

RAGING SWAN PRESS  
MONSTROUS LAIR #25:  
SCRAGS' SUNKEN CAVE



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 #25: SCRAGS' SUNKEN CAVE

---

*Monstrous Lair #25: Scrag's Sunken Cave provides you—the busy, time-crunched GM—with the details to effortlessly bring to life the scrag caves 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 V Shane. Some artwork copyright William McAusland, used with permission.

## CONTENTS

---

Credits.....	1
Contents.....	1
Using This Monstrous Lair.....	1
Scrag's Sunken Cave .....	2
1: Outside the Lair.....	2
2: What's Going On?.....	2
3: Major Lair Features .....	2
4: Minor Lair Features .....	2
5: Scrag's Appearance .....	3
6: Treasure .....	3
7: Trinkets & Trash.....	3
OGL V1.0A.....	4

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 2022.

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 MONSTROUS LAIR

---

You can use these lists either 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, 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 the characters automatically spot it; alternatively, the characters 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 and have all the relevant stat blocks and have designed a suitable hoard.



## SCRAGS' SUNKEN CAVE

---

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

### 1: OUTSIDE THE LAIR

---

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 scraggs' 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?

---

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

---

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 scraggs 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

---

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 scraggs 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

---

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

---

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

---

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.

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 #25: Scrag's Sunken Cave.** ©Raging Swan Press 2022; 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 #25: Scrag's Sunken Cave* 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.



# EVERYTHING

is Better with

Tentacles



