

RAGING SWAN PRESS

GM'S MONTHLY MISCELLANY:

JULY 2014



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GM'S MONTHLY MISCELLANY: JULY 2014

Featuring material from some of Raging Swan Press's newest products as well as classic releases of yesteryear, advice articles and material from Creighton's own *Borderland of Adventure* campaign, the *GM's Monthly Miscellany* series is a terrific free resource for the busy, time-crunched GM.

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SOURCES

As well as new, never seen before material from my own *Borderland of Adventure* campaign, this instalment of *GM's Monthly Miscellany* presents information from several Raging Swan Press products and advice articles including:

- **Village Backdrop: Hjalward** Robert Brookes.
- **Demiplanes: The Twilight Demesne** Robert Brookes.
- **Pazuzu's Fury** Eric Menge.

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FOREWORD

It's been a busy month here at Raging Swan Press. By the time you read this, we'll have released, or will be about to release, our two largest books to date. In June, we released *GM's Miscellany: Urban Dressing*, followed in July by *GM's Miscellany: Dungeon Dressing* which clocks in at a shopping 336 pages! Both are compilations of their respective lines and also feature both material curated from other relevant supplements and new material designed specifically for the book. In particular, I've been looking forward to completing *GM's Miscellany: Dungeon Dressing* as dungeon delving (or dungeon bashing) holds a special place in my dark, merciless heart.

In any event, in this month's *GM's Monthly Miscellany* you'll find excerpts from some of Raging Swan's newest products as well as material from the golden oldie *Pazuzu's Fury* – one of the first Tribes supplements – by the jolly talented Eric Menge. I've also included a selection of advice articles from those posted weekly at ragingswan.com/articles as well as material from my own *Borderland of Adventure* campaign. This July, I present the

stat blocks for an upcoming battle of great significance to the overall storyline of the campaign. The material from my campaign has been slightly scrubbed to remove the intellectual property of other companies but it is otherwise pretty much as I've used it myself. If you want to keep up with our adventures, you can read weekly session summaries on my blog: creightonbroadhurst.com.

I hope you enjoy the material in this *GM's Monthly Miscellany*, but more importantly I hope you find it useful and that it enhances your campaign. If you've got any comments or questions about Raging Swan Press, I'd love to hear from you. You can contact me at creighton@ragingswan.com.



PLAYER ADVICE: WHY ADVENTURE TOGETHER

EXPLORING DANK CAVERNS, CRUMBLING LOST CITIES AND UNDEAD INFESTED, BONE-FILLED TOMBS IS A DANGEROUS JOB. IT MAKES SENSE TO DO IT, THEN, WITH PEOPLE YOU KNOW AND TRUST.

In a recent article, I discussed why individual PCs may adventure. It's also a good idea to consider why the group as a whole has formed. Adventuring is, after all, a very dangerous profession and it makes sense to do it with others who share your goals and aspirations.

Sadly, all too often (in my experience), a group of adventurers has no real reason to be together beyond the hunt for treasure and experience. That's a shame, as a common hook or interest can add depth to the roleplaying experience.

Beyond sharing an individual PC's goal, a group can form for many reasons. The following list presents some of the most common:

- **Childhood Friends:** In this group, the party have known each other for many years. They know and trust each other and look out for each other. A downside of this kind of group is that it can be hard to justify the inclusion of new members if someone should fall during their adventures.
- **Defend The Realm:** The PCs are natives of the same kingdom. Perhaps orcs raid from nearby mountains or volatile border areas are rife with banditry. This group goes where it must to defend the kingdom.
- **Mercenaries:** The group is gathered by a patron to accomplish a specific job. Their incentive to trust one another is their handsome pay for a job well done.
- **Noble Patron:** The group may be outfitted or

sponsored by a particular noble patron. In a group of this sort, all its members should be loyal to their lord.

- **Religious Order:** In this group, most if not all of the members belong to the same religious order. Their goals and missions must fit with the faith's belief system and priorities. If a party member is not of the same faith as his fellows he must have a compelling reason to travel with the group (and for the group to trust him).
- **Self Interest:** The adventuring band could form in the crucible of battle. Perhaps individually the adventurers are travelling with a merchant caravan or resting in an inn when it is attacked. The group must bond to survive.
- **Strangers in a Strange Land:** Perhaps the adventuring group forms in a distant land and its members band together because they are the only foreigners in the vicinity. The party could be comprised solely of a specific race – such as a group of dwarves adventuring in a human land – or simply be strangers banded together for self protection. Escaped slaves and shipwrecked travellers make an excellent nucleus for an adventuring group.

The list above is by no means comprehensive, but it is a good start.

For more advice articles, check out creightonbroadhurst.com where I blog daily about gaming and my own campaigns.



HJALWARD AT A GLANCE

Thousands of years ago, the Vurdfell Spine stood as the western bastion of the sprawling frost giant kingdom of Isgiltur. Little remains of Isgiltur; now these lonely, snow-capped peaks are famed only for their inhospitable terrain. One remnant of Isgiltur is the Hjalward, a colossal wall of stone following the Vurdfell Spine for nearly 200 miles, crossing over the crown of Mount Kalisford. It is an engineering marvel, sixty feet thick and 200 ft. tall, supported by flying buttresses. Every ten miles rises a 500 ft. tall watchtower, called an augan in Giant. Each was crowned with an iron brazier that—when filled with timber and lit—can be seen by adjacent augans.

Today, one third of the Hjalward stands at its full height and only nine of its 196 augan remain intact. Thirty-seven breaches rent the wall; some created by monstrous incursions, others by time itself. Most of the intact augan stand in remote portions of the Vurdfell Spine, serving as lairs for monsters.

A surviving augan on Mount Middenvurd's southern slope is the centre of a young frontier village of miners come to find fortune in the shadow of giants. Named after the monolithic ruin, the village has a rough history speckled with silver and blood. Founded seven years ago, it began as a prospecting camp after Olan Hammersfall discovered silver deposits in the Wolfsbane basin at the foot of Mount Middenvurd. Trekking up the mountain, following the flow of the Wolfsbane River, Olan found not only surface deposits of silver in the higher reaches of the mountain beneath the snow and ice, but also the ruin once tended by the land's departed giant masters.

