

Book of Lairs

ABANDONED PLACES



The fourth Book of Lairs (Abandoned Places) is a collection of lairs for use in any old-school fantasy role-playing game, and includes 13 double-page spreads consisting of a map and the accompanying text. These are themed and each is an old and abandoned location that is now used as a lair by some other creature or creatures.

Simon Forster

www.theskyfullofdust.co.uk

Book of Lairs

ABANDONED PLACES

Book of Lairs
ABANDONED PLACES

by

SIMON FORSTER

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INTRODUCTION

Hello there fellow RPGer, and welcome to the fourth **Book of Lairs: Abandoned Places**.

Like my previous books, this collection of lairs consists of two-page spreads of maps and text, with monsters taken from the *Adventurer, Conqueror, King System* (ACKS) core book and the *Lairs & Encounters* book; but it is compatible with other old-school fantasy games with hardly any effort.

This book is themed, with each lair being abandoned by its former occupants and taken as the lair of some other creature or creatures. The maps and text are further experiments in different styles and layout, and this time I've gone for greyscale and black & white colour schemes, as it felt right for these lairs.

These, like my past efforts, have all been generously supported by my patrons/supporters/nice

people over on my Patreon site, and the current patrons who gave kindly are:

Autarch LLC, CharlesDM, Jarrod Maistros, David Durrett, Gareth Shaw, Karl Miller, Jim Magnusson, David Robinson, David Brandt, David Johnston, Steve Sigety, Bobloblah, Craig Cussans, Kristian Richards, Brion Oliver, Dyson Logos, Michael Prescott, John-Matthew DeFoggi, Jack, Todd, Will Arnold, Florian Hubner, and Tim Shorts.

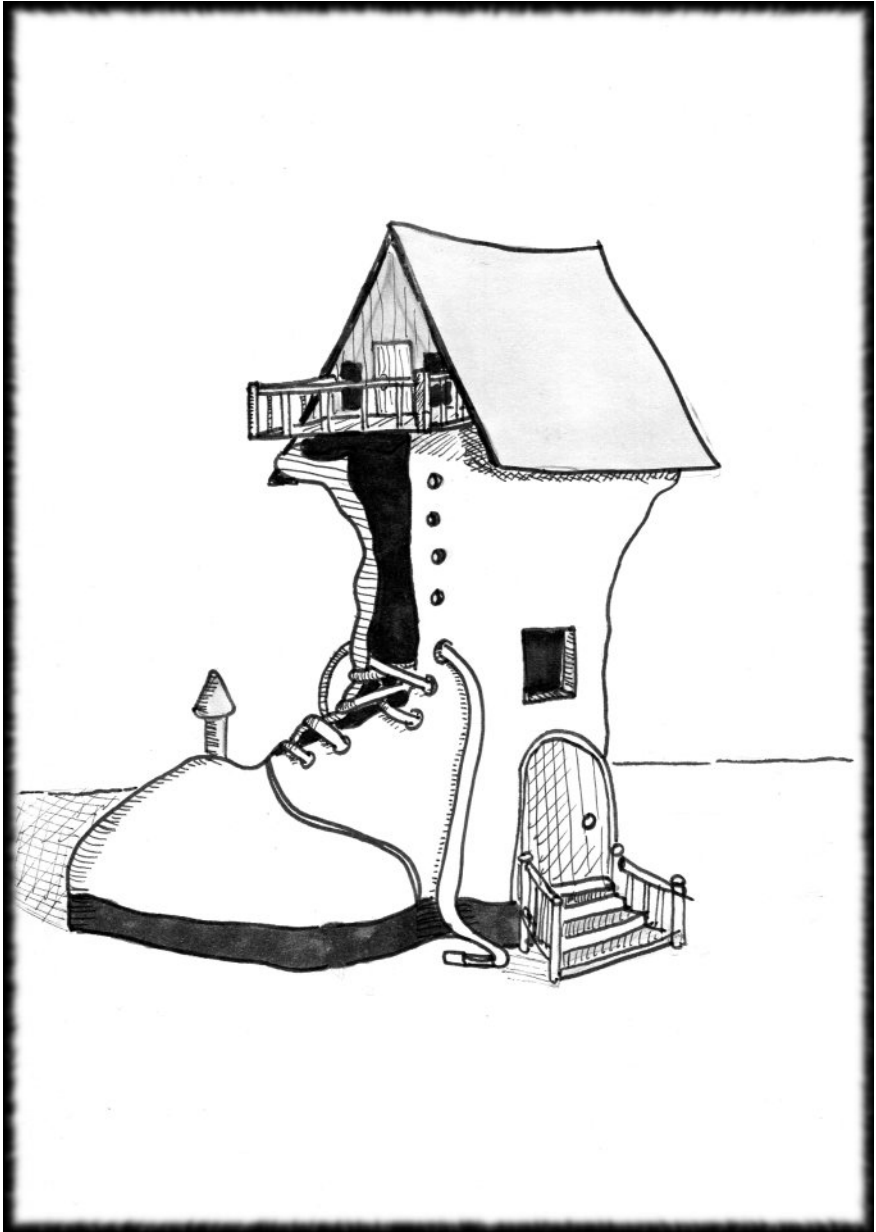
Thank you all.

I hope that this book and the others like it prove useful and keep an eye out for the next instalment out later this year.

Ta ta for now,

SIMON.
JUNE 2018

OLD GIANT'S BOOT





There was an old woman who lived in a shoe... actually, she was a lamia disguised as an old crone dressed in tatty shawls, hunchbacked and bitter. She has a dozen children, aged between 5 and 9, none are her own, all are kidnapped from local farms and villages, all but one are *charmed*.

They live in an abandoned giant's boot, with a few additions, in a secluded glade off the beaten track. Local farmers known of her by reputation: a wise old woman known only as '**Old Mother**'. She grows medicinal herbs, has a keen knowledge of gardening, and can brew a concoction said to cure any ill.

Old Mother is indeed a herbalist, but also a thief and child-eater. Her children beg and steal from the farms and villagers, luring other children to their home so that the lamia can charm and kidnap them; this happens whenever one of the dozen children is 'lost in the woods'— the lamia eats them, for nothing tastes better than

young human flesh (well, maybe elf, but they're much harder to catch).

The crone cannot remember the children's names and calls them by different fruits. One of these— Strawberry, real name **Eliza**— has shaken off her charm and is desperate to escape, having seen the lamia dining on one of the others. She would run away herself, but has no idea where she is, where her home is, and needs help to escape.

OLD MOTHER (LAMIA)

