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DUNGEON DRESSING:
LEGENDS II



THE LONELY COAST

A Pathfinder Roleplaying Game Compatible Mini-Campaign Setting by Creighton Broadhurst

The furthest flung outpost of a mighty kingdom, turbulent waters and forbidding, trackless forests separate the folk of the Lonely Coast from the gaudy lights of civilisation. Pirates and slavers ply the southern storm-tossed waters while goblins and other foul things creep through the gloom of the Tangled Wood that seemingly chokes the forgotten holds and sacred places of the Old People. Deep within the forest, a narrow, rock-choked defile piled deep with shadow cuts through a nameless range of rugged, tree-shrouded hills birthing dark, fearsome legends of terrifying monsters and glittering, doom-laden treasures. The perils of the Lonely Coast are legion and thus there is always a need for those with stout hearts and skill with blade and spell or for those merely hungry for glory to defend humanity's most tenuous enclave.

"...this PDF does a remarkable job of walking the edge between ease of implementation into a given setting and conveying it's very own atmosphere..."

Endzeitgeist (five stars)

"A perfect starting area for a new campaign, small enough to be dropped into just about any GM's campaign."

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DUNGEON DRESSING: LEGENDS II

Tired of dungeons lacking in verisimilitude? Want to add cool little features of interest to your creations but don't have the time to come up with nonessential details? Want to make your dungeons feel more realistic? Then Dungeon Dressing is for you! Each instalment in the line focuses on a different common dungeon fixture such as stairs, pillars or pools and gives the harried GM the tools to bring such features to life with interesting and cool noteworthy features.

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USING DUNGEON DRESSING: LEGENDS II

Contained on the following pages are fifty legends, divided into five categories:

- **Lost Treasures:** Dungeons are famed for lost treasures. Rumours of such treasures abound about almost all dungeons.
- **Famed Adventurers:** Sometimes as famous as the dungeons themselves, the adventurers that dare their depths are heroic figures. Use this section to provide details of those who have preceded the PCs.
- **Dungeon Features:** Sometimes a dungeon is famed for a particularly location within or nearby. These legends provide details of such locales.
- **Dungeon Inhabitants:** A dungeon's inhabitants often go a long way toward setting the flavour and tone of the place. Most dungeons only have one (or at most a few) famed residents.

- **Events & Deeds:** As dungeons attract adventurers like corpses attract flies, they are often the site of heroic (or nefarious) actions.

Each legend is presented as a brief text, that can be easily inserted in a GM's campaign as a tavern tale, scrap of bardic lore or sage's research. The veracity of each legend is, of course, up to the GM.

Each legend describes an event in the past tied to an adventure locale. Although each legend includes names or locales and personas, the GM may want to tweak these to better suit his campaign.

A GM can use the ideas herein to add flavour to an adventure locale, or to flesh out an encounter involving the legend. They can even serve as the hook into a minor side trek or subplot.



