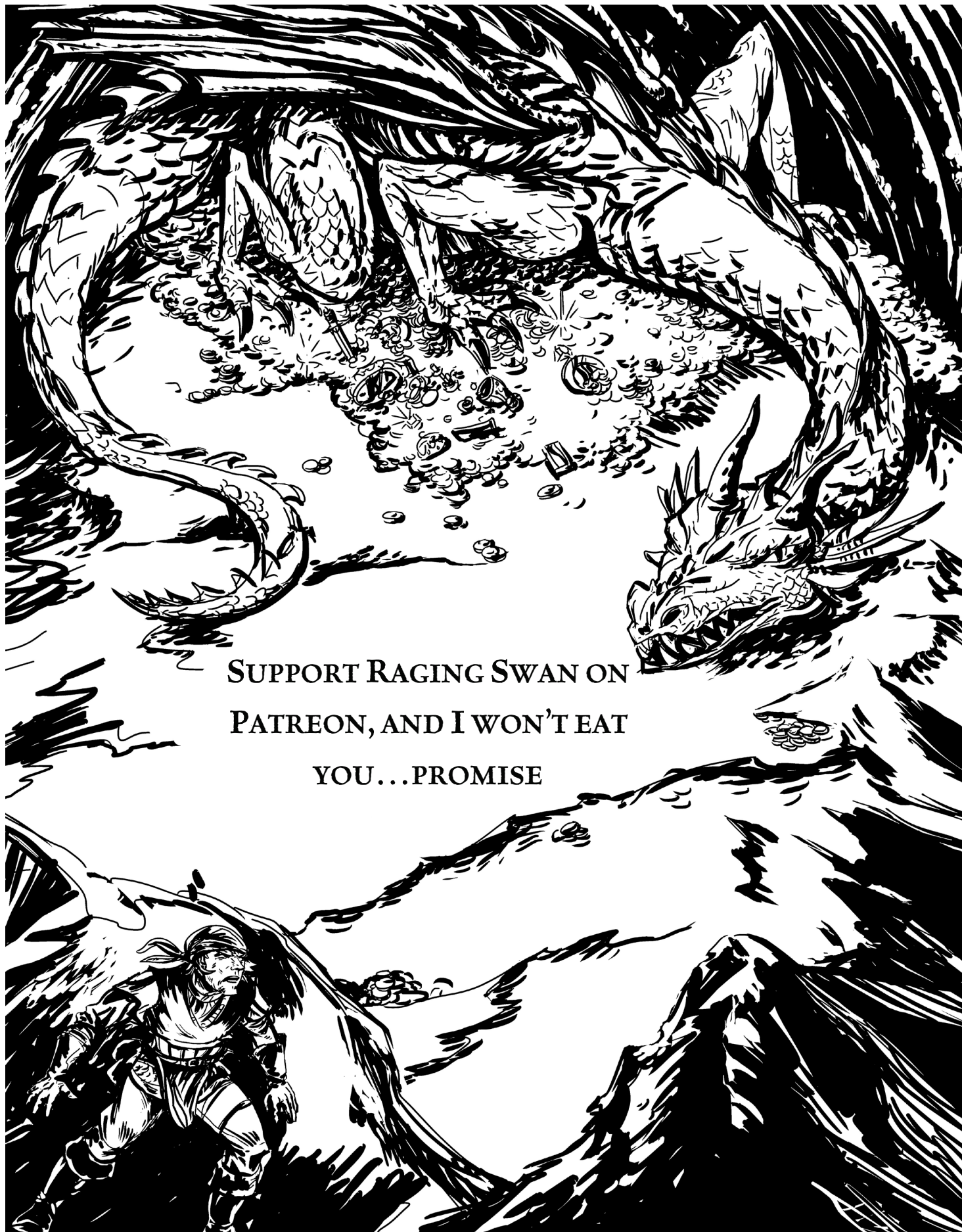


RAGING SWAN PRESS

# GM'S MONTHLY MISCELLANY:

JULY 2015





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# GM'S MONTHLY MISCELLANY: JULY 2015

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*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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Thank you for purchasing *GM's Monthly Miscellany: July 2015*; we hope you enjoy it and that you check out our other fine print and PDF products.

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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:

- **Campaign Events: Masquerade Ball** Katherine Evans.
- **Places of Power: The Fragrant Tower** Jacob Trier.
- **Village Backdrop: Hopespyre** Jacob W. Michaels.





Welcome to July! It's raining when I write this, but I hope that by the time you read this the weather has got much better. (I'm English—we are obsessed with the weather because we get such a wide range!)

In any event, herein you'll find excerpts from some of Raging Swan's newest products including *Village Backdrop: Hopespyre*, *Campaign Events*:

*Masquerade Ball and Places of Power: The Fragrant Tower*. I've also included a recent article I wrote about how I use Evernote to help me run my Borderland of Adventure campaign. (Evernote is a great tool for gamers—if you haven't done so you should check it out!) You can read the article—and scores more as well as campaign summaries—at [creightonbroadhurst.com](http://creightonbroadhurst.com).

No doubt you'll notice that this month we are launching two new lines: Places of Power and Campaign Events. Campaign Events present handy details of just that—a significant campaign event like a masquerade ball or suchlike a GM might not always have time to prepare adequately.