DEMOGRAPHICS

Ruler Olan Hammersfall

Government Autocracy

Population 188 (182 humans, 4 dwarves, 2 half-elves)

Alignments LN

Languages Common, Giant

Corruption +1; **Crime** -1; **Economy** +0; **Law** 0; **Lore** +0; **Society** -1

Qualities Prosperous

Danger 0

NOTABLE FOLK

Most of the population are nothing more than hardworking peasants. A few, however, are of interest to adventurers:

Alvar Rurig (location 1; N middle-aged male human expert 3)
Alvar was a skilled weaponsmith in his youth, but an injury that took his right hand hobbled his career.

Bael Siegeram (location 6; LN male dwarf rogue 6) Explorer and entrepreneur, Bael is convinced the village is sitting on a vast cache of magic from the lost kingdom of the frost giants.

Ioder Thamm (location 7; N old male human adept 4) Priest of Aether, god of the dead, and chief bureaucrat in Hjalward, Ioder serves as Hjalward's steward.

Olan Hammersfall (location 7; LE middle-aged male human expert 4) Olan Hammersfall was a member of the Wolfsbane Hollow thieves' guild. He retired after sixteen years of service, only to find his fortune silver prospecting.

Shom Falwell (location 3; N male human warrior 4/rogue 1) Olan's oldest friend secretly works for the thieves' guild.

Uther Longbarrow (location 7; LN male human fighter 7) A major in the Wolfsbane Hollow army, Uther is Hjalward's captain of the guard under orders of Wolfsbane's burgomaster.

Vivia Dilacretti (location 8; NG middle-aged female human bard 5) Storyteller, merchant and fortune-teller, Vivia is the representative of the ethnic Valyn immigrants in Hjalward.

NOTABLE LOCATIONS

Most of Hjalward comprises mining lodges and tents. A few locations, however, are of interest to adventurers:

1. **Rurig's Mill:** Great heat emanates from this large stone and wood lodge. Its barn doors are frequently left wide open.
2. **Sorting Yard:** This open air slate-roofed shelter is surrounded by enormous stone furnaces and smelters.
3. **The Blackened Bucket:** This ramshackle two-storey wood lodge perches on the banks on the Wolfsbane River.
4. **Sundered Emporium:** This enormous ruin of crumbling stone walls sixty feet high in places surrounds a menagerie of tents, shacks and other shelters serving as Hjalward's marketplace.
5. **Shrine of Aether:** A stone etched with the holy symbol of Aether, god of the dead, crowns this pile of rubble.
6. **Bael's Expeditions:** Covered in mammoth bones, this is a large, squat wood lodge.
7. **The Augan:** Scaffolding surrounds the bottom of this 500 ft. tall tower. Its upper reaches are in various states of ruin.
8. **Caravan Grounds:** Horse-drawn carriages and caravans park here for mutual protection.
9. **Hammersfall Mine:** This mine is a labyrinth of hand-carved passages, some dangerously close to the surface.

MARKETPLACE

Resources & Industry Hunting, metalworking, lead, silver, iron
Base Value 650 gp; **Purchase Limit** 3,750 gp; **Spellcasting** 3rd;
Minor Items 2d4; **Medium Items** 1d4; **Major Items** —

When the PCs arrive in Hjalward, the following items are for sale:

- **Potions & Oils** *cure light wounds* (50 gp)
- **Scrolls (Arcane)** *endure elements* (25 gp)
- **Scroll (Divine)** *create food and water* (375 gp)
- **Wondrous flask of curses** (*eversmoking bottle*) [cursed]

VILLAGE LORE

A PC making a Knowledge (geography) or Knowledge (local) check may know some information about Hjarward. A successful check reveals all the information revealed by a lesser check.

DC 10: Hjarward gets its name from the enormous ruined wall that cuts through it and is a prosperous mining community.

DC 15: Other than silver, lead and iron the village is famous for the occasional cache of magical treasures wrested from frozen ruins discovered up and down the mountain.

DC 20: The upper levels of the augan tower have been sealed ever since a group of adventurers died exploring them.

VILLAGERS

Appearance Covering a wide range of ethnicities, the people of Hjarward are a stubborn and resilient bunch with skin weathered by the cold and grime from working in the mine caking their clothes and hands.

Dress Most villagers dress heavily for the cold in fur and leather, though mine workers often go bare-chested due to the sweltering heat in the deeper tunnels.