TABLE A: LOST TREASURES

D20

1	Potion of Permanent Invisibility: A potion exists that makes the drinker permanently hidden from eyes and ears. Those who drink it can only be seen as a faint shadow when cast in candlelight, and cannot be heard at all. Three flasks were made, and at least one was drunk by the foolish noble who commissioned them. He has since gone mad from solitude and his mansion has fallen in ruins. The two remaining potions are apparently still to be found inside – as is the unseen, unheard noble.
2	Axe: Tales abound of a broadaxe, once used by the lumberjack Corale to kill his partner – who incidentally happened to be the secret lover of Corale’s wife. The broadaxe is now tainted by murder and lusts for blood. Many a man wielding the axe has “accidentally” cut off his own leg or arm. It disappeared a year ago, after a logging expedition from which none of the lumberjacks returned alive.
3	Diary: In her youth, Angila Playne set down all her thoughts and life’s events in tiny writing in a red notebook the size of a butcher’s hand. The notes were lost when the family was forced to sell their ancestral home after the family patriarch unexpectedly died in his sleep. Now, old and infirm, she seeks these notes, according to her, for emotional reasons, but some say it may contain hints to treasure the Playne patriarch hid shortly before his death.
4	Magic Armor: The magical, gilded armour of Lady Knight Mermar Hesculot is famous not only for its splendour, but for its reputation of turning away even the heaviest blow. This did not protect her when she was dropped – quite undignified – through a trapdoor in the sewers under the Glazen Eye’s thieves guild, where she was eaten alive by an otyugh of monstrous proportions. Many – including the thieves – have descended into the stinking sludge to recover the armour, and, of course, none of them has ever returned.
5	Whispering Blade: Word goes of a blade once crafted for a Shadowcrafter assassin, imbued with a cunning intellect and the ability to adapt form. It speaks in a whispering voice and gives unwanted advice on stealth and assassination. It disappeared mysteriously after its owner was caught in the baroness’ bedroom, having just driven the blade through her skull. Allegedly, it was retrieved by the Shadowcrafters, and now lies in one of their underground vaults.

6	Bronze Dragon: Veldirys “Gearhands” is known as the clockwork mage, for he created many magical artifacts that moved through springs and fine gears. The finest item he made was an animated miniature dragon of bronze. He imbued it with an elemental spirit, and bound it to himself as a familiar. Gearhands is dead – or so they say, but that bronze dragon yet exists. It resides in Gearhand’s sanctuary, hidden in the planes, where it awaits a person that can pass the tests to become its new master.
7	Gloves and Shoes: This set of gloves and shoes are both crafted from the skin of a night panther. They are unstable when worn apart, but worn together grant the power to walk through walls. Care is to be taken not to wear them apart. Two adventurers took that gamble once, and they unexpectedly turned solid escaping an oubliette by walking through a wall together – one wearing the gloves, the other the boots. Nobody has retrieved those items, and of course to do so you have to find a way to enter a ten-foot thick stone wall.
8	Bag of Holding: Dalfyn Rags was an amazingly successful thief, who made quite a few scores in his life. Less popular with adventurers: he was known to steal away the treasure from under the noses of his fellows. He kept all this treasure in a magical but unassuming purse. He guarded the purse like a hawk, claiming everyone was out for his money. He may have been right – he met with an “unfortunate accident” on his last adventure. His fellows claimed all his valuables for themselves, but couldn’t find the purse. Dalfyn must have hidden it shortly before his death. If anyone found that purse, they would be rich – if they can hold off those who feel they have a claim to it.
9	Magical Doo-Dahs: Durkon Burrowforge was a dwarf hero, famous for his red beard, that reached to his knees. “Burrow” as he was named, wove all manner of magical trinkets in his beard. He was said to have the “most expensive hair” in the realm. Unfortunately, Burrow met his end when he choose the wrong side in the siege of The Free Halls (now known as “The Held Halls.” As with all rebels, his head was taken off his shoulders and mounted above the gate – beard and all.
10	Staff: One of the most sought-after magical items is T’Hkoiden’s Staff. It’s an unassuming wooden branch, of the kind most would toss on a fire without thought. Unassuming, but it conveys the power to talk to and control plants. Even more important is the status it brings. Druids from all over the realm would give an arm to gain that staff. It predates the age of man – which the druids claim may explain its lack of customary adornments.