Places of Power are short, richly detailed supplements that each present a flavoursome locale such as a remote temple, borderland fort or reclusive wizard's demesne. Ready to be plugged into almost any home campaign, each installment can be used as a waystop on the road to adventure, the home of a powerful NPC or even as a mini-adventure site in its own

right.

You might also be aware that Raging Swan Press is now on Patreon. We signed up at the start of April, and it's going rather marvellously. The thrust of our Patreon campaign is to be able to afford better rates of pay for our freelance game designers. As I'm sure you know, the economics of 3PP are notoriously tight, but Patreon gives us at Raging Swan Press a way to increase our freelancer rates. At time of writing, we've already tripled our word rate to 3 cents a word, which gives me a warm, fuzzy feeling inside. We want to pay more, but to do that we need your help! If you sign up, you get our supplements earlier than normal and cheaper than normal. Even better, you can pledge what you want and cancel when you want. If you are interested in taking a look at the campaign, check out [patreon.com/ragingswanpress](http://patreon.com/ragingswanpress) or head over to [patreon.com](http://patreon.com) and search for Raging Swan!

In any event, 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](mailto:creighton@ragingswan.com).



## HOW EVERNOTE HELPS ME ORGANISE MY CAMPAIGN

---

For the last four months or so, we've been playing the Shattered Star adventure path and it's going very well. As always, though, campaign prep is a constant struggle.

Like you (I expect) I'm a jolly busy gamer. Family life, running Raging Swan Press and my near obsession with running all conspire to constrain the amount of prep time I've got for our weekly sessions. To stay ahead of the curve, and to be jolly organised, I use Evernote.

Evernote's got loads of advantages for players and GMs alike and I'm finding that it's instrumental in keeping my campaign on track.

For me, using Evernote efficiently is all about clever tagging. Don't get me wrong, the search function in Evernote is tremendously powerful, but a comprehensive but simple list of tags means I can quickly navigate my notes and find what I'm looking for—even in the midst of a session. I use several tags to organise my campaign notes:

- **Shattered Star:** I apply this tag to every note relevant to the campaign. This tends to mean it gets applied to a lot of notes, but it also means I can quickly scan and search everything that might apply to the campaign. It's all there—effortlessly—on a single screen.
- **Shattered Star Session Summaries:** I write up session summaries of every game and post them to my blog, as a handy record of the campaign. I find the process jolly useful in ordering my thoughts and remembering important events that might affect upcoming sessions. My players read them as well to refresh their memories of recent events before the next session. Having them in Evernote—searchable—is an added bonus.
- **Shattered Star PC:** I use this tag on any note pertaining to the PCs. This includes (but is not limited to) copies of their character sheets, their backgrounds and any special magic items or plot devices I might have designed for a given PC.

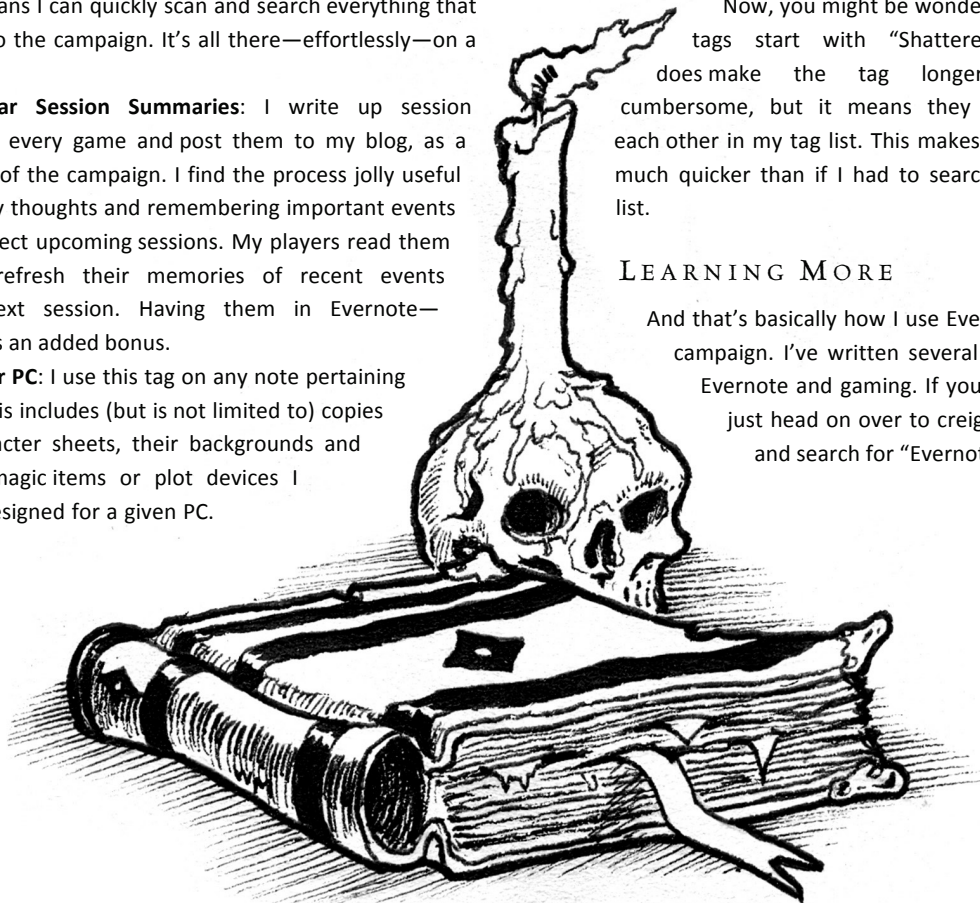
This is also handy if a player can't make it to a session. With a copy of his character sheet ready to go, I can hit "print" and someone else can run the character—meaning the party doesn't lose out on healing, offensive magic or whatever. Worst-case scenario—and we are playing somewhere without a printer—I can simply share the note with the relevant player and they can run the character straight from their device.