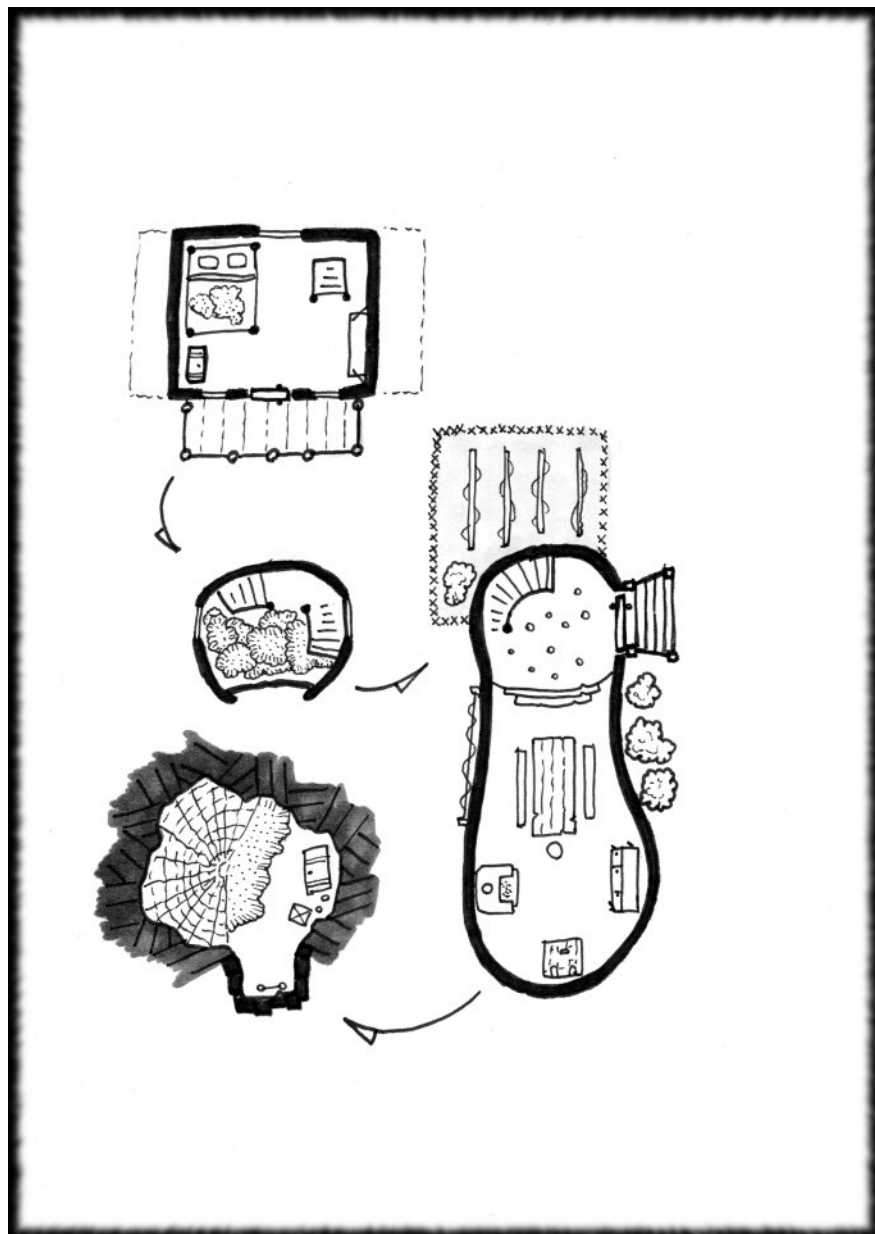
Half-Spider, Half-Crone

AC 7, MV 80' (240'), HD 9, hps 40, #ATS 1 claw or weapon (1d6 & WIS drain), SV F9, ML, +1, AL C, XP 2,500: drain 1 WIS on touch; *illusions & command word* at-will; *charm person* and *mirror image* 1/day each.

CHILDREN (O-LEVEL HUMANS)

AC 0, MV 40' (120'), HD/hps 1d6, #ATS 1 by weapon (1d4), SV Fo, ML 0, AL N, XP 5. **Names:** Pear, Strawberry, Blueberry, Blackberry, Orange, Banana, Grape, Pineapple, Apple, Melon, Mango, and Tomato.

OLD GIANT'S BOOT: INTERIOR





An old leather boot, size 9 for a giant, with a slate roof on top. A herbal garden grows by the heel, a row of runner beans around the back. Shrubs of berries by the steps leading inside.

The door opens into a hall where **ten ornate glass wine bottles** hang from **silver wire** attached to the rafters (worth 1,200 gp in total). Inside each is a dying fairy, their light waning as they slowly starve. The crone uses these to brew her concoctions.

The foot is the living quarters (long table, stove, cupboards with **fine porcelain plates, cups and a large pink teapot**, value 350 gp) and a trapdoor that leads below to a cave where thick webs cover a bed of **mink pelts** (1,500 gp): this is where the lamia sleeps.

The Old Mother keeps her treasure here: an **alexandrite** (500 gp), a **garnet** (250 gp), a **jasper** (50 gp), **lapis lazuli** (25 gp), **brass armbands** (110 gp), and an **opal necklace** (3,000 gp), a *Potion of*

Water Breathing, and a *Scroll of Spiritual Weapon*.

Up the stairs is the cramped 'bedroom' for the dozen *charmed* children (on **ermine pelts** and **rolls of silk**, value 1,700 gp). Most nights Eliza sleeps fitfully, scared in case she wakes up in the oven. She a shiny piece of **quartz** (10 gp); her lucky stone.

Further upstairs is the extension: a false bedroom where an illusion of the lamia (in old woman guise) sleeps at night. A chest of ragged clothes (hiding several **sets of teeth** from past victims, which she collects and engraves the names of fruits; worth 80 gp) and a shelf of dusty **porcelain figurines** (dolls of royalty, worth 150 gp) complete the décor. The bed is stuffed with **300 feathers** from various monsters (owl-bears, for example; worth 1,200 gp).

None of the children are allowed up here, unless the lamia is hungry and wants privacy to dine upon her children.

RUINED TEMPLE: UPPER FLOOR





A ruined temple lies abandoned in an oasis long forgotten...

The **Upper Floor** of this abandoned snake-cult temple has fallen into ruin: holes in the domed chamber let in streams of sunlight and infrequent rain-water, dirt, leaves and sand.

Just off the centre of the chamber is a giant marble statue of a snake with a cobra head at either end. Three smaller statues of coiled vipers look up at the larger snake; a fourth lies broken, revealing a hollow inside. If the others are cracked open, a set of **engraved snake teeth** can be found inside (worth 60 gp apiece).

Behind the statues lies the entrance to the **lower temple**, a worn set of spiralling steps. They are crudely boarded up with old planks of wood; a few loose rusty iron nails are scattered about, along with a dented hammer.

Amongst the debris a mated pair of **Phase Tigers** have

made their lair in the temple. A bed of crushed bones, leaves and dirt follows the curve of the wall. The pair of tigers hunt during the night, sleeping whilst the hot sun shines above.

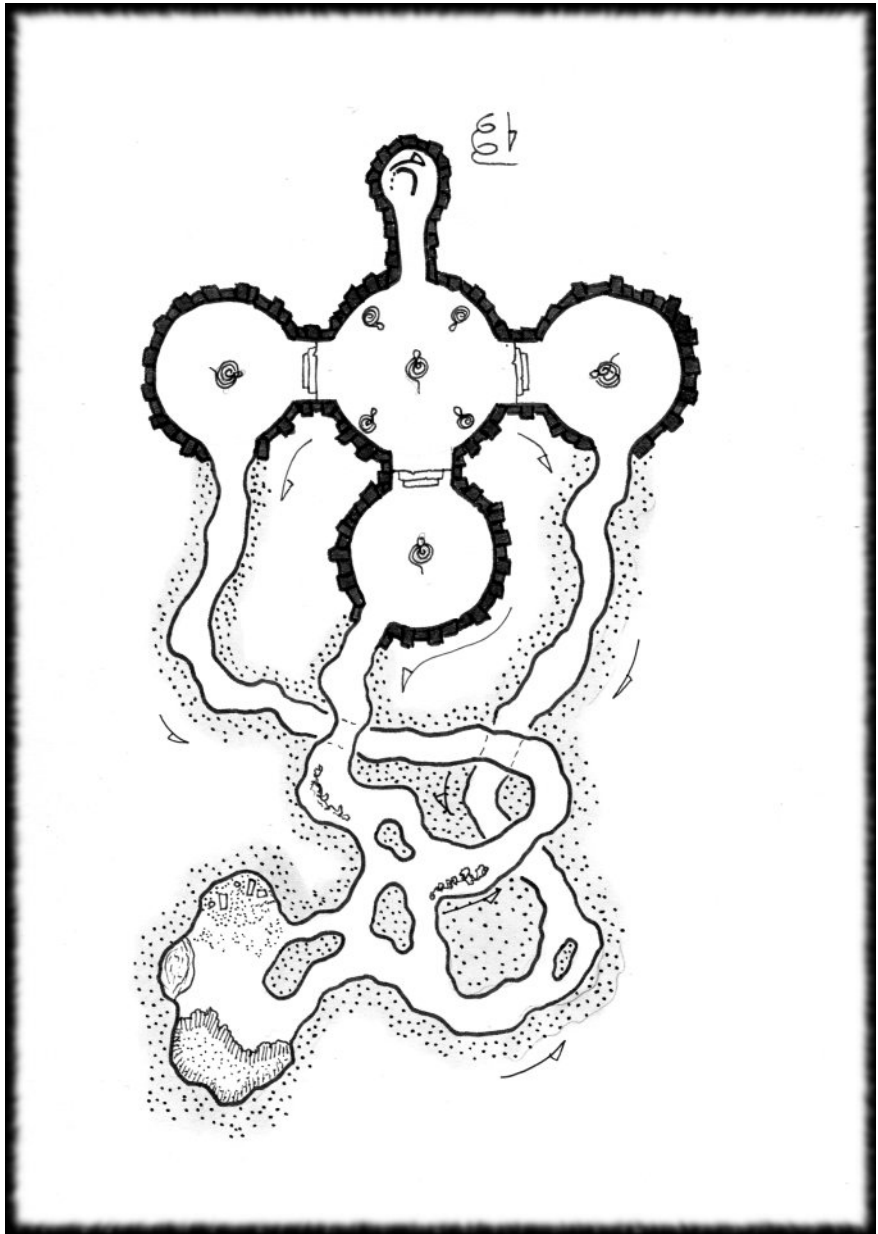
Amongst the bones, leaves and dirt are **976 loose gold coins**, the buried carcass of an owlbear (**300 feathers** are intact, worth 1,500 gp in total), and a **wrought silver armband** in the shape of a cobra biting its own tail (worth 300 gp), and a **silver unholy symbol** of a two-headed snake (one at either end) entwined so that the heads are biting each other (worth 100 gp).