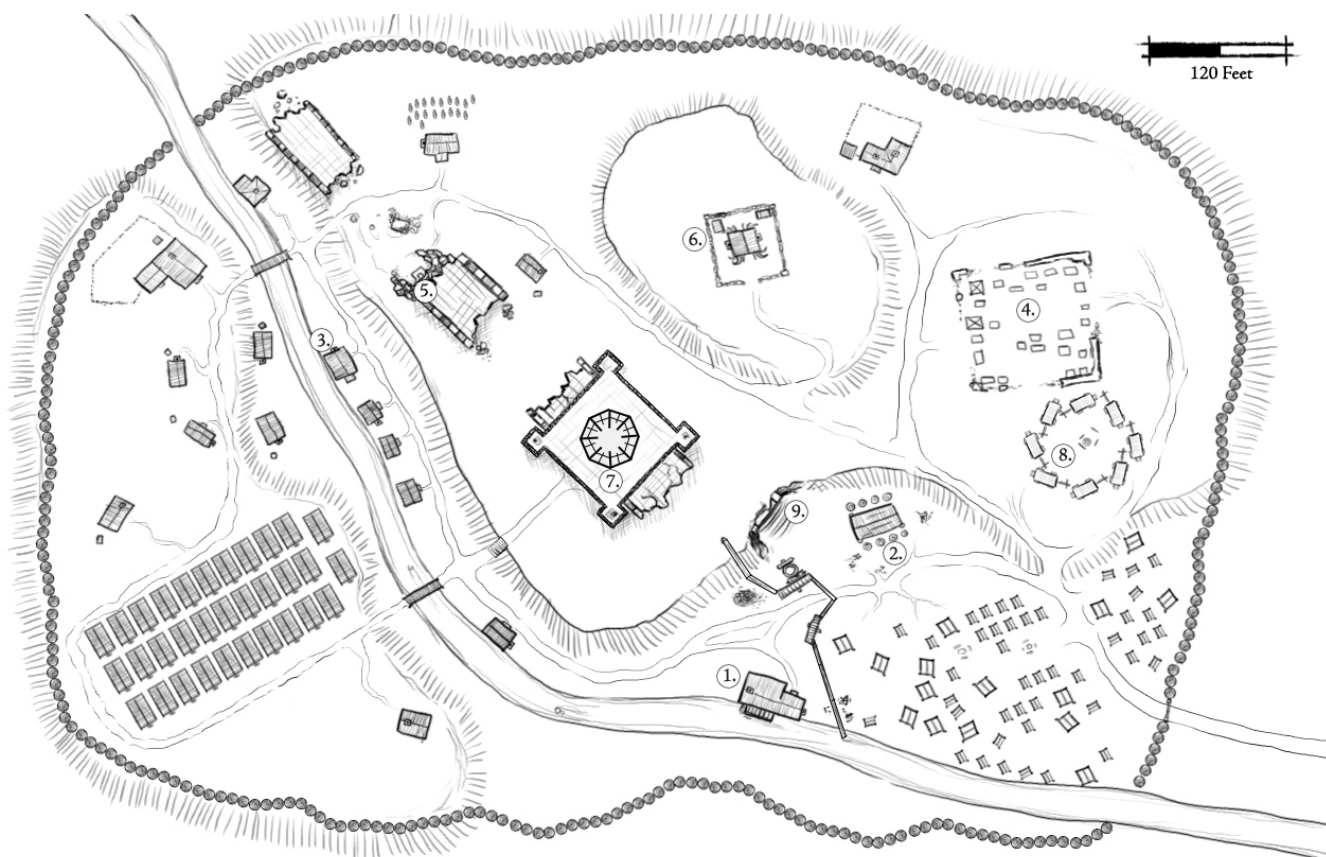
Nomenclature *male* Soan, Bjern, Dali, Bomer; *female* Ael, Hrist, Lani, Wyss; *family* Coldharbor, Deepstrike, Karlslund, Moorhan.

WHISPERS & RUMOURS

A PC can use Diplomacy to gather information about the village and its surroundings. This takes 1d4 hours and requires a DC 10 check. A PC exceeding this check gains one additional rumour for each 5 points by which he exceeded DC 10. Use the table below to determine which rumour(s) the PC learns.

D6	RUMOUR
1	Mayor Olan is hiding a significant discovery regarding the vanished frost giants in the upper reaches of the augan.
2*	Vivia Dilacretti cursed Alvar Rurig, causing him to chop off his own hand while working one day.
3	Miners are worried some of the older surface tunnels might cause a cave-in but Olan refuses to do anything about it.
4	One of Bael's employees claims to have spotted a winter wolf watching the village.
5	When the wind blows hard and cold at night, you can sometimes hear voices whispering in the tongue of the fallen giants.
6	The Sundered Emporium has an exquisite magic decanter recovered from nearby ruins.

*False rumour



THE TWILIGHT DEMESNE AT A GLANCE

The Twilight Demesne is an umbral forest woven from a thread of the Plane of Shadow in the ancient past by a goddess of starlight and darkness. It exists within an infinitely narrow space between where the Plane of Shadow and the Material Plane overlap, neither coterminous to nor separate from either and can be reached from both. Nearly all the demiplane is a labyrinthine pine forest. Above rests a seemingly unending starry night's sky and eternally full moon called the Eye of the Keeper. A second, smaller moon hangs like an shadow against the sky in this in-between realm, nearly hidden against the darkness between the stars, containing a secret trove of knowledge long since forgotten.

PORTAL

The twisting dirt path disappears into a suffocating, smoke-like darkness from which no light escapes.

The Twilight Demesne has no artificial means of entrance. Paths leading to the demiplane appear seemingly at random on either the Material Plane or the Plane of Shadow. The spells *shadow walk* and *plane shift* can access the demiplane, but only transports travellers into the midnight labyrinth.

The portal out of the demiplane exists within the Midnight Labyrinth (location 2) as one of its many serpentine pathways; its position is constantly shifting and can only be found by successfully navigating the labyrinth.

PHYSICAL TRAITS

Gravity Normal; **Time** Timeless; **Shape and Size** Fluid, self-contained

OTHER TRAITS

Alignment Mildly neutral-aligned; **Magic** Magically morphic, enhanced magic (light and darkness descriptor), impeded magic (divination)

NOTABLE DENIZENS

"The Keeper" (location 1; NG female kitsune oracle [heavens] 13) Known as "the Keeper," this enigmatic kitsune protects the Starlight Shrine.

Ilail (location 1; CG female lyrakien azata) Familiar to the Keeper and benefactor to good-aligned travelers.

Hrouvex (location 6; NE male mature adult umbral dragon) An ancient invader who seeks the Twilight Demesne's secrets.

Pilum (location 6; LE augur kyton) One of a pack of dreaded kyton that invaded the demesne, now allied with Hrouvex to wrest control of the plane from the Keeper.

Salukh Am-Namaar (location 4; LN male wayang bard [shadow puppeteer] 6) A storyteller from the Plane of Shadow living in hiding in the Twilight Demesne.

NOTABLE LOCATIONS

1. **Starlight Shrine:** A temple-library maintained by the Keeper serving as a repository of knowledge and divinations.
2. **Midnight Labyrinth:** A seemingly endless forest of light-devouring trees that encompasses most of the plane.
3. **Dusk Blossom Grove:** A place of respite within the labyrinth that monsters avoid.
4. **Gloom Willow:** Burrows beneath this shadowy willow tree, are the lair of the reclusive wayang bard Salukh Am-Namaar.
5. **Wailing Wood:** A horrifying forest of kytons transmuted into trees after a failed invasion of the demiplane.
6. **Dragonglass Moon:** This bizarre moon of obsidian contains unfathomable clockwork devices forged by the demiplane's creator and is now home to the sinister dragon Hrouvex.

LORE

A PC making a Knowledge (planes) check may know some information about Twilight Demesne. A successful check reveals all information revealed by a lesser check.