TABLE B: FAMED ADVENTURERS

D20

1	The Seductress: If you visit the better taverns in town, you may meet Ley Blude, a comely lass who has a thing for adventurers. Be warned – if you spare her even a glance you may be stuck with her on your arm for the rest of the evening. Maybe you do not mind an exchange of affections, but be warned: Ley knows how to wiggle information out of those she beds, which she then sells for a steep profit. If you have nothing to hide and nothing you do not wish to part with, you may enjoy her company.
2	The Familiar: Wölner is an unremarkable, mediocre mage. His cat, however, is far from mundane. The familiar is extremely intelligent – far smarter than its master. It doesn't speak, but somehow always knows how to convey a message. Quite a few magic mysteries were solved by Wölner based on his cat's urging (and a quite a few of disastrous experiments of that same mage averted, as well). Should you ever need magical advice, ignore Wölner. Listen to the purring ball of fur in his lap.
3	The Assassin: There is talk of adventurers unexpectedly meeting their deaths in the north. No death is the same, and each one is stranger than the other. The only thing in common is a smell of roses at the place where the corpse is found. Someone is out hunting – and seeking ever newer, cleverer ways of killing. Nobody knows who the killer is, but people have started to call him "the Gardener."
4	The Mage: Belazius Compte is an old, fat, rheumatic mage, but he has a sharp mind and there are few who know more about history, ancient ruins or artifacts. He is also filthy rich, and has no need for gems or coin. He trades service for service, but be warned his quests are strange and mysterious and, as reckless adventurers discover, often have unforeseen consequences.
5	The Gnome: Not all gnomes are fun makers. Ersperin the Menace is a heartless mercenary, cold and mean. Never a smile passes his lips. The only passion he gets is from slaying undead. His family was taken by a vampire, and now most of his family slave as its spawn. He travels the world seeking them out, to bring them eternal rest. He does not work well with others, but can be hired with coin. Then again, if your quest involves vampires, he may well join for free.
6	The Innkeeper: The innkeeper of the Headless Goose is a halfling named Wellikin Tacklebur. He is rumoured to have been a thief in his time who robbed the rich and famous – though none can prove a thing. Lost most of what he stole though – he only has left a pendant with a blue gemstone, which he claims is the phylactery of a lich he bested when he stole into its lair.

7	The Sheriff: There is no better enforcer than an adventurer. Erthel Stonehold, a dwarf of many adventuring years, is such a one that joined the service of the local baron. She can split a hair with a crossbow bolt from fifty feet. She can bend iron bars with her bare hands. She is tough as nails, and she is the protector of the town of Darkling Pond. After a life of adventuring, she likes peace and quiet, so do not expect a warm welcome for adventurers in her town. If you go – behave. Those that do not end up in a small room with bars – if they are lucky.
8	The Paladin: Lady Knight Mermar Hesculot was a pious knight, who fought for many good causes until her untimely demise in the belly of an otyugh. She had little time for frivolity, ever questing to do the right deed. There is, however, one year when she secluded herself, and did not ride out. In that year, she bore two children – twins – and arranged for their foster care in secret. Many a young adventurer now say they are one of those two babes – but none have so far proven their claim.
9	The Swindler: There is a woman travelling the road selling fake – and even cursed – magic items, as treasure looted from famous dungeons. People do not agree on what she truly looks like, except she appears old or frail. Be aware she is an accomplished fighter and sorceress. If you are true at heart, be careful how you confront her. If you are less noble...you may find value in hiring her for your own goals. Just don't buy anything from her.
10	The Druid: The young Nueve was raised by her father, the druid T'Hkoiden in fungus-filled caverns, deep underground, away from human civilization. She was taught the dangers of human encroachments on the wild, and her first glimpse of the sun was when she was 18 years old. She ventured into the world only once her father died. It is a miracle the old man's tales did not turn her into a manhunter, but instead a powerful, if very pale, healer. Note that while a great ally, she can be a true danger to those who seek to harm the wild or loot the caverns where she was born.