- **Shattered Star NPC:** In a similar vein to the Shattered Star PC tag, I use this tag to keep track of important NPCs. I can add important notes, their statistics and so on to a note and have it close at hand. If I suddenly get asked a question about an NPC who hasn't appeared for several sessions, I can quickly refer to my note—and not spend ages leafing through the module trying to find the relevant information.
- **Shattered Star: Module Name:** I've got several tags named after the various modules in the adventure path. Whether I'm designing extra encounters, extra dungeon dressing or just organising my session summaries these are handy tags.

Now, you might be wondering why do all of my tags start with "Shattered Star"? True, it does make the tag longer and somewhat cumbersome, but it means they all appear next to each other in my tag list. This makes finding the right tag much quicker than if I had to search through the entire list.

### LEARNING MORE

And that's basically how I use Evernote to help run my campaign. I've written several other articles about Evernote and gaming. If you'd like to read them, just head on over to [creightonbroadhurst.com](http://creightonbroadhurst.com) and search for "Evernote".



## HOPESPYRE AT A GLANCE

---

Founded 40 years ago by Dagor Thursh, the secluded village of Hopespyre is his and his Church of the Redemptive Flame's refuge from the sinful world.

In his youth, as a soldier for a cruel despot, Thursh witnessed and was responsible for unspeakable acts of horror. Soul blackened by his experiences, for many long years he saw no escape from the army. He found his way out, however, amid the flames of a *fireball* that slew most of his comrades. Surviving, he took the experience as a sign he finally had to start a new life. Preaching that one's sins could be burned away in fire, he quickly attracted a small following.

He also attracted the attention of both the despot and the church of Darlen, god of the sun, who found his teachings heretical. Thus, the church fled to the wilderness, where they established Hope's Pyre (later shortened to Hopespyre).

The village is centred around the constantly burning Font of Redemption, a bonfire emblematic of the village founder and his followers' faith. Longhouses, holding all the village's single men and women, stand tall in contrast to other buildings.

Well-armed guards stand watch at the village's borders, constantly vigilant for threats from monsters and secular and religious authorities. Despite that, those who are judged safe find a warm welcome, with invitations to services and the communal meals that follow. While the reception is sincere, should visitors cause Thursh to fear they are agents of the cult's enemies, they won't leave the village alive.

### DEMOGRAPHICS

---

**Ruler** Dagor Thursh

**Government** Magical

**Population** 156 (70 humans, 38 half-orcs, 22 half-elves, 10 dwarves, 8 elves, 8 halflings)

**Alignments** NG, LN

**Languages** Common, Ignan

**Corruption** -3; **Crime** -1; **Economy** -5; **Law** -1; **Lore** +2; **Society** -2

**Qualities** Insular, pious

**Danger** +2; **Disadvantages** Anathema (established authorities reject this settlement, which they would destroy if they knew its location; -4 economy)

### NOTABLE FOLK

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

**Barja Embersin** (location 4; NG female dwarf rogue 2/expert 2) The overprotective "mother" of the Sister's House.

**Dagor Thursh** (location 2; NG male venerable half-orc fighter 3/oracle [flame] 10) The aging founder of Hopespyre.

**Denmin Thursh** (location 7; NG male middle-aged half-orc oracle [flame] 8) Dagor's oldest son, by his now dead wife, is a true believer and hopes to continue his father's work.

**Friyet Halsh** (location 6; N middle-aged female human expert 2) Udealia's vainglorious mother still harbours resentment that Dagor Thursh refused to marry her when his wife died.

**Katin Shiss** (location 8; LE male half-elf bard 2/cleric 4) Secretly a cleric of the elemental lord of fire, he married Udealia Fireborn as part of a scheme to subvert the community.

**Shan Whistletree** (location 5; NG male halfling ranger 4) The host of the Visitor's House.

**Udealia Fireborn** (location 1; N female half-orc oracle [flame] 6) An illegitimate daughter of Dagor, she's encouraged by her husband and mother to take power as her father declines.

### NOTABLE LOCATIONS

---

Most of the village comprises peasant homes. A few locations, however, are of interest to adventurers:

1. **Font of Redemption:** This ever-burning pyre is Hopespyre's literal and spiritual heart.
2. **Dagor Thursh's home:** Other than two guards, little distinguishes the cult leader's home from other residences.
3. **Brother's House:** The village's unmarried men live in this wooden longhouse.
4. **Sister's House:** This wooden longhouse houses the single women of Hopespyre.
5. **Visitors' House:** Half-hostel and half-prison, visitors stay here for free, treated as guests but watched with a wary eye.
6. **Communal Kitchens:** The village's meals are served here.
7. **Makers' Hall:** Craftsmen use this site, originally several houses that were later connected, to make magic items.
8. **Secret Shrine:** Secret followers of the elemental lord of fire meet at this home owned by Katin Shiss' supposed sister.
9. **Watch Tower:** Two guards occupy these towers at all times, keeping an eye out for threats within and without.