DC 15: The Twilight Demesne is forged from the essence of the Plane of Shadow, and inherited some of its fluidic form, making mapping the plane all but impossible.

DC 20: Divination magic is impeded across the demiplane except within the walls of the Starlight Shrine.

DC 25: The stars in the plane's sky are an ever-changing illusion that sometimes mirrors celestial alignments from other Material Plane worlds.



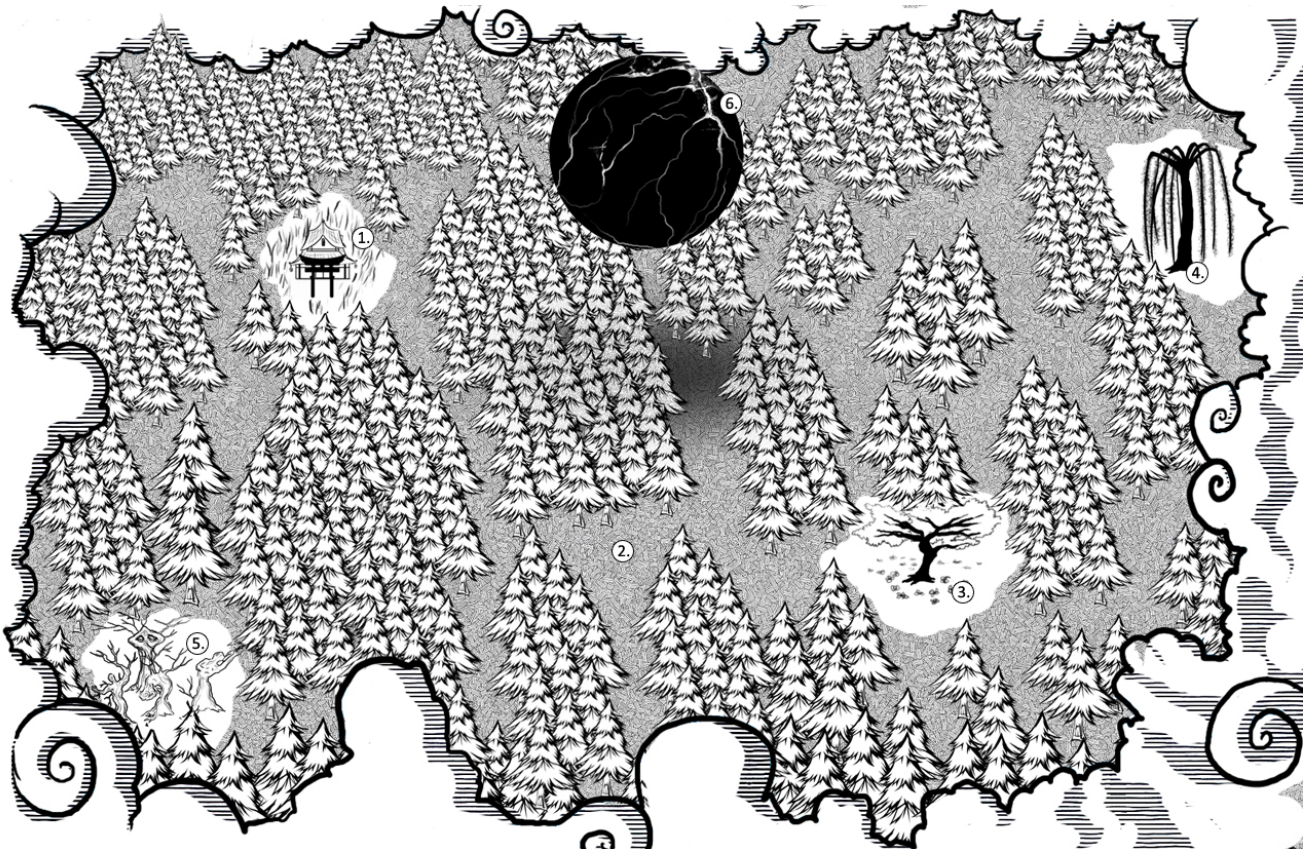
DEMIPLANE DRESSING

Use the table below, to determine minor points of interest the party discover during their exploration of the Twilight Demesne.

D20

1	An illusory swarm of darkly-hued butterflies swarm about the party. A DC 18 Will save reveals them to be an illusion. The swarm disappears after a few minutes.
2	A spontaneous manifestation of <i>deeper darkness</i> (CL 15) targets a random PC's main weapon.
3	The remains of a skeletal corpse clutching a compass and carrying an empty water skin lies in the bushes near the trail (DC 20 Perception spots).
4	Shards of obsidian litter the trail.
5	A spontaneous manifestation of <i>darkness</i> (CL 10) targets a random PC's primary weapon.
6	A low, indistinct whispering emanates from the forest. If the PCs investigate, the whispering moves away.
7	A bright patch of stars is visible through the forest canopy.
8	A shooting star streaks across the sky.
9	A large and unusually luminous duskblissom (sheds light as a torch) grows near the path. If picked, it sheds light for an hour.

10	Temperature drops 20 degrees for 1 minute.
11	Temperature rises 20 degrees for 1 minute.
12	A random PC's shadow moves on its own; as the PCs watch it seems to try and strangle the shadow of his nearest companion.
13	An ancient, unlit stone lantern lies among a crowded tangle of weeds.
14	The stars briefly go out simultaneously, plunging the forest into darkness. At that moment, a faint breeze caresses the nearby trees.
15	An aurora ripples overhead for 1 hour, increasing the light level by one step.
16	A spontaneous manifestation of <i>light</i> (CL 10) targets a random PC's primary weapon.
17	The roots of a huge tree have split a nearby tall, hexagonal plinth.
18	A tree trunk carved with a useless directional arrow points in a random direction. The carving is crude and was obviously done in haste.
19	A spontaneous manifestation of <i>daylight</i> (CL 15) targets a random PC's primary weapon.
20	With a sickening crack, the branch of a nearby tree breaks free and falls onto the path, narrowly missing the party.



TRIBES: PAZUZU'S FURY

The harpies of Pazuzu's Fury are a monstrous combination of bird and woman that prey upon the weak and solitary. They believe the demon lord they revere has both cursed and blessed them with their current form. Blind and unfocused rage fills them and only the strongest among the tribe can resist the siren call of their boiling blood. Their hunger for eyes and organs is equally unrelenting, and they quickly depopulate available prey near their lair.