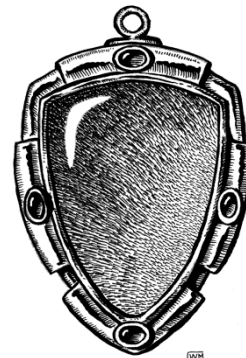


TABLE C: DUNGEON FEATURES

D20	
1	<p>Elevator: A fancy construction in the main building of the Greenfollow Mansion transports people up and down floors using a complex clockwork system. The old Greenfollow had it constructed to impress his new wife, the young Dalginde of Drunwater. It functions even now, after over a century. Some say, Greenfollow had a special lock installed in that elevation clockwork that led to a hidden basement, where he kept his greatest treasures. Some say this also holds the crypt of his wife, who died of fever. Others say she isn't dead, but haunts the halls as a ghast. Greenfollow took the lock's key with him to his grave, in a separate mausoleum nearby.</p>
2	<p>Tunnels: The dungeons beneath the royal palace occasionally see the appearance of mysterious tunnels that break through the dungeon walls. They are dug by some burrowing creature, but nobody has ever seen it. Once every two years or so these tunnels appear, breaking into the normal corridors. Shortly thereafter, people always disappear. The palace guard have their work cut out covering this up and having the tunnel entrances closed off.</p>
3	<p>Beehive: Sundharm the Mage had a sweet tooth and loved honey. He worked magical experiments to enhance bees so they could make enchanted honey. His bees grew out of control, though. They were far more intelligent and aggressive than other vermin. Some of the bees had a poisonous sting that could kill an ox. When Sundharm died at the hand of a group of mercenaries, the people of the town tried to eradicate the bees. They failed and the bees now lair in the ruins of Sundharm's farm.</p>
4	<p>Extradimensional room: Partlow Castle has been scoured hundreds of times by adventurers. It was once the residence of a powerful wizard – a lich, according to some. The Partlow lich had a hidden study, which held his massive collection of magical tomes. It is not located in this world, but somewhere in the castle must be a portal that leads, through a complex planar maze – to that room. So far, nobody has found it – and nobody knows how to open it if they could.</p>
5	<p>Room With A View: The highest room in the tower of Klein Keep has only one, small window. It is far too small for a grown man to crawl through but gives an excellent view. However, it does not show the area outside the tower – the landscape fits, but the season is always winter. Even in summer, the view shows a landscape blanketed in snow. It is not known if this is an illusion or a portal to different times. The only tale mentioning the window says the former lord had locked in his daughter, to wait for a marriage she did not desire. She attempted to escape through the window. Possibly, it shows the last view she ever saw, before she fell to her death.</p>
6	<p>Cage: Byard Drin created many magical entrapments. One trap he made placed the victim in a cage from which no escape was possible. It was commissioned by the merchant Job Tovalin to trap the thief that stole the jewellery from his cabinet. Drin placed the trap, and it was most effective, for the next night the thief was caught. The merchant was shocked to find the thief was his own daughter Eshtee, who stole from him to fund her luxurious life style. The merchant ordered Drin to release his daughter, but Drin claimed he couldn't – none could escape the cage, just as ordered. His daughter has been forced to live out her life in the cage, and even now, much aged, remains trapped.</p>
7	<p>Paper Rooms: It is also known as the Paper Palace, but only part of it deserves the name. The top floor has rooms whose walls are made of rice paper, painted with elaborate designs and scenery. The sorceress Saquinte had it build and decorated by a master artist whose name is now forgotten. The man was busy with it day and night for almost four years. When he was finally done, Saquinte led him to the centre of the network of paper walled rooms, where there was one wall left unpainted. There, she slew him with a blade, splattering his blood on the virgin wall. Only then did she declare the artwork "finished."</p>
8	<p>The Wall: The Forest of Ghook is cut in two by a massive wall of stone, fifty feet high and twice as thick. It cuts through the valley, one end ending at the cliff on which stands Ghokwin Keep. The only gate in the wall is barred by an iron portcullis, which has never been lifted. Nobody knows who built the wall or why, but strange, bestial sounds can be heard in its vicinity at night. Some of the guards that patrol the wall have disappeared. Ghokwin's Lord claims those men deserted, but he is having trouble finding new guards.</p>
9	<p>Sinkholes: The caves south of Spewer Crag swallow those who enter, literally. Whole bands of armed men have disappeared there. Some of the survivors saw how men sank into ground that was firm beneath their feet a moment earlier. The wisemen tie this to an old earth worshipping cult that once lived in the Crag. They were a violent sort, and had to be dealt with. When hunted down they fled into the caves. None of the soldiers that entered after them ever returned. It is said the caves themselves protect the earth cultists, though the cultists where never seen again, either...</p>
10	<p>Well: Darkling Water is an old keep, whose deep well goes down to an underground brook. The water always turns up black, but despite the colour, it is clean and refreshing. The water is rumoured to have miraculous healing properties.</p>