### MARKETPLACE

---

**Resources & Industry** Farming, magical goods

**Base Value** 500 gp; **Purchase Limit** 2,500 gp; **Spellcasting** 5th; **Minor Items** 2d4; **Medium Items** 1d4; **Major Items** –

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

- **Potions & Oils** *cure light wounds* (50 gp), *sanctuary* (50 gp), *daylight* (750 gp)
- **Scrolls (Arcane)** *fireball* (375 gp), *detect scrying* (700 gp)
- **Scroll (Divine)** *atonement* (1,125 gp)
- **Weapons** +1 *flaming longsword* (8,315 gp), +2 *flaming burst shortbow* (32,330 gp)
- **Wondrous Items** *elixir of truth* (500 gp), *phylactery of faithfulness* (1,000 gp), *necklace of fireballs* (type V; 5,850 gp)



## VILLAGE LORE

A PC making a Knowledge (geography) or Knowledge (local) check may know some information about Hopespyre. A successful check reveals all information gained by a lesser result.

**DC 10:** A group of religious heretics fled civilization and founded Hopespyre as a place of refuge.

**DC 20:** The Church of the Redemptive Flame was founded by a soldier, Dagor Thursh, who claimed one could burn sins away.

**DC 25:** Hopespyrers are welcoming, but also extremely paranoid; those considered threats aren't allowed to leave.

## VILLAGERS

**Appearance** Women wear their long hair unbound, while men grow beards to impressive lengths.

**Dress** Villagers uniformly wear white linen trousers and tunic. Adults also wear a red, orange or yellow shawl, the colour indicating their state of redemption.

**Nomenclature** *male* Breel, Fahis, Stoig; *female* Aseri, Harag, Ketka; *family* Fireborn (this name is shared by a handful of Dagor Thursh's illegitimate children), many others take fire-related names (Embered, Ashblown, Newblaze, for example) when they join the community though some retain their original names (such as Coalharst, Memydi, Stavard)