ECOLOGY & SOCIETY

Strife fills harpy society. The harpies rage at each other at the slightest provocation. Might makes right in the harpy roost, and the creatures fight constantly to determine the pecking order. These internal clashes can turn bloody and vicious, and few harpies do not show the raking scars of another harpy's talons.

For reasons discussed under Religion below, the leader of Pazuzu's Fury assumes the title of abbess. The abbess is almost always a sorcerer with the Abyssal bloodline, having manifested arcane powers due to long service to Pazuzu. The best singer (usually a bard) among Pazuzu's Fury takes the title of cantor. The greatest warrior of the tribe claims the title of sacristan. If there are multiple sorcerers or bards in the tribe, the competition to become abbess or cantor is intense and often lethal. Because warriors are far more common, the sacristan must constantly defend her title from rivals.

The harpies of Pazuzu's Fury are uniformly female who fertilize their eggs by ingesting the seed of their male victims, usually sucked right out of the body of the "father" as the harpy kills him. The race of the father does not seem to matter as long as it is fey, humanoid or outsider.

Harpies lay one to three eggs at a time, as often as every 40 days. These eggs must be incubated (a task shared in rotation by all harpies of the tribe) for 11 to 20 days before they hatch. Only 30% of the eggs are fertile, and the tribe devours the eggs that do not hatch after a month.

The young are defended with savage ferocity by their parent

and are seldom molested by the rest of the tribe, but the time in the nest is difficult for the chicks and about half of them die before they become fledglings at two years of age. Fledglings are able to fly very poorly and cannot produce a captivating song.

Harpies become adults and develop the ability to produce a captivating song and to lay their own eggs after five years. They can live up to 60 years, but few harpies survive the dangers of the hunt and constant internal strife for more than 20 years.

Appearance: The harpies of Pazuzu's Fury are taller and more slender than common harpies. They have plumage of the hawks common to the Lonely Coast, giving them an almost noble appearance. In addition, the profane rite (or perhaps choicest bits of their victims) that infuses the harpies of Pazuzu's Fury with fiendish power gives them a feral and malevolent beauty.

The harpies garb themselves in shredded habits that echo what may have once been worn in a cloister. They wear jewelry in great abundance and find pieces with iconography especially pleasing. Almost every harpy in Pazuzu's Fury has a rosary featuring an abstract bird-winged man with a hawk's head.

Nomenclature: Tribal members have names that are antiquated on the Lonely Coast, as if they were named hundred years ago. Some sages believe that all the names are saints mentioned in the holy books of Darlen.

Names: Batilda, Cwenhild, Estrid, Guthen, Hulda, Ingrith, Maerwynn, Rimilde, Saethryd, Turgyth, Wengeua, Wychtleth.

LAIRS

Pazuzu's Fury migrates across the Lonely Coast every few months. They do not have a set pattern. Instead, they move when they depopulate available prey or need to stay ahead of coordinated efforts to eradicate them. It is rare for the harpies to remain in a single lair for more than three months.

When selecting a new lair, Pazuzu's fury migrate en mass to seek a large, sheltered location that is difficult to reach by foot and reasonably close to numerous food sources, such as small villages or a well-travelled road. The lair should also be large enough to allow harpies to fly about inside or have access to open air. They have a strong affinity for ruins and hard-to-climb cliffs.

When occupying a new lair, Pazuzu's Fury position thick branches throughout to use as roosts. Like birds, the harpies prefer to sleep tucked down inside their wings while gripping these branches. The harpies weave nests at the most inaccessible or most central portion of the lair. Here, the harpies lay eggs, care for their young chicks and perform the blasphemous rites in service to Pazuzu.

Since Pazuzu's Fury prefer their food raw and they all have darkvision, there are no fires in the roost. The floor of a harpy lair is quickly covered with the discarded bones of prey and

TRIBAL LORE

Character with ranks in Knowledge (nature) can learn more about Pazuzu's Fury with a successful skill check. A successful check reveals all information revealed by a lesser check.

DC 14: This is a harpy. They can charm with their song.

DC 19: From the plumage, you note that this harpy is a member of Pazuzu's Fury. Their song is particularly dangerous.

DC 24: Demonic strength, giving them fiendish characteristics, infuses many members of Pazuzu's Fury

DC 29: The harpies of Pazuzu's Fury can call upon their demonic patron who sends a powerful servant to aid them.

guano, which becomes rife with disease. Since they roost above the foulness, the harpies do not seem to care, and the gagging stench does not bother them.

In the past, Pazuzu's Fury have laired in the Twisted Gorge and in the cliffs overlooking the sea to the west of the Priory of Cymer. They once attempted to lair on the Orestone, but the fierce winds and lack of sizeable caves on the rock made the location unsuitable. Now the harpies occasionally set an ambush (page 13) there to cause shipwrecks and collect an easy meal of drowning sailors.

Pages 18-19 present an example of a harpy lair, as well as a description of the disease prevalent therein.

RELIGION

Pazuzu's Fury believe they descended from a cloister of Darlen's nuns that fell to the whispering of Pazuzu. When the church sent holy warriors to wipe them out, the demon prince saved the fallen nuns by transforming them into harpies. The harpies then flew away but were forever shunned from human society.

Whether or not this legend is true is up to the GM. If the GM decides it is false, the clergy of Darlen scoff at the tale and

THE CREATION OF PAZUZU'S FURY

With a DC 25 Knowledge (history) or Knowledge (religion) check, the PCs know the creation legend of Pazuzu's Fury. Alternately, a sage could provide the PCs with the legend.

Perhaps a generation ago, there was a cloister of nuns who worshipped Darlen, a good and noble god. One among their number was bored and restless. She explored the cloister's darker records and secrets and stumbled across the name Pazuzu. A demon lord who claims to be the Prince of the Lower Aerial Kingdoms, Pazuzu desires to be summoned and enjoys corrupting the innocent and pure. Exerting his malign influence on the bored nun he soon had her bound to his service. He then used her to corrupt the rest of the cloister.