TABLE D: DUNGEON INHABITANTS

D20

1	Haunt: Those who delve to deep in Undercrag be aware of the haunting of Beld the Goldigger, a man who died digging for gold. This ghost will possess you, and work you to death digging night after night, without sleep or nourishment, for gold that has been pilfered ages ago. Only finding his ore will put him to rest.
2	Dryad: The pillar holding up the Garnion Hall was crafted from an ancient tree that once stood in a grove whose druids were slain by Garnion when he claimed the land. The tree's dryad is said to still inhabit the pillar, and that she strangled the baron with her own hands during his first and only night in his keep.
3	Devils: One of the many doors in these dungeons leads straight to Hell. Any who step through disappear, and a devil steps out in its place. Some say the devil is the soul that entered, transformed, others say those who enter are tortured for eternity in the pits of Hell. Nobody knows which door leads to Hell – but people step through it often enough, for new devils appear from the depths no matter how many are slain.
4	Refugees: Desperate people do desperate things. When their homes were raided and farms burned, the folk of Slunhill fled underground. They live there still, men, women and children, only coming up occasionally to forage and steal. With each new generation, their acts grow older and darker. Rumours already speak of banditry, cannibalism and worse.
5	Animated Objects: Everything in this keep – cutlery, plates, furniture and even the doors – was once animated by an amazingly lazy wizard that dwelled there, to serve his every need. It is said his demands got so ridiculous his animated servants revolted and killed him. The objects are still there, and quite insane, and there is no telling whether they will be friendly, and deal with your needs, or make you a need to be dealt with...permanently.

6	Hobgoblins: The hobgoblins from Quastacka Lake are rumoured to win every battle, provided they offer one of their own to the fire during a cleansing ritual devoted to their war god. Dying in this way is seen as a great honour, and there is never a lack of volunteers for what the Hobgoblins call "the Battle that Burns."
7	Aboleths: Tombalt Keep is half under water. It didn't just flood – the island the keep was on simply sank until the waters flooded the gates. Now, nobody goes there anymore, fearing the Water God that grabs those that come near and turns them into slimy servants, working to further undermine the keep until the highest tower is finally entirely submerged.
8	Wererats: The Glazen Eye thieves' guild has been stricken with a malady ever since they ventured into the old tunnels under town. Something there turns these men – unsavoury in any case – into monstrous shape shifting critters, and it is said they now force others down there too. Legend places the Well of Weers under the town – a cursed well which bestows on those who drink from it the visage that mirrors their inner self. If the thieves drank from it – well, they would not quickly be turned into pretty faeries, would they?
9	Bugbears: The Bloodstreak tribe of bugbears believe a true champion can only be those who are cut by the talons of Nesperfedeswizic – an ancient red dragon slumbering in the Croat Mines. The paladins that are charged with keeping it asleep have a hard time killing off the bugbears trying to prove their worth by sneaking into its cave to get a scar.
10	Knights: The order of the Golden Rayment are encamped in the ruin they refer to as The Tearfall. According to their tales, a goddess once answered the prayers of a faithful. She appeared in the keep's donjons to free her disciple. She wept for her disciple's pains, and where her tears fell they healed all wounds. The knights have unearthed the keep's extensive donjons and now scour the monster-infested ruin in search for the cell where the miracle happened. If they find it, the king has granted them the right to take the keep as their order's temple.