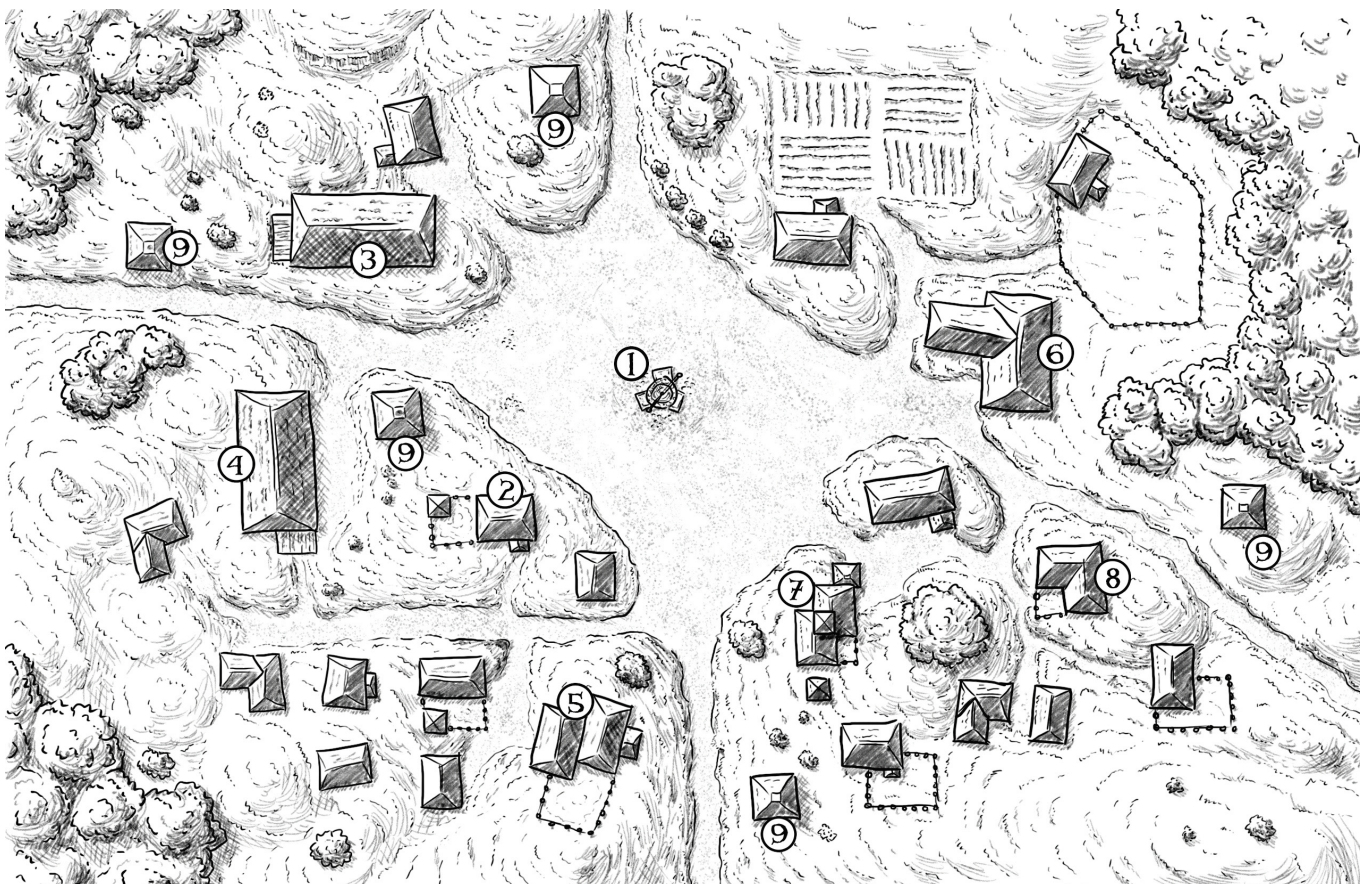
## WHISPERS & RUMOURS

A PC can use Diplomacy to gather information about Hopespyre 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*	All the half-orc children you see around here? They're all related to Dagor. (While the cult leader certainly has many illegitimate children and some grandchildren, not all of the half-orc youth are his offspring.)
2	Some recent converts were kept at Visitor's House for months but in time they accepted Dagor's teachings.
3*	The villagers feed an innocent to the Font of Redemption a few times a year, to keep it burning.
4	A delegation of Darlen's church was wiped out when they tried to broach a rapprochement with village leaders, and their bodies were buried in the woods.
5	Friyet never forgave Dagor for not marrying her. That's why she seduced him—to feed her own ambitions.
6*	Dagor has begun saying that those who do not choose repentance willingly should be put to the torch. (Katin Shiss and his followers are carefully spreading this lie.)

\*False rumour



## THE FRAGRANT TOWER AT A GLANCE

---

Originally a simple watchtower, the Fragrant Tower got its name a few decades ago, when the wizard Tasril acquired the structure and took up residence with his small household. When the wind is right, the sweet scent from the tower's roof-top garden carries for miles, guiding travellers to the squat tower atop Spellbarrow Hill.

Inside, visitors experience a myriad of olfactory impressions from the scented candles, perfumes and incense present in every room. Some of these aromatic items even have magical properties, and may be purchased by those with sufficient coin.

Tasril rarely leaves his laboratory, leaving it to his two dwarven servants to deal with any distractions or visitors. But both the wizard's reclusive behaviour and the multitude of odours serve to cover a secret guarded jealously by the tower's inhabitants. And while visitors are treated with every courtesy, they are also cautioned against exploring the tower.

### DEMOGRAPHICS

---

**Ruler** Tasril

**Population** 4

**Alignment** N

**Languages** Common, Dwarven, Elvish, Gnome, Undercommon

**Resources and industry** Spellcasting and crafting of magical items, arms and armour.

### LORE

---

A PC making a Knowledge (geography) or Knowledge (local) check may know some information about the Fragrant Tower. A successful check reveals everything learned by a lesser check.

**DC 10:** The Fragrant Tower is home to the wizard Tasril and his household. It is so named because of the many sweet-smelling flowers planted around it and in its rooftop garden.

**DC 15:** Tasril rarely deals with visitors in person. Instead, a pair of dwarven siblings manages most of his daily affairs. Those who have met the wizard describe him as a reserved, but courteous, elf.

**DC 20:** It is usually possible to purchase a few magic items at the tower and Tasril has been known to take commissions. He specializes in enchanted perfume and magic scented candles.

### NOTABLE FOLK

---

The following folk reside in the Fragrant Tower:

**Oldar** (location 6; LN male dwarf ranger 1/expert 2) Oldar mainly tends to the grounds outside the Fragrant Tower and to the plants in the rooftop garden.

**Tasril** (location 2; N male troglodyte wizard [conjurer] 8) The reclusive master of the Fragrant Tower does what he can to endure his current condition, while searching for a way to return to his original elven form.

**Yanga** (location 5; LN female dwarf expert 2) Yanga fulfils the role as housekeeper, cook and hostess. She makes sure the visitors' quarters are always ready, and guests have everything they need.

**Zhamosia** (location 2; N female svirfneblin wizard [illusionist] 3) Ever since Tasril's transformation, this faithful deep gnome has been his loyal companion and apprentice. She prefers to spend her time in the tower's underground laboratories.

### NOTABLE LOCATIONS

---

The following areas of the Fragrant Tower are of particular interest to adventurers:

1. **Underground laboratory:** The tower's deepest levels house arcane workshops and laboratories and a concealed escape tunnel.
2. **Wizards' living quarters:** Tasril and Zhamosia both reside in these underground chambers, which also hold a well-stocked library.
3. **Entry level:** Anyone wishing to enter the Fragrant Tower must pass through its fortified entrance before reaching the comfortable visitors' lounge.
4. **Visitors' quarters:** This level of the tower holds a trio of finely furnished rooms for guests.
5. **Kitchen level:** The tower's kitchen and Yanga's living quarters are located on this level.
6. **Fountain level:** A magic fountain at this level provides fresh water for the tower. Olgar lives in a room beyond the fountain.
7. **Rooftop garden:** Lush plants and aromatic flowers grow atop the entire roof of the Fragrant Tower.