The now-wicked nuns used their reputation as a sanctuary to lure in unsuspecting travelers, whom they slew in profane and gruesome rites to enhance their power. This went unnoticed for a time because of the remote location of the cloister, but eventually a band of paladins was dispatched to root out the corruption. The nuns did not have the strength to oppose this cleansing force so they called upon Pazuzu to save them. The demon prince agreed to do so but only if they promised to live in his image. The nuns agreed, and Pazuzu transformed them into monstrous bird-women who then flew away from the paladins, escaping retribution. But the nuns were no longer human. Their corruption and devotion to the demon lord was plain for all to see. They lusted for human flesh, especially the soft inner organs and thus were cursed and damned for eternity.

attempt to refute it at every opportunity. If the GM decides that it is true, the clergy of Darlen act in much the same manner, but they are now seeking to bury the corruption in the past and prevent it from spreading further. However, the ruined cloister thick with demonic taint still exists and could provide a source of adventure. (See Adventure Seeds [page 21] for more details.)

Regardless of the tale's veracity, the harpies revere Pazuzu and consider him their patron. Pazuzu gives his blessing to the harpies and infuses them with demonic power. When a harpy of the tribe makes her first kill, she brings the heart of the victim to the harpy lair. There, the tribe enacts a foul rite to the demon prince and summon a Corrupting Aspect of Pazuzu (page 17). The aspect fills the harpy with demonic strength as she consumes the heart, giving her the fiendish template.

COMBAT & TACTICS

Harpies are instinctive cowards. To overcome this cowardice, the harpies hunt in packs called screams. A scream numbers six to twelve harpies, with nine being the most common. Pazuzu's Fury rarely forms larger screams and then only for a specific purpose.

The preferred targets of a scream are single travelers, shepherds and woodcutters working alone. The harpies attack larger groups if the harpies have a numeric advantage. Should the group seem well armed or numerous, the harpies stalk their prey, taking those that venture off alone.

The harpies begin almost every encounter with their captivating song. If some targets resist and some don't, the harpies who successfully captivated maintain their song while the others engage those who resisted. The harpies of Pazuzu's Fury have a number of feats to make their songs more powerful, but none is as feared as Collective Song, which can make a scream's singing nearly impossible to resist.

When engaging in combat, the harpies take to the air and fight while in flight, limiting the ability of targets to fight back. Pazuzu's Fury prefer reach weapons to further limit retaliation.

The harpies flee if they encounter serious resistance. Many potential victims have driven off a harpy assault by scaring the creatures with displays of magic or shows of superior force.

THE LONELY COAST

Pazuzu's Fury is designed to be compatible with *The Lonely Coast* (a free 30-page download from ragingswan.com). Specific deities (such as Darlen) and locations referenced in this text are described in more depth in that document. The Lonely Coast is a borderland territory designed to be easily inserted into almost any GM's personal campaign.

FROM MY CAMPAIGN: WARBAND

In my campaign, the party will soon be pitted in a race against time to retrieve something of great value to the nation they are defending. While the great and good are distracted at a wedding of great political import, mercenaries infiltrate a nearby vault and steal an item representing the burgeoning alliance between two traditional enemies. The PCs are tasked to get it back before the alliance collapses.

Not long after the theft, the surviving mercenaries rendezvous with an orc warband and make a dash for the border. The PCs must give chase and stop the thieves getting over the border and into the wilderness wherein they will undoubtedly disappear before returning to their fell master.

The stat blocks and encounter groups below represent the orc warband and the surviving thief. Obviously, the PCs are not going to encounter the entire band at the same time; that would be wildly unfair. Instead, the resultant chase will feature several encounters with small groups. When looking at the below encounter groups keep in mind two things:

- The party has six main members, one of whom has a flying steed.
- One member of the party is a 6th-level sorcerer with access to *fireball*.

ENCOUNTER GROUPS

These listings represent small groups of the warband left behind to slow down the pursuing PCs. These fights are intended to be difficult and dangerous for a group of 5th- to 6th-level PCs.

- **Skirmishers (EL 4; 1,200):** orc warriors (6)
- **Blocking Force (EL 6; XP 2,400):** orc warriors (6), ogre swordsman (1)
- **Ambush (EL 7; XP 3,200):** orc warriors (2), orc archer (2), ogre swordsman (2)
- **Axewall (EL 8; XP 4,800):** orc warriors (6), orc archer (6), ogre swordsman (2)
- **Tiren & Bodyguard (EL 8; XP 4,800):** minotaur mercenary (1), Tiren



STAT BLOCKS

MINOTAUR MERCENARY (1) CR 6 (XP 2,400)

This powerfully built man has the head of a snarling bull.

Male minotaur fighter 2

CE Large monstrous humanoid

Init +5; **Senses** darkvision 60 ft.; Perception +13, Sense Motive +1

Speed 30 ft.; **ACP** 0; Stealth +3

AC 20, touch 10, flat-footed 20; **CMD** 27 (+29 vs. bull rush); natural cunning

(+5 armour [mwk scale mail], +1 Dex, +5 natural, -1 size)

Natural Cunning (Ex) A minotaur is never caught flat-footed.

Immune *maze*

Fort +11, **Ref** +6, **Will** +6 (+7 vs. fear)

hp 82 (8 HD)

Space 10 ft.; **Base Atk** +8; **CMB** +16 (+18 bull rush)

Melee mwk greatsword (reach 10 ft.; Power Attack [-2/+6]) +16/+11 (3d6+10/19-20) and

gore (reach 10 ft.; Power Attack [-2/+2])+9 (1d6+7)

Atk Options Improved Bull Rush, Vital Strike, powerful charge (gore +14, 2d6+7)

Abilities Str 23, Dex 12, Con 19, Int 7, Wis 12, Cha 6

SQ bravery (+1)

Feats Great Fortitude, Improved Bull Rush, Improved Initiative, Power Attack, Vital Strike^B, Weapon Focus (greatsword)^B

Skills as above plus Intimidate +4, Survival +11 (cannot get lost)

Languages Giant

Gear as above

OGRE SWORDSMAN (5) CR 4 (XP 1,200)

This lumbering giant has small, beady eyes and a wide mouth filled with ill-fitting teeth. It wears half-plate armour and carries a gigantic shield.