PHASE TIGERS (2)

AC 5, MV 50' (150'), HD 6, hps 24, 14, #ATS 2 tentacles (2d4/2d4), SV F6, ML 0, AL N, XP 320; *displacement illusion*, -2 on opponents at-tack throw, +2 to saving throws.

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RUINED TEMPLE: LOWER FLOOR





Worn steps snake down to the lair of a recently awakened servant to a long dead god...

The spiral stairs lead to the intact **Lower Temple**, down a corridor to a domed **chamber** dominated by another marble statue: this one a snake with a human face. Another four coiled viper statues face this central figure, their serpent heads bowed: inside each hollow statue is another **silver unholy symbol** (worth 100 gp each).

Each adjoining **domed room** holds a two-headed obsidian snake statue. These guard the tunnels beyond. Each animates to protect the tunnels if anyone tries to pass without wearing the unholy symbol of the snake-cult (a two-headed cobra).

SNAKE CONSTRUCT (3)

AC 4, MV 40' (120'), HD 4, hps 23, 20, 25, #ATS 2 bites (1d6/1d6), SV F2, ML n/a, AL N, XP 190; mindless constructs, on a successful bite, constrict for 1d8 damage (each round until freed).

Beyond are twisting **tunnels**, with shed **snake skins** (worth 300 gp) lying broken on the floors, leading to a **cavern**.

Inside this cave is an awakened **Child of Nasga**, resting on a bed of ancient crushed bones, **shards of white marble** and shattered **chunks of obsidian** (worth 2,325 gp).

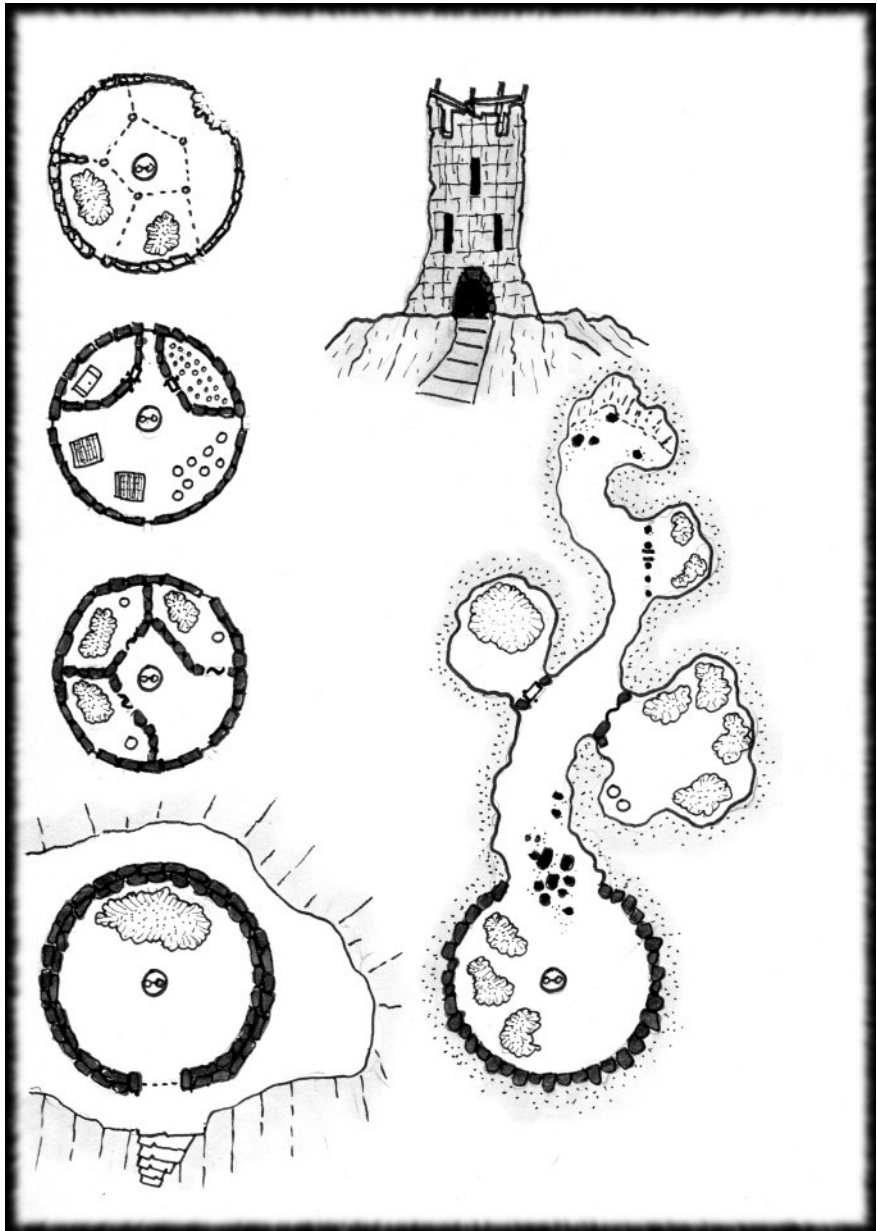
A pool holds a cracked copper urn, etched with runes.

Opposite is a pile of treasure: **973 gp, 992 ep, 1,002 sp**, a **brass armband** of a snake (worth 130 gp), a **brass circlet** (160 gp), a **fine wooden flute** (500 gp), **Potions of Levitation** and **ESP**, a **Wand of Detecting Secret Doors**, and a **Helm of Comprehend Languages**.

CHILD OF NASGA (1)

AC 6, MV 40' (120'), HD 8, hps 37, #ATS 1 bite, 1 constrict (1d4 poison/2d8), SV C8, ML +4, AL C, XP 3,100; voice/gaze *charm* (-2 save), *hypnotic dance* (save vs spells or transfixed 2d6 rounds), deadly *poison* (1d4+2 turns).

WATCHTOWER



An abandoned watchtower of a dwindling kingdom, now inhabited by survivors from a devastated village.

A warband of **Gnolls** now lairs here, ruled by a chieftain full of self-doubt and loathing. His sub-chief is planning on seizing control, so long as he can be rid of the chief's loyal champions.

The **ground floor** holds four **hyenas**, and is guarded by a solitary **gnoll**.

The **middle-floor** holds dens for the **sub-chief** and **champion-s**; each has a **jar of lamp oil** (20 gp) and **2d20 sp** each.

The **upper-floor** holds supplies saved from the village: two **crates of weapons and armour** (axes, shields, coats of mail; worth 225 gp each), eight **jars of lamp oil** (20 gp each);

20 bottles of fine wine (100 gp) in one room, a locked chest holding **978 ep**, **976 sp**, and a blue **crystal** (50 gp). A pair of **gnolls** stand guard here.

The **top-floor** is ruined, open to the elements, but covered by skins stretched between spears. The **chief** beds down here with his **mistress**, on **fur pelts** (30 gp). The chief has a **Potion of Heroism**, the key to the chest, and a pocket of gems: **lapis lazuli** (25 gp), **malachite** (10 gp), and a shard of carved **obsidian** (10 gp).

The **cellar** is where the **gnolls** sleep: three are here resting. A new home is being dug by their slaves. Behind a door are their young: 18 yapping children. Behind the curtain opposite are the **females**. Further on is a crude cell where two human slaves are kept in poor health and conditions.

HYENAS (4): AC 2, MV 50' (150'), HD 2+1, hps 10, #ATS 1 bite (1d8), SV F1, ML 0/, AL N, XP 50.

GNOLLS (ALL): MV 30' (90'), #ATS 1 weapon or bite (2d4), ML 0/+1, AL C.

GNOLL WARRIOR (6): AC 4, HD 2, hps 5, #ATS 1 axe (1d8+1), SV F2, XP 20.