### MARKETPLACE

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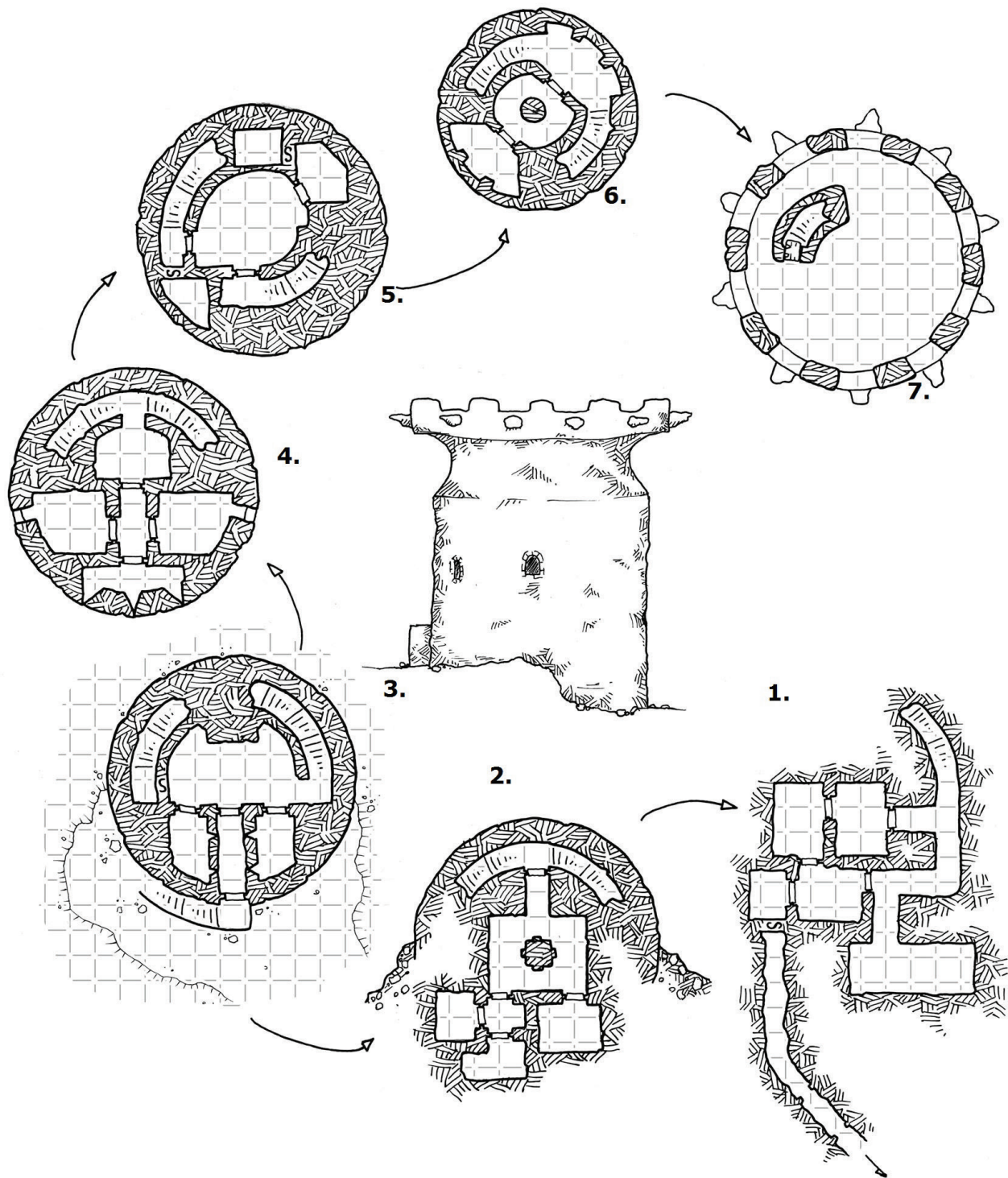
When the PCs arrive at the Fragrant Tower, the following items are for sale:

- **Consumables** *scroll of dispel magic* (375 gp), *scroll of resist energy* (150 gp)
- **Miscellaneous items** *boots of elvenkind* (2,500 gp), *incense of meditation* (4,900 gp)
- **Weapons & Armour** *+1 giant bane longbow* (8,375 gp)

Additionally, the following services are available:

- **Spellcasting** Arcane spellcasting (see Tasril's stat block for full list of available spells)
- **Crafting** Magical arms and armour, scrolls and wondrous items





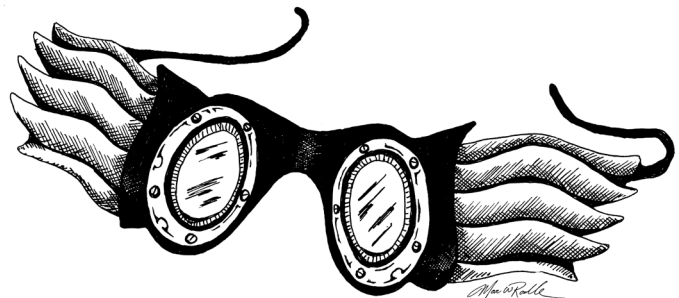
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## MASQUERADE BALL: MUNDANE MASKS

Use this table to provide details of the masks guests at the ball wear. Such masks are non-magical and so are widely available. Ignore any unsuitable results and simply re-roll.