Male ogre fighter 1

CE Large humanoid (giant)

Init +0; **Senses** darkvision 60 ft., low-light vision; Perception +6, Sense Motive +1

Speed 30 ft., base speed 40 ft.; **ACP** -14; Climb +10, Stealth -18

AC 26, touch 9, flat-footed 26; **CMD** 22

(+8 armour [mwk half-plate], +5 natural, +4 shield [mwk tower], -1 size)

Fort +10, **Ref** +0, **Will** +4

hp 54 (5 HD)

Space 10 ft.; **Base Atk** +4; **CMB** +12

Melee mwk bastard sword (reach 10 ft.) +12 (2d8+7/19-20)

Ranged javelin (range 30 ft.) +3 (1d8+7)

Combat Gear javelins (4), *javelin of lightning*, *potion of cure moderate wounds*

Abilities Str 25, Dex 10, Con 19, Int 6, Wis 12, Cha 5

Feats Exotic Weapon Proficiency (bastard sword), Iron Will, Toughness, Weapon Focus (bastard sword)

Skills as above

Languages Giant

Gear as above plus mixed coinage (20 gp)

ORC WARRIOR (20)

CR 1/2 (XP 200)

This savage, muscular humanoid has green-gray skin and greasy black hair. It wears chainmail and carries a huge axe.

Male orc warrior 2

CE Medium humanoid (orc)

Init +0; **Senses** darkvision 60 ft.; Perception -1, Sense Motive -1**Speed** 20 ft., base speed 30 ft.; **ACP** -5; Acrobatics -5 (-9 jumping)**AC** 16, touch 10, flat-footed 16; **CMD** 15 (+6 armour [chainmail])**Weakness** light sensitivity**Light Sensitivity (Ex)** Orcs are dazzled in areas of bright light or within a *daylight* spell.**Fort** +4, **Ref** +0, **Will** -1**hp** 15 (2 HD); ferocity**Ferocity (Ex)** The orc remains conscious when its hit point total is below 0. It is staggered and loses 1 hit point each round, and dies when it reaches -12 hp.**Space** 5 ft.; **Base Atk** +2; **CMB** +5**Melee** greataxe +6 (1d12+4/x3)**Ranged** javelin (range 30 ft.) +2 (1d6+3)**Combat Gear** javelin (4), *oil of magic weapon***Abilities** Str 17, Dex 11, Con 12, Int 7, Wis 8, Cha 6**SQ** weapon familiarity (orc)**Feats** Weapon Focus (greataxe)**Skills** as above plus Intimidate +3**Languages** Common, Orc**Gear** as above plus belt pouch, 15 sp**ORC ARCHER (8)**

CR 1/2 (XP 200)

This savage humanoid has green-gray skin and greasy black hair.

Male orc warrior 2

CE Medium humanoid (orc)

Init +1; **Senses** darkvision 60 ft.; Perception -1, Sense Motive -1**Speed** 20 ft., base speed 30 ft.; **ACP** -5; Acrobatics -4 (-8 jumping)**AC** 17, touch 11, flat-footed 16; **CMD** 15 (+6 armour [chainmail], +1 Dex)**Weakness** light sensitivity**Light Sensitivity (Ex)** Orcs are dazzled in areas of bright light or within a *daylight* spell.**Fort** +4, **Ref** +1, **Will** -1**hp** 15 (2 HD); ferocity**Ferocity (Ex)** The orc remains conscious when its hit point total is below 0. It is staggered and loses 1 hit point each round, and dies when it reaches -12 hp.**Combat Gear** *potion of shield of faith* (+2)**Space** 5 ft.; **Base Atk** +2; **CMB** +4**Ranged** longbow (range 100 ft.) +4 (1d8/x3)**Melee** heavy flail +4 (1d10+3/19-20)**Combat Gear** arrows (20)**Abilities** Str 15, Dex 13, Con 12, Int 7, Wis 8, Cha 6**SQ** weapon familiarity (orc)**Feats** Weapon Focus (longbow)**Skills** as above plus Intimidate +3**Languages** Common, Orc**Gear** as above plus belt pouch, 15 sp**TIREN**

CR 6 (XP 2,400)

Slender and darkly handsome, this half-elf wears well worn travelling robes of a dark hue.

Male half-elf wizard [necromancy] 5/rogue 2

NE Medium humanoid (elf, human)

Init +2; **Senses** low-light vision; Perception +12 (+13 vs. traps), Sense Motive +10**Speed** 30 ft.; **ACP** 0; Acrobatics +10, Stealth +10**AC** 13, touch 12, flat-footed 11; **CMD** 14 (+2 Dex, +2 shield [+1 *mithral buckler*])**Immune** *sleep***Fort** +2, **Ref** +6 (evasion), **Will** +4; +2 vs. enchantments**hp** 36 (7 HD)**Space** 5 ft.; **Base Atk** +3; **CMB** +2**Melee** dagger +1 (1d4-1/19-20) or**Melee Touch** grave touch (6/day) +2 (shaken [2 rds.])**Atk Options** sneak attack (+1d6)**Special Actions** power over undead**Power over Undead (Su [standard; 6/day])** Tiren can Command Undead, as the Feat (DC 14 Will resists).**Wizard Spells Prepared** (CL 5th; concentration +7)3rd—*ray of exhaustion* (2; DC 18), *vampiric touch*2nd—*blindness/deafness* (DC 17), *false life*, *hideous laughter* (DC 15), *invisibility*1st—*mage armour*, *magic missile* (2), *ray of enfeeblement* (2; DC 16)0—*detect magic*, *disrupt undead*, *mage hand*, *ray of frost***Combat Gear** *potion of blur*, *wands of glitterdust* (7 charges), *invisibility* (12 charges), *scorching ray* (11 charges)**Abilities** Str 8, Dex 14, Con 12, Int 16, Wis 10, Cha 15**SQ** rogue talent (charmer), trapfinding (+1)**Feats** Craft Wand, Deceitful, Eschew Material, Greater Spell Focus (necromancy), Persuasive, Scribe Scroll^B, Skill Focus (Use Magic Device), Spell Focus (necromancy)**Skills** as above plus Bluff +10, Diplomacy +10 (charmer), Disable Device +10, Disguise +10, Intimidate +8, Knowledge (arcana) +10, Knowledge (religion) +10, Sleight of Hand +7, Spellcraft +10, Use Magic Device +10**Charmer (Ex [1/day])** Tiren can roll two dice while making a Diplomacy check, and take the best result. He must choose to use this talent before making the Diplomacy check.**Languages** Aklo, Common, Celestial, Draconic, Elven**Gear** as above plus masterwork thieves' tools, masterwork mortician's equipment, 3 onyx gems (100 gp each)**Spellbook** (barred schools conjuration and transmutation): as above plus 1st—*charm person*, *detect undead*, *magic missile*, *shield*; 0—all except conjuration and transmutation spells**BORDERLAND OF ADVENTURE**

