palisade before throwing its foul contents into the shallow moat.

## 3: MAJOR LAIR FEATURES

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1. Earth and stone fill the gaps between the steading's external walls of rough-cut tree trunks. These thick walls provide good insulation and deaden sounds.
2. Thick logs from the palisade have collapsed under the weight of the earth behind them, creating a breach in the steading's defences.
3. A narrow wooden ladder leads up to a rickety watchtower overlooking the walls.
4. A ramshackle door made of logs and rough timber hangs askew on a single gigantic rusty hinge. As the door moves in the breeze, the hinge squeals.
5. Turf from the roof has fallen into the steading, creating filthy puddles of rain and mud.
6. A pit filled with discarded bones and other foul substances pierces the earth. The stench downwind from the pit is impressive.
7. Rotting corpses and faeces float on the surface of a crude stake-filled moat. Anyone swimming in the moat may catch a horrible disease. Packs of large rats lair in the moat's banks.
8. The rotting timbers of a low building stand stark against the sky. When it is breezy, the ruin seems to moan and whistle as the wind blows through its timber walls.
9. A cart, with its wheels tied together, serves as a dining table; it is laden with meat and mugs of beer.
10. Huge heavy logs, used as chairs and benches, litter the steading's rooms.

## 4: MINOR LAIR FEATURES

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1. Heavy stones and sharp logs are stacked haphazardly about the steading, ready to be thrown at intruders.
2. Rotting bodies of unruly slaves and past victims hang from the steading's palisade on thick ropes.
3. Stones and timber are piled atop each other ready to be sent tumbling down onto enemies.
4. An old spinning wheel has been altered to be used by oversized giant feet.
5. Bones and skulls threaded onto sinew make a noisy rattling curtain across a door. It is virtually impossible to pass through the grisly barrier silently.
6. Humanoid skulls, filled with beer, stand on a table in preparation for a revel.
7. A sturdy wooden cage contains a child's skeleton. The cage hangs from the room's rafters by a stout rope.
8. Rancid furs, hides and rags, used as makeshift carpets, cover the floors and soak up the rainwater and mud. They uniformly stink.
9. A pile of carefully stacked heavy timber for the steading's log walls fills a corner.
10. Bone wind chimes decorate the palisade.

## 5: HILL GIANT'S APPEARANCE

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1. The wobbling belly of this podgy and stinking giant hangs below his rough hide armour.
2. This ancient yet powerful-looking female giant has lank, greasy hair and wears rotting furs. She also wears an impressive bear-head hat.
3. Bald apart from grey tufts over and around his ears, this giant constantly pulls nervously at his tangled beard.
4. Larger and more powerful than his kin, this giant is cursed with an impressively moronic intelligence level—even for a giant.
5. This giant wears a grisly necklace of rotting heads that drip gore down its chest. Sometimes he dips his fingers in the gore and then licks them clean. He is foul, even for a giant.
6. Leaning heavily on a twisted walking stick, this giant's bone fetishes and bracelets rattle as he limps about.
7. Wearing thick furs and mismatched armour, this one-eyed giant armed with a huge spear and clad in dull grey chain amour is ever vigilant for intruders.
8. Shredded rags and furs leave little to the imagination about these rotund giant twin sisters. They wield huge spiked clubs in battle.
9. A plough blade tied to a tree trunk and a shield made from a stout door comprise this giant's armament.
10. In comical imitation of a nobleman's finery, hundreds of rabbit furs comprise this lanky giant's thick, mouldering cloak. He also wears a crudely-forged iron chain around his neck that jangles as he moves.



## 6: TREASURE

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1. A magical staff hidden under layers of rags and sinew is used as a walking stick by an elderly giant. The giant is unaware of the staff's magic powers.
2. The giants use this heavy dwarven axe to chop wood. It leans against a pile of firewood.
3. Faeces cover the lower portion of this large silver-edged mirror, giving anyone looking into it the appearance of having a filthy beard.
4. The giants use this filthy, rotting wedding dress embroidered with hundreds of tiny pearls as a dishrag. Although the dress is hopelessly ruined, the pearls are still valuable.
5. Hanging over the door to the pig pen, this grey-green elven cloak serves as a makeshift door.
6. A wickedly sharp short sword is embedded into a haunch of over-cooked boar, like a carving knife.
7. The abuse and filth of many years' use cover this once exquisite set of battered pans and cook's knives.
8. A giant wields these twin longswords with dragon-shaped hilts two-handed as short swords.
9. This magically shrinking boar hide belt decorated with long tusks bestows a giant's strength on its wearer.
10. A long, hollow tusklike tooth taken from a woolly mammoth serves as the giant chieftain's drinking horn. Silver and gold wire is wrapped haphazardly around the long, curved horn.

## 7: TRINKETS & TRASH

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1. A rusted breastplate hangs by the gate as an alarm bell. A warhammer sized for a human lies nearby.
2. An upturned wooden shield serves as a shallow serving bowl for bread, meat and the like.
3. Several ruined suits of leather armour thrown in a shadowy corner are home to a family of giant rats.
4. A once fine club of cow horn is now nothing but a chew toy for the giant's pets.
5. A leather boot hangs from a wall; a skeletal bird's remains are tucked away inside.
6. Several chipped and defaced wooden holy symbols act as tokens for one of the giant's simple games.
7. Upturned knights' helms—all somewhat battered and rusty—serve as plant pots for various weeds and herbs.
8. Lice-ridden sheepskins and other furs rot under a rough wooden table.
9. A large set of huge teeth from giants and wolves are lined up across a table in strange groups of roughly equal size.
10. A collection of twisted and mangled rapiers serve as skewers for the giants' fires.

## HIPPOGRIFFS' NEST

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Nesting in remote spots far from civilisation, hippogriffs mate for life. They have magical origins and are fierce fighters. For all intents and purposes, hippogriffs appear to be a cross between an eagle and a horse.

### 1: OUTSIDE THE LAIR

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1. Steep cliffs and jagged, knife-like ridges dominate the area around the hippogriffs' nest.
2. A crumbling cliff and deep ravine make approaching the nest difficult and dangerous.
3. Splintered bones and splotches of dried blood—the hippogriffs' leavings—dot the nest's environs.
4. Dark clouds hang low in the sky, and a heavy mist coils about the nest and its environs.
5. The nest fills the space below a protruding overhang of dark grey rock shaped a bit like a nose. The space is sheltered from the elements.
6. The rotting, wind-battered remnants of a smaller nest fill a ledge further down the crumbling cliff.
7. An old rope—green with moss and damp to the touch—dangles from a rusting iron spire hammered high up into this near-vertical wall of grey stone.
8. The terrain around the nest is rugged and broken; there is little tree cover.
9. Strong winds buffet the nest's environs; only large creatures, or those using powerful magics, can negotiate the area safely.
10. Twisting paths lead up toward the nest's general vicinity.

### 2: WHAT'S GOING ON?

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1. One of the nest's occupants is away hunting; the other sits on a pair of eggs.
2. Two hippogriffs slumber in the nest; they are alert, however, and are not easily surprised.
3. The adult hippogriffs wheel and circle in the air above the nest. They almost certainly spot any non-invisible characters approaching their home.
4. Both the hippogriffs are hunting; the nest is empty.
5. One of the hippogriffs has just returned with a goat carcass for its young. The young mewl shrilly in anticipation of their imminent feeding.
6. The hippogriffs have brought a live goat for their young to kill and eat.
7. The hippogriffs return to their nest ten minutes after the characters arrive.
8. The hippogriffs are preening and grooming each other.
9. Two broken eggs and a disembowelled, part-eaten hippogriff lie in the nest.
10. The nest is abandoned.

## 3: MAJOR LAIR FEATURES

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1. The nest's woven wooden walls are thick and well-made. Virtually no wind enters the nest through them.
2. The nest stands hard against a deep, crumbling precipice. It is well made, though, and in no danger of falling into the abyss below.
3. The nest fills the entrance to a large cave, which the hippogriffs also use: bones, bits of wood and broken equipment cover the floor.
4. The nest stands upon an upthrust pinnacle of wind-blasted stone. From here, the hippogriffs have incredible views of the surroundings.
5. The hippogriffs nest on the roof of an abandoned watchtower; they do not use the rest of the tower.
6. The area in the nest's immediate environs is susceptible to lightning strikes; the nest, however, insulates the hippogriffs. Characters approaching the nest in a storm might not be so lucky.
7. Hill giants once claimed this area but were slain by adventurers long ago. The hippogriffs dwell in the crumbling remnant of their great steading.
8. The nest is in a precarious position; the next major storm will likely destroy it.
9. The hippogriffs nest on an exposed ridge amid the skeletal remains of an immense dragon. The nest fills much of the beast's ribcage, and the hippogriffs have woven bits of wood and suchlike around the rib bones. It is snug and warm inside.
10. The hippogriffs nest in the boughs of an immense, 200-foot-tall fir tree.

## 4: MINOR LAIR FEATURES

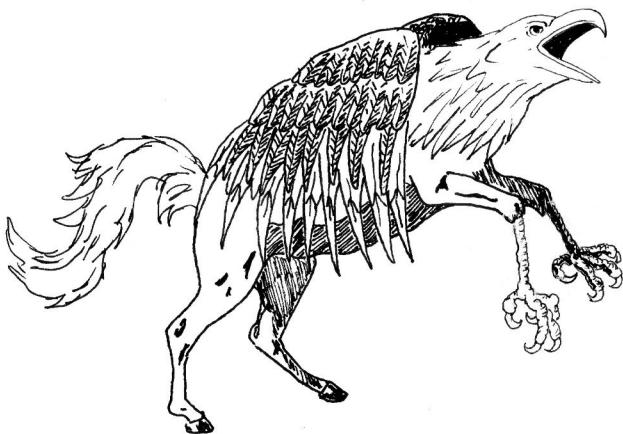
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1. Two large, mottled white eggs nestle against one another at the bottom of the nest.
2. A smattering of feathers stirs in the faint breeze penetrating the nest's woven walls.
3. Dirty puddles of water dot the floor of the nest.
4. The small nest is cramped and barely big enough for two adult hippogriffs.
5. The hippogriffs have used wood and the bones of their many victims to form the nest's walls.
6. A smattering of dung, hair and feathers litter the ground around the nest.
7. Part of the nest's walls has weakened, and it collapses easily with the least provocation.
8. The hippogriffs use old cloaks, scraps of cloth and so on as a soft bed for their eggs.
9. Part of the nest is scorched and burnt as if it has been subjected to a powerful fire spell.
10. The nest is actually three interconnected nests built over the years by the hippogriffs.

## 5: HIPPOGRIFF'S APPEARANCE

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1. This winged horse has the wings and head of a majestic, gigantic eagle. Its yellow beak is curved and sharp—as are the talons on its forelegs.
2. This eagle-headed winged horse has an almost human-like cast to its features. Its unblinking, unafraid eyes regard the characters.
3. With a mottled black-and-white body and greyish wings, this powerfully muscled eagle-headed horse has the look of a savage predator.
4. Dried blood mars a jagged slash on this noble-looking winged horse's chest. Pain clouds the creature's eyes.
5. Scars cross-cross this eagle-horse hybrid's body, and the edge of its left wing is somewhat ragged. It looks like it has been in a fight recently—one it barely survived.
6. Scars crisscross the body and head of this horse-eagle hybrid. The magnificent beast has a wingspan of at least 20 feet.
7. With a mottled grey and black body and a white eagle's head, yellow talons and claws, this large predator exudes atavistic energy—and hunger.
8. A deep cut on this creature's left flank oozes blood. The wound seems infected and looks inflamed. One of the horse-creature's wings droops, and pain fills its eyes. Dried blood covers its yellow beak.
9. The pure white eagle head of this winged horse contrasts starkly with its jet-black body. Its four legs end in curled yellow talons, clearly powerful enough to tear apart a giant!
10. Resplendent with a plumage reminiscent of a parrot, this winged, bird-headed horse creature glimmers in the light. A look of wisdom—and hunger—fills its eyes, and when it speaks, it utters words in the Common tongue!



## 6: TREASURE

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1. A large grey and white egg—mere days away from hatching—lies at the centre of the nest.
2. The hilt of a gleaming two-handed sword juts through the nest's wall. The blade emits a soft glow.
3. Although bloody, this scarlet traveller's cloak is in excellent condition. An inner pocket contains a map of the environs protected by a leather wrap. The map shows several ruins lurking further into the wilderness.
4. Several pristine hippogriff feathers hang from the nest's walls; they would make excellent quills for a wizard planning to scribe magic scrolls.
5. Mundane, non-edible items mostly fill this good-quality leather backpack. A pouch hidden at the bottom of the pack holds a handful of platinum coins.
6. Hidden in the nest wall, this slender javelin has a super-hard steel tip. It is enchanted to fly twice as far as a normal javelin.
7. A silver earring, hidden by a pile of bones, is set with a small glimmering red translucent stone—a ruby!
8. This small leather cube is the stored form of an enchanted tent. A command word causes the tent to spring forth fully erect. The tent is spacious and proof against all normal weather up to, but not including, hurricane-strength winds.
9. Wisps of steam rise from this jet-black dagger.
10. This pouch holds a few silver coins—and a handful of platinum coins minted on both sides with the profile of a dwarven monarch.

## 7: TRINKETS & TRASH

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1. A deep pile of rotting and rusting equipment lies about the nest. Sharp edges within may injure an incautious character searching for treasure.
2. The skeletal remains of a horse yet wear a torn and slashed leather saddle of once fine make.
3. The end of a jagged spear haft juts from the nest wall; clumps of fur and feathers cling to the surrounding wall.
4. A steel breastplate, punctured by a hippogriff's talons, still holds the rotting remains of its last owner.
5. A blood-drenched saddle lies upended at the bottom of the nest. One of its stirrups is missing.
6. The jagged shards of an egg lie scattered about the bottom of the nest. Unwary explorers may cut their ankles on the thick shards.
7. This saddle has both stirrups attached; one of the stirrups still holds a knee-high leather boot.
8. The shredded remnant of a black banner decorated with a blazing yellow sun is woven into nest walls.
9. Sharp twigs and branches jut from the nest walls.
10. Bones—pitted and broken—fill the bottom of the nest.

## HOBGOBLIN WAR CAMP

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Vicious, warlike and mercenary hobgoblins set up their military-style camps almost anywhere. The camps are not just their home but also the springboard for their campaigns.

### 1: OUTSIDE THE LAIR

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1. Tracks leading off from the path have been deliberately blocked up.
2. Ambush spots have been cleared in the camp's vicinity.
3. Tracks on the main trail leading to the camp show the hobgoblins marching in two files with perfect precision.
4. A cleverly concealed hide has been set up with a perfect view of the path. Any scouts posted here avoid a fight and instead retreat to warn the camp of intruders.
5. Discarded at a tree's base lie several broken or blunt weapons too useless for the hobgoblins to use.
6. Hundreds of tree stumps litter the area; the camp's sentries have excellent fields of vision, and sneaking up on the camp is difficult without magical aid.
7. Vegetation and trees have strategically been cleared so the main approach to the camp can be seen more easily and so attackers are funnelled into a kill zone.
8. Shoddily clad female hobgoblins forage in the short grass outside the fort for mushrooms and berries.
9. The grunts and growls of large creatures emanate from a barn; what horrific war mounts are stabled within?
10. Battle pennants adorned with bone embellishments hang beside the camp's main gates.

### 2: WHAT'S GOING ON?

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1. A black-armoured sergeant yells orders at a patrol as it prepares to leave the fort.
2. Several trainees are being punished for poor discipline.
3. Hammering echoes through the air as an old guard puts rivets into a spare suit of armour.
4. A leatherworker prepares skinning solutions, stinking out the camp with the stench of hemlock and pine.
5. A scout from another camp brings news; he is halted outside the gates at arrow point and questioned.
6. A patrol carries a huge dead bear back to camp.
7. Teams of hobgoblins cut down tall trees, strip them down and carry them to the ever growing camp walls.
8. Instructors chase gangly youths around a rocky training course, several times each day.
9. Two archers on the walls begin competing to hit a target several hundred feet away.
10. A hobgoblin scout, and his gangly apprentice, return to camp with a bundle of freshly skinned wolf pelts.

## 3: MAJOR LAIR FEATURES

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1. Hanging hides and barrels of soaking leathers fill a small wood and slate shelter.
2. Small-metal working tools and a wood-lit forge shows where the warriors repair their armour and weapons.
3. A broken trebuchet stands ominously overlooking the camp's main approach.
4. Fenced off with wooden panels and staked chains is a large ordered area filled with tents set in ordered regimented lines.
5. Hundreds of flags, dented shields and strips of cloth decorate the captain's longhouse; these are trophies from his storied career.
6. Four blocky wooden towers rise from the corners of the camp, providing protection and a clear view of the area.
7. Long racks of hides stand drying next to a fire-pit. On the fire, a cauldron containing bone and hooves bubbles furiously into greasy foul-smelling glue.
8. Sturdy low wooden walls interspersed with sharp stakes break up the interior of the fort in case attackers get inside. Each area has stores of spare weapons and ammunition ready for action.
9. A large tent of horse hide and logs houses the tribe's slaves and prisoners.
10. Metal posts embedded in skulls form the pillared front of a shaman's foul-smelling lodge.

### 4: MINOR LAIR FEATURES

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1. Leather dyes and preserves have formed a stinking pool surrounded by black toadstools.
2. Hanging carcasses of sheep and so on are littered around in various states of butchery and skinning. The stench of meat and blood fills the air.
3. Grindstones all around the camp see constant use by passing warriors and punished trainees.
4. Built on a wooden platform next to the soldiers' tents the sergeants' hut overlooks their charges.
5. Displayed in the centre of the camp are sealed barrels containing the drowned remains of failed recruits.
6. Barrels of spears and swords, and boxes of arrows stand at strategic points around the camp.
7. Heavy rocks are stored atop the walkways, ready to drop on attackers. Some sharper ones are tainted with dung.
8. Barrels of herbs and barley are stacked against a wall; there they slowly ferment into foul tasting beer.
9. Mangled corpses of prisoners tied to stakes are used by trainees for weapon practice.
10. No crops or plants are cultivated or animals kept as livestock, within the camp's bounds.

## 5: HOBGOBLIN'S APPEARANCE

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1. The captain of the camp towers over his charges, in red-enameled plate armour and shield.
2. Wearing various shades of purple and red to define her rank the tribe's shaman wanders the camp looking for weakness to punish.
3. This female warrior stands tall, her skin covered in scars gained fighting for her high status.
4. A large burn-scarred hobgoblin wearing leathers fusses at the straps of their armour.
5. This terribly thin and dishevelled female hobgoblin seems weighed down by her heavy armour.
6. A grey-skinned hobgoblin wearing ragged clothing swaths himself in a heavy cloak.
7. Terrifying tattoos swirl and dance on the dyed skin of this immensely fat hobgoblin.
8. Six mummified fingers adorn the belt of this specially trained mage-hunting archer.
9. Wearing a mask of elf skin this lanky hobgoblin carries a short stabbing spear in each hand.
10. A gleamingly white elf skull tops this hobgoblin warrior's iron helm.



## 6: TREASURE

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1. Dried ears and strings of finger bones adorn this bow of elven craft. The treated and tanned skin of an elven princess covers the bow's matching quiver.
2. This plate armour sized for a dwarf, although dented and battered, remains serviceable.
3. This small collection of children's toys depicts various types of siege engines; all work like their larger brethren.
4. Rivets, buttons and rings for armour fill several sacks.
5. A well oiled suit of dwarven chain fills a stout chest. The name of the deceased owner's clan is scribbled roughly on a piece of bloody paper hidden inside the armour.
6. This rare book of hobgoblin poetry describing honour in battle and the vileness of elves is worth a fortune to a collector or sage.
7. These two daggers are a matched pair designed to be wielded together. Each is plain, wholly without adornment and wickedly sharp.
8. This quiver of arrows is fletched with colourful and distinctive red, blue and yellow feathers.
9. A worn leather map depicts the surrounding area and marks several secret paths used by the hobgoblins.
10. Small-metal working tools of exceptional quality fill a beautifully carved wooden box.

## 7: TRINKETS & TRASH

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1. A short sword is wrapped in cloth and wedged into a hiding place.
2. Badges of human mercenary companies adorn the armour of some hobgoblins.
3. This hatchet has dozens of marks scratched into its hilt; perhaps each mark records a kill made by the owner.
4. Poisonous mushrooms and plants used for dying fill clay containers standing next to wineskins.
5. Skulls leer down at intruders from niches in the walls. When the wind blows, the skulls seem to whisper.
6. This filthy leather case contains needles, thread and salves to treat wounds.
7. This curved horn comes from some kind of strange beast. The horn is slightly cracked and produces an odd, slightly comical warbling sound.
8. Pike-heads fill this wooden box.
9. The beginnings of a battle-verse written in plain and severe block capitals covers this scrap of paper.
10. This oak framed portrait of an elven lord has been defiled and used for archery practice.

## HYDRA'S DEN

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Sometimes ice-spitting or fire-breathing but always head-regenerating nightmares of bedtime stories and epic quests, the hydra is a challenge for any band of heroes.

### 1: OUTSIDE THE LAIR

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1. Plate-sized scales from the hydra's hide dot the ground outside the lair. Some are broken and dented; others are weather-worn.
2. Alternating banked furrows in the earth, like the passage of a sidewinder snake, mar the ground.
3. Broken branches and sharp rocks hold shredded traces of shed hydra-skin.
4. Large pellets of rank dung containing crushed bones cover the ground.
5. Heavy tracks—like someone dragged a sack across the ground—drift from side to side of the path.
6. Embedded in a tree is a long, hollow spike—one of the hydra's many teeth that missed its prey.
7. The strange smell of cucumbers and musk fills the air.
8. Spiralling patterns of crushed bark show the hydra's slithering passage through the trees.
9. The eerie hissing of thousands of snakes, coming from an indefinable source, fills the air.
10. Polluted puddles of rancid water litter the area. Some are quite deep.

### 2: WHAT'S GOING ON?

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1. The hydra lies coiled in the sun, its many heads watching in different directions for intruders (and its next meal).
2. The hydra's many heads snap and pull at the shredded carcass of a huge bull. Blood spatter covers the ground, and the sound of crunching bones fills the air.
3. The hydra's long, sinuous necks coil protectively around a stone statue of a warrior of old.
4. Buried deep in the loose, sandy earth, the hydra leaves its heads just above the surface to spot prey. At the sight of prey, it bursts forth.
5. Like tangled vines, the hydra is coiled around the branches and trunk of a huge tree.
6. The hydra claws repeatedly at a sharp bone stuck between the teeth of one of its many heads. It is distracted and may not immediately notice intruders.
7. The monstrous hydra wallows in a small pond; its heads sway above the water like dancing serpents.
8. The hydra crushes rocks and trees to make its nest.
9. Flicking its many tongues, the hydra scents the air; it knows prey is near.
10. The hydra slumbers, digesting its last meal.

## 3: MAJOR LAIR FEATURES

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1. The sunken ruin of an ancient toppled tower lies throughout much of the hydra's lair.
2. Tall stone pillars of olden artifice provide cover for the hydra's body while its heads strike at foes. Some of the pillars bear worn carvings of an ancient people clad in outlandish animal costumes.
3. The hydra's wild motion throws up clouds of choking dust from deep drifts scattered throughout the lair. The clouds are so thick they may even provide concealment.
4. Pools of thick, glutinous mud, filled with diseased water, dot the lair. In some places, the mud is equivalent to quicksand and may be deep enough to drown man-sized and smaller creatures.
5. Hundreds of splintered tree stumps litter the area.
6. Deep furrows filled with water mar the ground.
7. Teetering piles of rocks and gravel collapse onto opponents as the hydra battles intruders. The sound of falling rocks may draw other predators to the battle.
8. Pits filled with hundreds of small serpents strangely attracted to the lair of their larger cousin dot parts of the lair. Sometimes, the hydra casts unwanted carcasses into the pits.
9. Tall trees festooned with low-hanging branches provide much cover for the lurking hydra.
10. A broken wagon surrounded by bones, splashes of dried blood and broken, rusting equipment holds the hydra's treasure. Although the hydra is not particularly clever it knows that much two-legged prey values shiny things, and so the treasure is positioned prominently.

## 4: MINOR LAIR FEATURES

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1. A huge lizard carcass the hydra hasn't eaten yet lies broken on the floor.
2. A massive elk skeleton, complete with huge antlers, lies draped over a boulder. Its back has been broken, and huge bite marks mar its neck and shoulders.
3. Amongst the many puddles lurks a deep, water-filled pit.
4. Shed skin dangles from trees and rocks; the skin billows like paper ghosts in the stinking air.
5. Crusty, foul-smelling growths mark the rocks where the hydra's blood has been spilt.
6. Strangely, a mass of hydra scales fills a crack in a large, sundered boulder.
7. Crushed hydra eggs lie scattered about the lair.
8. The rotting bodies of the hydra's prey are wedged beneath the roots and rocks in the pools around the lair.
9. The rotting body of a large toad lies in a shallow, fetid pool of muddy water.
10. A tangled patch of horsehair, faeces and slime covers a small pit.

## 5: HYDRA'S APPEARANCE

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1. Hissing cobra heads writhe sinuously atop this black-and red-scaled hydra's body.
2. Concealed below the surface of a deep pool, this crocodilian hydra scans the area with a single head. This hydra has webbed clawed feet
3. A ridge of bright red feather-like ridges erupts from the hydra's head and descends down its many necks.
4. Icy scales of blue cover this mottled white and grey coloured hydra. The stump of a neck juts from among the writhing mass of the hydra's other heads.
5. Thick spike-covered drab brown plates cover the back and heads of this sand-coloured hydra.
6. The thick hide and scales of the hydra change colour like a chameleon as the beast moves around its lair. This hydra can also move surprisingly quietly for a beast of its size and bulk.
7. Bone white crests and thick gills adorn the head of this blue and green shark-headed hydra. A jagged, livid scar runs across much of the beast's chest. The wound is clearly relatively fresh—and poorly healed.
8. Rents and scars cover the mottled hide of this old grey-and brown-skinned hydra.
9. A ridge of black armoured plates covers the spines of this huge orange hydra. The beast's eyes are strange: each head has one red and one orange eye.
10. Scales of bronze and green cover this long sinuous hydra's heads and body.



## 6: TREASURE

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1. The thick coagulated blood of the hydra is sought after by mages making regenerative magic items. The remains of several such mages—and their blood-collected gear—are scattered about the lair.
2. Not as tough as dragon scale, the hide and scales of the hydra can still make beautiful and unique supple armour.
3. This white-feathered arrow carved from the thigh bone of a hydra splits into five arrows when fired. The arrow is useable in the fashion once per day.
4. This small gold ring depicting different coloured enamelled serpents twisting together provides its wearer with potent protection from all manner of venoms and poisons.
5. Leaning against the wall this spear splits into many heads that repeatedly bite its target when used in battle.
6. A long noble's coat of polished hydra hide with buttons carved from fangs lies crumpled on the ground. It is dirty and bloodstained, but otherwise in excellent condition.
7. This large sack holds bloodied hydra teeth; a hydra's tooth can be used as a powerful component in magic used to summon the dead.
8. A golden statuette depicting three horned rams rearing together to butt heads has ruby eyes and horns. It stands on a small silver base.
9. A hydra-shaped ship's figurehead lies among the hydra's other treasures. Carved from fused hydra bones and enamelled with a hydra's blood, the figurehead protects its ship and brings swift travel on journeys.
10. This belt buckle depicts a lone warrior fighting a hydra in front of an erupting volcano. The belt protects its wearer from the constricting grasp of snakes.

## 7: TRINKETS & TRASH

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1. This thin-bladed sword is designed to sever hydra heads but is too flimsy and fragile to be practical.
2. A horned helm lies crushed on the floor. Dried blood and decomposing brain matter coat the inside.
3. This bag holds nothing but worms and toads.
4. Plain golden sand fills this cracked earthen jar. The jar is missing its stopper.
5. A small patch of yellow sheep's wool hangs on the wall. The wool smells strong of urine.
6. This beaten bronze bowl of obviously ancient origin ruins any food placed in it.
7. Crushed arrows fill this mouldy leather quiver.
8. The three shards of a large round bronze shield lie under the other treasures.
9. Several white swan feathers are bound together with a thin black leather cord.
10. The lower half of a longspear's shaft, decorated with carved serpents, has a crack down the centre.

## KOBOLD WARREN

---

Thought of as nothing but pests and scavengers by commoners and adventurers alike, kobolds are cunning masters of ambush and stealth. Intricate traps fill their warrens to welcome foolish intruders daring to invade the kobolds' home.

### 1: OUTSIDE THE LAIR

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1. Wind-chimes of sticks and bones rattle eerily in the gentle breeze.
2. Shallow spike-filled pits litter the sides of the path.
3. Swarms of flies and wasps cover a barrel beside the track. Hundreds of bitter rotting apples lie inside the barrel, which is ready to be rolled down the path.
4. Fist-sized stinking brown puffballs grow in the ground, ready to be thrown.
5. A large blanket suspended over the pathway contains heavy pebbles and sharp glass. Is this a trap or a decoy?
6. A large dog skull has been embellished with shells and sharp sticks to make it look like a dragon's head.
7. A curtain of tangled thorns and briars hangs over the warren's entrance obscuring what lies within.
8. Precariously balanced piles of flat pebbles, topped with broken bottles and shells, dot the way ahead.
9. Rusting chains suspend a heavily spiked log above the warren's entrance.
10. A heavy dirty curtain of interwoven rags, hides and skins covers the warren's entrance; tiny poisoned hooks lurk amongst its folds.

### 2: WHAT'S GOING ON?

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1. Yipping excitedly, the kobold tosses a small wooden ball to a friend. The ball contains a poisonous spider that bites whoever holds it too long.
2. The kobold dips small darts into black, putrid oil.
3. Pulling sharp teeth from its cat skull headdress, this kobold adds them to tiny darts.
4. The kobold meticulously ties a dagger to a long length of wood.
5. Emerges from a tiny crawlspace in the wall, the kobold darts away.
6. Growling menacingly at a fellow, this kobold rip apart a dead rabbit.
7. The kobold carefully milks venom from a yellow and black scorpion into a clay jar.
8. The kobold dribbles disgusting-looking paste onto a long stick embedded with hundreds of thorns.
9. The kobold paints eyes onto small, smooth pebbles with thick berry juice.
10. Piling rocks against the wall, this kobold tries to hide a tiny crawlspace leading into the darkness.

## 3: MAJOR LAIR FEATURES

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1. A many-horned deer skull hangs from the ceiling among a tangle of ropes. (It is filled with stones to make it heavier when it falls).
2. Tiny tunnels and crawlspaces form a maze connecting the warren's main passages.
3. Teeth and claws adorn a large throne of stacked bulette scales. A padded cushion adorns the throne.
4. Two long blood-red banners, covered with symbols of watching eyes and scrawled writing, hang on the walls.
5. A massive wooden effigy of a rearing dragon has its long stick and rag wings spread wide.
6. Warm rocks from a nearby fire are stacked in front of a low crawlspace. (The pile is an egg incubator).
7. Skulls of hundreds of victims, their eyes replaced with painted stones, line the tunnel's walls.
8. Stacked beams of wood and heavy spikes are stored here, ready to help support the tunnelled ceiling.
9. Hundreds of eyes painted in berry juice and charcoal adorn the walls. They are badly done—the kobolds are terrible artists—but they adorn most of the lair's walls.
10. A tangled nest of grass and feathers is filled with the broken shells of head-sized eggs.

### 4: MINOR LAIR FEATURES

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1. A stone bowl contains crushed, powdered eggshells and sour milk. It rests carefully on a small ledge.
2. Two pebbles apparently decorated with painted eyes appear to be inspecting a skull. The pebbles are actually tiny venomous spiders.
3. Tiny flat fungi grow on the walls. The kobolds harvest and dry out the fungus because they can be thrown at enemies. When the fungus hits something, it explodes, covering the target in itchy spores.
4. A shallow pit contains sharp sticks and ashes. The real pit trap is cunningly concealed just beyond it; this is a decoy. Perceptive characters spot a safe path through the sticks and ash.
5. Discarded mining picks and shovels lean against a wall. Sized for kobolds, and blunt, the tools are of little use to human-sized adventurers.
6. Gossamer lines with tiny poisoned hooks hang from the ceiling at human shoulder height.
7. Several clay pots on a shelf contain scorpions ready to be thrown at pesky intruders.
8. This pile of long, thin sticks has lengths of thin cord attached. (These are dangle sticks used to drop insects or poisoned hooks on intruders from above).
9. A wheeled cart with a broken handle lies partially buried under stones and dirt.
10. Several cracked and discarded gnome skulls lie on the ground where the floor meets the wall.

## 5: KOBOLD'S APPEARANCE

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1. Pearly white scales and furs cover the kobold. Consequently, the kobold wears particularly voluminous clothing when sneaking about.
2. The kobold grips an unwieldy staff topped with a large jar of eyeballs in its tiny, clawed hands.
3. The kobold covers its tiny emaciated body in rags and furs. It coughs and looks around with rheumy eyes.
4. Poison drips from the darts held in this kobold's hands. More darts fill the kobold's crude bandoleers.
5. The kobold wears a headdress of feathers and bones and ragged robes of dwarf skin. It hops about from one foot to another and whistles and gibbers in a most unsettling way.
6. Wrapped tightly in filthy rags and bandages, this kobold crawls around the floor muttering to itself.
7. The kobold has scales of black and red that match its polished piece-meal armour.
8. The kobold wears armour of hide and leather with a simple breastplate of tough bark. He stands head and shoulders above his kin.
9. This kobold sits astride a large, emaciated black and white mongrel dog. The dog is the kobold's beloved pet—the only thing he loves in the whole world. The dog—similarly—is devoted to the kobold.
10. A tribal hero, at least in its own mind, this kobold wears a helm decorated with crude feathery wings. He also has a ragged red cape he wears on special occasions.



## 6: TREASURE

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1. This golden ring has a cat's-eye gem in the centre. The jewel glows with a dim orange light, in the dark.
2. Intricate carvings of dragons cover this bone spear. The weapon has a wickedly serrated point.
3. A mummified gnome's hand clutches a carved river pebble, a single eye etched on its side.
4. Amazingly light, this armoured shirt made of hundreds of tiny, iron-hard bright red scales is amazingly flexible but stinks of cinders.
5. A grinning boar skull complete with massive tusks embellishes a sturdy wooden shield.
6. This silver ceremonial lamplighter has a long thin cord attached to the top.
7. This thin wand of bone has a carved roaring dragon's head as its tip. Feathers and bones tied to its length hide a dirty scroll of paper tightly wound about this slender wand. The little bones clack irritatingly against the wand when it is used.
8. Patches depicting eyes and snarling fanged mouths cover this long silk robe of black and gold. The pockets hold several eyeballs.
9. This small pickaxe of iron and silver has a carved and polished bulette's claw as the head. The weapon is superbly balanced and was once used by a gnomish champion of great repute.
10. The obsidian eyes of this painted and gem-studded gnome skull seem to glitter with intelligence. The skull's jaw is wired shut.

## 7: TRINKETS & TRASH

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1. The remains of a stinking black paste coat the inside of this small clay pot.
2. This small stained leather purse contains rusting fishing hooks and several lengths of thin twine.
3. Stones and wood, some painted with eyes, fill this wide, shallow bowl.
4. Several broken eggshells have been crudely painted with dragons and demons.
5. A pouch containing a long tripwire also holds several sharp nails ready to be used in a trap.
6. A sealed glass jar holds a dead spider wrapped up amongst its webs.
7. A desiccated frog hangs to a dangle stick. (Once venomous, the frog's poison is no longer dangerous.)
8. This false map of the warren is designed to lead its reader into dangerous traps.
9. A hidden blade lurks inside this sack; luckily, the weapon's poison has worn off.
10. A broken sword lies under a rock. Poisoned shards of glass are embedded in its haft.

## LAMIA'S LAIR

---

Inheritors of an ancient curse, lamias lurk in the desert's ruined and decayed forsaken places. Hate fills these fast and powerful predators. They work toward the destruction of good-aligned shrines and temples. Many lamias have mystical powers.

### 1: OUTSIDE THE LAIR

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1. Small sand drifts choke a network of ruined stone walls that cover a large swath of the desert.
2. The merciless sun scorches a swath of bare rock. Characters going barefoot burn their feet.
3. A shimmering heatwave and the mirage of a walled and be-towered, but indistinct, city cloaks the lamia's lair.
4. A huge star-shaped dune has partly swallowed the ruins about the lair. Deep shade and chill air often cloak the lair's entrance.
5. A line of lofty stone columns leads to the lair's entrance. Two have fallen and been part-buried by the sand.
6. Once-intricate now sand-blasted carvings decorate the stone around the entrance to the lamia's lair.
7. Strange tracks mar the shifting sands. Some have been blurred into indistinctness, but others provide an important clue about the lamia's form.
8. Huge carven figures decorate a tall cliff. Wide, processional steps lead to a dark archway piercing the bare rock.
9. Three desiccated camel corpses lie in a straggled line. Each camel's reins are tied to a pillar's jagged stump.
10. A vulture perches atop a lofty pillar and eyes the party hungrily as they pass.

### 2: WHAT'S GOING ON?

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1. A sudden gust of wind brings the faint clomp of hooves on bare stone to the party's ears.
2. Screaming issues from the lair. The screaming tails off into a gurgling whimper as the party listen.
3. The lamia is praying to a forgotten demonic god of the wastelands; she is distracted and ignores the party.
4. The lamia is torturing a prisoner; the prisoner's screams cover the sounds of the party's approach.
5. The lamia slumbers, dreaming terrible dreams of destruction, desecration and death.
6. A fell wind blows from the lamia's lair, creating a minor sandstorm in its immediate environs.
7. The lair is silent as if it has been abandoned.
8. The lamia surveys the surrounding wasteland.
9. A bloodied, naked man crawls from the lamia's lair.
10. The lamia is patrolling the surrounding wastes. She does not return until dusk.

## 3: MAJOR LAIR FEATURES

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1. The desert sands have invaded the ruins; deep drifts of fine, loose sand lurk here and there, waiting to entrap incautious explorers.
2. Several stone columns are dangerously unstable. A strong wind or careless climber could topple them.
3. A steep-sided ziggurat stands at the centre of the lair; a black stone altar drenched in dried, sun-baked blood stands atop it.
4. Bones choke a ceremonial pit 40-foot-square of unknown depth.
5. A sky-flung monolith towers over the surrounding ruins; it is of a different type of stone to the rest of the ruins.
6. Hidden sand-choked sinkholes lurk throughout the ruins waiting to collapse under an explorer's feet. The sinkholes link up with the ruin's cellars and dungeons.
7. A dried-up river winds through the ruins. Patches of quicksand yet lurk in shaded portions of its course.
8. Damaged and wind-blurred statues of ancient heroes and gods stand throughout the ruins. The lamia has modified or damaged almost all of them.
9. An oasis stands at the centre of the ruins and lures parched travellers into the lamia's clutches.
10. A colossal slab of rock rises from the centre of the ruins. Four ornate carven archways at the cardinal compass points provide access to cool chambers and passageways riddling the rock.

### 4: MINOR LAIR FEATURES

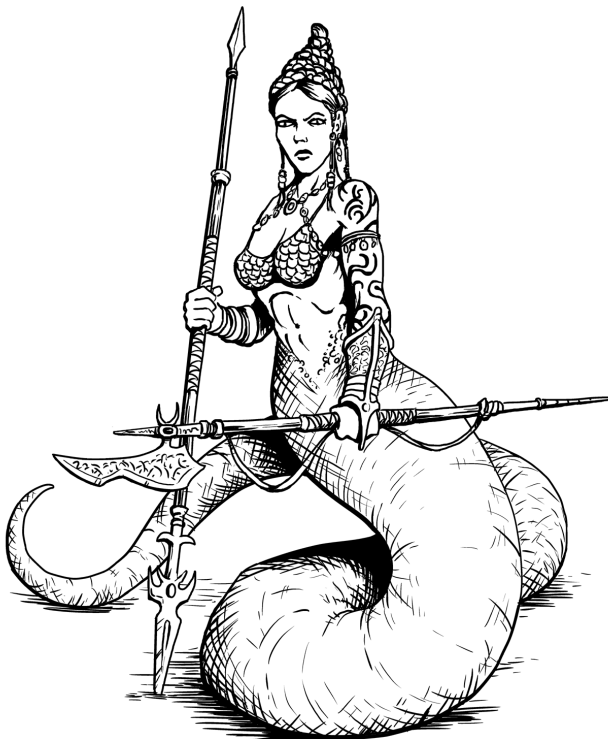
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1. Patches of discoloured, wind-blown sand show where the lamia's victims met their doom.
2. Wind-blurred carvings depict the previous inhabitants of the ruins. Their scattered bones litter the burning sands.
3. Stone blocks—the remains of walls and the like—poke through the ever-shifting sands.
4. Carvings of a blazing sun once decorated the ruins, but the lamia has effaced all obvious examples.
5. The desiccated bodies of many humanoids lie amid the ruins. Repeatedly buried and exhumed by the ever-shifting sands, some of the bodies have useful gear.
6. The lamia's tracks crisscross the sand-covered floor of her lair. They provide a clue as to her form.
7. Part of the lair is south facing; the sand in that portion of the lair is blindingly hot and can burn exposed skin.
8. Sand-choked stairs descend into a cellar mostly filled with sand. The ceiling is only a foot or so high; many venomous snakes lair within.
9. Irregular patches of glass—heat-fused sand—dot the ruins. They flash and shine in the harsh desert light.
10. Vultures and buzzards nest about the ruins in surprisingly large numbers. It is almost like they know much carrion will be found within.

## 5: LAMIA'S APPEARANCE

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1. This lamia wears a voluminous off-white cloak. Her lion-like feet protrude from underneath the cloak's hem.
2. The lamia has black-rimmed, hate-filled eyes; long black hair cascades over her bare shoulders.
3. This lamia has the lower body of a black-feathered vulture. While she lacks wings, she hops about as if trying to take flight.
4. With the powerfully muscled body of a lion, the imperious gaze of a warrior-queen and a profane blade forged from ancient star metal, this lamia screeches an ancient battle hymn as she pounces on her foes.
5. This serpentine lama's sinuous tail ends in a rattle akin to a rattlesnake's.
6. With a stern, implacable demeanour, this lamia only ever smiles or laughs when she is draining a victim of their blood. Dried blood and gore cover her lion-like body. She wears these decorations proudly.
7. Fresh scars barely healed cover this lamia's sunburnt back. She wears a crude bandage around her left arm.
8. Possessed of a stare of frightening intensity and a ragged mop of dark brown hair, this lamia has the air of a madwoman about her.
9. This lamia's tail ends in a short stump. Her upper body is of an old but still vigorous woman. She wears many jangling bangles on her arms.
10. With the lower body of a huge snake and the upper body of a stunningly attractive woman, this lamia slithers about in a strangely seductive fashion.



## 6: TREASURE

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1. A scorchingly hot gold hip flask lies half-buried amid the sand. It is empty but in perfect condition.
2. Hanging in a shaded nook, this heavy wineskin contains fine white wine. It is warm but still delicious.
3. This small statuette depicts an ancient ruler of the ruins; her green eyes—tiny malachites—glimmer in the sun.
4. With ornate scrolling, long reins, and even sumptuous padding, this supple red-leather camel saddle is incredibly comfortable to use.
5. This white silk cloak has several strategically placed vents to cool the wearer. It has a voluminous hood.
6. Crafted from dense but lightweight black wood, this small buckler has the beautifully wrought sigil of a blazing sun carved and painted into its face.
7. Etched with intricate depictions of endless dunes, this sand-polished scimitar glimmers in the sun. It rests in a sheath with long straps so it can be worn down its owner's back.
8. A broken chest holds a small cache of silver and gold coins. One face depicts a soaring tower; the other bears the visage of a cruel-looking man.
9. This supple backpack contains a supply of magically-preserved desert trail rations. The rations include strips of dried meat, dates and small pouches of salt.
10. A utilitarian battleaxe leans against a wall. The axe's haft ends in a tapered iron spike, while its curved head has a hook at one end. The weapon is perfectly balanced.

## 7: TRINKETS & TRASH

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1. A shattered scimitar lies half-buried in the sand. Only a jagged stump of the blade remains, and empty settings stud its pommel.
2. Slashed and bloodstained, this camel saddle is missing its reins.
3. This curved composite bow of beautifully stained cedar wood lacks a string.
4. A heap of dry and desiccated waterskins lies in the shadow of a tumbled stone wall.
5. A jagged rent in the chest ruins this hooded white cloak sized to almost completely cover a human-sized wearer.
6. The shredded remains of a pavilion tent drift disconsolately around the ruins.
7. Arrows lie scattered about the ruin; all are damaged—missing their tips, fletchings—or snapped in half.
8. A skull grins at the characters from a wall niche. Several teeth, once filled with gold, are missing from its jaw.
9. The top half of a spear juts from the sand. Its shaft ends in a jagged end, and its silvery tip is bent over on itself.
10. Shards of glass—the remains of several delicate wine glasses and a decanter glimmer amid the sand.

## LICH'S LABYRINTH

---

Undead spellcasters of superlative power, liches dwell in extensive subterranean labyrinths. As peerless necromancers, they have cheated death through the completion of a lengthy, difficult and blasphemous ritual.

### 1: OUTSIDE THE LAIR

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1. The ground is blasted and blackened, and the vegetation is stunted. A foul, acrid taste hangs in the air. The wind whines like the souls of the damned.
2. A long line of six-foot high columns comprised of magically fused bones leads to the entrance of the labyrinth. A dome of skulls tops each column.
3. An illusion of a dangerously unstable landslide covers the entrance to the lich's labyrinth.
4. A smattering of blackened and splintered bones intermingled with broken and sundered equipment lies scattered throughout the labyrinth's surrounds.
5. The labyrinth radiates an aura anathema to natural animals. No such creatures will approach closer than a half-mile. Familiars and animal companions are immune to this effect.
6. The surrounding terrain is overgrown and no proper trails or paths lead to the labyrinth.
7. Natural light in the lair's surroundings is subdued and the vegetation stunted.
8. Thick, noxious fog, of a most unwholesome mottled yellow and green hue, blankets the surrounding area.
9. Packs of mindless skeletons and zombies prowl the territory around the lair.
10. A trackless dismal swamp surrounds the labyrinth.

### 2: WHAT'S GOING ON?

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1. The sound of fell chanting in an unknown language redolent with power and menace fills the air. The source of the chanting is unclear.
2. A skeletal figure sits upon a throne of bone. Its eyes—nothing but black balls of negative energy—bore into the intruders' souls.
3. A *magic mouth* appears on a wall nearby and merely laughs in the vilest fashion at the characters.
4. A fell wind issues from the labyrinth's entrance. The smell of death hangs heavily in the air.
5. The place is totally silent; nothing stirs.
6. The lich is deep in thought and lost in a book. It is seemingly unaware of the characters.
7. The lich is deep in some form of magical research.
8. The lich is memorising its spells.
9. The lich is aboard in the world when the characters arrive. It returns at an inopportune moment.
10. As 2, 6, 7 or 8 but the "lich" is a decoy animate skeleton.

## 3: MAJOR LAIR FEATURES

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1. A multitude of arcane sigils of esoteric and portentous might decorate the labyrinth's walls. Some may be the trigger for a magical trap.
2. The floor comprises heaped and crushed bones, which gives slightly underfoot. Investigation reveals the crushed bones to be about four-foot deep through the labyrinth. Guardians could lurk within.
3. Animate skeletons ceaselessly patrol the labyrinth. They are no match for powerful characters, but the sound of their destruction may alert the lich.
4. Huge, intricate and strangely beautiful carvings show in styled form the necromancer's path to lichdom.
5. Necrotic energy seeps through the fabric of the world into the labyrinth. Living creatures suffer one point of damage every minute they linger within.
6. The harmless spirits of all those the necromancer slew to achieve lichdom float through the labyrinth.
7. The bones of a mighty gold dragon have been warped and fused by magic into the lich's workbench and altar.
8. Cunningly hidden trapdoors drop unwary intruders into deep pits filled with sharpened, poisoned bones.
9. Globes of magical darkness—some up to 20-foot wide—float randomly about the labyrinth.
10. The labyrinth stands at a nexus of the planes where the barriers are weak. Summoning spells cast within are particularly effective.

## 4: MINOR LAIR FEATURES

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1. Tiny glimmering motes of black and grey dust float through the air. They disintegrate into nothingness when they touch a living being.
2. An air of gloom and depression fills the labyrinth.
3. Wall niches hold carefully—perhaps even artfully—arranged piles of bones. The piles could be decorations or hold a more sinister purpose.
4. Blackened, scorched or pitted sections of the walls and floor show where powerful spells have been unleashed. Many such areas coincide with piles of bones.
5. Strange arcane sigils decorate the labyrinth's hexagonal paving stones.
6. Graffiti scratched into the wall names previous adventurers brave enough to dare the labyrinth.
7. Skulls leer down at intruders from shelves cut into the walls at roughly a human's head height.
8. Several pools dot the labyrinth; their water is foul and sickens any living creature drinking it.
9. Mosaics scattered throughout the labyrinth depict various foul and legendary otherworldly places.
10. A shrill, inhuman and maddeningly monotonous piping fills the air.

## 5: LICH'S APPEARANCE

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1. This corpse is in a remarkable state of preservation—as are its fine accoutrements. Its eyes, however, have been replaced with large, flawless rubies.
2. Wearing a golden diadem studded with precious gems and sable robes of soft black velvet this animate skeleton has an almost regal air.
3. This animate skeleton wears nothing but a thin chain belt. Many pouches, bags and arcane implements hang from the belt.
4. Clad in jet black robes that seem to suck in the light the lich glides about with its feet inches above the floor.
5. A partly decomposed black crow perches on the lich's right shoulder. The pair glare menacingly at intruders.
6. Wisps of long black hair yet cling to this skeleton's skull. The creature wears red and blue robes and clutches an ebon quarterstaff from which hang blue and red ribbons.
7. Mottled black and red lines crisscross the face of this gaunt, near-skeletal man of indeterminate age. He wears black robes embroidered with intertwined silver sigils.
8. This skeleton clutches a curved, serrated dagger. The creature's eyes blaze with unholy malevolence.
9. Clad in nothing but wisps of grey mist the lich radiates an aura of intense cold and fear.
10. Clad in fine, but archaic, robes this lich's bones are blackened as if exposed to an intense fire. Many gold and silver rings glimmer on its bony fingers.



## 6: TREASURE

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1. This thick tome describes in great detail the process required to become a lich. It is, however, a trap; the final crucial step has been horribly warped.
2. This subtranslucent milky white stone—an opal—is the size of a halfling's fist. Its value is immense.
3. This long blank scroll is wrapped around a stubby gold rod. The scroll is of fine quality and ready to accept up to 12 levels of spells.
4. Bound in a silvery hide, this thick, untitled book is the lich's diary. It details events and locales from hundreds of years ago. It contains no magic but has several hand-drawn maps showing the locations of now lost sites.
5. Two vials hold a black, silvery liquid. This is ink crafted from unicorn blood and demon ichor. It is suitable for scroll scribing.
6. This skull-shaped pendant features two small rubies for eyes and reddish white agates for teeth.
7. This ceremonial black iron chain is forged from a kind of metal only found in the Nine Hells.
8. This silver statuette of a curled-up, slumbering dragon is incredibly lifelike. It is slightly warm to the touch and radiates powerful transmutation magic. This is a silver dragon transformed by the lich's magic.
9. This lightweight steel shield bears a blazing sun device.
10. Depicting a succubus in a particularly allure pose, this worn golden statute is clearly ancient. Close examination reveals faint marks on the statuette's base in the language of the Abyss.