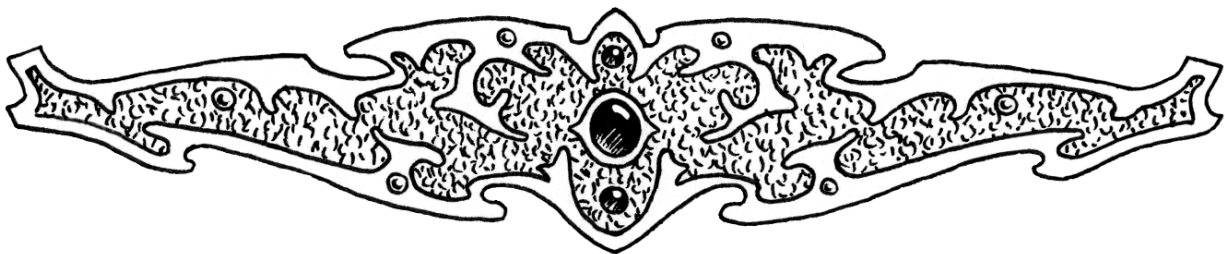
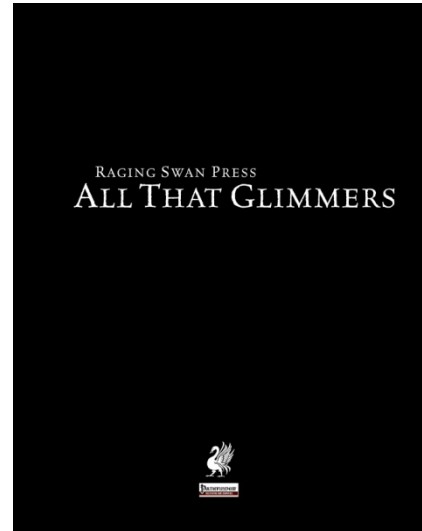
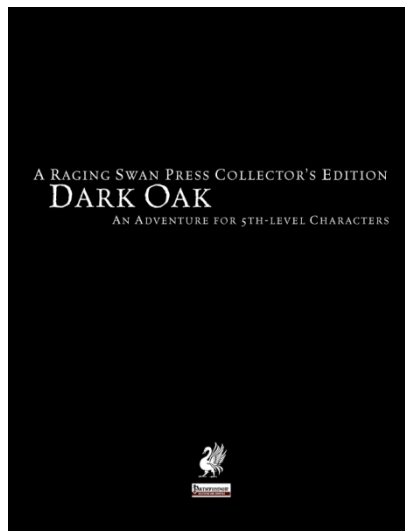
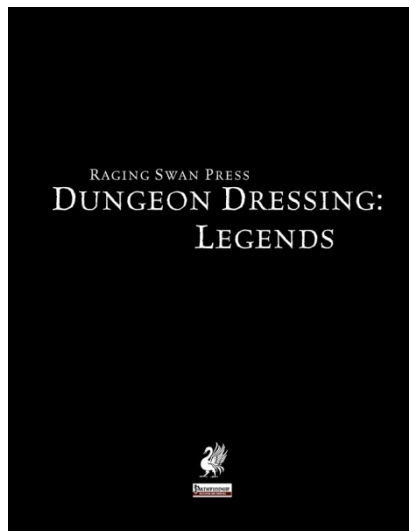