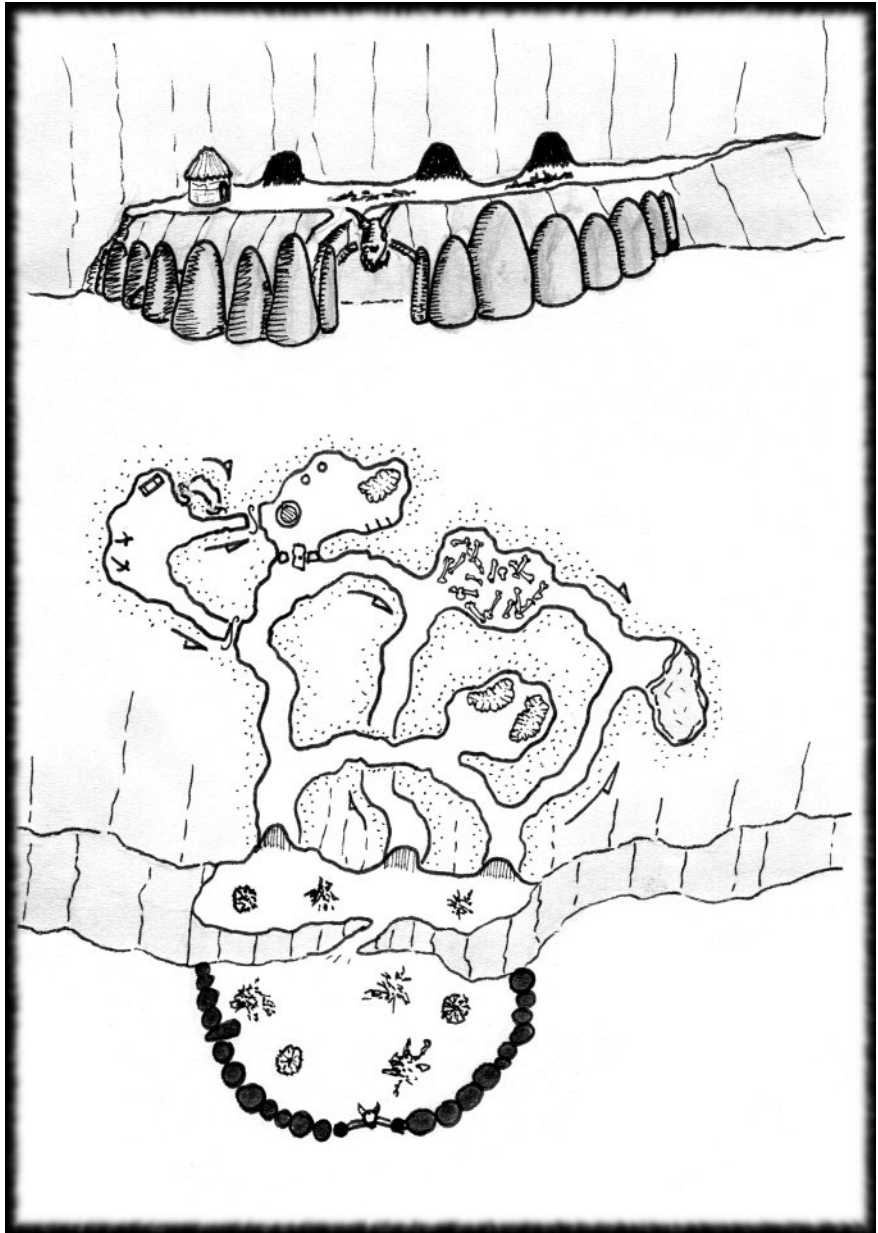
—**FEMALES (9):** AC 3, HD 1, hps 3, #ATS 1 sword (1d6), SV F1, XP 10.

CHAMPIONS (2): AC 5, HD 3, hps 16, #ATS 1 morning star (1d10+2), XP 50.

SUB-CHIEF (1): AC 6, HD 4, hps 20, #ATS 1 2H-axe (1d10+2), XP 80.

CHIEFTAIN (1): AC 7, HD 6, hps 28, #ATS 1 2H-sword (1d10+3), XP 200.

DEVASTATED VILLAGE



This gnoll village was abandoned when a pack of hellish wolves attacked, devastating the settlement and driving the surviving gnolls away.

A pack of **Greater Hell Hounds** have now made their den here, in the caves of the gnoll warrens.

A ring of smoothed stones surround the remains of the village: **charred huts**, many razed to the ground. A path leads up to a wide **ledge** where more huts stand charred and ruined.

Leading off from the ledge are three caves: the left leads down to a **secret vault** and the former chief's quarters. The door has been smashed in.

The **secret tunnels** into the vault are trapped: tripwires trigger crossbows (7+ attack throw, 1d10 damage), but all that remains of the treasure is a locked iron chest full of **gold ingots** (worth 300 gp each), too heavy for the gnolls to carry with them.

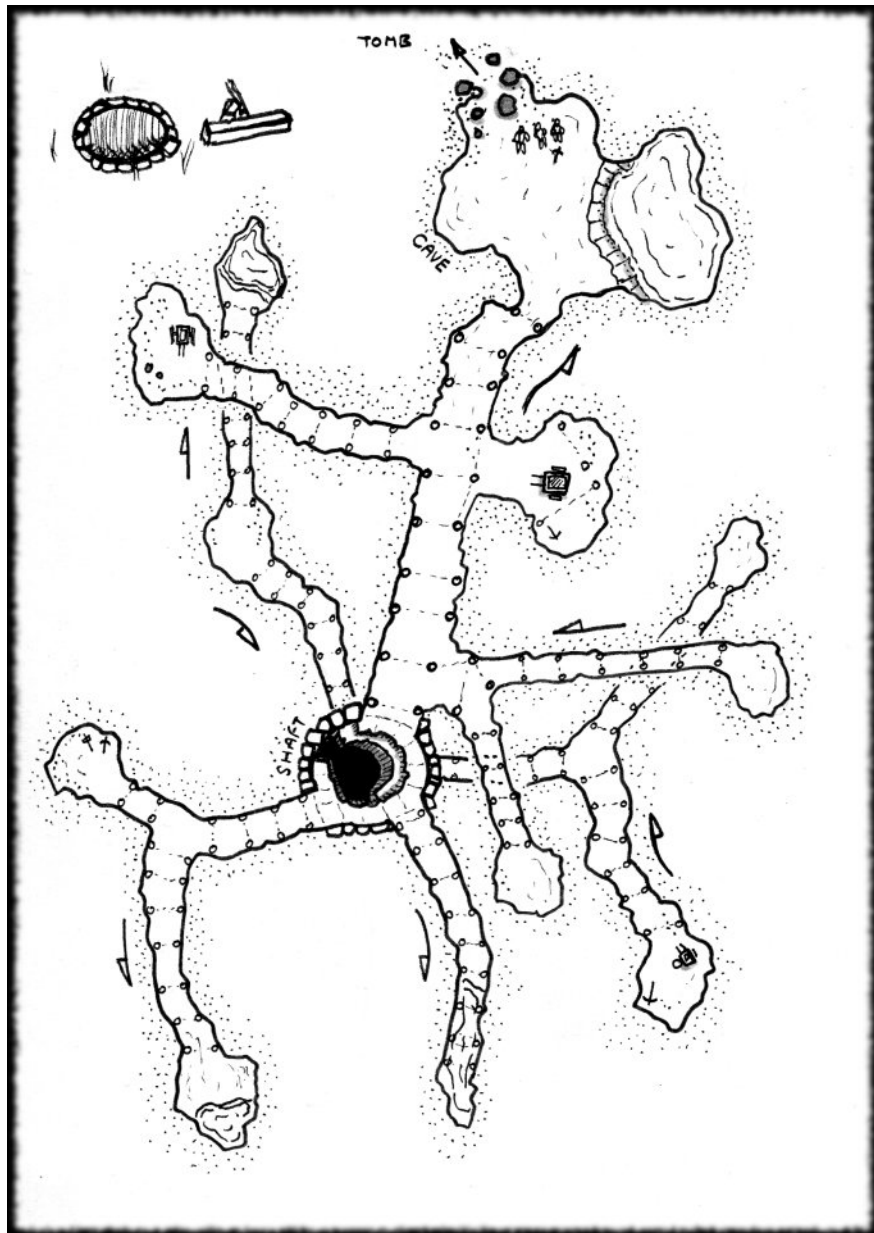
In the **chief's room** is a barrel of spoiled meat (at the bottom of which is a pouch holding a **star ruby**, worth 750 gp), and two sealed urns that hold **500 pp** each. The largest **Hell Hound** (hps 39) lairs here. This hound wears six **amethyst cylinders** (worth 1,200 gp apiece) on its iron collar, each engraved with hellish imagery.