## 7: TRINKETS & TRASH

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1. The scorched and torn front cover of a thick tome lies on the floor. Part of its title—*Last Chronicle of*—is legible.
2. Cracks radiate through this small red ruby. If the stone is roughly handled, it falls apart.
3. Faint flames yet cling to the remnants of this sundered longsword. Dried blood covers the weapon's hilt.
4. This heavy steel shield is warped and buckled as if crushed in a giant's grip. It is unusable.
5. Fragments of an overland map lie scattered about the floor. If collected and reassembled they show the labyrinth's location and note where several members of the expedition using the map met their dooms.
6. This framed portrait once depicted the lich as it was in life. The face has been cut out of the picture.
7. A part-melted gold ring with a shattered red gemstone adorns this skeletal hand's little finger.
8. This bronze-headed trident is missing two of its tines.
9. A once fine now ragged and burnt white robe, edged with silver and gold thread, lies on the floor.
10. This overly large silver key ends in a jagged, part-melted stump halfway along its shaft.

## LIZARDFOLK VILLAGE

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The reclusive lizardfolk of the swamps and marshes live their quiet lives far away from humanity. Lizardfolk are averse to intruders and untrusting of strangers; many wanderers have found themselves served up as the tribe's main meal.

### 1: OUTSIDE THE LAIR

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1. Pools of rancid water are scattered around hummocks of reeds and moss.
2. Willow trees hang over the water, their tips brushing its fetid surface.
3. Speared heads surround a small pond of black, stagnant water. Flies swarm about the remains.
4. A thick mire blocks progress. Tangled trees and fallen logs form a makeshift path.
5. Reeds tower on either side of the track. Many are snapped and broken where something large and heavy has forced its way through.
6. Something heavy passing through recently flattened rushes over the path
7. Pools of water dot the mire. Sharpened sticks with attached bones point the way through the muck.
8. Reeds have been cut down and piled beside the path. Whoever did it seems to have forgotten about them.
9. Skull totems and sharpened logs adorn a log bridge over a reed-filled mire.
10. Rushes have been cut and bundled into large stacks.

### 2: WHAT'S GOING ON?

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1. A lizardfolk confers with its fellows as it inspects tracks in the filthy mud before pointing off to the left.
2. The lizardfolk sits on a rock tying feathers to its spear.
3. The lizardfolk is covered in blood from the small boar it is gutting.
4. Looking around warily, the lizardfolk hastily stuffs fungus into a sack before getting up to leave.
5. A lizardfolk levels a long throwing spear at something hidden from view in the mire.
6. The lizardfolk removes a squirming frog from its spear and places it in a small pouch on its belt.
7. A lizardfolk hangs several animal skulls from a branch with a long, tangled chord.
8. A lizardfolk uses a long rope to pull a deer corpse up into a tree. The lizardfolk slips on the mud sending the corpse crashing to the ground.
9. The lizardfolk carefully inspects several rope snares attached to trees.
10. The lizardfolk measures a heavy footprint in the mud against its hand before conferring with its fellows.

## 3: MAJOR LAIR FEATURES

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1. Set high in the stunted trees, hollow bone tubes emit weird moans in the wind.
2. A large tangle of ivy-strangled trees and reeds form a natural archway. Skulls dangle over the well-worn path from rope-like vines.
3. Sharpened stakes, their tips smeared with black filth, form a makeshift barricade.
4. Small huts of rushes and logs perch high above the mire amid the branches of mighty trees.
5. Large stacks of logs and rushes bound a cleared space. It looks like a new hut will be built here soon.
6. Boar skulls adorn the doorways of the larger huts, whilst the skulls of deer and donkey rats decorate the entrances to smaller dwellings.
7. An alligator skin stretches over a wooden frame in front of a hut. The creature's skull is displayed above the door, like a trophy.
8. The back of this long hut looks rotted and ready to collapse under the weight of its thickly-packed reed roof. Several thick trunks have been used to brace the wall.
9. A collection of snakeskins, their skeletons already wrapped around torches on stakes, hang from a long, low drying rack.
10. Crude bowls—some up to three-foot-wide—stand atop flat rocks throughout the village. Closer inspection reveals thick oil fills the bowls.

## 4: MINOR LAIR FEATURES

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1. A wooden stand sits over a small fire pit. Long fish dry in the smoky air.
2. A gaggle of ducks, followed by several ducklings, waddles from a small shelter into a pond.
3. Peat dries on a large rock next to several baskets of logs and tinder.
4. Lines of white animal skulls atop wooden stakes mark the paths through the village. All the skulls have been picked clean by swamp scavengers.
5. Several donkey rats grab swamp apples from a woven basket before running off into the reeds; hissing lizardfolk children give chase.
6. Sharp animal teeth, ready to be hammered into nearby wooden clubs, fill a basket.
7. Several pots of coloured clays and thin reed brushes are arranged neatly by a hut.
8. Painted rocks brushed clear of grime and moss surround a pool of water.
9. Racks of spears and clubs stand in the centre of the village within easy reach in case danger should appear.
10. Half woven reed baskets lie forgotten in the grass.

## 5: LIZARDFOLK'S APPEARANCE

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1. This lizardfolk holds a wicked-looking spear, and a chipped giant turtle shell as a shield. Tribal markings decorate the shield.
2. The lizardfolk wears thick hide armour and skins over its vibrant green skin.
3. A bright red crest runs down the lizardfolk's head and upper spine.
4. Clad in rags adorned with colourful shells and polished bones this lizardfolk also wears the remains of a hemp sack as a hood.
5. The lizardfolk warrior wears a crocodile skull decorated with feathers and thin strips of red and blue paint as a helm. The skull-helmet is slightly oversized; the crocodile must have been huge.
6. Painted white stripes decorate this lizardfolk's dark green body. Across its belly, the lines converge in a smeared swirl.
7. The lizardfolk carries a large basket of rushes piled high with things scavenged from the marsh on its back and a long spear in its hands.
8. A dirty, long-handled carved wooden shovel rests over the lizardfolk's right shoulder. Mud cakes the lizardfolk's legs and splatters its chest.
9. As it moves about, the lizardfolk stumbles and wheezes. It has blistered grey skin and bleary, bloodshot eyes. It does not look well.
10. The lizardfolk wears armour of hide and turtle shells topped with a boar skull as a helm. The boar's skull still has its fangs attached, giving the momentary illusion of the lizardfolk having two mouths.



## 6: TREASURE

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1. This highly polished shield of turtle shell features strange blue glyphs. The shield is light and durable despite its seemingly shoddy construction.
2. Shells dangle from leather thongs twisted around this bone-tipped spear. Rings of blue paint decorate its shaft.
3. This bowl carved from a chunk of solid oak has polished shells affixed to its rim.
4. A well-oiled iron dagger lies on a rock altar like a venerated relic.
5. This suit of hide armour crafted from thick crocodile skin has bone and wood reinforcements. Charms of bone hang from its shoulders.
6. Sharp teeth stud this heavy warclub of dark wood. Crude runes and sigils decorate the scorched surface.
7. This longbow, made from strong and flexible rushes bound together and strung with sinew, has a matching quiver holding six arrows.
8. A smooth piece of curved glass lies next to a firepit. Likely it is used to focus sunlight.
9. A cloak of tailored silk hangs over a door as a makeshift curtain. A pattern of ivy and runes decorates its trim.
10. A rune-covered cast iron cauldron hangs over a large, smouldering firepit; a filthy wooden ladle rests across the pot. The cauldron's foul, stinking contents are still warm, and the faint smell of smoke and cooking meat hangs in the air.

## 7: TRINKETS & TRASH

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1. Several pretty spotted eggshells lie broken in a small carved wood bowl.
2. A sturdy ash pole, as long as a tall lizardfolk, awaits a spear tip.
3. A small pot with a leather top secured with twine holds blue clay paints.
4. A broken basket contains a score or so sharp shards of flint ready to be made into spear tips.
5. The buzzing of flies and the stink of vinegar surround a wicker basket of fermented swamp apples lying beside a collapsed hut.
6. Several torches of reeds drenched in animal fat lie in a haphazard pile.
7. A log table holds numerous clay pots of dried herbs and mushrooms.
8. A fan of long heron feathers embellished with polished stone beads lies on a polished stone.
9. A pile of dried skins is stacked in a large basket, ready to be used.
10. Bird skulls adorn small stick and reed dolls. Hanging from tree branches, the dolls clack together in the wind.

## MAD HERMIT'S HIDEAWAY

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Dwelling alone in the wild places of the world, most hermits consider life's mysteries and live in peace with their surroundings and their occasional visitors. Others are driven mad by their solitude or deep ponderations and pose a deadly threat to those they encounter.

### 1: OUTSIDE THE LAIR

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1. Dense vegetation and undergrowth wards the hideaway's approaches. Two narrow trails wend their way through the fecund growths.
2. Strange sigils and shapes are carved into the trunks of trees, the surface of boulders and so on near the lair.
3. Several hidden pits ward the hideaway, and a false trail leads into them.
4. Cunningly hidden observation posts dot the surroundings. From them, the hermit can watch who dares approach their hideaway.
5. A dozen low, six-foot-long mounds—that look a lot like graves—dot the land around the hideaway.
6. Odd fetishes and wind chimes hang from the trees in the surrounding area.
7. A faint mist covers the ground, and the air is chill.
8. Several wolf and bear hides are staked out on wooden racks to dry in the sun.
9. Odd tracks cover the ground. A perceptive character discovers they are made by a bare-foot humanoid and a dog- or wolf-like creature.
10. A crude wall of felled trees and bramble bushes surrounds the hermit's hideaway.

### 2: WHAT'S GOING ON?

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1. The hideaway is empty; the hermit is out and about.
2. The hermit is cooking a simple meal when the characters arrive and does not immediately notice their visitors.
3. The hermit is cutting up a corpse; blood and gore cover their arms and chest. The body could be that of an animal, or it could be the hermit's last "guest".
4. Deep in slumber, the hermit is unaware of the characters' arrival.
5. Squatting over a spread-out pile of miscellaneous items—perhaps stolen from other travellers—the hermit is muttering to themselves.
6. The hermit, carrying a bucket of water, arrives at the hideaway at the same time as the characters.
7. Industriously wielding a mattock of wood and sharpened bone, the hermit is busy digging a hole.
8. The hermit is singing a weird, crooning lullaby.
9. In a rare good mood, the hermit welcomes their visitors.
10. The hermit has detected the intruders and lurks, ready to attack, in some hidden vantage point.

## 3: MAJOR LAIR FEATURES

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1. The hideaway comprises a massive hollow oak tree and a small cellar dug out below the tree.
2. The hermit is in the process of domesticating two large wolves. The wolves are chained up at the hideaway's entrance. They howl when strangers appear.
3. The hideaway has a chimney; a thin stream of smoke betrays its presence. A small character may be able to climb down the chimney to surprise the hermit.
4. The soot-stained ceiling is low in the hideaway, and several small smouldering fires fill the air with smoke.
5. Dirty blankets hang from pegs on the walls throughout the lair; they hide small crawlspaces the hermit can use to get about.
6. The hideaway benefits from a nearby hidden root cellar. Another similar sunken structure serves as a prison for the hermit's victims.
7. Shallow, covered pits filled with sharpened stakes lurk throughout the hideaway. The hermit tries to lure intruders into the pits.
8. The hermit has a dangerous pet—a bear, wolf, tiger or mountain lion—and it roams freely about the hideaway.
9. The hermit has posed skeletons throughout the lair for company. These are the remains of their prior victims.
10. The hideaway stands above a deeper cave system; a sinkhole connects the two.

## 4: MINOR LAIR FEATURES

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1. Small carved wooden statuettes hang from the ceiling. Most depict various types of animals living in the locality. Others are crude representations of humans.
2. Junk and rubbish—trash left by previous explorers and visitors—lines the hideaway's walls.
3. Graffiti—the product of the hermit's mad ponderations—covers the hideaway's walls.
4. The heady smell of sweat and dirty bodies hangs heavily in the air throughout the hideaway.
5. A small area of disturbed earth is hidden by a spread-out cloak. (A small iron-banded coffer is buried one foot down and might contain the hermit's treasures.)
6. Small shelves filled with odds and ends—much of it worthless junk—hang from the hideaway's walls.
7. When the wind is just right, it blows into the hideaway's entrance creating a disconcerting whining wail.
8. Part-burnt candles and crude torches jut from niches in the hideaway's walls.
9. Wooden planking shores up the walls and ceiling in some areas; the hermit's deranged drawings and graffiti decorate the planks.
10. Water oozes through the ceiling to form a puddle on the floor. The puddle is deep, and the hermit has placed sharpened stakes in it to catch unwary intruders.

## 5: MAD HERMIT'S APPEARANCE

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1. Short, balding and wearing clothes that are little more than dirty rags, this man looks to be a beggar or outcast. He carries a large butcher's knife strapped to his belt.
2. Wearing a filthy bearskin cloak and with mud-encrusted, spiked hair and madness-filled eyes, this woman looks like a danger to herself and others.
3. Looking like an abandoned human child clad in a dirty shift, this halfling scuttles crablike across the floor. Anger and baleful intent seethe in the halfling's eyes.
4. Wearing nothing but a filthy loincloth, this dirty and skinny mud-stained hermit scrabbles about on the floor.
5. This hermit wears a bizarre mishmash of clothes of varying sizes, colours and styles. They are dishevelled and smell terrible.
6. As naked as the day they were born, this hermit is untroubled by the temperature or any sense of modesty.
7. This hermit has a gammy right leg and walks with a kind of shuffling limp.
8. Battered and bruised, this lanky half-orc walks with a stoop. He wears a patched scarlet cloak pulled close about his shoulders.
9. This dwarf's plaited beard is matted with filth, and deep black bags hang heavily under their bloodshot eyes.
10. Enveloped in a shapeless brown threadbare cloak, the person within is completely hidden from sight.



## 6: TREASURE

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1. This filthy, mostly-ruined book is the remnant of a repudiated, blasphemous work describing in lurid detail demonic cults and the like. The surviving text and pictures are quite shocking. Even in this state, the book fragment has considerable value.
2. A dirty pouch holds a small store of silver and copper coins the hermit uses as bribes or a lure.
3. This worn quarterstaff is of hornbeam—an immensely tough wood. It is heavy and finely balanced; it makes an excellent weapon.
4. A small wooden coffer lies hidden in a pile of firewood. The coffer is well-made, and its key protrudes from the lock. The coffer holds a few gold and silver coins.
5. A wolf cub is chained to a stake driven into the ground. The cub is hungry and has been mistreated; if calmed and befriended, it becomes a loyal pet.
6. Dirt and grime cover this magic dagger. The lack of rust on its plain, no-nonsense blade, however, gives a clue to its special properties.
7. The hermit has drawn a simple map of the surrounding area on the back of an old parchment. The map shows several features of which the party are unaware.
8. Several sprigs of mistletoe hang from the ceiling.
9. A large owlbear's skull is set atop a stout wooden pole.
10. The hermit has accumulated much equipment from their victims over the years. If the characters need a certain item on their quest, they find it here.

## 7: TRINKETS & TRASH

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1. A set of four simple battered wooden bowls hold two-score stones sorted by colour and size.
2. A pile of dirty, flea-infested clothes serves as the hermit's bed. The clothes are worthless, but some forgotten trinkets may lie within the pile.
3. Hanging over a smouldering fire, this battered old iron cooking pot contains what might be stew.
4. This leather necklace is threadbare and frayed with age and use. In places, it is exceedingly slender.
5. This broken dagger ends in a vicious shard about three inches above the weapon's hilt; it could still deal a nasty—perhaps fatal—wound.
6. A crudely carved wooden bowl, cup and plate rest atop a piece of wood. Old scraps of food cling to them all.
7. The obvious furniture in the hideaway—a table, several chairs and a bed—are crudely made from deadfall wood.
8. A woven basket holds a store of acorns; the acorns at the bottom of the basket have started to rot.
9. A ball of ripped, dirty clothes fills a corner.
10. A leather waterskin holds a mouthful of rancid water. The water smells and tastes foul.

## MANTICORE'S LAIR

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These fierce winged predators patrol vast areas in search of fresh meat. They prefer dismal lairs—typically underground or in caves—in warm places. They eat virtually anything but prefer the taste of human flesh.

### 1: OUTSIDE THE LAIR

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1. A smattering of yellow spikes juts from tree trunks while a few others litter the ground.
2. A torn and dismembered torso of what may have once been a man lies amid a pool of congealing gore.
3. The eviscerated corpse of a warhorse lies sprawled on the ground. A spike is deeply embedded in the horse's forehead. Gore soaks the horse's saddle.
4. Several boulders and thick tree trunks bear deep claw marks. Scattered heaps of dung dot the ground.
5. The subtle smell of decomposing flesh and death waft gently from the manticore's den. Perceptive characters can follow the sickly scent to the lair.
6. A field of boulders and scree covers the ground. Splatters of dung decorate some of the boulders.
7. A few scattered trees screen the lair's approaches.
8. A narrow, straggling lake stymies a straightforward approach to the lair. A narrow path that sometimes devolves into stepping stones runs around the lake.
9. A strong wind blows across the party, bringing the stench of death and decay.
10. A jumble of bones lies outside the cave's mouth.

### 2: WHAT'S GOING ON?

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1. The manticore is absent—it is out hunting when the characters enter its lair. It returns as the characters reach the furthest extent of the beast's home.
2. The manticore is noisily chewing the spoils of a recent hunt. The gore-splattered beast is distracted and does not notice the characters unless they make much noise.
3. The manticore slumbers. It takes one round to awaken and loses initiative in the first two rounds of combat.
4. The manticore is faking slumber—warned by some sixth sense of approaching intruders.
5. Screaming and then horrible wet, rending sounds echo through the air. The manticore begins yet another meal.
6. A baby manticore totters into sight and sniffs the air.
7. A bloody figure crawls slowly from the cave before collapsing into unconsciousness.
8. All is silent, and the lair seems deserted.
9. Growling and screeching come from deep inside the lair.
10. The bored manticore scrapes its claws on the wall and shoots a spike out of the cave mouth. It is unaware of the characters' presence (but they might not know that).

## 3: MAJOR LAIR FEATURES

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1. The stench of death, decay and decomposing flesh hangs heavily throughout the lair. The smell intensifies the closer the characters get to the manticore's nest.
2. A chasm, 15-foot-wide and 30-foot-deep, cuts across the lair's main corridor.
3. A sinkhole serves as the lair's secondary entrance. The sinkhole drops into a wide pool-filled cavern. Bones fill the pool.
4. A many-branched stream gushes through the cave system. Some of the main passageways have no dry ground at all. This does not hinder the manticore.
5. The ceilings in these roomy caves are at least 30-foot-high. Several ledges jut from the walls, and the manticore often rests thereon.
6. Several narrow shafts pierce the lair's ceiling allowing beams of pale light to penetrate the gloom.
7. The cave's natural passages and chambers undulate up and down; the lower portions of the system are flooded.
8. Glimmering ore studs the cave walls; the deposits glimmer in the party's light and continue to glow for ten minutes after the light moves on.
9. The manticore shares its nest with a vast colony of tiny spiders; dense webs festoon many side corridors.
10. Some parts of the cave system are unstable. The use of explosive spells could cause a localised collapse.

## 4: MINOR LAIR FEATURES

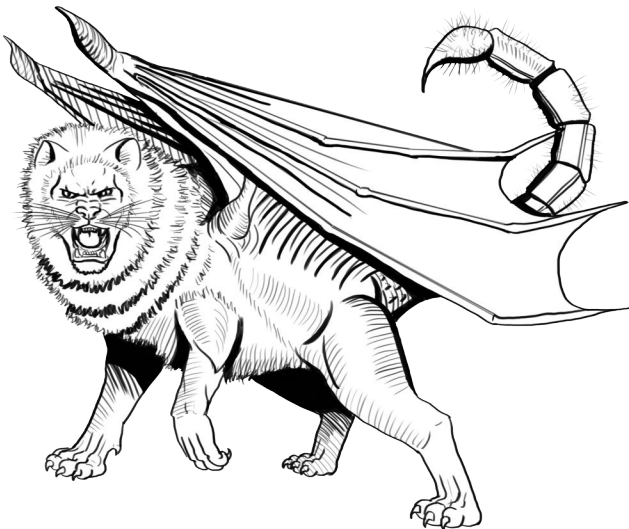
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1. A scattering of broken bones, shredded clothing and destroyed equipment cover the uneven ground throughout the lair.
2. Deep scratch marks on the walls speak to the manticore's strength and the sharpness of its claws.
3. A man's eviscerated corpse fills a small niche in the wall above a cavern entrance. A small puddle of blood lies beneath the corpse. Gore drips down onto anyone passing below.
4. Deep cracks riddle the walls and floor. A vast profusion of insects dwells within. They periodically emerge to feast on the manticore's leavings.
5. The ground is of undulating hard-packed earth. The manticore's clawed tracks are blindingly obvious even to the world's worst tracker.
6. Dried gore covers the ground; occasionally, bloody, smeared handprints appear low down on the walls.
7. A pile of bones partly blocks this passage. Breaking through the pile makes a lot of noise.
8. The remains of a broken cart lie scattered across the floor. A part-eaten donkey's corpse lies amid the wreck.
9. Broken spikes and tufts of fur lie scattered about the lair.
10. Sounds echo strangely through the lair; in some places, it is virtually impossible to move silently.

## 5: MANTICORE'S APPEARANCE

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1. With dark brown wings and a bright yellow body, this manticore's mud-stained face bears deep scarring across its forehead.
2. The underside of this manticore's wings is jet black which matches the colouration of its human head of hair.
3. This manticore's tail is long, sinuous and tipped with wickedly sharp spikes. The creature's wings are ragged.
4. A surprisingly human face—complete with a bushy beard and wildly unkempt hair—gives this manticore a feral air akin to a berserk barbarian.
5. This almost sphinx-like manticore has a lion's head and appears more noble and refined than a typical beast of its type.
6. Old and faded scars crisscross this manticore's rangy, powerfully muscled body.
7. This manticore's dark brown wings are more bat-like than dragon-like. Its tail ends in a black tip, and its spikes are similarly of an ebon hue.
8. Spikes run all the way down the manticore's tail. The spikes are tiny by the creature's lion-like body, but grow progressively longer and larger the closer they are to the tail's fan-like tip.
9. This huge monstrosity of a manticore is half-again as big as a typical specimen. Its eyes are red-rimmed, and curved fangs protrude from its mouth.
10. This manticore has three heads—a dragon head, a goat head and a lion's head—in the same manner as a chimera. Spikes tip its long, sinuous tail, and the smell of ozone hangs in the air around it.



## 6: TREASURE

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1. A torn sack holds a cache of rectangular golden coins. Dwarven script edges the coins.
2. A huge club—once a giant's—stands against a wall. The club is well balanced and could be wielded by a strong, tall human.
3. Wrought of pure gold, this golden figurine depicts a dryad and her tree. The depicted tree is a mountain ash.
4. Delicate silver wings surmount this golden helm. The helm is in perfect condition but a little bloodstained.
5. Small translucent purple gems (amethysts) stud this supple black leather choker.
6. Drifting motes of glowing mist fill this crystal ball. The ball is not a true *crystal ball*—rather it is the prop of a minor wizard who used it to impress peasants and fools. It did not impress the manticore.
7. This silver medallion is wrought in the shape of a noble dragon. Small translucent red stones (rubies) serve as the dragon's eyes.
8. Wrought with scenes of a bucolic mountain range, these silver bracers are sized for a human's forearm.
9. A leather roll holds five long black feathers. The feathers are from an eagle and make excellent quills.
10. Rolled tightly in a scroll tube, this parchment map depicts the surrounding locality and a lost dwarven hold.

## 7: TRINKETS & TRASH

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1. A heaped mass of bloody, torn clothes, shredded sacks and the like form a pile. Small pieces of rotting or rusting equipment stud the pile; none are valuable.
2. A torn and bloody backpack has spilt its contents over the ground. The mundane traveller's gear it once held is gore-splattered and rotting.
3. A shredded blood-stained cloak obscures sight of the decomposing torso of what was once a human. Flies and other insects swarm over the remains.
4. The three pieces of a splintered horseman's lance lie scattered about the manticore's lair.
5. Three manticore spikes transfix a large wooden shield.
6. This bloodstained handaxe remains sharp, but it looks worthless at first glance.
7. A 200-foot-long coil of rope and grapple hook fills a bulging pack. The pack is bulky, but the rope and hook are perfectly serviceable.
8. A decomposing horse's corpse lies amid the manticore's hoard. The horse lies on a set of saddlebags—the contents are squashed, but the bags remain serviceable.
9. Greenish slime and unidentifiable lumps of something fill a torn sack.
10. Wickedly sharp pottery shards lie amid the hoard. Faded pictures depicting dwarves and gnomes decorate what was once an ornate set of fine pots.

## MEDUSA'S LAIR

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Whether lurking unseen in the urban jungle, stalking the wilderness or lurking in ancient ruins, medusa are a terror to any that behold their stony gaze. Worshipped with adoration by some their cunning makes them terrifying enemies.

### 1: OUTSIDE THE LAIR

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1. Shattered statues and rubble flank a disjointed path. Stone eyes stare blankly from scattered stone heads.
2. Silks dangle from the ceilings, covering highly detailed statues and mosaics.
3. A strange collection of creatures from goblins to elves form an intricately tangled fountain ahead. Water spouts from a decanter held high.
4. The booted feet of several statues stand outside the lair's entrance, next to a rush mat.
5. Stone statues hold up mirrors facing away from the lair. Each bears a look of terror.
6. Hands of stone placed at random around the area all point into the lair.
7. Stone heads, all carved in expressions of terror, fill small niches in the walls.
8. Hundreds of intertwined stone bodies form a staircase; each bodies' face bears a look of adoration.
9. Like a large temple, the walls are covered with statues and murals of dancing worshippers.
10. Hundreds of snake scales and shed skins litter the floor.

### 2: WHAT'S GOING ON?

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1. The medusa dances sinuously around a tall marble figure of a hulking warrior.
2. Silken drapes obscure sight of the medusa, as she coils her long "hair" around her head.
3. The medusa expertly strings a small war-bow before notching an arrow and testing its pull.
4. Reclining casually, the medusa lounges on a throne carved in the likeness of hundreds of snakes.
5. Rocking gently back and forth the medusa croons to a rag-wrapped bundle in its lap.
6. The medusa spits into a dirty wooden cup before dipping arrow heads into it.
7. Shivering as if cold, the medusa pulls her hooded cloak tighter around her body.
8. Holding up a red dress the medusa compares it to several others draped on headless stone mannequins.
9. The medusa carefully taps hammer and chisel to an intricately detailed stone doorway.
10. Screaming abuse the medusa hurls food at a large statue, before slumping to the floor in a theatrical swoon. The medusa is unaware of intruders.

## 3: MAJOR LAIR FEATURE

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1. A stone goblin crouches on the floor. It has its hands over its eyes, but clearly it could not resist seeing its doom approach.
2. A stone warrior holds his shield up in front of his eyes and his sword down low ready to murderously rip the weapon up into his opponent's belly.
3. This small rat was petrified in the act of looking around the stony legs of another statue.
4. This large, muscular human warrior has been petrified in the act of charging. His axe is held high over his head and his face is twisted into a terrible snarl. As the warrior was petrified while running, the statue is finely balanced and is easily knocked over.
5. This statue of a glowering orc wielding a huge falchion is missing its head. The orc's legs are set wide and the falchion is pulled back ready to strike.
6. Smashed rubble surrounds this statue which is missing from the waist up. The figure seems to have been a human or elf based on his legs and waist and was wearing fine flowing robes.
7. Seemingly partially melded with a wall—but actually practically filling a small niche at floor level—lies the statue of a halfling, a dagger clenched between its teeth.
8. A snarling wolf has its hackles raised and teeth barred. Slightly behind the wolf, and to one side, stands a female half-elf dressed in leather armour.
9. Bones surround this statue of an adventurer caught as he looked back over his shoulder. From the stance of the statue—and the skull and spinal cord still draped about it—it looks like the adventurer was carrying a dead or unconscious companion when he was petrified.
10. This heavily overburdened human woman wears an oversized backpack and holds a lantern outstretched in front of her. A look of horror mars her otherwise attractive features.

## 4: MINOR LAIR FEATURE

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1. A pile of stone heads, hands and feet fills a floor niche.
2. A blasted and melted mirror hangs on the wall.
3. A small pile of faded letters spills from a pouch discarded on the floor.
4. A stone hand grasps a door handle. If the door is violently opened, the hand falls off and shatters.
5. Several stone arrows pierce a statue.
6. A severed snake's skull lies crushed on the floor. Bits of bone and scale crunch under the characters feet.
7. A stone arm has a snake skeleton wrapped about it.
8. A stone arm holding a torch is wedged into the wall.
9. A shed snake's skin hangs from a wall.
10. A snake fang is embedded in a door frame. The wood around the fang is strangely discoloured.

## 5: MEDUSA'S APPEARANCE

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1. Now old this medusa leans heavily on a walking stick as she moves. She is hooded and blindfolded.
2. The medusa wears high leather boots and a long black silken cloak. Her intricately braided hair hangs low over her shoulders.
3. The medusa hides her shining golden eyes deep within the hood of an elegant red dress.
4. Clad in voluminous, ragged clothing, the medusa idly plays with sticks on the floor. She seems deep in thought.
5. Intricate tattoos of snakes which magically coil and writhe across the medusa's back before joining her long, serpentine hair.
6. The medusa's hair comprises crimson serpents writhing and coiling around her head. Despite this, she is an insanely beautiful woman.
7. Twin swords grace the medusa's hips. She wears tight leather armour under a heavy green cloak.
8. A long, hooded cloak hides the medusa's features. She wears only black clothes.
9. The medusa hides her face behind a wide brimmed hat; her clothing is open and revealing.
10. The medusa is still young. She wears a flowing pink dress and sandals. She grasps a snake-headed doll and some dried flowers in her small hands.



## 6: TREASURE

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1. A stone hand still wears a ruby studded gold ring. The broken tip of a dagger is wedged beneath it.
2. Gold and silver thread embroider this hood of polished serpent skin.
3. This bracelet comprises a coiled serpent of bronze with small emerald eyes. It looks ancient and is marred with a greenish patina.
4. A staff of polished oak topped with a carved dragon head is still grasped tightly in its owner's stone hands.
5. A thick and heavy pair of golden bands are inscribed with the story of an ancient hero.
6. A reflective kite shield of steel and silver has been deliberately defaced. It is leaning against a wall.
7. For some reason, the iron-clad boots of this statue didn't turn to stone.
8. A polished fist-sized sphere of ivory lies amid shattered stone chips and broken egg shells.
9. A mouldy severed snake's head grasps a small gold egg, studded with garnets, tightly in its jaws. The jaws must be snapped off to free the egg.
10. A long dress of blue silk embroidered with pearls and ivory hangs from a statue's outstretched arm. The dress's hem is frayed and dirty.

## 7: TRINKETS & TRASH

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1. Stone chips and sand fill a pair of rotten boots. Several of the stone fragments look suspiciously like toes and are hard to remove.
2. A discarded pack filled with rotting fruit and shattered bowls leans against a statue's legs.
3. Several snake scales threaded onto string suggest someone was trying to make a necklace.
4. This collection of polished, but cracked, wooden buttons have all been taken from similar articles of clothing.
5. This small, broken mirror has a leather frame. Most of the glass is missing, although one sharp shard yet clings to the frame.
6. A snapped dagger lies on the floor—its tip is wedged in a nearby statue.
7. Seven stone fingers, six human and one goblin, are threaded onto a sagging leather chord.
8. This broken frying pan had a highly polished surface. The pan's handle is snapped off and the surface has been scarred with many deep scratches.
9. A torn pouch contains worn and broken flint and steel wrapped in tinder cloth.
10. This leather glove is decorated with large iron studs which serve as knuckle dusters. One stone finger remains in the glove.

## MERCENARY CAMP

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Wherever there is conflict, there can be found mercenaries. Some bands are principled and highly disciplined; others are little more than roving bands of thieves and bandits. Most fight only for money, caring little for glory or a specific cause.

### 1: OUTSIDE THE LAIR

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1. Obvious tracks of many iron-shod feet lead to and from the camp.
2. Trees in the camp's vicinity have been cut down for firewood and to improve the sentries' sight lines.
3. Pennants spaced around the camp's perimeter display this mercenary band's heraldry.
4. Latrine pits pierce the ground behind a small wooded hill near the camp. A noisome stench hangs in the air.
5. Watch posts stud the area about the camp; two warriors—equipped with a hunting horn—lurk at each post.
6. The sounds of the camp serve as an obvious "signpost" to the mercenary company.
7. A pile of trash—dumped a decent distance from the camp—fills a small hollow in the ground. Rats, mice and other small creature forage amid the rubbish.
8. A stream flows past the camp; it would be wise for the characters not to drink its fouled waters.
9. The surrounding territory is curiously free of animals—some of the mercenaries are skilled hunters.
10. Pits and tripwires protect the most obvious approaches to the camp.

### 2: WHAT'S GOING ON?

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1. The sound of laughter and conversation rises from the camp. The inhabitants seem relaxed and at their ease.
2. The camp is part-deserted; most mercenaries patrol the area or are otherwise engaged. Only the injured, the sick, and the band's camp followers remain.
3. The clamour of weapons practice fills the air.
4. The camp's sentries are unusually vigilant.
5. A small group of recruits are being put through their paces by a pair of grizzled warriors. The recruits are not doing well, and their trainers are screaming at them.
6. The sentries are distracted by something happening inside the camp.
7. A detachment from a rival mercenary company is visiting the camp. The camp is fuller than normal, and some of the warriors are on edge.
8. Screaming rises above the hubbub of the camp; an injured warrior is having a limb amputated.
9. The camp's sentries are unusually lax and inattentive.
10. A drum starts to pound, and the general hubbub of warriors readying for battle quickly follows. Have the characters been spotted?

## 3: MAJOR LAIR FEATURES

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1. A rough, man-hire wooden palisade surrounds the camp. Small, regularly-spaced platforms provide the sentries somewhere to stand and watch.
2. The camp's tents are set in neat rows; a campfire stands outside each tent. This is a disciplined band.
3. The camp surrounds a ruined stone-walled manor house; the mercenary captain's tent stands within.
4. A shallow ditch surrounds the camp; the earth from the ditch has been thrown up to create a small berm around the company's tents.
5. One or more four-strong patrols walk the perimeter of the camp; they are particularly vigilant at night.
6. The company's tents are pitched haphazardly around the camp. Normally several tents front onto a fire pit; here, the warriors take their ease when off duty.
7. The camp features a large tent wherein works the company's sawbones and their orderlies.
8. The company's standard flutters from the largest tent in the camp; here dwells the mercenary captain.
9. The camp stands atop the highest point for a mile; the sentries have excellent sight lines. Boulders cover the surrounding hillside.
10. The company travel with several armoured wagons, which they have drawn up at the centre of the camp as a final redoubt. The commander's tent and the tents of other important personages stand within this inner ring.

## 4: MINOR LAIR FEATURES

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1. Drying clothes, blankets and the like hang from thin lines strung between tents.
2. Small children—the offspring of several of the mercenaries—roam the camp looking for mischief.
3. The smell of cooking rises from the centre of the camp. Here works the company cook.
4. Warriors—off duty or recovering from injuries—sit around the camp; they are bored and have nothing to do.
5. What grass there was has been worn away through much of the camp, turning the ground into mud or dust.
6. The smell of sweat, filth and cooking hangs over the camp like a living miasma.
7. Several children travel with the company; they run about the camp playing or doing errands and can be encountered anywhere.
8. The smoke from many campfires hangs above the camp—effectively advertising its position to anyone nearby.
9. Worn thoroughfares through the camp hint that the company has been here for some time.
10. The camp features a rude stable wherein are kept the officers' horses. Wagons form the stable's walls.

## 5: MERCENARY'S APPEARANCE

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1. Grizzled and middle-aged, this warrior wears their hair short. A scar runs down the left side of their neck.
2. Heavily armed even for a mercenary, this warrior's belt is laden with three daggers, a short sword and a small mace. They carry a battleaxe slung over their shoulder.
3. This hulking warrior is over seven feet tall. Although ugly, the warrior's face is free from scars, bruises, and the like—few opponents can reach that high.
4. Whip-thin, blond-haired with a swagger, this youth moves with the dangerous grace of a born warrior—a smug, confident grin plasters their face.
5. Battered and bruised, this warrior's face is a mass of livid bruises and scars.
6. This warrior has hard, dead eyes that seem to stare through those they look at. The warrior is otherwise nondescript in appearance.
7. A dirty bandage covers this warrior's left forearm. The warrior's armour is dirty and in a poor state of repair.
8. This warrior's armour—vigorously scrubbed and cleaned—glimmers in the light. The warrior is slim, trim and clearly ready for action.
9. With a paunch and clad in ill-fitting armour, this warrior does not exude martial skill, vigour or competence.
10. Young, slender and nervous, this warrior has not seen action before. They sweat profusely.



## 6: TREASURE

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1. This silver standard bearer's pole is beautifully wrought with scenes of combat and the like. The company's resplendent banner hangs from the pole's crossbeam.
2. These old boots are magic; they increase the wearer's speed by five feet and are waterproof; they also do not wear like ordinary boots; their treads are as pronounced as the day they were made.
3. Of stout, weatherproof construct, this four-person tent is heavy and bulky but a great boon to those camping in wild and inclement spots.
4. Copper, silver, and a few gold coins fill this old campaigner's belt pouch. The pouch holds eight sets—one from each of the countries in which the mercenary has served.
5. This long, slender old spear is perfectly weighted. Its oak shaft has been worn smooth by its many wielders.
6. Carefully wrapped in a soft brown cloth, this ornate spyglass fills a specially-sized pouch.
7. The company's iron-bound pay chest holds a great mass of copper, silver and gold coins.
8. This lightweight shield is highly polished and glimmers in the sun. It has a tightly-fitted protective cover.
9. This sheaf of parchments shows the defences of various nearby towns, cities and citadels.
10. With a command word, once per day, this miniature ballista expands to full size. When thus commanded, six missiles appear alongside it.

## 7: TRINKETS & TRASH

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1. Patched and fraying, this tent looks like it would blow down in a stiff breeze. It also, probably, offers little in the way of protection from decent rain.
2. Rust covers the blade of this dull-edged longsword.
3. This poorly-drawn map shows the band's movements over the last few years. It is wildly inaccurate and bears little resemblance to the surrounding locality.
4. Old clothes fill this travel-stained pack. An empty pouch is hidden among the clothes.
5. This open barrel holds a variety of blunted or broken weapons awaiting a weaponsmith's skilled attention.
6. These stout leather boots seem in good repair; however, the left sole falls off as soon as the boot is put on.
7. White mould coats the back of this worn and faded leather backpack that has obviously seen much use.
8. Half full, this wineskin has a small hole; if it is filled, half the contents leak out over the next few hours.
9. Suits of leather armour fill an old sack. Several of the suits are merely old and frayed; three bear large bloodstained holes.
10. This barrel of hardtack has spoiled; even the hardiest mercenary won't eat the preternaturally hard biscuit.

## MINOTAUR'S DEN

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Savage, bestial creatures of rage and violence—minotaurs are terrifying enemies. Often solitary beasts haunting labyrinthine dungeons, or similar locales, they delight in hunting and terrorising their prey.

Minotaurs are innately cunning—surprising given their bloodthirsty, atavistic tendencies—but employ simple, brutal battle tactics. Legends tell of their origins—of how the gods created them; most minotaurs, however, believe their roots to be more demonic.

### 1: OUTSIDE THE LAIR

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1. Spots of dried blood lead towards the lair.
2. Deep grooves and scratches mar the walls.
3. The stub of a burnt-out torch lies on the ground.
4. Wisps of torn cobweb flutter on the faint breeze.
5. Brownish green mould covers one wall where water oozes down from above.
6. A faded chalk cross decorates one wall at roughly a man's shoulder height. The cross has obviously been there for quite some time.
7. Shards of a broken wooden shield lie on the ground.
8. The shard of a spear, complete with a wickedly barbed point, stands propped against one wall. (The weapon is sized for a larger-than-man-sized individual).
9. The faint smell of blood and decay hangs in the air.
10. Thick, dry mud covers the floor. Hoofed tracks are obviously visible in the mud.

### 2: WHAT'S GOING ON?

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1. Loud snoring greets the characters—the minotaur is sleeping (or perhaps it sham sleeps).
2. The minotaur is elsewhere but returns as the characters search its lair.
3. Blood and gore coat the minotaur's face, neck and chest; it is gorging itself on the remains of its last victim.
4. The minotaur is working out its homicidal rage on the corpse of a recent victim. Gore and body parts are scattered about its lair.
5. The minotaur is paranoid and lying in wait for intruders. This minotaur is much harder to take unawares.
6. Having recently eaten the minotaur is tired and sluggish—at least until combat begins!
7. The minotaur is sifting through its treasure and is distracted when the characters arrive—if they are quiet.
8. The minotaur is sharpening its weapon (a long, wickedly pointed spear or heavy axe).
9. Screaming and shouting about some imagined slight or injustice, the minotaur rages through its lair.
10. The minotaur is etching a design into the floor with a spear taken from a previous victim.

## 3: MAJOR LAIR FEATURE

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1. A small field of red spotted mushrooms and fungus fills a yawning side-cavern. The minotaur fertilises its "garden" with the broken remains of its victims.
2. An iron-shafted spear driven deeply into the rock pins the mouldering corpse of a once-powerfully built human male upright against the wall.
3. A tapestry—depicting a fiendishly complex maze—decorates one wall.
4. A sinkhole pierces the floor. Two hundred feet deep, the sinkhole intersects with an otherwise inaccessible rubble- and trash-strewn cave.
5. The walls, floor and ceiling of the lair's entrance are scorched and soot-stained (as if some particularly strong magical fire once burnt there).
6. The ceiling in the middle of the lair is lower than the rest, being barely four-foot high. Most explorers, except halflings and gnomes, must stoop or crawl therein, making them vulnerable to attack.
7. A broad, but shallow, ornamental pool, fed by a natural spring, lies along one wall.
8. An enormous, tremendously heavy iron-bound chest stands upright in one corner.
9. Four sets of manacles hang from a wall. Strange, somewhat disturbing, stains mar the floor.
10. An iron cage hangs from the ceiling on a stout iron chain. Bones litter the cage floor.

### 4: MINOR LAIR FEATURE

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1. Deep gouges in the rock show where the minotaur has hewn at the wall.
2. Bones and mouldering equipment cover the floor, throughout the lair.
3. A loose stone or brick in the floor hides a small, hard-to-spot storage niche.
4. Jammed into small niches in the walls, skulls leer down into the chamber. Several skulls are cracked or smashed—testimony to the minotaur's strength.
5. A puddle, fed by water oozing down the wall, fills a shallow depression.
6. A threadbare rug decorated with a geometric pattern covers a small section of floor.
7. A fresh breeze issues from several jagged cracks in one wall, making the area colder than the rest of the lair.
8. Cobwebs cluster thickly on the ceiling. Dozens of small—harmless—spiders scuttle about within.
9. Crude and lurid pictures, rendered in dried blood, of dismembered humanoids "decorate" one wall.
10. A stalagmite grows near the entrance, a shield balanced atop its rounded tip; incautious adventurers may knock the shield to the ground.

## 5: MINOTAUR'S APPEARANCE

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1. A thick mane of red hair grows half-way down the minotaur's back.
2. The minotaur has but one horn; only a patch of terribly scarred hide remains where the other once grew.
3. The minotaur is missing the tip of one horn; only a jagged stump remains.
4. Partially healed burn marks on its legs and hips speak to the minotaur's recent encounter with fire.
5. The minotaur is tall and bulky even considering the race's usual stature.
6. Red-rimmed, glowing black eyes, gives this minotaur an infernal air.
7. A large spiral pattern burnt into the minotaur's chest hair encompasses most of the creature's chest and could not have been self-inflicted. The burns look old.
8. Scars crisscross the minotaur's chest and right arm.
9. The minotaur has a ragged mane of black fur; it misses several clumps (as if something powerful had ripped them out).
10. Curved horns more akin to a ram's than a bull's top the minotaur's head. Dried blood coats both.



## 6: TREASURE

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1. These knee-high black leather boots are in good repair.
2. Securely wrapped in oilskin, and written in a beautiful flowing script, this book contains dozens of local recipes.
3. This pouch of spell components contains strange, exotic items suitable for low-level wizard spells. It hangs from a fragment of torn and bloody belt.
4. Missing the inlaid gems that decorated its rim, this goblet of tarnished silver was once much more valuable.
5. Still in a bloodstained parchment envelope, this long, rambling love letter is from Branolf to Karril. It speaks of his hope to find enough treasure to keep her in the style to which she is accustomed.
6. Hanging from a slender silver chain, the clasp of this matching silver locket is stiff. It holds a painting of two smiling children dressed as young nobles. Incautious opening breaks the locket's fastener.
7. This broad, shallow pewter bowl is battered and dented from use.
8. Beautifully varnished, this long, slender flute resides in a custom-made black velvet pouch.
9. This small cast iron cauldron contains the dried-on smear of the last meal cooked within. The cauldron's looped handle is bent and twisted.
10. This beautiful and delicately painted wooden statuette depicts an incredibly detailed oak tree. The painting is a literal work of art.

## 7: TRINKETS & TRASH

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1. Dried blood covers the back of this torn, shredded leather backpack.
2. Missing one leg this brass incense burner is also slightly squashed—probably from one mighty blow.
3. The fragments of a ripped and torn letter lie intermingled with the minotaur's other treasures.
4. The settings in this squashed iron brooch wrought in the shape of a kingfisher yet hold cracked—now worthless—shards of translucent red stones.
5. This bloodstained spellbook cover is scorched and burnt. The lettering on the cover is unreadable.
6. A pouch of supple black leather holds a half-dozen bone shards (suitable for the *animate dead* spell).
7. A rusty, food-stained spoon is all that lies in this small, dirty pouch.
8. This ripped and torn wine flask lies forlornly amid the minotaur's other treasures.
9. Dented and missing its stopper, this cracked hip flask will never again hold liquid.
10. Crudely cut from birch, this heavy walking stick sized for a man of average height has worn ends—as if from much use. Dried blood cakes one end of the walking stick.

## MUMMY'S CRYPT

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Mummies, from loyal guardians entombed with their masters to power-hungry priest-kings vying for the return of their earthly powers, strike fear into their enemies' hearts. Many ancient societies inter their dead in this respectful way in the belief that someday they'll rise again.

### 1: OUTSIDE THE LAIR

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1. Murals depict worship of ancient kings and queens.
2. The cloying stench of decay mixed with pungent spices fills the air.
3. The crushed exoskeletons of thousands of beetles lie thick underfoot.
4. Cracked urns spill golden sand onto the floor.
5. Strange, ancient writing adorns the walls. (They warn of dire punishment for tomb robbers).
6. Disturbing carvings depicting a funeral procession of dog-headed people decorate the walls.
7. Gold leaf and exotic blue enamels cover murals depicting humans worshipping shining figures.
8. A look of terror is etched on the face of a tomb robber. The rest of her body is crushed below a heavy stone block fallen from a hole in the ceiling.
9. Several corpses, still clutching tools in their desiccated hands, lie mummified in shallow, unfilled graves.
10. A large stone block fallen from the ceiling has cracked the paving stones below. A skeletal hand reaches out from under it.

### 2: WHAT'S GOING ON?

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1. The mummy stands silent eternal vigil, in a small alcove. Its gaze is fixed on the entrance to the area.
2. The mummy lies wrapped in a shroud and surrounded by masses of iridescent beetles scuttling about the floor.
3. Plodding footsteps echo through the air; the mummy patrols its tomb.
4. The mummy is carefully placing clay plaques covered in scripture into an ornate chest.
5. The mummy fills the air with archaic chants as it prays over the huddled form of a mummified woman.
6. The mummy tends to the wrappings of a desiccated corpse in a sarcophagus.
7. Sitting motionless the mummy cradles several animal-headed urns to its chest.
8. Amidst the crushed and broken bodies of previous robbers, the mummy stands motionless.
9. Sitting at a large stone table the mummy gazes intently at ancient texts covered with archaic symbols.
10. The mummy gesticulates wildly, for no apparent reason as if mad or giving a flamboyant (but silent) speech.

## 3: MAJOR LAIR FEATURE

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1. Several bodies wrapped in bull-rushes and paper lie on low plinths. Perhaps the ritual to inter them properly was not completed.
2. Thick clay plaques inscribed with intricate figures and images fill floor to ceiling shelves throughout the crypt.
3. Long scraps of parchment and strong-smelling spices fill large urns standing in every room.
4. Herbs and spices spill from broken jars and stain the floor of this room. A disgusting, musky and cloying aroma fills the air.
5. Rusted spikes and viciously hooked flensing knives lie on a table; it seems a bizarre ritual involving mummification was carried out here.
6. Smashed sarcophagi stand against the walls, their lids seemingly broken open from the inside.
7. Shelves stacked with jars of herbs and spices have collapsed spilling their contents over the floor.
8. Crumbling statues of sphinxes lie tumbled and smashed on the floor. The statues stand on stone plinths. (Some plinths might hide secret stairs, burial niches or treasure vaults, but the statues' rubble could make finding and opening them tricky).
9. A dried up ceremonial font filled with filthy dust and decay stands against one wall.
10. Mummified cats stand silent vigil on pedestals besides every room's door. Black smooth river stones glimmer in their eye sockets.

## 4: MINOR LAIR FEATURE

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1. Intricate murals once depicting worship have been mostly defaced by heavy tool-wielding grave robbers.
2. A piece of filthy bandage is snagged on a sharp rock; the scrap of fabric stinks of pungent spices and decay.
3. Corpse dust and spices fill a crack on the floor.
4. A huge fist has crushed an iron helm into the floor. Whoever wore it narrowly escaped an awful death.
5. The intact clawed feet are all that remains intact of a marble statue; the rest of it lies scattered nearby.
6. Faded paintings of sun worship cover the walls.
7. An intricately, but faded, painted map of an unknown realm decorates the ceiling. Some of the major geographical features depicted provide clues as to where the realm once stood.
8. Stone pillars flanking the door are carved in the likeness of dog-headed guardians holding up the sun.
9. A timeworn carving of slaves bringing tribute to a large temple decorates the wall.
10. Small indentations in the ceiling depict star charts and constellations, but the gems representing the stars were stolen long ago.

## 5: MUMMY'S APPEARANCE

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1. The mummy wears a tattered shroud. Its desiccated skin is as tough as mahogany.
2. The mummy wears crumbling and ancient gold-chased leather armour.
3. Grave dust and spices fill the mummy's crumbling chest cavity. They fall to the floor as the mummy moves about.
4. The mummy wears a breastplate of polished brass and cracked blue enamel.
5. Standing regally, the mummy's ornate headdress and raiment seem somehow untouched by time.
6. The mummy growls through a heavily embellished mask shaped like the head of a snarling jackal.
7. The mummy wears heavy armour of crocodile skin topped with the beast's skull which it wears as a helm.
8. The hide of a huge lion hangs from the mummy's shoulders and down its back.
9. A huge snake skeleton is entwined around the mummy. The mummy gently strokes the skeleton, as if it were a beloved pet.
10. Striding forward seductively the mummy wears a glimmering sable dress reminiscent of the night sky and a gem-studded golden mask.



## 6: TREASURE

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1. The mummy's golden headdress glows with an unearthly, magical radiance.
2. This ancient sickle-bladed sword is still sharp and deadly after years uncounted.
3. Sapphire-studded golden bracers cover the monstrosity's arms.
4. A jackal-headed mace, its fangs stained with dried blood, hangs from the mummy's belt.
5. Beautifully crafted scale mail shines like fish scales. The stone statue of a snarling warrior wears the armour. The warrior also holds a yet razor-sharp battleaxe grounded at its feet.
6. Razor-sharp hooked blades are amongst the cruel implements displayed among the other treasures.
7. A silver hand grasps the sun on a long, spiralling golden chain of heavy, thick chain.
8. A dog head, its ruby eyes glinting with malice, snarls on a heavy silver ring.
9. A solid gold war-horn lies crumpled on the floor. While no longer functional it is worth a small fortune even in its damaged condition.
10. A crude doll of roots and straw has mostly crumbled to dust. A blood red gem entwined in a silver chain lies hidden among the ruin.