TABLE E: EVENTS & DEEDS

D20

1	The Orc Invasion: Quaig Hold was besieged by orcs centuries ago. The orcs send waves and waves of goblins at the walls – a fruitless attempt. The folk of Quaig thought themselves safe, but did not realize the goblin waves masked the orcs’ true plan: Under cover of the attacks they dug tunnels under the hold’s walls. Then, using powerful magic, they blew up the wall’s foundations. It – and a nearby tower – collapsed, and the orcs entered the castle and slew the men before enslaving the rest.
2	Quartering the Ogre: The ogre Crooktooth has only been captured once. The baron felt that Crooktooth’s deprivations were so bad he needed to be publicly executed. So rather than have him killed, he had him captured – at the cost of many lives – and ordered him quartered in the town square. All the baron’s horses and all the baron’s men could not quarter the ogre though: Crooktooth was too strong. After the horse had been pulling for an hour, he twisted his body and broke the horses’ necks. Thus freed, he went on a rampage through the town, until he found the baron and crushed his skull with a horse’s thighbone.
3	The Treaty: After the defeat of the dark fey during the Battle of Shields, the fey were forced to sign a treaty with the dwarves. A memorable event, which was signified by the placing of a single stone in the tunnel where the battle took place, which also was determined to be the boundaries between territories. Signed in the Shields Stone are, in Sylvan and Dwarven, the words “Only The Dead Pass.” No fey nor dwarf may step across the boundary. For ages, the people have kept to the boundaries. Others have not – though many who crossed into dark fey territory paid the price, for the fey do not limit their wrath to dwarves alone.
4	The Theft: The Scrolls of Nethnargay describe the secrets for eternal life. The scrolls were once kept in a magically secure cabinet, fabricated out of hardened wood and glass that was unbreakable, with a lock that could only be opened if three different sages spoke the right command word at the same time. The cabinet stood in a room that could not be entered by magic, and was guarded by a variety of monstrous creatures that would appear if anyone came within ten feet of the cabinet. The scrolls were untouched for centuries, but only a decade ago, they disappeared. The room was still closed, the cabinet still locked and intact. All that could be found was one unconscious librarian, who never saw the intruder, but recalled the smell of lavender before he passed out. So far, the scrolls have not been found.

5	The Last Stand: For 99 hours the 17 militia of Nesses town held off an orc horde in the Telling Pass. They endured 99 hours without sleep, fighting hundreds of orcs and their goblinoid allies. The last soldier was waist deep in corpses when she fell. Only then could the orcs descend on Nesses, and by then the people had fled. The reinforcements that arrived days later found the orcs had left the town intact, but had created a pyre for its defenders, an unc customary tribute to the 17 soldiers that had held them off for almost four days.
6	The Funeral: The death of queen Eltifah of Eith wrecked the country. The queen had always spent quite a lot of the country’s money on luxuries and paramours, but her funeral and the richly decorated tomb – and those of her 33 consorts, who traditionally were disembowelled on her death – bankrupted the country. No wonder many have, over the centuries, tried to gain access to the riches in her tomb, risking traps, curses and the queen herself, who yet haunts her tomb.
7	The Black Storm: One of the greatest disasters was the Black Storm, which lasted seven days and wreaked much havoc. Hundreds of trees were unearthed, and the sun was hidden from view casting everything in darkness. The town of Tarkenbay was flooded with a mud slide and almost entirely destroyed. All that exists of that town is the watchtower, whose top floors stick out over the marsh that has formed over the town. Even now, the area is regularly plagued by storms that start unexpectedly and last for hours. The locals refer to them as the Children of the Black Storm.
8	The Ravenous Beast: A ferocious, gigantic owlbear haunted a local town. Many adventurers tried to slay it, but all failed. During one attempt, the beast bit off an adventurer’s arm. On his hand was a <i>ring of shooting stars</i> , which has never been recovered.
9	The Summoning: It is hard to control forces summoned from Beyond. Those that seek to do so pay with more than their lives if they fail. During the Crusade, many demons were summoned, and many overpowered their masters. One particular demon, now leads a group of renegades in the mountains, terrorizing the people there. Its master, a reckless mage, is now a mindless puppet, who casts vile magic at its command.
10	The Wedding Gift: The wedding of Lord Ahm and young Esthel Traquin was a great, festive event. Word is, though, the bride was not so thrilled at the match. Her true lover, a minor noble’s son, had sought to elope with her, but Ahm’s mage caught him. The young man was turned into a songbird, and gifted to the bride. She must have known his fate, for she kept the bird until the day she died. The bird never aged – and for all we know, it may still sing.



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