The other caves hold former **quarters**, a fresh water **pool**, and a **pile of bones** (gnoll, some human) of the hounds victims: they drag their prey here, keeping the village clean.

The other eleven **Hell Hounds** roam the grounds and caves: each area has a 2-in-6 chance of encountering 1d6 hounds; the rest will be out hunting, due to return in 1d4 turns after the caves have been first entered.

GREATER HELL HOUNDS (12)
AC 5, MV 40' (120'), HD 7, hps 37, 33, 22, 30, 32, 39, 37, 21, 29, 23, 34, 23, ATS 1 bite or breath (1d6 or 7d6), SV F7, ML +1, AL C, XP 790:
detect invisibility 60', 75%.

DISUSED MINE





A disused mine shaft with branching tunnels, abandoned by its miners when they uncovered an unholy temple.

Topside the **shaft** is hidden amongst tall grass, debris from a rotten tread-wheel nearby. A sixty foot shaft, ledges at 20' and 40', then 10' to a deep, dirty pool.

Small, **cramped tunnels** lead off following seams of ore, terminating in caves that were in the process of expansion. Each tunnel is only 4-6' high, all supported by sturdy wooden posts. Water pools in many of the caves. Carts and discarded tools are scattered about.

The **main tunnel**, also the largest (ceiling height 6-9'), leads into a natural cavern with a pool of rainwater that seeps through the rock and tunnels.

The back of the **cave** has been excavated, revealing a brick-walled corridor leading to the tomb. Spent torches litter the floor. By the rubble lie three

statuettes: a kingly figure and two knights, black marble with green flecks for eyes (each worth 700 gp).

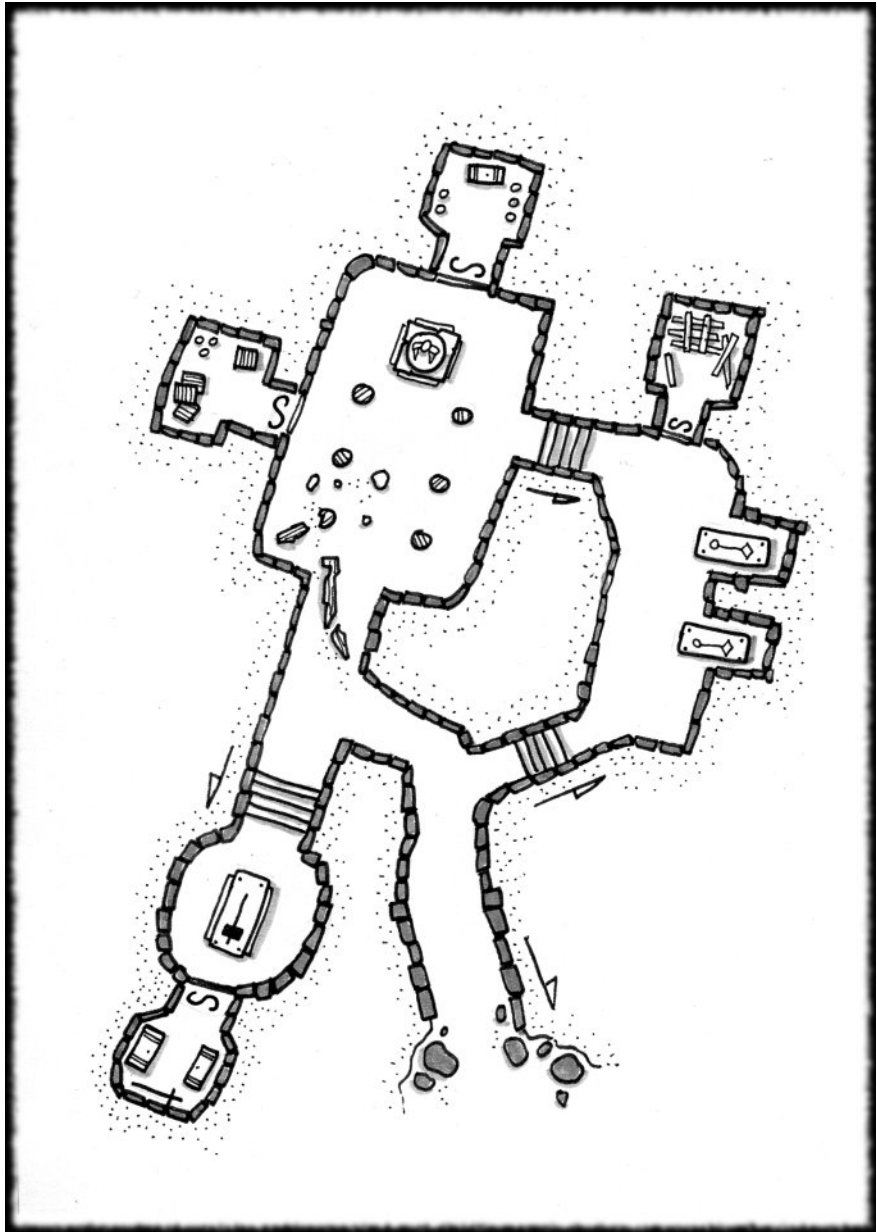
The cavern is now the lair of 23 **Stirges**, hanging from the craggy ceiling, feeding on cattle from local farms whenever they get hungry.

Dangling from the ceiling is a piece of **wrought platinum jewellery** (worth 1,300 gp): a sword and shield emblem on a chain, the shield bearing the symbol of an ancient order of knights.

STIRGES (23)

AC 2, MV 10' (30') foot, 60' (180') flight, HD 1, hps 3, 6, 1, 6, 3, 4, 3, 6, 3, 5, 1, 2, 4, 4, 1, 5, 6, 5, 2, 4, 5, 7, 2, #ATS 1 proboscis (1d3 plus blood drain), SV F2, ML +1, AL N, XP 13; +2 to hit on first attack, successful attack latches into victim and drains 1d3 blood per round until slain.

FORGOTTEN TOMB





A forgotten tomb and abandoned temple, rediscovered by miners who fled when they felt the evil presence within.

The bricked **corridor** ascends from the cave of the mines is littered with **bone fetishes** (17 in all, 9 gp each) to ward off evil. It leads to an ancient **temple** with crumbling pillars and a statue of a hooded figure has two secret doors leading to vaults: the **western vault** holds four **crates of glassware** (goblets, candle-holders, plates, bowls; 200 gp per crate) and three **jars of lamp oil** (20 gp each), the **northern vault** holds a locked iron chest with 10 **bone figurines** of knights on horseback (10 gp each) and five more **jars of lamp oil** (20 gp each).

South of the temple and down some steps is an **oval tomb** where a kingly **Wraith** (hps 20) resides; in his white marble sarcophagus is an ornate hammer, a **+2 Warhammer, Dwarf-thrasher** clutched in the hands of a brittle skeleton

wearing a **porcelain crown** (400 gp).

Behind the tomb is another secret **treasure vault** with a pair of locked chests (**1,000 ep** and **1,000 sp**) and a **+1 Sword, +2 vs Spell-casters** hanging from the wall.

To the East is a **tomb** holding a pair of stone coffins, each housing a knightly **Wraith** (hps 16, 17). One has a **necklace of shells** (90 gp), the other has a rolled-up **treasure map** in its skeletal hands.

