

RAGING SWAN PRESS  
MONSTROUS LAIR #45  
HYDRA'S DEN



SYSTEM  
NEUTRAL



YOUR TIME IS PRECIOUS

MAKE YOUR CAMPAIGN PREP. EASIER

JOIN RAGING SWAN PRESS'S PATREON CAMPAIGN

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

# MONSTROUS LAIR #45: HYDRA'S DEN

*Monstrous Lair #45: Hydra's Den provides you—the busy, time crunched GM—with the details to effortlessly bring to life the hydra dens in your campaign.*

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

## CREDITS

**Design:** Steve Hood

**Development:** Creighton Broadhurst

**Art:** William McAusland and Jeremy Mohler. Some artwork copyright William McAusland, used with permission. Jeremy Mohler, Standard Stock Art by Outland Entertainment.

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

©Raging Swan Press 2019.

## CONTENTS

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

To contact us, email [gatekeeper@ragingswan.com](mailto:gatekeeper@ragingswan.com)

To learn more about Raging Swan Press, visit [ragingswan.com](http://ragingswan.com)

To learn more about Raging Swan Press on Patreon, visit [patreon.com/ragingswanpress](https://patreon.com/ragingswanpress)

## USING THIS PRODUCT

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

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

- **Outside the Lair:** Determine features outside the lair, using this table.
- **What's Going On?** The hydra 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 hydra 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.
- **Hydra's Appearance:** Use this table, to generate the hydra's appearance and other characteristics.
- **Treasures & Trash:** Use these tables, to add interesting items to the hydra'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.



## HYDRA'S DEN

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

### 1: OUTSIDE THE LAIR

#### D10

- 1 Plate-sized scales from the hydra's hide dot the ground.
- 2 Alternating banked furrows in the earth, like the passage of a sidewinder snake, mar the ground.
- 3 Broken branches and sharp rocks hold the shredded traces of shed hydra-skin.
- 4 Large pellets of dung containing crushed bones cover the ground.
- 5 Heavy tracks—like someone dragged a sack across the ground—drifts 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 fills the air.
- 10 Polluted puddles of bubbling water litter the area.

### 2: WHAT'S GOING ON?

#### D10

- 1 The hydra lies coiled in the sun, its many heads watching in different directions for intruders (or its next meal).
- 2 The hydra's many heads snap and pull at the shredded carcass of a huge bull.
- 3 The hydra's long, sinuous necks coil protectively over a huge stone statue of a warrior of old.
- 4 Buried deep in the sandy earth the hydra leaves its heads just above the surface to spot prey.
- 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.
- 7 The monstrous hydra wallows in a small pond; its heads sway above the water's surface like dancing serpents.
- 8 The hydra crushes rocks and trees to make its nest.
- 9 Flicking its many tongues the hydra scents the air.
- 10 The hydra lies asleep, digesting its last meal.

### 3: MAJOR LAIR FEATURES

#### D10

- 1 The sunken ruin of an ancient toppled tower lies throughout much of the hydra's lair.
- 2 Tall stone pillars provide cover for the hydra's body while its heads strike at foes.
- 3 The hydra's wild motion throws up clouds of choking dust from deep drifts scattered throughout its lair.
- 4 Pools of thick, glutinous mud, filled with diseased water, dot the lair.
- 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.
- 8 Pits are filled with hundreds of smaller serpents strangely attracted to the lair of their larger cousin.
- 9 Tall trees festooned with low-hanging branches provide much cover for the lurking hydra.
- 10 A broken wagon surrounded by bones and splashes of dried blood holds the hydra's treasure.

### 4: MINOR LAIR FEATURES

#### D10

- 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.
- 3 Amongst the many puddles lurks a deep, water-filled pit.
- 4 Shed skin dangles from the trees and rocks and billows like paper ghosts in the stinking air.
- 5 Crusty, foul-smelling growths mark the rocks where the hydra's blood has been spilled.
- 6 Strangely, a stack of larger hydra scales fills a crack sundering a large 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

### D10

- 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.
- 3 A ridge of bright red feather-like ridges erupt from the hydra's head and descend down its many necks.
- 4 Icy scales of blue cover this mottled white and grey coloured hydra.
- 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.
- 7 Bone white crests and thick gills adorn the head of this blue and green shark-headed hydra.
- 8 Rents and scars cover the mottled hide of this old grey and brown-skinned hydra.
- 9 A ridge of black armoured plates cover the spines of this huge orange hydra.
- 10 Scales of bronze and green cover this long sinuous hydra's heads and body.



## 6: TREASURES

### D10

- 1 The thick coagulated blood of the hydra is sought after by mages making regenerative magic items.
- 2 Not as tough as dragon scale the hide and scales of the hydra can make beautiful and unique armour.
- 3 This white-feathered arrow carved from the thigh bone of a hydra splits into five arrows when fired.
- 4 This small gold ring depicting different coloured enamelled serpents twisting together provides its wearer with potent protection from venom.
- 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.
- 7 A large sack of bloodied hydra teeth are powerful components in magic used to summon the dead.
- 8 A statue of three gold rams rearing together to butt heads has ruby eyes and horns.
- 9 A hydra-shaped ship's figurehead lies among the hydra's other treasures. Actually carved from hydra bones and enamelled with its blood the figurehead protects the 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: TRASH

### D10

- 1 This thin-bladed sword is designed to sever heads but is too flimsy and fragile to be practical.
- 2 A horned helm lies crushed on the floor.
- 3 This bag once held rations; it now holds nothing but worms and toads.
- 4 Plain golden sand fills an earthen jar.
- 5 A small patch of yellow sheep's fur hangs on the wall.
- 6 This bowl 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 chord.
- 10 The lower half of a longspear's shaft, decorated with carved serpents, has a crack down the centre.

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

**Monstrous Lair #45: Hydra's Den.** ©Raging Swan Press 2019; Author: Steve Hood.

To learn more about the Open Game License, visit [wizards.com/d20](http://wizards.com/d20).

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

**Open Content:** Except material designated as Product Identity, the contents of *Monstrous Lair #45: Hydra's Den* are Open Game Content as defined in the Open Gaming License version 1.0a Section 1(d). No portion of this work other than the material designated as Open Game Content may be reproduced in any form without written permission. The moral right of Steve Hood to be identified as the author of this work has been asserted in accordance with the Copyright Designs and Patents Act 1988.







The  
Raging Swan Press  
Store