## 7: TRINKETS & TRASH

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1. Intricate scale armour, its chest smashed by a heavy blow, lies discarded on the floor.
2. The blue enamel on these cracked ceremonial jars still shines brightly.
3. Once razor-sharp gutting knives lie blunt and useless on the floor.
4. Collections of broken and useless items lie atop decaying rush mats.
5. A crude and battered wooden statue of a cat is missing its gemstone eyes.
6. Wooden prayer beads lie scattered near a rotten leather thong. Each bead bears the ancient symbol of a demon or other fell otherworldly power.
7. Long ago given gifts of food and wine lie rotten and decayed on and about stone plinths. The faint smell of rot hangs over them.
8. A faded, unreadable name is inscribed on the lid of a wooden scarab-shaped box. The box contains a few polished shells and pebbles.
9. Perfectly symmetrical shells of purest white are laid out on shelves. Faded paintings on the walls show slaves diving into a deep river to fetch the shells for their cruel-faced masters.
10. Thick lamp oil remains at the bottom of two large earthenware jars. Both jars are missing their lids.

## MYCONIDS' GROVE

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Myconids—peaceful, sentient fungus creatures—live quietly in subterranean groves. They are intelligent and eschew violence whenever possible; they could make useful allies for those exploring the Ebon Realm.

### 1: OUTSIDE THE LAIR

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1. Water oozes down the rough, natural walls to gather in small muddy pools at their base.
2. The ground is broken and rough. Here and there, stalagmites and stalactites grow, and in places, they have merged to form smooth, glistening columns.
3. The passage slopes steeply downwards toward a subterranean lake and the myconids' grove.
4. As the characters draw closer to the grove, the preponderance of lichen and moss increases and the floor grows slick underfoot.
5. Strange sounds of unidentifiable origin softly echo through the caves and caverns near the myconids' lair.
6. The roar of a waterfall guides the characters toward the myconids' grove.
7. The ground gets muddier the closer the characters get to the myconids' grove; strangely coloured lichens and moulds grow over the walls in increasing depth.
8. Large white chalk arrows at varying intervals, but always appearing at an intersection, point away from the grove.
9. Cold water drips through the ceiling.
10. A low-lying part of the passageway is part-flooded.

### 2: WHAT'S GOING ON?

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1. Several myconids move about tending the lichen that grows over almost every surface in the grove.
2. The myconids have gathered in a circle to engage in a silent conclave.
3. All the myconids stand still; they may be sleeping or communing, or they may be hoping the characters pass by without realising their true identities.
4. The myconids are mourning the death of one of their elders. A sense of profound sadness fills the air.
5. A myconid stands guard at the entrance to the grove and intercepts the characters as they arrive.
6. A myconid waits at the grove's entrance to greet noisy or obvious travellers.
7. Two myconids examine a swath of ugly yellowish lichen.
8. A myconid stands motionless in a shallow pool soaking up the water.
9. A cloud of large yellow and green spores drifts through the air toward the characters.
10. A band of marauders recently attacked the myconids; their remains—yet visible poking from the thin soil—now fertilise the grove.

## 3: MAJOR LAIR FEATURES

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1. The grove stands about a subterranean pool fed by several streams falling into it through the ceiling. A fine spray fills the air making everything slick and damp.
2. The myconid grove sprawls over and down a many-stepped escarpment of crumbling stone.
3. The grove fills a cave whose floor is obscured by heaped piles of boulders. Water drips from the ceiling into the cave creating a complex array of pools and streams.
4. The myconids dwell on the banks of a swiftly-flowing subterranean river. Sometimes, they fish strange and interesting things from the river's dark, frigid waters.
5. The myconids dwell on a trio of low islands rising from the placid waters of a shallow lake. Human-sized or larger creatures can wade between the islands.
6. Rock crystals in the walls and ceiling reflect the characters' lights into a mad kaleidoscope of colours. In this area, a light's intensity is magnified manyfold.
7. A waterfall masks the entrance to the myconids' grove; they dwell behind it in a series of interconnected caves.
8. The myconids dwell amid the tumbled ruin of an old fortress that overlooks a placid lake. The ruin is of unknown origin but undeniably ancient.
9. Part of the ceiling of this vast cave collapsed long ago, creating an immense boulder field. The myconids dwell amid the boulders. Lichen and mould grow everywhere.
10. Deep albino moss and other soft growths cover the ground, creating a springy surface on which to walk. The moss reforms quickly after being trodden on.

## 4: MINOR LAIR FEATURES

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1. Water drips from the ceiling, filling the air with melodic and distracting sounds.
2. Lichen-covered rubble cloaks the ground, slowing movement and creating hidden hazards.
3. The ceiling towers far above the myconids' grove.
4. A shaft of light illuminates the grove; it comes from a crack in the ceiling and could be natural or artificial.
5. Fertile soil covers the ground. The smell of musty earth fills the still cavern air.
6. Cracks in the ground crisscross the lair; some cracks are quite wide and could trip the unwary.
7. Bioluminescent fireflies dwell in the grove and flit about the myconids.
8. Slick lichen and mould grow over the walls wherever there is moisture. The damp air smells of mould.
9. The entrance to many passageways pierce the grove's cavern walls; most are dead ends or quickly become so small as to make further progress impossible.
10. Mould-covered stalagmites and stalactites grow throughout the grove.

## 5: MYCONID'S APPEARANCE

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1. This ambulatory mushroom stalks about on two mushy legs. It has jet-black eyes and a crimson cap.
2. A yellow and red cap tops this myconid's pure white body. Yellowish mould grows over the lower parts of its stocky legs.
3. A wide gash in this sentient mushroom's yellow and purple cap looks red and livid. The creature's arms hang limply at its side.
4. This jet-black living mushroom clutches a three-foot length of smoothed stalactite in one hand. A shard of green stone—a malachite—surmounts the stone rod.
5. Towering almost fourteen feet high and with a gnarled body as wide as an oak, this living fungus creature has long arms that reach almost to the ground.
6. This quasi-humanoid mushroom creature has a mottled yellow and white trunk that makes it look slightly unwell. It moves about in a slow, halting fashion. Its pure white eyes seem full of sadness.
7. A vivid purple cap surmounts this yellow mushroom creature. The slender creature moves about quickly—for a sentient, mobile mushroom.
8. This sentient mushroom creature has adorned itself with scraps of fabric and has daubed intricate geometric patterns on its white body.
9. Tiny mushrooms and a smattering of lichen grow over the cap of this short, stumpy mushroom creature. Its unblinking eyes glow red.
10. Streaked with rust-red mould and topped by a lop-sided cap, this tall, sponder mushroom creature grows almost 20 feet high.



## 6: TREASURE

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1. A slender short sword of some amazingly light metal lies on the ground part covered by lichen; only a perceptive character spots the weapon.
2. These small clay pots hold a magical potion that can heal the drinker's minor injuries.
3. This heavy warhammer has a weighty head of some kind of super-dense metal. It is twice as heavy as normal and does twice as much damage as a normal warhammer.
4. This soft leather pouch holds a handful of triangular platinum coins engraved with a field of waving tentacles on one side and the head of an alien-looking, impossible handsome swan on the other.
5. A bulging leather pack hold shards of stone studded with a silvery mineral—mithral!
6. This chunk of clear quartz glows with a torch's radiance. A command word—ranaz—controls the light's intensity.
7. A hand-drawn map protected by a watertight leather scroll tube shows a route from the myconids' grove to an otherwise unknown exit from the caves.
8. This two-foot-long stalagmite bears carvings depicting myconids and humanoids. It is a symbol of friendship, and myconids trust those carrying it.
9. This purple moss glows with a dim radiance for days after it has been harvested.
10. A handful of this luxuriant fungus can sate even the hungriest person's cravings. If picked and stored correctly, the fungus stays fresh for weeks.

## 7: TRINKETS & TRASH

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1. This bulging, sodden adventurer's pack holds nothing but an unidentifiable mouldering lump of something.
2. Tiny, broken crossbow bolts are scattered about.
3. Patches of glittering gold in the wall are, in fact, pyrite—fool's gold. It is worthless—except to the gullible.
4. Shards of thin, exquisite blue-coloured glass show where someone dropped and broke a potion vial. Unwary characters could cut themselves on the glass shards.
5. The arrows in this rotting, sodden leather quiver are missing most of their fletchings.
6. A rotting donkey corpse lies amid the muck. The beast yet wears saddlebags, but the contents are rotten, worthless and unusable.
7. The decomposing corpse of a black-skinned elf yet wears its rotting and rusting equipment. A few gold coins are all of value that remains.
8. This once-fine longbow has been snapped in half; the string is missing.
9. Shards of plate armour intermingled with shattered bones lie under a small pile of boulders.
10. This silver earring once, obviously, featured a large gem—as evidenced by its gaping, empty setting.

## NECROMANCER'S SANCTUM

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Foul spellcasters of the blackest sort, necromancers commit shocking blasphemies in pursuit of their unspeakable goals. Their sanctums are places of misery, death and horror.

### 1: OUTSIDE THE LAIR

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1. The heady, pungent stench of death and decay hangs in the air. It grows stronger as the characters approach the necromancer's sanctum.
2. A smattering of bones covers the floor.
3. Animal life is curiously absent from the surrounding area. Birds fly around, not over, the sanctum.
4. But one little-used path leads to the sanctum. Even this is overgrown (if outside) or choked with rubble (if inside).
5. The sanctum's fell aura spreads throughout the surrounding area and animates the corpses of many small creatures, such as rats, squirrels and birds.
6. Vegetation in the sanctum's immediate surrounds looks brittle and diseased. Some of it crumbles when touched.
7. Faint screaming reaches the characters' ears.
8. Preternatural darkness gathers—as if summoned by the necromancer's uncountable crimes.
9. Carvings on the walls venerate the death god and refer to the sanctum as "Death's Domain".
10. A wide bloodstain on the floor shows where something or someone died.

### 2: WHAT'S GOING ON?

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1. The necromancer is engaged in a grisly experiment and is in the process of dissecting a body.
2. Unintelligent guardians—skeletons or zombies—patrol the sanctum's corridors. They attack anyone not wearing the necromancer's sigil.
3. Screaming or sobbing from some distant source reaches the characters' ears.
4. The necromancer reads from a thick tome of forbidden lore as the characters arrive.
5. At the extent of the party's lights, dark shadows flit and move about the sanctum.
6. An experiment is in progress, but the necromancer is elsewhere; a glimmer of pitiful life remains in the experiment's subject.
7. One of the necromancer's victims is trying to escape; they pull themselves along the floor, leaving a bloody trail in their wake. They are close to death.
8. Alerted to the presence of foes, the necromancer lurks in a hidden niche. A tiny viewport, hidden by a tapestry, lets them watch and cast spells at intruders.
9. The necromancer interrogates a corpse; disturbingly, the corpse answers its tormentor's questions.
10. Exhausted, the necromancer slumbers.

## 3: MAJOR LAIR FEATURES

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1. The sanctum's doors are comprised of magically fused bones. Each door features several skulls. These could be nothing but decoration, or they could be the trigger for necromantic traps.
2. Bone chandeliers hang from the ceilings in major locations. All hold foul-smelling candles that burn with an evil, but subdued, glow.
3. A well, surrounded by a low crumbling stone wall, plunges to some terrible, unknown depth. A chill foetor rises from the ebon shaft.
4. The remains of the necromancer's failed experiments litter the sanctum. Some may be half-animate or even sentient; all are horrible blasphemies.
5. An ancient altar—once worshipped before by non-human creatures—serves as the necromancer's workbench.
6. A network of cunningly hidden secret passages enables the necromancer to move about unseen.
7. Sentient heads—some rotting, some merely skulls—watch over the sanctum and scream if they spot intruders.
8. Bone "sculptures" decorate the sanctum. In some places, these displays comprise sigils picked out with bones, while elsewhere they comprise carefully stacked piles.
9. Crushed bones—in some places several feet deep—cover the ground. Deathless guardians could lurk within at strategic locations. Moving silently on the crushed bones is virtually impossible.
10. Rats, drawn by the flesh of the necromancer's many victims, infest the sanctum. They have grown large and aggressive. They are always hungry.

## 4: MINOR LAIR FEATURES

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1. The walls and floor are pitted with great age. Strange stains and wet patches dot the floors.
2. Piles of bones—which may be meant as decorations—dot the sanctum.
3. The stench of death mixed with the foul odour of various unidentifiable chemicals fills the air.
4. Some areas of the sanctum—for seemingly no reason—are far colder than others.
5. Strange tracks on the ground provide clues to the identity and nature of the sanctum's undead guardians.
6. Dusty cobwebs coat the ceilings. Investigation reveals, however, that all the spiders are dead.
7. Manacles are set into the walls and floors at various spots about the sanctum.
8. Trails of dried blood lead throughout the sanctum.
9. The necromancer keeps their victims in dismal part-flooded oubliettes. A ladder of fused bones lies near each oubliette.
10. Prayers and veneration to the gods of death and magic are engraved into the sanctum's walls.

## 5: NECROMANCER'S APPEARANCE

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1. Wearing blood- and gore-splattered robes, this thin man has a crazed look in his eye. A bone wand is thrust through his belt.
2. Wearing robes of the blackest velvet, this stocky woman wears many glimmering rings on her blackened fingers.
3. Clad in nothing but a dirty loincloth, this foul necromancer has daubed—in blood—blasphemous sigils all over their body.
4. This young man seems to have the smooth, innocent demeanour of a child—until you look into his eyes.
5. Pale of skin and riddled with acne, this woman looks to be deeply unwell. Black bags hang under her eyes.
6. Bald and without even eyebrows, this pale, skinny man looks slightly unreal. There is a disconcerting smoothness to their skin that does not seem quite right.
7. Clad in blue robes covered with mystic symbols, this necromancer tries to impersonate a normal wizard.
8. Wearing tight black leather, this trim and fit woman looks more like a thief than a necromancer. Three daggers and six bulging pouches hang from her belt.
9. With bushy eyebrows, grey hair and deep frown lines, this necromancer looks more like a kindly grandfather than a black-hearted fiend.
10. This necromancer wears a black hood and voluminous robes to conceal their identity.



## 6: TREASURE

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1. This coffer holds a small store of gold and silver coins from various fallen or non-human kingdoms. (A secret compartment holds three ancient platinum coins almost worn smooth with age.)
2. A rat's skull tops this magical iron rod. When the rod's powers are used, red light fills the skull's eye sockets.
3. This set of fur-lined black and crimson hooded robes keeps the cold at bay.
4. This silver undershirt bears several mystical protective symbols picked out with gold and silver thread.
5. Comprising a hollowed leg bone topped with two carved bone caps this scroll tube is waterproof and can hold three scrolls.
6. Hanging from a heavy golden chain, this chunk of green amber entombs a strange beetle-like creature.
7. Six pouches hang from this wide leather belt. The belt is supple and worn, and the subtle aroma of spell components hangs about it.
8. Carved into the shape of a grinning skull, this large chunk of jet sucks in the light from the surroundings.
9. This silver dagger is superbly balanced. It snugly fills a black leather scabbard.
10. This large tome—entitled the *Book of the Dead*—is a primer on the common types of undead. Each entry comprises general information, drawings and so on.

## 7: TRINKETS & TRASH

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1. A soft velvet pouch holds a collection of horrible components—fingernails, locks of hair, a small vial of blood and so on.
2. The top of this skull has been sliced off to turn it into a grizzly candleholder. Drips of dry wax cover the skull.
3. A pile of bloody clothes stands next to a smouldering brazier. The smell of blood and smoke fills the air.
4. Dried blood covers this long, thin black leather whip.
5. This wooden crate has the word "Slaughter" burnt into its lid. Straw packing fills the box.
6. Musty, mould-riddled earth fills this part-rotten coffin. The coffin falls apart if lifted.
7. Strange anatomical drawings done in thin black ink cover these partly burnt parchments.
8. This articulated skeleton hangs from a simple wood frame. A close investigation reveals it comprises the bones of several individuals.
9. A small book holds the ramblings of one of the necromancer's apprentices. The journal charts the author's descent into madness.
10. This part-burnt leather cover bears the remains of a blazing sun sigil. Gemstones once studded the cover, but they have been removed from their fittings. This was once the holy book of a good-aligned faith.

## OGRE CAVE

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Ogres are generally stupid and brutish creatures. When encountered in their lairs, ogres react strongly to the intrusion. An ogre won't invite intruders in for tea and most likely won't stop to ask why they are in its home. An ogre's only interaction with intruders may be to demand payment for the intrusion. Canny characters might pull the wool over the ogre's eyes and escape if they wish to avoid a fight.

### 1: OUTSIDE THE LAIR

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1. Disjointed sections of rotting wood fencing, surround a plot of turnips.
2. Red paint warns about the ogre (which doesn't care about the unreadable words or is colour blind).
3. Increasingly valuable coins form a beguiling trail leading to the cave's entrance.
4. Several obvious snare traps, some of which are poorly set and will never work, dot the surrounding area.
5. A battered, empty suit of plate mail marked with a blood-streaked "X" lies outside the cave's mouth.
6. A crudely dug 10-foot-wide, 20-foot-deep trench thwarts easy access to the lair.
7. A crude sign is staked near the lair's entrance. It reads, "Pay Tole. Or Else."
8. A pile of bloody corpses lies near the cave mouth; it appears the ogre likes a tidy cave.
9. Several ponies strain at ropes crudely tied to a post. A scream from inside the cave sends them into a frenzy.
10. A pile of broken signs shows increasing monetary rewards for the ogre's capture or destruction.

### 2: WHAT'S GOING ON?

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1. The ogre stands on one foot with its eyes closed as if it is deep in meditation.
2. The ogre is whittling a tree branch into a masterfully carved club and proudly appraising her progress.
3. The ogre is cleaning his teeth with a sharpened bone; he jabs himself in the gum at the characters' interruption.
4. The ogre is slashing at a leafy tree branch with a sword; every strike is punctuated with an exultant yell.
5. The ogre is using a rusty sword to shave his face, leaving large patches of hair behind as he does.
6. The ogre is drinking from a barrel she treats as a tankard. She loudly belches as the characters arrive.
7. The ogre eats a haunch of overcooked, unidentifiable meat skewered on a short sword.
8. The ogre stands over a stew pot, pouring carefully cut vegetables into it. The stew smells delicious.
9. The ogre scratches his belly and examines a bloody and oozing sore by sticking his finger in it.
10. The ogre slips on a slick spot in the lair and falls over.

## 3: MAJOR LAIR FEATURE

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1. An intact dragon skeleton fills the rear section of the cave. It's likely the ogre didn't kill the dragon.
2. The back of the lair feeds into a set of confusing and twisting passages. The ogre avoids the area.
3. Fissures honeycomb the walls; a noticeable breeze emanates from the cracks, suggesting they link to a deeper cave system.
4. Intricately carved columns, dating back to an ancient civilisation, support the ceiling.
5. Two boulders at opposite ends of the cavern block tunnels leading further into the dungeon.
6. A semi-stagnant pool of deep water bisects the ogre's cave. Based on the film of grease on the water, the ogre bathes in it irregularly.
7. A heavy stone cap in the ceiling opens to the outside, if pushed away.
8. The centre of the ogre's lair features a 20-foot-wide pit that descends for at least 200 feet. Going by the smell, the ogre uses the pit as a rubbish dump.
9. Fissures honeycomb the ceiling. After rain, water drips through into the cave creating shallow pools and puddles of fresh water.
10. Several pairs of strangely spiralled stalactites and stalagmites grow together, nearly meeting.

### 4: MINOR LAIR FEATURE

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1. This uprooted eight-foot-tall tree serves as a barrier used by the ogre to shake down visitors to the cave system, and as an impromptu weapon.
2. A fraying rope hammock is tied between two freestanding stone columns.
3. Ropes dangle from crevices in the ceiling. Several ropes sit in a pile, torn down by the ogre.
4. A stone trapdoor is only partially covered by a moth-eaten rug. It takes considerable strength to open the door. The ogre hides valuables in the shallow hole beneath the door.
5. A pair of rocks spaced apart balance a wooden plank, forming a wobbly bench.
6. A collar rests on each of a pair of mounds. Crude signs reading "Barks" and "Rex" mark the mounds.
7. Crusted rocks cover the floor making the footing treacherous for everyone except the ogre.
8. Fleas leap about in the pile of bear pelts serving as the ogre's bed.
9. A pile of branches leans against a block of stone crudely carved into the likeness of a throne.
10. Tree branches and wood from broken carts are piled into what looks like it would be a dangerous bonfire.

## 5: OGRE'S APPEARANCE

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1. Clad in a hooded, black cloak long enough to reach the floor, this ogre enjoys lurking in shadows and the like.
2. A livid scar shaped like a forked lightning bolt cuts down the ogre's right arm.
3. The ogre wears several pieces of costume jewellery, including a matching set of five rings on his left hand. None of the pieces are valuable, but the ogre likes the way they glitter in the light.
4. Wearing dried mud and live sprigs from trees (perhaps as forest camouflage) in its clothes this ogre resembles a bush. The disguise is ineffective in the ogre's lair.
5. Burns cover the left side of the ogre's body. He winces for a moment when struck there, but this only serves to enrage him further.
6. The ogre wears a contraption shaped like bat wings and stitched together from actual bat wings. It provides no flying capability, however.
7. Clad in a (now filthy) noble's outfit tailored for a larger person, the ogre looks slightly ridiculous. All the same, the outfit strains to hold the ogre's bulk.
8. This malformed ogre has a left arm shorter than its right arm, and a right leg shorter than its left leg.
9. The ogre wears an improvised suit of leather armour comprised of myriad pieces of other suits crudely stitched together.
10. The ogre has swollen hands, as if she suffered a reaction to bee stings, making her unable to wield a weapon.



## 6: TREASURE

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1. This collection of jade combs is worth more if they're cleaned and the stringy hair removed.
2. This iron-bound chest resisted the ogre's attempts to open it. It holds 100 gp and a decades-old deed to a nearby plot of land.
3. What appear to be 312 gold coins are actually copper pieces painted (unconvincingly) to look like gold. The paint job would only fool an ogre—or an imbecile.
4. Hidden under lice-ridden bedding is a tarnished gold amulet inset with a tiny ruby.
5. Several landscape paintings are carefully hung along one wall. Most hang in the correct orientation, but some are upside-down or sideways.
6. A silver-inlaid chess set complete with marble and obsidian pieces is intact except for the knights, the heads of which the ogre bit off.
7. Underneath a layer of filth is a single silver bracer etched with symbols belonging to a dead religion.
8. The ogre uses this expended *wand of magic missiles* as a back-scratcher. If used as the basis for a new *wand of magic missiles*, it reduces the cost of creation by half.
9. This sword sings an encouraging tune when pulled from its scabbard. Judging by the blade's dents and nicks, the ogre did not appreciate the noise.
10. This velvet-lined box contains silver holy symbols belonging to disparate religions.

## 7: TRINKETS & TRASH

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1. The ogre has a crude map of the neighbouring caverns, but the map is only about half accurate.
2. Crude charcoal drawings on hide display the ogre's victims and means by which the ogre slew them. The ogre used actual blood to accentuate the pictures.
3. A battered tin box contains fresh pickled frogs' legs and dried mushrooms.
4. Painted letters decorate these crudely carved blocks. Either on purpose, or by sheer accident, the ogre has arranged them to spell words like "cat" and "run."
5. The ogre has left this blue lace parasol intact, and it is clean, in contrast to the lair's other items.
6. A dark blue banner belonging to a neighbouring barony is attached to a pole snapped in half.
7. This necklace comprises teeth from the ogre's fallen foes. The collection includes a draconic fang.
8. A clay jug contains palatable yet potent alcohol.
9. Several full sets of antlers, some with fur still attached, hang from the walls.
10. The ogre seemed fascinated enough by these intricately painted nesting dolls to leave them intact. They have sentimental value to the family from which the ogre stole the dolls.

## OGRE MAGE'S LAIR

---

Powerful spellcasters more intelligent than their brutish brethren, ogre mages apply their cunning and innate sense of self-preservation to the defences of their lairs.

### 1: OUTSIDE THE LAIR

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1. A bizarre symbol is daubed in blood over rocks and trees near the lair.
2. A swinging log trap is covered with sharpened branches. The trap is designed to wound and pin rather than kill.
3. A thin blanket is visible lain over a poorly prepared pit trap. The trap hasn't been hidden better intentionally and is a decoy for another nearby, better concealed trap.
4. Heavy boot prints track through a muddy hollow. A set of equally large prints deliberately avoid the mud.
5. The crimson thread from an embroidered shawl is caught on a thorny bush.
6. A spiked pit trap is easily spotted on the trail. This trap is a distraction from the real deadfall trap lurking nearby.
7. Trees and bushes have been battered down into tangled piles to narrow down approaches to the lair.
8. Wide-spread splatters of blood mark rocks and trees where the ogre mage blasted a deer with its magic.
9. A skull-painted boulder is balanced precariously on a hill, ready to be rolled down onto intruders.
10. A gutted horse hangs from a tree. Its blood fills a collection of buckets carefully positioned below.

### 2: WHAT'S GOING ON?

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1. An ogre mage comes out of the lair to bark orders at his servants before heading back inside.
2. Two ogres push boulders and rocks into a rough barricade across the front of the lair.
3. An ogre yelps loudly as he steps on a small patch of herbs. He then panics and flees.
4. The ogre mage sharpens a pile of stakes ready to be placed on a barricade protecting the lair's entrance.
5. A clumsy ogre spends hours trying to nail a curtain to a log lintel with a rock and a handful of wooden stakes.
6. A giant ogre mage drags a deer carcass into the lair.
7. An ogre mage impales a sheep carcass onto a set of antlers above the lair's entrance.
8. A panicked horse imprisoned in a low corral of logs breaks free and canters away. Several ogres give chase.
9. Strange sounds—chantings and off-key singing—come from deep inside the lair.
10. An angry ogre mage chases a young ogre who has done something wrong. When he catches the child, he whips the terrified boy.

## 3: MAJOR LAIR FEATURES

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1. A filthy banner of dyed horse hide bears a strangely intricate symbol daubed onto it.
2. A large throne made from tusks and bones stands on a stone dais. The throne isn't strong enough to hold an ogre mage's weight, and it collapses if used.
3. A huge bone deeply embedded in the floor of a cavern holds the bound skeleton of a human upright.
4. Doorways to the ogre mage's chambers are daubed with blood and paint.
5. Wide white fangs have been painted across the top of a cavern entrance. The decoration makes the opening look like a fanged maw.
6. Broken armour and shredded clothes hang from the roof by metal wire attached to hooks.
7. A gate made from bound logs and heavy shields blocks off a tunnel where it narrows.
8. A cart filled with mud and stone lies forgotten in a partially collapsed chamber.
9. A fetid pool of water, swimming with larvae, has been used as a dump for all the detritus from the lair.
10. An old knight's tent has been pitched at the back of a cavern. The ogre mages use it to practise their magics away from prying eyes.

## 4: MINOR LAIR FEATURES

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1. Tangled roots drop from the ceiling and catch the ogre mage's heads as they pass.
2. A shallow pit pierces the cavern floor, where a large rock has been removed.
3. The tunnel drops steeply, forcing human-sized and large creatures to scabble through on all fours.
4. A large pile of discarded bones is infested with rats that the ogre mages use for sacrifices.
5. Crude buckets float on the surface of a scummy pool of water; this is one of the ogre mage's water sources.
6. One side of a corridor has been used as a latrine, and the floor is slick and dangerous. Sharp rocks lurk amid the stinking mess and may infect any clumsy people cutting themselves on them.
7. Iron rings have been pounded into the walls, ready to chain up slaves or sacrifices.
8. Water bubbles up from a crack in the floor, spreading grime over the floor in a sizeable slippery patch.
9. A sharp rock in the ceiling bears bloodstains from the ogre mages repeatedly banging their heads on it.
10. A table with two broken legs is propped up on a pile of rocks and bones. The table holds a collection of earthenware jars filled with blood and viscera.

## 5: OGRE MAGE'S APPEARANCE

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1. This ogre mage wears a long embroidered red curtain. The creature has a single tusk pierced with an iron ring protruding from its mouth.
2. This ogre mage wears a wide-brimmed top hat. A raccoon tail dangles down from the back of the hat.
3. Wearing swathes of rags and straps of hide, each decorated with hundreds of scrawled sigils, this ogre mage looks a bit like a gigantic, mobile crumpled scroll.
4. Wearing a headdress made from a horse's skull paired with a long tail, this ogre mage prances about maniacally while cackling gibberish.
5. With sickly green skin covered in pocks and sores, this ogre mage looks diseased and unwell. If it is encountered with allies, they give it a wide berth.
6. This ogre mage glares through thick-lensed glasses that make its eyes look crossed and unfocused.
7. Leaning heavily on a club made from a wagon's axle, this ogre mage stumbles around as if drunk. This is an act; its intellect is as sharp as its fellow's.
8. Wearing the tattered remains of a sailcloth wrapped tightly around her, this ogre mage looks like a badly-wrapped mummy.
9. Livid reddish scars from an old wound run down this ogre mage's forehead and nose.
10. Long wide ears stick out from the side of this bald ogre mage's face giving it an almost goat-like appearance. Deep black bags rim the creature's eyes.



## 6: TREASURE

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1. A horned steel helm is wedged on the tip of a log; it is used as a crude club.
2. A sharp-bladed battleaxe is embedded deeply in a log where it was used to cut up meat.
3. A rough spellbook made of animal hides with writing and symbols marked in blood is twice as thick as a standard spellbook. The book fills a goat's stomach satchel with some bottles and etching tools.
4. A polished wooden shield bearing a unicorn sigil has been placed on a wall and used as a target. Despite being abused for years, it is in good condition.
5. A silver goblet has been knocked off a table and lies wedged forgotten beneath a heavy log.
6. An ogre mage has used this thick spiral pattern gold bracelet as a toe ring for years. It needs a good clean.
7. A two-handed sword is bound tightly to a branch to make a spear. The sword's pommel is shaped like a dragon; the sigil is the device of a noble family who would pay much for the sword's return.
8. A wide leather belt holds pouches of expensive herbs and spices. An ogre mage wears it as a pretend component pouch.
9. Buried under a pile of rubbish lies a finely crafted chair with gold leaf lions carved into the hand rests.
10. An ogre mage has used this elven hunting dagger to trim its nails and pick its teeth. The weapon looks slightly worse for wear.

## 7: TRINKETS & TRASH

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1. This small leather cup holds a collection of goblin teeth.
2. A broken spear blade has been used to scratch crude faces into the table on which it lies.
3. A blunt dagger is hammered into the wall as a peg for an ogre mage's cloak.
4. This box holds swan's quills. An ogre mage has bound several together onto a stick which it waves around as if it were a wand.
5. A toolbox with hammers and nails too small for the ogre mages to use is discarded amongst a pile of rubbish.
6. Several pouches have been searched and discarded in a corner. One contains a bloodied arrowhead that may cut careless prying fingers.
7. A wide-bladed bear trap has rusted so much that it is useless. A finger bone is jammed into its broken teeth.
8. A flattened pirate's hat with a parrot quill in its headband has been squashed flat under an ogre mage's bed.
9. A set of reins used on a cart or carriage hang on a hook.
10. A cartwheel has blades crudely tied to it, ready to be rolled at enemies. A blunt short sword and a dozen sharpened pitons are among the attached blades.

## ORC CAVES

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Wild and feral orcs take over caves with little care for secrecy or subtlety. Proudly displaying their battle trophies they taint the area with their awful, savage presence.

### 1: OUTSIDE THE LAIR

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1. A severed orc's hand lies beside the track. Closer inspection reveals it was removed by a heavy, blunt blade wielded with considerable force.
2. Hundreds of heads—the orcs' victims—are impaled on the sharpened branches of a twisted tree.
3. Bestial roars and raucous laughter echo from the cave's dark entrance.
4. The image of several teeth has been crudely chipped into the rock face, as the beginning of a skull carving.
5. Foul yellow smoke, a result of the chemicals in the coal the orcs are burning, drifts from the cavern's fires.
6. Tracks leading into the lair go through a deep mud-filled puddle which the reckless orcs splash through.
7. A barrow, its broken wheel embedded deeply in thick mud, holds a stack of coal and firewood.
8. A crushed orc lies buried beneath a broken cart.
9. Fetid puddles poisoned by the orcs' faeces fill the area with an ungodly stench.
10. Discarded banners and battle trophies from the tribe's victims are displayed proudly outside the caves.

### 2: WHAT'S GOING ON?

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1. Two orcs wrestle noisily in a pit; their grunts and shouts echo noisily through the tunnels.
2. Limping along, a wounded orc lags behind his companions and collapses. His uncaring, weary fellows don't notice he is missing.
3. Piggy-backing orcs parody a noble joust, using long poles to knock each other over.
4. Several orcs are planning to ambush a rival and use the distraction of the party's arrival to strike.
5. The loud clanging of a bell fills the caverns. The nearby orcs stop what they are doing and head towards the chief's chamber.
6. A squealing boar breaks free from its cage and begins killing its captors.
7. Imperiously, the tribe's shaman wanders the tunnels with his guards to choose a lone orc to sacrifice.
8. A gang of orcs suddenly pick up weapons and charge through the tunnels seeking a group of rivals.
9. A huge orc casually drops severed fingers and ears from its kills into a pot of grisly stew.
10. Determined to prove himself a young orc sneaks out of the caverns and begins a lone vigil overlooking the cave.

## 3: MAJOR LAIR FEATURE

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1. The tribe uses a putrid mess of blood and clay to daub crude sigils on the walls and their many banners. Pots of it litter the lair.
2. A pile of heavy rubble hides the crushed bodies of two orcs whose poor attempt at mining caused a collapse.
3. Scalps and skulls of powerful enemies are nailed to a rotted tree trunk in the centre of the chamber.
4. The vinegary stink of rotting guts fills the air. Investigation reveals ropery intestines with drying meat hanging on them jammed into cracks in the wall.
5. A heavily guarded tent of blood red canvas and hides stands at the back of this chamber.
6. A shoddy barricade of furniture and logs spans this area. The orcs hide behind it to throw spears at intruders.
7. Prisoners tied to logs have been used as target practice. Impaled by spears and bludgeoned by clubs they suffered greatly before dying.
8. Stacked trunks of heavy trees divide this larger cavern into sections. Each area is claimed by a different warrior.
9. Offerings of skulls, weapons and trinkets surround two huge tusks wedged into the ground. One skull, cracked down the middle by an axe, is of a monstrous curly horned bull.
10. Several spiders have created a mass of tangled webs covering a crack in the corner of a room. Behind the webs lies an adventurer's skeleton.

### 4: MINOR LAIR FEATURE

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1. Glowing coals fill skulls suspended from the ceiling. Sinister flickering light fills the area.
2. The foul smelling waste filling this otherwise empty animal pen makes intruders' eyes water.
3. A barrel of heads rots in a corner. Sometimes, the orcs throw the suppurating heads at each other for fun.
4. Orc blood spatters the walls near a bloodied hammer.
5. A rusty helm slowly filling with fetid water dribbling down the rocks is nailed to a wall.
6. Smoke from dozens of small fires fills the chamber. The chamber is uncomfortably hot and the smoke stings the characters' eyes as they pass through the area.
7. Patches of green slime float atop many of the puddles in the lair.
8. A broken table missing two legs balances on a pile of flat rocks. Buckets of ale and filthy cups are piled high on the rickety table.
9. A dwarf skull lies near a bucket. The orcs throwing it into the bucket have long since forgotten their game.
10. A rusting pick is embedded deeply in the cavern walls. Trying to remove it may cause a small collapse.

## 5: ORC'S APPEARANCE

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1. This orc's skin is so dark it is almost as black as the boar hide armour covering him from head to foot. The orc's weapon are similarly blackened—by being rubbed all over with charcoal.
2. This orc is missing an eye. For some reason she has replaced it with a black polished river stone which she affixes with thick brown mud.
3. Wearing blackened rags over rough chainmail this orc constantly itches and picks at its face.
4. This huge orc wears an ill-fitting yet polished knight's breastplate, vambraces and pauldrons, over its stinking leathers and rags.
5. Clad in several cloaks this evil, twisted-looking female orc carries a bundle of sharp spears over her shoulder. The cloaks provide protection as leather armour.
6. This orc wears a ragged bear-hide under its armour. The fleas and ticks in the hide have now made the orc home. Consequently, the orc is constantly itching, and is often distracted by the insects' many bites.
7. A bull's horn rises from the side of this grey-skinned orc's helmet. The horn is battered, chipped and slightly lopsided, giving the orc a comical look.
8. Patches of this orc's skin are a sickly yellow colour. Black, weeping sores cover much of its body. Dried black ichor streaks the orc's clothes.
9. Wielding a vicious barbed polearm this orc stands back watching its fellows. It only attacks when an enemy is injured or distracted.
10. Claw marks scar the face of this old orc's face giving him a lopsided almost childlike grin.



## 6: TREASURE

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1. A heavy, but well-balanced, axe made from pig iron hangs from a thong. Despite its terrible condition, it makes a fearsome weapon when wielded by someone with an orc's ferocity and bestial strength.
2. A cloak of untreated lion skin complete with claws and skull hangs from a spike driven into a wall. The cloak stinks of rotting meat until vigorously cleaned.
3. A chest of gold and silver coins, worthless to the orcs, is discarded in a corner. Its contents are slowly sliding down cracks in the floor.
4. This polished ivory and teak box has resisted all attempts to open it. Now scratched and broken it is still worth a lot to the right person. Its contents, a vial of foul poison, slowly leaks from a crack in its base.
5. An intricately carved staff serves as a curtain pole hanging over an alcove or tunnel entrance.
6. A golden orb more suited to a king's throne room than an orc lair is missing its many gems. The orcs hurl it at each other's heads as part of a ritual, when arguing before the chief.
7. Three green precious stones sit prominently atop a goat's skull.
8. A silver nibbed quill from a writing kit is embedded in a chair leg; the kit's inks and drying powders stain the nearby floor and walls.
9. A boar-face helmet, complete with a pig-nosed face plate and engraved steel ears, perches on a small table.
10. This heavy bladed, gold embellished sword is now pitted and rusted. With a bit of care and a good sharpen it could be returned to its former glory.

## 7: TRINKETS & TRASH

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1. A collection of nails and pitons fills a leather sack.
2. An incomplete set of wooden playing cards are scattered on the floor.
3. A deer hide quiver is filled to bursting with cracked, badly fletched hunting arrows.
4. This steel flagon has a eagle scratched on its base.
5. A warm yet soiled, leather jacket suitable for a small person lies discarded on a filthy sleeping mat. The jacket must be cleaned if the owner wishes to avoid the infection risk it holds.
6. A punctured leather sap leaks sand onto the floor.
7. An ornate paper fan is jammed into a crack in the wall. Its delicate scenes are stained with blood and mould.
8. A chipped stoneware plate decorated with blue fish lies in many pieces on the floor.
9. A single padded boxing glove, like those worn by the fighters in a travelling circus, hangs from a spike.
10. This long woolly hat has many small bells attached. The hat belonged to a gnome scout who got killed; his tribe are out looking for revenge.

## ORC WAR CAMP

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Nomadic, opportunistic and savage orcs quickly take over a suitable camp, village or cave before turning it into a shoddy yet defensible home.

### 1: OUTSIDE THE LAIR

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1. The stink of rotting meat and smoke mixes with that of excrement, and grows stronger the closer intruders get to the orcs' camp.
2. Vegetation in the area is trampled and dead, apart from dense stands of thorns and foul-smelling fungus.
3. A stream passing through the camp is polluted with blood and excrement. It flows down a narrow defile and out into the wilds. This is the only nearby water supply.
4. Ramshackle platforms serving as watchtowers hang from trees or alongside the path.
5. Raucous laughter and sounds of fighting come from the direction of the camp.
6. The irregular beat of a hammer on metal echoes through the air as an orc works at a makeshift forge.
7. Skulls and bones are piled haphazardly at the base of a macabre effigy set to overlook the path.
8. Clinking and rattling wind chimes of bone and skulls hang over the path.
9. Unwanted rubbish litters the trail. (The type of rubbish and litter may provide clues about the camp).
10. Crude symbols painted in blood and clay on rocks and trees mark the camp's main approach.

### 2: WHAT'S GOING ON?

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1. Two young orc guards jump up and down excitedly, while pointing in a random direction.
2. A prisoner is dragged from an iron cage and beaten in front of the clan, to the great delight of the watchers.
3. Guards coming off duty settle down and fall asleep near their posts in rough hide-covered lean-tos.
4. An orc patrol leaves the camp to hunt and forage.
5. A huge, sullen orc riding a boar approaches the camp and enters alone. The guards mutter behind his back.
6. A scrawny orc practices with a shortbow, much to the amusement of his fellows.
7. Three female orcs trail a gaggle of kids behind them.
8. A prisoner is dragged into the centre of a seething mass of orcs, before being beaten to death and eaten.
9. Prisoners cower in cages whilst the orcs tease them cruelly and make lewd gestures.
10. A small scuffle turns into a massive fight; several orcs suffer serious wounds before it is broken up.

## 3: MAJOR LAIR FEATURES

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1. A stake-adorned stone tower has shoddy tree trunk gates and a spiked palisade.
2. A large section of crumbling and waterlogged stone wall has rotted. The orcs have prepared the area ready to collapse the wall onto invaders.
3. Every ten feet or so, a metal spike or spear impales the rotting body of a human warrior to the fence.
4. Sharp stakes and rotting bodies fill an incomplete ditch surrounding the wooden walls. Several lazy orcs work on the ditch, but aren't making much progress.
5. Rocks, stakes and huge bones form a massive effigy of the tribe's totem animal or perhaps a fearsome god. The effigy looms over the camp, like a supernatural sentinel.
6. A very human tattoo adorns the hide of a hut. Closer inspection reveals more human skin sown into the tents and huts, throughout the camp.
7. Blackened bones and skulls peek from the ashes of a huge bonfire, in the centre of a ring of rocks.
8. Corpses of prisoners hang from a wooden tower, like butcher's meat. Sentries tread the boards above.
9. Hanging tusks and stakes decorate a torch-lit cave entrance, making it look like a fearsome beast's maw.
10. An armoured stagecoach covered with planks and spikes serves as the camp's gate.

### 4: MINOR LAIR FEATURES

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1. An old rusty plough now serves as a crude but lethal swinging blade trap.
2. Stacks of heavy barbed spears stand around the camp ready for instant use.
3. Skulls of a certain animal—foxes, bears or wolves—are displayed as trophies throughout the camp. Maybe the animal is sacred to the tribe?
4. Hidden away between two huts is the skeleton of a child—an escaped and forgotten prisoner who starved to death while hiding from her captors.
5. A pot of foul stew bubbles on a campfire. Is this dinner made for the prisoners, or perhaps made from them?
6. Thorny wooden cages hold the skeletons of tortured prisoners. Orc children dare each other to reach in and steal bones to chew for the marrow.
7. Gourds, herbs and flimsy vines, tended by a decrepit orc woman, grow in the gaps between two huts.
8. Hand carts and sleds are stacked near the doors of huts.
9. A swan pennant flutters from the tip of a lance driven through the body of an armour-clad knight.
10. Pungent brown shelf fungus grows from the timbers of the huts.

## 5: ORC'S APPEARANCE

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1. White mottled skin mars the face of this ancient orc; his weapons and armour remain deadly and functional despite clear evidence of years of use.
2. This orc has hundreds of drilled teeth and finger bones enmeshed in the tangled plaits of her dyed red hair. They clash together as she moves.
3. Red piggy eyes stare out from the black wolfskin hood of this hunched, leather-clad orc.
4. Claw marks from many fights scar the face and body of this burly female orc warrior.
5. Wearing the skull of a tusked boar as a helm this huge orc carries a wickedly barbed polearm over one brawny, battle-scarred shoulder.
6. Ancient and twisted, this scarred orc carries many strange fetishes and talismans stitched and woven into her battered chain armour.
7. Tall and painfully thin, this orc carries a wickedly serrated handaxe in each hand, which she absentmindedly twirls as she moves forward.
8. Wearing shoddy armour fashioned from wood, bone and scraps of chainmail this young orc desperately tries to fit in.
9. Carrying a butcher's cleaver in each hand this young orc is covered in red and blue tattoos. He wears a scrappy leather jerkin.
10. Festeoned with pouches and bags this female orc stinks of herbs and dried blood. She wears a pair of hacked-off at the knee dirty leather trousers.



## 6: TREASURE

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1. This over-sized meat cleaver hangs from a thick leather thong. The orcs believe the cleaver is possessed by the spirit of a berserk warrior, and revere the weapon as a tribal relic.
2. Blackened and rusted, this suit of heavy plate armour has been worn by orc chiefs for many years.
3. Strings of finger bones are plaited around the haft of this bloodstained morningstar.
4. A thick strip of black wolf hair decorates this black metal helm which has images of leaping wolves chased into its cheek guards.
5. This necklace of teeth from the tribe's sacred animal is so long it must be double looped around an orc's neck.
6. Covered with orc glyphs this leather scroll records the tribes terrifying war chants.
7. A map engraved on a wooden plank details good spots for the tribe to camp throughout the surrounds.
8. The skin of a bard covers this large drum; it loudly booms when struck.
9. A golden needle used to tattoo vile symbols on the orcs has intricate patterns and symbols all over it. All are filled with paint and blood and the spike must be cleaned before its real value can be deduced.
10. Dried blood and flesh shards decorate the tip of this evil-looking spear. The weapon's shaft is similarly "decorated" with the leavings of battle.

## 7: TRINKETS & TRASH

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1. Skulls and clay pots contain thick smelly paints. The orcs use the paint to tattoo themselves, despite the infections inevitably ensuing.
2. This string of severed ears is eight-foot long. One contains a copper earring that belonged to someone the party knew.
3. A sallet helm rest upside down on a shelf. Several cracked eggs and a dead bird lie within.
4. A collection of badges and signs of office are stashed in a leather pouch hanging from a wide, leather belt.
5. A cracked wooden cameo has a picture of a woman on one side and a scribbled-over picture on the other.
6. A heavy steel key banded with copper.
7. Six colourful parrot feathers are connected by wisps of thread through their quills. The feathers are probably decoration for an exquisite bard's hat.
8. An exquisitely detailed elven eating knife is now blunted and filthy.
9. A copper spike earring.
10. A sash made from the tattered remains of a banner.

## ORC VILLAGE

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Sometimes orcs emerge from their caves to live in crude villages of their own construct or the sacked ruin of their enemies' homes.

### 1: OUTSIDE THE LAIR

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1. The stumps of felled trees and the tracks of many booted humanoid mar the area around the orc village.
2. Well-worn paths wend their way through the landscape. The tracks of many booted humanoids are easily visible.
3. The bodies of the orcs' slain foes are hung from trees, impaled on spikes and otherwise displayed throughout the surrounding area.
4. There is a blindingly obvious lack of wildlife in the area surrounding the village.
5. Here and there, the yellowing bones of those who sought to fight the orcs on their home territory lie amid the rust and ruin of their equipment.
6. The land is blackened and barren; given the ash, charred wood and other unidentifiable things, it appears a large fire raged here in the recent past.
7. A patrol of three orc warriors watch the most obvious approach to the village. The three are young and keen to prove themselves.
8. Poorly hidden pit traps dot the locality. The orcs check the pits every few days to see what they have caught.
9. A stream, choked with debris and rubbish, oozes through the landscape.
10. Skulls atop posts greet visitors approaching the village.

### 2: WHAT'S GOING ON?

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1. Screams from within the village tell their own story of the orcs' grisly entertainment.
2. The clash of weapons on shields and the loud grunts and shouts of those fighting fills the air. The orcs may be sparring, or they could be settling a score.
3. The sound of shouting followed by the clamour of weapons being bashed on shields fills the air.
4. A patrol of six orcs emerges from the village to scour the surrounding area for intruders...and food.
5. Orc children play in the street with blunt wooden weapons. They enthusiastically whack at each other.
6. A thick plume of smoke rises from a large fire at the centre of the village.
7. Dark clouds hover over the village, and the orcs are making the most of the overcast weather.
8. A captive escapes by climbing over the village wall while the orcs are distracted. The captive flees unknowingly directly toward the party.
9. The village is quiet and seems deserted.
10. Most of the orcs slumber after a victory feast.

## 3: MAJOR LAIR FEATURES

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1. A high palisade of spiked tree trunks surrounds the village. A crude walkway runs along the top of the wall.
2. The orcs dwell in a ruined village of human artifice; they have made crude repairs to the village's buildings.
3. A wide moat filled with rubbish and decaying corpses surrounds the village. The moat is a formidable barrier.
4. Roofed watchtowers stud the village's palisade. Orc guards always lurk within.
5. Crude tunnels, reinforced with planks and tree trunks, run under the village and link all the huts and other important buildings.
6. A cave entrance under the largest building in the village leads to an old mine. The orcs retreat therein if the village comes under sustained attack.
7. The village boasts a crude stone wall and rudimentary towers, all built by the orcs' slaves.
8. The village is built around an old watchtower; the orc chieftain claims the tower as their home.
9. The orcs' huts cluster closely together, and narrow, gloomy alleyways wind their way through the village. Murder is often done in those alleyways.
10. A filthy river, its water thick with disease, excrement and rubbish, flows sluggishly through the village.

### 4: MINOR LAIR FEATURES

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1. The stench of many unwashed bodies, excrement and the foul stench of the orcs' cooking fires fills the air.
2. The streets running between the orcs' huts comprise little more than mud and slime. Virtually nothing green grows within the village's bounds.
3. Streams of smoke rise from many of the huts intermingling into a black smudge of a cloud that hangs low over the settlement.
4. Spears and small caches of javelins stand in bins at useful spots throughout the village.
5. A slave pen at the centre of the village holds the orcs' doomed captives. The intense stench of fear, sweat and excrement emanates from the pen.
6. Battered and dented shields hang from the village's palisade. These are trophies taken from the orcs' many vanquished enemies.
7. Rats and other vermin infest the village; the orc children hunt them for fun ... and food.
8. Bone wind chimes hang from the eaves of most of the huts and clack in the wind.
9. Each of the huts has a small earthen cellar; therein, the orcs store their "treasures" or keep their slaves.
10. Mangy dogs—kept near starved by the orcs—wander the village. They have been beaten and brutalised, and they attack any non-orcs they see.

## 5: ORC'S APPEARANCE

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1. This muscular orc has only one eye; nothing but a mass of red and black scar tissue fills its other eye socket.
2. Wearing dented and battered armour, this heavily scarred, muscular orc has a wild and blood-crazed look in its eyes.
3. Naked but for a breechclout, this massively muscled orc holds a battered shield in one hand and a battleaxe in the other. It screams a wild battle cry!
4. Wearing a bloody bandage around its head and clutching a battleaxe in two hands, this battered orc warrior yet stands ready for battle.
5. Black eyes blaze from under a mop of greasy, lank black hair. The orc's forehead sports several bruises, and its nose has obviously been broken recently. Its armour is battered and covered in filth.
6. Almost seven feet tall, this monstrously muscled orc wields a two-handed sword as if it was but a stick. Its muscles stand out in stark relief and bunch and writhe under the creature's dirty grey skin.
7. Squat but broad, this bald warrior more resembles a dwarf in build than a typical orc.
8. Thin for an orc, this robe-clad wizard wears a bulging bandolier across their chest. Their face is heavily tattooed with mystical symbols.
9. Wearing a mish-mash of armour taken from slain foes, this orc is more heavily armoured than its brethren. However, their armour makes much more noise when they move about.
10. This orc's skin is wholly white, except for various livid scars crisscrossing its forearms. Its hair is also pure white, while its eyes are a piercing hue of blue.