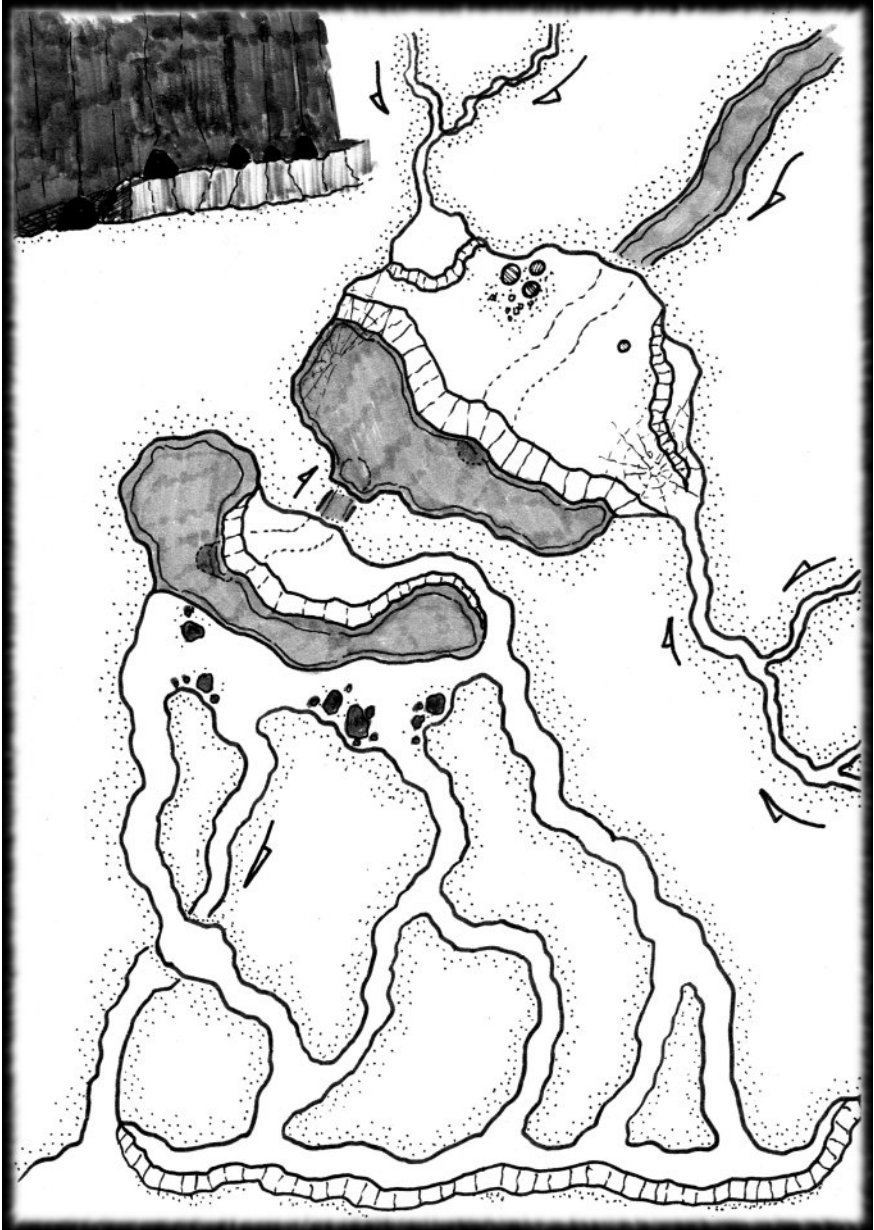
To the North of the tomb is another secret door, a **vault** that holds eight rolls of **garishly coloured cloth** (10 gp each).

The three **Wraiths** are sworn to protect the temple.

WRAITHS (3)

AC 6, MV 40' (120') foot, 80' (240') flight, HD 4, hps 20, 16, 17, #ATS 1 touch (1d6 plus energy drain, 1 level), SV F4, ML +4, AL C, XP 190; undead, immune to non-magical weapons, half-damage from silver weapons.

DRAGON'S CAVE



After the dragon was slain, whilst out hunting, its cave was long abandoned. Lucky thieves have stolen much of the treasure, but now the cave is occupied once more.

A network of **twisting tunnels** leads to a **craggy cave** with a deep pool of water fed by stalactites, the constant drip-drip-drip echoing through the tunnels.

Below the water of the pool lies a submerged tunnel, which leads to another pool of water in a larger cavern. Another tunnel leads off, upwards to a shallow lake on the other side of the plateau.

This **larger cavern** was the lair of the dragon, which used the underwater tunnel to exit its lair. Smaller tunnels, twisting and narrowing as they thread their way through the rock, lead outside. On the ceiling, hidden amongst the thick webs that drape across the stalactites hanging down, are a cluster of **Giant Black Widow Spiders**

(three in all) that have taken up residence. The dessicated remains of half-a-dozen cultists hang in cocoons (four wear **silver unholy symbols** of some pagan god, worth 50 gp each).

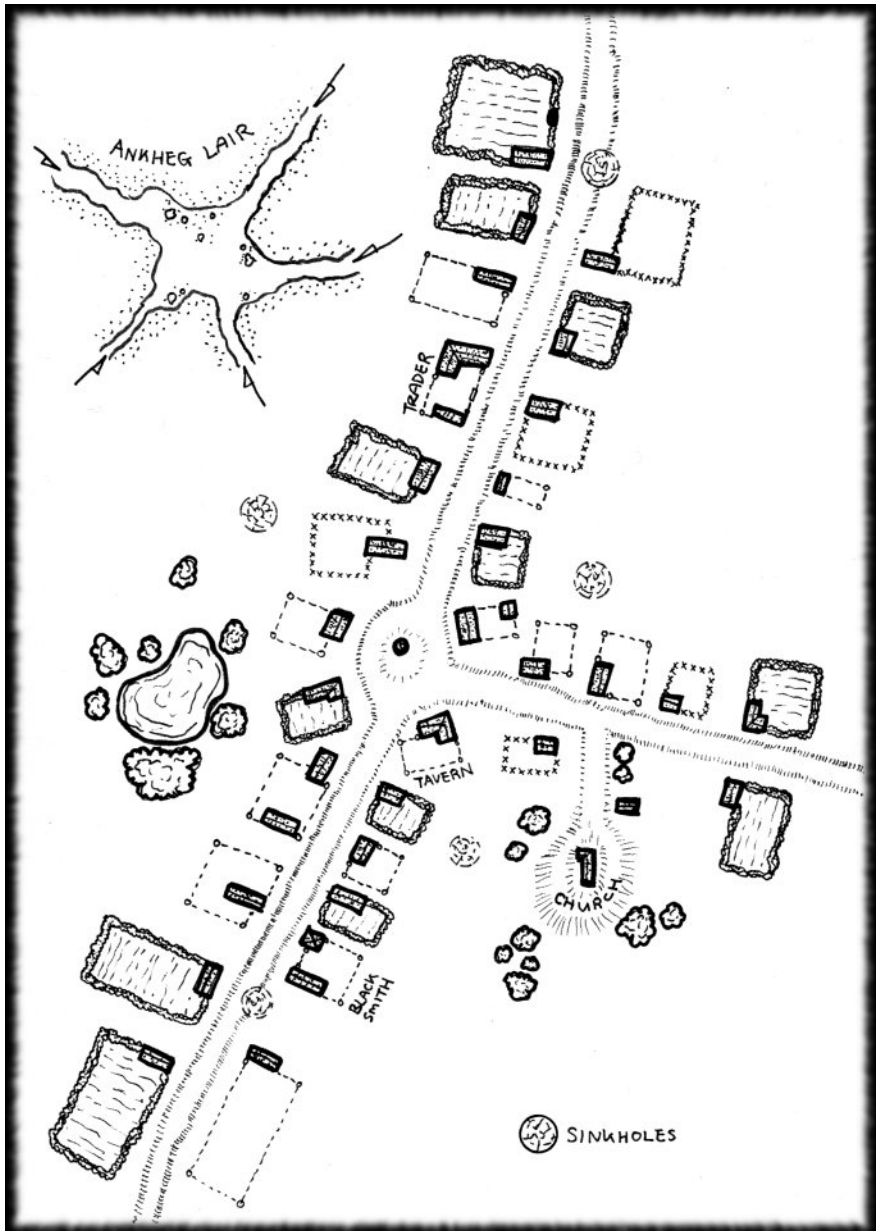
The remains of the mostly looted dragon's hoard lies by the rear wall:

1,000 ep (500 gp) scattered loosely, four **barrels of aged brandy** (200 gp each), seven **glass eyes** in the colours of the rainbow (40 gp each), a **glass unicorn** on a wooden plinth (160 gp), and a **wrought silver armband** belonging to a dead chieftain of a local tribe (700 gp).

The spiders have no interest in the treasure.

GIANT BLACK WIDOW SPIDER (3)
AC 3, MV 20' (60') or web 40' (120'), HD 3, hps 15, 13, 15, #ATS 1 bite (2d6 plus poison), SV F2, ML 0, AL N, XP 80; poison bite causes death in 1 turn, save vs poison to

ABANDONED VILLAGE



When a cluster of Ankhegs made a nest under their village the villagers quickly abandoned it, all save for the local priest who prays for aid.

A small village, mostly consisting of simple houses with arable land, has five sink-holes around the village. The village has a black smith, small tavern, trader's post.

Hanging behind the makeshift bar counter of the tavern is a 'lucky' **owlbear's paw attached to a silver chain** (12 gp).

In the blacksmith's forge is a sword with a **silver hilt studied with turquoise gems** (2,000 gp) left in haste when the smith fled.

On a low hill stands a small church, where the local priest still lives. He prays all day for the village's salvation.