D%	
01-02	An elegant lion mask, complete with full mane.
03-04	A bright feathered bird mask with a curved beak, which covers the wearer's nose.
05-06	A smooth brown eye mask, it includes two horns that curve back over the wearer's head.
07-08	A dark shroud with a deep hood, pulled low over the wearer's face.
09-10	Stylized crow mask, like that of a plague doctor. An herbal aroma emanates from the beak.
11-12	An eye mask of delicate, pale green lace.
13-14	This white mask is covered in pattered gold spirals around the wearer's eyes.
15-16	An ornately carved wooden handle supports this plain, black mask.
17-18	A half-face mask painted in a black and white diamond pattern.
19-20	These oversized glasses have thick black frames and lenses that distort the face behind them.
21-22	Pale blue and white crystals mimic icicles on this mask.
23-24	A cheap-looking monster mask. Opportunistic vendor are selling these outside the ball.
25-26	An elaborately coiffed braided dwarven beard.
27-28	This plain, brown sack has roughly cut eyeholes.
29-30	A smooth, unadorned white porcelain mask.
31-32	A mask like an insect head, with enormous smooth black eyes.
33-34	A paper cut-out of one of the local deities, held up in front of the face on a stick.
35-36	Clown make-up.
37-38	This elegant, colourful peacock half mask is particularly ornate (and heavy).
39-40	A stylised armour mask. The expression is exaggerated for a more sinister appearance.
41-42	A grey stone gargoyle face set in a sneer; blood drips from its maw.
43-44	Cracked rocks arranged in a random pattern cover the wearer's face, making him look like an earth spirit.
45-46	Expertly applied make-up that transforms the wearer into another guest.
47-48	A delicate fascinator with a veil that covers the face. The whole is pale yellow in hue.
49-50	A stag mask, with a huge set of antlers, representative of the traditions of The Hunt.
51-52	This half mask is intricately woven from wheat; their stalks form a headdress of sorts.
53-54	This mask is a comical pig's head wearing a chef's hat.

55-56	A pirate hat, earring and eye patch. Optionally supplied with a stuffed parrot.
57-58	This mask is encrusted with a profusion of fake green and yellow gems.
59-60	A smooth elf mask with a blank expression.
61-62	A replica death mask of an ancient Pharaoh.
63-64	A majestic eagle mask with a sharp beak.
65-66	An actual fencing mask, it has never seen use.
67-68	A fan made by intricately folded paper painted to show a serene woodland scene.
69-70	A blue jewelled turban with an attached half veil.
71-72	Elaborate make-up that mimics the face and disinterested expression of a local petty noble.
73-74	This mask is a mosaic of tiny mirrors and flat stones.
75-76	A scrap of red lace covering the eyes.
77-78	An eye mask adorned with drooping violet feathers.
79-80	An intricately carved wooden mask of a creature from legend.
81-82	A scarecrow mask made of coarse burlap. The crude features are painted on.
83-84	Make-up that makes the wearer look like a veined marble statue.
85-86	A smooth metal mask, resembling a brass golem that completely covers the wearer's head.
87-88	An elegant, but overly high, top hat complete with a thick lace veil.
89-90	A full-face grey mask. It smooths out all expression from the wearer's face giving it a dull, lifeless appearance.
91-92	A tight fitting, roughly sewn brown leather mask that covers the whole face.
93-94	A smooth, metal eye mask that reflects the colours around it.
95-96	A mask of starched white linen. It is exquisitely embroidered with birds and flowers.
97-98	A collection of glass gems applied in a mask pattern around the eyes.
99-100	A brown eye mask made of embossed leather. Golden nonsense runes decorate the mask.



## MASQUERADE BALL: MAGICAL MASKS

Use this table to provide details of the masks guests wear at the ball. These all contain magical effects, so should be used in high-magic worlds, or for balls where no expense would be spared. Otherwise, use sparingly.

D%	
01-02	A crocodile mask with jaws that snap.
03-04	A collection of autumn leaves covering the entire head save the eyeholes. Live slugs inhabit it.
05-06	A faint green mist obscures the wearer's face.
07-08	A semi sheer fabric covers the wearer's face, but the wearer can see through it easily.
09-10	An elaborate wig; tendrils of hair writhe around the wearer's face, obscuring it.
11-12	A realistic red dragon mask, which periodically emits smoke through its nostrils.
13-14	A third eye painted on the forehead, which occasionally blinks.
15-16	A complicated collection of metal gears spin and move around, alternately obscuring and revealing the face.
17-18	An inverted fishbowl, filled with water and fish.
19-20	A lifelike (perhaps too lifelike) werewolf mask.
21-22	A mask that shifts its appearance to mimic the face of the closest person to the wearer.
23-24	An orrery hat and mask—models of the planets swirl around the wearer's head.
25-26	A swarm of insects flocks around the mask.
27-28	A live squid sits on the wearer's head. It's tentacles coil and twist around the wearer's face.
29-30	This person's face is half illuminated from within and half in dark shadows.
31-32	A pumpkin head which smells of pumpkin pie and occasionally drops seeds.
33-34	The wearer's face is visible, but is enveloped by an intoxicating, opaque cloud of perfume.
35-36	An opaque, multi-coloured bubble surrounds the wearer's head.
37-38	This distinctive mask from a famous opera enhances the wearer's singing skills.
39-40	A very realistic fish mask. Bubbles periodically appear from the mouth.
41-42	Thick, rough stitches makes the wearer look like a flesh golem.
43-44	The wearer's head appears to be inside an alchemist's jar, preserved in chemicals.
45-46	A skull mask, with glowing, red eyes.
47-48	The guest's face is always out of focus.
49-50	An elegant satin eye mask, when removed reveals festering, bleeding sores.
51-52	This chameleonic mask blends in with its surroundings.
53-54	A black fur-covered cat mask, with vertical pupiled eyes. At intervals the whiskers twitch.