To keep up with my Borderland of Adventure campaign, check out www.creightonbroadhurst.com/borderland-of-adventure where I post session summaries, campaign handouts and more!

GM ADVICE: 8 MODULE PREPPING TIPS

EVENTUALLY EVERY GM ENDS UP RUNNING A COMMERCIAL MODULE. FOLLOWING THESE TIPS WILL MAKE YOUR PREP QUICKER AND EASIER AS WELL AS MAKING GAME PLAY SMOOTHER.

Almost every GM on the planet has – at one time or another – run a module they did not write themselves. Doing so is undoubtedly a timesaver as everything – the map, the plot, the stat blocks and so on – is done for you.

Sometimes, though, preparing a module can be intimidating. Perhaps it's really big or you just don't have a lot of time. Following these tips can help you prepare modules better and quicker than before.

TECHNIQUES

- **Selective Reading:** Read the Adventure Background, Synopsis and Conclusion first. These give you a quick overview of the module, its background and expected conclusion. Having this information committed to memory reduces your page flipping and confusion when preparing the rest of the module.
- **Introduction and Final Encounter:** Knowing how it starts and how it is meant to end enables a better understanding of the rest of the text. Having a really good understanding of these conditions enables you to ad lib where necessary – after all you know where the players started and where you need to get them.
- **Break The Module Down:** Personally, I can't read a module from cover to cover – I just find it colossally boring. While I'm delighted to learn about a villain's touch AC or the combat benefits of hiding behind a pillar I can only take so much before giving up. Thus, instead, I break the module down into easily manageable sections. To do this, I look at the map and work out where the players are likely to go first. This is particularly easy to do in a dungeon. Once I've worked this out, I prepare these sections first. Using this tactic, I generally like to stay a session ahead of the players. This also makes it very easy to quickly refreshing my knowledge of the module before the next session as I am not trying to read everything again.
- **Gather Supplies:** No doubt, you'll need additional materials to run the module well. You might need miniatures for the PCs' opponents or to prepare maps. Some modules don't always contain all the stat

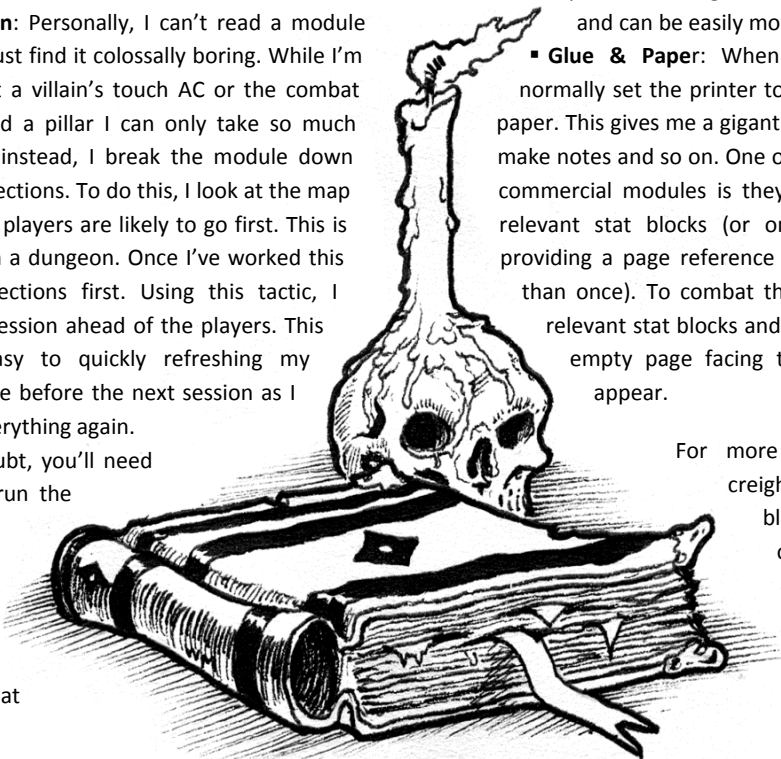
blocks you need (or they only print them once). Physically gathering all these additional materials into one place facilitates the session and reduces the time you are looking through a gigantic box of figures for the right miniature.

- **Change Stuff:** Any GM worth his Special GM T-Shirt should alter and change a module as he sees fit. Doing so enhances game play by making the module a better fit for his campaign and players.
- **Use A Highlighter:** Highlighting important parts of the text can be incredibly useful. Be sparing with this technique – after all, if everything is highlighted, nothing is highlighted. But for important facts – perhaps important clues, visual cues or hidden treasures – highlighting the relevant text is essential. You can even use different colour highlighters for different things.
- **Make Copious Notes:** Most modules have loads of white space around the margins. You can use this to make notes, add in rules page references and so on.

TOOLS

- **Post It Notes:** For notes you have to move around, use post it notes. They come in a huge variety of colours, shapes and sizes and can be easily moved from page to page.
- **Glue & Paper:** When I'm preparing a module, I normally set the printer to only print on one side of the paper. This gives me a gigantic amount of space in which to make notes and so on. One of the things I hate about some commercial modules is they don't always include all the relevant stat blocks (or only print them once, simply providing a page reference if the monster appears more than once). To combat this, I print extra copies of the relevant stat blocks and physically glue them onto the empty page facing the encounter in which they appear.

For more advice articles, check out creightonbroadhurst.com where I blog daily about gaming and my own campaigns.



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