In the church are two **statuettes** of his deity (300 gp each), and a **porcelain holy**

symbol (400 gp) upon the altar.

MORRIS OF APPLEBY (PRIEST)

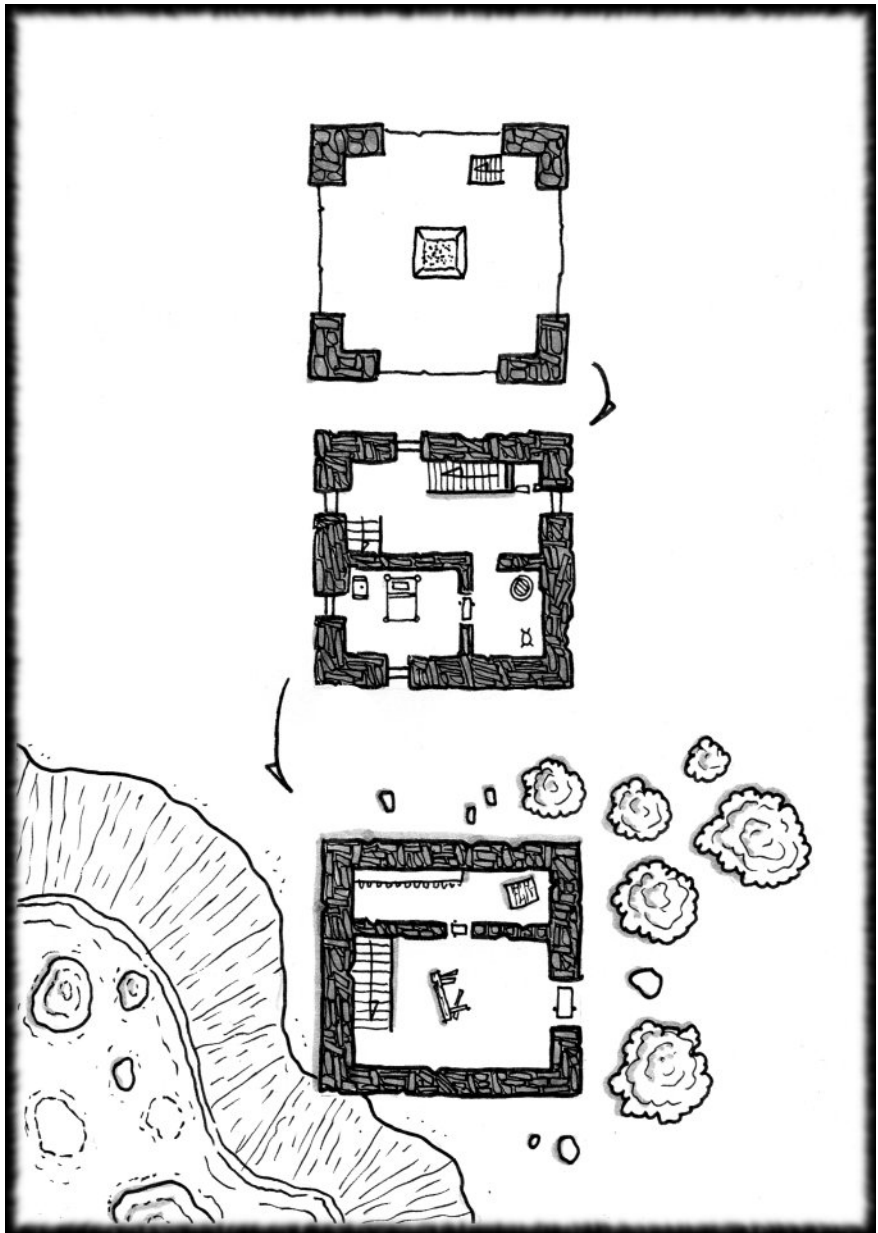
AC 0, MV 40' (120'), HD 3d6, hps 10, #ATS 1 weapon, SV C3, ML 0, AL L, XP 80; spells, turn undead, Proficiencies (Divine Blessing, Theology).

The nest of **Ankhegs** is roughly below the well in the middle of the village. This earthy lair holds five Ankhegs and some treasure that was on the dead they brought here to eat: a **statuette** of an insect deity (900 gp), and a **chryselephantine necklace** of tiny elephants with their trunks linked to each other's tails (700 gp).

ANKHEGS (5)

AC8, MV 30' (90') or burrow 20' (60'), HD 5, hps 29, 17, 24, 21, 18, #ATS 1 mandible (3d6 plus 1d4 acid), SV F5, ML -1, AL N, XP 500; on hit save vs paralysis or be grabbed; spit 30' line of acid for 4d6 damage 1/6 hours

HAUNTED LIGHTHOUSE



An abandoned lighthouse stands on an eroded cliff, said to be haunted by the last lighthouse-keeper, who hung himself after falling asleep after drinking too much, and failing to light the lantern to warn a ship away from the rocks.

The **ground floor's** entrance is obscured by long grasses and tall trees, the door old and warped and ajar. Inside is an empty room, with a forced-open door leading to a **storeroom** that still holds 15 **bottles of fine wines** (vintage, 5 gp apiece), and a **crate of swords and helmets** salvaged from a wreck years ago (225 gp).

The **middle floor** has a **bedroom** (complete with a locked chest holding **900 ep**, **890 gp**, and **1200 sp**), a **closet** and small **store room** (hidden in a barrel of brackish water is a water-tight scroll-case with a **Scroll of Ward Against Undead**). This floor is cold, breath misting in the air.

Topmost is the **lantern room**, with open arches and a central fire pit surrounded by glass panes: the lantern of the lighthouse. Haunting this icy cold room is the **Spectre** of the late keeper, who is driven to keep the fire lit and the lantern shining; unfortunately it cannot gather the wood and oil necessary and is unable to speak, causing the spirit great frustration.

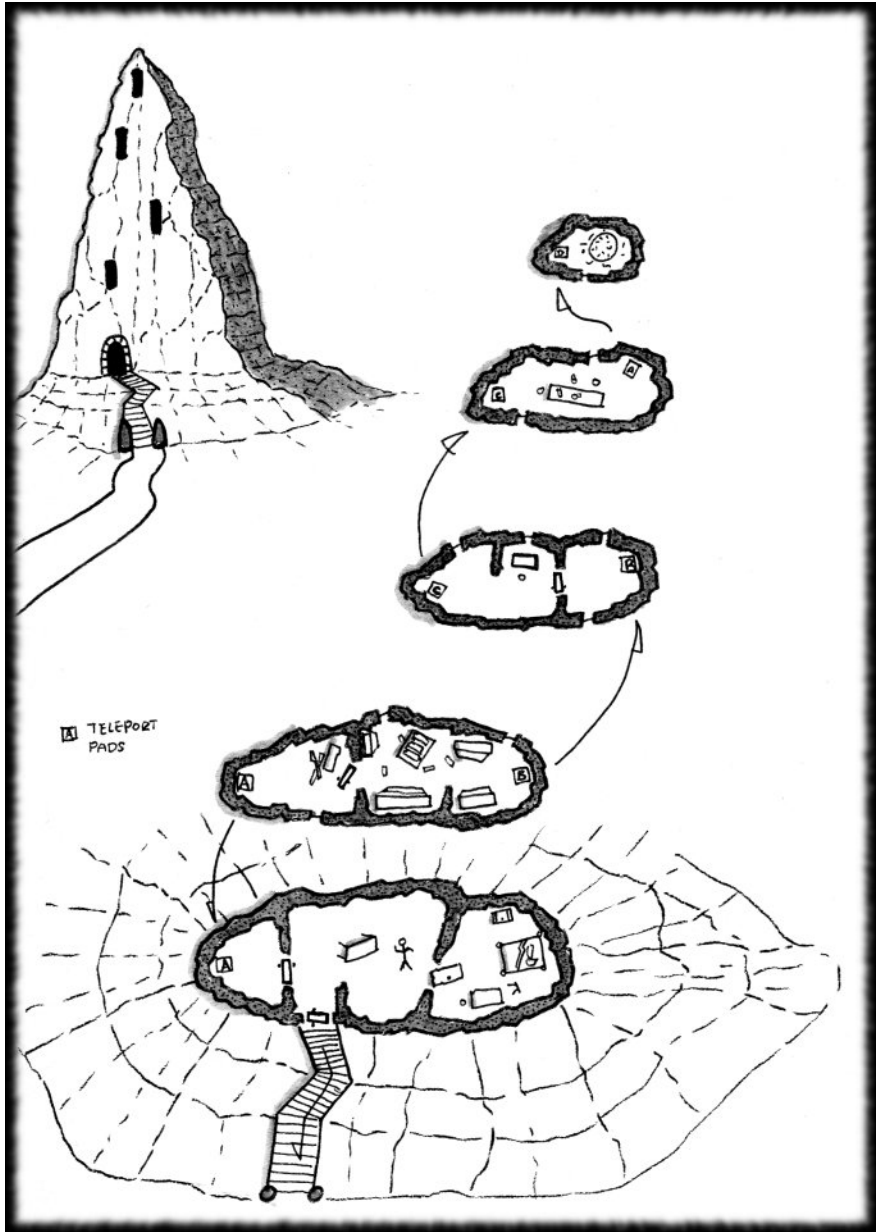
The skeletal remains of the keeper litter the floor and the frayed, rotting rope still hangs from the rafters.