55-56	A thick smooth green fabric covers the wearer's face completely. It is unclear how the wearer is able to see or breathe.
57-58	This illusion shows the wearer decapitated. She carries her head under one arm. The head is wearing a stylish black eye mask, of course.
59-60	A complex arrangement of delicate spider webs covers the wearer's face. Spiders crawl over the webs and spin new ones as required.
61-62	A full head goat mask, complete with horns and horizontal pupils in the eyes.
63-64	A mask which presents two different faces. One faces left, the other faces right, both can talk.
65-66	The colour of this satin eye mask shifts subtly. It always appears to be a different colour, but no one ever sees it change.
67-68	This guest smokes a pipe all evening. The thick purple smoke that comes from it, keeps the wearer's face obscured.
69-70	This smooth porcelain mask has exaggerated frown lines and a furrowed brow, moulded into the material. The mask moves as the wearer's own face when he talks.
71-72	The wearer's face appears upside down.
73-74	This expertly applied make-up gives the illusion of a skull. It also changes the wearer's voice to sound lower and more ominous.
75-76	A bright red, orange and yellow sunburst. It is difficult to look at for long periods of time.
77-78	A fan, coyly held in front to the face, by an <i>unseen servant</i> .
79-80	The appearance of this mask shifts imperceptibly between the three different heads of a chimera.
81-82	An enormous minotaur mask. The eyes burn with an inner fire; smoke puffs from the nostrils.
83-84	A crown of flowers covers the eyes and nose. It emits an intoxicating perfume, and thorns stab at anyone trying to touch the mask.
85-86	This mask always shows the inner desires of the person looking at it.
87-88	Bandages cover the entire head, except the eyes, which seem to be nothing but an empty void.
89-90	A hat with a large brim. The wearer's face is in impenetrable darkness.
91-92	An illusory effect that makes the wearer look like a different person every second.
93-94	The face appears completely featureless.
95-96	A mask made from wood. Impossibly, it stretches and moves with the wearer's face.
97-98	A dark blue velvet mask, encrusted with twinkling gems representing the constellations.
99-100	This blue and white mask seems to be of ice. It is cold to the touch, for everyone but the wearer.



## 20 THINGS TO FIND IN A PIT

*Adventurers are always falling into pits. Well, they are in my campaigns anyway...*

The bottom of a pit shouldn't be a featureless cube. Beyond a simple trap designed to kill or impede intruders, a trap is a great opportunity to tell a bit more of the dungeon's story.

Some pits hold trapped monsters—or even adventurers—while others have additional dangers such as iron spikes and so on. More, however, hold the detritus of previous delves. Use the table below, to generate minor points of interest a PC might find at the bottom of the pit.

1. A DC 15 Perception check reveals small holes cut into the pit's wall near one corner. A climber using the holes gains a +5 circumstance bonus to escape the pit.
2. Iron spikes line the floor of the pit. Dried blood covers several toward one of the pit's walls showing where someone (perhaps) fell in.
3. An adventurer's rotting body lies twisted and broken at the bottom of the pit. Stripped of all useable equipment by his companions, he lies abandoned. His mournful ghost might linger nearby...and it might mistake the PCs for his perfidious companions.
4. This pit intersects with a natural cavern, the entrance to which breaks through one wall. The cavern has no other exits, but water dripping down through the ceiling could keep a trapped explorer alive for quite some time.
5. Four burnt out torch stubs lie on the floor of the pit. The burnt and shrivelled remains of thousands of tiny spiders carpet the floor.
6. Dungeon denizens use this pit to dispose of their garbage and waste. Anyone falling into the pit takes 1d6 less falling damage than normal because the rubbish cushions his fall. However, the pit is rife with disease and a character in the pit must make a DC 12 Fortitude save or contract filth fever.
7. An empty wineskin and the faint smell of wine linger at the bottom of the pit.
8. Iron spikes, driven into the wall, provide a makeshift ladder of sorts for those trapped in the pit.
9. A discarded, dented helmet lies in one corner.

10. The remains of a healer's kit are scattered about the floor. Some of the bandages are caked in dried blood.
11. "Forgive me" is daubed on a wall in large, chalk letters.
12. A near-empty sack holding 13 gp and 16 sp mixed in with shards of glass from a large mirror is the only thing in the pit. Unwary PCs investigating the sack suffer 1 damage from the glass shards.
13. A torn, brown jerkin hangs from a natural protrusion on one wall.
14. A bent iron spike protrudes from one wall at knee height. It falls out if anyone puts their weight on it.
15. The pit's walls are slick with water oozing from many small cracks in the rock. The walls are hard to scale (+5 DC) and water fills the pit to a depth of roughly 1 ft.
16. The pit's walls are slick with moisture; faintly glowing mould grows in the many cracks, providing a sickly yellow light (equal to dim illumination) throughout the pit.
17. A narrow crack splits the pit's floor. A faint, cold breeze sporadically issues forth.
18. The shards of a broken flute lie discarded in the pit. Nearby, a frayed length of rope and a discarded ration pack are piled neatly in a corner.
19. A small niche in one wall of the pit holds a primitive clay statue of a squat, naked woman. Four silver coins fill a bowl in front of the statuette.
20. Cracks criss cross the walls of the pit. Bent and twisted copper coins have been hammered into many of the cracks—perhaps in some sort of bizarre offering. Coins only fill cracks up to a height of about 3 ft. Three discarded small sacks lie in one corner. Careful examination of the coin-filled cracks reveals they (crudely) spell an unfamiliar name.

### DUNGEON DRESSING

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