## 6: TREASURE

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1. This much-stained battle banner depicts a battleaxe dripping blood. This is the tribe's tribal banner and is much valued by them.
2. With a bejewelled hilt flaked with black and red stones, this dagger is more a work of art than a weapon of war.
3. Unevenly covered in melted silver, this dwarven skull serves as a decoration and a battle trophy. A large rent cleaves the top of the skull.
4. With a long, tapered point, this thick spear of ash is almost ten feet long. Grooves in the tip and wood channel blood away from the wielder's hands.
5. Depicting a dragon's face, this golden brooch has glimmering red rubies for eyes. The brooch is dirty and needs a good polish.
6. These knee-high black leather boots both have internal scabbards for daggers. They also have steel toecaps.
7. These boxes and barrels hold a great store of iron rations—ready for the orcs' next raid.
8. The orcs use this white tabard as a rag. It was a paladin's and resists all staining. It bares a blazing sun device on its chest.
9. The orcs have mounted a ballista to the back of a small wagon. They keep two ponies to pull the wagon.
10. This pouch holds several flecks of a silvery, lightweight metal—mithral!

## 7: TRINKETS & TRASH

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1. This suit of battered scale mail has many holes and dents. Dried blood covers the inside of the armour.
2. A pile of clothes looted from the orcs' captive fills a corner of the room. The clothes are dirty, and many are ripped or sport bloodstains.
3. A barrel holds a mass of scrap metal such as broken swords, arrowheads, bits of armour and so on.
4. This shredded battle flag bearing the device of a lightning bolt on a sable background was once the standard of a famous adventurer.
5. A great rent over the left shoulder sunders this heavy suit of blood-drenched chain armour.
6. A mass of sodden, hacked and torn books lies on the floor. The contents are illegible.
7. The curved head of a sundered dwarven battleaxe hangs on a wall.
8. A shield leans against a wall; four thick arrows pierce the shield—three punched all the way through the wood.
9. This dented helmet has a small hole in its top and a long crack running down its back. It breaks in two if hit with any kind of force.
10. A large crack runs along the blade of this wickedly curved falchion. If it is used in combat, it shatters after the wielder's first attack.

## OTYUGH'S SEWER

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Often overlooked as a stupid brute the cunning otyugh is a peerless hunter in its dank, noisome lair.

### 1: OUTSIDE THE LAIR

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1. Rusting ladders coated with grime and slime ascend to vents set in the streets above.
2. Years of filth cover the hinges of a rusted iron gate, making it look like iron bars seal the tunnel. Only when the gate is cleaned can the hinges and lock be found.
3. A heavy gate is stuck in place; freeing it reveals a severed, rotting hand wedged in the gap.
4. Large parts of the ceiling have collapsed into the sewer forming a series of weirs and pools through which the effluent streams.
5. A long ladder of crumbling iron rungs set into the wall descends far into the stinking darkness.
6. The sewage flows over a deep pit into which an unwary explorer could easily blunder.
7. The lower half of a ladder has rusted away leaving a sharp drop into the sewer below.
8. Tendrils of yellow vines hang from the ceiling and gently waft in the faint breeze blowing through the tunnel.
9. Rusting pipes block the walkways forcing travellers into the "stew" to duck beneath them.
10. A bright red inflated pigskin floats near a grate.

### 2: WHAT'S GOING ON?

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1. The otyugh casually throws stones into a pool and seems to enjoy the splashes.
2. Half submerged in a pool the otyugh catches clear dripping water dripping from above on its tongue.
3. The otyugh struggles to clear a blockage in the channel of effluent that redirects the flow away from its lair.
4. The otyugh noisily rips apart the body of a thief who it recently caught; his loot lies nearby amid the slime and the muck.
5. Splashing about its lair, the otyugh tries to catch large sewer rats swarming through the filth. The rats are faster than the otyugh and it is growing frustrated.
6. The otyugh attempts to bend open a grate causing effluent and debris to pile up in its territory.
7. The otyugh clears away the filth from a wooden statue.
8. The otyugh loudly chews on a rotting dog's corpse. It is unaware of intruders.
9. The otyugh's hoots and cries echo eerily through the sewer tunnels.
10. The otyugh farts loudly.

## 3: MAJOR LAIR FEATURES

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1. Effluent dripping from above forms large stalagmite-like growths in the corridors and chambers. Some of these growths almost reach the surface of the effluent flowing sluggishly through the sewer.
2. A thick crust of dried sewage has formed atop the effluent. The crust seems solid until stepped on.
3. The many points of a deer's skull stick up from the depths of a deep pool.
4. A section of wall has collapsed into the passage, creating a field of slimy, jumbled rubble.
5. A beggar woman's emaciated and now rotting body is wedged into a corner. Rats have chewed at her corpse.
6. A stream of clear water cascades down the wall washing the floor clear of sewage.
7. An intricately carved sandstone archway of leering faces frames the entrance to a chamber which predates the sewers by hundreds of years.
8. Light filters through a crack in the ceiling, allowing small ferns to grow in the sewer walls. Insects dwell upon the ferns and spider webs festoon several of the ferns.
9. The jagged legs of a statue stand in the centre of the sewage channel, causing a blockage. The rest of the statue lies beneath the effluent.
10. Thieves' Cant symbols scrawled in faded chalk on the walls point out hidden dangers and loot.

## 4: MINOR LAIR FEATURES

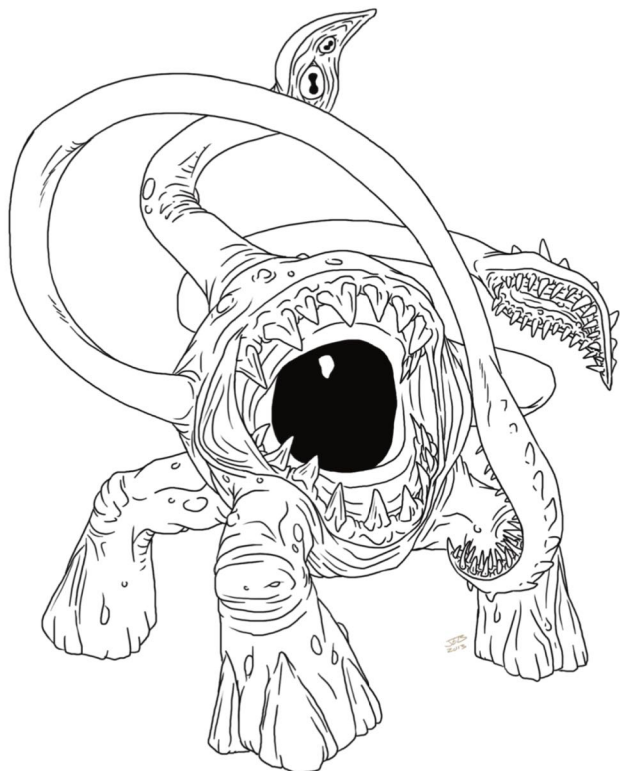
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1. A pigskin ball floats past in the sewage.
2. A smashed lantern covers a ledge in slippery oil.
3. A pocket of invisible gas causes open flames to momentarily turn green and emit popping sounds.
4. A wooden ladder bridges the sewer; it is boobytrapped to collapse when someone crosses it.
5. A barrier of long sharp poles is embedded into a pile of refuse pointing down a narrow corridor.
6. A bloated sheep's corpse explodes when it brushes against the wall, filling the area with nauseating gas and showering nearby characters with rotting flesh and clumps of slimy wool.
7. An open secret door wards a room holding the discarded corpses of a murderer's (or cultist's) victims.
8. Rancid gas bubbles up from the effluent filling the area with an eye-watering vinegary stink.
9. Thick iron bars blocking the channel hold aloft the unstable ceiling; removing or damaging the bars causes the ceiling to collapse.
10. The channel leads to a large swirling pool which drains the sewer into a deeper network of caverns. The closer to the channel, the faster the flow of sewerage.

## 5: OTYUGH'S APPEARANCE

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1. The otyugh's thick blue tentacles float on the surface of the muck, as it rests.
2. A thick crimson star-shaped pattern decorates the otyugh's back.
3. With chalk-grey skin speckled with browns and greens the otyugh blends into the surrounding sewage.
4. Heavy spatters of russet brown mars this ochre-skinned otyugh's rubbery hide.
5. Boils and sores cover this otyugh's oily yellow tentacles. One of its tentacles ends in a jagged stump.
6. Thick black bristles erupt from the legs of this grey and black striped otyugh. The beast is much larger than a normal specimen.
7. Huge bloodstained tusks protrude from the corners of the otyugh's mouth, giving it a boar-like appearance.
8. Three small nub-like horns protrude from the centre of the otyugh's head.
9. One of the otyugh's tentacles is shredded and torn. The wound weeps yellow pus. The smell emanating from this otyugh is indescribable.
10. The otyugh's stripes flush an angry red when the beast is angry or frightened. The creature's tentacles are twice as long as normal.



## 6: TREASURE

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1. This small dove carved from a chunk of rock crystal renders the bearer immune to disease.
2. This long-bladed, razor-sharp ranseur is immune to rust and decay.
3. This large backpack seems impervious to the rot and grime covering everything else. Its contents—a standard set of adventuring gear—are similarly pristine.
4. A silver pomander filled with pungent, dried herbs that counter the stinking effects of the sewers hangs from a slightly proud brick jutting from a wall.
5. This noble's fencing foil is bent out of shape yet may be worth a lot to its former owner's family. The family's sigil decorates the pommel.
6. Elegant but filthy, silk slippers laced with pearls and amethyst adorn the feet of a female human's slime-covered skeleton.
7. This small ceramic pot contains an alchemical grey paste that destroys, or possibly repairs, rust when applied.
8. Gold and silver coins fill this large box. The chest's rotted bottom disintegrates when it is moved, dumping the treasure into the sewer.
9. A winged helm rest on the surface of the effluent; its flying charm failed its previous owner at the worst possible time.
10. This sharp-bladed short sword carries the taint of the sewers on its blade and inflicts disease on those it cuts. Similarly, the blade's owner is immune to diseases.

## 7: TRINKETS & TRASH

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1. Filled with rotten eggs and a slurry of decomposing straw, this small crate collapses in upon itself if moved.
2. A collection of rusted and useless metal spoons fills a small sack.
3. This broken walking stick has a carved owl's head. The remaining part of the stick is of highly polished and stained oak. It once belonged to a gentleman of note.
4. A parrot skull decorates the top of this small ceramic jar.
5. A broken-hafted shovel juts from a small pile of effluent piled on a walkway.
6. Buckets filled with faeces and other foul stuff are lined up neatly against one wall.
7. A broken rake lies under the muck; its sharp rusted prongs stick upwards, ready to impale unwary feet.
8. This half-submerged wheelbarrow is missing its wheel.
9. Buried in the muck, this pitiful child's skeleton yet holds a bone rattle to its chest.
10. A shiny object floating on the surface of the stew turns out to be a worthless shard of broken glass.

## OWLBEAR NEST

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Owlbears are a staple of low-level adventures. There is little as frightening for neophyte adventurers than facing down this mad mixture of bear and owl.

When owlbears aren't hunting, they retreat to their nests, making it one of the most likely place for adventurers to encounter them. While owlbears have animal intelligence, they are cunning and aggressive, especially when it comes to protecting their nest (or young).

### 1: OUTSIDE THE LAIR

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1. A deep furrow in the ground leads from the nest, as if the owlbear only uses this path.
2. An abandoned cabin stands by the nest's entrance.
3. A path of feathers leads to the nest, with only a scant few lying off the path.
4. Twigs line the entrance to the nest. (Hidden twigs are positioned to alert the owlbears within.)
5. A dense thicket of trees allows but one easy route to the owlbear's nest.
6. A pool of brackish water sits near the owlbear nest; the owlbear sometimes bathes within.
7. A tall oak tree (or obsidian column, in a subterranean lair) marks the entrance to the nest. The owlbear uses it as a scratching post.
8. Two signs reading, "Avoid yon foul beast," and pointing to the nest warns of something foul lurking inside.
9. A pile of rotting carcasses sits outside the nest, as though the owlbear was obsessed with tidying its lair.
10. A 10-foot-wide, 20-foot-deep pit rings the entrance, seemingly meant to keep the beast from escaping.

### 2: WHAT'S GOING ON?

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1. The owlbear has a wounded live deer trapped in its nest.
2. The owlbear is watching over six eggs; the largest is in the process of hatching.
3. The owlbear stands over the corpse of its mate. Its mournful cries are a mixture of growls and shrieks.
4. The owlbear drinks from a water-filled depression.
5. The owlbear coughs, and the sound echoes through the lair, before the beast spits out a bone.
6. The owlbear is industriously digging a hole, which is already two-foot deep.
7. The owlbear is busy chasing a rat around its nest, while the frantic rat scuttles about trying to escape.
8. The owlbear scrutinises a skull it holds in its paw.
9. The owlbear is vigorously scratching its back against the wall, and oblivious to intruders.
10. The owlbear is deep in snore-wracked slumber.

## 3: MAJOR LAIR FEATURE

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1. The nest surrounds a granite column reaching from floor to ceiling.
2. Several partially eaten corpses of wolves, deer and so on are strewn around the nest. The stench of blood and rot fills the air.
3. An old rope bridge connects two ledges above the nest.
4. Fissures crisscross the lair. A disused nest rests precariously at the edge of a steep drop.
5. Due to repeated blows from the owlbear, shattered stalactites (or saplings) litter the floor around its nest.
6. A ledge, ten feet from the ground, runs around the cavern walls.
7. Vents in the ground eject steam every few minutes. The owlbear ignores the jets of steam.
8. The nest is built atop an ancient open grave. Bones taken from the pile of skeletons add to the feathers and twigs comprising the nest.
9. A waterfall tumbles down the cavern's rear wall. Unlike the rest of the cavern, which is filthy, the waterfall and the area around it are pristine.
10. A narrow tunnel opens at the back of this cavern. Based on the lack of tracks, no owlbear has ventured into it.

### 4: MINOR LAIR FEATURE

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1. A discoloured door shape mars the rightmost wall, making it easy to discover the not-so-secret door hidden therein. Beyond lies a deep network of caves.
2. The half-shredded remains of a table and four matching chairs lie in this chamber's corner.
3. Egg fragments line this filthy nest. (The eggs hatched four weeks ago, but the young are nowhere in evidence.)
4. Bones from different creatures are arranged on the floor in a rough approximation of an owlbear skeleton.
5. Three half-eaten toadstools, brown with white speckles, lie discarded near the nest. (If eaten, the toadstools induce hallucinations.)
6. A humanoid's skull with elongated canine teeth suggests the owlbear killed a werewolf or vampire.
7. The flesh has been stripped from the bones of this seven-foot long fish.
8. Among the half-eaten carcasses are incongruously prime cuts of meat.
9. Fresh, colourful flowers decorate the owlbear's bed. (The decoration is too carefully and intricately done for a half-mad owlbear to execute.)
10. All the bones lining this nest come from wolves and the like. Judging from the profusion of bones, the owlbear has eaten well recently. (Some goblin bones are intermingled with the rest—the owlbear recently dined on a pair of wolf-riding goblin scouts).

## 5: OWLBEAR'S APPEARANCE

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1. A scar runs down the left side of this owlbear's face and across its left eye, rendering it blind in that eye (this does not affect the owlbear in combat).
2. The owlbear has a pale, heart-shaped owl's head and is missing the ear tufts common to its kind. Its thick but ragged fur is jet black.
3. The owlbear is missing all its feathers, giving it bald patches on its head and upper body. It almost looks like a (homicidal) partially plucked chicken.
4. This elderly owlbear has grey and white fur. It is missing a talon, from its right claw.
5. A patch of golden fur on the owlbear's chest resembles a rising sun. Some religious believers may pay much for such an owlbear fur cloak.
6. A rusty spiked collar encircles the owlbear's neck; it also wears a pair of rusty spiked gauntlets.
7. The owlbear has a head of mostly white feathers, mixed with a handful of black feathers. The feather pattern continues along its shoulders, before giving way to a brown fur.
8. Owl-like talons rather than bear claws sprout from the owlbear's feet. It hops when moving, but this does not slow it down. The talons make a distinctive clicking sound, on hard floors.
9. A pair of feathery flaps akin to wings grow from this owlbear's back, but it cannot fly. It might be able to glide short distances, though.
10. Pustules and open sores cover this owlbear's back. The pustules burst (possibly spreading disease) when the owlbear is struck with a weapon.



## 6: TREASURE

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1. Tucked in a corner is a neat pile of smooth, shiny rocks. One of the rocks is a small translucent green gemstone (a bloodstone worth 50 gp).
2. A severed, rotting left hand buried in the nest bears a golden ring (worth 20 gp) on its index finger.
3. Three brown eggs surround a white egg. (The white egg contains a cockatrice.)
4. A blue speckled egg sits among the brown and white owlbear eggs. On close inspection, the speckles reveal themselves to be tiny sapphires.
5. A battered, but intact and locked, box contains an ornate carved dagger.
6. A silver dinner setting is almost unrecognisable thanks to the filth encrusting it.
7. The owlbear wears a golden necklace with five small, imperfect pearls dangling from it.
8. Among the rusted swords surrounding the nest as a makeshift fence is a two-handed sword in perfect order.
9. A bent staff is hidden among the gnarled branches comprising the nest.
10. A carved, jade figurine depicting a bear sits next to an intricate ivory carving of an owl.

## 7: TRINKETS & TRASH

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1. A bloody scarf with a distinctive red and yellow angular pattern is part of the nest.
2. A few broken beehives litter the nest's floor. One hive contains a small amount of honey.
3. The nest contains a wide selection of neckties, which are surprisingly unmarred.
4. A bear trap holds tufts of the owlbear's fur in its teeth. It seems the creature pried it open to escape.
5. A feather boa sized for a giant encircles the nest. The boa's feathers match the owlbear's.
6. Three hooves—remnants of a recent meal—still have horseshoes attached which are in excellent condition.
7. The owlbear has left a neatly stacked pile of books on a variety of subjects unmolested.
8. A leather girdle, stretched nearly to its breaking point, is among the nest's detritus.
9. A pair of broken oars, evidently used in (failed) defence against the owlbear, lie discarded near the nest.
10. Spheres of varying composition (glass, metal and wood) and sizes are scattered throughout the lair. The owlbear has gnawed on the spheres made of softer materials.

## PIRATES' COVE

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Pirates, smugglers and buccaneers all have a role in a civilised society. Sometimes hidden in plain sight, these lawless scum, murderers and thieves fit into any world, ready to steal from, and sometimes enslave, the unwary.

### 1: OUTSIDE THE LAIR

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1. Painted in pitch on a board made from scavenged driftwood, a simple sign reads, "Keep OWT!!!"
2. A significant quantity of bottles, many broken, gently bob in the gentle swell lapping against the shore.
3. Built high in the trees, a wooden platform much like a crow's-nest provides a lookout's view.
4. Rickety bridges of ropes and planks form pathways across the cove.
5. A heavy ship's wheel is set up to be catapulted forwards as a deadly spinning trap.
6. Buried in the sand, the sharp jaws of a shark have been made into an improvised man-trap.
7. Broken bottles and barrels clutter the pathways running through the cove.
8. An old piece of rigging has been set high in the trees to act as an entangling trap to capture unwary interlopers.
9. The skeletal remains of a trading ship, long ago picked clean of anything useful, lie smashed on the rocks.
10. A red skull flag, declaring no mercy for intruders, hangs from a tall tree.

### 2: WHAT'S GOING ON?

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1. The pirate tends to cages of pigs and chickens, destined to be taken aboard ship as provisions.
2. Lounging against some barrels, these pirates are chatting as they splice old ropes together.
3. The pirate hurls a heavy harpoon at a wooden target before dragging it back using the attached rope.
4. Sitting near the water's edge, this pirate is lost in thought as he tends several fishing rods.
5. Shouting at other pirates, this man stirs a large pot filled with terrible-smelling bubbling fish stew.
6. The pirate prepares to whip a slave tied to a wooden post. The slave sobs in fear while the pirate chuckles to himself.
7. The pirate leans drunkenly against a wall as he struggles to relieve himself.
8. Sitting at a table made from two barrels, this pirate plays a game involving daggers and cards with two shipmates.
9. These pirates argue loudly among themselves over a gambling game. A small pile of wagers lies between the pirates. (Violence breaks out soon after).
10. Sitting partially hidden in a sail's folds, this pirate repairs it with long needles and thick thread.

## 3: MAJOR LAIR FEATURES

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1. Wooden crates and boxes are secured tightly in heavy cargo nets resting on wooden pallets.
2. A large captain's table rests on its side. Its thick oak top holds a secret drawer the pirates haven't yet found.
3. A sailcloth hammock contains a quilt made from the captured flags of previously raided vessels.
4. Discarded fishing nets and lines lie tangled in a corner covering a hidey-hole.
5. A cracked barrel contains spare spears, javelins and boarding pikes.
6. A small hovel built into the side of the chamber has part of a rowboat as its roof.
7. Rigging hangs around the chamber, providing access to higher areas for the ship-savvy inhabitants.
8. Scavenged sailcloth and driftwood form small sleeping areas throughout the lair.
9. A large ballista stands aimed at the entrance to the room; luckily, its rope is threaded and unusable. It misfires, when used.
10. Sodden bales of cloth and waterlogged boxes form makeshift barricades.

### 4: MINOR LAIR FEATURES

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1. A parrot, disturbed from its rest, flies off noisily. It leaves a trail of feathers in its wake. It lands high up in a tree and caws at intruders.
2. A table scattered with cards and wooden dice stands in the centre of the room. Four chairs--all knocked over--surround the table.
3. A drunk and exhausted pirate sleeps under a table; they are out of it to take part in any fighting.
4. Small empty cages obviously intended for small animals fill the space under a set of shelves.
5. The captured flag of a well-known pirate hunter is now the curtain to a privy. Someone in authority may be interested in recovering the flag.
6. Decking of rough and broken planks covers the floor. (Some of it is rotten and weak from water exposure).
7. Several feral cats hide in the shadows and yowl at intruders. They can be silenced with fish or other food.
8. A large barrel of rotting fish sits near the door. Its contents stink.
9. A mischievous pirate has set up a cunning trap to dump a basket of rotting fish onto the heads of his shipmates, but intruders may trigger it first.
10. The thick lid of an empty barrel serves as a target for dagger throwing.

## 5: PIRATES'S APPEARANCE

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1. Hulking and muscled like an ogre this pirate easily wields an anchor in one hand as a weapon.
2. Wearing nothing but ragged trousers this pirate chews on red coloured tobacco. Their chin is stained from his constant dribbling.
3. This pirate is a scruffy fellow who wears a crumpled, dirty silk shirt.
4. The pirate used white tribal paint and bone needles to make his face look like a leering skull.
5. This surly dwarven buccaneer has beads and shells woven into his long, plaited beard.
6. Tall and red-haired this woman wears a low-cut shirt to show off her ample charms; sometimes, she takes advantage of this in combat.
7. Hundreds of ritual scars cover this pirate's face and body. (Each scar represents a foe slain since the pirate joined the crew).
8. This skinny pirate has stringy muscles, a large red tattoo of a mermaid on his chest and a mouth full of sharpened, blackened teeth.
9. This tall, muscular woman leans on a boarding pike.
10. Wearing a long leather coat with the arms ripped off, this pirate yells orders at their mates in a high-pitched voice.



## 6: TREASURE

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1. Somehow this barrel of grog never empties until everyone has their daily share. It magically refills itself overnight.
2. This razor-sharp hook is crafted to represent a rearing seahorse. The seahorse has tiny emeralds for its eyes.
3. Scratched into the side of this heavy, blood-stained belying pin is the name "The Leveller".
4. An overly large tri-corn hat is ostentatiously decorated with far too many feathers and shells.
5. This heavy-bladed cutlass has engravings of leaping dolphins and mermaids all along its blade.
6. A large pearl of lustrous green decorates the pommel of this long stabbing sword made from the beak of a giant swordfish.
7. This small ebony statue of a jacket- and hat-wearing monkey magically holds a fresh orange in its tiny hands every day.
8. This wide leather sword belt has many tiny pockets hidden within it capable of storing small items, yet it never seems to get any heavier.
9. These high boots of narwhal skin are embroidered with the shimmering golden hair of mermaids.
10. This wooden leg made of bonded shark's spine and driftwood is embedded with razor-sharp teeth.

## 7: TRINKETS & TRASH

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1. A heavy lump of white coral acts as a paperweight.
2. A heavy tankard of leather and wood has a large crack in the base. The leather is detailed with embossed patterns of oceans and mermaids.
3. The savaged top half of a well-made boot lies on the floor. The other half is still in the shark that ate its owner.
4. This small wooden box decorated with dozens of shells contains hundreds of pieces of smooth green glass.
5. Unfortunately, this long cracked hook-shaped charm made from carved bone is worthless.
6. This brittle bracelet made of polished fish scales causes anyone wearing it to develop an irritating rash.
7. The maps inside this poorly made bamboo scroll case are sodden and useless.
8. This wooden dolphin, carved as if leaping from the water, looks like a crudely made children's toy. It was a pirate's good luck charm, but--at the end--it did not serve them well.
9. This piece of thin rope knotted in an intricate pattern is looped around a broken cutlass's hilt.
10. Three left sandals of varying sizes made from knotted palm fronds have been tied together for some inexplicable reason.

## PIRATE SHIP

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As a scourge of the high seas, the sight of a pirate ship can send merchantmen and the like scurrying for the nearest safe harbour. Seaborne bandits of the blackest heart, pirates care only about loot—their victims mean nothing to them.

### 1: OUTSIDE THE LAIR

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1. Flotsam and jetsam surround the pirate ship.
2. Dark clouds gather over the ocean, and a strong wind whips up the sea and fills the pirate ship's sails.
3. An abandoned rowboat bobs in the swell. The boat contains two sun-bloated, rag-clad corpses, one oar and nothing else of interest.
4. A small pack of sharks follow the pirate ship—they have grown accustomed to dining on those unfortunate enough to be thrown overboard.
5. A rowboat follows 30 feet behind the pirate ship. Attached by a stout rope, the boat holds a pirate being punished through exposure, hunger and thirst.
6. Seabirds wheel and soar above the ship.
7. An albatross circles the ship.
8. The swell is choppy.
9. A chunk of rock—the crest of a mostly-submerged island—rears from the sea; wreckage is piled high on its flanks.
10. A swath of seaweed floats atop the swell. In places, it is thick enough to slow the passage of a rowboat.

### 2: WHAT'S GOING ON?

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1. An exhausted pirate slumbers in the crow's nest. They do not notice approaching intruders.
2. Several pirates raise their voices in bawdy singsong. Soon most of the ship's company joins in.
3. Several chained captives of no ransom value are brought up on deck for the crew's amusement. Off-duty members of the crew gather in anticipation of some fun.
4. Two pirates argue over a curious toad-shaped talisman of an odd and archaic design. Both claim the talisman, and a fight to the death is in the offing.
5. A member of the crew is being lashed for insubordination. Their screams rise above the normal daily sounds of ship life.
6. The pirates go about their daily routine, blissfully unaware of intruders.
7. The captain is ranting in his cabin about treachery. His tirade reaches throughout the ship.
8. It is raining; only a skeleton crew are above deck.
9. Several drunk pirates sit around, sharing a flask of rum.
10. Two pirates drag a struggling captive toward the captain's cabin.

## 3: MAJOR LAIR FEATURES

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1. Desperate, malnourished and sleep-deprived captives are lashed to the ship's masts and figurehead.
2. The ship's sails are rusty red in colour. Ragged black teardrops decorate each sail.
3. The ship's hull has been reinforced, and it is double the normal thickness of a normal hull.
4. Nets are strung up above the deck to catch sailors falling from the rigging.
5. Skulls have been nailed to the ship's rails to give it a more fearsome aspect. Some of these skulls could be sentient guardians or the component of a magical trap.
6. The pirate ship has ballistas mounted fore and aft. Several of the crew are proficient in their use.
7. The pirate ship bears much battle damage to its masts and deck. Chunks of its rails are missing, and scorch marks show where their foe tried to set its sails on fire.
8. The ship's hold is rammed full of cargo looted from the pirates' recent victims. The ship sits lower than usual in the water as a result.
9. Magic protective runes are carved into the ship's rails and mast. Examination reveals the runes to be gibberish and to have no magical power whatsoever.
10. A large hole in the hull is patched with a sail and hastily nailed planks.

## 4: MINOR LAIR FEATURES

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1. Axes, cutlasses and clubs are at hand throughout the ship. Some fill weapon bins while others are hung from the walls, shoved into nooks and crannies and so on.
2. The deck is worn and splintered; it has seen long service. In places, obviously new planks replace old ones.
3. Graffiti carved into the cabin and companionway walls described the sexual preferences of some of the crew.
4. A parchment map, nailed to a bulkhead, shows the surrounding area. The fanciful map is old, faded and not terribly accurate.
5. Below decks, a fetid smell of sweat, unwashed bodies and bad cooking fills the air.
6. Buckets of water stand in every cabin and in every passageway; the crew are paranoid about the dangers of fire after a bad encounter with a warship last year.
7. The ship's brig holds the final four survivors of the pirates' last victim. The quartet are deemed worth ransoming, and they have survived where their fellows have not.
8. The deck is messy and untidy. Ropes lie uncoiled, ready to trip unwary folk, buckets roll around and so on.
9. A sailcloth awning has been erected over the ship's wheel. The sailcloth flaps in the breeze.
10. Fresh hack marks in the deck, rail and steps leading to the poop deck show where a battle was fought recently.

## 5: PIRATE'S APPEARANCE

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1. Wearing pantaloons and a sleeveless leather jerkin this brawny man grasps a handaxe in each of his muscled, scarred hands.
2. Stripped to the waist, this heavily muscled pirate bears a mass of old scars all over their back. They are also missing their left ear.
3. Shirtless, this pirate shows off their tattooed torso. The names of all the ships the pirates have attacked and a crude ocean map all feature in their tattoos.
4. Wearing loose-fitting clothes, this pirate carries a veritable arsenal of weapons—two throwing axes and six daggers hang from their belt.
5. A brightly-coloured parrot perches on the shoulder of this handsome half-elven pirate. The pirate wears fine clothes more suitable for a nobleman than a sea-bandit.
6. Missing his nose, this unshaven man wears a crude and dirty mask to cover the old injury.
7. Stripped to his waist, this hirsute pirate's hair is greying. Although middle-aged, he remains muscular and strong.
8. A cruel smile ruins this pirate's otherwise attractive mien. They wear their hair long in a ponytail, and their face is surprisingly free of scars, pockmarks and so on.
9. Wearing only a loincloth, this skinny, unkempt long-haired man looks more like a hermit than a pirate.
10. Masked and wearing the latest fashion, this pirate appears to be a foppish dandy. Their skill with a blade, however, soon shatters that illusion.



## 6: TREASURE

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1. A dogeared copy of the legendary Vilimzair Aralivar's *My Amazing Life* is hidden in a pirate's seabag. The book is clearly much loved and has probably passed through many avid readers' hands.
2. This worn golden necklace depicts a wide-mouthed shark consuming a man—only the man's head remains free of the shark's gaping maw.
3. This suit of black leather armour is studded with gold and silver. The leather is supple and magically fits itself to its owner's form.
4. Packed with straw, this stout wooden crate remains nailed shut. It contains six bottles of rare rum from a distant land.
5. This diary details the pirates' last year or so at sea. A close read reveals a trip to a barren sea stack a month ago, where six chests were hidden in a sea cave.
6. An old brown leather pouch is pregnant with gold and silver coins. The coins hail from many distant lands—some lands the characters have never heard of.
7. Three matched throwing daggers hang from a set of supple scabbards sewn into a black leather bandolier.
8. A crack cuts through this small platinum box. The hinges for the box's lid are also loose.
9. These delicate silver earrings hanging from small silver loops are shaped like leaping dolphins.
10. A polished transparent yellow gemstone—an amber—is securely nestled in a tiny red velvet bag.

## 7: TRINKETS & TRASH

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1. This ragged pouch holds a rough and part-finished wood carving of a dolphin, a mass of wood shavings and a small, sharp knife.
2. Ripped, torn and scorched, this pennant bears the sigil of a merchant ship last seen two years ago.
3. This heavy, badly-balanced cutlass is rusting and blunt.
4. Gathered from many victims, this collection of letters is filled with the mundanities of life along with the hopes and fears of the writers.
5. Half full of sour red wine, this large oaken barrel stands against a wall.
6. A cracked and yellowed shark's tooth hangs from a frayed and worn leather necklace.
7. This poorly written diary details the pirates' last year or so at sea. It holds no details or revelations of interest.
8. Badly ripped, this green and blue dress is the kind of thing a noblewoman or rich merchant would wear.
9. Badly worn, this rug once depicted (roughly) the nearby coastline, mainland and large island chains. Its fine details are now difficult to read with any certainty.
10. This barrel holds nothing but unappetising hardtack.

## PIXIES' GLADE

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Pixie glades are magical, otherworldly places where the tiny elf-like creatures cavort and hold court. Pixie glades are idyllic examples of ancient, primal woodland.

### 1: OUTSIDE THE LAIR

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1. Sunlight filters through the canopy and picks up flashes of sparkling dust floating gently on the breeze.
2. No normal paths approach the glade. Occasional game trails wind through and under the undergrowth.
3. Faint wisps of mist—blown gently by the breeze—cling to the ground.
4. As #3 but sparkling motes of multi-hued are visible in the mist. The mist gets thicker closer to the pixies' glade.
5. Faint music reaches the characters' ears. It comes from the glade.
6. Dark clouds fill the sky and hang low over the forest—except over the glade. Above, the clouds miraculously split before reforming once the wind has blown them past the pixies' home.
7. Faint glimmering lines of multi-hued dust criss-cross the area. Most lead to (or from) the pixies' glade.
8. Many birds nest in the boughs of the trees in the glade's vicinity. The passage of blundering normal folk (unless they are all druids or elves) sets up a cacophony of bird songs which alerts the pixies.
9. A perceptive character spots several tiny arrows stuck in a tree trunk.
10. A boar lies under a tree, snoring loudly. A tiny arrow juts from its left shoulder.

### 2: WHAT'S GOING ON?

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1. Beautiful, lilting harp music gives all who hear it a sense of peace and frivolity.
2. A pixie slumbers on a bed of moss in the shade of a small oak sapling. The soft susurrations of the pixie's snores fills the air.
3. Several pixies flit about the glade, intent on the game of chase they are playing. Their shrill laughter bears witness to their enjoyment.
4. A soft, luxuriant breeze stirs the grasses and the wildflowers. The fresh, heady smell of flowers fills the air.
5. Sunlight fills the glade with beautiful, luxuriant light.
6. A party is in full swing. The attendant pixies turn invisible as soon as they notice intruders.
7. The remains of a feast lie scattered about the glade. No pixies are evident.
8. Invisible pixies titter as the party blunder into the glade.
9. Soft rain falls on the glade; laughing pixies fly about.
10. Two pixies practise their archery.

## 3: MAJOR LAIR FEATURES

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1. Incongruously, a thick band of mist hangs in the air 15-foot above the glade. Sunlight (or moonlight) streams through the mist in a most pleasing, defused fashion.
2. Motes of scintillating multi-hued dust float languidly on the breeze throughout the glade.
3. A feeling of wild, primal wilderness hangs over the glade. Mosses, toadstools and flowers bear particularly vivid hues. Some of the massive gnarled trees are ancient; the pixies live in their upper boughs.
4. The dense forest surrounding the glade provides complete protection from all but the strongest, most destructive winds.
5. A tumble of boulders fills a shallow depression. Two saplings have grown up through the boulders, and moss covers everything.
6. A gurgling river runs through the glade, which runs along the river's sheltered banks. At its mid-point, the river tumbles over a low waterfall. Here, the pixies cavort in the soft, refreshing spray.
7. Vines and creepers hang from the glade's trees, creating natural living curtains.
8. Powerful magic creates and controls the weather over the glade. It is always a pleasant summer's day here.
9. High trees surround the glade; the pixies dwell in treehouses set in their lowest boughs.
10. An ancient treant slumbers at the glade's fringe. If the pixies are attacked, it awakens to protect them.

### 4: MINOR LAIR FEATURES

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1. Deep, verdant grass dotted with wild flowers covers the ground. The flowers are of the most vivid colours.
2. Green, springy moss clings thickly to tree trunks and fallen branches alike.
3. Some of the trees surrounding the glade sport bizarre red, blue or purple leaves.
4. Beautiful red, yellow—and even blue—toadstools and mushrooms grow in shaded spots about the glade.
5. The temperature is warm and pleasant, no matter the conditions outside the glade.
6. Wildflower verges flank the many meandering paths crisscrossing the glade.
7. Shaded bathing pools lie about the glade. Soft grass grows about each of the pools.
8. A field of large, many-coloured mushrooms grows in a shaded part of the glade.
9. A riot of white-flowered wild garlic grows across a tree-shaded bank.
10. Long strands of mistletoe bearing large white buds hang from the trees surrounding the clearing. The mistletoe forms natural curtains that sway gently in the breeze.

## 5: PIXIE'S APPEARANCE

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1. This tiny elf-like pixie has delicate bright blue wings speckled with yellow and white dots. It wears a bright red waistcoat and carries a shortbow and short sword.
2. Naked but for a near transparent, gossamer robe, this pixie grins and laughs as it flits about. Its wings make a faint buzzing sound.
3. This pixie's long, glossy black hair starkly contrasts its pale complexion and bright violet eyes.
4. Clad in a flowing bright red gown, this pixie has striped blue and red wings.
5. Wearing a fur tunic and delicate fur shoes, this pixie has a primal look. Its wings are of yellow and brown.
6. This pixie's bright red hair cascades to her waist. She wears a beautiful yellow dress.
7. Wearing leather armour and clothes resembling a hunter's, this tall pixie carries a longbow.
8. The purple-winged pixie carries a bunch of vividly-hued red flowers. It wears a wide smile on its welcoming face.
9. This pixie wears a rippling dress that always seems caught in a soft breeze. The yellow dress beautifully compliments the pixie's blue and purple wings.
10. The pixie wears nothing but a broad smile and a jaunty yellow hat.



## 6: TREASURE

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1. This tiny shortbow is beautifully stained and carved with incredibly detailed woodland scenes. A leather quiver holds a score of impossibly thin arrows.
2. Glimmering, as if infused with gold and silver dust, this pure white cloak resists all blemishes and stains. It is tiny.
3. Delicately wrought of gleaming silver this small coffer—the size of a human's snuff box—holds motes of glimmering multi-coloured dust.
4. As slender as a needle and as light as a toy, this pixie blade has been polished to a bright sheen. A halfling or similarly sized creature can use the sword like a dagger.
5. A tiny pouch holds sparkling pixie dust. A creature sprinkled with dust gains the ability to fly as a pixie for one minute.
6. This tiny wooden crown is wrought of hornbeam. Complex carvings of acorns, mistletoe and woodland flowers decorate the exquisite headgear.
7. Tiny leather flasks hold pixie wine. This delicate wine is light, refreshing and incredibly potent.
8. A tiny, exquisite brooch—forged of white gold—depicts a bunch of mistletoe seeds.
9. A golden torc wrought in the likeness of a wreath of wild flowers features incredibly lifelike coloured petals.
10. This tiny cloak magically resizes to fit the wearer. It marks the wearer as a mortal who has attended a pixie revel.

## 7: TRINKETS & TRASH

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1. An empty leather flask holds nothing but the faint scent of pixie wine.
2. Several tiny, impossibly thin arrows stick from the cap of a mushroom. Extracting the arrows without great care snaps them in half.
3. A small green hat hangs from a gently swaying branch. Sadly, the hat is torn.
4. A suit of studded leather armour sized for a human lies under a tree. Close examination reveals a half-dozen tiny arrows stuck in the suit's chest.
5. Three small pewter cups—each barely bigger than a thimble—lie on their sides by an empty wine flask.
6. The splintered remains of a pixie's treehouse lie scattered about the base of a tree amid the trampled grass. All is ruin; nothing is salvageable.
7. A pair of ripped tiny yellow and purple trousers lies on the ground.
8. A scrap of paper blowing in the breeze is an invitation to a feast—sadly, the revel was scheduled for the night of the last full moon.
9. Shards of thin, broken smoked glass cover the ground.
10. This cache of multi-hued pixie dust blows away when the characters open the pouch.

## PURPLE WORM'S LAIR

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Purple worms—voracious predators—burrow beneath the ground in a near-constant search for food. These huge worms are notorious for consuming prey—sometimes entire adventuring parties—whole. Their stomachs contain powerful acid that corrodes to nothingness all but metal and stone.

### 1: OUTSIDE THE LAIR

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1. A narrow tunnel twists and turns through the rock. The tunnels are near circular and feature gouge marks on the walls, floor and ceiling.
2. A low-lying section of this twisted tunnel has flooded. Explorers must swim underwater for 30 feet to reach the worm's lair.
3. Faintly glowing violet warning sigils—cut into the wall using magic—mark several tunnels leading to the lair.
4. Cracks cut through the tunnel's walls. The tunnel ends in an old collapse; there is no path through this way.
5. The tunnel reaches a swiftly flowing river before continuing through the other bank. Parts of the tunnel are slick from recent flooding.
6. Distant screaming is suddenly cut-off with a finality that speaks of death.
7. Tracks show where a group of slim, light-stepping humanoids walked. The tracks go toward the lair and do not return.
8. A clattering of rocks heralds a small collapse ahead.
9. A large, bent purple scale lies on the ground.
10. Large bloodstains, two broken purple scales and acid-corroded stones speak of a vicious battle fought here.

### 2: WHAT'S GOING ON?

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1. A distant rumbling heralds a distant rockfall.
2. Faint scrabbling sounds from under the ground presage the arrival of a tiny—barely ogre-sized—purple worm.
3. The purple worm lies curled up in the centre of the chamber, sleeping.
4. The purple worm rears up and starts to violently regurgitate lumps of glimmering ore along with bits of weapons, shards of bone and the like.
5. The worm lurks beneath the ground and bursts forth when it detects prey.
6. The worm lurks in the ceiling. When it detects prey, it bursts forth and might fall on (and crush) one or more of the intruders.
7. The ground noticeably vibrates.
8. The worm is absent but returns while the characters search its lair.
9. The purple worm is dead, and its corpse has begun to decay. The lair stinks of death.
10. The lair is abandoned—mercifully for the characters.

### 3: MAJOR LAIR FEATURES

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1. A profusion of gravel and broken, worn stones cover the ground throughout the worm's lair. Examination reveals bite marks or corrosion on many of the stones.
2. Great gouges in the cavern walls show where the worm has enlarged its lair.
3. The floor comprises great mounds of loose, unstable rubble. Sometimes the purple worm hides in the pile—either to sleep, lay its eggs or wait for prey to blunder within reach.
4. Part of the cavern ceiling is unstable. Strong vibrations—perhaps caused by the worm digging a new tunnel—cause them to collapse.
5. A dark, rubble-choked lake fills half the lair. Many stones jut from the lake's still waters forming a myriad of stepping stones. Several wide channels through the water are wholly clear of stones.
6. A swath of metal and gemstones covers the ground throughout the lair. They glimmer enticingly if the party carries lights.
7. Numerous holes pierce the lair's walls. All are the mouths of long tunnels; most lead back to the lair.
8. The unstable ceiling is barely higher than the purple worm is tall. Any stalactites once present have been snapped off.
9. The huge bones of a purple worm are scattered about the lair's floor. An even bigger worm now claims the lair.
10. A small glowing portal leading to a demiplane hangs in the air at the centre of the lair. A powerful wizard uses the worm as an unwitting guardian.

### 4: MINOR LAIR FEATURES

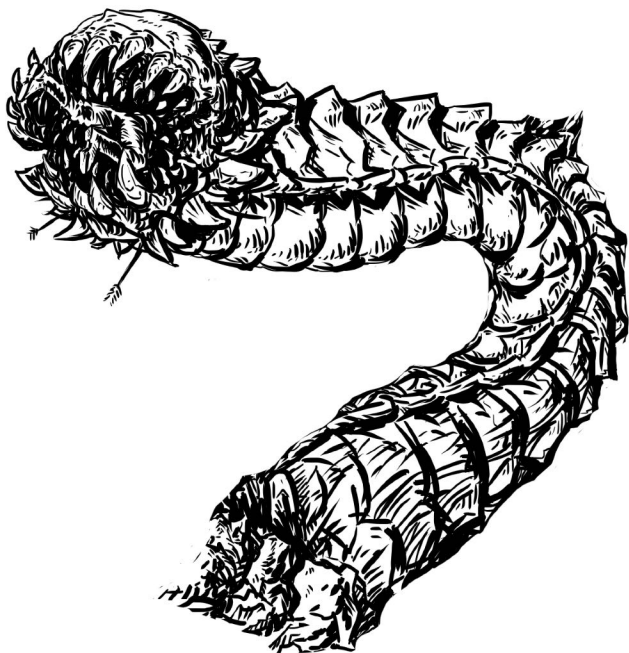
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1. Old, bent and rusting weapons, fragments of armour and other pieces of metal lie scattered about the lair.
2. Black splash marks on the stone floor show where the worm's poisonous stinger has dripped venom.
3. The mouldering bodies of several man-long worms—purple worm young—are scattered about the lair. They all bear the marks of sword and spell.
4. Minerals glimmer in the walls, floor and ceiling.
5. Several man-high "splats" of worm scat—unstable piles of stone intermingled with pieces of metal—dot the lair.
6. Dried mud—intermingled with rubble—covers the floor. Obvious tracks of a huge slithering thing bare mute testimony to the lair's immense denizen.
7. The chomped remains of a derro war party are scattered about the lair. Long chain lassos lie near several corpses.
8. A narrow crevice cuts across the floor; faint smells and odd sounds drift up from whatever lies below.
9. Blood splatter decorates the floor and walls near one tunnel's mouth.
10. Clumps of luminescent mould provide dim illumination.

## 5: PURPLE WORM'S APPEARANCE

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1. Thick purple plates cover this immense chitinous worm. Its tail ends in a thin stinger, and giant teeth fill the horrible thing's maw.
2. The broken stubs of seven crossbow bolts stud this huge purple worm's head. The wounds around the bolts are livid red in hue.
3. This huge purple worm's unblinking eyes glow with a vivid yellow hue. Huge teeth the size of short swords protrude from its gaping maw.
4. Red and purple mottled scales cover the length of this monstrously vast worm. Its stinger, though, is jet black and drips a similarly hued viscous liquid.
5. The beast has a long jagged scar on its belly as if something managed to cut and saw its way in—or out.
6. Chunks of stone are lodged among this worm's curved, cracked teeth.
7. One purple plate is missing from the back of this huge worm. A bent scimitar juts from the wound.
8. Several of this purple worm's teeth are splintered and broken. Barely-healed wounds cover its body. An arrow juts from between two scales just below its maw.
9. Mottled red and purple scales cover this immense worm. Its long, curved stringer is bright red and drips a thick, viscous black liquid.
10. This colossal beast is much bigger than a typical purple worm. It is an elder worm—bigger, stronger, faster and cleverer than a normal specimen. It fears nothing.



## 6: TREASURE

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1. Fist-sized lumps of glimmering gold and silver ore lie scattered about the lair. Most are concentrated in several scat piles.
2. An iron dagger—its pommel tipped with a small red ruby—fills the vestige of a delicate chain-link scabbard.
3. A small opaque black gemstone—a jet—is wedged into a small hollow in the ground.
4. Wedged into a crack, a single platinum coin glimmers enticingly. Intricate engravings of a beautiful elven woman's head decorate one face while a spider decorates the obverse.
5. A thin trail of gold and platinum coins wends its way through the worm's lair.
6. This worn, bronze statuette depicts a succubus in all her sensuous glory.
7. A burnished iron plate bears an intriguingly complex pentagram engraving on one side. The other side bears the inscription "Azanagthon".
8. This pair of silver chain gloves has been scoured blindingly clean by the purple worm's stomach acid.
9. This translucent green stone—a sapphire—is mounted at the end of an iron rod engraved with mystic symbols.
10. The size of a fist, this deep blue transparent gem—a spinel—stands atop a pile of worm scat.

## 7: TRINKETS & TRASH

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1. Shreds of corroded leather, cloth and bone fragments lie scattered about the lair.
2. The jagged stump of a scimitar is wedged into a small crack, purple scale. The scimitar is of drow artifice.
3. Half of a small ornately carved stone statuette of a lion lies against the wall. This was once a *wondrous figurine*.
4. A half-dozen small iron crossbow bolts are scattered about the floor. The tips of most are bent. Careful examination reveals the residue of some kind of liquid on several of their tips.
5. A jumble of crushed and corroded bones—some immensely large—cover parts of the floor.
6. A steel shield with two large punctures lies boss down on the floor. The shield's straps or any identifiable sigils or heraldic device are long gone.
7. A long, thick and heavy iron spear tip lies alone. The weapon's wood shaft is missing.
8. The smashed, decapitated remains of an iron golem lean precariously against a cavern wall. If disturbed, they topple over with an almighty crash.
9. A "pool" of iron sling bullets fills a hollow in the floor. Incautious explorers could slip on them.
10. This iron potion vial has lost its stopper; subsequently, it is empty.

## RAKSHASA'S HOME

---

Evil spirits and gifted shapeshifters, rakshasas masquerade as members of other races, walking among them and sowing havoc through deception and intrigue. Most favour the guise of a powerful societal figure, and as such, the homes in which they dwell reflect the high status of their chosen identity.

### 1: OUTSIDE THE LAIR

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1. A path of light-grey gravel snakes its way through a well-kept garden to the front door.
2. A large manor house looms ahead, grandiose yet deathly silent.
3. The trees and bushes surrounding the rakshasa's home are strangely devoid of wildlife.
4. The front gate seems stiff as if it's seldom used.
5. Hidden in a secluded side street, this discreet dwelling is difficult to locate for those without precise directions.
6. A ferocious rainstorm buffets the area; the beckoning shelter of the rakshasa's home is hard to resist.
7. A wooden sign hung on the front gate reads, "No visitors without prior invitation".
8. Rising high above the surrounding buildings, the rakshasa's home stands out as a symbol of its power and influence; the house is simple to find.
9. A hedge fully encloses the rakshasa's home, blocking all view of the grounds from curious passers-by.
10. Perched atop a steep hillock, the rakshasa's home holds a commanding view of the settlement below.

### 2: WHAT'S GOING ON?

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1. A head with a strange silhouette appears in a shadowy upstairs window; the rakshasa has spotted the party.
2. The rakshasa is entertaining esteemed guests. They are currently enjoying a great feast in the large dining room.
3. Faint screams are audible to perceptive characters; the rakshasa is toying with one of its victims.
4. Locked in the master bedroom, the rakshasa is asleep in its true form.
5. A messenger is delivering a letter; the knock isn't answered, so the envelope is slipped under the door.
6. The house is empty; the rakshasa is out gathering information about a local noble.
7. The rakshasa is busy preparing a magical ritual and is most displeased if disturbed.
8. Thick smoke rises from the chimney; the rakshasa is home, reading a sizeable tome beside a roaring fire.
9. The rakshasa meanders about the garden in disguised form, nonchalantly puffing on a pipe.
10. The rakshasa masquerades as a captive, hoping to infiltrate the party and learn their plans.

