

RAGING SWAN PRESS
MONSTROUS LAIR #39
OTYUGH'S SEWER



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MONSTROUS LAIR #39: OTYUGH'S SEWER

Monstrous Lair #39: Otyugh's Sewer provides you—the busy, time crunched GM—with the details to effortlessly bring to life the otyugh-infested sewers in your campaign.

Are you a busy GM? Does session prep take too long? Do you never have time to work on the cool little details that can bring your adventures, dungeons and campaign to life? This short, focused compilation gives you, the time-crunched GM, the tools to effortlessly add verisimilitude and detail to your dungeons. Use the material herein either before or during play and bask in your players' adulation.

CREDITS

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USING THIS PRODUCT

Designed specifically for you, the busy GM, these tables can be used before or during the game to help breathe life into a monster's lair and are compatible with published modules or your own adventures. Adding depth and verisimilitude to your game helps the players' (hopefully willing) suspension of disbelief.

The tables appear in the order you'll likely need them. Roll on the relevant table and use the result to spark your creativity. Re-roll or modify any inappropriate results.

- **Outside the Lair:** Determine features outside the lair, using this table.
- **What's Going On?** The otyugh probably isn't just sitting around waiting for intruders. Use this table, to determine what it is doing when the PCs arrive. Remember, the PCs' actions may render some of the entries moot—particularly if the otyugh is aware of intruders.
- **Major Features:** Use this table, to determine the lair's major feature(s). This feature is so obvious, the PCs automatically notice it. Only reveal information in brackets if a PC discovers it in some way.
- **Minor Features:** Use this table, to determine the lair's minor feature(s). The feature might be so obvious the PCs automatically spot it; alternatively, the PCs may have to make an easy skill check to notice the feature. Only reveal information in brackets if a PC discovers it in some way.
- **Otyugh's Appearance:** Use this table, to generate the otyugh's appearance and other characteristics.
- **Treasures & Trash:** Use these tables, to add interesting items to the otyugh's hoard. Assign a value to each treasure appropriate to your campaign. The tables assume you will place magic items, coins and other notable items and do not contain such entries.

The tables herein make two assumptions:

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



OTYUGH'S SEWER

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

1: OUTSIDE THE LAIR

D10

- 1 Rusting ladders coated with grime ascend to vents set in the street above.
- 2 Years of filth cover the hinges of a rusted iron gate, making it look like iron bars sealing a tunnel.
- 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 blockages over 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 mossy yellow vines hang from the ceiling.
- 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?

D10

- 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 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 muck.
- 5 Splashing about its lair, the otyugh tries to catch large sewer rats swarming through the area.
- 6 The otyugh attempts to bend 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.
- 9 The otyugh's hoots and cries echo eerily through the sewer tunnels.
- 10 The otyugh farts loudly.

3: MAJOR LAIR FEATURES

D10

- 1 Effluent dripping from above forms large stalagmite-like growths in the corridors and chambers.
- 2 A thick crust of dried sewage has formed atop the effluent and is seemingly 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 body is wedged into a corner.
- 6 A stream of clear water cascades down the walls washing the floor clear of sewage.
- 7 An intricately carved sandstone archway of leering faces frames the entrance to a chamber.
- 8 Light filters down through a crack in the ceiling, allowing small ferns to grow in the walls.
- 9 The jagged legs of a statue stand in the centre of the sewage channel, causing a blockage.
- 10 Thieves' Cant symbols scrawled in faded chalk on the walls point out hidden dangers and loot.

4: MINOR LAIR FEATURES

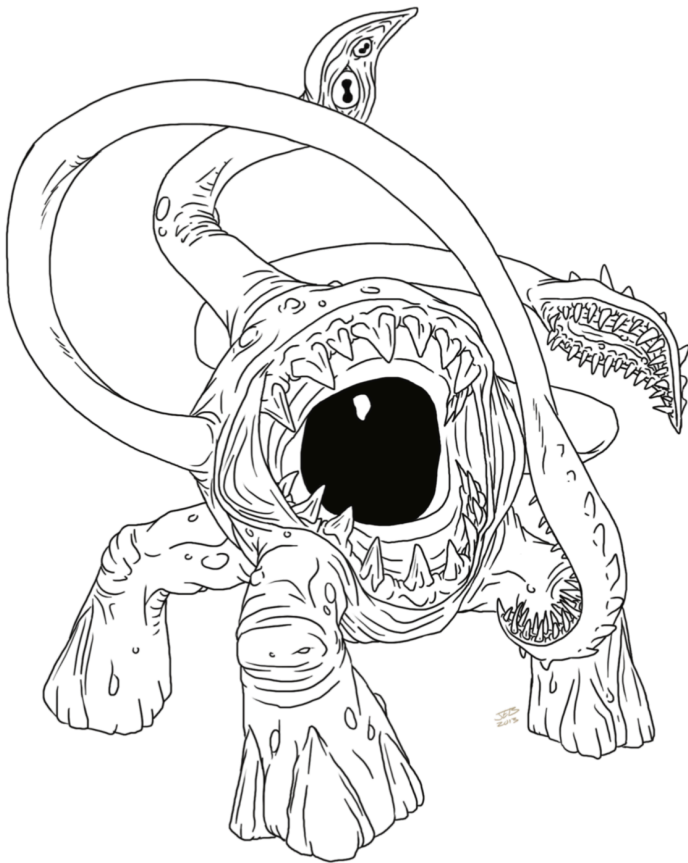
D10

- 1 A pigskin ball floats passed in the sewage.
- 2 A smashed lantern covers a ledge with slippery oil.
- 3 A pocket of invisible gas causes flames to momentarily turn green and emit popping sounds.
- 4 A wooden ladder bridges the sewer; it is boobytrapped to collapse when someone crosses.
- 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.
- 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 a 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 channels lead to a large swirling pool which drains the sewer into a deeper network of caverns.

5: OTYUGH APPEARANCE

D10

- 1 The otyugh's thick blue tentacles float on the surface of the muck, as it rests.
- 2 A thick crimson pattern decorates the 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 marr this ochre-skinned otyugh's rubbery hide.
- 5 Boils and sores cover this otyugh's oily yellow tentacles.
- 6 Thick black bristles erupt from the legs of this grey and black striped otyugh.
- 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 a yellow pus.
- 10 The otyugh's stripes flush an angry red when the beast is angry or frightened.



6: TREASURES

D10

- 1 A 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.
- 4 A silver pomander filled with pungent, dried herbs that counter the stinking effects of the sewers.
- 5 This noble's fencing foil is bent out of shape yet may be worth a lot to its former owner's family.
- 6 Elegant, but filthy, silk slippers laced with pearls and amethyst adorn the feet of a female human's skeleton.
- 7 This small ceramic pot contains 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.

7: TRASH

D10

- 1 Filled with rotten eggs and a slurry of decomposing straw, this small crate collapses into itself, if moved.
- 2 A collection of metal spoons now rusted and useless.
- 3 This broken walking stick has a carved owl's head.
- 4 A parrot skull decorates the top of this small jar.
- 5 A broken-hafted shovel.
- 6 Buckets filled with faeces and other foul stuff are lined up against one wall.
- 7 A broken rake lies under the muck, its sharp rusted prongs ready for unwary feet.
- 8 This half-submerged wheelbarrow is missing its wheel.
- 9 Buried in the muck this small 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 shard of broken glass, on inspection.

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