If the lantern is lit, the Spectre will fade away; but it will return if the fire goes out during the night.

SPECTRE (1)

AC 7, V 50' (150') or fly 100' (300'), H 6, hos 22, #ACE 1 touch (1d8 plus level drain), S F6, ML +3, AL C, X 820; incorporeal unread, immune to mundane weapons, drain 2 levels on a successful hit.

WIZARD'S TOWER



A wizard's summoning spell went awry, flaying the wizard and ripping out his heart and veins. He managed to stumble into the teleport pads before dying and his corpse lies on the ground floor. Now his remains haunt the tower, destroying all that he created.

Seven **Flay Fiends** and a single **Venous Sentinel** occupy the tower, hiding in the shadows between dying *Continual Lights*, tearing the place apart.

Three of the **Flay Fiends** lurk in the entry hall (*hps* 8, 6) of the ground floor and the bedroom (*hps* 7) through the broken door.

Another three **Flay Fiends** (*hps* 2, 5, 4) are hiding in the ruined library on the first floor amongst the torn books and manuscripts.

The second floor holds a desk full of shattered ink pots and ruined scrolls, but is empty.

The third floor once held an expensive laboratory, now destroyed, potion bottles broken, their contents spilt on the floor making a sticky, toxic mess (upon entry, save vs poison or take 2d6 damage from the fumes). Amongst the debris is what looks like a torn apron, but is actually the final **Flay Fiend** (*hps* 4).

The top floor holds the Summoning Circle, marred by blood and shreds of skin, and the lone **Venous Sentinel** that is hiding in the cracks of the ceiling.

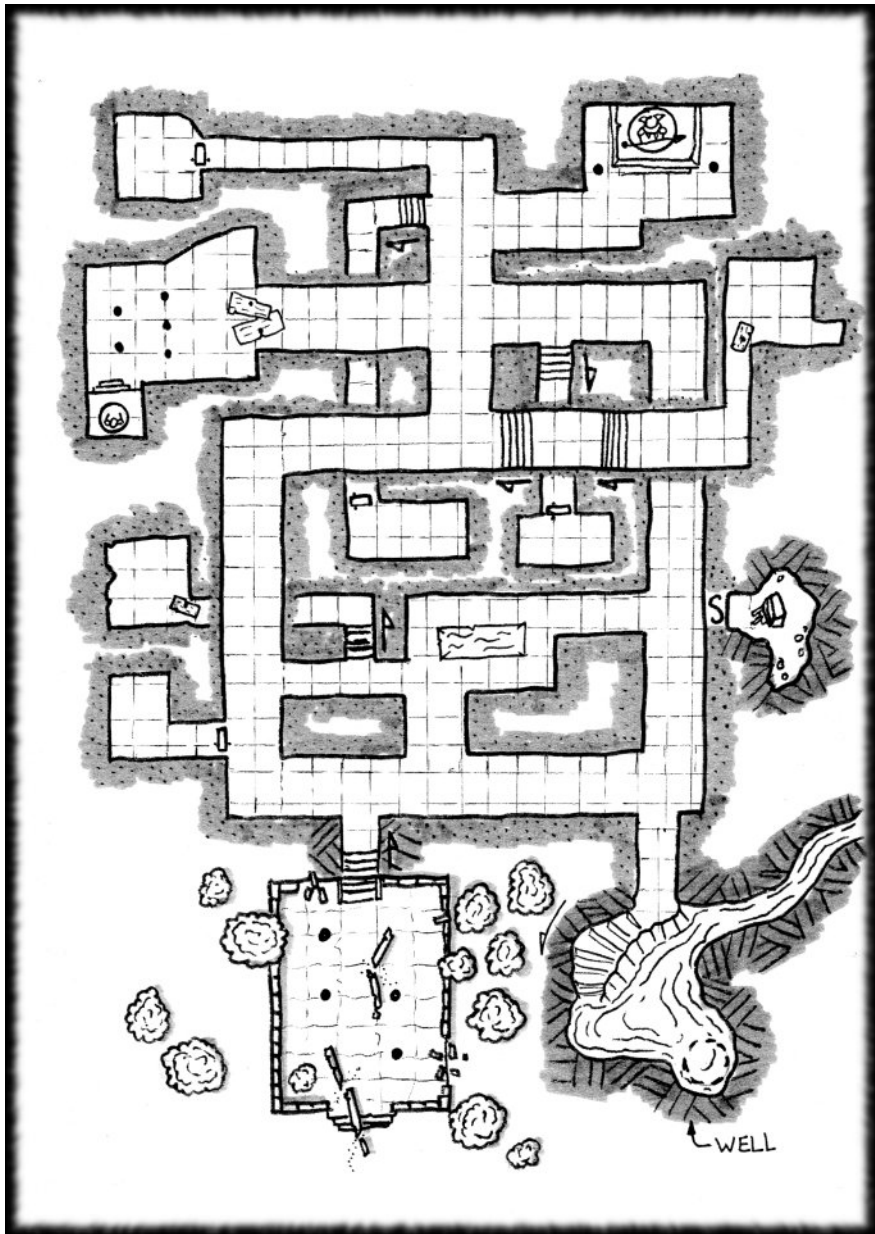
FLAY FIENDS (7)

AC 2, MV 20' (60'), HD 1, #ATS 1 constrict & suffocate (1d4 plus suffocation), SV F1, ML n/a, AL C, XP 19; undead, turned as zombies, half-damage from blunt weapons, attack engulfs and suffocates.

VENOUS SENTINEL (1)

AC 3, MV 40' (120'), HD 2, *hps* 13, #ATS 1d6 slashes (1d4+1 each), SV F2, ML n/a, AL C, XP 38; undead, turned as ghouls, blood drain on hit for 1 damage/round.

LOOTED DUNGEON



A small looted dungeon beneath an ancient ruined temple and its old well.

Accessible by the worn steps from the crumbling temple, or the well shaft that drops into a pool of water fed by an underground stream, the dungeon is all but abandoned, the rooms are mostly empty, and the only living creature is a roaming **Gelatinous Cube** that subsists on vermin and fish sometimes found in the underground pool.

The lone cube is encountered on a 2-in-6; check every time a room is exited or when turning into a new section of corridor. If found nowhere else, the cube is in the pool. 'Floating' inside the cube are nine **glass eyes** in different colours (worth 10 gp each).

GELATINOUS CUBE (1)
AC 1, MV 20' (60'), HD 4, hps 17, #ATS 1 touch (2d4 plus paralysis for 2d4 turns, save allowed), SV F2, ML n/a, AL N, XP 135; immune to lightning and cold-based attacks.

Each room may be searched; roll on the table below:

1D12	FOUND...
1-4	Nothing.
5	Broken bones.
6	Dented shield.
7	Blunt sword.
8	Spent torches.
9	Bloody teeth.
10	Blood stains.
11	Thick webs.
12	A message (or map) in a bottle.

In the secret room is an up-turned chest, a scattering of loose **copper coins** (2d20) and a **wrought silver cloak pin** shaped like a raven in flight (800 gp).

OGL

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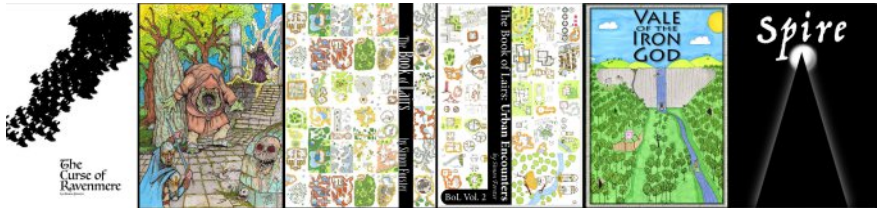
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