## 3: MAJOR LAIR FEATURES

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1. The house possesses an impressive library, which includes several powerful tomes of dark magic.
2. This extensive manor has an unnecessarily complicated floor plan, more similar to a maze than a home.
3. A secret trapdoor leads to a dungeon of sorts below the manor. Here, hidden from the world, the rakshasa can imprison and torment its victims at leisure.
4. Built as a fortified manor for a powerful noble, this house boasts a strong construction, its lower levels encased in walls of stone and guarded by solid iron doors.
5. The attic door of the rakshasa's home is chained shut, the secrets within guarded by thick iron links.
6. The walls of the study are covered with obsessively scrawled notes that make it abundantly clear who the rakshasa has fixated its fiendish attention on.
7. All access points of the rakshasa's house have been magically secured against intrusion.
8. Only one point of entrance or egress exists in this house: the front door; there are no other means of escape.
9. Buried under the floor of the cellar is a set of crumbling bones, bereft of life for several years at least. These bones are all that remains of the house's previous owner.
10. This house embodies decadence; luxuries abound at every turn: fine silks, high-quality spirits, and expensive silverware are but a taste of this home's opulence.

## 4: MINOR LAIR FEATURES

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1. Fine artwork hangs on every wall; the rakshasa has expensive tastes.
2. Tightly drawn curtains cover every window, shrouding the interior of the house in eerie shadow.
3. Tufts of orange and black fur are scattered throughout the rakshasa's home.
4. Several extensive wardrobes are scattered throughout the house, filled with a variety of different clothes to suit the rakshasa's many personas.
5. The usual indicators of family life—portraits, toys, and so on—are all absent from the rakshasa's home.
6. Several pieces of wooden furniture bear odd scratch marks, seemingly created by a clawed hand.
7. Dusty cobwebs abound in several rooms of this great house, small spiders scuttling to and fro in the shadows.
8. The large dining room contains a great oaken table, accompanied by over a dozen chairs set up in anticipation of a sizeable feast.
9. A sturdy deadbolt is fastened to the inside of the door to the master bedroom, guaranteeing the privacy of the room's occupant.
10. The house is well-organised and kept meticulously tidy; it feels more like a carefully constructed display than something lived in.

## 5: RAKSHASA'S APPEARANCE

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1. Eyes shining with supernatural cunning, this tiger-headed humanoid is not of the natural world, although its snarling maw has lost none of a tiger's ferocity.
2. Pipe in hand, this greying yet dignified nobleman stands tall, effortlessly conversing with those around him.
3. Clad in the garb of a high priest and with a benevolent expression upon his aged face, this old man seems strangely energetic despite his advanced age.
4. The eyes of this tall, dark-skinned man gleam with a keen perception, appraising all those they gaze upon with a cold, calculating pragmatism.
5. Cloaked in flowing robes and festooned with decadent jewellery, this extravagantly dressed noblewoman exudes an aura of wealth and power.
6. With a charming smile on her lips, this beautiful woman imparts a favourable impression on all who meet her.
7. Slightly overweight, this cheerful, ruddy-faced man clearly enjoys all the luxuries life has to offer.
8. Wearing a stern expression on her creased face, this high priestess has a no-nonsense attitude about her.
9. This smartly dressed charmer is possessed of a silver tongue, subtly but effortlessly winning over others with his affable manner.
10. Dressed in the latest fashion, this wealthy woman embodies the extravagant lifestyle of the upper class.



## 6: TREASURE

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1. This ornate grandfather clock has lost a gear and is stopped at 10:24. Luckily, it's easily repairable and would be worth 1,000 gp if restored to working condition.
2. Resting on a table in the master bedroom is a well-thumbed leather tome containing great magical secrets.
3. A vivid painting depicting the damnation of a mortal soul to the Abyss stands out for its exceptional quality. It is a masterpiece.
4. Among a collection of mundane jewellery is a silver ring bearing a large, exquisite diamond.
5. A twisted golden bracelet bears an enchantment that allows the wearer to communicate in any language.
6. A detailed list of all those the rakshasa is blackmailing to further its evil schemes, including what it holds over each of them, lies in a small safe in the study.
7. Hidden at the bottom of a cluttered drawer of clothes is a curved ceremonial dagger, wickedly sharp and forged from a strange black metal.
8. A small leather pouch hanging on the rakshasa's belt contains a dozen platinum pieces.
9. Mounted decoratively above the fireplace is a polished "ancestral" longsword etched with fiendish symbols.
10. The shelves within the rakshasa's study bear many glass jars; several contain expensive spell components that are used in spells favoured by the party's spellcasters.

## 7: TRINKETS & TRASH

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1. A half-eaten squirrel, bitten clean in two lies discarded on the kitchen floor.
2. Fragments of charred bone, all that remains of the rakshasa's last victim, lie amid the ash in the fireplace.
3. Scattered about the house are a variety of empty liquor bottles, leftover from a recent party.
4. The pantry contains several jars of elderberry jam, all well past their prime.
5. Piled on a small, dusty bookshelf is an odd assortment of outdated maps from regions unknown to the characters. All are in bad condition and barely legible.
6. Discarded in a nearby bin is a weeks-old letter from a (recently disappeared) local merchant, demanding repayment for some goods sold to the rakshasa.
7. An expensive robe lies crumpled in the corner, ripped along the seams as if donned by a creature unsuitably sized for it.
8. Locked in a small desk drawer is the deed to a house somewhere in the nearest city. Unfortunately, the address of said house is not listed.
9. Chipped and missing a nose, this ornate glass statuette of an elven warrior lies where it fell beside a small table.
10. Stored in a jumbled draw is a bronze key with two wards snapped off; the key is broken and can't open anything.

## RED DRAGON LAIR

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Drawn to the blazing heat of the earth, red dragons dwell in lava-filled caverns and temples dedicated to fiery gods.

### 1: OUTSIDE THE LAIR

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1. A sudden eruption of steam blasts from the centre of a bubbling pool.
2. Prismatic pools reflect multi-coloured light onto the surrounding rocks.
3. Lobster-like creatures scurry away into the depths of the boiling pools dotting the surrounds when disturbed.
4. Bubbling pools spray boiling water at random that dissolve clothing and leave white itching sores.
5. Intense heat has literally melted a pathway through the rocks leading directly into the dragon's lair.
6. Billowing grey smoke changes to a sickly yellow plume.
7. Fumaroles, steaming rock piles venting scalding hot steam, fill the air with a sulphurous mist.
8. Crackling oil fires burn on the surface of pools billowing black smoke high into the air.
9. Hundreds of fish float downstream, killed by the river's polluted sulphurous water.
10. Entire valleys of fire-blackened trees sprout green shoots in defiance of the dragon's presence.

### 2: WHAT'S GOING ON?

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1. A large rock steams abruptly then collapses in on itself, spilling lava onto the ground.
2. Sounds of hawking and spitting can be heard echoing from the lair's depths as the dragon regurgitates a wagonload of treasure.
3. The dragon swoops down, crashing to the ground by the entrance to its lair; nearby steam vents dramatically erupt at that very moment as if in greeting.
4. Agitated by the heat of the dragon's presence, a dormant fumarole begins to increasingly vent over a couple of hours before erupting.
5. The dragon's fiery temper gets the best of it, causing it to smash up chambers in its lair and blast the walls with searing flame.
6. Fires from inside the lair send up chimneys of smoke through rocky crevasses.
7. A geyser erupts in a long corridor setting off a sequence of echoing booms.
8. The dragon prepares to hunt. It briefly talks to itself before swooping out of the lair.
9. A geyser erupts from a fumarole causing the weak rocks to collapse, spraying scalding water everywhere.
10. The dragon accidentally steps into a pool of acid, resulting in a tirade of angry roars and blasts of fire.

## 3: MAJOR LAIR FEATURES

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1. Bubbles rise to the surface of a pool of crystal clear water. A bitter stench reveals the clear liquid to be powerful acid.
2. The ground crumbles to ash and powder when stepped on, revealing pits and sealed off vents below.
3. Blackened crystals protrude from the side of a large, fire blasted rock.
4. Thick ridges of rock line the walls of a lava tube, like tidemarks where a river of lava once flowed.
5. A fire-blasted skeleton is melded with the scorched walls of a tunnel. The person's protective magic clearly failed at the worst possible time.
6. Skulls and bones litter the floor next to a cinder-coated stone altar.
7. Bacteria form colourful concentric rings of yellow, orange, green and blue in warm pools of still acidic water dotted throughout the lair.
8. Lava sporadically drips from a crack in the rock above, leaving a smoking pile of spoil.
9. The stone of an ancient gateway is melted and fused to the rocks of a cavern entrance.
10. A pile of broken cages lie discarded by the lair's entrance. They previously contained slaves, prisoners and the like but the dragon's fiery breath has rendered them unusable.

## 4: MINOR LAIR FEATURES

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1. Melted piles of stone fill chambers. Buried within them lie the bodies of previous would-be dragonslayers.
2. Windblown ash covers the floor; it fills the air with billowing clouds of choking ash when the wind sweeps through the lair.
3. Superheated sand and gravel have melted together into a jagged chunk of glass.
4. The walls of this chamber have become silky smooth due to the extreme heat.
5. A perfect dragon footprint is sealed forever on the floor of a lava tube.
6. Oil seeping through the floor forms small slick puddles. They are highly flammable and may become obstacles when lit.
7. Statues embedded in the walls have been melted, rendering their faces as twisted caricatures.
8. The heady fumes of oil oozing from the rocks fill chambers, making breathing difficult.
9. Ash and cinder dust conceal warnings scrawled on the walls in blood.
10. Ancient oil-filled channels used to light the lair's chambers have been crushed, leaving flaming streams meandering through the tunnels.

## 5: RED DRAGON'S APPEARANCE

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1. Bands of gold and silver decorate the massive horns of this crimson-scaled male.
2. Black stains like tiger stripes cover the sides of this raspy-tongued female dragon.
3. Missing most of its horns and bearing a patchwork of scars, this male dragon has seen much better days.
4. This female dragon's lower lip has been maimed, leaving her dribbling whilst she talks.
5. This dragon is lazy and overweight and relies on fear and easy kills to rule over his territory.
6. More sinuous than other red dragons, this female cracks her slender tail like a whip to instil fear in her slaves and foes alike.
7. The tall and slender crest running down this dragon's head and spine glow brightly with orange fire when the beast is angered.
8. Rotting teeth fill the mouth of this dragon, forcing her to use claws in combat to avoid excruciating pain.
9. The tip of this dragon's tail has been severed; only a scarred stump remains. The stump quivers, when the dragon is angry.
10. Scar tissue covers this dragon's ears. Previous injuries have left him partially deaf. He shouts when talking and has to turn his head when listening.



## 6: TREASURE

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1. Gold and silver coins fill this gold-plated chamberpot covered with silver embossed animals gallivanting through a wooded landscape.
2. This ornate elven harp made of polished oak with silver and ivory inserts is missing one string.
3. Finely engraved hideous demonic faces decorate this black-bladed sword. The sword's pommel is a fist-sized blood-red gem.
4. Once, this was a ridiculously heavy and ostentatious golden shield studded with precious stones. Now, it is a melted lump of metal worth a king's ransom.
5. This leather-bound tome has somehow resisted the flames. The book contains ancient descriptions of extinct knightly orders.
6. A burlap sack partially buried under dust still contains three expensive bottles of whiskey. The bottles are detailed with gold filigree depicting a twin wheat sheaf.
7. The engraved and painted door to a colourful wagon lies among the other treasures. Whilst worth a bit on its own, it may be a treasure to the clan it was taken from.
8. The badge of office belonging to an important city official is pinned to the robes of a charred corpse.
9. A sack contains rotten food and jars of spices. One of the jars holds dozens of small gold nuggets.
10. Four hemp sacks, stained yellow, are filled with sulphur.

## 7: TRINKETS & TRASH

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1. Barrels containing ripe corn have exploded in the heat sending popcorn all over the floor.
2. A red wool scarf hangs from a jagged spur of rock.
3. A cracked and gaudily painted wooden knight is trodden deep into the ash.
4. This pouch contains fine smoking tobacco.
5. This torn and scorched magic scroll once held a spell to keep fire and flame at bay. Half of the scroll has been burnt away.
6. A twisted and partially squashed brass bird's cage holds the desiccated remains of a colourful bird.
7. Sharp slivers of smoky glass flake from the walls and rocks, when disturbed. The flakes tinkle to the floor and loudly crack if stepped on.
8. The cracked ship's figurehead of a trumpeting mermaid stands balanced on a rock above the ash. The figure's once-bright paint is flaked and faded.
9. A leather sack holds a set of small picks and hammers. It lies next to another sack filled with chunks of quartz.
10. A single leather glove contains the scorched remains of someone's hand.

## REMORHAZ LAIR

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Twisting and winding tunnels of polished ice hold many dangers. Some tunnels lead into a remorhaz's nest buried deep beneath the frozen lands.

### 1: OUTSIDE THE LAIR

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1. Short tunnels are dug into the glacial ice; all come to an abrupt halt after a few yards.
2. Massive patches of blood stain the ice pink and red.
3. The eviscerated remains of a polar bear, its bones cleanly severed and its flesh seared to charcoal and ash, lie scattered near a path.
4. Clouds of steam billow up from pools of stinking water.
5. The frost-covered corpse of a large seal is partially buried under fresh windblown snow.
6. Divots and furrows interspersed with blood and fur dot this ice field. (This was a snow rabbits' warren destroyed by a playful remorhaz.)
7. Shadowy patches of ice hint at shallow ice or hidden chambers below.
8. The freezing wind carries a strange clicking sound. The sound echoes from the many vents in the snow.
9. The tracks of huge booted feet cross the path, before leading away into the snow.
10. A steaming spoor pile of elongated brown lumps dusted with frost fills the air with an acrid odour.

### 2: WHAT'S GOING ON?

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1. A huge chunk of ice collapses causing a small avalanche.
2. A sudden explosion of steam erupts from the ice field as the remorhaz burrows beneath the party.
3. An unused ice tunnel noisily collapses in on itself.
4. An earsplitting chattering noise echoes from a tunnel.
5. A patch of snow collapses underfoot crashing down into unused tunnels and chamber (perhaps burying a sleeping remorhaz).
6. Wind through tunnels high up on the sides of a deep crevasse, causing a strange whooping noise.
7. A large pile of faeces and cracked ice is suddenly flicked out of the lair's main entrance by something powerful.
8. A trail of cooling blood spots the ground like frozen rubies. The trail leads into a cave mouth.
9. A loud roar echoes out of the tunnels, sending snow and ice cascading down the cliff above.
10. A sudden gust of wind blows from a cave mouth and fills the air with a nauseous stench.

## 3: MAJOR LAIR FEATURES

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1. Daylight filters into the lair through the thin ice of the ceiling. The reflective light pattern can cause dizziness in tired adventurers.
2. A narrow crevasse splits the room in half. Smaller tunnels pierce the the crevasse's icy walls.
3. Part of one wall has collapsed into the cavern, covering much of the floor with jumbled blocks of ice and snow.
4. A school of krill frozen in the tunnel walls forms a scintillating pattern flowing through the ice.
5. A monstrous orca is frozen beneath the floor; its open mouth reveals hundreds of sharp teeth.
6. Patches of razor-sharp rocks break through the ice of the chamber's floor.
7. Light filtering through the ice is distorted by frozen algae; a sickly glow fills the whole area.
8. Meltwater cuts a channel through the icy floor, before trickling noisily away into a deep crack in the rock.
9. The frozen and splintered timbers of a longship form an undulating ribcage around the tunnel.
10. Water, melted from the tunnel's roof, has frozen into a series of slippery pools.

### 4: MINOR LAIR FEATURES

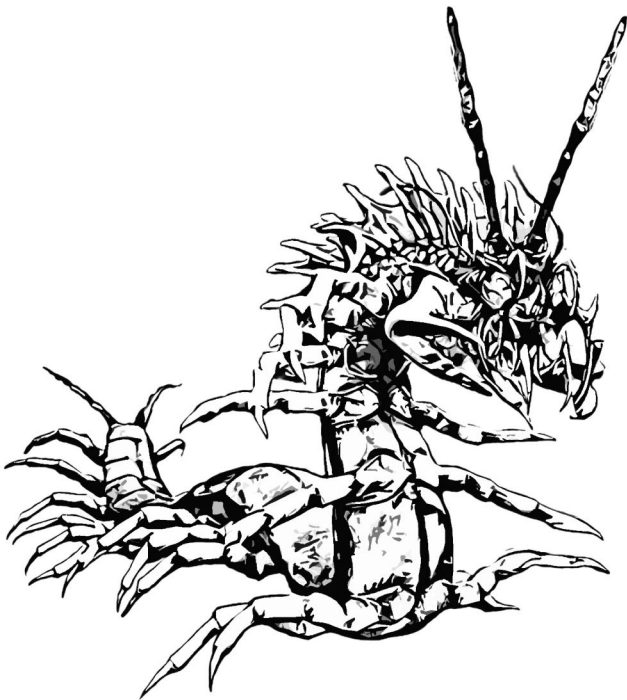
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1. A pool of meltwater fills a small ditch with writhing krill and stinking brown algae.
2. A singed and broken polar bear's leg lies frozen at the side of a tunnel.
3. The more used tunnels are stained red and brown with blood soaked ice.
4. Shallow cracks in the ceiling spill a trickle of snow and ice down onto passersby. Loud noises, or fire spells, may cause the ceiling to collapse and trap adventurers in the remorhaz's lair.
5. Icicles hanging from the ceiling have been blunted off by the melting heat of the remorhaz's passing.
6. The ceiling in an unused tunnel has fallen making passage difficult without crawling across the ice-rubble.
7. Small chunks of viscera, dropped parts of the beast's meals, are frozen into the ice.
8. Patches of yellow and brown ice fill the surrounding area with an eye-watering stench.
9. A spear sticks up from the ground, hidden under a layer of light snow. Blundering characters may impale themselves on it.
10. The chitin from a smaller remorhaz has stuck to the ice wall. It was shed several years ago and is now fragile to touch; it collapses, if touched.

## 5: REMORHAZ'S APPEARANCE

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1. Bulbous multifaceted eyes reflect the glow of the ice on this huge remorhaz's face. Resembling an immense centipede the beast wriggles forward with great speed.
2. The iridescent green and blue chitin of this remorhaz shimmers hypnotically as the beast moves about. Its back glows with red-hot heat.
3. Pure albino, this remorhaz's body is blindingly white except for its pink and red underbelly.
4. With chitin of white and blue this remorhaz blends into the ice walls when stationary.
5. Thick scars cover the underside of this remorhaz's body in a web of livid lines. Some are red and angry and are obviously the result of recently inflicted wounds.
6. As pitch black as volcanic rock this remorhaz's back glows like a forge when the creature is angered. Its claws are long and polished to a high sheen.
7. Missing several legs on its right side this remorhaz walks with an ungainly stride. Its missing legs do not inhibit its movement, but its remaining claws do sound a strange staccato on ice as it scuttles about.
8. This remorhaz is the colour of the ocean depths; green and yellow growths covers its chitinous body.
9. Suffering with open sores leaking orange pus this remorhaz seems more enraged than wounded. It moves awkwardly as if in great pain.
10. Missing its left mandible and its face covered in scarred chitin this remorhaz has evidently seen many battles. The beast also misses one of its antenna.



## 6: TREASURE

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1. These walrus fur boots have carved tusk buttons.
2. A long quiver holds six bone-tipped throwing spears.
3. The entire skin of a polar bear tailored into a fine coat is wrapped carefully in a leather-bound bundle.
4. A leather-bound book with waxed pages contains instructions for making glass blowing crucibles from powdered remorhaz chitin.
5. Small chunks of melted gold and scraps of burnt clothing litter the ground where the remorhaz has fed.
6. Golden teeth shine from the rictus grin of a skull frozen in the ice.
7. A silver goblet is literally frozen in time; wine spills from it in a long red icicle descending to the floor.
8. A part-melted bronze shield is embedded in the ice, but the frozen section is completely unharmed. The shield bears an old version of the local chief's heraldry and is over a century old.
9. A crushed sack contains a collection of fist-sized animals carved from whalebone.
10. The silvered head of a wickedly barbed harpoon is embedded in the wall. Its wooden haft has been burnt to nothing by the remorhaz's passing.

## 7: TRINKETS & TRASH

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1. This spiralling tusk—a narwal's tusk—is dead straight and over six feet long.
2. This small wooden spoon has a crack down its handle.
3. Mites infest this pair of fine fur boots.
4. A woodsman's fur hat has a severed raccoon tail dangling from the back. Inside the hat is the skull cap of its previous owner.
5. A beautiful lead crystal bottle is frozen in the ice. It breaks when removed spilling thick rum over the ice.
6. Embroidered whales and orca decorate this long, white woollen scarf.
7. This fur mitten has a hole in the thumb. A whale symbol is embroidered on the back of the hand.
8. This wolf's head, cast in iron, is part of a broken walking stick. Wooden shards of the actual stick lie nearby.
9. A single ski pole lies under the snow. Its twin lies outside the lair.
10. Mouldy oat biscuits are wrapped in bloody paper. A hastily scrawled map of the area, including villages that no longer exist, decorates the paper.

## ROPER'S CAVE

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Cunning ambush predators, roper's lie in wait pretending to be stalagmites so their prey blunder too close to escape.

### 1: OUTSIDE THE LAIR

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1. Bones, rubbish and discarded, broken equipment litter the approaches to the roper's lair.
2. Strange, wide marks—the roper's tracks—mar the ground. Strange drag marks lead toward the roper's lair.
3. Craggy rock walls hide many shadow-filled niches; several are large enough to potentially hide the roper.
4. A burst of dried blood and gore mars the floor, walls and ceiling; it looks like something literally exploded here.
5. Tracks leading toward the roper's lair mar the ground; the tracks do not return.
6. The passageway is surprisingly straight and unimpeded by loose boulders and the like.
7. A four-foot-long length of rotting roper strand lies outstretched on the ground.
8. A fallen slab of rock partially blocks the lair's entrance; explorers must squeeze past.
9. Scrawled hurriedly in Dwarven on a wall in chalk is the single word "Danger".
10. A veritable horde of tiny, blind insects dwells in the area and feast on the roper's leavings. The roper's hunting has been good for the diminutive beasts.

### 2: WHAT'S GOING ON?

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1. The roper is sleeping and is unaware of the intruders. Its tendrils quiver slightly as it snores.
2. Fresh blood and gore cover the floor and walls; the roper is pulling apart its next meal.
3. Shamming sleep, the cunning roper hopes its prey comes too far into its lair to escape.
4. The roper stands motionless—appearing to be nothing more than a normal stalagmite.
5. Grasping a dagger in one tendril, the roper scraps a strange, elder sigil into the wall.
6. The roper is noisily chewing on a chunk of unidentifiable meat. It stands in front of the pulverised remains of what may have once been a dwarf.
7. The exhausted roper is softly crooning to itself in a harsh, alien language.
8. The roper suffers from a terrible, persistent itch and is rubbing itself against the cave wall.
9. Standing amid the ruin of its former prey, the roper is searching for something in the rubbish and bones.
10. The roper lurks against one wall in the shape of a small, squat boulder.

## 3: MAJOR LAIR FEATURES

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1. A 15-foot-wide, 20-foot-deep chasm filled with rubbish and detritus cuts across the lair.
2. A crumbling 30-foot-high escarpment cuts the lair in half. Some of the rocks on the escarpment are precariously balanced, and the roper can use its strands to push them down onto troublesome intruders.
3. The ceiling is almost 60-foot above the floor. High up on one wall, a ledge runs around part of the room; a skeleton surrounded by adventuring gear lies thereon.
4. The floor is broken and uneven; a set of broad and shallow natural steps rise upward into the lair. Two cracked and broken statues of dwarven warriors flank the entrance.
5. The ceiling above the entrance is riven with cracks; it is unsafe and likely to collapse if a prolonged battle is fought under it; the roper knows this.
6. The ceiling is only about seven-foot-high throughout the lair; the roper is pretending to be a rock column.
7. The rocky floor undulates as if the sea had frozen. These undulations can provide cover for a prone character.
8. Several thick stalactites are unstable—the roper has been working on them. It might try to drop them on unsuspecting foes (for sport).
9. A narrow, swiftly flowing river flows through the cave; a sandy beach provides a handy place for explorers to berth their crafts.
10. Thick, cloying mud coats the floor; many bones and much equipment lie within.

## 4: MINOR LAIR FEATURES

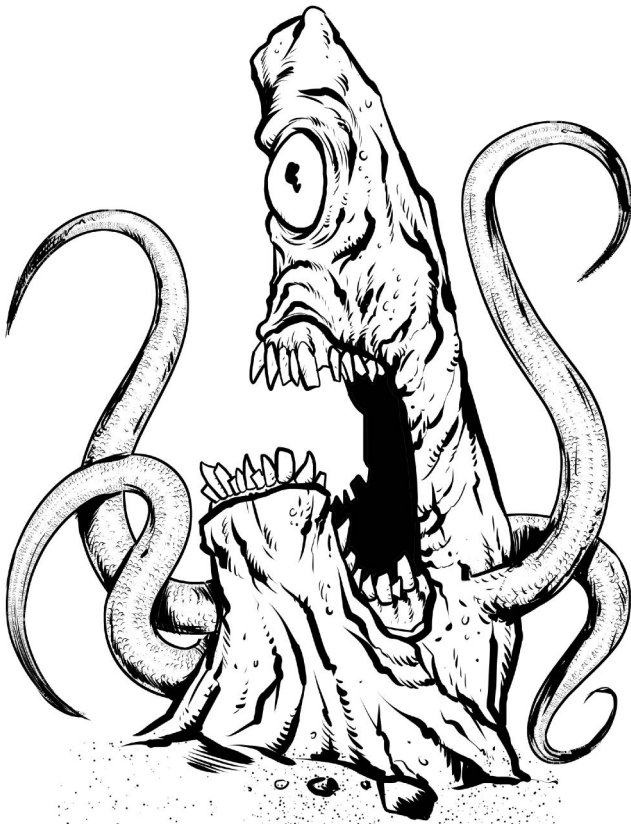
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1. Rubble and tiny shards of rock cover the floor; a large scorch mark mars one wall.
2. Four small stalagmites grow from the floor. The four glisten with water dripping through the ceiling.
3. Crushed and broken bones along with bent, torn and broken equipment lie scattered about the lair.
4. Upright shards of stalagmite stand amid a sea of rubble.
5. Water oozes down the cavern walls filling a hollow running almost all the way around the chamber.
6. The air is chill; a cool breeze blows out of the lair from numerous cracks and crevices in the floor and walls.
7. Swarms of blind cave bats lair on the ceiling; sometimes, the roper snacks on one or two of them. Guano covers the floor beneath their perches.
8. Small boulders litter the ground. Some are piled into an approximation of a barrow; within lies a rotting roper.
9. A miasma of decay and rotting flesh fills the lair. For one of delicate constitution, the stench is almost unbearable.
10. Faintly glowing red phosphorescent lichen grows on one wall, giving the cavern a hellish glow.

## 5: ROPER'S APPEARANCE

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1. The roper's tendrils have a mottled red and grey pattern on their undersides. The creature has stood still for so long, a tiny stalactite has actually formed atop its head.
2. Splintered fangs fill the roper's gaping maw. The beast has red, bloodshot eyes. Its strands flick and writhe with nervous energy.
3. One of the roper's tendrils is half the length of the others; it ends in an angry-looking mass of scar tissue.
4. Mottled yellow/grey hide covers the roper's body; its tendrils are of a similar hue. The smell of rotting flesh surrounds the creature.
5. The roper's single eye is horribly bloodshot, giving the beast a faintly devilish air.
6. Smaller than its normally proportioned brethren, this roper is almost twice as wide.
7. Red sores and pustules festoon the roper's long, sinuous tendrils. Its body is similarly discoloured. The creature looks like a sickly stalagmite which might clue alert characters to the lurking danger.
8. Conical in shape, this roper has several strange branch-like protuberances growing at odd angles from its body.
9. Water dripping from the ceiling gives the roper a slick, glistening appearance.
10. Dried blood and mud cakes most of the roper's body; its large single yellow eye blazes forth from the mess with fiendish intensity.



## 6: TREASURE

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1. Several deformed lumps of platinum the size of squashed coins are scattered about the lair.
2. A skeletal hand yet grasps the hilt of an ornately wrought bastard sword. The sword is wickedly sharp; dried greenish blood covers its blade.
3. Several books fill a narrow ledge in one wall; they are diaries written by adventurers unfortunate enough to fall into the roper's clutches; several record days or weeks of incarceration. All the diaries end abruptly.
4. A beautiful wrought silver hand mirror or delicate design fills a small niche.
5. A rusting lantern lies buried under a pile of bones and other rubbish; the permanent magical light cast into the lantern decades ago yet endures.
6. A lightweight grey cloak decorated with a web design of thin black lines hangs from a stalagmite.
7. The roper has placed a pile of coins and several glimmering gemstones near the entrance to attract prey.
8. A wide-headed heavy pick stands upright amid the mess. The weapon is of gnomish origin.
9. Thin, strong black elven rope fills an oversized belt pouch. The pouch can be accessed through the top like normal or opened completely flat.
10. A slender rapier of blackened steel fills a seemingly delicate but surprisingly tough scabbard. The scabbard hangs from a scrap of belt.

## 7: TRINKETS & TRASH

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1. A horribly bent steel shield under half its normal diameter serves as a tray; four skulls rest atop it.
2. Splintered shards of painted wood that once comprised a tower shield lie in a haphazard pile.
3. A hollow in the floor hides a confused, tangled mass of bones and rubbish.
4. A mule's skeleton lies crushed and broken under its owner's similarly damaged remains.
5. Shards of glass—from a half-dozen potion vials—fill a rotting pouch with hidden danger.
6. The hilt of a broken longsword protrudes from a deep crack in the floor.
7. The remains of a ruined suit of scale mail, crushed almost flat, lies draped on the floor.
8. An upturned leather boot hangs from a tall stalagmite. Gore—now dry—has oozed down the stalagmite to give it a macabre appearance.
9. A man's decomposing torso leans against a wall; the man's limbs and head are missing.
10. Mouldering clothes and other ruined adventuring gear fills a rotting backpack.

## SAHUAGIN SUNKEN CAVES

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Sahuagin, the so-called sea-devils, are the bane of ships and coastal towns alike. Striking from their undersea kingdoms, the sahuagin raid to capture slaves and treasure either for their twisted religion or purely for the enjoyment of murder and destruction.

### 1: OUTSIDE THE LAIR

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1. Several bodies are bound tightly to sharp rocks with heavy anchor chains; a school of small, colourful fish feed on the corpses.
2. A small ship's shattered hull, intermingled with bones and cargo, lies scattered on the seabed.
3. Stacked skulls and bones balance on large corals.
4. Morsels of rotting flesh break off a body as fish feed on it; a small shark circles nearby.
5. Barnacle-covered pillars of stone and marble form a processional across the seafloor.
6. A whale's immense rib cage forms a path through the rocks and seaweed.
7. Shredded sails tied to rock formations float on the gentle currents like pennants in the wind.
8. Lying amid a shattered wreck, a ship's figurehead has been defaced to look like it is screaming.
9. Long strands of seaweed claw towards the light of the surface, forming an undulating dystopian forest.
10. Small caves, cracks in the seabed and arches of coral form a confusing maze.

### 2: WHAT'S GOING ON?

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1. The sahuagin swims in an undulating pattern above the reefs and seaweed.
2. A sahuagin teasing a large eel from a hole in the rocks with a fish. Other sahuagin lurk nearby, ready to pounce when the eel emerges from cover.
3. Wretched-looking slaves farm orange fan-like seaweed from the rocks under a sahuagin's watchful gaze.
4. A sahuagin grabs a prisoner's feet, drags him from his bubble cage into choking depths, and releases him.
5. A sahuagin ties fishing nets and rigging across the coral to enclose a large sandy area.
6. Prodding a trident into the jaws of a large clam, this sahuagin attempts to get at whatever is hidden inside.
7. Clutching a net, this sahuagin swims above a shoal of iridescent fish.
8. Carving a tentacled creature on a shell-encrusted rock, this sahuagin is oblivious to the characters.
9. A sahuagin straps packs of netted goods to the back of a captured and enslaved porpoise.
10. Three sahuagin fend off frenzied sharks as their companions strip the meat from a dead whale.

## 3: MAJOR LAIR FEATURES

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1. A pirate's ragged flag is tied to thick rusty bars across the cave's entrance.
2. Barnacles and corals encrust ancient iron gates barring the cave's entrance.
3. Long tentacled anemones reach out at creatures passing close by, eager for a meal.
4. A cage floats near the surface of the chamber, held aloft by a large air bubble trapped in its canopy. (These bubble cages are used to trap and store surface-dwelling slaves).
5. Shoals of tiny fish dart away from intruders to reveal hundreds of tiny crabs feasting on the decayed body of an elf.
6. A heavy, waterlogged sea chest is home to vicious eels who don't take kindly to being disturbed.
7. The gaping jawbone of a massive shark—set as if it is about to slam shut—frames the entrance.
8. Strange stains reminiscent of tentacle and fang shapes emerging from the shadowy depths stain the walls in disturbing patterns.
9. A massive bronze statue, now stained green and covered with barnacles, stands guard.
10. A twisted cage of metal forms the ceiling of the chamber; the open sea is visible above.

## 4: MINOR LAIR FEATURES

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1. A broken bubble cage lies forgotten on the floor, its previous occupants now dead and eaten.
2. Long fronds of spiky seaweed snag on the clothing of passers-by before releasing a cloud of muck.
3. A floating mess of tangled ropes and fishing lines drifts by covered in rusted but sharp hooks.
4. The rusted head of a heavy sledgehammer lies surrounded by crushed skulls and bones.
5. An ancient anchor, its rusted chain covered in barnacles and black shelled mussels, is deeply embedded in the top of a coral archway.
6. Diamond-shaped lattices from a ship's windows are placed randomly around the walls.
7. Several skeletons are strapped to four ship's wheels hung on the walls as decoration.
8. Stale trapped air forms a glistening silvery bubble against the cave's ceiling.
9. Sharp coral is strategically placed to scrape at the skin of anything passing by.
10. A ship's bell is strung across an archway so it chimes dully when the current or intruders pass it by.

## 5: SAHUAGIN'S APPEARANCE

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1. Lurid green and red scales run down the length of this sahuagin's body. The scales form an intertwined pattern akin to gently waving seaweed fronds.
2. This sahuagin has a damaged right leg which causes it to swim in an ungainly fashion. On land, the creature limps about like a cripple.
3. The sahuagin wears a breastplate of brightly polished bones and sharkskin hide.
4. With a bulbous, distended belly and sagging unhealthy-looking skin this sahuagin appears diseased. Deep rings around the creature's eyes tell of many sleepless nights.
5. The sahuagin wears the horned bull's skull strapped to its head as a crude helmet. It looks ridiculous.
6. This sahuagin wears strips of tattered multi-coloured cloth on its arms and legs, The cloths stream out behind it as it swims.
7. Clad in the skin of a manta ray this sahuagin has a singular appearance; the tips of the ray's wings are attached to the sahuagin's wrists by a thin web-like membrane.
8. Long plaits of elven hair flow from this sahuagin's armour. The hair drifts behind the sahuagin as it moves. Most of the hair is black, but a single length of blond hair floats amid the rest.
9. Wearing armour crafted from the shell of a massive crab, this sahuagin wields the beast's claws as weapons.
10. The sahuagin has dark green skin dotted with black and yellow blemishes; its back is a mass of spiny and spiky scales. It has bright yellow eyes.



## 6: TREASURE

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1. Wrought from a strange, light metal this greenish chainmail hugs its wearer's body when donned.
2. This bronze trident, covered with green verdigris, is razor-sharp and well balanced. A metal ring at the bottom is attached to a chord of strange rope.
3. This whalebone carved into the shape of a shark plagues its owner with dreams of deep oceans and grasping tentacles. The owner sleeps terribly, as a result.
4. A black leather helm set with thick glass lenses has a fish scale pattern engraved into its surface.
5. A long club-like length of coral is studded with the teeth and sharp claws of sea creatures; the handle is bound with strips of octopus skin.
6. Polished pins of whalebone (used as tokens of rare-esteem between the sahuagin) lie in a pile.
7. A heavy flask of rusted metal that constantly bubbles air out of it when opened underwater lies under a rock.
8. A heavy net of thick wires covered with hooks and decorated with bones hangs from the ceiling.
9. This pearly white barracuda skull has diamond teeth and ruby eyes. (When removed from the water, the skull begins to yellow losing some of its value if not quickly treated with preservatives).
10. A fossilised four-inch long shark tooth is threaded onto a piece of hamstring and embellished with shells. (The tooth is from a megalodon).

## 7: TRINKETS & TRASH

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1. When opened, these jars of rotten food fill the water with clouds of noxious rot.
2. A broken wooden holy symbol of the god of the sea is tied to the skull of some unfortunate human.
3. This shark-tooth necklace scratches the skin of its wearer, releasing blood into the water.
4. The bottom half of this shredded leather boot stills holds a skeletal foot and shin.
5. Small sacks of netting used to carry shells and the like are strung onto a belt.
6. Sodden books and sea charts, now useless due to water damage, lie in a heap.
7. Orange sacs of anemone skin filled with air and buckled with leather arm straps are neatly stacked against a wall.
8. The central silver tine of a broken trident lies half-buried in the sand.
9. These long chords of leather are weighted with stones used to keep divers down. The chords are knotted and may tangle causing problems when they are removed.
10. This sealed bottle of spirits has been submerged for years; it is still potent but likely sickly.

## SCRAGS' SUNKEN CAVE

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Lairing in partially submerged caves and underground rivers, ever-hungry scrag await adventurers foolish enough to stumble into their lair.

### 1: OUTSIDE THE LAIR

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1. Thousands of heaped fish bones litter the area about the lair like a macabre carpet.
2. Tangled reeds and gnawed bones form a sinister fringe to the path ahead.
3. Small rock cairns, topped with leering, cracked skulls, are scattered around the area in a pattern that defies logical explanation or reason.
4. The broken mast of a small ship forms a narrow and slippery makeshift bridge over a murky slime-filled pond—fragments of this ship's rigging trail into the pool.
5. A discarded leg, its rotten meat half-eaten, lies on the ground amid a patch of sickly weeds.
6. Serving as macabre decorations, the decomposing heads of three sharks and two large fish sit upon piles of tumbled stones.
7. Several sharp spears and stakes top a low wall of piled rocks and rotten weeds protecting the entrance to the scrag's lair.
8. The gigantic bones of some vast fish form an archway surrounded by skulls and bones.
9. The jaws of a massive shark loom over the lair's entranceway; they look ready to snap shut on intruders.
10. Small rock pools filled with anemones and crabs pockmark the cavern's floor.

### 2: WHAT'S GOING ON?

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1. The scrag scrapes a sharpened rock down a porpoise's corpse to collect fat in a rough stone pot.
2. The scrag ties rough shards of coral around the head of its wicked-looking mace.
3. The scrag makes a spear from the spine of a massive swordfish; the fish's long beak forms the weapon's razor-sharp tip.
4. Teasing a giant crab from a pool with scraps of meat, the scrag then crushes it with its fist.
5. The scrag wedges long, sharp fish bones into the wall before painting them with a sticky black-green paste.
6. The scrag hacks shellfish off the walls with a rusty knife.
7. The scrag carries a load of bones and stones.
8. The scrag fights with another over a kill.
9. Relieving itself over a pile of skulls, the scrag chuckles to itself in its deep, gravelly voice.
10. Using a broken femur, the scrag picks its teeth.

## 3: MAJOR LAIR FEATURES

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1. The corpse of a colossal fish has huge bite marks and chunks of flesh ripped out of it. The corpse is so large it partially blocks a passageway.
2. Strings of fish dry on racks hanging from the ceiling throughout the lair.
3. Crude murals of water-filled caves under a glowering mountain decorate the cave's wall. The murals show the mountain from several different perspectives.
4. A huge rusted ship's anchor lies against one wall. A length of chain trails across the floor.
5. Discarded nets filled with bones cover the floor.
6. A pile of bones and skulls form a rough altar; bowls of blood and guts stand atop the altar. The whole thing collapses noisily if searched without care.
7. Nine ship's flags hang from the wall like tapestries. They may conceal storage alcoves or hiding places.
8. Razor-sharp fish bones line a pit concealed under a ripped sail. The bones slash anyone falling into the trap. Several such traps protect the lair; the scrag use them to collect fresh food.
9. A small rowboat contains a pile of discarded clothing and broken weapons. Investigation reveals hundreds of insects swarming through the pile.
10. Knee-deep brackish water fills the chamber. Wriggling fish swim in the water; they may be a threat, or they may be harmless.

## 4: MINOR LAIR FEATURES

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1. A severed scrag's claw-tipped finger floats in a shallow pool of discoloured, dirty water. If a character examines the finger, they realise it is lengthening (as if it were slowly regenerating).
2. Coral and shells decorate the bottom of a deep pool; brushes, files and knives line a shelf beside the pool.
3. An anchor hangs from a chain embedded in the ceiling. The scrag could hang their victims from the hook, or it could be an un-set trap.
4. A low wall of piled algae-covered rocks separates a pool into two sections. The wall can be used as a precarious route over the pool.
5. Two chickens cluck nervously in a small wooden cage.
6. Empty sea chests are used as seats around a charnel pit. All have suffered much damage.
7. Strange orange glowing fungus lights the area with a faint surreal glow.
8. A wooden leg is wedged upright in a crack in the floor.
9. Deep tracks mar the sand at the bottom of a shallow pool. The trail leads further into the lair.
10. Three large claw marks mar a soft section of wall.

## 5: SCRAG'S APPEARANCE

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1. The scrag wears the rubbery skin of an octopus as a cloak. The octopus's tentacles wrap around the scrag's neck and hang down its back.
2. The scrag wears bulky thick seal-skin armour over its warty, green flesh.
3. The scrag wields a rusty but razor-sharp anchor in one hand attached by a short chain to a sharp iron spike it holds in its other hand.
4. Bright purple scarring covers the scrag's body. The scars are most numerous over the creature's face and chest.
5. Drooling thick slime onto the floor, this elderly scrag mumbles incoherently as it totters forward. The creature is emaciated and half-blind.
6. The scrag wears a lopsided verdigris-covered bronze crown set with coral and pearl atop its ugly head. The headpiece is obviously ancient and not designed to sit atop a human's head.
7. Dressing like a pirate, this scrag wears tattered clothes and a forlorn and ragged bicorne hat. It grasps a serrated cutlass in its massive fist.
8. The scrag sits on a throne of coral and skulls and holds a club made from a ship's mast in its hands.
9. The scrag wears barnacles and chunks of coral fashioned into homemade living armour.
10. The scrag wields a splintered mast in one hand as a spear. It holds half a rowboat as a shield in the other.



## 6: TREASURE

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1. Pearls and iridescent shells stud this crown of blue and white coral. The headpiece is heavy and fragile; it eventually turns to dust if exposed to the air for too long.
2. A chain is attached to the haft of this serrated spear. The chain is used to drag an impaled foe towards the weapon's wielder.
3. This black pearl fills its holder's mind with haunting songs sung in the language of the aquatic elves, when held. The songs tell of a mystical kingdom under the waves and treasures waiting to be found.
4. Several ingots of polished metal that never rust lie in a tumbled pile. The metal turns a beautiful vibrant pink colour after forging.
5. An octopus skin pouch contains two vials of magical ink.
6. The darts in this small wooden case are crafted from the poisonous spines of a yellow and blue urchin. Each dart is feathered with albatross down.
7. An ebony staff carved with schools of fish and dolphins being hunted by sharks and squid leans against a wall.
8. This empty, but fine, scabbard sized for a bastard sword hangs from a hook in the wall. The sheath is made from a single piece of sea-snake skin.
9. This long wavy-bladed dagger of greenish metal has a single black pearl set in its pommel. Engraved on the blade are the words, "Embrace the siren's call."
10. This small mahogany box of silver rings and baubles is wrapped in a plain black flag.

## 7: TRINKETS & TRASH

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1. A pile of discarded pearl oysters with no pearls may hide other treasures. Danger lurks here, however; the edges of the shells are sharp, and incautious treasure hunters could cut themselves.
2. A long-handled spear made from a broken oar lies on the floor; the weapon breaks when used.
3. The shards of a ship's figurehead are scattered about the floor. The figurehead once depicted a valiant, mail-clad warrior-woman.
4. Thousands of coins are melded together with seaweed, barnacles and so on.
5. A broken bottle holds a tiny model ship.
6. The thread and straps on this whale skin armour have rotted, rendering the suit unwearable.
7. Several manacles are attached to heavy rocks. One manacle still contains a skeletal femur and foot.
8. A pirate's tricorne hat filled with holes and decorated with sodden parrot feathers. An embroidered name inside partially reads "...zair".
9. This ivory tankard is embellished with a woodland scene, but its base is cracked and leaks.
10. This box holds shrunken and dried starfish.

## SEA HAG'S GROTTO

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Dwelling in sunken caverns, most sea hags are solitary, hateful creatures. Sometimes three hags form a coven, and their hideous lair is truly a nightmare to behold.

### 1: OUTSIDE THE LAIR

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1. Strong undercurrents make swimming dangerous in the lair's environs.
2. Bright blue anemone tendrils drift in the current and pump poison into unwary intruders.
3. Long trailing strands of seaweed snag and trap swimmers in aquatic webs. Some of the seaweed is sentient—and hungry.
4. The shell of a monstrous crab is home to clouds of tiny, vicious fish that attack intruders disturbing the shell.
5. Waterlogged wood from many shipwrecks forms archways through sharp coral and beds of anemones. Bones lie scattered about the seabed.
6. The weak cavern floor collapses into a hidden chasm when walked on. Characters falling into the tight crevasse may become wedged in place—easy prey for the hag.
7. Brightly glowing orange sigils decorate the walls, defying attempts to translate them.
8. A rusted iron cauldron contains the skulls and bones of many children.
9. A heavy anchor is embedded into the cavern wall with a thick length of chain.
10. Bones and skulls that snag on the characters' clothes and equipment fill a long, low flooded tunnel.

### 2: WHAT'S GOING ON?

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1. Creatures dwelling nearby arrive to pay tribute. The hag looks on disinterested and perhaps a little hungrily.
2. The sea hag slouches on a throne of bone and rotten wood while terrified blind servants wait on her.
3. Over a boiling cauldron, the sea hag dangles a struggling crab before dropping it into the soup.
4. Cackling, the hag rummages through all the tributes given to her by creatures dwelling nearby.
5. The hag jerkily dances to a melody of bones and skulls striking rocks in the ceaseless swirling current.
6. The hag sharpens the tines of a long trident against a rough stone.
7. The hag chants profane rites over a bloated corpse.
8. The hag delights in the effect her presence has on prisoners.
9. The hag croons gently to a tiny humanoid skeleton.
10. Laughing maniacally, the hag stabs at the body of an elf. Blood fills the water.

## 3: MAJOR LAIR FEATURES

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1. Hot air bubbles from fissures bouncing corpses floating on the surface like a thick roiling soup.
2. Terrified human prisoners cling to the walls in air pockets and await their fate. They are desperate for rescue.
3. Chained to the floor, rotten bodies fill the way ahead.
4. A bloated corpse ruptures, spilling putrid black slime everywhere. Nearby characters may be sick and end up swimming in clouds of their own vomit.
5. Boiling air bubbles upwards, forming a barrier obscuring vision and scalding those passing through it.
6. Ruined stone arches and walls fill a vast, part-sunken cave. Their architecture is ancient and hints at a forgotten, drowned civilisation. An even older altar stands at the centre of the ruins.
7. Powdery silt, disturbed by swimmers or intentionally by the hag, chokes water-breathing creatures.
8. An altar of spiked coral and sharp hooks serves as the focus for the hag's foul rituals.
9. Muffled screams in an air pocket reveal a sailor impaled on coral spikes and held in place by a heavy rock.
10. Three thrones carved from ship's figureheads surround a caged pool filled with bones and detritus.

## 4: MINOR LAIR FEATURES

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1. Pebbles fall from the ceiling, heralding a cave-in.
2. Hundreds of carved demonic faces adorn the walls and leer down at intruders.
3. Air bubbling from a fissure fills the chamber with poisonous, noisome fumes.
4. Skinned faces adorn rocks in an airy chamber. This grizzly display is the hag's trophy wall.
5. A narrow, low tunnel has rotten beams or rock piles supporting the roof; some may collapse if touched. If enough fall, the roof collapses.
6. Hundreds of decomposing, rotting arms and hands are nailed to the walls.
7. Four brightly-coloured venomous fish swim in a secluded pool.
8. The current carries a drowned cat along.
9. Ancient, smudged murals, from when the caverns were not submerged, show a decadent society full of gaiety and indulgence. The last murals show the people suffering from a horrible malady and several folk desperately fleeing.
10. An ancient sea chest lies on its side. Now it contains a huge eel, poisonous plants or a swarm of snapping crabs. The hag has long since taken any treasure that once lay within.

## 5: SEA HAG'S APPEARANCE

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1. Rotten and emaciated, the hag floats motionless amongst bloated corpses. Her lank black hair hovers over her face like a shroud.
2. The hag wears a long cloak of squid and octopus skins that float and grasp as she moves.
3. Bone white skin with ruptured veins and blemishes mar the hag's horrible complexion, adding to her awful appearance. She wears ragged, nightmarishly revealing clothes that cling to her bloated frame.
4. Sickly yellow and grey bruises blend together all over the hag's naked body.
5. Thick black and white bands of skin cover the hag's body like the markings of a killer whale. She is nearly wholly bald.
6. Wearing a ragged white wedding dress and blood-soaked gloves, the hag cavorts without shame.
7. Thin rags of canvas cover the bloated hag's foul body.
8. Shredded skin from past victims is sewn together in a macabre and blasphemous ballgown. The hag wears her "finery" proudly.
9. The hag's black hair floats behind her like the tentacles of a massive aquatic nightmare. When she grins, she reveals blackened, sharp teeth.
10. The hag's bloated belly and sagging skin float around her as she moves about.



## 6: TREASURE

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1. A sirine's shawl floats gently in the water. The sirine rewards anyone returning it to her with her favour.
2. This long green-bladed dagger has a hilt shaped like leaping dolphins being chased by sharks; the weapon increases its wielder's swim speed.
3. A large black gem twinkles with hidden power but is uncomfortable to touch. (This could be a hag-stone).
4. This rusting black metal cauldron mumbles profane chants as it boils.
5. A bronze trident has a long, razor-sharp blade as its central tine. Its powers grant the wielder great fluidity in underwater combat.
6. Thick armour made from kraken skin studded with pearls and hundreds of cheap gold earrings lies discarded on the floor.
7. A beautiful silver ring engraved with an intricate scene of whales and porpoises nullifies the wearer's need for food and water while at sea.
8. This cursed profane unholy symbol of gold and ruby has three black eyes, one set above the other. The eyes glimmer in a fell fashion. Each eye is fashioned from a perfectly smooth onyx.
9. This ceramic flask emits air constantly when unstoppered. The air is so powerful, it can be used to propel the person holding the flask.
10. A large clam shell contains several black pearls surrounding a singular huge misshaped pearl. (The shell is trapped to slam shut on inquisitive hands).

## 7: TRINKETS & TRASH

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1. This waterlogged book is entitled "*Hags and how to kill...*" The rest of the title and contents are smudged, water-damaged, and unreadable.
2. This tattered greatcoat floats in the water like a manta ray when worn. It has no buttons.
3. A copper holy symbol missing the pearls once embedded in its surface lies on the ground.
4. The apples in this leather bag are untouched by the seawater but, unfortunately, are tainted with worms.
5. This now broken mask of smoky glass was designed to cover the wearer's eyes. Sadly it no longer protects from the horror of the hag's appearance.
6. A collection of spiky sea urchins fill a small pouch.
7. Tangled ropes and canvas, actually an intact small sail, waft gently in the current.
8. This ship's wheel is missing several spokes. The name of the ship, *Conquerer*, is carved into the wheel.
9. This ivory comb misses several of its fish bone teeth.
10. A long staff with hundreds of different-sized bird skulls tied along its entirety rests on the floor.

## SHADOWS' HAUNT

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Shadows—undead horrors—exist only to sap the life-strength and vitality from any living creatures they encounter.

### 1: OUTSIDE THE LAIR

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1. Vegetation growing in the locality is stunted and of a sickly appearance.
2. Wildlife—sensing the shadows' unholy emanations—gives the haunted locale a wide berth.
3. Tracks lead toward the haunt; a perceptive tracker realises that far fewer tracks lead away from the haunt.
4. The sunlight is wan and gives off little warmth in the haunt's immediate environs.
5. Old flags and banners—weatherworn and ragged—hang from drunkenly leaning poles thrust deeply into the ground. Some of the flags display unknown heraldic devices from kingdoms long fallen into ruin.
6. A crude warning sign bearing the words "The dead do not rest easy" stands by the haunt's entrance.
7. An abandoned camp stands near the haunt. From the looks of things, it has stood here for months or years.
8. The trees in the immediate locality seem to lean away from the haunt as if trying to escape it.
9. A swath of sickly and dying vegetation leads away from the haunt and tapers to point a hundred feet distant.
10. Carved into a prominent boulder are the weather-worn, part-moss-obscured words, "Turn back".

### 2: WHAT'S GOING ON?

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1. It is utterly silent when the characters arrive, and the whole place has an aura of abandonment about it.
2. The shadows lurk near the entrance to their dismal domain, waiting for a living creature to enter.
3. A faint sighing sound—perhaps the wind moving through some distant part of the haunt—is the only sound in this seemingly abandoned place.
4. The shadows are in the deepest recess of their haunt and do not immediately sense the interlopers' presence.
5. Screaming—filled with mortal terror—shatters the quiet. The sound abruptly ceases, and sinister, suggestive silence fills the air.
6. The horribly wasted corpse of an explorer sprawls on the ground; several shadow-things lie atop the corpse quivering slightly as they drain it of its life force.
7. A deep shadow lingers by the ceiling at the extent of the party's light.
8. The sound of dripping water echoes through the still and quiet dank air.
9. Cobwebs flutter in a slight breeze—hopefully, it is the breeze, anyway.
10. Baleful red eyes regard the party from a nearby archway.

## 3: MAJOR LAIR FEATURES

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1. The stonework is old and pitted; water drips from the ceiling and oozes down the walls to form shallow, muddy puddles on the floor.
2. The bones of previous explorers litter the ground throughout the haunt. In places, the remains are almost knee-deep, so deadly are the lurking shadows.
3. Nonmagical lights seem to give off less heat and illumination in the haunt.
4. The floor is uneven and jagged; for land-bound creatures, it creates swaths of difficult terrain.
5. Time's remorseless onslaught has not been kind to the haunt; ceilings sag, doors rot and so on throughout the decaying place.
6. Scrollwork carved into the living rock around each archway and doorway contains prayers to keep the dead slumbering in their graves.
7. The ceiling sags and water drips through the widening gaps between the stones. Sometimes the stones groan as they shift—giving the haunt a mournful voice.
8. Deep holes pierce the floor in seemingly random locales; a subterranean river undermines the haunt; the sound of running water is audible throughout the place.
9. Darkness festers within the haunt—given quasi-sentience by the shadows' long occupancy. It seems to press ever inwards on the party's lights.
10. It is exceptionally cold—almost freezing—throughout the haunt. Frost lingers in places.

## 4: MINOR LAIR FEATURES

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1. The air is cold—much colder than it should be. Living explorers can see their breath in the air.
2. A smattering of bones and mouldering, rusting equipment litter the floor.
3. A palpable feeling of gloom and doom fill the haunt.
4. The dust and detritus of many long years cloak the haunt; even the spiderwebs hanging from the ceiling look to be abandoned.
5. Some of the stones bear white mottled marks upon them as if they have been bleached or leached of their colour in some fashion.
6. Some stones in the walls are loose; avaricious characters may think secret storage niches abound. They don't.
7. Grey and dusty cobwebs hang from the ceiling like ragged curtains.
8. Crumbing burial goods stand about each of the burial niches set throughout the haunt.
9. Carvings above each of the haunt's archways threaten death and a living curse if interlopers should disturb the remains buried therein.
10. Harmless shades—the lingering remains of rats and other vermin slain by the shadows—haunt the place.

## 5: SHADOW'S APPEARANCE

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1. A roiling, writhing cloud of ebon smoke coils about the floor; twin red orbs—perhaps eyes—hover amid the nebulous cloud.
2. Vaguely man-shaped, this ragged shadow moves in utter silence. The chill of death—and waves of hatred—emanate from the horrible thing.
3. Two eyes of utter blackness devoid of all emotion but hunger hover in this amorphous grey cloud.
4. Edged with black tendrils of “smoke”, this grey cloud is vaguely man-shaped.
5. Similar in shape to a heavily cloaked humanoid, this creature of unliving shadow glides soundlessly about.
6. Resembling a black pool of living darkness, this shadow-thing oozes along the floor, questing for living prey.
7. Resembling a warrior wielding a longsword, this shadowy humanoid figure has blazing red eyes. Chill radiates from the figure.
8. This shadow-creature has a bluish tinge to its ragged outline. Its eyes are of the deepest black.
9. Tendrils of cloying shadow writhe and quest outwards from the bulbous body of this amorphous black thing.
10. This black spectral humanoid wears a jagged crown wreathed in heatless red flames. It wields a long ebon sword effortlessly in one hand.



## 6: TREASURE

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1. This plain dull grey iron dagger has resisted time's remorseless onslaught. It is as sharp as the day it came to rest here.
2. The remains of a pouch hold a handful of gold and silver coins minted by a kingdom long decayed into dust.
3. This small translucent red stone—a ruby—gives off a pale crimson light equivalent to a candle. Incorporeal undead cannot enter the light.
4. An oversized silver vial—twice as large as normal—lies on the floor. It contains holy water.
5. This magic black cloak sizes to fit its wear. With its cowl drawn up, the cloak renders the wearer invisible to the otherworldly vision of the undead.
6. The sounds created by this ornate bone flute can beguile the undead. Living creatures cannot hear the sounds created by the instrument.
7. This gold locket has a beautiful likeness of a handsome man etched inside it. The etching has been painted, and the quality of the work is astonishing.
8. This water skin holds powdered silver for use in creating a magical protective circle.
9. Four matched silver daggers hang from a shiny black leather bandolier missing its buckle.
10. An old book contains the ramblings of a mad priest who thought the undead could be cured through love and understanding. His theories were rubbish, but the book does show locations ripe for adventure, such as several old tombs, lost temples and the like.

## 7: TRINKETS & TRASH

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1. Dusty, crumbling, and rotting grave goods stand about each of the interred remains.
2. A shrivelled corpse wears a rusted suit of chain armour; the armour is stained with the corpse's foul excretions.
3. This old spear has a rusty tip brittle with age; it snaps if it strikes anything solid.
4. The unholy symbol of the death god lies on the floor; the fine chain from which it once hung is broken and rusted.
5. Dead maggots—withered and bleached white—fill this filthy and mouldy sack.
6. A dagger juts from the gap between two stones in the walls. The blade snaps off if someone tries to free it.
7. This tarnished silver ring would be worth far more if the gem that once filled its large setting were still present.
8. Half of an ornate circlet of black iron lies on the floor.
9. This holy symbol of the sun god—a sun cresting the horizon—is part warped and distorted.
10. This ornate stone sarcophagus was once studded with gems—if the fixtures and fittings are anything to go by. Any gems once here have long since disappeared to an unknown fate.

## SHAMBLING MOUND'S DEN

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Sentient, carnivorous clumps of rotting vegetation, shambling mounds are excellent ambush predators. They particularly enjoy elf flesh.

### 1: OUTSIDE THE LAIR

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1. Strange marks mar the boggy, muddy ground. A skilled tracker can determine that it looks like someone—or something—dragged a bush through the area.
2. The decomposing corpse of a lizardfolk lies partly buried in the mud. Insects crawl over the remains.
3. The normal sounds of swamp life are curiously absent from the area. The only audible sounds are the sigh of wind through the reeds and the sluggish trickle of water.
4. A slime-festooned bush lies half out of a muddy pool.
5. The crushed and torn body of a long snake lies in bloody chunks along the trail.
6. The crushed and torn bodies of various animals in varying states of decay are scattered through the swamp.
7. A lizardfolk tribal marker lies fallen and trampled in the mire and muck.
8. No animals inhabit the area around the shambling mound's lair.
9. Stinking green algae cover the pools and sluggish rivers in the vicinity.
10. A great earthen dome rises from the mire. A blackened and lightning-split monolith stands atop the mound.

### 2: WHAT'S GOING ON?

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1. The shambling mound lurks motionless next to the trail waiting for prey to blunder into its embrace.
2. The shambling mound is creeping slowly across the trail—it is hunting a wild pig—and it does not notice the party.
3. The shambling mound hides in a larger (natural) bush. When it strikes, the characters get a few extra moments of warning as it extricates itself.
4. Dark clouds, pregnant with rain and menace, gather over the swamp. The smell of ozone fills the air; a thunderstorm is imminent.
5. The crunch and crackle of something large in the undergrowth herald the flight of a wild boar.
6. The shambling mound is hungry and excited at the prospect of a meal. It shudders at the party's approach.
7. A marsh bird, oblivious to the danger, alights upon the shambling mound. The mound strikes, crushing the bird but also betraying its true nature to the party.
8. Dark clouds gather and thunder rumbles. The shambling mound raises its "arms" to the sky.
9. The creeper has wrapped itself around a willow tree.
10. Screaming from an unseen source splits the air. The shambling mound has just claimed its next meal.

## 3: MAJOR LAIR FEATURES

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1. The skeletons of the shambling mound's many victims lie scattered about the vicinity in great profusion. The mound has feasted on wild pigs, lizardfolk and more.
2. Patches of the swamp are scorched and burnt. Here, lightning has struck repeatedly. It was these strikes that attracted the shambling mound to the area.
3. A boggy, slick-flanked valley channels travellers down to the shore of a dismal lake.
4. The fetid ground is exceptionally boggy and acts like quicksand. Small hillocks provide islets of safety.
5. A wide, sluggish river marks the bounds of the shambling mound's hunting range. The vegetation on the other side of the river looks comparatively healthy compared to that in the shambling mound's domain.
6. Many of the trees in the locality are blackened and split as if repeatedly struck by lightning.
7. Sucking pockets of mud pockmark the marsh. Some are small, and nothing more than an annoyance, while others are broad and force travellers on wide detours.
8. A network of narrow streams crisscrosses the area. They have steep, slippery banks. No fish or other creatures live in the water.
9. A tumbled tower sprawls across a low hill. The shambling mound has learnt that travellers often rest within. It waits until the dead of night to attack.
10. A will-o'-wisp dwells in the vicinity and preys on those escaping the shambling mound's grasping tendrils.

## 4: MINOR LAIR FEATURES

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1. The vegetation is strangely discoloured and shrivelled in the shambling mound's immediate vicinity.
2. Odd marks in the mud and mire show where the shambling mound has been. The freshest tracks lead directly to its current hiding place.
3. A raised hillock provides a dry spot to rest. The mound knows travellers sometimes rest thereon and it periodically checks the locale for fresh food.
4. A sense of dismal foreboding blankets the marsh. Even the vegetation looks sick.
5. The decomposing, partly-sunken bodies of a hunting party are sprawled about this part of the swamp.
6. Bushes in the vicinity are both crushed and desiccated as if something has sucked the life out of them.
7. The abandoned remains of a small camp stand atop a low hill. The hill's muddy flanks bear strange tracks.
8. A small crocodile's remains lie on a muddy bank. Bits of creeper yet entwine themselves around the corpse.
9. An abandoned raft floats on a fetid lake.
10. Several horribly discoloured trees have fallen to reveal their withered and brittle roots. Wood from the trees burns easily, as if devoid of all moisture.

## 5: SHAMBLING MOUND'S APPEARANCE

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1. Sickly yellow buds bedeck the ends of this large bush's quivering branches.
2. Slime drips from this mass of tangled vines. Low, stumpy legs in the centre of the "bush" propel the sentient, ambulatory plant forward.
3. The heavy stench of rot, decay and mud precedes the arrival of this roiling mass of vines and creepers.
4. This piled mass of rotting greenish yellow vegetation quivers and wetly squelches as if something were trapped within.
5. Half again as tall as a human this vaguely human-shaped mass of rotting vegetation totters and staggers forward.
6. This rotting mass of vegetation has wrapped itself around the crushed corpse of a marsh pig.
7. Vaguely man-sized, but much bigger, this mass of creepers and ivy wrapped around a central trunk slithers forward silently, but with obvious malign intent.
8. The crushed remains of a lizardfolk wreathed in ivy and creepers jut from this sickly green bush.
9. The stench of death, decay and fetid mud roll off this mass of vines and creepers in veritable waves. Red and brown buds flower along the creepers.
10. This animate plant has two leg-like trunks which end in gnarled roots. The creature's tendrils and creepers shudder and rustle even when there is no wind. It has no head but moves its "torso" from side to side in the same manner as a hunting dog sniffing the air.



## 6: TREASURE

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1. A fine longbow dangles by its string from a tree's low-hanging branch. The bow is in good condition and has probably not been hanging here long.
2. An iron rod engraved with sigils depicting storm clouds and lightning bolts lies in the mud. The rod vibrates slightly when held.
3. A muddy pouch contains a similarly filthy haul of gold and silver coins.
4. This watertight ivory scroll case holds a map of the surrounding territory. It marks the position of several tombs and one large ruin.
5. A large wooden shield in excellent condition bears the device of a local lizardfolk tribe.
6. The crushed and broken corpse of a druid yet bears a slender silver sickle and a waterproof spell component pouch holding several sprigs of mistletoe.
7. The corpse of a will-o-wisp has become tangled in a tree. It yet gives off a soft, flickering light and will continue to do so for a week.
8. A large bright green dragon scale lies half-buried in the mud. A skilled armourer could fashion a shield or a breastplate from the scale.
9. A bedraggled, injured mastiff lies under a bush. It wears a spiked collar from which dangles a short lead.
10. Ritual depictions of lizardfolk dancing and praying decorate this large, much-used bronze cauldron.

## 7: TRINKETS & TRASH

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1. A rotting raft lies pulled up out of the water. The raft is obviously old; mould grows over it and it has partially sunk into the mud.
2. The remains of a makeshift campsite have been squashed into the mud. A ripped tent snagged on a low bush flutters in the light breeze.
3. A suit of crushed, muddy chainmail lies in the mire. The remains of a warrior's torso lie within. The suit must be cleaned and repaired before it can be worn effectively.
4. A spear haft—snapped in twain—lies tangled in the undergrowth. Bedraggled feathers—decorations of sorts—hang from the spear's tip.
5. A backpack leans against a tree trunk. The pack is mouldy, as is the food within, but serviceable.
6. A sack—full of the kind of rubbish generated by a camp—lies under a bush.
7. The only useable items on this decomposing corpse are a pair of knee-high finely crafted leather boots.
8. The shambler's body holds two swords, a dagger and a mass of fused coins.
9. The shattered prow of a sunken rowboat is wedged into a muddy bank.
10. A surprising clean blanket lies spread out on the ground.

## SMUGGLERS' HIDDEN DEN

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Masters of supply and demand smugglers carry anything their customers want (and will pay for), regardless of the law. More cunning than most, smugglers protect their holdings with threats, misdirection and traps.

### 1: OUTSIDE THE LAIR

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1. Shutters and boarded doors front this ramshackle building. The building is seemingly devoid of life, but careful observation reveals a faint worn path leading around the back.
2. Brush and empty crates piled high along the walls of an old building are rigged to collapse on intruders.
3. A sturdy iron grate bars the way ahead. (Careful observation notices it rests on well-oiled hinges).
4. Careful observers spot a path leading through the front of a decrepit building towards dark, back rooms.
5. A rotting wooden jetty stands at the edge of brackish water that flows down a tunnel. The ladder leading down to the water is obviously new.
6. Strong boards cover a manhole under a loaded wagon. A sturdy wooden ladder drops 20-foot into a network of passages and chambers hewn from the earth.
7. Large boxes and crates are piled together to obscure a low, narrow door.
8. Long curtains of ivy and thorns cover the entrance of a tunnel. The tunnel leads deep into a hill.
9. Attached to the ceiling, ropes enable the smugglers to drag their contraband-filled skiffs down a waterlogged tunnel to the sea.
10. Tangled bushes cover a small cave entrance leading into a network of natural caves.

### 2: WHAT'S GOING ON?

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1. The crew forms a chain and passes crates to each other. The smugglers sing a quiet song to relieve the drudgery of this hard, physical work.
2. The smugglers stack nets and ropes vital for their deception over the cargo they have just loaded.
3. Guards hide behind tapestries waiting for intruders.
4. The smugglers wait nervously for their contact.
5. Swapping boxes of expensive goods with cheap imitations, the smugglers discuss their next debauch.
6. Smugglers separate goods into casks for shipping.
7. Sailors paint forged shipping signs onto containers.
8. The smugglers face off against a group of customers over a deal that has gone badly wrong.
9. The crew argue loudly over missing shipments.
10. The smugglers pore over shipping maps and charts, planning the route to their next clandestine meeting.

## 3: MAJOR LAIR FEATURES

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1. Discarded nets, crates and barrels form a rough barricade across the room.
2. A thick and dirty rug hides a trapdoor and a hidden chamber filled with contraband.
3. Empty barrels conceal a crawl space in the wall. Such spaces riddle the den and allow the smugglers to move about unseen if custom officials should find their lair.
4. Barrels are suspended high overhead in a cargo net. (ready to be dropped on intruders).
5. Coils of thick rope cover much of the floor (to slow intruders; several hidden snares lurk within).
6. A thick rug held in place by heavy casks conceals a hidden pit. (Victims find themselves buried under the barrels that fall into the pit on top of anyone triggering the trap).
7. Backless cargo crates hide smugglers ready to leap out and ambush intruders.
8. A heavy gate is tied to the ceiling, ready to crash down (either as a trap or to block a doorway).
9. A small boat lies upside down on trestles, ready to be repaired or have hidden compartments added.
10. Tattered sails hang on the walls like tapestries and may conceal doors or alcoves.

## 4: MINOR LAIR FEATURES

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1. A precariously heaped pile of broken crates and barrels fills one corner.
2. A tapestry split down the middle acts as a makeshift door. It keeps out the breeze and muffles sound, but is not a serious barrier.
3. Hooks and broken blades are embedded in a doorframe to make passing through it dangerous.
4. Imitation pottery and artworks lie discarded on the floor.
5. A statue of a pirate with a parrot on his shoulder points at the entranceway. The pirate is incredibly handsome and noble-looking. A moustache is scrawled on his face. (The statue depicts Vilimzair Aralivar the World's Greatest Ever Bard and Legendary Pirate Captain).
6. A broken boat hook lies on the floor.
7. A rowboat stands against the wall; it may be trapped to fall on passersby. It doesn't have any oars.
8. Rat-hunting cats scurry for cover when approached. The cats are hungry and will eat any food left out; only a persuasive character can get them to come close enough to be stroked.
9. Rough maps and charts of the area fill a locked box. (Coded names of ship captains and landing areas are hidden in a nearby diary).
10. Cartwheels embedded with spikes are ready to roll at intruders entering the lair. (Pressure plates can set them off, or the smugglers can manually set off the trap).

## 5: SMUGGLER'S APPEARANCE

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1. The smuggler wears out-of-fashion finery, complete with gaudy jewellery and a wig.
2. Wearing a hooded black cloak and a wide-brimmed hat the smuggler blends into the shadows.
3. Despite their shoddy clothing, the smuggler wears a gang symbol openly.
4. The smuggler carries a lethal-looking, yet plain, club.
5. The smuggler wears high leather boots covered in muck from traversing the environs.
6. The smuggler wields a belaying pin and has a short sword thrust through their belt.
7. The smuggler wears a "borrowed" watchman's uniform under his baggy jackets and cloaks.
8. The smuggler wears a fine long coat and tricorne hat and yells commands to nearby crew members.
9. An important-looking, well-dressed older smuggler leans on a bone-handled cane.
10. The smuggler wears greasy make-up to make herself appear much older.



## 6: TREASURE

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1. This ornate golden hook is designed to replace a hand. (Hidden screws drill painfully into the wearer's arm bone when the hook is first fitted).
2. This thick leather coat has dozens of small hidden pockets; some may contain coins, vials and other portable treasures.
3. A tiny pirate captain sails this ship in a bottle; the bottle is rumoured to trap the souls of its owner's enemies.
4. This embellished skull glows sickly green in darkness. (The skull could be an ex-smuggler's, which inflicts a curse on its bearer).
5. A cutlass with a detailed hand guard depicting savages in a thick jungle hunting great cats leans against a chair.
6. This thick leather belt has hidden pockets for coins and an ornate three-masted ship silver buckle.
7. Imbued with powerful transmutation magic, this heavy wooden club studded with silver transforms into a trident on command.
8. These calf-skin gloves fit any wearer's hands perfectly.
9. This section of sailcloth made into a cloak smells heavily of salt and the sea. The wearer is immune to seasickness.
10. Intricately designed this large carved wooden parrot figurehead turns into a rowboat on command. (After ten minutes of use, it begins repeating every word it hears in an annoying squawking voice).

## 7: TRINKETS & TRASH

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1. Cheap imitation goods cover part of the floor and whole shelves; although the goods look valuable, they are worthless rubbish sold to rubes and idiots.
2. A tattered cloak and leather hat hang from a sagging wall hook.
3. Stacked crates and boxes contain only a single bottle of vinegary wine.
4. This hook hand prosthetic has a broken hook, making it useless until repaired.
5. This small baboon's skull has painted golden teeth. (This could be a familiar's skull or a macabre art project).
6. A rotten chicken corpse lies at the bottom of this small wire cage. (The poor creature has its head wedged out the top of the cage).
7. Dead from hunger and the cold, three coiled snakes fill a small wicker basket. (The venom on their fangs is still potent, though).
8. This set of fake silver cutlery, now slightly green, fills a cheap wooden box.
9. This small section of ripped net is only half mended. (Underneath it hundreds of small jumping insects hide from the light).
10. This heavy box holds a dozen rusted swords; the weapons break if used in combat.

## SPHINX'S CAVE

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Wise and majestic creatures, sphinxes can be terrible foes if angered. They love puzzles and riddles and happily trade information for new or interesting intellectual challenges. They also love sharing riddles with their guests—but sometimes eat those failings to answer correctly.

### 1: OUTSIDE THE LAIR

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1. Broken statues of ancient, forgotten animal-headed gods line the sandy pathway ahead.
2. Brown scarab shells litter the fringes of a dried-up pool.
3. Palm fronds have been used to brush away tracks, yet huge paw prints are still visible in places.
4. A headless statue of an enormous lion stands on a broken stone base. Carving around the base describes an ancient, long fallen civilisation.
5. Piled sand nearly blocks the entrance to an underground chamber; explorers must crawl over the sand to get in.
6. "It lies, don't trust it" is scrawled in blood on the wall.
7. A skeletal hand attached to a crushed arm juts from under a fallen pillar and points to a nearby wall.
8. Sandstone blocks are piled haphazardly next to the path. They are the remains of an old building. A perceptive character may spot sand-choked steps leading down into its cellar.
9. A defaced mural decorates part of the wall.
10. Two pillars have fallen against each other to form a rough arch.

### 2: WHAT'S GOING ON?

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1. Curled up in a ball, the sphinx is sleeping soundly. Its deep, gentle snoring echoes through the lair.
2. Staring intently at a checkered board covered with stone playing pieces, the sphinx plays a game against itself.
3. The sphinx carefully rakes its claws through the sand forming long spiralling patterns on the ground.
4. Grooming its huge wings, the sphinx collects its loose feathers in a woven basket.
5. The sphinx scrawls complicated symbols on the wall.
6. Leaning against a stone platform, the sphinx is reading from a huge book whose cover is studded with gems.
7. The sphinx sits atop a pillar gazing far off into the distance; it seems to be deep in thought.
8. The sphinx talks to itself in a one-sided conversation. It seems to be discussing philosophy. Alternatively, it could be devising a new riddle.
9. The sphinx basks in the sunlight atop a tall stone pillar.
10. The sphinx intently studies an ancient scroll. Its face is screwed up in concentration, and it does not react kindly to frivolous interruptions.

## 3: MAJOR LAIR FEATURES

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1. A faceless statue of a woman lies half-buried in the sand. The woman holds a set of scales in one hand and an unsheathed scimitar in the other.
2. Great banks of pots litter the lair. The pots hold dried and rotten fruit; their stink fills the air. Many of the older pots have been part buried by the shifting sand.
3. A huge shining golden glyph adorns one wall. The glyph represents wisdom.
4. Long winding trails of insects form patterns on the floor. Their pattern shifts throughout the day, but is similar from day to day.
5. Next to a broken walled pool, palm shrubs claw their way towards the sunlight. Glimmering fresh water fills the pool, which is a haven for desert wildlife.
6. Painted hieroglyphics describe a kingdom long fallen. The glyphs speak of a terrible doom linked to a crown of black metal wrought in the shape of a rearing scorpion.
7. The lair's sandstone steps have crumbled over time making them difficult and dangerous to climb. They have no handrail.
8. A jackal-headed statue of a well-built man stands guard by a door. He holds a long staff in one hand and a large orb in the other.
9. A stand of rusty hook bladed spears adorns the wall. The stand collapses if investigated without care.
10. Stone paves have been deliberately removed from the floor in an obscure pattern.

## 4: MINOR LAIR FEATURES

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1. An obscure hint to one of the sphinx's riddles is scrawled in blood on the wall.
2. A crumpled and desiccated human corpse surrounded by tiny stones sits facing a wall.
3. Trampled palm fronds form a rough nest-like sleeping area behind a fallen, cracked pillar.
4. A broken spear tip is wedged in a crack in the wall.
5. Two waist-high piles of scarab shells, one green and the other blue, stand on either side of a doorway.
6. Several scrolls filled with poetry lie on a stone table; an empty ink-pot and quill stand next to them. The scrolls have been scribed in a beautiful, flowing script.
7. A collection of leather-bound books crumble to dust as soon as they are touched.
8. Faded writing decorates a wall; a human skeleton lies at its base and yet holds a quill in one hand.
9. A broken basket of palm fronds fills a corner; half-written poems and riddles lie under the fronds.
10. Six copper cups stand on a flat stone; under one is a scarab shell (or perhaps a live scarab).

## 5: SPHINX'S APPEARANCE

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1. Golden bands form spiralling plaits in the sphinx's long, luxuriant hair.
2. Sporting a square-cut hairstyle and heavy black make-up, the sphinx lounges on fat cushions of silk.
3. A headband of polished copper keeps the long golden mane from the sphinx's face.
4. The sphinx wears intricate armour of polished leather and bone.
5. Spots of coloured paint and dye cover the sphinx's paws –beautiful and intricate paintings decorate the walls.
6. Striped like a tiger with a wild mane of red-brown hair, the sphinx looks more savage than others of its kind. It moves with boundless vitality and a hint of violence barely constrained.
7. Pure white skin and fur cover the sphinx giving it the appearance of a gigantic snow leopard.
8. Thousands of iridescent blue sequins cover the sphinx's naked torso. When the sphinx moves, the sequins shimmer in the light.
9. Heavy white tattoos cover this black-skinned sphinx's face; its mane flows out behind it in thick dreadlocks threaded with many coloured beads.
10. Its beard tightly wrapped in a bone tube, this bookish-looking sphinx wears thick-rimmed golden spectacles.

### RIDDLES

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I go up and down,  
But never move.  
What am I?

A staircase

When things go wrong,  
What can you always count on?

Your fingers

The more of me you take,  
The more you leave behind  
What am I?

Footsteps

I can run but not walk.  
Wherever I go, thought follows close behind.  
What am I?

A nose

## 6: TREASURE

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1. A heavy golden hairbrush with stiff boar bristles holds hair from the sphinx's mane.
2. A dusty collection of bladed claws worn as fingernail decoration by priests and high-status worshippers fill a small wooden case.
3. A large multicoloured fan made of sphinx feathers with a handle of ivory and gold leans against a wall.
4. A gold necklace with polished cat's eye gems and alternate stripes of blue enamelling hangs from a hook in the wall.
5. A heavy wood carving detailing the stars and patterns of the moon decorates a wall.
6. The sphinx wears a fiery crown of gold set with rubies and a single diamond.
7. A wedge-shaped golden sword in a scabbard of hippo hide embellished with pearls and feathers lies amid the other treasures.
8. This beautiful carved pure white marble statue depicts the sphinx's mate.
9. These fine scroll tubes of ivory and teak contain hundreds of riddles, poems and stories.
10. These glazed jars sealed with the carved heads of animals contain the ashen remains of dead kings.

## 7: TRINKETS & TRASH

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1. This long wooden post, splintered at one end, has numerous scratch marks along its length.
2. This large pouch holds pungent and rotten herbs.
3. A flat platter displays dozens of shed sphinx claws.
4. Decaying in a dusky corner is a blanket weaved of sphinx hair covered with rotting food.
5. A precarious stack of terracotta pots contains spoilt milk and meat.
6. A ripped and shredded lion's skin covered with spots of blood lies on the floor. The skin is missing its head; this was once a cloak worn by a renowned warrior who foolishly sought to slay the sphinx.
7. Large open urns of dried herbs and flowers scent the air inside the sphinx's home. They are placed strategically throughout the lair but are bulky and unwieldy.
8. Complex weaves of string, shells and stones with no apparent purpose or design hang from the ceiling throughout the lair.
9. Hundreds of broken, pure white angel clam shells litter the floor; their edges are razor-sharp.
10. A tattered book written in an ancient, now unknown, language lies open on a stone lectern.

## STIRGES' DOMAIN

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Stirges hunt warm-blooded creatures, swooping down to use their long proboscis to drain their prey's blood. Once sated and bloated with their prey's blood, they fly away to digest their meal.

### 1: OUTSIDE THE LAIR

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1. Distant, terror-laden screaming fills the air. It slowly dwindles as if the person screaming is getting further and further away.
2. Puddles large and small dot the low-lying ground. Filled with fetid, debris-filled water, they lurk, ready to slow running creatures.
3. The remains of the stirges' previous victims are scattered about. Those yet with flesh appear haggard and wasted.
4. The miasmic smell of death and decay hangs in the air.
5. Perceptive characters spot lines of tiny blood splatter on the ground; most lead away from a corpse or skeleton.
6. The remains of a tent stand drunkenly under a tree; the tent's fabric has many small punctures in it.
7. A part-collapsed, abandoned woodsman's cottage squats in the shadow of a sprawling ancient yew tree.
8. Stands of dense trees cluster together in shadowy dells.
9. Tracks lead toward the stirges' domain; none emerge.
10. The branches of leafless trees cast odd, twisted shadows on the ground.

### 2: WHAT'S GOING ON?

---

1. A group of stirges lurks in the shadows waiting for warm-blooded prey to come closer.
2. A stirge hops about the ground in obvious distress; one of its wings is missing, and it cannot take flight.
3. A man's corpse lies on the floor; a veritable flock of stirges cluster atop the corpse drinking their fill of its rapidly cool blood.
4. Two stirges—pierced by slender arrows—lie dead on the ground. The rest of the flock lurks near; they are hungry.
5. Only one of the stirge flock is awake; the others slumber. Thus, they do not immediately react with their normal vigour at the characters' arrival.
6. Two stirges twist and turn in the air as they fight over a watching female. They are unaware of the watching prey.
7. Small packs of hungry stirges patrol the area in search of prey. These stirges are alert and exceptionally hungry.
8. The wind sighs through the trees, making their leaves rustle. Paranoid characters may think a pack of stirges lurks nearby.
9. A buzzing fills the air; overhead, a stirge swarm forms.
10. The stirges are elsewhere; the group penetrates their domain for some distance before they are noticed.

## 3: MAJOR LAIR FEATURES

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1. A fetid, noisome pond, surrounded by deep stands of rushes and a few unwholesome trees, marks the centre of the stirges' domain.
2. Thick stands of bramble bushes, holly trees and so on dot the stirges' domain. All could provide handy—perhaps lifesaving—cover from a stirge swarm.
3. A dense tree canopy blocks out much of the sun's rays; consequently, the ground is mostly free of vegetation.
4. The domain is wildly overgrown, and the animal tracks normally present are conspicuously absent.
5. A stand of holly trees protects the rotting corpses of three travellers who hid from the stirges here—and starved to death before they could escape.
6. A spinny of tall, leafless trees stands atop a small hill; here lurk the stirges.
7. Writhing roots break through the shadowed ground to provide many opportunities for a twisted or broken ankle to unvary—or running—characters.
8. A dense network of narrow streams cuts through the low-lying domain. Their gurgling sound masks the stirges' approach.
9. A steep, tree-clad escarpment cuts through the area. Several narrow, near-overgrown pathways traverse the steep terrain.
10. Dank, dark caves burrow into a series of rocky outcrops amid the forest; herein dwell the stirges.

## 4: MINOR LAIR FEATURES

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1. Spots of blood dot the floor of the stirges' domain.
2. Skeletons of animals and humans dot the ground throughout the stirges' domain. (Recently slain creatures bear many puncture marks.)
3. Skeletal remains of several stirges—transfixed with arrows, slashed in twain by swords and axes—lie scattered above their domain.
4. A rusting woodsman's axe lies on the ground near an oak with several gouges in its trunk.
5. Rubbish—rotting equipment and so on—lies strewn around an old campfire set in a steep-sided dell.
6. A single word is deeply carved into the trunk of an old oak. The word is "Run".
7. The surrounds are eerily quiet; perceptive characters realise no birds roost in the trees hereabouts.
8. A shallow cave pierces a low hill. The cave is dry; heaps of old guano on the cave floor suggest bats once roosted within.
9. The skeletal remains of a huge bear lie amid a veritable carpet of crushed and broken stirge skeletons.
10. A beech tree has fallen against an elm and leans precariously over the path. Characters can easily climb the tree to get a better view of their surroundings.

## 5: STIRGE'S APPEARANCE

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1. With rusty red feathers and yellowish eyes, this small, winged creature looks like a bizarre cross between a mosquito and a bat.
2. This tiny, one-foot-long winged creature has a needle-sharp pink proboscis and reddish brown feathers.
3. Faint scars criss-cross this small creature's batlike wings. Its proboscis ends in a jagged stump. The creature's yellowish eyes are bloodshot and look slightly crazed.
4. Dried blood decorates this tiny, flying creature's brown fur. Scar tissue covers one of its eyes, and dried blood covers the tip of the creature's pinkish-grey proboscis.
5. This tiny feathered creature has four wings; a humming fills the area as it swoops toward its prey. This creature is faster and more agile than its brethren.
6. This flying bat/mosquito hybrid is horribly sunken and drawn as if it has not fed in ages. It flies listlessly, and its eyes are cloudy and unfocused.
7. This tiny creature's feathers are ragged and discoloured; its proboscis is mottled black and grey.
8. With jet-black feathers and red, glowing eyes, this tiny flying creature has the look of the Abyss about it.
9. Bloated, this creature has just fed. It moves slowly and ponderously; it flees as soon as it can.
10. Larger and more powerful than its brethren, this red-feathered flying creature has a long proboscis and thick black bat-like wings.



## 6: TREASURE

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1. A mouldering belt pouch hanging from a shred of leather belt contains a small store of silver and copper coins. A platinum coin hides amongst the dross.
2. A sharp silvered dagger lies naked on the ground. The weapon is pristine—as if it has never been used in combat. A coat of arms decorates the weapon's pommel.
3. A perfectly balanced steel shield is propped up against a small boulder. The shield is highly polished and could be used as a mirror.
4. An explorer's pack—complete with a bedroll, fire-making equipment and a small one-person tent—lie under a tree. Two black gems are hidden deep in the pack.
5. A withered corpse wears a deep, cowled cloak. Miraculously, the fur-lined garment is wholly free of rips and tears. The cloak magically protects the wearer from the worst effects of the elements.
6. A well-trained mastiff cowers under the branches of a low-hanging tree. The mastiff is obviously starved.
7. The skeletal remains of a warhorse lie on its side. The beast yet wears its fine chain barding.
8. A dirty golden brooch in the form of an oak leaf is attached to a scrap of rotting cloak.
9. These thick, plain iron gauntlets bestow an ogre's strength on their owner—but only for one hour a day.
10. A beautifully wrought golden statuette of a lion lies on the ground. Investigation reveals many tiny golden stirges stuck to the lion.

## 7: TRINKETS & TRASH

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1. A shrunken corpse sprawls on the ground. It wears leather armour pierced by many weapons. The armour seems strangely too big for its wearer.
2. A rotting small wooden shield lies on the floor. A broken tiny skeleton of a four-winged creature lies beneath it.
3. The shards of a broken potion vial are scattered about the floor. The vial's neck still has its stopper in place.
4. A rusting upturned pot helmet filled with fetid water and encrusted with slime lies on the ground.
5. Dried blood covers this spell scroll. The damage is so extensive it has effaced the scroll's magic. Bloody fingerprints—perhaps an elf's—decorate the scroll's top and bottom edges.
6. A rusty longsword, with a tiny skeleton impaled on its tip, lies near the outstretched hand of a skeletal warrior clad in similarly rusted chain armour.
7. The sprawled corpse of an adventurer wears rotting and rusting gear—all is of no value.
8. An old javelin is impaled through a stirge's skeleton into a tree trunk.
9. The shards of a large piece of pottery dot the ground.
10. Half a barrel lies rotting on the ground.

## STONE GIANT'S HALL

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Often seen as savages, stone giants raise herds and build small farmsteads in the cavern-filled valleys of the mountains, high above the evergreen tree line.

### 1: OUTSIDE THE LAIR

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1. Heavy tracks show where a herd of aurochs was led into a cave.
2. Branded goats scurry away across the rocks.
3. The pounding of hammer against stone echoes through the valley. Its direction is difficult to ascertain.
4. Huge boulders have crashed down the hills, pulverising trees before coming to rest against a low ridge.
5. Several tree trunks have been felled alongside the path. Something about how they have been cut is odd; their caps are too high for humans to have done.
6. A small valley has been completely defoliated by an escaped herd of goats. Thus, approaching the giants' lair without being observed is difficult.
7. An abandoned wagon with a couple of rotting hay bales looks like it has been discarded beside the road.
8. A rough earthen berm has various wild vegetables growing out of it.
9. Several trees have been triggered to collapse over the pathway by a hidden tripwire.
10. A high wall of perfectly cut stone blocks wards the cavern entrance.

### 2: WHAT'S GOING ON?

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1. An older giant raucously supervises the building of a log palisade, cuffing the ears of his unruly helpers.
2. A young female with a fifteen-foot-long shepherd's crook leads a herd of goats towards a box canyon.
3. A wrinkled giant with skin like broken granite expertly hammers rocks into building blocks.
4. An overweight, blood-covered giant snatches an auroch from a pen before heading back into the caverns.
5. A bearskin-clad giant leads two monstrous wolves away from the lair to hunt for the day. She returns at dusk.
6. A group of younger giants heft stone axes over their shoulders and head to the woods for lumber.
7. An older female emerges from the caverns with a massive stone bowl of slop for some captive boars.
8. Two giants return to the lair carrying six aurochs impaled on a tree trunk across their shoulders.
9. An unruly younger giant flees the cave to escape an irate elder's anger. The youth hides in the hills until dusk.
10. A herd of goats stampedes from the lair into the mountains. They quickly disappear from view.

## 3: MAJOR LAIR FEATURES

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1. Boulders have been piled, ready to cascade down on intruders when unleashed. Such defensive piles appear in several places around the lair.
2. A pile of fifty-foot-long pine tree trunks has been casually discarded and now lies rotting.
3. A smaller cavern has been cordoned off to contain a small flock of goats. They panic and flee if frightened.
4. A heavy granite plinth is wedged against a cavern entrance, ready to fall into the corridor at a push.
5. Piled rocks the size of heads and sharpened trunks are placed strategically around the cavern as ammunition.
6. The stink of musk and rotting flesh fills a cavern where a giant wolverine was kept.
7. A pile of stolen goods fills a small chamber. The pile loudly collapses into itself if disturbed.
8. A rough pen of lumber and stone holds a female boar and six sucklings. A foul stench fills the area.
9. Stripped log tables and chairs fill this room. They are polished to a high sheen from years of use.
10. A granite throne sits at the head of a table, covered with furs and decorated with the skulls of monstrous beasts. The table is gigantic—crafted from several planed and stained tree trunks.

## 4: MINOR LAIR FEATURES

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1. Timbers and crudely made stone pillars support a sagging section of the ceiling.
2. A crude forge contains shoddily made branding irons and spikes.
3. A midden pit drops fifteen feet into an underground stream. The stream trickles through low tunnels and caves before emerging further down the mountain.
4. High shelves cut into the rock hold earthenware pots containing seeds and herbs.
5. Stinking piles of manure from penned animals are scattered around the halls. Clever adventurers can use this to mask their scent from any guardian animals the giants keep.
6. Rotting furs lie discarded in corners throughout the lair. Whilst great hiding places for intruders, they are a haven for innumerable fleas and insects.
7. Bleached skulls of predators decorate shelved alcoves on the approach to the chief's rooms.
8. Foot-long granite spikes are discarded next to a partially built wooden wall dividing a chamber into two.
9. Crudely daubed paint on the walls mocks one of the giants, depicting them with a pig's tail and cow horns.
10. Swarms of rats feasting on discarded food scurry away when disturbed. They swarm and attack if threatened or their food is taken.

## 5: STONE GIANT'S APPEARANCE

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1. A rag-clad female giant limps around, leaning heavily on a sapling she uses as a walking stick.
2. This younger female giant has clay-covered hands from daubing paint on the walls. She has a friendly smile.
3. This giant wears ancient woad patterns of crimson and blue on its body and face. He carries a huge battleaxe strapped to his back.
4. The arms of this giant are wickedly scarred from a wolf attack. She wears the wolf's pelt as a trophy.
5. Hefting a stone pillar as a club, this partially blind giant makes huge sweeping attacks to find his prey.
6. A plethora of fangs and bones adorn this gigantic hunter's armour and weapons. Even with these decorations, she moves quietly for so large a person.
7. This clumsy old giant wears an entire cow skin, complete with curling horns and tail, as a headdress.
8. Wearing boar hides, this giant carries several wooden spears made from tree trunks.
9. Carrying a gigantic broken claymore, this giant wears thick furs and hides as armour.
10. As identical triplets, these three gangly giant teenagers eerily mimic each other's movements and finish each other's sentences.



## 6: TREASURE

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1. A bronze shield stained green with verdigris bears the symbol of an ancient warlord.
2. A large sack contains hundreds of skulls; several have semi-precious stones implanted as teeth.
3. A thick polar bear coat worn by one of the younger giants needs a bit of repair before being worn again.
4. A collection of military issue spears and javelins are propped in a corner. Their tempered edges are protected in leather caps.
5. A long spiralling horn is used to summon the shepherds back to the homestead. It is engraved with animal figures and embellished with gold leaf.
6. An elaborately detailed claymore scabbard is embossed with gold and platinum hunting cats.
7. This perfectly preserved climbing kit, complete with pitons and extra-long ropes, has been discarded in this mouldering sack.
8. This golden helm with silver wings attached to the sides is badly dented. (A drunken giant has stood on it, making it unusable).
9. An ebony box contains several pounds of purified pink salt. Some of it is stained where grubby giants have taken a pinch.
10. A spike-backed axe has a griffon etched into the blade. One side shows the griffon swooping down, and the other depicts the beast taking flight with its prey.

## 7: TRINKETS & TRASH

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1. The giants use this one-handed iron dwarven pickaxe as a toothpick.
2. This walking stick has half a riddle carved into the broken handle. The other part of the broken handle is being used as a chew toy by one of the giants' pets.
3. A bag contains expertly shaved silver coins. Spending them may get the owner into trouble.
4. A jar of piping hot chill seeds is hidden amongst the dirty plates and bowls on a table.
5. Still wearing soft moleskin leather gloves, a severed hand fills a crushed metal gauntlet.
6. Five smooth river pebbles are etched with mismatched runes. They fill a small leather neck purse.
7. Four leather cups are stacked on top of each other. Hidden in one of them is a small piece of parchment bearing a scribbled map.
8. A worn and broken leather harness for a large dog to carry supplies has a tag on the front that bears the name "Ginger". Ginger was clearly an exceptionally large dog.
9. A waterlogged map shows positions of lairs but no actual landmarks to navigate by.
10. An old merchant's contract long past due lies crumpled on the floor.

## THIEVES' DEN

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From well-dressed dandies to undercity scum, you never know who covets your wealth. Whether it's through violence, trickery, misdirection or subterfuge, thieves know a hundred ways to liberate gold from their victim's pockets.

### 1: OUTSIDE THE LAIR

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1. Strange symbols, gang signs or district markers are painted roughly on the nearby buildings.
2. Tight alleyways and piles of rubbish slow down the approach to the thieves' hideout.
3. Peasants lower their eyes and shuffle off quickly as the party approach.
4. Gangs of thugs loiter in the area, ready to intimidate and harass passers-by.
5. Puddles, broken glass and rubbish litter the ground, making it challenging to approach the hideout stealthily.
6. Buxom women lean from windows and holler down to passers-by. They secretly pass messages to the hideout's guards using pre-arranged phrases.
7. The hideout's locked and barred front entrance is never used. The rogues use a nearby drain to enter and exit their hideout.
8. A beggar sits in a side alley. He shakes his bowl at passers-by before warning them off.
9. A body is slumped in a corner with deep wounds in his back. The corpse has already been looted.
10. A large sign saying "Thieves Only" is affixed to a door leading into a trapped room.

### 2: WHAT'S GOING ON?

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1. A thief stands hidden in the shadows, ready to signal to others if intruders approach the hideout.
2. His crossbow at the ready, a Thief sits idly on a nearby rooftop watching the streets below.
3. Sharpening a hook-bladed knife, the thief leans casually against a plain wooden door.
4. Two thieves pretend to free a broken cart from the mud. They are, in fact, thieves waiting to ambush intruders.
5. A trainee rogue attempts to hide in a side alley. The trainee is an unwitting decoy; other well-hidden thieves lurk nearby.
6. A thief practices knife fighting techniques.
7. A thief sits on a stool trying to repair a practice lock.
8. Concentrating intently, a thief sews a concealed pocket into the inside of his shirt.
9. Asleep across a table, unfinished food and drink in front of her, the thief is oblivious to intruders. She is exhausted from night-time adventures.
10. Carefully reviewing a roughly drawn map, this thief plans her next job.

## 3: MAJOR LAIR FEATURES

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1. Mannequins in fine clothes line the walls. Their pockets are lined with razor-sharp blades to catch the fingers of practising rogues.
2. Several practise locks are embedded in this sturdy door, ready for apprentice thieves to pick.
3. Corridors of smooth polished stone amplify the footsteps of people moving through here. Buckets of caltrops stand at every corner and doorway, ready to be pushed over in case the watch breaks in.
4. Wooden floorboards creak ominously, perhaps deliberately, in this otherwise well-decorated room.
5. Wooden targets and dummies are cracked from many dagger and knife blows. They stand around the den. Several could be trapped.
6. Hidden chutes contain handholds to provide secret access to other floors.
7. A bell concealed underneath a floorboard loudly rings when someone steps on the board.
8. A large metal plate hangs over a door, ready to be dropped in place.
9. Wooden blocks stud the walls, so the thieves can safely practice their climbing skills.
10. Fine furniture in shoddy condition stands around the room. Although seemingly set at random, the pieces are placed defensively.

## 4: MINOR LAIR FEATURES

---

1. A wooden box contains bent and broken tools. Nearby several hammers and a small anvil await a metalworker.
2. Long black cloaks hang on pegs near the exit, maybe concealing a trap.
3. A poorly concealed and disarmed trap is near a doorway. This is a ruse as another cunningly hidden trap is set nearby.
4. Thick heavy carpet covers the floor; several sections cover creaking floorboards.
5. Candles dimly light the whole area, filling it with flickering shadows.
6. A box contains cheap plaster effigies of a local god ready to be sold as ivory to unsuspecting buyers.
7. Heavy curtains hanging along the walls stifle any sounds coming from nearby rooms.
8. A narrow desk leant against the wall is set to topple noisily if anyone touches it.
9. A box of broken glass and sharp rocks sits beside a door. The box's contents can be scattered on the floor to make a stealthy approach harder.
10. Leather thongs, serving as purse strings ready to cut, hang from wooden dummies.

## 5: THIEF'S APPEARANCE

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1. The thief wears a thick hood of a long nondescript cloak to hide her features.
2. The thief wears imitation fine clothing and jewellery.
3. Knives, daggers and other blades festoon this thief's broad weapons belt.
4. With a fashionable wide-brimmed hat and a finely waxed long moustache, this thief could pass as a noble.
5. The thief smells strongly of the sewers. Closer inspection reveals mud and effluent on his boots.
6. As if he is about to go on a heist, this thief carries several coils of rope and other pieces of climbing equipment.
7. The thief wears tight-fitting studded leather armour over fine silk clothing.
8. Even though the thief wears a bright red cloak over polished, black leather armour, they somehow easily blend into the shadows.
9. Twitching and shaking uncontrollably, this thief looks around nervously.
10. A leather domino mask obscures this thief's face.



## 6: TREASURE

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1. This finely balanced dagger has a hooked blade for cutting purses. A clever attachment on its sheath enables its mounting to a belt or armour.
2. This coil of spider-silk rope has a strong grapple hook of light metal attached.
3. Several stacks of gold coins wrapped in paper to stop them clinking together sit in plain sight on a shelf.
4. This suit of finely crafted leather armour seems to absorb the light. It is incredibly supple and well made.
5. Shimmering runes, only visible in bright sunlight, cover the hood of this reversible grey cloak.
6. A small non-descript silver key that strangely seems to fit many locks, hangs from a slender silver chain.
7. This small brass charm depicts a door-knocker; it brings its bearer luck when picking locks.
8. This vial enables a thief to slowly pour out oil for greasing hinges. The oil never seems to run out.
9. This bow of black metal folds to fit inside a matching quiver which still has space for a dozen arrows.
10. As strong as a crowbar, this plain shortsword has a jet black blade. It rests in a matching black leather scabbard wholly devoid of any decoration.

## 7: TRINKETS & TRASH

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1. This shining gem-studded crown of alloy and glass looks like it is worth a fortune. Closer inspection reveals it is worthless.
2. Riven with many minute cracks, this shortbow shatters as soon as it is used. The cracks are so small they may go unnoticed.
3. A torn dark cloak patched with leather is rolled into a tight ball tied together with bits of string.
4. A broken jar labelled "Poysen" lies on a table amongst other jars, bottles and cups.
5. The soles of these ankle-high soft leather boots have been shredded by caltrops.
6. This pair of soft leather gloves are missing the tips of two fingers. The severed tips, along with the owner's fingers still inside, lie nearby.
7. A coffer holds glass jewels and plated copper rings ready to be sold to unsuspecting dupes.
8. A blunt-bladed chest trap with broken hinges and springs lies on a table awaiting repair.
9. This tinderbox has no flint and holds a small melted candle in a metal holder.
10. Exceptionally fragile, but seemingly of high quality, this pick breaks the first time it is used to pick a lock. If the rogue is unlucky, the broken pick jams the lock they were working on.

## TREANT'S GROVE

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The mighty and ancient treants are the forest's guardians and the shepherd of its trees. Longer-lived than even the elves, treants rarely seek out short-lived folk.

### 1: OUTSIDE THE LAIR

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1. Dense stands of trees form an almost impenetrable barrier surrounding the treant's grove. A profusion of small forest animals dwells therein.
2. The forest drops steeply away into a natural bowl-shaped depression. The treant's grove lies in the bowl's sheltered depths.
3. Deep, strangely shaped tracks in the soft forest floor show where the treant has moved about. The tracks are obvious but difficult to identify.
4. The utterly smashed and decomposing bodies of a small band of goblins lie scattered about the area. It appears a massive weight crushed the goblins.
5. Moss and fungi grow thickly over the rotting trunks of fallen trees. The forest floor is deep with leaf litter.
6. A network of chattering streams runs through the surrounding forest; all flow through the treant's grove.
7. Typical woodland gives way to wilder, primal forest. Here, only narrow game trails pierce the interior.
8. A wide track studded with extraordinary tracks wends through the forest to the treant's grove.
9. A vast array of forest creatures—wolves, bears, deer and the like—dwell in the surrounding forest, safe from poachers and other predators.
10. The treant's grove stands atop a heavily wooded plateau.

### 2: WHAT'S GOING ON?

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1. A cacophony of bird song fills the air as flocks of sparrows and the like dive and wheel above the grove.
2. The treant wanders about its grove, examining the leaves of the surrounding trees.
3. The treant is using its animate tree ability to rearrange two hoary trees to give a sapling better light.
4. A deep voice raised in song fills the air. This is the treant singing of ancient times.
5. The treant is standing motionless amid its charges and appears nothing more than a normal—if large—tree.
6. The treant is mourning the death—to a form of blight—of one of its trees. It is morose and not in a friendly mood.
7. An animated tree steps onto the path or trail the characters are following and blocks it.
8. Light rain falls on the grove. The treant stands in a clear spot, boughs thrust skyward.
9. The treant slumbers and is unaware of the characters.
10. Two pixies have come to the grove to tease the treant; to them, the characters seem like better (and safer) targets.

## 3: MAJOR LAIR FEATURES

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1. A shallow lake fills much of the grove. A few small tree-topped isles dot its placid waters.
2. A stand of saplings clusters along the steep banks of a meandering stream. Nearby, atop a narrow rise, the treant keeps watch.
3. A steep escarpment cuts the grove in half. A wide, shallow earthen ramp links the glade's two halves.
4. A rocky crag rears up from the forest. A cave pierces the crag; inside, strange paintings decorate its walls.
5. A menhir carved from some kind of black stone thrusts skyward from a small mound. The giant-high stone is ancient and ends in a tapered point.
6. The grove is home to a brown bear and her cubs. The treant has grown fond of the bear and protects her and her young.
7. Gloom fills this perpetually shaded grove. Huge ferns and stands of mushrooms and other fungi grow throughout the treant's home.
8. The grove straddles a river flowing through several shallow pools. The pools are easily fordable for humans; the turbulent river is not.
9. A hut—seemingly composed of living saplings growing tightly together—stands at one end of the grove. Here dwells the treant's druid companion.
10. The grove's trees are ailing—victims of a powerful necromantic curse. The treant gladly accepts any genuine offers of help.

### 4: MINOR LAIR FEATURES

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1. Squirrels infest the grove and its surrounds. Most ignore the characters and scamper about unconcerned by the adventurers' presence.
2. Colourful wild flowers grow in great profusion throughout the grove.
3. Moss-covered boulders dot the grove. Some of the boulders are as large as wagon wheels.
4. Thick growths of creepers and vines twist themselves around the trees about the grove.
5. The treant has placed a prickly holly tree at the head of each path leading to the grove.
6. A riot of gossamer spider webs—stretched between the trees—glisten in the sun.
7. A narrow, steep-banked stream runs through the grove.
8. A large grey wasp nest hangs from a tree branch hanging over a path leading to the grove. The wasps' buzzing is audible from some distance.
9. A whimpering wolf—an arrow in its haunch—lies in the treant's shade.
10. Rabbits infest the grove. A great many rabbit holes lurk in banks, amid tree roots and the like. Unwary adventurers could trip and turn an ankle.

## 5: TREANT'S APPEARANCE

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1. Gnarled and grizzled this treant has the bearing of a withered old man. Dead leaves fall from its boughs as it shambles about.
2. The white bark on this whip-thin elm tree is brilliantly white. The treant moves gracefully—for a tree.
3. Squirrels scamper about the treant's boughs. If the treant makes any violent movements one or more could become dislodged.
4. This treant's trunk is blackened by fire.
5. Gnarled and mighty this treant has pale grey bark and oval leaves with pointed tips. It resembles a hornbeam.
6. Butterflies flutter about the boughs of this silky grey-barked willow tree.
7. Dark green leaves and yellow-cupped flowers hang low from this small tree's heavy boughs.
8. Loose acorns fall from this treant's heavily-laden, wide boughs as it moves about.
9. With grey-brown fissured bark and near-leafless branches, this treant looks to have seen better days.
10. The reddish-brown bark of this immense tree has spots of purple overtones. It sports a vast number of needle-like leaves.



## 6: TREASURE

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1. This treant-wrought wooden gourd holds fresh, pure water. The gourd is so brightly polished its wood is almost good enough to use as a mirror.
2. A low-hanging bough of mistletoe is heavy with large, white buds. Such potent mistletoe buds may give druid spells cast with them extra power.
3. A hornbeam walking staff leans against a tree. The staff is the size of a quarterstaff and incredibly strong.
4. A cache of acorns fills a small hollow in the treant's trunk. Eating an acorn restores one hit point and provides nourishment equal to a normal meal.
5. Intelligent, friendly squirrels live in the grove. A kind and patient elf, ranger or druid could secure one as a pet.
6. This thick twig acts as a magnet of sorts. Instead of pointing north, it points back to the treant's grove.
7. This 60-foot long coil of supple creeper is as strong as normal rope but perfectly blends into the background if used in a woodland setting.
8. When eaten, this small acorn gives the ability to *Speak with Animals* as the druid spell of the same name.
9. When thrown this tangled ball of vines and creepers expands to create an effect identical to the *Entangle* spell in a ten-foot diameter area. The ball can be used once a day.
10. When eaten, this small acorn gives the ability to *Speak with Plants* as the druid spell of the same name.

## 7: TRINKETS & TRASH

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1. An old, rusting boar spear lies forgotten in a thicket.
2. The remains of a small sailcloth tent are snagged in a bush's low-hanging branches. It flutters in the breeze.
3. An old, muddy backpack holds rotting trail rations and the remains of an illegible map.
4. An old walking boot sticks from a patch of dried mud. Of its mate (or owner), there is no sign.
5. Wind-blown food wrappers, scraps of cloth and the like litter the ground.
6. A wind chime comprising interlinked pieces of wood dangles from a tree. The chime is four-foot long and falls apart if roughly handled.
7. A rusting woodsman's axe lies in a thicket of brambles. The axe's haft is cracked; it falls apart if used to hit something solid.
8. Four smooth black stones each the size of a halfling's head lie near a stream. The treant recently fished the unusual stones from the stream but does not know if they have any significance.
9. This fragment of treant bark is incredibly tough, but not large enough to do anything useful with.
10. A near-invisible pixie's tiny shortbow hangs from a high branch; the bow's string is broken.

## TROGLODYTES' WARREN

---

Feral cave dwellers, troglodytes are the fallen scions of a once-mighty empire fallen into ruin and obscurity. Now they are little more than savage scavengers.

### 1: OUTSIDE THE LAIR

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1. Rocks and rubble cover the floor, slowing movement. Two, well-trod, winding paths have been cleared through the obstructions.
2. Slick with water, stalactites hang above a shallow puddle of cold freshwater. Water drips from their tips.
3. The bones of a giant insect-like creature lie scattered amid the dust. Greenish mould grows over the remains.
4. A pile of rubble is heaped up to form a crude breastwork. It is steeper on the side facing away from the lair's entrance.
5. Bloody, clawed footprints mar the floor.
6. Crude swirling circular symbols daubed in a red paste decorate the walls. (This is the tribe's sigil, and the markings are boundary markers).
7. Moulds and lichens cover the walls, where water oozes down from above.
8. Tumbled stones block a passageway. Examination reveals the blockage is a recent development.
9. Tracks in the dirt and dust show something human-sized was dragged toward the warrens.
10. A dirty blanket stained grey with grit and dust conceals an entrance to the warrens.

### 2: WHAT'S GOING ON?

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1. Two troglodytes wrestle good-naturedly while their fellows look on. All the troglodytes are distracted.
2. A troglodyte mindlessly throws pebbles against the wall. The soft clack of stone on stone heralds each throw.
3. The troglodytes recently ate and loll about sated. They are all groggy and take an entire round to react to the sudden arrival of intruders.
4. Alerted by their sixth sense, the troglodytes lurk in the shadows, ready to spring an ambush.
5. The troglodytes are arguing over the meagre possessions of a fellow warrior who recently died.
6. The troglodytes play a gambling game involving catching handfuls of small, rounded stones.
7. A troglodyte uses a sharp piece of stone to carve itself a new club from a tree branch.
8. The troglodytes are eating a cold meal—tearing strips off lumps of raw flesh.
9. Two troglodytes spar while their friends watch. The fight is friendly.
10. The troglodyte(s) sleep in a small hollow in a wall. They are oblivious to intruders.

## 3: MAJOR LAIR FEATURES

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1. Several rocky outcrops have been crudely carved into approximations of chairs. These carvings stand throughout the lair; some are in very strange positions.
2. A jagged chasm cuts the warren in twain; in several places, natural stone arches bridge the gap.
3. The ceiling height alternates between a few feet above the floor and a lofty 20-foot-high or more.
4. A stream filled with tiny albino fish flows through the warren. In places, the troglodytes have dammed the stream to create small nursery ponds for the fish.
5. The heady, vomit-inducing stench of troglodytes is ever-present in the warren. In some places—small caves, narrow passageways and those with poor airflow—the stench is almost overpowering.
6. Ancient drystone walls partition larger spaces within the warrens into private dwellings areas.
7. An ancient stone stela stands upon a low, worn plinth decorated with faded, unreadable carvings.
8. A veritable forest of mushrooms fills the warren's wet passages and chambers.
9. A crumbling ten-foot-high escarpment divides the area, and a bubbling pool of water lies at the warren's centre, which is considerably lower than areas on the periphery.
10. Cracks in the ceiling emit dim rays of light at certain times of the day. When the light is most intense, the troglodytes shun the area.

## 4: MINOR LAIR FEATURES

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1. Tiny albino insects dwell amid the lichens and fungus growing throughout the warren.
2. Piles of stones, ready to be thrown at intruders, are placed strategically throughout the warren.
3. Dozens of small niches pierce the walls. Each holds a troglodyte skull—the tribe's ancestors.
4. Polished collections of shells decorate many small ledges throughout the warren.
5. Deep mud covers the stone floor; many footprints, and pieces of trash, are evident.
6. The ruin of a broken stalagmite lies on the floor. Crude cravings cover the stalagmite's stump.
7. The floor is uneven; muddy pools of various depths fill the hollows therein.
8. Bats dwell in the warrens, high up on the ceilings. The troglodytes hunt them for food.
9. Small clumps of faintly luminescent moss dot the area. They predominate in spots where water drips or oozes through the walls and ceiling.
10. Thin, hollow stalactites dot the ceiling; water drips from them into several small pools.

## 5: TROGLODYTE'S APPEARANCE

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1. The troglodyte wears a finely polished leather belt as a crude bandolier.
2. With mottled dark and light grey hide, this troglodyte is hard to spot when lurking in a cave or cavern.
3. This troglodyte is missing several fins from the crest running down its head and back.
4. Wearing a tattered loincloth, this troglodyte also possesses a worn and dirty haversack.
5. The troglodyte has only one eye—its left eye socket is nothing but a gaping, black hole.
6. Old, faded scars cover the troglodyte's back and head. It was clearly once savagely beaten.
7. The troglodyte has sharpened, blackened teeth which it reveals in a hideous grin or leer.
8. The troglodyte carries a large wooden club with an iron spike hammered through its head.
9. Sharp, oversized teeth fill this troglodyte's maw.
10. Scars, boils and other unwholesome growths cover this troglodyte. The troglodyte gives off a particularly horrendous stench.



## 6: TREASURE

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1. This slender deadly-looking spear has a finely tapered point and an iron shaft.
2. Four irregularly shaped flecks of glimmering black stones (all shards of onyx) lurk in a small pouch.
3. Although unfinished, this carving of a skull cut from a chunk of rock is simplistic but possesses a certain raw, unsettling attraction.
4. Hanging from a loop of sinew, the four skull fetishes comprising this necklace are a macabre decoration. The troglodytes believe each skull holds the soul of a tribal chieftain and worship the necklace.
5. The tip of this ancient dwarf-wrought dagger is missing, but the rest of the blade is still sharp.
6. Elaborate etchings of swirling patterns reminiscent of tentacles decorate this highly polished troglodyte skull.
7. Of polished stone, these four six-sided dice have rounded edges; each die's face has a different sigil.
8. Beautiful carvings reminiscent of caves and cavern walls decorate this tall staff of ancient, brittle wood.
9. Both ends of this femur have been whittled away. A simple rune decorates one end of this bone wand.
10. This warhammer of ancient artifice has a heavy stone head affixed to an iron haft.

## 7: TRINKETS & TRASH

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1. Torn pieces of dirty, faded fabric fill an old sack shoved into a recess in the wall. Blood, sweat and other unidentifiable stains cover the cloth.
2. Fragile, crumbling shards of spear shafts and so on lie stacked haphazardly near a smouldering fire pit.
3. Crudely carved, this stone statuette looks a bit like a squat ziggurat.
4. An upturned human's skull—its orifices filled with hardened mud—serves as a container of sorts. Liquid placed in the skull inevitably oozes through the mud unless it is drunk quickly.
5. Ripped and soiled clothes sized for a dwarf are draped over one wall.
6. A wood bucket missing a handle lies on its side—dirty water dribbles forth.
7. This sodden sack, filled with a mass of fish bones and scales, stinks. It is so pungent that it counters the prevalent troglodyte stench in a five-foot radius.
8. A pyramid of polished pebbles decorates a small niche. It is carefully balanced and collapses if touched.
9. A hollow in the ground holds a half-dozen sharp stones used as cutting and smoothing tools.
10. A partially shredded wicker basket filled with sodden mud conceals a hidden treasure.

## TROLL CAVE

---

Along with their extreme strength, iron constitution and low intelligence, the primary difference between trolls and more civilised humanoids is their fearless attitude to combat; furiously attacking any sizeable living creature they trust to their regenerative abilities to see them through any battle.

Trolls prefer cold mountainous environments, but can be encountered almost anywhere. They stake out a substantial territory to satisfy their voracious appetites and viciously defend their hunting range against all comers.

### 1: OUTSIDE THE LAIR

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1. A bush-lined avenue, flanked by skulls atop stakes driven into the ground, leads to the cave's entrance.
2. Two large humanoid skulls, flank the cave's entrance.
3. Troll tracks lead towards the nearest settlement.
4. A small cart, wheels rotten and festooned with tangled weeds, stands to one side.
5. A pile of cracked and broken humanoid bones lie to one side of the entrance.
6. A rock barricade fortifies the entrance, making entry difficult for creatures man-sized or larger.
7. Deep scratches reminiscent of claw marks mar the stone around the cave entrance.
8. A teetering pile of stones three-foot high stands in the entrance way. Trolls can step over the pile, but intruders must be careful or they knock it over as they pass.
9. The rotting, part-collapsed remains of a small wooden hut stand near the entrance.
10. An unlocked man-sized metal cage lies on its side near the entrance.

### 2: WHAT'S GOING ON?

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1. The troll is dismembering the corpse of a human man. Little but blood and gore remains.
2. The troll is asleep, and snoring loudly.
3. The troll is patiently waiting for intruders to blunder into its lair. This troll is exceptionally difficult to surprise.
4. The troll is ripping apart a large fish. Blood and scales cover the beast's face and claws.
5. The troll is sharpening its claws on the stone wall. Perceptive characters hear the sound of claw scraping on stone, as they approach.
6. The troll is having an argument with another troll (or itself). The troll(s) ignores intruders, unless provoked.
7. The troll is snoring; the sound echoes through the lair.
8. The troll is furious at something and is throwing rubbish and bits of its hoard around the room.
9. The troll is sifting through its treasure hoard.
10. The troll is drinking from a mug crafted from a skull.

## 3: MAJOR LAIR FEATURE

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1. The floor is damp from water dripping through cracks in the ceiling. Shallow pools fill depressions in the floor. Bands of mud surround each pool.
2. A central stone column, decorated with several humanoid skulls whose gazes seem to follow intruders, dominates the cave.
3. Clumps of iridescent fungi on the walls illuminate the cave in pale yellow light.
4. Rubbish litters the floor. A swarm of rats lives in small cracks in the walls and emerge to scavenge the troll's leavings when the troll is absent.
5. Smooth rock curtains, formed from water dripping from the ceiling, crisscross the cave.
6. Moss and slime cover the walls and floors. Paths through the slime and moss show which areas of the cave are most used.
7. The cave is rife with fungi; some is poisonous.
8. Shallow water covers the floor, except for a small "island" to the rear of the lair.
9. The cave has a large pool at the centre. Sometimes, the trolls bathe within.
10. Several large birds are roosting high up near the ceiling on several natural ledges (much to the troll's frustration). Bird droppings litter the floor.

### 4: MINOR LAIR FEATURE

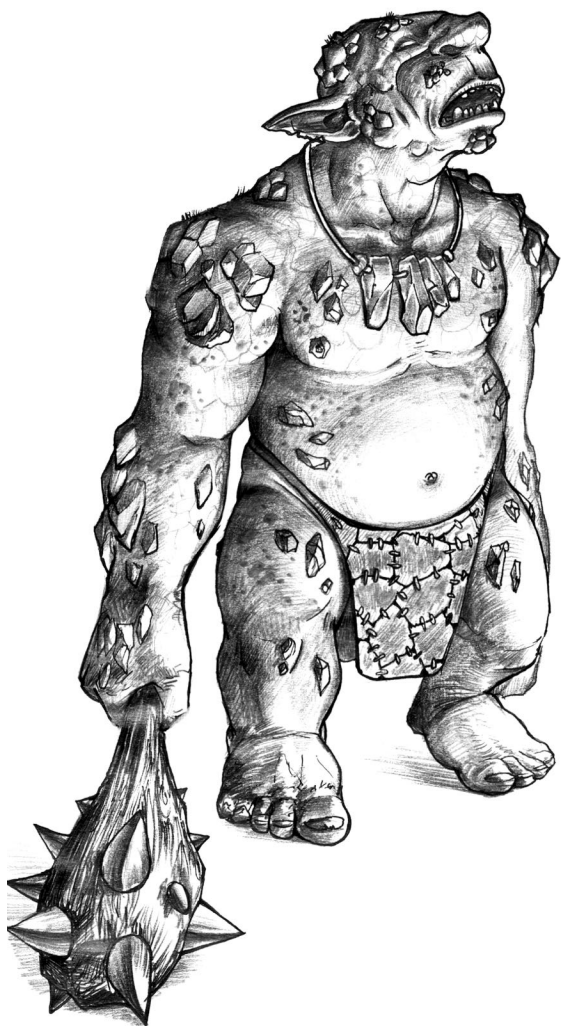
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1. In one corner, a neat row of humanoid and animal skulls are lined up a natural stone shelf.
2. Troll tracks cover the muddy floor. They criss-cross the lair and could provide clues to a skilled tracker of how many trolls lurk within.
3. A wide bed of branches, ripped clothes and other rubbish lies against one wall.
4. Water oozing up from below has transformed a swath of floor into a sticky morass; the characters discover this, when they step into the affected area.
5. A ragged brown cloak hangs on one wall; it obscures sight of a small storage niche beyond.
6. Crude paintings, drawn in blood depicting trolls hunting animals and humanoids, decorate the walls.
7. A narrow natural chimney admits a pale, wan light into one part of the lair.
8. A broken mirror's shards are scattered about the lair; a large shard is wedged into a niche in one wall.
9. A poorly concealed alcove hidden behind a hanging sheet pierces one wall; a wooden treasure chest holding the troll's choicest treasures lies within.
10. A dirty and sagging bearskin rug lies in one corner. The rug covers a shallow pit containing salted meat.

## 5: TROLL'S APPEARANCE

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1. The troll wears a filthy, ragged loincloth.
2. The troll wears a crude leather necklace strung with various primitive bone charms.
3. The troll has deep red scratches all over its back and arms that have not regenerated.
4. The troll appears wasted as if starved or suffering from some kind of long-term illness.
5. The troll has a wide, squashed nose, as if it has been broken so many times even a troll's legendary regenerative powers could not repair the damage.
6. The troll has a club foot and lumbers about using a strange hopping action.
7. The troll is obese and cannot see its feet (or bend down to pick things off the floor without great difficulty).
8. The troll has a mane of thick, luxurious red hair running down its muscled back.
9. The troll is an albino and has red bloodshot eyes. It is even more irritable and aggressive than a normal troll.
10. The troll has mange; the red patches cause it to shed and regrow its skin and hair.



## 6: TREASURE

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1. The walls contain many flecks of sparkling grey-green stone. Harvesting the stones takes several hours, but they have only minimal value.
2. A tightly wound woollen rug—decorated with geometric patterns—leans against one wall. The rug is wrapped around a sheaf of five throwing spears.
3. A shallow alcove hides a small wooden box containing 10 gp worth of copper and silver coins.
4. A small, chipped wooden figurine depicting a beautiful dryad is hidden in the troll's bed. (This is the troll's prized possession—the dryad's beauty speaks to some spark of love lurking in the troll's atavistic soul).
5. A pile of ten daggers—some broken, some bloody—lie in one corner. One of the discarded weapons is silvered.
6. A light mace lies under a pile of bones. Its head is forged into the likeness of a clenched fist.
7. An alcove contains ten animal skulls: five contain darts, the other five sling bullets.
8. Two sets of bloody, ripped leather armour sized for dwarves fill a shallow pit.
9. An alcove holds ten humanoid skulls; one has a large gold tooth worth 2 gp.
10. A ripped and bloody backpack holds four flasks of oil that availed its previous owner naught.

## 7: TRINKETS & TRASH

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1. An unset mantrap lies on the floor, its teeth stained with dried blood.
2. A dirty, red woollen cloak sized for a human is draped on the floor. A large bloodstain inside the cloak hints at the owner's fate.
3. A small handwritten journal about trolls rests on a shelf between two skulls. The journal ends with the unnamed author setting out on a "troll hunt".
4. The jagged shard of a once-fine longsword lies amid the rubbish. Elvish runes spelling "Troll Bane" are yet visible on the blade's remains.
5. A ripped and torn map shows the surrounding area. Obviously once a work of art as well as a map, now only scraps of dirty parchment survive.
6. A large rock on the floor is inset with a crude rectangular grid with several troll-like wooden figures on it.
7. A set of open manacles lies on the floor. The key is hidden in an alcove high up on one wall.
8. A wooden drinking jug and several wooden cups stand in one corner.
9. A small wooden box containing four large wooden balls, two white and two black, sits in one corner.
10. A set of brown troll-sized leather boots lies discarded in a corner.

## VAMPIRE'S CRYPT

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Scions of the night, vampires live among the prey they feed on; the presence of a vampire often causes chaos and panic.

A vampire's lair is not for the weak-hearted.

### 1: OUTSIDE THE LAIR

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1. Vegetation is twisted as if is somehow in pain. Much of it is also horribly discoloured.
2. Hollow-eyed beggars snarl at passersby. Investigations reveal all have puncture marks on their necks.
3. Rotting wooden beams and crumbling stonework adds to the aura of decay hanging over the vampire's house.
4. Dozens of cats sit silently on rooftops watching passersby as if the people were mice.
5. The wind carries faint whispers of pain and torment.
6. Sinister gargoyles decorate the walls and roof of this otherwise unassuming crypt. The path leading to the crypt's only door is horribly overgrown with noisome, rank weeds.
7. A strange, naked woman stares blankly from a high window. (The vampire has broken her mind).
8. Feral children hurl stones and abuse at anyone approaching the crypt, before fleeing.
9. Cheap wooden holy symbols adorn the crypt's doors. More holy symbols are nailed to the walls.
10. A blind, whip-thin beggar panics and attacks intruders with a sharply pointed stake.

### 2: WHAT'S GOING ON?

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1. The vampire stands in front of a huge portrait, rocking gently from side to side, lost in thought
2. With a lost look on his face, the vampire sits at a table made ready for a feast with its now skeletal guests.
3. Poses in front of a seated skeleton who was once working on the vampire's portrait.
4. Claws wildly at a wall tearing it to pieces to get at a rat hiding within.
5. The vampire dances slowly with a bloodless corpse that flops loosely in its grasp.
6. A shadowy figure at the edge of a character's vision turns out to be several large rats scurrying away.
7. The dirty and dishevelled vampire throws chunks of previous victims to large dogs seated at its feet.
8. The vampire gives orders to its long-dead servants and seems surprised when they don't follow instructions.
9. Sitting on a bone throne the vampire drinks blood from an iron goblet.
10. The vampire smiles while feeding upon the blood of a hapless servant.

## 3: MAJOR LAIR FEATURES

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1. Dozens of small holes pierce the crypt's walls in a random pattern. (The holes enable the vampire to move about in its gaseous form).
2. Many paintings of the vampire line the walls; the various styles span centuries of work. Many hang in ornate frames, and all are wired to the wall.
3. The glass from many broken mirrors litters the floor. Glass crunches underfoot, making moving silently tricky.
4. The eyes of a large portrait seem to follow intruders as they move about. (The eyes are hollow and lead to a wall niche holding the vampire's coffin).
5. A massive skeleton of a hybrid werewolf (made from ogre and wolf bones wired together) guards a coffin.
6. The area stinks of wet dogs and rotting bones. The smell intensifies the deeper explorers push into the crypt.
7. A shadowy, human-sized and shaped smudge of scorch marks decorates a wall.
8. Confident in its prowess, the vampire leaves a coal bucket containing several sharp stakes with a sign saying "Help yourself" above it.
9. Several sealed coffins lie in a deep pool of black mud. The pool fills a hole in the floor which had been hacked from the bedrock.
10. A desiccated body lies tangled in a large rug as if the floor covering had consumed the unfortunate.

## 4: MINOR LAIR FEATURES

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1. The grinning skulls of the vampire's many victims rest on shelves and tables throughout the crypt.
2. Crystal chalices contain small traces of dried blood rest in wall niches.
3. A picture painted in dyed blood on human skin depicts a landscape covered in blood and the vampire as king.
4. Ripped and rotten poems dedicated to the vampire's true love cover a table's top.
5. A runic stake impales a skeletal figure to a wall. (Removing the stake enables the vampire to regenerate).
6. A broken chair-leg impales a skeleton to the wall. One of the skeleton's hands yet rests on the end of the makeshift stake.
7. Red and black chess pieces are scattered across the floor, near an overturned game board.
8. Despite there being no wind, thick velvet crimson curtains hanging against one wall undulate gently.
9. A woman's muffled crying seemingly comes from inside a wall.
10. A rotting black silk dress covers a rusting suit of plate armour. Both the armour and the silk dress are sized for a broad-shouldered human woman.

## 5: VAMPIRE'S APPEARANCE

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1. Wearing worker's clothes and muddy boots the vampire mixes with people easily. The vampire has a ready smile and a strong—perhaps too strong—handshake.
2. Wearing a long white wedding dress and a gold tiara the vampire regards humans and their ilk as nothing more than slaves and food.
3. Muttering to herself, the grey-haired old woman hobbles around looking nothing like a powerful vampire. The hobbling is an act.
4. A massive brute in crimson armour, the vampire wears an open-faced helm to terrify his victims. His black eyes blaze with unholy fury and hunger.
5. A small and fragile-looking child, the vampire sits on the lap of one of its thralls seemingly being comforted.
6. Wearing black leathers and a grey cloak the vampire stands next to its thralls—a goblin, a dwarf and an elf.
7. Immaculately dressed in silks and expensive furs in the latest fashion the vampire amicably greets its intruders.
8. A monstrous brute of a man, the vampire wears armour made of bone and steel under blood-soaked furs. He stinks of death.
9. A kindly young washer-woman, the vampire preys only on those who hurt her fellow citizens in the community. In this way, she has avoided any serious attempts to destroy her.
10. Dressed in the uniform of the guard the vampire works as a night watchman and takes sustenance from criminals, drunks and the homeless.



## 6: TREASURE

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1. This extensive collection of silver and gold coins from many countries dates back over a century. They fill three large coffers.
2. This ornate standing sarcophagus contains the mummy of the vampire's ancient enemy. The sarcophagus is sealed shut with thick iron bands.
3. This barb-bladed sword of black metal screams as it cleaves living flesh.
4. Crafted from the pelts of thousands of rats and bats stitched onto human skin this cloak enables its wearer to shift form in the same manner as a vampire.
5. Filled with glowing blood this vial is sealed in an intricately carved wooden box. (The vial contains an angel's or saint's blood which is poisonous to vampires).
6. A blessed and rune-covered stake of hawthorn some six-foot long studded with silver lies hidden under the other treasures. The vampire cannot touch it.
7. Strung with elven hair this small magical golden harp plays music from ancient times on command.
8. Earth from the vampire's homeland fills this tiny leather neck pouch.
9. A disorganised pile of treasure maps from the vampire's past life of piracy and adventure fills an open coffer. (Some maps could lead to other adventure sites).
10. Named *Headsmen*, this heavy silvered axe once belonged to a famous executioner and vampire hunter. It leans against a wall. Its owner is long-dead.

## 7: TRINKETS & TRASH

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1. Dried blood splatters this tattered, crimson lining from an expensive cloak.
2. This jagged shard of glass is wrapped with rags to create a crude weapon.
3. Dried blood covers this shredded child's lace dress. The dress hangs from a hook in the ceiling.
4. This bent and twisted hand mirror is missing its glass. Beautiful elven script once decorated the mirror's obverse side but it has been effaced.
5. Empty vials of holy water lie scattered about. Several of them have been stamped flat.
6. An intricate map shows how to get across the town without crossing any water.
7. Piles of rotting food and flagons of sour wine cover a table's top.
8. A chewed human thigh bone leans against the wall.
9. This wooden doll has cats' claws for teeth. It wears a tiny costume which looks hundreds of years out of date.
10. Bolted to the wall, this long chain ends in a broken leather dog's collar.

## WEREWOLF'S WOOD

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The most feared of the lycanthropes, werewolves are vicious, merciless predators consumed with bloodlust. Some are cunning creatures able to exist unseen and unsuspected in human society, while others are little better than the savage wolf whose shape they take.

### 1: OUTSIDE THE LAIR

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1. As the characters approach the woodland, they see progressively fewer and fewer animals.
2. The trunks of several trees bear the claw marks of an immensely powerful beast.
3. A hamlet—four log cabins and a part-collapsed barn—stand in an overgrown clearing. From the state of the buildings, they have been abandoned for years.
4. A rusting axe lies amid a stand of weeds and brambles. Judging by the weathering, it has lain here for a year.
5. A stream runs along the edge of the wood; a fallen tree provides a handy, impromptu bridge across the deep, swiftly-flowing channel.
6. Old tracks lead toward the werewolf-haunted wood; no tracks emerge.
7. A blood trail leads through the trees and ends in a dense thicket. There is no sign of what did the bleeding.
8. A small cottage stands under the forest's boughs; smoke dribbles from its chimney.
9. A swath of blood-red wildflowers grows over a bank.
10. A few bones lie scattered about the woodland's fringes.

### 2: WHAT'S GOING ON?

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1. The woods are silent—pregnant with malice and expectation. Even the wind is absent.
2. Distant howling reaches the characters' ears; birds take panicked flight from the nearby trees.
3. The characters catch occasional glimpses of a lean, rangy wolf slinking through the undergrowth ahead. The wolf always manages to stay ahead of the group.
4. The characters hear a whistled, jaunty, carefree tune; whoever is whistling is approaching the party.
5. Through the trees, the party spot a large black and grey wolf savaging the still-quivering body of a bear.
6. The characters hear a thrashing sound and a sudden scream cut short from within a nearby thicket.
7. A naked man with an arrow in his left leg lies beside a stream; at the characters' arrival, he begs for aid.
8. The werewolf lopes into sight at the opposite side of a wide, wildflower-filled clearing.
9. Soft rain falls over the forest. The werewolf lurks in its den, waiting for the rain to pass.
10. Smoke rises from the chimney of a small cottage; within lurks the werewolf in its human form.

## 3: MAJOR LAIR FEATURES

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1. The woods are curiously quiet; no animal life is evident except the sound of birds in the forest canopy.
2. Many of the paths and trails through the forest are overgrown and barely passable.
3. The forest is wildly overgrown. Many of the trees therein are ancient, and their lofty boughs cut out much of the sun's light. It is gloomy on the forest floor.
4. Grisly remains—broken bones, rotting equipment and so on—are scattered about the woodland. In some places, an attempt has been made to hide the remains. In others, they are left conspicuously on display.
5. A deep cave pierces the side of a wooded hill; bones and viscera carpet the ground in front of the cave mouth.
6. The werewolf dwells in a dilapidated old noble's hunting lodge. The building fills much of a wide clearing. Its roof leaks in places, and it is in a general state of disrepair.
7. A fast-flowing river flows through the woodland; sometimes bodies—the werewolf's kills—are deposited downstream to be found by local peasants.
8. A small logging camp—now abandoned—lies in the depths of the wood. The skeletal remains of the loggers lie scattered about the camp.
9. A small cave complex deep in the wood once held a small tribe of orcs; the werewolf slew them years ago.
10. Several steep-sided valleys cut through the woods. The werewolf uses them to channel its terrified prey into isolated places from which there is no escape.

### 4: MINOR LAIR FEATURES

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1. A set of tracks perfectly preserved in the mud of a stream bank starts as a four-legged clawed beast but abruptly changes into that of a barefoot human.
2. An old woodsman's hut has collapsed in on itself. Investigating reveals claw marks on many of the rotting, moss-covers planks.
3. Tracks in the soft forest floor show where a clawed, man-sized creature walked—on two feet!
4. The eviscerated remains of a forester are scattered about a small clearing. Examination of the corpse reveals they were torn apart by some kind of wild animal.
5. Deep claw marks on tree trunks about the woods bear mute testimony to the presence of a powerful predator.
6. A ripped and discarded mouldering set of clothes lies under a bramble bush.
7. A narrow path wends its way along the side of a wooded rocky outcrop. Small boulders and stones dot the path.
8. A fir tree clings to the side of a steep bank; its roots writhe across the ground like frozen snakes.
9. Gloom hangs over the woods.
10. Every morning, fine mist rises from the streams cutting through the woods; the mist seeps through the forest.

## 5: WEREWOLF'S APPEARANCE

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1. Tall and rangy, this brown-furred werewolf stands taller than a tall man. Old, faded scars criss-cross its body.
2. This powerful wolf stands on its hind legs, and a vicious snarl frames its hate-filled, hungry eyes.
3. Clad in ragged and dirty forester's clothes, this powerfully-built hirsute man has wild and unkempt grey and black hair.
4. This woman wears ill-fitting but fine merchant's robes, which seem incongruous with her earthy and outdoorsy look. She does not look happy.
5. This woman is powerfully-built and possessed of an air of barely restrained violence and aggression. She has thick, bushy eyebrows and long, ragged dark brown hair.
6. This heavysset man is bald but has a long, bushy beard. The beard is messy and unkempt, and it hides the man's cruel, sardonic smile.
7. Thin—almost starved—this filthy man looks like he has been dragged through a hedge backwards.
8. This huge black-furred wolf gazes at you with an unsettling amount of intelligence, understanding and hunger in its eyes.
9. Dried blood mats this wolf's jaws and chest.
10. With an unblinking gaze filled with the focus of an apex predator, this rangy and lean wolf slinks forwards.



## 6: TREASURE

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1. A beautiful, unstrung six-foot-long longbow fills a soft waterproof, protective leather case. Three bow strings are also in the case.
2. This luxurious cloak comprises the pelt of a huge wolf; the wolf's head has been cleverly fashioned into the cloak's hood.
3. Three polished wolf claws hang from this thick black leather necklace.
4. A pouch holds a polished silver sickle and several sprigs of mistletoe. Stitching on the pouch picks out the shape of a crescent moon.
5. Spots of blood mar this otherwise lovely black velvet cloak. The cloak has a deep hood and long, capacious sleeves. A discreet star stitched in silver thread decorates the cloak's inside right breast.
6. This golden brooch, in the shape of a longbow with an arrow fitted to its string, hangs from a ripped shred of green cloak.
7. A crude map of the wood shows where travellers have been killed by a powerful predator. The kill sites provide clues to where the werewolf lairs.
8. A silver short sword, its blade coated in foul-looking blackish blood, lies hidden in the undergrowth.
9. Thick silver manacles fill a large belt pouch. The manacles are unlocked, but there is no sign of their key.
10. A bear cub wanders the wood; its mother is dead, and it is starving. If treated well, it forms a deep attachment to one of the characters.

## 7: TRINKETS & TRASH

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1. The shard of a silver dagger lies part-buried in last autumn's fallen leaves.
2. A ripped and torn empty backpack doused liberally in dried blood is snagged in the branches of a small bush.
3. The remains of a sundered suit of chain armour yet clothe the torso of someone who obviously met an extremely violent and brutal end.
4. Part of a spear is embedded in the trunk of a hornbeam; the spear shaft is only two-foot long; something powerful snapped it in twain.
5. A rusting pot helmet lies upside down in the mud; it is full of dirty rainwater.
6. A wind chime comprising several battered helmets clatters gently in the breeze.
7. Shreds of clothes and a torn boot surround a woman's rotting remains. She has been literally torn apart.
8. A stout iron cage big enough to hold a grown man lies on its side. Two long carry poles lie nearby.
9. A plain iron torc decorated with dying fronds and desiccated berries hangs from a low tree branch.
10. A splintered talon is embedded in a tree trunk.

## WERERATS' SEWER

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Cursed with lycanthropy, wererats lurk in the dirty, foul places no one else wants or can tolerate.

### 1: OUTSIDE THE LAIR

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1. The stench of decay, rot and excrement is almost overpowering in the lair's locality.
2. Slime, detritus, civilisation's foul leavings and excrement cover the walkway.
3. Rats scuttle about the filth in search of food. If disturbed, they flee, squeaking loudly.
4. Part of the wall has collapsed, dumping stones and bricks into the sewer channel. The resultant blockage has created a dam of sorts.
5. A partially sawn through plank lies across the sewer channel. The plank is a trap; it collapses when a human-sized or heavier character tries to cross.
6. A slimy portcullis blocks a narrow side passage. The portcullis's mechanism has long since fused into a solid lump of rusting metal.
7. A beggar's rat-gnawed remains sprawl on the walkway.
8. A narrow fissure in the ceiling admits the faint sounds of the settlement above into the sewer.
9. The sound of falling water presages the characters' discovery of a slimy, debris-choked weir.
10. A well-crafted secret door hides the lair's entrance. Perceptive characters notice footsteps in the mud, seemingly leading straight through the wall.

### 2: WHAT'S GOING ON?

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1. A dozen or so rats scuttle about the lair's entrance. They scatter at the sight of intruders.
2. A large brown rat, missing its left ear, sits in the mouth of another corridor, watching the party. It seems utterly unintimidated by the characters.
3. A man wearing nothing but rags lies against one wall, snoring loudly. Scratches cover his legs, shins and hands.
4. A human-sized rat cradling a crossbow guards the lair's entrance. It is vigilant and difficult to surprise.
5. A pack of rats are toying with a dirty moggie they have cornered. The cat is tired; soon, the rats will feast.
6. The sound of many unseen rats chittering reaches the characters' ears.
7. Two men dressed like thieves sit against a wall, quietly talking. They share a jack of wine.
8. This area is unoccupied; usually, a guard lurks here, but he has wandered off.
9. The sound of laughter comes from deeper in the lair.
10. A man wanders into view; he is munching on a chunk of meat and does not immediately notice intruders.

## 3: MAJOR LAIR FEATURES

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1. Dozens of small holes at floor level pierce the lair's walls—the winding tunnels beyond lead to a rat nest.
2. Piles of noisome rubbish scavenged from the sewers lie piled against the walls throughout the lair.
3. As #2 but some of the piles are rigged to collapse on intruders. These traps can be operated manually by the wererats as well as by the blunderings of intruders.
4. Portcullises block the lair's entrances. The wererats change into rat form to pass through the barriers, and thus the mechanisms are rusty and have not been operated for years.
5. The ceiling is low throughout the lair, being barely five feet high. This does not cause the wererats any bother when they are in their hybrid or animal forms.
6. A welter of items—things recovered from the sewer or stolen by the wererats—hang from and decorate the lair's walls. Most of the items are worthless junk.
7. The wererats have constructed raised wooden platforms in many of the rooms. The wererats live, sleep and eat on these platforms. Swarms of rats dwell beneath.
8. Tripwire traps linked to crossbows protect every entrance and the wererats' treasure hoard.
9. Foul smelling sewer gas fills several low-lying parts of the lair. Open flames cause the gas to explode. The wererats know this and drive intruders into such areas.
10. The wererats have dug pits in several key locales linked to a deeper, flooded sewer level. The pits are camouflaged, and their lids collapse under the weight of a human or similar-sized character.

### 4: MINOR LAIR FEATURES

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1. Signs of rat infestation—droppings, tracks and the like—are commonplace throughout the wererats' lair.
2. Foul water lies pooled on the floor here and there throughout the lair. Dirty water also oozes through cracks in the walls in some places.
3. Coal-filled braziers smoulder sullenly in the lair's rooms.
4. A crude map daubed in charcoal on a wall shows where the sewers intersect with the town's cellars and vaults.
5. Dirty, smeared tracks crisscross the lair. The tracks are of wererats in all their forms.
6. A "tide mark" about two-foot above the floor shows the level the sewerage reached last time the lair flooded.
7. The smell of the sewers pervades everything in the lair.
8. The wererats keep several cages throughout the lair in which they imprison any animals or denizens of the settlement above falling into their clutches.
9. Water oozing down through the ceiling has created a forest of small greyish brown stalactites throughout the lair. They snap off easily.
10. The floor is slimy and slippery in places.

## 5: WERERAT'S APPEARANCE

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1. This monstrous brown rat stands on its hind legs and grips a short sword in one hand. It wears filthy studded leather armour.
2. Missing most of its tail and left ear, this black wererat has seen its fair share of desperate battles.
3. Wearing ripped and filthy peasant garb, this half-man half-rat has a sword strapped to its back. It chews enthusiastically on a human arm.
4. A rat perches on this human/rat's shoulder. It chitters away, and the wererat stops to listen. Both have large, glittering black eyes.
5. This obscenely fat wererat waddles forward on its hind legs as it chitters and drools. It clutches a large, bloody butcher's cleaver in its right hand.
6. Bizarrely, even in its rat form, this lycanthrope keeps its dirty blond shoulder-length hair. The wererat wears studded leather armour and carries a heavy crossbow.
7. A silver tiara perches atop the head of this female wererat. She also wears a gorgeous blue ballgown which she has pulled up to her calves to avoid dragging the hem on the mucky floor.
8. With mottled brown and black fur and an overlong tail, this bulky rat has glimmering black eyes and worryingly long teeth.
9. Splattered in dried blood and gore, this wererat has a feral, atavistic air. A leather thong hangs around its neck from which dangle a dozen or so rat skulls.
10. This wererat wears a perverse mockery of a nobleman's outfit. Clad in highly polished knee-length boots, red breeches and a white shirt, it appears the epitome of a fashionably dressed gentleman. A rapier—complete with bejewelled hilt—hangs from its left hip.



## 6: TREASURE

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1. This small bronze statuette depicts a hideously leering two-headed humanoid rat of troublesome proportions. The beast is crouched as if about to pounce.
2. A lidless coffer holds a riot of copper and silver coins. Many of the coins are local, but some are more exotic.
3. This rapier is wickedly pointed and perfectly balanced. Its worn hilt suggests it belonged to a skilled warrior, but no crest or identifying sigil adorns its pommel.
4. A doorless wardrobe holds an incredibly jumbled array of clothes. A disguise kit, complete with wigs, cosmetics and the like, fills the wardrobe's bulging upper shelf.
5. A set of lightweight, perfectly balanced lock picks fills a small leather pouch designed to be easily hidden about one's person.
6. This tightly rolled scroll fills a waterproof leather tube. The scroll shows the location of several of the wererats' hidden treasure caches.
7. This small wine cask remains sealed and its contents untouched by the sewer's foul taint.
8. This lightweight canoe has space for two travellers and their baggage. Two paddles and a shuttered lantern lie inside the canoe.
9. This incredibly fine painting depicts a horrible scene—a swarm of rats devouring a screaming man. The picture is shockingly realistic.
10. A smeared, dirty scroll bears a map of the sewers and marks several places where they intersect with cellars.

## 7: TRINKETS & TRASH

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1. A slimy, ripped backpack lies crumpled on the ground. It holds nothing but gunk and a decomposing rat's corpse.
2. A gold coin, redolent with slime, fills a small crevice low down in a wall. The coin has sharp edges; unwary characters may cut themselves when extracting it.
3. A bent short sword lies unwanted amidst a mound of detritus and rubbish.
4. This small barrel once held average-quality wine. The wine is now horribly contaminated with sewer water.
5. A single knee-high black leather boot juts from amid a pile of rubbish. Slime and greasy mud fill the boot; if the characters are lucky, a hidden treasure may lurk within.
6. This steel dagger has resisted the foul, wet air well, but a sheen of greenish mould grows over the weapon's leather scabbard.
7. The shards of a broken chair are intermingled with the remains of a table.
8. A canoe lies against a wall. The canoe is sound, but its paddle is missing, somewhat reducing its usefulness.
9. A sundered spear haft lies amid the detritus.
10. A bunch of bronze keys hangs from an iron spike driven deeply into a wall. The keys do not fit any locks in the lair.

## WHITE DRAGON LAIR

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Buried deep in the snow and ice, a white dragon's frigid lair is a terrifying locale.

### 1: OUTSIDE THE LAIR

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1. Huge furrows and chunks of bloodied ice show where something huge landed on its prey before flying off.
2. Blood stains the walls of the crevasse where the dragon has dragged its prey down to its hidden lair.
3. Channels have been ploughed through man-high drifts of snow. Obvious tracks in the snow show where some huge and clawed walked.
4. Icy cliffs and drifts give way to deep, pitch-black crevasses.
5. A herd of aurochs has been slaughtered on this blood-soaked ice field.
6. Cracked pillars of black rock protruding through the ice form an avenue leading into a crevasse.
7. Several humans lie frozen in the ice—looks of absolute terror permanently frozen on their faces.
8. Icy rocks overlooking the path stink of dragon spoor. The dragon sometimes sits here to watch over its territory.
9. A huge polar bear lies dead—impaled on a spire of rock.
10. The crevasse's sides are broken and pushed upwards by something massive, forcing its way out of the ever-moving ice.

### 2: WHAT'S GOING ON?

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1. Chunks of ice collapse into the crevasse and crash to the distant floor.
2. The dragon mutters and curses to itself, its voice echoing around the frozen halls, as it drags a large corpse deeper into its lair.
3. The crevasse crumbles sending a frozen whale corpse tumbling down into the darkness where it shatters into a thousand icy chunks.
4. The dragon moves large boulders away from the walls into the centre of a sagging chamber.
5. The glacier shifts dramatically sending people and objects tumbling around.
6. A sudden wind sends tons of snow cascading down into the crevasse.
7. A tunnel slowly fills with trickling snow, like an hourglass.
8. The dragon, its shouts echoing around the caverns, roars insults and threats at long gone enemies.
9. The icy floor cracks heavily before collapsing.
10. A lonely lamenting woman's voice sings a chorus before fading away to nothing.

## 3: MAJOR LAIR FEATURES

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1. The bones of a whale frozen into the ceiling give this huge chamber a cathedral-like feel.
2. The crowned head of a massive statue buried in the ice acts as a perch and resting place for the dragon.
3. A stone altar lies partially buried in the snow. Dragons and carvings of primitive humans worshipping them cover its surface.
4. The body of a colossal white dragon is frozen beneath the cave's icy, transparent floor.
5. Ancient braziers atop carved basalt pillars contain ash, skulls and chunks of frozen coals.
6. A frozen waterfall cascades down the wall of this chamber and into a mirror-smooth frozen pool.
7. A stone archway protrudes from the side of an icy tunnel.
8. The doorway and corridors of this area have been smashed by the dragon.
9. Light from the crevasse above filters through the ceiling of this chamber, providing a myriad of reflections and pools of faint light around the room.
10. Mammoth tusks, human bones and bear skulls are embedded into a huge ice pillar. The dragon has constructed this frozen monolith, as a tribute to its many glorious victories.

## 4: MINOR LAIR FEATURES

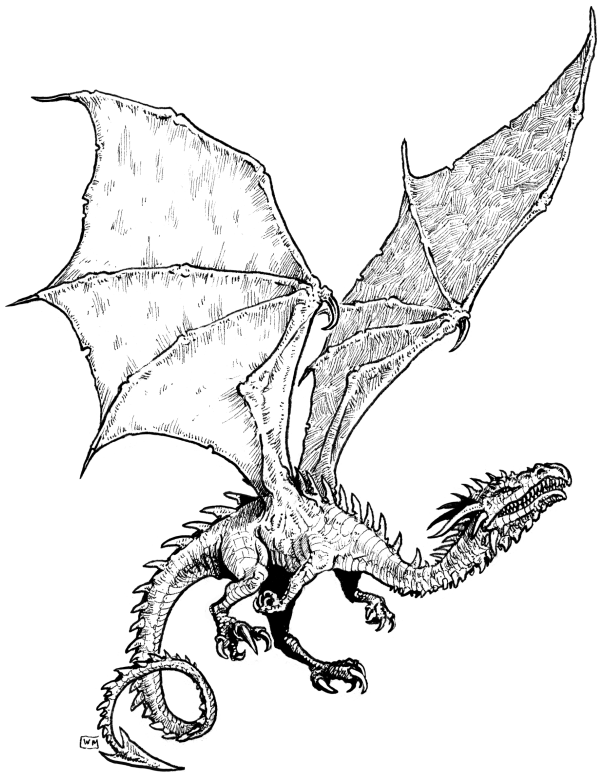
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1. A pillar of basalt has been pushed into the chamber by the moving ice and has collapsed across the chamber. Inscriptions of dragon worship covers its surface.
2. Hundreds of wooden floats bearing a single candle are visible beneath the icy floor.
3. Ancient stone steps click mechanically when trod on, but the trap that once lurked here has long ago succumbed to the intense cold and ice.
4. Frozen bones hidden beneath a thin layer of soft snow crunch beneath the feet of passersby.
5. The glacier has shifted, leaving the floor at an odd, slippery angle.
6. A hand holding a broken sword juts from the floor.
7. A robed human is impaled on a jagged chunk of ice high on the wall. It was hurled here by the dragon's tail slap during a recent battle.
8. Magical braziers from ancient civilisations line the walls of this corridor and fill it with wan blue light.
9. A narrow shaft in the ceiling admits and focuses a blazing shaft of intense sunlight into the lair.
10. Several sections of the wall have been polished to a mirror-like finish and reflect light at odd angles.

## 5: WHITE DRAGON'S APPEARANCE

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1. The scars from hundreds of desperate battles, giving it a mottled brown/white appearance, cover this dragon's sinuous body.
2. This female dragon has the distended belly associated with recent egg-laying.
3. Black scales surround its eyes and run down the spine of the otherwise white dragon.
4. This dragon has bright blue wing membranes that shine brightly when light hits them.
5. Bloodstains cover this white dragon's scales.
6. This female dragon has a look of inscrutable wisdom mixed with boundless cruelty upon her face. She licks her lips, at the sight of her next meal.
7. This huge male dragon wears an ancient riding harness complete with the heraldry of a lost kingdom.
8. This dragon has an old injury in its mouth that makes it lisp when talking. The dragon flies into a berserk rage, if its lisp is mocked or even mentioned.
9. The dragon's horns and spines are adorned with tribal offerings and glinting charms of bone and copper. The charms glimmer in the sun and softly tinkle as the dragon moves about.
10. This dragon has taken on the colours of the frozen ice; it has patches of blue and green scales dotted all over its mighty frame.



## 6: TREASURE

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1. A heavy-bladed sword with an intricate demon-skull hand-guard and pommel is thrust deep into the ice. It seems to resist all attempts to free it.
2. A purse made from a bear's scrotum contains several odd green stones and a bright red feather.
3. A suit of leather armour with hundreds of crow feathers sewn into it lies near a similar, but torn cape.
4. The horn of a narwhal tips this long spear. The bloodstained end looks like it was impaled at least three feet into something before being cast aside.
5. A frozen bag contains hundreds of blood-encrusted coins and the severed head of a scowling bugbear.
6. This ancient raider's helm has golden dragon wings and silvered steel face guards. It is too fragile to be worn in battle but is worth a lot to a collector.
7. A collection of bowls and urns from a lost civilisation, worthless to everyone but an antiquarian, lie half-buried in loose snow. Many carry symbols of dragons and humans engaged in primitive acts of worship.
8. A sled holds dozens of pelts and furs left behind by one of the dragon's victims. The frozen bodies of a dog team are still tied to the sled.
9. Ancient leather scrolls and medical tools used by the shamans of the northern tribes fill a leather bag.
10. A dozen mammoth tusks, each one worth a fortune but heavy and awkward to move, are stacked against a wall.

## 7: TRINKETS & TRASH

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1. A frozen sludgy substance fills a cracked stoneware cup. It may have once been food or an ancient healer's salve.
2. A collection of cracked skis and snow shoes all in need of repair are discarded in a side tunnel.
3. A carved stone of an earth mother-type figure, the size of a man's head, lies half buried in the snow.
4. A barrel of pickled, now frozen, herrings lies on its side and has spilled some of its contents onto the floor.
5. This pouch of smoking herbs lies next to an ornately carved and painted medicine pipe.
6. Seal bladder fills this waxy kidskin bag.
7. A broken-tipped climbing axe lies just beneath the wall where it was last used.
8. A single seal fur boot is still attached to a snowshoe. Blood stains the inside of the boot.
9. A ring of copper still encircles a frost-bitten finger.
10. This coil of fine fishing line has a carved bone hook at its end. No other fishing gear is evident.

## WIGHT'S BARROW

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Slumbering in their ancient, weed-blanketed mounds wights are implacable foes of the living. Warped and twisted by the necrotic energies coursing through their bodies, wights are grotesque parodies of what they once were. A wight's merest touch can sap the life force from its foe. Those its slays often arise shortly thereafter as one of the undead.

### 1: OUTSIDE THE LAIR

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1. A line of moss-covered, weed-wreathed crumbling stones leads toward the barrow's entrance.
2. A confused trail of indistinct footprints leads to the barrow's entrance.
3. The ragged remains of a weather-worn, faded flag flutter from a drunkenly leaning pole.
4. A beach tree shades part of the barrow.
5. Part of the barrow has collapsed, or perhaps subsided, giving it a partially "squashed" aspect.
6. A scattering of bleached bones lies among the weeds growing about the mound.
7. A small depression in the ground hides the cold remains of a campfire ringed with scorched stones.
8. A deep hole pierces the mound; it looks like someone tried to dig their way into the barrow but gave up.
9. The ground around the mound is muddy and dotted with puddles.
10. The vegetation surrounding the mound appears sickly and strangely shrivelled.

### 2: WHAT'S GOING ON?

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1. The wight is sleeping—or at least pretending to sleep.
2. The wight is scratching at the walls and floor; a profusion of such marks mars the stones.
3. Driven mad by its unlife the wight is muttering and cackling to itself.
4. The characters hear a rat's (or other small vermin's) pitiful squeals, before they encounter the wight. The wight has caught a live rat and is slowly skinning it.
5. The wight gnaws on a shin bone. The sounds of its teeth grating on bone carry throughout the silent barrow.
6. Distracted and easy to surprise, the wight is rifling through its treasure in search of a beloved item.
7. The wight wiles away the unending days by sharpening its claws and teeth.
8. The loathsome sound of high-pitched singing echoes through the barrow. The wight is singing (badly) a half-remembered song.
9. The wight lies in wait for intruders.
10. The wight was once a warrior; it is practising swordplay against its own shadow.

## 3: MAJOR LAIR FEATURE

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1. Wide cracks in the floor intersect a small cave.
2. Part of the ceiling is in danger of collapse. Dwarves or those skilled in engineering can identify it as being unstable in the extreme.
3. A pool of stagnant, foul-smelling water dominates the area. It is deep enough for the wight to lie within and be hidden from sight.
4. Foul odours congregate in the barrow, creating a visible miasma of decay in the air. Living, breathing creatures fill their lungs with death's corruption.
5. A haphazardly stacked pile of bones blocks the entrance. If disturbed, they clatter to the ground alerting the wight to the presence of intruders.
6. A deep fire pit filled with ash dominates the area. Anyone standing in the ash sinks into a three-foot-deep hole and creates a billowing cloud of dust that persists for several rounds.
7. Ornate braziers of wrought iron, filled with ash, stand gaunt and empty by each bier.
8. The darkness is almost palpable, within the mound. Nonmagical flames only radiate light for half the normal distance. Magical lights shine as bright as ever.
9. Stones in the mound's walls and ceiling occasionally shift; they groan as they move.
10. The stones throughout the barrow are blackened and scorched, as if a firestorm once raged within.

## 4: MINOR LAIR FEATURE

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1. Crumbling bones and the dust of long years beyond counting lie thick upon the floor.
2. Marks on the walls and floor show where the wight has been scratching—perhaps in a desperate, doomed attempt to escape.
3. Some stones in the barrow's walls are loose. Some such stones could hide small storage niches.
4. The shattered bones of another individual buried at the same time as the wight lie scattered about.
5. The wight has carefully organised and piled its treasures and burial goods along one wall.
6. The wight displays its choicest treasures atop its bier.
7. The ceiling is low in one area; the wight(s) have become accustomed to moving in a fast crouch.
8. Jagged cracks run through the ceiling. Occasionally, dust and small bits of gravel sift down from above.
9. Water oozes through cracks in one wall, turning the dust on the floor into a thick, viscous grey paste.
10. Faded murals decorate the walls. The wight has defaced some while others remain recognisable as scenes from the interred's life.

## 5: WIGHT'S APPEARANCE

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1. The wight has luminous red eyes that glow—and flicker—with the intensity of a candle. It wears ragged clothes and leather armour from a bygone time.
2. Putrid flesh hangs from this wight's frame; it is in an advanced state of decay. This does not affect its hunger for intruders or its combat abilities.
3. The wight has no stomach; white ribs and spine are visible through the rotting viscera.
4. Long, lank jet-black hair hangs down almost to the wight's waist. When it shakes its head, the hair swirls upward like a medusa's snake-hair.
5. In life, the wight was a strong man and even withered by death its bulk is impressive. It is shirtless and its skin is pulled taut over wiry muscles that writhe and bunch as it moves about.
6. The wight wears its burial finery; the once ostentatious clothes are now faded, torn and mouldy.
7. The wight wears a long burnished necklace of copper hung with several good luck charms; they chime softly as the creature moves about.
8. Death's stench cloaks the wight. The noxious smell may overcome those with weak stomachs.
9. The wight is nude; its body is horribly decomposed—bones and shrivelled organs are visible through its parchment-thin flesh.
10. At first glance, the wight could pass for one of the living; it is in a remarkable state of preservation.



## 6: TREASURE

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1. Three simple gold rings—no more than plain bands—are threaded together on a length of frayed string.
2. A plain leather pouch—tied tightly closed—contains old, but still useable tobacco weed. Elsewhere, the characters find the wight's archaic smoking pipe.
3. A neatly folded knee-length coat of fine supple black leather has resisted time's remorseless onslaught. Forgotten by all, five platinum coins are sewn into the coat's hem.
4. A small, battered pocket-sized book contains religious texts of a dark, blasphemous nature. Some pictures depicting sacrifices are particularly lurid.
5. This skull-shaped holy symbol wrought from silver has black stones (onyxes) for eyes. The wight's name is scratched into the back of the symbol.
6. The wight wears a supple whip of black leather hidden beneath its clothes.
7. This dagger of black iron has grooves in its blade to channel blood away from the wielder's hand. The blade is dull with age but well balanced.
8. With a wide brim, this hat of brown leather is dusty but serviceable. A brace of brightly coloured feathers gives the hat a jaunty air.
9. Unspeakably graphic engravings of death and torture decorate this ivory scroll case.
10. A slew of gold coins tumbles from a broken coffer of blackened wood. The coins are old and worn almost smooth through long ago use.

## 7: TRINKETS & TRASH

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1. Rusty shards of a sword blade lie scattered about the floor. The hilt is among the wight's treasure.
2. Broken pots and pottery fragments lie next to a wall.
3. Bits of mouldy cloth lie intermingled with the wight's other treasures.
4. A neat stack of clay jars holds moulding food.
5. Two dented pewter cups complement a tarnished, broken pewter plate.
6. A heaped pile of mouldering clothes worn in life by the wight lies before its bier.
7. A faded and torn portrait hangs in an ornate but broken frame. The picture depicts the wight in life, surrounded by its loving family.
8. Amid the ruin, a small tightly-sealed clay pot contains crystallised honey. The honey is still edible.
9. The disarticulated bones of a horse fill a stout, but mildewed, wooden chest.
10. Scattered fragments of rotting wood are intermingled with the wight's other grave goods.

## WILL-O'-WISP'S HAUNT

---

Malevolent beings that feed on their victims' fear and despair, will-o'-wisps dwell in the lonely, dismal places of the world. Deserted places—bogs, fens, marshes, catacombs and battlefields—are their domain.

### 1: OUTSIDE THE LAIR

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1. Natural light in the area is feeble and faint. This place exudes a sense of bleak misery.
2. Pools of fetid water dot the surroundings; curiously, no insects buzz through the air and the sounds of animal life are wholly absent.
3. A sinkhole pierces the ground; fetid, oily water fills the hole to within five feet of the surface.
4. A large bone cairn stands atop a slight rise. A flagpole rises from the centre of the cairn; a mouldering, faded flag hangs limply from the pole.
5. A breeze caresses the air. Although the wind is faint, it is redolent with a supernatural chill.
6. Pillars of precariously-piled stones mark an avenue that leads to a high cairn of densely packed boulders. Red and black moss grows over the cairn and pillars.
7. A five-foot-deep hole reveals the lid of a part-buried chest. Discarded tools surround the hole.
8. The ground undulates throughout the wisps' haunt. This topography hides swaths of the area from casual view.
9. A faint murmuring sound coming from an unseen, nearby source hangs in the air.
10. Grey fog blankets the area. The fog is cold, and sensitive characters detect an unnatural oppressiveness to it.

### 2: WHAT'S GOING ON?

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1. All is quiet and still; no sound or breeze disturbs the air. A faint smell of decay reaches the characters' nostrils.
2. The will-o'-wisp lurks invisibly, awaiting its next victim.
3. The will-o'-wisp is unaware of the characters and is hunting something else—a wild animal, the lone survivor of another group and so on.
4. The will-o'-wisp hangs motionless above a pool of deep, fetid water. It blazes with fell light.
5. Hovering over a fresh kill, the will-o'-wisp consumes the last delicious vestiges of fear emanating from its prey.
6. High-pitched screaming, coming from some unseen place, shatters the air. It continues for a few moments before trailing away. The ensuing silence is deafening.
7. The lightless will-o'-wisp lurks in a hollow in the ground; it pops up when a character gets within 20 feet.
8. Three will-o'-wisp bob and dive through the air as if engaged in a dance of unknowable purpose.
9. The invisible will-o'-wisp hangs motionless in the air.
10. The will-o'-wisp is elsewhere; it returns in one hour.

## 3: MAJOR LAIR FEATURES

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1. Such is the dismal horror of the will-o'-wisp's lair that natural light is always subdued. Sunlight seems wan while mundane light sources gutter and splutter.
2. Bones—animal, humanoid and others of unidentifiable provenance—litter the ground in a sporadic carpet of death and corruption. In places, the bones trip up incautious explorers.
3. The vegetation throughout the will-o'-wisp's haunt is sickly and discoloured as if slowly dying of some kind of disease or poison.
4. The stench of death hangs heavily in the air. In low-lying places, the stench is almost overpowering.
5. Large parts of the ground are unstable; crumbling holes pockmark the ground. Beneath lie deep caverns and a noisome, chill lake.
6. A dead-end in the will-o'-wisp's lair is choked with its victims' remains. Some of the newer remains are comparatively fresh; the oldest are nothing but bones.
7. A narrow fissure in the ground, barely two-foot-wide, leads to a small, elongated cave. Here, the will-o'-wisp takes refuge when pressed by formidable foes.
8. Shallow hollows and depressions dot the ground throughout the wisp's haunt. Some of the depressions are unstable and may collapse, dumping unfortunate characters into a convoluted cavern-maze.
9. Heaps of bones form the mute leavings of some ancient battle. The heaps tell the story of the battle's ebb and flow; some are higher than a man is tall.
10. The ground is so saturated in death that foul miasmas sporadically rise from it, potential choking living creatures with their foulness.

### 4: MINOR LAIR FEATURES

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1. Viscous mud fills small depressions throughout the will-o'-wisp's haunt. The mud doesn't slow movement, but characters moving through them leave obvious footprints the wisp uses to track its prey.
2. Greenish brown mould grows over a sharp, greyish rock.
3. Thin greyish/green mist hugs the ground and swirls about the characters' ankles.
4. Dead, brittle moss covers several large rocks. The moss is bleached white and crumbles if touched.
5. A black rock thrusts from the ground. The rock is pitted and worn and clearly out of place.
6. A stream winds through the wisp's haunt. The water is sluggish, choked with noisome growths and not potable.
7. A scorched and ripped faded battle pennant hangs from a drunkenly leaning spear.
8. Many rats dwell in the lair; the wisp hunts them for sport.
9. A fused pillar of dull iron ore thrusts from the ground.
10. Small cairns of piled rocks dot the wisps' haunt.

## 5: WILL-O'-WISP'S APPEARANCE

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1. Glowing with bright blue light, this ball of pure energy zips through the air.
2. Exuding a lurid violet glow, this small ball of bobbing light hangs motionless—perhaps invitingly—in the air.
3. With a sickly greenish hue, this ball of light hangs low to the ground giving its surrounds a diseased, hateful feel.
4. The light from this glowing ball of light pulses in a fitful fashion—reminiscent of a faltering heartbeat.
5. This ancient wisp exudes only the same light as a candle. It has not fed for many years, and it is starving.
6. The pale violet light emanating from this glowing sphere bobs and splutters like a torch caught in a gale.
7. The wisp glows with a yellowish-green light. It is larger than a typical specimen and slightly slower in flight.
8. A lurid red rim surrounds this wisp's violet-hued body.
9. Spots of blackness seem to float across this will-o'-wisp's green-hued body. The spots move randomly, like a leaf caught in a stream's eddies.
10. This ancient will-o'-wisp has gained the ability to exert greater control over its glow. It can dim various parts of its "body" to change the shape of its glow. It has learnt that the shape of a tiny glowing humanoid is particularly alluring to bipedal prey.



## 6: TREASURE

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1. Still firmly in its sheath, this silver dagger glimmers invitingly when drawn forth. If it is not pulled from its sheath, it appears to be nothing but a mundane dagger.
2. The colours on this sky blue pennant remain bright and true. The flag bears minor enchantments—its starburst pattern glimmers in the light. The flag resists all minor wear, tear and blemishes.
3. A sprawled skeleton yet wears a shimmering silvery breastplate. Curiously, the armour is free of dents, marks and scrapes. More curiously, it is incredibly lightweight.
4. A chest, affixed to two poles, lies on its side. The heavy chest contains a mass of silver and copper coins.
5. This skeleton wears a rotting leather choker. A perceptive character spots several tiny pearls part-sunken into the decaying leather.
6. A preternatural hard dull-grey tapered spear tip tops this long shaft of black, lightweight wood.
7. This tattered but legible parchment shows a route devoid of natural hazards through the wisp's territory.
8. This heavy bunch of keys lies under a leather glove. Several of the keys have markings upon them, providing clues as to what they might open.
9. A miniature carpet seems to move slightly even without a breeze. Experimentation reveals this is a tiny magic flying carpet designed for a wizard's earthbound familiar.
10. Silver sigils decorate this fine wizard's hat. A secret compartment within the hat is sized to hold a wand.

## 7: TRINKETS & TRASH

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1. A skeleton sprawls on the ground yet clad in its fused and blacked chain armour.
2. The bones of several individuals lie scattered about the area. Rotting and rusting equipment surround each pile.
3. A bulging backpack, discarded by a fleeing victim, holds nothing but rotting food and equipment. A parchment map once showed the general area, but it is now all but illegible—damp and time having effaced its design.
4. A normal spear—plain and pristine—lies on the ground. It is sized for a halfling or other small individual.
5. A part-melted longsword lies on the ground amid a dried puddle of slag.
6. Tattered scraps of parchment drift gently about the haunt on a faint breeze. All are water stained and faded. The parchment may once have been a map.
7. Cold, black water fills an upturned pot helmet resting against a small stone.
8. A tarnished but sharp crossbow bolt lies on the ground.
9. A lump of melted silver and copper coins fills a rotting pouch hidden by a stand of fecund mushrooms.
10. A fine pair of knee-high black leather boots rise from amid the skeletal remains of a long-dead woman.

## WITCH'S HOVEL

---

Shunned by most, the witch is the taker of children, bringer of bad harvests and seducer of good men. Living apart from good honest folk, the witch plays on superstitions to create her terrifying reputation. Beware the dark woods...

### 1: OUTSIDE THE LAIR

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1. Beautiful flowers and buzzing insects line the path ahead, yet the area seems "off" somehow.
2. Thick twisted thorns and briars claw at the path.
3. Stinking toadstools and other fungi rot in the fecund but sickly undergrowth.
4. Straw dolls with mouse-skull faces top the posts of a rickety fence of sticks and bones.
5. A broken cauldron rusts in the bushes by the path. Spiders lair in its cavernous depths.
6. Small red-eyed vermin glare from the undergrowth before scuttling away.
7. A large ebon crow observes the party before flying off, cawing raucously.
8. The sickly scent of burnt sugar fills the air. (It seeps from unnatural plants growing over the hovel.)
9. A huge birdlike footprint is deeply embedded in the track ahead.
10. A jar swings from a nearby post. Inside the jar, four eyes float in a thick green liquid.

### 2: WHAT'S GOING ON?

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1. The witch mutters to herself as she tends to the plants and fungus in her rough, overgrown garden.
2. Sitting in a rocking chair outside her hovel, the witch loudly slumbers. A large toad squats on her lap.
3. The sound of the witch singing happily come from inside the building. Several croaking crows accompany her deep and gravelly voice.
4. Muttering incantations to herself, the witch ties an effigy of sticks and rags to a nearby tree.
5. The witch sprinkles glittering dust over a small pool of brackish water filled with frogs.
6. The witch talks to a ragged looking bird before it appears to nod and fly away.
7. The witch drops a bowl of chopped plants and herbs into a large cauldron and stirs it enthusiastically. Is this some foul brew or just a soup or stew?
8. The witch hangs one of several brushes on hooks by the door before going back inside.
9. Leaning out of a window, the witch snips plants from a wooden window box.
10. The witch has a one-sided conversation with an ugly old statue of a woodcutter covered in ivy and moss.

## 3: MAJOR LAIR FEATURES

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1. A tall scarecrow of sticks and rags stands propped up against the wall. Its bladed hands comprise razor-sharp knives and are covered in blood and gore.
2. Drying herbs and other plants hang in great profusion from the ceiling on sharp iron hooks.
3. Pot, jars and bottles of unidentifiable stuff cover tables and shelves. None are labelled.
4. Crows peer intently through holes in the rafters watching anyone inside the hut.
5. Knives, hooks and pans hang from the rafters. They swing gently, although there is no wind.
6. A tangle of thorns and ivy seals a stout wooden cupboard shut.
7. A human head lies in a large vinegar-filled glass jar. The head's eyes seem to follow everyone as they move around the room.
8. A dead raven is partially sewn into the stomach of a large warty toad.
9. Three dead rats lie gutted on a gore-splattered wooden chopping board—their entrails are missing.
10. A large iron cauldron bubbles away despite no fire burning beneath it.

### 4: MINOR LAIR FEATURES

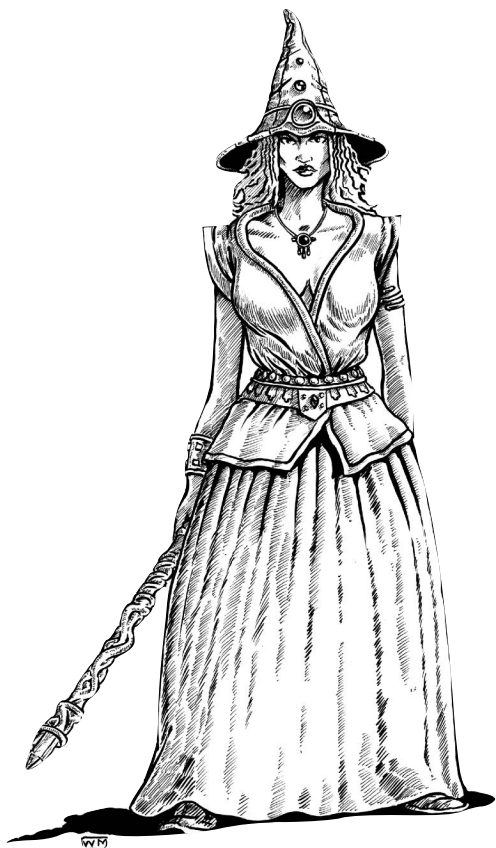
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1. Several dirty glass jars bear labels like "Clover, Tarragon and Mummy Ash". Many other jars—mostly unlabelled—stand on the sagging wooden shelf alongside them.
2. A plain and severe iron knife is embedded into the wall. A scrap of parchment hanging from the knife reads, "Do Not Touch".
3. Wrapped in leather cord and covered with inked sigils, a deer skull is mounted on the wall.
4. A long leathery stick lies on a dusty shelf. This dried bull's penis is destined to be crafted into a wand at a later date.
5. Stacks of paper covered in scrawled symbols are held down by jars of pickled body parts.
6. A desiccated human hand serves as a macabre door handle. The handle animates and grasps the hand turning it, when used.
7. A hammock made of human skin, its tattoos and scars plainly visible, hangs from the ceiling.
8. The stench from a bucket filled with unidentifiable scum and snail shells shoved under a table fills the room.
9. A necklace of ears is hooked by a window. The ears seem to twitch when anyone makes noise nearby.
10. The stuffed body of a scaly lizard hangs from the ceiling on hooks and coils of ivy. At random, its clawed hands grasp the air.

## 5: WITCH'S APPEARANCE

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1. With bent back, and ragged clothing hanging from her bony body, the witch shuffles slowly about.
2. Leaning heavily on a thick, twisted hawthorn staff worn smooth through use, the witch moves slowly as if in pain.
3. The witch looks out through tangled and matted brown hair. She wears a wide-brimmed hat angled downward to obscure her face.
4. The witch seems to float as she moves around, her bright white dress stained with berry juice and grass.
5. Wearing flowers of blue and yellow in her long braided red hair, the witch otherwise dresses like a typical peasant...except for a necklace of bones openly worn around her neck.
6. The witch leans heavily on a walking stick, despite her youth. She holds her lower back when she stands still and grimaces while stretching.
7. The witch is dressed in ragged leather strands and a dirty burial shroud. She wears the skull of a large bird over her head, obscuring much of her face.
8. The witch wears a once fine, now ragged, ball gown of black silk and lace. Its hem is muddy and dirty.
9. Wearing rags of clothing that hide very little of her body, the witch seems unconcerned with any reactions her appearance may elicit.
10. The witch has a thin hook-nosed face similar to the ravens roosting atop her hut. Her hair is glossy and jet black in colour.



## 6: TREASURE

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1. This wand formed from a mummified human forearm grasps the user's hand when its powers are summoned.
2. This long triangular metal spike has sharp edges used to cause horrific puncture wounds. It is mainly used to bleed sacrifices.
3. Topped with a carving of a leering goblin face, this long-handled broom seems to grin evilly at people holding it and may yell insults at random.
4. Set atop a folding metal stand, this small cauldron somehow heats itself yet doesn't burn when touched.
5. Many pouches filled with herbs and spell components, including the odd finger-bone, hang from this wide leather belt.
6. This wide-brimmed hat of black leather has a black ribbon around its brim. Several charms hang from the ribbon and glimmer and glitter in the light.
7. This small stick effigy sings happily and recites poetry through its cat skull head, sometimes when least wanted.
8. This mummified cat has ruby eyes and wears a gold collar. The cat comes to life when needed (or perhaps at night while its owner sleeps).
9. At random, this ring's eye-like gem seems to blink.
10. Bound in human skin, this heavy book is an encyclopaedia of birds, animals and flowers. Whilst containing much knowledge of the natural world, the book feels odd to the touch.

## 7: TRINKETS & TRASH

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1. Old fingernails and locks of hair organised in separate compartments fill this small wooden box. Each compartment bears a person's name.
2. This pouch holds several finger-bones etched with runes and sigils.
3. This long sharp stick has been etched with many scratches depicting a river valley between some hills. The stick can be covered in ink or blood and rolled onto paper to reveal the map.
4. A picture of a bearded man covered with scribbles covers a scrap of dirty parchment. There is nothing to discern the man's identity.
5. The remains of a pickled frog and a foul murky liquid fill this clay jar.
6. Dried apples fill this large bowl. A few dried eyeballs lie amid the apples.
7. A mid-sized pot labelled "Pepper" contains the ashes of a pet dog bearing the same name.
8. A crow skull hangs from a frayed leather thong.
9. This thick candle made from human fat burns quickly and gives off a foul smell.
10. This crate of bottles labelled "Rat Poison" actually contains beer.

## WOLVES' DEN

---

The wolf is the monster lurking on the borderland in children's stories and legends. Sometimes led by their fearsome worg masters, wolf packs lair in the ruins and caves of the wilderlands and emerge to sow fear and terror among the folk dwelling on the borderland.

### 1: OUTSIDE THE LAIR

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1. The stink of ammonia and musk gets noticeably stronger near several large trees.
2. Clawed paw prints mar the muddy ground around a small pond.
3. A dead coyote lies mangled and part-eaten in a bloody puddle at the bottom of a low slope.
4. A flat area of rock on a high ridge has been cleared of scree by the wolves who use it as a lookout.
5. A sharp wedge of rock rises up from the ground like a pulpit. Carven symbols of wolves decorate its base.
6. A dozen huge wolves sleep in a clearing. Closer inspection reveals the wolves are highly detailed statues.
7. The mangled corpse of a hunter lies tangled up in the guts of an elk; both display copious bite marks.
8. A low cave under a tree stinks of wolf scent and rotting flesh. (The cave was used to raise cubs.) Gnawed bones, scat and a profusion of old, worn tracks betray the presence of many wolves
9. Heavy bear tracks mix with those of the wolf pack in what looks like a running battle. The trail leads for half a mile and is punctuated by three broken wolf corpses.
10. A long, thin line of wolf tracks befuddles trackers and obscures how many wolves are in the pack.

### 2: WHAT'S GOING ON?

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1. A solitary wolf digs at a burrow before picking up a scent and hurrying off.
2. Several large wolves drag the corpse of a bear across a narrow path toward their den.
3. Howls from afar haunt the party's nightly camps.
4. Several wolves fight in a muddy clearing for dominance over the pack.
5. Two older wolves, surrounded by howling pups, lounge beneath a huge weather-worn, moss-riddled statue of a rearing wolf.
6. A monstrous black wolf sits atop a worn stone throne.
7. A group of pups scrap good-naturedly at the base of a carved pillar.
8. Two wolves battle each other.
9. A pack listens to its alpha howling.
10. Two pups fight over a bloody human arm.

## 3: MAJOR LAIR FEATURES

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1. Ancient tribes have carved the mouth of this cave to resemble the face of a massive howling wolf.
2. Effigies of six different demonic-looking wolves top huge stone pillars. The wolves look down with hungry, expectant gazes at those before the pillars.
3. Sharp stalactites and stalagmites resembling huge fangs erupt from the cave's roof and floor.
4. Growling and yipping echo around the den, confusing the location of the prowling wolves.
5. Blood spatters cover the churned-up mud where the pack harried a terrified prey before finally moving in for the kill.
6. A wolf statue has become a marking post for the male wolves. The stink of ammonia fills the surrounding air.
7. Rough paintings on the wall depict monstrous wolves hunting down screaming, panicked humans. The paintings; pigments have faded, suggesting they are of great age.
8. A stone altar carved like a snarling wolf has a carven bowl in its mouth to collect sacrifices' blood.
9. A maze of low tunnels links the larger chambers of the den together. In the low tunnels, creatures taller than a halfling must crouch in the tunnels, making them easy targets for the wolves.
10. Fallen pillars form an archway into the cave. While they look unstable, the pillars are wedged tightly together; it would require a giant's strength to dislodge them.

## 4: MINOR LAIR FEATURES

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1. The tattered remains of bone wind chimes rattle gently.
2. Faded cave paintings show thousands of wolves flowing down a mountain and destroying a city. The paintings are extensive.
3. The ribs of a deer partially buried in the muck and the mud snap tight like a bear trap when stepped on.
4. The stone head of a wolf statue has fallen off and lies in a muddle puddle at the statue's base.
5. The corpse of a boar collapses into itself, filling the air with noxious fumes. A swarm of insects bursts forth from the putrefying mass.
6. Bones of animals lie scattered about and crack under unwary intruders' feet.
7. Broken teeth, from cracking thick bones for marrow, lie around the shattered bones of the wolves' prey.
8. Leaves and grasses, used as a bed, fill a low ditch.
9. Fetid pools stinking of urine and musk are scattered throughout the lair.
10. Thorny bushes hide low tunnels in the undergrowth.

## 5: WOLF'S APPEARANCE

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1. Thick black fur with grey stripes cover the scarred skin of this hugely muscular wolf.
2. Pure white fur and pink eyes set this wolf apart from the rest of the pack.
3. With soft grey and brown fur and large brown eyes, this female wolf looks decidedly peaceful. In this case, looks are wildly deceiving.
4. Blood from a recent kill covers this wolf's silvery black fur. The wolf's eyes are bloodshot and have a hint of madness about them.
5. Its hide scarred from multiple fights, this huge black male wolf leads the pack on the hunt. Its red eyes glow with hunger and ferocity.
6. Its left back leg twisted and badly healed after being caught in a trap, this old male grey-muzzled wolf limps along behind the pack.
7. Three pure white females nip and bite at any males showing them attention.
8. A too-small leather collar is wrapped around the neck of this wolf. The wolf's tail has been cropped.
9. Red and grey fur, along with luminous red eyes, hint at this wolf's mixed, otherworldly heritage. Bubbling foam drips from the beast's powerful jaws.
10. Lean yet powerful, this long-legged, rangy wolf darts ahead of its pack. Its jaws slaver in anticipation of the kill.



## 6: TREASURE

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1. A silver chain spiked with wolf fangs that can rip deep into the flesh of its wearer is coiled around a pillar.
2. A wolf head-shaped helmet made of pig iron and studded with fangs lies on the ground.
3. This heavy axe shaped like a wolf's head impales its victims with long fangs and holds tight on command.
4. Thick wolf hide covers this suit of leather armour studded with silver spikes. Fitted with many belts and straps, the armour transforms the wearer into a massive wolf on command.
5. Set with an amber carved into the shape of a running wolf, this small silver ring bestows the speed and endurance of the wolf on its wearer.
6. A set of pewter cutlery with wolf heads carved into the ivory handles is packed neatly in a dented, velvet-lined mahogany box.
7. Heavy plate armour and a winged helm did little to protect its wearer from the wolf pack. They now lie rusting in a ditch, with rotting bits of their owner within.
8. A wooden horn emits a mournful howl when blown, summoning wolves to its owner to command.
9. Beautiful wolf fur socks fill chewed leather boots. (Unfortunately, the scent of the fur brought the vengeful pack down on the socks' well-dressed wearer.)
10. This small wooden statuette depicts a female wolf licking a bite wound. It heals its bearer when held close.

## 7: TRINKETS & TRASH

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1. Several arcane scrolls fill this broken wooden tube, destroyed by the over-eager pups' sharp teeth.
2. A broken pair of spectacles with one thick lens is partly squashed into the mud.
3. This smashed wolf trap is bent beyond use. A skeletal wolf leg is yet caught in the trap's jaws.
4. Shredded for the food inside, this destroyed backpack lies in tatters.
5. A tattered cloak hangs on a branch. (There is no sign of a body, but copious dried blood covers the ground under the cloak).
6. The stump of an arrow protrudes from a root.
7. This sketched map shows Wolf's Lair castle standing high up on a lonely hill. The map has no other landmarks or directions to the castle. It's not the greatest map.
8. A small red hooded cloak for a child or small person lies on the floor.
9. Fang wounds puncture this chewed leather helm.
10. This long-handled wood axe has many chew marks on its haft. The axe's blade is rusty.

## WRAITH'S HAUNT

---

Creatures of evil, darkness and death, wraiths dwell in the dark and gloomy places of the world. They fear and are helpless in sunlight.

### 1: OUTSIDE THE LAIR

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1. Colours are strangely muted in the lair's vicinity.
2. No natural animals linger close to the wraith's domain. The surroundings are quiet and utterly devoid of such life—even near-mindless vermin do not linger here.
3. The dwarven rune for "danger" is etched prominently, but obviously hastily, in several spots.
4. A dusty backpack lies on the ground. Its contents are mouldy suggesting it has lain here for quite some time.
5. The fecundity and health of the vegetation growing in the surroundings drop the closer one gets to the lair.
6. A potent protective sigil has been etched into the floor. It was picked out with powdered silver, but someone has stolen it all—rendering the sigil's power ineffective.
7. A donkey's corpse—yet tied to a stake hammered into the ground—lies sprawled on its side. The donkey still wears saddle bags and a sack lies nearby.
8. Three smashed clay vials litter the ground. Faint glimmers of flecked silver linger within.
9. A faint cold wind issues from the lair's entrance.
10. The wind sighs quietly and a chill hangs in the air. The temperate drops quickly as the party approach the lair.

### 2: WHAT'S GOING ON?

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1. It is utterly silent, and the place seems deserted.
2. A blob of utter darkness—the wraith—lingers near the arched ceiling. Perceptive characters may notice it quivers almost imperceptibly at their approach.
3. A faint moaning sound reaches the characters' ears from some unknown, unseen source.
4. Dust sifts down from the ceiling as the very stones themselves seem to groan.
5. The wraith hovers motionless with its "back" toward the characters. It may be unaware of them or it may be trying to lure them closer.
6. Shadows cluster over a corpse lying on the floor. This is the wraith draining any last vitality from the remains. As the characters watch a second shadowy figure emerges from the corpse. A new wraith is born.
7. Two lesser wraiths bow before a much larger specimen composed of uttermost blackness.
8. The wraith flashes momentarily into sight as it emerges from one wall before passing into another.
9. A faint mewling sob comes from somewhere unknown.
10. The wraith is in a distant part of the lair slaying another intruder, and it is unaware of the characters.

## 3: MAJOR LAIR FEATURES

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1. Darkness—pregnant with malice—clusters thickly throughout the wraith's lair. It seems to envelop nonmagical light sources and reduces their radius of illumination by five feet.
2. A deep chill fills the air. Sensitive souls—elves, half-elves and the like—and those strong in the service of goodness and light feel deeply uneasy while in the lair.
3. The sense of wrongness and unnaturalness filling the wraith's lair keeps all normal animals at bay.
4. In a few locales, sinkholes lurk just below the floor. If a heavy individual stands in just the wrong spot the floor collapses into a cavern below.
5. A burial cairn of heaped jagged rocks is in precarious condition. If it is disturbed, it collapses with a loud, sustained clatter.
6. Necrotic energy oozes from a deep bone-filled charnel pit in the centre of the wraith's lair.
7. The boundary between the world and the Negative Energy Plane is weak here. Living creatures suffer 1d4 damage every hour they are within the wraith's lair.
8. The walls of the wraith's lair weep insubstantial wisps of black, grey and crimson mist. The mist dissipates when it touches a living creature.
9. Thin lines of insubstantial, chill black mist crawl along the floor like monstrous wriggling worms.
10. Tendrils of black mist dangle from the ceiling, questing blindly towards the nearest source of warm, vibrant life.

### 4: MINOR LAIR FEATURES

---

1. Bones are scattered about the lair. In places, they are so heaped they create areas of difficult terrain.
2. The surface of the lair's walls, floors and ceiling crumble at the slightest touch. The wraith's malign influence has begun infecting the very stones themselves.
3. Dust-encrusted webs—their spinners long dead—hang from the ceilings like grey burial shrouds.
4. Thick dust covers the floor throughout the lair, but a certain heaped unevenness in places hints at either an occasional breeze or a flying creature.
5. The stone floor is mottled grey and white as if in some places the colour has been leached from it.
6. Stylised carvings on the wall depict horrific scenes of the afterlife in which the souls of the damned are enduring unimaginable torments.
7. The horrible black outline of a humanoid mars the floor.
8. Nonmagical light sources flicker wildly and occasionally dim as if they were on the verge of being extinguished.
9. The blackened sigil of a dark sun has been carved throughout the lair.
10. Discarded torches—none completely burnt down—dot the ground throughout the lair.

## 5: WRAITH'S APPEARANCE

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1. This formless blob of deeper blackness glides silently towards its prey. A deep soul-freezing chill precedes the foul creature of unliving shadow.
2. Comprising the blackened outline of a knight clad in plate armour this shadow-creature bears a sword of the blackest hue.
3. Appearing as a man-shaped thing this benighted figure wears a black cloak with a deep, darkness-filled cowl. It has long arms ending in slender, grasping claws. Its face is utterly featureless.
4. Two pinpricks of blazing red light pierce the head of this utterly silent, human-shaped shadow creature.
5. This discombobulated shadow creature resembles a roiling cloud of ebon mist. Twin pinpricks of hellish red light float suspended amid the mist.
6. This slender animate shadow has an impossibly large, bulbous head which comprises nothing but a skull picked out in different shades of black and grey.
7. White and electric blue heatless flames surround this insubstantial black shadow of a tall, slender man.
8. This insubstantial mottled black and grey shadow scuttles about silently on all fours.
9. Wisps of darkness slough from the voluminous black cloak wrapped around this silent humanoid figure.
10. Its mouth wide open in a silent scream this insubstantial black figure hurtles toward the nearest source of warm, life-filled flesh.



## 6: TREASURE

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1. An iron vial full of holy water lies on the floor. Etchings of holy saints and the like decorate the grimy, cold-to-the-touch vial.
2. A wall niche holds a golden candelabra complete with six blood-red candles and six white candles.
3. Six small black stones—onyxes—have spilt from a discarded pouch. Incautious explorers could stand on and crush them.
4. This slender silver dagger seems impossibly lightweight and glimmers impossibly brightly. Wraiths recoil from this weapon.
5. This black wrought iron unholy symbol forged in the shape of a grinning skull glimmers with shards of tiny blue and red translucent gemstones.
6. Worn silver coins of curiously ancient design have been laid across a corridor to form a barrier of sorts.
7. A delicate glass decanter bound with silver and securely stoppered holds a swirling black mist that batters itself against the glass as if attempting to escape.
8. This golden medallion depicting scenes of bucolic elven life hangs from a torch sconce.
9. A sand-filled hourglass lies on its side. Cracks cross-cross the glass comprising one of its chambers.
10. A faded blue and yellow flag attached to a short iron pole lie on the ground. When held aloft, the flag flutters even if there is no wind.

## 7: TRINKETS & TRASH

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1. A rust-red longsword lies on the floor. If it is picked up the weapon's blade falls apart and disintegrates into a welter of red dust.
2. A bent, misshapen holy symbol—a rising sun—hangs from a broken shred of fine silver chain.
3. A javelin juts from a wall at human shoulder height. The weapon is wedged tightly between stones; removing it bends its tip.
4. A dusty cloak lies spread out on the floor. Paranoid characters may suspect it to be a wraith.
5. Rusting plate armour—which did not protect its owner in this place—yet cocoons the unfortunate's remains.
6. Scraps of bleached vellum lie about the floor. Strange writing—runes which seem to subtly move—yet cover the scraps, but any meaningful magic has long since faded.
7. A pile of skulls fills a storage niche. A coffer badly hidden behind them holds nothing but moulding fabric.
8. This burial shift, heavy with dust and mould, disintegrates into a choking cloud if violently moved.
9. This ripped scroll shows a map of the wraith's lair, but typically only depicts the areas the characters have already explored.
10. This silvered arrow is missing all its fletching.

## WYVERN'S NEST

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Wyverns are the angry lesser cousins of true dragons. Lairing in high crags and tangled forests they watch over the lands of men ready to pounce on anything they decide is food.

### 1: OUTSIDE THE LAIR

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1. A rotten cow carcass dangles from a tree. As the characters pass nearby, sinew snaps and half the corpse crashes to the ground.
2. The discarded body of a bear blocks the path. The bear's injuries show it was dropped from a great height.
3. The acrid stench of rotten flesh and vinegar fills the air.
4. A maze of broken bodies and shattered bones litters the ground around the lair. (Movement through the area is noisy and dangerous unless extra care is taken).
5. The upper branches of several trees are twisted and broken by the passage of something large and heavy.
6. Serpentine patterns cover two large rock pillars as if they were ancient monuments or markers.
7. A man's corpse, its flesh bloated and purple, is slumped in a crevice. Thick, dry foam encrusts the man's mouth.
8. The body of a man dangles from a tree. It falls to the ground as the characters move closer.
9. The nearby undergrowth seems diseased and rotten; it crumbles when touched.
10. The buzzing of thousands of flies makes hearing normal speech difficult. (The flies may be disease-riddled).

### 2: WHAT'S GOING ON?

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1. The wyvern claws at its mouth, trying to dislodge a bone caught between its teeth.
2. The wyvern drags a bear carcass aside to clear space amid the rubbish covering the floor.
3. Crunching on a dead cow, and enjoying its meal, the wyvern is oblivious to its surroundings. It does not immediately notice the characters' arrival.
4. The wyvern talks to a crushed corpse in a loud voice asking it silly questions.
5. The wyvern pulls angrily at a mule's head hanging from the wall. Blood and gore spray over the creature.
6. The wyvern wails loudly over a mass of shattered eggshells. It grieves its young and takes out its sorrow and anger on the characters.
7. The wyvern listens intently as a ragged prisoner begs for his life.
8. The wyvern licks fresh wounds with its forked tongue.
9. The wyvern gnaws a rotten body from a twisted cage.
10. Scratching at a large patch of shedding skin on its flank, the wyvern finally pulls it off against the wall.

## 3: MAJOR LAIR FEATURES

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1. Rotting intestines tangled around rocks form snares to trip the unwary onto jagged bones covering the floor. More intestines hang along the nest's walls. The stench is pervasive and overpowering.
2. A humanoid skeleton lies twisted on the floor, its spine twisted backwards and its hand set in twisted claws. Shadows cluster thickly in the skull's eye sockets as if something fell lurks within.
3. Deep, bloodstained furrows scar the ground, where the wyvern has battled intruders. Some of the broader furrows could trip a fast-moving or unwary character.
4. A large pile of vomit laced with rocks covers part of the floor. The vomit is slippery. The stench is horrible.
5. Poison from the wyvern's sting drips from sharp rocks, maybe causing injury to careless intruders if they have open wounds.
6. Crudely chiselled patterns of stylised scales adorn several large rocks. The work is too fine to have been done by the wyvern.
7. Rusted armour and weapons lie tangled in a pile of bodies. Examining the pile may cause injury and disease if the searcher is not careful, as sharp edges abound within the mess.
8. Crushed and torn white, feathered wings (from a pegasus) cover the floor.
9. A large section of the wall is splintered and smashed; drying wyvern venom drips from the damaged section.
10. A broken merchant's cart now serves as the main part of the nest's floor.

## 4: MINOR LAIR FEATURES

---

1. A broken tree trunk serves as a scratching post. Several old shed claws lie nearby.
2. A lion's skull lies on a rock, displayed like a trophy.
3. The two parts of a large, splintered wooden shield, crushed by a blow from the wyvern's tail, lie scattered about the nest.
4. Several large black scales are stacked together in a teetering pile. They clatter to the ground if disturbed.
5. Strange many-legged insects feed on spattered venom.
6. Ruined silks and furs dangle from rocks and trees like pennants. They flutter gently in the breeze.
7. Several bodies clad in scale mail hang from nearby trees and sharp rocks.
8. Crows peck at bodies; they fly off noisily if disturbed.
9. Rock paintings depict wyverns fighting and being worshipped by humanoids wearing odd headdresses. The images are old and weathered.
10. A shallow pit lies beneath a flap of cow hide; sharp bones protrude from it to snag intruders' ankles.

## 5: WYVERN'S APPEARANCE

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1. Thick green scales cover the grey leathery hide of this ancient wyvern.
2. With skin and scales of pitch black, this wyvern seems to absorb the light around it. Its long, sinuous tail coils menacingly over its head.
3. Crimson scales hide the blood covering this massive wyvern's chest and serpentine neck. The creature has black-rimmed, bloodshot eyes.
4. The wyvern wears a crown of tusks and horns to make it look like a dragon.
5. A ragged leather saddle, complete with saddlebags, is set high on this black scaled wyvern's back.
6. Glowing green and blue arcane sigils and runes adorn the wyvern's hide. They provide dim illumination in the dark. The sigils could be nothing more than decorative or could give some kind of arcane protection.
7. Deeply scarred from previous battles this clever wyvern allows intruders to talk to it before devouring them. It tries to appear different to its normal, bloodthirsty brethren, but this is just an act.
8. The wyvern's speckled ochre- and rust-coloured scales help it to hide against its lair's strangely coloured walls.
9. A massive rusted manacle attached to a short piece of chain hangs from this wyvern's leg.
10. Shattered scales and exposed bones cover this badly wounded wyvern's body.



## 6: TREASURE

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1. This black-bladed longsword emits cloud-like shadows when drawn from its scabbard of black and grey wolf skin. The shadows fill a five-foot square and hide the sword's wielder.
2. This heavy spear, its oak shaft decorated with carved scales, drips potent venom from its long barbed tip.
3. Tucked tightly in a scroll tube is a design for scale armour using wyvern hide and scales. The plans are meticulous and could be of great value to an armourer.
4. This crown of silver is inlaid with small polished scales of red, green, blue, black and green. The crown's magic enables its wearer to converse with evil-aligned dragons and their ilk.
5. A long dagger made of a wyvern's venomous sting has a handle wrapped in sinew and hide. The weapon constantly oozes venom and is deadly but fragile. It snaps when it scores a hit.
6. This stinking cloak of wyvern hide renders its wearer resistant to venoms.
7. This chess set features quartz wyverns and ebony dragons. It is enchanted to play against its owner.
8. This box contains several small pieces of a wyvern's heart. Eating a piece transforms the eater into a vicious hybrid of man and wyvern.
9. An ancient helm of steel and bone is wrought in the shape of a roaring dragon. Brittle with age, it is worth a fortune to a collector of antiquities but breaks easily.
10. This damaged map details the lairs of powerful monsters hunted by its original owner. The wyvern's lair appears on the map.

## 7: TRINKETS & TRASH

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1. This tattered cloak bears the heraldic symbol of a wyvern flying over a castle.
2. Two cracked tin cups lie next to each other; venom taints one of the cups.
3. This barrel contains a dozen bandits' heads preserved in salt. (This was a deceased bounty hunter's cache).
4. The skeletal remains of a massive gnawed-on fish are scattered about the floor.
5. Several candles have faint writing scratched into them.
6. A shed wyvern claw hangs from a wall. The claw is long and curved; it could make a handy impromptu dagger.
7. These piped wings are of tattered silks. (A pretentious bard attempted diplomacy that went horribly wrong.)
8. This thief cage is bent and twisted from a long fall.
9. A wagon, in strangely good condition but too large to remove from the nest without destroying one or the other, fills part of the wyvern's lair.
10. A leather boot is impaled on a cracked bone.

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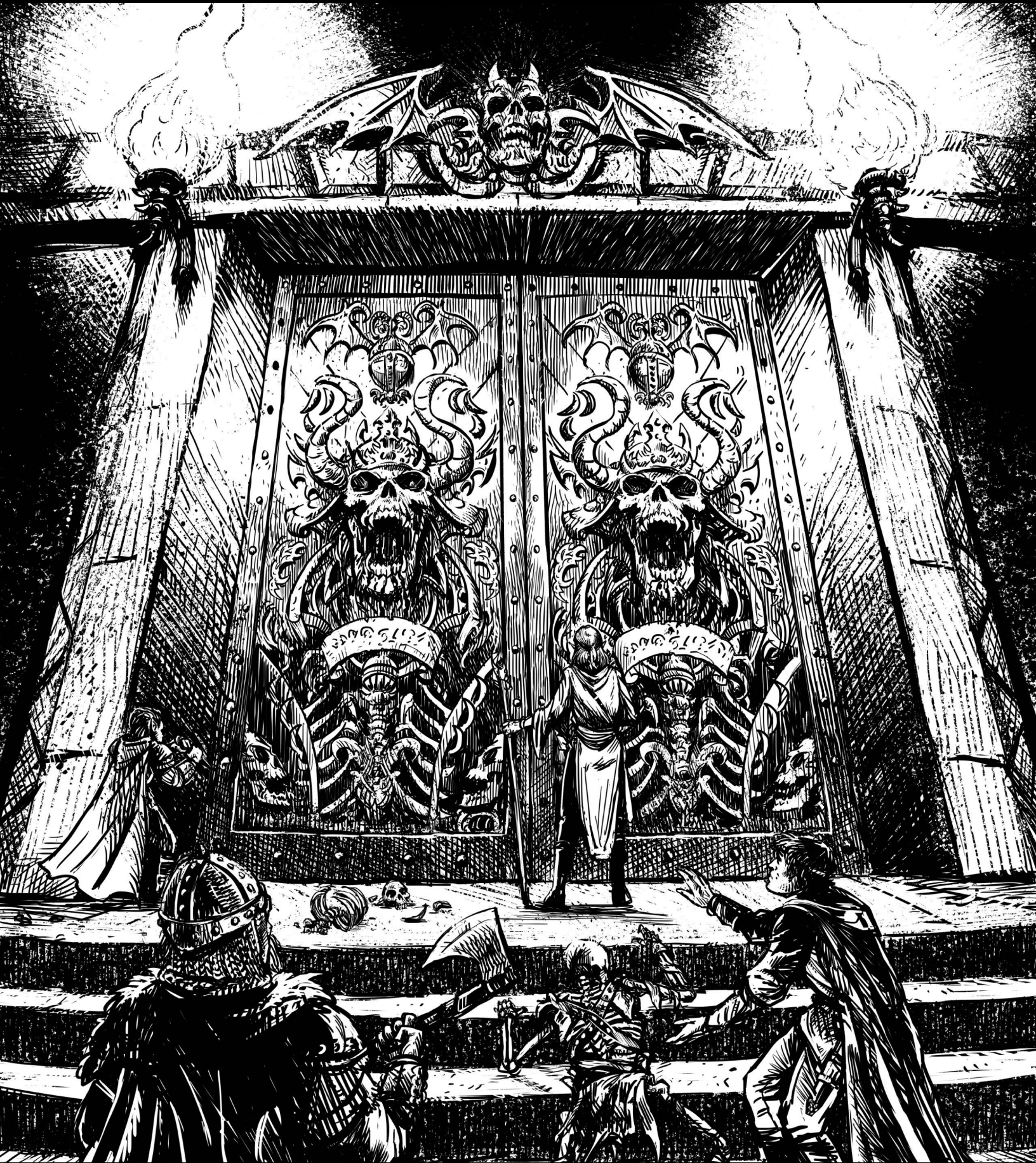
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